

# theTent. Product sheet

This design and this product are protected worldwide.  
🇧🇪 Designed in Belgium.

## Characteristics



Installation with 1 person



Setup in less than 5'



Aluminum tubes (70% recycled)



HMPE cables (steel strenght x5)



On wheels

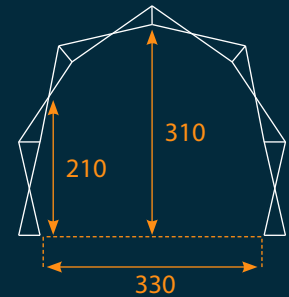
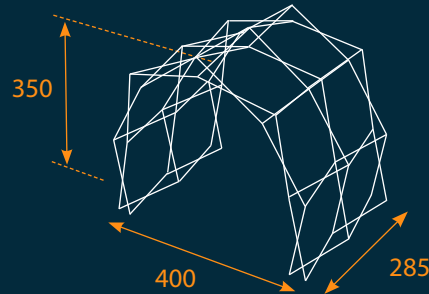


Capacity of 10 people

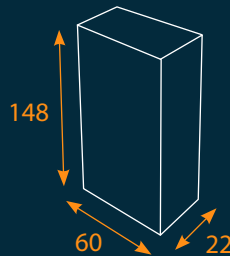


Up to 37m<sup>2</sup> of printable area

Open dimensions (cm)

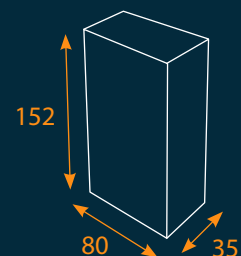


Closed dimensions ... (cm)



50kg

... with membrane on (cm)



60kg

## Documentation

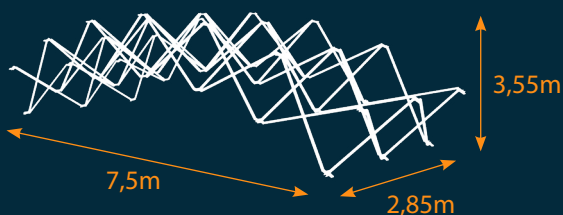


[konligo.com/download/](https://konligo.com/download/)

## Installation



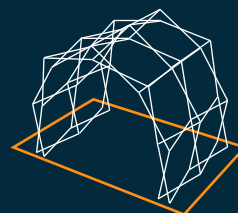
**CAUTION**  
To install or desmount you need at least a space of 7,5m x 2,85m x 3,55m



## Stage & floor dimensions



Inside structure  
3m x 3m



Under structure  
5m x 3m

Unfold the structure first,  
and then lift it on the stage

# Anchoring & ballast weight

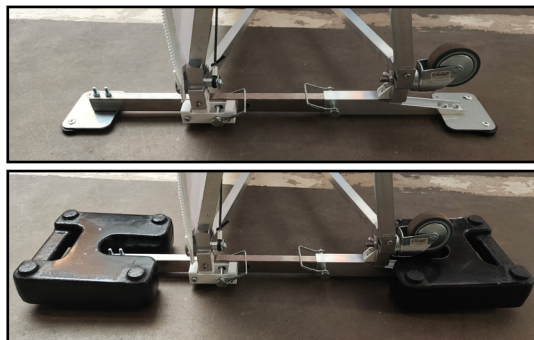


**CAUTION**  
For your safety, please respect the ballast weight !

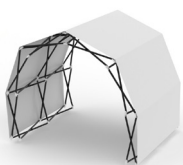


1 : Total Ballast Weight on feet (kg)  
2 : Weight per guying line (kg)

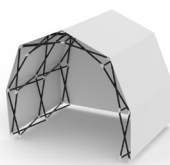
Disposition of weights on foot plates (1)



Wind speed



Outside covering

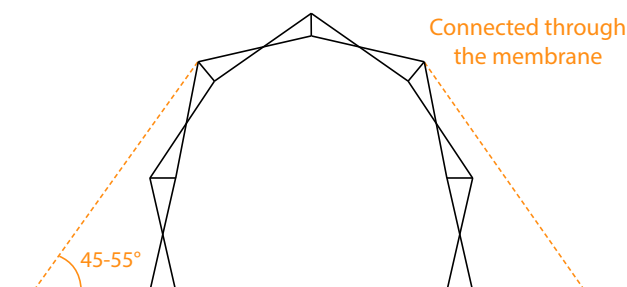


Outside covering +Backdrop

Wind speed	1	2	1	2
0 km/h	1	2	0	-
30 km/h	1	2	160	-
45 km/h	1	2	420	-
65 km/h*	1	2	460	230
75 km/h*	1	2	610	310

\* Above 45km/h, guying lines are necessary. Both ballast on feet and guying lines should be used.

Placement of the guying lines (2)



# Bearing load capacity

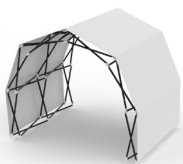


1 : Maximum load on the structure (kg)  
2 : Maximal load in a diameter of 1.3m (kg)

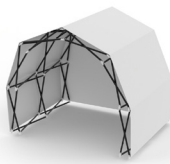
Loads can be hanged on the connectors or directly on the bars.



Wind speed



Outside covering



Outside covering +Backdrop

Wind speed	1	2	1	2
0 km/h	1	2	160*	20*
30 km/h	1	2	130	16
45 km/h	1	2	65	8
65 km/h	1	2	80	10
75 km/h	1	2	50	6

\* Above 80kg of total load or above 10kg per point, a minimum ballast weight of 150kg should be added (as shown on image (1)).

Example of maximum allowed loading on the facade for 0km/h:

