User's Guide

Macintosh version

See reverse side for Windows version

SMART Board™ Software

for Mac OS X

SMART
Technologies Inc.

Registration Benefits

In the past, we've made new software features such as handwriting recognition, USB support and SMART Recorder available as free upgrades. Register your SMART product to be notified of free upgrades like these. If you have a front projection SMART Board interactive whiteboard, you'll receive an additional three years of warranty coverage when you register.

Keep the following information available in case you need to contact Technical Support:

Serial Number _____

Date of Purchase _____

Register online at: www.smarttech.com/registration

Important Information for Owners of Front Projection Interactive Whiteboards

Before you use the SMART Board™ interactive whiteboard, please read and understand the safety warnings and precautions described in this section. These safety warnings and precautions instruct you in the safe and correct operation of the interactive whiteboard and its accessories so you can prevent injuries to yourself or other persons and damage to equipment. You must always ensure that the interactive whiteboard is being used correctly.

In this section, the term "interactive whiteboard" refers primarily to the interactive whiteboard and its power supply accessories. Please also ensure that you read the safety warnings and precautions that come with or otherwise accompany your peripheral products, such as your computer and your projector.

NOTE: If you own a SMART product other than a front projection SMART Board interactive whiteboard, refer to the installation manual that came with your product for relevant warnings and maintenance instructions.

Safety Warnings and Precautions

WARNING	Do not stare into the beam of light created by the projector. Instruct children not to look in the direction of, or stare at, this beam of light.

WARNING	Failure to follow the installation instructions shipped with the interactive whiteboard could result in personal injury and damage to the product.

WARNING	Do not mount the SMART Board 660 or 680 interactive whiteboard on an FS570 floor stand. Using this older stand could result in product damage or personal injury.

WARNING	Do not climb (or allow children to climb) on the wall-mounted SMART Board interactive whiteboard. Climbing on the interactive whiteboard could result in personal injury and product damage.

WARNING	You must connect the USB cable that came with your interactive whiteboard to a computer that has a USB-compliant port and that bears the USB logo. In addition, the USB source computer must be compliant to CSA/UL/EN 60950 and bear the CE mark and CSA and/or UL Mark(s) for CSA/UL 60950. This is for operating safety and to avoid damage to the SMART Board interactive whiteboard.

WARNING	To reduce the risk of fire or electric shock, do not expose the interactive whiteboard to rain or moisture.

WARNING	Two people are required to mount the interactive whiteboard on a wall because the interactive whiteboard may be too heavy for one person to maneuver onto the wall-mounting bracket.

CAUTION	If you move an interactive whiteboard that is mounted on a floor stand, do so with care. Quick stops, excessive force and uneven surfaces may cause the interactive whiteboard to overturn. If your floor stand has anti-tip feet, retract them when you move the interactive whiteboard.

For complete operating safety and to avoid product damage, read the following instructions carefully.

- Read the guide that came with your computer and your projector carefully, familiarizing yourself with all the safety warnings and precautions.

- If you are transporting the interactive whiteboard over a distance, completely repackage it using the original packaging. If the original packaging is no longer available, pack all components with as much padding as reasonably possible to ensure that they are not exposed to excessive vibration or shock.

- Avoid setting up and using the interactive whiteboard in an area with excessive levels of dust, humidity and smoke.

- Avoid leaving cables on the floor. If you must run a cable over the floor, lay the cable in a flat, straight line, and secure it to the floor with tape or a cable management strip in a contrasting color. Handle cables carefully and avoid excessive bending. You can eliminate the need for a cable by purchasing a SMART Wireless Serial Connection.

- If your floor stand has retractable anti-tip feet, make sure they're extended when the interactive whiteboard is in use to ensure the greatest possible stability.

- Don't add any extra weight or excessive pressure to the wall-mounted interactive whiteboard or its pen tray. The brackets are designed to support only the weight of the interactive whiteboard during normal use.

- If you require replacement parts, make sure the service technician uses replacement parts specified by SMART Technologies Inc., or parts with the same characteristics as the original.

Safety Tips for Teachers

- Tell students not to look directly at the light beam from the projector. Instead, encourage them to keep their back to the projector when working at the interactive whiteboard. Before they turn to face the class, they should take a big step (or even two) sideways.

- Make sure you don't look directly into the light beam from the projector. Keep your back to the projector when you write over a projected image. Step to the side of the interactive whiteboard before you turn and face the class.

- Tell your students not to touch the projector, as it can become extremely hot during normal operation.

- Don't use a chair to increase a student's reach. If your students can't reach the top of the interactive whiteboard, lower it. You may need to remount a wall-mounted unit in a lower position. If your interactive whiteboard is mounted on a floor stand, lower it with the help of another adult.

- Tell students not to run in the vicinity of the floor stand, as they may trip over the floor stand legs.

More Information on Front-Projection Models

For further information on the front-projection SMART Board interactive whiteboard, see *Maintenance for Front Projection Models* on page 37, *Troubleshooting Front Projection Models* on page 41, and *Wall-Mounting Tips for Front Projection Models* on page 50.

Contents

Overview

From the classroom to the boardroom, SMART Board interactive whiteboards and Sympodium™ lecterns are intuitive, easy-to-use tools for delivering dynamic presentations and conducting effective meetings. Imagine the advantages of presenting documents, Web pages and videos on an interactive screen that responds to the touch of your finger or a pen. Through touch, you can control computer applications and write notes over these applications in digital ink.

As you progress through this manual, you may be surprised to learn that there's much more that you can do. Read the following sections to learn more about these tools:

- the buttons on the pen tray (page 5) or on the Sympodium lectern (page 6)
- the Floating Tools (page 10)
- SMART Keyboard (page 12)
- the screen capture tools (page 13)
- SMART Recorder (page 14)
- Notebook™ software (page 16)

This guide also shows you how to deliver interactive presentations (page 29), use more than one interactive display (page 32), use the SMART Board software in non-projected mode (page 35), and use shortcuts to become more efficient in Notebook software (page 55). For specific procedures, read the Help, which you can access from the Help menus and buttons in the SMART Board software applications.

If you're using a 600 series interactive whiteboard, you can quickly access the Help Center by pressing the pen tray's Help button.

Although you can install and use SMART Board software on any computer, it is intended for use with front projection SMART Board interactive whiteboards, *Rear Projection* SMART Board interactive whiteboards, Sympodium interactive pen displays and SMART Board *for Flat-Panel Displays* interactive overlays. For setup or installation information, read the documentation that came with your interactive product.

NOTE: This guide is for SMART Board software users who are running Mac OS X version 10.1.5 or later. If you have an older Mac running OS 8 or OS 9, you must use SMART Board software version 6.0.2, which you'll find on our website (www.smarttech.com). There, you'll also find a matching version of the *SMART Board User's Guide*.

Mac OS Requirements

Mac OS X Version	Java Version	Connection	Hand-writing Recog-nition	Status
Mac OS X version 10.1.5 *	1.3.1 Update 1	SMART USB Adapter Cable (p/n USB-FRU)	n/a	Supported
Mac OS X Jaguar version 10.2	1.3.1 Update 1 or later	SMART USB Adapter Cable	n/a	Supported
Mac OS X Panther version 10.3.3 or later	1.4.2 or later	SMART USB Adapter Cable	Yes	Recommended

* If you use Mac OS X version 10.1.5 with a SMART USB Adapter Cable (SMART part number 93-00481), the computer may stop responding unexpectedly, especially if you unplug and plug in the cable repeatedly. You can eliminate these problems by upgrading to a later version of the Mac operating system. Another solution is to order a different USB Adapter Cable (SMART part number USB-FRU) from Technical Support.

For more details, download and read the technical bulletin from www.smarttech.com/support/bulletins/sb.asp. Look for Issue 4, August 10, 2004, called *Announcing a New SMART USB Adapter Cable (Macintosh Operating Systems)*.

Mac System Requirements

	Minimum	Recommended
Processor Speed	400 MHz	800 MHz or higher
Memory	128 MB RAM	256 MB RAM or higher

This hardware and software is supported by SMART Board version 8.1.2 or later. If you have an older Macintosh running OS 8 or OS 9, you will need to use SMART Board software version 6.0.2. You can download this software from our website at www.smarttech.com.

Installation Options

	Web Install	CD Install
Drive Space Needed	50 MB	115 MB
What's Included	SMART Board software and Help files	SMART Board software, Help files, plus SMART Clip Art Collections

NOTE: Whether you choose to install SMART Board software from our website or use the installer CD, you will end up with identical, fully-featured software. The difference? To keep the program small enough to download quickly, the Web install doesn't include the clip art.

SMART Recorder Requirements

	Compatible	Recommended
QuickTime®	QuickTime version 6.0.2 or later	QuickTime version 6.1 or later

You can download the latest version of QuickTime Player from www.apple.com/quicktime.

SMART Board Software Components

SMART Board software has two main components:

- the service—the background driver that translates contact with the interactive screen into mouse behavior
- the tools—the interface you use to access most setup and annotation tools (beyond basic touch control)

With the SMART Board software service running on the connected computer, you can control the computer by touching the SMART Board interactive whiteboard (used with a digital projector) or Sympodium lectern. However, to use the pen tray pens or the pen tool and function buttons, you must have the SMART Board tools open, as indicated by the SMART Board icon appearing in the Dock.

NOTE: The Dock is a feature introduced with Mac OS X. Usually found at the bottom of your screen, it is a convenient way to launch applications such as the SMART Board tools. As soon as an application is launched, its icon appears in the Dock.

SMART Board Tools

SMART Board software includes many tools and applications that will help you get the most out of your SMART interactive product. To open any tool, press and hold the **SMART Board** icon in the Dock and select a tool from the menu that appears.

SMART Board icon in Dock
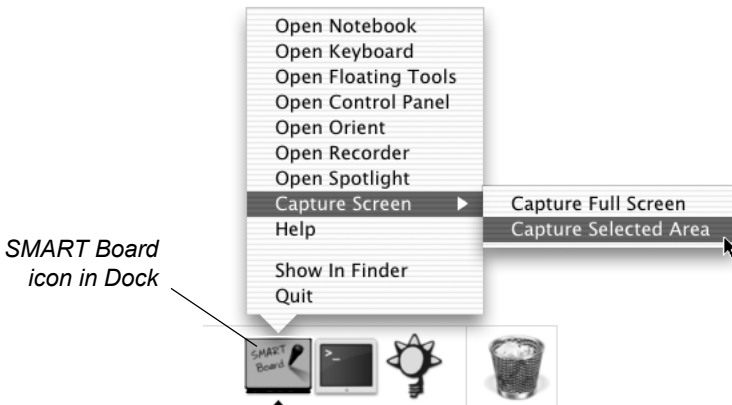
SMART Board Control Panel

Open the *SMART Board Control Panel* if you need to change or check the settings of the software and your SMART interactive product. On the **Boards** tab of this dialog box, you can:

- view status information for your SMART hardware and access the status log for information and diagnostic purposes

- orient your interactive whiteboard (page 7)

- access advanced settings, such as the level of orientation

  NOTE: Use the other advanced settings only when Technical Support advises you to do so because some alterations can adversely affect your hardware.

- set up the interactive screen for projected (page 7) or non-projected mode (page 35)

- control the connection between the SMART product and the computer

Use the **Pen Tray** tab of the *SMART Board Control Panel* to customize the pen tray tools or the pen tool buttons to accommodate your individual preferences. On this tab, you can also quickly return the tools to their default settings. See page 10 for more information.

The Pen Tray

The SMART Board interactive whiteboard is equipped with a pen tray that contains the following tools:

- four pens and an eraser for adding and removing digital ink

- pen tray buttons for quick access to other software tools

To click on the interactive screen, leave all the tools in the pen tray and touch the screen.

To write and erase on the interactive surface

To write on the computer image, just pick up one of the four pens from the pen tray and write on the screen. To erase the note, pick up the eraser and drag it across the note.

You can change any of these tools to suit your needs (page 10). For example, you can change a pen to a highlighter or change the color or width of its digital ink. You can also change the size of the area erased by the eraser.

To use the pen tray buttons

One pen tray button opens the SMART Keyboard and the other makes your next contact with the interactive screen a right-click (or Control-Click).

If you prefer, you can modify either of these two buttons to perform a different function (such as printing the current Notebook page, clearing notes or advancing to the next page). For detailed instructions, refer to *Changing Button Behavior* in the SMART Board tools Help.

The Tools and Buttons on Sympodium Products

As soon as you turn on the Sympodium interactive pen display and the connected computer, you can left-click by touching the pen tool to the screen. You can use the pen tool buttons and the function buttons that are on the frame of the interactive pen display to access various software functions.

To use the pen tool buttons

To write on the computer image, press one of the **Colored Ink** buttons and then write on the screen with the pen tool. If you like, you can change the ink's settings for any of these buttons (page 10).

To erase, press the **Eraser** button and drag the pen across the ink you want to erase. The eraser is also resizable (page 10).

To return to a left-click, press the **Left-Click** button.

To use the function buttons (interactive pen displays only)

To have your next screen contact behave as a right-click (or Control-click), press the **Right-Click** button. After you touch the screen, the pen behavior reverts to a left-click.

To open specific SMART Board tools, press the appropriate button. Read the guide that came with your product for more information.

If you like, you can change the function of the **Right-Click** button and the **Keyboard** button. Refer to *Changing the Button Behavior* in the SMART Board tools Help for instructions.

Using SMART Board Software in Projected Mode

You can run SMART Board software in one of two modes: Projected (Mouse) or Non-Projected (Whiteboard) mode. Projected (Mouse) mode offers the most functionality at the interactive screen. In fact, if you're using a *Rear Projection* SMART Board interactive whiteboard, a SMART Board *for Flat-Panel Displays* interactive overlay or a Sympodium product, you must always keep SMART Board software in projected mode. And, of course, the most effective way to use your SMART Board interactive whiteboard is with a connected digital projector that displays the image from your computer on the interactive surface.

To change the mode

1. Press and hold the **SMART Board** icon in the Dock and select **Open Control Panel**.
2. On the **Boards** tab, press the correct mode (**Projected** or **Non-projected**), and then press **OK**.

Orienting the Screen

To accurately and appropriately respond to your touch, the SMART Board driver needs to know exactly where the image from your computer is located on the interactive screen. The driver gets this information from the screen's orientation settings. With a correct orientation, the cursor appears directly beneath your fingertip or the pen tool of the Sympodium ID250 interactive pen display, and the system accurately tracks screen contact.

Although SMART Board software assigns a default orientation to your interactive screen, you can improve the screen's response by performing an orientation procedure—a very simple process of precisely touching red crosses (targets) on the screen. If your interactive whiteboard gets jostled and the projected image becomes misaligned, you can repeat the orientation procedure to correct the misalignment.

TIPS	To access the Orientation screen, press both the **Right-Click** and **Keyboard** buttons on the pen tray.
	During the orientation, firmly press the small yellow square in the center of each red cross. If you're orienting a Sympodium interactive pen display, don't pull the pen too far away from the orientation point. Lift the tip slightly from the screen until the screen moves to the next orientation point.
	If you're dissatisfied with the precision of a particular orientation point, you can redo the poorly aligned point by pressing the **Right-Click** or **Keyboard** button or the LEFT ARROW key on the keyboard.

For even greater tracking precision, you can change the orientation level. Three levels are available: Quick (4 points), Standard (9 points) and Fine (20 points). Depending on your situation, you may want to reorient quickly and with minimal interruption, or you may want to obtain the most precise tracking level possible if you have a higher-resolution system. When you change the orientation level, that level becomes the default for future orientations.

To orient the interactive screen

Press and hold the **SMART Board** icon in the Dock and select **Open Orient**.

The *Orientation* screen appears. Follow the on-screen instructions.

To change the orientation level

1. Press and hold the **SMART Board** icon in the Dock and select **Open Control Panel**.

2. On the **Boards** tab, press the **Advanced** button.

   The *Edit Advanced Board Settings* dialog box appears.

3. On the **Pick Orientation Precision** tab, press the orientation level that you prefer.

4. Press **Apply**, and then press **OK** to close the *Edit Advanced Board Settings* dialog box.

5. If you want to orient the screen, press the **Orient** button on the *SMART Board Control Panel.*

6. Press **OK** to close the *SMART Board Control Panel*.

Writing, Erasing and Capturing

SMART interactive products make it easy to work with any computer application. You can write on the screen with a pen, the various tools available in the Floating Tools or a combination of both. After you write on the screen, you can erase the notes or capture and save them using various methods.

This section of the guide describes how to:

- write on the screen using the pen tray or pen tool buttons (this page)
- modify the pen tray tools or pen tool buttons (page 10)
- use the Floating Tools (page 10)
- modify the Floating Tools (page 11)
- add text with the SMART Keyboard (page 12)
- erase what you've written (page 13)
- capture your notes into Notebook software (page 13)
- record a movie of your actions with SMART Recorder (page 14)

Writing on the Interactive Screen

To write on your interactive screen, select one of the four colored pens from the pen tray (SMART Board interactive whiteboard) or press a **Colored Ink** button (Sympodium interactive pen display), and then write on the screen. For interactive whiteboards, you can pick up a pen but write on the screen with your finger to produce the behavior of the lifted tool.

NOTE: If you're using regular dry-erase markers, leave the caps on. You're writing in virtual, digital ink rather than physical ink.

To write in a different color, pick up a different pen or press a different **Colored Ink** button. On SMART Board products that have a pen tray, you must return each pen to the slot with the corresponding color, because color recognition comes from the slots in the pen tray, rather than the pens themselves.

NOTE: You can't write over applications written for the Mac operating system 9.x and earlier.

Modifying the Pen Tray Tools, the Pen Tool Buttons or the Function Buttons

You can alter the line thickness, color and transparency settings for the pen tray pens or the **Colored Ink** buttons with the *SMART Board Control Panel*. You can also change the eraser size and the function of the **Right Click** and **Keyboard** buttons to suit your needs.

To change the behavior of a tool, open the *SMART Board Control Panel* to the **Pen Tray** tab and press one of the large tool buttons on the left side. Then select the options you want for that tool. For complete details, refer to the book entitled *Using the Floating Tools* in the SMART Board tools Help.

Using the Floating Tools at the Interactive Screen

The Floating Tools is a portable toolbar that appears over any open application on your interactive screen and gives you access to a variety of annotation and presentation tools. To access these tools, press and hold the **SMART Board** icon in the Dock and select **Open Floating Tools**. Then press the tool you want. Along with a virtual pen and eraser and other unique tools for creating geometric shapes, the Floating Tools include buttons for capturing the screen and a special button for clearing notes or restoring deleted notes.
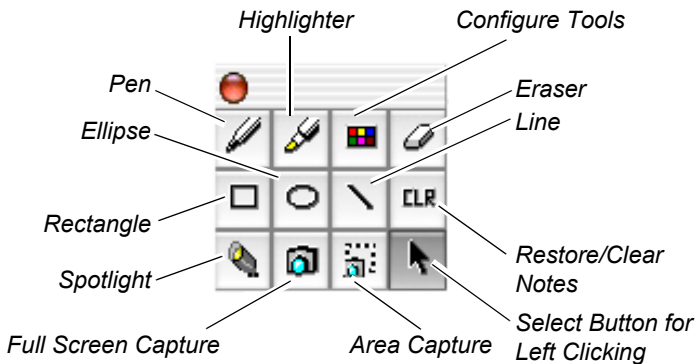
NOTE: You must have a SMART interactive product connected to your computer to use the Floating Tools. However, you can also control these tools with your computer's mouse, as long as the SMART product is connected.

If you have an interactive whiteboard, pick up a pen, select a button from the Floating Tools and press the interactive screen for digital ink to

appear in the color of the pen slot. This is an easy way to insert a geometric shape in a specific color.

TIP	The **Rectangle** button on the Floating Tools is ideal for highlighting large areas of data on the interactive screen. To do this, configure the transparency, fill and color properties of the Rectangle tool. Refer to the topic entitled *Changing the Floating Tools Settings* in the SMART Board tools Help for full details.

To restore/clear notes

Use the **Restore Notes/Clear Notes** button to remove or restore notes. When you write something on the interactive screen, the button is in the Clear Notes state, but after you delete a note, the button changes to the Restore Notes state.

This button is especially useful if you accidentally lose a note or if you want to view a deleted note again. Even if the Floating Tools aren't open, you can restore the note. To do this, press and hold the **SMART Board** icon in the Dock, select **Open Floating Tools**, and then press the **Restore Notes** button.

Modifying the Floating Tools

If you want, you can change the color, size and transparency of these annotation tools so they suit your presentation needs.

To change a drawing tool

1. Press the **Configure Floating Tools** button.

    The C*onfigure Floating Tools* dialog box appears.

2. Select the drawing tool you want to configure from the **Tool** list.

TIP	Double-press the **Pen**, **Highlighter**, **Rectangle**, **Ellipse** or **Line** tool to open the *Configure Floating Tools* dialog box with that tool selected in the **Tool** list.

3. Select a width between 1 and 32 pixels for the selected tool in the **Width** box.

4. Select a color from the 16-color palette under **Color**, or press the **More Colors** button and select from the color wheel.

5. Press **OK**.

Adding Text with the SMART Keyboard

Although your interactive product is a great tool for presenting information, there are situations where you need to use a keyboard. For example, to rename a file you're saving, you must type the new name in the *Save As* dialog box. You can do this without moving to a physical keyboard by using the SMART Keyboard to type into a dialog box right at the interactive screen.

To open the SMART Keyboard, press and hold the **SMART Board** icon in the Dock and select **Open Keyboard**. For more information about SMART Keyboard, read the Help file.

NOTE: You must have a SMART product connected to your computer to use the SMART Keyboard.

TIPS	You can also press the **Keyboard** button on the pen tray or the function buttons on the interactive pen display to open the SMART Keyboard.
	You can drag the keyboard to any screen location or even resize it. To try ten-fingered typing, move the keyboard to a relatively high location and resize it to suit your hand size.

Erasing What You Write

It's easy to remove any note from the interactive screen. If your interactive product has a pen tray, pick up the eraser and drag it across your note. If you're using a Sympodium interactive pen display, press the **Eraser** button and touch the pen tool to the screen.

If you'd prefer to remove all notes at once, you can configure a pen tray button to clear all notes when you press it. Alternatively, you can press the **Clear Notes** button in the Floating Tools or, if your product has a pen tray, you can return the pen to the tray and touch the interactive screen.

You can change the size of the eraser to suit the notes that you're erasing. For details on doing this, see *Changing the Eraser Size* in the SMART Board tools Help. Make the eraser small to erase fine details or big to erase large areas of the screen.

TIP	If you're working outside of Notebook software, encircle the area that contains the freehand drawings that you want to erase with the edge of the pen tray eraser. Then tap once inside that circle to erase all the notes within it.

Capturing What You Write

SMART Board software makes it easy to capture an image of your notes and the underlying application. The screen capture tools that are available from the SMART Board icon in the Dock and from the Floating Tools capture an area of the screen or the entire screen. Each new capture appears on a new page of your Notebook file. If you don't have Notebook software open, SMART Board software opens it for you.

To capture a screen

1. Press and hold the **SMART Board** icon in the Dock.

2. Select **Capture Screen**.

   A menu appears.

3. To capture the entire screen, select **Screen Capture > Capture Full Screen**.

To capture a region, select **Screen Capture > Capture Selected Area**, and then press and drag to select the area you want to capture.

TIPS	If the Floating Tools are open, press the **Capture Full Screen** or **Capture Area** button.
	If you're using a Sympodium interactive pen display, press the **Capture** button to capture an image of the entire screen into Notebook software.

Recording Your Actions with SMART Recorder

You can use SMART Recorder to record everything you do and say while working at the interactive screen or your computer. Your recording is saved as a QuickTime .mov file, which you can view with the QuickTime player. To access SMART Recorder, press and hold the **SMART Board** icon in the Dock and select **Open Recorder**.

You can view or change the settings for your recording by pressing the **Options** button. For example, you can set a higher sound and/or video quality. However, this will increase the file size, which is a concern if your computer has limited hard disk space or if you intend to e-mail the file or post it on a website. Also, you can change the default save directory and the location of the temporary files that are created when you record the movie. At the same time, you can prevent the loss of your recording by setting SMART Recorder to warn you when disk space is low.

To use SMART Recorder, you must have a SMART interactive product connected to your computer. For best results, you should also install QuickTime software version 6.1 or later, which you can download from www.apple.com/quicktime. To record audio, you must have a microphone connected to your computer.

For complete details, read the SMART Recorder Help.

NOTE: While you can record your actions in most applications, there are a few graphics-processing applications that you can't record.

TIPS	• To improve the quality of your recordings, use the fastest computer available. Screen recording requires a lot of computing power.
	• When you're recording, write often to keep your audience's attention.
	• Repeat audience questions so the microphone can pick them up.
	• Don't use animations because they dramatically increase file size. Complex graphics and high-resolution photographs also increase the file size. Read the online Help for more tips on keeping the file size small.

Using Notebook Software

With Notebook software, you can create a presentation that's full of colorful clip art, graphics and text from a variety of sources. As you present, keep your audience's attention by moving, uncovering and otherwise manipulating these objects. If your audience provides comments and suggestions, capture their input on a Notebook page with the many available tools.

All the notes you make are selectable objects on your Notebook page. Also, you can use the tools in Notebook software to organize, save or print each Notebook page at your workstation or at the interactive screen.

The simplest way to add notes to a page is to use the physical pen tray pens or the pen tool buttons (interactive pen displays) in Notebook software to create or erase objects. However, you can also create objects by using the available menu commands and toolbars, the Gallery, or the screen capture tools. If you need more details, refer to the Help provided with Notebook software, which you can access by selecting **Help > Notebook Software Help**.

NOTE: If you use Notebook software on a computer that's not connected to any SMART hardware, you'll notice a watermark on each Notebook page. This watermark won't appear on printed pages, and it disappears as soon as the files are moved to a computer that's connected to a SMART interactive product. So, the watermark does not prevent you from working on Notebook pages on a computer other than the one you're using for the presentation.

Opening Notebook Software

Press and hold the **SMART Board** icon in the Dock and select **Open Notebook**. A new file appears and the Notebook icon is added to the Dock.

You can only open Notebook files that are in the .xbk format. These files can be created on a Macintosh computer or a Windows computer, since the .xbk format is interchangeable between platforms. However, if someone has e-mailed you a file and you can't open it, read the resolution on page 47.

Selecting a View

Notebook software has three distinct views: Whiteboard, Page Sorter and Full Screen.

Notebook software always opens in the Whiteboard view. In this view, you can create and edit objects on the current page and see the pages that make up your file in a vertical strip of thumbnail images, called the Side Sorter. These thumbnails automatically update as your page content changes. You can also move objects by dragging them onto a thumbnail, or press a thumbnail to go to a different page. Because all the tools you need to create, import, sort and edit objects are available in the Whiteboard view, it's the optimal view for creating a presentation at your desktop.

The Page Sorter view displays all the pages in your current file as if you physically spread the pages out on a desk. In this view, you can rearrange the pages by dragging them to new positions.

Use the Full Screen view to deliver your presentation. This view maximizes the page itself for better viewing by an audience.

In all views, you'll see a toolbar for accessing the functions available in that view. For example, the Full Screen view includes a toolbar for navigating through the pages of your file and for returning to the Whiteboard view. Similarly, in the Whiteboard or Page Sorter view, you can access either the Simple or the Standard toolbar. These two toolbars provide a variety of shortcuts for performing tasks in Notebook software, including object-creation, navigation, file management and editing functions. You can switch between these two toolbars by checking or unchecking **View > Simple Toolbar**. For a complete list of toolbar actions and shortcuts, see page 55.

TIP

If you're unsure of what function a toolbar button performs, hover over the button to read its name.

Creating Objects on a Notebook Page

You can create text, graphics and shapes on a Notebook page using the pens in the pen tray or one of the following methods:

- typing text (this page)
- drawing objects using the pen tool (page 18)
- handwriting recognition (page 19)
- creating geometric shapes (page 20)
- inserting pictures (page 20)

You can only create objects in the Whiteboard and Full Screen views. As you write, Notebook software automatically groups objects that you create in close proximity, such as handwritten letters. However, you can easily ungroup these objects (page 23) or rearrange them (page 23).

For complete details on object creation, refer to the book entitled *Creating and Editing Objects* in the Notebook software Help.

Typing Text

To enter typed text on a Notebook page, just start typing. A text box appears, enlarging as you add more text and automatically wrapping when you reach the edge of the workspace. When you finish entering text, press outside the text box.

If you want, you can create a custom-sized text box before you begin typing by selecting **Draw > Text,** and then dragging a selection handle to adjust the size. Also, you can resize an existing text box using the **Select** tool. With a custom-sized text box, the text automatically wraps at the right-hand boundary, so it remains within the width you established.

TIP	Consider using the on-screen keyboard for any keyboard input that you need to enter at the interactive screen. By using this keyboard, you don't have to move away from the screen to enter typed text on a Notebook page.

To draw objects with the pen tool

1. Press the **Pen** button.
2. Draw on the interactive screen with your finger or, on the computer,

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with your mouse.

To use a different ink color, select **Current Color** from the **Format** menu, and then press a color square in the color palette.

To change the thickness of the pen's line, select **Line Width** from the **Format** menu, and select a new line width.

Handwriting Recognition

Handwriting recognition lets you convert hand-printed letters into editable text that you can use in any Macintosh application.

NOTE: To take advantage of handwriting recognition, you need to have Mac OS X version 10.3.3 or later installed. If you upgrade your Mac OS, we recommend upgrading your Java software at the same time by selecting **Apple menu > System Preferences > Software Update.** See page 2 for more detailed information.

To convert handwritten letters to editable text

1. Pick up a pen from the pen tray and print on the screen.

2. Place the pen back in the pen tray.

3. Select the note and press the **Convert-to-Text** button.　　A

   A list of possible conversion items appears.

   *Press the **Convert-to-Text** button*

   Select the best item

   ABC
   ABc
   aBC
   ABe
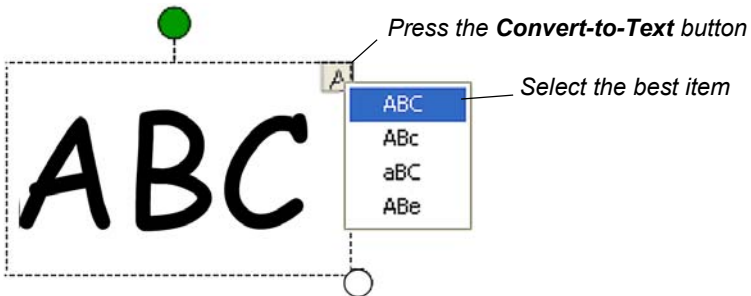
   NOTE: If you don't have Mac OS X 10.3.3 installed, or you are not connected to a SMART Board product, you will not see the **Convert-to-Text** button.

4. Select the best conversion item.

   Notebook software converts your handwriting into editable text.

TIPS	• Print rather than write. Large, clearly printed characters give the best results.
	• Print letters fairly close to each other without actually touching or overlapping.
	• Print text in a straight horizontal line, rather than at an angle.
	• Convert words one line at a time—multiple lines do not convert reliably.

To highlight an object

1. Select **Highlighter** from the **Draw** menu.

2. To change the ink color, select **Current Color** from the **Format** menu, and then press a color square in the color palette.

3. To change the line width for the highlighter, select **Line Width** from the **Format** menu, and select a width.

4. Draw on the interactive screen with a pen or your finger or, on the computer, with your mouse.

To create geometric objects

1. Select **Rectangle, Ellipse, Line** or **Shapes** from the **Draw** menu.

    NOTE: If you select **Shapes** while you have the Standard toolbar open, a list of available shapes appears. While the Simple toolbar is open, you'll have access to the shape that you last used. To change toolbars, check or uncheck **View > Simple Toolbar**.

2. You can change the object's outline color (Current Color), line width, fill color and transparency. To do this, select the object, press the **Format** menu, and select the appropriate item.

3. Drag on the interactive screen or with your mouse on the computer to create the geometric object.

To add pictures to your page (up to 1.5 MB)

Select **Insert > Clip Art**. Then select an image file from your computer in .wmf, .bmp, .jpg, .tif, .gif or .png format.

You can also drag the pictures from the *Gallery* window onto your page. The Gallery contains pictures and page templates that are grouped in collections of related material (page 27).

Other ways to add content to a Notebook page

• Drag text and images from another application onto your Notebook page (for Mac OS 10.3 with applications such as Safari and TextEdit)

• Cut or copy text or graphics and paste them onto the pages of your Notebook file (or cut and paste an object from one page to another)

• Use the screen capture tools (page 13)

• Link an object on the page to a website or a file (page 24)

Editing Objects in Notebook Software

You can modify the objects on a page in either the Whiteboard or Full Screen view. However, before you can edit an object, you must select it. Do this by pressing the object on the interactive screen. If another tool is active, you may need to press the **Select** button before you press the object in the Whiteboard view. When you select an object, a selection rectangle appears around it, with both a resize and a rotation handle.

Rotation Handle
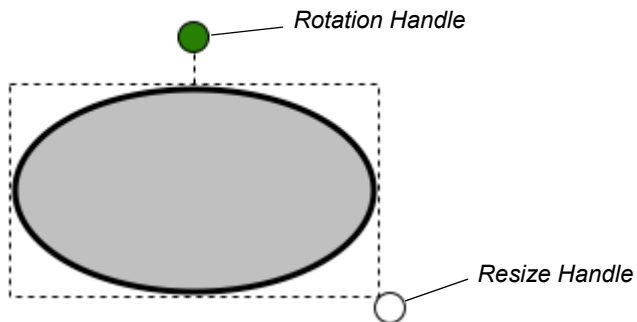
Resize Handle

NOTE: If you select hand-drawn shapes, letters or numbers, a **Convert-to-Text** button appears in addition to the resize and rotation handles.

You can select multiple objects by dragging the pointer to draw a rectangle around them or by holding down the SHIFT key as you press each one. To select all the objects on a page, press **Edit > Select All**.

After you select an object, you can edit them in a variety of ways. For example, you can:

- copy or move objects (this page)

- rotate and resize objects (this page)

- group or ungroup objects (page 23)

- move objects to the background and retrieve them later (page 23)

- reorder objects within a stack (page 23)

- modify text and non-text objects (page 24)

- link objects to a website or a document on your computer (page 24)

- erase or delete objects (page 24)

For complete details on editing Notebook software objects, open the book entitled *Creating and Editing Objects* in the Notebook software Help.

To move or copy an object between pages

In the Whiteboard view, select an object on the current page and drag it to a thumbnail in the Side Sorter to move the object to that page.

In the Whiteboard and Full Screen views, you can also copy an object by selecting it and pressing **Edit > Copy**. Likewise, you can move an object by selecting it and pressing **Edit > Cut**. Then go to the new location and paste it by selecting **Edit > Paste**.

TIP

In the Whiteboard view, use the toolbar buttons to quickly copy or cut an object and paste it on a new page. See page 55 for a list of shortcuts.

To rotate and resize an object

If you like, you can rotate an object to any angle or resize it. To do this, select the object and drag the appropriate selection handle until you're satisfied with the angle or the size.

Rotation Handle

Resize Handle
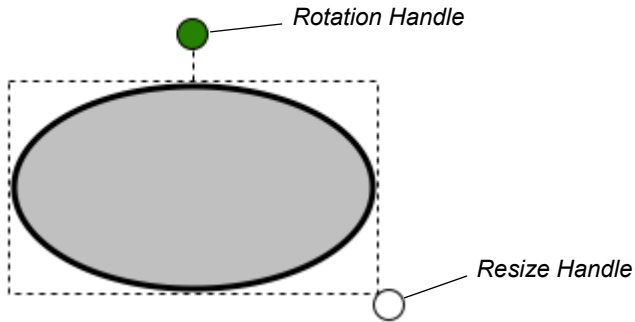
When you resize a text object, the size of the font doesn't change. To change the font size, select the text, and then select **Format > Font**. See page 24 for more on formatting text.

To group or ungroup objects

You can group several objects to make a single object, which you can move, edit and resize at the same time.

To group the objects, select them, and then select **Draw > Group**. If you change your mind, you can easily ungroup them by selecting the group and then selecting **Draw > Ungroup**.

To move objects to the background or to retrieve them

You can protect specific objects from further modification by placing them in the background, where they can't be selected. With this feature, you can create a constant background and then create, move and change objects over top of it. To move objects to the background, select the objects and then select **Draw > Order > Make Background**.

To access all the background objects, select **Draw > Order > Retrieve Background**.

To reorder the objects within a stack

When you work with many objects, they can become stacked one on top of another. However, you may want to rearrange them to reveal an object that's otherwise hidden. To do this, select an object, and then select **Draw > Order > Bring Forward** or **Draw > Order > Send Backward** to move the selected object one position forward or backward. To move an object

to either the front or rear of the stack, select **Draw > Order > Bring to Front** or **Draw > Order > Send to Back**.

	TIP	You can place an object over another to hide it during your presentation. For example, write a question and its answer as two objects, but cover the answer with a filled rectangle. When you're ready to reveal the answer, drag the rectangle away.

To format text

For text objects, select from the options available on the **Format** menu to change the attributes of all the text in the object. You can change the font, including the size and style, by selecting the **Font** command. If you want, you can bold, underline, italicize and change the color of all the text. To change the attributes of specific words within a text object, select only those words.

Similarly, you can change the appearance of non-text objects by selecting them and then changing their attributes in the **Format** menu.

To link an object to a website or a file

You can link an object to a website or a file on your computer. To create a link, select the object and select **Insert > Link**. Type the Web address or the path to the file (or browse to them) in the *Insert Link* dialog box. Then press **OK**.

To open a link, press the arrow that appears beside the object. The website or file opens in your browser or in the appropriate application.

To remove a link, select the object and press the **Remove Link** button in the *Insert Link* dialog box.

To erase or delete an object

You can use the Eraser to remove any object that you create with a pen tray pen or pen tool button (interactive pen displays). You can also delete these objects and any other kind of object by using the commands on the **Edit** menu. To do this, select the object and press **Edit > Delete**. To clear all objects from a page, select **Edit > Clear Page**. This action won't delete any background objects (page 23). If you need to do this, retrieve the objects from the background and then delete them.

To remove the entire page from your file, select **Edit > Delete Page**. This option is available in both the Whiteboard and Page Sorter views.

Managing Notebook Pages and Files

Notebook software lets you control the look and organization of the pages in your Notebook file, as well as the organization of the entire file. For example, you can:

- change the background color of specific pages (this page)

- customize your pages with templates. You can access these templates individually or through the Gallery. Also, you can create your own templates and save them for repeated use (this page).

- correct mistakes using the Undo and Redo commands (page 26)

- save the file in a variety of formats, including a series of images or HTML files, or as a PDF file (page 26)

- print your file or specific pages from your file (page 26)

- export your file (page 26)

- hide your page content with the screen shade, which is especially useful for presentations and lessons (page 30)

Notebook software includes the Gallery (page 27), which contains collections of page templates and pictures that you can insert on a page. For example, a teacher might store commonly used templates and pictures for a math class in a Math collection and physics templates and pictures in a Science collection.

For more information on Notebook files and pages, see *Working with Files* or *Working with Pages* in the Notebook software Help.

To change the background color of a page

You can change the color of your current page by selecting **Format > Background Color** and then selecting a color from the palette that appears.

To create a page template

You can preserve a commonly used page layout by saving it as a template. Do this by selecting **File > Save Page as Template**. If the file that you're saving contains more than one page, SMART Board software

saves only the current page as a template. After you save the file, you can insert it on any page in any Notebook file.

To insert a template onto a page

Select **Insert > Select Template**. Select a template (in .xbt format) and press the **Insert** button to make it appear on your current page. When you insert a page template, it becomes your current template, which appears whenever you select **Insert > Current Template**.

To undo/redo actions

You can reverse an action that you have performed in Notebook software by selecting the **Edit > Undo** command, and you can select the **Edit > Redo** command to repeat an action that you've undone.

To save your file

After you create your Notebook file, you can select **File > Save** to save it in .xbk format, which you can open with Notebook software for the Windows, Mac OS X or UNIX® operating systems. Or you can select **File > Save As** to save the file with a different name. You can save the file to your computer or the network.

To print your file or selected pages from your file

Select **File > Print**. When the *Print* dialog box appears, accept or change the settings to print all the pages or a few selected pages. This dialog box also lets you save the Notebook file as a PDF document. If you just want to print your current page, select **File > Print Page**.

To export your file

You can cut or copy text from a Notebook page and paste it into other applications. However, if you want to save your entire file in another format, you must export it. You can export a Notebook file as:

- a series of .bmp, .jpg, .tif or .png image files, where each page becomes an individual image file

- a series of HTML files, so others can view your file with a Web browser or you can post it to a Web server

- a PDF file

Using the Gallery

The Gallery is a companion application to Notebook software that contains collections of page templates and pictures. Use these collections (in .xbc format) to add graphics to your Notebook files and to store your most commonly used graphics in easily accessible collections. You can store these collections on your computer or on the network so others can access them.

Because the Gallery is a separate application, you can leave it open as you work with the other tools in Notebook software. However, you can only use it with Notebook software.

To access the *Gallery* window, select **View > Gallery** and then open a collection or start a new one. With the *Gallery* window open, you can drag a page template or a picture from a collection onto any page in any view. For complete details, open the book entitled *Working with the Gallery* in the Notebook software Help.

> **TIP**
>
> To replace or remove a template, you must delete the page. If your page has objects on it that you want to keep, drag them to a new page before you do this.

To modify and organize your Gallery collections

You can store pictures and templates that you use often with other related pictures and templates in a Gallery collection. To add a picture, drag it from the Notebook page onto the **Pictures** tab of the Gallery collection. You can also add pictures to the Gallery collection by selecting **Insert > Clip Art**, and then selecting the file to add. Try to select pictures that are smaller than 1.5 MB.

If there's no relevant collection for the picture or template that you want to add, create your own by selecting **File > New** in the *Gallery* window.

You can augment your collections by selecting **Insert > Browse for Online Content**. Your Web browser opens to our website, where we'll post new collections as they become available.

You can organize your collections by combining new collections with existing ones. Select **Insert > Additional Collection** and select another .xbc file to add both page templates and pictures from the selected collection to your current collection. You can also give an item a more meaningful name by selecting **Edit > Rename Item**. If you modify a read-only collection (like the collections that come with Notebook software), you must save that collection with another name, because you can't overwrite the original.

TIPS	Open a different collection by selecting **File > Open**.
	Save your new or altered collections by selecting **File > Save** or **File > Save As**. You can save these to your computer or to the network.
	Remove an unused item from a collection by selecting it and then selecting **Edit > Delete**.

Presenting on the Interactive Whiteboard

The SMART Board interactive whiteboard was designed to maximize the power of presentations. A variety of hardware and software features make the job of presenting information easy for the presenter and stimulating for the audience.

If you have your presentation file on your laptop and you want to show it on the front-projection SMART Board interactive whiteboard, you can connect the laptop to the unit and immediately touch the interactive screen to navigate through your file. You won't need to install SMART Board software or orient the screen. However, you won't be able to use the pens to write on the interactive screen unless you install and open SMART Board software on your laptop.

Using the SMART Board Tools

On the interactive screen, you can write over your presentation to highlight or emphasize important information and you can jot down notes and suggestions that are made by the audience. Then you can capture these important points and screen notes into Notebook software with the screen capture tools. If you used the QuickTime Player (version 6.0.2 or later) to deliver your presentation, you can still use these tools to capture any notes that you make. Read page 13 for details on using the screen capture tools.

Use SMART Recorder to capture everything you do on the screen as a video file, and you won't miss a single detail. This application synchronizes data and audio in a QuickTime movie file. Read page 14 for more information.

To further emphasize important screen elements, use the desktop spotlight. This tool reveals only a specific area while it dims or hides the rest of the screen, focusing your audience's attention.

To use the desktop spotlight

To open the spotlight, press and hold the **SMART Board** icon in the Dock and select **Open Spotlight**. Or, if you have the Floating Tools open, press the **Spotlight** button.

With the spotlight open, you can write anywhere on the screen, but you can only activate screen components inside the spotlit area.

You can easily change the spotlight to suit your needs by using the options available from the **Menu** button to modify its shape and transparency. You can also relocate, resize or rotate the spotlight just by dragging it, so it displays the screen area that you want shown. To remove it, press **Menu > Exit**.

TIP	When you change the spotlight's transparency setting, you're actually specifying how much the non-spotlit area of the screen is visible. Choosing a higher percentage of transparency makes the non-spotlit area of the screen more visible.

Presenting Your Notebook File

After you create your presentation in the Whiteboard view, deliver it using the Full Screen view. This view maximizes the viewing area of the screen by minimizing the toolbar clutter, and includes a three-button navigation toolbar (the Full Screen toolbar). You can use this toolbar to navigate through your presentation and end the full screen view.

Previous Page   *Return to the Whiteboard View*

Next Page
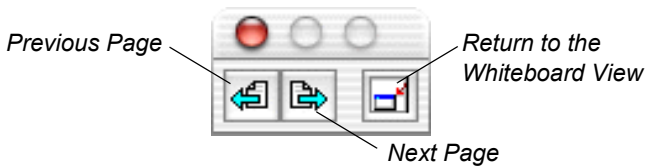
The Full Screen Toolbar

To use the screen shade

When you deliver your presentation, you might not want to reveal the content of each page all at once. In this case, activate the Screen Shade (select **View > Screen Shade**) to hide each page with an opaque cover.To reveal your page, draw the shade by dragging it down. The thumbnail images in the Side Sorter remain visible, so you can still navigate through your file with the Screen Shade active in the Whiteboard view.

TIPS	In any view, you can navigate through the pages of your Notebook software presentation by pressing:
	• the **Next Page** button on the pen tray or the function buttons on the Sympodium interactive pen display
	NOTE: You can also set up the other pen tray button to function as a **Previous Page** button. For detailed instructions, see *Modifying the Pen Tray Tools, the Pen Tool Buttons or the Function Buttons* on page 10.
	• the **Next Page** or **Previous Page** buttons in Notebook software
	• the RIGHT ARROW or LEFT ARROW keys on your keyboard
	In addition, you can press any Side Sorter thumbnail in the Whiteboard view to go to the corresponding page.

Using Multiple Displays

You can operate multiple SMART interactive products simultaneously from the same computer.

For front projection SMART Board interactive whiteboards, you'll need a projector for each unit, and one of the following:

* a separate video card for each projector and interactive whiteboard
* a video card that splits the video signal into multiple signals
* a connection to the computer's video card for each projector
* a video distribution amplifier between the computer and the projectors

You have three options for using multiple displays in projected mode. You can:

* display an identical desktop on every interactive whiteboard, so people in various locations can see the same image
* display different parts of one desktop on each interactive whiteboard (for example, one application on one screen and a different application on another)
* display the same application split across more than one interactive whiteboard, so you can use the wider display surface to show greater detail

NOTE: You must orient each display separately.

For detailed instructions about setting up multiple displays, refer to the book entitled *Using Multiple Displays* in the SMART Board tools Help.

Orienting Multiple Displays

You can orient the displays in any order that you like, but you must orient each display that you use.

To orient multiple displays

1. Press and hold the **SMART Board** icon in the Dock and select **Open Orient**.

   The *Orientation* screen opens.

2. Orient the first screen.

3. Open the *Orientation* screen again (repeat step 1) and press the **SPACE BAR** on the keyboard.

The *Orientation* screen moves to the next display.

4. Repeat the orientation process for that display and continue until you have oriented every display in your setup.

Displaying the Same Image on Multiple Displays

With this setup, anything you do on one interactive screen is displayed on *all* connected interactive screens. Also, each interactive screen has touch control. More than one person can write over a projected application at a time, with the exception of Notebook software, where only one person can write on an interactive screen at a time.

To send the same desktop image to more than one interactive screen, you must do one of the following:

• connect the projectors in a daisy-chain pattern

• use a distribution amplifier to send the same signal to more than one projector

Displaying Different Applications on Multiple Displays

With this setup, you can display one application on one interactive whiteboard and another application on a different interactive whiteboard, with touch control on all displays. More than one person can write over a projected application at a time, with the exception of Notebook software, where only one person at a time can write on an interactive screen.

For this setup, you must do one of the following:

• connect each projector to a separate video card on your computer

• have a video card that splits the video signal into multiple signals, so you can send each projector its own signal

NOTE: You may need to change the display settings on your computer to reflect your configuration. For more information, read the documentation for your video card.

To move an application window from one display to another

1. Make sure the application isn't in full screen mode.

2. Drag the application sideways until you see it on the other screen.

3. On the other screen, move the application to a convenient location.

Displaying One Application over Multiple Displays

With this setup, you can display one application across multiple interactive whiteboards to enlarge the view and show greater detail, while having touch control on all displays. More than one person can write over a projected application at a time, with the exception of Notebook software.

To display an application across multiple screens, you must do one of the following:

*   connect each projector to a separate video card on your computer

*   have a video card that splits the video signal, so you can send a signal to each projector

To split an application across more than one display

1. Open the application.

2. Make sure the application isn't in full screen mode. Drag the application window sideways past the interactive whiteboard's frame.

    A portion of the application window moves to the adjacent interactive whiteboard.

3. At the other display, resize the application window until you can see it properly on the display.

Using Non-Projected Mode

CAUTION	If you own a SMART Board interactive whiteboard with an OptiPro™ surface, disregard this section. The OptiPro surface is optimized for use with a projector and should not be marked with dry-erase ink.
	Also, if you have a *Rear Projection* SMART Board interactive whiteboard, SMART Board *for Flat-Panel Displays* interactive overlay or Sympodium interactive pen display, don't use SMART Board software in non-projected mode.

In non-projected or Whiteboard mode, you can write on the screen with dry-erase markers just as you would on an ordinary whiteboard. However, unlike an ordinary whiteboard, what you write is simultaneously displayed on a Notebook page.

In this mode, the computer automatically scales the entire surface of the SMART Board interactive whiteboard to fit within the writing area of Notebook software. Because this scaling is automatic, you don't need to perform an orientation procedure.

Setting Up SMART Board Software for Non-Projected Use

The default mode for SMART Board software is projected or mouse mode. However, if you're using your interactive whiteboard without a projector, you should change the software mode to **Non-Projected (Whiteboard Mode)** in the *SMART Board Control Panel*. Otherwise, when you write anywhere other than on the Notebook page, you may accidentally activate menu commands or other program elements.

When you change the software mode to non-projected mode, the default behavior for the pen tray buttons changes. The left pen tray button becomes the **New Page** button, which is a very important button for non-projected use. When you press this button, a new page opens in the current Notebook file for receiving your notes. The right button becomes the **Print** button, which sends your current page of notes to the computer's default printer.

To equip the pen tray, purchase a set of high-quality dry-erase markers in black, blue, red and green. Place each pen in the matching color slot of the pen tray.

To switch SMART Board software to the non-projected mode

1. Press and hold the **SMART Board** icon in the Dock and select **Open Control Panel**.

2. On the **Boards** tab of the *SMART Board Control Panel*, click the **Non-Projected (Whiteboard Mode)** option and click **OK**.

Working with Your Notes in Non-Projected Mode

Open Notebook software.

When you write on the interactive whiteboard in non-projected mode, you can see the note on the Notebook page. If you don't want to keep your notes, simply erase the dry-ink markings on the interactive whiteboard. This erases the digital ink on the computer as well.

To keep your notes, save your Notebook file (page 26).

To write on a new page, press the **Insert Blank Page** button in Notebook software or press the **New Page** button on the pen tray. With this blank page open, erase the dry-erase ink on your interactive whiteboard and create a new set of notes.

Maintenance for Front Projection Models

This section pertains to front projection SMART Board interactive whiteboards only. For other SMART interactive products, refer to the installation guide that came with your product for maintenance and cleaning information.

Cleaning Your Interactive Whiteboard and Pen Tray

For optimal clarity, clean a frequently used interactive whiteboard and pen tray approximately once a week. Spray a soft cloth with standard glass or whiteboard cleaner and then wipe the surfaces.

If the bottom of the pen tray slot becomes heavily soiled, the infrared transmitter and receiver could become obstructed. If this happens, the system will not detect when the eraser or a pen is removed. The slot LED won't light, and the lifted tool won't work. In this happens, moisten a cotton swab with standard glass cleaner and carefully clean the infrared transmitter and receiver.

Infrared Transmitter and Receiver
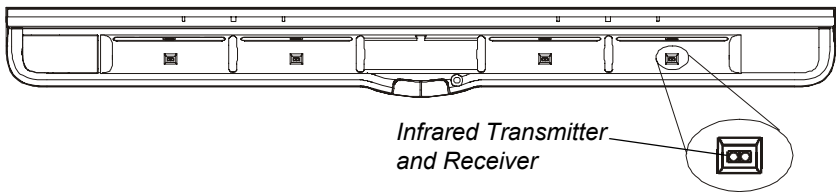
NOTES

- Before you clean the SMART Board interactive whiteboard, shut down the computer or disconnect the interactive whiteboard. Otherwise, you will scramble the desktop icons or activate application components when you touch the screen.

- To view dirt and streaks more easily, put the projector on standby (turn the lamp off).

Removing Permanent Marker Ink Stains

To remove marks made with a permanent marker, you can use a cleaner such as the Sanford Expo® Dry Erase Board Doctor. Just write directly over the permanent ink stain with the Board Doctor pen, allow the solution to dry completely, and then wipe clean.

You can also use a high-odor dry-erase marker to remove marks from a permanent marker because dry-erase ink contains solvents that work to remove permanent ink. To do this, cover the permanent ink with the dry-erase ink and wipe with a soft cloth while the ink is still wet. If any trace of the ink remains, spray a cloth with standard glass or whiteboard cleaner and wipe the area clean.

TIP

When removing permanent marker ink, don't use low-odor or non-scented dry-erase markers. They don't contain the appropriate solvents.

Preventing Damage to the Writing Surface

Keep sharp writing instruments, such as ballpoint or fine-point pens, away from the interactive whiteboard. Although the front projection SMART Board interactive whiteboard is very durable, these types of pens can damage the screen surface if they're applied with heavy pressure.

Don't let abrasive erasers or abrasive cleaning materials come in contact with the interactive screen.

General Tips for Trouble-Free Performance

Ensure that the interactive whiteboard is connected to a USB or serial port that's recognized by the operating system, and that the port isn't being used by another application.

Make sure all the pens and the eraser are placed securely in the pen tray if you want to use your finger to click. If you lose a pen, place another object in its pen tray slot. Otherwise, the interactive whiteboard senses which tool is missing from the pen tray and the software assumes that the missing tool is the one you're currently using on the interactive surface.

If you mount the interactive whiteboard on the wall, leave enough room on either side for you to stand beside it.

Transporting the Interactive Whiteboard

If you need to ship your interactive whiteboard, we urge you to repack it in as much of the original packaging as possible. If your original packaging is no longer available, you may purchase the same packaging directly from SMART Technical Support (see page 62 for contact information).

If you prefer to use your own packaging materials, make sure you adequately protect the interactive whiteboard and keep the pen tray attached, if possible. We also recommend that you ship the unit in an upright position in order to deter shippers from placing heavy objects on it.

If you ship your interactive whiteboard frequently, consider purchasing a more durable, hard shipping case from SMART Technologies. With its foam-lined interior, aluminum edges and valances, and steel-reinforced corners, this shipping case protects both your SMART Board interactive whiteboard and, if you have one, a floor or table stand. The case has dual tilt wheels for ease of transport. If you own a SMART Board 640 interactive whiteboard, you may prefer a specially designed carrying bag. For any of these items, please contact the dealer from whom you purchased your interactive whiteboard.

Removing the Pen Tray

Although you normally won't need to remove the pen tray, it might be necessary to do so for the purposes of transportation or repair.

To remove the pen tray

1. Shut down the computer that's connected to the interactive whiteboard by following the manufacturer's recommended shutdown procedures.

2. Remove the pens and eraser from the pen tray.

3. Reach underneath the pen tray on the right side and disconnect the MOD6 cable from the port labeled **1**.

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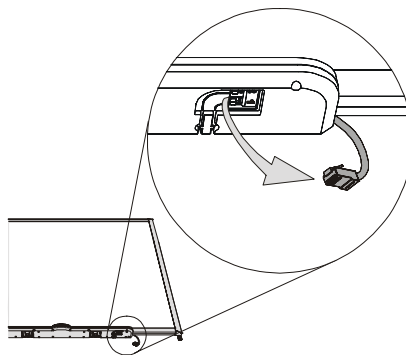
4. Reach underneath the pen tray and pull down on the two large plastic clips on the bottom of the pen tray. The ends of these clips project slightly downwards, so they're easy to locate.

Pen Tray as Seen from Below

Plastic Clips
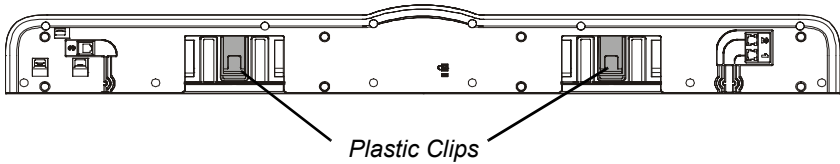
5. While continuing to apply downward pressure to the clips, gently slide the pen tray toward you until it's free of the two brackets.

Adjusting the Projected Image

For both rear and front projection SMART Board interactive whiteboards, you can fix many image problems by shifting the projector or adjusting the zoom lens. Optimally, you should have a margin of approximately 3/8" (1.0 cm) on both the right and left sides of the screen.

You should ensure that the resolution settings for your projector and computer match. Set the projector to its optimal image resolution by following the instructions in your projector's manual. Then set your computer's resolution to match.

If the resolutions don't match, the computer's image output won't properly fill the interactive screen and may shimmer or be distorted. You can change your computer's resolution.

To set your computer's resolution

1. Select **Systems Preferences** from the **Apple** menu.

2. In the *Systems Preferences,* click **Displays**.

3. Click the **Display** tab and select a new resolution.

4. Quit System Preferences.

Troubleshooting Front Projection Models

NOTE: If you're using a product other than a front projection SMART Board interactive whiteboard, read the troubleshooting information in the installation and user's guide that came with your product.

Understanding the Ready Light

The Ready Light indicates the current status of your interactive whiteboard, as described in the table below.

Ready Light

Ready Light	Current Status of Interactive Whiteboard	Action
Solid Green	Normal state: You can both control and write over the projected computer image.	None required.
Flashing Green	Touch mode: You can control applications with touch but not write over them. SMART Board software hasn't been installed.	None required if you only want touch control. (This may be the preferred mode for guest laptops.) To write over the computer image with the pen tray tools, install SMART Board software, and make sure SMART Board Service and SMART Board Tools are running.

Ready Light	Current Status of Interactive Whiteboard	Action
Red	Communication with SMART Board software hasn't started or has stopped. **NOTE:** During initial power up or power reset, you will see the Ready Light turn red for a moment. This *brief* red illumination is normal behavior.	If the Ready Light remains red for more than a few seconds, see the *Troubleshooting Table* (this page) for recommendations.
Amber	Problem state	See the *Troubleshooting Table* (this page) for recommendations.
Flashing Amber	Normal state: Occurs only when you are updating firmware using SMART's Firmware Flashing Wizard.	No action necessary. Updating firmware is only required in special circumstances.

Troubleshooting Table

Should you experience a problem with your interactive whiteboard, you can troubleshoot it using the Ready Light in conjunction with other observable symptoms and behaviors. The following troubleshooting table will help you identify and then correct the problem.

NOTE: To start SMART Board software, open the **Finder** and select **Go > Applications > SMART Board Software**. Double-click **SMARTBoardTools**. The SMART Board icon appears in the Dock.

To see if SMART Board Service is running, open the **Finder** and select **Go > Applications > Utilities > Terminal.app**. In the *Terminal* window, type:

    ps -x | grep SMARTService | grep ".app"

If the command does not return anything, it means that SMART Board Service is not running.

For normal operations, make sure that SMART Board software is installed and running. The only exception to this is if you want to have only touch control of the interactive product. This state is touch mode, and if you are using it, the LED blinks green.

Symptoms/ Observations	Interactive Whiteboard State/Remedy
Ready Light steady green.	Normal state: You have both touch control and pen tray tool use.
Pen tray LEDs turn on when a tool is lifted.	The interactive whiteboard is powered and communicating with installed SMART Board software.
Ready Light is steady green.	Problem state: Removal of the pen tray tool is not recognized by the computer.
You lift a tool from the pen tray to write or erase, but pressing only produces a left click or the behavior of the previously removed tool.	Check if the sensor at the bottom of the pen tray tool slot is blocked or requires cleaning. If so, remove the obstruction or use a slightly damp cotton swab to carefully clean the sensor.
The LED associated with the tool does not turn on when that tool is lifted.	If the pen tray tool slot is clean and unobstructed, reset the interactive whiteboard's power (as described on page 45). If the pen tray LEDs flash in quick succession, the cable connections are secure.
	If the pen tray LEDs do not flash in quick succession, check that the cable connections under the pen tray and on the controller (on the back of the unit) are secure.
	If the problem remains, call SMART Technical Support (page 62).
Ready Light blinking green.	Normal "mouse mode" state.
Touch control is available, but the pen tray tools don't work.	**NOTE:** Guest laptop users may prefer this mode for giving a brief presentation.
Pen tray LEDs don't turn on when a tool is lifted.	However, if you prefer to write over the projected image, install SMART Board software and make sure SMART Board Service and SMART Board Tools are running.
	If you've installed SMART Board software, restart your computer.

Symptoms/ Observations	Interactive Whiteboard State/Remedy
Pen tray LEDs flash in sequence twice	Normal state. Pen tray is powering up.
Ready Light is amber	Problem state. Reset the interactive whiteboard's power (see page 45). If Ready Light remains amber, call SMART Technical Support (page 62).
Ready Light is not lit. No touch control of the image. Pen tray LEDs don't turn on when a tool is lifted.	Problem state: No power from the computer to the interactive whiteboard. Ensure the USB connections at the interactive whiteboard and computer ends are secure. If they are, you may have a faulty cable. Call SMART Technical Support (page 62). **NOTE:** If you're using an RS-232 serial expansion module, ensure that you've plugged in the power supply and you've securely connected the module to the back of the unit.
Ready Light turns from steady green to steady red. No touch control of the image. Pen tray LEDs don't turn on when a tool is lifted.	Problem state: Interruption of communication between the interactive whiteboard and SMART Board Service. Check that the SMART Board Service is running. Reset the interactive whiteboard's power (see page 45). If the Ready Light remains red, restart your computer. If the Ready Light remains red, call SMART Technical Support (page 62).

Symptoms/ Observations	Interactive Whiteboard State/Remedy
Ready Light remains steady red after start-up. It never proceeds to either steady green or flashing green states.	Problem state: The interactive whiteboard is having problems communicating with the HID driver in your operating system. Check that SMART Board software is installed and the SMART Board Service and the SMART Board Tools are running. Try unplugging and then reconnecting the SMART USB cable. If the Ready Light remains red, shut down and then restart your computer. If the problem persists, call Technical Support (page 62).

Resetting the Interactive Whiteboard's Power

You can solve several problems by resetting the power to the interactive whiteboard. This forces the hardware and firmware to re-initialize, which can restore normal behavior.

To perform a power reset

Disconnect and then reconnect the USB cable at the interactive whiteboard end.

OR

Using the tip of a pen tray pen, *briefly* press (for no longer than three seconds) the **Power Reset** button, located behind the interactive whiteboard, at the lower-right side (when viewed from the front).
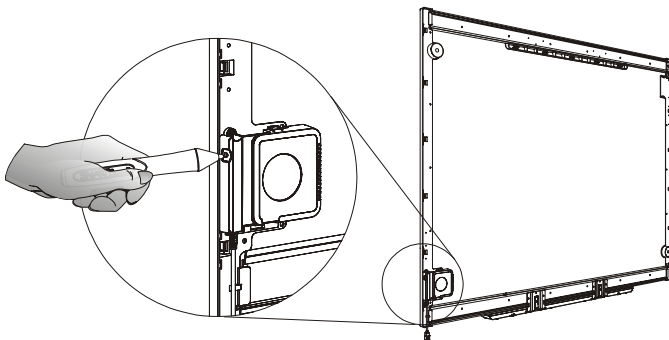
NOTE: If you press and hold the **Power Reset** button for longer than three seconds, the orientation of the whiteboard will default to the factory orientation. In this case, alignment will be correct only if the computer image exactly fills the screen.

General Troubleshooting

Problem	Solution
The image doesn't fill the screen fully. OR The image is blurry.	The computer's resolution setting may not match your projector's native resolution. Consult your projector manual for the correct resolution, and then change the display resolution of your monitor (see page 40).
Touch is not accurate. The pointer does not appear directly below your finger. When you write on the screen, your writing appears at a slight distance from the pen.	Orient the interactive whiteboard (see page 7).
No digital ink appears on the screen	Check that SMART Board software is installed and running.
SMART Board software isn't starting automatically.	For SMART Board software to start automatically, the /Library/Preferences/ loginwindow.plist file must be modified. This modification usually happens during installation of the software, but if there was a problem during installation, the change may not have taken place. Follow the procedure on page 47 to verify that the modification took place. Also try to restart SMARTService.app.
SMART Board software starts automatically and I don't want it to.	Follow the procedure on page 47 to verify that the modification took place or to change the loginwindow.plist.

Problem	Solution
I can't open a Notebook file that was created with the Mac OS 9.x operating system or with a Windows computer	If the file is in .xbk format, this version of SMART Board software can open it, regardless of the operating system used to create it. However, if the Notebook file is in .nbk format, you can't open the file with the version.

To open an .nbk file, you must open it using a Windows computer that's running SMART Board software version 8.0 or later. Then save the file as an .xbk (using **File > Save As**). |
| I can't open a Notebook file that was e-mailed to me. | This problem is due to the conversion of e-mail attachments to .bin files.

Save the Notebook file to your desktop and add the **.bin** extension to the file name. Open the Stuffit expander and retrieve the original Notebook file. Then add the **.xbk** extension to the Notebook file name. |
| I'm having trouble connecting with my SMART USB Adapter cable. | Install and open SMART Board software before you connect your cable. If you're still having problems, download and read the *Announcing a New SMART USB Adapter Cable (Macintosh Operating Systems)* Technical Bulletin that's available on www.smarttech.com/support/bulletins/sb.asp. |

Preventing the Automatic Start of the Software

You can prevent SMART Board software from starting automatically if you prefer. The procedure that you follow depends on whether you have the Property List Editor application installed. (This application comes with the Mac OS X Developer package.)

To verify and/or modify the loginwindow.plist

1. Open **Finder** and navigate to **/Library/Preferences/ loginwindow.plist**.

2. If you have the Property List Editor application installed, double-click the list to open it, and then expand the properties. Delete the Hide and Path sub-properties shown in the following illustration.
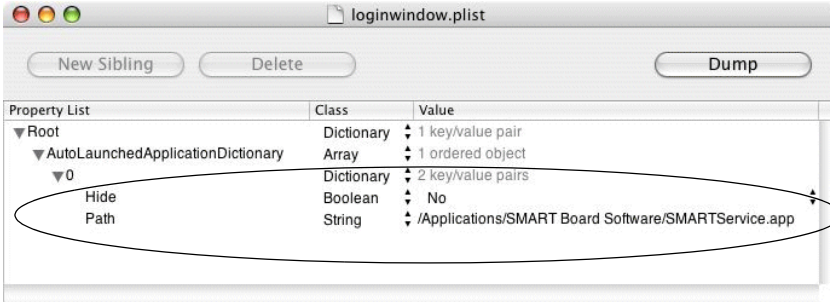
NOTE: If these two sub-properties aren't there, SMART Board software won't start automatically. However, if these sub-properties are there and you don't want SMART Board software to start automatically, select the numeric property that has the **Hide** and **Path** properties and press the **Delete** button near the top of the window.

If you don't have the Property List Editor application installed, open the loginwindow.plist with a text editor.

Delete the entries shown in bold in the following text.

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist SYSTEM "file://localhost/System/Library/DTDs/
PropertyList.dtd">
<plist version="0.9">
<dict>
    <key>AutoLaunchedApplicationDictionary</key>
    <array>
        <dict>
                <key>Hide</key>
                <false/>
                <key>Path</key>
                <string>/Applications/SMART Board Software/
SMARTService.app</string>
        </dict>
    </array>
</dict>
</plist>
```

3. If these sub-properties are there and the path is accurate, you must restart the SMART Board Service. To do this, double-click **SMARTService.app**. Check the Console and the SMARTBoardService.log for error messages.

    If you still have problems, contact Technical Support (see page 62).

Wall-Mounting Tips for Front Projection Models

CAUTION	Two people are required to mount the front-projection interactive whiteboard on a wall. The interactive whiteboard may be too heavy for one person to easily maneuver onto the wall-mounting bracket.	

Wall-Mounting Precautions and Tips

• If you need to lean the whiteboard against a wall before you mount it, make sure it remains in an upright position, resting on the pen tray brackets. These brackets are designed to sustain the weight of the whiteboard. Do not lean the whiteboard against the sides or the top of the frame, as this could damage the product.
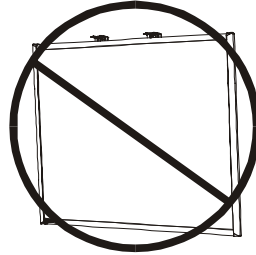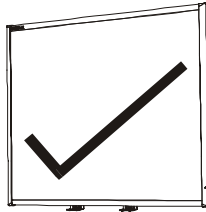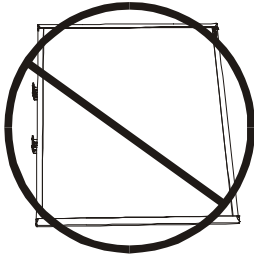
• To wall-mount an interactive whiteboard, you must first secure a bracket on the wall from which the whiteboard will hang. You must screw five anchors into the wall, which will receive the screws that secure the bracket.

Do not use a hammer to tap these anchors into the wall. Simply screw the anchor into the wall with a Phillips No. 2 screwdriver.
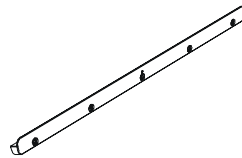
• If you find it impossible to screw any of the five anchors into the wall, you've likely encountered a stud behind the drywall surface. If this is the case, you don't need to use an anchor in this location. The stud will provide more than adequate anchorage for the screw that secures the bracket to the wall.

- If you're mounting the whiteboard on a brick or cinder-block wall, do not use the wall anchors supplied with the interactive whiteboard. You must purchase and use appropriate wall anchors that are rated for at least 20 lb. (9.1 kg).

- When you lift the whiteboard onto the wall bracket, make sure it's secure by sliding it slightly sideways *before* you release it.

- Before you mark the location of the pen tray bracket anchors, push the center tab of each bracket so that it's flush with the wall behind it.
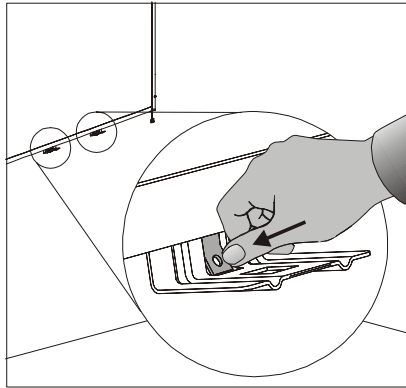
- When you secure the MOD6 cable to the port labeled **1** on the underside of the pen tray, push the cable into the strain-relief channel. This protects the MOD6 connector from damage if the pen tray is removed without first disconnecting the cable.

Strain-Relief Channel

MOD6 Cable
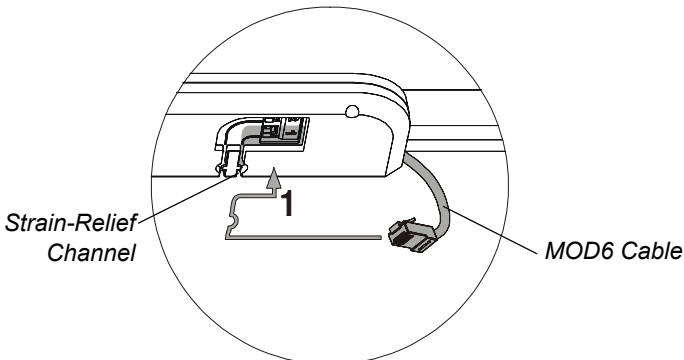
Recommended Heights for Wall-Mounting

You should consider the general height of your user community when you choose a location for your wall-mounted whiteboard. If the whiteboard is too low, tall people may be forced to bend over uncomfortably; if it's too high, short people may need to reach up too far.

Use these guidelines to determine the optimal height for your front-projection interactive whiteboard.

NOTE: All the following heights are measured to the bottom of the wall-mount bracket holes.

For Children and Adults in Wheelchairs
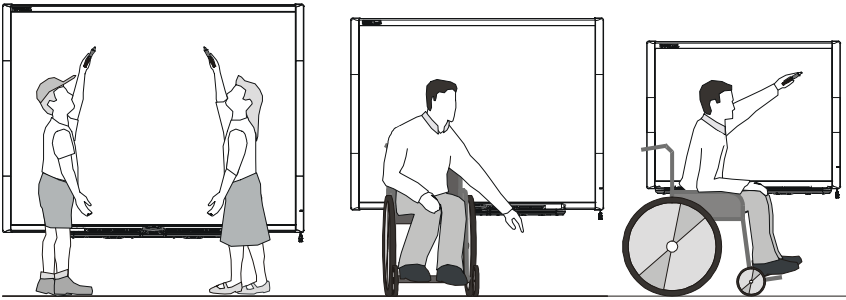
Interactive Whiteboard Model	Distance from Floor to Bottom of Bracket	Distance from Floor to Top of Whiteboard
SMART Board 680	59 1/2" (151.1 cm)	63 3/4" (161.9 cm)
SMART Board 660	56 1/2" (143.5 cm)	60 3/4" (154.3 cm)
SMART Board 640	51 1/2" (130.8 cm)	55 3/4" (141.6 cm)

For Adults of Average Height
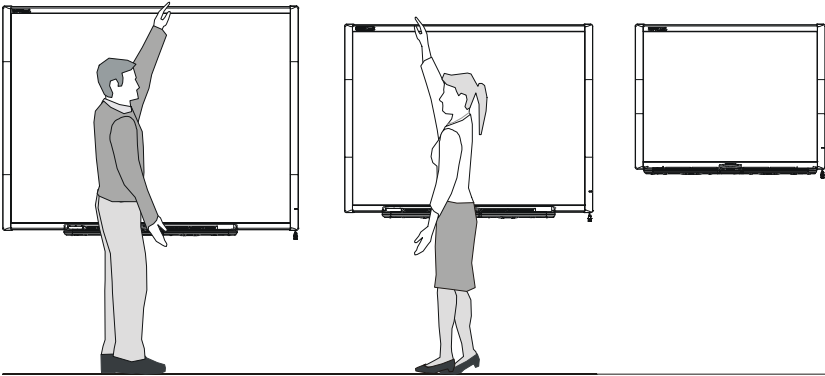
Interactive Whiteboard Model	Distance from Floor to Bottom of Bracket	Distance from Floor to Top of Whiteboard
SMART Board 680	77 1/2" (196.8 cm)	81 3/4" (207.6 cm)
SMART Board 660	69 1/2" (176.5 cm)	73 3/4" (187.3 cm)
SMART Board 640	69 1/2" (176.5 cm)	73 3/4" (187.3 cm)

Low Enough for Children or Short Adults/High Enough to Clear Typical Obstructions to the Projected Image
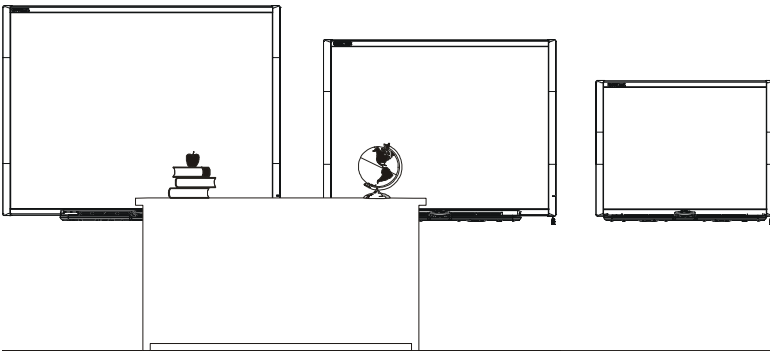
Interactive Whiteboard Model	Distance from Floor to Bottom of Bracket	Distance from Floor to Top of Whiteboard
SMART Board 680	77 1/2" (196.8 cm)	81 3/4" (207.6 cm)
SMART Board 660	69 1/2" (176.5 cm)	73 3/4" (187.3 cm)
SMART Board 640	59 1/2" (151.1 cm)	63 3/4" (161.9 cm)

Securing the Pen Tray and Interactive Whiteboard

The pen tray that comes with your SMART Board interactive whiteboard is detachable. You may want to safeguard the pen tray—and the interactive whiteboard at the same time—by connecting it to a security cable.

If you look underneath the pen tray, you'll find a lock slot, which is designed to accommodate a security cable, such as a Kensington® lock.
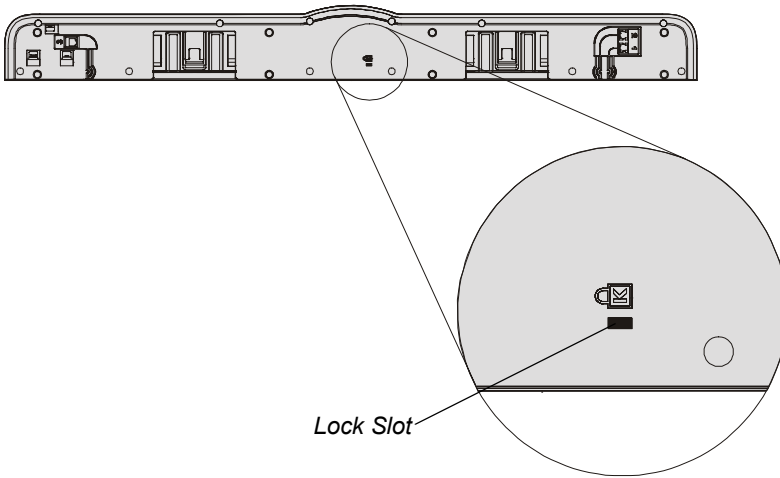
Lock Slot

Loop the cable around a desk leg or other heavy or immovable object to secure it, and thread the lock end of the cable through the loop end of the cable. Then insert the prong-end of the Kensington lock into the lock slot.

IMPORTANT	Securing the pen tray provides theft protection for the interactive whiteboard as well.
	The screws that secure the whiteboard to the wall are located directly behind the pen tray. To access these screws, you must first remove the pen tray. In effect, when you secure the pen tray, you're also securing the interactive whiteboard.

Appendix A: Shortcuts in Notebook Software
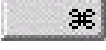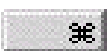
Action	Standard Toolbar Button	Simple Toolbar Button	Menu Access	Keyboard Shortcut	Comments
Adding an Object Circular object	⬭		**Draw > Ellipse**	⌘ + **6**	Drag to create an ellipse
Freehand object	✏	✏ Pen	**Draw > Pen**	⌘ + **2**	Changes pointer to a pen
Highlighter ink	🖊		**Draw > High-lighter**	⌘ + **3**	Changes pointer to a highlighter
Line	╲		**Draw > Line**	⌘ + **7**	Drag to create a line
Picture			**Insert > Clip Art**		Also see the Gallery (page 27)
	🖼		**View > Gallery**	The *Gallery* window has its own keyboard shortcut keys	Opens the *Gallery* window (page 27)
Rectangle	▭		**Draw > Rect-angle**	⌘ + **5**	Drag to create a rectangle
Shape	Shapes ▾		**Draw > Shapes**	⌘ + **8**	Drag to create the selected shape
Text box	abc		**Draw > Text**	⌘ + **9**	Drag to create a text box
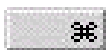
Action	Standard Toolbar Button	Simple Toolbar Button	Menu Access	Keyboard Shortcut	Comments
Adding Page Elements Page		Blank	**Insert > Blank Page**		Inserts *after* the current page
Page color			**Format > Back-ground Color**		Colors only the current page
Page template			**Insert > Current Template**		Inserts the previously selected page template
			Insert > Select Template		Selects a page template
Changing Objects Color			**Format > Current Color**		Applies to the selected object or the next object you create
Color fill			**Format > Fill**		Applies to the selected object or the next object you create
Link to other info			**Insert > Link**		Opens the *Link* dialog box for you to add or remove a link
Outline width			**Format > Line Width**		Applies to the selected object or the next object you create
Trans-parency			**Format > Trans-parency**		Applies to the selected object or the next object you create

Action	Standard Toolbar Button	Simple Toolbar Button	Menu Access	Keyboard Shortcut	Comments
Changing Text Appearance Bold	**B**		**Format > Bold**	⌘ + **B**	Applies to the selected text or the next text you create
Color	⬛		**Format > Current Color**		Applies to the selected object or the next object you create
Italicize letters	/		**Format > Italics**	⌘ + **I**	Applies to the selected text or the next text you create
Font and font size	Serif ▼ 24 ▼		**Format > Font**		Applies to the selected text or the next text you create
Underline letters	**U**		**Format > Under-line**	⌘ + **U**	Applies to the selected text or the next text you create
Displaying Different toolbar			**View > Simple Toolbar**	⌘ + **T**	Toggles between the Simple and Standard toolbar in Whiteboard and Page Sorter views
Full Screen view			**View > Full Screen**	⌘ + **F3**	
Next page	🔄	Next	**View > Next Page**	**PAGE DOWN**	Full Screen Toolbar: 🔄
Page Sorter view			**View > Page Sorter**	⌘ + **F2**	
Previous page	🔄	Back	**View > Previous Page**	**PAGE UP**	Full Screen Toolbar: 🔄

Action	Standard Toolbar Button	Simple Toolbar Button	Menu Access	Keyboard Shortcut	Comments
White-board view			**View > White-board**	⌘ + **F1**	Full Screen Toolbar: 🔳
Opening a File Existing	📂		**File > Open**	⌘ + **O**	
New		🗒	**File > New**	⌘ + **N**	Prompts you to save changes, then opens a new Notebook file
Opening a Tool Gallery	🖼		**View > Gallery**	The *Gallery* window has its own keyboard shortcut keys	Opens the *Gallery* window (page 27)
Screen shade		🔲	**View > Screen Shade**		Covers your pages with an opaque shade (in the Whiteboard and Full Screen views)
Printing File	🖨	🖨 Print	**File > Print**	⌘ + **P**	
Page only			**File > Print Page**		Sends the current page to the default printer
Removing An object	✖	✖ Delete	**Edit > Delete**	**DELETE**	Deletes the selected object
			Draw > Eraser	⌘ + **4**	You can also use the pen tray/pen tool eraser
	✂		**Edit > Cut**	⌘ + **X**	Places the object on the clipboard

Action	Standard Toolbar Button	Simple Toolbar Button	Menu Access	Keyboard Shortcut	Comments
Objects from a page			**Edit > Clear Page**	⌘ + **L**	
Page	🗑		**Edit > Delete Page**	⌘ + **D**	
Rearranging Objects Combine			**Draw > Group**	⌘ + **G**	Groups the selected objects into one object
Copy selected object	📄		**Edit > Copy**	⌘ + **C**	
Move to the back-ground			**Draw > Order > Make Back-ground**	⌘ + **M**	Moves the selected objects to the background
Paste from clipboard	📋		**Edit > Paste**	⌘ + **V**	
Retrieve from the back-ground			**Draw > Order > Retrieve Back-ground**	⌘ + **K**	Retrieves *all* objects from the background
Ungroup objects			**Draw > Ungroup**	⌘ + **R**	

Action	Standard Toolbar Button	Simple Toolbar Button	Menu Access	Keyboard Shortcut	Comments
Stack			**Draw > Order > Bring to Front**	**SHIFT** + ⌘ + **PG UP**	Moves the selected object(s) to the front of the stack
			Draw > Order > Send to Back	**SHIFT** + ⌘ + **PG DOWN**	Moves the selected object(s) to the back of the stack
			Draw > Order > Bring Forward	⌘ + **PG UP**	Moves the selected object(s) one layer forward
			Draw > Order > Send Back- ward	⌘ + **PG DOWN**	Moves the selected object(s) one layer backward
Saving File	💾	💾 Save	**File > Save**	⌘ + **S**	Keeps the same file name and file type
			File > Save As		Use this action to give the file a different name and/or format
			File > Export As Images, HTML, or PDF		Use this action to save the file in a format that other applications can use
Page template			**File > Save Page as Template**		Saves the current page as an .xbt file

Action	Standard Toolbar Button	Simple Toolbar Button	Menu Access	Keyboard Shortcut	Comments
Selecting an Object All objects			**Edit > Select All**	⌘ + **A**	Surrounds all objects on the current page with selection handles
Individual objects	▶	▶ Select	**Draw > Select**	⌘ + **1**	Allows you to select (left-click) objects
Multiple objects	▶ , and hold down the SHIFT key while you press the objects	▶ Select , and hold down the SHIFT key while you press the objects			You can also drag a selection rectangle across the page to select objects
Undo/Redo Undo	↰	↰ Undo	**Edit > Undo**	⌘ + **Z**	
Redo	↱		**Edit > Redo**	⌘ + **Y**	Repeats the last action reversed with **Undo**

Customer Support

Contacting SMART Technical Support

SMART's Technical Support team welcomes your call. However, you may first want to contact your local reseller if you experience any difficulty with SMART Board software, as they may be able to solve the problem without delay.

All SMART products include free telephone, fax and e-mail support.

Telephone: 1.866.518.6791 (toll-free in Canada/U.S.) or
+1.403.228.5940 (all other countries)
(Available 7 a.m. – 6 p.m. Mountain time from Monday to Friday)

Fax: +1.403.806.1256
E-mail: support@smarttech.com
Website: www.smarttech.com/support

When you phone Technical Support, it will be helpful if you can access your computer during the call. The support representative may ask you for the following information:

*   the serial number of your interactive product

*   the version of the software that's causing the problem and the version of your computer's operating system

General Inquiries

Main Switchboard: 1.888.42.SMART (toll-free in Canada/U.S.)
or +1.403.245.0333 (all other countries)

Fax: +1.403.228.2500

E-mail: info@smarttech.com

Address: SMART Technologies Inc.
1207 – 11 Avenue SW, Suite 300
Calgary, AB T3C 0M5
CANADA

Returning Defective Merchandise

All SMART Board 500 and 600 series interactive whiteboards, *Rear Projection* SMART Board models and the Sympodium interactive pen displays are covered by a two-year limited equipment warranty. All SMART Board *for Plasma Displays* models are covered by a one-year limited equipment warranty. To return defective merchandise, call SMART Technical Support. You will receive the appropriate Return of Merchandise authorization and instructions for transporting your product to an authorized service center.

Warranty Shipping Charges

You are responsible for transporting the system to the service center, and SMART pays return shipping via ground service on any product that's returned for service within the warranty period. If you request a *rush order*, any associated charges are billed to you. Read the warranty that was included with your SMART product for details.

NOTE: After the warranty period, you are responsible for transporting the product to and from the service center.

Registration

A User Registration card was included with your SMART product. To help us serve you, fill in and mail this card to SMART Technologies Inc. or register online at: www.smarttech.com/registration.

Sending Feedback

You can help us improve our documentation by e-mailing your comments to TechnicalDocumentation@smarttech.com. We'd love to hear from you!

Obtaining More Information for Your Product

Visit www.smarttech.com/support to:

• download PDF versions of our user guides, installation instructions and more

• read technical bulletins, FAQs and tips

• troubleshoot a problem

• explore our resource centers to learn about conferencing and room control systems

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