



# Satellite Rotary

## Installation Instructions

Thank you for choosing the all Australian Jupiter II Satellite light mover. You can now look forward to the benefits of moving lights.

- \* Increased yield.
- \* Allow more light to reach lower areas by eliminating shading.
- \* Creates even height profile of crop, as plants don't crowd around lamps.
- \* Healthier growth

**Please read these instructions carefully. If you have any queries or comments, please contact the manufacturer, at [info@jupiter2lightmover.com](mailto:info@jupiter2lightmover.com)**

- \* The Jupiter II runs on 240 VAC and draws a low 1.5 watts.
  - \* Always use a grounded three pin plug and remember, wet hands and electricity can cause fatal consequences. Make sure hands are dry before plugging or unplugging the unit.
  - \* Plug the Jupiter 2 into a into a seperate timer to the lamp ballasts so that the lightmover commences operation at the same time as the lamps.
  - \* The Jupiter II has been developed to maximize light penetration by allowing closer lamp to plant distance. The use of horizontal batwing type lamp reflectors is recommended to take full advantage of the controlled beam of high intensity light emitted from this type of reflector. Chinaman hat type of reflectors are designed for stationary lamps where you require a wide distribution of light at the expense of intensity.
  - \* All lamps hung from unit must be fitted with reflectors.
1. Locate a suitable level structural beam or rail in ceiling. **It is crucial that the motor unit is mounted level otherwise clutch slippage may occur.**
  2. Remove the 'Y' shaped undercarriage from the motor unit by unscrewing the 3 M6 x 40 mm bolts and place to one side. Pic 3

3. Remove the handle from the motor unit by unscrewing the 4 x M6 motor bolts with an M 10 spanner. Fasten handle directly to ceiling using 3 x suitably strong fasteners (not supplied). Pic 2
4. **To avoid future clutch slippage problems it is crucial to check to see that the handle is level by taking two readings with a spirit level 90 degrees to each other. Do not rely on just using your eye as it will not be correct.**
5. Bolt the motor back to the handle using the 4 x M6 bolts. Tighten bolts. Pic 2
6. Undercarriage is designed to fasten either 2 or 3 arms.  
2 arms - arrange in a 180 degree line.  
3 arms - arrange like a peace sign.  
Each arm has 3 eyebolts. Make sure that the eye bolts are facing in the downward direction before fastening arms to the motor.  
Loosely fasten the hole end of one arm by securing between the 'Y' bracket and the disc. Do not tighten yet.  
Do the same for the other arms. Tighten all the bolts until arms are securely wedged between bracket and disc. Pic 5
7. Secure the lamp reflectors to the arms using metal jack chain preferably with the lamp cord end facing the motor unit. Cable tie the lamp cord along the corresponding arm. A length of the cord will need to be looped at the motor end before being routed to the ballasts on the wall. This loop of slack lamp cord is necessary to prevent the cords jamming the rotation of the arms.
8. **Explanation of clutch. Pic 4 & 5**  
The slip clutch is made up of two discs one small, one large. The small disc is attached firmly to the gearbox axle. The larger disc sits loosely on top of the small disc. The arms are attached to the large disc so if they get caught on anything then the discs will slip against each other and thus prevent gearbox damage.  
Clutch adjustment can be made by gently screwing the centre bolt up against the axle bolt. **Do not jam the discs by overtightening the centre bolt as gearbox damage may occur.**
8. Connect motor unit to 240 VAC and observe the operation for two complete 180 degree rotations. If rotation is working fine in both directions then it's time to fire up the lamps.  
If clutch slippage is occurring then first check if lamp cords are snagging anywhere? If so, adjust accordingly.  
Has motor unit been checked to be completely level see point 4.  
Adjust clutch if slippage is still a problem see point 8.