



Acrobat | Articulated arm SD-AT-DW

Fits most displays from 12" to 24"



Mounting hole pattern:
75mm x 75mm;
100mm x 100mm



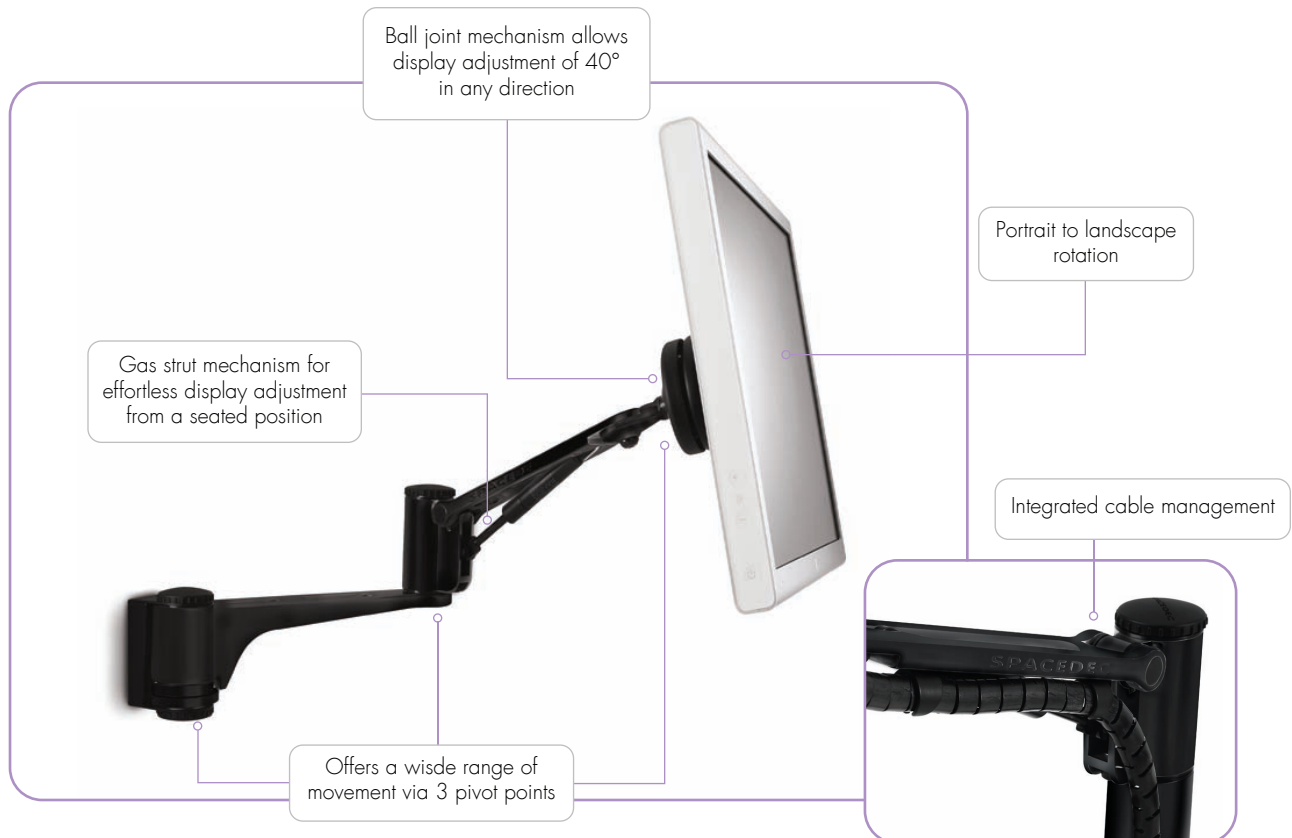
Weight carrying capacity:
Minimum 3kg (6.6lbs), maximum 9kg (19.8lbs)

The SD-AT-DW wall mount helps to conserve valuable desk space by mounting monitors on a wall. This leaves a monitor footprint of zero and creates an extremely productive workspace, free from clutter. Offers the ultimate in versatility. With three separate pivot/adjustment points, the user has full control over their monitor position in terms of height, reach, tilt and screen rotation. Height adjustment is effortless due to the monitor weight counter balancing gas strut mechanism which glides the monitor into position. Screen tilt and pan of up to 40° is also made simple with a ball joint integrated into the arm to position the screen for the optimum viewing angle. Combined, these features ensure that all adjustments can be made from a seated position. Ease of use clearly drives this mount making it an obvious choice for ergonomic excellence and user productivity.



Product key features:

- ◆ Offers a wide range of movement via 3 pivot points
- ◆ Ball joint mechanism allows 40 degrees of display adjustment in any direction from the vertical plane
- ◆ Portrait to landscape rotation
- ◆ Arm maximum reach: 635mm (25")
- ◆ Display height adjustment range: 460mm (18")
- ◆ Integrated cable management
- ◆ Comes with all mounting hardware



Atdec North America www.atdec.com
Atdec Global www.atdec.com.au

Product information, single unit

Load capacity	Material	Color
9kg (19.8lbs)	Aluminum/Steel	Black

Package information, single unit

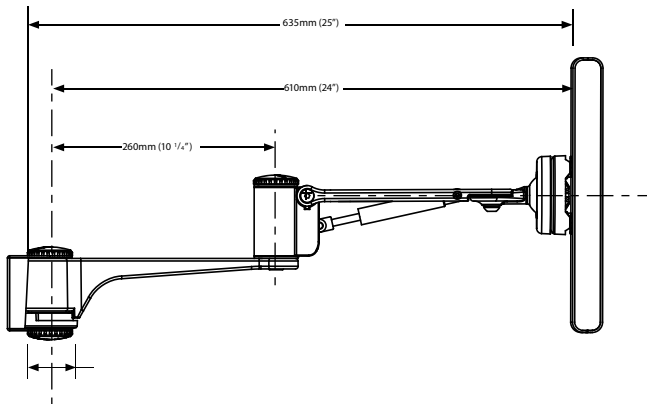
Size	Ship weight	UPC code	Contents
40cm x 27cm x 13cm (16" x 10.5" x 5")	3.1kg (6.8lbs)	881493000742	All hardware required for installation supplied

Package information, master pack

Size	Ship weight	UPC	Units per master pack
83cm x 28cm x 27.2cm (32.5" x 11.25" x 10.5")	13kg (29.6lbs)	881493004160	4

Technical drawings

Overall Dimensions



Range of Movement

