FOCUS ON PERFECTION

User Manual ▶ **FEISOL Ballheads**

The following manual applies to all FEISOL Ballheads



- (1) Friction Control Knob
- (2) Ballhead Lock / Release Knob
- (3) Panning Base Lock Knob (except CB-30C)
- (4) Quick Release Lock Knob

Note

No tools are needed for operating any of these knobs. Use of tools may cause damage and void the warranty.

A. Panning Base

For optimal use of the Panning Base Function, turn the Lock Knob (3) only slightly. Opening the Lock knob too far may cause instability.

To make possible precise adjustments, FEISOL Ballheads feature a graded scale at the bottom of the Panning Base.

B. Friction Control

Friction is set by adjusting the Friction Control Knob (1). In order to select the desired degree of friction, the Ballhead Lock/Release Knob (2) must first be turned to its fully locked position. Next, friction can be adjusted by turning the Friction Control Knob (1) toward the (+) - more friction -, or toward the (-) - less friction.

Once the ideal friction level has been set, the ballhead can be operated by turning the Ballhead Lock/Release Knob (2). It should not be necessary to make additional adjustments to the Friction Control Knob (1), unless a different degree of friction needs to be set.

C. Quick Release Clamp

The Quick Release Clamps of all FEISOL ballheads are Arca-Swiss compatible, thus making it possible to use different brands of Arca-Swiss compatible Quick Release Plates with FEISOL ballheads.

To insert a Quick Release Plate in the Clamp, it has to first be opened by turning the Quick Release Lock Knob (4). Now it is possible to slide in the Plate which has been attached to the bottom of your camera.

There is a safety lock, designed to keep your camera from accidentally sliding out of the clamp. To disengage the safety lock, the small spring-loaded safety button at the side of the clamp has to be pressed. Now, the camera can be slid in or out of the clamp.

Note

Disabling the safety lock can result in severe damage to your camera equipment.