

EUT:TABLET

FCC ID:FSUGNWHR

KYE SYSTEMS CORP.

USER'S MANUAL

## **FEDERAL COMMUNICATIONS COMMISSION**

### **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. This equipment generates, uses and can radiated 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 o 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.

Shielded interface cables (except S09, S11, P04, P06, P07 data cable) must be used in order to comply with emission limits.

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

## Information Folder

- **General Information**

The Information Folder has general information about the Genius Tablet such as version, corporation name and linking to Genius Web Site, etc.



## Basic Folder

- **Changing the Tablet Orientation**

Orientation allows you to rotate the Genius Tablet 90 degrees. Landscape is the normal operating position (with the tablet's interface cables exiting the top of the tablet). Selecting Portrait allows you to rotate the tablet 90 degrees clockwise from the normal operating position (so the tablet's interface cables would be exiting from the right hand side of the tablet). Try changing to portrait orientation if you prefer using your tablet in a vertical orientation, like a typical sketch pad.

- **Double-Click Test**

In the Double-Click Test Box, you can set the widest and highest distance between the two points of double click and you can set the speed of double click by dragging the pointer on the slider bar or clicking on the slider bar. Then test the speed in the "Smiling" area.

- **Tracking Mode**

The Tracking Mode function allows you to switch how the Genius Tablet moves the screen cursor.

The Absolute tracking mode is the normal (default) tablet mode. In absolute mode the screen is directly mapped to the tablet's active area. In this mode, the lower left corner of the tablet's active area corresponds to the lower left corner of the screen, the upper right corner on the tablet corresponds to the upper right corner of the screen, etc. When you place a pointing device on the tablet, the screen cursor would jump to the location on the screen that directly corresponds to the position on the tablet. You'll notice that you don't have to "row" the cursor (e.g., pick up and move over and move again) like you often have to do with a conventional mouse.

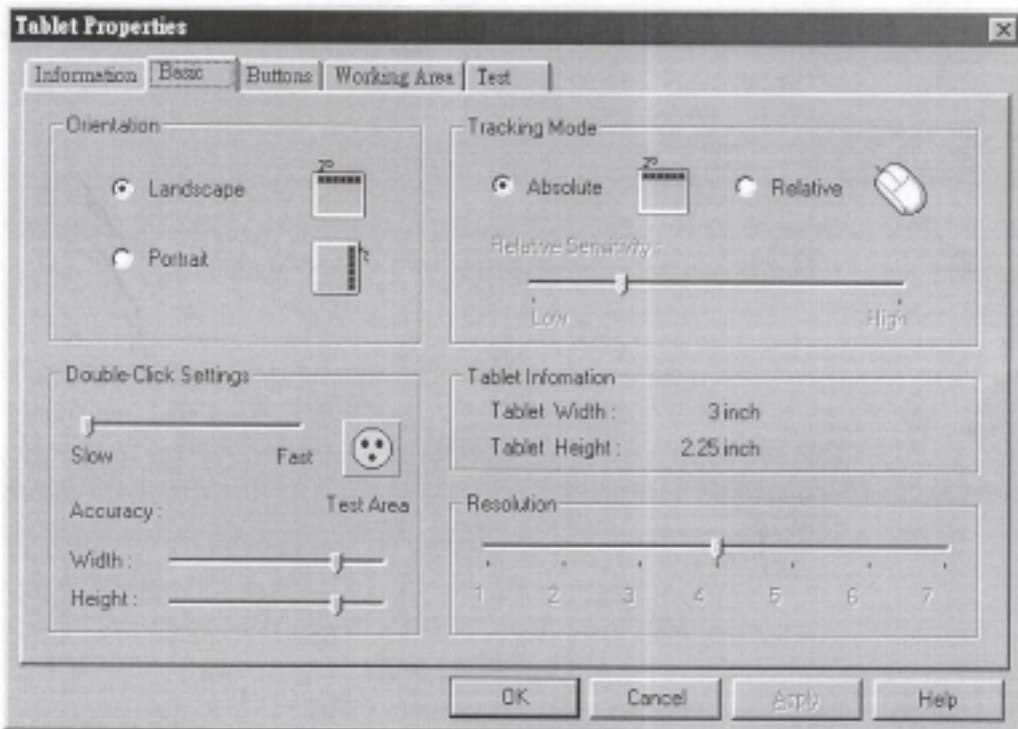
On the other hand, in Relative tracking mode you move the screen cursor just like you would with a mouse. In relative mode it's possible to find yourself with the screen cursor at one side of the screen, while your pointing device is at the opposite side of the tablet. In that case, you would have to pick up and move your pointing device just like you would do with a mouse. You can set the Relative Resolution in this area by clicking the bar. The resolution means the number of pixel in an inch. The resolution is higher on the right side than on the left side.

- **Tablet Information**

You can see the width and height of the tablet in this area.

- **Adjust the Resolution in Absolute Mode**

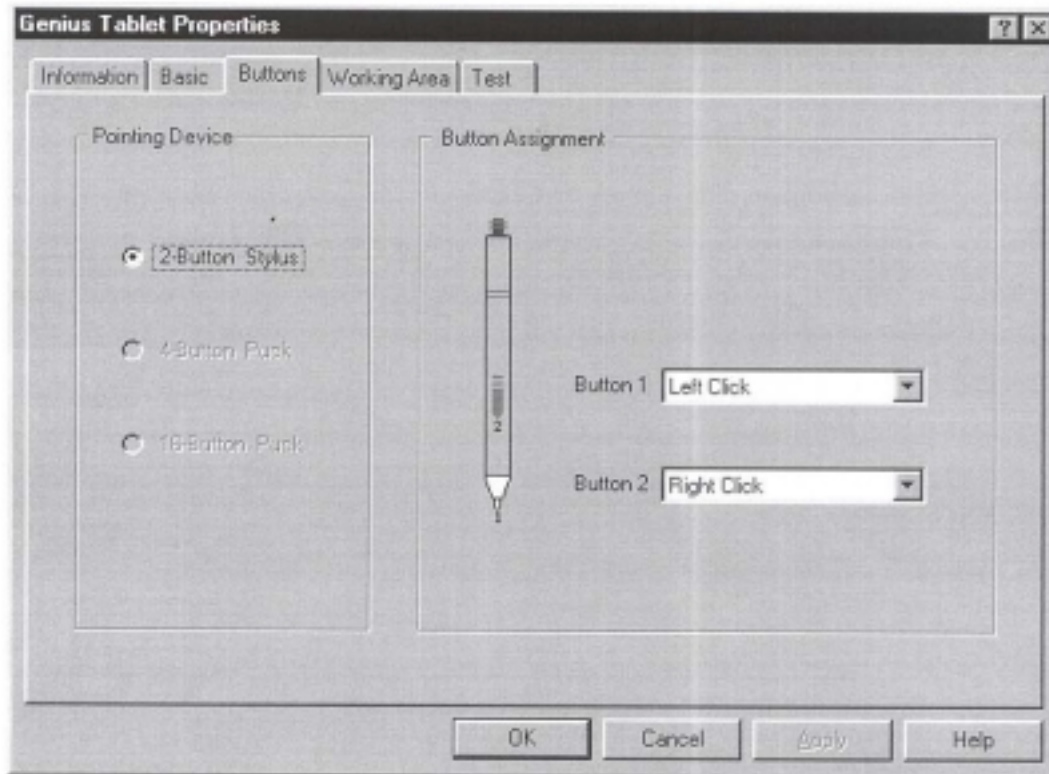
In the Resolution area, you can set the resolution of the tablet in absolute tracking mode. The resolution refers to the number of pixel in an inch. You can set it from 254 to 2540.



## Button Assignment Folder

- **Use the Button Assignment Function**

The Button Assignment function allows you to change the function of the buttons on your pointing device. Select which pointing device you are using from the Pointing Device list. This would allow you to change the functions assigned to the different buttons on that device. Simply pick the button in the Assignment area that corresponds to the pointing device button you wish to change and then select from the function list the function you wish to assign to that button. You can set the function of your button as Left Click, Right Click, Middle Double Click, Copy, etc.





## Working Area Folder

### • Adjust Working Area

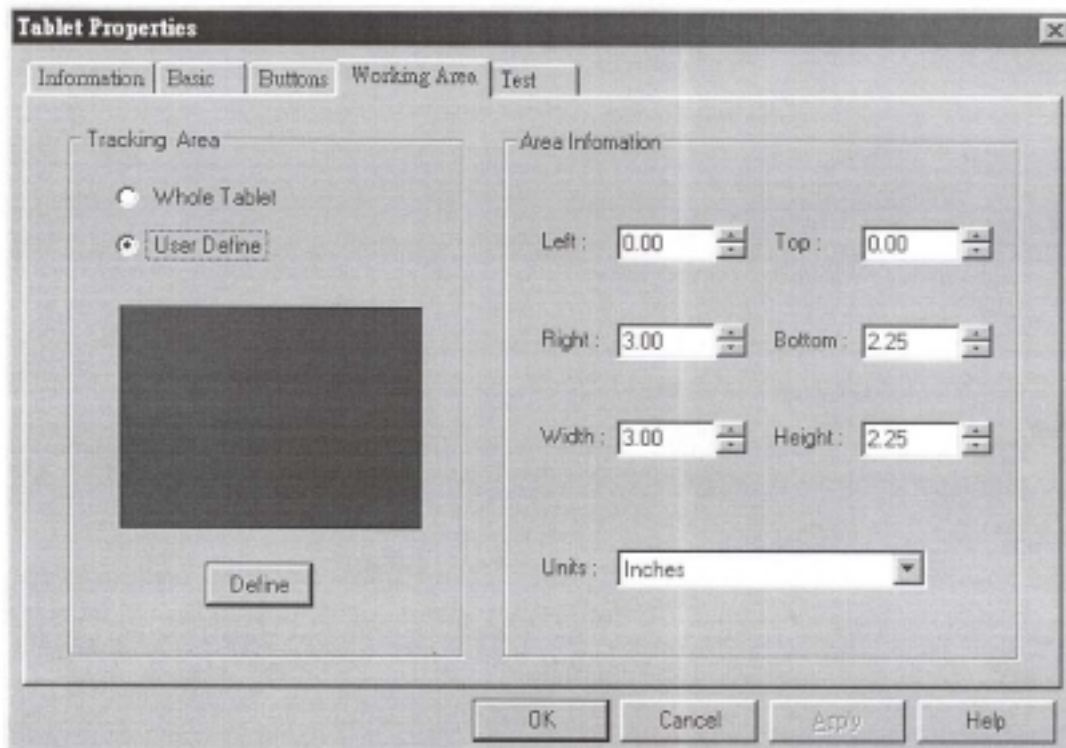
The default option is the Whole Tablet.

When the Tracking Mode in the Basic folder is Absolute, you can define the tracking area as your require. This is especially useful if you have a large tablet and you want to define a smaller active area so you don't have to move the pointing device around so far on the tablet.

In order to set the tracking area:

- 1) Choose the Preserve Aspect.
- 2) Click on the Define button, then the define area will turn grey.
- 3) Click on any button in the define area, drag the puck, then click the button again. The area will be defined. Some information about the defined area such as Top, Bottom, Right, Left, Width, Height will appear in the Area Information. You can change the units from inch to centimeters. If you change it ,the number information will also be changed.

You can input the number of Left, Top, Right, Bottom, Width and Height or click on these up-down controls in the Area Information as you require, then the working area will be defined.



## Test Folder

### • Test Your Buttons

In this area, you can verify if all of your pointing device buttons are operating properly. Move your pointing device around the tablet and press the buttons (and the pen tip, if using a stylus). You will see the position of the cursor on the screen in the Model Name area, and the button in this area will flash to respond to the button presses. When you move your puck in the test area on the right side, you will see trails remain responding your button's movement. Click on "clear" to clear this area.

