



Interactive Whiteboards

STIMULATE THE SENSES

INSTRUCTION MANUAL



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Chapter 1

What is 2Touch?

The 2Touch IWB is essentially 2 things

- a) **It's a standard (ceramic-steel) whiteboard.** So you can use your whiteboard markers on it without fear. I recommend that if you are going to just use it as such, then it is best to turn off the projector beforehand.
- b) **It's a giant mouse pad** (say with a 'Sylvester the Cat' voice). What the IWB allows you to do is to interact with your computer in exactly the same way as you do with a mouse.

Therefore: Any software that you can run on your laptop or desktop computer and access using a mouse and/or keyboard, you can use on a 2Touch IWB. There are no restrictions *. What the 2Touch offers is a unique interface with the software.

This means you can annotate (write) within any program that has a pen/marker function. For example, Microsoft PowerPoint has a pen functionality in slideshow mode. This means you are able to add notes to a PowerPoint slide. You are then also able to save the notes into the file for distribution or later reference.

*Some IWB brands require you to purchase a licence to use their software on other brands of IWB. Consult your dealer for more information



Chapter 2

Basic 2Touch 'mouse' features:

1. **One 'tap'** of the 2Touch board is equivalent to a **left mouse** click. Use this to select an option or push a button in the software you are using. To start an application off the desktop, then two 'taps' are required. Remember, it's just a mouse.

TAP = LEFT MOUSE

2. **A sustained touch** (...touch and hold) is equivalent to a **right mouse** click. Use this to access right mouse menus that exist within most programs.

HOLD = RIGHT MOUSE

**For more advanced 2Touch features see 2Touch Commands (Ch 4)



Chapter 3

Set-up and Calibration:

You should experience rock solid calibration from your 2Touch board. There should be no calibration drift what-so-ever.

Every time you plug a different computer into the 2Touch board, you will need to perform a simple and quick calibration procedure. This ensures that the mouse icon is as close to your finger or pointer as possible.

First ensure you have completed the following:

1. Connected your computer usb port to the 2Touch usb port located on the wall plate. (Essential)
2. Connected the rgb port on your computer to the rgb port located on the wall plate (labelled 'computer'). (Essential)
3. Connect the audio output of your computer to the audio socket on the wall plate. (Optional)

Fig. 1



Ensure that the projector is turned on. If you have a wall mounted control panel (fig. 2), push the 'Display On' button. The projector will not come on straight away, but you should start to see some display within 1-3 minutes.

Ensure that the input to the projector is set to computer. If you have a wall mounted control panel, push the button labelled 'PC'. If you are using the remote control, please refer to the instruction manual for your particular model for more information on selecting a source from the remote control

Fig 2.
Extron
control
panel



If you are not seeing your computer through the projector, you will need to turn on the rgb output of your computer. Locate the 'monitor' key, usually located on one of the function (F1, F2, F3, etc.) keys across the top of the keyboard. See fig. 3.

Fig 3.
Monitor
key
location



Note that the monitor key in the fig 3. (F7) has the monitor symbol in blue, which matches the function key (Fn). There are usually 3 modes of monitor operation.

1. Computer with no output
2. Output only (So your computer screen will not be operational)
3. Both at once. This allows you to both project an image and use your local screen.

Calibration continued.

Locate the 'Scroll Lock' function on your computer keyboard. It may be labelled 'ScrLk' (fig.4). Check with the manufacturer of your computer for more detailed information.

Fig.4



Note: It is important that when using the 2Touch board, and especially during calibration, you make clear contact with the surface and do not drag other fingers or objects too close to the surface. If the board cannot see one to two clear points it will begin to average the positions of the various points of contact which may result in erratic movements of the cursor.

To begin calibration, press the scroll lock key six (6) times. The cursor should appear towards the top left corner of the projected image. Using your finger or a pen, making sure it is held at right angles to the board surface, touch the point of the cursor and hold for 3-5 seconds, then release ensuring you pull your hand straight back away from the surface of the board, Fig 5.

Fig. 5 Scroll Lock Calibration



The cursor should then move towards the top right corner. Again, touch the point of the cursor and hold for 3-5 seconds then release. Repeat the process for the bottom two corners, and your calibration is complete. Quickly check to make sure the cursor is tracking next to your finger or pointer. If you are unhappy with the calibration, start again at the 'scroll lock' stage, and ensure you place your finger or pointer as close as possible to the point of the cursor.

Chapter 4.

2Touch™ commands

Understanding 2Touch Commands:

One of the unique features of the 2Touch IWB is that it is capable of distinguishing between two 'touches' at once. With this feature, we are able to set up your 2Touch board to launch other applications such as internet browsers and capture tool, or perform specific key commands, both just a touch away.

There are four 2Touch commands: : These are achieved by making two consecutive touches of the board surface where the first touch (Fig.5) is held until the second touch (Fig.6) occurs, then both are released together (Fig.7).

Fig.6

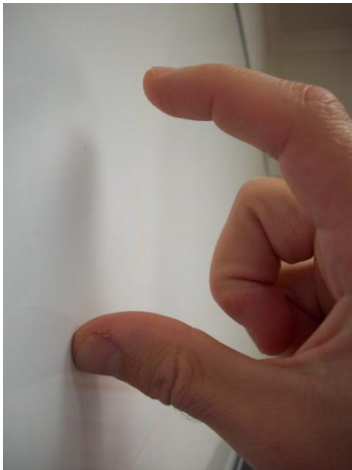


Fig.7

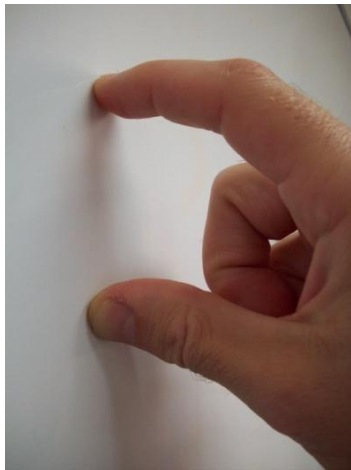
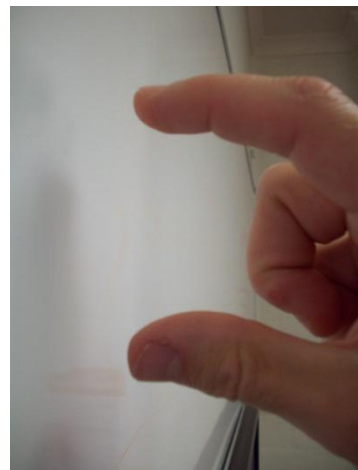


Fig.8



North (Up): For a north touch, the second touch must occur above the first touch.

South (Down): For a south touch, the second touch must occur below the first touch.

East (Right): For an east touch, the second touch must occur to the right of the first touch.

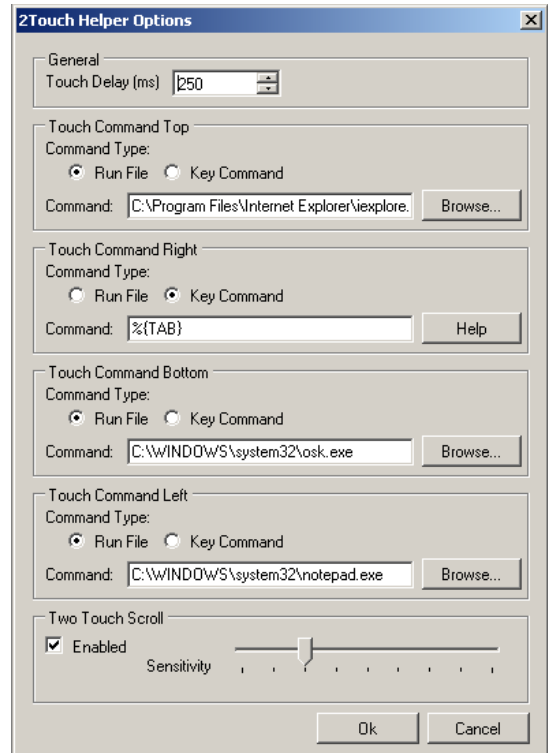
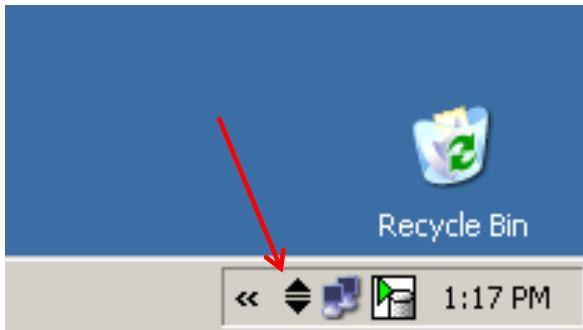
West (Left): For a west touch, the second touch must occur to the left of the first touch.



Setting Up 2Touch Commands:

Run the '2Touch Helper'. An icon will appear on the task bar (fig.9). Right click on the 2Touch Helper icon and select options. You should see the 2Touch Helper Options applet. See fig 10.

Below: Fig. 9,
2Touch Helper
icon on task
bar.
Right: Fig.10,
2Touch helper
Options Applet



For each of the four 'touches', select either 'Run File' or 'Key Command'. Run file enables you to launch a particular application. Key command allows you to access a keyboard stroke or set of strokes to enable a particular function within the software. This is particularly useful for keyboard short-cuts.

In order to launch a particular application with a 2Touch command, you will need to enter the file pathway to the .exe for the particular application you are wanting to launch.

For example, in order to launch Internet Explorer you would put in the following pathway:

C:\Program Files\Internet Explorer\iexplorer.exe

Note: Make sure your spelling and use of upper and lower case are correct.

Understanding how to enable Key Commands within 2Touch Helper:

Use **SendKeys** to send keystrokes and keystroke combinations to the active application. Each key is represented by one or more characters. To specify a single keyboard character, use the character itself.

For example, to represent the letter A, pass in the string "A" to the method. To represent more than one character, append each additional character to the one preceding it. To represent the letters A, B, and C, specify the parameter as "ABC".

The plus sign (+), caret (^), percent sign (%), tilde (~), and parentheses () have special meanings to **SendKeys**. To specify one of these characters, enclose it within braces ({}). For example, to specify the plus sign, use "{+}". To specify brace characters, use "{{}" and "}}". Brackets ([]) have no special meaning to **SendKeys**, but you must enclose them in braces.

To specify characters that aren't displayed when you press a key, such as ENTER or TAB, and keys that represent actions rather than characters, use the codes in the following table (Fig.11).

To specify keys combined with any combination of the SHIFT, CTRL, and ALT keys, precede the key code with one or more of the following codes (Fig. 12).

Fig.12

Key	Code
SHIFT	+
CTRL	^
ALT	%

Fig.11

Key	Code
BACKSPACE	{BACKSPACE}, {BS}, or {BKSP}
BREAK	{BREAK}
CAPS LOCK	{CAPSLOCK}
DEL or DELETE	{DELETE} or {DEL}
DOWN ARROW	{DOWN}
END	{END}
ENTER	{ENTER} or ~
ESC	{ESC}
HELP	{HELP}
HOME	{HOME}
INS or INSERT	{INSERT} or {INS}
LEFT ARROW	{LEFT}
NUM LOCK	{NUMLOCK}
PAGE DOWN	{PGDN}
PAGE UP	{PGUP}
PRINT SCREEN	{PRTSC} (reserved for future use)
RIGHT ARROW	{RIGHT}
SCROLL LOCK	{SCROLLLOCK}
TAB	{TAB}
UP ARROW	{UP}
F1	{F1}
F2	{F2}
F3	{F3}
F4	{F4}
F5	{F5}
F6	{F6}
F7	{F7}
F8	{F8}
F9	{F9}
F10	{F10}
F11	{F11}
F12	{F12}
F13	{F13}
F14	{F14}
F15	{F15}
F16	{F16}
Keypad add	{ADD}
Keypad subtract	{SUBTRACT}
Keypad multiply	{MULTIPLY}
Keypad divide	{DIVIDE}