

MOTION **BOX**

USER'S MANUAL

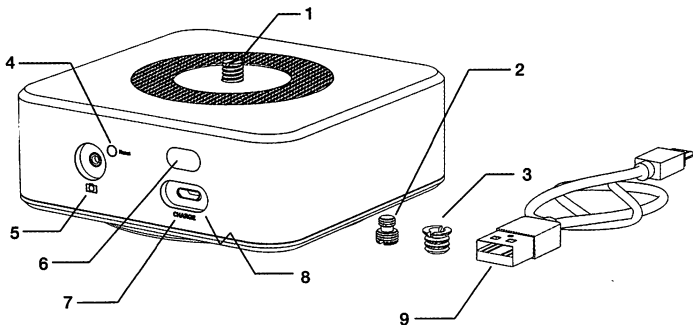
Before operating your edelkrone,
please watch the user's manual video from the link below



TABLE OF CONTENTS

1. WHAT'S IN THE BOX & THE BASICS
2. MOUNTING (CAMERA-TRIPOD-FLEXTILT HEAD 2)
3. USING WITH FLEXTILT HEAD 2
4. CHARGING MOTION BOX
5. START USING

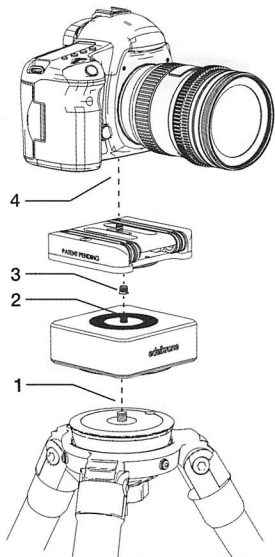
1. WHAT'S IN THE BOX & THE BASICS



1. 1/4"-20 mounting screw
2. 1/4"-20 male to 3/8"-16 male threaded screw adaptor
3. 3/8"-16 to 1/4"-20 reducer bushing
4. Reset button

5. Shutter trigger port
6. Charge indicator light
7. Charging port
8. 3/8"-16 mounting port
9. USB charger cable

2. MOUNTING (CAMERA-TRIPOD-FLEXTILT HEAD 2)



1. Mount your Motion BOX on your tripod by rotating it clock-wise.

2. Mount your FlexTILT Head 2 on your Motion BOX by rotating it clock-wise.

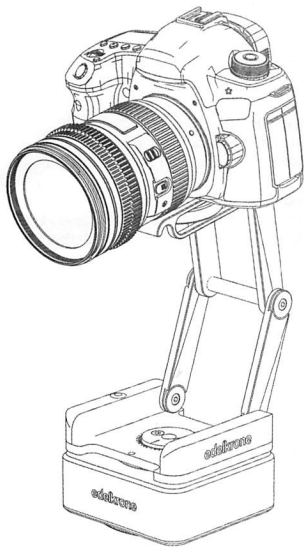
3. If you are using the FlexTILT Head 2 or a tripod head with a 3/8"-16 mounting port, you will need to attach the included adapter screw on Motion BOX.

4. Mount your camera on your FlexTILT Head 2 or tripod head.



A detailed video explaining the mounting process can be found at:
<http://edel.kr/mobo>

3. USING MOTION BOX WITH FLEXTILT HEAD 2



FlexTILT Head 2 is recommended as a tripod head solution for Motion BOX.

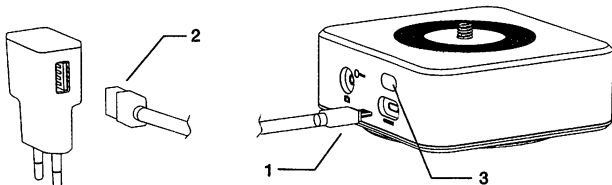
You can easily:

- Adjust the center of gravity of your setup,
- Pan/tilt, and
- Change the height of the camera easily with your FlexTILT Head 2.



A detailed video explaining how to use the FlexTILT Head 2 with Motion BOX can be found at: <http://edel.kr/mobo>

4. CHARGING MOTION BOX



1. Plug the Micro-B side of the charger cable into your Motion BOX's charging port.
2. Plug the USB-A side of the charger cable into an adapter. If you want to use your Motion BOX while you are charging it, you need to use min 5V & 1.5 mA adapter or power bank output.
3. If the charger indicator is red, this means it's charging. The light turns off when it's fully charged.



Motion BOX includes a built in battery.



*A detailed video explaining the charging details can be found at:
<http://edel.kr/mobo>*

5. START USING

1. Download the Motion BOX App to your mobile device from App Store or Google Play. Links can be found at www.edelkrone.com/motion-box.



2. Push the "Reset" button to activate your Motion BOX.
3. Motion BOX App will automatically pair with your Motion BOX via Bluetooth.
4. You are now ready to use your Motion BOX !

** Motion BOX does not have an on/off button. It's always ready to use. If you need to turn off the Bluetooth of your Motion BOX, tap the "Take your devices into flight mode" button at configuration page on the Motion BOX App. To reactivate your Motion BOX, simply press the reset button.



Always start using with a fully charged battery.



Make sure your mobile device's Bluetooth connection is on.



*A detailed video explaining the application usage details can be found at:
<http://edel.kr/mobo>*

DISPOSAL OF THE PRODUCT & WARNINGS



Should the product become damaged beyond repair, or if you wish to dispose of it, it must be disposed separately from the municipal waste stream via designated collection facilities appointed by the government or the local authorities. Observe the regulations of your area and country that relate to the disposal of electronic products.

- * Keep your electronic device away from all sorts of liquids.
- * Do not attempt to disassemble or modify any internal parts of your device. If the device appears to be malfunctioning, discontinue use immediately and contact support for qualified service.
- * Never force a different type of connector into the ports.
- * Environmental factors may affect your device's performance. Keep your product away from environmental hazards such as dust or heavy resonance. Do not use chemical materials to clean your product.
- * Avoid dropping or causing physical damage to device.

**edelkrone cannot be held responsible for damage caused by improper use or modification of the product.



For more information and tips about your Motion BOX, please watch the user's manual videos at: <http://edel.kr/mobo>