

# ELEV-8 Laser Rangefinder Mount Kit

## (#725-28925)

This aluminum bracket kit is designed for mounting a LightWare SF11-C Laser Rangefinder (Parallax #28054) to the Bottom Chassis Plate (#721-80303) of an ELEV-8 v3 Quadcopter (#80300).

The precision machined aluminum conveniently positions and protects the SF11-C in a downward facing orientation for accurate distance and altitude measurements without taking up any room below the Bottom Chassis Plate, so you have plenty of room for other accessories. Assembly is quick and easy.



### Features

- Fits LightWare SF10, SF11, SF30, SF33 series Laser Rangefinders
- Custom CNC-machined in Rocklin, CA USA from 6061 aluminum
- All mounting hardware included

### Bill of Materials

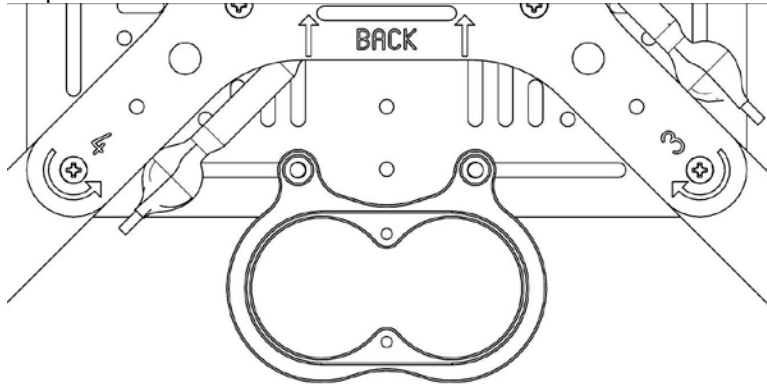
Part #	Quantity	Description
720-28008	1	SF11 ELEV-8 Mount, Machined Aluminum
710-00047	2	Socket Cap Head Machine Screw, #4-40 x 1/4"
710-00048	2	Socket Cap Head Machine Screw, #4-40 x 1/2"
700-00024	2	Nylon-Insert Locknut, #4-40
725-00025	1	3/32" Hex Key

### Additional Items Required

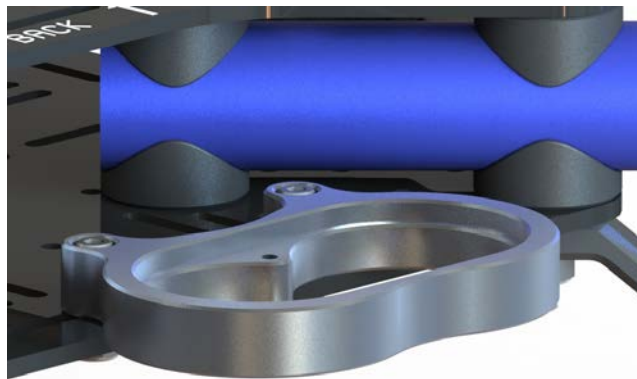
- LightWare SF11-C Laser Rangefinder (Parallax #28054) or other compatible model
- 1/4" Wrench, 1/4" Socket, or Adjustable Wrench
- Thread-locking fluid (optional)
- Safety glasses

## Assembly Instructions

**Step 1:** Align the mounting bracket on the back (or side) of the top face of the Bottom Chassis Plate on your ELEV-8 v3 Quadcopter as shown below.



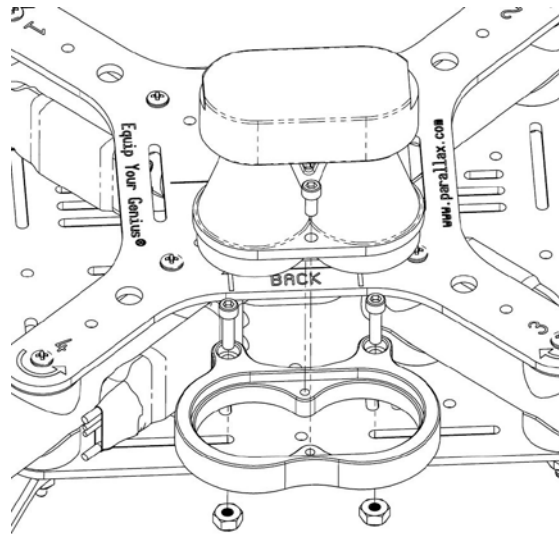
**Step 2:** Attach the mounting bracket to the Bottom Chassis Plate using the two #4-40 x 1/2" socket-head cap screws and #4-40 nylon-insert locknuts, and tighten with the 3/32" hex key and wrench.



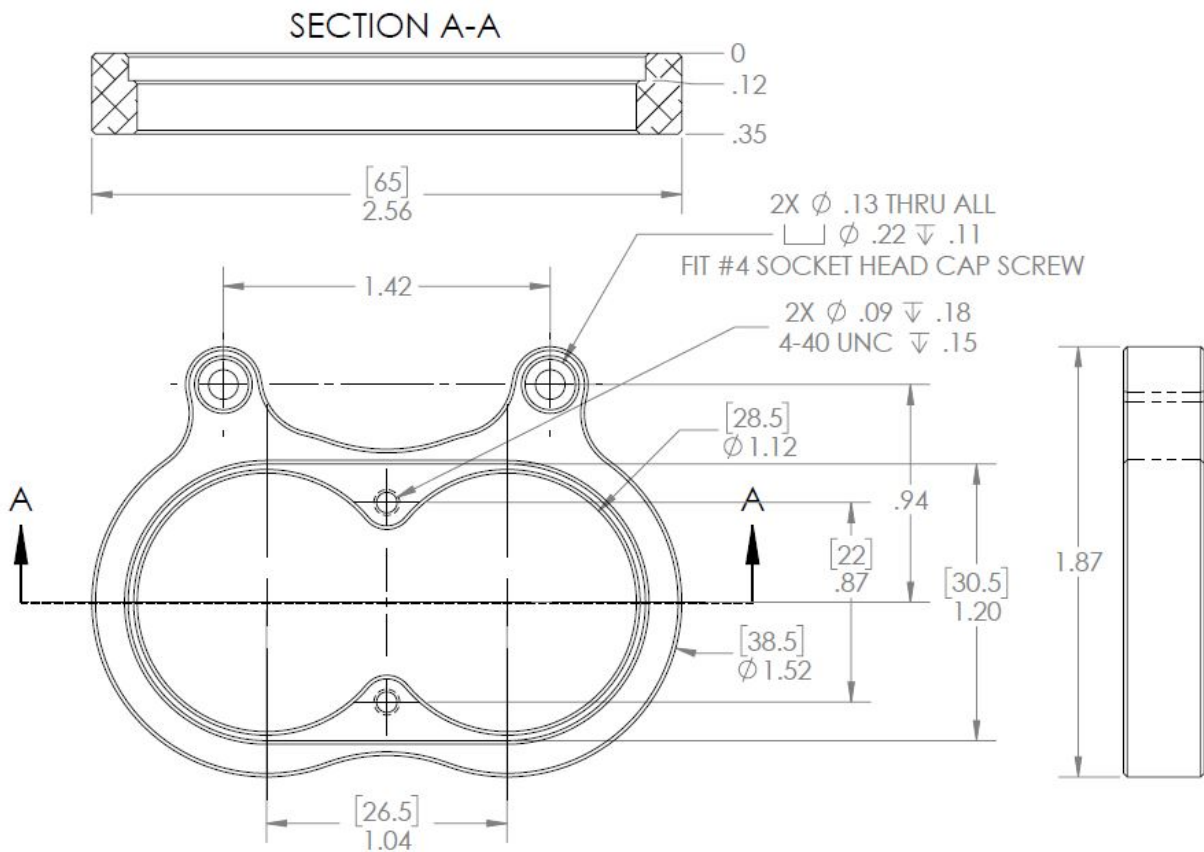
**Step 3:** Insert the SF11 laser rangefinder (as shown below) into the figure-8 shaped opening. Secure with two #4-40 x 1/4" long, socket-head screws using the 3/32" hex key. Do not overtighten. If available, we recommend you place a small drop of medium-strength thread-locking fluid onto each screw first.



## Assembly Drawing



## Dimensional Drawing



## Revision History

Version 1.0 – Initial Release