## Installing Wildlife Camera In A Bird Box



You can find the "Greenfeathers"
App in the Apple store or the play
store. Or you can scan the QR
Code on the box which the camera
comes in.

**Notes:** The 3rd gen **wifi camera** can be mounted anyway you like as you can flip the video footage in the app later on. If you have the **TV camera** option you need to make sure that the smaller night vision lens is underneath the main lens in order for the video to be the correct way up.

If you are still unsure refer to the "Image A", or set up the camera first and run a test on your tv.

**Step 1:** Remove the back panel off the bird house by removing the bottom middle screw and three smaller screws on the bracket, this will then allow you to remove the back panel and allow more room to work. **"Image B"**.

**Step 2:** Lay the back panel flat on a surface either side up. Mark 4cm down from the top of the panel and approximately 8.5cm in from the side. Use a 5mm-6mm drill bit and drill a hole through to the other side. Please use the necessary safety equipment. **"Image C"**.

**Step 3:** Thread the bolt through from the painted side of the panel to the non painted side until around 1cm of the bolt is appearing on the other side. Sit the camera bracket on top of the bolt, hold the bracket in place with one hand, and with a screw driver tighten the bolt. Please note when doing this make sure the camera lens is facing downwards. **"Image D"**.

**Step 4:** At this stage we would recommend installing the app and getting the camera up and running, this way you can then adjust the tilt of the camera to get the best picture. If your using a tv camera cable you can also check the tv feed to make sure the video feed is coming in the correct way.

Once your happy with the camera position, feed the cables out of the back panel and re-install the top bracket screws. You can then chose to either gently screw back in the bottom screw, or leave the screw out if your hanging the back panel against a tree. "Image E".









