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1. Introduction

Thank you for purchasing our product with the new version of the ésprit software.

The new version of ésprit software can be used with all our

interactive products, such as ésprit plus pro, ésprit DT,ésprit MT and ésprit ST interactive boards and the ésprit mobile dongle.

We hope you will enjoy using our product and software.

2. System requirements

System requirements may differ from device to device (the boards and the dongle), however the following are recommended PC specifications required for the ésprit software to work correctly:

- Intel Core 2
- 2048 MB RAM
- Windows XP SP3, Windows Vista, Windows 7, Windows 8, Windows 10
- 650 MB free space
- CD-ROM
- Video Card XVGA (1024x768)
- Sound Card
- Adobe Flash Player
- Microsoft NFT Framework 3.0

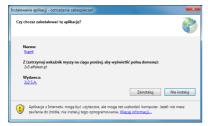
3. Installation

File available to download (Setup.exe) - http://www.2x3.pl/oprogramowanie/esprit/



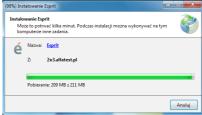
Run setup.exe. Click the "install" button





Installation will begin automatically. The screen will display the information that the installation will take several minutes and that you are free to use your PC at that time.





After the software is successfully installed, a window will appear prompting you to select your board model and language, and then to enter your licence key, select default pen colour and set other options. After configuring the settings, click OK.





The software is now ready to use.



4. Characteristics and operating instructions for interactive products

4.1 ésprit plus PRO

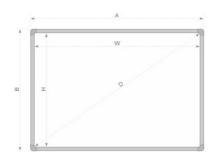


ésprit plus PRO works as a touch screen board using infrared technology, which enables user to work smoothly, comfortably and simultaneously with the assumption that each of them can perform any activity on the board - including multi-gestures (e.g. zooming , rotating and scrolling). The device operates in Plug & Play allowing you to be used immediately after being connected to a computer and projector. Each image projected on the board can be edited with a pointer or your finger. It is easy and quick in operation and offers functionalities that enhance presentation effects. ésprit plus PRO is characterized by a modern design and a much lower weight (compared to its predecessor - ésprit plus) which facilitates mounting on the wall.

In set:

- ésprit software on CD
- user manual on CD
- · mounting set
- USB cable (5 m)

Dimensions:



 $AxB - 174,1 \times 125$ $WxH - 167,5 \times 118$ D - 80,67'' (204,5 cm)

Unpacking

Remove the board from the package. Upon unpacking, all elements which secured the board during transportation should be removed.

If there is a significant difference between inside and outside temperature, wait 24 hours before turning the board on.

Connecting the projector to the power supply and the image source.

- 1. Connect the projector to the power supply with the cable supplied with the projector.
- 2. Connect the projector to the image source with a D-SUB (VGA), HDMI or RJ45 cable.
- 3. Enter the projector menu by using the remote or the control panel. Select the input you have used.

Adjusting the image from the projector to the board surface

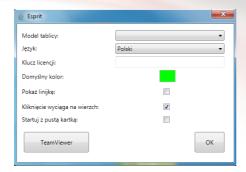
Image from the projector can be adjusted for board size in several ways:

- 1. Physically move the projector closer to or further from the board.
- 2. Use the zoom in/out function on the remote or the control panel.
- 3. Change the resolution or parameters of the projected image in computer settings.

NOTE: the image is correctly displayed on the board when its borders are at least 5 cm away from every edge of the board.

Connecting the board to a PC (USB cable)

After connecting the board wait a moment while the PC installs the driver. After the installation is finished, check the board by touching anywhere on its surface, to test whether it reacts to the touch. Driver installation:







Board calibration:

Click the right mouse button on the driver icon in the bottom right corner, next to the system clock, and select "Calibration".



Calibration is conducted by touching 4 displayed points in order **The board is ready for work.**

4.2 ésprit DT/ST





It is an interactive whiteboard solution which recognizes multi-touch, which makes your presentation even more interactive! Truly dual-touch: requires no separate mode setting. Users can write, draw and move objects with a stylus, a pointer or simply a finger. USB2.0 interface is sufficient for the power supply. The board does not emit harmful radiation, does not absorb any pollution. Other advantages: high stability, low maintenance cost, long lifetime, compliance with green environmental protection standards. ésprit DUAL Touch whiteboards can be used in classrooms at all levels of education, in corporate board rooms,

training rooms, professional sports coaching, etc. It will successfully replace traditional whiteboards, flipcharts and other traditional systems. Set includes: ésprit DUAL Touch software on CD, user manual, USB cable (5m).

Dimensions ST 80" i DT 80":

AxB - Dimensions de la surfacetotale (larg. x haut.) [cm]- 174,5 \times 123,3 WxH - Dimensions de la surface utilitaire (larg. x haut.) [cm]- 168 \times 114,6 D - Ligne diagonale – 80"

Dimensions DT 50" i 101":

AxB - Dimensions de la surfacetotale (larg. x haut.) [cm]- 111,7 \times 81,5 WxH - Dimensions de la surface utilitaire (larg. x haut.) [cm]-103 x 75 D - Ligne diagonale - 50"

AxB - Dimensions de la surfacetotale (larg. x haut.) [cm]- 236,5 \times 123,3 WxH - Dimensions de la surface utilitaire (larg. x haut.) [cm]- 230 \times 114,6 D - Ligne diagonale – 101"

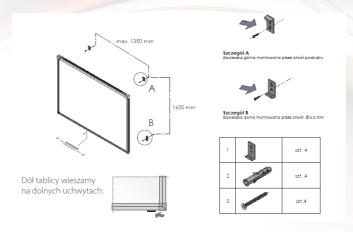
Unpacking

Remove the board from the package. Upon unpacking, all elements which secured the board during transportation should be removed.

If there is a significant difference between inside and outside temperature, wait 24 hours before turning the board on.

Installation

DT 50"



ST / DT 80" DT 101"

1	(ao	szt. 6		
2	O Friday	szt. 6		
3	Grandanis	szt. 6		



Connecting the projector to the power supply and the image source.

- 1. Connect the projector to the power supply with the cable supplied with the projector.
- 2. Connect the projector to the image source with a D-SUB (VGA), HDMI or RJ45 cable.
- 3. Enter the projector menu by using the remote or the control panel. Select the input you have used.

Adjusting the image from the projector to the board surface

Image from the projector can be adjusted for board size in several ways:

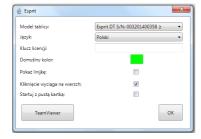
- 1. Physically move the projector closer to or further from the board.
- 2. Use the zoom in/out function on the remote or the control panel.
- 3. Change the resolution or parameters of the projected image in computer settings.

NOTE: the image is correctly displayed on the board when its borders are at least 5 cm away from every edge of the board.

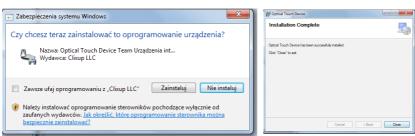
Connecting the board to a PC (USB cable)

After connecting the board wait a moment while the PC installs the driver. After the installation is finished, check the board by touching anywhere on its surface, to test whether it reacts to the touch.

Installation driver for esprit DT 2.0







Board calibration

To calibrate the board, start the "Kalibracja tablicy esprit DT" application by clicking on its icon on the desktop.

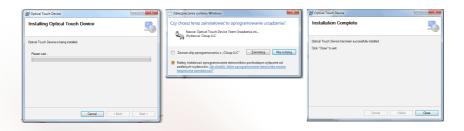


In order for calibration to be successful, hold the green circle for about 2 seconds, until it jumps to the next calibration point. After calibrating all 4 points, the board will save the coordinates of the displayed image. Calibration must be performed again each time when the position of image displayed on the board is shifted.

The board is ready for work.

Install driver for esprit ST





Board calibration

To calibrate the board, start the "Kalibracja tablicy esprit ST" application by clicking on its icon on the desktop.



In order for calibration to be successful, hold the green circle for about 2 seconds, until it jumps to the next calibration point. After calibrating all 4 points, the board will save the coordinates of the displayed image. Calibration must be performed again each time when the position of image displayed on the board is shifted.

The board is ready for work.

4.3 ésprit MT

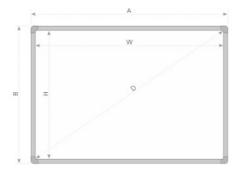


The latest interactive board by 2x3 SA, ésprit Multi Touch, is a combination of an interactive board with a dry-erase one. The implementation of IR technology allows for trouble-free and comfortable work for 4 users at the same time, and each of them may perform any operation on the board, with multi-touch gesture support (zoom, rotate, scroll). The device is plug&play.

The set includes:

- · ésprit driver and software (on CD),
- · operating instructions,
- · installation set,
- USB cable (5 m),
- set of 4 magnetic pens.

Dimensions:



AxB - 177,6 x 128,6 WxH - 167 x117,6 D- 80"

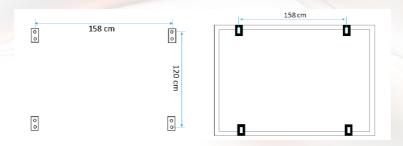
Unpacking

Remove the board from the package. Upon unpacking, all elements which secured the board during transportation should be removed.

If there is a significant difference between inside and outside temperature, wait 24 hours before turning the board on.

Installation on the wall

On procéde conformément aux dessins ci-dessous:



Connecting the projector to the power supply and the image source.

- 1. Connect the projector to the power supply with the cable supplied with the projector.
- 2. Connect the projector to the image source with a D-SUB (VGA), HDMI or RJ45 cable.
- 3. Enter the projector menu by using the remote or the control panel. Select the input you have used

Adjusting the image from the projector to the board surface

Image from the projector can be adjusted for board size in several ways:

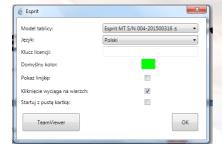
- 1. Physically move the projector closer to or further from the board.
- 2. Use the zoom in/out function on the remote or the control panel.
- 3. Change the resolution or parameters of the projected image in computer settings.

NOTE: the image is correctly displayed on the board when its borders are at least 5 cm away from every edge of the board.

Connecting the board to a PC (USB cable)

After connecting the board wait a moment while the PC installs the driver. After the installation is finished, check the board by touching anywhere on its surface, to test whether it reacts to the touch.

Install driver for ésprit MT



Board calibration

Click the right mouse button on the driver icon in the bottom right corner, next to the system clock, and select "Calibration".



In order for calibration to be successful, hold the cross for about 2 seconds, until it jumps to the next calibration point. After calibrating all 4 points, the board will save the coordinates of the displayed image. Calibration must be performed again each time when the position of image displayed on the board is shifted.

The board is ready for work.

4.4 ésprit mobile



ésprit mobile system is the most practical interactive solution working with every 2x3 whiteboard and with any projector. It can be used on any flat surface! The system has been designed to be simple and functional. The pen is operated intuitively and is ready to work immediately after connection. Additional function buttons: Left and right mouse button and dragging the cursor. Interactive portable device is based on infrared and ultrasound technology.

Included:

- · digital pen,
- mounting bracket,
- software (CD),
- USB cable.

Unpacking

Remove the dongle from the packaging. Upon unpacking, all elements which secured the dongle during transportation should be removed.

If there is a significant difference between inside and outside temperature, wait 24 hours before turning the board on.

Dongle installation:

Mount the dongle on the left side, between 7 cm and 10 cm from the projected image. The dongle has built-in magnets which will snap to any metal surface. If you need to mount the dongle on another surface, the set includes a metal bracket with double-sided tape on one side.

Connecting the projector to the power supply and the image source.

- 1. Connect the projector to the power supply with the cable supplied with the projector.
- 2. Connect the projector to the image source with a D-SUB (VGA), HDMI or RJ45 cable.
- 3. Enter the projector menu by using the remote or the control panel. Select the input you have used.

Adjusting the image from the projector to the board surface

The image size projected on the surface should be between 40" and 100". Image from the projector can be adjusted for board size in several ways:

- 1. Physically move the projector closer to or further from the board.
- 2. Use the zoom in/out function on the remote or the control panel.
- 3. Change the resolution or parameters of the projected image in computer settings.

NOTE: the image is correctly displayed on the board when its borders are at least 5 cm away from every edge of the board.

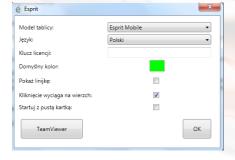
Connecting the dongle to the PC

After connecting the dongle to the PC wait a moment while the driver recognizes it.

Driver icon will change from



Install driver for ésprit mobile



Calibration:

Click the right mouse button on the driver icon in the bottom right corner, next to the system clock, and select "Calibration". In order for calibration to be successful, press the electronic pen to the circle with cross for about 2 seconds, until it jumps to the next calibration point. After calibrating all 4 points, the board will save the coordinates of the displayed image. Calibration must be performed again each time when the position of image displayed on the board is shifted.





Description of functions and operation of buttons on the dongle and the pen

The first button on the pen (the one closer to the stylus) is for moving the system cursor without the pen touching the surface. This is equivalent to moving the cursor with a mouse. The second button on the pen (the one further from the stylus) is equivalent to the right mouse button.

The button on the dongle starts calibration.

Touching the surface with the pen is equivalent to mouse left-click (both single and double).

5. Software activation

http://www.2x3.pl/oprogramowanie/esprit/rejestracja/



The current version of the software esprit does not require a license key.





6. Description of icons and their functions:

1. Button bar

a) the bar after collapsing



c) the bar after selecting an example function (new page)













b) the bar after expanding



2. Button functions



previous page



delete



continuous line



next page



сору



dashed line



back



insert shape



dotted line



retry



straight line



drawing tool



new page (white)



arrow



line colour



new (black)



rectangle



eraser



new (image)



ellipse



shape eraser



new (Windows screenshot)



triangle



line eraser



7. Technical support

If you have any problems, please contact our remote support:

t.: +48 664 437 354, +48 728 844 245
e-mail: support@avsolutions.pl
http://www.2x3.pl/pomoc-zdalna/