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# **OS USER MANUAL**

For IW552/ IW652/ IW752/ IW862

# 1 Introduction

OS is an application operating system for intelligent tablet computers. You can instantly access the Launcher interface by opening the machine, as shown in Fig. 1-1.

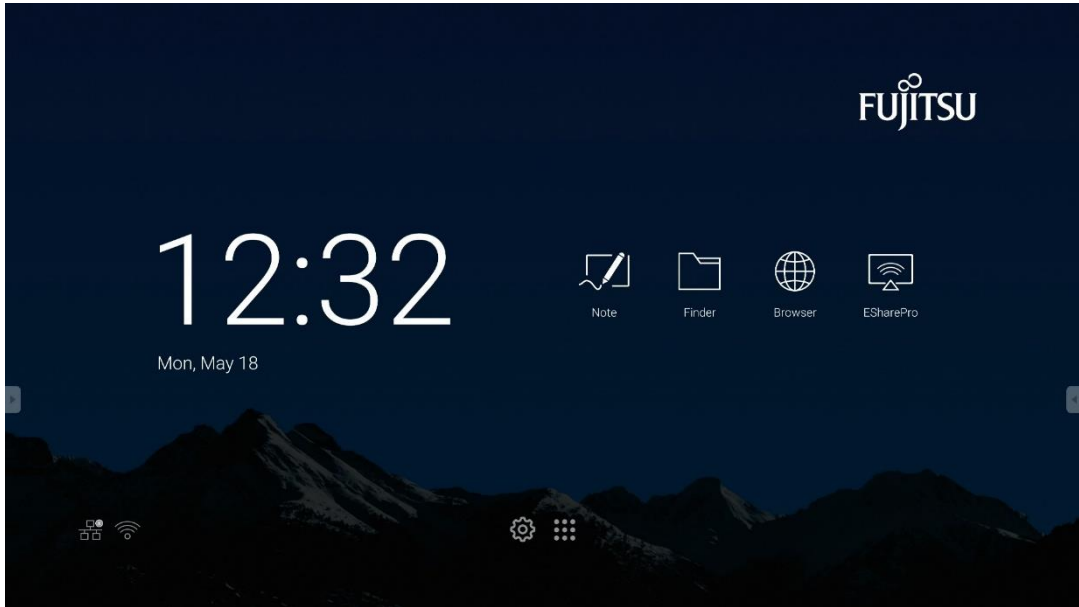



Figure 1-1 Launcher interface

Click the  button on the right bottom to access the apps, as shown in Fig. 1-2.

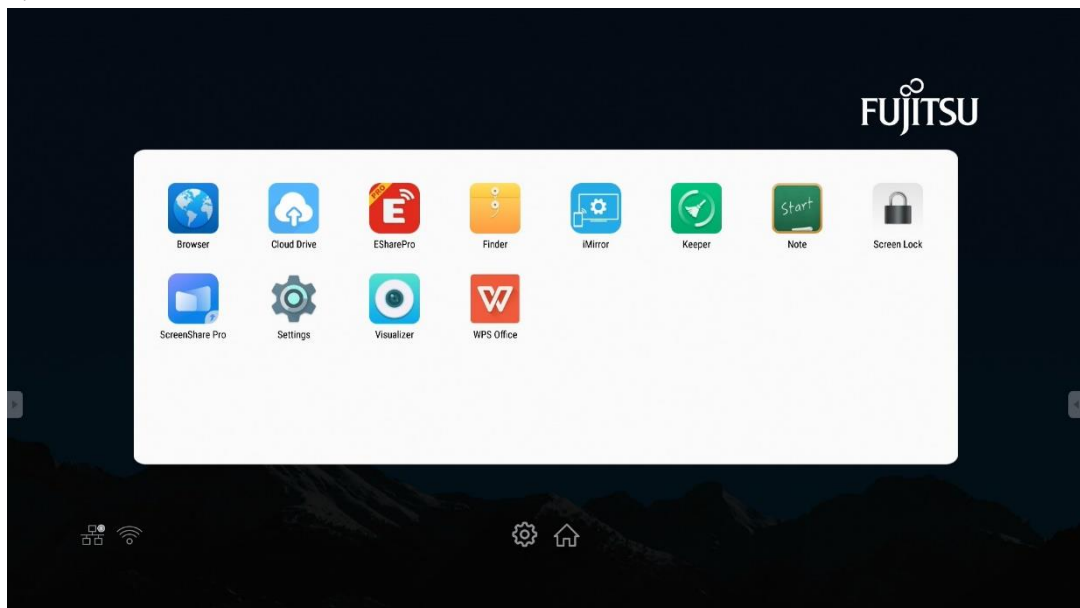




Figure 1-2 APPS

## 2 Sidebar

Click the button with  or  on sidebar of both sides to call it out. For example, Fig. 2-1 is shown how to call out the sidebar on the right side. The functions of the sidebar include the Back key, Home key, recent tasks, quick whiteboard, annotation tools, crop, screen freezing, small tools and general setting.

A valid path can be set for the sidebar on the Settings.

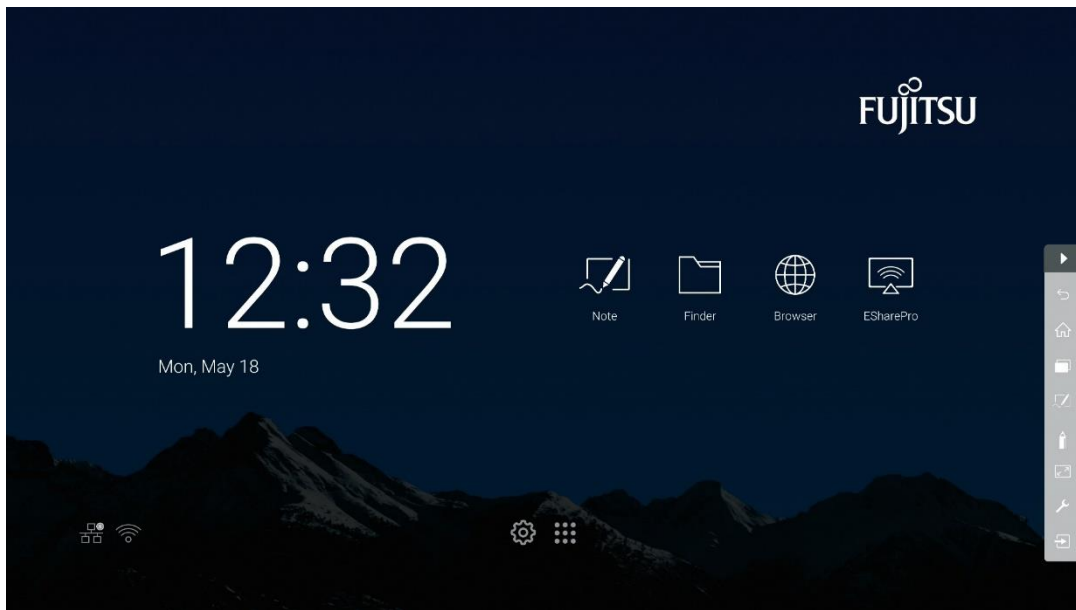




Figure 2-1 Sidebar button


### 2.1 Back key

Click  to return to the last operating interface.


### 2.2 Home key

Click  to return to the desktop.

### 2.3 Recent tasks

Click  to pop out the window and display the current operating tasks. You can quit all the progresses by one key.

## 2.4 Quick Note

Click  to open Note. You can write, erase, select objects, etc. For details, please view “[3 Note](#)”.

## 2.5 Annotation tools



Click  to pop out the annotation tools as shown in Fig. 2-5-1. The tool includes such functions as annotation, gesture erasing, screenshot, and exit. When the quick whiteboard is being used, this function is unavailable.




Figure 2-5-1 Annotation tool

① Annotation. After accessing this mode, you access the annotation mode completely, and you can directly write and note on the interface. You can switch the pen color with red or black.

② Click  to do the highlight.

③ Click  to erase the current annotation.

④ Screenshot saving. Click  to save the current screenshot.

⑤ Exit. Click  to exit the annotation mode.

## 2.6 Screen freezing




Click the  button to pop out the screen freezing tools. You can freeze the screen, and at the same time zoom in or out the current screen.




Figure 2-6-1 Screen freezing tools

① Zoom in. Click the  button to zoom in the current screen.


② Zoom out. Click the  button to zoom out the current screen.

- ③ Return. Click the  button to return to the original size of the screen.
- ④ Exit. Click the  button to exit the screen freezing.

## 2.7 Small tools

Click  to pop out the tool choice box, including spotlight, countdown, stopwatch and air class.

### 2.7.1 spotlight

Click the  icon to open the spotlight, as shown in Fig. 2-7-1-1. The spotlight can be used to make audience focus their attention on the location you need to emphasize.

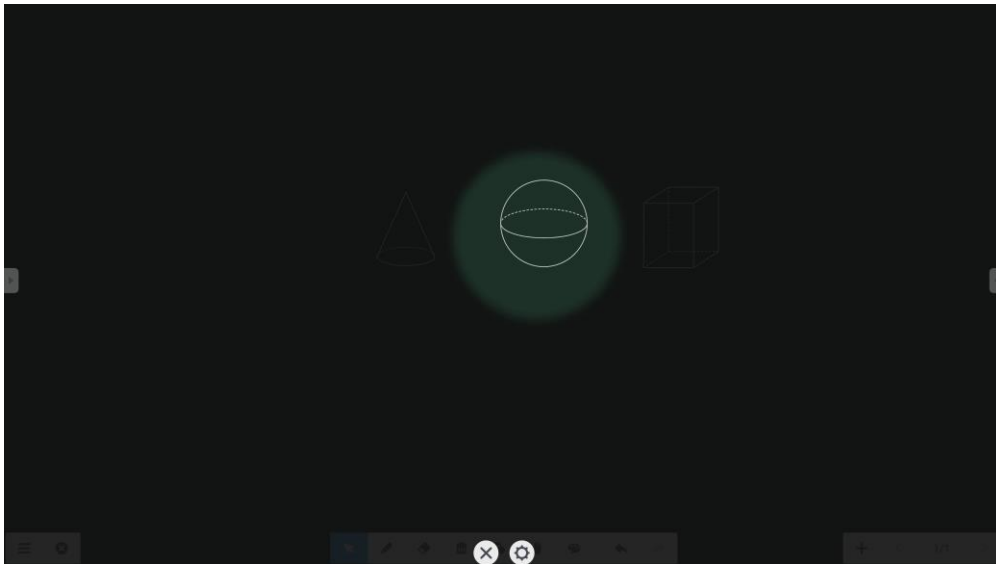


Figure 2-7-1-1 Spotlight interface




- ① Drag in the black area to move the location emphasized by the spotlight.
- ② Setting. Click  to pop out the window, as shown in Fig. 2-7-1-2.



Figure 2-7-1-2 setting

- Scale. Drag the slider to adjust the range of the spotlight.
  - Alpha. Drag the slider to set the transparency of the part sheltered by the spotlight.
- ③ Turn off the spotlight. Click  to turn off the spotlight.

## 2.7.2 countdown

Click the  countdown button to pop out the countdown small tool, as shown in Fig. 2-7-2-1.

Click the “START” button to start the countdown, as shown in Fig. 2-7-2-2. Click “PAUSE” to pause the countdown. Click the “RESET” button to reset the countdown to the initial status.

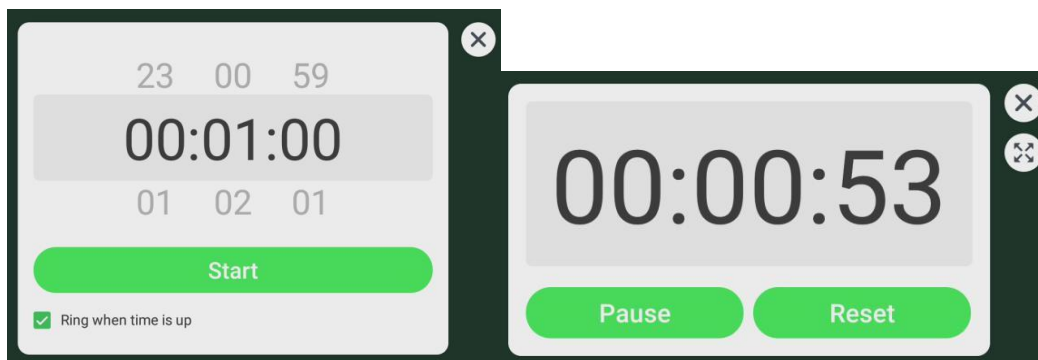



Figure 2-7-2-1 Initial interface of the countdown      Figure 2-7-2-2 Countdown interface

## 2.7.3 stopwatch

Click the  button to pop out the stopwatch, as shown in Fig. 2-7-3-1. Such functions as start, pause, continue, and reset are included.

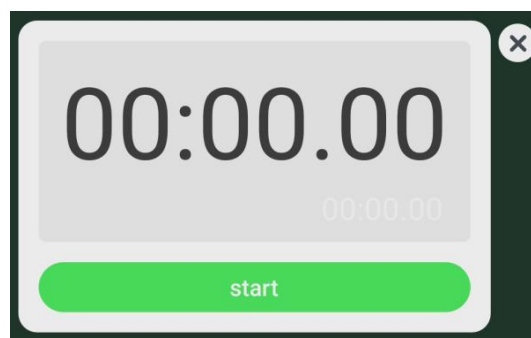



Figure 2-7-3-1 Stopwatch

## 2.7.4 Air class

Click  enter the class , After students scan the QR code to join the class, teacher click “ENTER THE CLASS”.

Please make sure you are in the same network with the IFP.

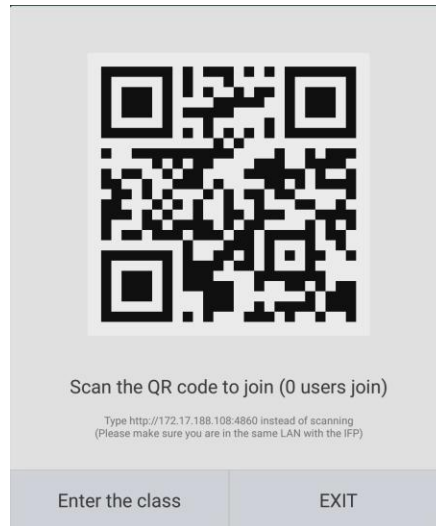


Fig 2-7-4-1 QR code

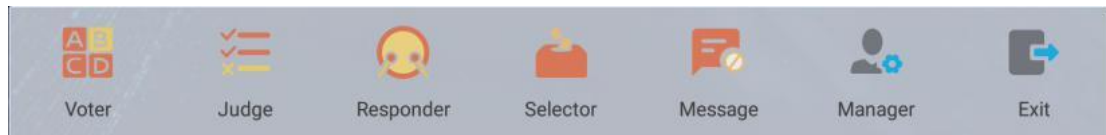



Fig 2-7-4-2 Menu bar

### 2.7.4.1 Voter

Click the  button, and the answer bar appears on the lowest corner of the teaching interface. Click “single choice” or “multiple choice” to select the question type.

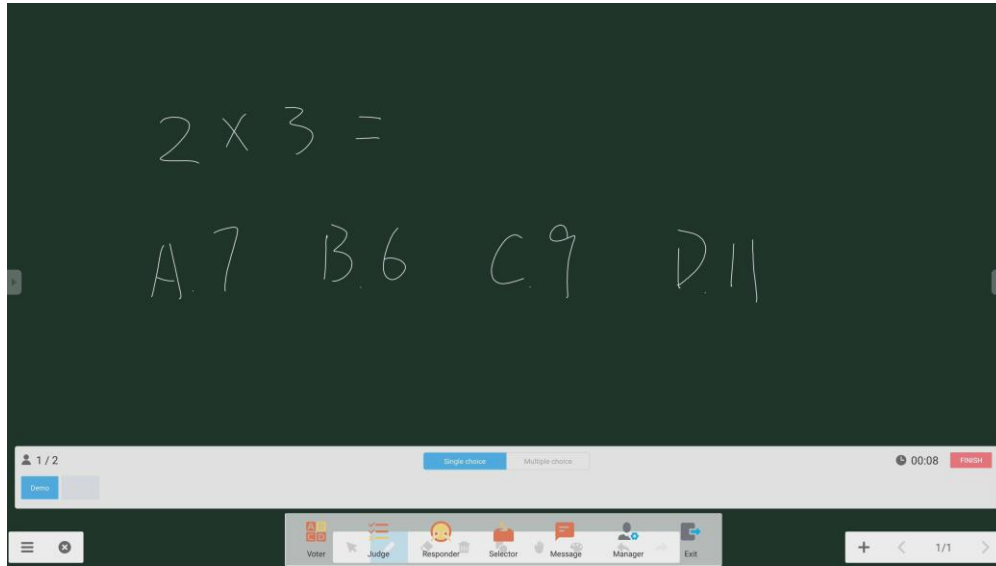


Fig 2-7-4-1-1 Voter

- Answer. Click Begin to start answering question. After students answer the question, their names turn blue.

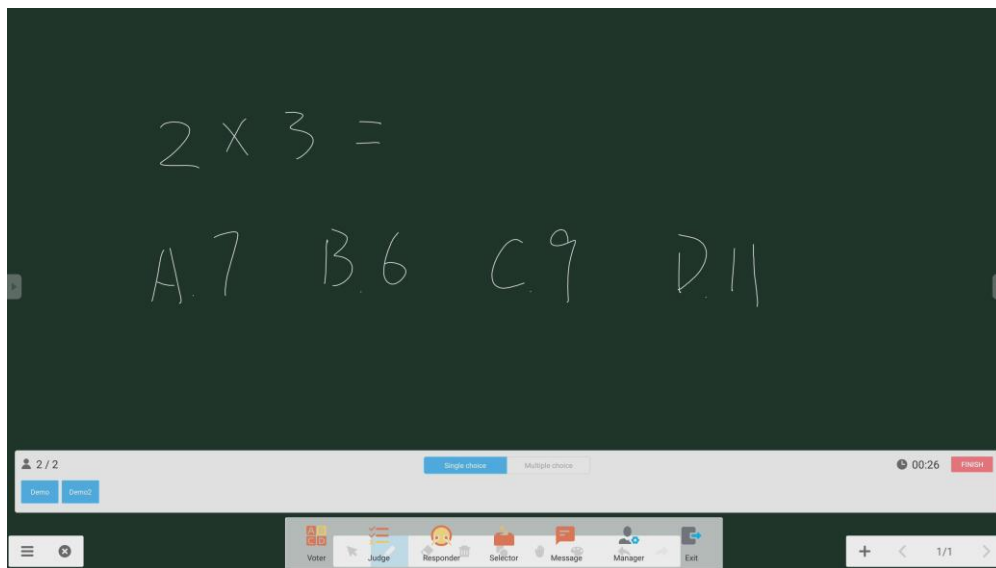


Fig 2-7-4-1-2 Voter

- Answers statistics. Click Finish to finish answering questions, and you can access the answers statistics page.

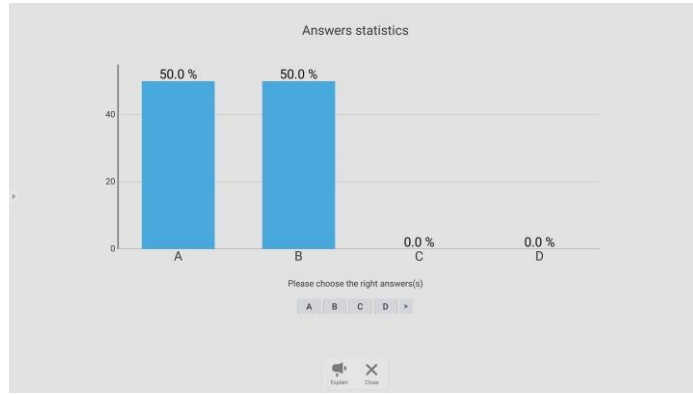


Fig 2-7-4-1-3 Answers statistics

Choose the right answer(s), and calculate the accuracy.

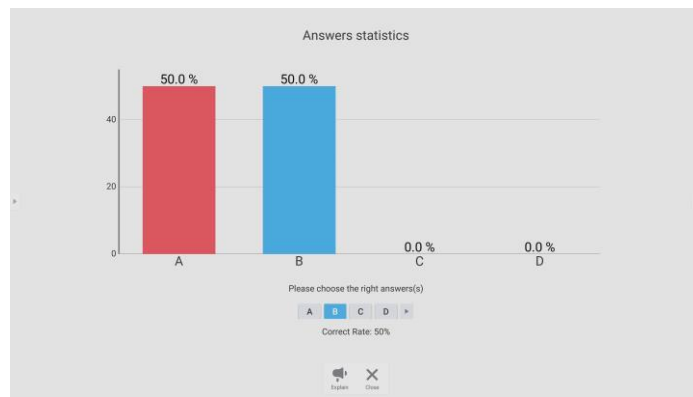



Fig 2-7-4-1-4 Answers statistics

- Explain. Click the  explanation button on the answers statistics to access the teaching page. Users can view the question explanation while checking the answers situation.

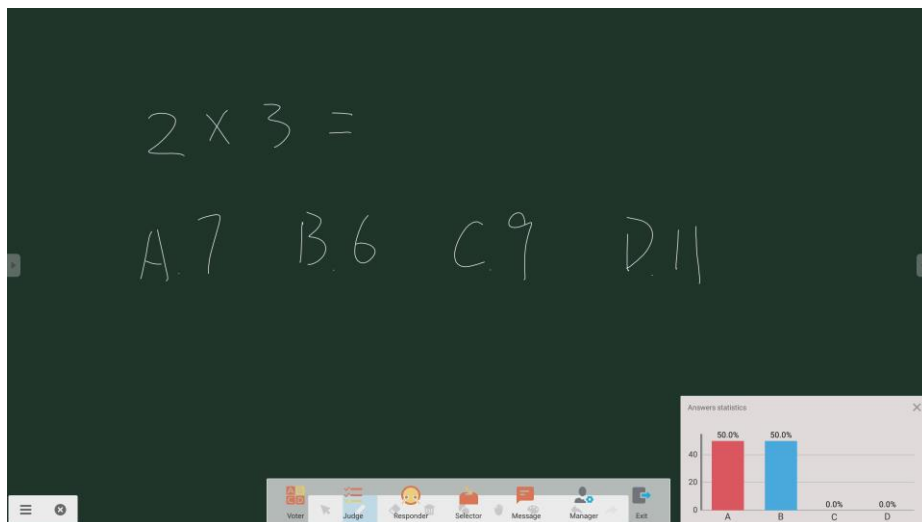
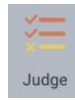
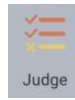


Fig 2-7-4-1-5 Explain

## 2.7.4.2 Judge



Click the  button, and the answer bar appears on the lowest corner of the teaching interface.

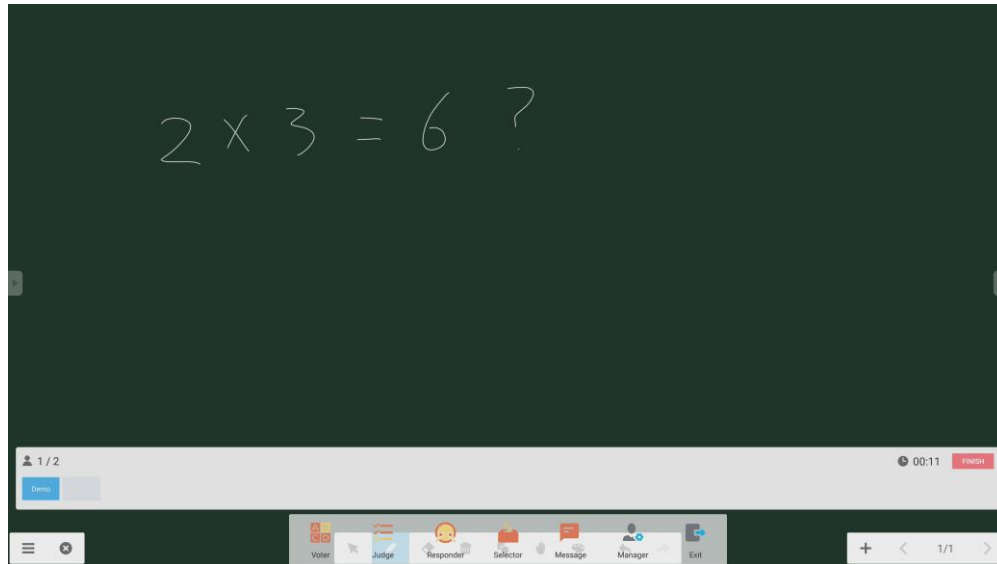


Fig 2-7-4-2-1 Judge

- Answer. Click Begin to start answering question. After students answer the question, their names turn blue.

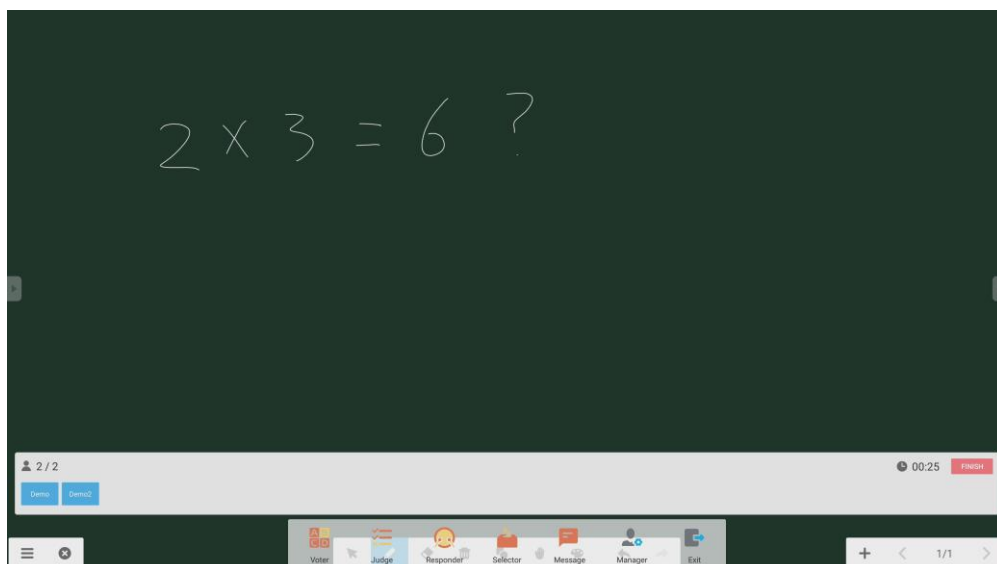


Fig 2-7-4-2-2 Voter

Answers statistics. Click Finish to finish answering questions, and you can access the answers statistics page. Choose the right answer(s), and calculate the accuracy.

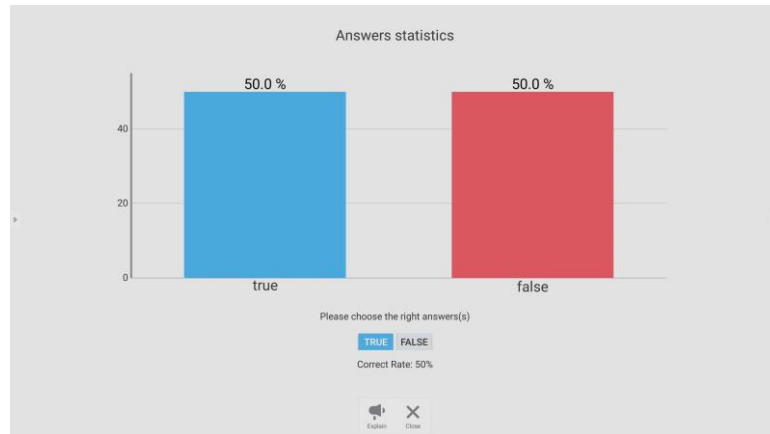



Fig 2-7-4-2-3 Answers statistics

- Explain. Click the  explanation button on the answers statistics to access the teaching page. Users can view the question explanation while checking the answers situation.

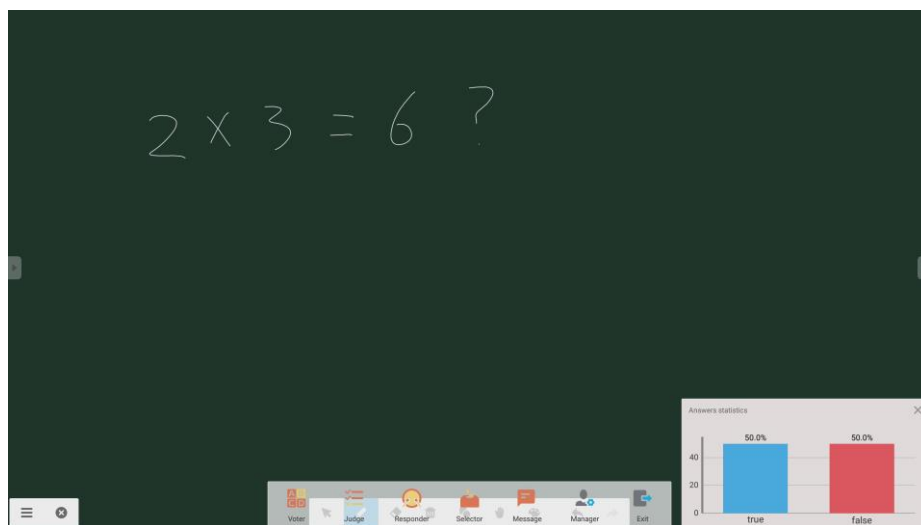



Fig 2-7-4-2-4 Explain

### 2.7.4.3 Responder

Click the  button to access the responder. Students can respond by pressing the [OK] key.

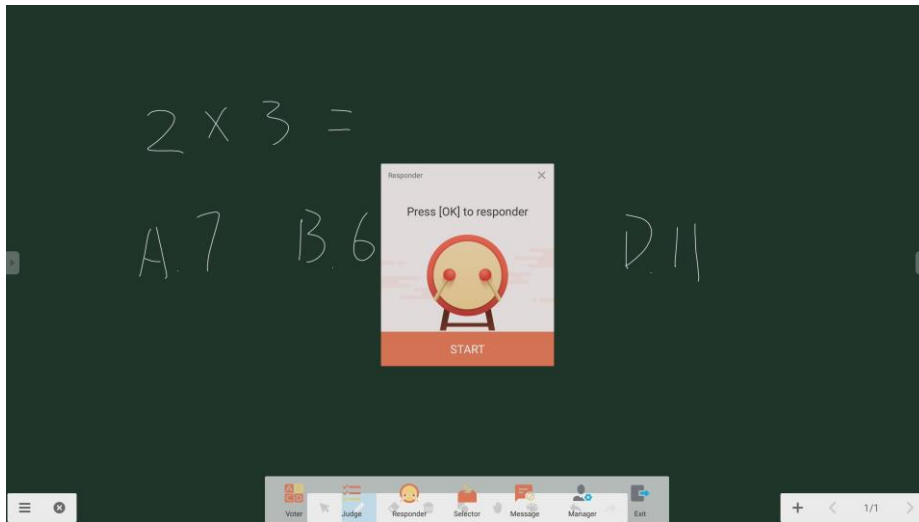



Fig 2-7-4-3-1 Responder

### 2.7.4.5 Selector

Click the  button to access the selector. User can randomly pick not less than one person in airclass.

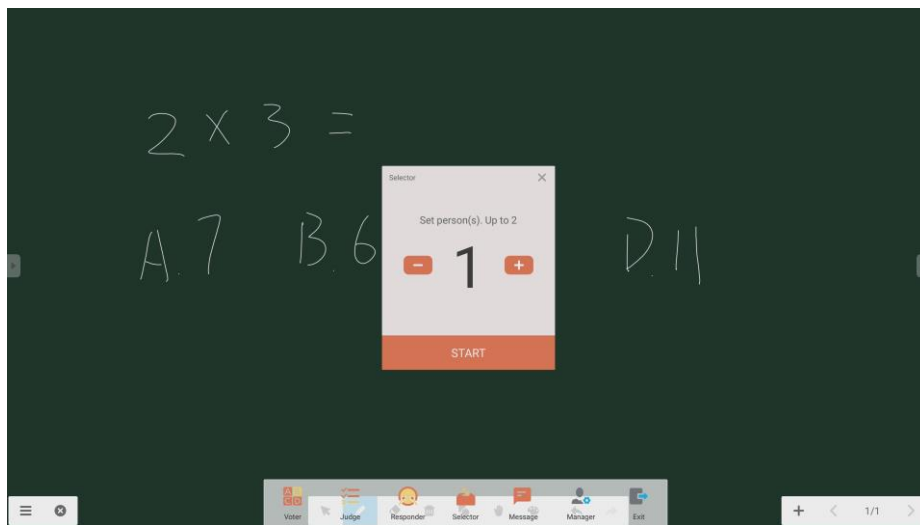


Fig 2-7-4-4-1 Selector

Set the number of people and click 'START', it will randomly pick the name from airclass.

## 2.7.4.6 Manager

Click the Manager button to pop out the QR code, for ease of students in the class to join in air class.

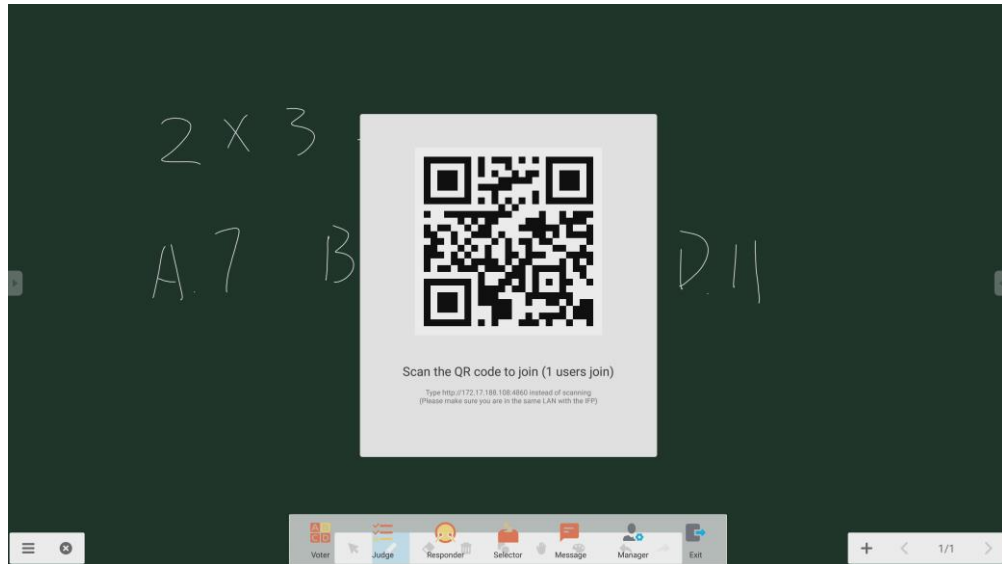



Fig 2-7-4-6-1 Manager

## 2.8 General Setting

Click  to pop up General Setting. User can change to different channel such as PC, Android, HDMI etc.

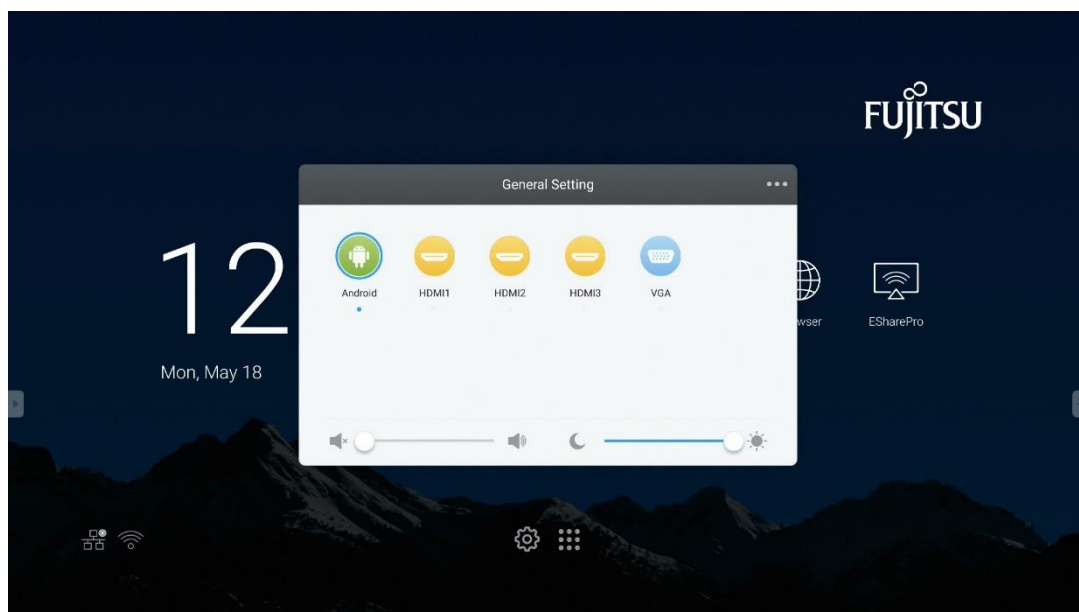


Fig 2-8-1 General Setting

### 3 Note

Click  to open the Note, as shown in Fig. 3-1.

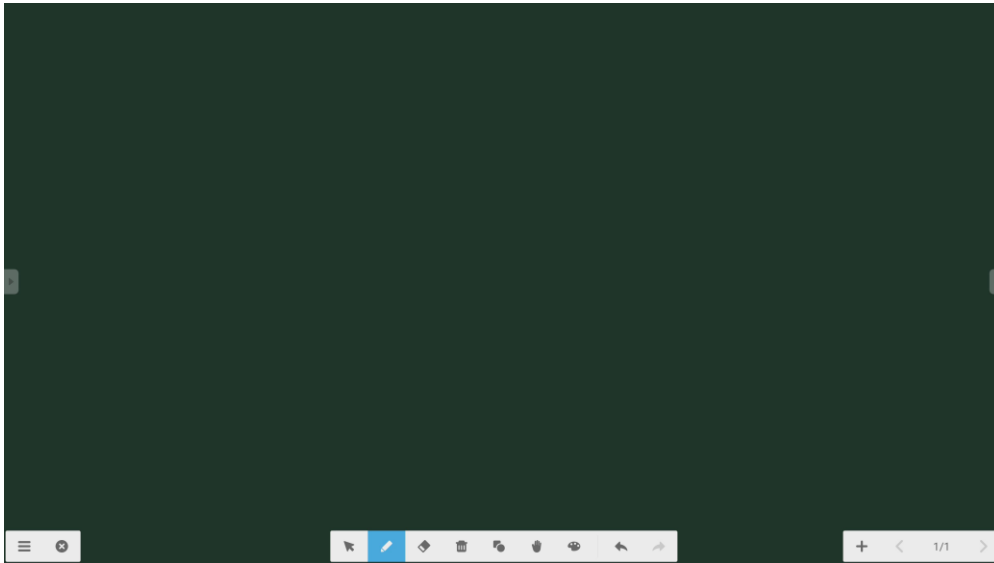



Fig 3-1 Note

### 3.1 Menu

Click  to pop out the menu as shown in Fig. 3-1-1. The menu provides background switch and saving options for users.

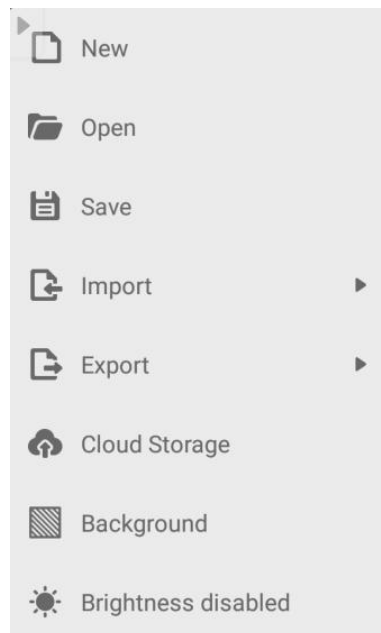





Fig 3-1-1 Start menu

(1) **New.** Click the  button to create a whiteboard file.

(2) **Open.** Click the  button to pop out the file selection window. You can open the local .enb format file.

(3) **Save.** Click the  button to save the current document to the file browsing in .enb format.

(4) **Import.** Click the  button to import the IMG, PDF, SVG format to the whiteboard courseware.

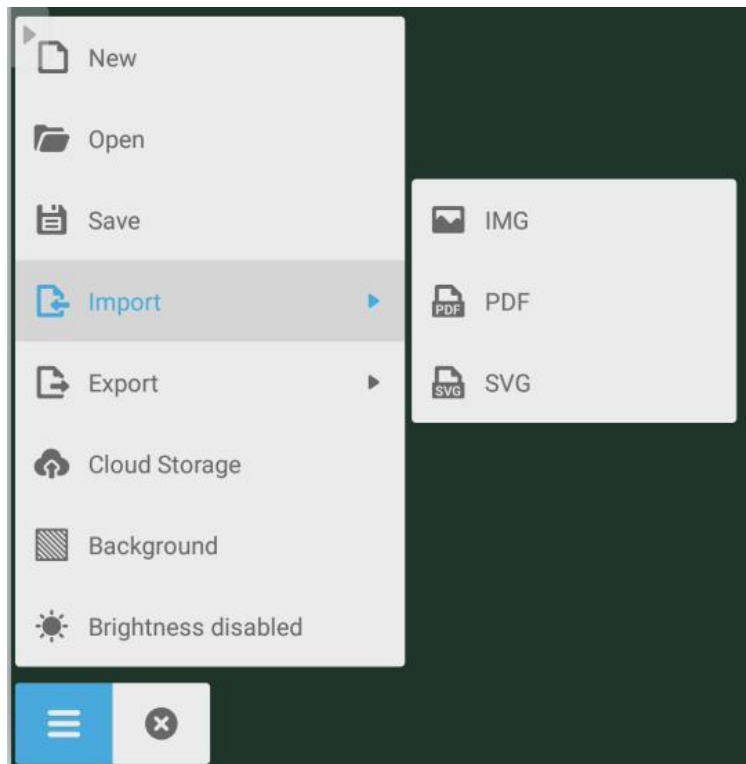



Fig 3-1-2 Import

(5) **Export.** Click the  button to export the current whiteboard courseware in IMG, PDF, SVG, or IWB format.

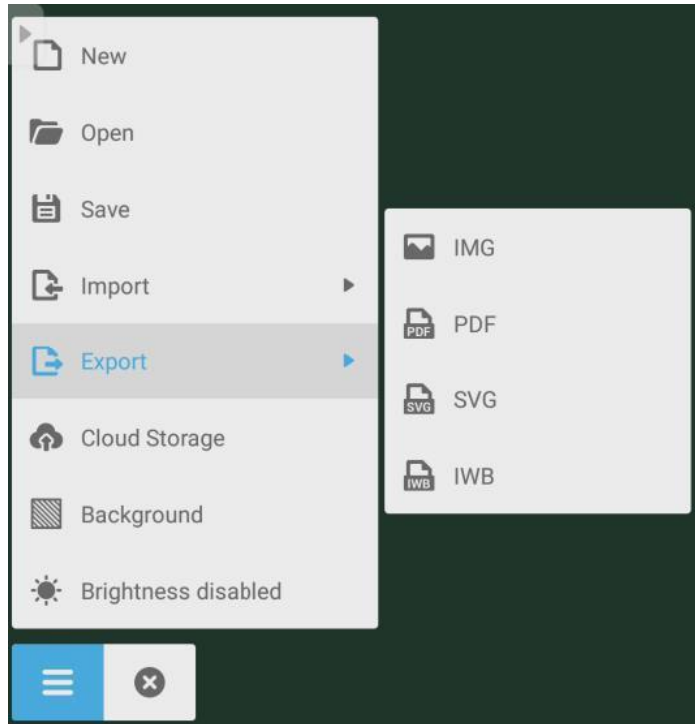



Fig 3-1-3 Export

(6) **Cloud Storage.** Click the  button to export and upload the current file to Google Drive and OneDrive.

(7) **Background.** Click  to switch the current page background color, which is black by default. Click any color to switch the page background color to the color you select.

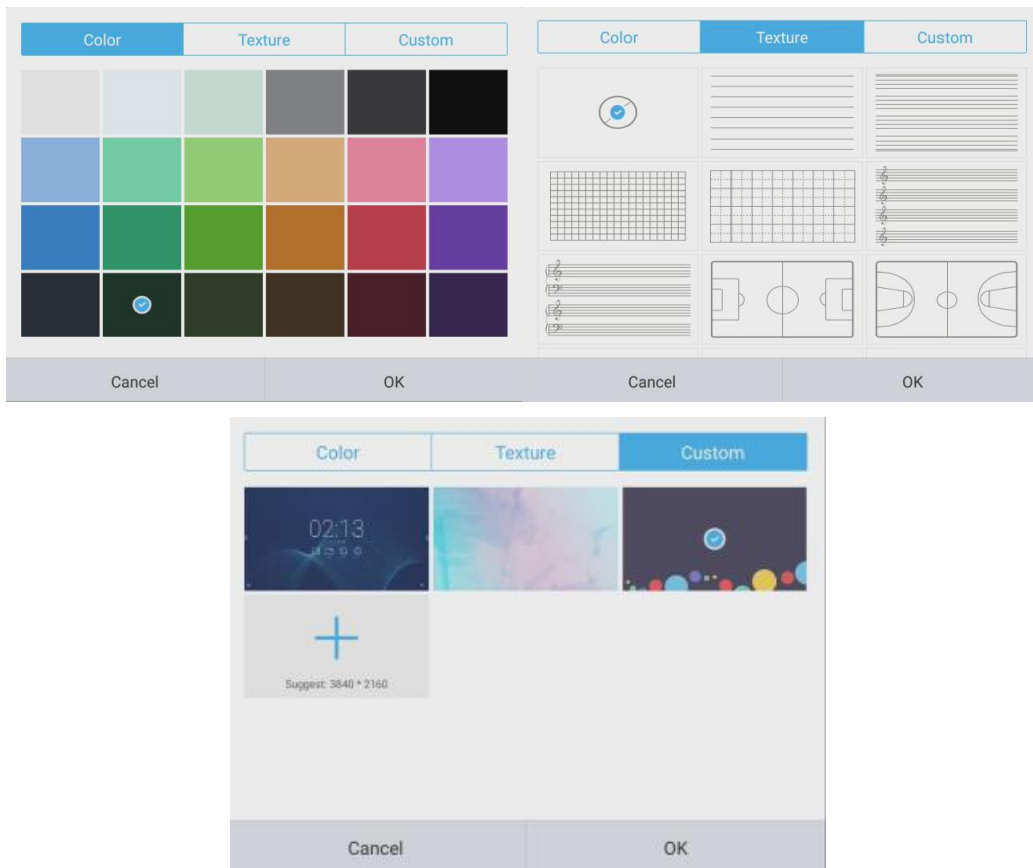




Fig 3-1-4 Background

(7) **Brightness disabled.** Click  to activate the automatic brightness adjustment, which is disabled by default.

### 3.2 Exit

Click the  close button to return to the main interface. If the current document is not saved, the saving prompt window is popped out, and users can enter the file name and save the current document; if the current document is saved, then you do not need to save it again. You can directly exit the software and return to the main interface.

### 3.3 Selection

Click the  button to perform selection operation on the objects of the page. By drawing any close figure or clicking the object on the interface, you can move or zoom in or out the object you select, as shown in Fig. 3-3-1.

Separation of hand and SmartPen: When the toolbar corresponding to the Note software is selection function, users can directly write by using the SmartPen on the Note without switching the toolbar to the writing state.

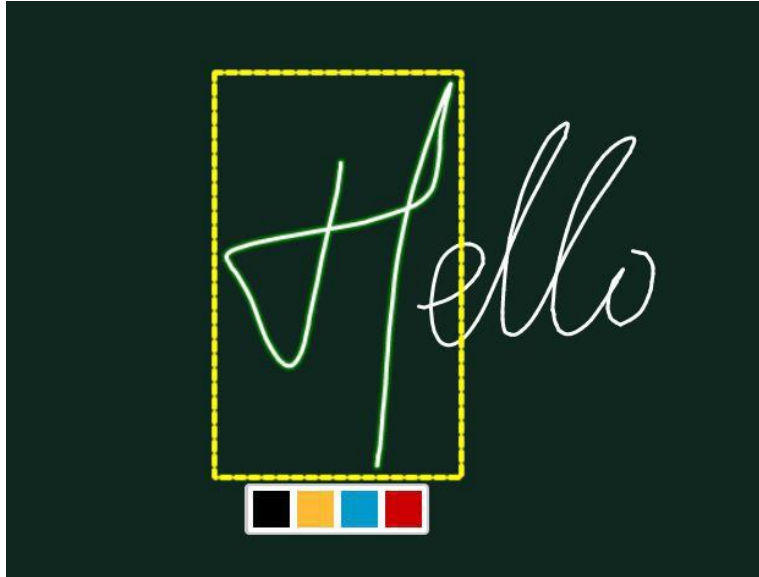



Fig 3-3-1 Selection

- ① Move. Select by circling and drag the selected object to move the current object to any location.
- ② Zoom in or out.
  - a. Select by circling and operate the selected object by two points to zoom in or out the current object, and change the color of the current object to black, yellow, blue or red.
  - b. Operate the page by two points to globally zoom in or out the current page.

### 3.4 Pen

Click the  pen button to pop out the pen setting window. After setting the handwriting size and color, the handwriting will appear on the place you need to write when you slide.

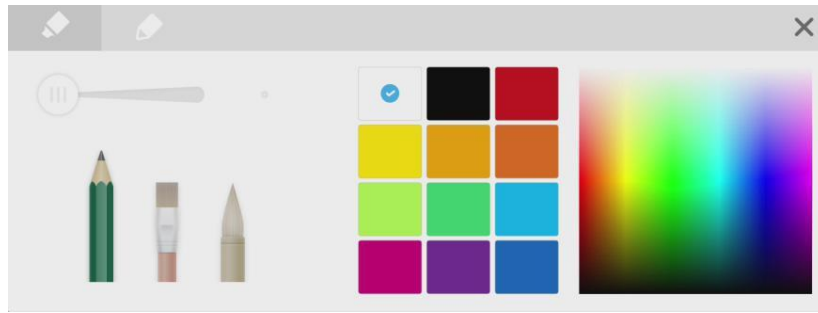





Fig 3-4-1 Pen setting

- ① **Pen.** Including pencil and a row of brushes. Pencil is set by default.
- ② **Handwriting size.** Slide the handwriting size slide bar to change the handwriting size.
- ③ **Handwriting color .** Click the color of the color disk on the right side to change the handwriting color as required.
- ④ **Dual Pen.** Click  different pen button to set different pen option.


### 3.5 Eraser

Click  to select the eraser. Select by circling the object you need to erase.

### 3.6 Clean

Click  to clean the whole screen.

### 3.7 Shape

Click the  shape button to pop out the shape window.

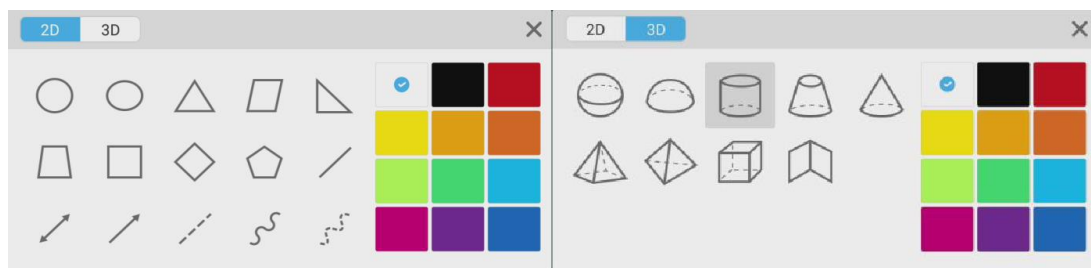



Fig 3-7-1 2D Shape window

Fig 3-7-1 3D Shape window

### 3.8 Drawing board

Click the  button to call out the drawing board, as shown in Fig. 3-8-1.

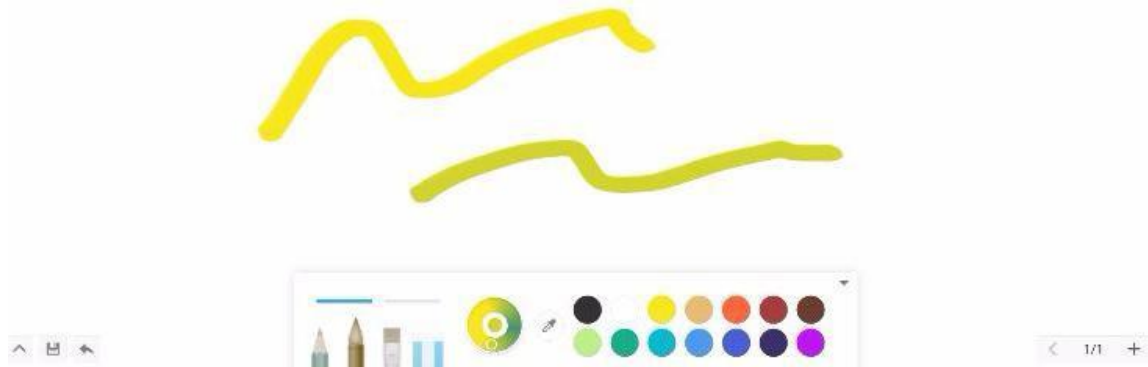





Fig 3-8-1 Drawing board interface

- **Pen.** Pencil is selected by default, including pencil, writing brush, a row of brushes, eraser.
- **Palette.** Select the color and click the palette to color in the form of rotating.
- **Color picker.** Click to activate the color picker and the  round color picker appears on the drawing board area. Drag it to the color you want and click to finish the color picking. In this case the pen color is the selected color.
- **Color disk.** Users can change the color of the color circle by changing the color of the color disk.

### 3.9 Withdrawing

Click the  withdrawing button to withdraw the previous operation.


### 3.10 Recover

Click  to recover the previous withdrawing operation. This button is in hidden status before any withdrawing operation is done.


### 3.11 Adding page

Click the  button to add new page.


### 3.12 Previous page

Click the  button to return to the previous page. If the current page is the first page, then you cannot click this button.


### 3.13 Pagination

Click  pagination to load the thumbnail of all pages. You can also directly click the thumbnail to display.

### 3.14 Next page

When the current page is not the last page, click the  button to switch to the next page of the current page.

## 5 Visualizer

When the visualizer is normally connected, click the  button to start the visualizer, as shown in Fig. 5-1. The visualizer has such functions as displaying in full screen, taking photo, annotation, and setting.

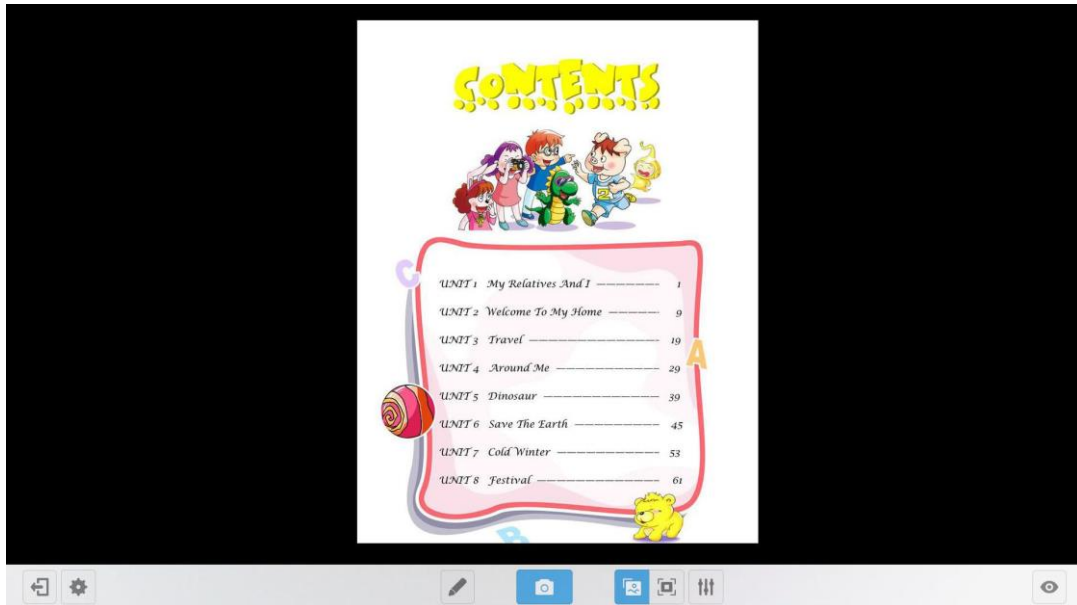


Fig 5-1 Visualizer