

LightRaise™ 40wi Quick Reference Guide

SMART.



The LightRaise 40wi is a wall-mounted interactive projector that enables you to write and draw over any application in digital ink and perform regular mouse functions with its interactive pen.

The interactive pen functions like a point and click mouse. You use the pen tip to interact with the projected image at close range, and you can use the Left-Click button to interact from a distance.

The projector includes a built-in 10W speaker, and easily connects with DVD players, cameras or game consoles. You can switch between different media using the projector remote control.

The projector system includes:

- A LightRaise 40wi projector (with a built-in 10W speaker), an interactive pen, a remote control and a pen holder
- Supplied cables: USB (Type A to B), VGA video, 3.5mm audio and a USB charging cable (Type A to mini-B)
- SMART Notebook™ collaborative learning software

What do you need to get started?

- A Windows® or Mac® OS computer that meets the minimum system requirements for SMART software and has a full speed USB port (USB 1.1 or higher)
- A broadband Internet connection to access the SMART Exchange™ website

Turning on the projector

Turn the projector on or set it to standby by pressing the **Power** button on the remote control, or by pressing the **Power** button on the bottom of the projector. You may not see an image for up to 60 seconds because the projector needs to warm its lamp.

The power button on the projector also serves as a status light. Status light conditions include:

- Solid amber – standby (off)
- Solid green – on
- Flashing amber – shutdown in progress
- Flashing green – start up in progress

Connecting a computer

To use all the features of the interactive projector, your computer must have SMART Notebook software or SMART Product Drivers installed. SMART Notebook software is included with the projector and you can download SMART Product Drivers for free.

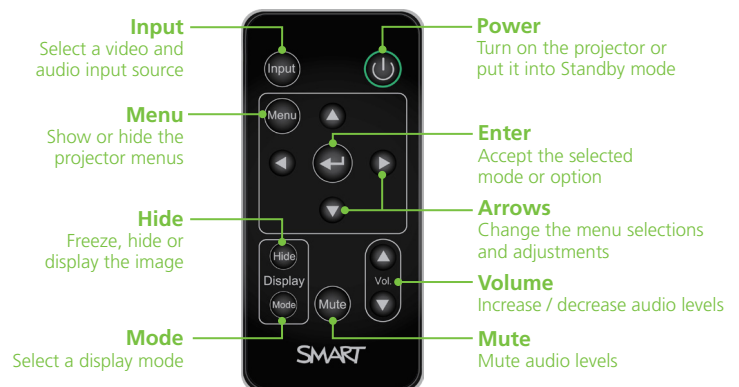


1. Connect the projector's USB, VGA and 3.5mm stereo cable to your computer
2. Turn on the computer. Laptops may require a keyboard short-cut to initiate video out.
3. Turn on the interactive projector. If necessary, cycle the projector's input to VGA 1 by pressing the **Input** button on the remote control.
4. Turn on the interactive pen. The interactive pen's on/off switch is located along the pen handle.



Using the remote control

The remote control enables you to access on-screen projector menus and change projector settings.



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Using the interactive pen

When you point the pen towards the projected image, you can interact with the computer desktop and any application just as you would using a computer mouse. You can also use the pen to write and draw in digital ink.

- Click by touching the pen nib to the projection surface
- Click at a distance with the pen's **Left-Click** button
- To right-click, hold down the pen nib or **Left-Click** button for more than three seconds

Pen modes

You can operate the interactive pen in either **Whiteboard** or **Presenter** mode. In Whiteboard mode, you interact by touching the pen nib to the projection surface. In Presenter mode, an on-screen cursor indicates where the pen is pointing, and you interact from a distance using the pen's Left-Click button.

To switch modes, use the remote control:

1. Open the projector Settings menu by pressing **Menu**
2. Using the **Arrow** and **Enter** buttons, navigate to System Functionality under the Interactive Pen submenu. Press **Enter** to toggle between Presenter and Whiteboard mode.
3. Close the Settings menu by pressing **Menu** again

Status LEDs

Two LEDs on the pen display the pen's connection and battery status:

- Flashing green – normal connected state
- Flashing amber – the pen cannot see the projected image
- Slow flashing amber – battery requires charging

Battery

The interactive pen uses a rechargeable lithium-ion battery that can be fully charged in 2.5 hours for 20 hours of use. You can recharge the battery by connecting the pen to an active USB port with the supplied USB charging cable.

NOTE: The pen's amber LED remains solid while charging.



Tips

Digital ink

The projector's digital ink features are SMART software features. To switch between regular mouse and digital ink functionality, select the appropriate tool from the tool palette in SMART Notebook, or from the floating SMART tools palette when using any other application.



Operating distance

A comfortable distance for reliable pen use ranges from 5 to 15' (1.5 to 5 m). Be aware that as distance increases pen movement is more difficult to control.

Shadows

Objects or shadows in the projection area prevent the pen from reading the projected image. When interacting at close range, minimize shadows by positioning yourself at an arm's length with the pen at a 90° angle.

Line of sight

To use the pen from a distance, stand in a location that has a clean line of sight. Any obstruction will result in lost connectivity. You can observe the pen's connection by its status lights – flashing green for connected and flashing amber for unconnected.

Cursor control

The interactive pen will compete with your computer's mouse or laptop trackpad for cursor control. If you need to use your mouse, turn the interactive pen away from the screen until its amber LED begins flashing.

Primary display

The projector uses the primary display of the connected computer (labeled monitor 1), and doesn't support use on any secondary display (monitor 2). Use your computer's control panel to designate your primary display. To ensure image quality, match your computer video resolution to the interactive projector's 16:10 aspect ratio image – WXGA 1280 × 800.