

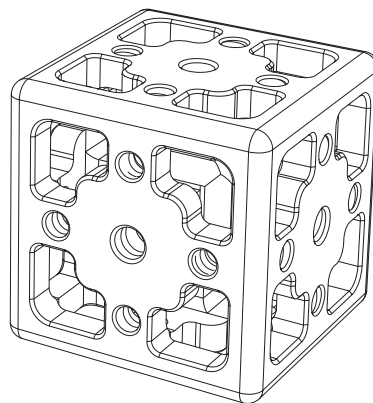
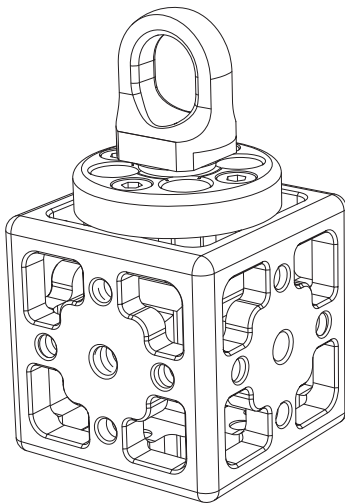
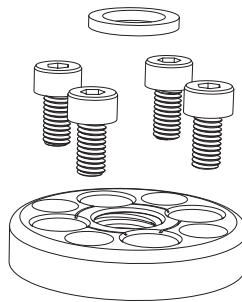
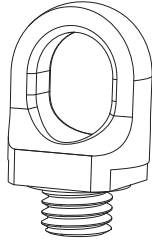
The Exo Adapt Pro System is an Aluminum interface modul that works with the Exo Connect Pro System creating a versatile combination with 1/4"-20 and 3/8"-16 threads and accessories . Can be mounted with (4x) M4X8 hex screws and comes with hex key SW3. Every Exo Skeleton mounting modules integrates the exclusive Exo Connect Pro System. Available in silver or black anodized finish. Wgt: gr. 11, oz. 0,4.



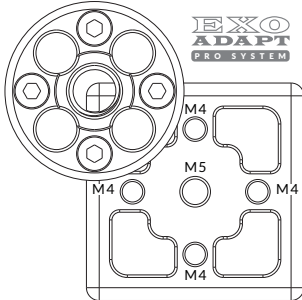
**EXAD14**




**EXAD38**

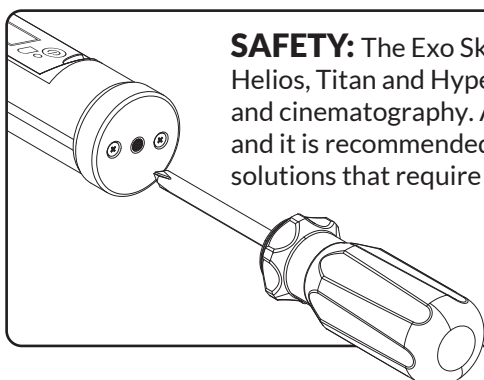


The Exo Adapt is a mounting plate with 1/4"-20 or 3/8"-16 threads that works with the Exo Connect Exo Skeleton mounting modules.



All the Exo Skeleton building modules have the Exo Connect interface for accessories mountings like the Exo Adapt to expand grip solutions to 1/4"-20 and 3/8"-16 standard threads.

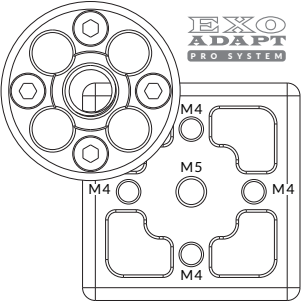
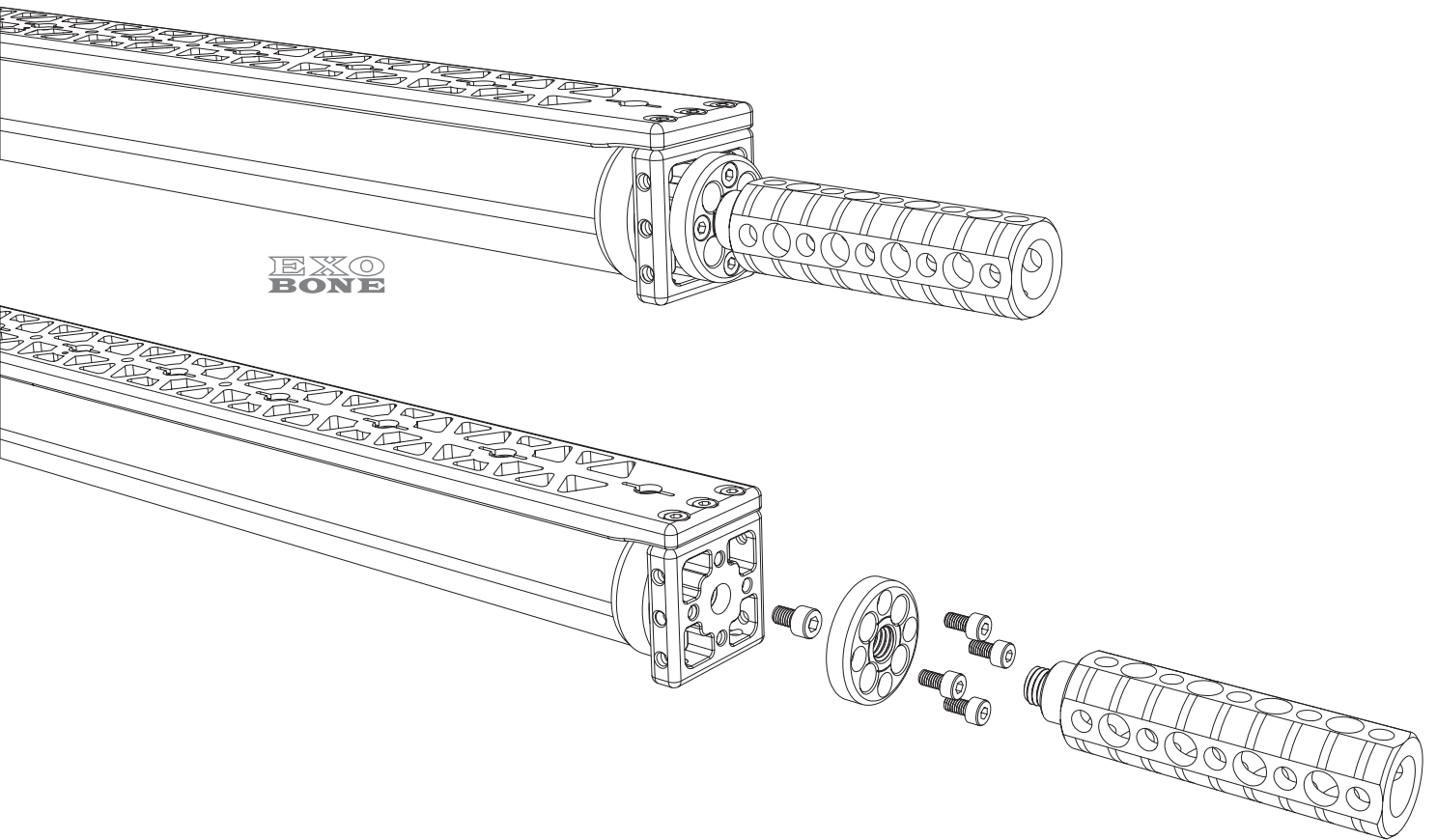




**SAFETY:** The Exo Skeleton system has been designed to expand the creative potential with Astera Helios, Titan and Hyperion LED tubes for professional users in the world of entertainment, television and cinematography. Astera LEDs were not originally designed for heavy use with complex modularity and it is recommended to carefully evaluate safety in the construction of complex and sophisticated solutions that require professional support and anchoring systems.

**WARNING:** Before using the Exo Skeleton system with the Astera LED tubes, make sure that the two screws are well tightened with a Phillips screwdriver. This is important for effective and safe use, avoiding wear of the parts in contact.

The Exo Adapt Pro System is a great addition to create a side handle mount for the Exo Bone System.  
Just screw-on the Exo Adapt on the Exo Slab side plate and add a 1/4"-20 or a 3/8"-16 mounting thread for a grip handle.



All the Exo Skeleton building modules have the Exo Connect interface for accessories mountings like the Exo Adapt to expand grip solutions to 1/4"-20 and 3/8"-16 standard threads.

**EXO**  
CONNECT  
PRO SYSTEM