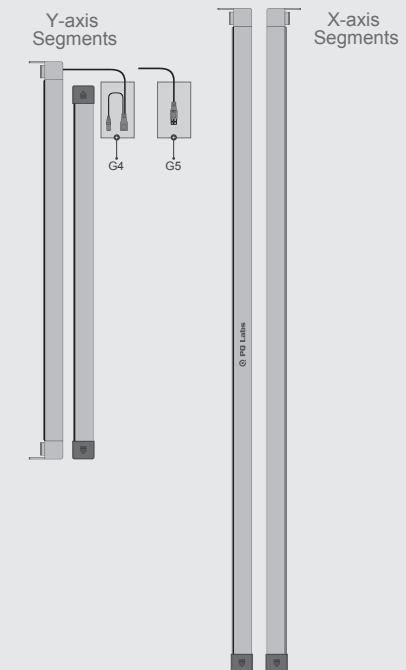


## MULTI-TOUCH G5/G4 QUICK START GUIDE

- ★ Please check if all the items below are included in your package.
- ★ PQ Labs reserves the right to change or modify the shape or color of accessories below at any time without notice.

## 1 PACKING LIST

- Quick Start Guide
- Driver Installation CD (optional)
- Screws
- Screw-Driver
- Overlay Adhesive Tape  
0.3mm thickness
- USB Cable  
G4 only
- Power Adapter  
G4 only



## 2 PRODUCT INTRODUCTION

Thank you for your purchase of a PQ Labs Multi-Touch Overlay. This product turns a normal display into an interactive touch screen. You can control a computer application simply by touching the screen.

Our valued clients have the option between four different models, listed below:

- **Dual** supports 2 touch points
- **Basic** supports 6 touch points
- **Standard** supports 12 touch points
- **Plus** supports 32+ (unlimited) touch points

## 3 GLOSSARY

**Display:**  
Refers to the monitor, usually an LCD, LED or Plasma, although works with projector too.

**Display Area:**  
Refers to the area of the display that the overlay will cover, and should be responsive to touch inputs with an overlay mounted.

**Multi-Touch Overlay:**  
Hardware that turns a normal display into an interactive touch screen.

**Segment:**  
A multi-Touch overlay is consist of two X-axis segments and 2 Y-axis segments.

**Touch Points:**  
The number of touch inputs that the overlay will recognize simultaneously.

**Ghost Point:**  
Refers to touch points that sensors may not recognize correctly due to limitations of the technology.

**Gestures:**  
Natural hand movements used as shortcuts in place of the keyboard and mouse e.g. swiping a hand across a touch screen to change frames.

## 4 SOFTWARE/SDK INTRODUCTION

The latest operating systems from Microsoft and other vendors already support multi-touch gestures. Touch Screen supports up to 32+ (unlimited) touch points simultaneously, without ghost points.

We also include free SDK and demo codes to encourage users to develop their own apps and unique gestures.

**Write Multi-Touch Apps for Windows**

**Using PQ Labs Multi-Touch SDK & Gesture Library:**  
C/C++, WPF(C#), C# (DllImport), Flash/Flex/AS3, Flash AS2, Java

**Using Windows Native Touch:**  
C/C++, C# (WPF 4.0), Flash (V10.1 or above), AIR 2.0

**Using TUIO:**  
C/C++, Flash (AS3), Java, C#/WPF

**Write Multi-Touch Apps for Mac**

**Using PQ Labs Multi-Touch SDK & Gesture Library:**  
C/C++/Objective-C, Flash/Flex/Air, Java

**Using TUIO:**  
C/C++, Flash (AS3), Java

## 5 ENVIRONMENTAL REQUIREMENTS

**Operating temperature:** 0°C to 55°C

**Storage temperature:** -25°C to 85°C

**Operating humidity:** 10% to 90% RH, non-condensing

**Storage humidity:** 10% to 90% RH, non-condensing

## 6 SOFTWARE/HARDWARE REQUIREMENTS

Minimum	
Processor	Dual Core 2.5G or better
Memory	2G or more
Graphic Card	N/A
Operating System	Windows 8/7/Vista/XP, Mac OS X, Ubuntu/Fedora
Power Supply	G4: AC Adapter (5V, 4A) G5: USB Powered
Preferred	
Processor	Quad Core 2.5G or better
Memory	4G or more
Graphic Card	DX 9.0 standalone VRAM: 512MB or better
Operating System	Windows 7
Power Supply	AC Adapter (5V, 4A)

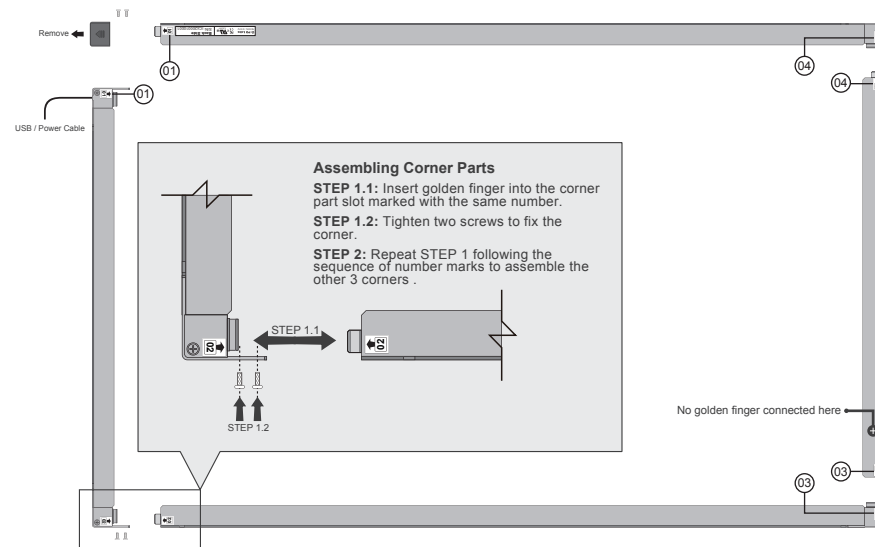
## 7 BEFORE INSTALLATION (SAFETY NOTES)

The multi-touch overlay contains glass which will add significant weight, especially for large-format displays. Make sure your monitor's stand is strong and stable enough to support the overall weight of the multi-touch overlay and display. You will need two people to install the multi-touch overlay safely.

## 8 ASSEMBLING OVERLAY

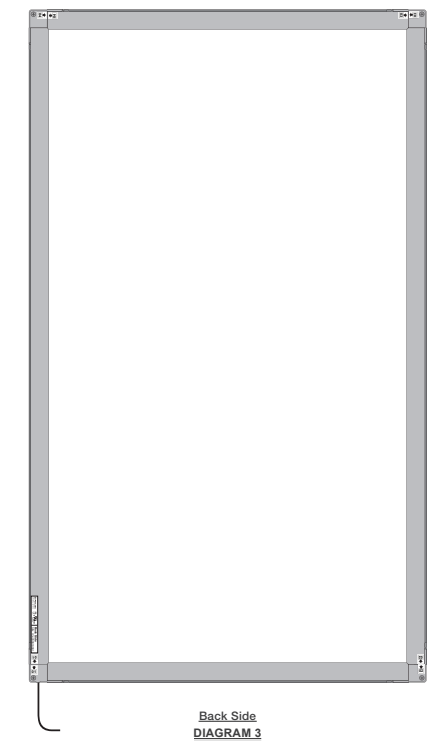
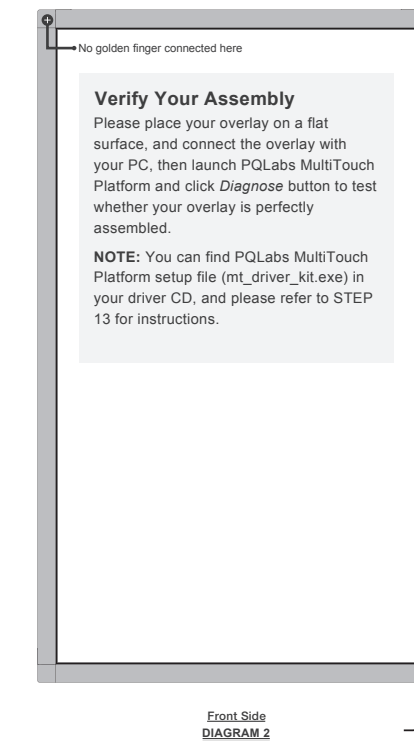
### Before You Start:

1. Remove protective caps on each end of segments.
2. **IMPORTANT:** Make sure four segments are placed on a flat surface (e.g. work table or ground).
3. **NOTE:** Number marks are located at the back side of each segment.

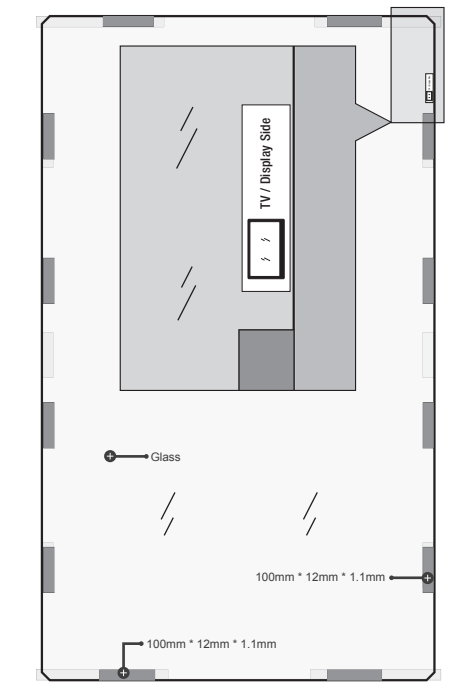


Back Side  
DIAGRAM 1

## 9 FINISHING ASSEMBLY



## 10.1 FIND TV/DISPLAY SIDE OF GLASS

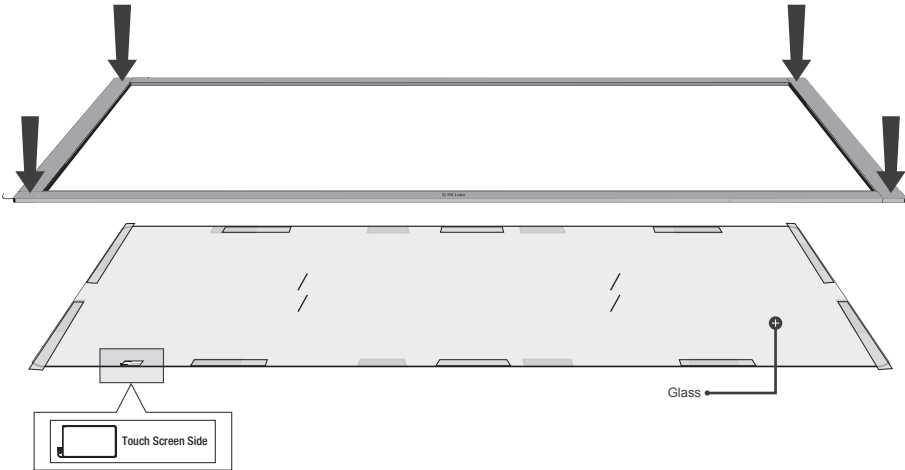


TV / Display Side  
DIAGRAM 4

## 10.2 BONDING OVERLAY AND GLASS

### Bonding Overlay and Glass:

1. Glass is optional and separately packaged. The method to apply the overlay adhesive tapes without glass is indicated in DIAGRAM 4.
2. Overlay adhesive tape is pre-bonded onto the touch screen side of glass as indicated below.
3. Remove liners of each pre-bonded tapes on the touch screen side of glass.
4. Align and place overlay onto glass.
5. Quantity of adhesive tapes is different upon the size of your overlay.



Bonding Overlay  
DIAGRAM 5

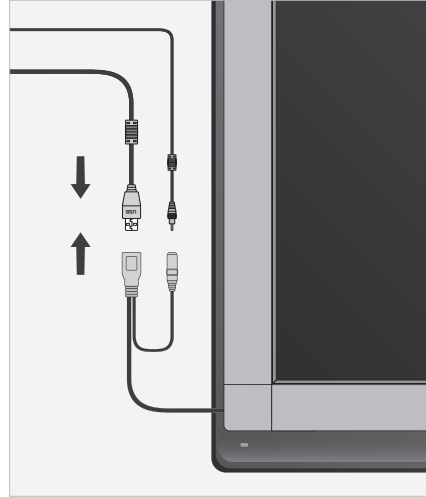
## 12 CONNECTING TO YOUR COMPUTER

### G5:

Plug the USB cable into your computer.

### G4:

Plug the USB cable and power cable into the sockets located at the lower left corner of the multi-touch overlay.



G4 Connecting to Your Computer  
DIAGRAM 8

## 13 INSTALLING PQ LABS MT DRIVER / PLATFORM

### Driver(optional):

Installing the driver will allow the computer and display to recognize the multi-touch overlay. Follow the simple instructions below to complete your installation.



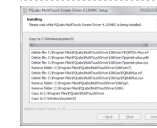
- Click "next" on the installation interface.



- It's very important to check both components to be installed: Driver and Platform.



- Designate the installation path.



- In a few minutes, installation of the Driver and Platform should be complete. You'll need to reboot your computer after installation.

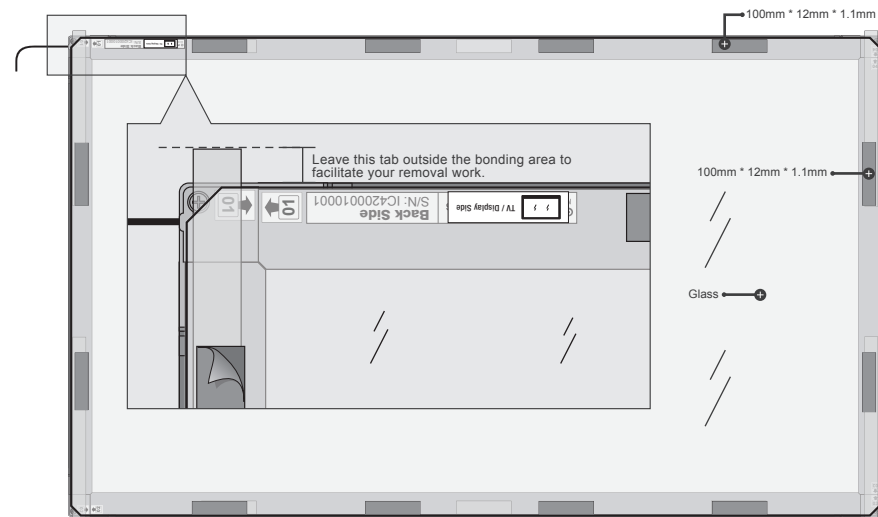


- Select "reboot now", and click "finish" to complete the installation.

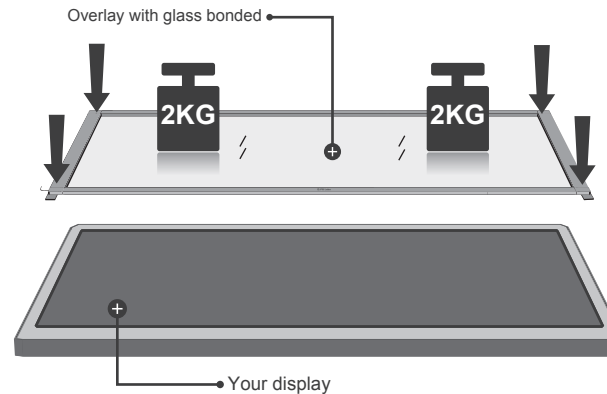
## 11 BONDING OVERLAY ONTO YOUR DISPLAY

### Before You Start:

1. Please remove liners on each glass adhesive tape before bonding overlay onto your display.
2. Please make sure your working temperature is higher than 21°C (70°F).
3. Please keep your bonding surface clean and dry to provide the best bond strength.



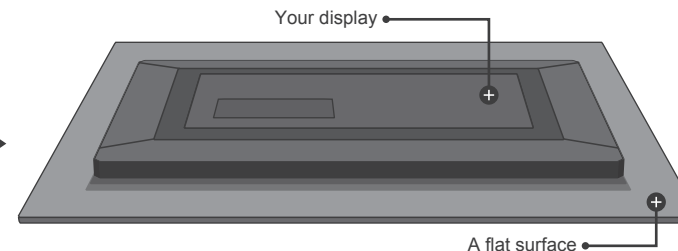
Bonding Overlay  
DIAGRAM 6



### Bonding Your Display:

1. Remove liners of each tape on the back side of the glass.
2. Align and place the glass bonded with overlay onto your display.
3. **IMPORTANT:** Exert a certain amount of pressure (e.g. 5kg) on the overlay where adhesives are applied, and ensure the adhesives settling on the overlay for at least 24 hours.

or



Bonding Your Display  
DIAGRAM 7

## 14 WARRANTY

### Product Warranty:

PQ Labs warrants its hardware against defects in materials and workmanship for a period of one (1) year from the date it is shipped to the customer. In the event a reseller purchases a product from PQ Labs and integrates it with a system, the warranty period begins on the original ship date from PQ Labs. Warranty is void when failure of the product results from an accident, abuse, misapplication, modification, unauthorized maintenance or repair by the customer. Hazards such as lightning and flooding, as well as neglect of voltage specifications are not covered under warranty.

### Warranty Repair:

The customer may return hardware covered by warranty for repair after getting an RMA number. Any product covered by warranty is repaired or replaced, free of charge. All repairs carry a 90 days warranty, which begins the day the repaired item is shipped back to the customer. If the original warranty expires before 90 days, the repair remains covered by warranty for the full 90 days.

### Non Warranty Repair:

The customer may return hardware that is not covered by warranty. A standard repair fee, specific to the product, is charged for any product that is repaired outside of the warranty period. Repairs performed on products out of warranty also carry a 90 days warranty, beginning the day the repaired item is shipped back to the customer.

### Buyer's Remorse Return Policy:

PQ Labs provides three days for customers to return their purchased item, unpacked, for any reason. A 15 percent restocking fee will be charged and the customer will be responsible for all shipping related fees. Customized units are not applicable for PQ Labs Buyer's Remorse Period.

## 15 FCC STATEMENT

PQ Labs products that display the FCC logo are marketed through the self-declaration process. These products do not have, and are not required to have, an FCC ID number. Instead of an FCC ID number, an FCC DOC logo will appear indicating this device complies with Part 15 of the FCC Rules, Class B. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

### Federal Communication Commission Interference Statement:

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

You may be required to complete an FCC 740 form for products entering the United States through customs. For products displaying the FCC logo, box 2 should be checked on the FCC 740 form. In the field titled "FCC ID" on the form, write in "DOC".