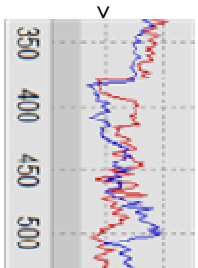


Installer Quick Guide (Touch System)

Check signal levels good throughout (>50)

Plenty of room for shadow detection, between trigger level and threshold floor level



Signal level too low. Raise both shutter levels.

Shadow depth good everywhere

Run finger around all three edges. Ensure each camera enjoys good shadow depth ie easily passes through trigger, everywhere on trace.

Check opening apertures (StartPix)

Run finger up each vertical edge, toward camera location at top (corresponding with the opposing camera's opening aperture). Check that opening aperture is set correctly, so shadow is detectable nearly at camera location, but is not set too early.

Check Closing apertures (StopPix)

Run finger up along horizontal edge toward corner, corresponding with camera's closing aperture). Check that closing aperture is set correctly, so shadow is detectable right to corner but is not set too early.

Top straighten

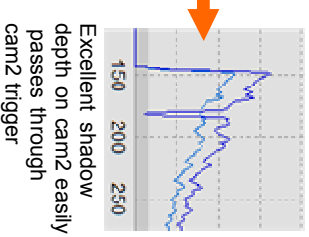
See next page for detail

Update Cameras, & Commit Changes

Ensure Mouse is Checked On !

Upload to Tracker: Save Config file from USB Settings
(serial#_location_yymmdd)

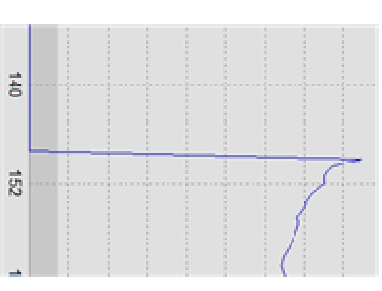
Save screen snap with all camera settings expanded



Excellent shadow depth on cam2 easily passes through cam2 trigger



StartPix set at 141, too early, will cause noise and spurious touches due to reflection shadows



StartPix set at 149, too late, will cause loss of touch area at top of screen

Top straightening

At horizontal middle of board (ie not necessarily middle of image), run finger vertically up board from 1/3 down from top, to top. Check if cursor deviates from touch toward one camera or the other.

Repeat this check at several locations on each side, to determine the pattern of cursor deviation from touch.

2 rules to adjusting the camera offsets:

Each camera mostly affects touch deviation, on the opposing side from that camera; ie camera 1 has most effect on deviations in top right side of board while camera 2 has most effect on deviations on top left side of board.

Remember maxim: "To be pushy is negative" ie to "push" the deflection away from the camera so as to make it close to the touch location, make the camera offset value more negative. To "pull" the deflection toward the camera, make it more positive.

If pattern suggests both cameras need adjustment, best to get the middle about right, then focus on one side at a time.

Example:

1. Adjust offsets equally on both cameras to get middle of board right.
2. Then focus on Minimise/Maximise/Close Window buttons on top right of image (generally a camera 1 task),
3. Then check menu controls on far left side of image, adjusting camera 2 to get these right;
4. Then re-check window controls top right again to correct.

Examples:

