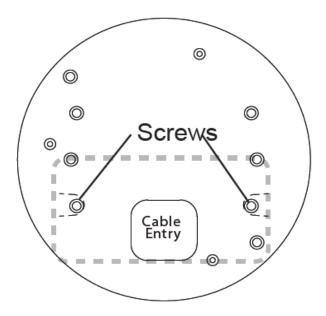
ELECTRICAL JUNCTION BOXES INSTALLATION INSTRUCTIONS



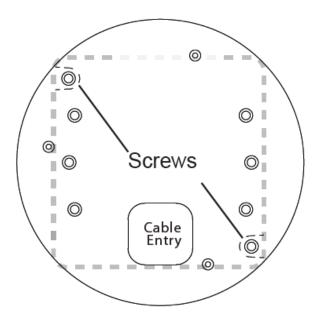
SINGLE GANG BOX INSTALL

It is not recommended to mount the vandal dome camera using only 2 screws. If the desired location only has a single gang box then securely attach the dome using standard M4 zinc or stainless steel screws – as shown in the diagram.

Note:

It is far less secure and there is reduced space to hide the cables and connections.

*Suitable for indoor dome installations.



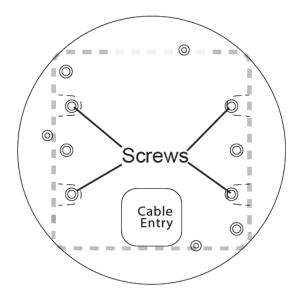
LARGE OPEN FACE ELECTRICAL BOX INSTALL

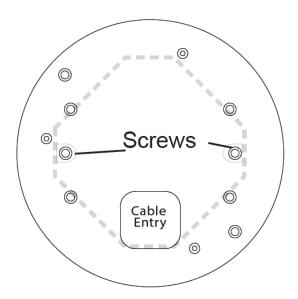
To securely attach the vandal dome camera to a large open face electrical box use 2 zinc or stainless steel screws on opposing corners – as shown in the diagram.

Note:

The screws size is larger than the M4 screws compared to mounting to a single gang box.

*Suitable for indoor and vandal dome installations.





TWO GANG BOX INSTALL

To securely attach the vandal dome camera to a two gang box use 4 zinc or stainless steel screws – as shown in the diagram.

Note:

A two gang junction box is the preferred mounting method because it provides more than enough space to hide the cables and connections.

*Suitable for indoor dome installations.

4" OCTAGON BOX INSTALL

To securely attach the vandal dome camera to a octagon junction box use 2 zinc or stainless steel screws – as shown in the diagram.

Note:

An octagon junction box is another preferred mounting method because it provides more than enough space to hide the cables and connections. The screws size is larger than the M4 screws compared to mounting to a single gang box.

^{*}Suitable for indoor dome installations.

JUNCTION BOX PLATE AND ACCESSORIES

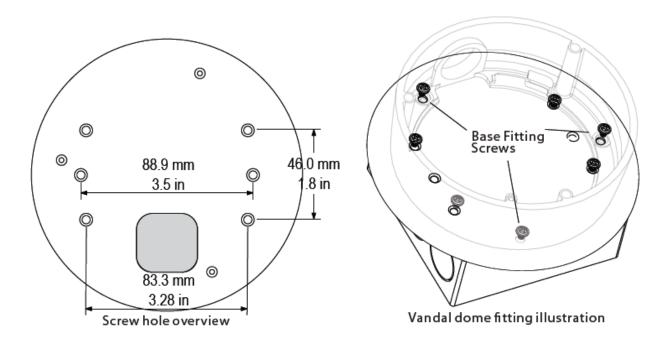
The junction box plate allows the mounting of vandal domes to an electrical box.

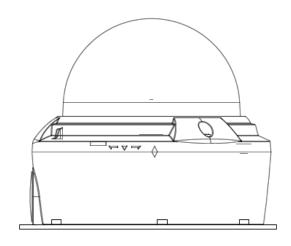
Junction box fitting plate accessories:

- (1) Junction box fitting plate(4) Single or Double Gang box screws(2) Octagon box screws(3) Base fitting screws



Octagon Screw Single/Double Gang Screw Base Screw





Junction box fitting plate attached to camera