



ROTATIONAL
 ORIENTATION
 +90°

BT7550

ROTATIONAL FLIP MOUNT

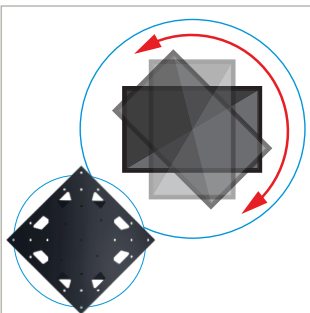
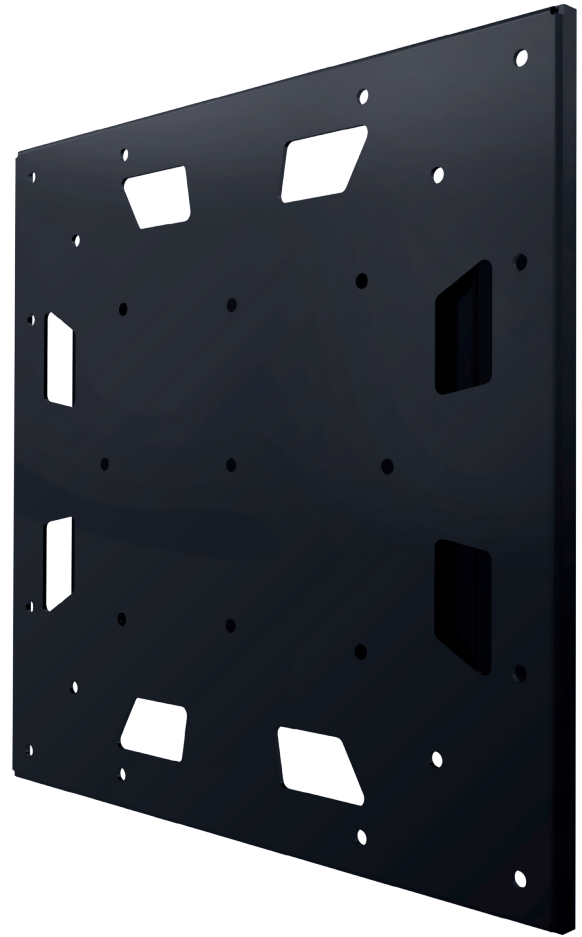
The BT7550 Rotational Flip Mount is designed to allow a screen to be easily rotated from landscape to portrait orientation while mounted to a wall. The tool-less rotation adjustment allows the users to rotate the screen both clockwise & counterclockwise & fixed at any angle from 0° - 90°. Angle guides are included to help set the desired rotation of your screens. Additional features include optional negative tilt of 4.5°, ideal for touchscreen displays such as the Samsung Flip®. The BT7550 can be mounted directly to the wall or attached to other mounts in the B-Tech range for additional features such as pop-out mounting. Pole mounting using System 2 collars or directly to System X solutions can also be done easily.

SPECIFICATION

For screen sizes	37" - 65"
Max load	70kg
Angle adjustment range	90°
VESA® & non-VESA fixings	200 x 200 up to 400 x 400
Colour option	Black or White

FEATURES

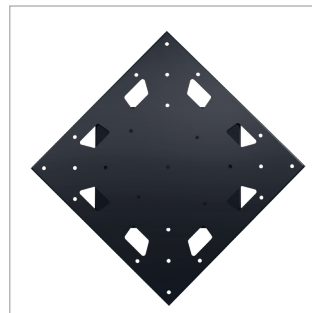
- Allows mounted screens to rotate from landscape to portrait orientation (or vice versa) - Ideal for the Samsung Flip® or other similar touch screens
- Tool-less, easy to use rotation adjustment can be set before or after installation
- Rotation can be stopped and fixed at any angle between 0° and 90°
- Includes angle guides to help set the desired rotation of your screen
- Can be used to mount screens directly to walls
- Can also be mounted to standard B-Tech mounts, pole mounted using System 2 collars or directly to System X solutions
- Features a negative tilt of 4.5 degrees for easier use of touchscreens (ideal for Samsung Flip)
- Simple installation with all mounting hardware included



Rotates a mounted screen from landscape to portrait orientation (& vice versa)



Can be used as a stand alone wall mount or attached to a suitable screen mount



Angle guides help set the desired rotation of your screen



Optional negative tilt of 4.5 degrees for easier use of touchscreens (ideal for Samsung Flip)

