The Loop™ Pointer
User Guide

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FCC Compliance

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 or 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: 1) reorient or relocate the receiving antenna; 2) increase the separation between the equipment and receiver; 3) connect the equipment into an outlet on a circuit different from that to which the receiver is connected; 4) consult the dealer or an experienced radio/TV technician for help.

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.

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

Warranty

Hillcrest Laboratories warrants this product, excluding batteries, to be free from malfunctions and defects in both materials and workmanship for 90 days from the date of purchase. Retain the original dated sales receipt. Proof of purchase is required for warranty repair. If this product is found to be defective within the warranty period, Hillcrest Labs will either repair or replace the product.

This warranty does not cover circumstances beyond the control of Hillcrest Labs. We make no other express or implied warranty for this product. Some states or jurisdictions do not allow exclusion or limitation of incidental or consequential damages, so the above limitation may not apply to you. Some states or jurisdictions do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. This warranty gives you specific rights, and you may have other rights which vary from state to state or by jurisdiction.

For further warranty information, please refer to www.hillcrestlabs.com.

Congratulations!

Congratulations! You have purchased Hillcrest Labs' revolutionary Loop™ Pointer. The Loop™ Pointer is a mouse replacement that lets you naturally control your on-screen cursor with hand motions. Using the Loop™ Pointer, you can simply point and click on your PC or Macintosh without any cords or even a flat surface. The Loop Pointer's distinctive ergonomic design includes just four buttons and a scroll wheel.

Using the patented Freespace® motion control technology from Hillcrest Labs, the Loop™ Pointer, offers a new standard for ease of use, precision and stability. Adaptive tremor removal and orientation compensation are two of the sophisticated elements that make using the Loop™ Pointer precise, responsive, and easy to learn.

What's in the Package

You get:

- The Loop™ Pointer.
- The USB RF transceiver, a device that plugs into a USB port on the computer you will use the Loop™ Pointer with.
- Two AA batteries.

The Loop™ Pointer and the USB RF transceiver work together. To use the Loop™ Pointer with a computer you must attach the USB RF transceiver to that computer. The Loop™ Pointer requires two AA batteries.

Installation and Setup

Only two easy steps are required to begin using the Loop™ Pointer:

- **Install batteries in the Loop™ Pointer**: Locate the battery cover, which is on the inside of the Loop™

Pointer. To remove the cover, look for the Freespace® label, then squeeze on the dent opposite the label and pull off the cover. Install two AA batteries as shown on the label in the battery compartment:

[battery insertion illustration here – to come]

To make it easy to remove the battery for replacement, make sure the ribbon attached inside the compartment is **underneath** the batteries. Replace the battery cover.

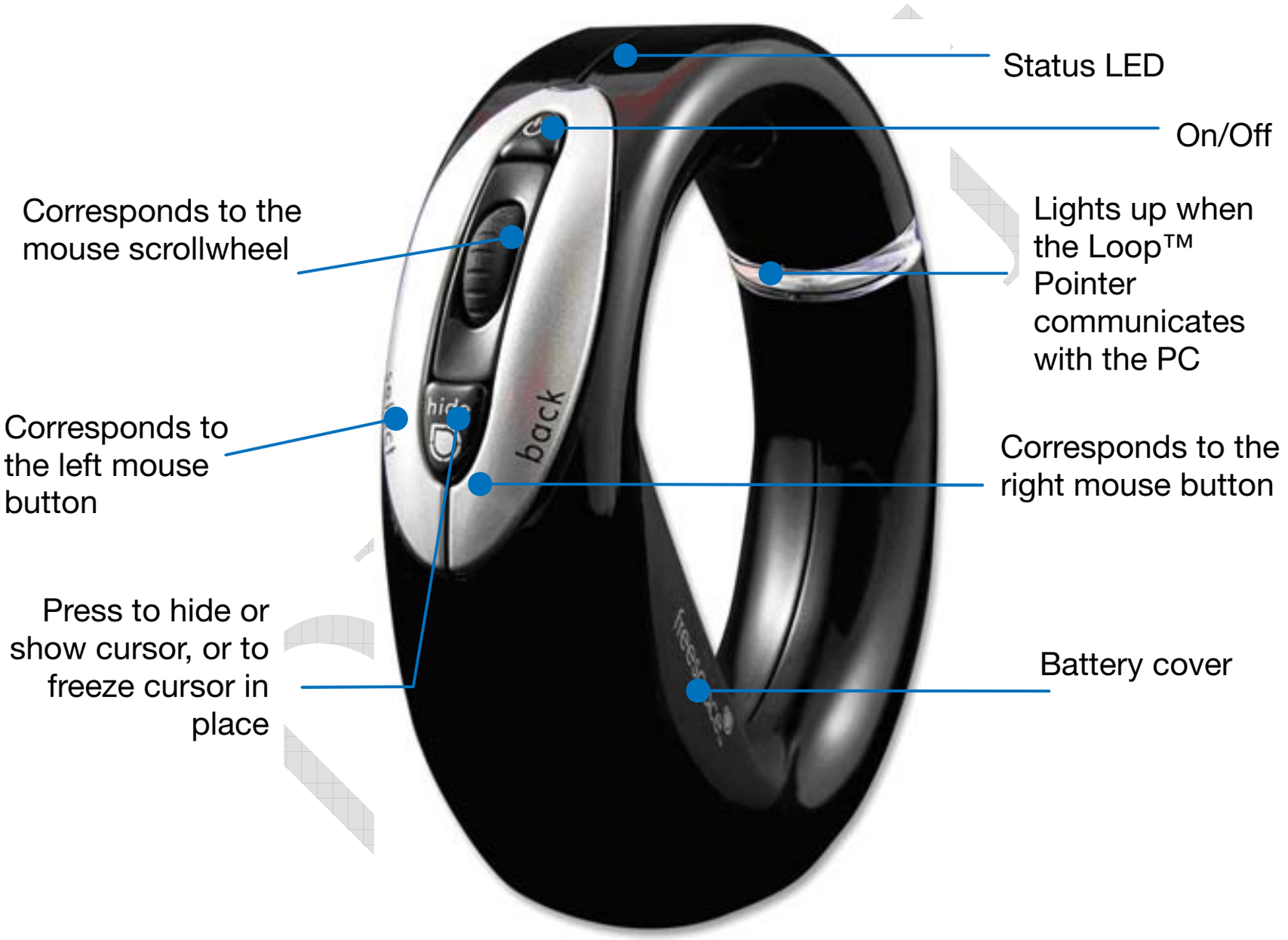
- **Plug the USB RF transceiver into a USB port on the computer**: The USB RF transceiver works in any USB port on the computer.

  After you plug in the USB RF transceiver, wait approximately 30 seconds for it to be installed.
- **Turn on the Loop™ Pointer.** Press the on-off button on the Loop™ Pointer. The Status LED lights up.

You're now ready to use the Loop™ Pointer!

Loop™ Pointer Controls and Buttons

The diagram on the next page shows the Loop™ Pointer controls and buttons. The right and left buttons and the scrollwheel work just as they do on a regular USB computer mouse.


Status LED
On/Off
Corresponds to the mouse scrollwheel
Lights up when the Loop™ Pointer communicates with the PC
Corresponds to the left mouse button
Corresponds to the right mouse button
Press to hide or show cursor, or to freeze cursor in place
Battery cover
back

Using the Loop™ Pointer

Here are a few pointers for using the Loop™ Pointer:

You don't have to point at the screen

Freespace® technology enables the Loop™ Pointer to track motion, so the cursor on the screen follows the movement of the Loop™ Pointer in your hand. So you can hold your hand in the position that is the most comfortable for you. Move your hand and the cursor moves just the way you expect it to.

The buttons work just like the buttons on a mouse

The buttons on the Loop™ Pointer correspond directly to the buttons on your mouse, trackball, or other pointing device. The left button, right button and scrollwheel do exactly what those buttons do, as defined by Windows, by Macintosh OS X, or by the program you are using.

Small wrist movements work best

Use your wrist to move the Loop™ Pointer. This gives you better control over the Loop™ Pointer than moving your whole arm.

If the cursor disappears, move the Loop™ Pointer or press any button

To save battery power, the Loop™ Pointer and the USB RF transceiver go into a sleep state when there is no movement for a while. The cursor may disappear while in sleep state. The cursor will appear and react as usual to your movements when you move the Loop™ Pointer or press a button.

You can customize the cursor using your PC's Control Panel or your Mac's System Preferences

There are settings in the Mouse section of the Windows Control Panel to customize cursor size and other attributes to your preferences. In the Mouse section of the Mac's System Preferences you can adjust tracking and scrolling, and assign actions to the buttons.

Using the Loop™ Pointer for PowerPoint presentations

You can use the Loop™ Pointer to control PowerPoint presentations without changing any settings. It acts just like a mouse.

In PowerPoint for Windows, if you want to move backward easily, you can make the Loop™ Back button go back one slide without bringing up the action menu first. Here's how:

In newer versions of PowerPoint for Windows:	Click **Office**, then click **PowerPoint Options.** Under **Advanced** and **Slide Show**, uncheck **Show menu on right mouse click.**
In older versions of PowerPoint for Windows:	Open the **Tools** menu, then select **Options**…and the **View** tab. Under **Slide Show**, uncheck **Show menu on right mouse click**

Now when you click the Back button on the Loop™ Pointer, PowerPoint goes to the previous slide.