

# User Manual - 3D Scanner

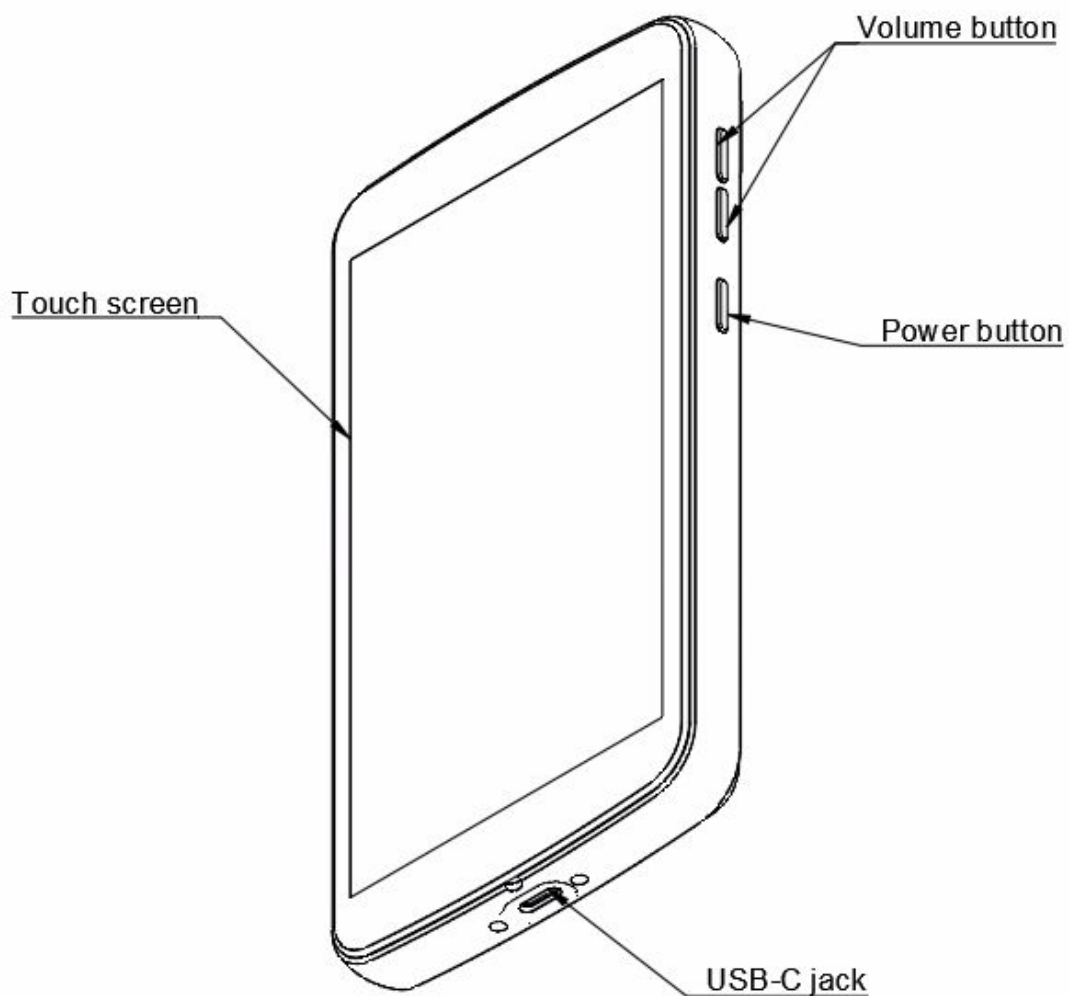
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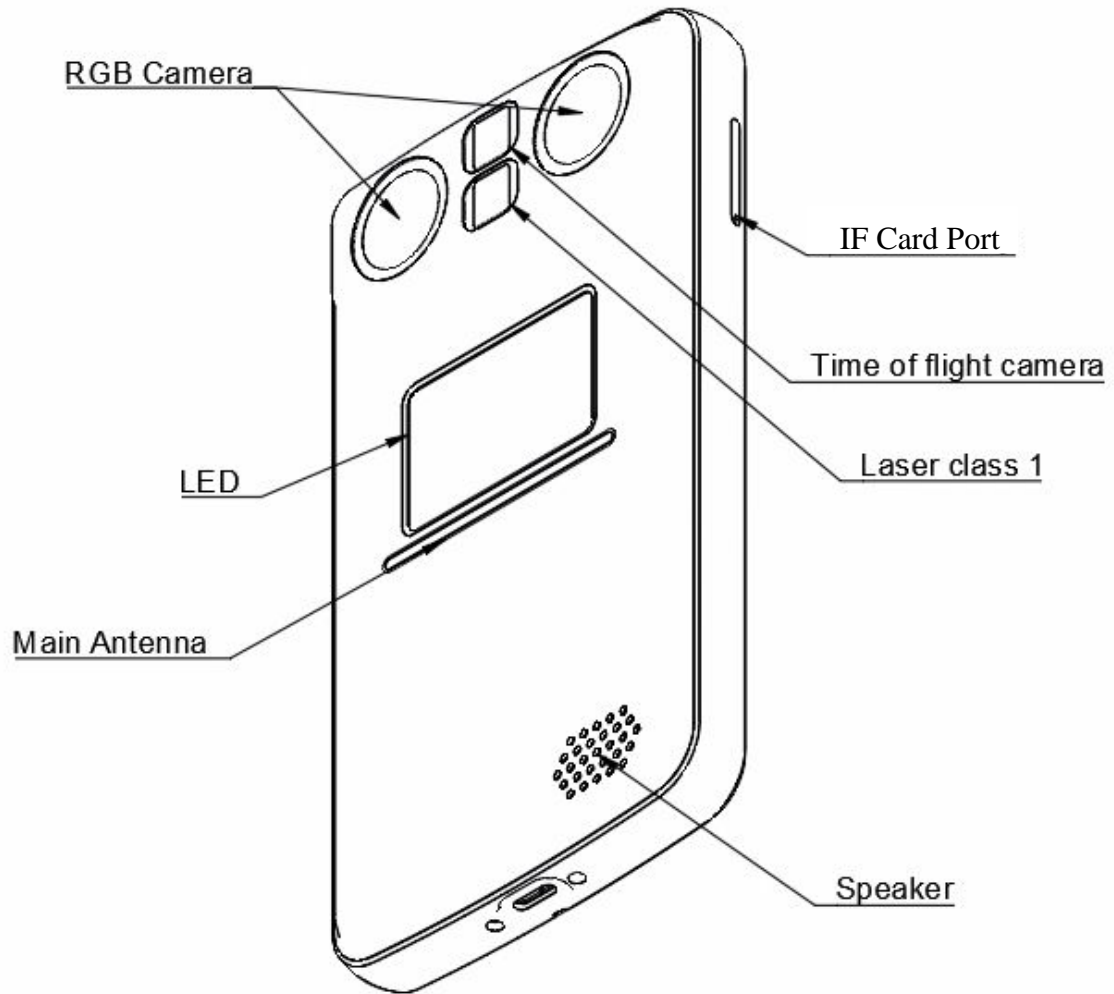
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## Package contents

- Device
- USB-C Cable
- Ejection pin for SD Card slot
- User safety information
- User manual

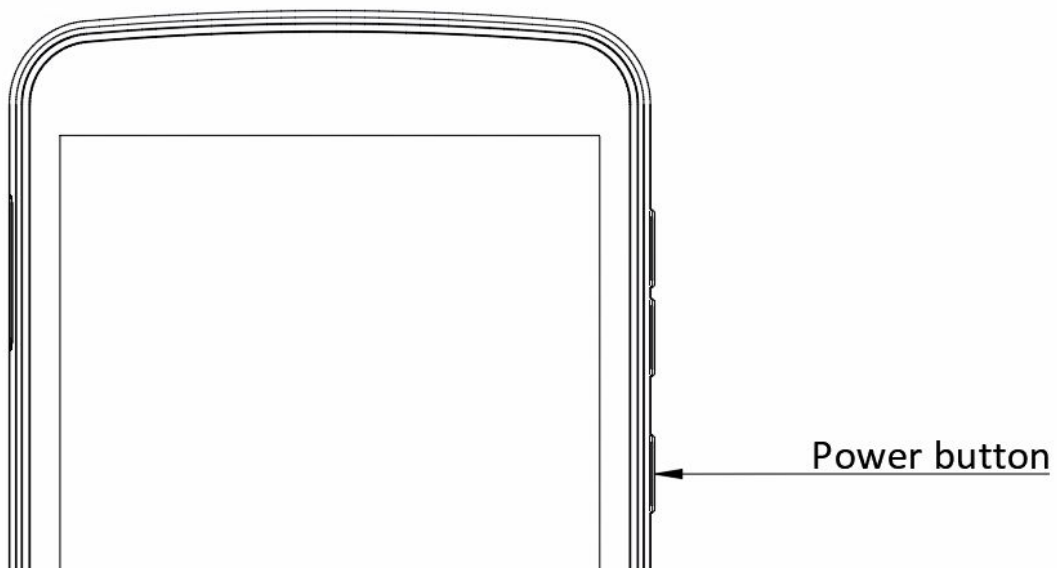
## Device layout





## Turning the device on and off

1. Press and hold the power button for a few seconds to turn on the device.
2. When you turn your device for the first time or after performing a data reset, follow the onscreen instructions to set up your device.
3. If the device doesn't turn on, you might need to charge the battery.
4. To turn off the device, press and hold the power button.



## Charging the battery

1. Connect the device to a power outlet using the included USB-C cable and USB power adapter.



2. Plug the USB power adapter into an electric socket
3. After fully charging, disconnect the device from the charger. First unplug the charger from the device and then unplug it from the electric socket.

**NOTE** The actual charging time may vary depending on the status of your device and the charging conditions. The charging time may also differ when you charge the device in very cold or very hot conditions.

## Battery charging tips and precautions

1. When the battery power is low, the battery icon appears empty.
2. If the battery is completely discharged, the device cannot be turned on immediately when the charger is connected. Allow a depleted battery to charge for a few minutes before turning on the device.
3. The device may be used while it is charging, but it may take a longer time to charge.
4. Your device is powered by a rechargeable battery. A charger (USB type-C cable) is included with the device for charging the battery from a power outlet.

**NOTE** It is advisable to only use the USB cable that is provided by Scoobe3D. Scoobe3D batteries are designed for your device to maximize battery life. Using other batteries, USB cable and charger that are not provided by Scoobe3D may cause damage to the battery.

5. While charging, the device and the charger may become hot and stop charging. This usually does not affect the device's lifespan or performance and is in the device's normal range of operation.

**TIP** Disconnect USB cable from device and wait for the device to cool down. For more information about the device's battery please refer to the important safety guide.

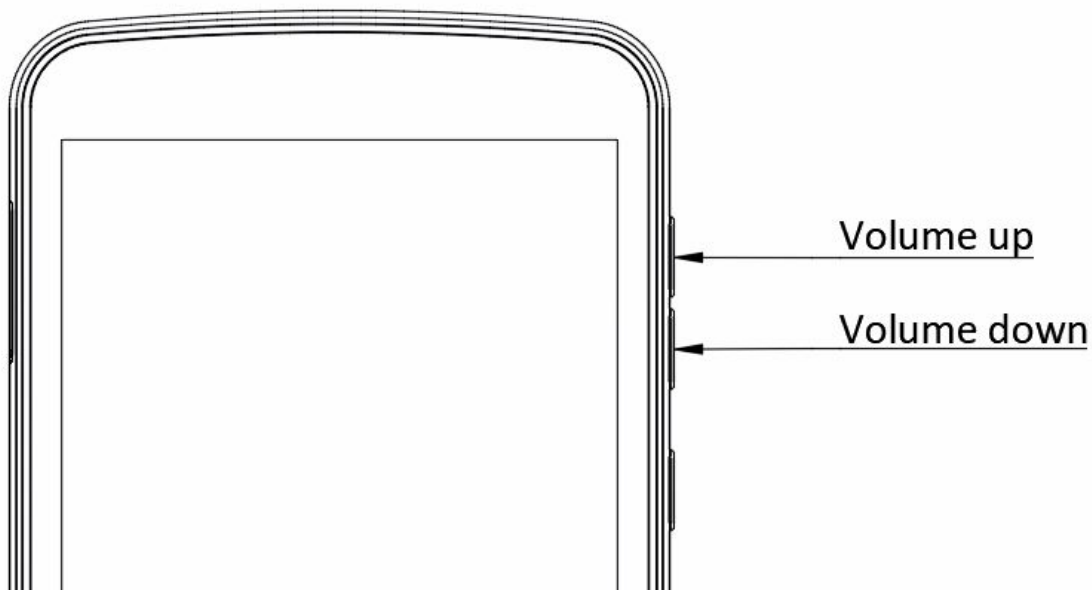
## Temperature range for usage

To avoid damage and loss of calibration, the device should be stored and used in the ambient temperature range from +5°C to +40°C.

## Adjust the volume on the device

When using the device, use the buttons on the side of the device to adjust the audio volume.

**WARNING:** For information about avoiding hearing loss, see Important safety information for Scoobe3D 3D scanner.



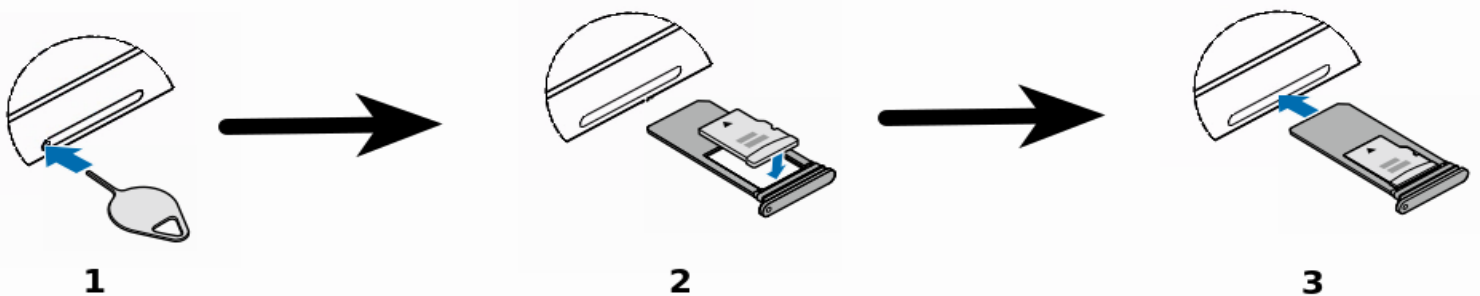
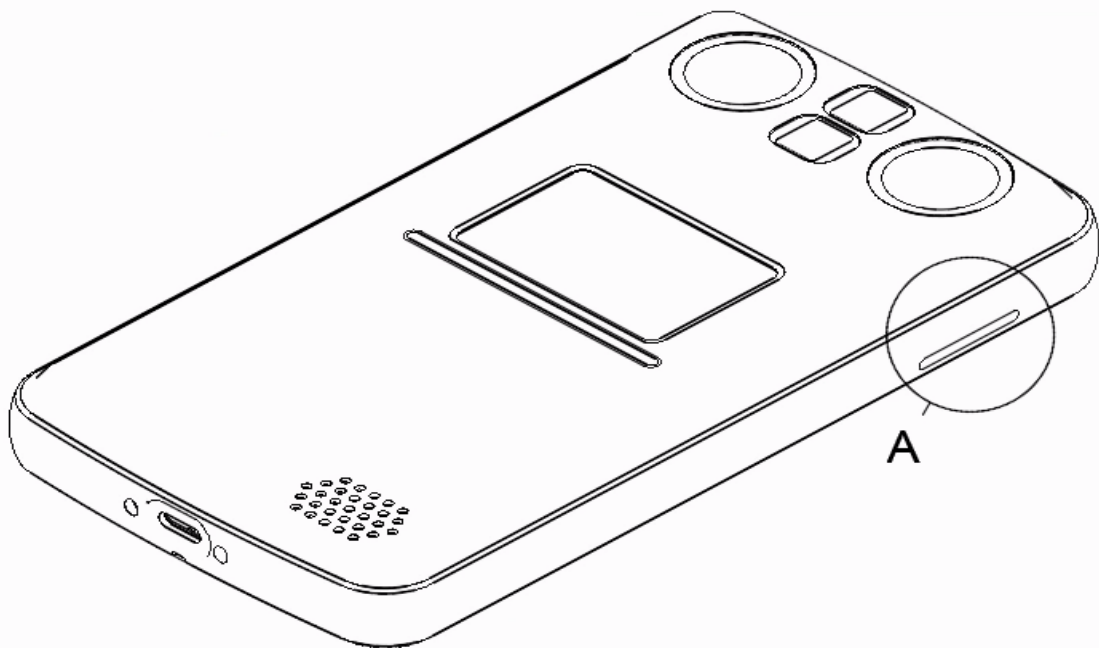
## Memory card (SD card)

Your device's memory card capacity may vary depending on which memory card is inserted. Some memory cards may not be compatible with your device depending on the memory card manufacturer and type.

1. Some memory cards may not be fully compatible with the device. Using an incompatible card may damage the device or the memory card and may corrupt the data stored in it.

2. Be very careful when inserting the memory card. Using too much force may damage the memory card itself, the SD card tray as well as the electronics inside the device. Therefore, use caution when inserting the memory card.
3. Frequent writing and erasing of data shortens the lifespan of memory cards.

## Installing a memory card



1. Insert the ejection pin into the hole on the tray to loosen the tray.

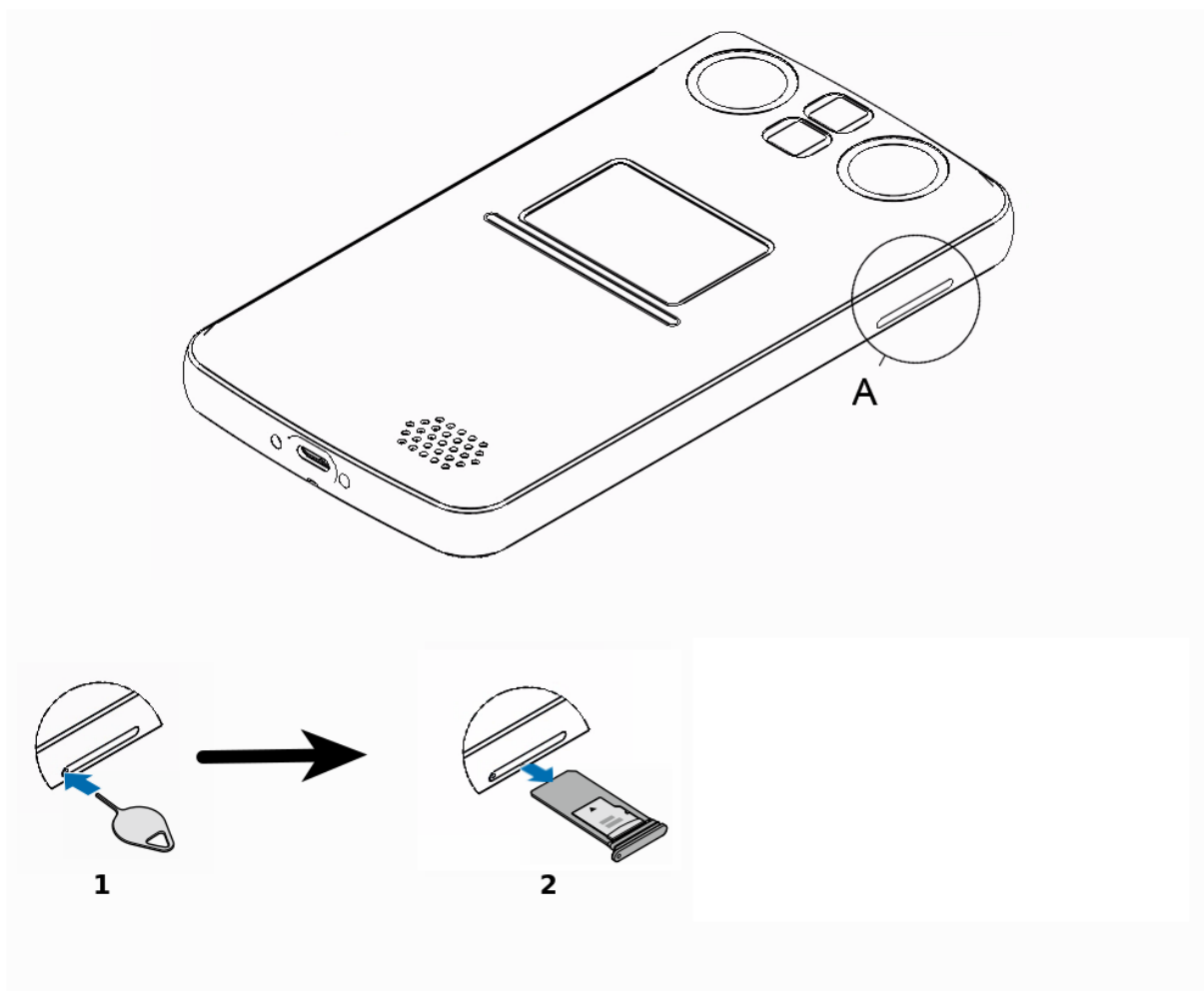
**NOTE** Ensure that the ejection pin is perpendicular to the hole. Otherwise, the device may be damaged.

2. Pull out the tray gently from the tray slot and place a memory card on the tray with the gold-colored contacts facing downwards. Gently press the memory card into the tray to secure it.
3. Insert the tray back into the tray slot.

**NOTE** Do not insert the tray into the device while the tray is wet. It will damage the device. Make sure the tray is dry.

Make sure the tray is fully inserted inside the tray slot, to prevent dust or liquid from entering

## Removing a memory card



1. Insert an ejection pin into the hole on the tray to loosen the tray.

2. Gently pull out the tray from the tray slot.
3. Remove the memory card.
4. Insert the tray back into the tray slot.

**NOTE** Do not remove the memory card while or during the device is transferring or accessing information. Doing so may cause data loss or corruption or damage the device or the memory card itself. Scoobe3D is not responsible for losses that result from the misuse of damaged memory cards, including the loss of data.

## Controlling the touchscreen

- Do not allow the touchscreen to come into contact with other electrical devices. Electrostatic discharges can cause touchscreen to malfunction.
- To avoid damaging the touchscreen, do not tap it with anything sharp or apply excessive pressure to it with your fingertips.
- The device may not recognize touch inputs close to the edges of the screen, which are outside the touch input area.
- Leaving the touchscreen idle for extended periods may result in afterimages (screen burn-in) or ghosting. Turn off the touchscreen when you do not use the device.
- It is recommended to use fingers when you use the touchscreen.

## Connectivity

### Wi-Fi

Activate the Wi-Fi feature to connect to a Wi-Fi network and access the internet or other network devices.

#### **Connecting to a Wi-Fi network.**

1. On the settings screen, tap Connections → Wi-Fi to activate the Wi-Fi
2. Select a network from the Wi-Fi networks list. Enter password if required.
3. It is advisable to use the device in the same room as the router.
4. It is advisable to use DSL 100 connection for the Wi-Fi router.
5. Tap CONNECT
  - Once the device connects to a Wi-Fi network, the device will reconnect to that network each time it is available without requiring a password. To prevent the device from connecting to the network automatically, select it from the list of networks and tap FORGET.
  - If you cannot connect to a Wi-Fi network properly, restart your device's Wi-Fi feature or the wireless router.
  - Covering the Wi-Fi antenna slot will cause connection Wi-Fi to be weaker or interrupted.

## App usage - Scoobe3D App

The Scoobe3D app is already pre installed in the device.

To start scanning objects:

1. Tap on the Scoobe3D app
2. Fill in login credentials to gain access to user's profile in app
3. Tap on the plus button to start scanning a new object
4. Make sure object is at least 40 cm away from the device
5. Move around the object to capture all sides of the object
6. Make sure object stays in the area provided during scanning
7. Orange circle will turn green once that particular side has been scanned
8. Tap done, when you're done scanning the object
9. Select a file which you would like the scanned product to be saved into STP, STL, OBJ and many more
10. Scanned object will be saved in Scoobe3D cloud

### NOTE

- Scanning does not require an internet connection as the data is stored on the device. The data will be automatically uploaded into the cloud account when the device is connected to the internet.
- While data is uploaded to the cloud account, make sure the device is in direct line of sight to the Wi-Fi router for a better upload speed.
- If the device is disconnected from Wi-Fi, the upload will pause and continue once a Wi-Fi connection is established again.
- The size of the file is approx. between 1 GB to 1.6 GB per scan. The varies between objects depending on the complexity and size of the object.

To access old scanned object

1. Tap on gallery
2. Scroll up/down in gallery to search through previous scans
3. Tap export to export scanned object file
4. Exported file will then be sent to user's email

FAQs for the device are provided on the official website of Scoobe3D:

<https://scoobe3d.com/en/hilfe-center/>.

#### FCC Statement

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.