



**[promultis]**

**unotable**



## USER'S MANUAL

### CAUTION

- Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- This User's Manual includes detailed usage instructions for your product.
- Please read this manual thoroughly.
- Figures and illustrations in this User Manual are provided for reference only and may differ from actual equipment appearance. Equipment design and specifications may be changed without notice.
- Due to the processes required for manufacturing a large format Projected Capacitive product Promultis will only accept warranty requests for units that have a blemish, mark or smear on the touch skin that is 5% or larger than the total interactive area.

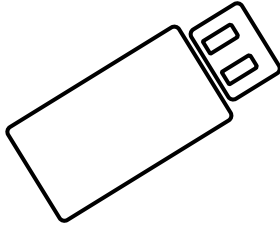


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## Getting started

The following items are included in your product box.



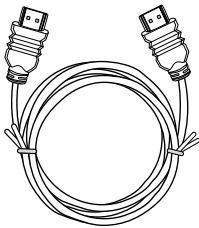
USB Memory Stick with  
Promultis User Manual pdf  
Warranty Card



Remote Control



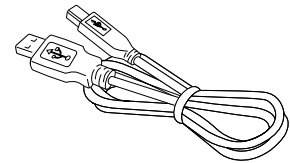
Promultis Manual



HDMI Cable



AC Power Supply

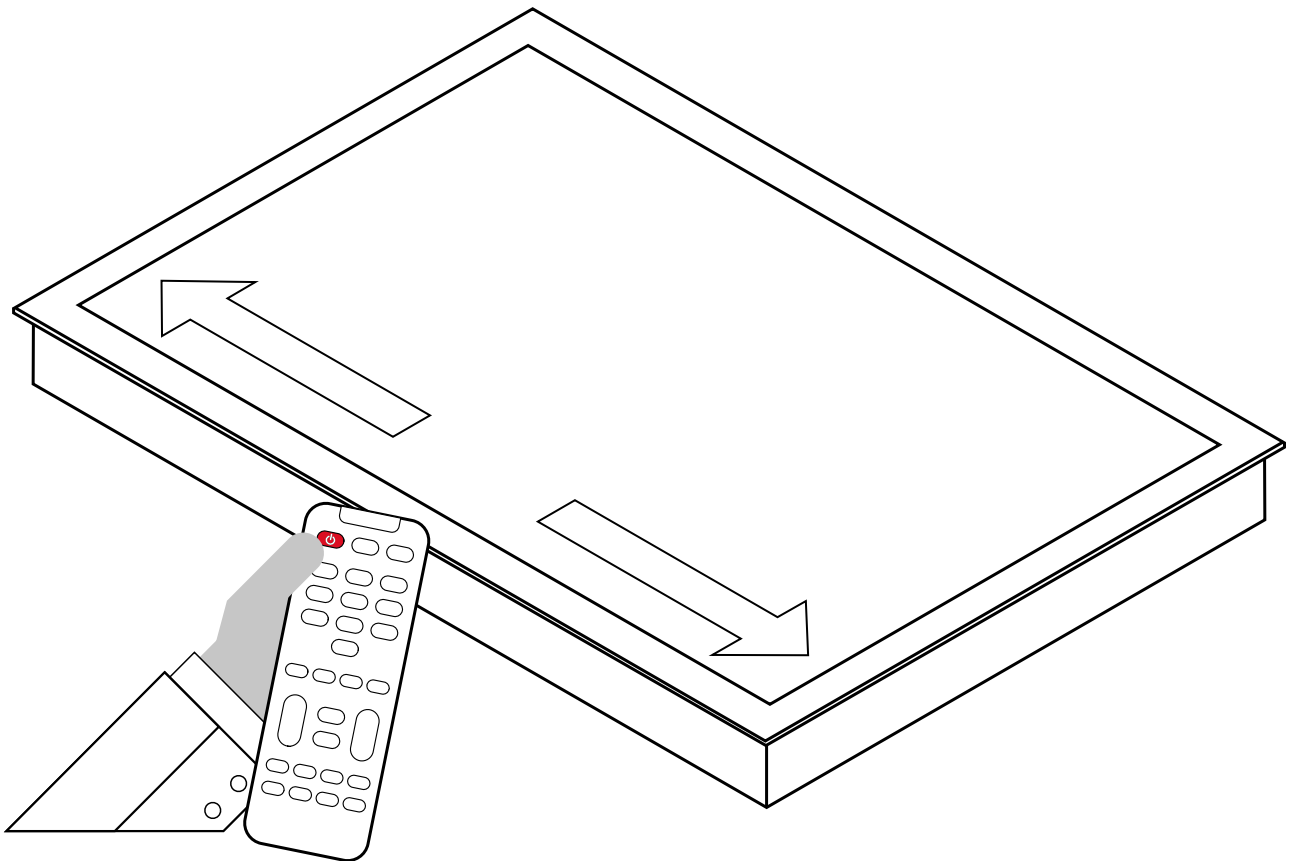


USB Cable



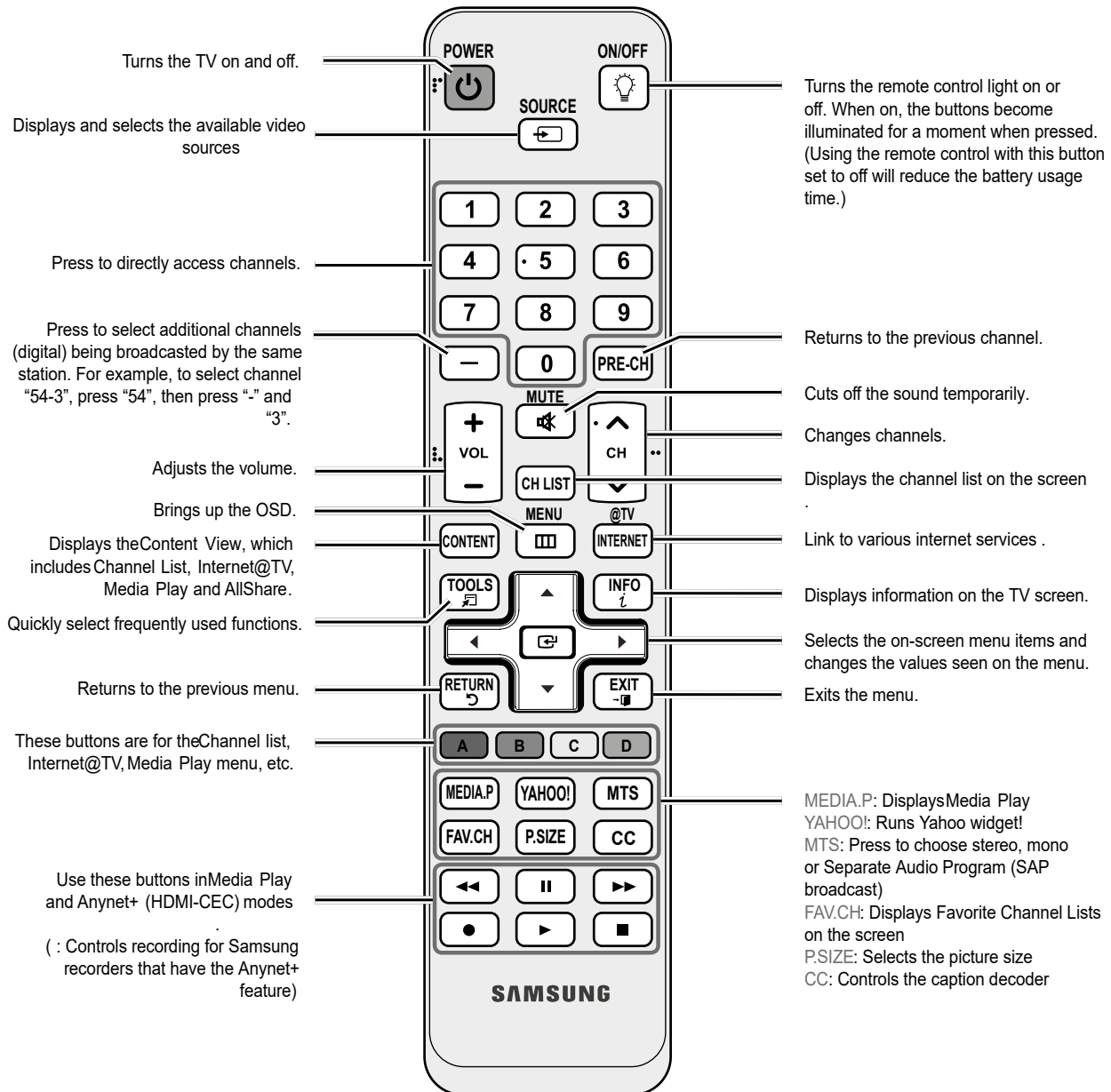
## Start the device

1. Check the plug is switched on at the wall socket.
2. When the power is turned on the screen should power up.
3. After a few seconds, if the screen is still blank, take the TV remote control, point towards the bottom center of the screen and press the power button.
4. Please note: The connection sensor varies on different models and, if necessary, move the controller along the base of the device while pressing the power button until the screen turns on.



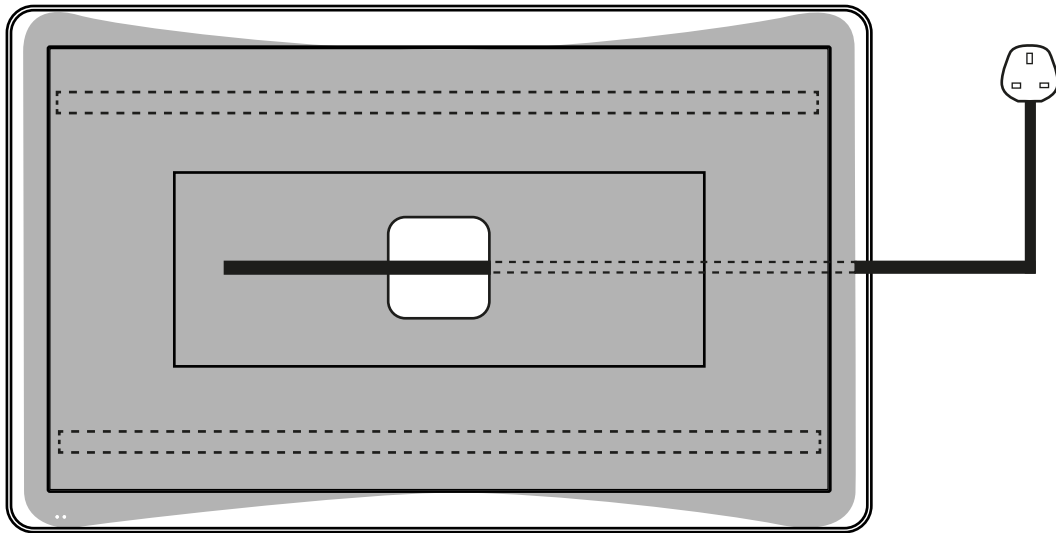


## Controller for Samsung





## Promultis Table setup procedure for power cable



### Power cable

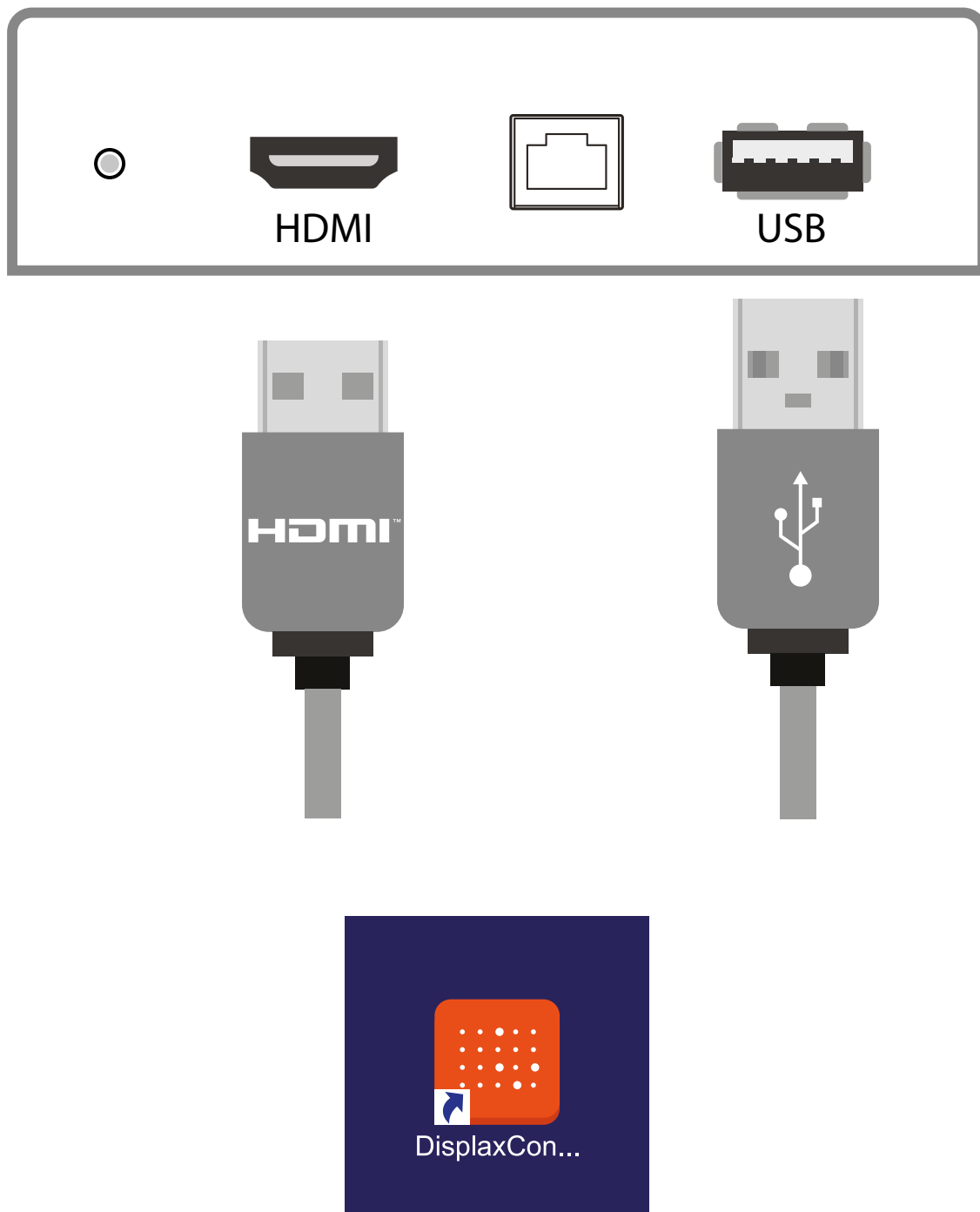
1. The Power cable **MUST** be fed out through the opening in the base plate of the Kiosk.
2. The Uno Table should be tilted backwards and the power cable fed out of the Table sideways\* as shown.
3. Please note that the base has two bars under the base which means that the cable can not be fed out via the back or front of the kiosk.

\*Please feed out cable sideways to avoid damage to the Kiosk and cable.



## Connect to PC for touch

1. In order for the touch to work on the screen the HDMI and USB cables MUST be connected to a PC.
2. The touch driver is pre-installed.
3. If the touch requires further calibration tap on the Displax Connect icon to open configuration tool (see page 7)

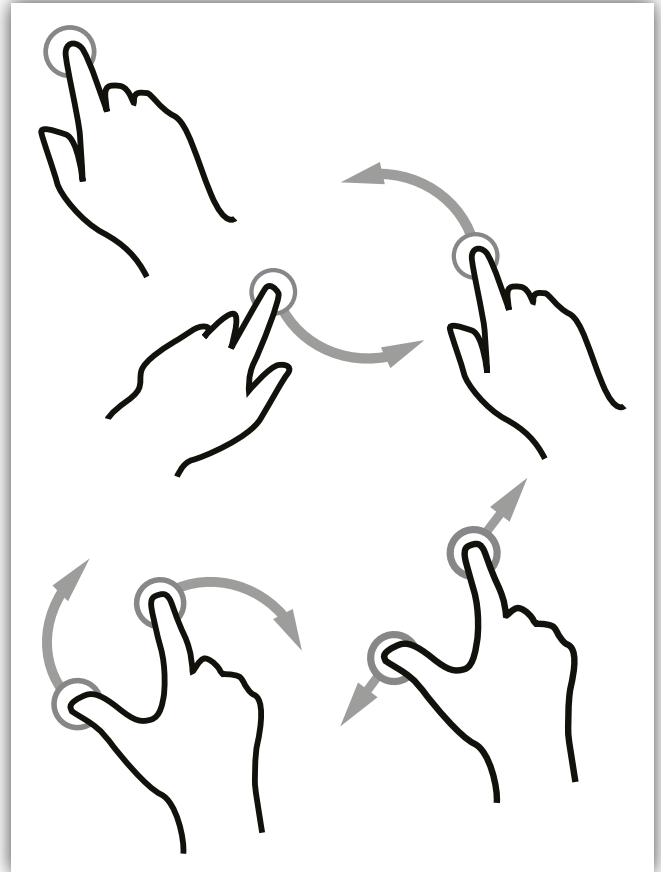




## Operation Guidance

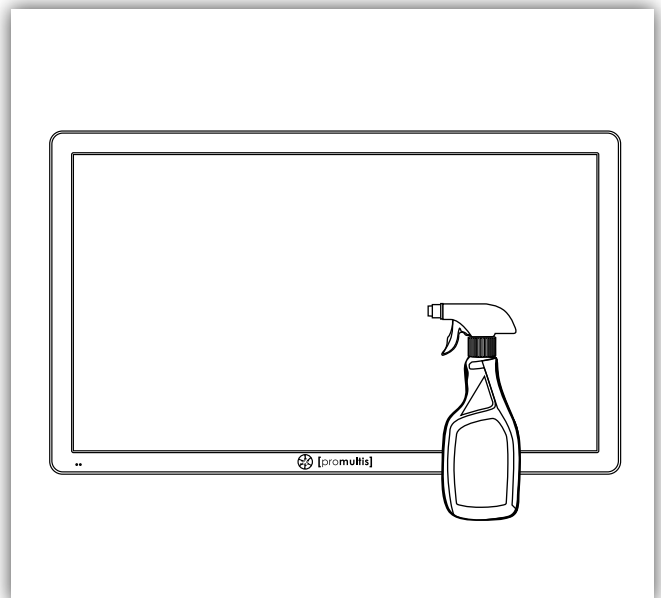
When using the screen the gesture functions are similar to using your touch screen phone or tablet but on a much larger scale.

What has to be born in mind when using a large scale interactive touch screen is how the technology works.



## Screen Cleaning

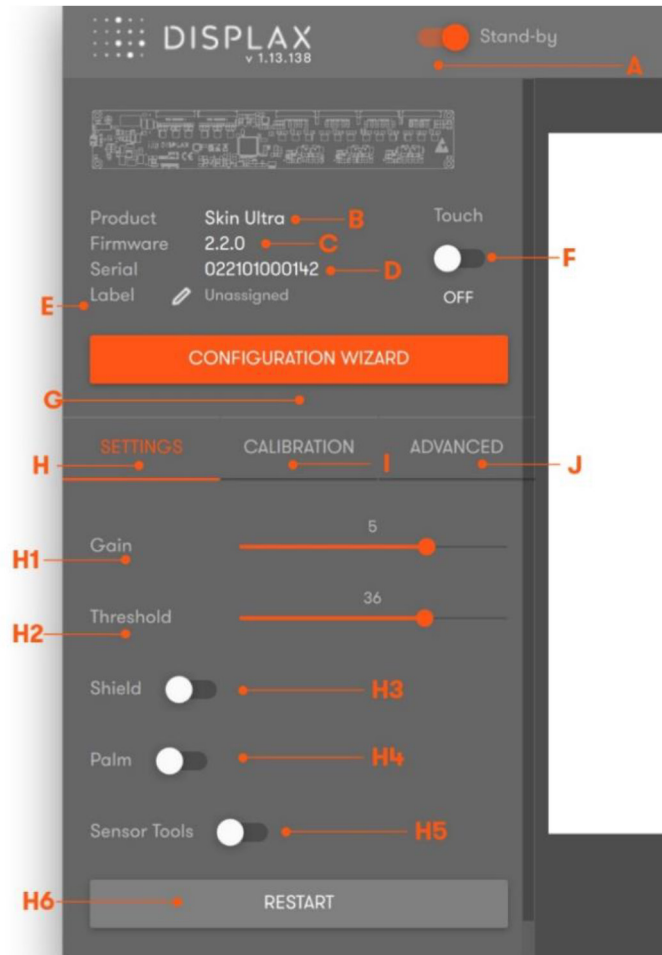
Over time and use the screen will become tarnished with finger prints; to clean a mist spray class cleaner / degreaser should be used when the screen is at a 45 degree angle. Should any liquid be dropped on the screen when it is in the horizontal position this should be mopped up with a liquid absorbent cloth prior to cleaning.



## Displax Connect: index of features

Skin Ultra has all the following features.

If you have Skin Fit or Skin Dualtouch some features may not be available, whenever a feature is not available, a note is provided.



A. Stand by: the touch is temporally disabled when opening the control panel. This way, if you want to adjust a setting you will be able to do it without the touch being active. When you close 'DISPLAX Connect' the touch injection will be automatically re-enabled and the STAND-BY status will change to ON. This stand-by status is only active when 'DISPLAX Connect' is open.

B. Product designation.

C. Firmware version.

D. Product serial number.

E. Label: you can attribute a label to the touch controller.

F. Touch Injection Status: touch injection to the Operating System has 3 modes:

ON: Operating system will receive touch events from the Skin.



OFF: Operating system will not receive touch events from the Skin.

STAND-BY: Operating system will temporarily not receive touch events from the Skin. This way, if you want to adjust some setting you will be able to do it. When you close 'DISPLAX Connect' the touch injection will be automatically re-enabled and the STAND-BY status will change to ON. This stand-by status is only active when 'DISPLAX Connect' is open.

G. Configuration wizard: automatically configures the touch parameters i.e. Gain, Threshold, Shield level. If the configuration wizard fails the touch parameters must be configured manually. Configuration Wizard is not available for Skin Dualtouch.

## Settings

H. Settings tab: touch configuration settings.

H1. Gain: adjusts the signal strength injected by the Touch Controller on the Touch Sensor - thicker glasses and bigger Touch Sensors may require a stronger signal (higher GAIN values). Gain values range between 0 and 7.

H2. Threshold: adjusts the threshold level of what is considered a touch. Values vary between 0 and 50 starting on firmware version 1.5.0. (0 to 15 on firmware version equal or previous to 1.4.0).

H3. Shield: electromagnetic shielding reduces noise that may exist between the Skin product and the LCD. Shielding level ranges between 1 and 6, with 6 being the strongest shielding level. The shielding level should be maintained as low as possible.

H4. Palm: allows the rejection of areas with dimensions larger than a finger, such as a hand or an arm. (Feature not available in Skin Dualtouch).

H5. Sensor tools: Allows enabling and disabling horizontal and vertical electrodes and the selection of areas to be activated or deactivated within the touch sensor active area.



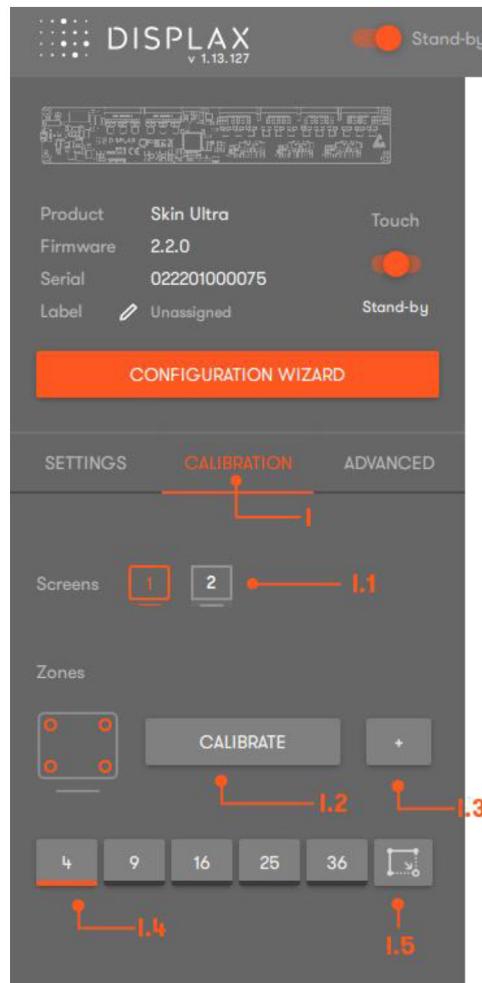
H5.1. Trash: reactivates the electrodes or electrode portions that we have deactivated.

H5.2. Rectangle selection: Enables drawing rectangular areas to be deactivated.

H5.3. Rectangular eraser: Allows the selection of areas to be reactivated.

H5.4. Draw selection: With the draw selection you can select parts of the active area to be disabled.

H5.5. Draw eraser: With the draw eraser you can select parts of the active area to be enabled.



## Calibration

- I. Calibration: Geometrical calibration process to match the physical touch with the Operating System digital coordinates.
  11. Screens: select the display where you want to perform the geometric calibration.
  12. Calibrate: Click the button to start the geometric calibration. For most scenarios 4 calibration points are more than enough.
  13. + Advanced geometric calibration.
  14. Calibration points: Number of points used to perform the geometric calibration. Please refer to the advanced calibration chapter.
  15. Drag mode: Calibration of a touch sensor smaller than the LCD. Please refer to the advanced calibration chapter.



## Advanced

### J. Advanced tab: advanced configuration tools.

J1. Optimization: establishes a balance between Touch speed and Touch precision.

J2. Number of touches: limits the number of touches reported by the Touch Controller (Skin Ultra: between 1 to 100 touches; Skin Fit: 1 to 40 touches; Skin Dualtouch: 1 or 2 touches). This feature is available depending on the Touch Controller version and firmware you are using.

J3. Load settings file: allows loading previously saved configuration files. The user must wait 10 seconds after changing settings, before changing to other settings, in order to correctly save them into the controller.

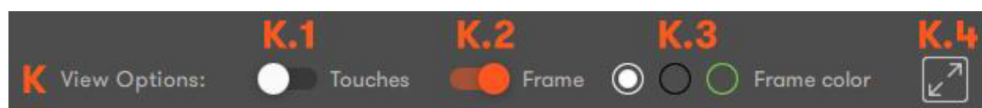
J4. Save current settings to file: Allows saving the current settings to be used in other configurations. This feature should be used with equivalent setups, i.e. same LCD, glass thickness and size, sensor size and air gap. Note that there may be other sources of electromagnetic interferences on each setup, and the settings may have to be adjusted.

J5. Load firmware: allows to load a firmware file to the Touch Controller. This feature can be used when there is no internet access onsite, if you have internet access you do not need to use this feature.

J6. Factory reset: sets the Touch Controller to its default settings.

## View options

### K. View options:



K1. Touches: enables and disables touch recognition.

K2. Frame: represents electromagnetic interferences over the touch sensor.

K3. Frame color: choose between, a white, black or green frame.

K4. Full screen: expand the view of the touch sensor active area.