

LiteBoard™ Wand

The LiteBoard™ Wand works like a wireless mouse - but one that works in midair, not on your desktop. Just hold the wand in your hand, and point it at the projected image to point, click and drag. The wand works with all your software, just like a regular mouse.

Charging the Wand's Battery

When the wand's red battery light starts to blink, its internal battery is low. To charge the battery, open the flap at the side of the wand to expose the wand's USB connector. Then connect a USB cable between the wand and a computer (make sure the computer is powered on). The battery light will stay on while the battery is charging, then it will turn off when the battery is fully charged.

When charging is finished, disconnect the USB cable.

NOTE: The charging time will take approximately 3 hours and will allow more than 25 hours of wand use. Do not use the wand while the wand's battery is charging.

Caution: The lithium battery is only rechargeable, and is not user serviceable or user replaceable.

Caution: Always use the included USB cable and your computer to charge the wand.

How to Use the Wand

- 1 The projector needs to be powered on and connected to your computer.
- 2 Connect the projector and your computer with a USB cable.
- 3 Connect the projector and your computer with a VGA cable.
- 4 Make sure the wand's battery is charged or charging.
- 5 Turn on the projector and make sure it's displaying the computer's screen - set the source to Computer 1 or Computer 2 (press the source button on the projector or its remote if needed - you may need to press it several times).
- 6 Enable the LiteBoard™ Wand in the Advanced Menu > Setup > Keypad/

Remote menu.

- 7 Turn on the wand by pressing its tip - the wand's blue status light will start to blink.
- 8 Point the wand at the screen to point, click, and drag - just like a normal mouse.

NOTE: When you're done, set the wand aside and make sure it isn't pointing at the screen; it will turn itself off automatically after 1 minute.

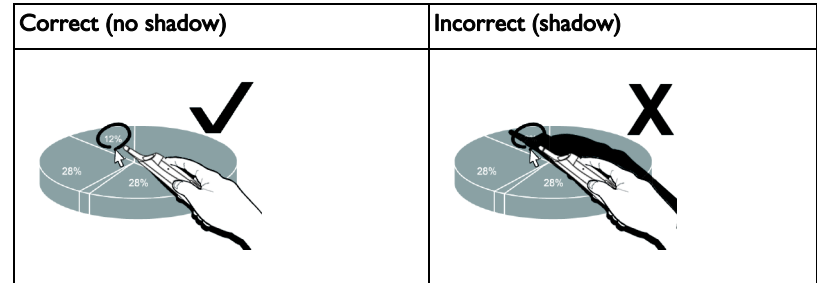
Wand Position and Avoiding Shadows

Your Location Distance from the Screen

You can use the LiteBoard™ Wand right up against the screen, or around the room. You might find that your pointing accuracy will improve if you get closer to the screen. Also, avoid standing too far off from either side of the screen.

Avoid Shadows!

The wand won't work if its sensor is in a shadow or if it is pointing at a shadow:



How to Hold the Wand

You can hold the wand the way you would hold a normal pencil or pen, or you can hold it like a remote control - use in whichever position is most comfortable.

NOTE: If the wand is up close to the screen, you can press its tip against the projection surface to click and drag. Not recommended for use with fabric screens.

Using More than One Wand

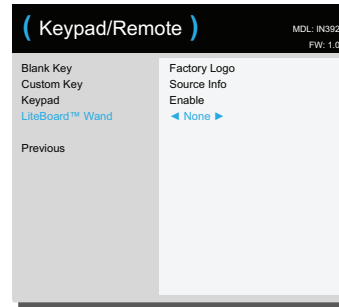
The projector can work with two wands at the same time.

- 1 Enter the Keypad/Remote menu under *Advanced Menu > Setup > Keypad/Remote* menu.
- 2 Scroll to the LiteBoard™ Wand function.
- 3 Select the desired setting:
 - None = No Liteboard Wand (Default)
 - Single = Use 1 Liteboard Wand
 - Dual = Use 2 Liteboard Wands

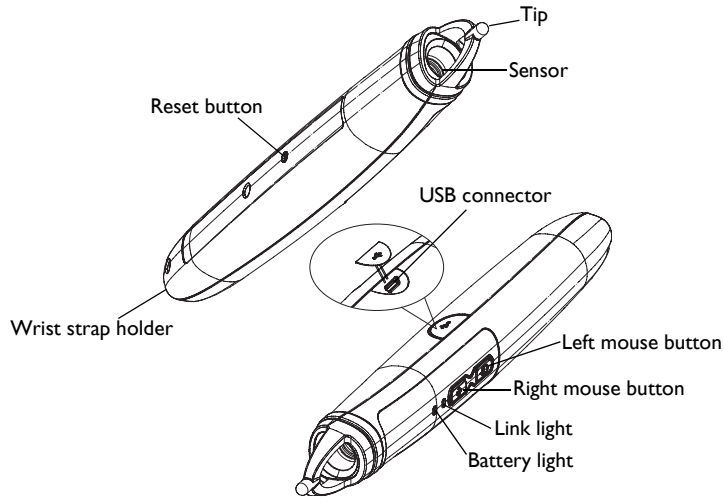
When you want to switch to a different wand:

- 1 Point the current wand away from the projected image for at least 3 seconds.
- 2 Press the tip on the new wand to turn it on, and then start using the new wand.

NOTE: You can access the LiteBoard™ Wand menu from the projector's *Setup > Keypad/Remote* menu. Three options are available: None, Single Pen and Dual Pens.



Wand Features



USB Connector

The wand's USB connector is behind a flap on the side of the wand. The USB connector is only used for charging the wand's battery.

Sensor

The wand's optical sensor opening is located above the wand's tip. Don't block the sensor, and make sure it always has a clear view of the screen.

NOTE: The sensor won't work if you point it at a shadow or away from the screen.

Buttons and Wand Tip

The wand's two top buttons are equivalent to the left and right buttons on a mouse. The wand's tip is equivalent to the power button. Reset button is to restore the wand to the factory default.

Battery Light

The red battery light shows the status of the wand's built-in battery (see below for battery information). The battery light will turn on while the wand is charging, and it will blink if the battery is low.

Link Light

The blue link light shows the status of the wand's wireless connection to the projector. The link light will blink frequently when the wand is attempting to link to the projector; then it will light steady after the wand has linked to the projector.

NOTE: The link light will stay off when the wand is off.

Lithium Battery Information

Rating: 3.7V/800mAh

Caution: Lithium battery is only rechargeable, and not user replaceable. Not user serviceable.

Troubleshooting LiteBoard™

For the most up-to-date information, visit our support site at www.infocus.com/support

- If the wand doesn't work at all, or it works intermittently, try one of these solutions:
 - If the wand's battery light is blinking or lit, then the wand's battery is fully discharged; connect the wand to your computer.
 - Make sure the wand is not pointing at a shadow and make sure its tip is not in a shadow.
 - If the room is brightly lit, reduce the room illumination.
 - If you're trying to use the computer's mouse at the same time as the wand, point the wand away from the screen while using the mouse
- If accurate clicking is difficult, hold the wand steadier when clicking.
- If the mouse pointer is in the wrong place on the screen, or the mouse pointer's movement is restricted to only part of the screen, make sure your projector is displaying the computer's screen and not some other source (such as DVD, VCR, etc.). To change the source, press the SOURCE button on the projector or remote control.

Federal Communication Commission Interference Statement

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 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.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

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.

IC Statement

This device complies with RSS-210 of the Industry Canada Rules. Operation is subject to the following two conditions:

- 1) this device may not cause interference and
- 2) this device must accept any interference, including interference that may cause undesired operation of the device.

Ce dispositif est conforme à la norme CNR-210 d'Industrie Canada applicable aux appareils radio exempts de licence. Son fonctionnement est sujet aux deux conditions suivantes:

- (1) le dispositif ne doit pas produire de brouillage préjudiciable, et
- (2) ce dispositif doit accepter tout brouillage reçu, y compris un brouillage susceptible de provoquer un fonctionnement indésirable.