

Surface selection considerations

LightRaise™ 60wi interactive projector

The LightRaise™ 60wi interactive projector is a wall-mounted, short-throw projector that transforms almost any wall or dry-erase board into an interactive surface that you can use like an interactive whiteboard.

However, optimal finger touch quality depends on the surface you choose to project your image on. This document provides guidelines to follow when choosing a surface to use with your interactive projector.

IMPORTANT

Poor surfaces can result in reduced finger touch performance in sections of the projected image or might not support finger touch at all. However, in these cases you can continue to use the pen to interact with the surface.

Selecting a surface

You can install the interactive projector so the projected image falls on a wall surface or an existing dry-erase board. Ensure you choose a surface that is smooth, flat and has no protruding objects.

Selecting a wall surface

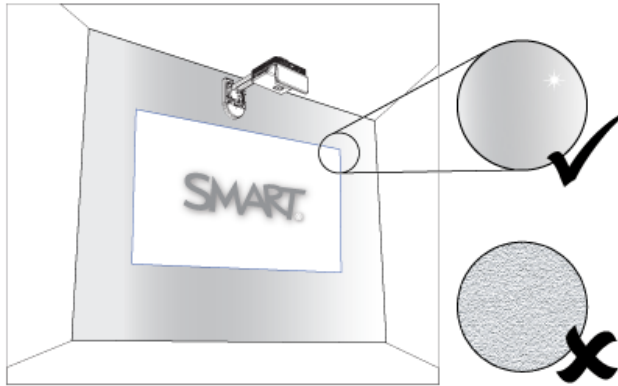
Consider the following factors when selecting a wall surface to project your image onto:

- Select a wall that is straight and flat. All of the lines that you draw to install the interactive projector must be straight and level on a plumb wall.
- Select a white wall to maintain accurate color of the projected image.
- Writing directly on the wall with the pen can scratch or damage the wall. Test the wall surface by writing on it with the pen before you install the interactive projector.

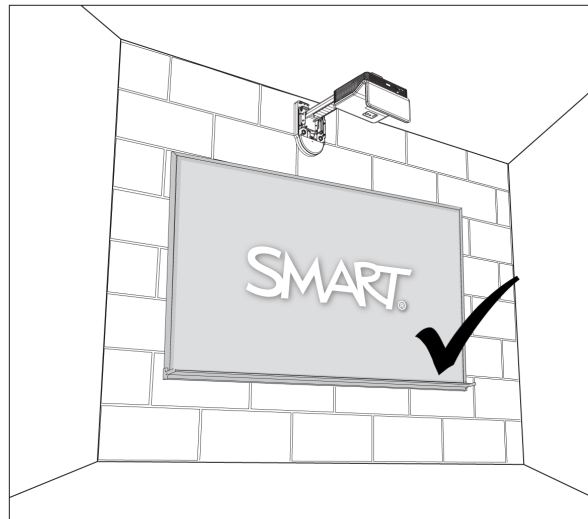
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- Project on a smooth, semi-gloss painted surface to reduce glare from the projector, to achieve optimal touch quality and to reduce wear on the pen nib.



- Attach a dry-erase board to the wall if you're projecting on a textured surface, such as a concrete block wall. A dry-erase board is a flat surface that works well with your interactive projector and allows you to write smoothly in digital ink.



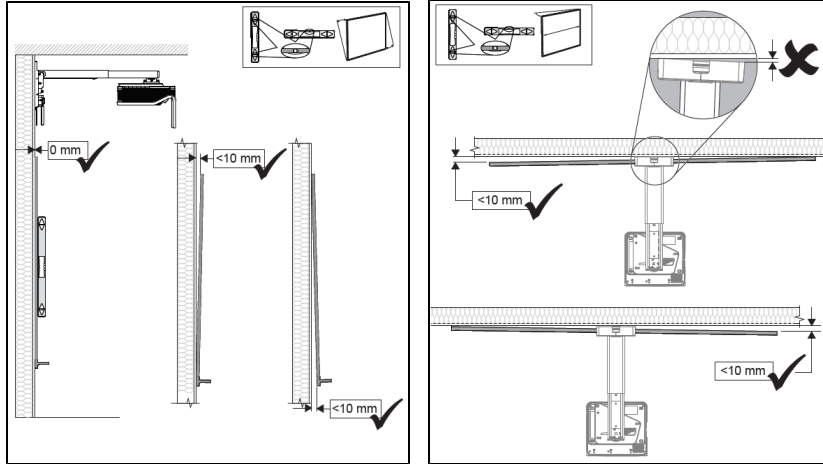
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Selecting a dry-erase board surface

Consider the following factors when selecting a dry-erase board to project your image onto:

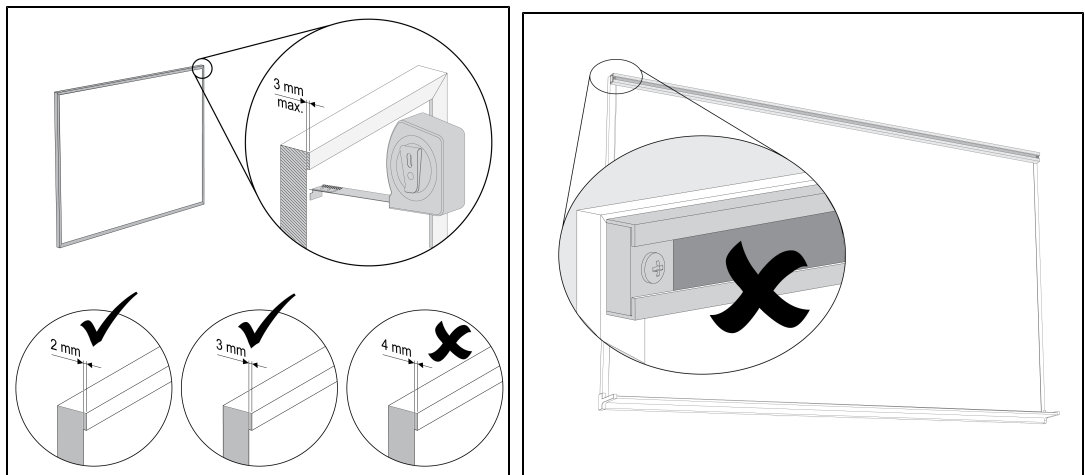
- Install the dry-erase board and the projector straight, level and plumb to the wall.



- Select a dry-erase board with no bezel or with a bezel thickness of less than 3 mm at the board surface. Bezels thicker than 3 mm at the board surface disrupt finger touch performance.

IMPORTANT

Do not install map rails on any surface you select to project your image on. You must also remove any existing map rails on the wall or dry-erase board before you use your interactive projector.



- Select a dry-erase board that is flat. See the following procedure for more information.

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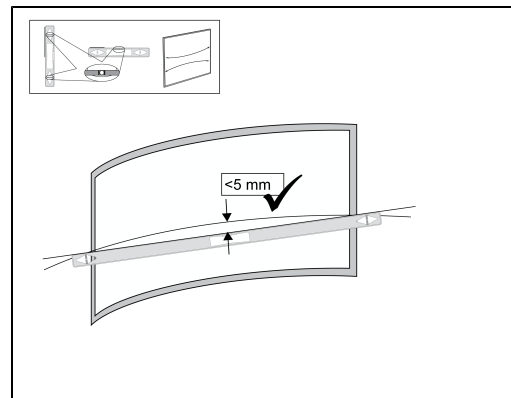
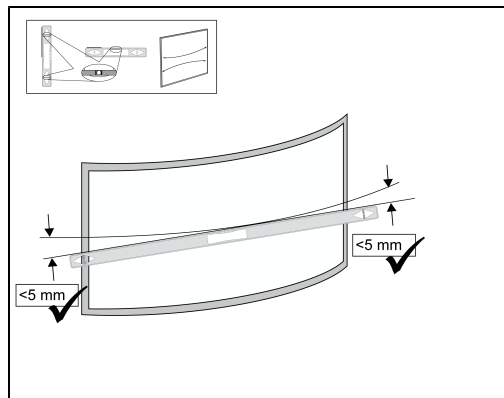
■ To measure the flatness of a dry-erase board

1. Place a six-foot carpenter's level horizontally across the dry-erase board.
2. Locate where the level is furthest away from the board surface, and then measure the distance. Measure the flatness of the surface on both sides of the dry-erase board.

IMPORTANT

The overall finger touch performance is strongly influenced by the projection surface flatness.

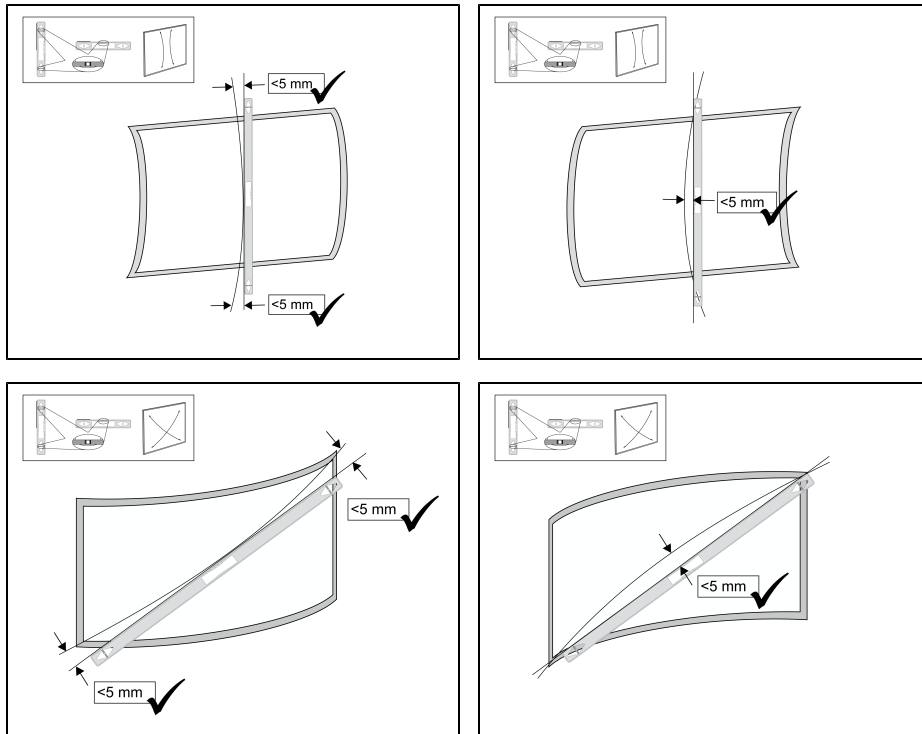
- If the distance is less than 5 mm in all directions, optimal finger touch performance will likely be achieved.
- If the distance is between 5 mm and 10 mm in any direction, good to adequate finger touch performance will likely be achieved.
- If the distance is between 10 mm and 15 mm in any direction, it is possible to achieve adequate finger touch performance. However, there could be issues completing the installation. A flatter board surface is recommended.
- If the distance is greater than 15 mm in any direction, select a flatter surface.
- For more information on finger touch performance ratings, see *Surface touch alignment* on page 7.



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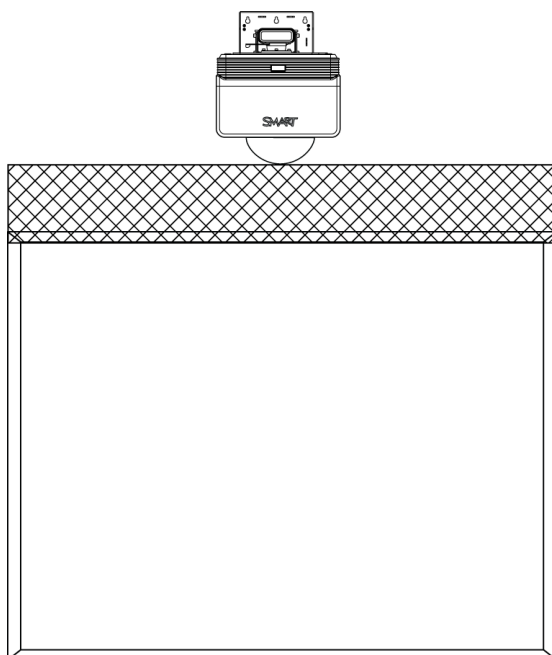
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- Repeat the above steps to measure the flatness of the board vertically and diagonally.



Surface obstructions

There should be no objects that protrude past the image surface between the bottom of the projector mount and the projected image. Objects in this area should be moved or removed before you use your interactive projector as they can cause parts of the projected image to lose finger touch function.

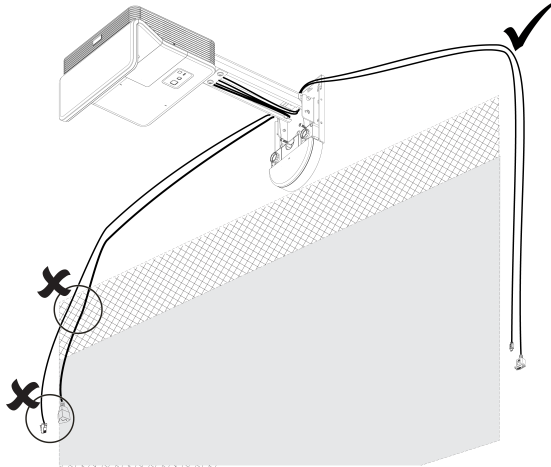


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Examples of common obstructions to watch out for include:

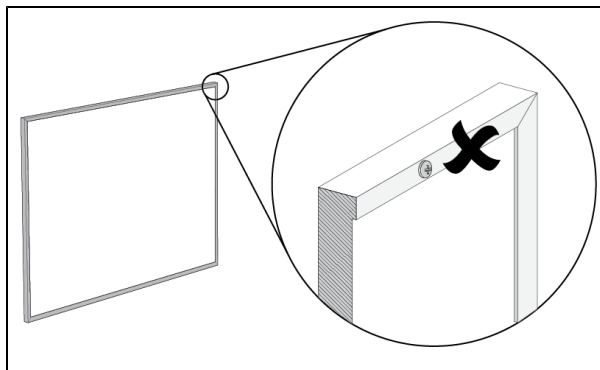
- Cables or wires that hang into the projected image



IMPORTANT

Leave extra space between the cables and the projected image so you can make image adjustments later.

- Screws or nails in the wall or the dry-erase board



- Wall protrusions or uneven wall surfaces
- Map rails on the wall or the dry-erase board

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Surface touch alignment

During the installation of your interactive projector, you'll complete an alignment process to calibrate the points of touch contact. After the alignment process, a four-star rating appears as an assessment of the quality of your surface's interactive finger touch performance. Refer to the following table for those ratings.

IMPORTANT

Finger touch performance is primarily determined by the flatness of the wall or the dry-erase board. Repeating the alignment process will not improve the finger touch performance. Review the recommendations above to help you select an optimal surface.

Finger touch performance rating	Result	Definition
	Touch performance is optimal.	The surface is within preferred limits. Finger touch detection is optimal.
	Touch performance is good.	The surface has minor imperfections that may affect finger touch accuracy.
	Touch performance is acceptable.	The surface has significant imperfections that will affect finger touch accuracy.
	Touch performance is not acceptable.	The surface has major imperfections. Finger touch is disabled; interaction is with the pen only.

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