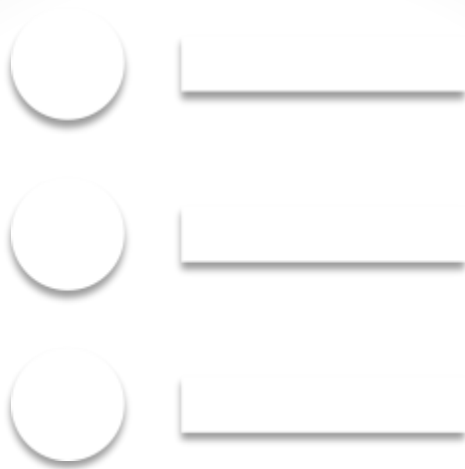




© 2010-2018 EasySystems Inc.

User's Guide



Contents



HOME : Click on the home icon in the bottom right corner to go to the 'Table of Contents' page.



Click to go to the topic of your desired table of contents.

01

Package Information

- 9 Package Information
- 10 - Unpacking the HiClass3D SmartSheet Package
- 11 - Check the HiClass3D SmartSheet Components

02

Attaching SmartSheet

- 12 Attaching SmartSheet
- 13 - Check the Size and Orientation
- 14 - Check Auxiliary Tools
- 16 - Attaching SmartSheet
- 20 - Finishing the work

03

Connecting Smartpen

- 21 Connecting Smartpen
- 22 - Installing Smartpen Driver [PenlabMgr]
- 24 - Installing Smartpen Driver ... [PenlabMgr]
- 34 Calibrating the screen with SmartSheet
- 34 - Information before setting up first



04

Using the Smartpen Manager

- 42 [System Tray Icon](#)
- 43 [Main Menu](#)
- 44 [- Find and connect your device](#)
- 50 [- Direct connection](#)
- 56 [- Modifying the stored information of a pen](#)
- 59 [- Configuration](#)
- 78 [- About](#)
- 81 [The name and operating status of the Smartpen](#)
- 81 [- The name of each part of Smartpen](#)
- 82 [- Operation status of Smartpen](#)
- 84 [FAQ](#)
- 86 [How to use your Smartpen safely](#)

05

HiClass3D : Getting Started

- 89 [Before use](#)
- 89 [Installation Requirements](#)
- 92 [Installing .NET Framework](#)
- 95 [Installing Visual C++ Redistributable](#)
- 98 [Installing X264vfw](#)
- 105 [Installing 3D Printing SDK](#)
- 110 [Installing HiClass3D](#)

06

Use of HiClass3D Program

- 125 [Glossary of terms](#)
- 126 [Basic Operation](#)
- 126 [- Click/Double Click/ Long Press](#)
- 127 [- Drag / Scroll / Pinch & Stretch](#)
- 128 [- Drag & Drop](#)
- 129 [- Four Different Types of Usage](#)



06

Use of HiClass3D Program

HiClass3D Configuration

Toolpad

- Pen and Marker
- Changing Color/Thickness & Eraser
- Execution mode
- Moving Page
- Undo/Redo
- Moving Toolpad
- Toolpad Popup Menu
 - Template Page
 - Add a Template Page
 - Grabber on Page
 - Clear Inks on Screen
 - Enable/Disable Toolpad Eraser
 - Cursor Type of Ink Mode
 - Auxiliary Board
 - Text to Speech
 - Hidden Toolbar
 - Hotkey to Windows
- Windows Popup Menu
 - Clear Inks on Screen
 - Cursor Type Is Ink/Pen
 - Grab Screen to New Page
 - Enable/Disable Toolpad Eraser
 - Return to HiClass

Main Menu

- Functions in the Main Menu
- Move location of Main Menu
- ScreenCam
- Annotation Object
- Annotation Context Menu
- Annotation Property Dialog
 - Insert QR / Data Matrix Code
 - Insert a Video File
 - Insert an Audio File
 - U3D/PRC 3D



06

Use of HiClass3D Program

- 298 [• Insert a Image File](#)
- 303 [• Insert a Simple Text](#)
- 312 [• Insert a Pop-up Memo](#)
- 315 [• Insert a Stamp](#)
- 320 [• Insert a ClipArt](#)
- 325 [• Insert an Animated GIF](#)
- 336 [• Record Ink Media](#)
- 343 [• Grabber On Screen](#)
- 346 [• TTS\(Text To Speech\)](#)
- 364 [• Attach File Annotation](#)
- 370 [• Connect Ink Tool](#)
- 378 [• Page Link](#)
- 383 [• Web/URL Link](#)
- 390 [- Create a Figure](#)
 - 392 [• Draw with a Pen](#)
 - 412 [• Mathematical Figures](#)
 - 416 [• Other Figures](#)
- 420 [- Eraser](#)
 - 423 [• Delete Selected Annotation](#)
 - 425 [• Clear Inks on Screen](#)
- 427 [- Selection Mode](#)
 - 428 [• Selecting and Moving Ink Strokes](#)
 - 433 [• Select or Move Annotation](#)
 - 436 [• Resizing Annotation](#)
 - 443 [• Undo & Redo](#)
- 446 [- Execution mode](#)
 - 449 [• Scrolling a Page in Execution mode](#)
 - 452 [• Running Annotation Features](#)
 - 456 [• 3D Annotation Features](#)
 - 459 [• Running Annotation Features](#)
- 461 [- Write with Pen Mode](#)
- 462 [- Write with Marker Mode](#)
- 463 [- Change Color](#)
- 466 [- Change a Line Thickness](#)
- 468 [- Template Page](#)



06

Use of HiClass3D Program

- 483 - Page Tool
- 484 • Background Color
- 486 • Background Image
- 488 • Clear Background
- 492 • Attach Page
- 494 • Move Page
- 497 • Duplicate Page
- 499 • Remove Page
- 501 - Toolbox
- 502 • Magic Eye
- 507 • Spotlight
- 512 • Magnifier
- 517 • Ruler
- 521 • Protractor
- 525 • Compass
- 530 • Stopwatch
- 534 - Auxiliary Features
- 535 • Minimize
- 537 • Auto Scroll
- 539 • Auto Page
- 543 • View Thumbnail
- 545 • Enter Presentation
- 548 • InkStrokes Player
- 551 • Setup Yellow Sticker
- 556 - GroupStudy



06

Use of HiClass3D Program

599	<u>Page Menu</u>
610	<u>Master Menu</u>
611	- <u>Functions of the Master Menu Buttons</u>
612	- <u>New Document</u>
614	- <u>Open Image Note</u>
618	- <u>Open PDF Note</u>
620	- <u>Open from NoteLibrary Manager</u>
622	- <u>Save PDF</u>
624	- <u>Save As PDF</u>
626	- <u>Save Current Page SaveAs</u>
628	- <u>Print</u>
630	- <u>Print Current Page</u>
634	- <u>Import doc/ppt Document</u>
638	- <u>Setup Configuration</u>
640	- <u>Hidden/Visible Toolpad</u>
642	- <u>HiClass3D Information</u>
645	<u>HiClass3D Product Information</u>





01. Package Information

Package Information

Unpacking the HiClass3D SmartSheet Package

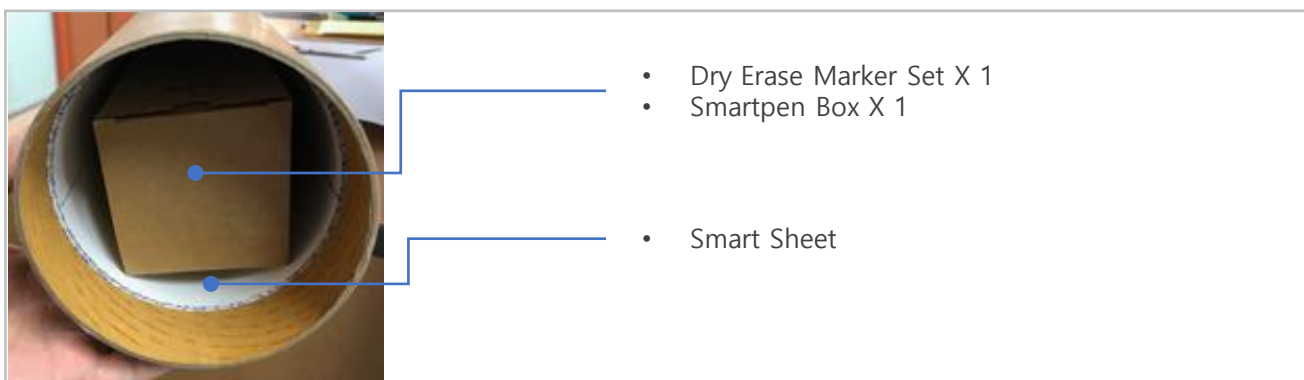
- 1 Appearance of the package: It is shipped in circular tube basket of size 130Cm x 12Cm.



- 2 Please note that it is impossible to return the product due to simple remorse after opening.



- 3 Check the internal components after opening.



Check the HiClass3D SmartSheet Components

1 Smart Sheet



2 SmartPen, Dedicated Dongle, Rechargeable Cable, Replacement Pen Tip(Smartboard or Ball Pen)



3 Dry Erase Marker(Black, Red and Blue), Eraser, Surface Cleaner, Plastic scraper



The components may differ from the pictures and may be changed without prior notice.



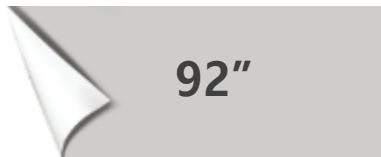


02. Attaching SmartSheet

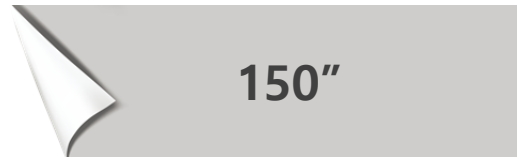
Attaching SmartSheet

Check the Size and Orientation

1 Check the size of the SmartSheet.



2000mm x 1200mm



3600mm x 1200mm

2 Check the surface of the SmartSheet.



If the surface of the SmartSheet (pattern printed surface) is damaged or dirty, it must be replaced.

3 Spread the SmartSheet and check that the sticker is attached as shown below.



Check Auxiliary Tools

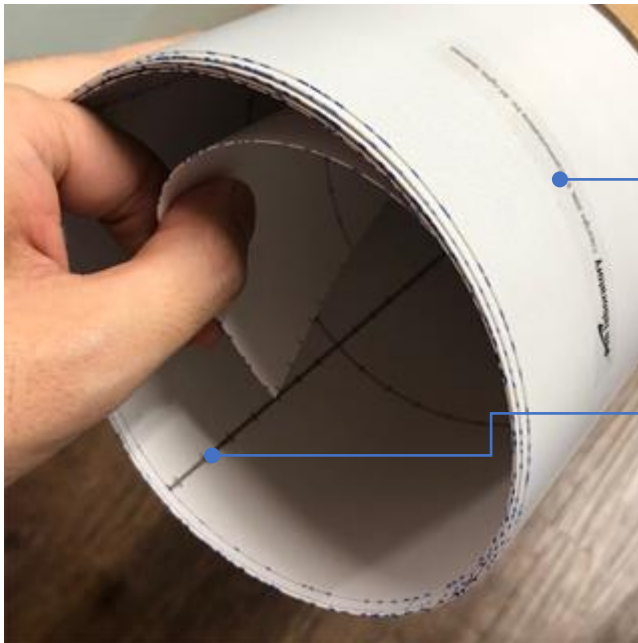
- Plastic scraper : For removing air bubbles after attachment.
- Sprayer : Used to spray water on the surface of the SmartSheet and the surface to be attached.
- Cutter Knife : Used to cut the sheet to fit the mounting surface.
- Dry Towel: Used to remove water around the sheet after attaching the SmartSheet.
- Ruler : Used for cutting.
- Tape Measure : Used to measure the size of the mounting surface.



The plastic scraper is included in the product, and the items other than plastic scraper must be prepared by hand.

Preparation.

- 1 Measure the size of the location where the Smart Sheet is to be attached and cut the sheet.



- Be careful not to cut the sticker when cutting sheet paper.

- The length of the back of the sheet is indicated in 1Cm increments. At the time of cutting, you must check the entire length and cut it.



2 Wipe it cleanly so that there is no foreign matter on the side where the sheet will be attached.



If you attach a sheet of paper with foreign matter such as dust on the surface to be attached, it may cause convexity, so please wipe the surface as smoothly as possible.

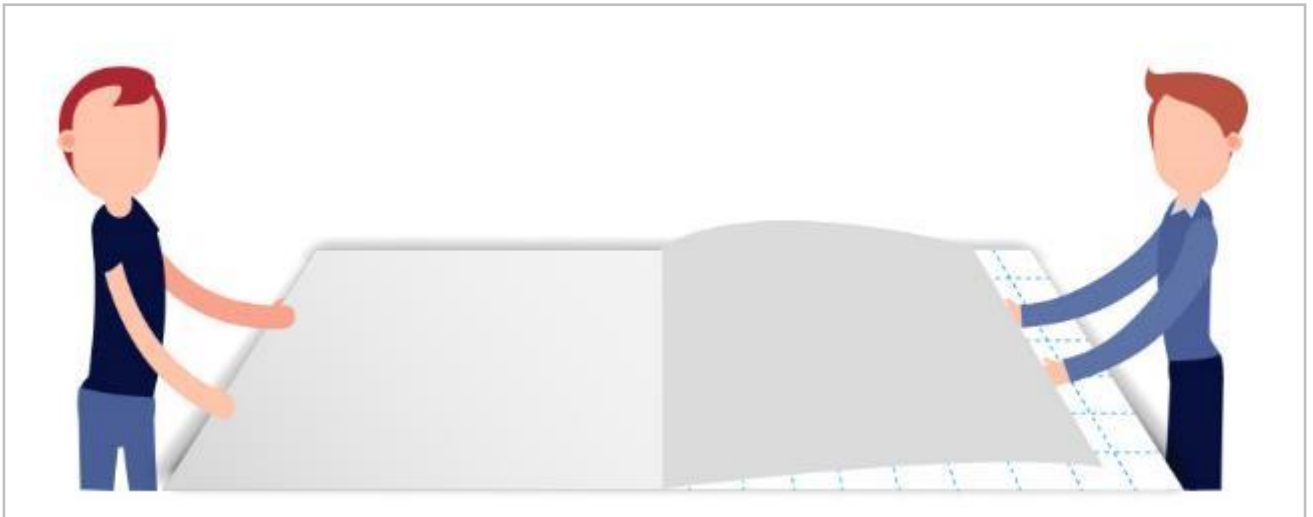


Attaching SmartSheet

- 1 Spray water evenly over the entire surface to which the sheet will be attached using a sprayer.

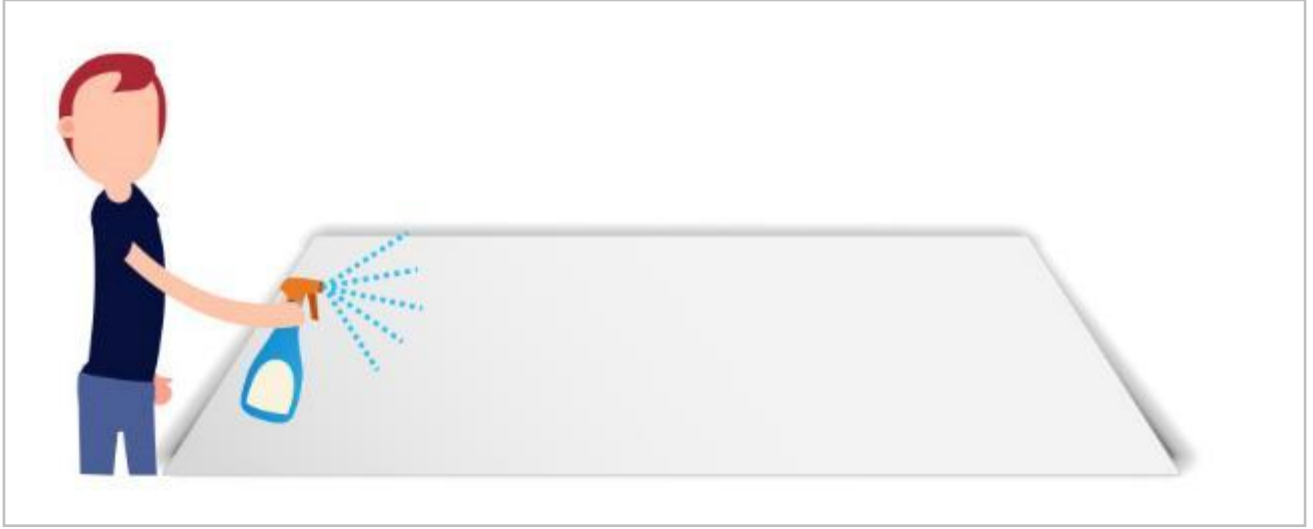


- 2 Place the sheet on a flat surface with the print side facing down and remove the protective sheet.



The sheet is lightweight and can be easily folded. When removing the protective paper, be careful not to fold the paper sheet. Working alone can be very difficult. It is recommended that the two work together. One holds the sheet and the other slowly pulls and removes the adhesive backing as much as possible to keep it level with the ground.

3 Spray water evenly on the Smartsheet where the protective paper has been removed.



4 Be careful of wrinkles and more than one person move carefully to the attachment surface.

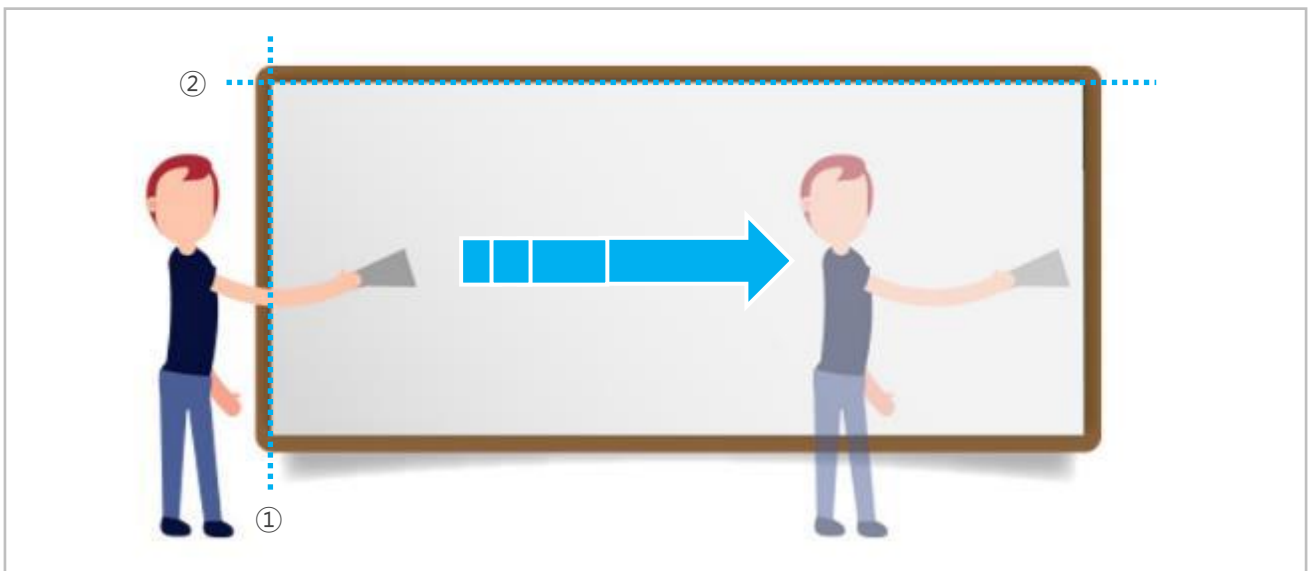


When viewed from the front, attach the SmartSheet so that the sticker is positioned at the upper left corner.

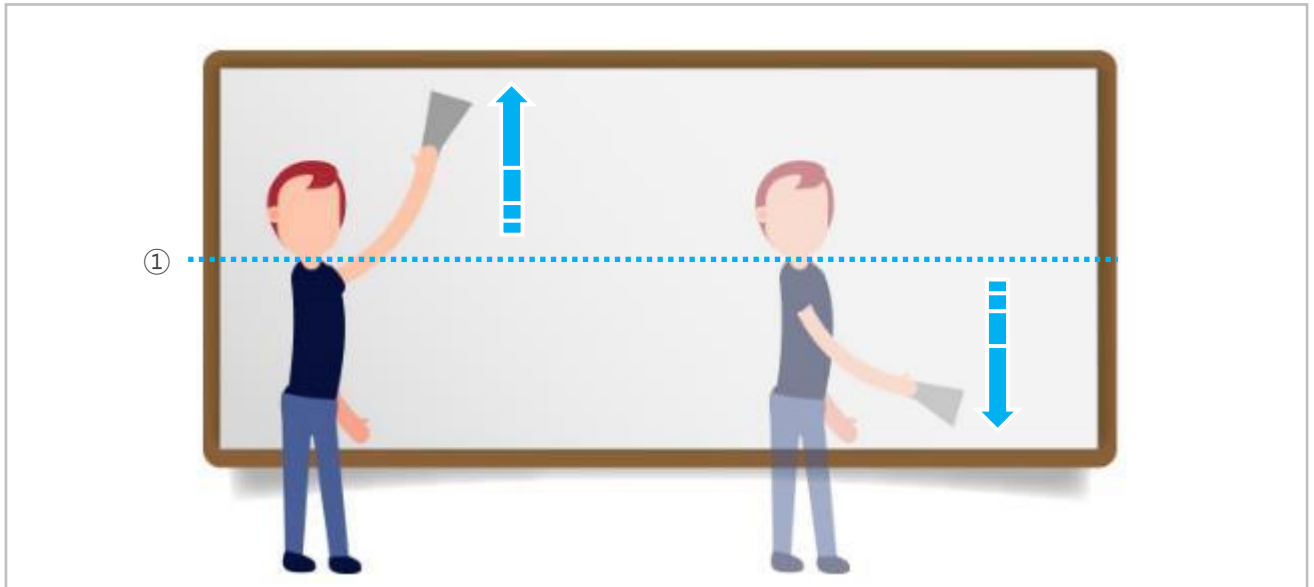
- 5 After carefully aligning the top and bottom of the left side as shown in the figure below, the other person should be held in a horizontal position so that the sheet does not touch the mounting surface.



- 6 If the left side of the sheet is attached ① perpendicularly to the mounting surface, check ② the level of the right side of the smart sheet with the mounting surface and push the center of the sheet straight from left to right using a plastic scraper.



- 7 Use plastic scraper to tighten from bottom to top, top to bottom with respect to
① the center line of the attached sheet.



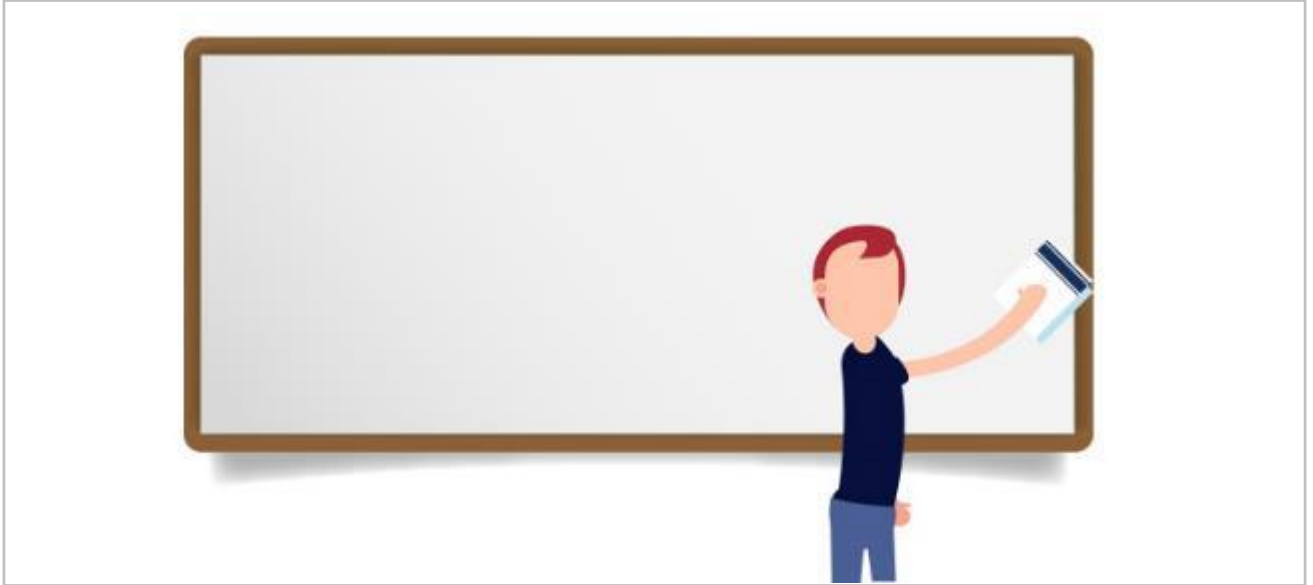
- If you spray enough water on the sheet and the mounting surface, you can easily re-peel it and correct the exact location.
- The ends of the plastic scraper can be sharp, so be careful not to damage the sheet when pushing.
- Be sure to thoroughly check for any air bubbles and remove the air bubbles completely.
- If there is water left on the edge, the sheet on the attachment side may be lifted, so please thoroughly clean the water.



Attaching SmartSheet

Finishing the work

- 1 Wipe the area around the sheet and attachment surface with a dry towel.



If the sheet is out of the mounting surface, use a cutter knife to cut to the outside line of the mounting surface.

(There is no problem with the function even if you do not cut the sheet.)





03. Connecting Smartpen

Installing Smartpen Driver [PenlabMgr]

What is 'PenlabMgr' ?

To use the Smartpen on HiClass3D SmartSheet or Windows operating system, you need to install the Smartpen driver. The name of this driver is 'PenlabMgr' and contains a program that can control the Smartpen.

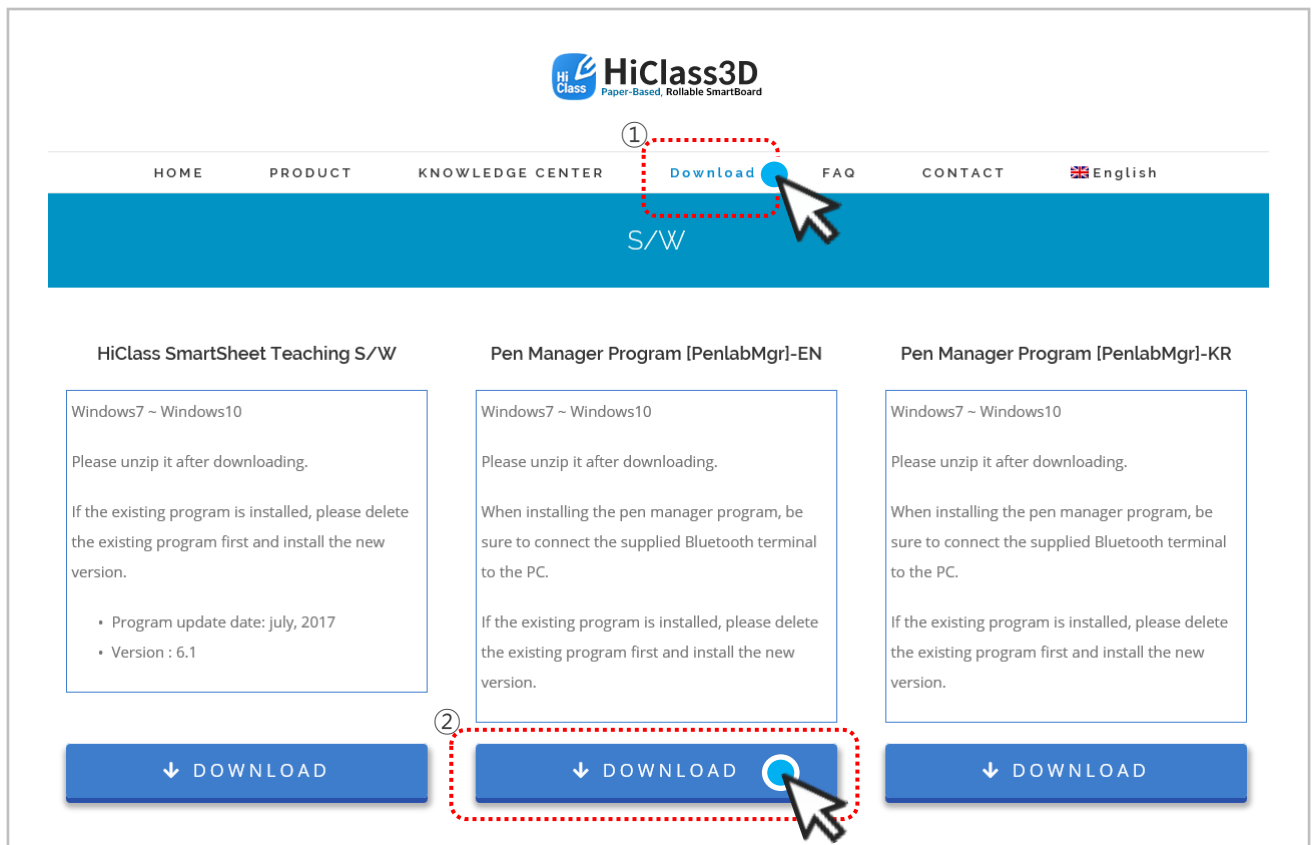
You can download it from HiClass3D.com homepage.

Notices before installing PenlabMgr.

- Depending on the version of the product in use, there may be differences in function.
- It is based on a version that works on Windows10.

Download PenlabMgr

- 1 Click the ①'Download' menu on the HiClass3D.com homepage and click the ②'Download' button for the English version of PenlabMgr.



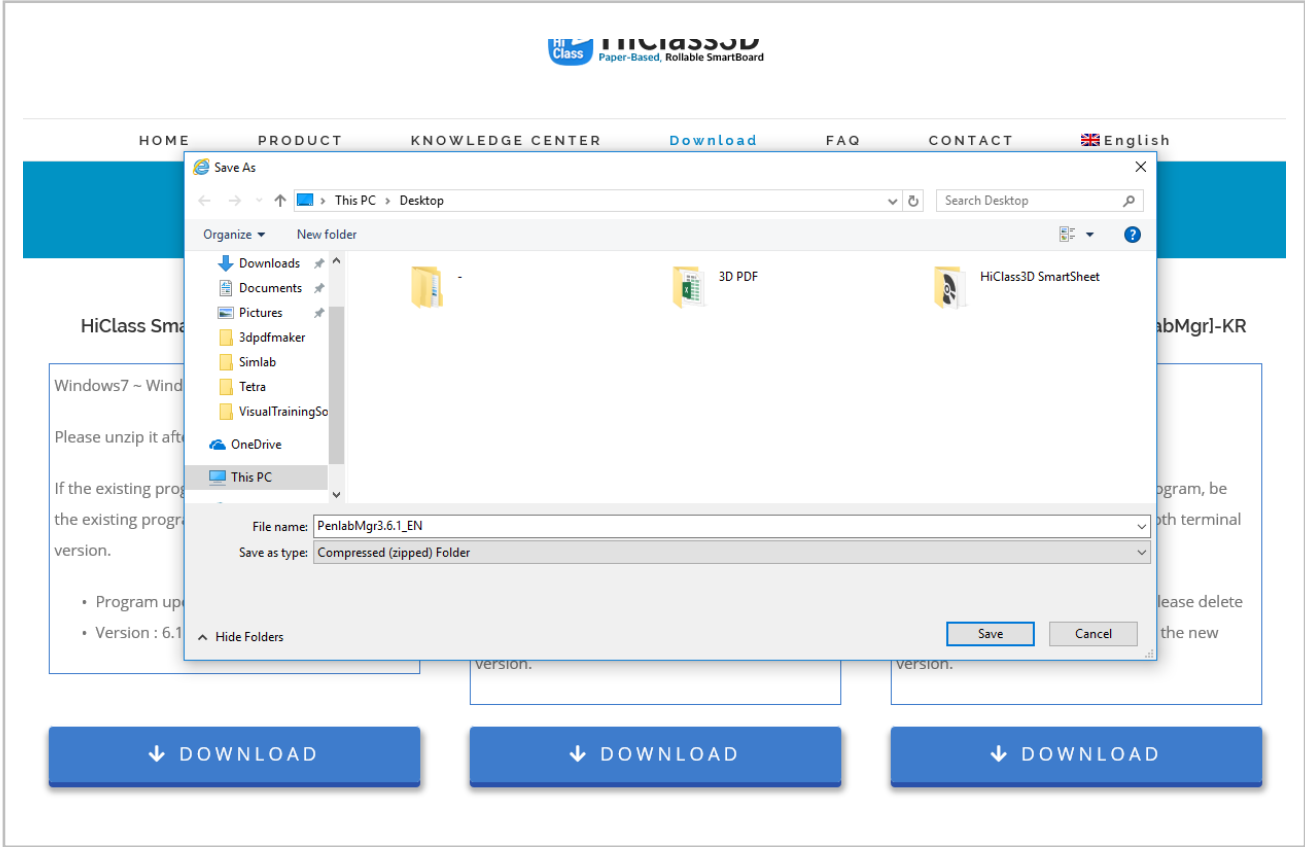
The screenshot shows the HiClass3D.com homepage. At the top, the logo "HiClass3D Paper-Based, Rollable SmartBoard" is displayed. Below the logo is a navigation bar with links: HOME, PRODUCT, KNOWLEDGE CENTER, **Download** (circled with a red dashed line and labeled ①), FAQ, CONTACT, and English. Below the navigation bar is a large blue banner with the text "S/W".

Below the banner, there are three columns of software information:

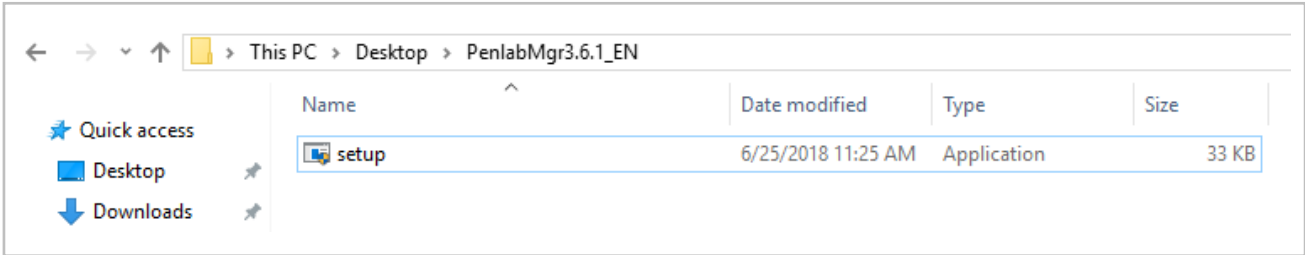
- HiClass SmartSheet Teaching S/W**: Windows7 ~ Windows10. Please unzip it after downloading. If the existing program is installed, please delete the existing program first and install the new version. Program update date: July, 2017. Version : 6.1. A blue "DOWNLOAD" button is at the bottom.
- Pen Manager Program [PenlabMgr]-EN**: Windows7 ~ Windows10. Please unzip it after downloading. When installing the pen manager program, be sure to connect the supplied Bluetooth terminal to the PC. If the existing program is installed, please delete the existing program first and install the new version. A blue "DOWNLOAD" button (circled with a red dashed line and labeled ②) is at the bottom.
- Pen Manager Program [PenlabMgr]-KR**: Windows7 ~ Windows10. Please unzip it after downloading. When installing the pen manager program, be sure to connect the supplied Bluetooth terminal to the PC. If the existing program is installed, please delete the existing program first and install the new version. A blue "DOWNLOAD" button is at the bottom.



2 Download the PenlabMgr.zip file to the desired folder location.



3 Unzip the downloaded PenlabMgr.zip file.



Installing Smartpen Driver ... [PenlabMgr]

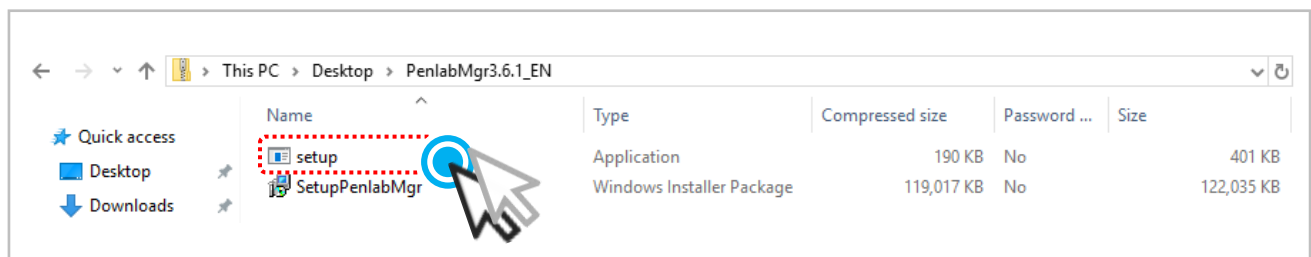
Installing PenlabMgr

- 1 Connect the Bluetooth dongle to the USB port of the PC you want to install.

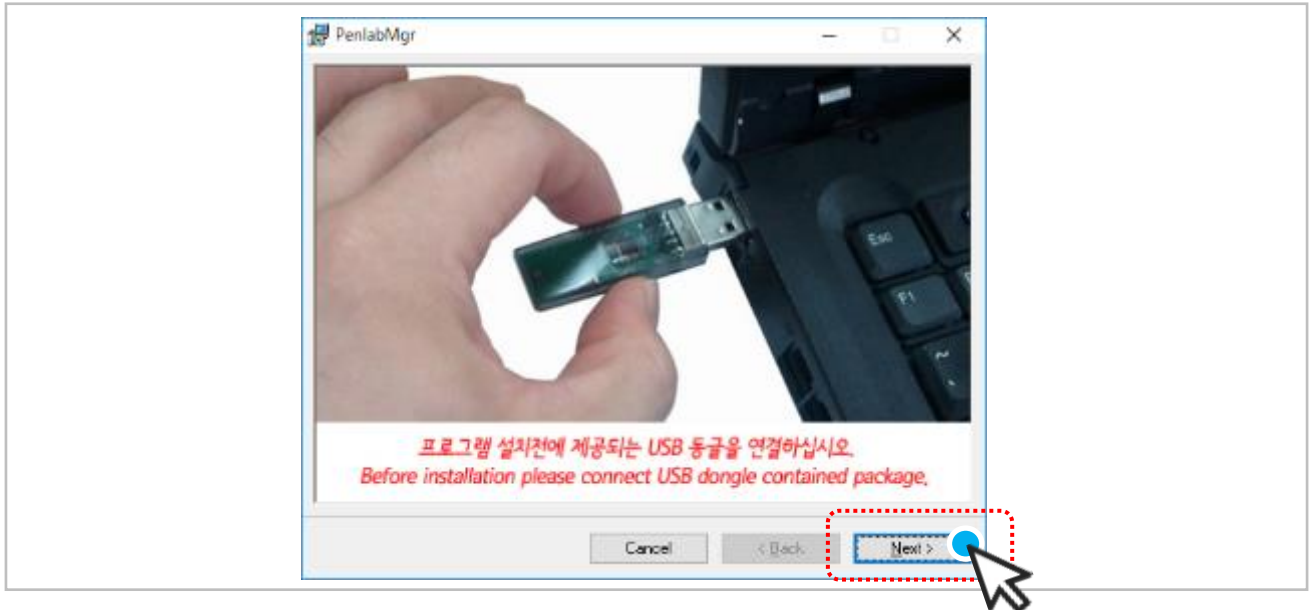


You must first connect the Bluetooth dongle to the USB port before proceeding with the installation.

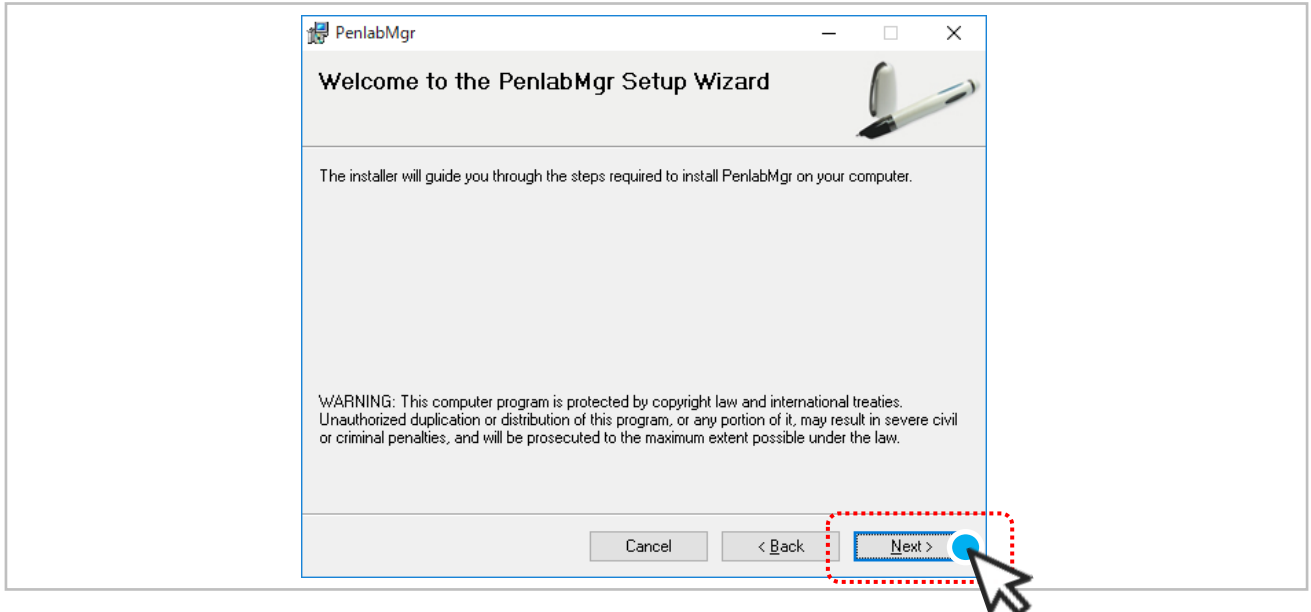
- 2 Double-click 'setup.exe' in the folder where you unzipped the PenlabMgr.zip file to run the installation.



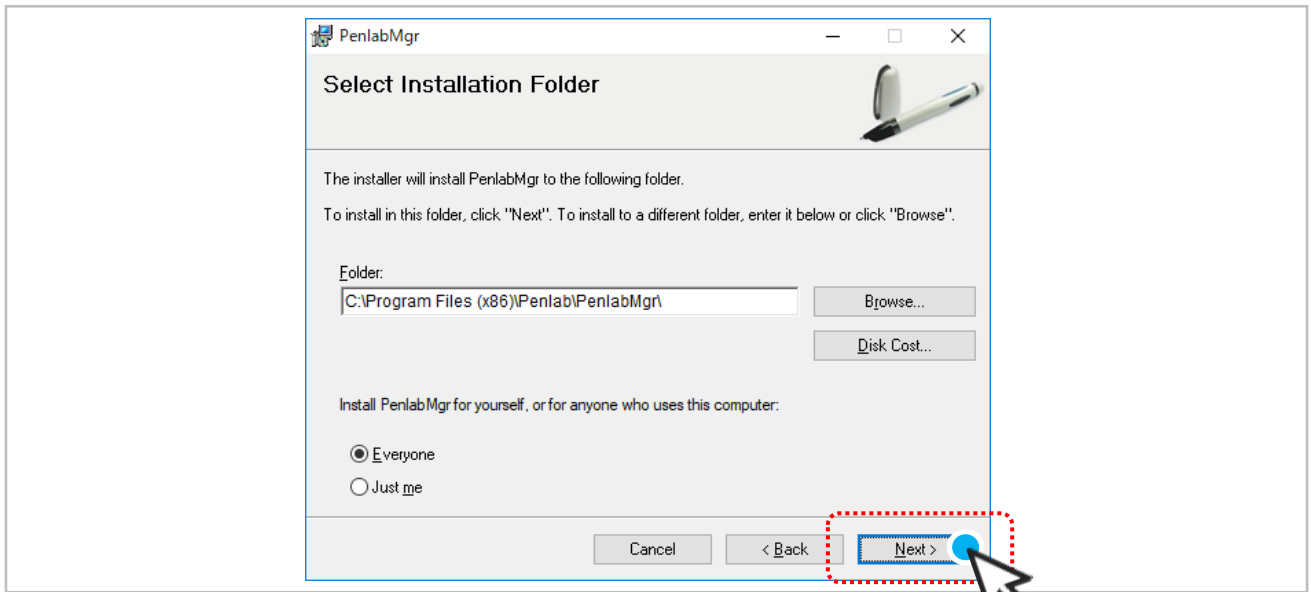
3 Click "Next" button to continue with the installation.



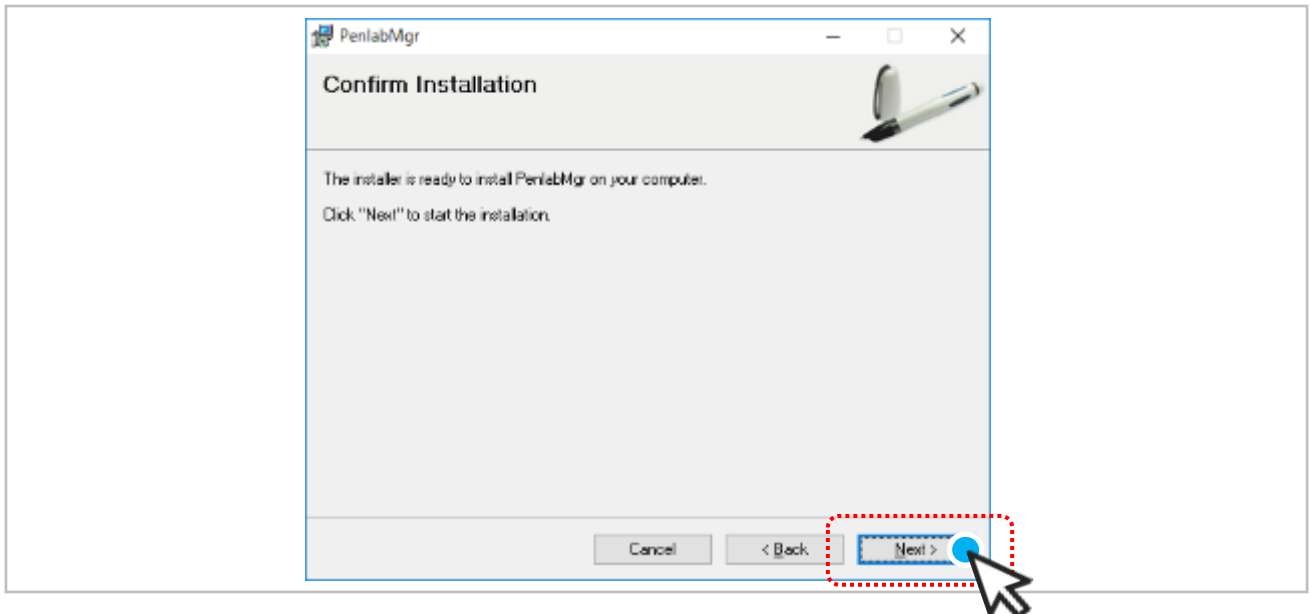
4 Click "Next" button to continue with the installation.



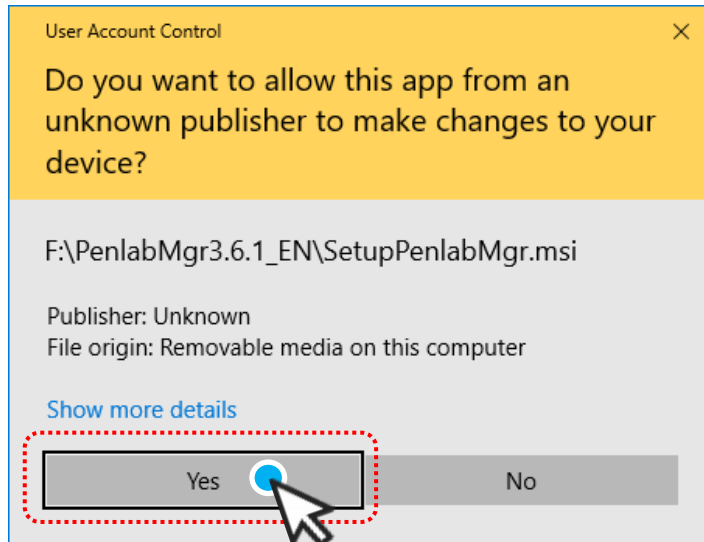
- 5 Select the folder where you want to install the program. Click [Next] button to continue with the installation.



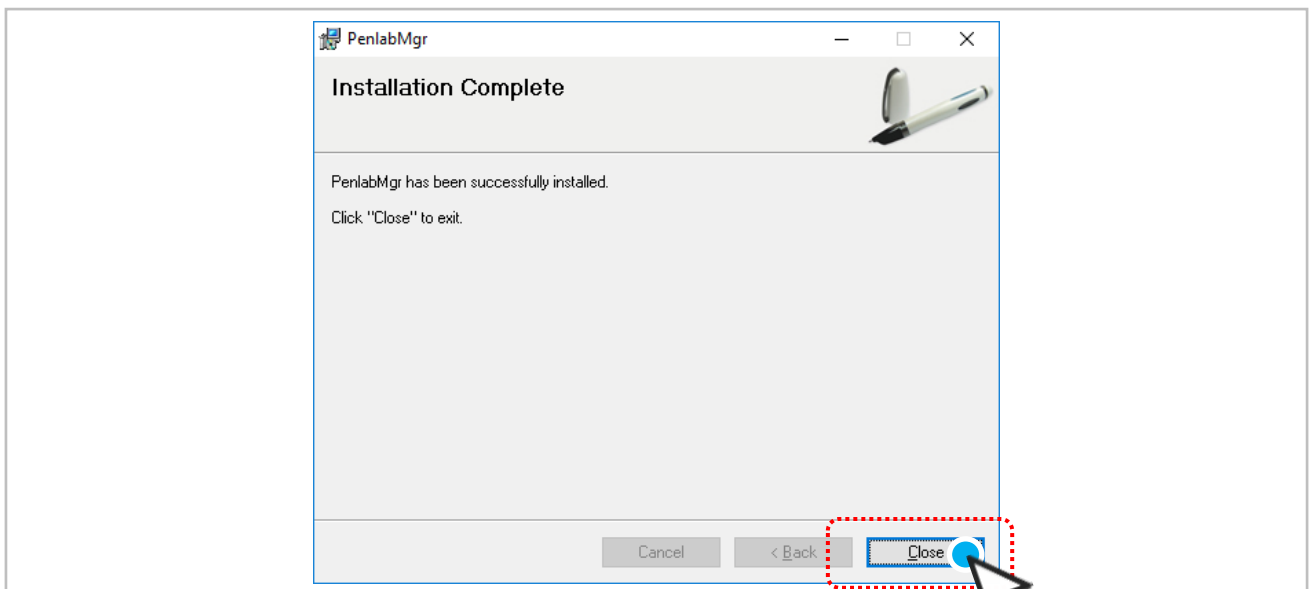
- 6 Click [Next] button to continue with the installation.



- 7 When the confirmation message appears as shown in the figure during installation, click [Yes] to proceed with the installation.



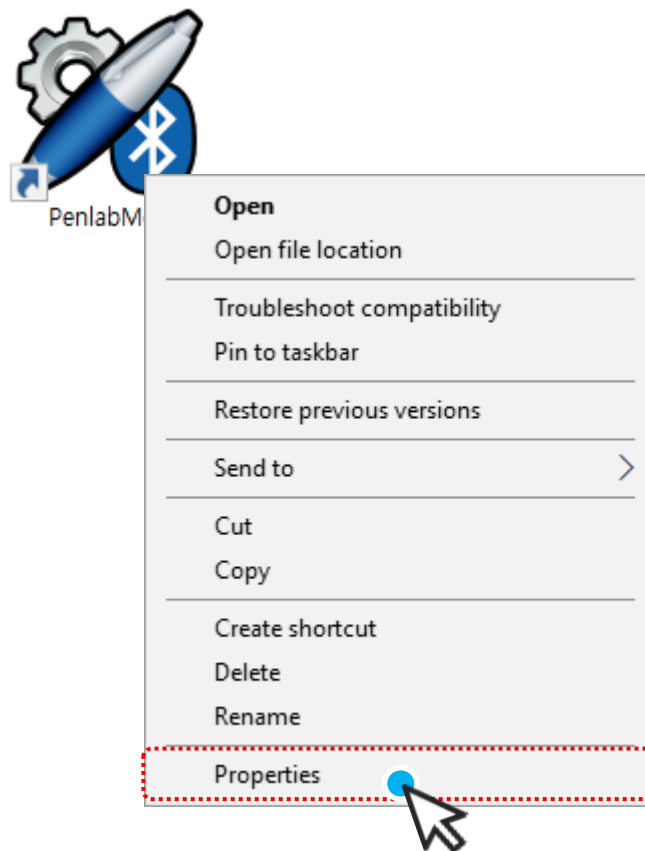
- 8 In the Installation Complete window, click Close to complete the installation.



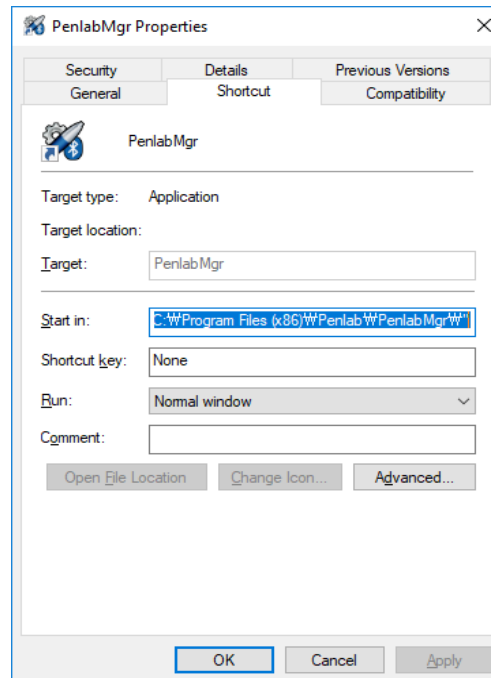


After the installation of PenlabMgr is completed, you need to set the Windows compatibility settings to run PenlabMgr functions.

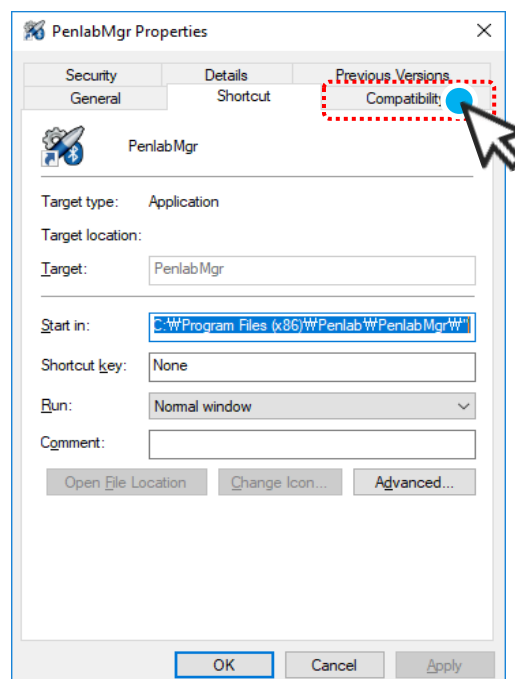
- 1 Right-click on the PenLabMgr shortcut icon on the desktop and click the [Properties] button on the menu that appears.



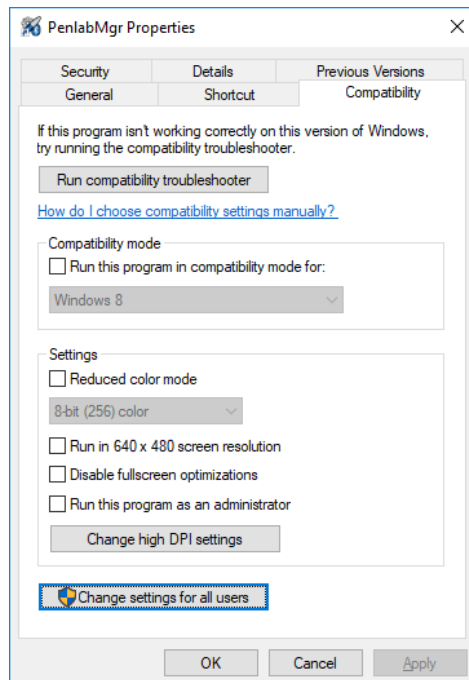
2 The Properties window appears.



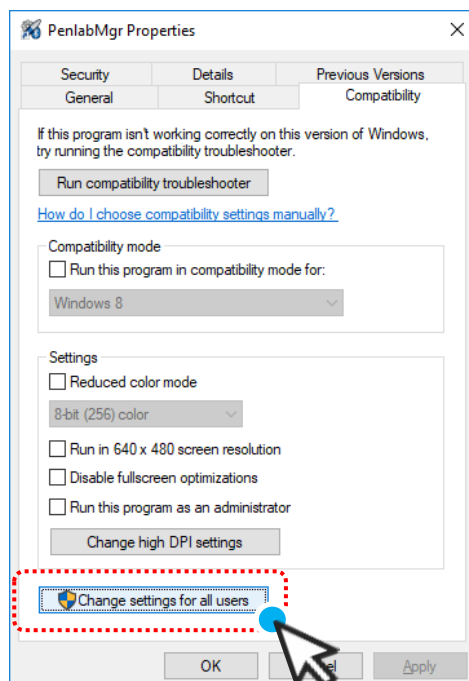
3 In the Properties window, click the [Compatibility] tab.



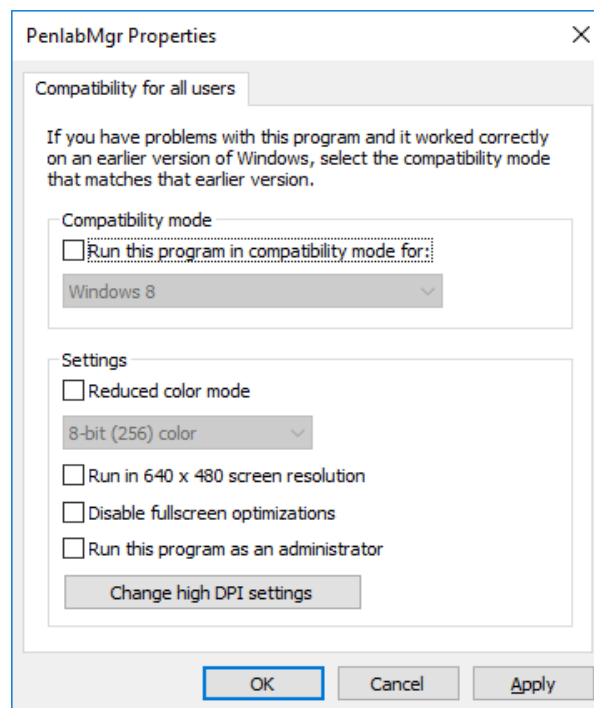
4 The [Compatibility] screen will be displayed.



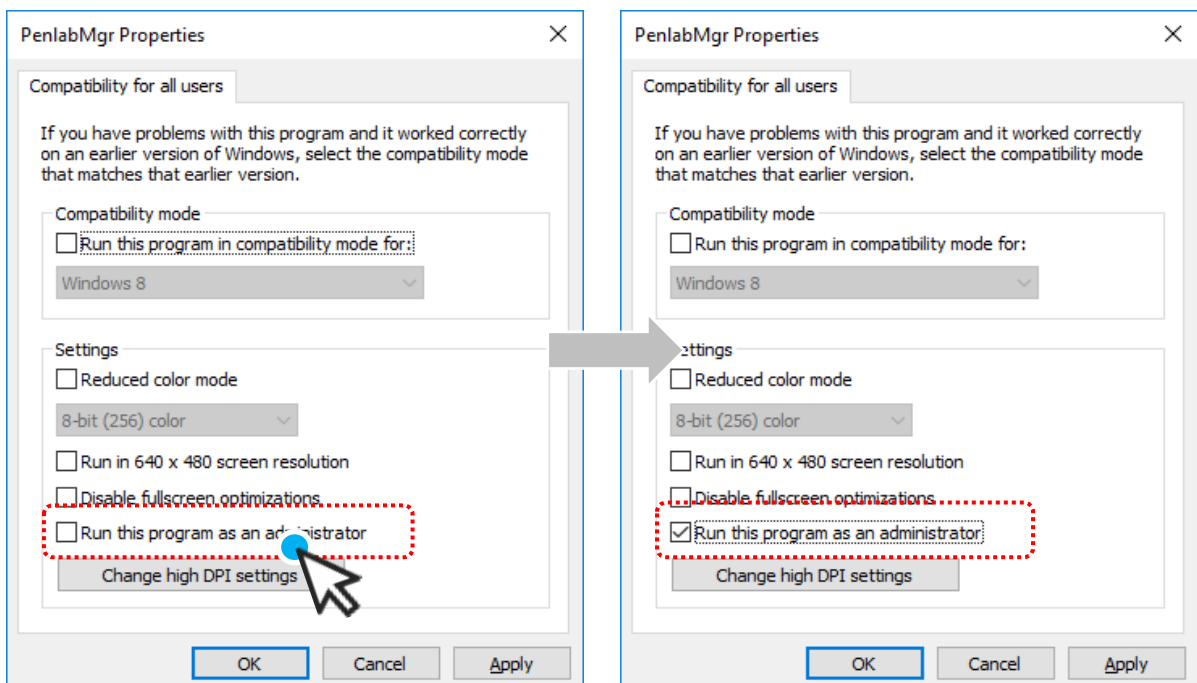
5 Click the [Change Settings for All Users] button at the bottom.



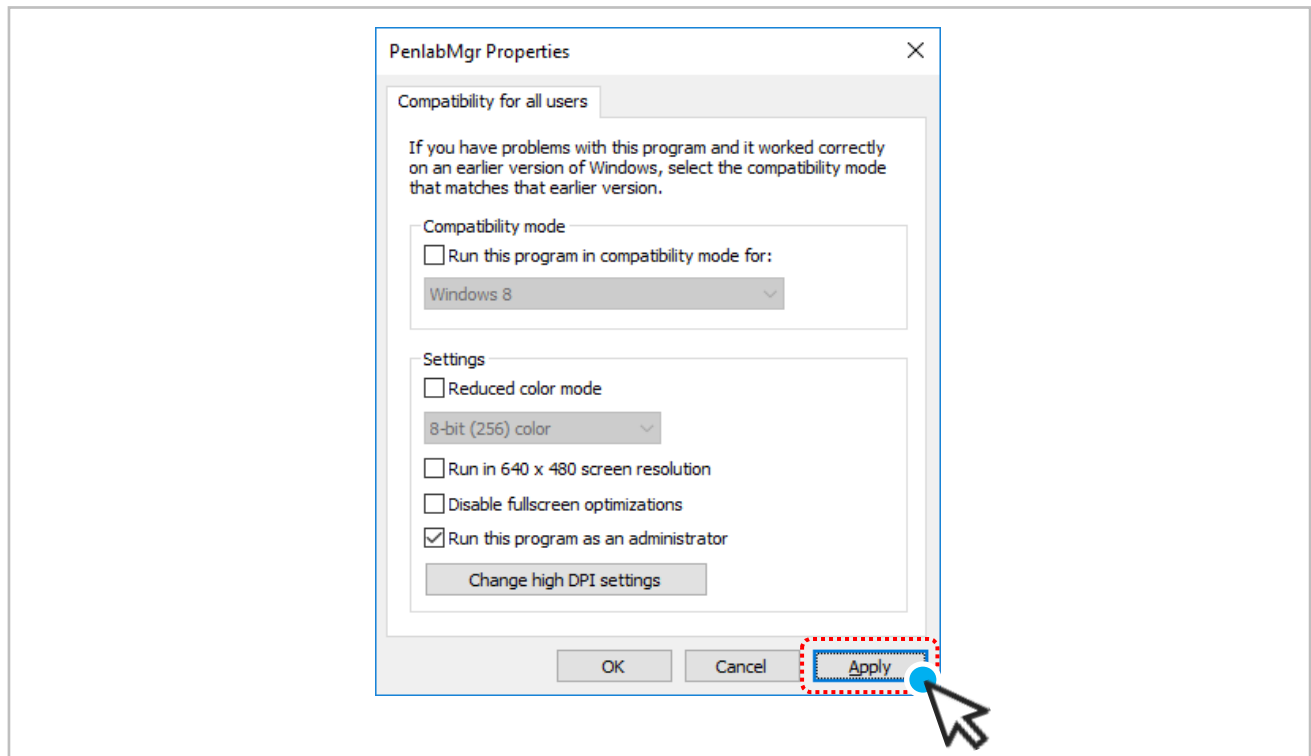
6 A window appears where you can set compatibility for all users.



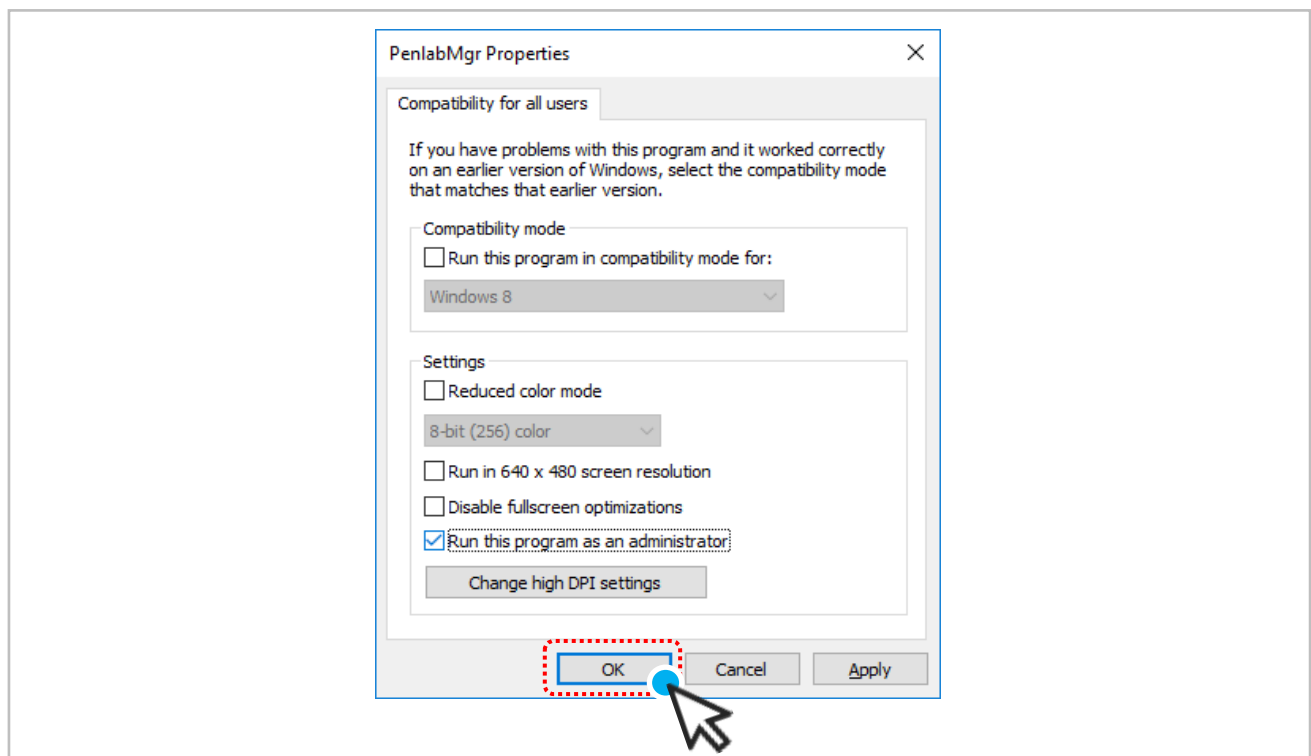
7 In the [Settings] section, select [Run this program as an administrator].



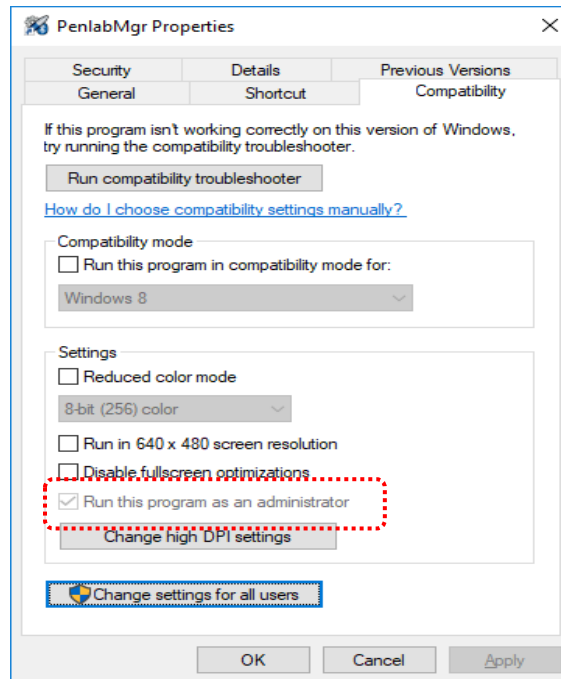
8 Click the [Apply] button with the mouse.



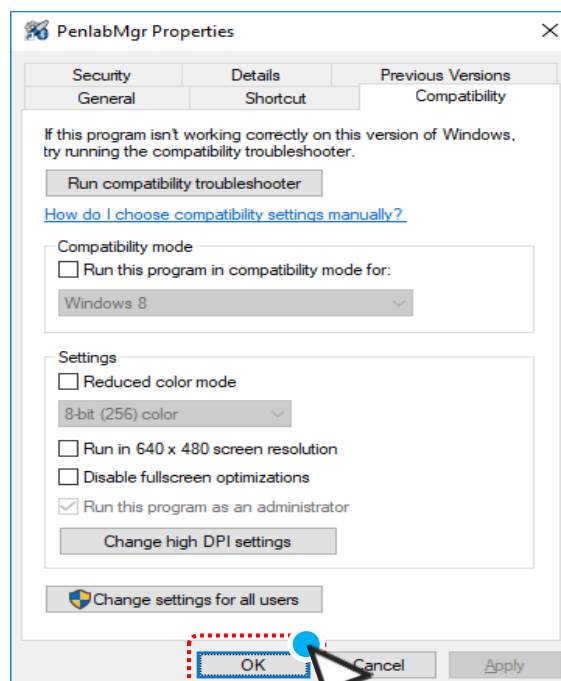
9 After the application is completed, click the [OK] button with the mouse.



- 10 The settings are applied and the Compatibility for All window is closed. In the [Settings] section, you can check that [Run this program as an administrator] is checked.



- 11 Click [OK] button to finish all settings.



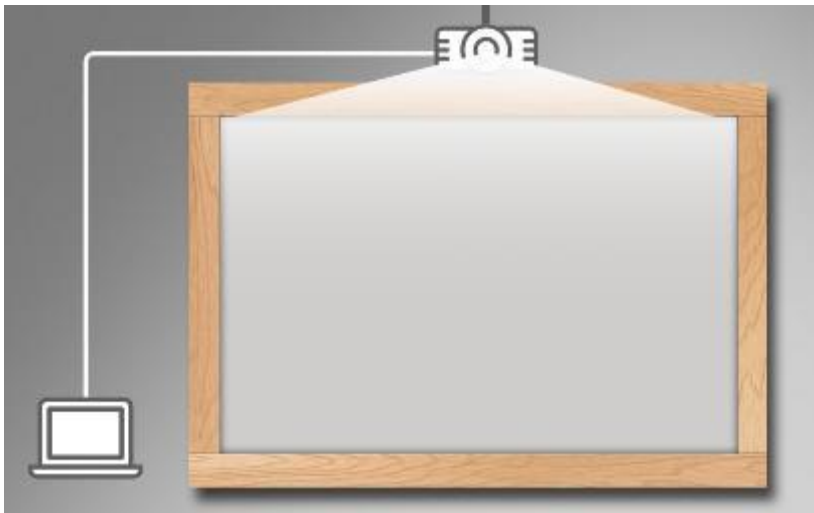
Calibrating the screen with SmartSheet.

Information before setting up first

- When using for the first time, initialization process such as screen setting and Bluetooth connection is necessary.
- The Smartpen is designed to work with the dedicated Bluetooth dongles provided.
- The Smartpen Bluetooth is not compatible with a regular Bluetooth dongle or a Bluetooth device built into your notebook.
- The user must use a dedicated Bluetooth dongle provided.
- Usage is based on Windows10 operating system.
- It is based on using a beam projector, not a regular monitor.

Starting the initial connection process

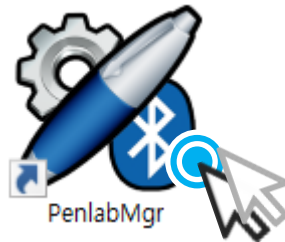
- 1 Connect the computer and the beam projector, and turn on the power.



2 Connect the provided dedicated Bluetooth dongle to the USB port of your PC or notebook.



3 Double-click the PenlabMgr icon on your desktop to run it.



If you do not insert the Bluetooth dongle into the USB port, you will see the message "Please reconnect Bluetooth dongle and try again" and PenlabMgr will be executed but it will not work normally.



- 4 If you double-clicked the PenlabMgr icon on the desktop, it will be displayed as a ① red pen icon on the bottom right of the screen (system tray).



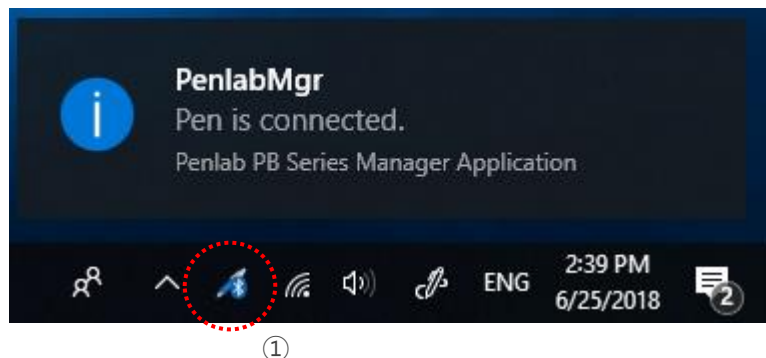
- 5 Press and hold the power button on the Smartpen for 3 seconds to turn on the Smartpen.



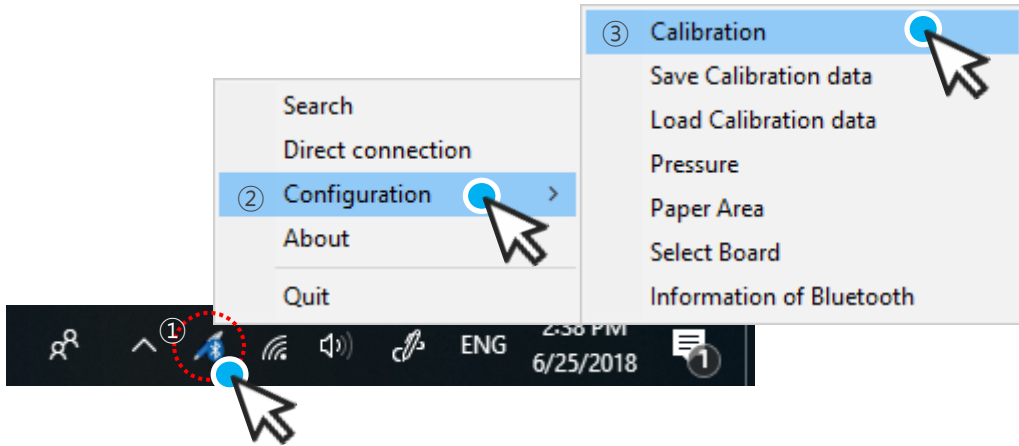
- 6 When the Smartpen is turned on, the red and blue LEDs will blink with the vibration and will go into the standby mode.



- 7 After waiting a few seconds, the Smartpen will automatically connect and the message 'Pen connected' will appear. In addition, ① Smartpen icon in the system tray turns blue.



- 8
- ① Click the Smartpen icon on the system tray to execute
 - ② Configuration →
 - ③ Screen calibration.



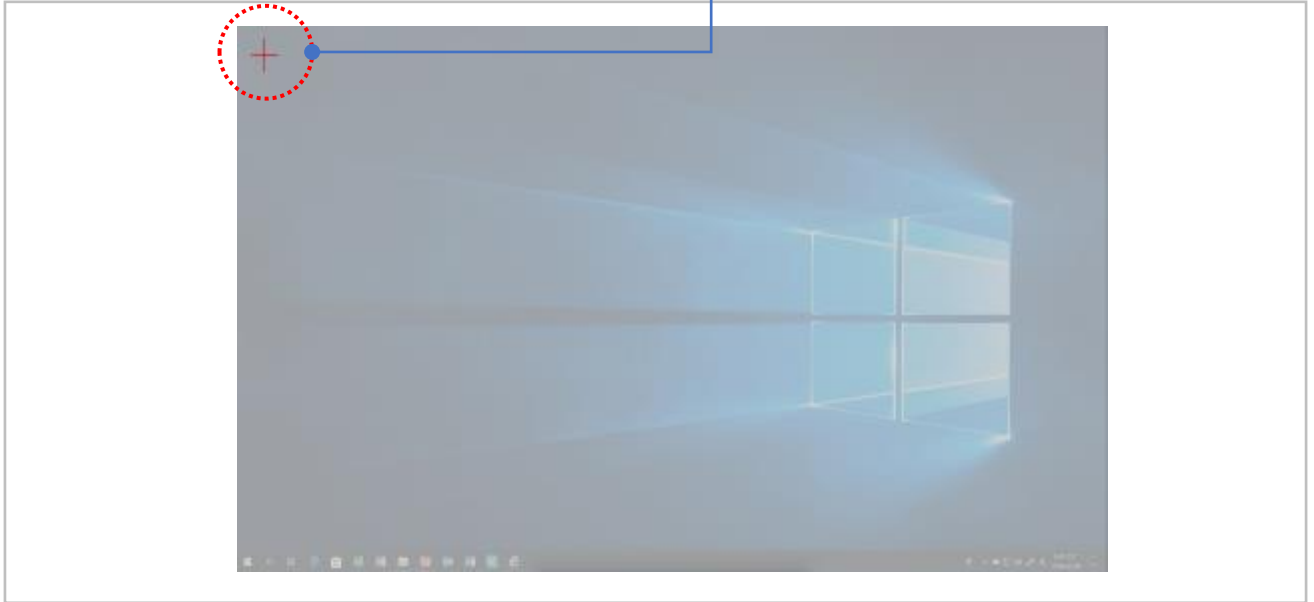
In order to match the screen coordinates of the position pointed by the Smartpen on the screen displayed by the beam projector, the screen calibration setting process is absolutely necessary.



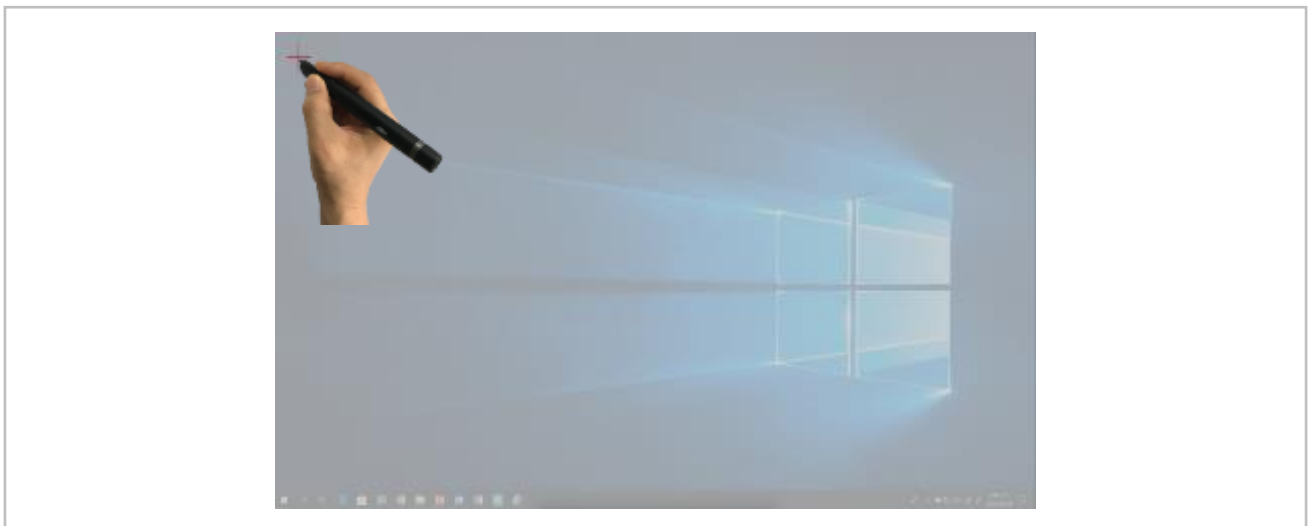
The screen calibration setting can be done only once when the SmartSheet and the beam projector are fixed.
If the position of the beam projector, etc. is changed, the screen calibration setting must be set again.
The screen calibration setting information is stored in the PC, so you need to set the screen again even if you replace the PC.



- 9 When the screen calibration setting is executed, + sign appears above the left side of the translucent screen.



- 10 Click on the center of the + sign with your Smartpen exactly once. When clicked, the following + mark appears sequentially, and click the center of each one in the order in which 12 cross marks appear in total.

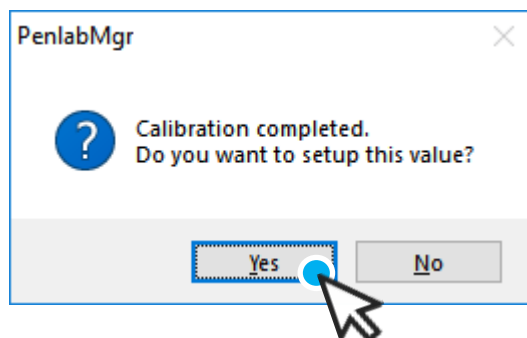


If you can not precisely click on the center of the + sign or click the wrong place while you are performing the screen calibration setup, press the ESC key on the keyboard to cancel the screen calibration setting.

After canceling, execute the screen calibration setting step again from the beginning.



- 11 When the screen calibration setting is completed, click [Yes] to finish the screen setting.



Screen calibration settings can be set only when the Smartpen is connected.

If you feel an error between the Smartpen and the screen after setting up the calibration, you can reset it from the beginning and make it exactly match.





04. Using the Smartpen Manager

Using the Smartpen Manager

System Tray Icon

The PenlabMgr (Pen Manager program) appears in the system tray of the taskbar. Depending on the color of the Smartpen icon, you can see the connection status of your Smartpen.

No Smartpen is connected – Red Icon

Indicates that the PC and Smartpen are not connected via Bluetooth. In this case, you can try to connect your Smartpen with Bluetooth at any time.



More than one Smartpen is connected – Blue Icon

Indicates the normal state that the PC and Smartpen are connected by Bluetooth. Up to seven pens can be connected to one dongle. At this time, the first connected Smartpen will be designated as Windows Stylus and will be available when using all the software of the operating system. In other words, the Smartpen that is connected first is automatically connected to the HID device and becomes the stylus, and the remaining Smartpen becomes the client Smartpen which controls the input using the Windows API.



The dongle is not inserted – Gray Icon

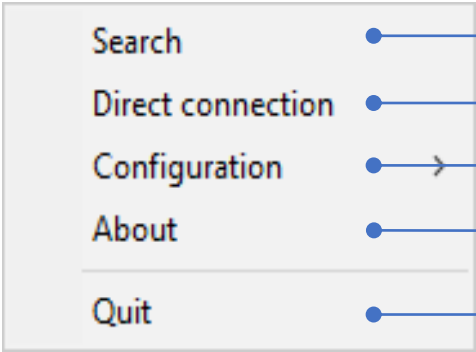
The Bluetooth dongle is not connected to the USB port or the SmartPen Manager program is not running properly. In this case, exit the PenlabMgr program and connect the Bluetooth dongle to the USB port and run the program again.



Main Menu

Main Menu

In the Pen Manager program, you can search for devices and set preferences.
When you click the Pen Manager icon on the taskbar, the main menu appears.

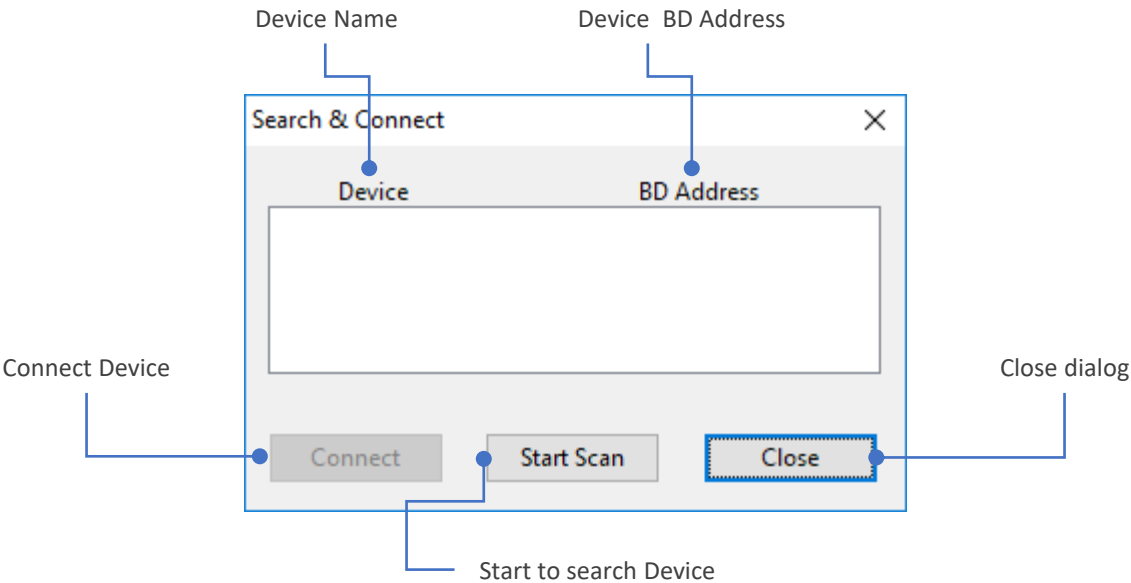


- Search for nearby Smartpen with power on.
- Once you pair (connect), a list is created. Select the device you want to connect from the list to connect the Smartpen.
- You can set the screen or Smartpen pressure value and others.
- You can check the information of the Smartpen manager program.
- Terminate PenlabMgr program execution.

Search

You can search for a Smartpen that can connect to your PC.
Once the connection is established, the Smartpen and the Bluetooth dongle can be connected automatically without any additional connection setting.

Device Search Dialog

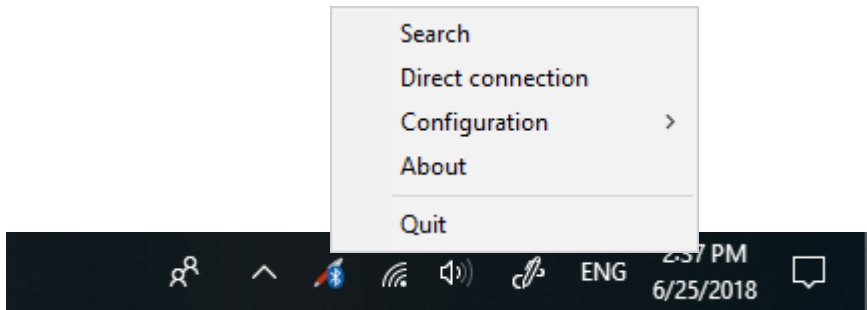


Find and connect your device.

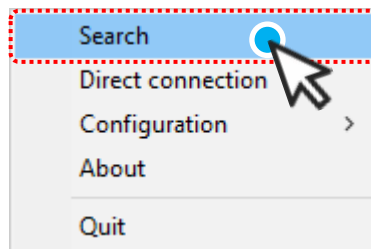
1 Click the Smartpen Manager icon on the taskbar.



2 The menu appears.



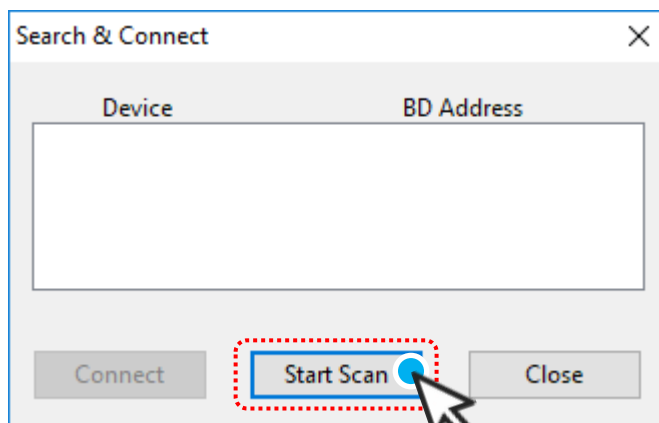
3 Click the [Search] menu.



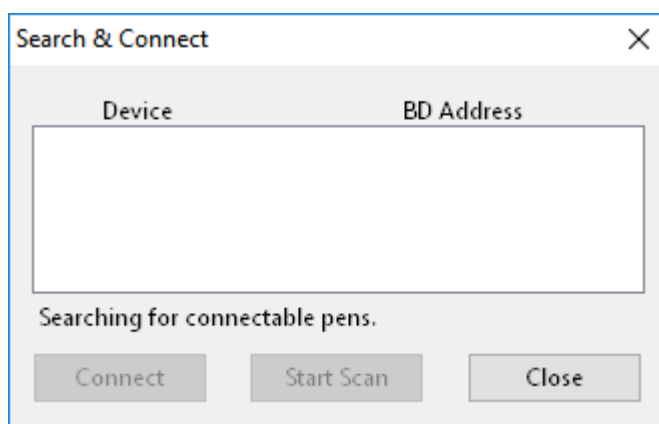
4 Turn on the power by pressing and holding the power button on the Smartpen for more than 3 seconds.



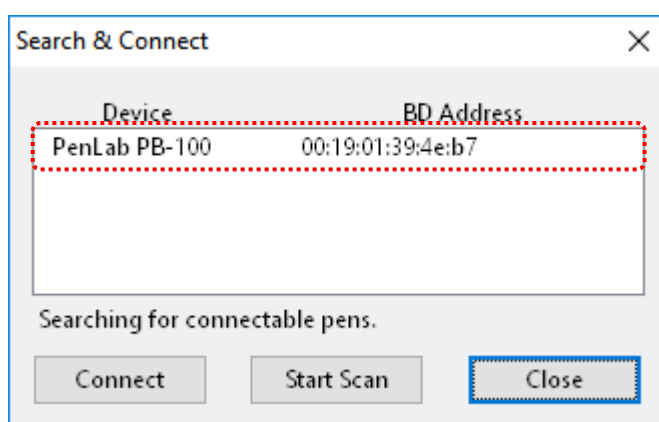
5 When the device search window appears, click the [Start Scan] button with your mouse.



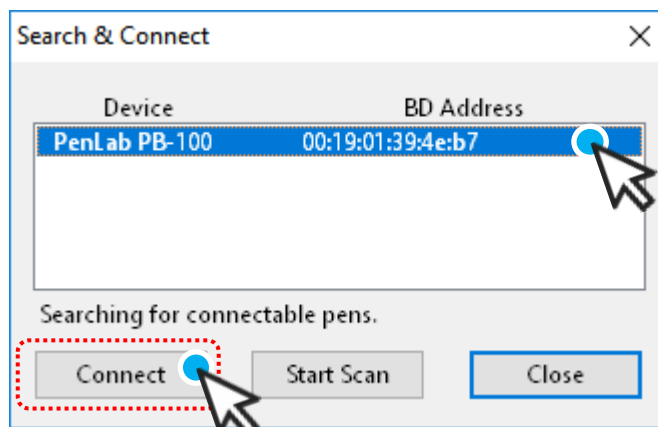
6 Start searching for nearby devices. The search may take a minute or two.



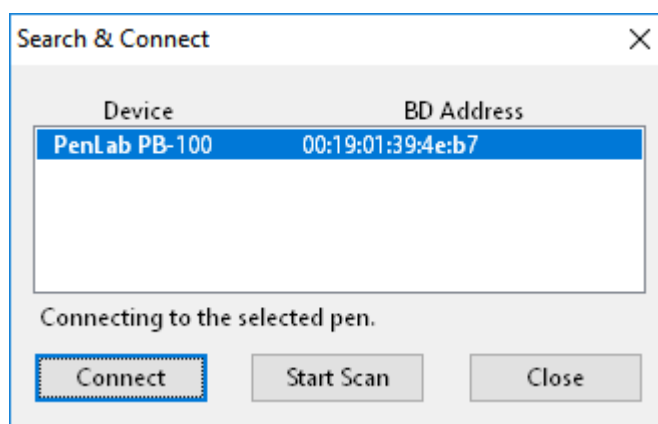
7 A list of connectable Smartpens appears.



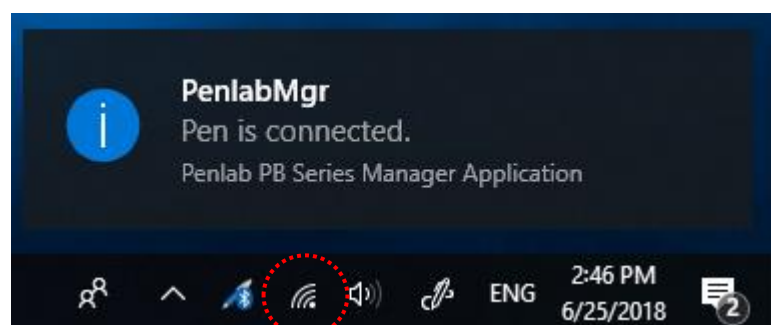
8 Select the Smartpen you want to connect and click the [Connect] button with your mouse.



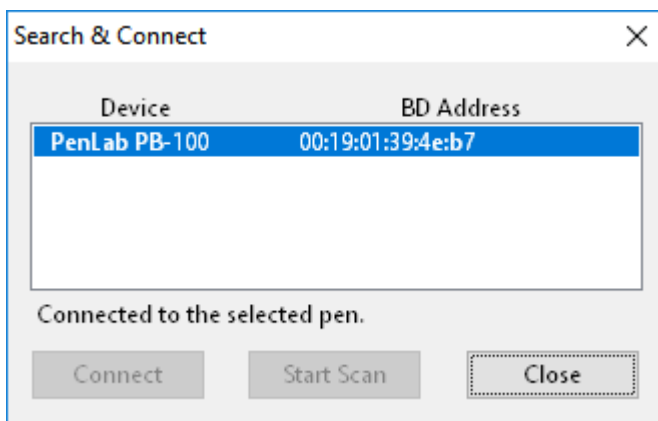
9 The Pen Manager will attempt to connect to the selected pen.



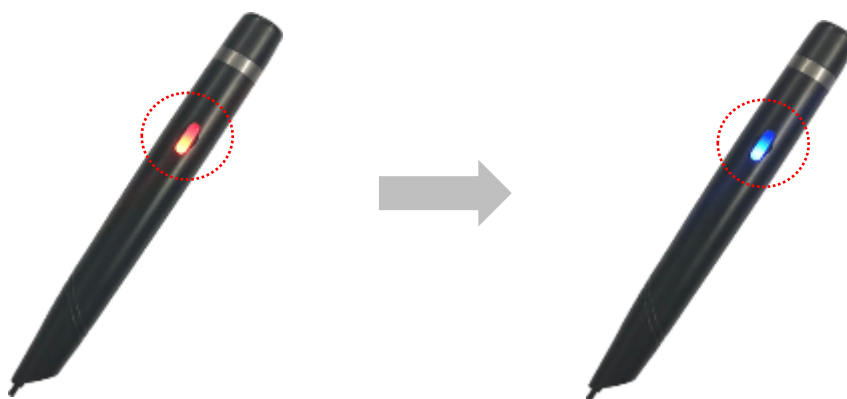
10 If the Smartpen is successfully connected, the pen manager icon on the taskbar changes to blue with the [Pen connected] message.



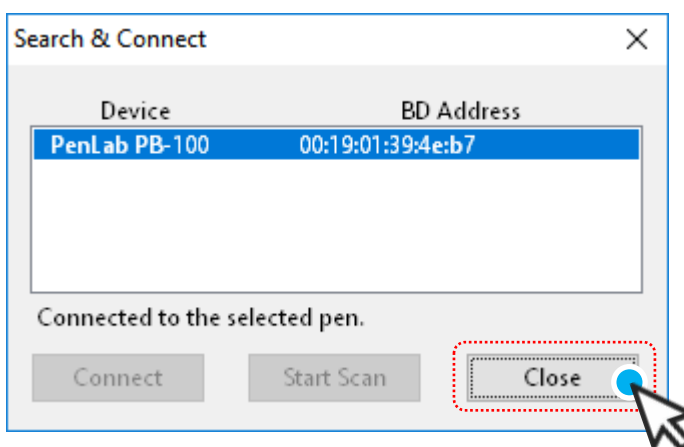
11 The message at the bottom of the device search window changes to [Connected to the selected pen].



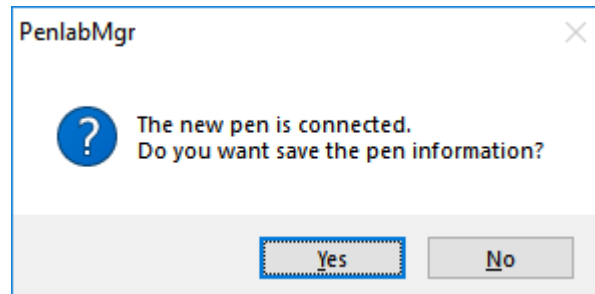
12 The LED on the Smartpen turns from flashing to blue.



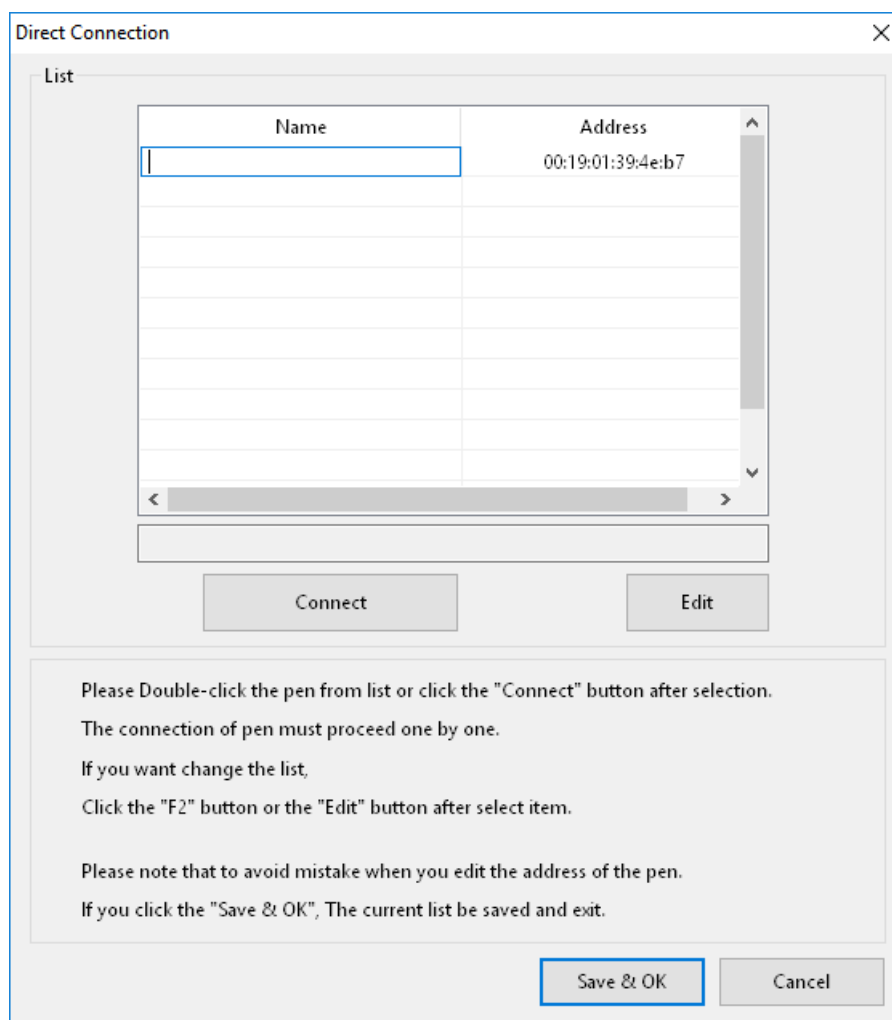
13 Click the [Close] button in the device search window to close the window.



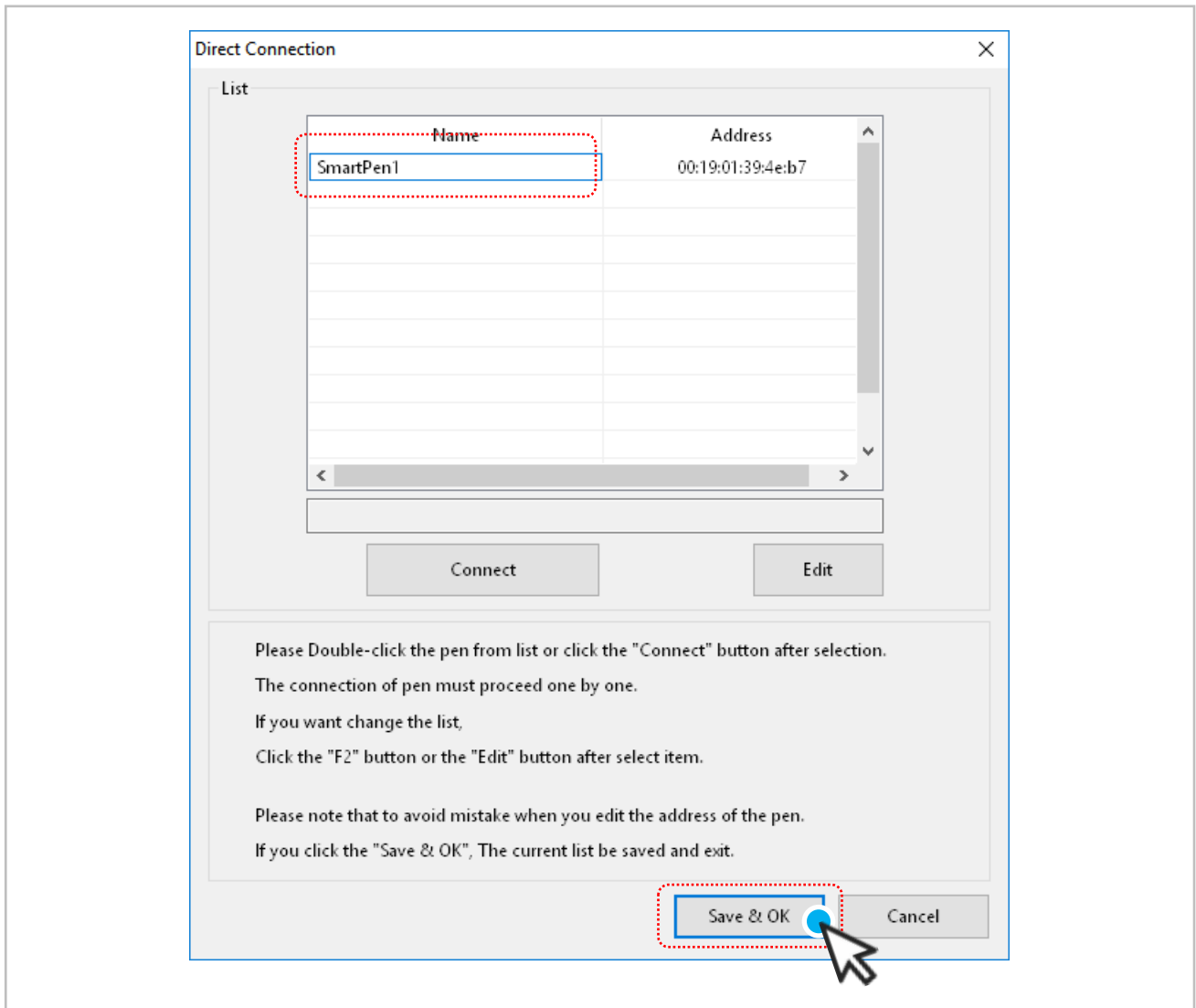
14 A message dialog will appear with [The new pen is connected].



15 If you want to save the connected Smartpen information, click the [Yes] button.
A window appears allowing you to save the information of the connected Smartpen.



- 16** Enter the pen's alias in the [Name] field and press the [Enter] key.
Click the [Save & Confirm] button to save.



- 17** The connection and setup of the Smartpen is completed. From the next connection, the Smartpen will automatically connect when you turn it on.



Before running the Pen Manager program, if you do not connect the Bluetooth dongle correctly, the Pen Manager program will not run correctly. You must run the pen manager program after connecting the supplied Smartpen dongle.



If you run the Pen Manager without properly connecting the dongle, exit the program and run it again.



If the device can not be detected, check the status of the Smartpen again, make sure to put the Smartpen in the connection wait state, and then search again.



Direct connection

This is convenient when you reconnect the Smartpen that you have already connected and used. The pen manager does not need to go through the Bluetooth pairing process because it already knows the Smartpen information.

Direct connection dialog

Device alias

Device BD Address

Direct Connection

List

Name	Address
SmartPen1	00:19:01:39:4e:b7

List Box

Modify the Device Alias of the selected pen

Connect

Edit

Please Double-click the pen from list or click the "Connect" button after selection.

The connection of pen must proceed one by one.

If you want change the list,

Click the "F2" button or the "Edit" button after select item.

Please note that to avoid mistake when you edit the address of the pen.

If you click the "Save & OK", The current list be saved and exit.

Save & Exit

Save & OK

Cancel

Connect the selected pen

Cancel



The direct connection function is only available with the Smartpen that has already been connected.



List Box

- Shows a list of Smartpen information that was saved after pairing (connection).
- Device Alias and Device BD Address information.

Device Alias

- When you save the information of the Smartpen that you paired, you can manage your Smartpen efficiently by entering your own alias.
- Enter the device alias and press [Enter] on the keyboard to complete the entry.

Device BD Address

- It is a unique address of the Bluetooth device. When pairing is done, information is automatically entered.
- If you want to modify the Device BD Address, press the [Enter] key on the keyboard to complete the entry.

Edit

- Modify the Device Alias or Device BD Address of the selected pen.
- Select Device Alias or Address in the List Box and click the [Modify] button.
- Select the Device Alias or Address in the List Box and press the [F2] key on the keyboard to perform the same function.

Connect

- Attempts to connect with the selected Smartpen in the List Box.

Save & OK

- After saving the changes, close the Direct Connection dialog.

Cancel

- Close the Direct Link window without saving the modifications.

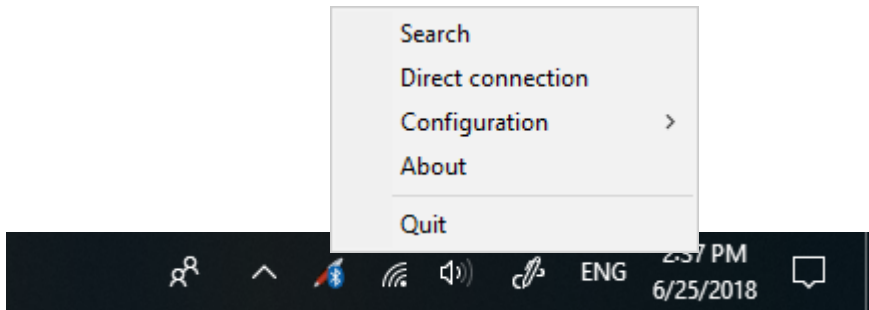


Direct connection

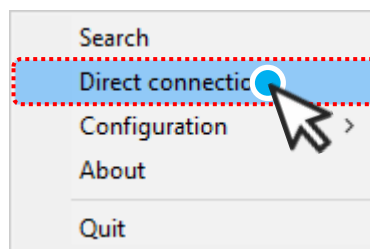
1 Click the pen manager icon on the taskbar.



2 The menu appears.

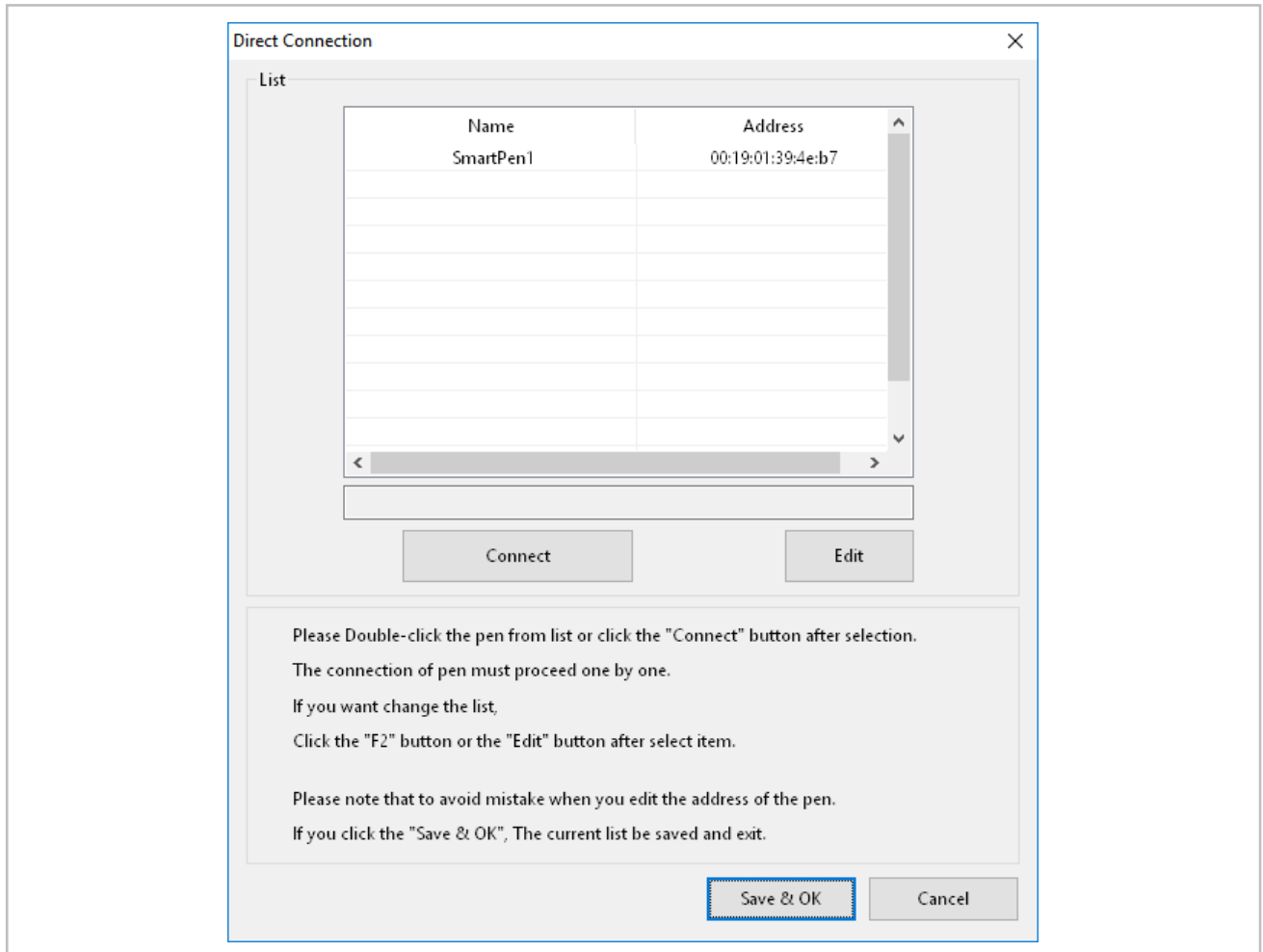


3 Click the [Direct Connect] menu with the mouse.

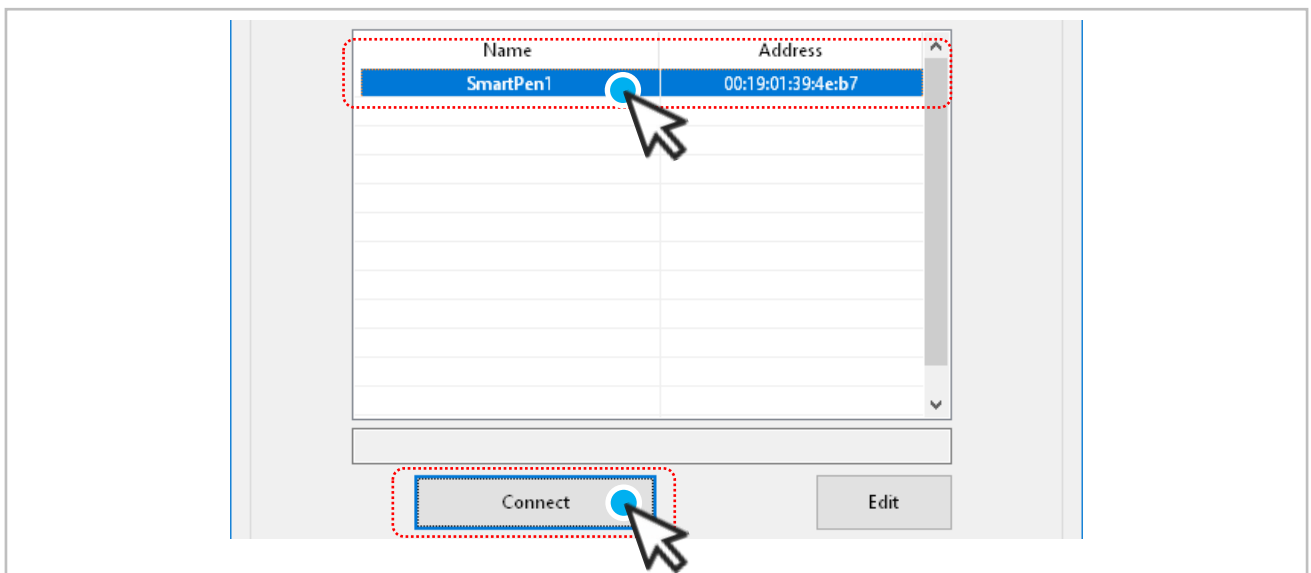


4 Turn on the power by pressing and holding the power button on the smartpen for more than 3 seconds.

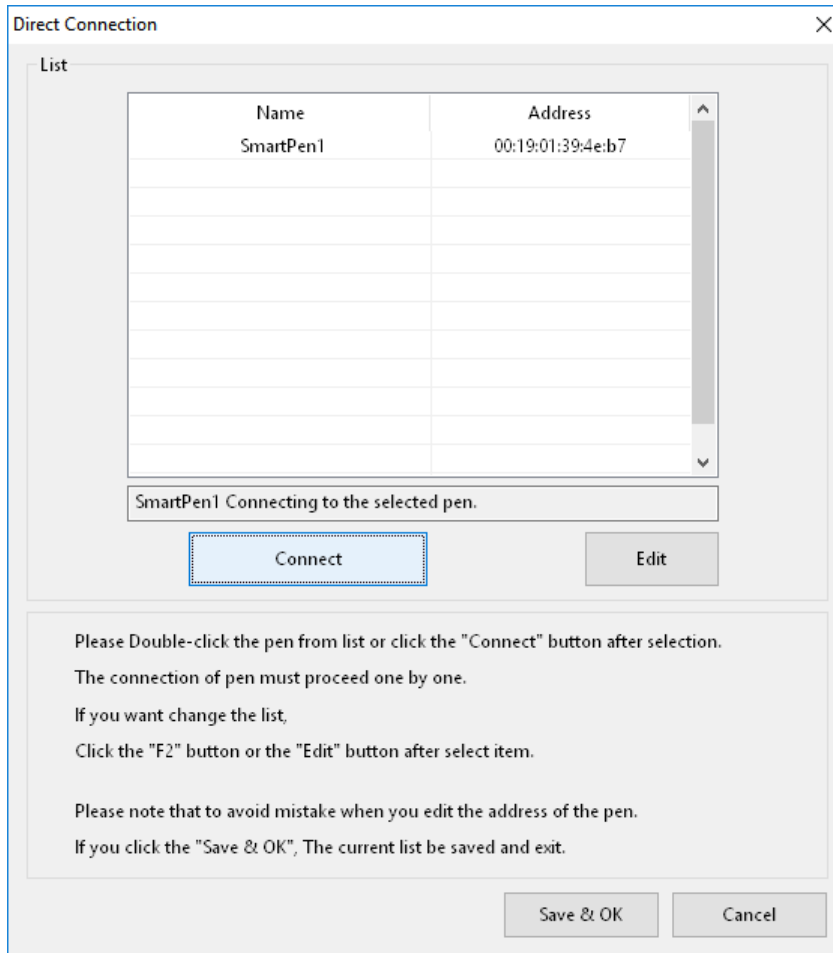
5 The Direct Connection window appears.



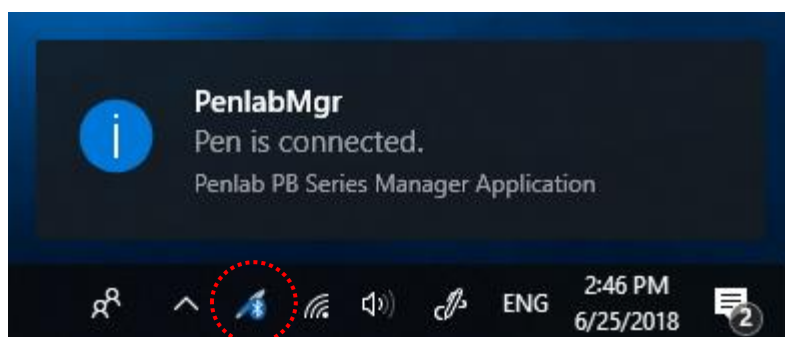
6 In the Direct Connect window, select the Smartpen you want to connect, and then click [Connect] button.



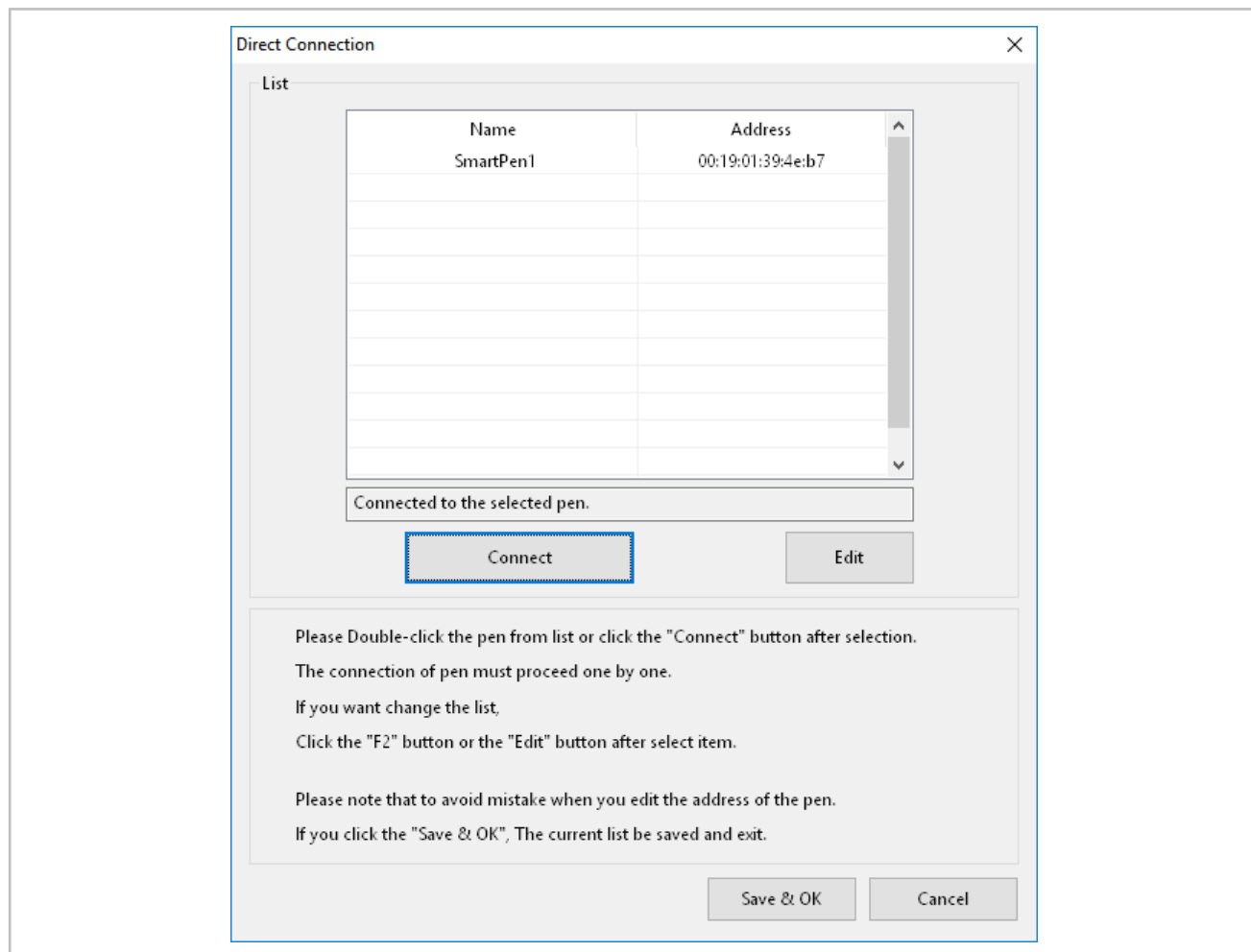
7 Attempts to connect with the selected Smartpen.



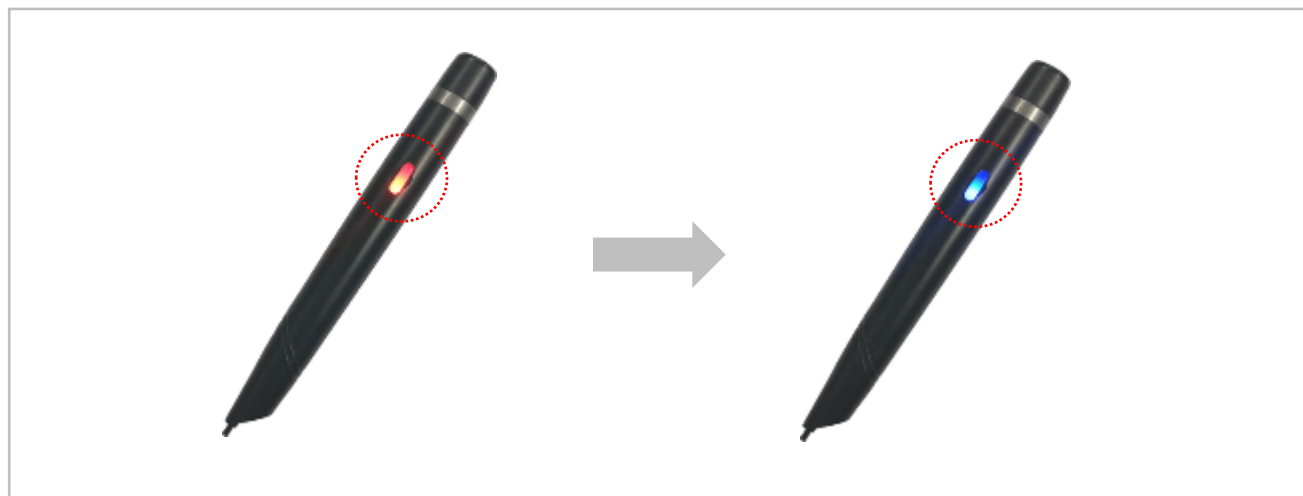
8 If the Smartpen has been successfully connected, the [Pen connected] dialog box appears and the pen manager icon on the taskbar changes color to blue.



9 At the bottom of the Direct Connection dialog, the message will change to [Connected to the selected pen].



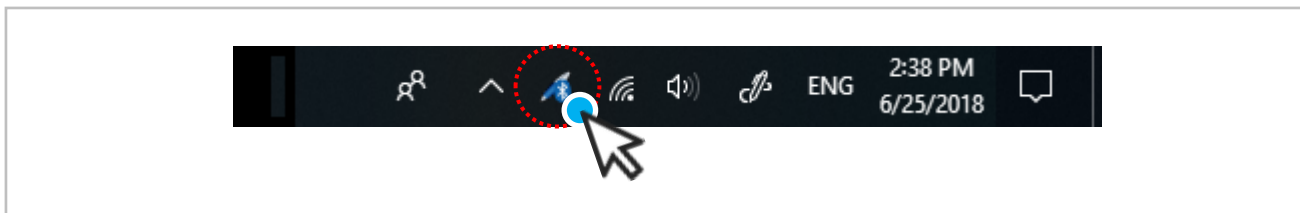
10 The LED on the Smartpen will change from blinking to blue and blinking will disappear.



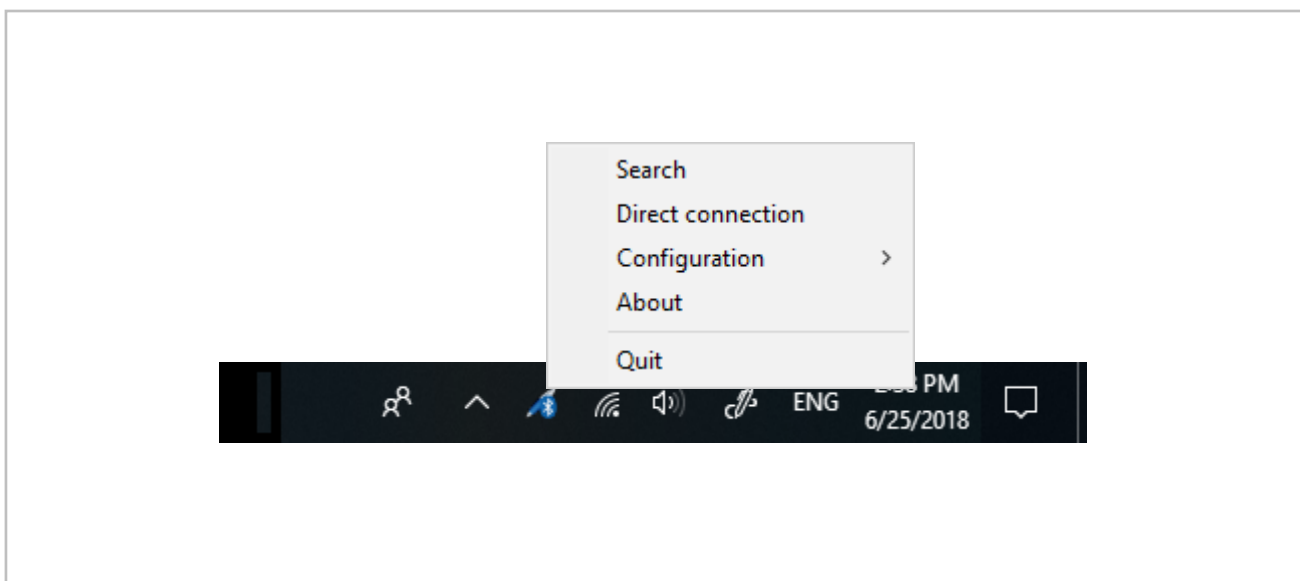
11 Click the [Save & OK] button or the [Cancel] button to close the window.

Modifying the stored information of a pen.

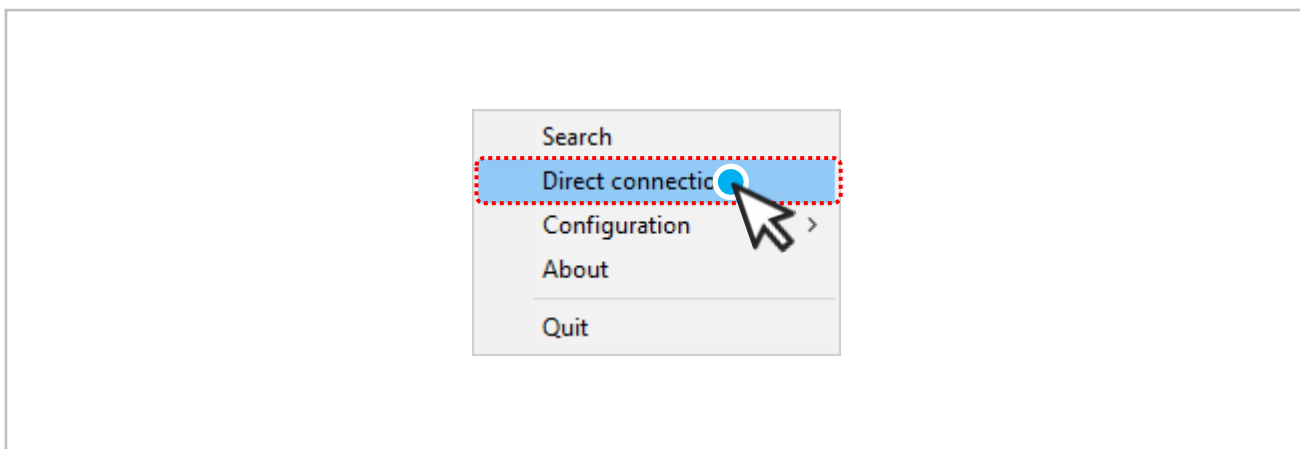
1 Click the Pen Manager icon on the taskbar.



2 The menu appears.

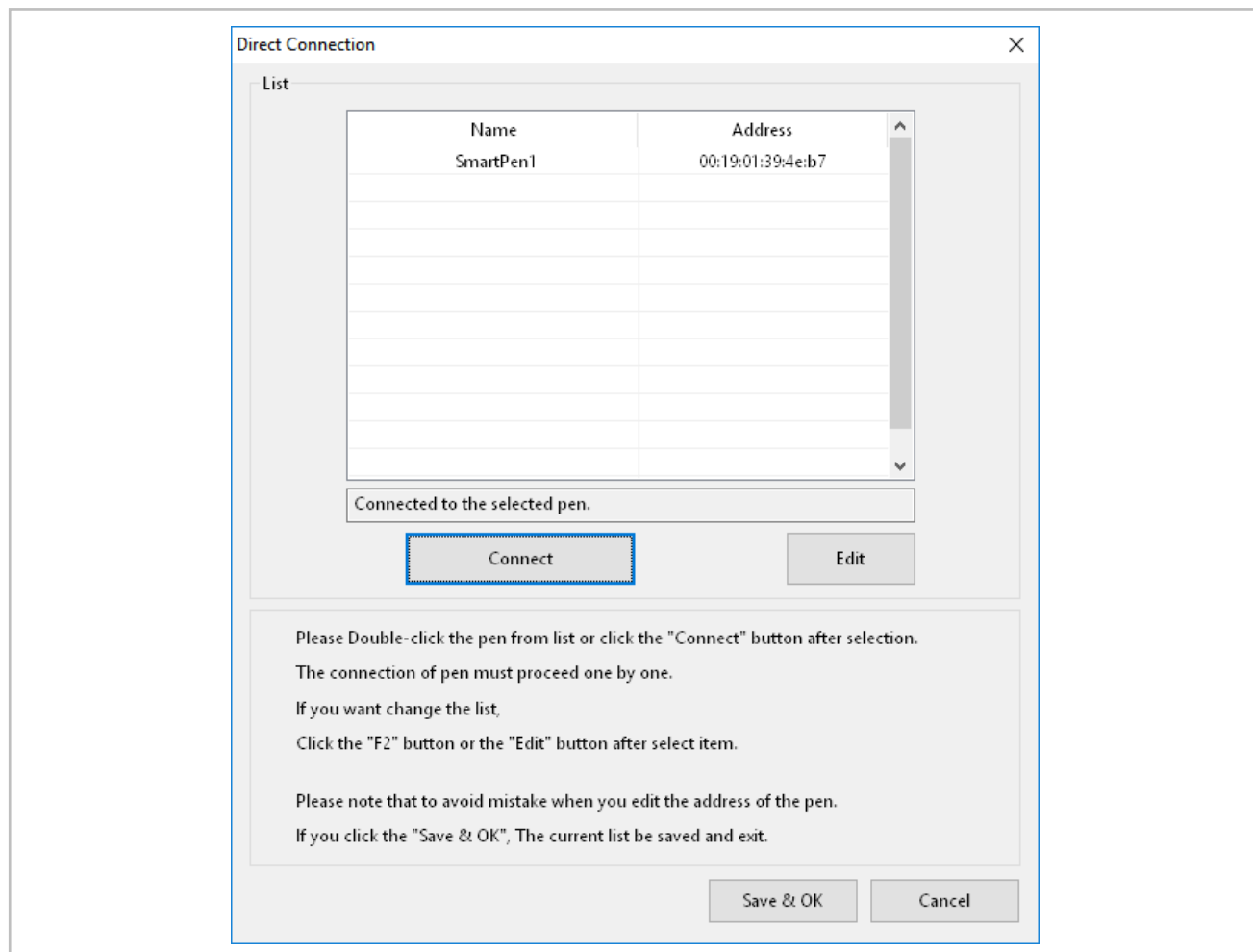


3 Click the [Direct Connect] menu.

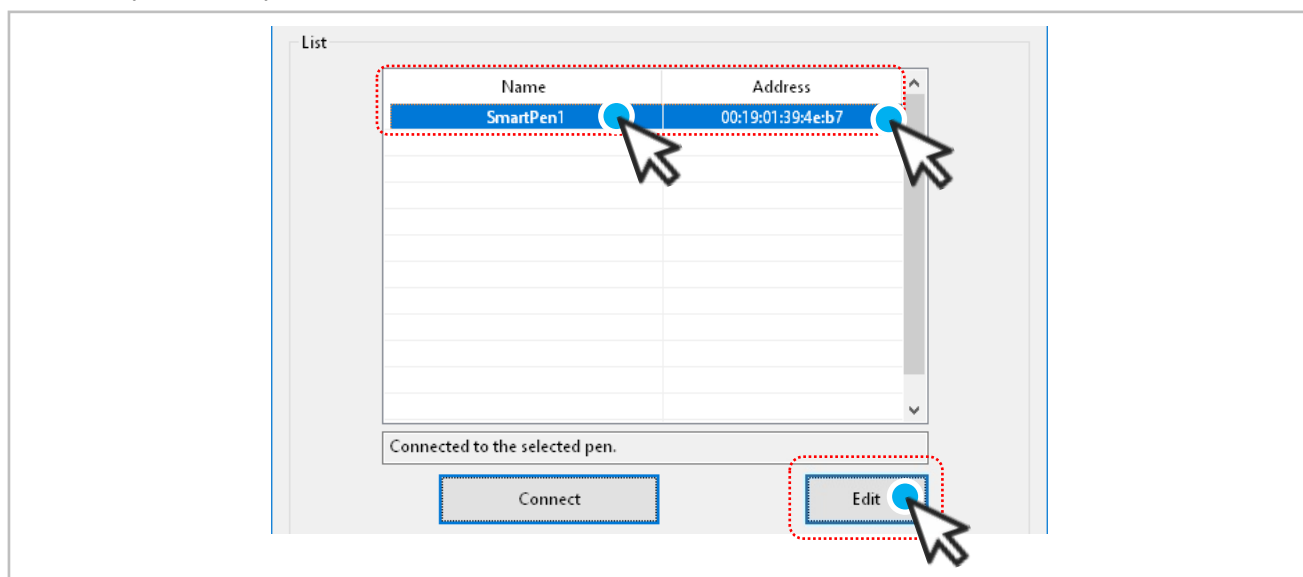


4 Turn on the power by pressing and holding the power button on the Smartpen for more than 3 seconds.

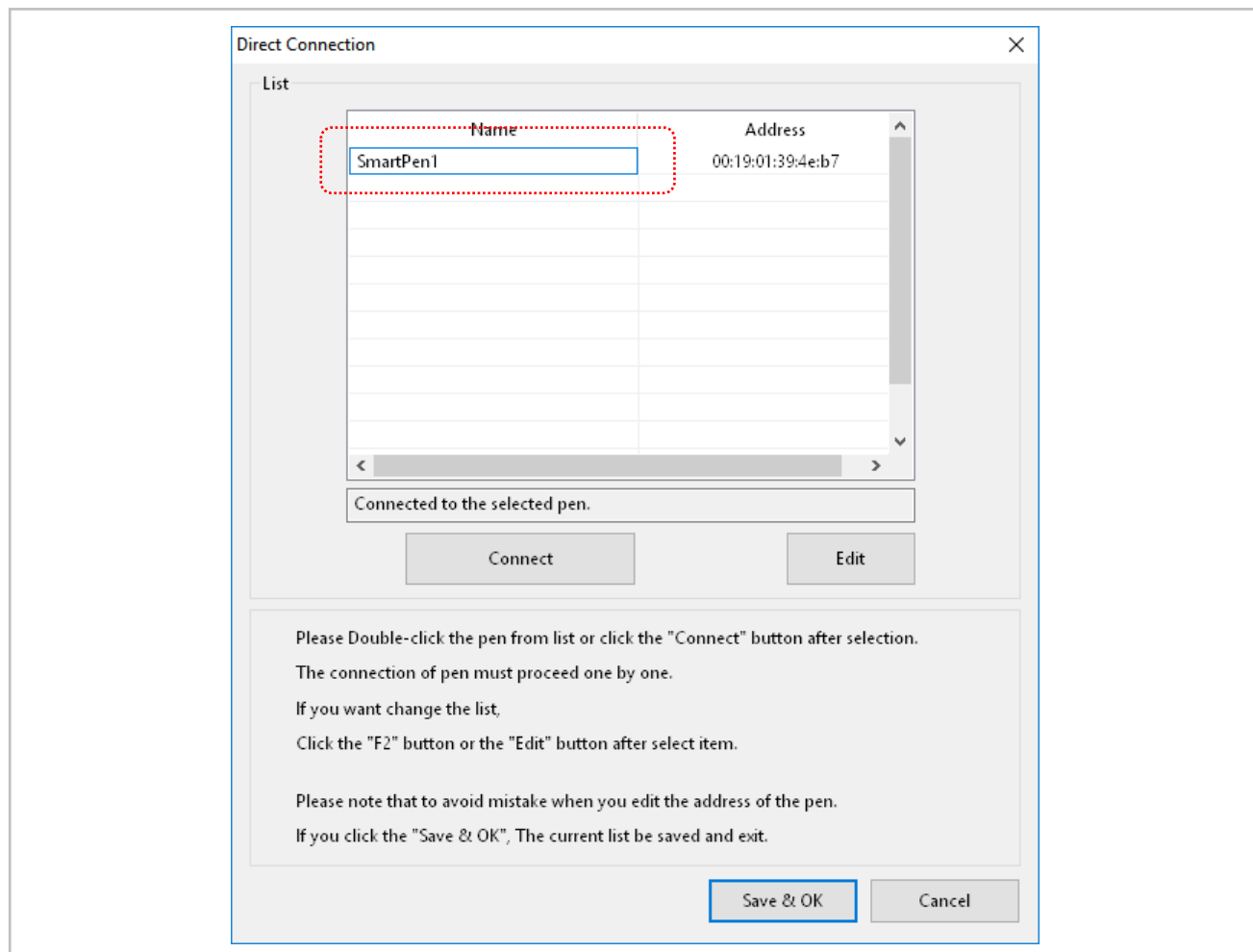
5 The Direct Connection dialog appears.



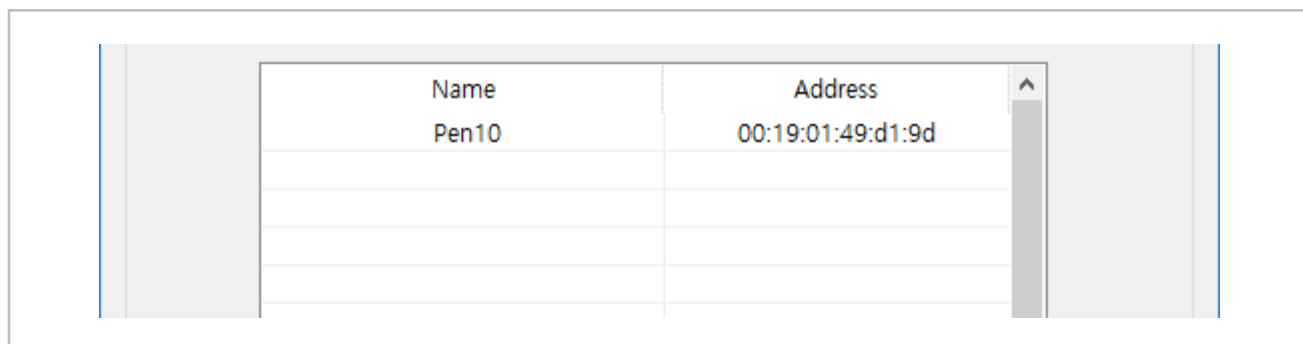
6 Select the alias or address of the Smartpen you want to modify and click the [Edit] button or press the [F2] key on the keyboard.



7 Alias[name] or Address changes to a modifiable mode.



8 Enter the alias or Address of the Smartpen you want to modify and press the [Enter] key on the keyboard.



9 Click the [Save & OK] button to save the modified information.



Please note that if you do not press the [Enter] key on the keyboard, all the changes will be lost.



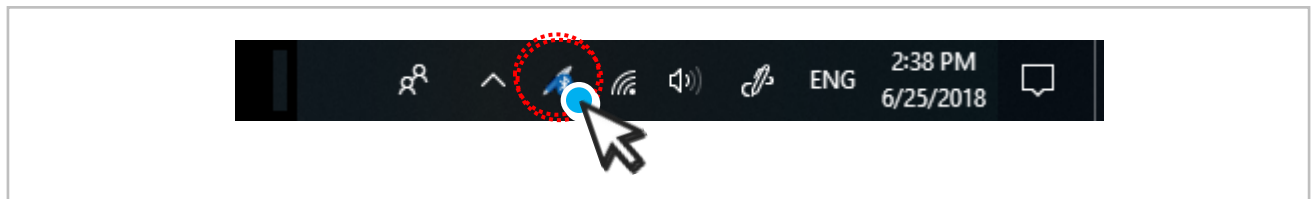
Configuration

Set up your Smartpen environment, such as screen calibration and Smartpen pressure for using your Smartpen.

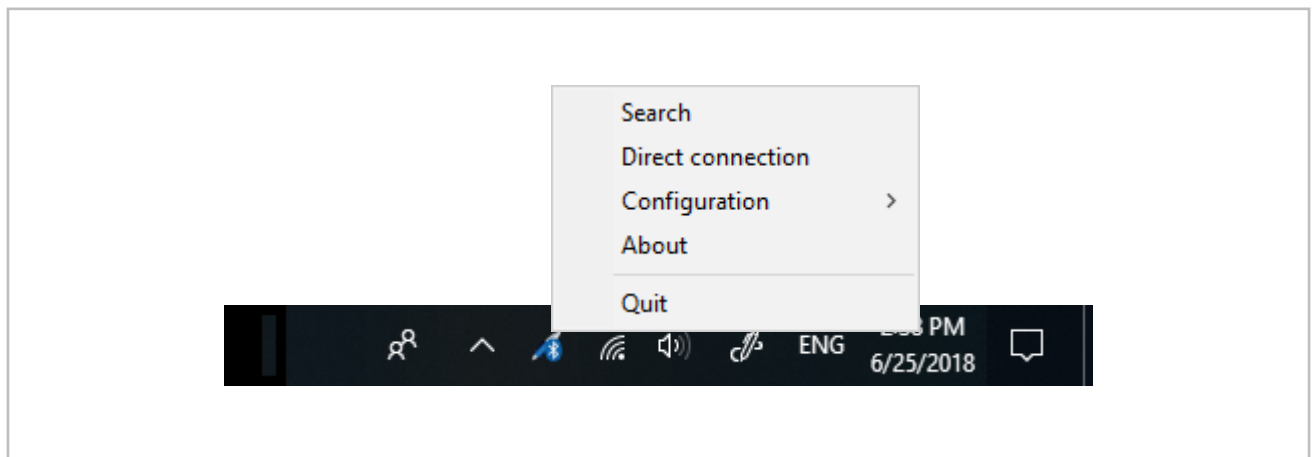
Screen Calibration

The screen calibration setup process is necessary to match the position pointed by the Smartpen on the screen projected by the beam projector and the screen coordinates of the corresponding position.

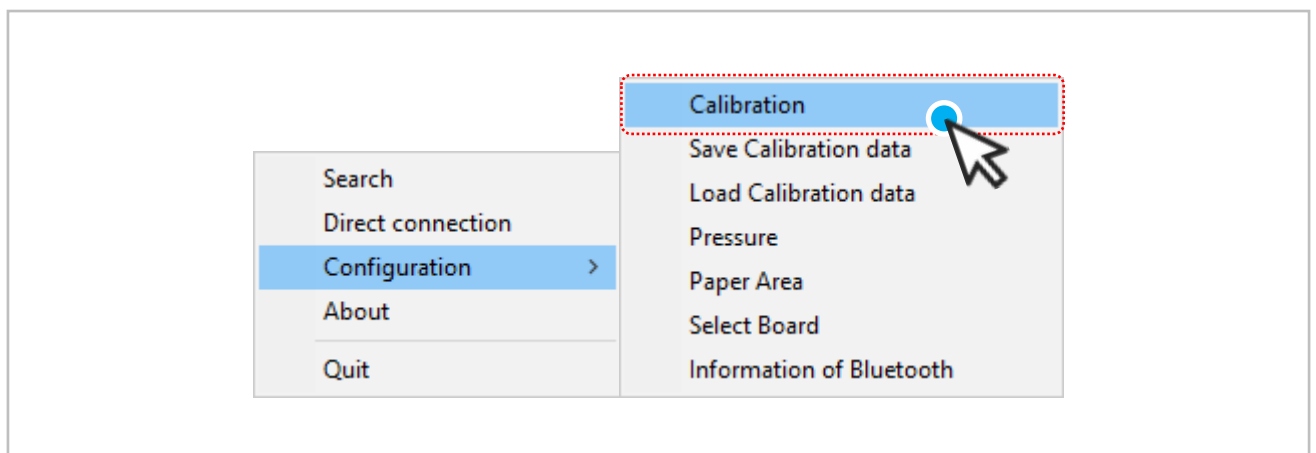
- 1 Click the Pen Manager icon on the taskbar.



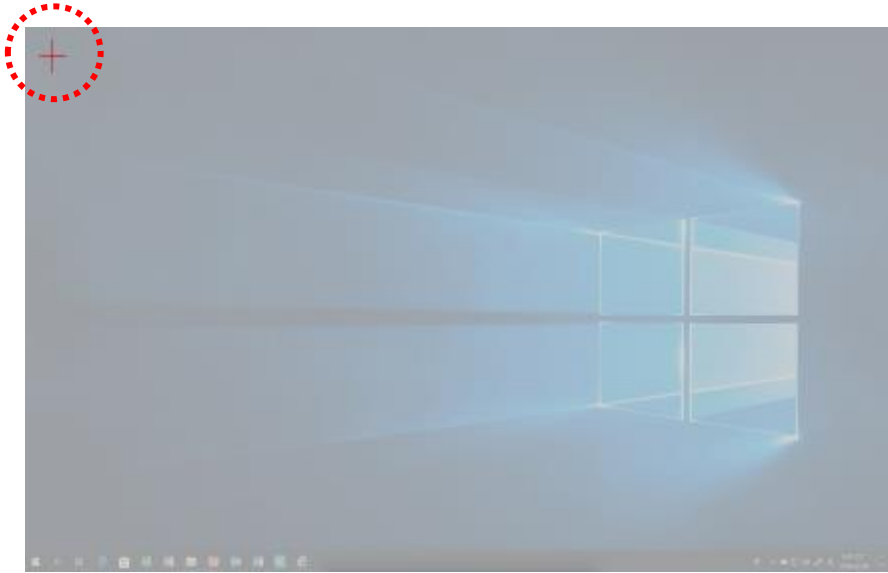
- 2 The menu appears.



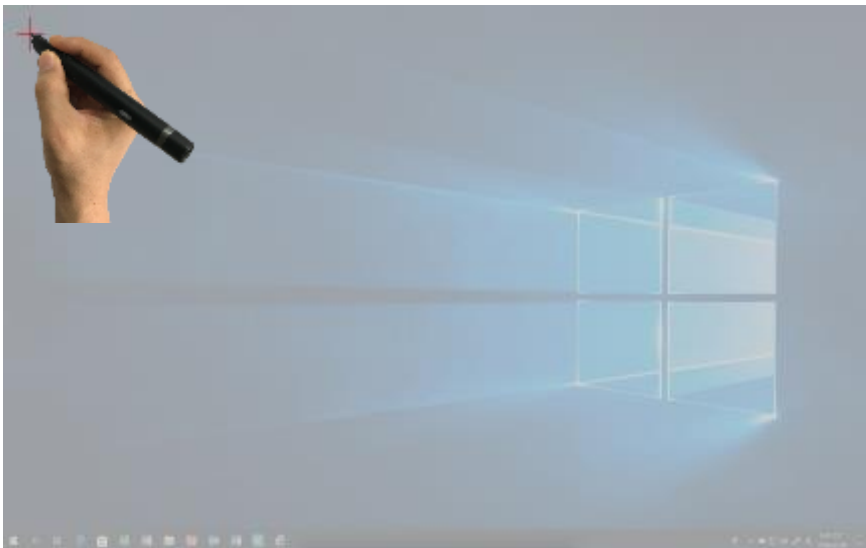
- 3 Click the [Configuration] -> [Calibration] menu.



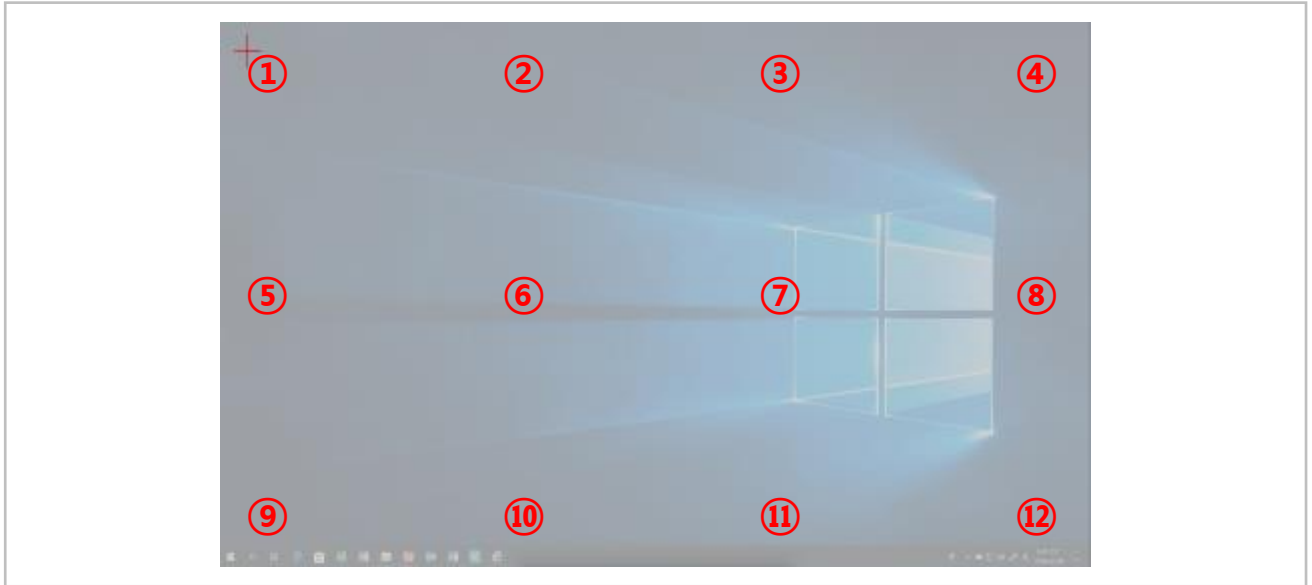
4 As shown in the figure, a translucent screen is displayed and a red cross is displayed in the upper left corner.



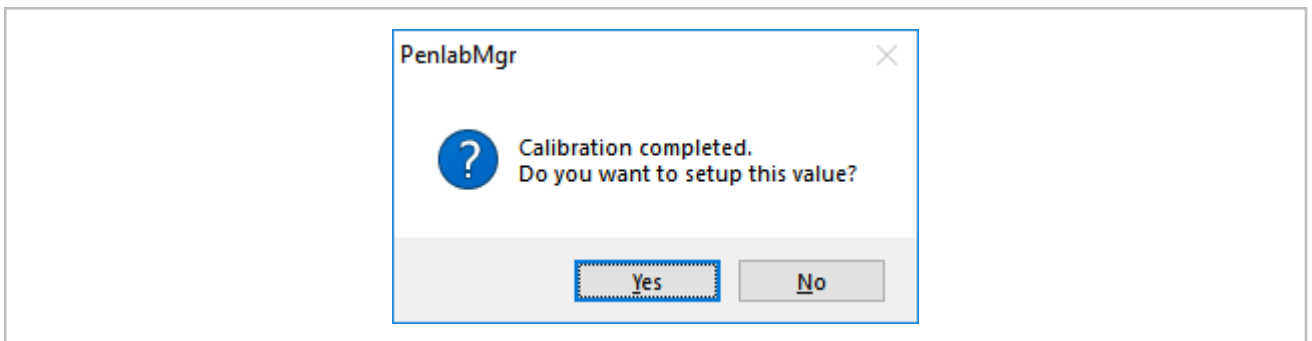
5 Click on the center of the cross with your Smartpen.



6 When clicked, the next cross appears in a sequential order, and you must click all 12 points in total.



7 If all points are normally clicked, a message dialog will appear indicating that the screen calibration was successful.



8 Click the [Yes] button to finish the screen calibration setup.



Screen calibration can be set only when the Smartpen is connected. If you accidentally clicked on the screen during calibration, you can cancel the screen calibration by pressing the ESC key on the keyboard. After canceling, please execute the screen calibration again from the beginning.

If you feel the deviation of the coordinates between the Smartpen and the screen after completing the calibration, it is recommended to use it after setting the screen again from the beginning.



The screen calibration can be done only once when the Smartsheet and the beam projector are fixed. In the following cases, the screen calibration must be executed again.

- **The position of the Smartsheet or beam projector has been changed.**
- **When replacing the PC - Screen calibration information is saved on the PC.**

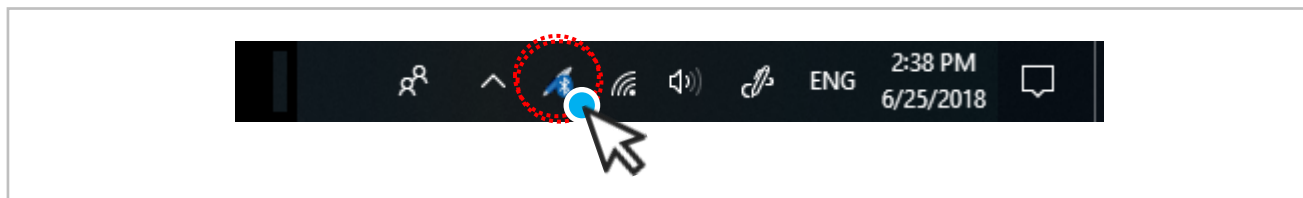


Save calibration data

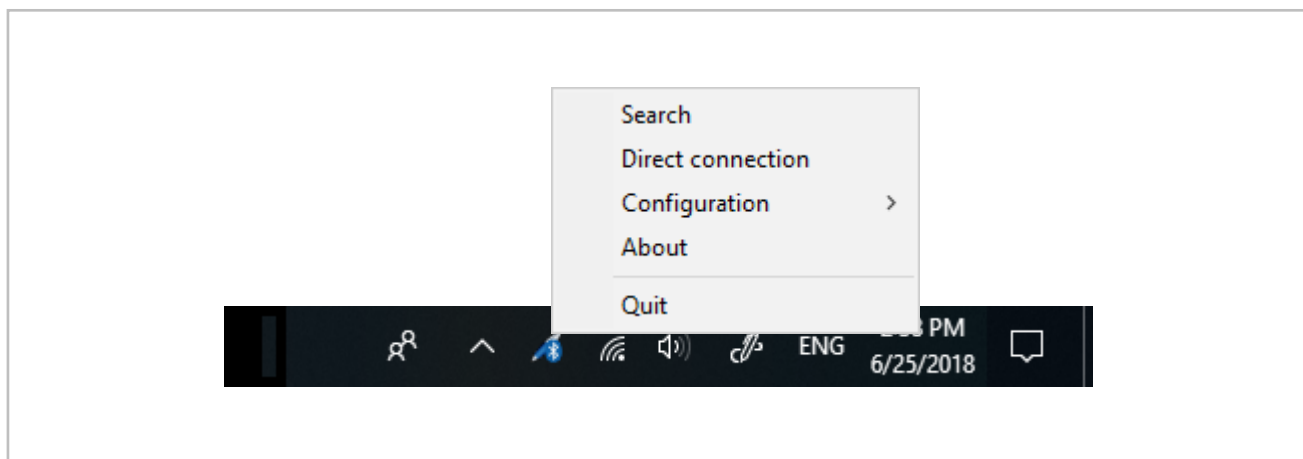
Save current screen calibration data to PC. If the Smartsheet and beam projector are stationary and do not replace the PC, the saved screen calibration value are permanently applied.

Step by step

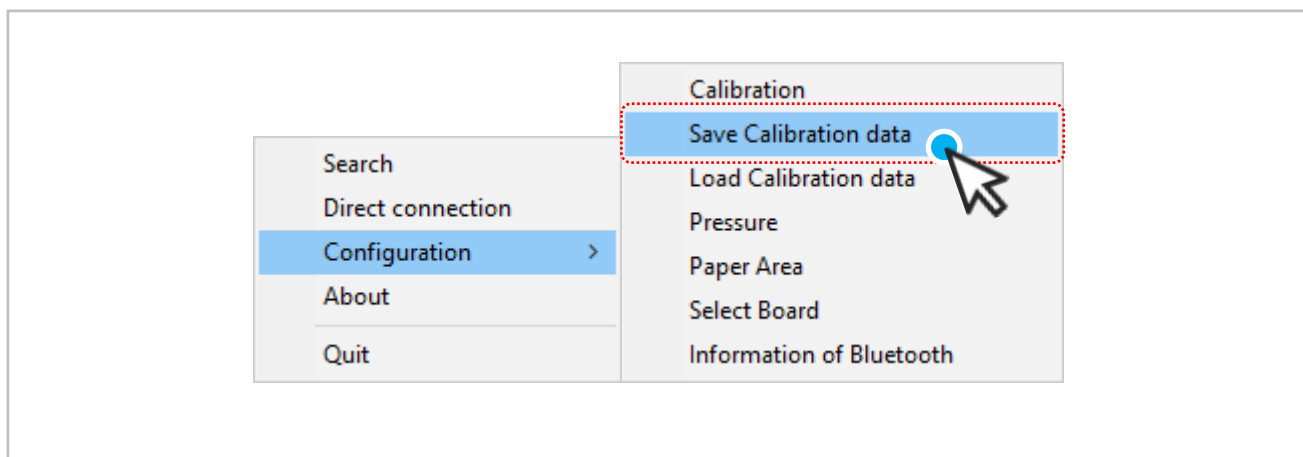
1 Click the Pen Manager icon on the taskbar.



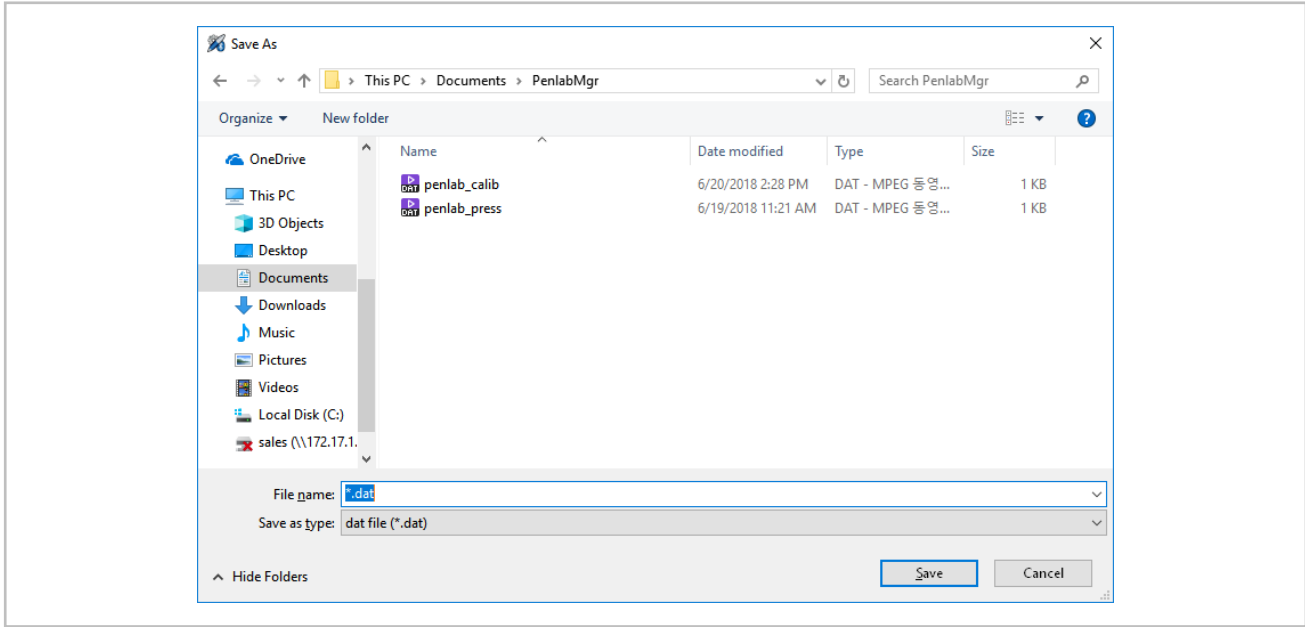
2 The menu appears.



3 Click [Configuration] - [Save Calibration data] menu.



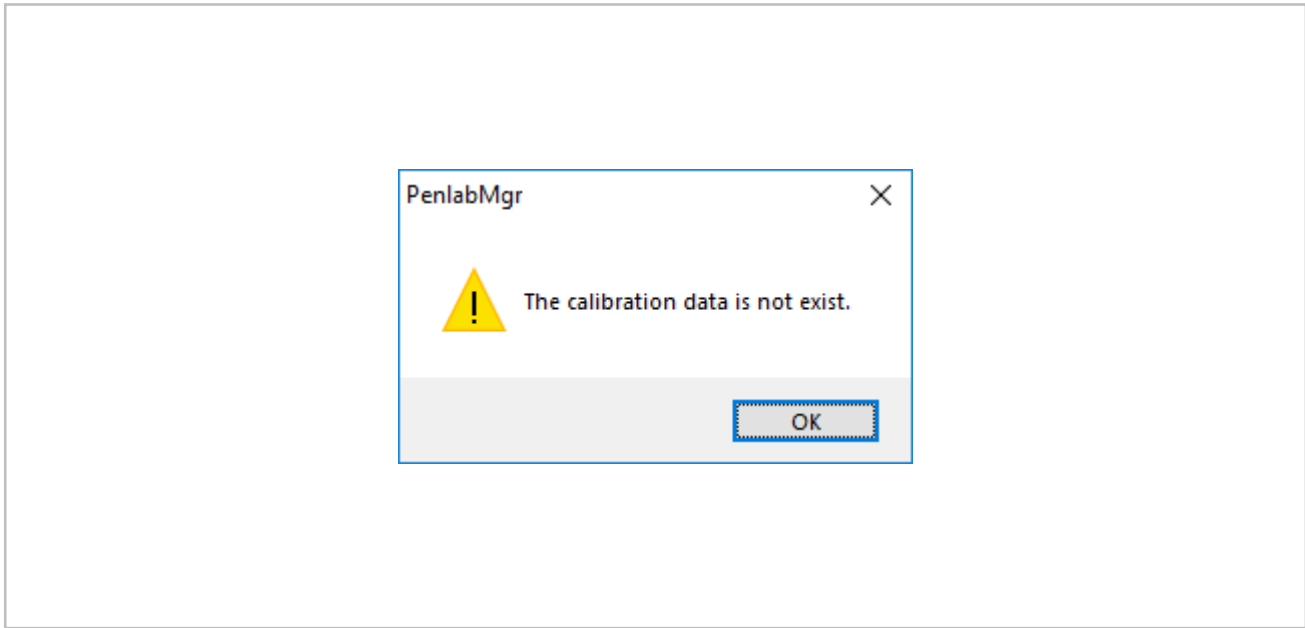
4 A dialog to save the screen calibration data appears.



5 After selecting the desired folder location, click the [Save] button to save the screen calibration data to the PC.



If there is no current screen calibration data, the calibration data saving operation is not executed.
Click the [OK] button to complete the screen calibration process and save.

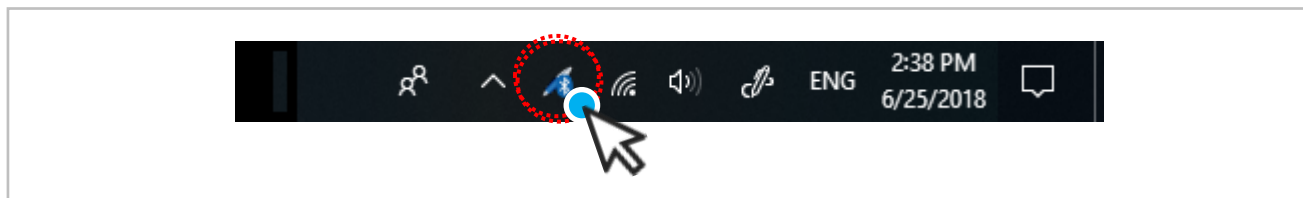


Load calibration data

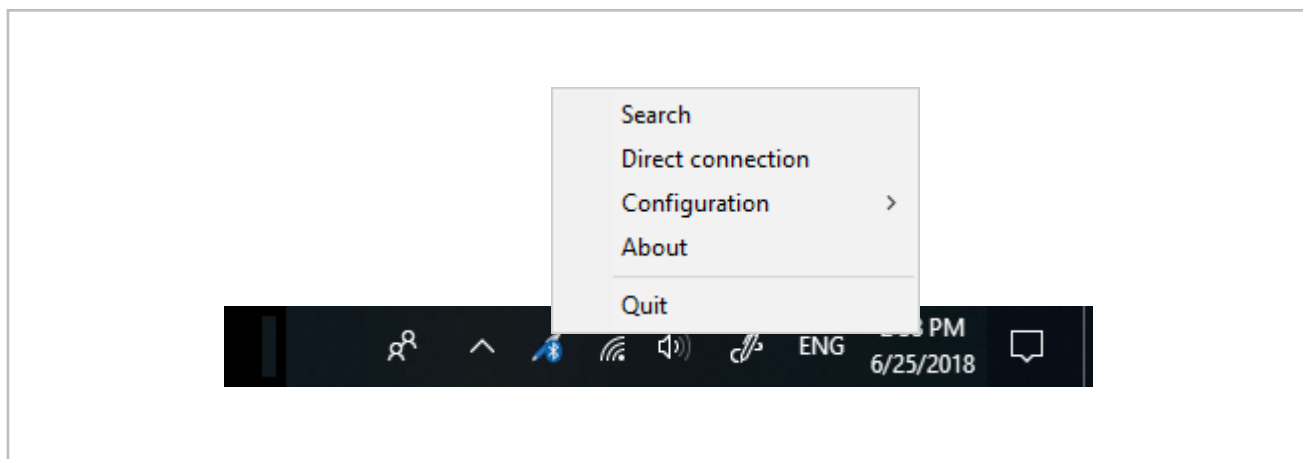
Load and apply the screen calibration value saved in PC.

Step by step

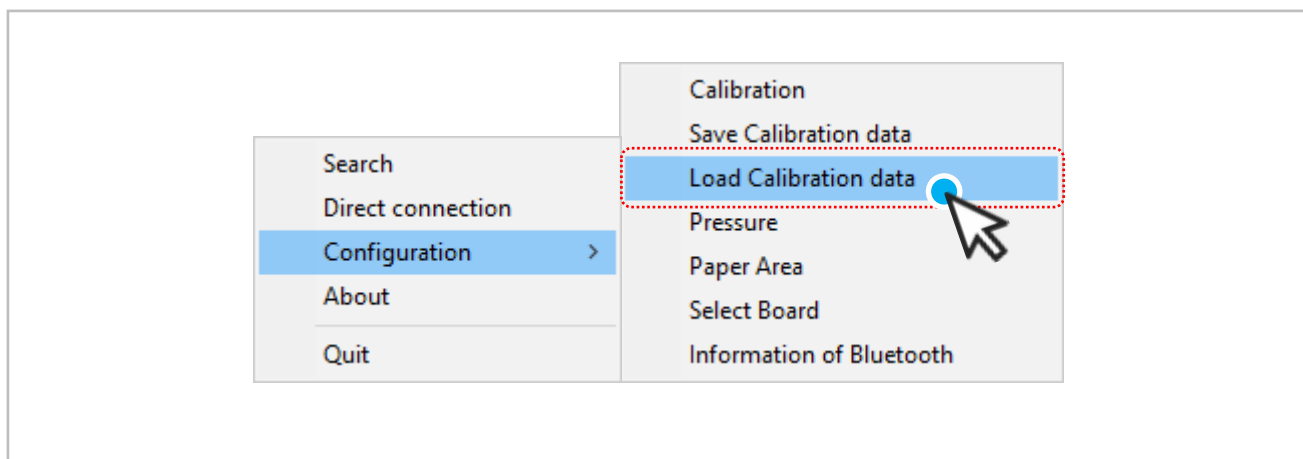
1 Click the Pen Manager icon on the taskbar.



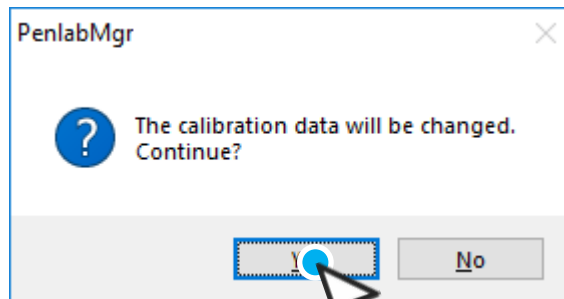
2 The menu appears.



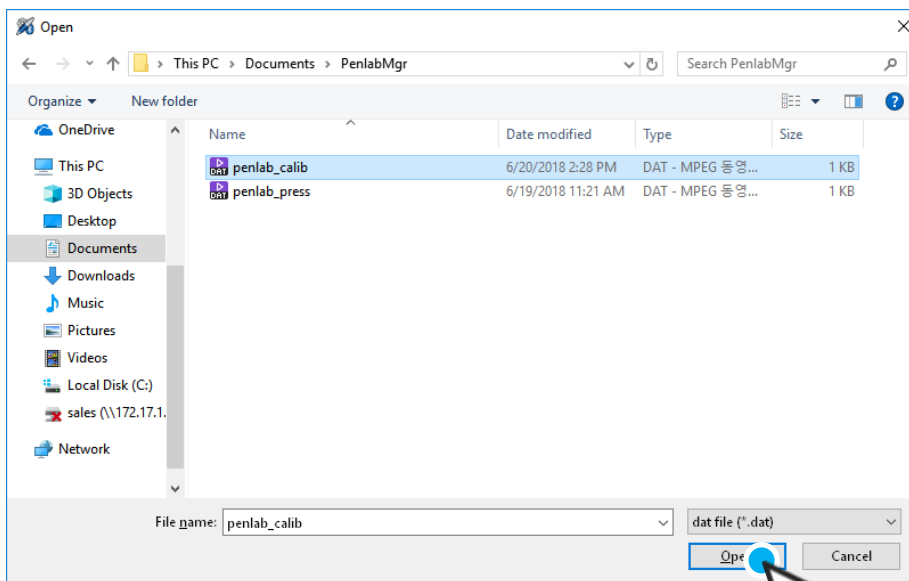
3 [Configuration] - Click the [Load Calibration Data] menu.



4 The following message dialog will appear.



5 If you click [Yes], a Open file dialog appears to bring up the screen calibration values.



6 Select the screen calibration data file to be loaded and click the [Open] button.

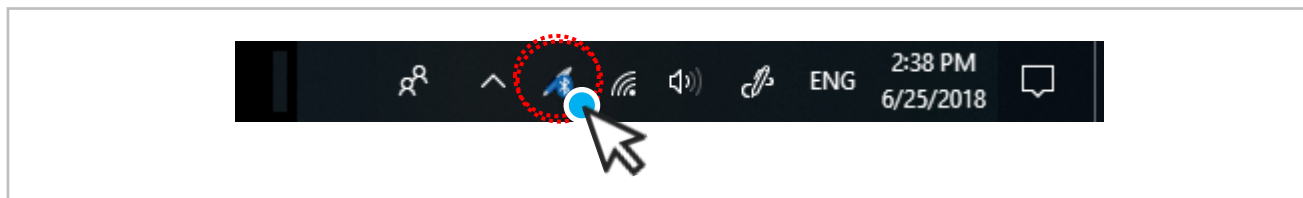


Pressure

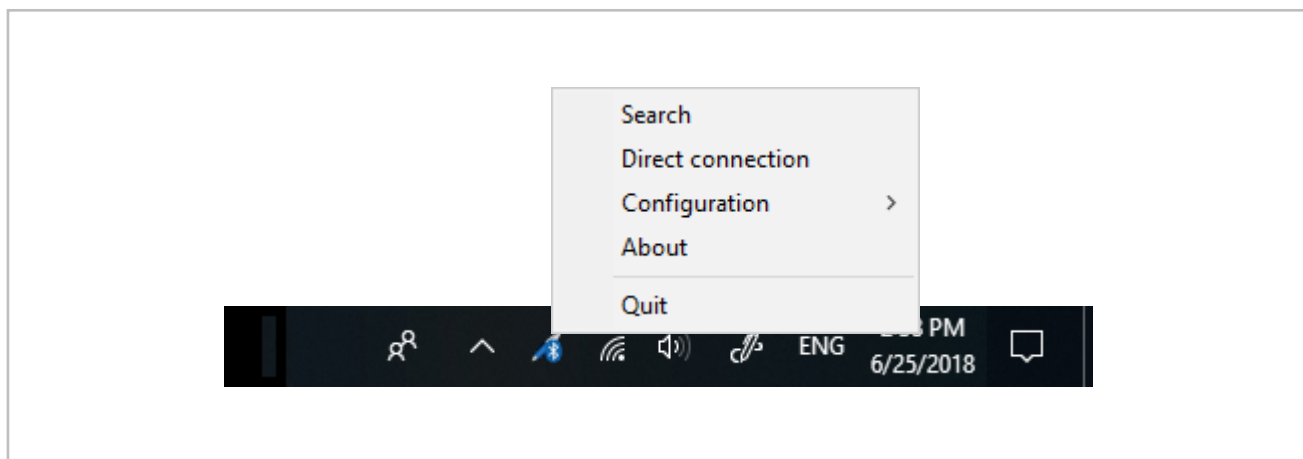
Set the pressure of the Smartpen.

Step by step

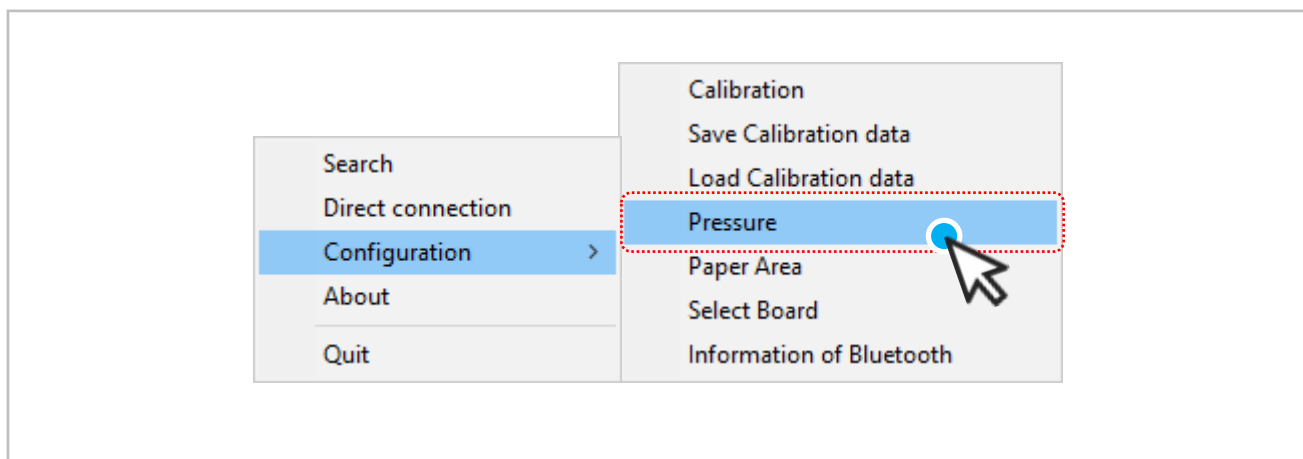
- 1 Click the Pen Manager icon on the taskbar.



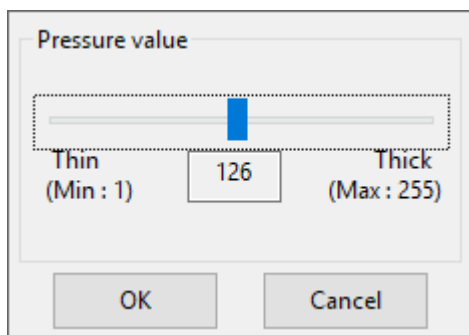
- 2 The menu appears.



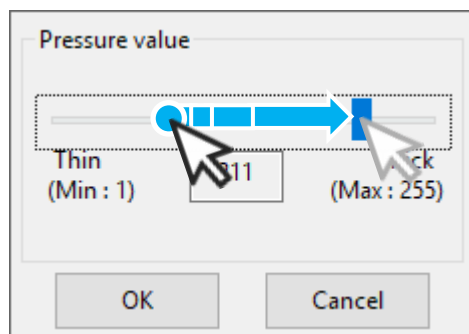
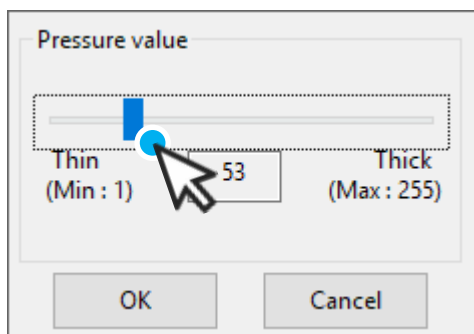
- 3 Click the [Configuration] - [Pressure] menu.



4 The pressure value setting dialog appears.



5 Set the desired pressure value using the blue bar.

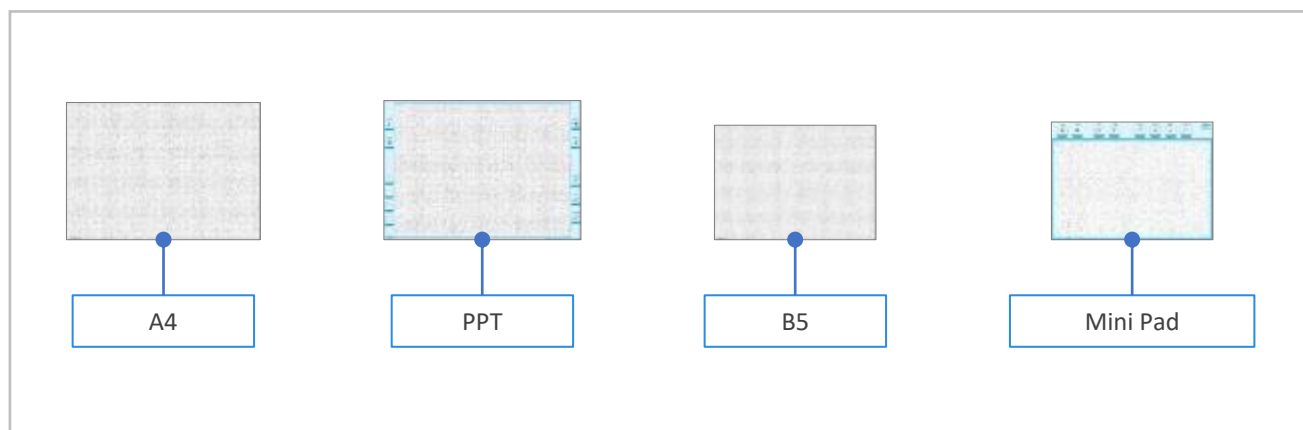


6 When you click the [OK] button, the pressure value of the Smartpen is applied as the changed pressure value.

Smartpaper

The whole Smartpaper is 1: 1 matched to the PC monitor screen and the Smartpen can be used only on the Smartpaper.

Smartpaper type



A4

By default, A4 size smart paper pages are matched 1: 1 with the PC monitor screen.

PPT

It is a PPT-only smart paper with A4 presentation tool buttons added on both sides of SmartPaper.

B5

The entire page is matched to the PC monitor screen with 1: 1 with B5 sized smart paper.

Mini Pad

The entire page is matched to the PC monitor screen with 1: 1 with mini sized smart paper.

User setting

Any area specified by the user on the four types of smart paper is matched with the PC monitor screen 1: 1.



SmartPaper is not a standard item and can be purchased separately.

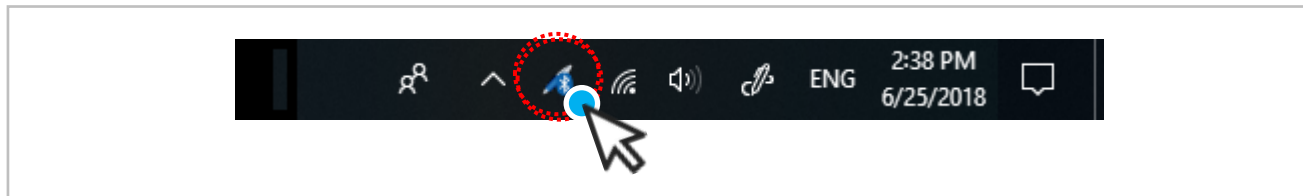


Setting Smartpaper Type

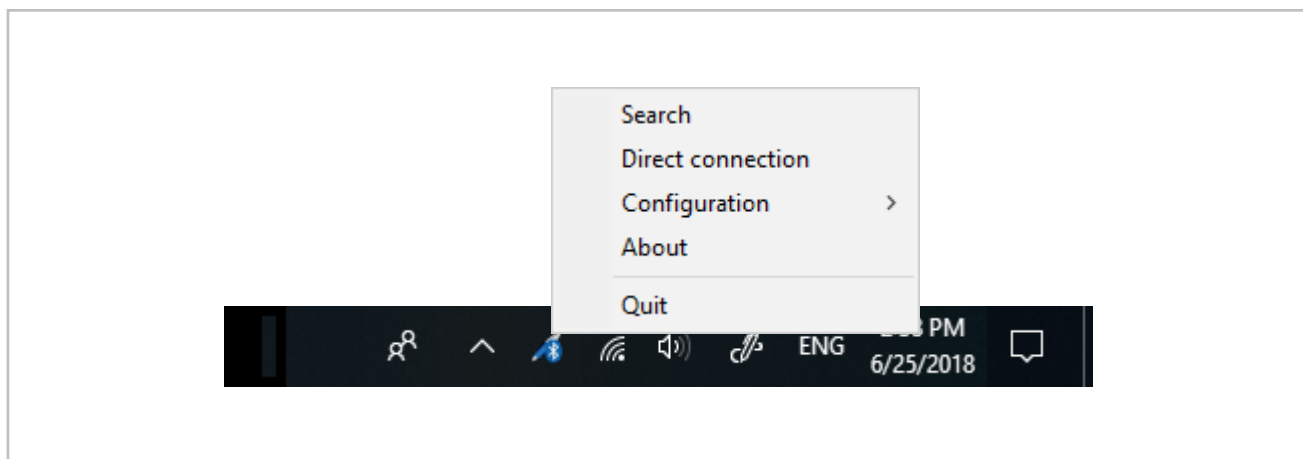
Set the smart paper type to match 1: 1 with the PC monitor screen.

Setting up

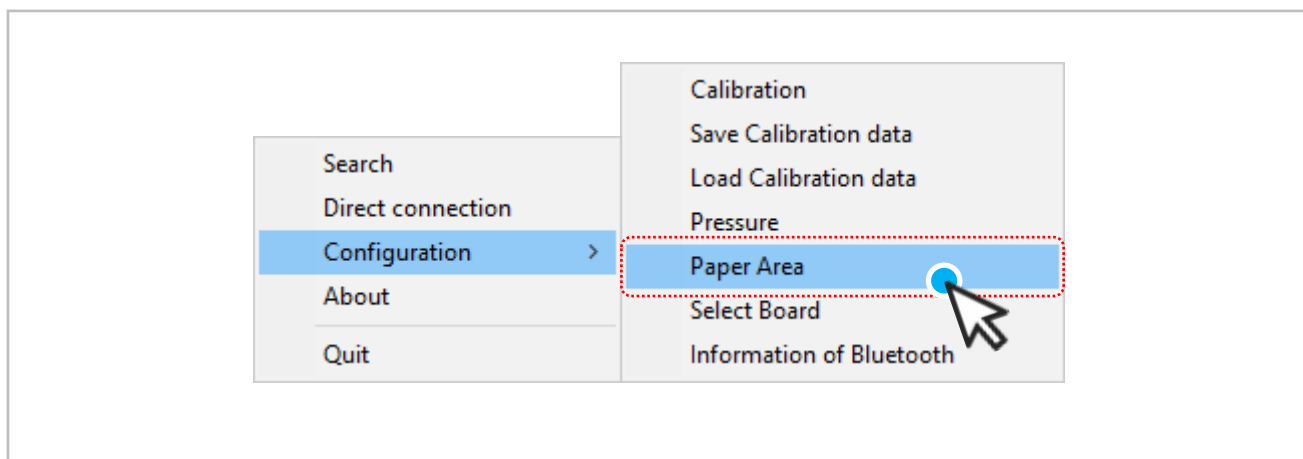
1 With your mouse, click the Smartpen Manager icon on the taskbar.



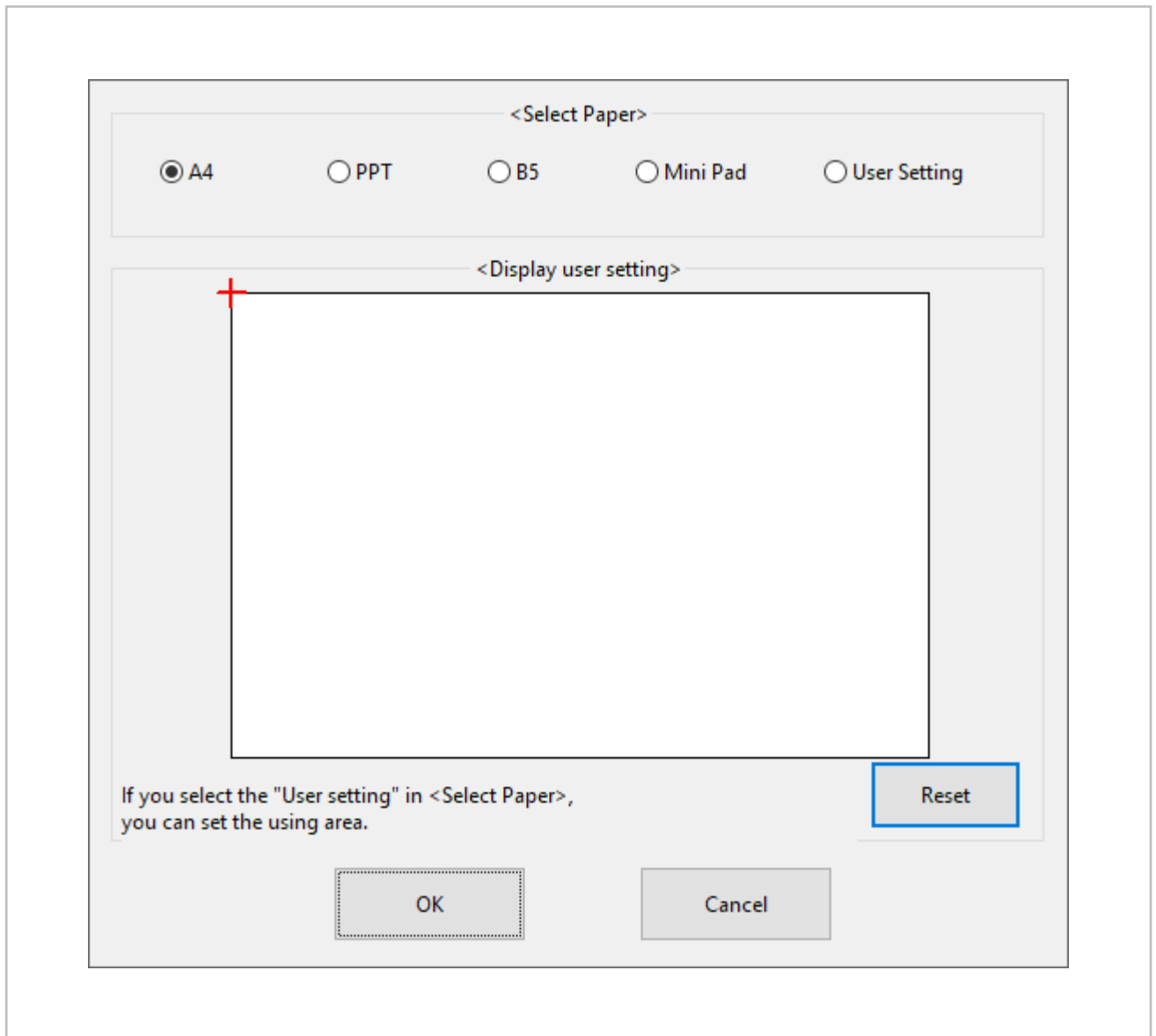
2 The menu appears.



3 Click the [Configuration] - [Paper Area] menu with the mouse.



4 The dialog box for selecting the type of smart paper appears.

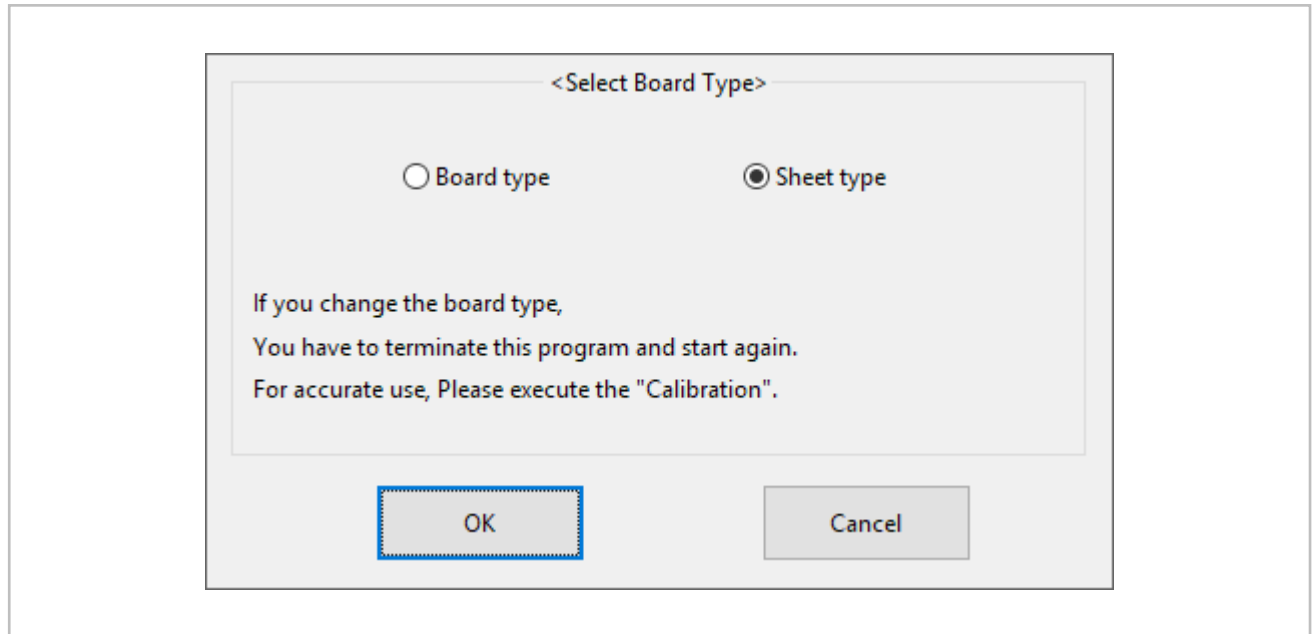


5 Select the desired Smart Paper and click the [OK] button. The entire area of the paper and the PC monitor screen area will be matched at 1: 1.

Select Board Type

Set the type of the current board type among the board-type board and sheet-type board.
If you use the Smartpen without setting the current type of board, the Smartpen will not operate normally.
Please select the board type before use. SmartSheet is set as default when first installed.

Select Board Type Dialog



Board Type (Deprecated smart board)

- Currently, it is a deprecated smart board type that is maintained for compatibility.

Sheet Type (Currently available Smartsheet)

- It is a smart sheet that is currently sold as a sheet-type chalkboard that can be attached to flat, flat walls with simple construction.

OK

- Save the changed settings and close the dialog.

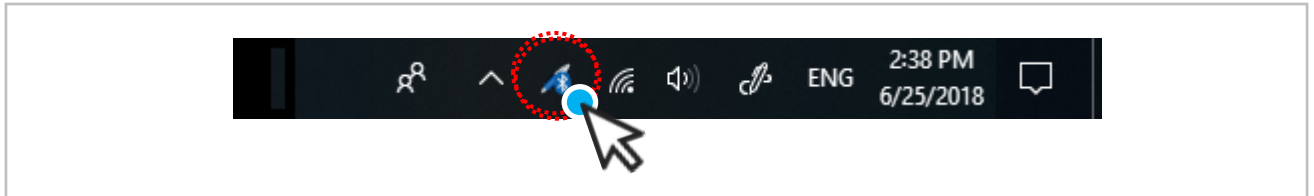
Cancel

- Closes the dialog without saving settings.

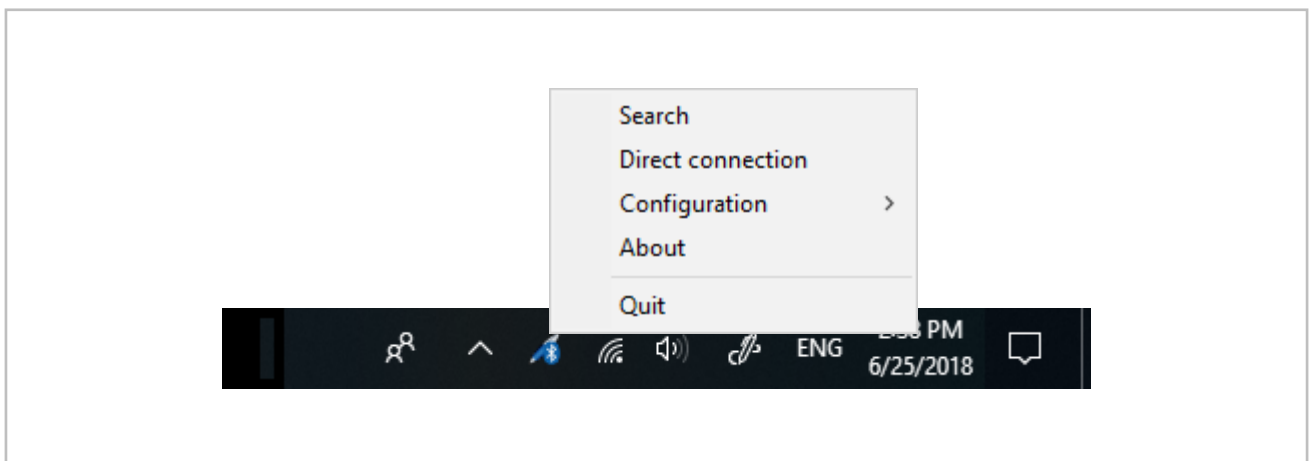


Step by step

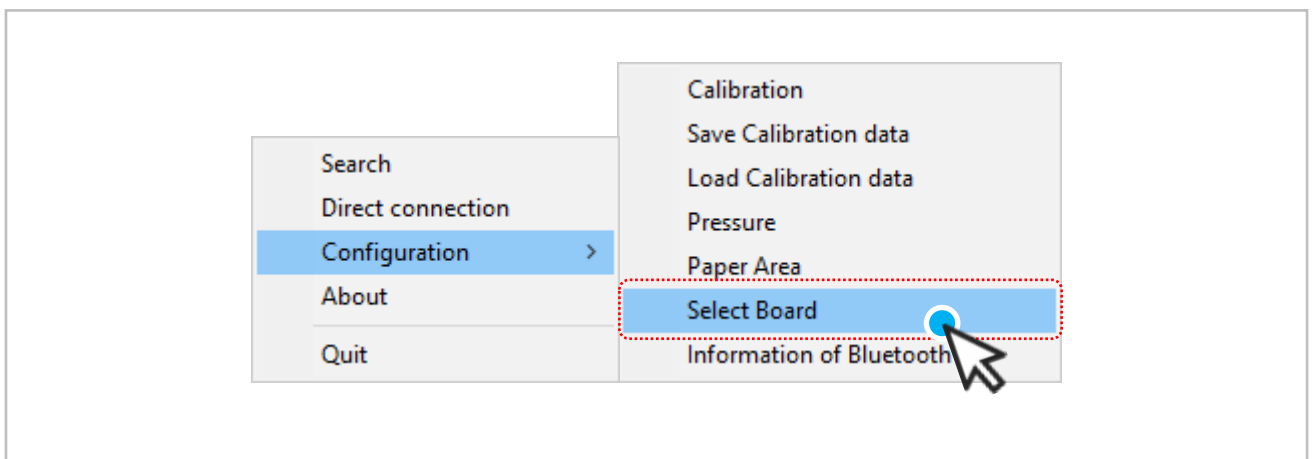
1 Click the Pen Manager icon on the taskbar.



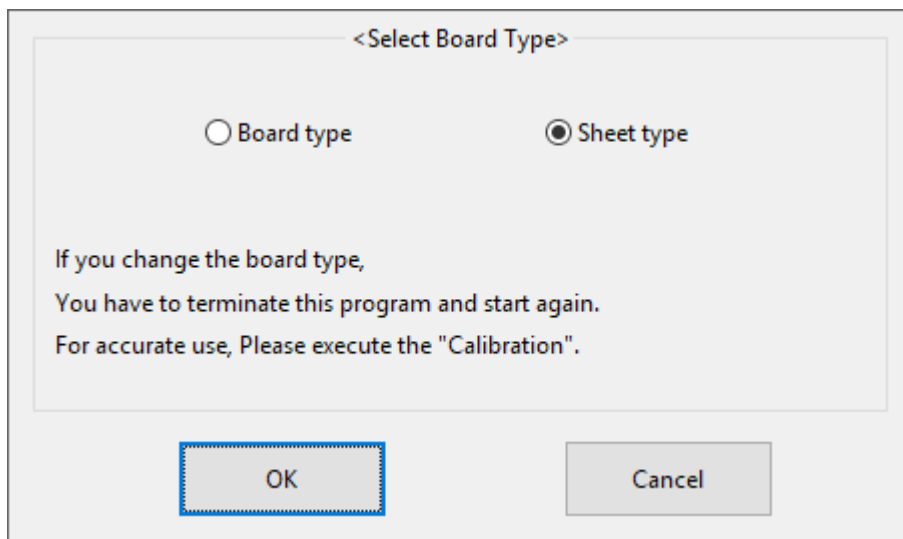
2 The menu appears.



3 Click [Configuration] -> [Select Board] menu.

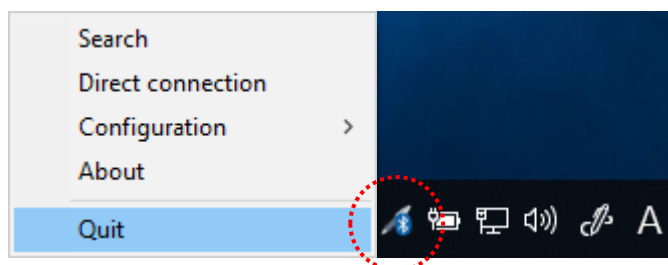


4 A dialog to select the board type appears.



5 Select the board that corresponds to the current board type, and then click the [OK] button.

6 If the user has changed the type of board, click the [Quit] menu to close the manager program and then run the manager program again.



If you change the board type in the [select Board Type] dialog, be sure to [Quit] the manager program and then execute it again. In addition, you must set the screen calibration again using the [Configuration] -> [Calibration] menu in the pen manager.

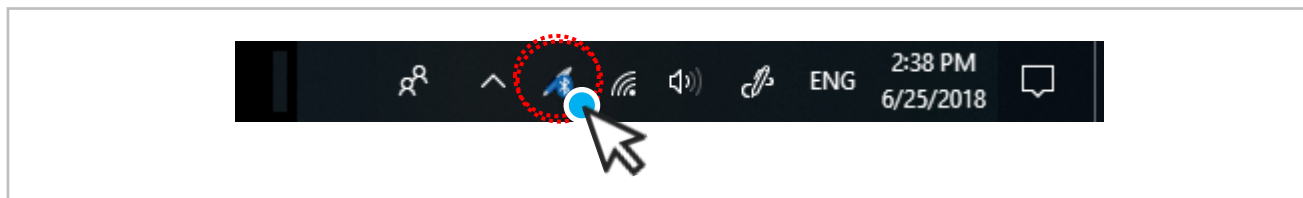


Information of Bluetooth

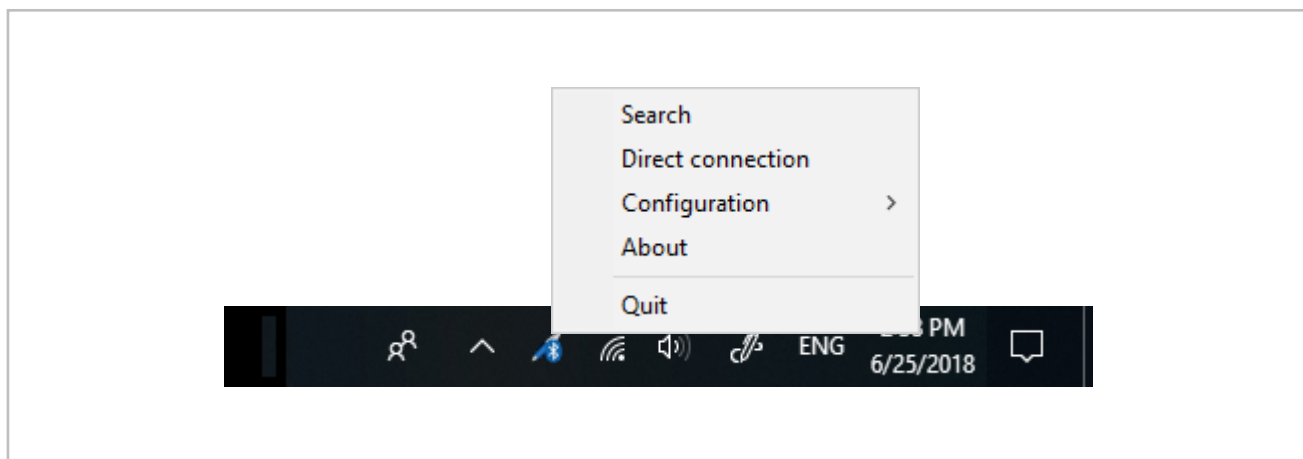
You can view a list of Smartpens connected to your PC or laptop.

Step by step

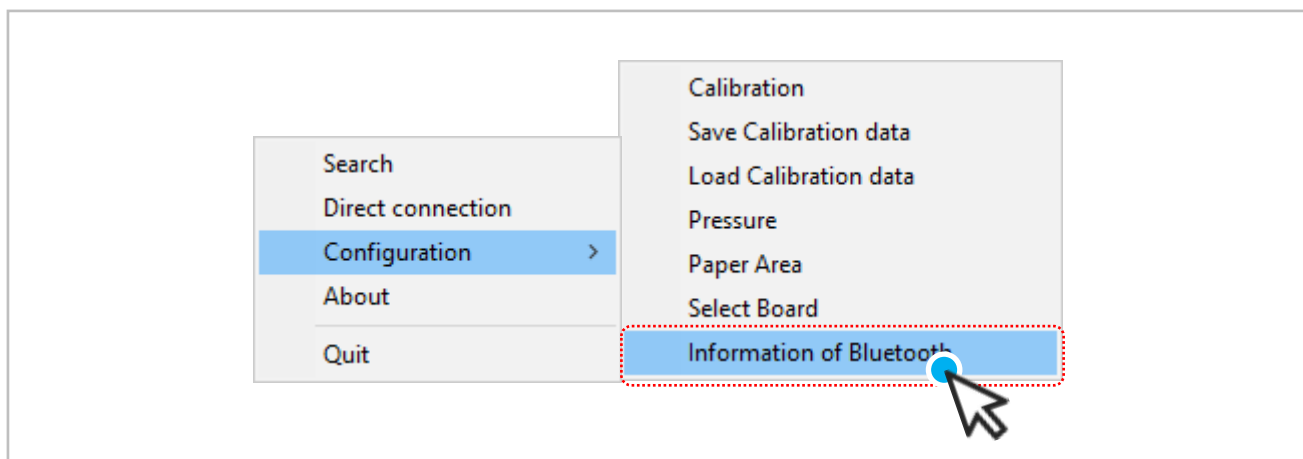
1 You can view the list of Smartpen currently connected to your PC.



2 The menu appears.



3 Click [Configuration] -> [Information of Bluetooth] menu.



4 A dialog appears allowing you to see a list of your Smartpens currently connected to your PC.

Information of Bluetooth Connection

Configuration


☒ Enable the Bluetooth gateway(BTGW).
 If you change the usage of Bluetooth gateway,
 Please terminate this program and start again.

 <Server IP>

192.168.0.24

 Server IP is used by PenlabClient.
 Please put this Server IP at configuration of PenlabClient.

<BTGW status>



 Gray : Not use
 Green : Connected
 Red : Disconnected

Information

Double-clicking the connected pen, that pen generates vibration.

<Local Pen>

No.	Status	Address	Battery
01	Connected	00:19:01:39:4e:b7	Sufficient
02			
03			
04			
05			
06			
07			

<Network Pen>

No.	Status	Address	Battery
08			
09			
10			
11			
12			
13			
14			

Refresh

OK





Information of Bluetooth Connection Dialog

Information of Bluetooth Connection

Configuration

☒ Enable the Bluetooth gateway(BTGW).


If you change the usage of Bluetooth gateway,
Please terminate this program and start again.

<Server IP>

192.168.0.24

Server IP is used by PenlabClient.
Please put this Server IP at configuration of PenlabClient.

<BTGW status>



Gray : Not use
Green : Connected
Red : Disconnected

Information

Double-clicking the connected pen, that pen generates vibration.

<Local Pen>

No.	Status	Address	Battery
01	Connected	00:19:01:39:4e:b7	Sufficient
02			
03			
04			
05			
06			
07			

List of Smartpen connected with Bluetooth
dongle inserted in PC USB port

<Network Pen>

No.	Status	Address	Battery
08			
09			
10			
11			
12			
13			
14			

List of Smartpen connected through Smartpen
Gateway

Refresh

OK

76



Up to 7 Smartpen can be connected to the Bluetooth dongle used on the PC.
With the separately sold Bluetooth Gateway, you can connect up to 7 additional Smartpen. Therefore, a total of 14 Smartpen can be connected at the same time.

For detailed instructions on using the Bluetooth Gateway, refer to the manual that is provided separately when purchasing.

Bluetooth Gateway

- The Bluetooth Gateway is a separate device that is required if you have more than seven Smartpen. (Up to 14 can be used)
- If you want to use the Bluetooth gateway, you can activate the Bluetooth gateway connection by clicking the corresponding checkbox.

ServerIP

- ServerIP is the value required for connection with the Bluetooth gateway, which means the IP address of the PC currently running PenlabMgr. (can be set by enabling bluetooth gateway function)
- If you enter ServerIP in the PenlabClient running on the Bluetooth gateway, it will automatically connect to PenlabMgr.

<BTGW status>

- You can check the connection status with the Bluetooth Gateway through the color of the icon.
- Gray: Bluetooth Gateway disabled
- Green: Bluetooth Gateway connected
- Red: Bluetooth Gateway is disconnected

Local Pen

- Shows a list of Smartpen directly connected via Bluetooth dongle.
- Up to 7 connections can be made.
- You can check Smartpen connection status / Smartpen address / Smartpen battery information.

Network Pen

- Shows a list of Smartpen connected via Bluetooth Gateway.
- Up to 7 connections can be made.
- You can check Smartpen connection status / Smartpen address / Smartpen battery information.

Refresh

- Refreshes and updates the list of currently connected Local Pen / Network Pen.

OK

- Close the <information of Bluetooth Connection> dialog.

<Status> Column

- Indicates the connection status of the Smartpen.

<Address> Column

- Indicates the BD address of the Smartpen.
- BD address is the Smartpen's Bluetooth identification number.

<Battery> Column

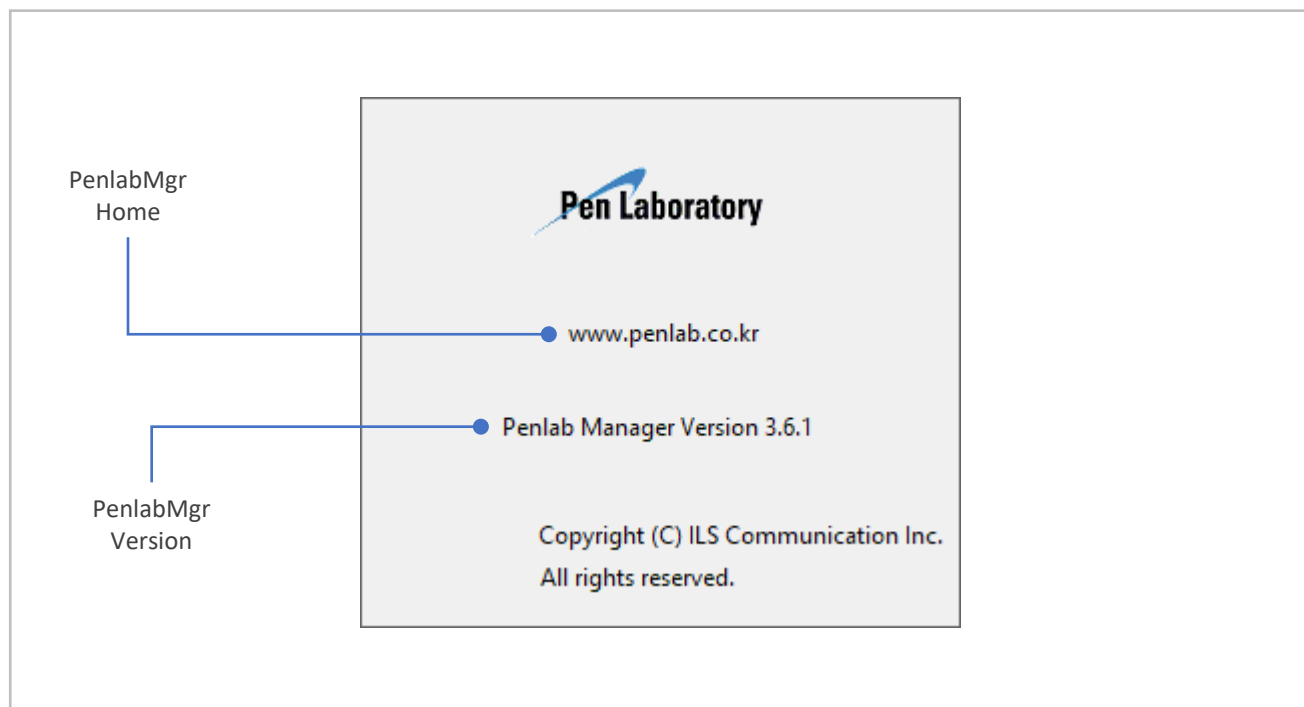
- Indicates the battery status of the connected Smartpen.



About

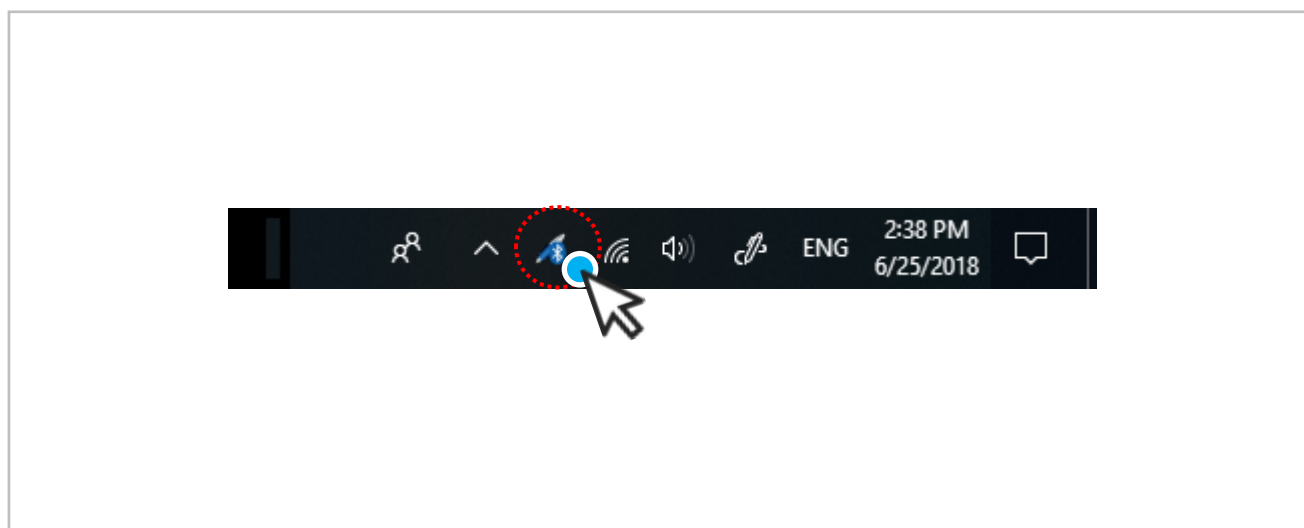
You can check information such as the version of the Smartpen manager program and the URL of Penlab. If the version of the Smartpen Manager program is not the latest version, you will need to access Penlab site or <https://www.hiclass3d.com> to update.

About dialog

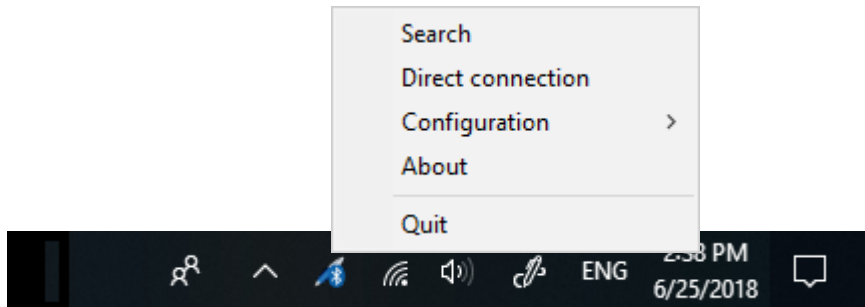


Step by step

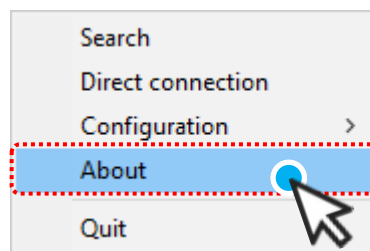
1 Click the Pen Manager icon on the taskbar.



2 The menu appears.



3 Click the [About] menu.



4 The About dialog appears.



5 Clicking on the <About> dialog or Windows screen will close the dialog.

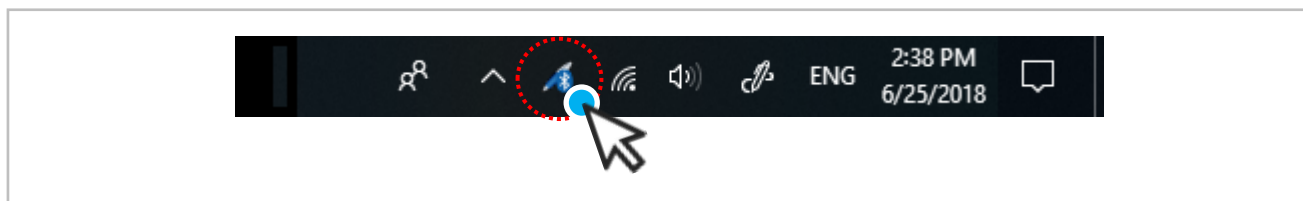


Quit

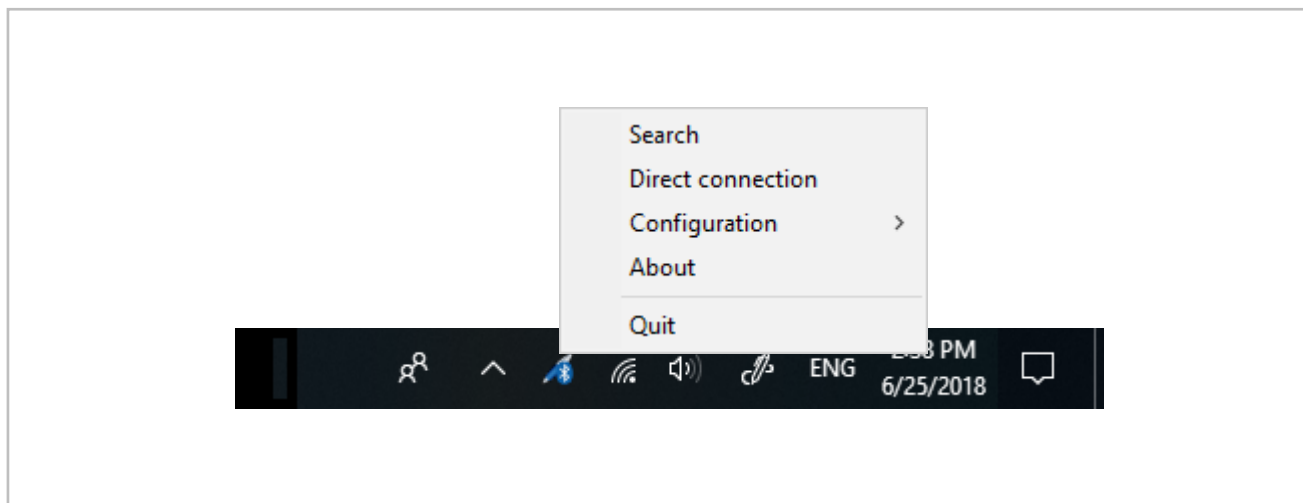
The Pen Manager program will automatically close when you turn off your PC, If you want to forcibly terminate the use of the program, you can terminate the use of the program through the [Quit] menu.

Quit the program.

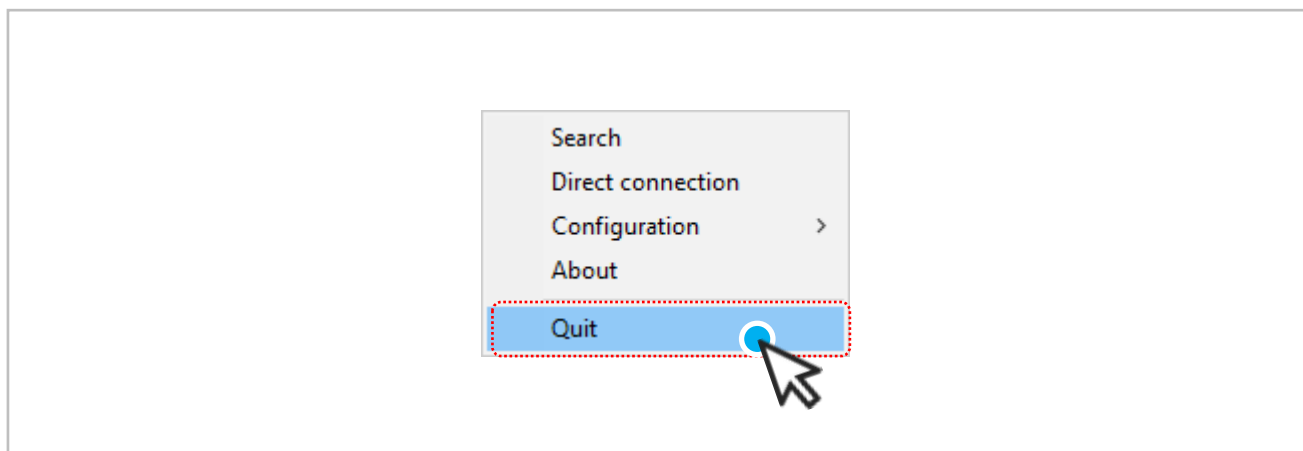
1 Click the Pen Manager icon on the taskbar.



2 The menu appears.



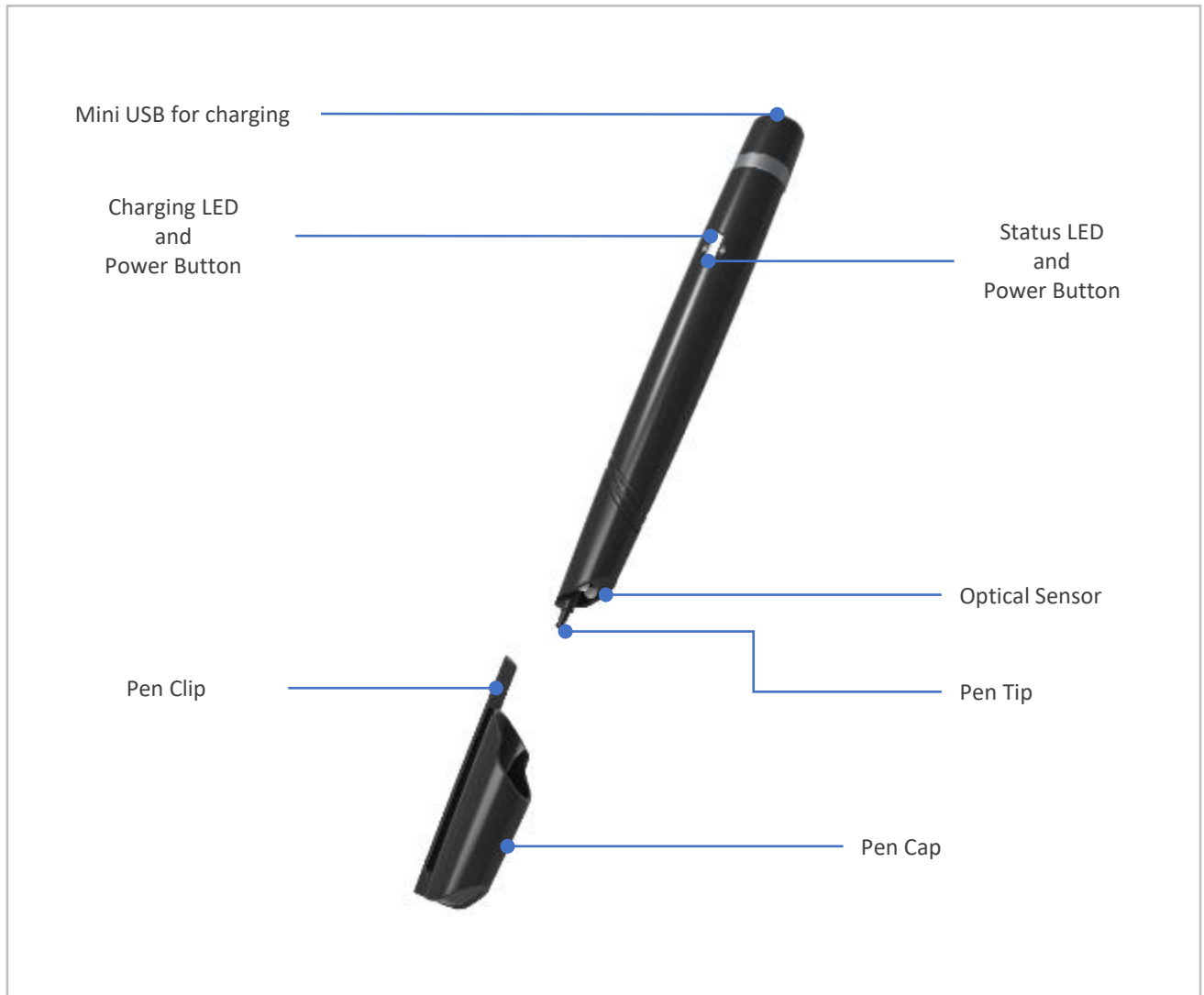
3 Click [Exit] menu.



The name and operating status of the Smartpen.

The name of each part of Smartpen

The names of parts of the Smartpen are as shown below.



The Smartpen will not turn on if it is not charged or the battery is discharged.



You can use your Smartpen while charging.

Up to 7 Smartpen can be connected and used together in one Bluetooth dongle.



Operation status of Smartpen

The operating status of the Smartpen can be checked easily by LED status

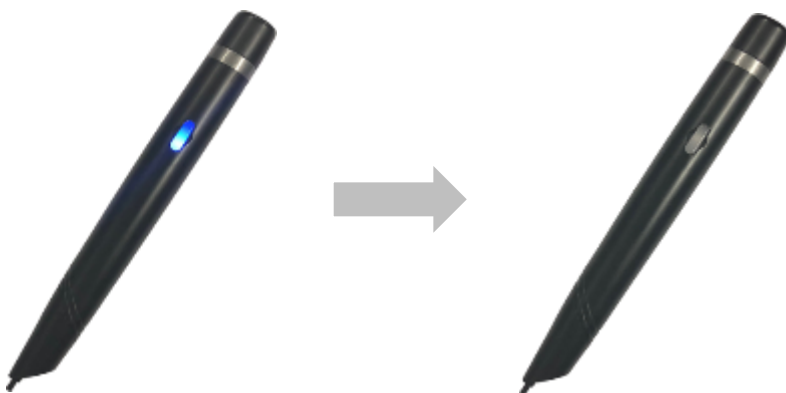
Turn on Smartpen

- 1 Press the power button for 2 to 3 seconds.
- 2 The power turns on while the Smartpen vibrates briefly.
- 3 The LED will blink and it will enter the connection wait state.



Turn off Smartpen

- 1 Press and hold the power button for 2 to 3 seconds.
- 2 The LED turns off and the Smartpen turns off and disconnects.



Smartpen status by LED (Status LED)

The color of the LEDs tells you the status of your Smartpen.

Blue/Red cross flashing

Indicates the connection status of the Smartpen.
Blue and red flash repeatedly.

Purple

It indicates that the Smartpen is not connected even after 2 minutes or more.
Connection attempts are not possible in this state. If you want to try connecting again, press the pen tip lightly.

Blue

Indicates the Smartpen is connected and available.
You can use the Stylus Pen function normally.

Red

Warning message to charge the battery with the color that appears when the Smartpen is low on battery.
If you see a red LED while using your Smartpen, your Smartpen will turn off automatically within 10 to 15 minutes.

Smartpen Charging Status by LED (Charging LED)

The charging status LED indicates the charging status of your Smartpen.

Red

Indicates that the Smartpen is charging.
In this case, the battery is charging normally.

Blue

Indicates that the Smartpen has been charged.
In this case, the charger will no longer charge even if it is still connected.
However, it is recommended that you disconnect the charger for safety.



Bluetooth communication of the Smartpen is not secure, and it may cause crosstalk or delay of communication speed due to place or radio wave interference.



FAQ

There are many problems and solutions that can occur when using the Smartpen. Please contact us if you can not solve the problem by the following FAQ.

The power is not turned on.

First, check whether the battery is discharged.
If the battery is discharged, charge it using the USB charging cable or the supplied recharger.

I can not charge the battery even though the power is connected.

For dedicated Recharger, make sure that the USB charging cable is properly connected.
If you are using a USB port on your PC, use a dedicated USB cable and make sure that power is supplied to the USB port on your PC. (If the PC is in standby mode, or the PC is turned off, charging may not be possible.)

I turned on the pen, but I can not connect to the PC and the LED keeps blinking.

Make sure the Bluetooth dongle is connected to your PC first.
If the dongle is connected, make sure the PenlabMgr program is running.

The pen's operating status LED is on (purple) and the Smartpen does not work.

If you do not connect to your PC for a long time after you turn on your Smartpen, your Smartpen will go into sleep mode.
Turn off your Smartpen, make the Smartpen ready for connection, and then reconnect it.

Pen operation status LED is on normally but it does not work.

Make sure that you are using your Smartpen on a dedicated paper or smart sheet that has a pattern printed on it. Please check if you are using within the range of effective angle of the Smartpen.
(Please familiarize yourself with basic usage of your Smartpen.)

The Smartpen continues to vibrate.

Make sure that you are using the paper with the pattern printed on it.
The SmartPen internal vibration motor is activated when a continuous recognition error occurs on the SmartPen. (Please familiarize yourself with basic usage of your SmartPen.)



I am writing a Smartpen and suddenly the LED is blinking.

This happens when the Bluetooth connection is lost.

Please power off your Smartpen and turn it on again to try Bluetooth connection or automatic connection with PC again.



How to use your Smartpen safely.

Since the Smartpen is an electronic device, it should be used with safety. Please refer to the following notes for use and management.

Keep out of the reach of children or animals.

Children may be exposed to electric shocks, explosions, and electromagnetic waves if they swallow or bite their mouths, and there is a risk of suffocation if swallowed. Be sure to read the instructions carefully.

Keep it clean.

If the charger cable and battery charging terminal are dirty, charging may not be possible. When cleaning the product, wipe it with a soft cloth. Chemicals such as alcohol, benzene, thinner, etc. should never be used because of the risk of fire.

Please use and store at room temperature.

If you leave it in a place with a high temperature (such as in a car in summer, in an enclosed space exposed to direct sunlight, near a fire, etc.) for a long time, the built-in battery in the Smartpen may explode, fire, or deform.

If you use or store the product in a place that is too cold, it may not be able to perform the normal function or shorten the life of the product. Always use and store at room temperature.

Be sure to use the supplied genuine product.

The user must use approved products supplied by the manufacturer. Unauthorized chargers may shorten the life of the Smartpen and degrade its performance. In this case, we can not guarantee the safety of the product.

Be careful of water or moisture.

If the main unit or charger cable is immersed in water or used in a humid place, it may cause electric shock or malfunction of the Smartpen due to damage to components and circuits. If your product fails due to such carelessness, you will not receive free service.

Do not dry with a heating device when flooding.

If the user uses a heating device such as a microwave oven, stove, or dryer to dry the flooded body, it may cause explosion, deformation, or failure. In this case, the safety of the user can not be guaranteed. Never turn the power on in wet conditions. In such cases, please contact the designated service center.



Do not use in places where use is prohibited such as aircraft and hospital.

In aircrafts, hospitals, etc. that use high-frequency devices, the use of Smartpen may affect high-frequency devices, which may cause accidents. Be sure to follow the instructions of each specific agency. (Same as flammable substance, explosion hazard area)

Do not place your Smartpen, charging cable, etc. near a heat source (stove, microwave oven, etc.) or place it inside.

Doing so may cause the product to deform, explode or cause fire.
In this case, the safety of the user can not be guaranteed.

Do not modify or disassemble / repair the product yourself.

Strong shock or dropping may cause malfunction or explosion. If you disassemble or modify the Smartpen, you will not be able to receive services for free.

Do not use near a microwave oven or WIFI router.

The same frequency band may cause malfunction or noise of the Smartpen.
This can degrade Smartpen performance and can not guarantee performance.





05. Installing HiClass3D

Before Use

Explanation of Symbols



Note – This symbol is used when useful **references** or **additional information** about HiClass3D.



Caution – This symbol is used for **matters requiring caution** during the use of HiClass3D.

Precautions Before Using HiClass3D

- This User's Manual includes complete information about products related to HiClass3D.
- **The features** may **differ** depending on the **version** of the product.
- This User's Manual has been prepared based on Windows 10 version.

Installation Requirements

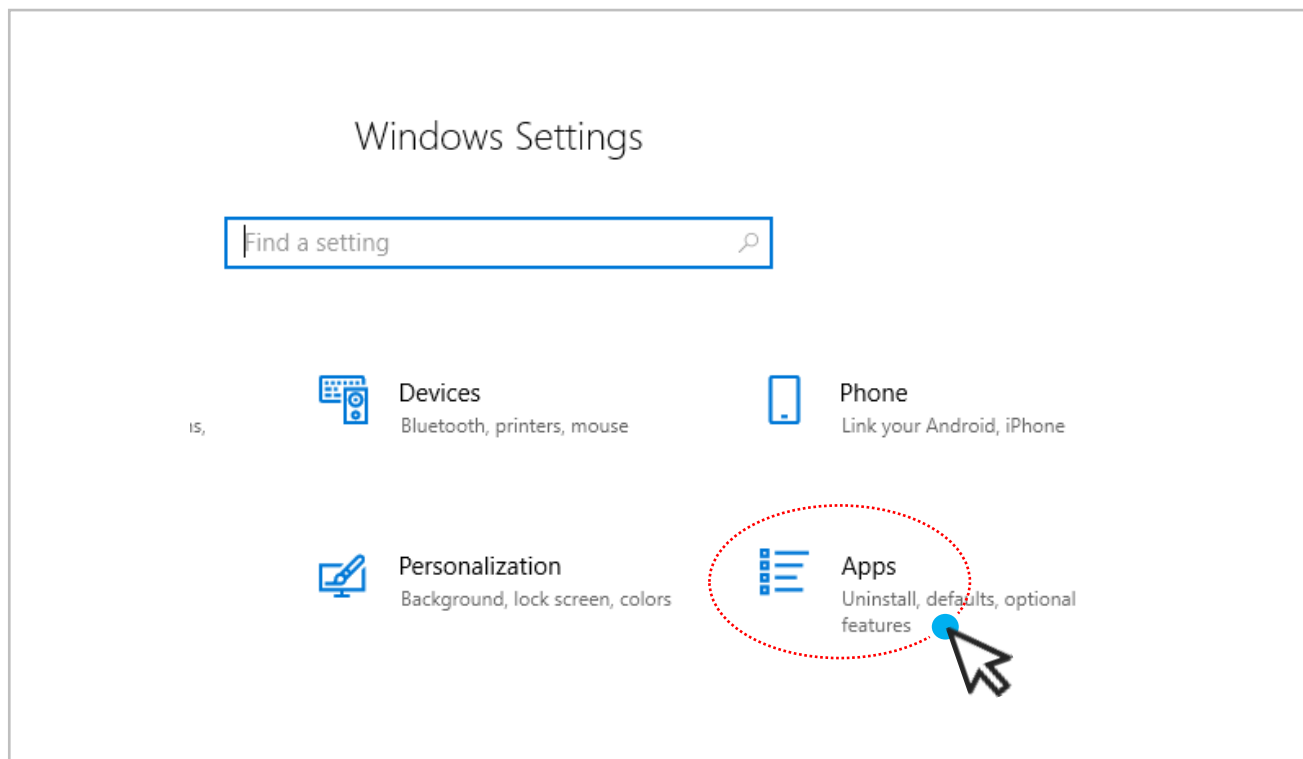
The software mentioned below must be **installed in advance** to ensure smooth operation of HiClass3D.

- Click on [**Windows Settings -> Apps & Features**] to ensure that the following items are installed:

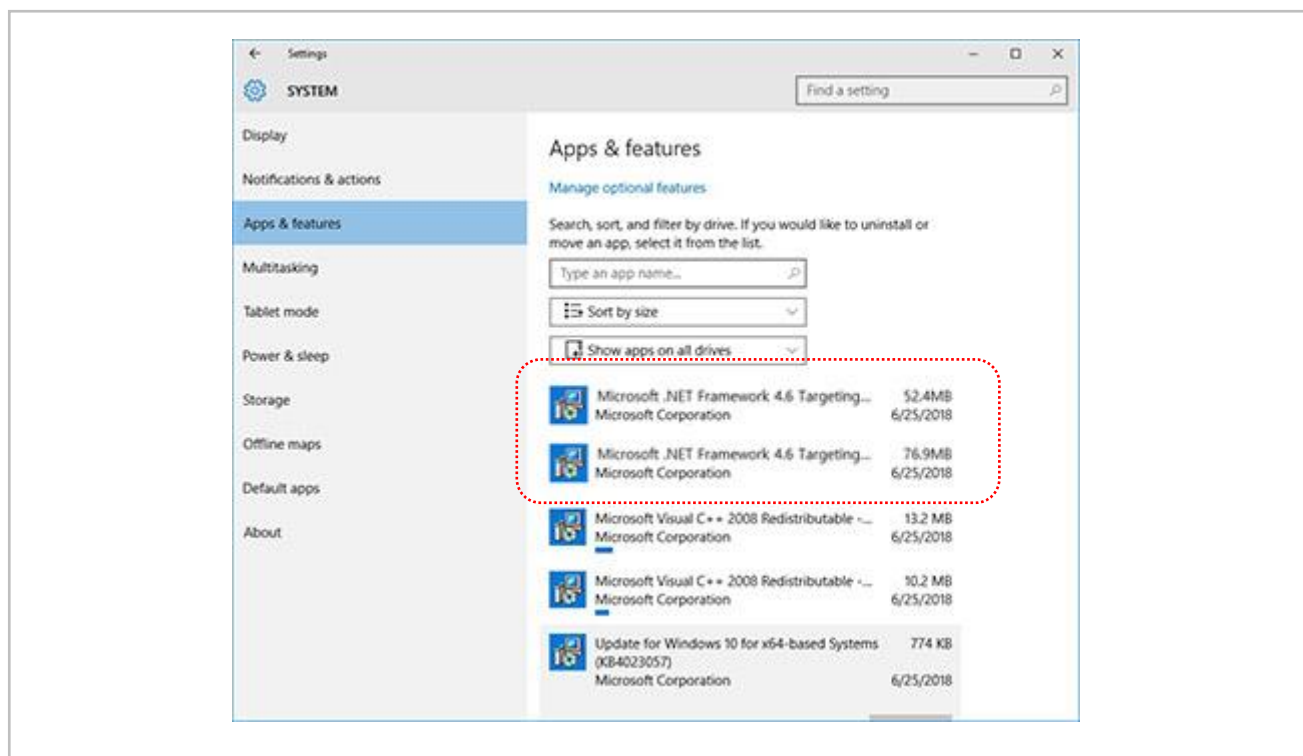
1 Click on [Settings] on the Windows [Start] menu.



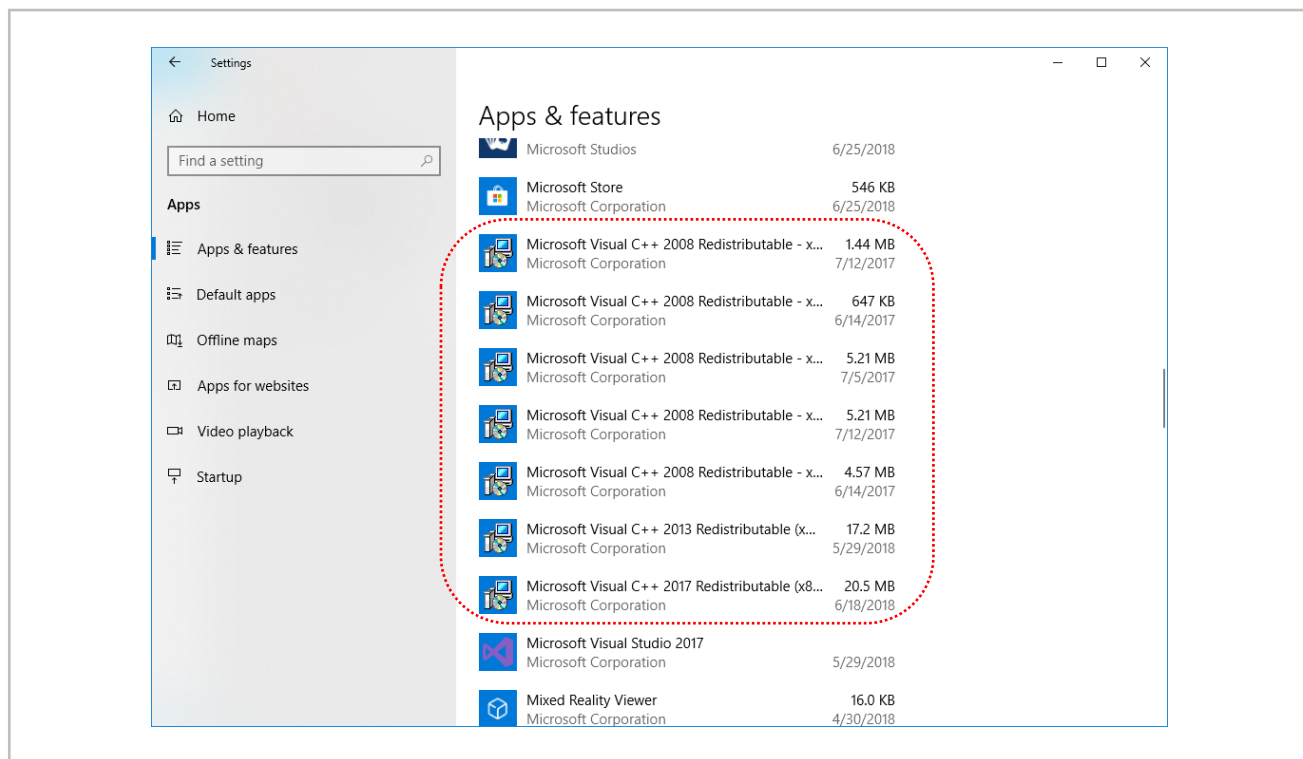
2 Click on [Apps] in Windows Settings.



3 Check installed programs in [Apps & Features].



4 In [Apps & features], make sure [Microsoft Visual C ++ 2017 Redistributable] is installed.



5 If it is not installed, refer to the next page to proceed with the installation of the required items.

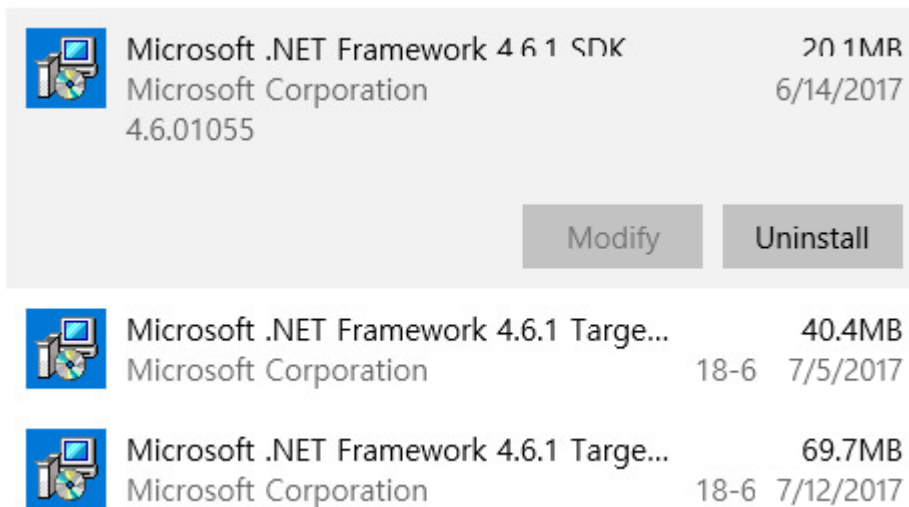


Installing Microsoft .NET Framework 4.6.1

HiClass3D is running based on Microsoft .NET Framework 4.6.1.

(In Windows 10, Microsoft .NET Framework 4.6.1 is installed by default.
Therefore, please install Microsoft .NET Framework 4.6.1 only on versions lower than Windows 10.)

- 1 Check the Microsoft .NET Framework 4.6.1 program at [Apps & features].
When the program is installed, the following screen will appear.

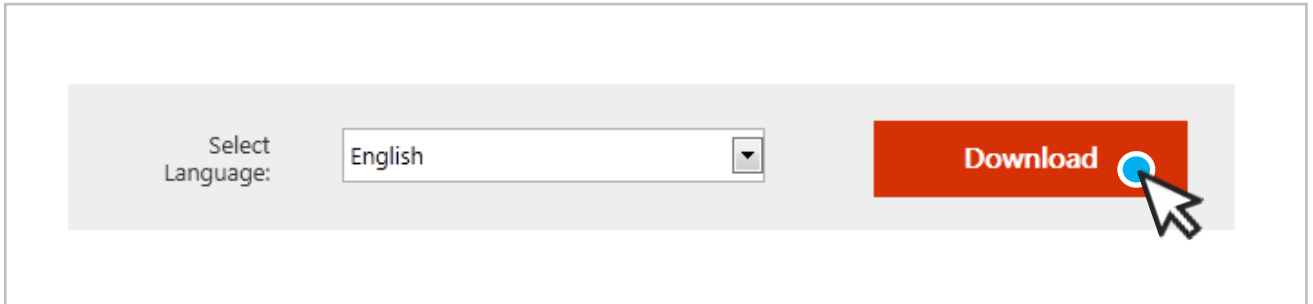


- 2 If Microsoft .NET Framework 4.6.1 has not been installed, enter the following URL in the address bar of the browser:

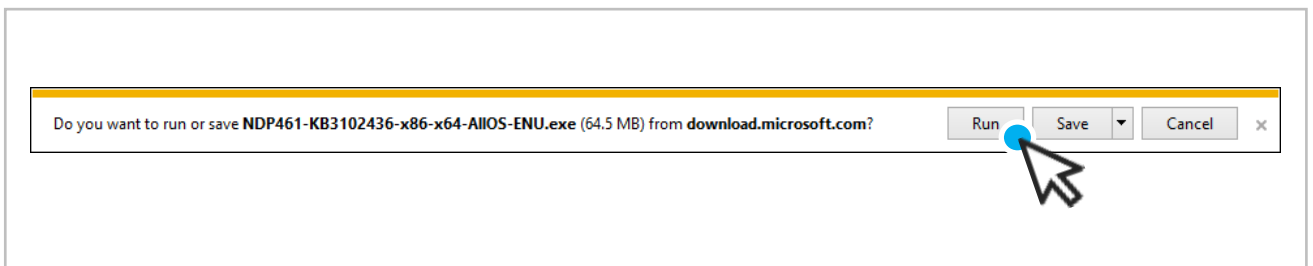
<https://www.microsoft.com/en-us/download/details.aspx?id=49982>



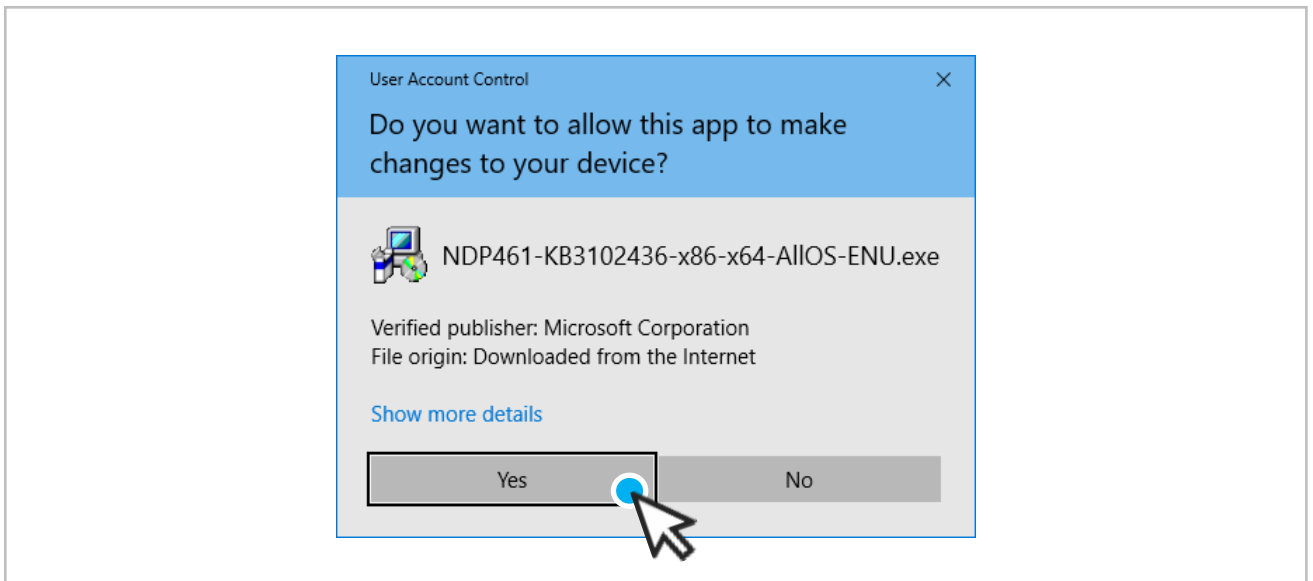
3 Check the content of the file to be downloaded and then click the [Download] button.



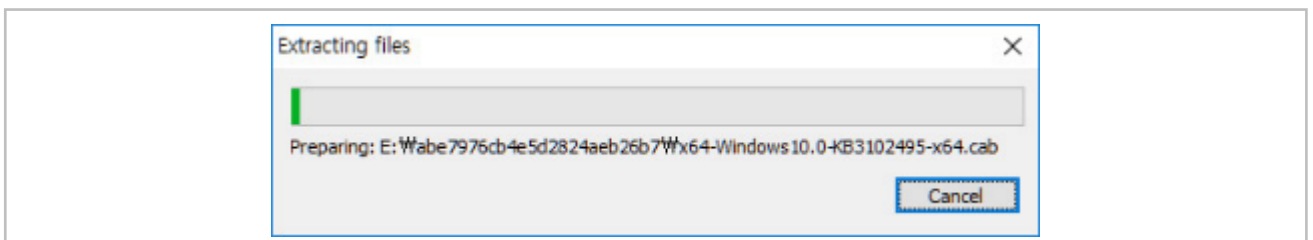
4 When the download is completed, click the [Run] button.



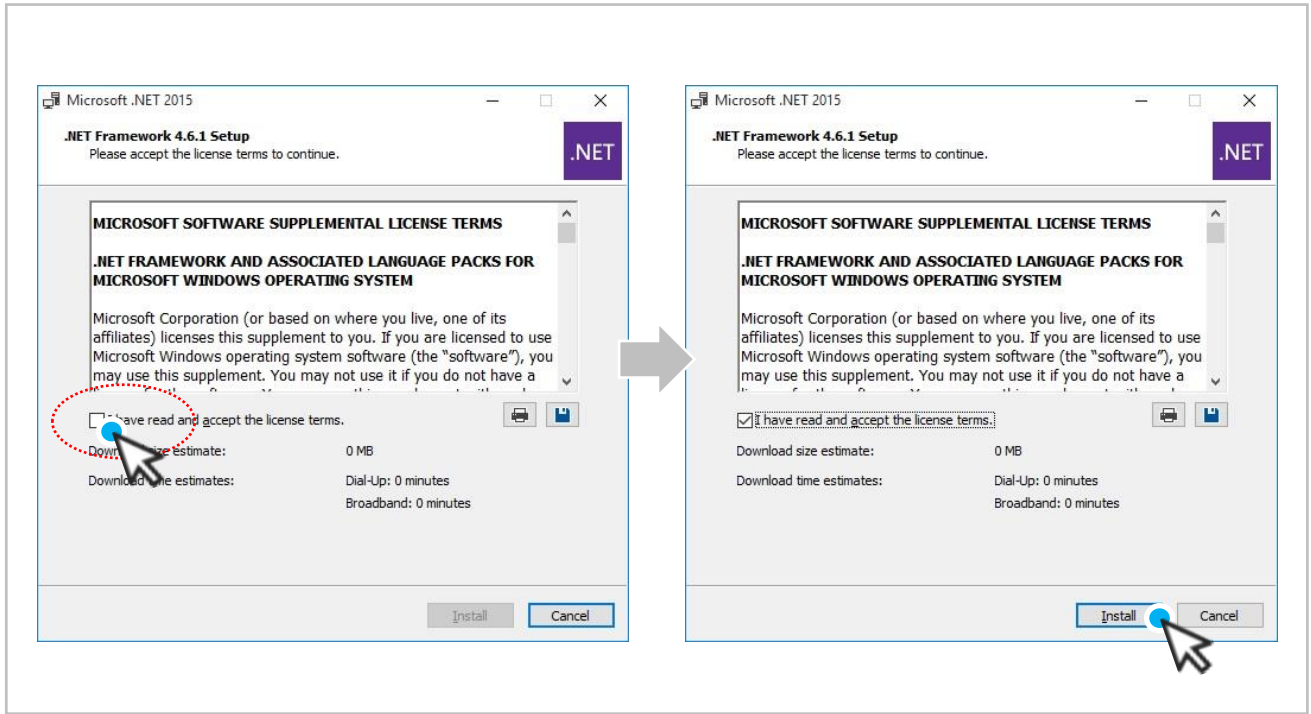
5 On the [User Account Control] screen, click the [Yes] button.



6 Preparations for installation are in progress.



- 7 Check [I have read and accept...] to accept the .NET Framework 4.6.1 Terms of Use and click the [Install] button.



- 8 After confirming the completed installation of the program, click the [Finish] button.



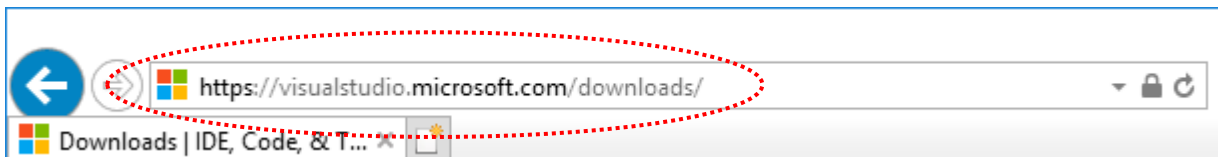
Installing Microsoft Visual C++ 2017 Redistributable x86

MS C/C++ is used for implementation of many features of HiClass3D. Therefore, the following item must be installed.

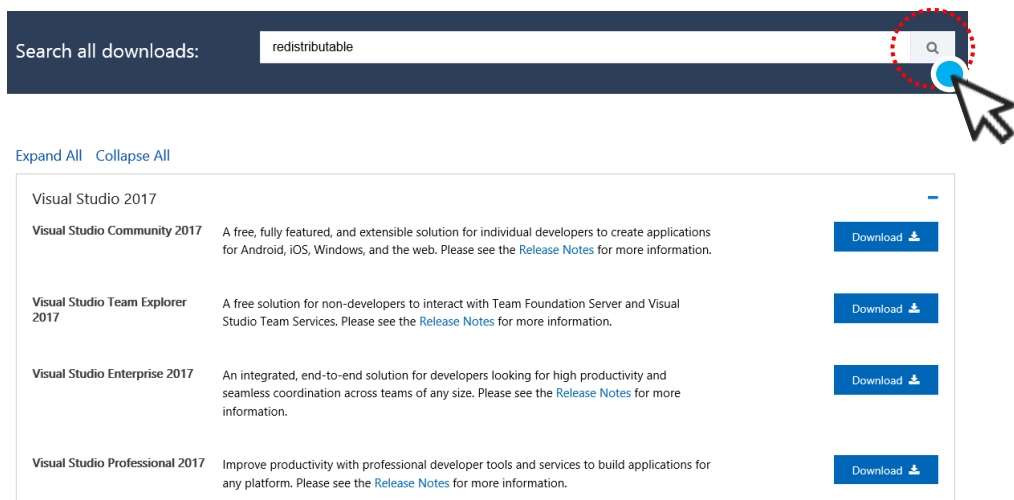
- 1 Check the Microsoft Visual C++ 2017 Redistributable x86 program in [Apps & Features] in [Settings].



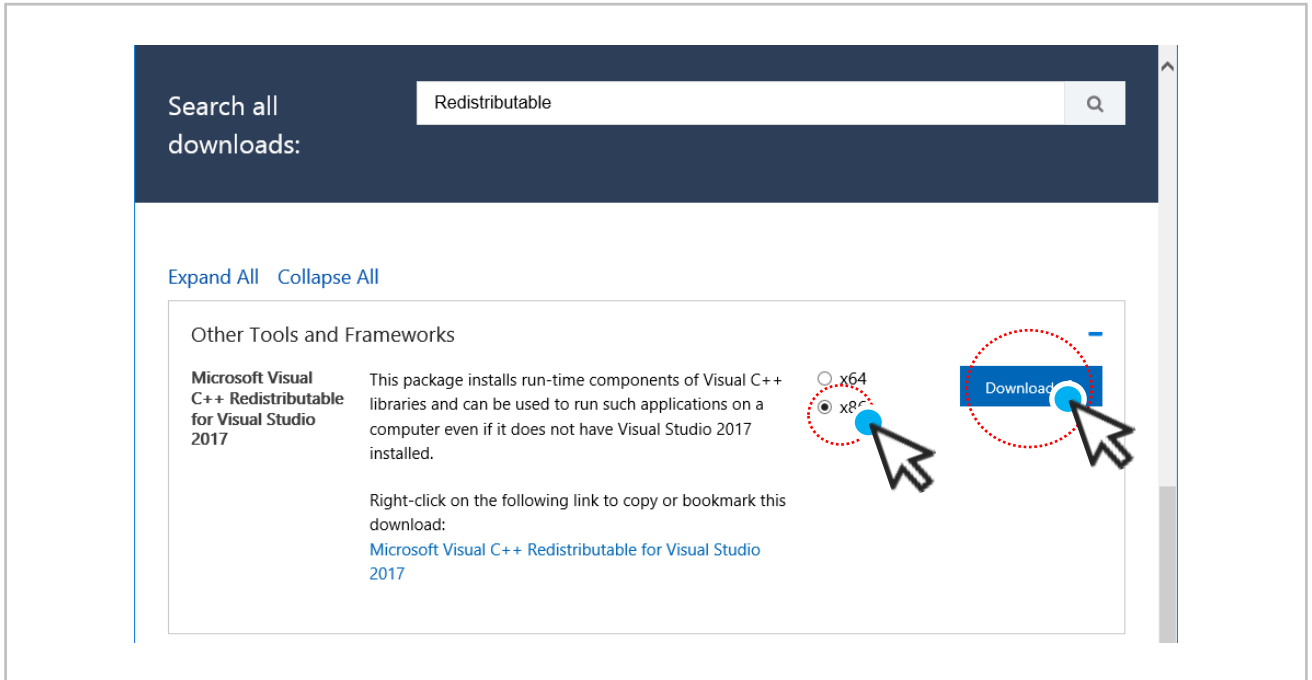
- 2 If the Microsoft Visual C++ Redistributable program has not been installed, enter the following URL into your browser:
<https://www.visualstudio.com/ko/downloads/>



- 3 Scroll down the web page and type [redistributable] in the [Search all downloads] box and search.



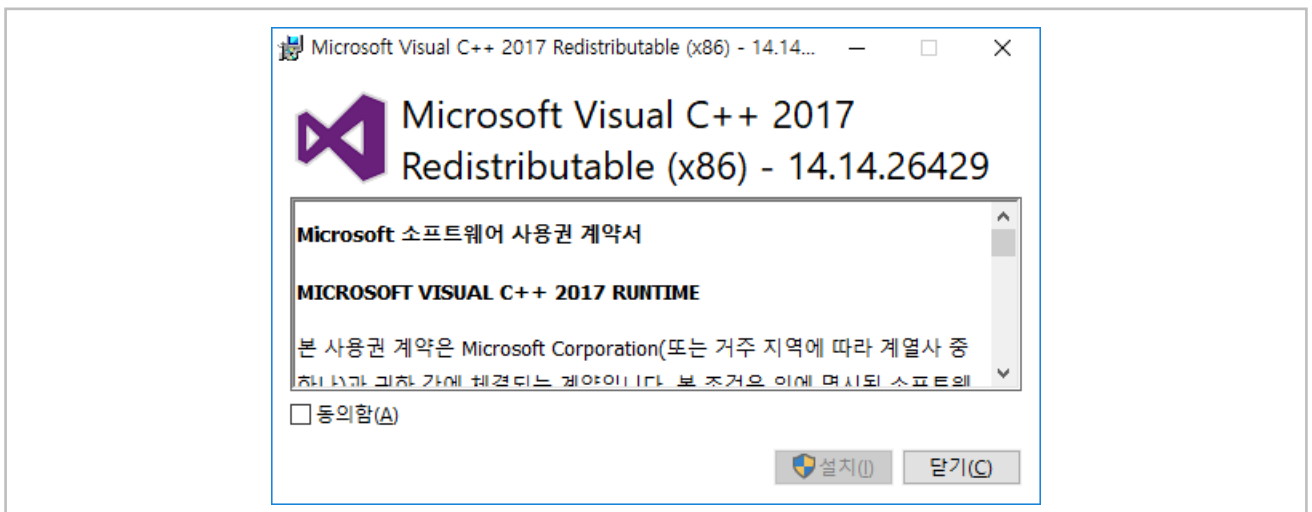
- 4 In the search results, select x86 from the [Microsoft Visual C ++ Redistributable for Visual Studio 2017] and download it.



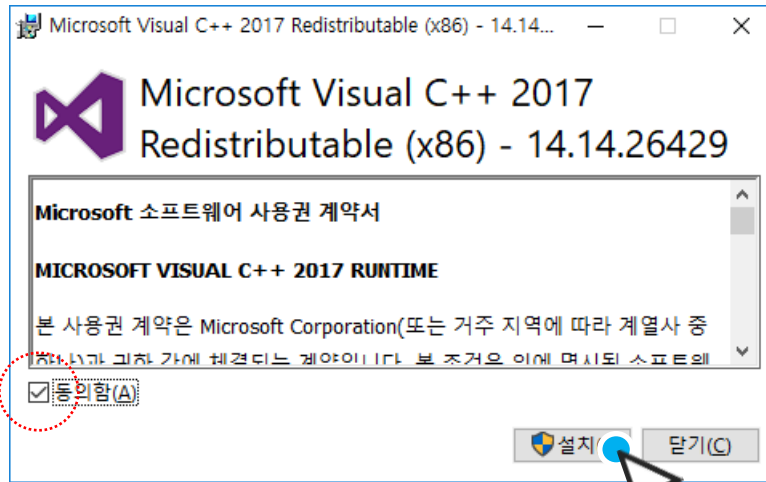
- 5 When the download is complete, click File.



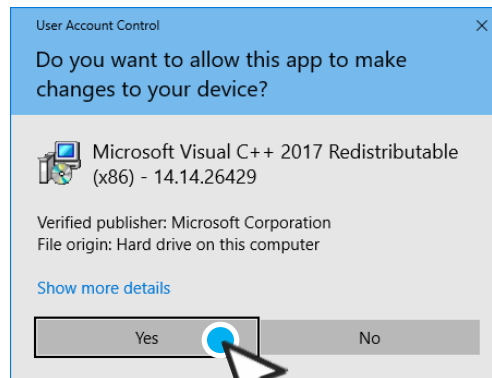
- 6 The installer will launch.



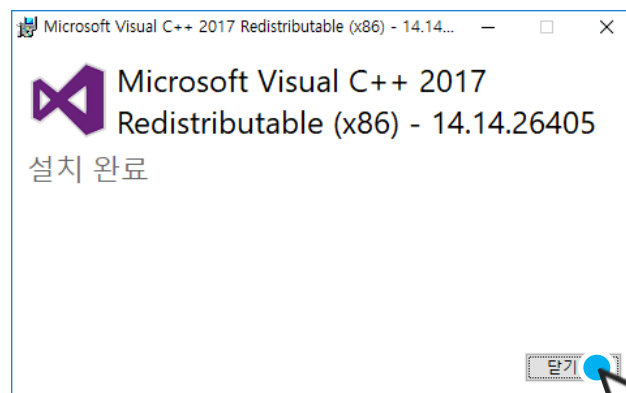
7 After agreeing to the license terms and conditions, click the [Install] button.



8 Click the [Yes] button on the User Account Control screen.



9 After confirming the completed installation of the program, click the [Close] button.



Installing X264vfw – H.264/MPEG-4 AVC codec

HiClass3D uses x264vfw – H.264/MPEG-4 AVC codec to record audio and video.

Therefore, the following item must be installed.

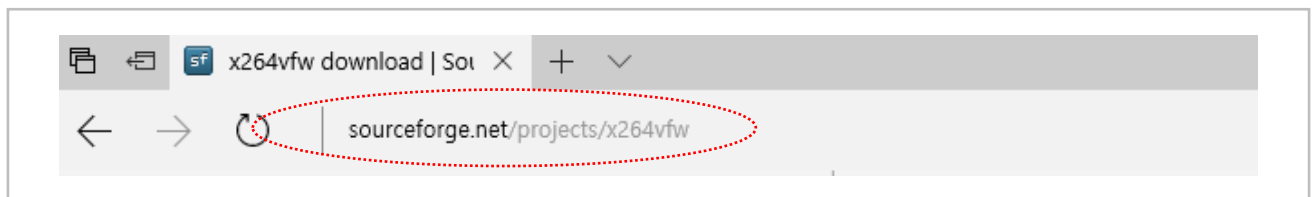
This item can be used free of charge by individual users.

- 1 Check whether the x264vfw–H.264/MPEG-4 AVC codec program is installed in [Apps & Features] in [Settings].

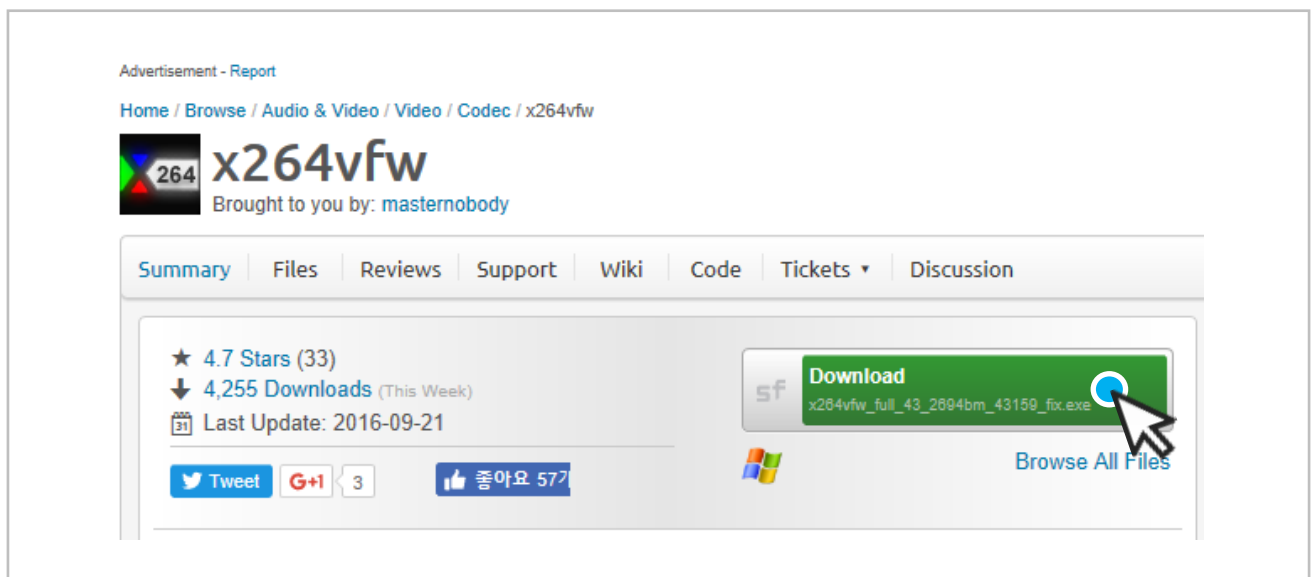


- 2 If the x264vfx–H.264/MPEG-4 AVC codec program has not been installed, enter the following URL into your web browser.

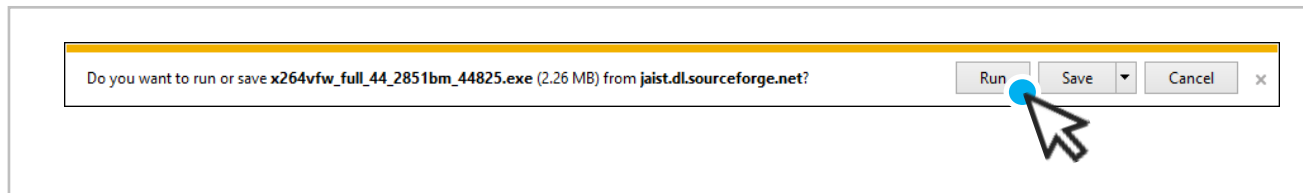
<https://sourceforge.net/projects/x264vfw/>



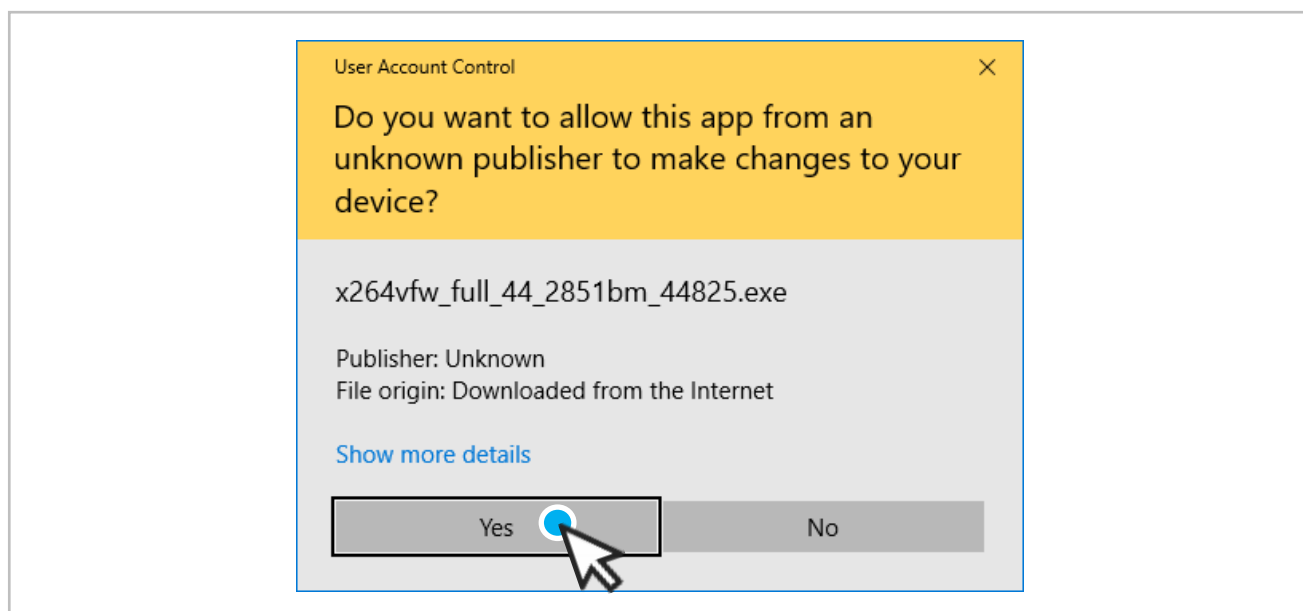
- 3 Click the [Download] button.



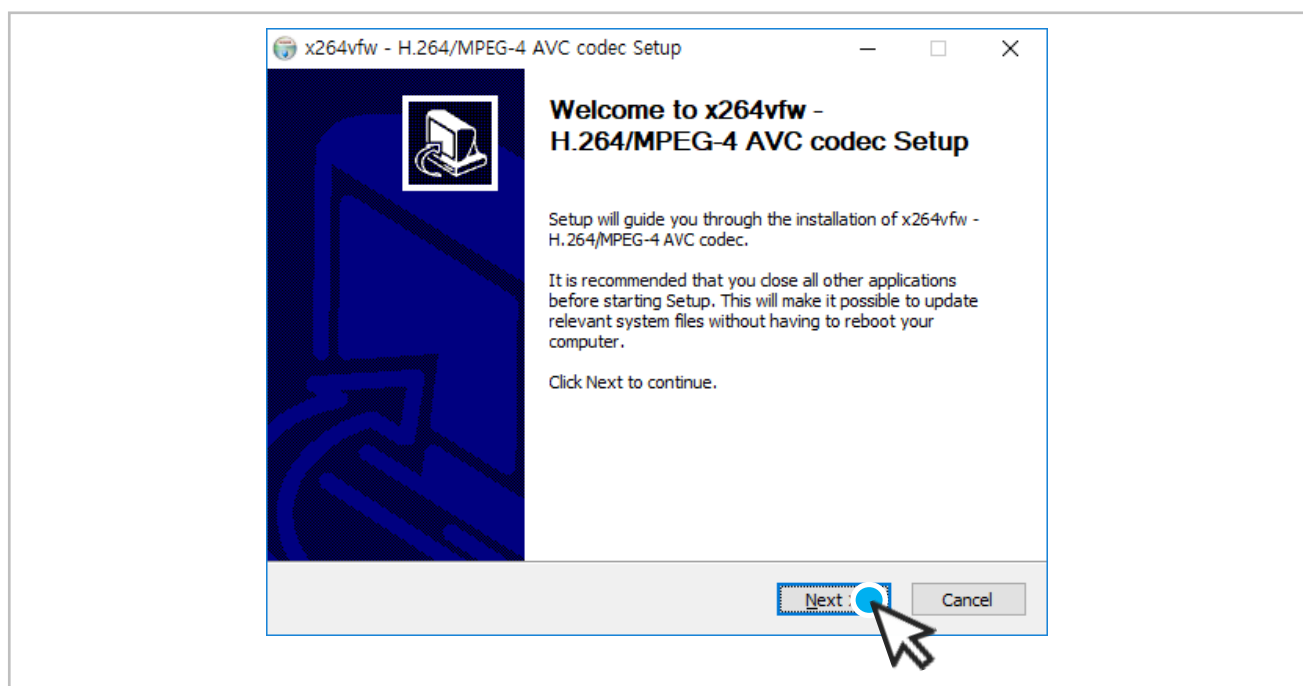
4 When the download is completed, click the [Run] button to run the installation.



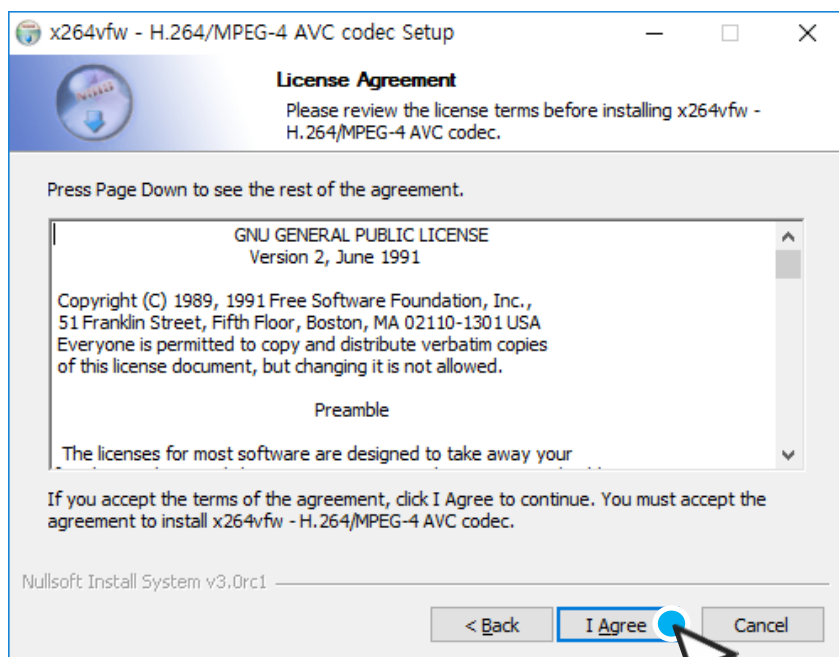
5 To install the program, click the [Yes] button on the User Account Control screen.



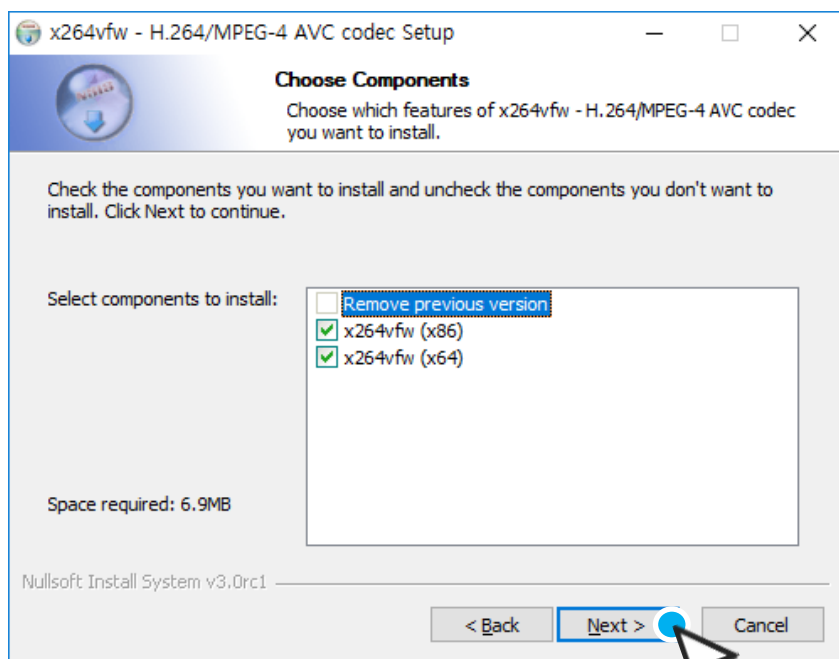
6 To install the program, click the [Next] button.



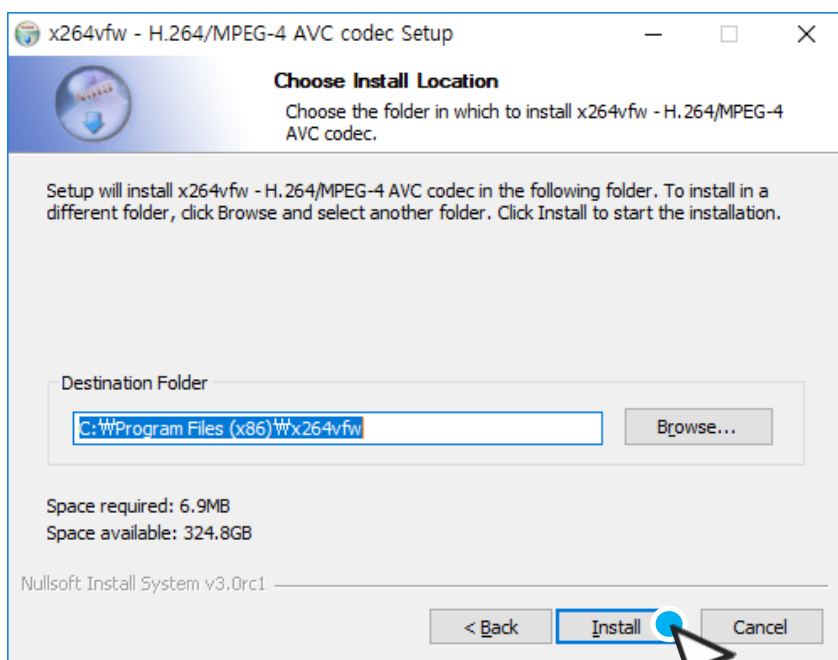
7 To agree to the terms of the agreement, click the [I Agree] button.



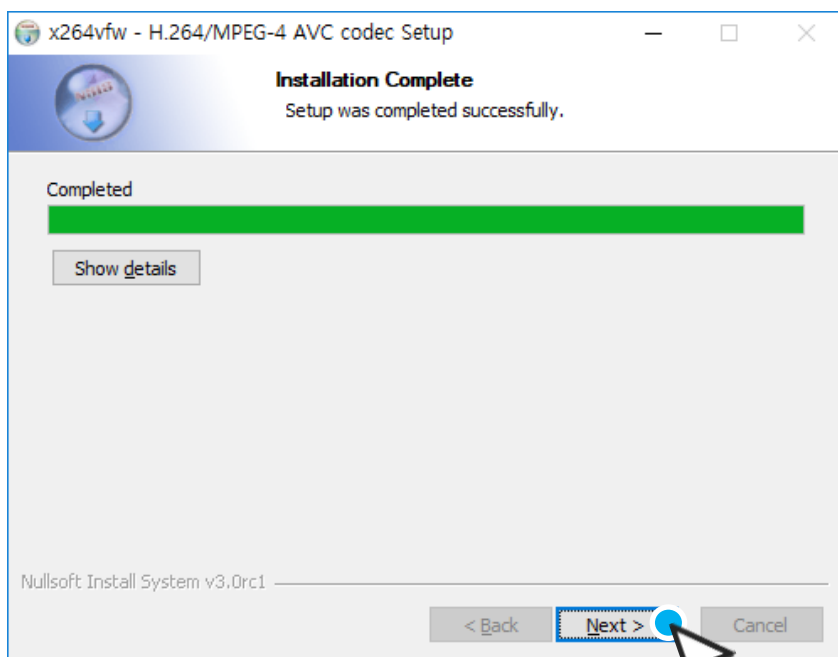
8 Check the program to be installed and click the [Next] button.



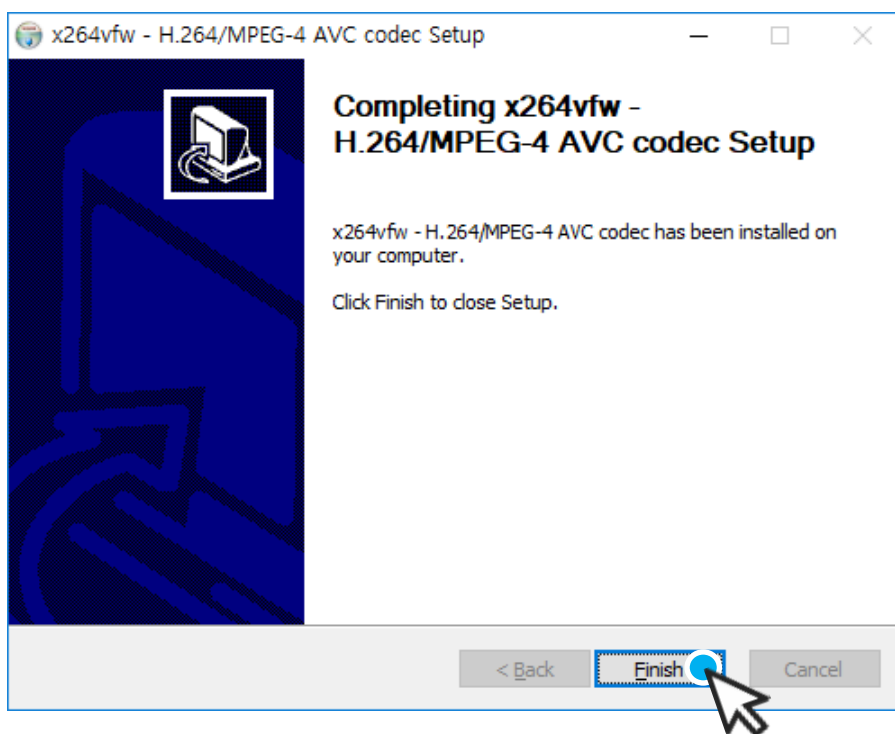
9 After selecting the installation destination folder, click the [Install] button.



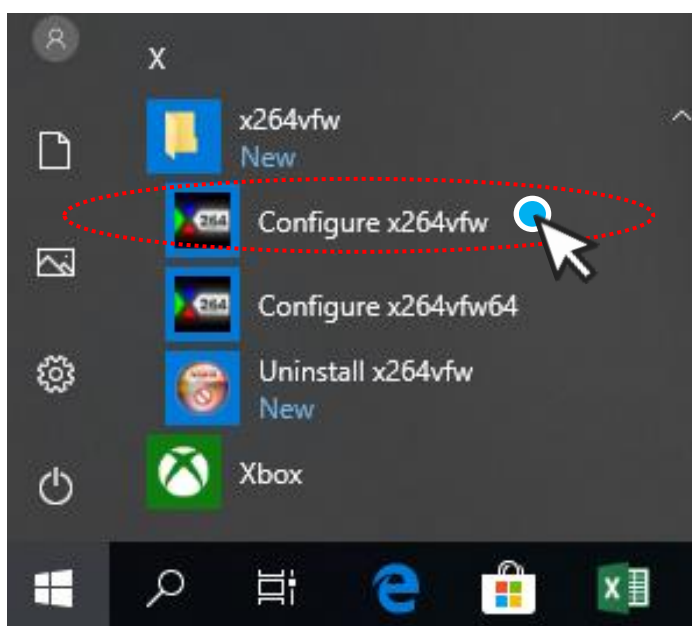
10 After checking that the installation is complete, click the [Next] button.



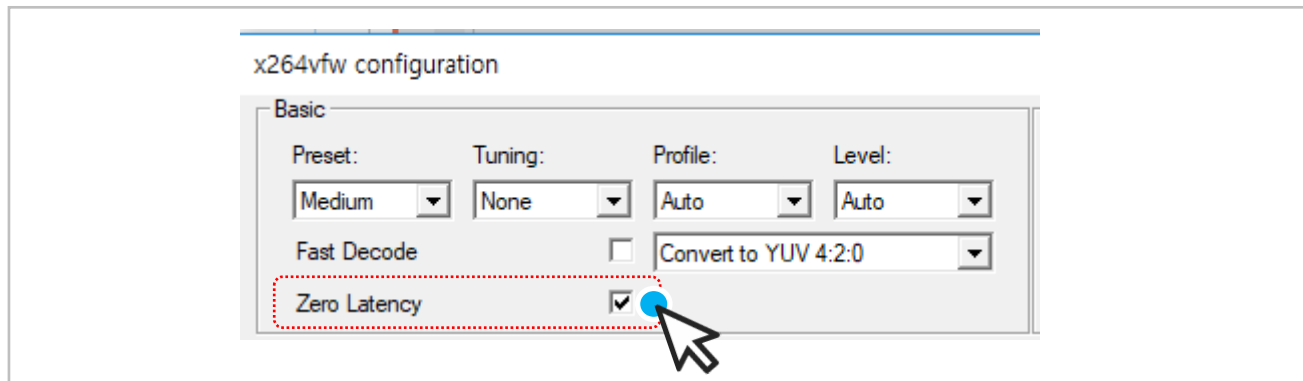
11 After checking that the installation is complete, click the [Finish] button.



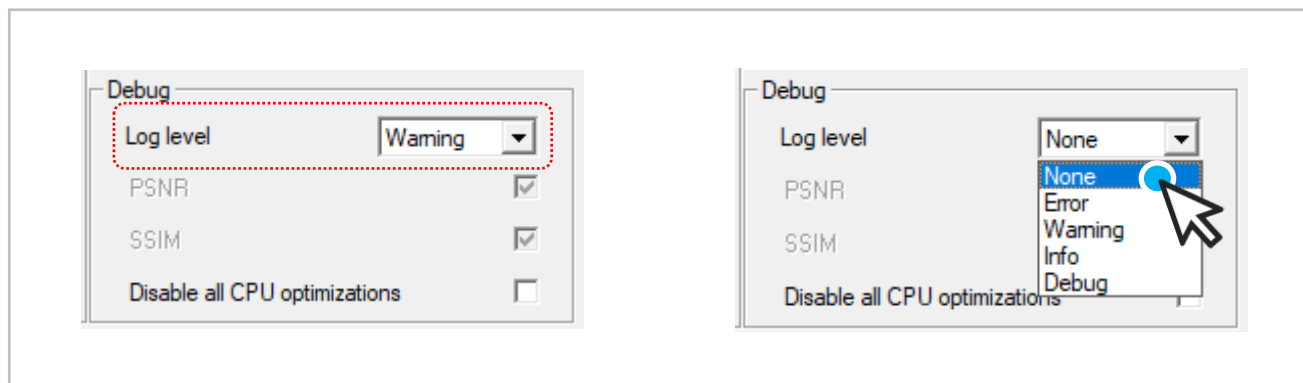
12 To configure the codec, click on [Configure x264vfw] in x264vfw classification in the Windows [Start] menu.



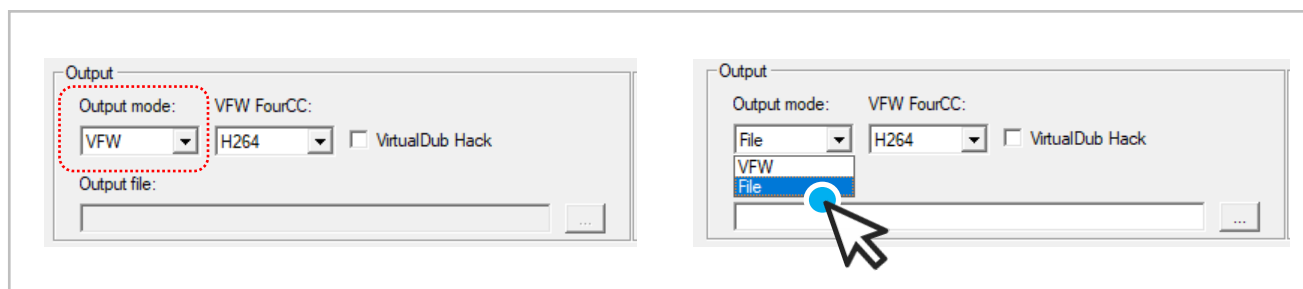
13 Select [Zero Latency] in the Basic section on the x264vfw configuration screen to minimize latency.



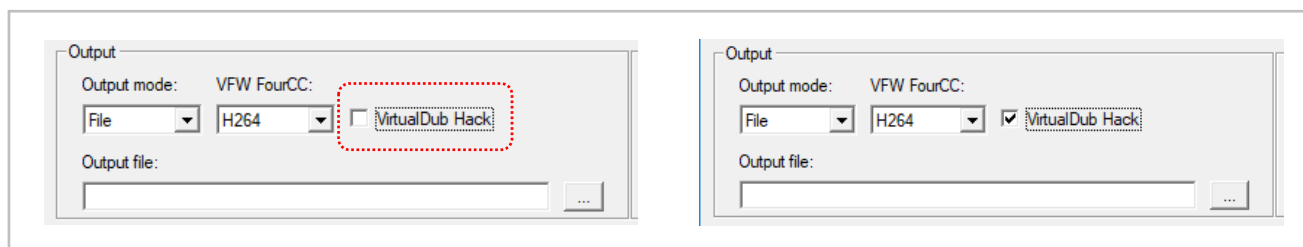
14 Select the [None] option for Log level in the Debug section to omit the Debug screen.



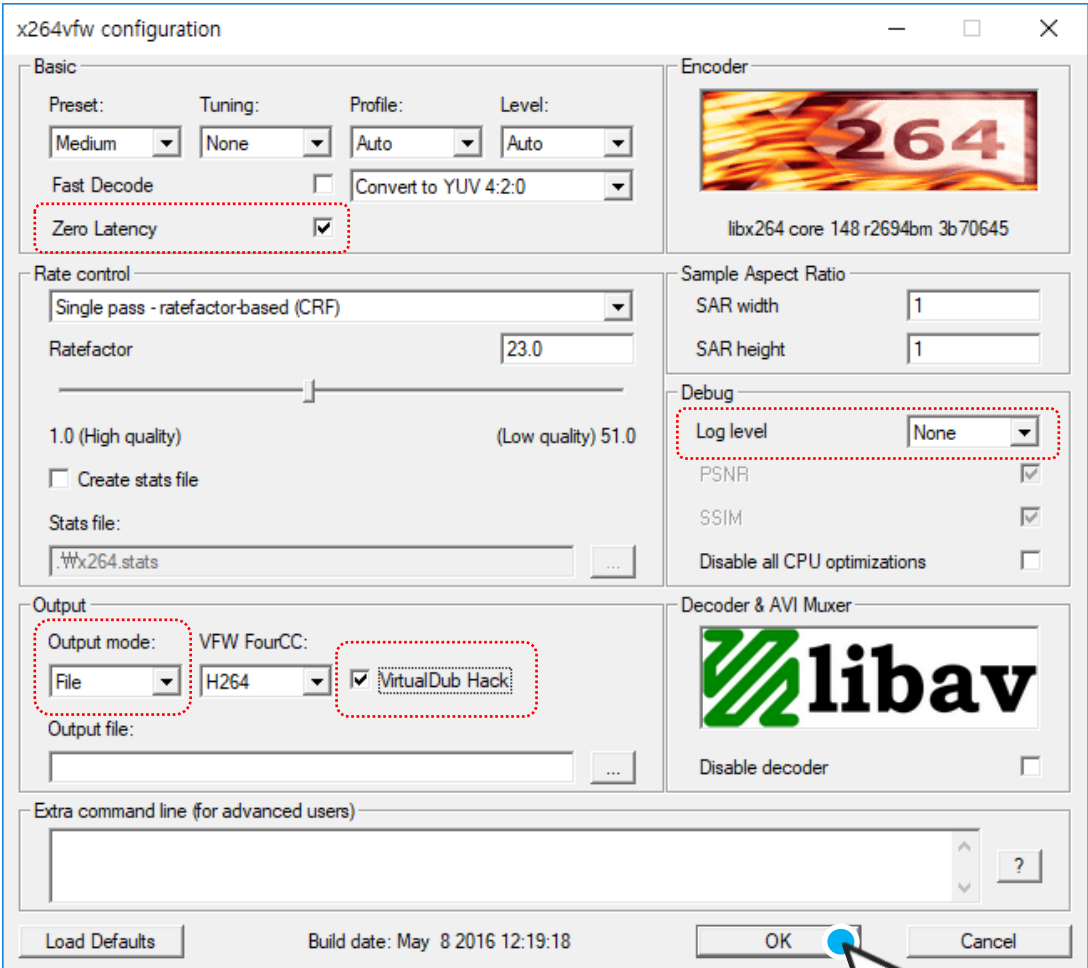
15 Select the [File] option for output mode in the Output section.



16 Check [virtualDub Hack] in the Output section.



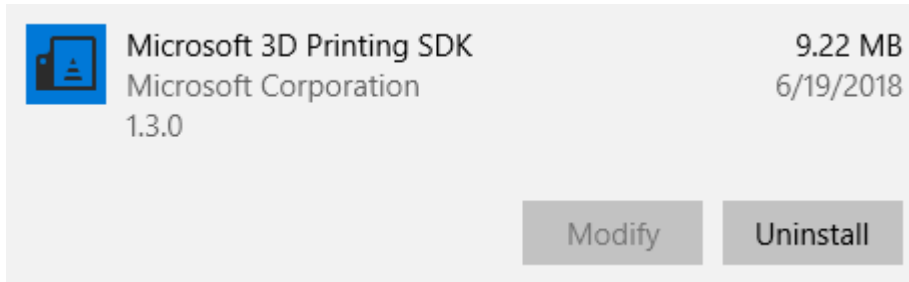
17 Click the [OK] button to apply the changes.



Installing 3D Printing SDK

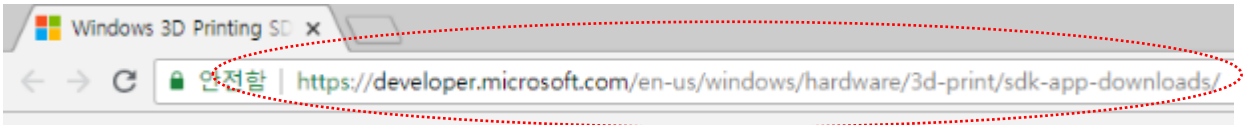
In order to use 3D printing function in HiClass3D, you need to install Microsoft's 3D Printing SDK.

- 1 Check whether [Microsoft 3D Printing SDK] program is installed in [App & features] under [Settings].



- 2 if the [3D Printing SDK] program is not installed, connect the following URL to your web browser.

<https://developer.microsoft.com/en-us/windows/hardware/3d-print/sdk-app-downloads/>

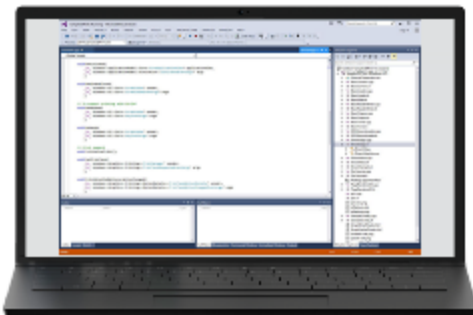


- 3 click [Get the 3D Printing SDK] button.

3D Printing SDK and app downloads

Download the Windows 3D Printing SDK and start developing for 3D printers and apps. Or get the 3D apps and start scanning and building 3D objects.

SDK download



Windows 3D Printing SDK

Get started with the 3D Printing SDK, which includes:

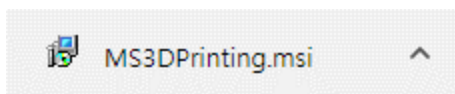
- The 3D Manufacturing File format (3MF) specification and sample 3MF files.
- Full source code that shows 3D printing from the Microsoft Store and a desktop application.

▶ Sample 3D printer software

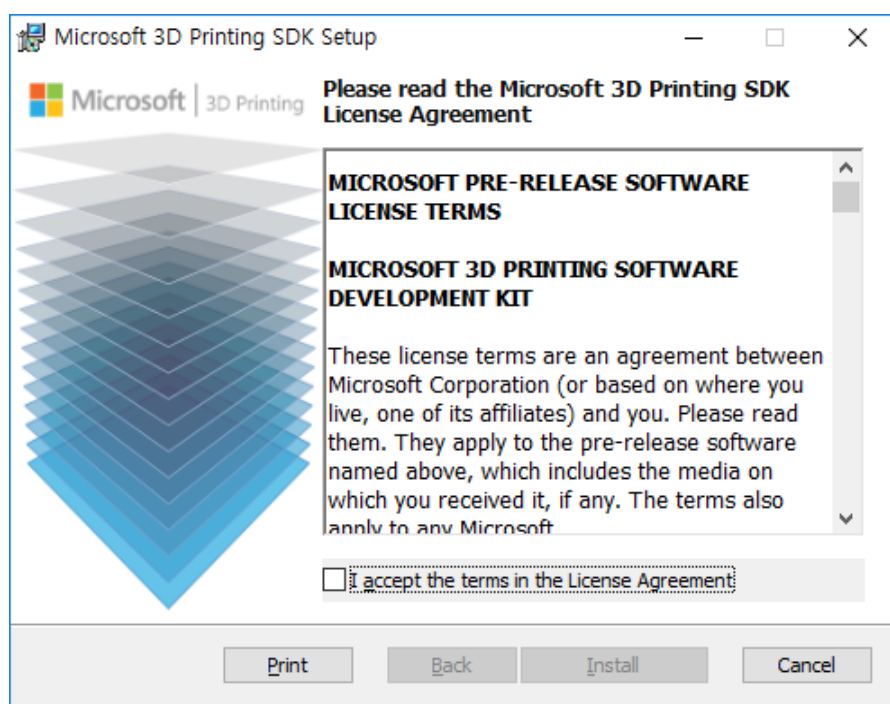
Get the 3D Printing SDK



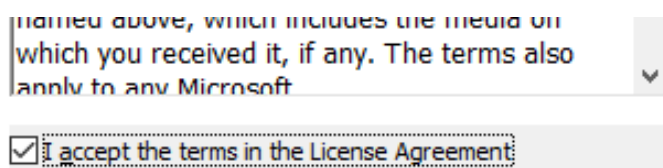
4 When the download is complete, click on the file to install it.



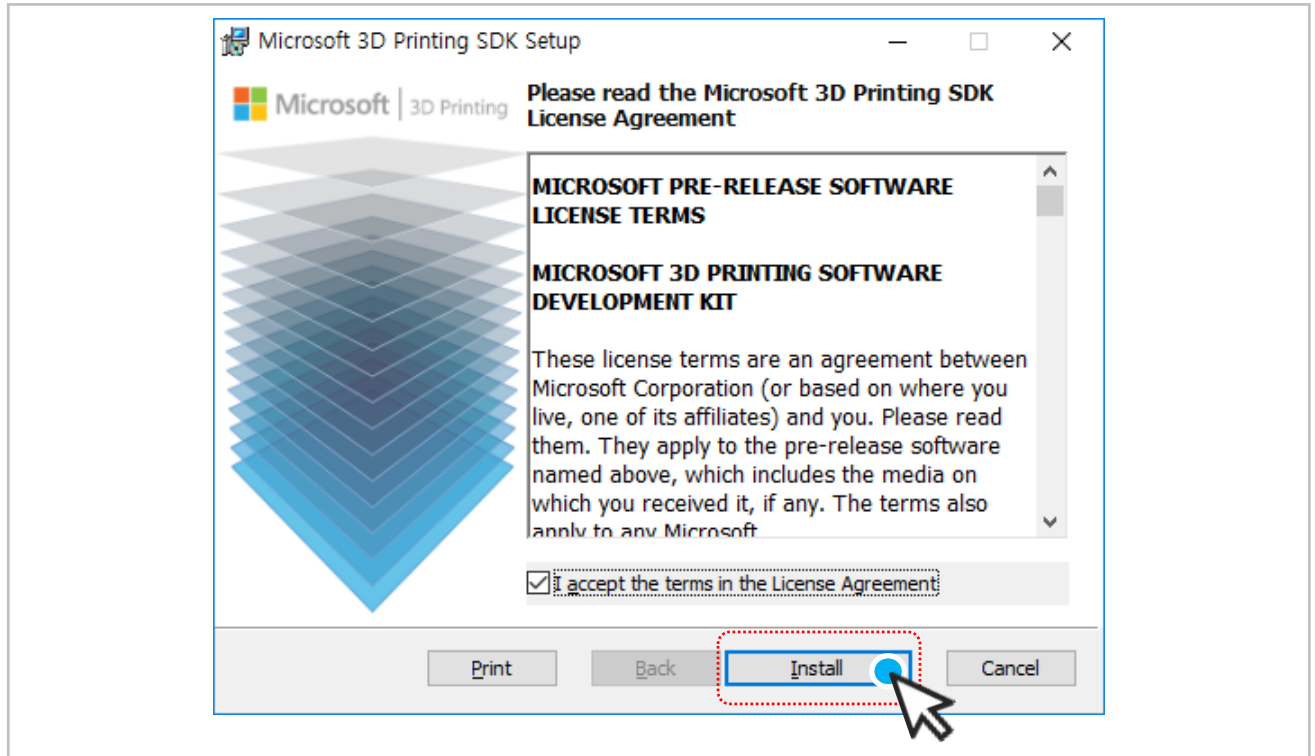
5 The Install Program window appears.



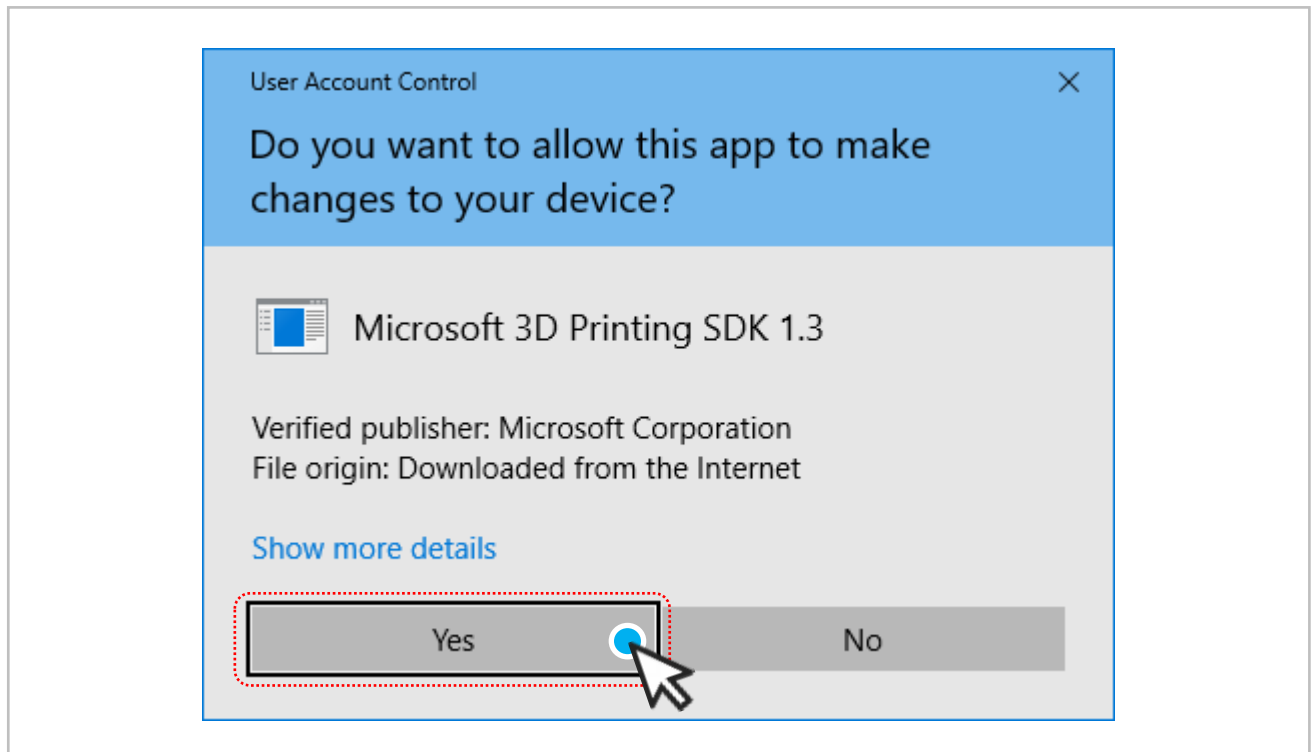
6 After confirming the license policy, click the button [I accept the terms in the license agreement] to accept the policy.



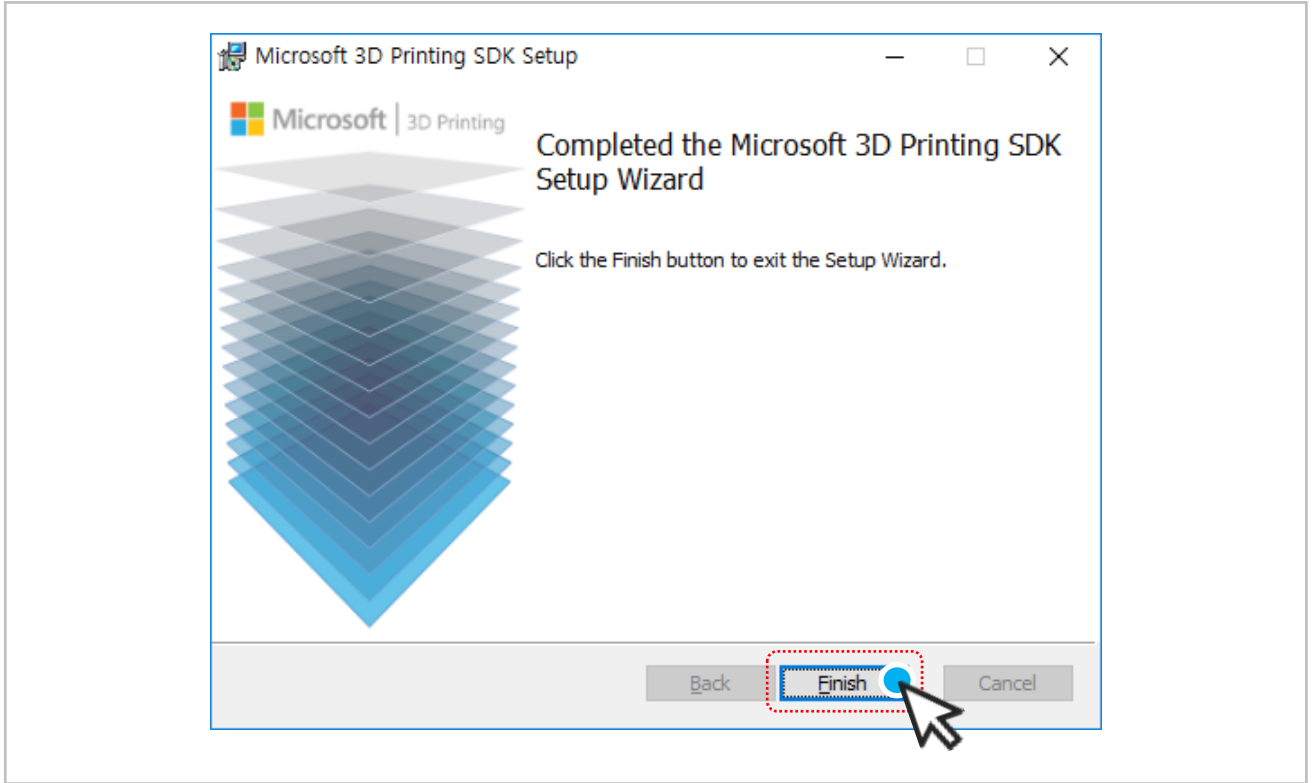
7 Once you have accepted the license policy, click the [Install] button to proceed with the installation.



8 On the User Account Control screen, click the [Yes] button to install the program.



9 After confirming the completion of the program installation, click the [Finish] button to finish.



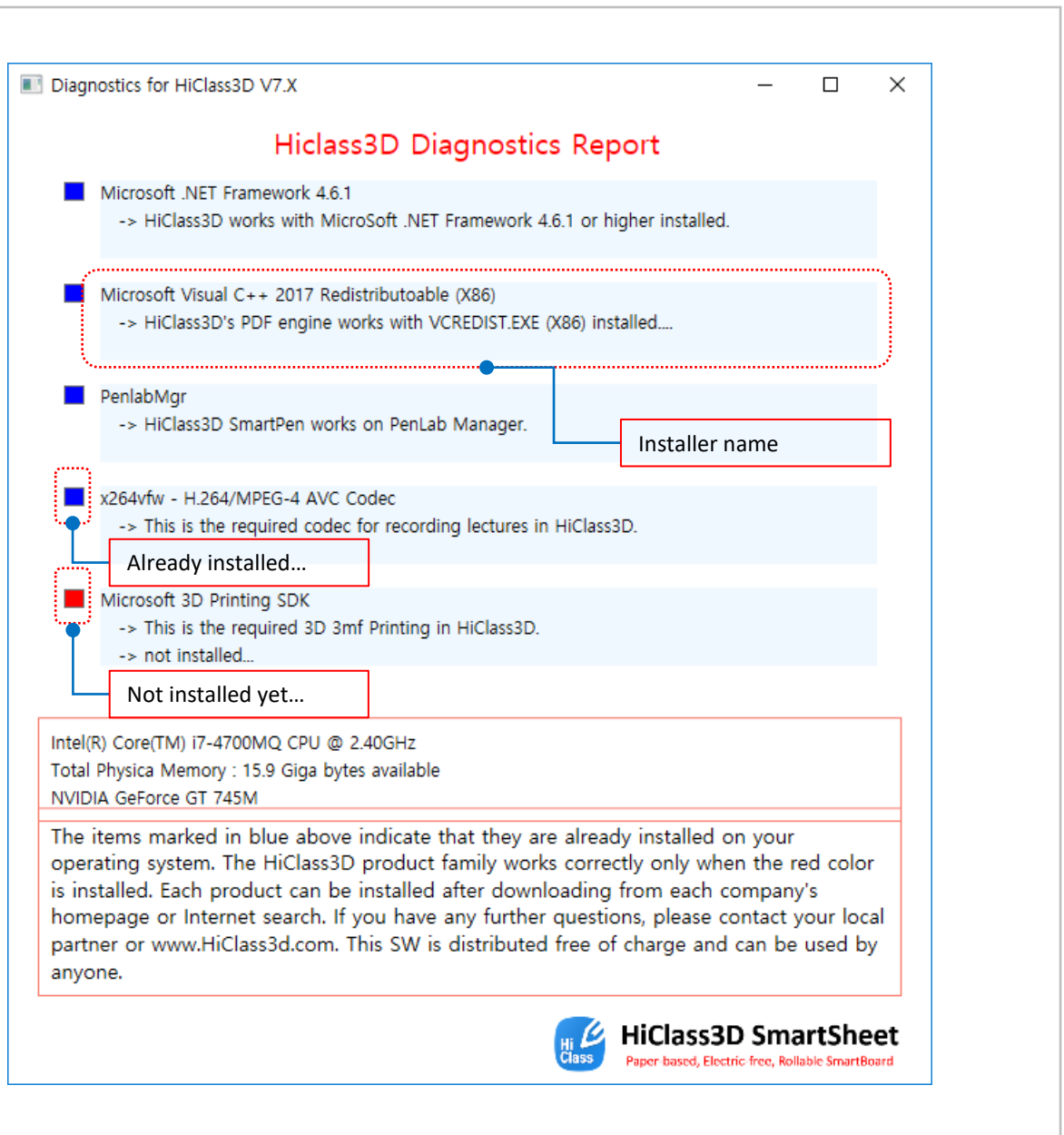
Identify items that are required to be pre-installed

If you run a program called [diagHiClass.exe], you can check if you have installed the items that should be installed in advance before installing HiClass3D.






If the color of the left icon is blue, it means that it is already installed.

If the color of the icon on the left is red, it means that it is not installed yet.

In this case, you can download the program by clicking [Installer name]. After downloading the program, you can proceed with the installation.




Hiclass3D Diagnostics Report

-  Microsoft .NET Framework 4.6.1
 -> HiClass3D works with MicroSoft .NET Framework 4.6.1 or higher installed.
-  Microsoft Visual C++ 2017 Redistributable (X86)
 -> HiClass3D's PDF engine works with VCREDIST.EXE (X86) installed....
-  PenlabMgr
 -> HiClass3D SmartPen works on PenLab Manager.
-  x264vfw - H.264/MPEG-4 AVC Codec
 -> This is the required codec for recording lectures in HiClass3D.
-  Microsoft 3D Printing SDK
 -> This is the required 3D 3mf Printing in HiClass3D.
 -> not installed...

Already installed...
Not installed yet...

Intel(R) Core(TM) i7-4700MQ CPU @ 2.40GHz
 Total Physical Memory : 15.9 Giga bytes available
 NVIDIA GeForce GT 745M

The items marked in blue above indicate that they are already installed on your operating system. The HiClass3D product family works correctly only when the red color is installed. Each product can be installed after downloading from each company's homepage or Internet search. If you have any further questions, please contact your local partner or www.HiClass3d.com. This SW is distributed free of charge and can be used by anyone.


HiClass3D SmartSheet
 Paper based, Electric free, Rollable SmartBoard



Installing HiClass3D



This User's Manual includes complete information about products related to HiClass3D. **The features may differ depending on the version of the product.**

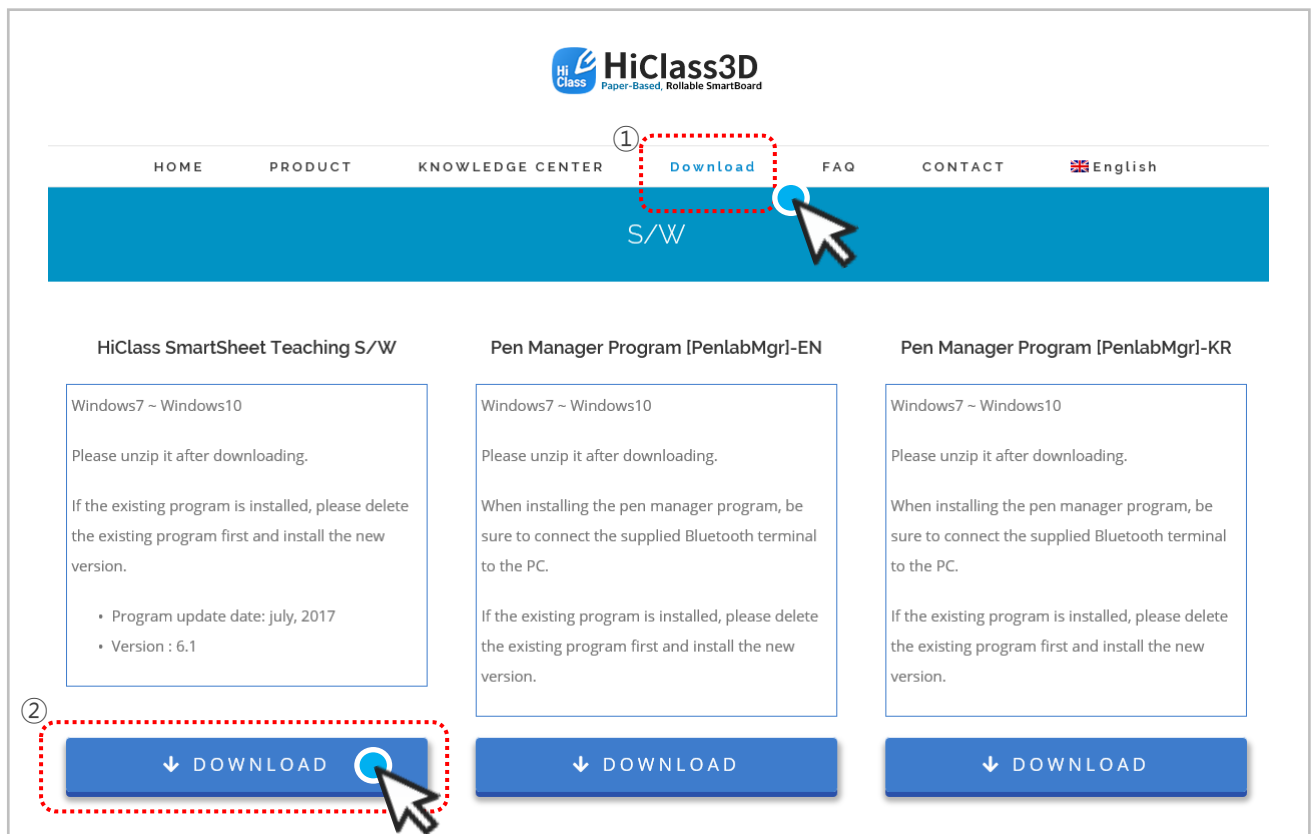


The software mentioned below must be **installed in advance** to ensure smooth operation of HiClass3D. Before installation please refer to this document for methods for checking and installing the software.

- Microsoft .Net Framework 4.6.1
- Microsoft Visual C++ 2017 Redistributable x86
- X264vfw

Download HiClass3D program

- 1 Click the ① [Download] menu on the HiClass3D.com homepage and click the ② [Download] button of [HiClass3D Smartsheet Teaching S/W] title.



HiClass3D
Paper-Based, Rollable SmartBoard

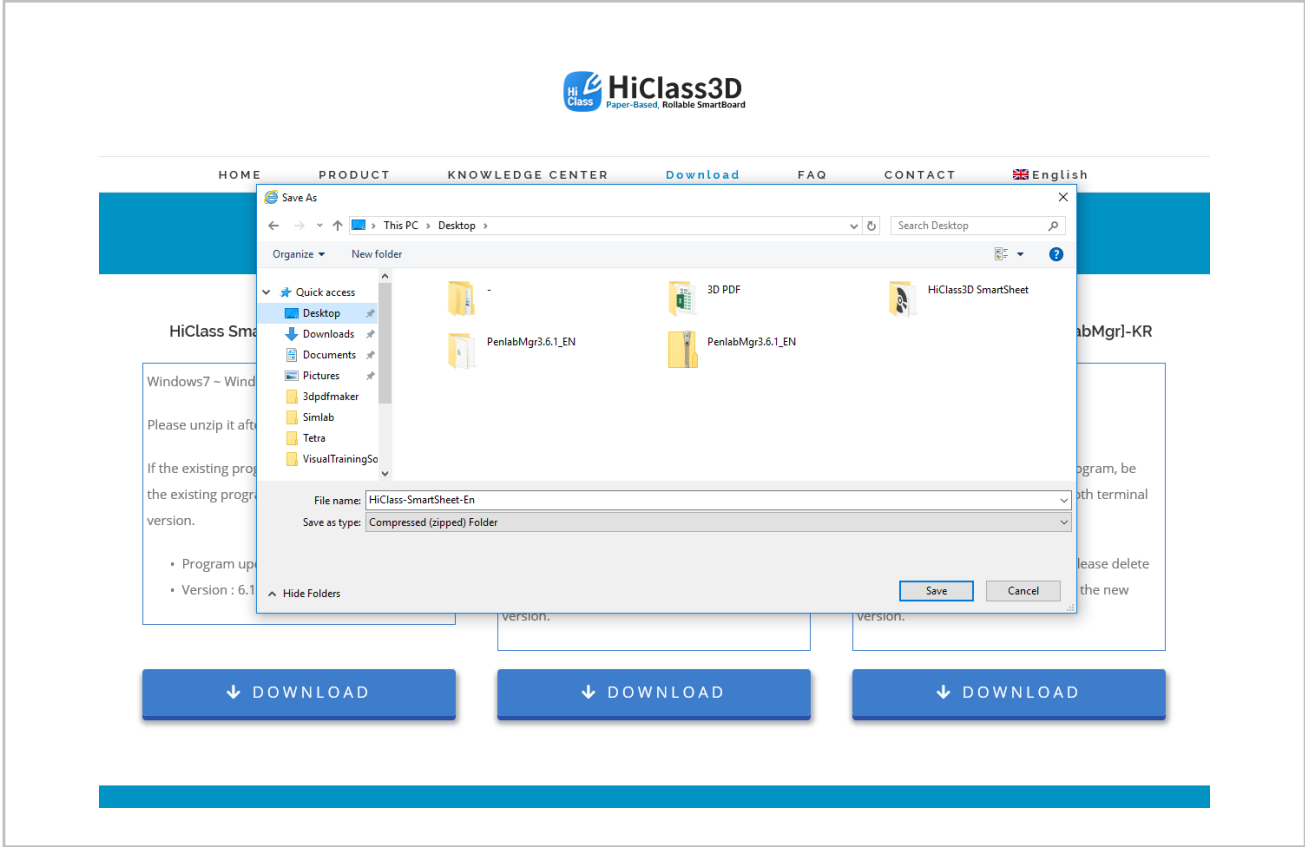
HOME PRODUCT KNOWLEDGE CENTER **Download** FAQ CONTACT English

S/W

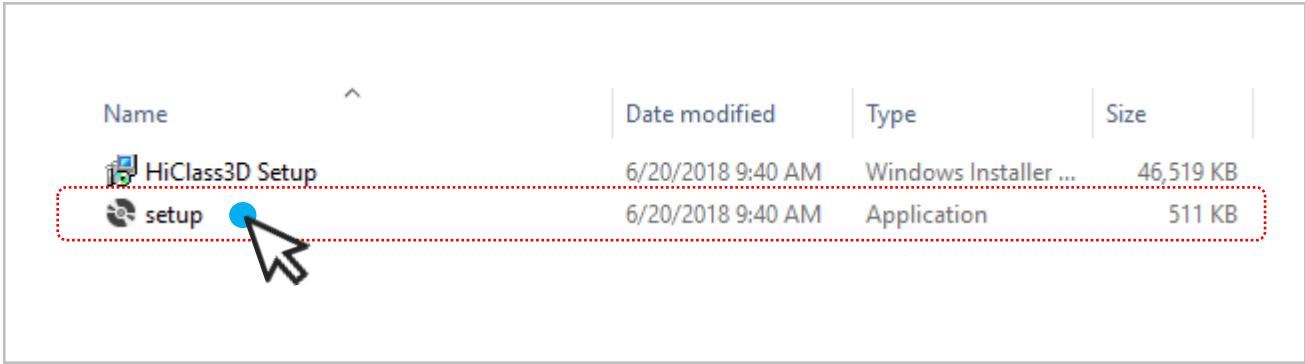
HiClass SmartSheet Teaching S/W	Pen Manager Program [PenlabMgr]-EN	Pen Manager Program [PenlabMgr]-KR
<p>Windows7 ~ Windows10</p> <p>Please unzip it after downloading.</p> <p>If the existing program is installed, please delete the existing program first and install the new version.</p> <ul style="list-style-type: none"> • Program update date: July, 2017 • Version : 6.1 	<p>Windows7 ~ Windows10</p> <p>Please unzip it after downloading.</p> <p>When installing the pen manager program, be sure to connect the supplied Bluetooth terminal to the PC.</p> <p>If the existing program is installed, please delete the existing program first and install the new version.</p>	<p>Windows7 ~ Windows10</p> <p>Please unzip it after downloading.</p> <p>When installing the pen manager program, be sure to connect the supplied Bluetooth terminal to the PC.</p> <p>If the existing program is installed, please delete the existing program first and install the new version.</p>
<p>↓ DOWNLOAD</p>	<p>↓ DOWNLOAD</p>	<p>↓ DOWNLOAD</p>



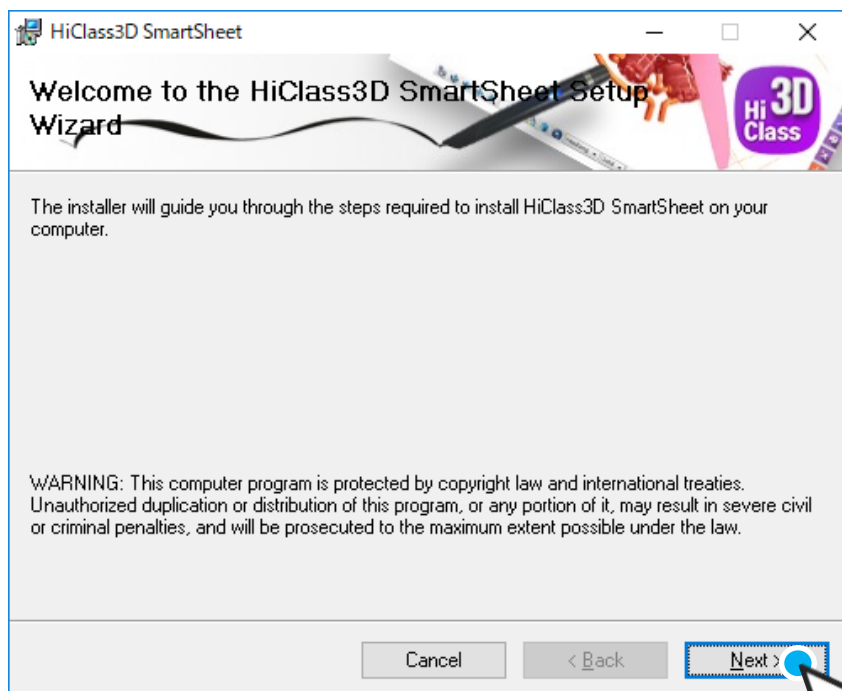
2 Download the HiClass3D-SmartSheet.zip file to the desired location.



3 Unzip the downloaded installation file and run [setup.exe] file.

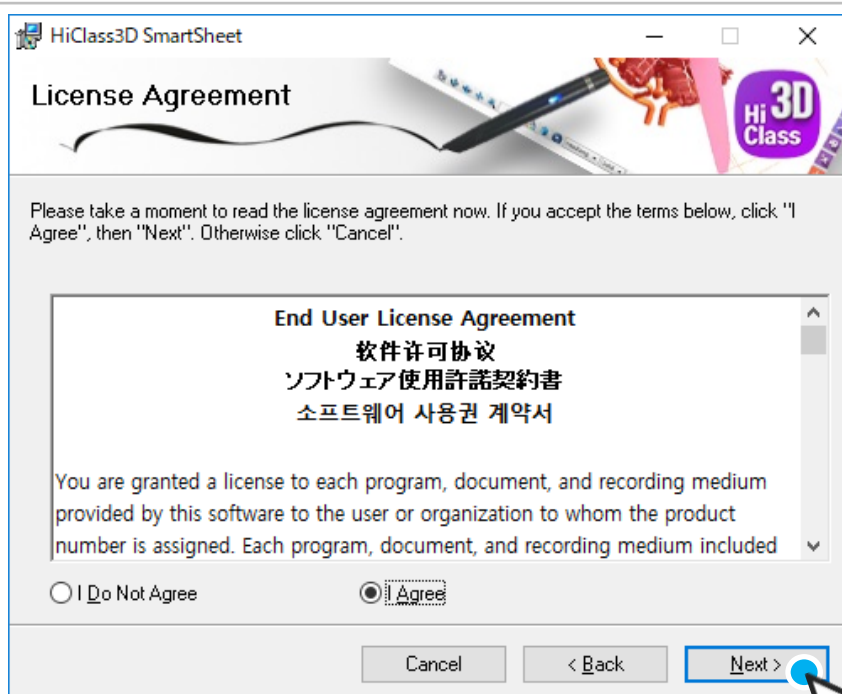


4 After reading the warning, click the [Next] button.



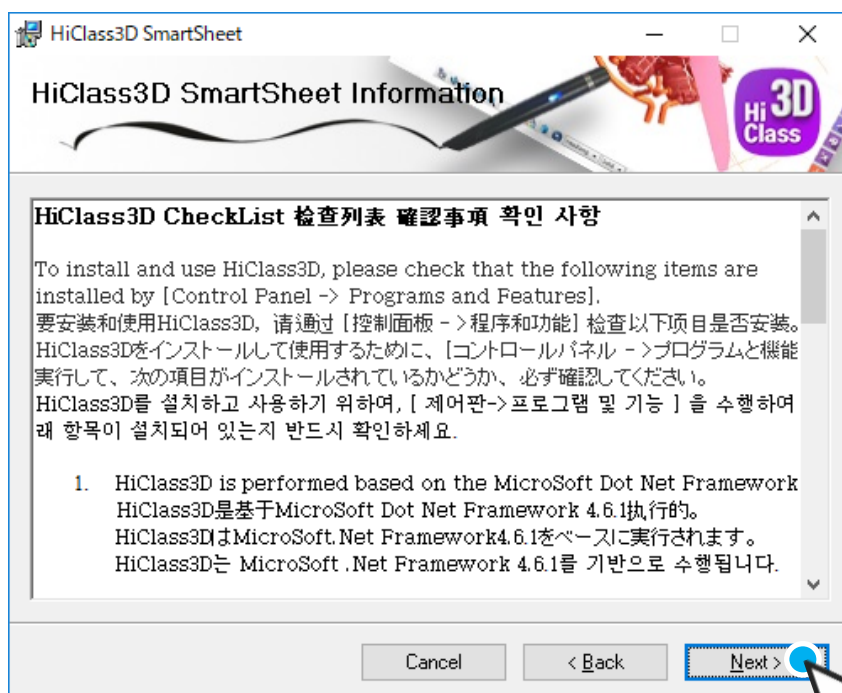
5 Please read the software license agreement carefully.

If you accept all the terms, select [I Agree] and then click the [Next] button.



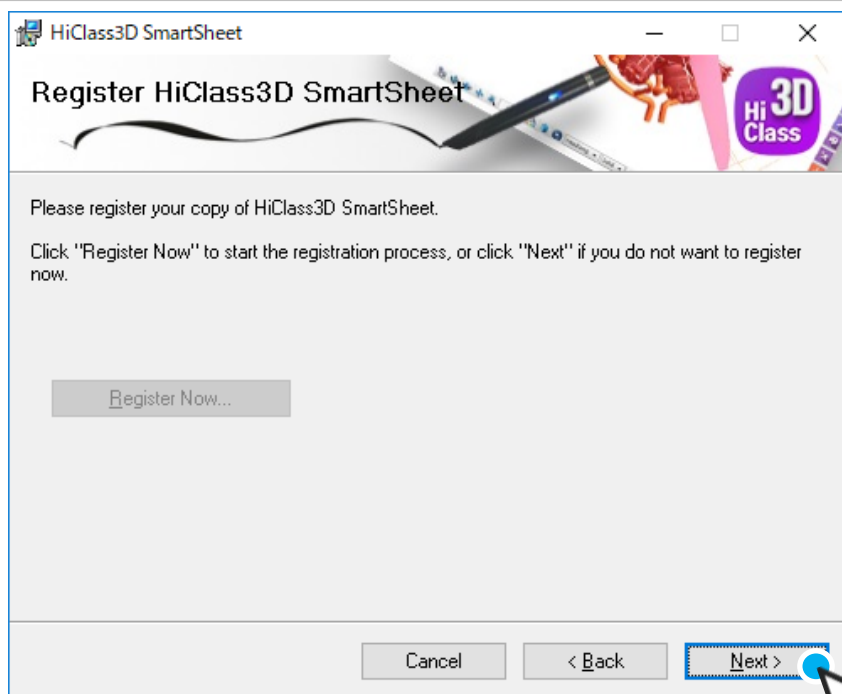
6 This is a guide on the installation of programs that must be installed in advance.

After reading the information and ensuring that all the programs have been installed, click the [Next] button.



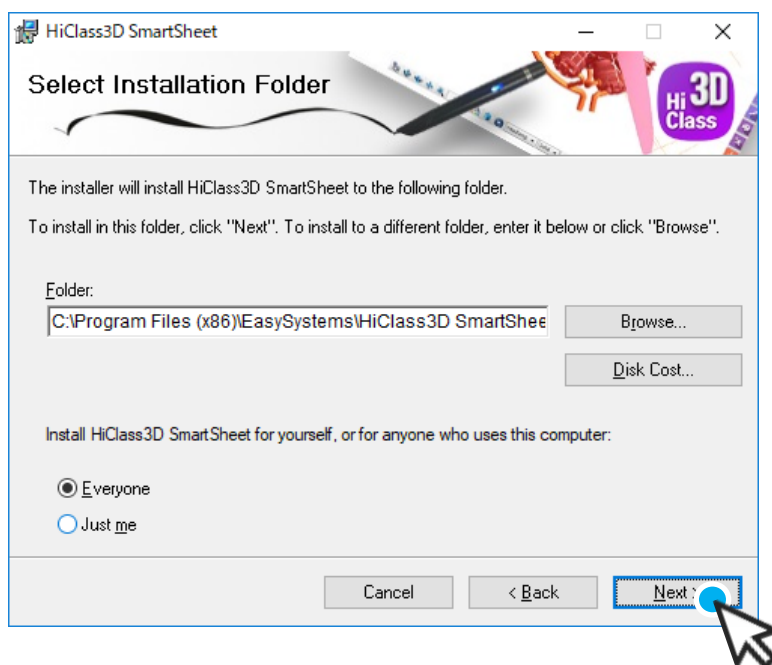
7 This is a screen for registering a user online and it is not supported in the current version.

Click the [Next] button.

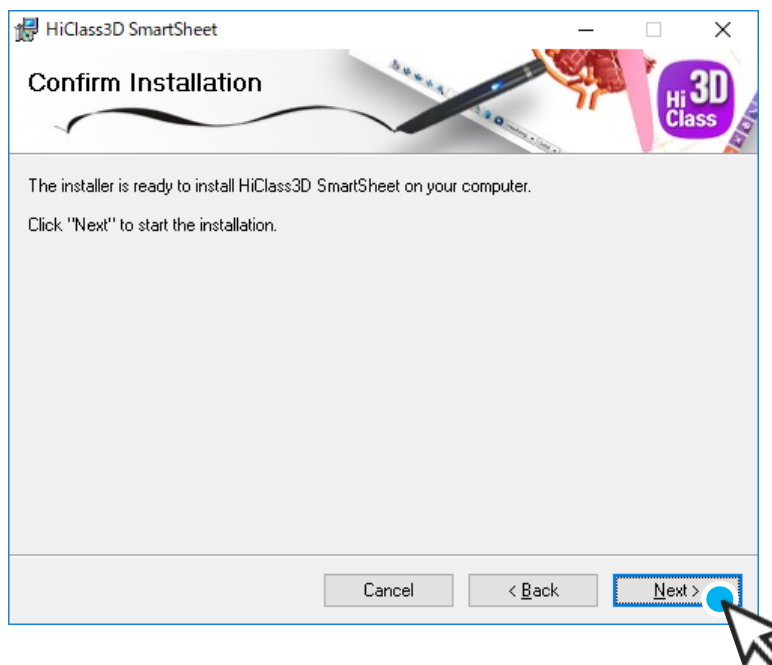


8 You can change the location at which the program will be installed.

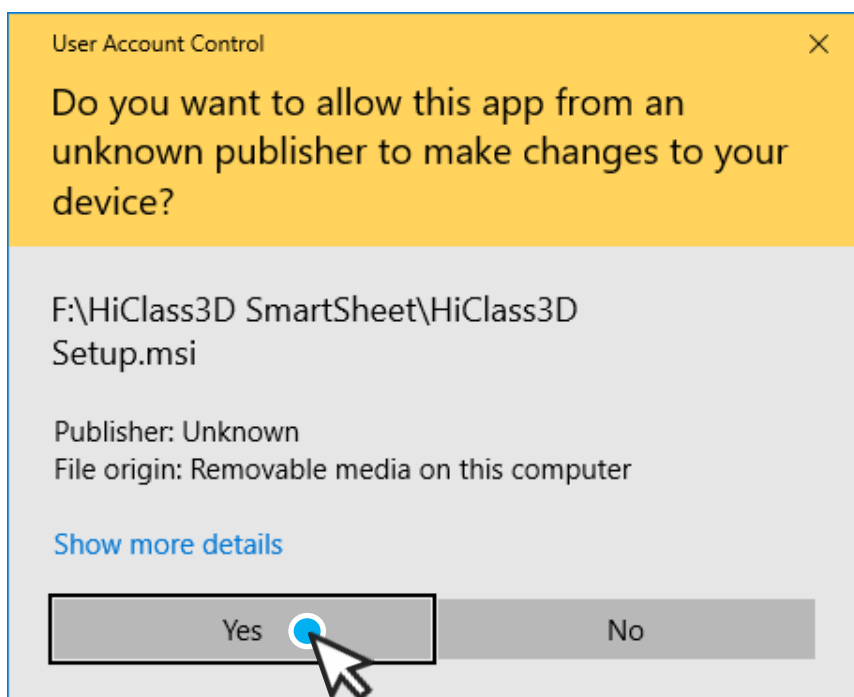
You can select whether the program will be used by only one user or everyone who uses the computer.
After selecting the options, click the [Next] button.



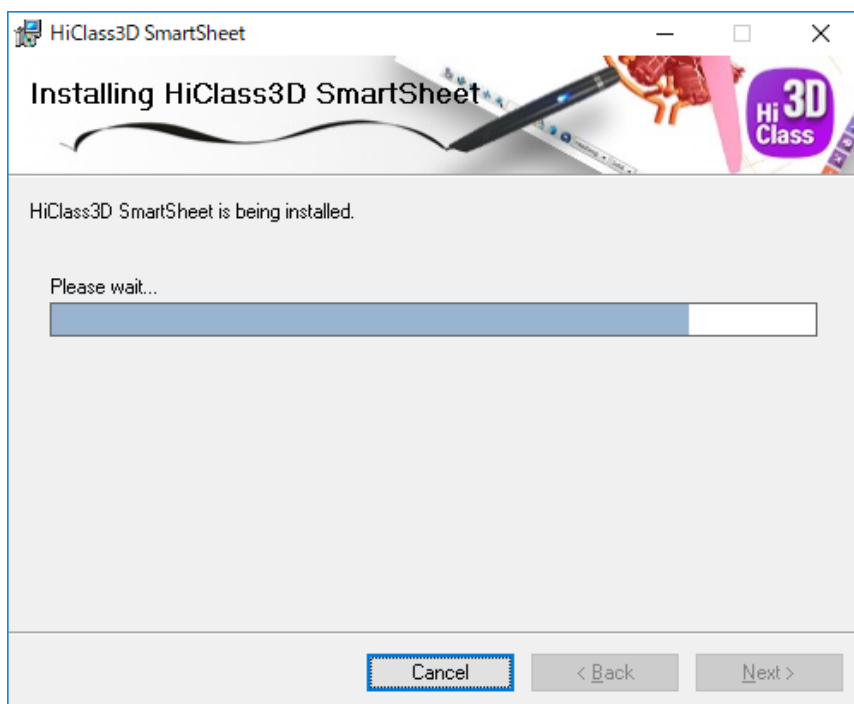
9 The settings required for installation have been completed. Check the settings and click the [Next] button to start the installation.



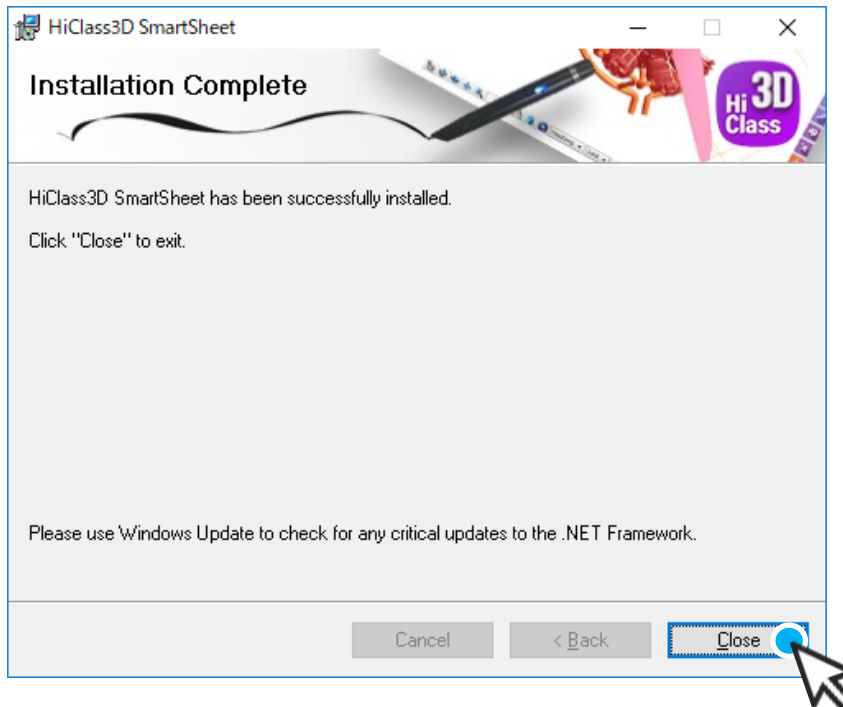
10 This is a confirmation screen regarding authorization to install the program. Click the [Yes] button.



11 Install the components of HiClass3D at the program installation location.



12 HiClass3D has been successfully installed. Click the [Close] button to complete the installation.



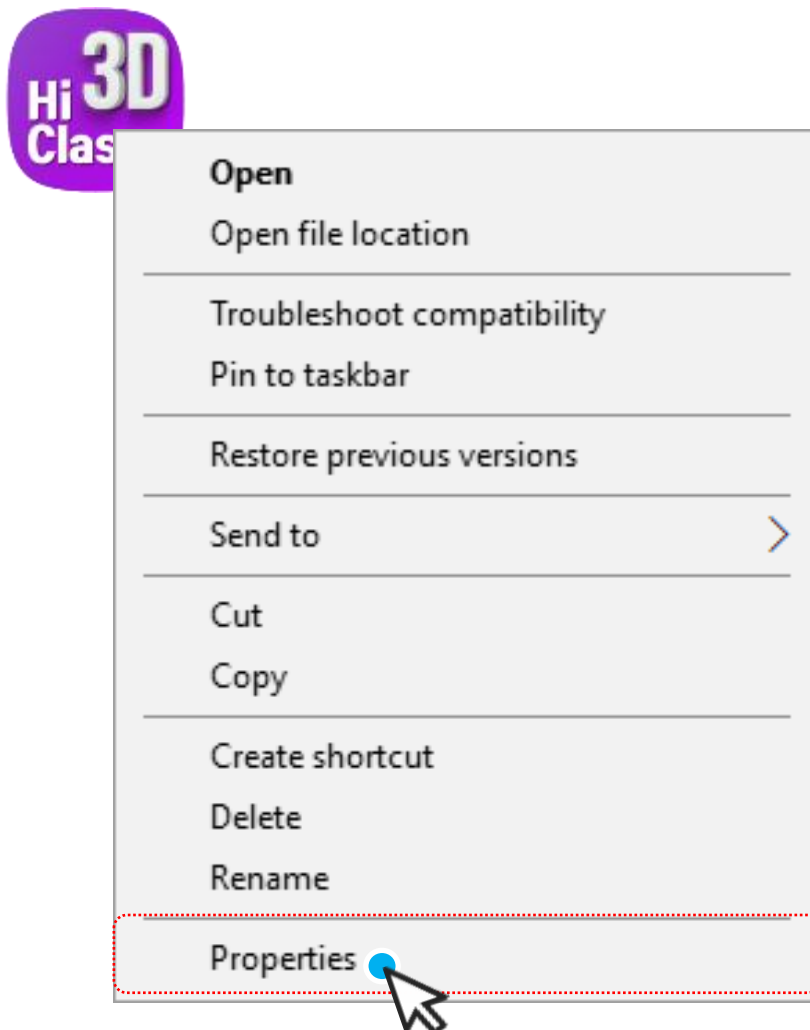
13 When the program is successfully installed, a shortcut icon will appear on the desktop. Click on it to start HiClass3D.



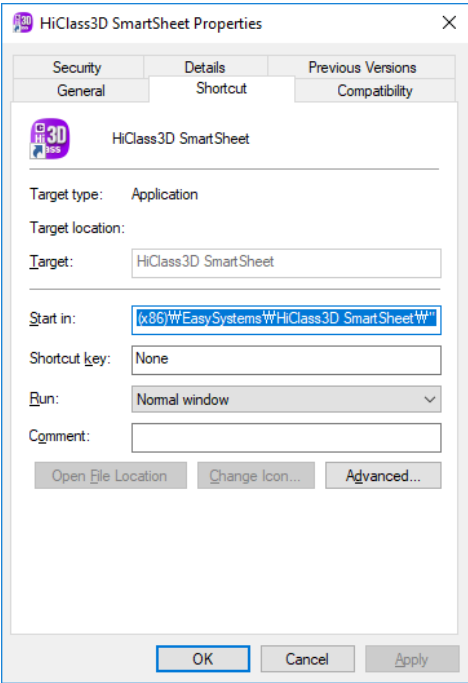


After the installation of HiClass3D is completed, you need to set Windows compatibility to execute functions such as TTS of HiClass3D.

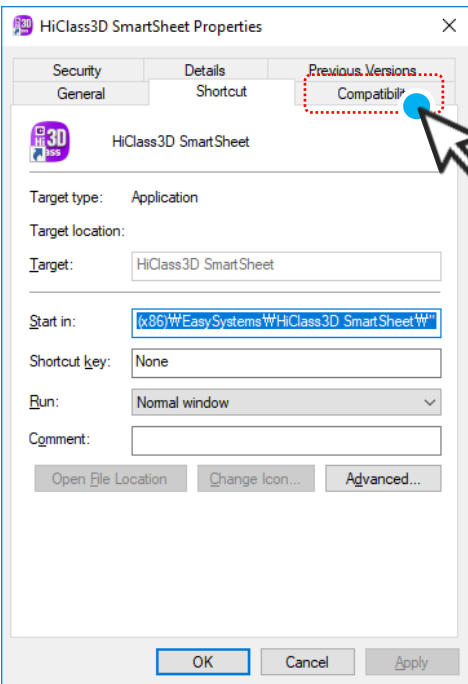
- 1 Right-click on the HiClass3D shortcut icon on the desktop and click the [Properties] button on the menu that appears.



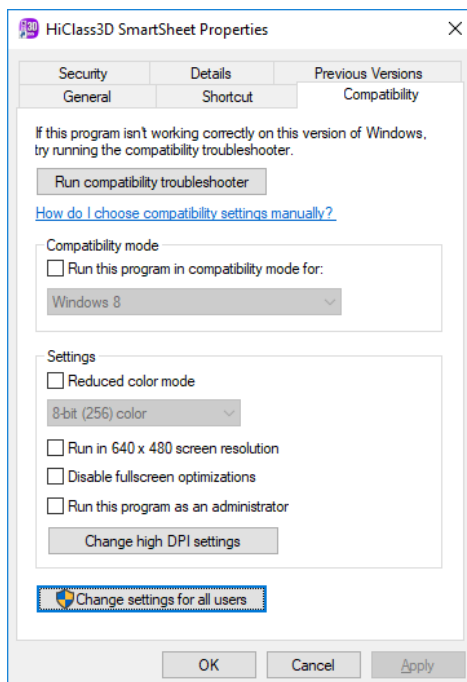
2 The Properties window appears.



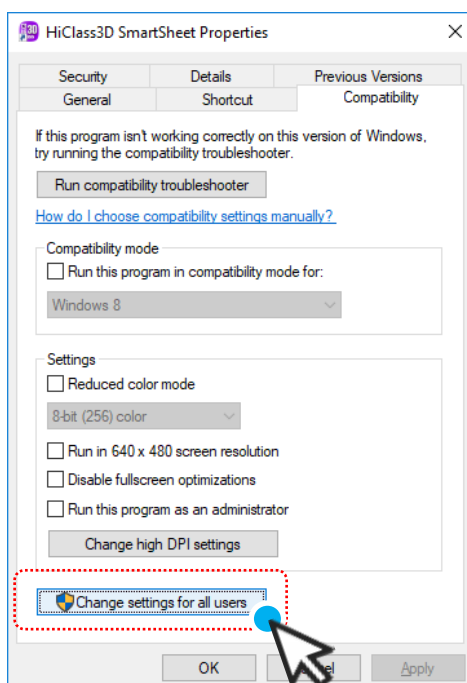
3 In the Properties window, click the [Compatibility] tab.



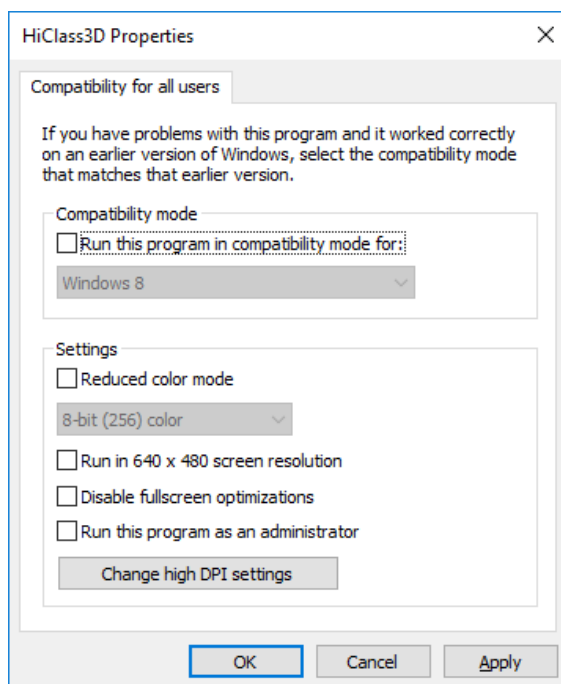
4 The [Compatibility] screen will be displayed.



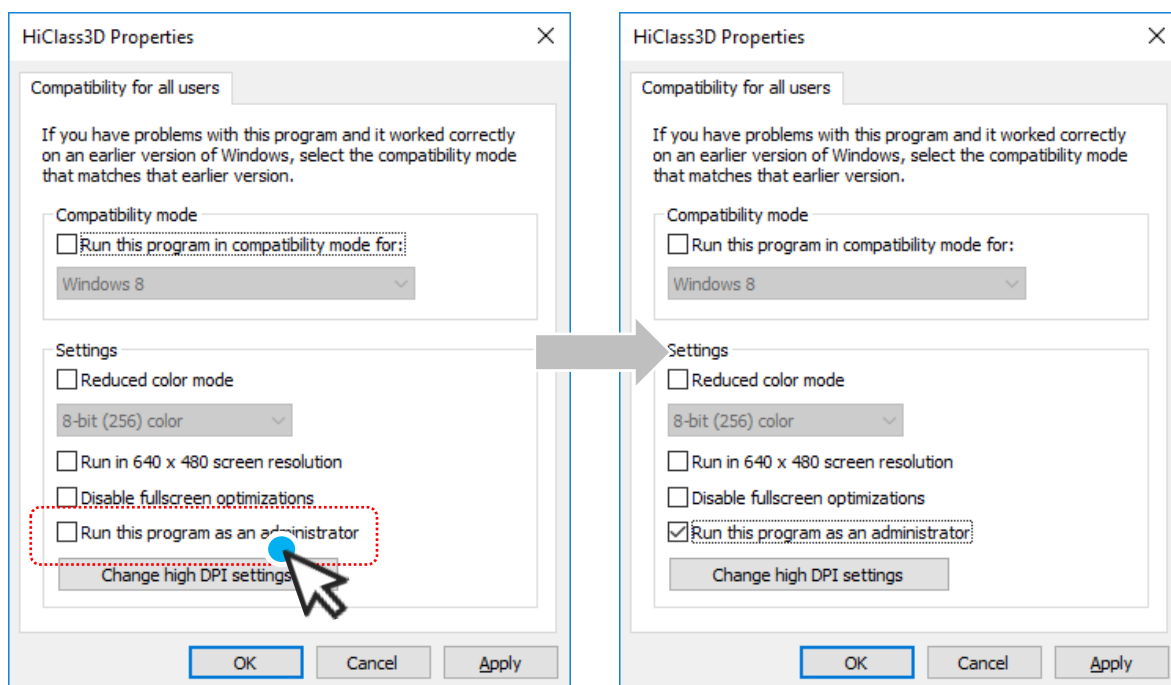
5 Click the [Change Settings for All Users] button at the bottom.



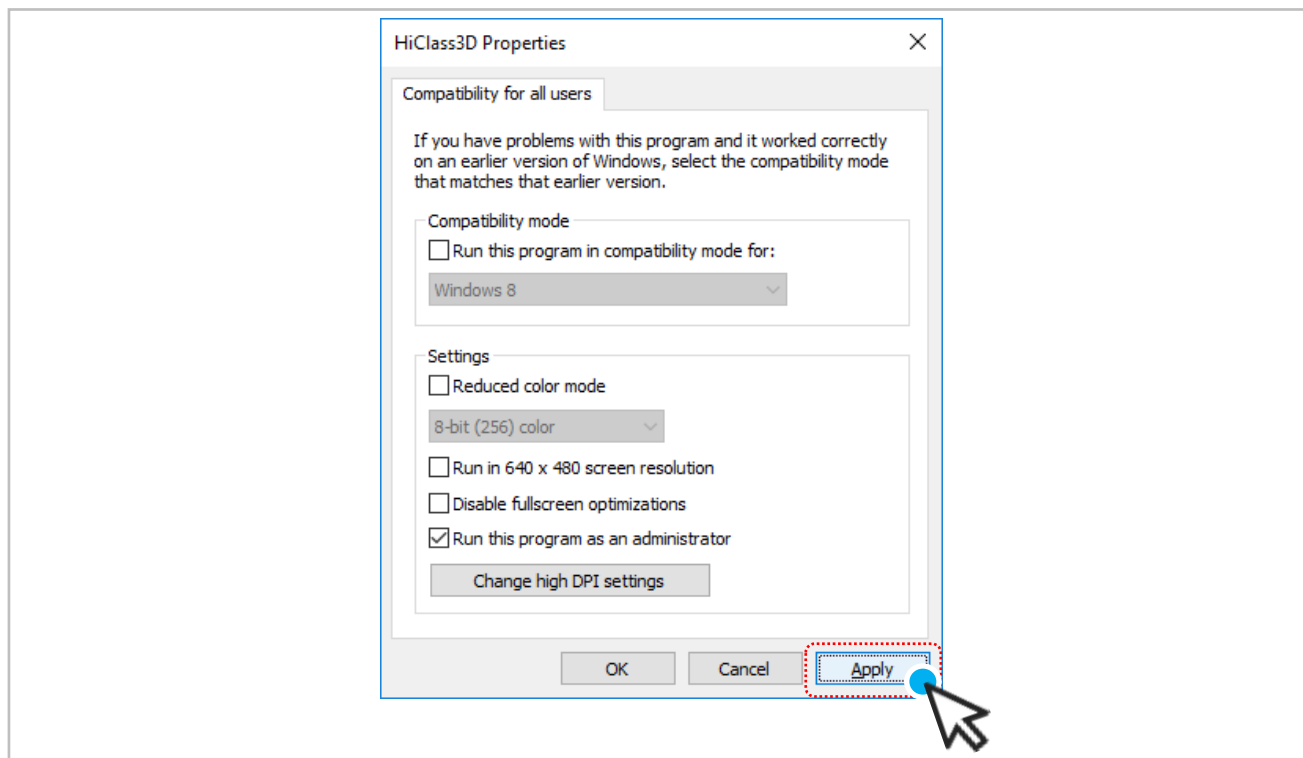
6 A window appears where you can set compatibility for all users.



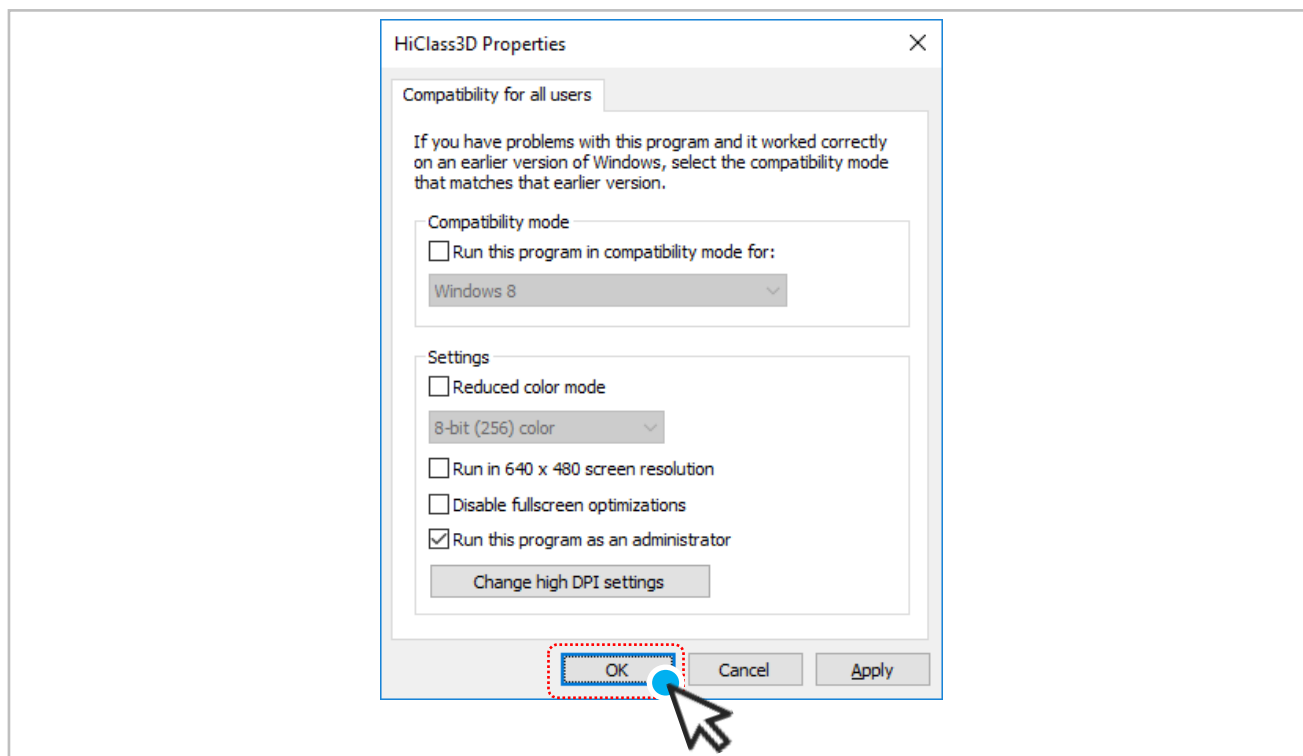
7 In the [Settings] section, select & check [Run the program as an administrator].



8 Click the [Apply] button.

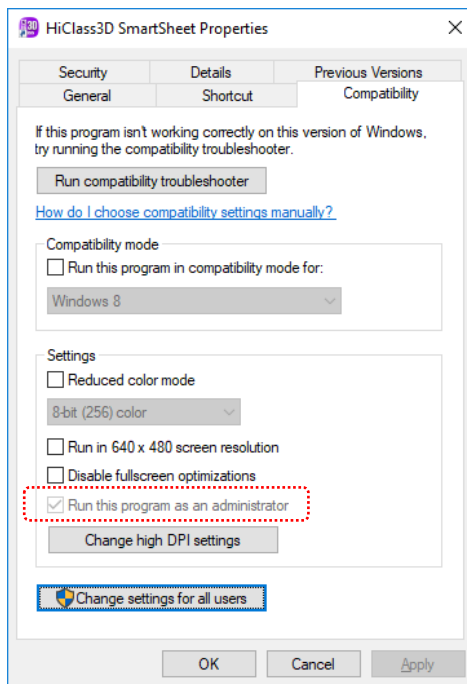


9 After [Apply] is completed, click the [OK] button.

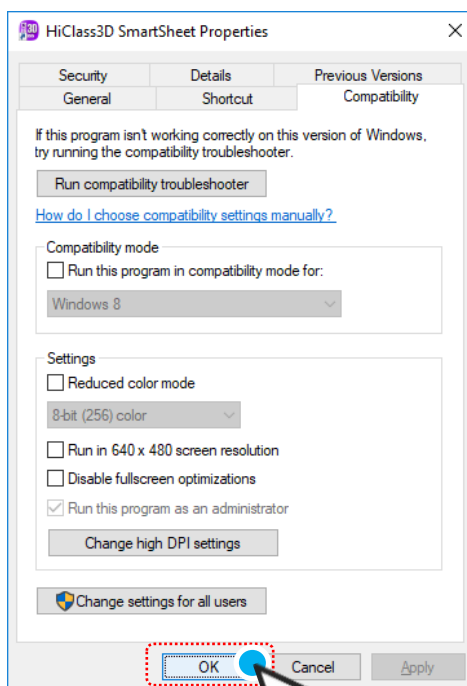


10 The settings are applied and the Compatibility for All window is closed.

In the [Settings] section, you can check that [Run this program as an administrator] is checked.



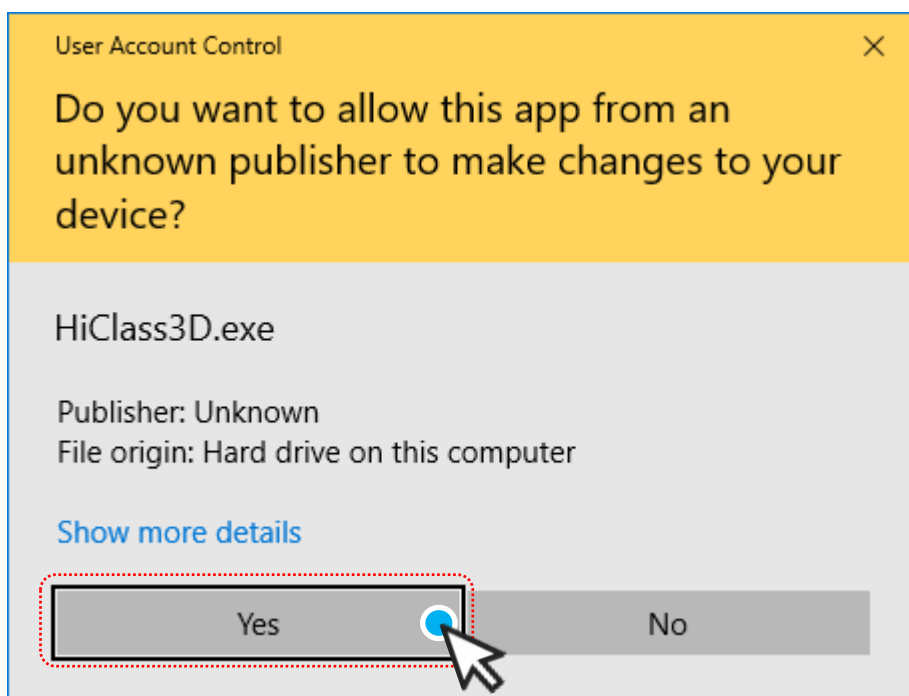
11 Click [OK] button to finish all settings.



12 Double-click the HiClass3D shortcut on your desktop to run it.



13 When the notification window appears, click the [Yes] button to execute it.





06. Use of HiClass3D Program.

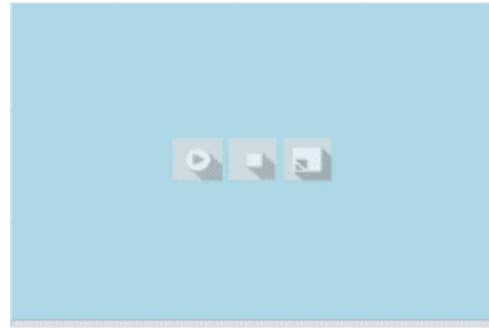
Glossary of terms.

Annotation

Annotation is a word collectively referred to as material that can be used for lectures such as video, audio, image, text , 3D file and etc.



<Shape annotation>



<Video annotation>

SmartBoard/SmartSheet

There is a SmartSheet type which is attached to a flat surface and a SmartBoard type which is fixed to a wall like a conventional board.

It is a pen touch type electronic board that is used together with a SmartPen based on pattern technology.

SmartPen

An electronic pen used with an electronic pattern printed on a smart board or smart sheet.

TTS

Abbreviation for Text To Speech.

Converts a text strings to voice and lets you hear it through the speaker.

Toolpad

The Toolpad is a circular menu that appears in the center when you run HiClass3D.

This is useful when teaching a circular toolbar with a collection of frequently used functions.

Toolbar

These are the menus that are grouped together to make them easy to use for each type.

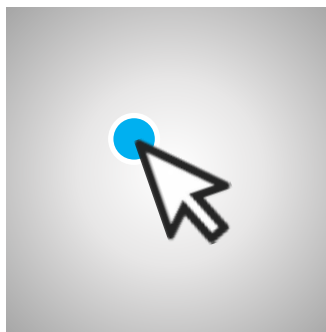
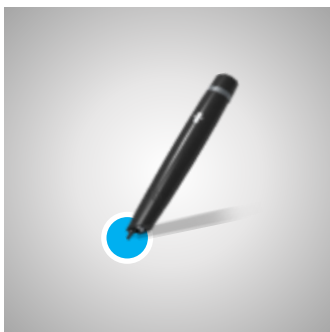
HiClass3D includes Toolpad, Master menus, main menu, and page menu.



Basic operation

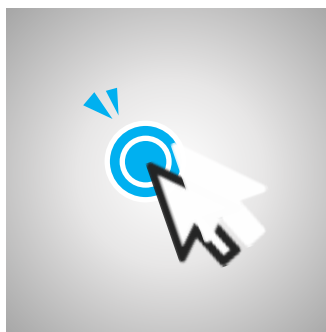
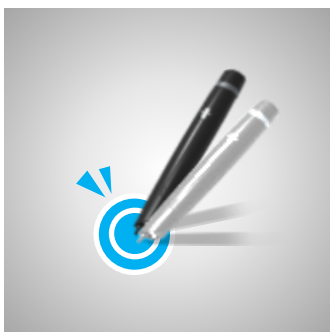
Click

To select a menu item, lightly click on the menu shown on the screen with Smartpen or mouse.



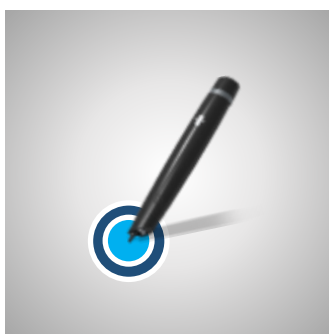
Double-click

To view the annotation option menu, lightly double-click on the annotation shown on the screen with Smartpen or mouse.



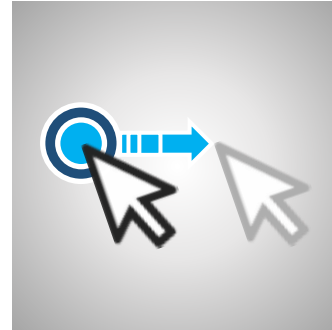
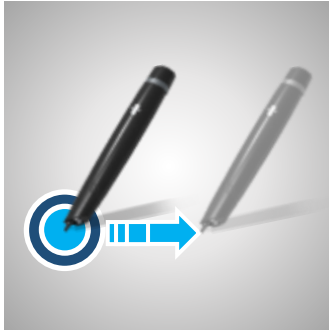
Long press

If you press an empty screen for over 2 seconds with a smart pen, the tool pad will move to the pressed location.



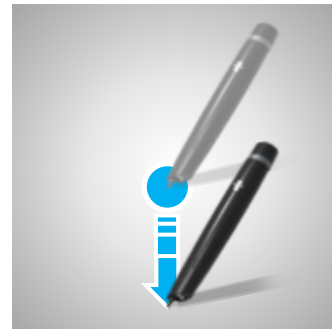
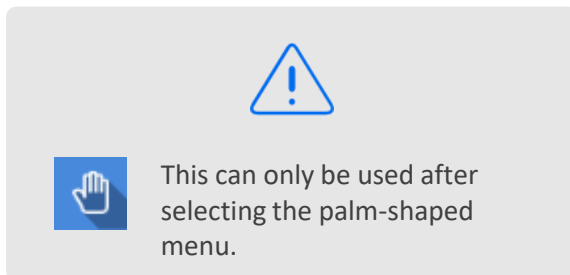
Drag

To move an annotation or a movable item to a desired location, press it with Smartpen or mouse and drag it to the desired location.



Scroll

You can scroll through multiple open documents by pressing the screen with Smartpen and sliding the screen.



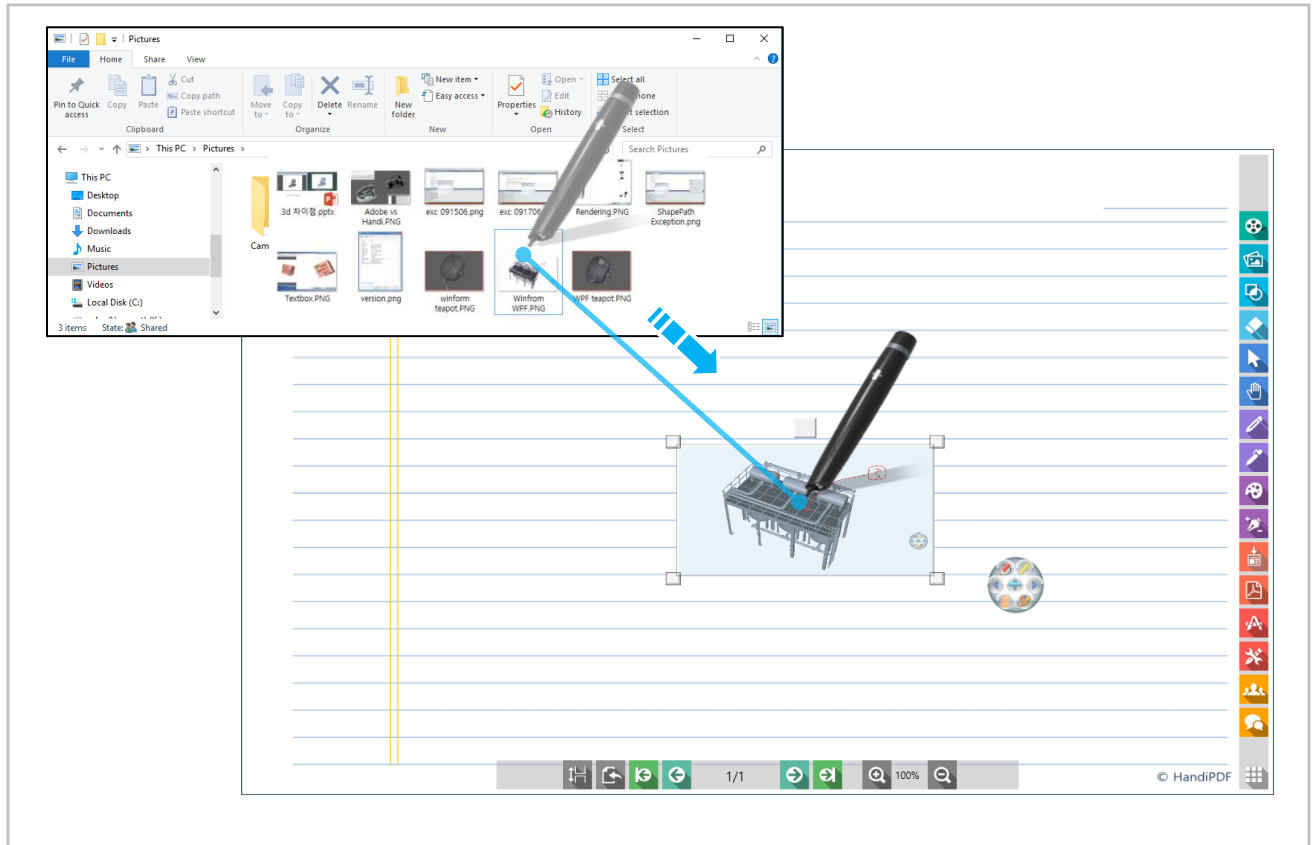
Pinch & Stretch

Touch the screen with two fingers and then pinch them together or stretch them apart on a touchable board or a tablet device to zoom in and zoom out.



Drag & Drop

Drag an image, a song, a video, a text, or a U3D file and others from Windows Explorer and drop it on HiClass3D screen. HiClass3D will automatically recognize it and insert it as an object.



- **Photo / image file** : JPG, PNG, GIF, or BMP image files are supported and are automatically converted to an image annotation and inserted into the document.
- **Music file** : Music files in WMA, MP3, or WAV format are supported and are automatically converted to an audio annotation and inserted into the document.
- **Video file** : Video files in WMV, AVI, or MP4 are supported and are automatically converted to a video annotation and inserted into the document.
- **3D file** : U3D file is supported and is automatically converted to a 3D annotation and inserted into the document.
- **File attachment** : All files which are not supported are automatically converted to file attachment annotations and inserted into the document.
- **Text** : When you drag and drop a text string from a string application program or a website, it is automatically converted to a text string in RichTextBox and then inserted into the document.



Four Different Types of Usage

HiClass3D supports the following four different types of usage when writing or creating a document:

1 Pen or marker



Users can write text by hand at a desired location using a digital pen, mouse, or a stylus pen for tablet.

2 Selecting an annotation



Users can select e.g. a line drawn in ink in Add an annotation/Insert a figure mode or in Write mode to move, change the size, or change the order of layers.

3 Deleting annotation or ink line



Used when deleting e.g. an ink line or highlight or an annotation selected in Selection mode.

4 Executing annotation or ink line

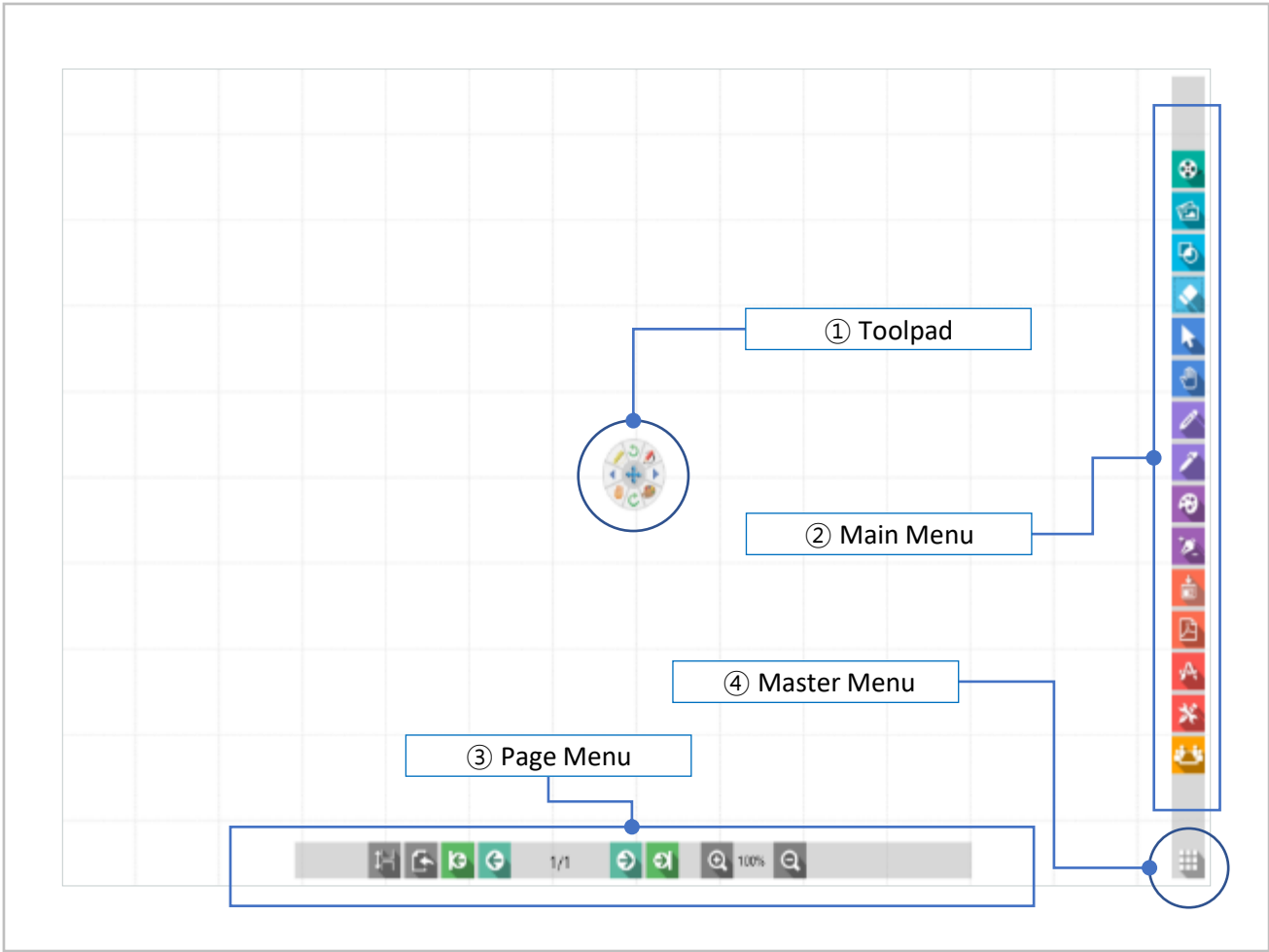


Used to operate various annotation functions such as video, audio, ink line, media, or viewing an attached file. Click the menu to run Execute mode and click the relevant annotation with the hand-shaped pointer to perform the desired function.



HiClass3D Composition

HiClass3D is divided into five main features and they will be explained in the following pages.



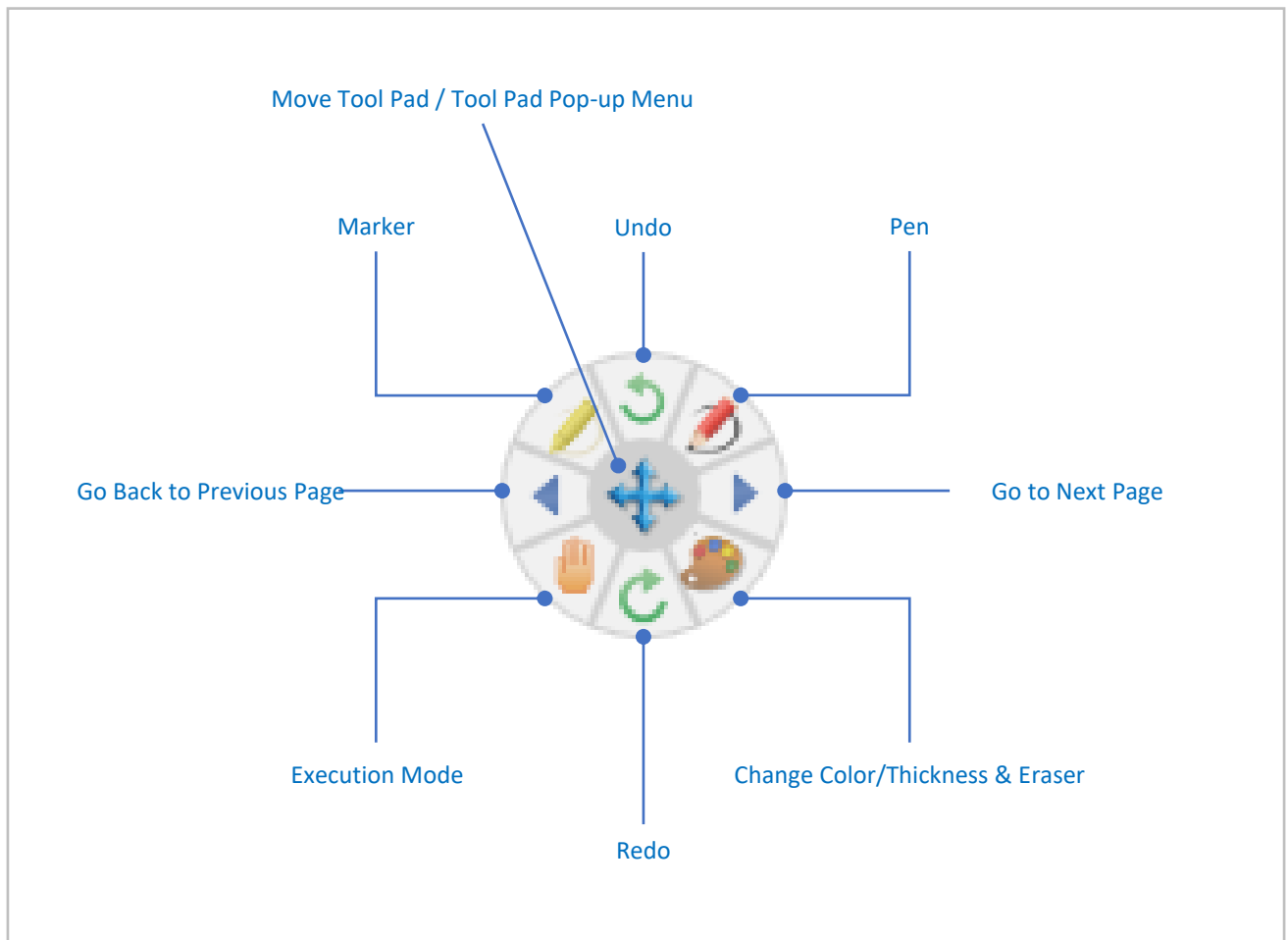
① Tool Pad (HiClass3D Pop-up Menu)

Tool Pad

The tool pad is a round-shaped menu appearing in the center of the screen when HiClass3D is started. It is a tool with frequently used features for writing and it enables convenient use during lectures.

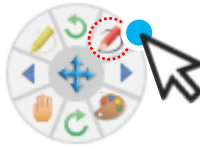


Tool Pad Function Buttons



Pen

- 1 Click the [Pen] button [] with a mouse or Smartpen.



- 2 Check that the mouse pointer has changed to a pen and start writing.



Marker

- 1 Click the [Marker] button [] with a mouse or Smartpen.

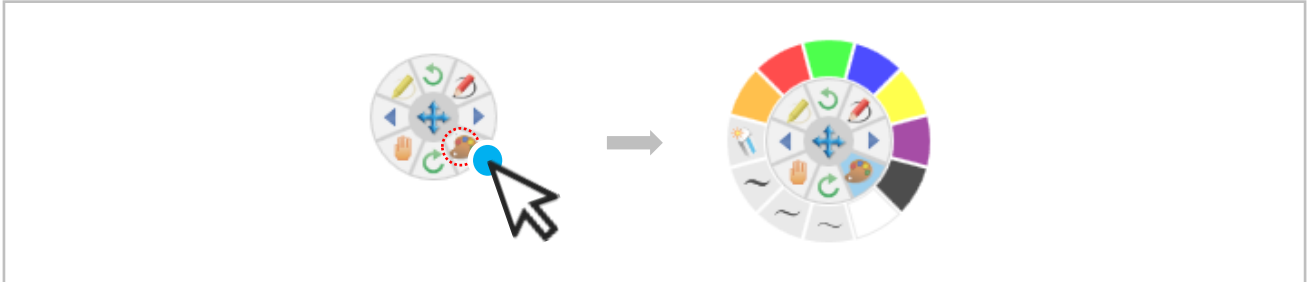



- 2 Check that the mouse pointer has changed to a marker and start writing.

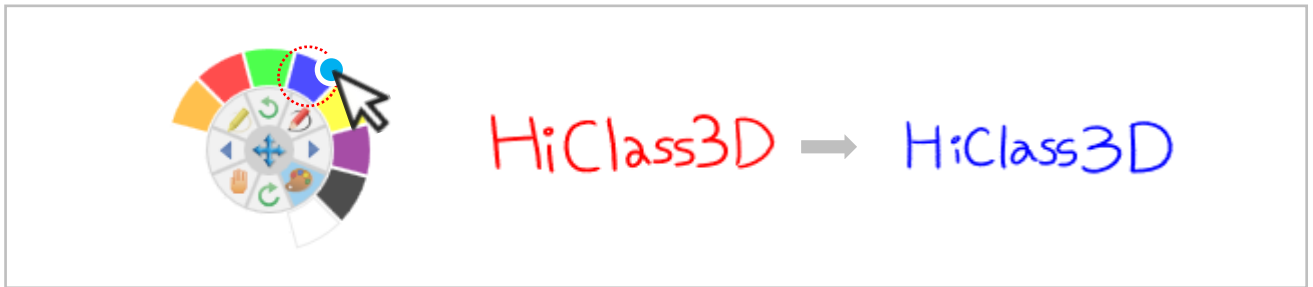


Changing Color/Thickness & Eraser

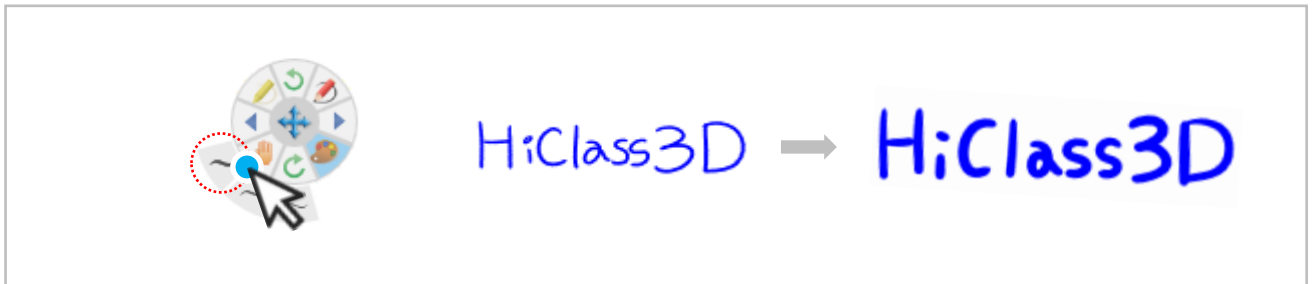
- 1 Click the [Palette ] button with a mouse or Smartpen. An additional menu will appear around the tool pad.




- 2 Click the desired [Color ] button with a mouse or Smartpen and the color of the current pen/marker will change to the selected color.



- 3 Click the [Thickness ] button of the desired size with a mouse or Smartpen and the thickness of the current pen/marker will change.




- 4 Click the [Eraser ] button with a mouse or Smartpen and the current mode will change to Eraser mode.



If you change the color or stroke in eraser mode / selection mode / Execution mode, it will automatically change to the last used pen or marker mode.



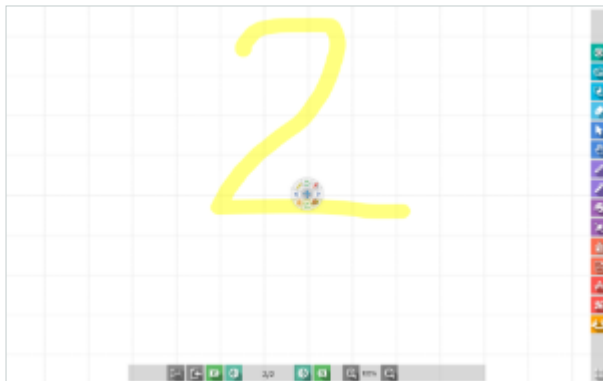
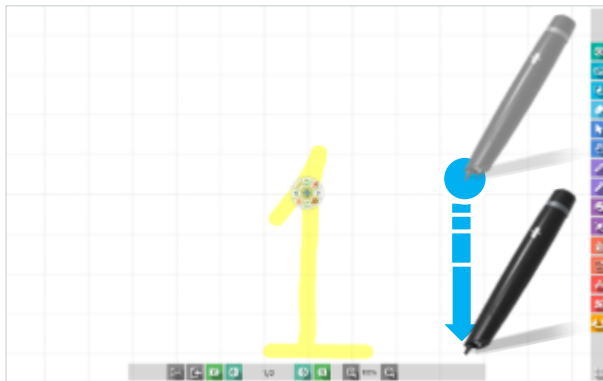
Execution mode

- 1 Click the [Execution mode ] button with a mouse or Smartpen.



- 2 The current mode will change to Execution mode.

- 3 You can move between pages by scrolling up or down.



For a detailed explanation of the execution mode, see p.344.

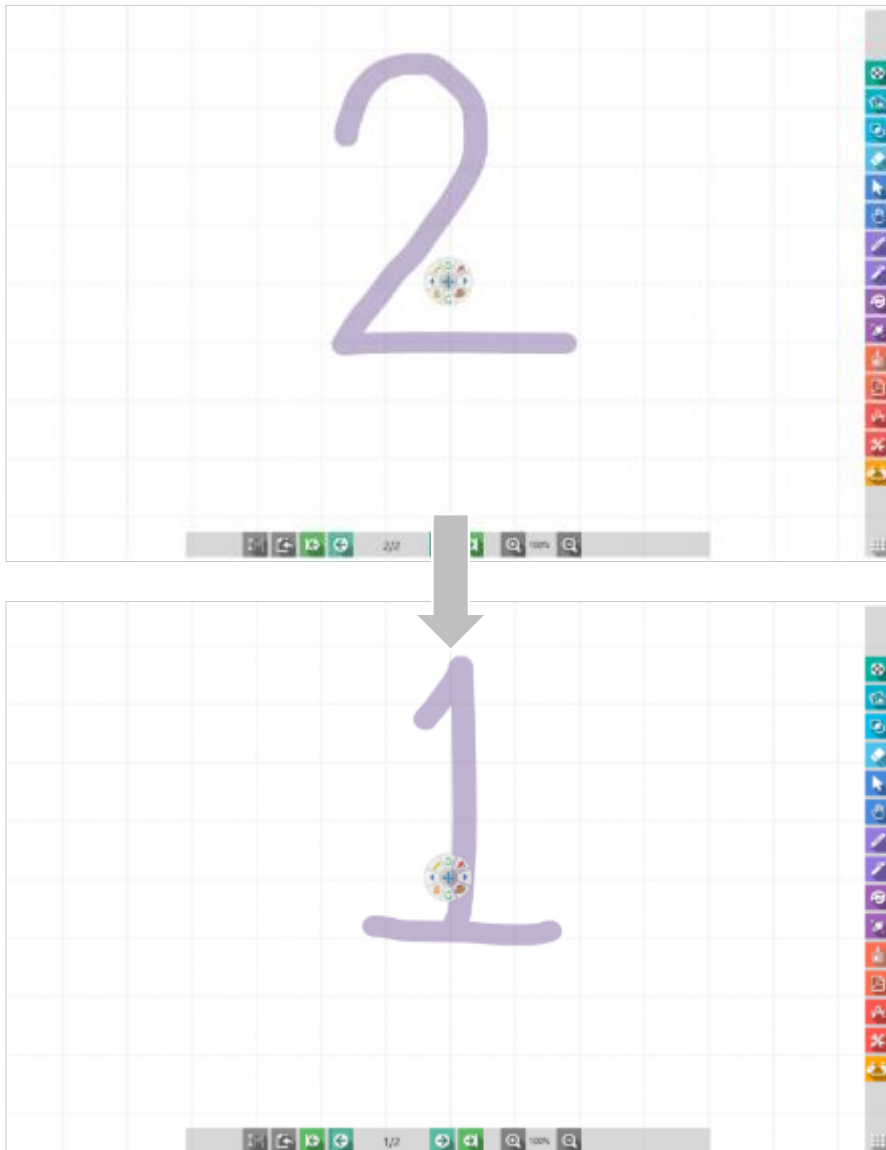


Go Back to Previous Page

1 To go back to the previous page, click the [Previous Page ◀] button with a mouse or Smartpen.



2 The page will move back to the previous page.

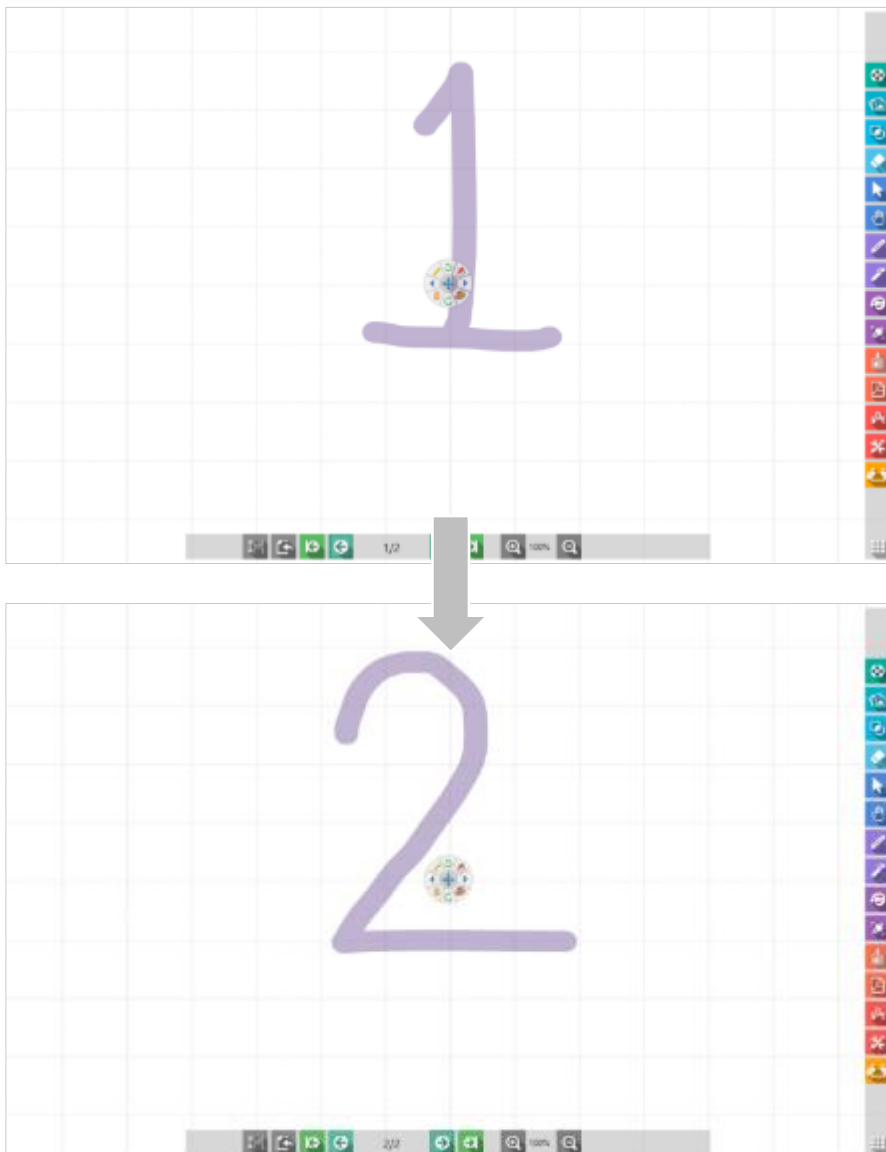


Go to Next Page

1 To go to the next page, click the [Next Page ▶] button with a mouse or Smartpen



2 The page will move to the next page.




Undo

- 1 To undo a task, click the [Undo ] button with a mouse or Smartpen.



- 2 The previous task is cancelled.

Redo

- 1 To redo a cancelled task, click the [Redo ] button with a mouse or Smartpen.



- 2 The cancelled task is redone.



The Undo / Redo feature is only for Ink Stroke Draw / Erase operations.
It does not apply to other annotation and other operations except ink strokes.



If you move the page, the Undo / Redo feature will not be available because the doing list of ink strokes is initialized.

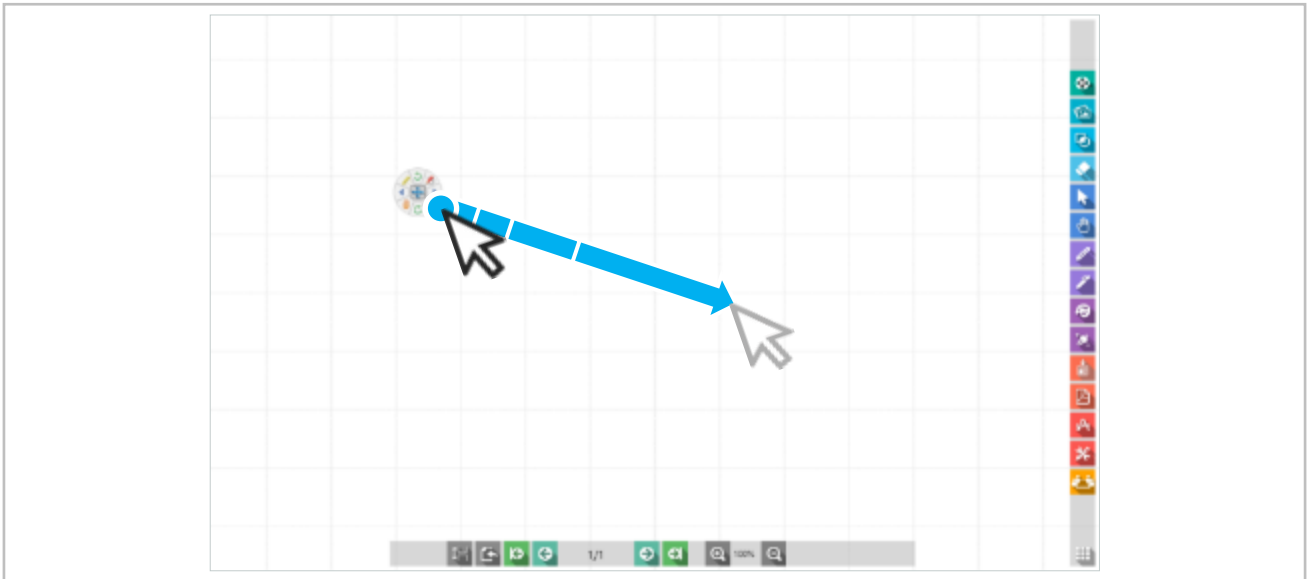


Move Tool Pad (1) - Drag

- 1 Hold the button in the center of the tool pad with a mouse or Smartpen and drag the tool pad to the desired location.



- 2 Drag the tool pad to the desired location while holding the button in its center with a mouse or Smartpen.



- 3 Place the mouse or Smartpen to the desired location and the location of the tool pad will change.



Move Tool Pad (2) – Right-click

1 Right-click on the location where you want to move the Toolpad.

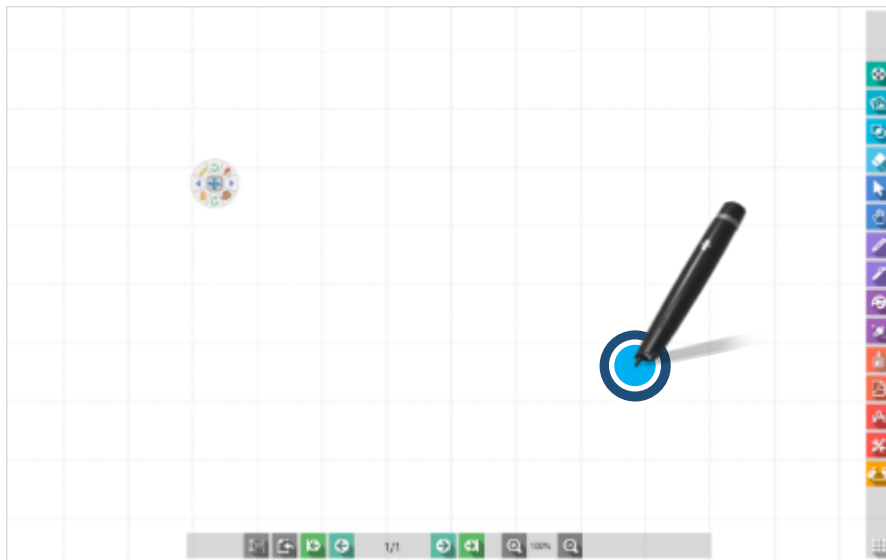


2 The Toolpad is moved to that position.



Move Toolpad (3) – Clicking on the Smartpen for a long time.

1 Press and hold the Smartpen for a long time at the location where you want to move the Toolpad.



2 The Toolpad is moved to that position.



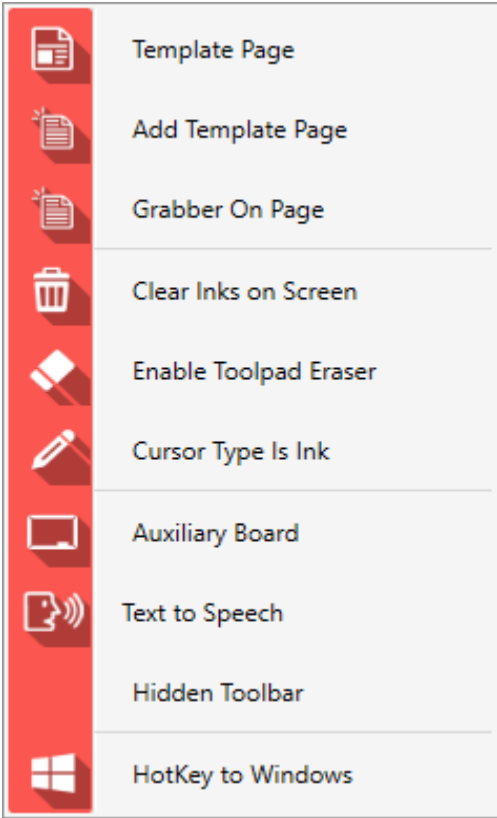
Tool Pad Pop-up Menu

The Tool Pad Pop-up Menu contains additional features to enable convenient configuration of lecture documents. There is a HiClass3D pop-up menu, which pops up on the HiClass3D screen, and a Windows pop-up menu, which pops up on the Windows screen.

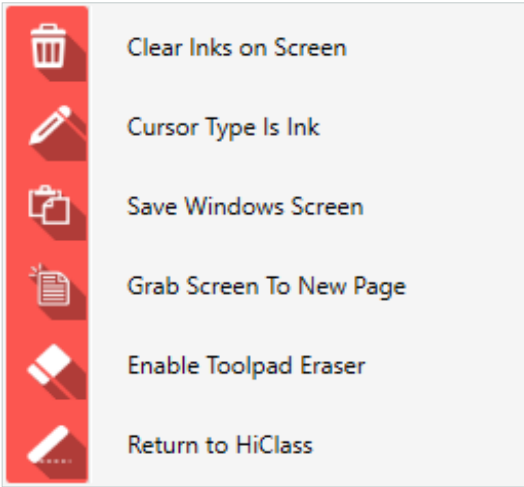
- 1 Click the [Tool Pad Pop-up Menu ] button located in the center with a mouse or Smartpen.



- 2 HiClass3D Tool Pad Pop-up Menu / Windows Tool Pad Pop-up Menu will appear.



<HiClass3D Tool Pad Pop-up Menu>

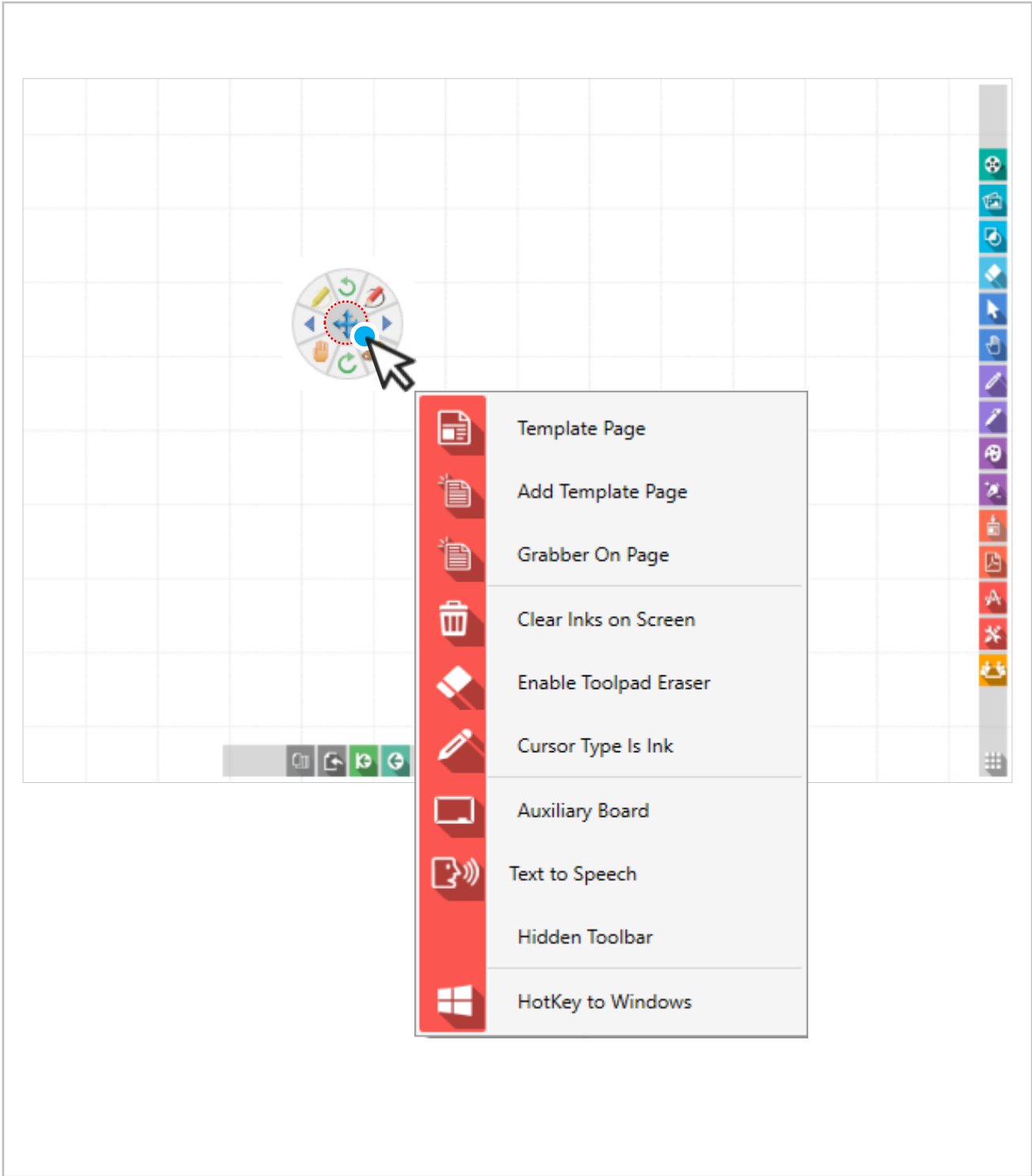


<Windows Tool Pad Pop-up Menu>












HiClass3D Tool Pad Pop-up Menu

This is a Tool Pad Pop-up Menu that is displayed when the button in center of the tool pad is clicked on the HiClass3D screen.



HiClass3D Toolpad Pop-up Menu

	Template Page	•	Select a template and insert it as background of a new page
	Add Template Page	•	Add a new page with the current template as its background
	Grabber On Page	•	Insert a specific area as an annotation to a new page
	Clear Inks on Screen	•	Delete all written ink strokes
	Enable Toolpad Eraser	•	The Toolpad works as an eraser
	Cursor Type Is Ink	•	Change the shape of the mouse pointer to pen or ink
	Auxiliary Board	•	Run an auxiliary board
	Text to Speech	•	Convert the desired text to speech
	Hidden Toolbar	•	Hide all displayed toolbars
	HotKey to Windows	•	Convert to Windows screen

PDF Template

HiClass3D provides background files to help you with your lessons.

HiClass3D calls it a template, and there are 15 basic templates.

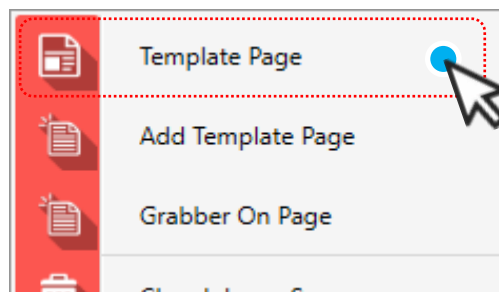
When you select the desired template, a new page with the selected template applied as the background is added.

Template Page

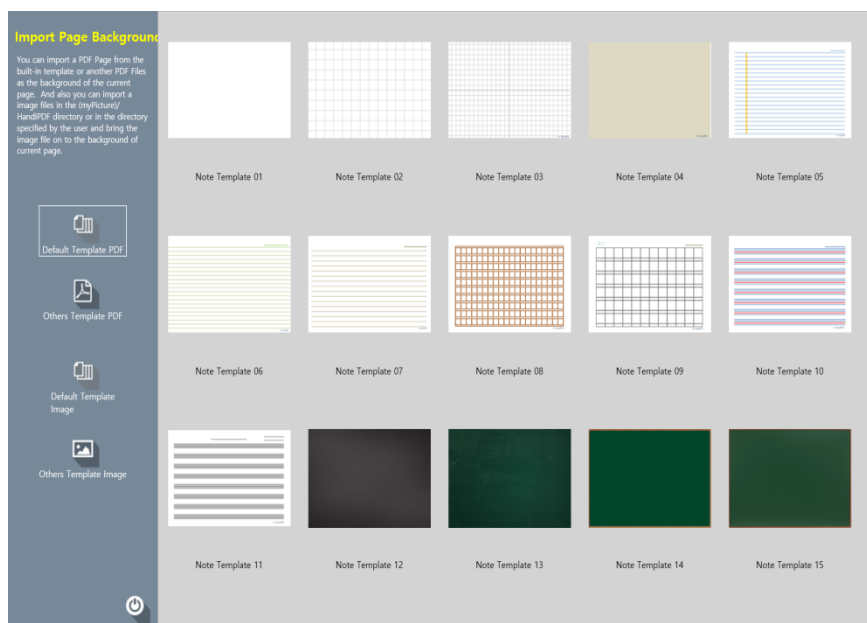
After selecting the desired template, a new page to which the selected template is applied will be added to the location following the current page.

The selected template is applied to every new page that is created.

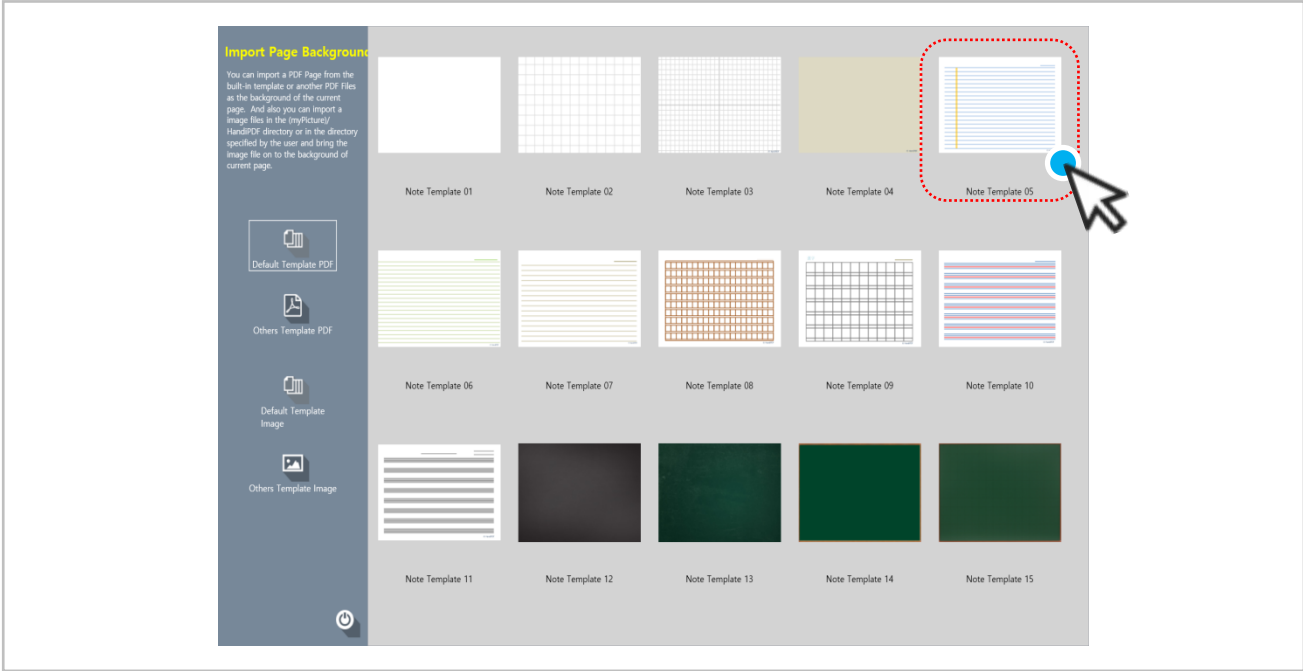
- 1 Click the [Template Page] menu with a mouse or Smartpen.



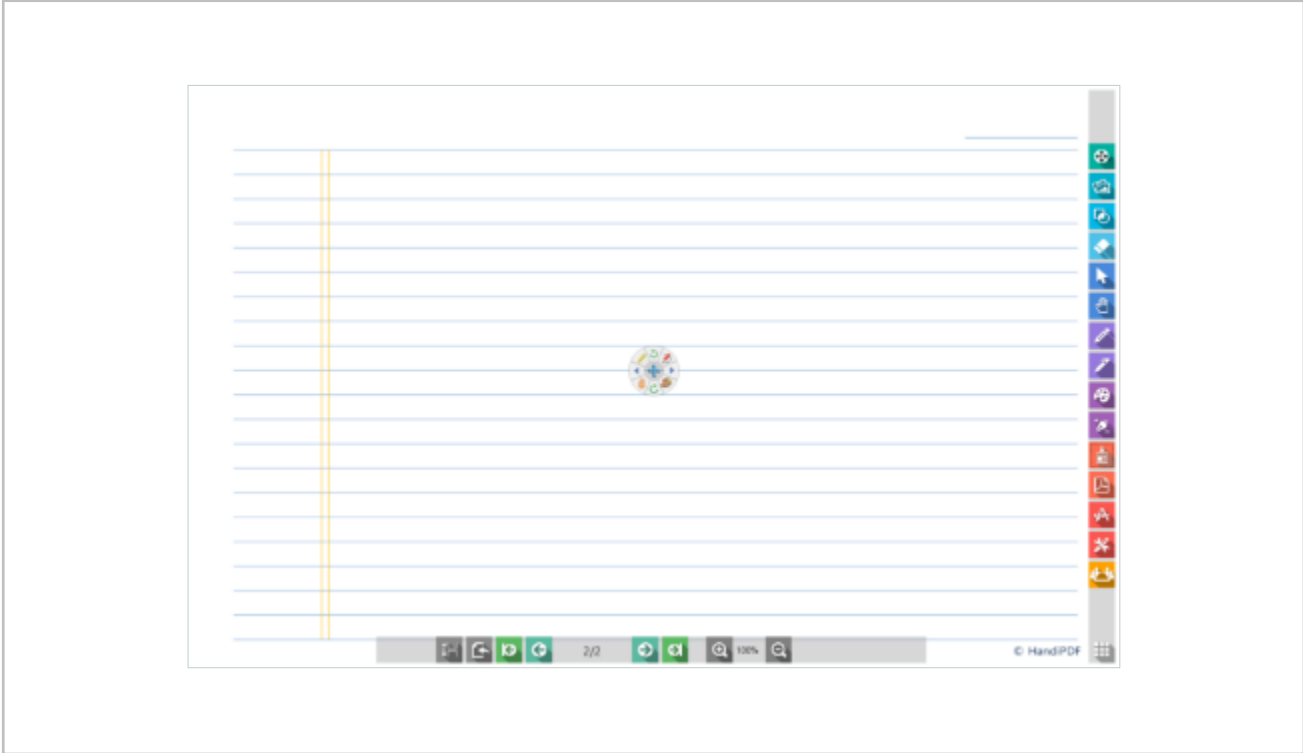
- 2 The dialog for selecting a template will open.



3 Select the desired template.



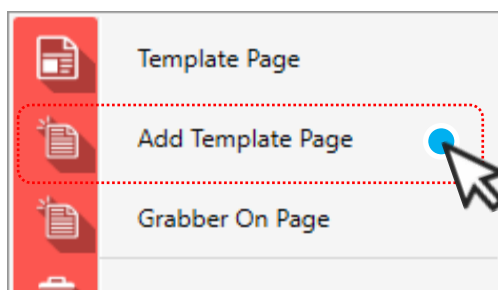
4 A new page to which the selected template is applied will be added.



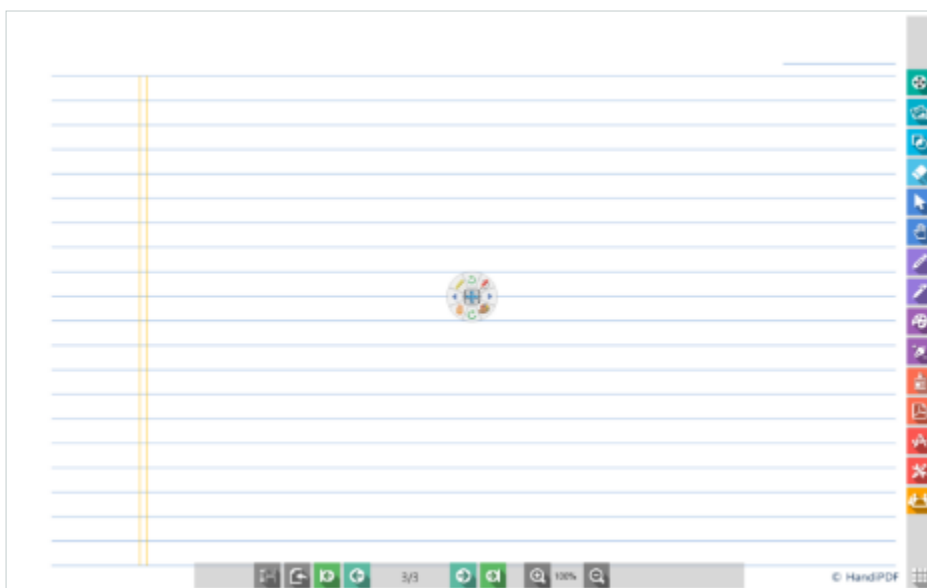
Add Template Page

A new page to which the template of the current page is applied will be added to the location following the current page.

- 1 Click the [Add Template Page] menu with a mouse or Smartpen.



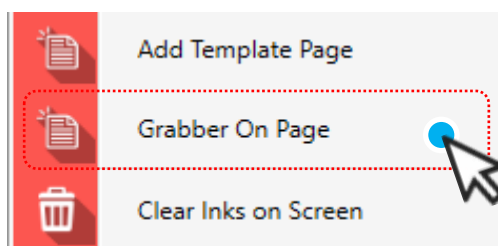
- 2 A new page to which the template of the current page is applied will be added.




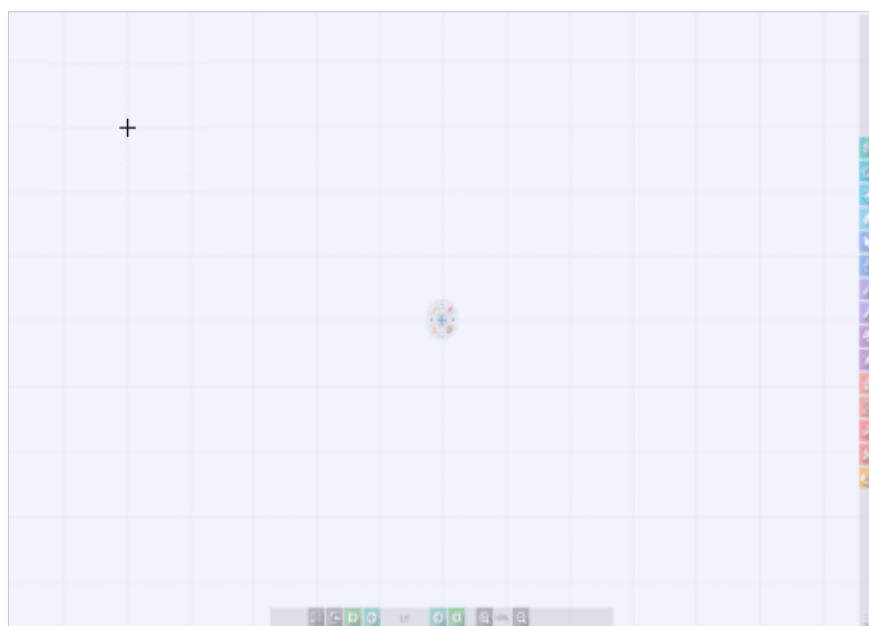
Grabber On Page

Cut a certain part from the current page, create a new page, and insert it as an image annotation. The new page will be created at the location following the current page.

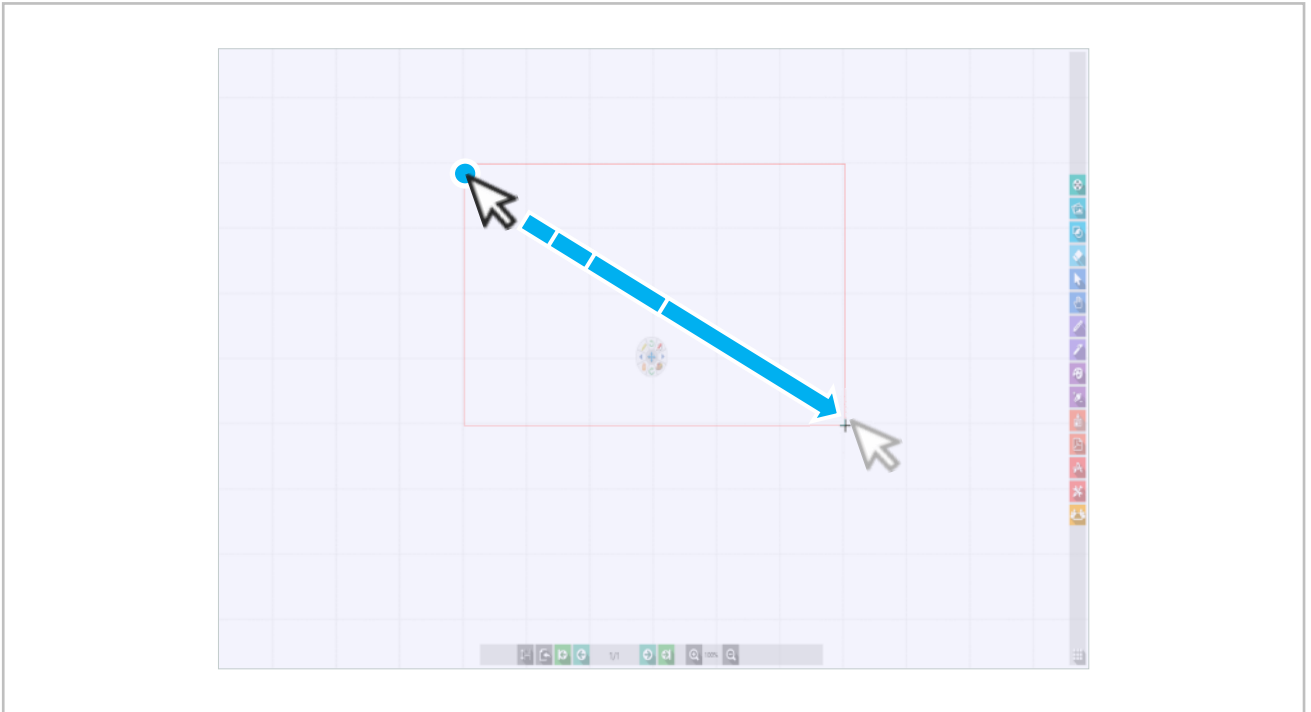
- 1 Click the [Grabber On Page] menu with a mouse or Smartpen.



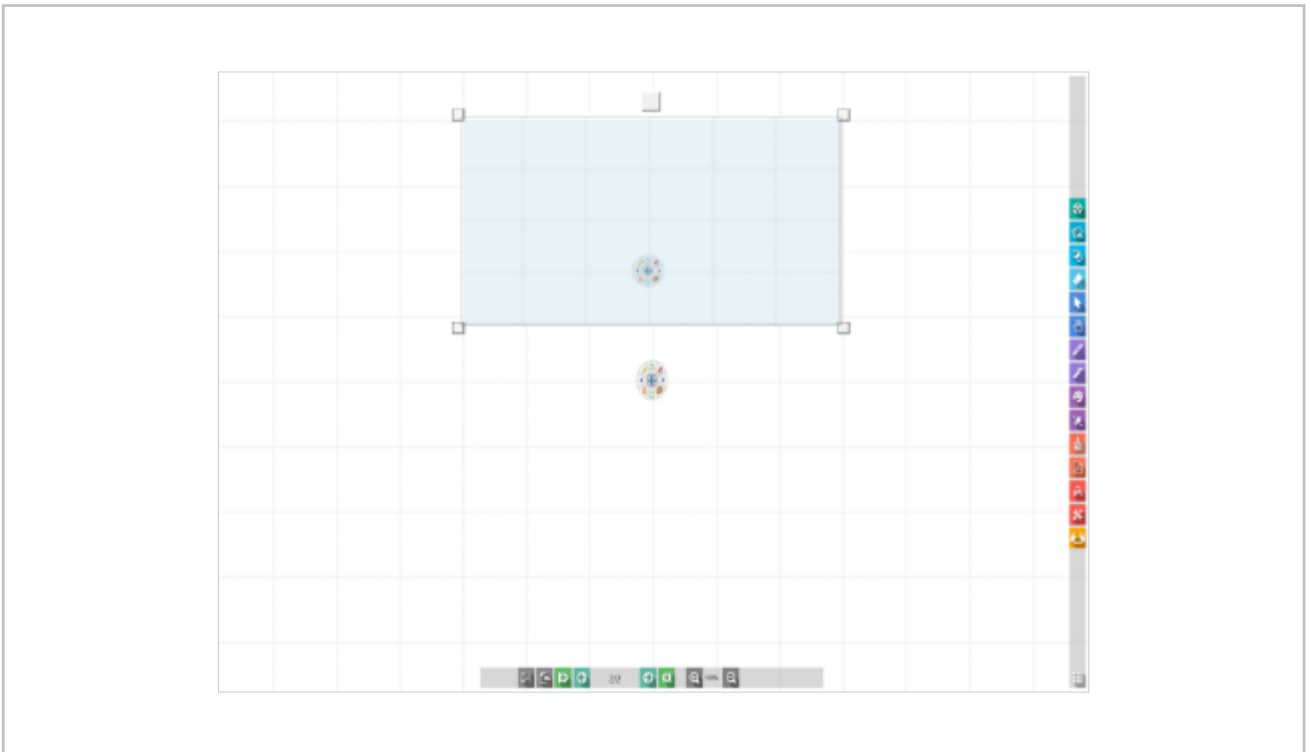
- 2 The mode will change to cutting a specific area and the mouse pointer will change to a pointer with the shape for selecting an area ().



3 Drag the cursor with a mouse or Smartpen to mark the area you want to cut out.



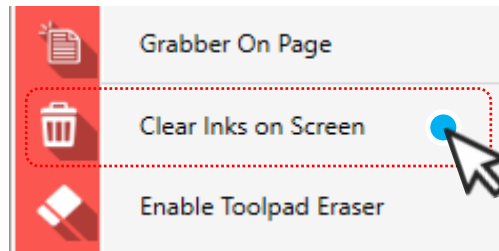
4 When the mouse or Smartpen is then released, a new page will be added with the selected area inserted as an annotation.



Clear Inks on Screen

This function deletes all ink strokes written on the current page.
The deleted ink strokes can be restored again with the [Undo] feature.

- 1 Click the [Clear Inks on Screen] menu with a mouse or Smartpen.



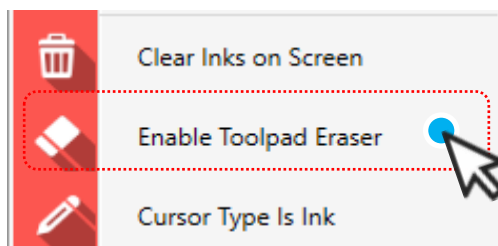
- 2 All ink strokes written on the current page will be deleted.



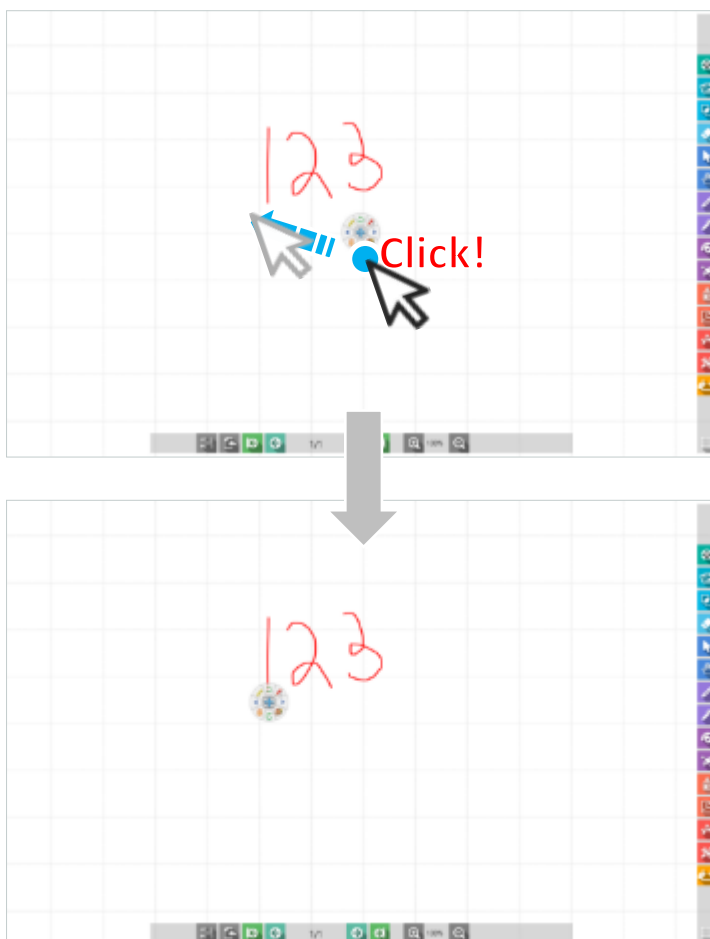
Enable/Disable Toolpad Eraser

The tool pad itself can be used as an eraser and all ink strokes touched by the tool pad will be deleted. Click this menu to turn the eraser feature on or off.

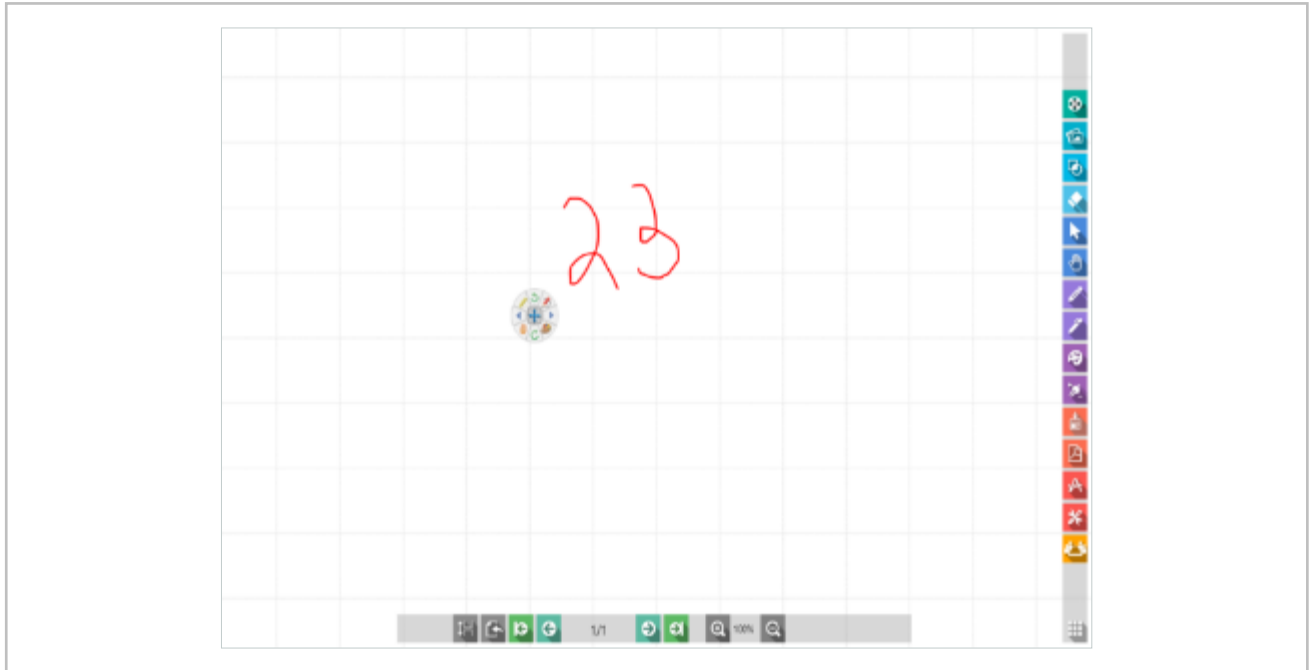
- 1 Click the [Enable Toolpad Eraser] menu with a mouse or Smartpen.



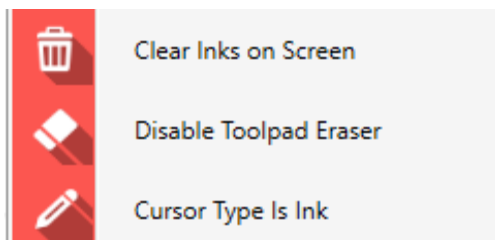
- 2 Hold the button in the center of the tool pad with a mouse or Smartpen and drag toward the ink stroke you want to erase.



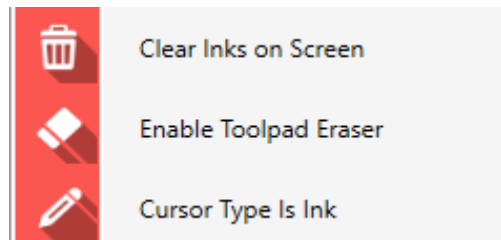
3 Ink strokes touched by the tool pad will be deleted.



When the eraser feature is ON, the [Disable Toolpad Eraser] menu is enabled.
 When the eraser feature is OFF, the [Enable Toolpad Eraser] menu is enabled.



< Eraser Feature ON >



< Eraser Feature OFF >



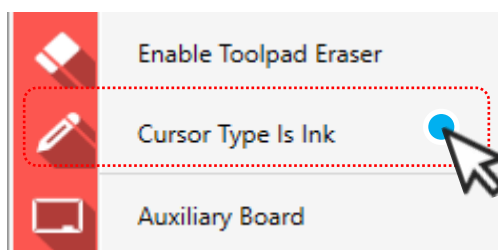
Deleted ink strokes can be restored using the [Undo] feature.



Cursor Type of Ink Mode

This function changes the pen-shaped pointer to an ink-shaped pointer, or the ink-shaped pointer to a pen-shaped pointer.

- 1 Click the [Cursor Type Is Ink] menu with a mouse or Smartpen.

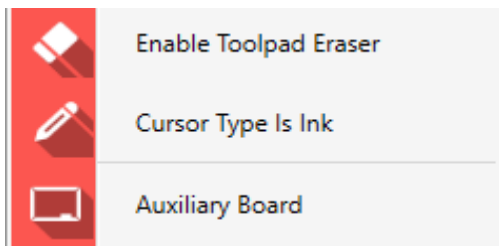


- 2 The pen-shaped pointer will change to an ink-shaped pointer.

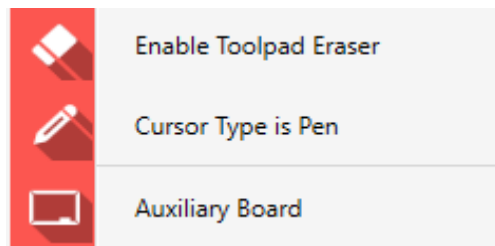




When a pen-shaped pointer is used, the [Cursor Type Is Ink] menu is enabled.
When an ink-shaped pointer is used, the [Cursor Type Is Pen] menu is enabled.



<When a pen-shaped pointer is used>



<When an ink-shaped pointer is used>



The thickness of the ink-shaped pointer depends on the thickness of the pen/marker.

• The ink-shaped pointer when the thickness of the pen is 5 pts

• The ink-shaped pointer when the thickness of the pen is 10 pts

• The ink-shaped pointer when the thickness of the pen is 15 pts



The Ink Cursor / Pen Cursor will only function in [Pen / Marker Mode].
Please note that it will not run in any other mode.



Auxiliary Board

The auxiliary board is used when the area for writing is not sufficient and more space is required.



- Pen
- Marker
- Eraser
- Clear All
- White Pen/Marker
- Yellow Pen/Marker
- Red Pen/Marker
- Thin Pen/Marker
- Thick Pen/Marker
- Auxiliary Board Move Mode
- Close Auxiliary Board

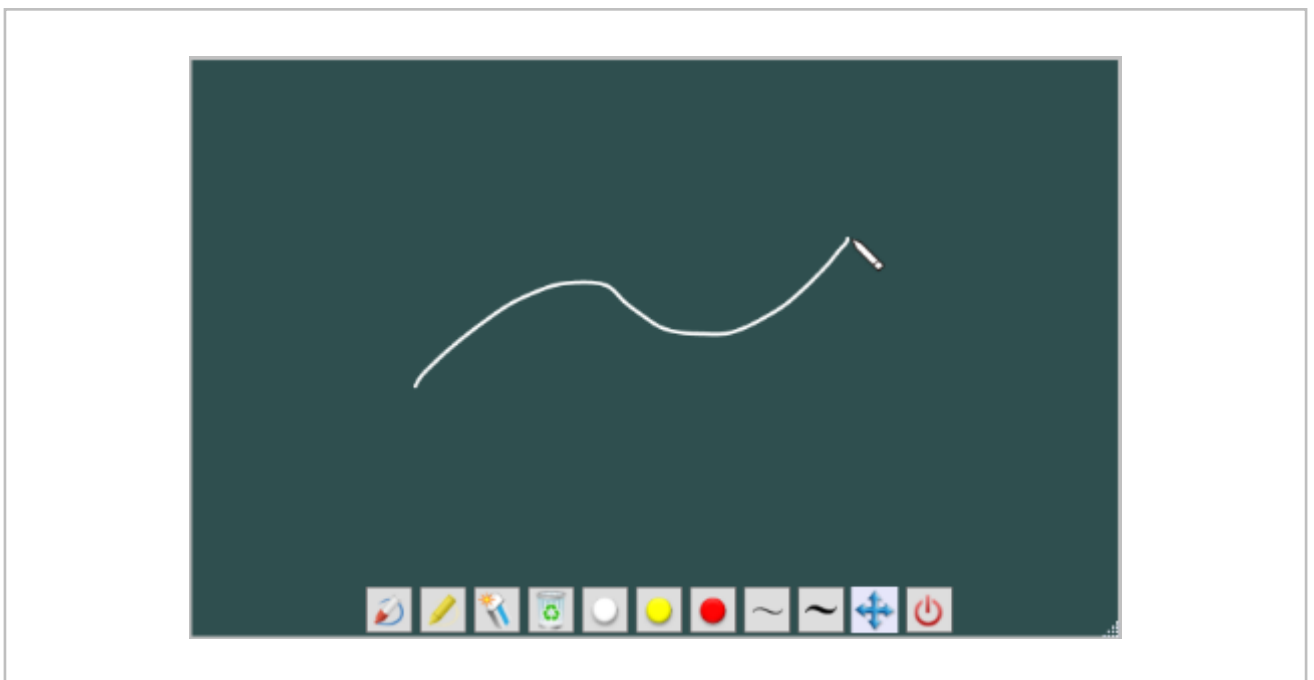


Pen

1 Click the [Pen ] button with a mouse or Smartpen.



2 Check that the mouse pointer has changed to a pen shape and start writing.



Marker

1 Click the [Marker ] button with a mouse or Smartpen.



2 Check that the mouse pointer has changed to a pen shape and start writing.

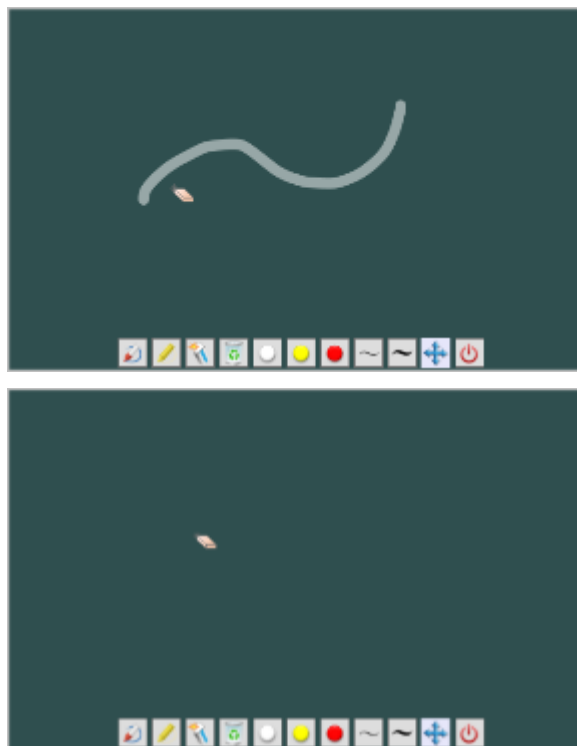


Eraser

- 1 Click the [Eraser ] button with a mouse or Smartpen.



- 2 Check that the pointer has changed to Eraser mode and start erasing.

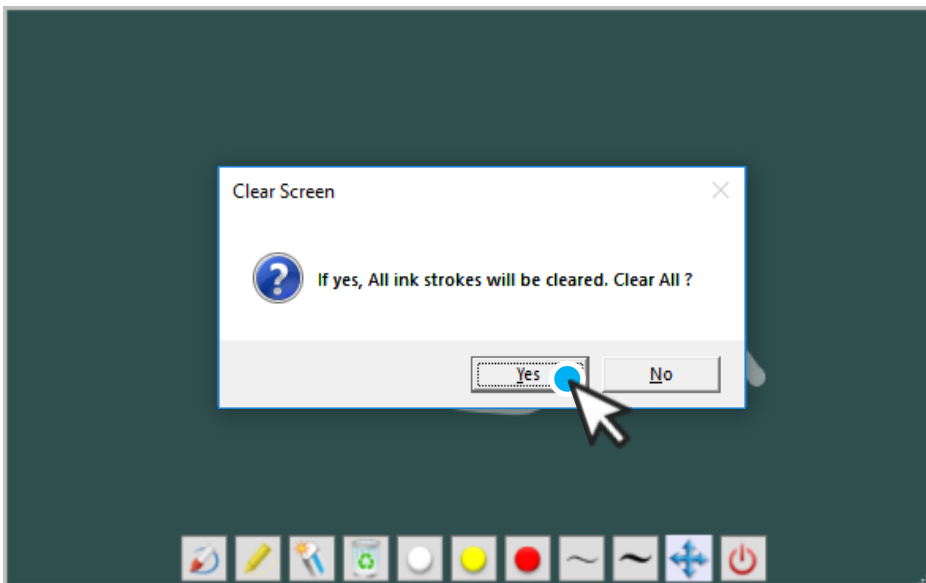


Clear All

1 Click the [Clear All ] button with a mouse or Smartpen.



2 Before all ink strokes on the auxiliary board are cleared, a warning dialog will appear.



- 3 Click the [Yes] button with a mouse or Smartpen to confirm and all ink strokes on the auxiliary board will be cleared.

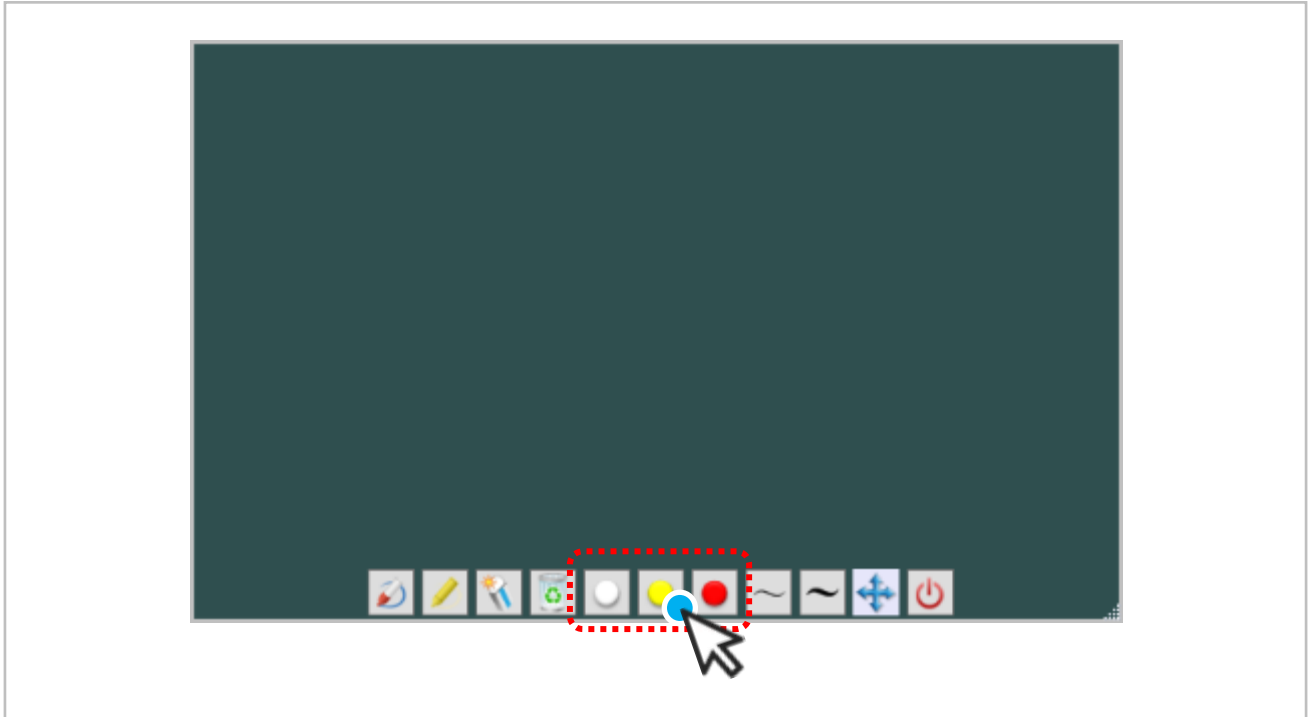


The auxiliary board does not provide [Undo], [Redo] features. Therefore, once deleted using the eraser or the Clear All function, the ink strokes cannot be restored.



Change the Color of Pen/Marker to White, Yellow, or Red

1 Click the desired [Color] button with a mouse or Smartpen.



2 The color of the pen/marker will be changed to the corresponding color.



Thickness of Pen/Marker

1 Click the desired [Thickness] with a mouse or Smartpen.



2 The thickness of the pen/marker will be changed according to the button clicked.

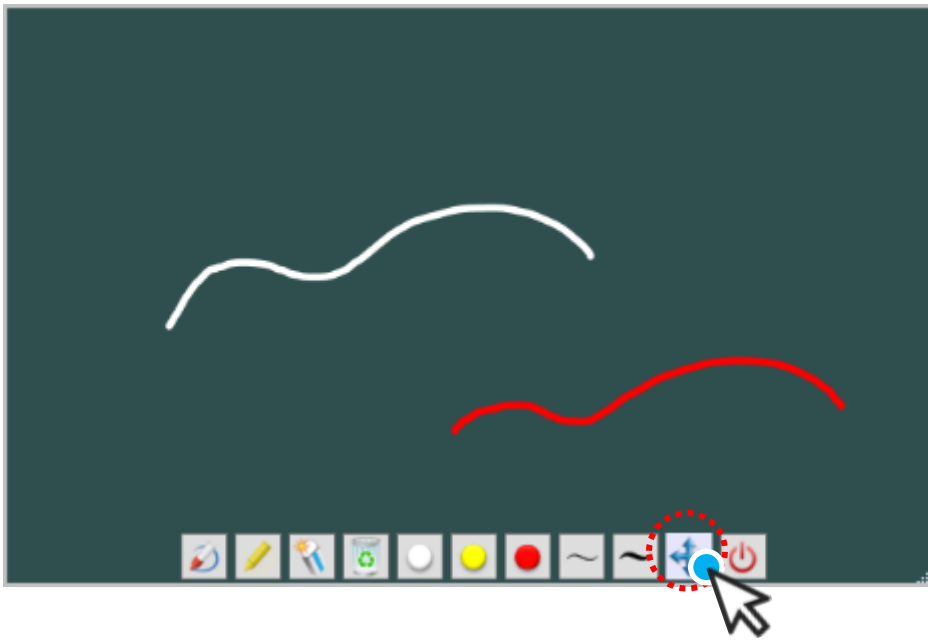


Auxiliary Board Move Mode

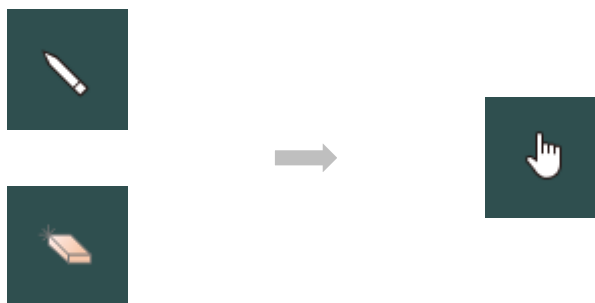
In Move mode, you can change the area for writing on the auxiliary board.

In addition, you can also change the location of the auxiliary board or resize the auxiliary board.

- 1 Click the [Auxiliary Board Move Mode ] button with a mouse or Smartpen.



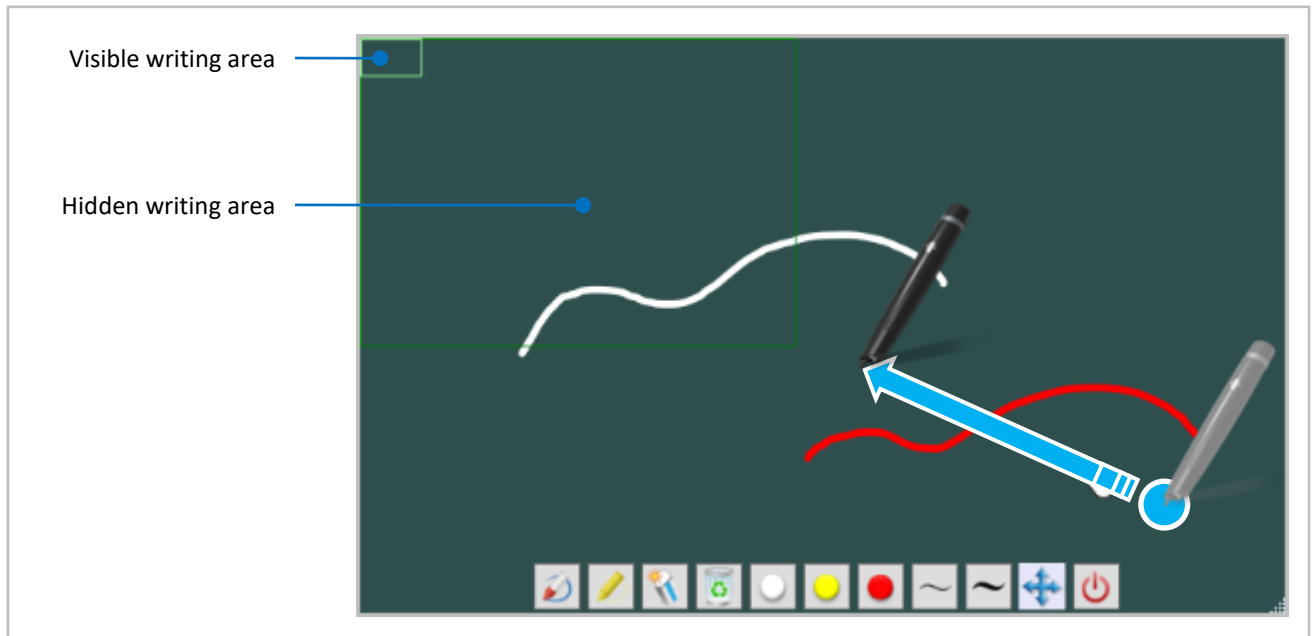
- 2 The mode will change to Move mode.



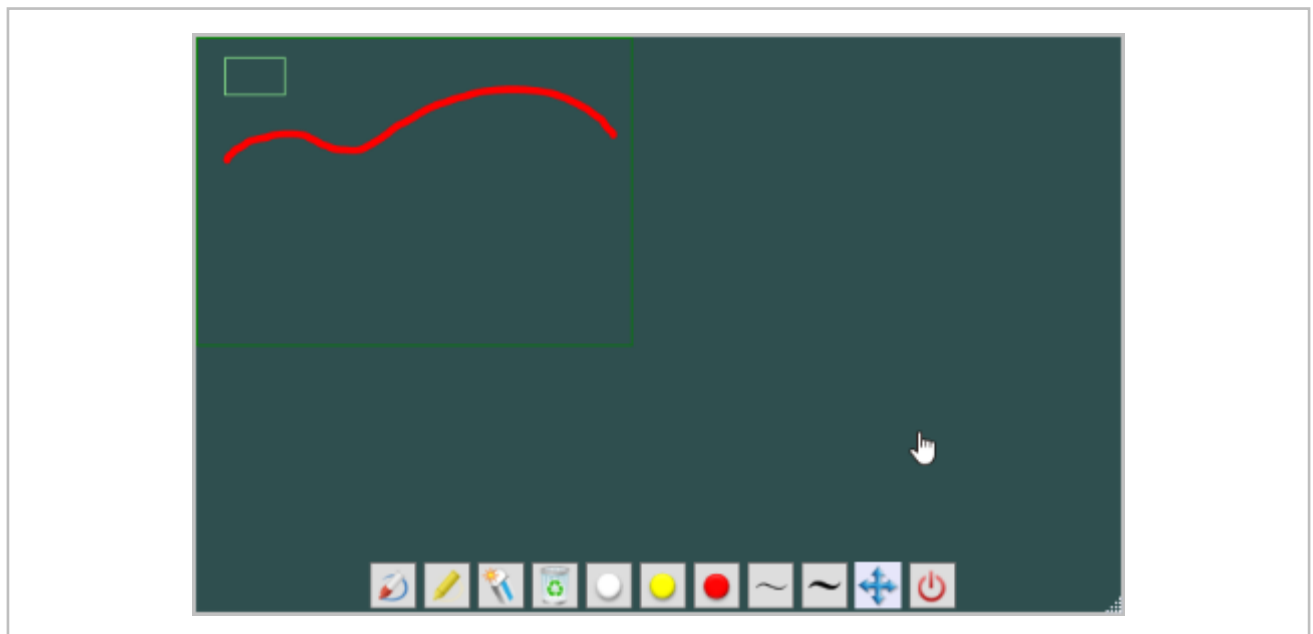
Change the Area for Writing on Auxiliary Board

The auxiliary board is sixteen times the size of an A4 (4X4).
On the auxiliary board, there is a visible area and a hidden area.
In [Move mode], you can scroll to change the area for writing.

- 1 Press the background of the auxiliary board with a mouse or Smartpen and scroll.

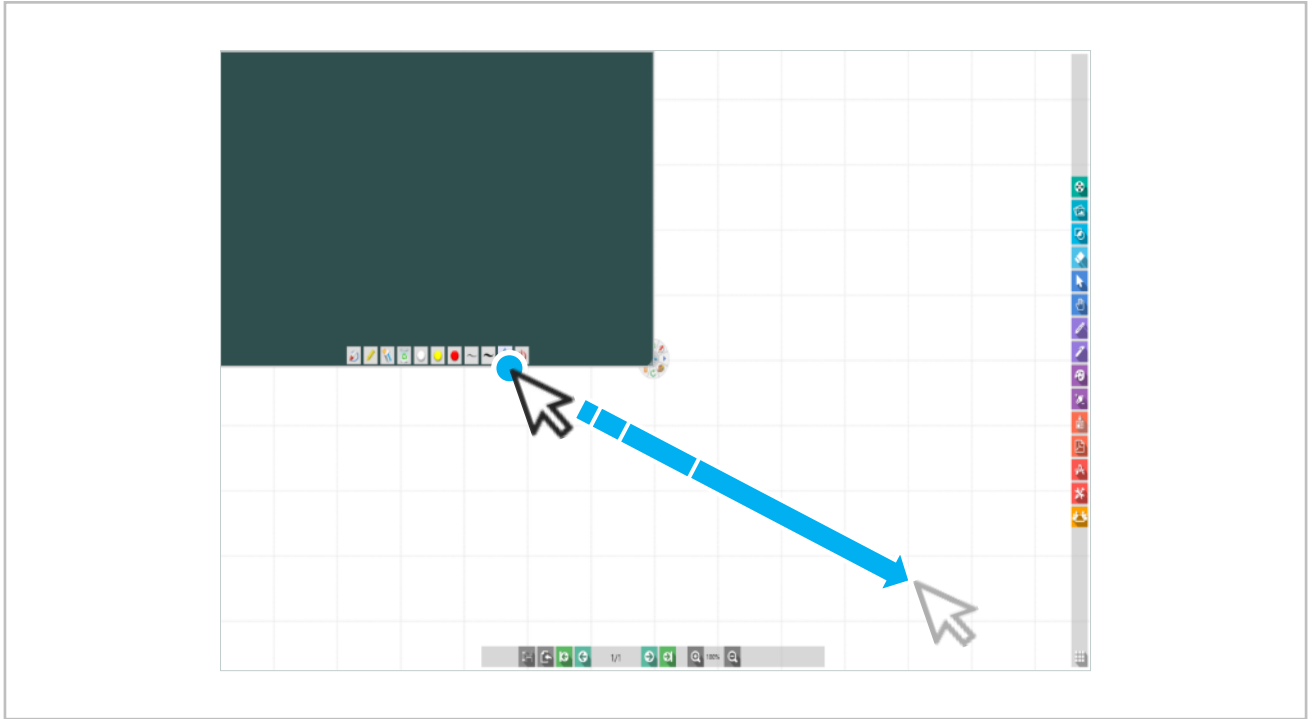


- 2 When you reach the desired area, release the mouse or Smartpen and the visible writing area will be changed.

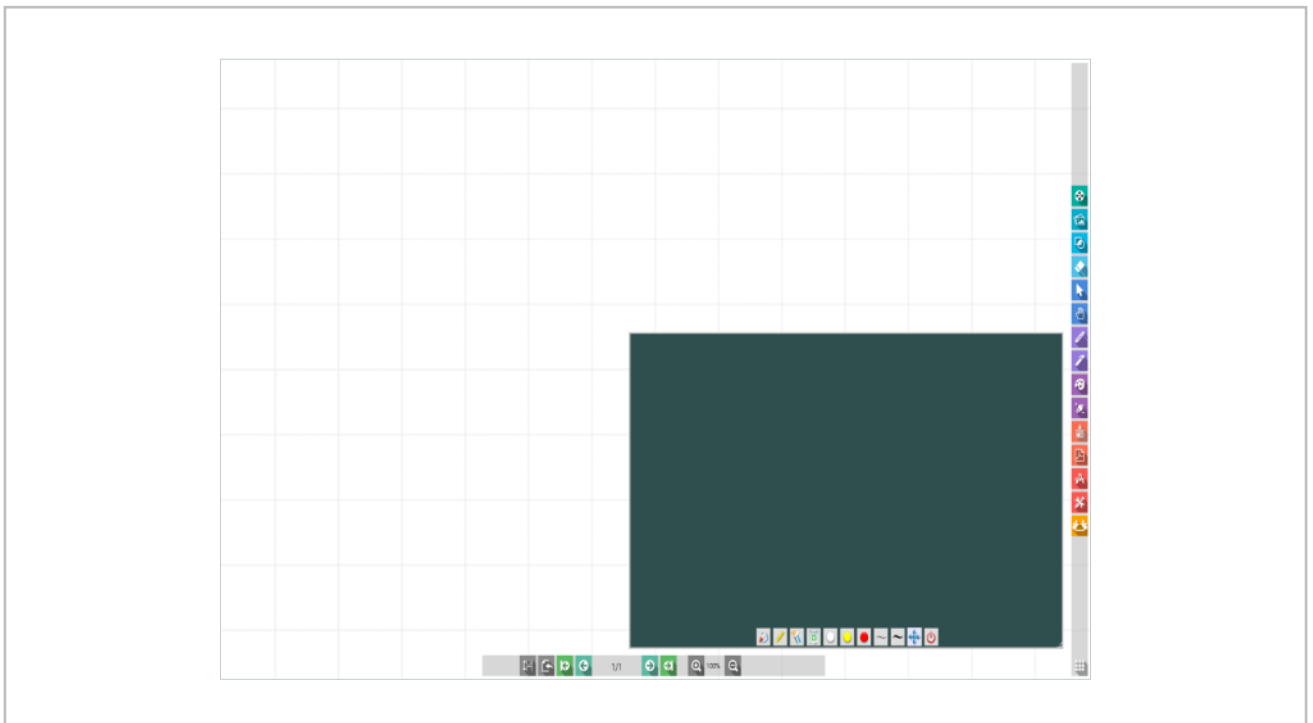


Change the Location of Auxiliary Board

- 1 Press the [Auxiliary Board Move Mode] button with a mouse or Smartpen and drag to the desired location.

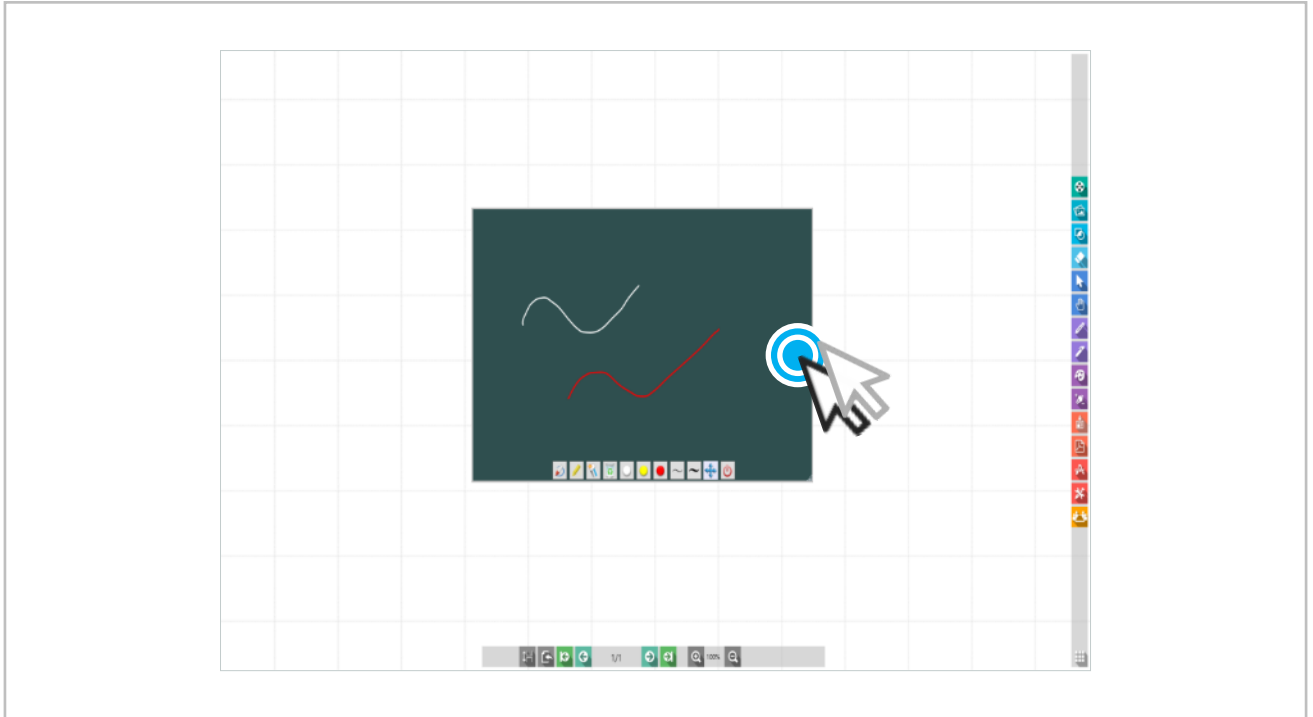


- 2 When you reach the desired location, release the mouse or Smartpen and the location of the auxiliary board will be changed.

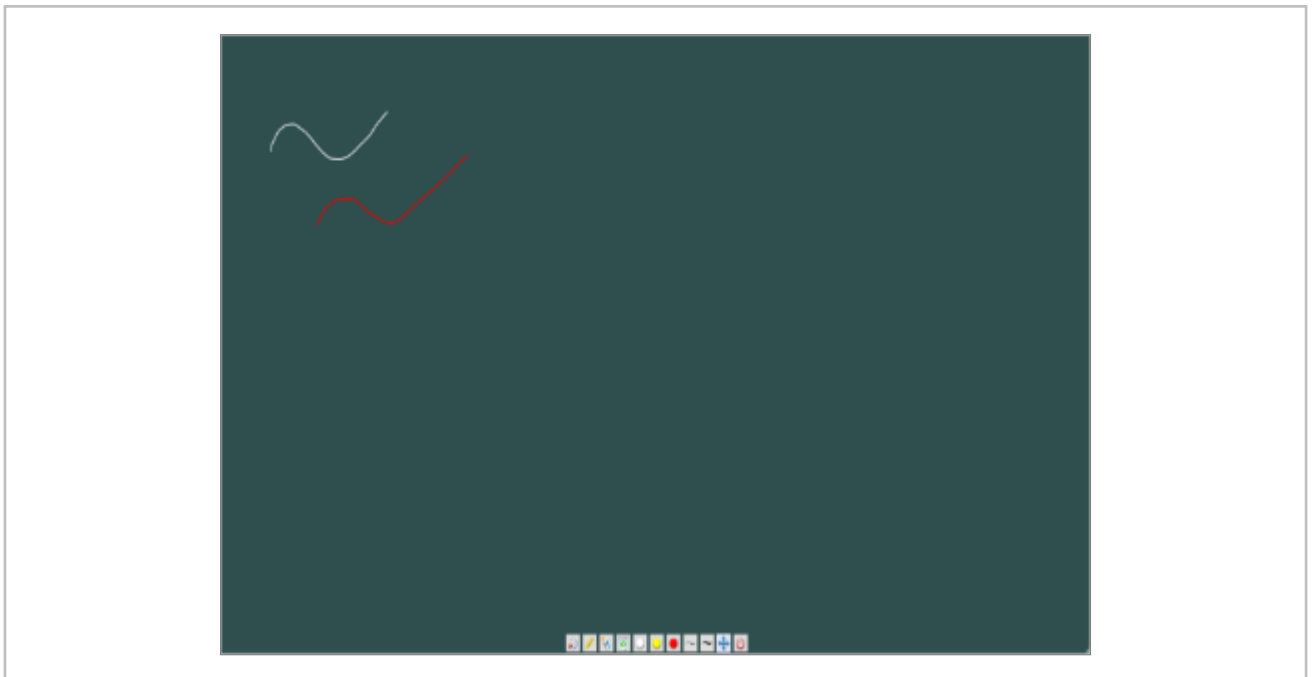


Maximize Auxiliary Board / Return to Previous Size

1 Double-click the auxiliary board with a mouse or Smartpen.





2 The auxiliary board will be maximized.

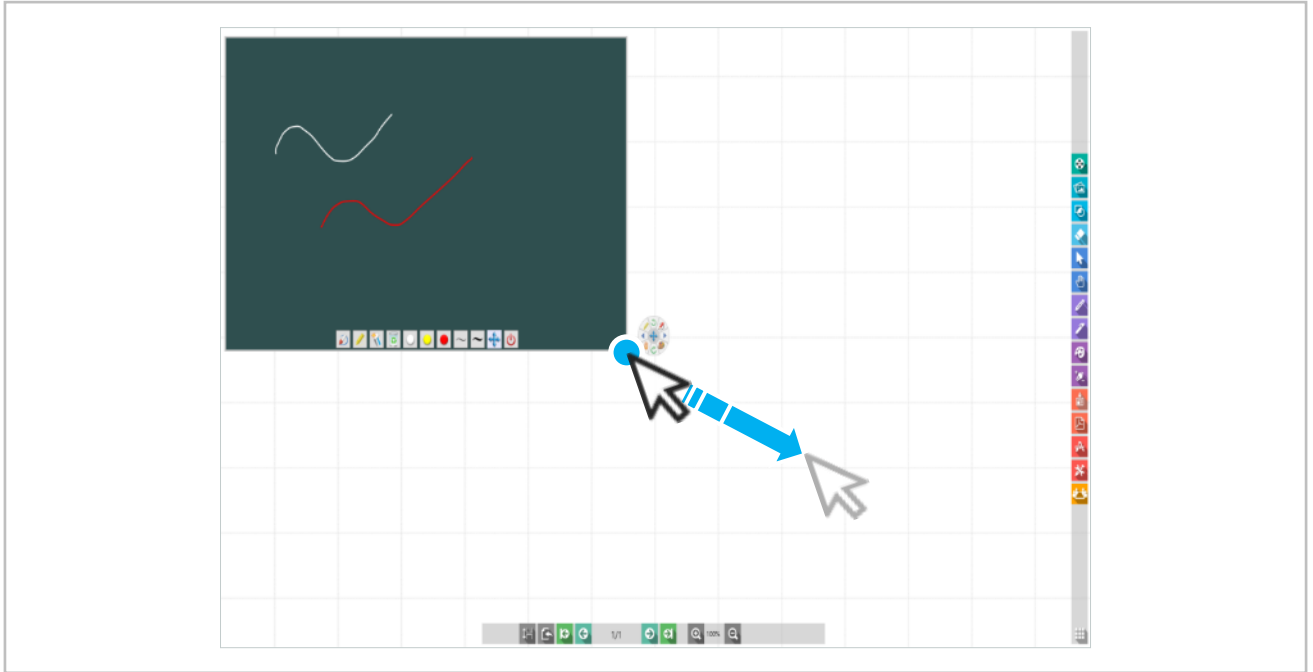


3 Double-click the board again with a mouse or Smartpen to change the board to the previous size.

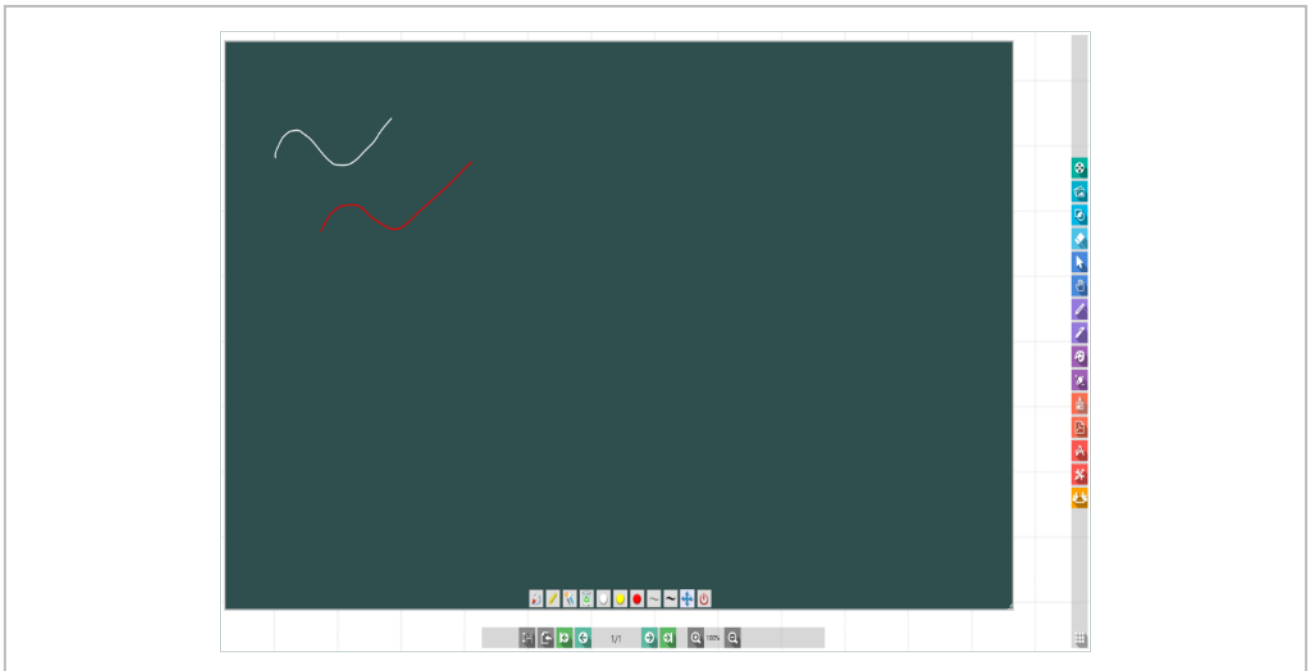
Resize Auxiliary Board

Drag the [] button on the bottom right of the auxiliary board to resize the auxiliary board.

1 Press the [] button with a mouse or Smartpen and drag.

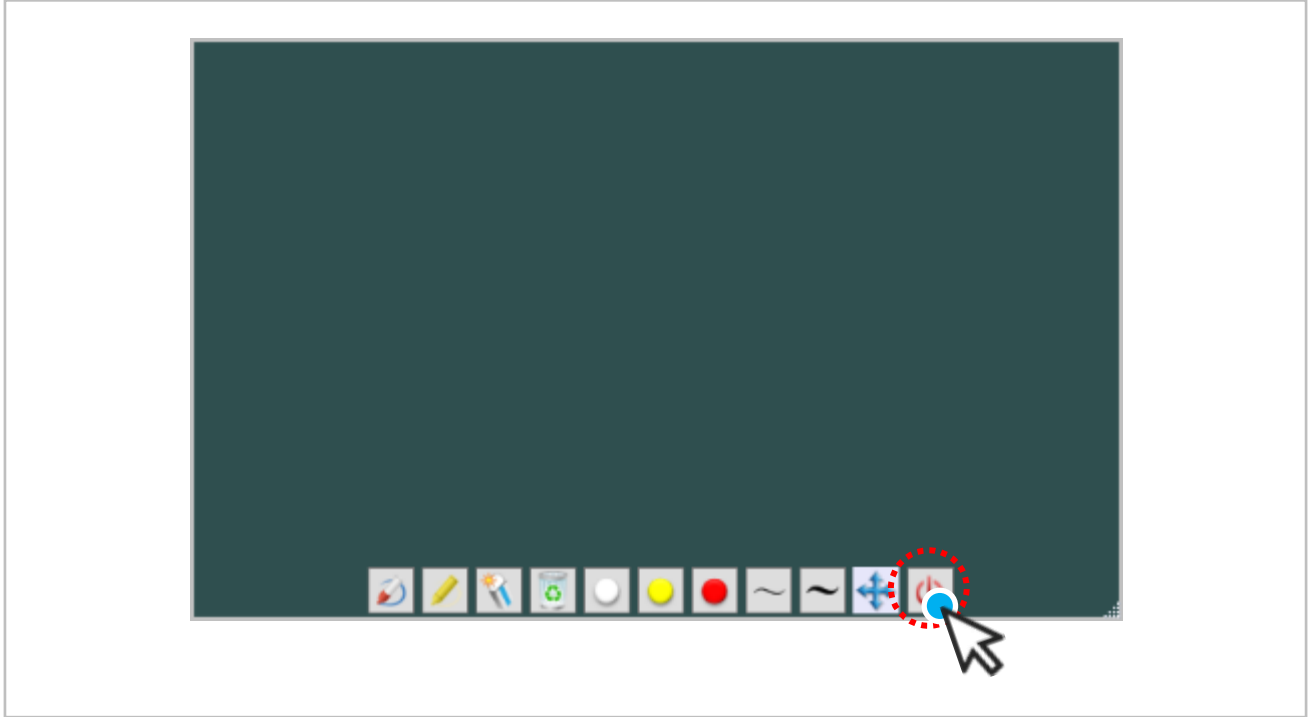


2 When you reach the desired size, release the mouse or Smartpen and the size of the auxiliary board will be changed.



Close the Auxiliary Board


1 Click the [Close Auxiliary Board] button with a mouse or Smartpen.



2 The auxiliary board will be closed.

TTS(Text to Speech)

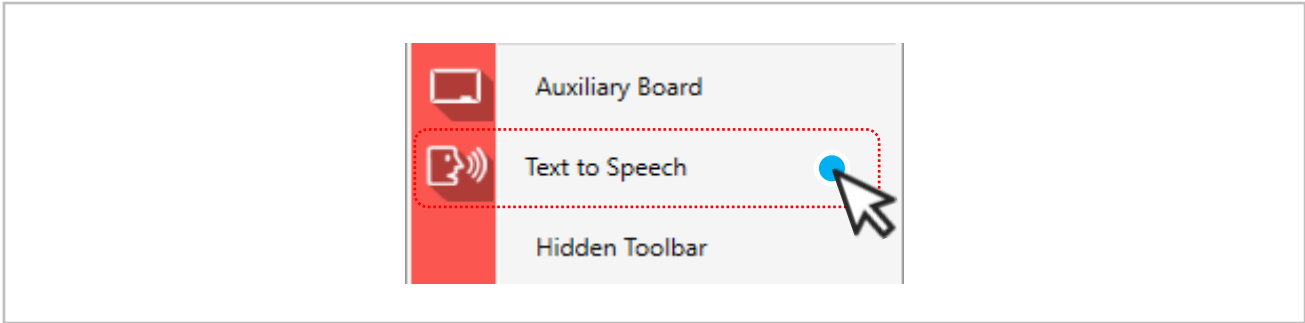
TTS (Text To Speech) is a text-to-speech automatic conversion technology that allows you to hear text as sound. HiClass3D extracts the text of the selected area from the document in the selected language (English / Chinese / Japanese / Korean) and converts it into voice.
It is useful when you want to listen to a native speaker in a foreign language class.



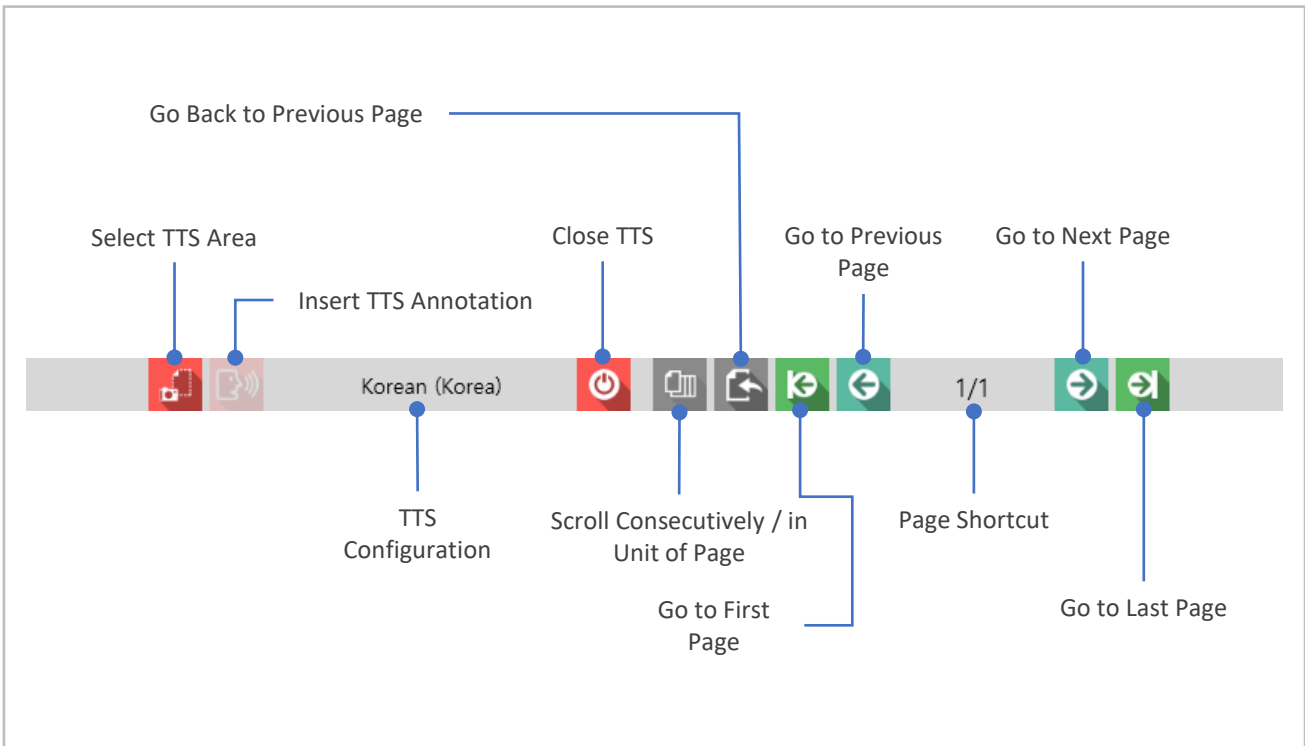
To use the Text to Speech (TTS) feature, you must have the TTS language pack installed on Windows 10. Please refer to p.242 to check if TTS language pack is installed.

Play TTS(Text to Speech)

1 Click the [Text to Speech] menu with a mouse or Smartpen.



2 The TTS menu will appear at the bottom.



Select TTS Area

You can run TTS in the entire page area or by specifying a specific area.



Execute TTS by designating a specific area

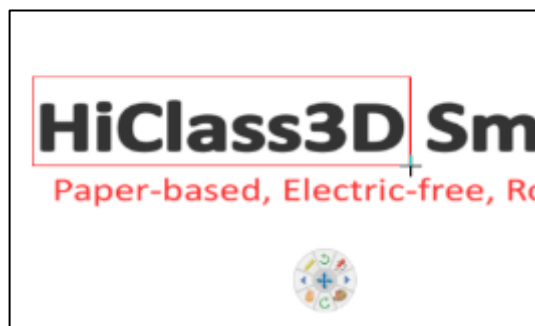


Execute TTS for the whole page

- 1 When [Execute TTS for the whole page] is selected, if you click the document with the mouse or Smartpen, TTS will be executed in the preset language by extracting the text from the entire page area.



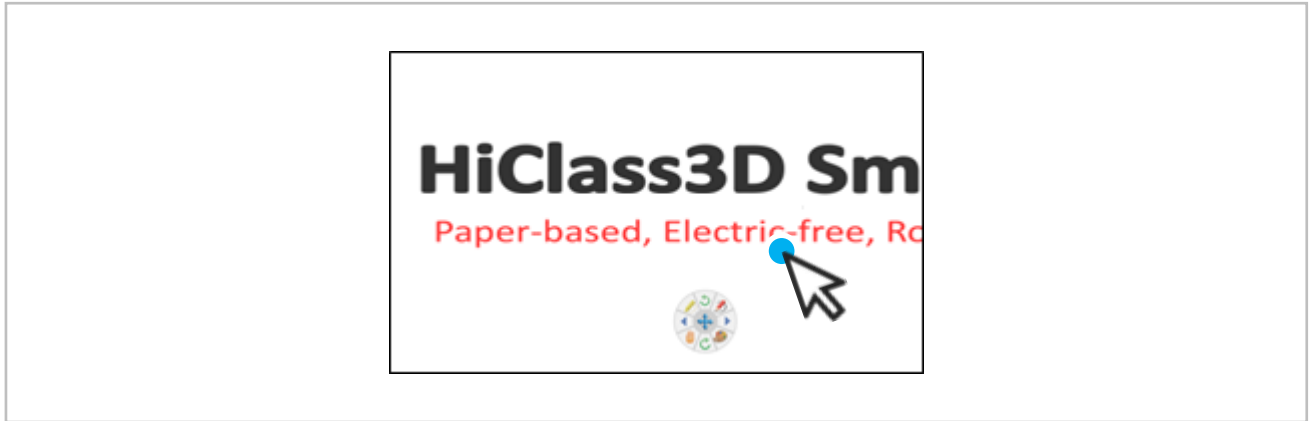
- 2 If [Execute TTS by designating a specific area] is selected, drag the desired area with the mouse or Smartpen.



- 3 After dragging to the desired area, releasing the mouse or Smartpen extracts the string from the area and reads it in the preset language (English, Chinese, Japanese, Korean).



4 When [Execute TTS by designating a specific area] is set, click the desired word with the mouse or the pen.



5 It reads the word of the clicked part in the preset language (English, Chinese, Japanese, Korean).



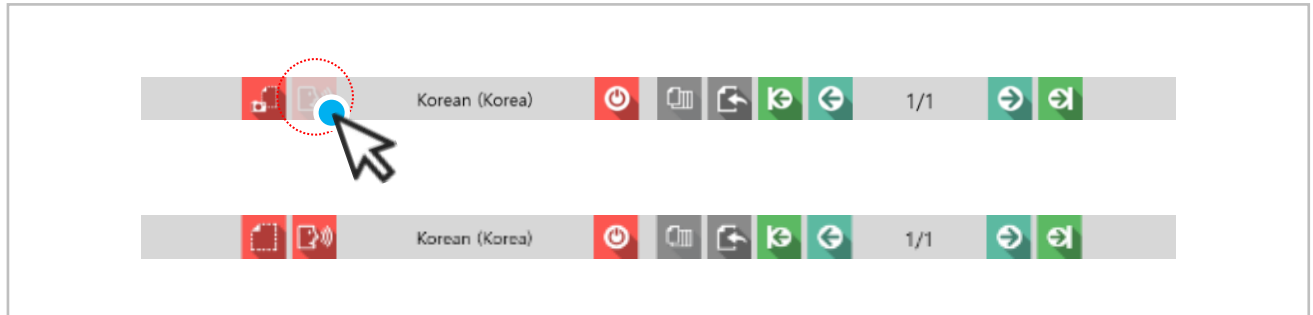
If the [Select TTS Area] button is disabled, it is activated by clicking the [Select TTS Area] button with the mouse or Smartpen.



Insert TTS Annotation

If you select the area that you want to execute with TTS, you can insert it on the current page with TTS voice annotation. You can use TTS more conveniently without specifying a specific area each time.

- 1 Click the [Insert TTS Annotation] button with your mouse or Smartpen to activate the corresponding function.



- 2 After dragging and setting the area that you want to save as TTS with mouse or Smartpen, click the position where you want to create TTS annotation, and TTS annotation is created at that position.



- 3 If you click TTS annotation in [Execution Mode], TTS audio of the corresponding area is played.

- 4 Clicking the annotation that is playing in [Execution Mode] stops the audio playback.

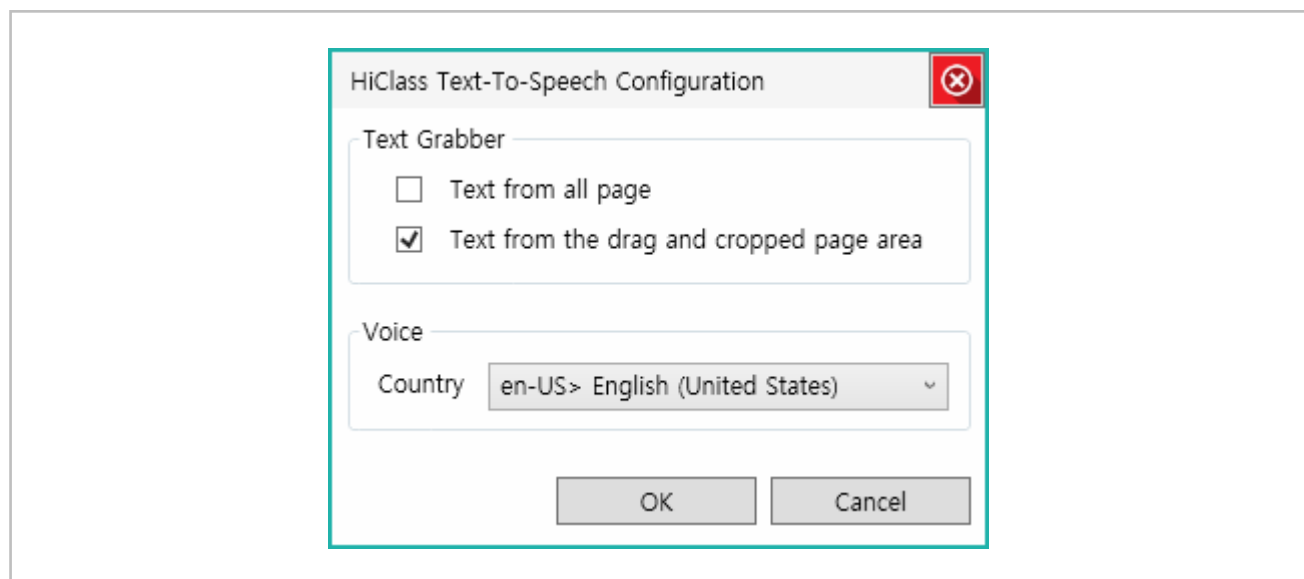
TTS Configuration

Set the settings for TTS area and select the TTS language.

- 1 Click the [TTS Configuration] button with a mouse or Smartpen and the Settings dialog will appear.



TTS Configuration Dialog



Text Grabber

Select an area for TTS.

- Text from all page: Select the whole area of the currently displayed page.
- Text from the drag and cropped page area: Select a specific word or area.

Voice

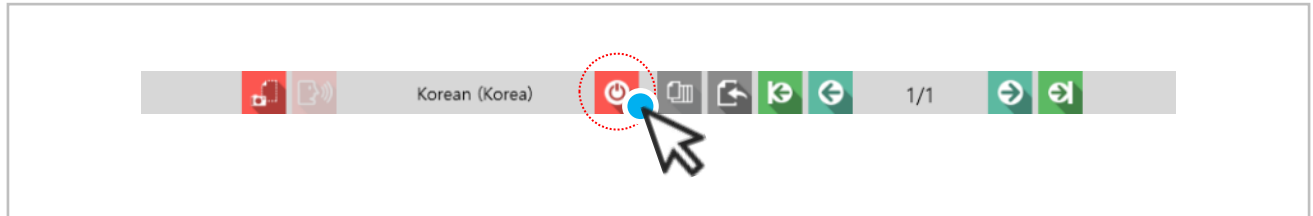
Select a language for TTS.

- ko-KR> Korean (Korea) : Set to Korean.
- en-US> English (United States) : Set to English.
- Ja-JP > Japanese (Japan) : Set to Japanese
- zh-CN > Chinese (Simplified, China) : Set to Chinese

Close TTS

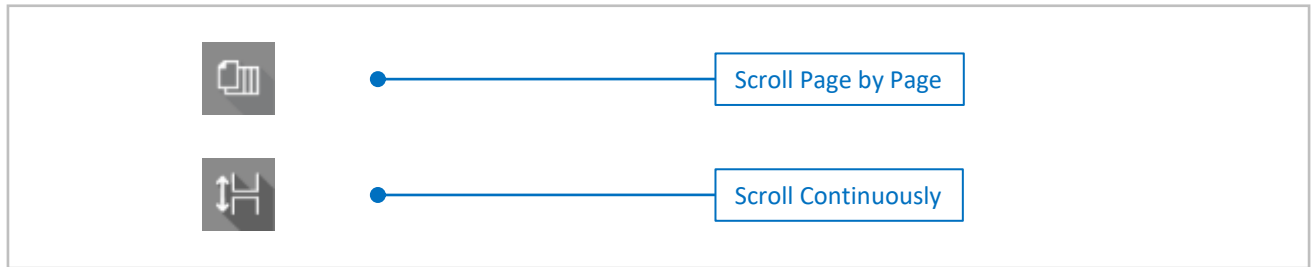
Click the Close TTS button to close the TTS mode.

- 1 Click the [Close] button with a mouse or Smartpen.



- 2 The TTS mode will be closed.

Continuous scrolling / page-by-page scrolling



Scroll Page by Page

- Scroll page by page with one page being displayed at a time.

Scroll Continuously

- The document is scrolled just like when scrolling down or up a webpage. The boundary line between pages is also displayed.



When TTS function is executed, it switches to TTS area selection mode.

To scroll the page, the mode must be changed to [Execution Mode 🖐️].

Switch to [Execution Mode] when clicking the button on the Toolpad or the [Execution Mode] of the main menu.

If the [Select TTS Area] button is disabled, click it again to activate it.



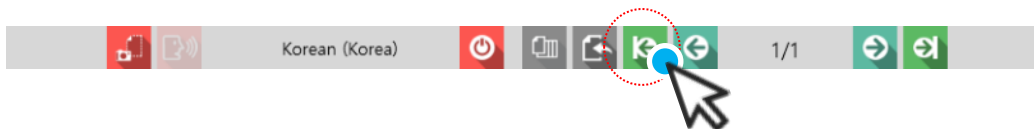
Go Back to the Last Visited Page

Click the [Go Back to the Last Visited Page] button with a mouse or Smartpen and go to the page you opened just prior to the current page.



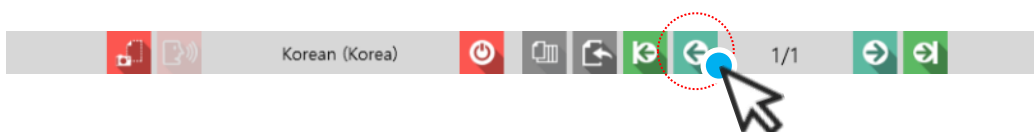
Go to First page

Click the [Go to First page] button with a mouse or Smartpen to go to the first page of the current document.



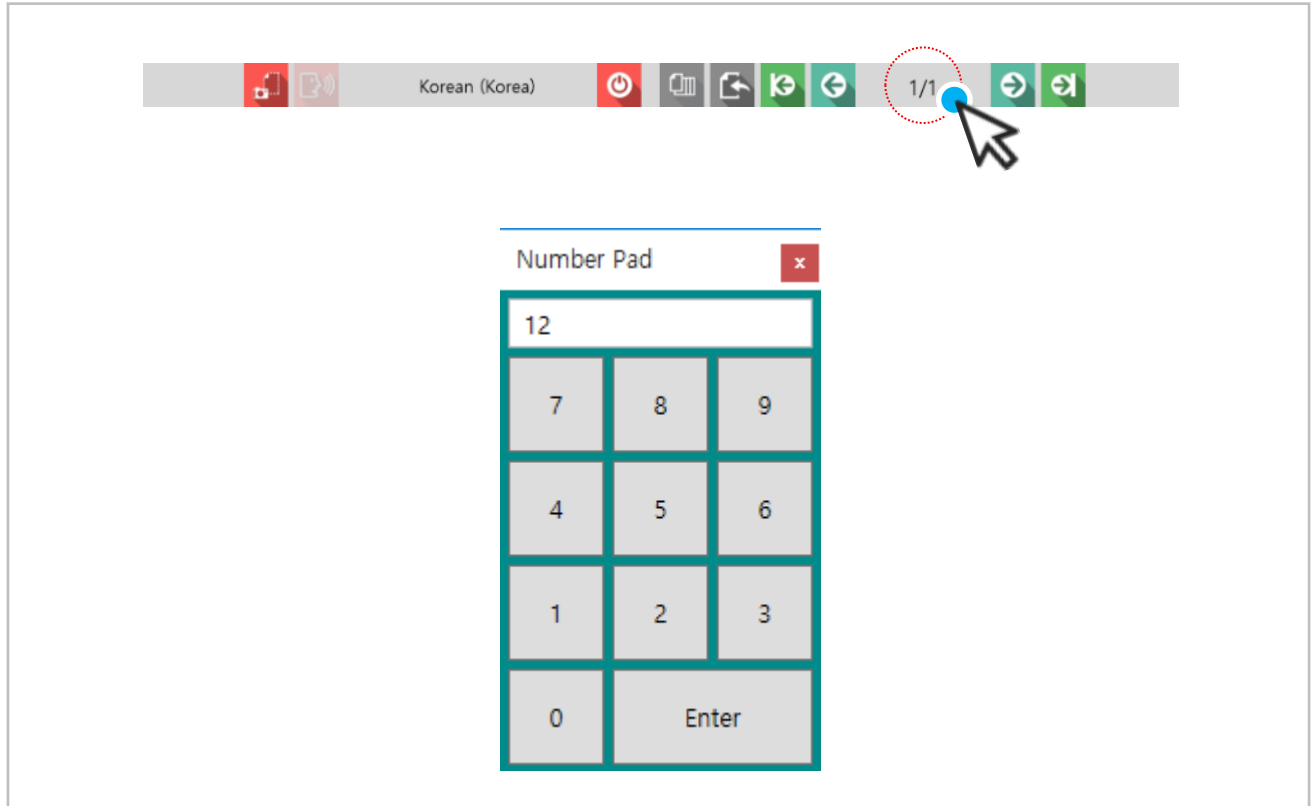
Go Back to Previous Page

Click the [Go Back to Previous Page] button with a mouse or Smartpen to go back to the page before the current page.



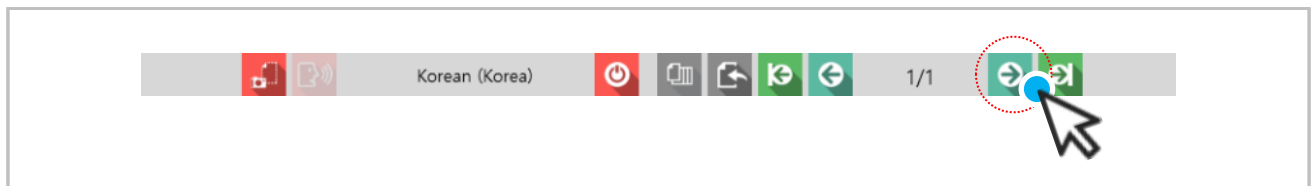
Page Shortcut

Click the [Page Shortcut] button with a mouse or Smartpen and enter the desired page number in the number-entry dialog to go straight to the specified page.



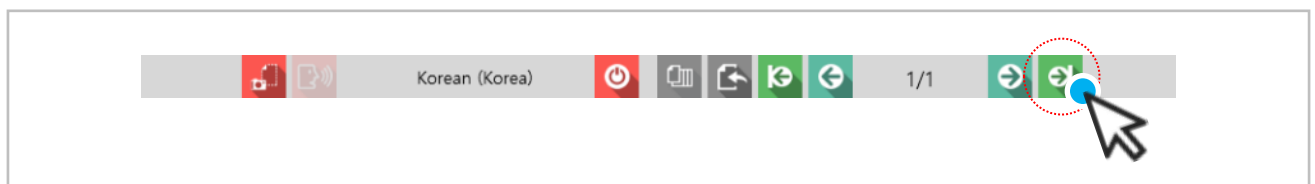
Go to Next Page

Click the [Go to Next Page] button with a mouse or Smartpen to go to the following page.



Go to Last Page

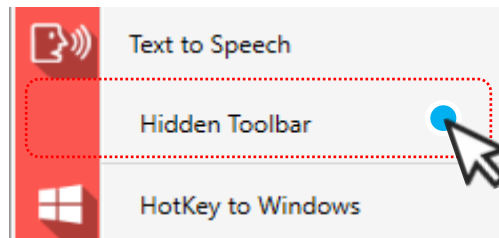
Click the [Go to Last Page] button with a mouse or Smartpen to go to the last page of the current document.



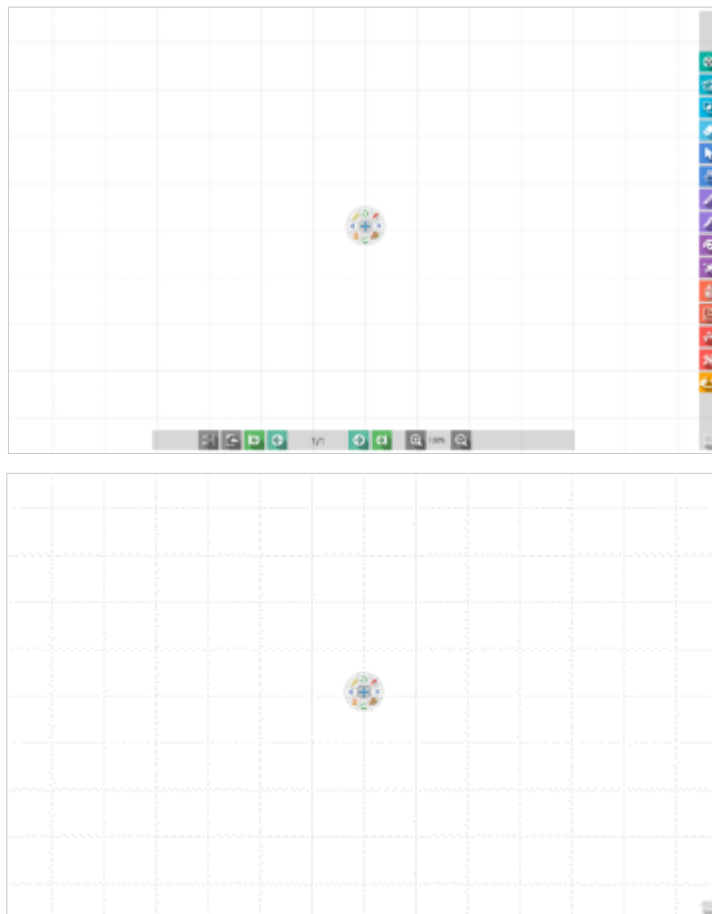
Hidden Toolbar

This function enables the user to show or hide toolbars.

- 1 Click the [Hidden Toolbar] menu with a mouse or Smartpen.



- 2 The toolbars of the page menu and main menu will disappear.



- 3 Click the [View All Toolbars] with a mouse or Smartpen and the toolbars will appear again.

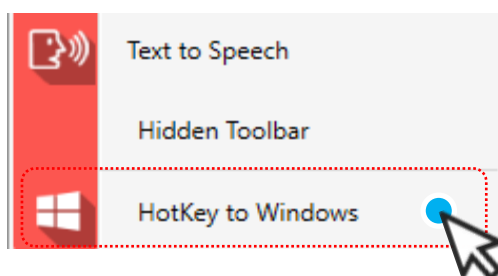
Hotkey to Windows

Make HiClass3D transparent and show the Windows screen.

You can use all Windows programs using a mouse or Smartpen.

Only the tool pad is enabled and it provides functions such as writing on the Windows screen and plays a role in e.g. storing the contents.

1 Click the [Hotkey to Windows] menu with a mouse or Smartpen.



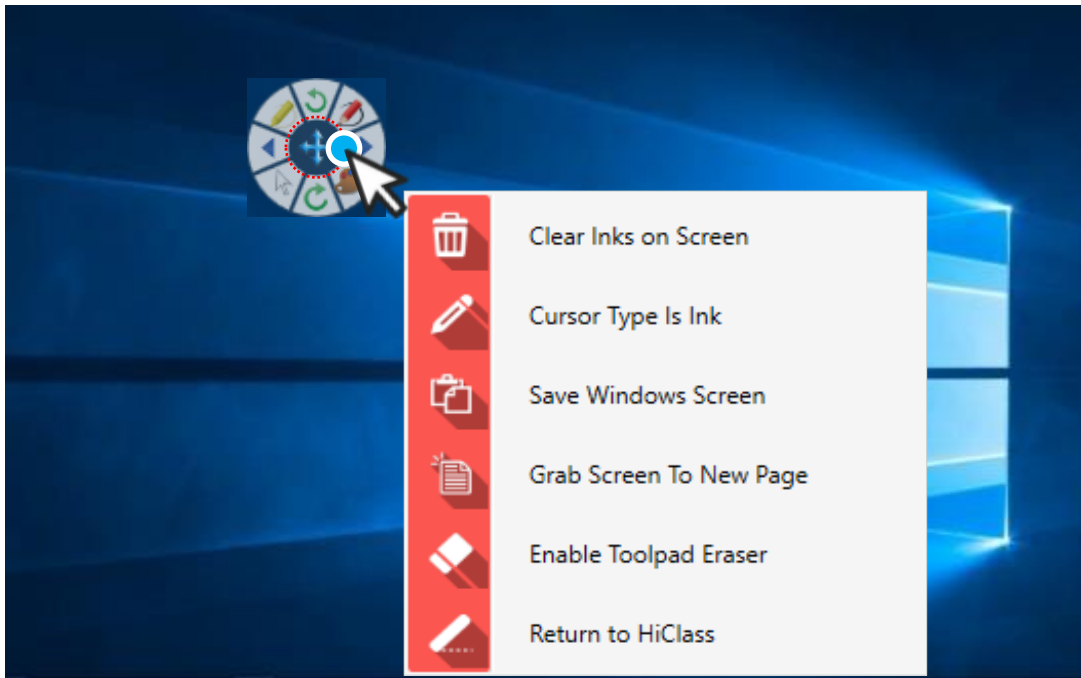
2 HiClass3D will become transparent and the Windows screen will appear.









3 You can use the Windows screen with a mouse or Smartpen.

Windows Pop-up Menu

This menu is shown when the button in the center of the tool pad is clicked on the Windows screen.



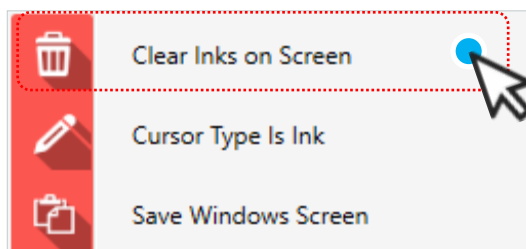
	Clear Inks on Screen	•	Delete all written ink strokes
	Cursor Type Is Ink	•	Change the shape of the mouse pointer to pen or ink
	Save Windows Screen	•	Capture the current screen and insert it as a background of a new page.
	Grab Screen To New Page	•	Insert a specific area in a new page as an annotation.
	Enable Toolpad Eraser	•	The tool pad works as an eraser.
	Return to HiClass	•	Return to the HiClass3D screen.



Clear Inks on Screen

Delete all ink strokes written on the window screen.

- 1 Click the [Clear Inks on Screen] menu with a mouse or Smartpen.



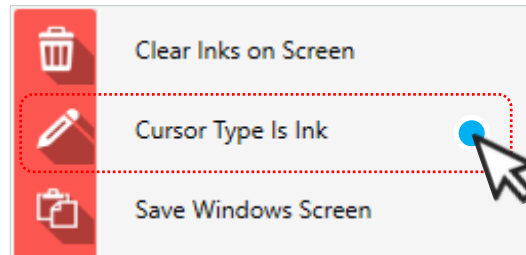
- 2 All ink strokes written on the Windows screen will be deleted.



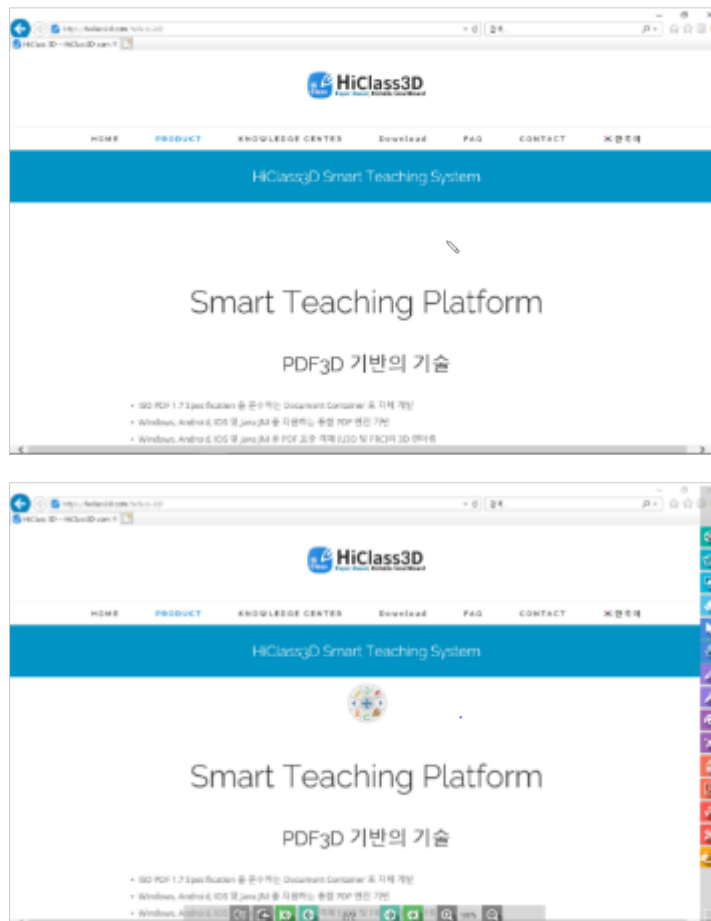
Cursor Type Is Ink/Pen

Pen-shaped mouse pointer is changed to an ink-shaped mouse pointer with the corresponding thickness, or an ink-shaped mouse pointer is changed to a pen-shaped mouse pointer.

- 1 Click the [Cursor Type Is Ink] menu with a mouse or Smartpen.

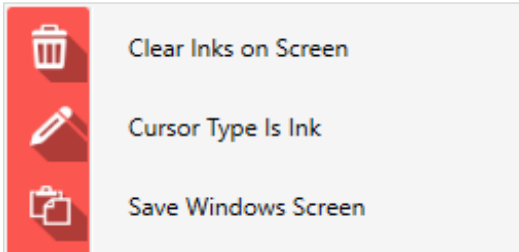


- 2 The pen-shaped mouse pointer will change to an ink-shaped mouse pointer.

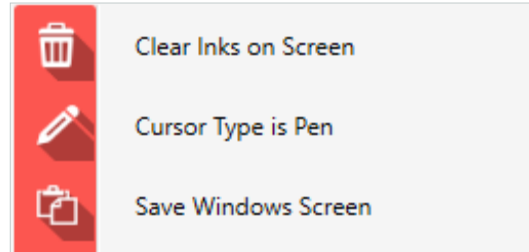




When a pen-shaped pointer is used, the [Cursor Type Is Ink] menu is enabled.
 When an ink-shaped pointer is used, the [Cursor Type Is Pen] menu is enabled.



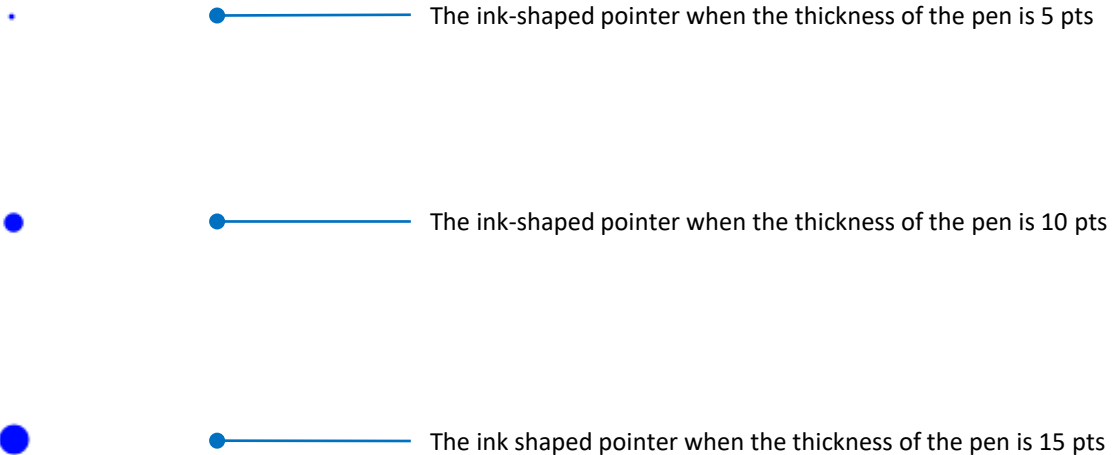
< When a pen-shaped pointer is used >



< When an ink-shaped pointer is used >



The thickness of the ink-shaped pointer depends on the thickness of the pen/marker.



The Ink Cursor / Pen Cursor will only function in [Pen / Marker Mode].
 Please note that it will not execute in any other mode.

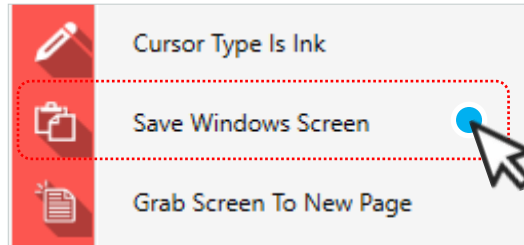


Save Windows Screen

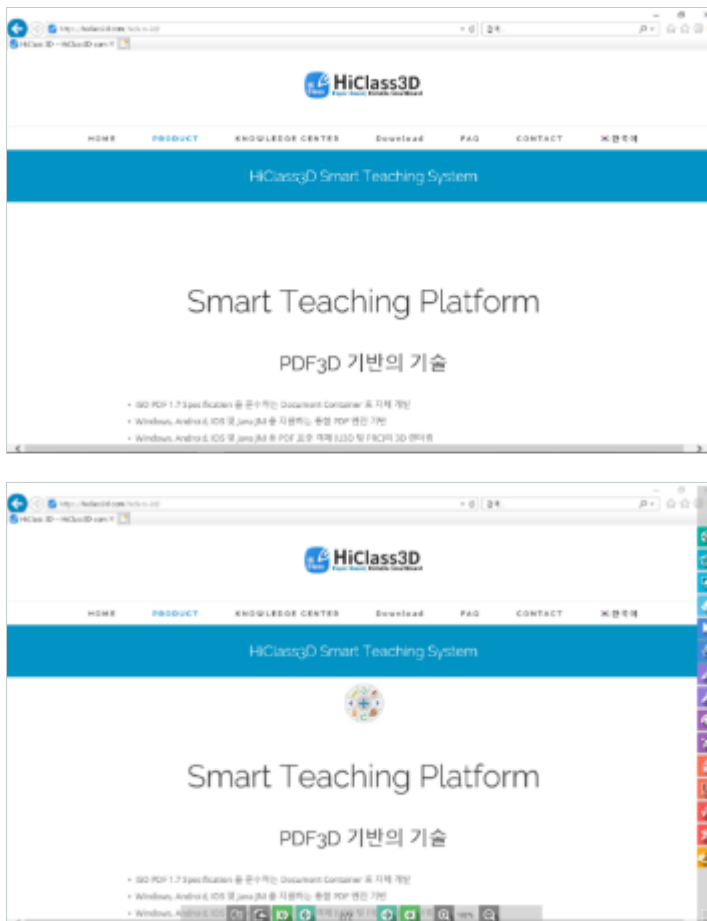
Capture the currently visible Windows screen and insert the captured image as a background of a newly created page.

The newly created page is added at the location following the current page.

- 1 Click the [Save Windows Screen] menu with a mouse or Smartpen.



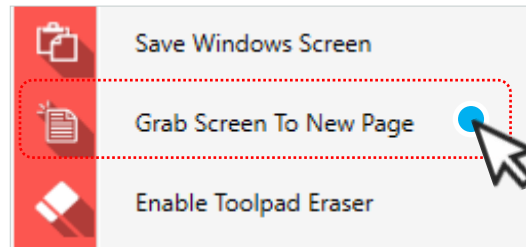
- 2 Capture the currently visible Windows screen and insert it as a background of a newly created page.
You can check that the new page has been added to the location following the current page in HiClass3D.



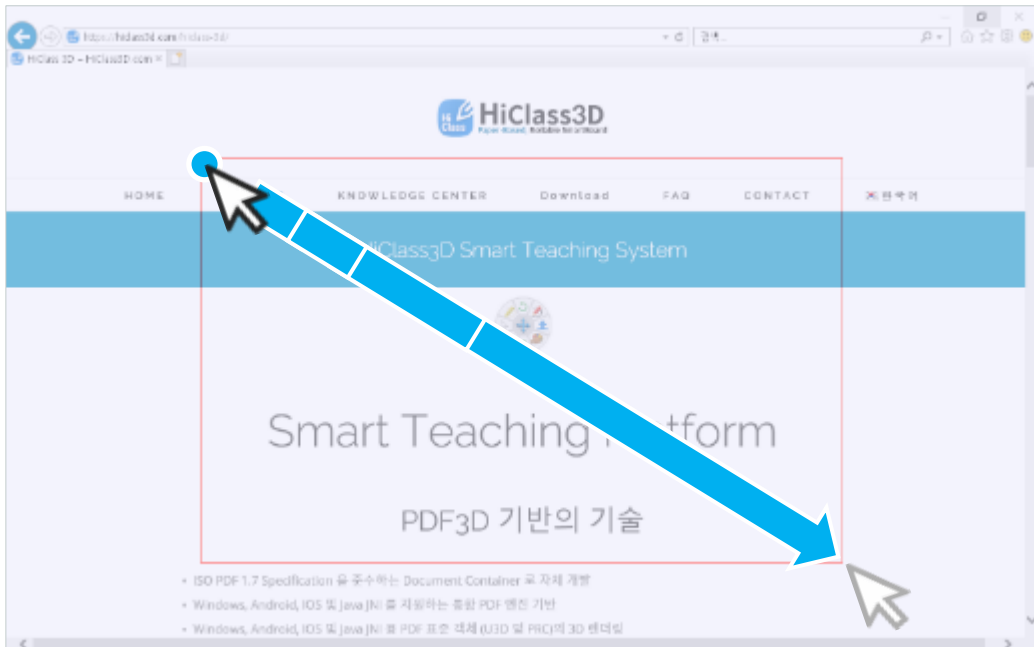
Grab Screen To New Page

Select a specific area on Windows screen, create a new page, and insert the image as an annotation. The newly created page is added at the location following the current page.

- 1 Click the [Grab Screen To New Page] menu with a mouse or Smartpen.



- 2 Drag the cursor to select the area which you want to insert as an annotation.



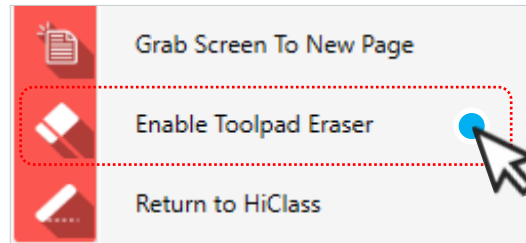
- 3 When the mouse or Smartpen is released, a new page will be created and the selected area will be inserted as an image annotation.



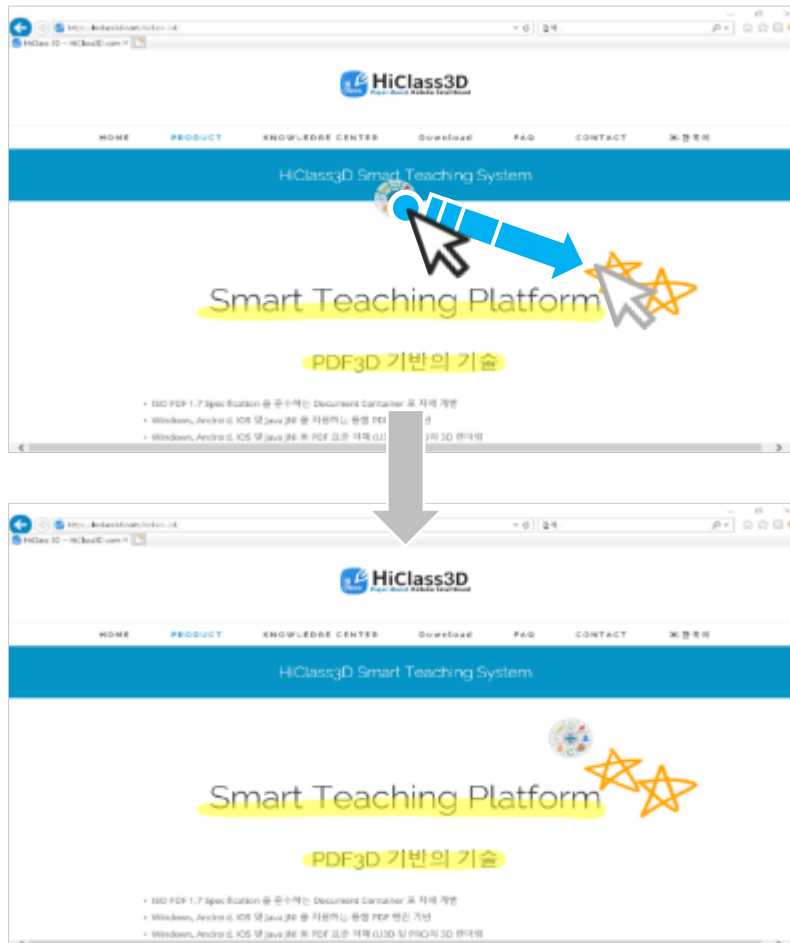
Enable Toolpad Eraser

The tool pad itself can be used as an eraser and all ink strokes touched by the tool pad will be deleted. Click this menu to turn the eraser feature on or off.

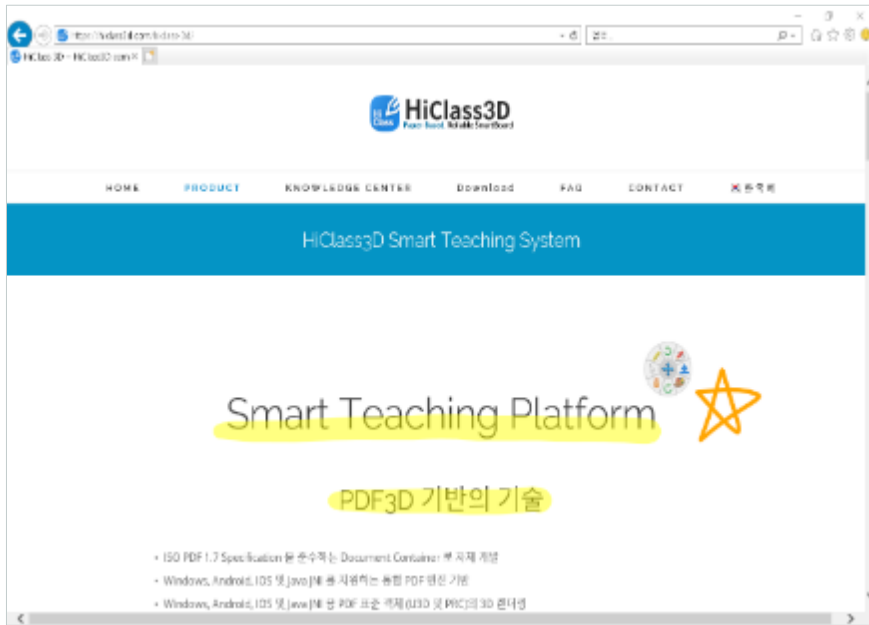
- 1 Click the [Enable Toolpad Eraser] menu with a mouse or Smartpen.



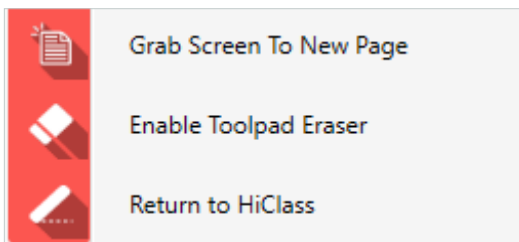
- 2 Hold the button in the center of the tool pad with a mouse or Smartpen and drag it toward the ink stroke you want to erase.



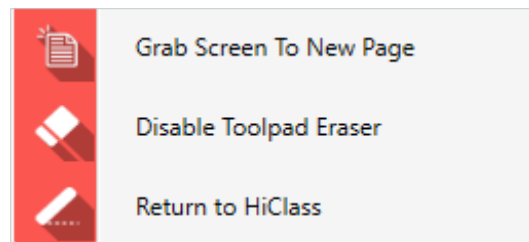
3 The ink strokes touched by the tool pad will be deleted.



When the eraser feature is ON, the [Disable Toolpad Eraser] menu is enabled.
When the eraser feature is OFF, the [Enable Toolpad Eraser] menu is enabled.



< Eraser feature ON >



< Eraser feature OFF >



When Move mode is running or the screen is switched back to HiClass3D screen, all ink strokes drawn on the Windows screen are deleted. They cannot be restored even with the [Undo] feature.

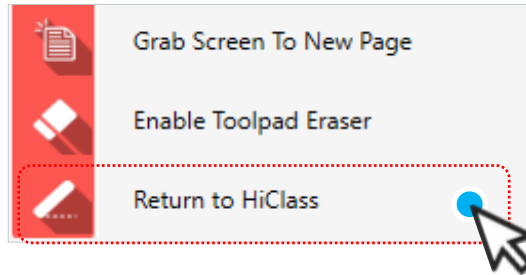


Return to HiClass3D

Exit the Windows screen mode and return to HiClass3D screen.

Please remember that when you switch back to HiClass3D screen, all ink strokes drawn on the Windows screen will be deleted.

- 1 Click the [Return to HiClass] menu with a mouse or Smartpen.



- 2 Windows screen will be closed and HiClass3D screen will return.

Select Mode on Windows Screen

After switching to the Windows screen using the hotkey, [Select Mode] will make the Smartpen work as Microsoft's Stylus. As a result, you can use your Smartpen in any Windows application.

In addition, the page move button does not work at this time.

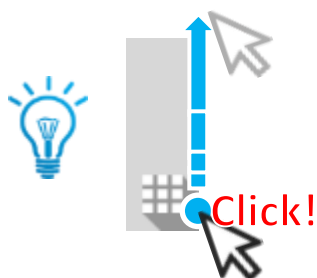
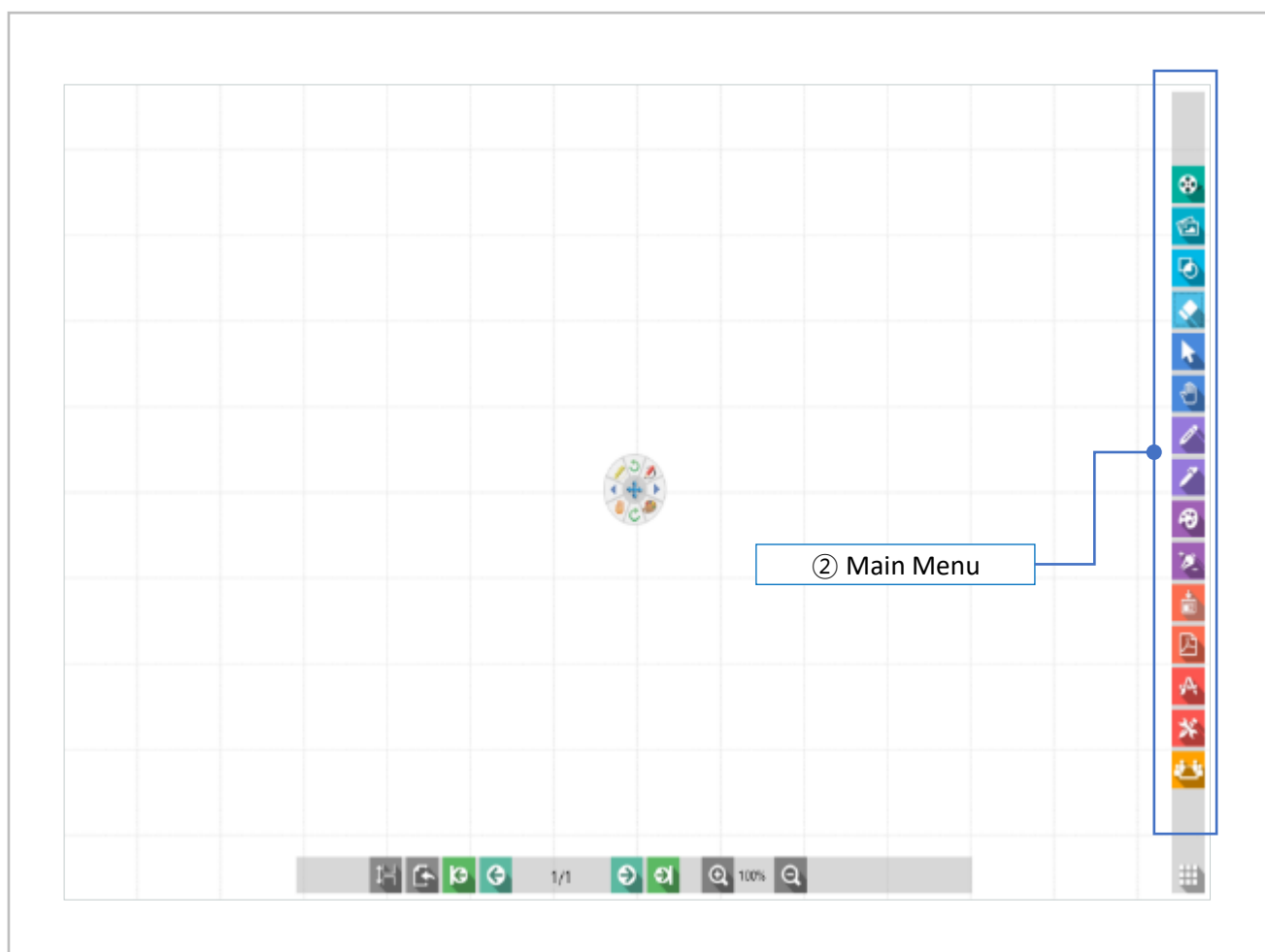


Select
Mode

② Main Menu

Main Menu

main menu is a bar-type menu located on the right side of the HiClass3D screen. It has multiple features that can be conveniently used during a lecture.



You can hide or show the [Main Menu] by clicking the [Master Menu] button with the Smartpen or mouse and dragging up.

Functions in the Main Menu

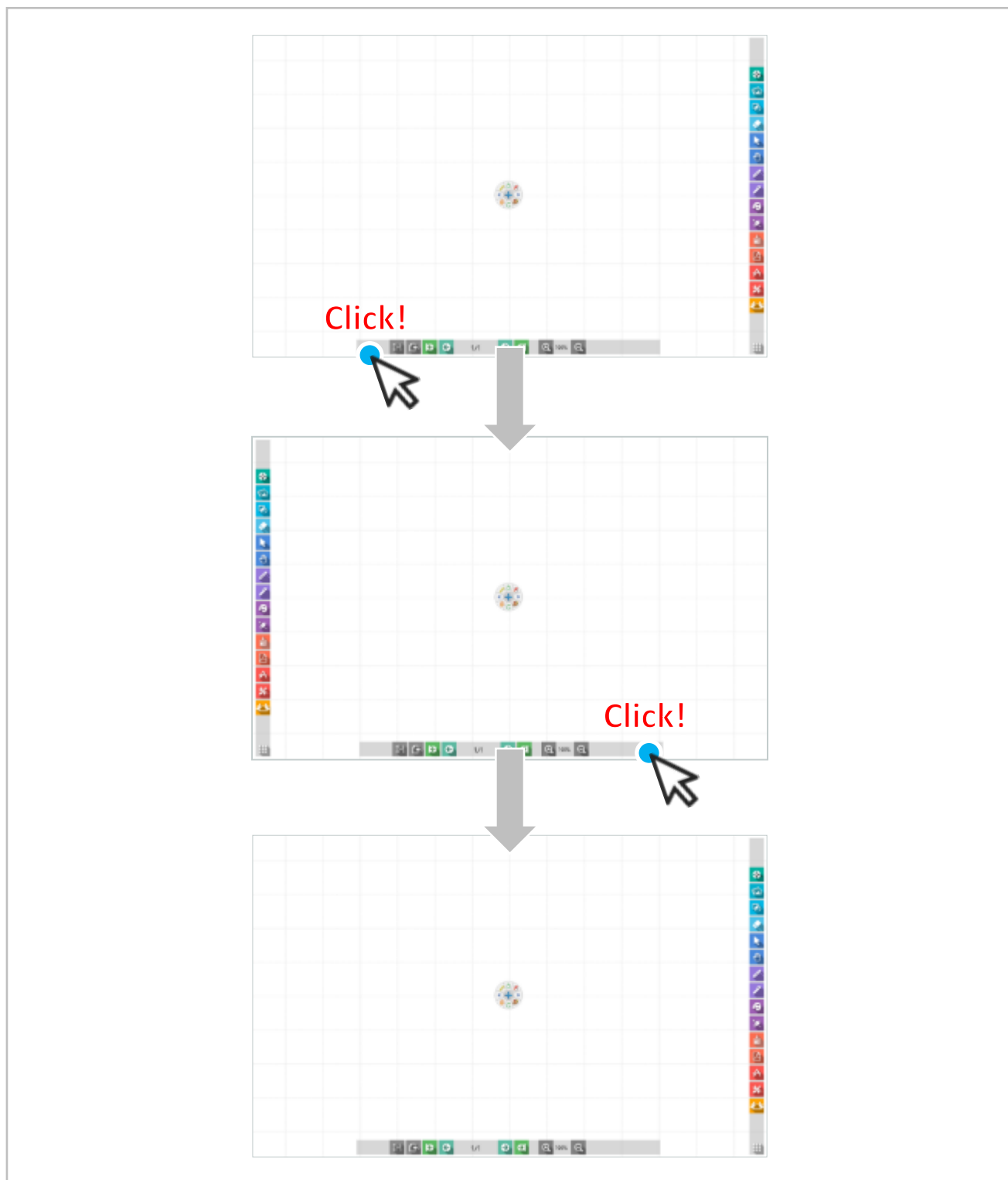


Move location of Main Menu

The [Main Menu] of HiClass3D is basically located on the right side of the screen.

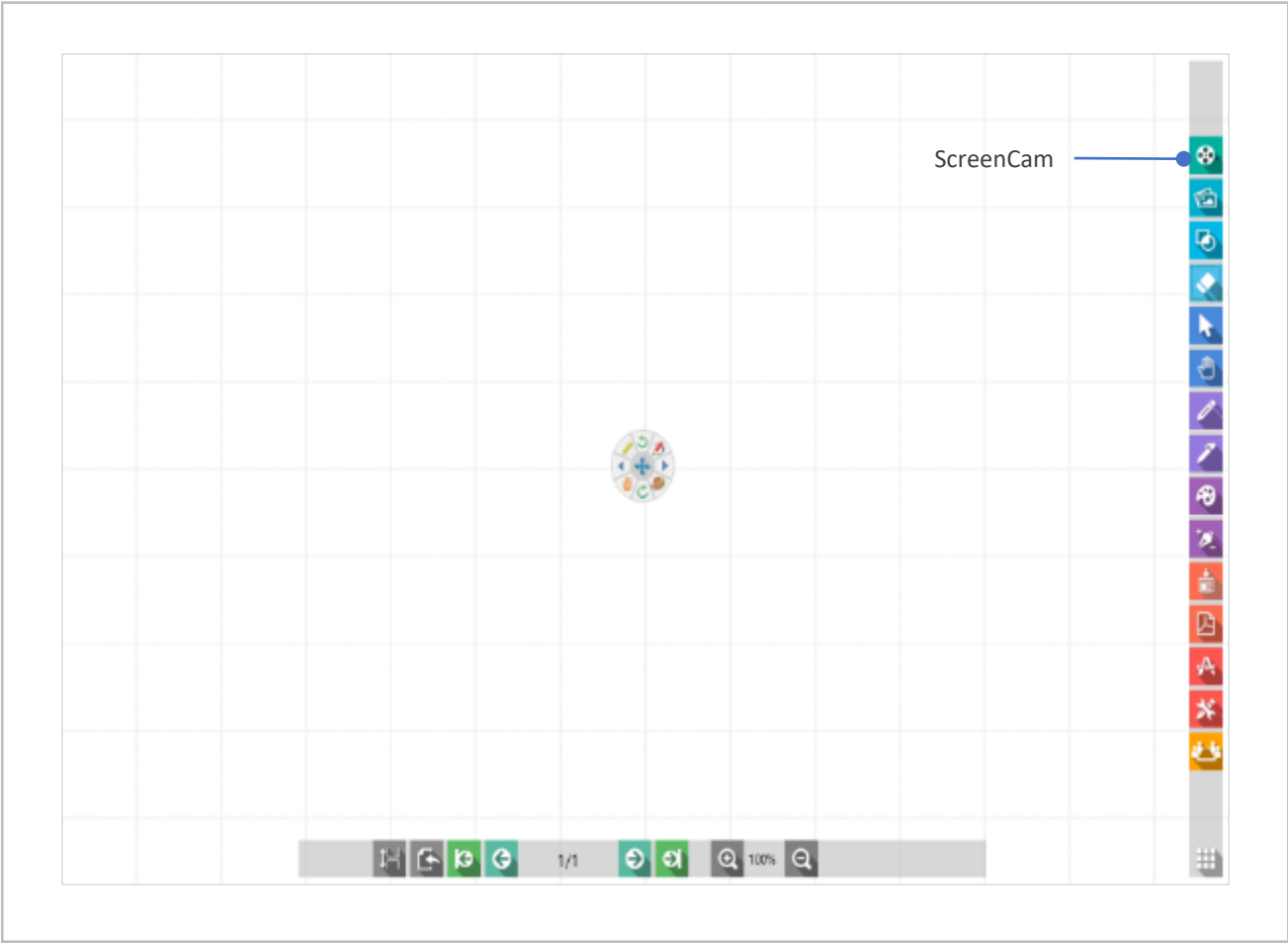
If you touch the left end of [Page Menu], [Main Menu] moves to the left of the screen.

When touching the right end of [Page Menu], [Main Menu] is moved to the right side of the screen.

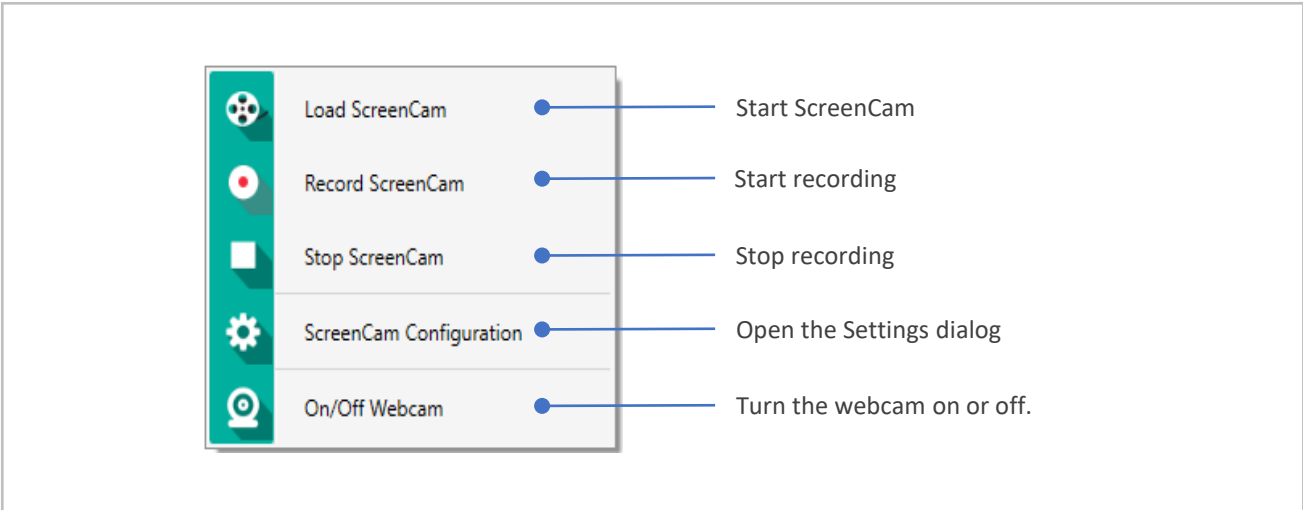


ScreenCam

ScreenCam records lectures while using HiClass3D into an MP4 or WMV file.
The recorded video can be used to review the lecture.



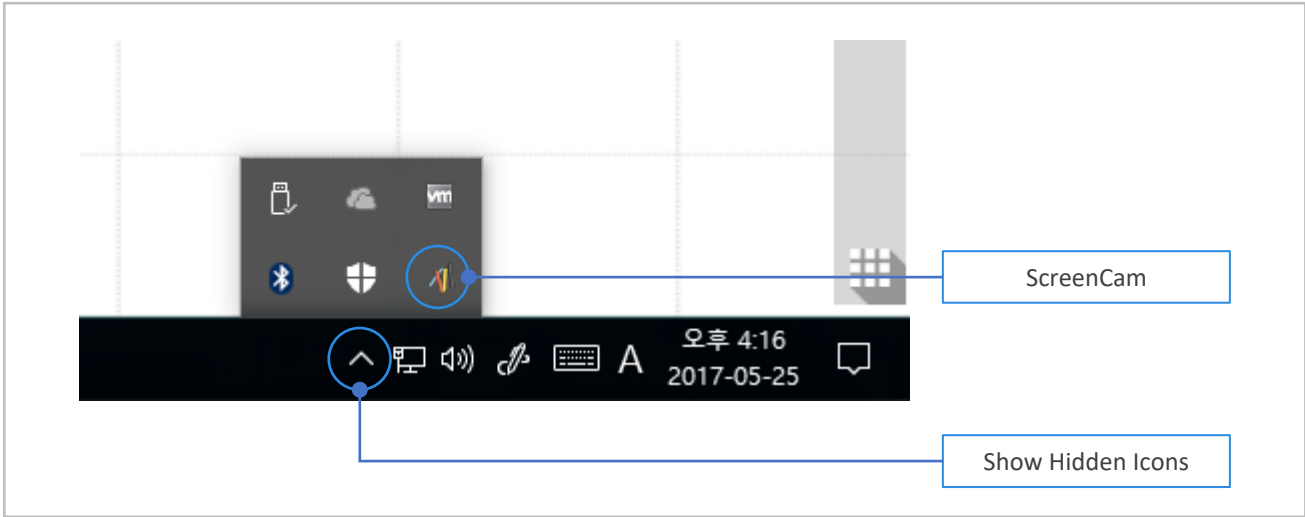
ScreenCam Additional Menu



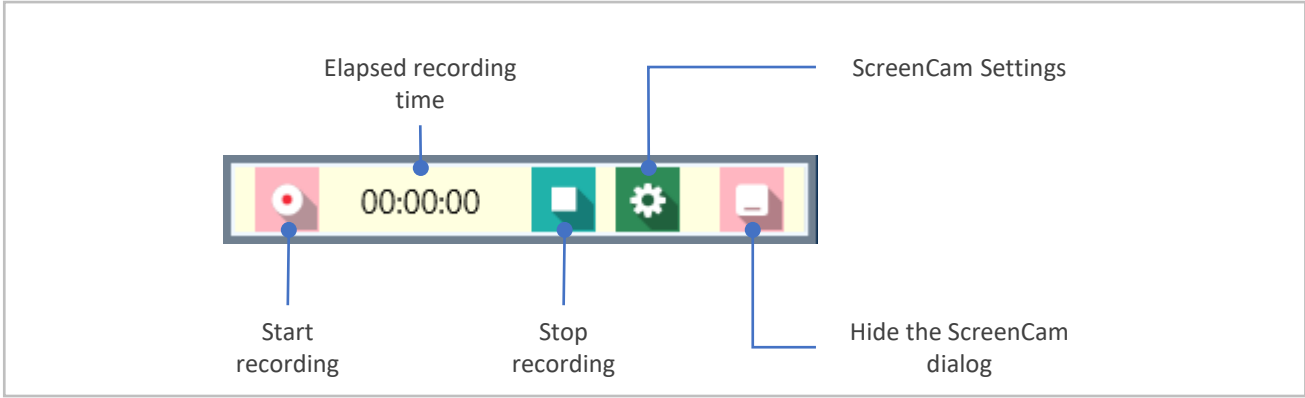
ScreenCam Icon Menu on Taskbar



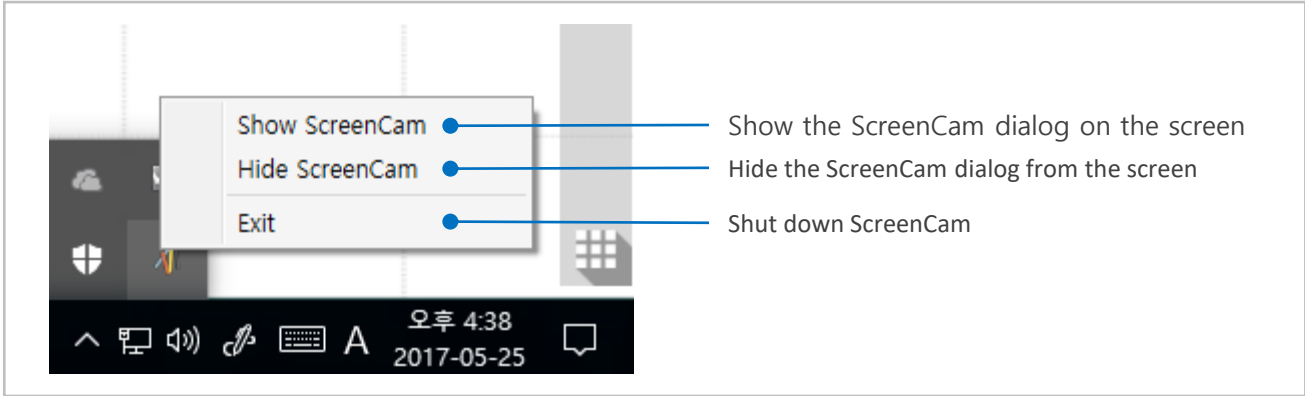
When the ScreenCam is working properly, the ScreenCam icon is displayed on the [Show Hidden Icons] menu on the taskbar.



Click the ScreenCam icon with the left mouse button.

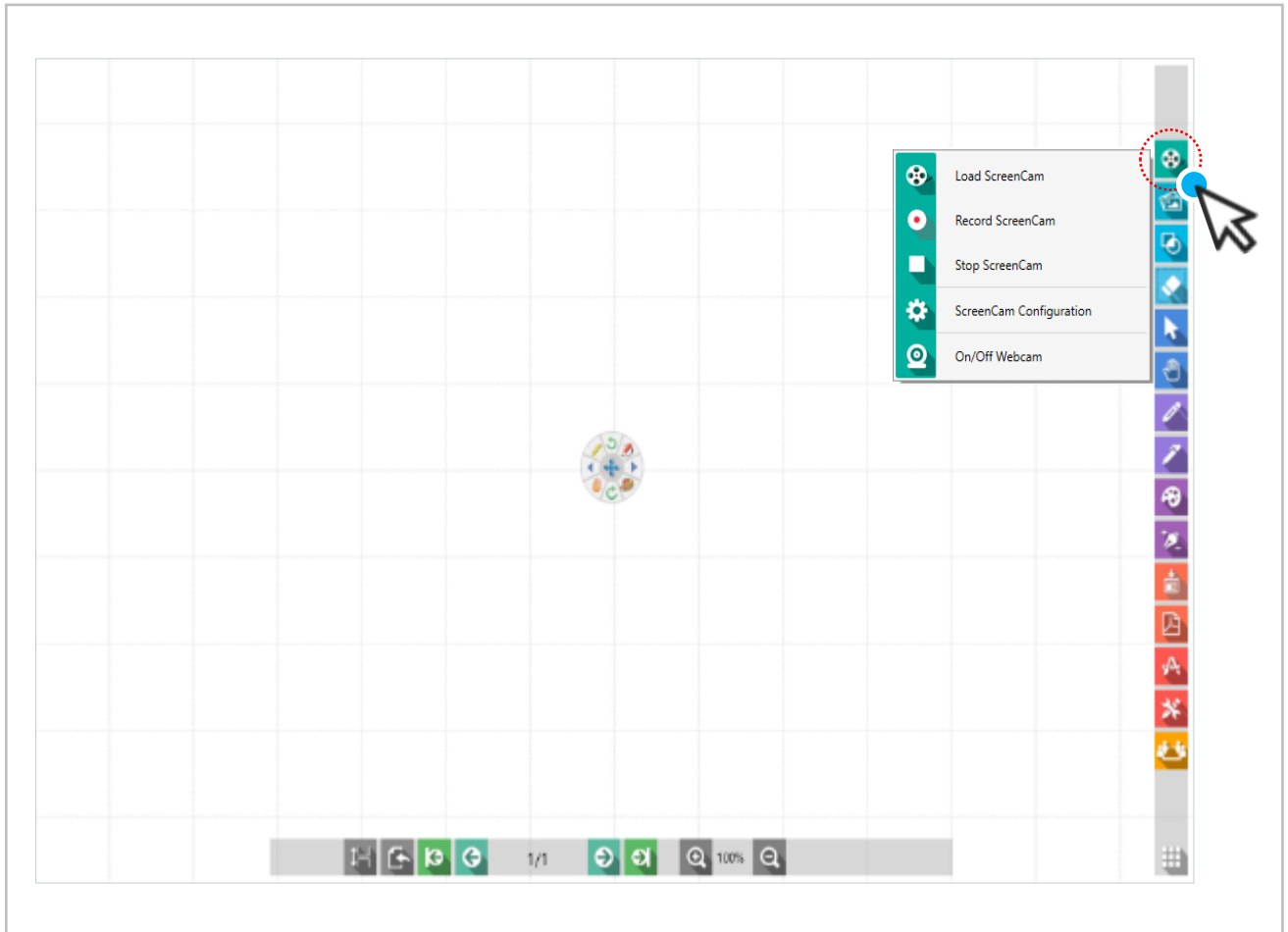


Click the ScreenCam icon with the right mouse button.

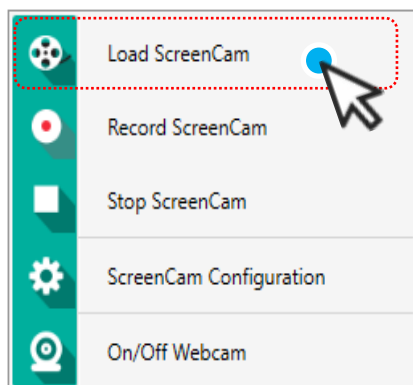


Operate and Use ScreenCam (1)

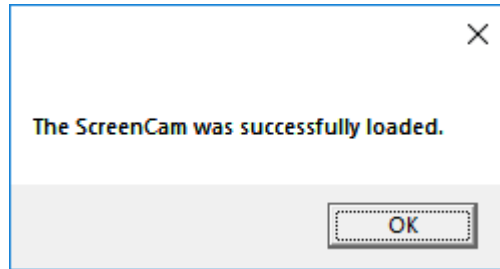
1 Click the [ScreenCam] button with a mouse or Smartpen.



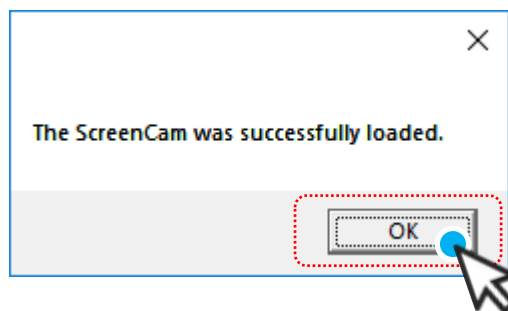
2 When the additional menu opens, click the [Load ScreenCam] menu with a mouse or Smartpen.



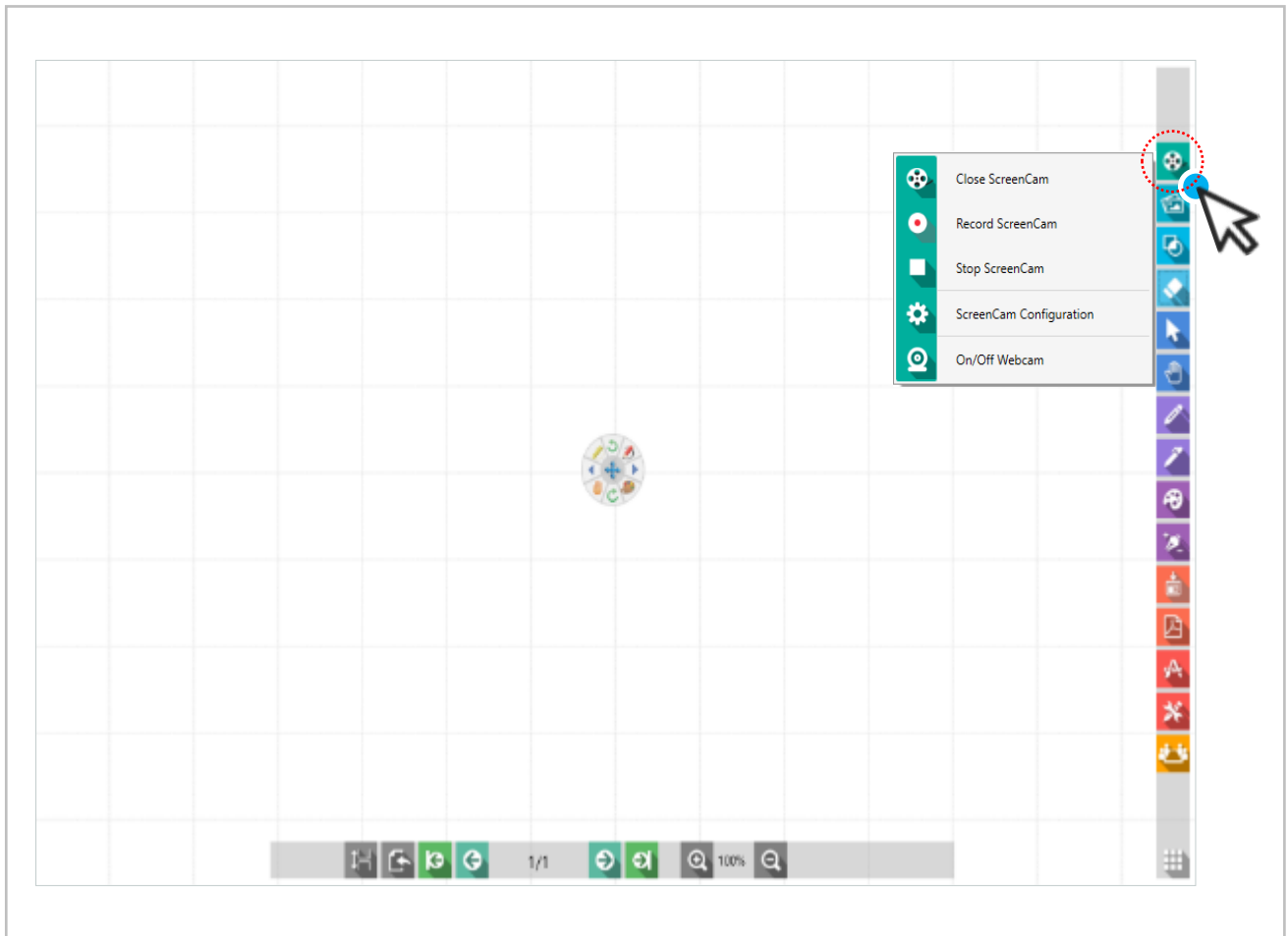
3 A pop-up menu delivering the message that [The ScreenCam was successfully loaded.] will appear.



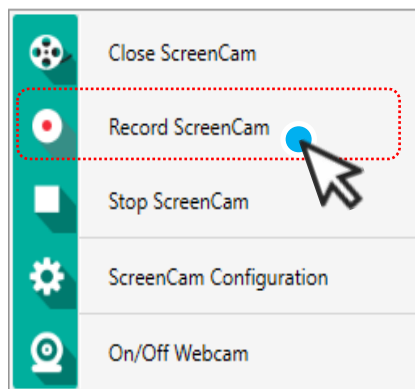
4 Click the [OK] button on the pop-up menu with a mouse or Smartpen.



5 Click the [ScreenCam] button with a mouse or Smartpen once again.

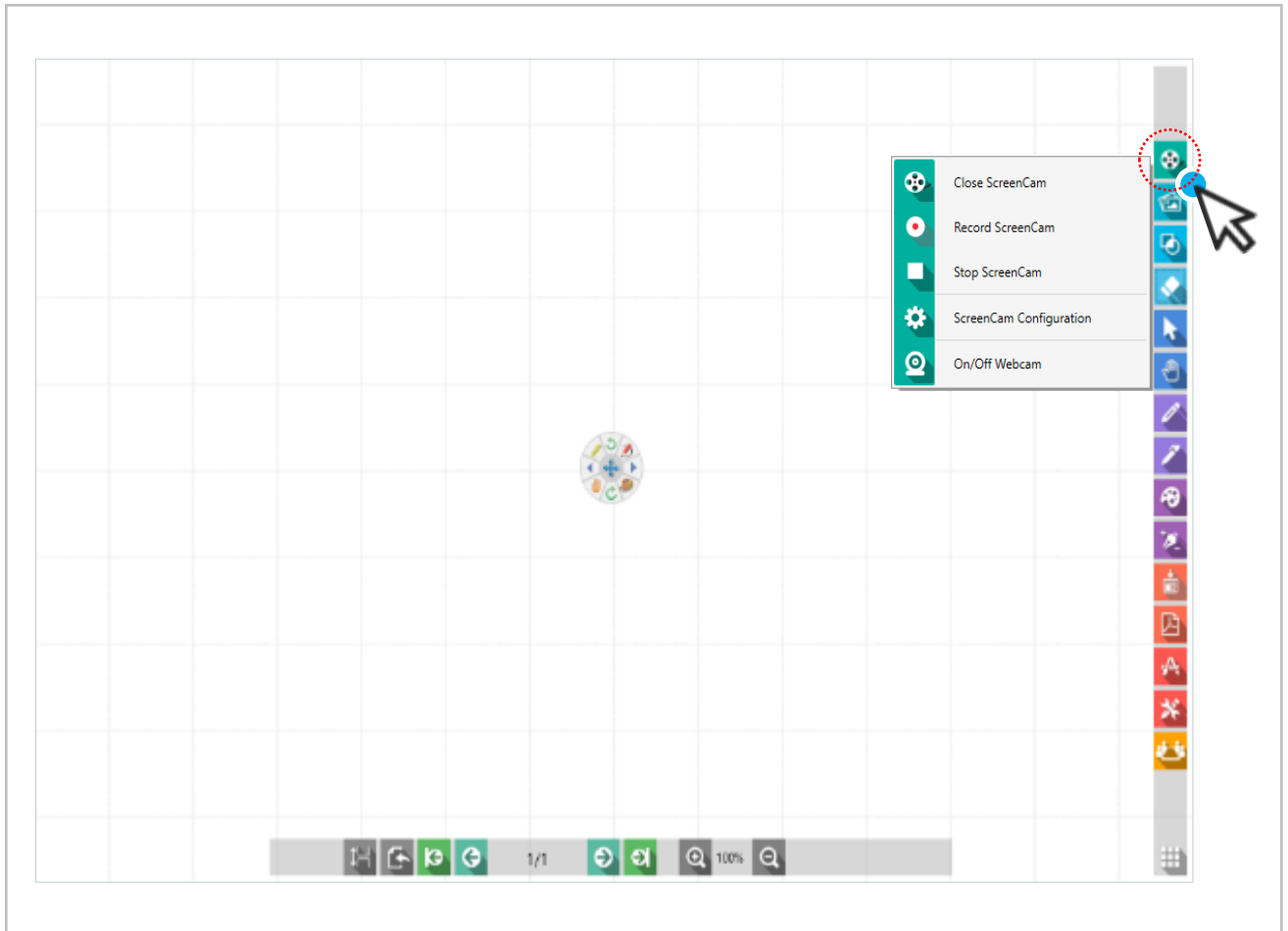


6 When the additional menu opens, click the [Record ScreenCam] menu with a mouse. or Smartpen

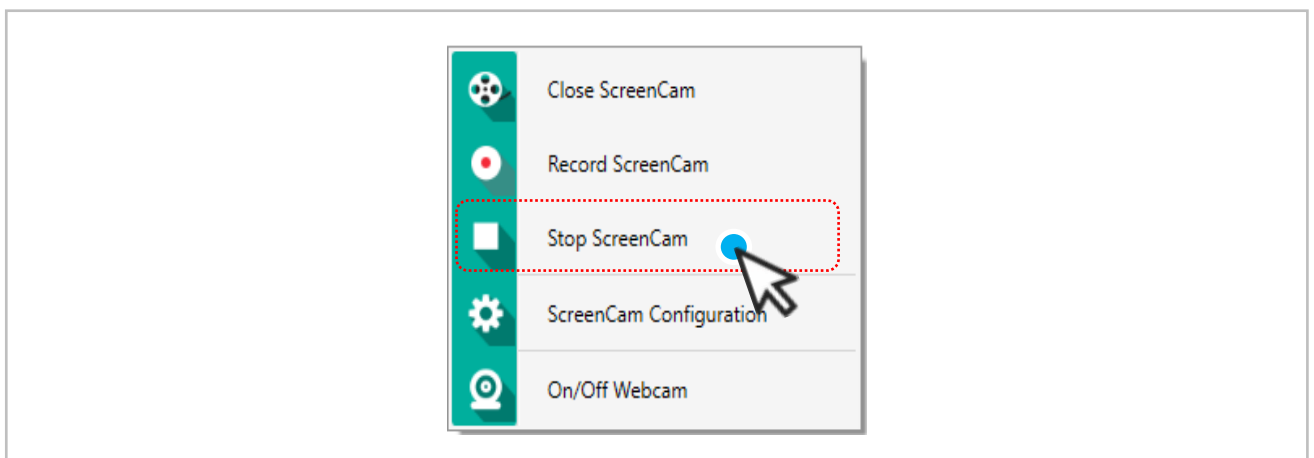


7 Start lecture.

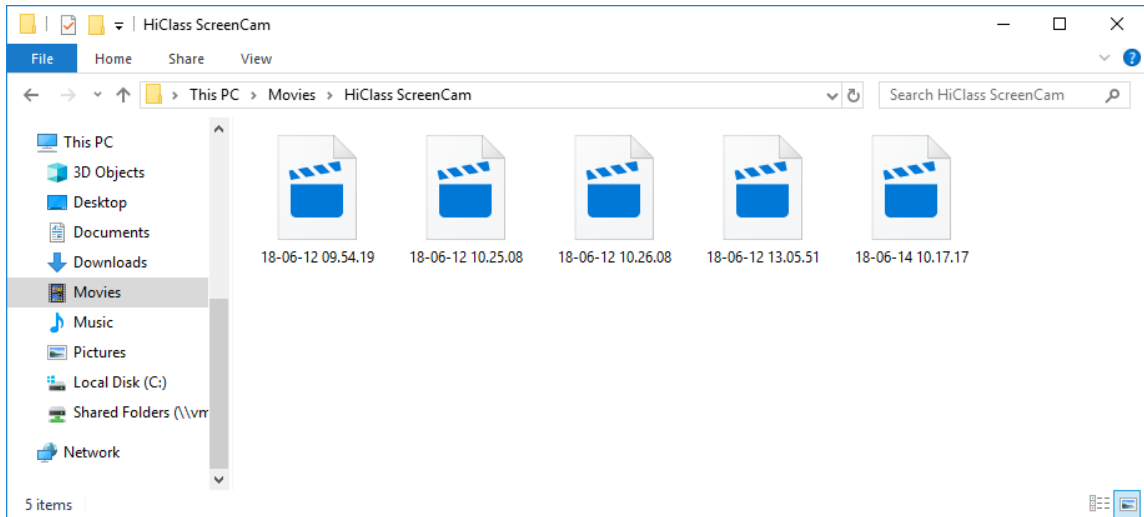
8 To stop recording, click the [ScreenCam] button with a mouse or Smartpen once again.



9 When the additional menu opens, click the [Stop ScreenCam] menu with a mouse or Smartpen.



10 You will find the recorded video file in My PC\Videos\HiClass3D ScreenCam.



The following items must be installed to execute ScreenCam functions:

- Go to **[Control Panel ->Programs and Features]** and check whether the following items are installed:
- **For video recording, HiClass3D uses the following item, which must be installed:**
 - X264vfw
 - <https://sourceforge.net/projects/x264vfw/>

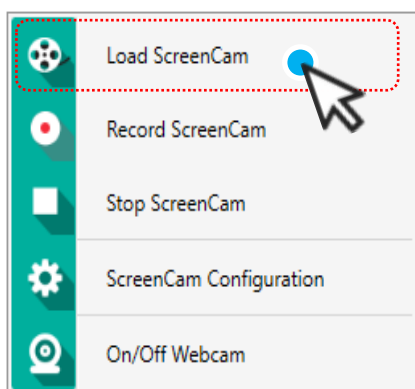


Operate and Use ScreenCam (2)

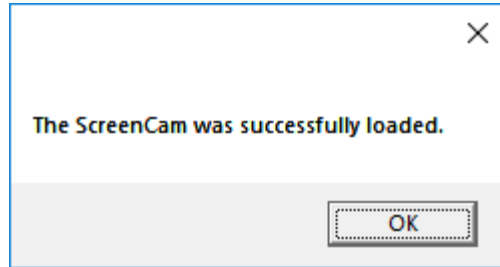
1 Click the [ScreenCam] button with a mouse or Smartpen.



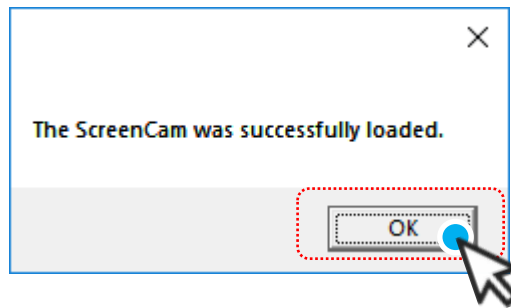
2 When the additional menu opens, click the [Load ScreenCam] menu with a mouse or Smartpen.



3 A pop-up menu delivering the message that [The ScreenCam was successfully loaded.] will appear.



4 Click the [OK] button on the pop-up menu with a mouse or Smartpen.



5 Click the hidden [Show Icons] button on the taskbar with a mouse or Smartpen.

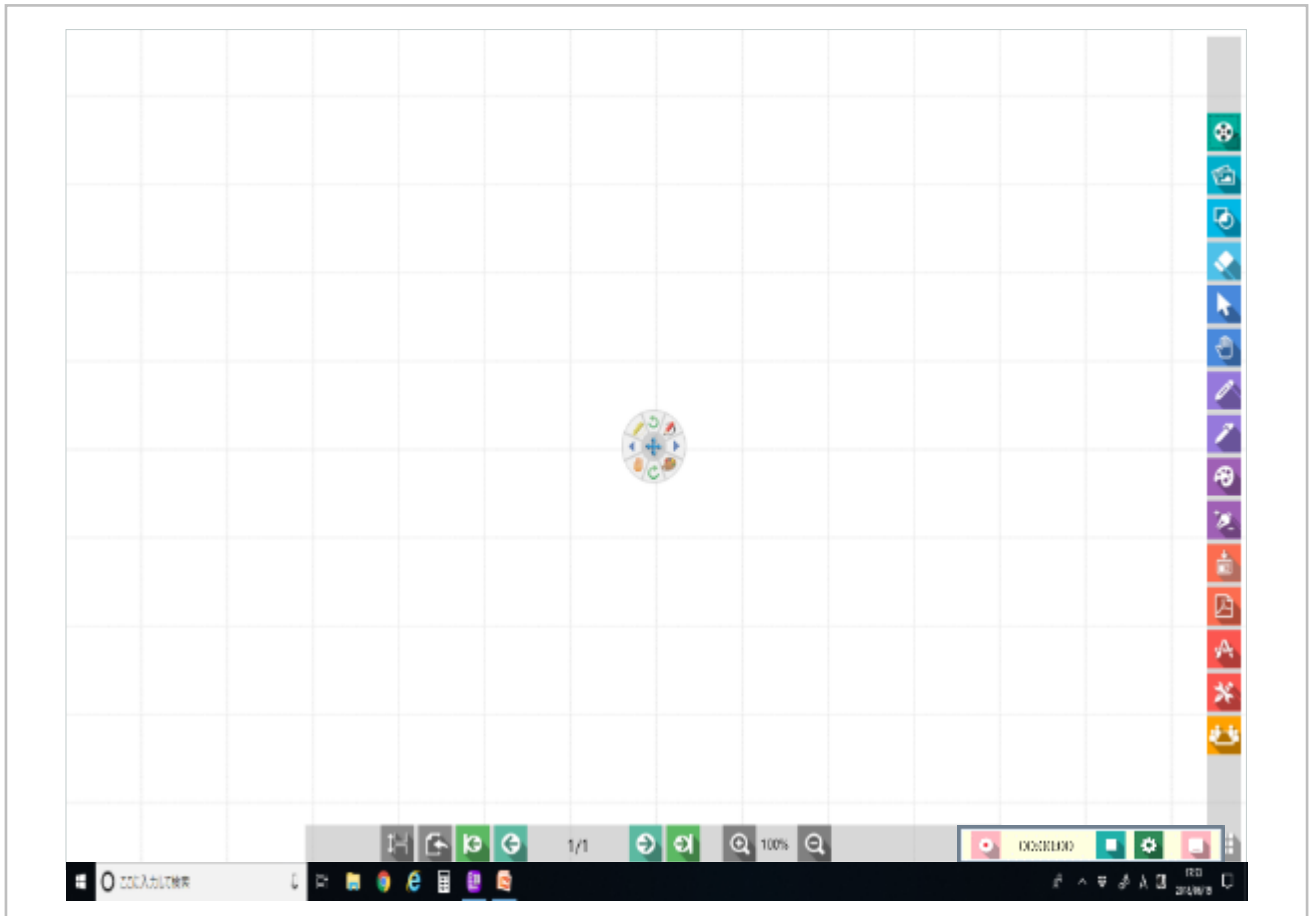


Show Hidden Icons

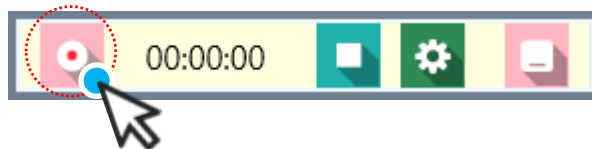
6 When the hidden icons appear, click the [ScreenCam] icon with a mouse or Smartpen.



7 The ScreenCam tool dialog will appear on the bottom right of the screen.



8 Click the [Record ScreenCam] button with a mouse or Smartpen.

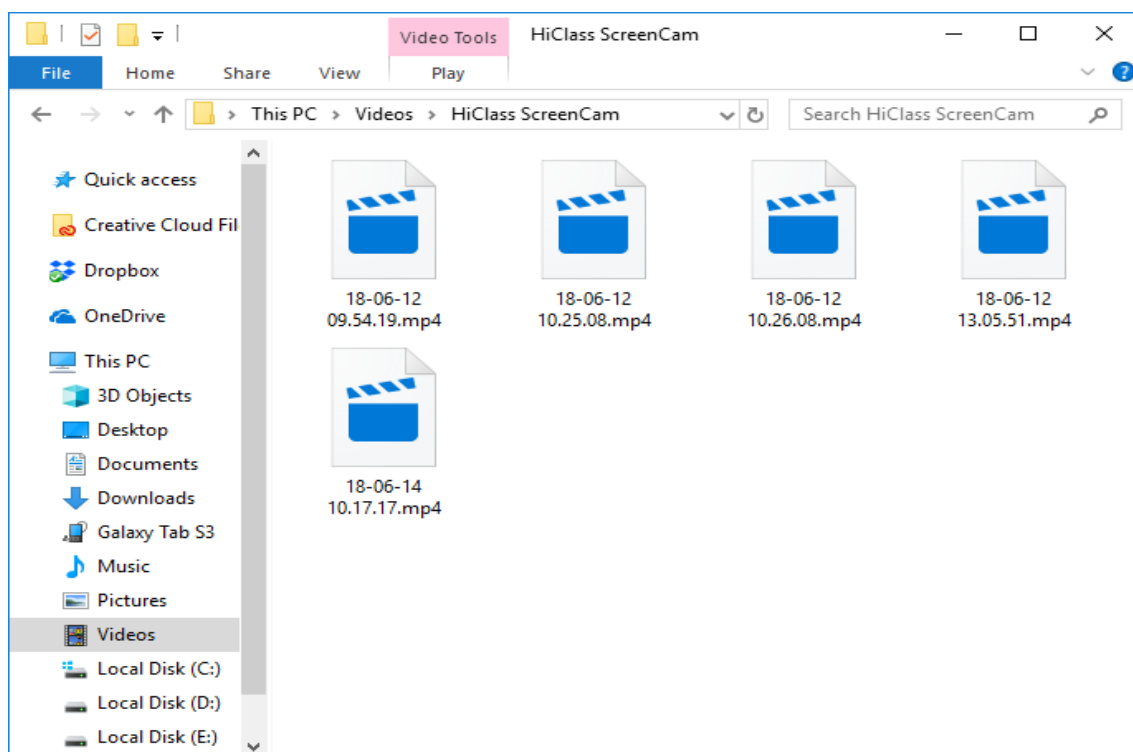


9 Start lecture.

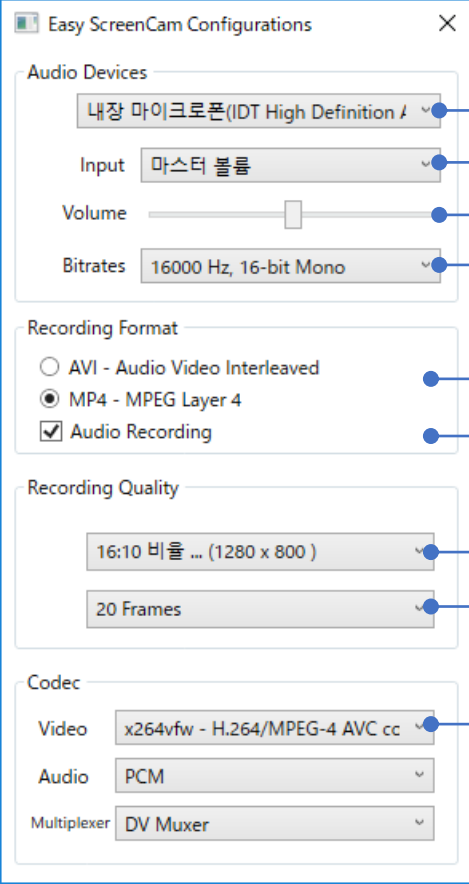
10 To stop recording, click the [Stop ScreenCam] button with a mouse or Smartpen.



11 The recorded video file can be found in [My PC – Videos – HiClass3D ScreenCam].



ScreenCam Configurations Dialog



The dialog box is titled "Easy ScreenCam Configurations" and contains the following sections:

- Audio Devices:**
 - Device: 내장 마이크론(IDT High Definition A (selected)
 - Input: 마스터 볼륨 (selected)
 - Volume: A slider control.
 - Bitrates: 16000 Hz, 16-bit Mono (selected)
- Recording Format:**
 - ☐ AVI - Audio Video Interleaved
 - ☒ MP4 - MPEG Layer 4
 - ☒ Audio Recording
- Recording Quality:**
 - Resolution: 16:10 비율 ... (1280 x 800) (selected)
 - Frame Rate: 20 Frames (selected)
- Codec:**
 - Video: x264vfw - H.264/MPEG-4 AVC cc (selected)
 - Audio: PCM (selected)
 - Multiplexer: DV Muxer (selected)

Annotations on the right side of the dialog box:

- Choose the MIC to input the audio. (points to Device)
- Choose the input method of the selected device. (points to Input)
- Choose the MIC volume. (points to Volume)
- Choose the bitrate of the audio through the MIC. (points to Bitrates)
- Choose the format of the video file. (points to AVI - Audio Video Interleaved)
- Choose whether audio inputted through MIC should be recorded. (points to Audio Recording)
- Choose the size of the video file. (points to 16:10 비율 ... (1280 x 800))
- Choose the frame rate of the video file. (points to 20 Frames)
- Choose the CODEC to be used. (points to x264vfw - H.264/MPEG-4 AVC cc)



Recorded files are automatically stored at the following location:

- My PC/Videos/HiClass3D ScreenCam



The codec for WMV files is built into Windows.



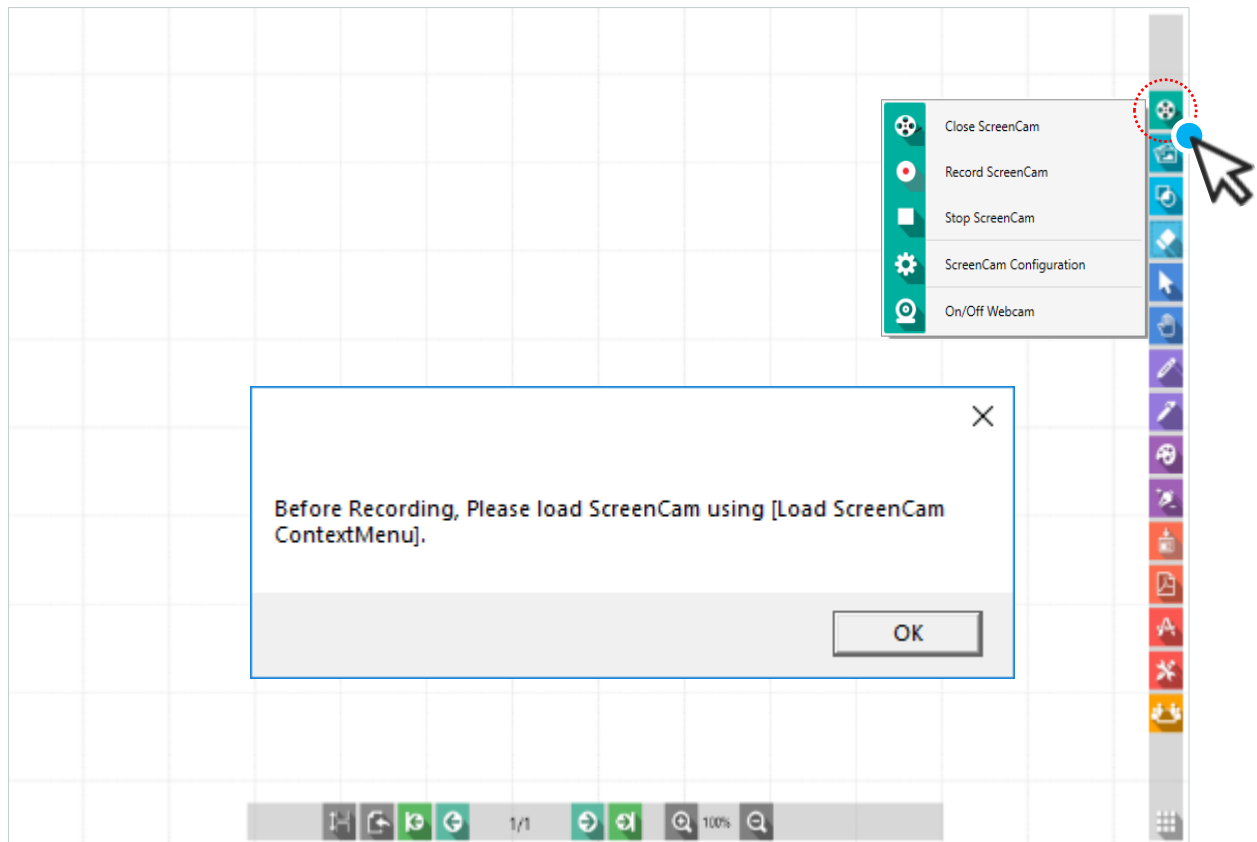
The following codec is recommended for recording MP4 files:

- Xvid MPEG-4-Codec
 - Select Xvid Codec for Windows on the bottom left of the following website, download, and install it:
- <https://www.xvid.com/download/>

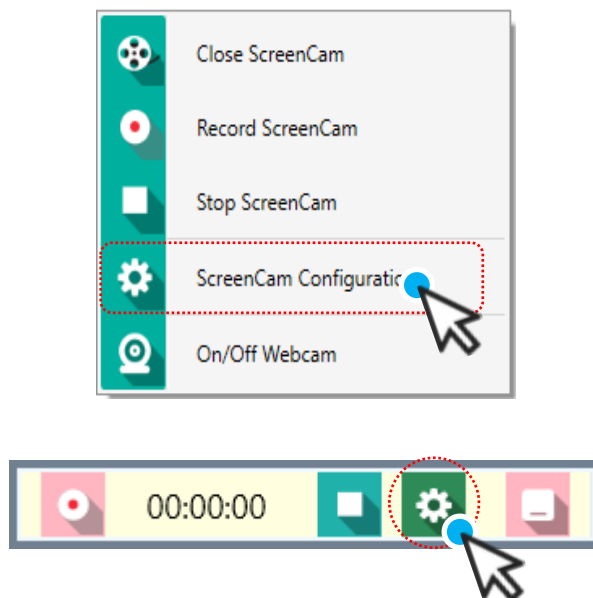


Settings ScreenCam

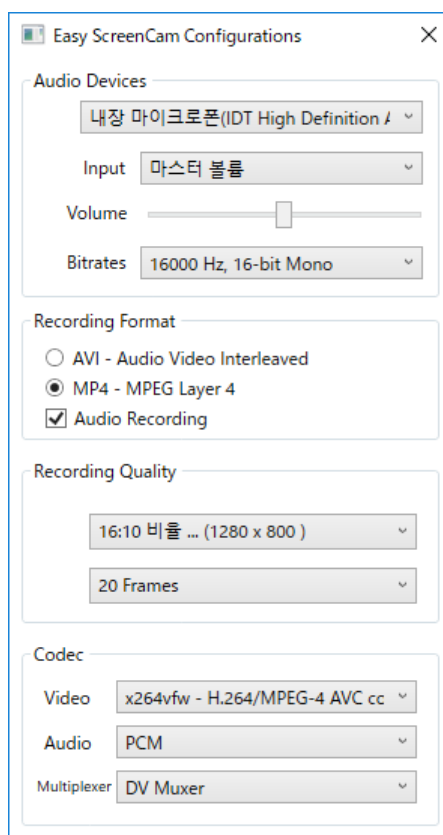
1 Click the [ScreenCam] button or the [ScreenCam] icon on the taskbar with a mouse or Smartpen.



- 2 When the additional menu opens, click the [ScreenCam Configuration] menu with a mouse or Smartpen, or click the [Settings] button on the ScreenCam menu.

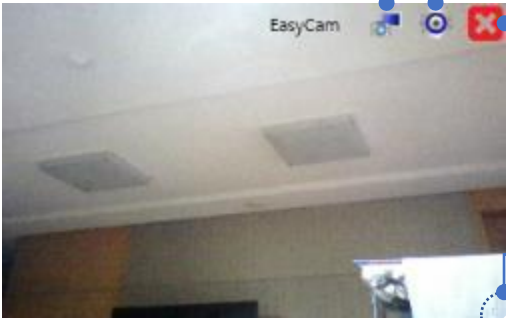


- 3 The setting dialog will appear. Select the desired settings.



WebCam

A WebCam refers to a camera installed in a laptop, a tablet, or other devices.
Select and start the camera and the screen will appear in HiClass3D.



EasyCam

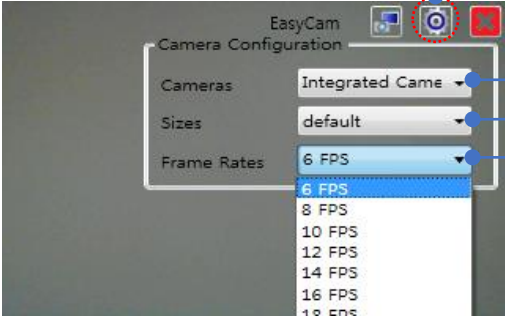
Snapshot capture the screen as a photo and automatically store it as an image file. It is stored at [Documents/Photos/HiClass3D EasyCam].

Settings

Close

The size of the WebCam dialog is adjustable.

WebCam Settings



EasyCam

Camera Configuration

Cameras: Integrated Came

Sizes: default

Frame Rates: 6 FPS

Settings

Select the device to be used such as the default built-in WebCam, USB camera, front or rear camera of a tablet, etc.

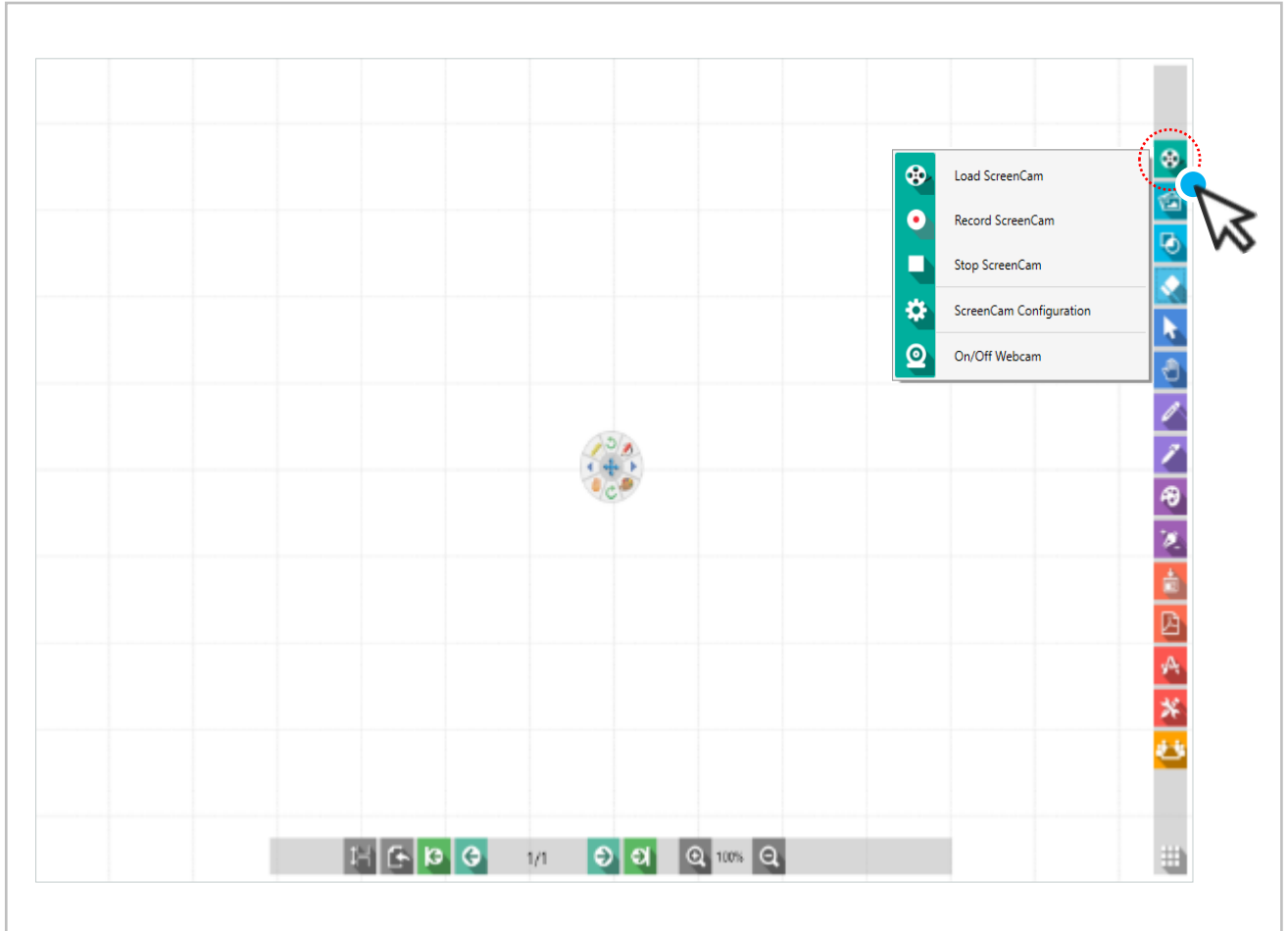
Select the size of the screen or image.

Select the frame rate of WebCam.

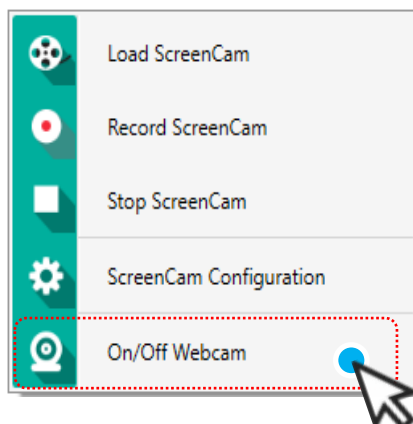


WebCam Operation

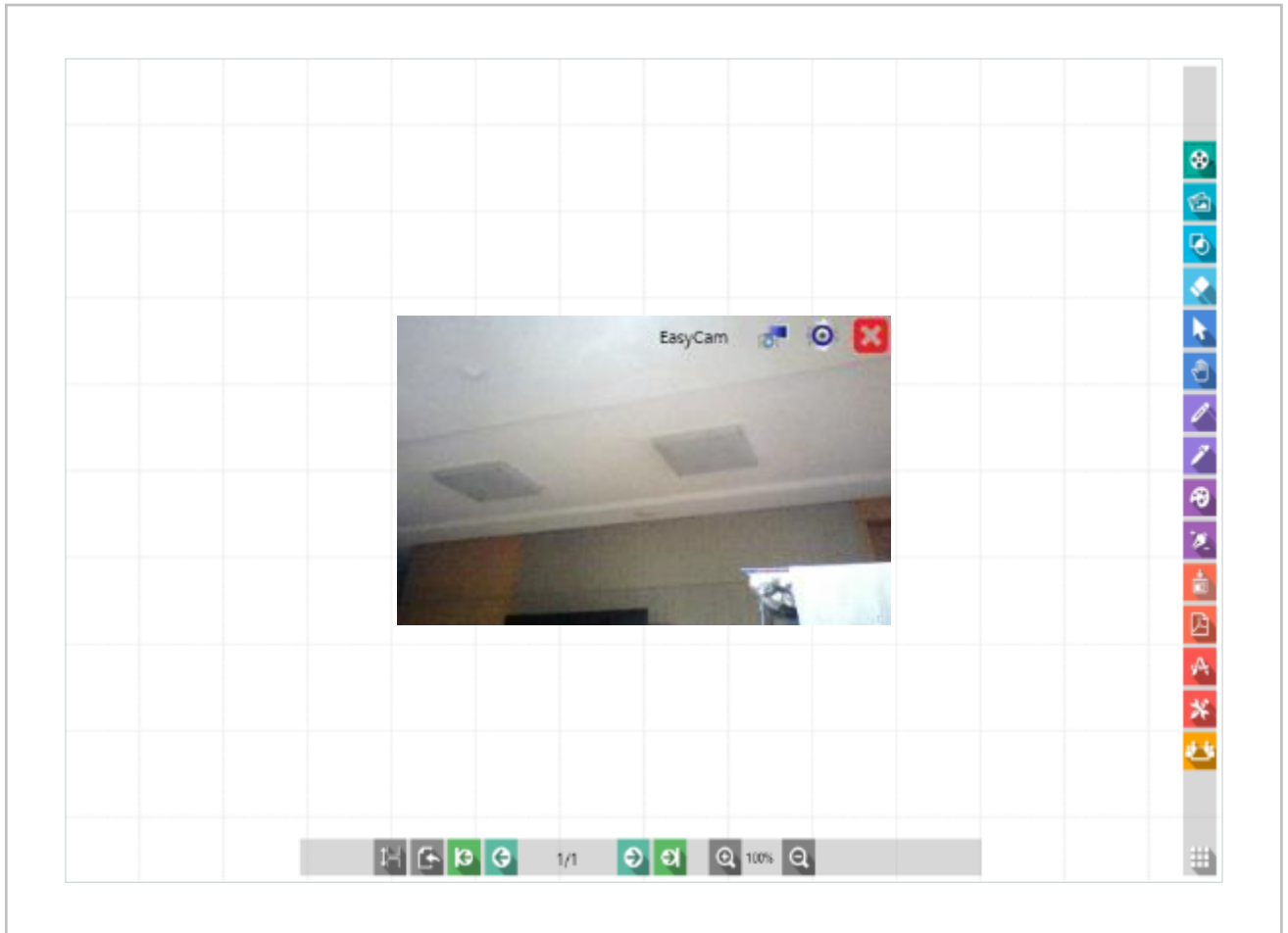
1 Click the [ScreenCam] button with a mouse or Smartpen.



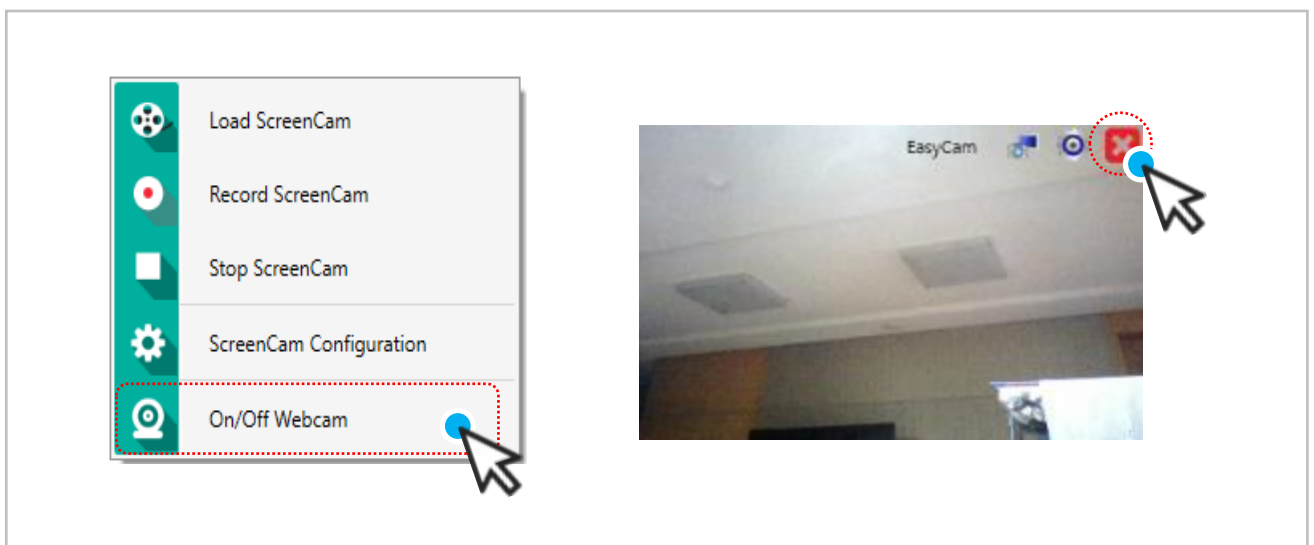
2 When the additional menu opens, click [On/Off Webcam] menu with a mouse or Smartpen.



3 WebCam dialog will appear.

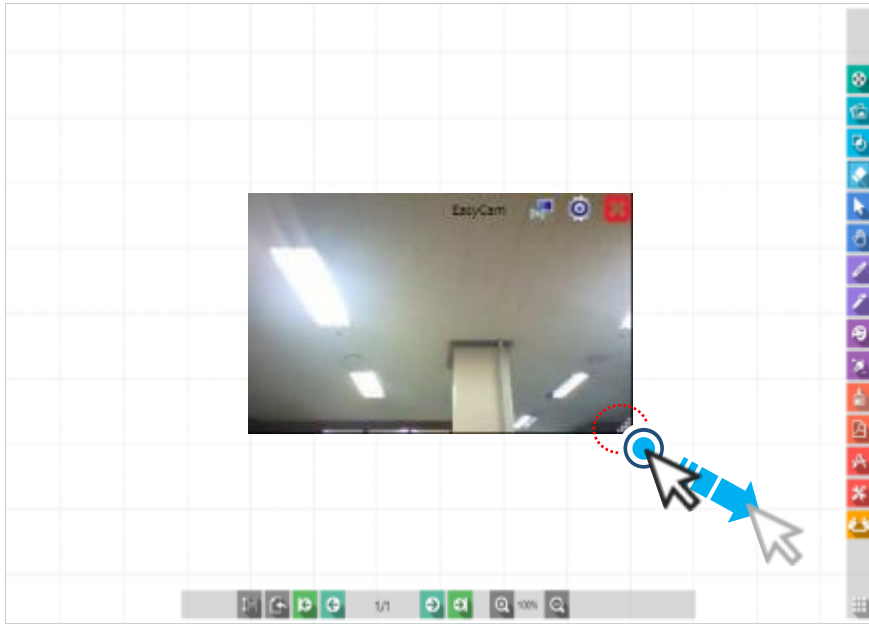


4 Click the [Close] button / the [On/Off Webcam] button on the WebCam dialog with a mouse or Smartpen to close the WebCam dialog.

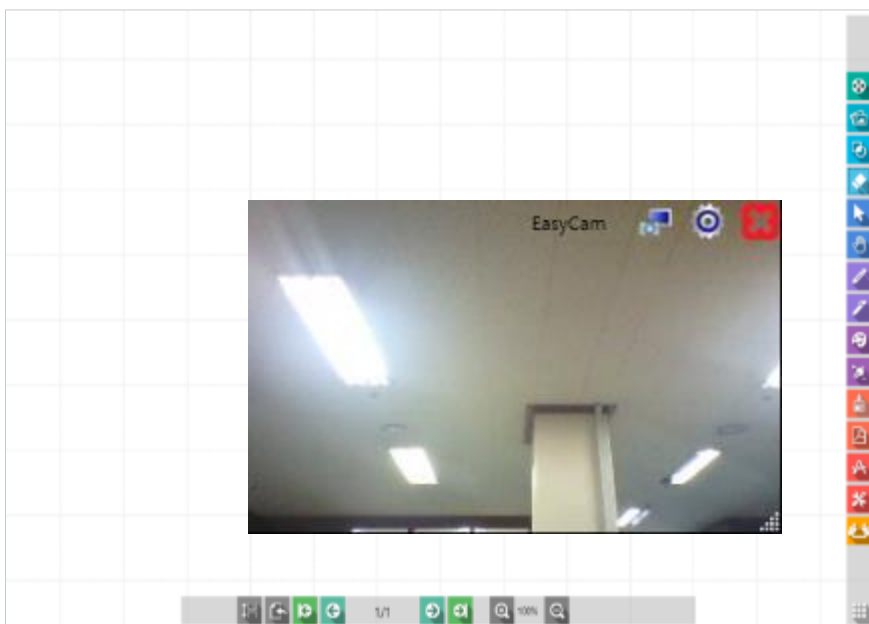


Resizing Webcam dialog

1 Drag the [Resize Icon] at the bottom right of your Webcam with your mouse or Smartpen.

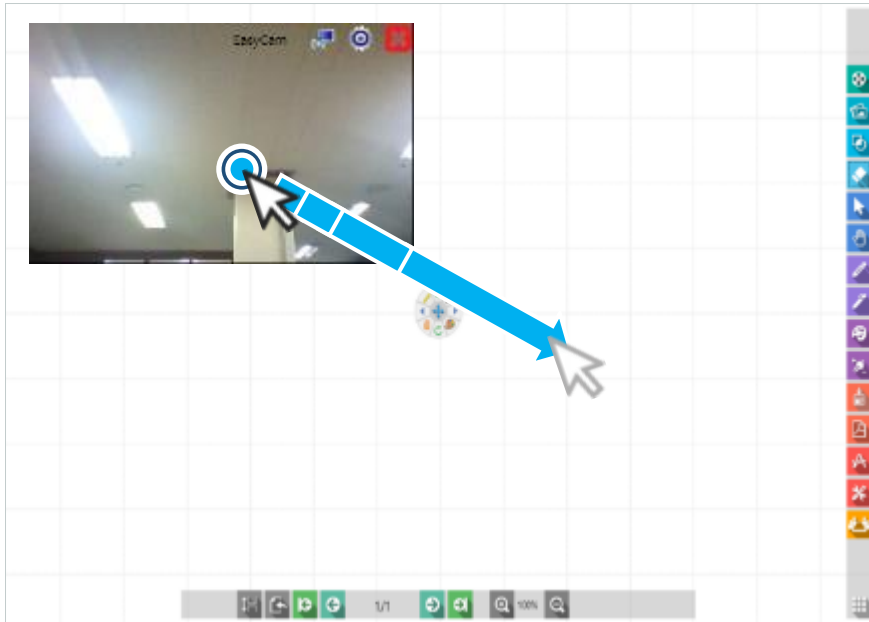


2 The size changes.

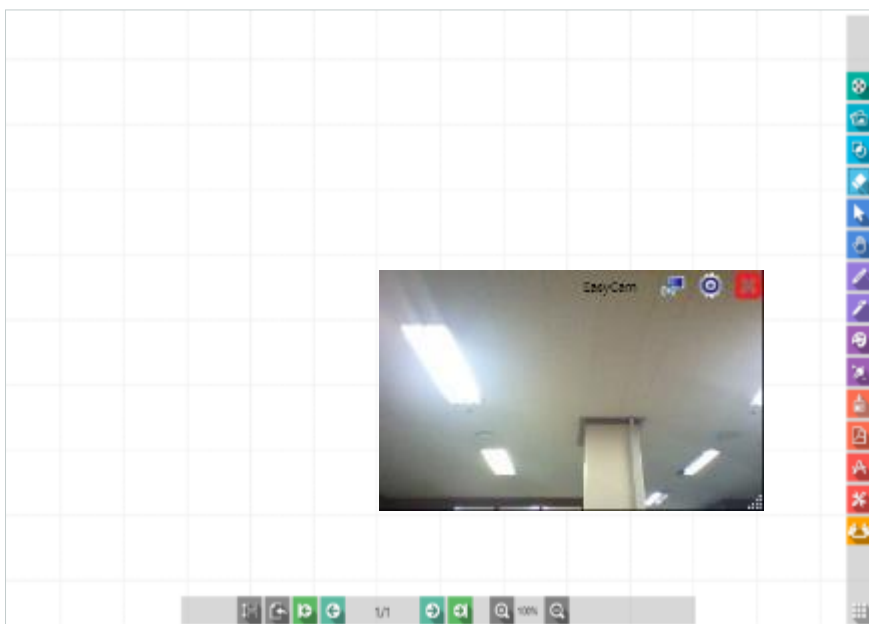


Move the webcam dialog

1 Drag the Webcam dialog screen with your mouse or Smartpen.

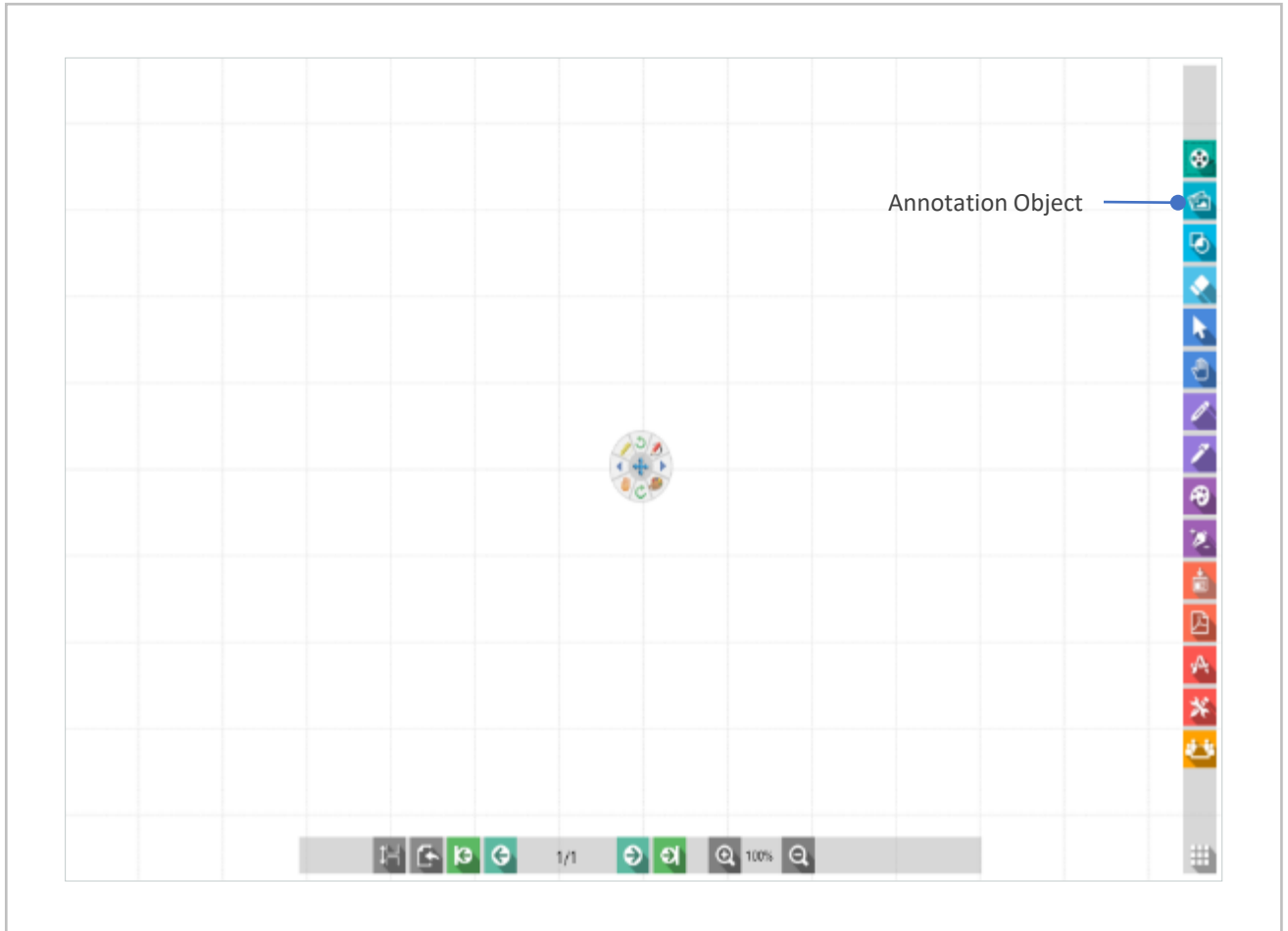


2 The Webcam dialog is moved.



















Annotation Object

An annotation is a word collectively referring to e.g. video, audio, photo, 3D files, that can be used in a lecture. The class can be conducted using such annotation in HiClass3D.



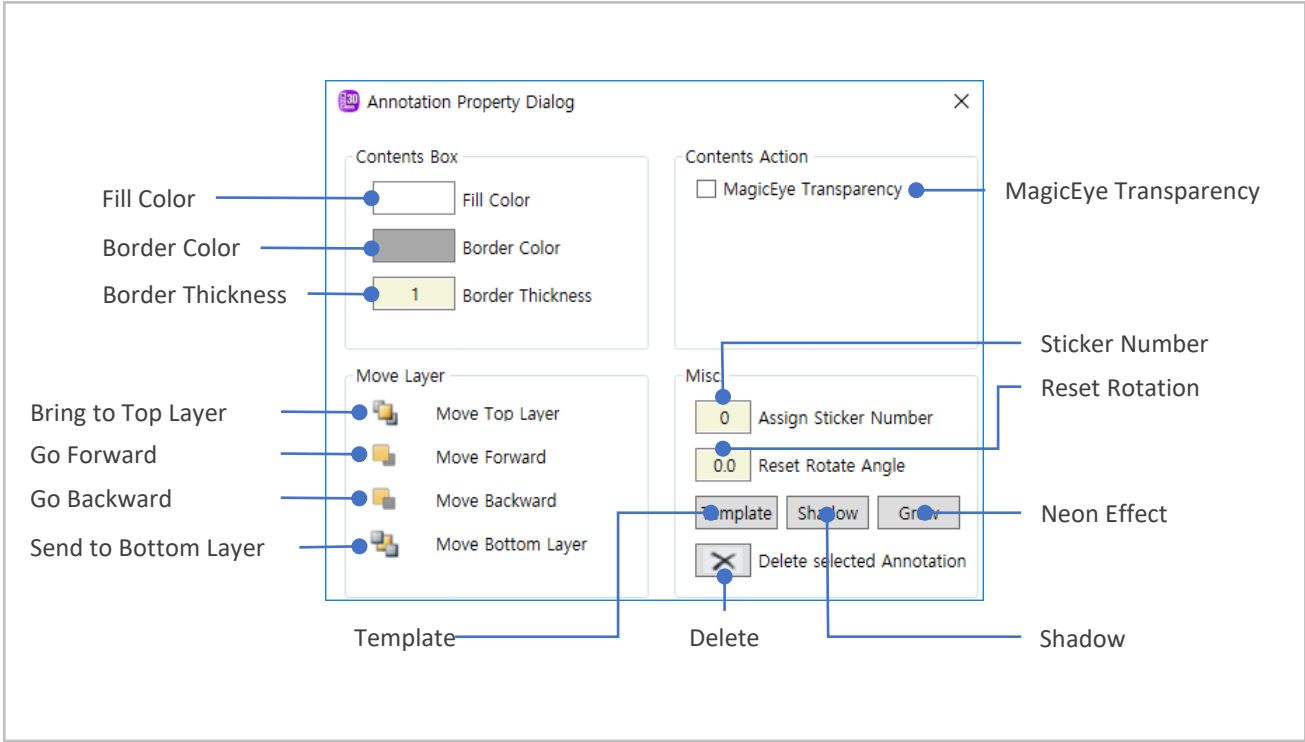
Annotation Context Menu

	Insert QR Code	Creates a QR code and inserts it on the current page.
	Video	Insert a video file into the current page.
	Audio	Insert an audio file into the current page.
	Insert U3D/PRC Object	Insert a 3D file on the current page.
	Image	Insert a photo into the current page.
	FreeText	Insert a simple RTF-type text into the current page.
	Memo	Insert a pop-up memo into the current page.
	Stamp	Stamp a variety of shapes on the current page.
	Insert ClipArt	Insert a clipart into the current page.
	Animated GIF	Insert an AniGIF into the current page.
	InkMedia Recorder	Record and insert ink media into the current page.
	Grabber On Screen	Insert an image containing a selected area into the current page.
	Play TTS or Insert TTS Annotation	Play a specific area with TTS or set the TTS area to play and insert it as an annotation.
	File Attachment	Insert a selected file into the current page.
	Ink ToolBox	Insert an annotation with a connected ink tool into a specific area.
	Page Link	Insert an annotation with a connected page tool into a specific area.
	Web/URL Link	Insert an annotation with a connected file or Internet URL.

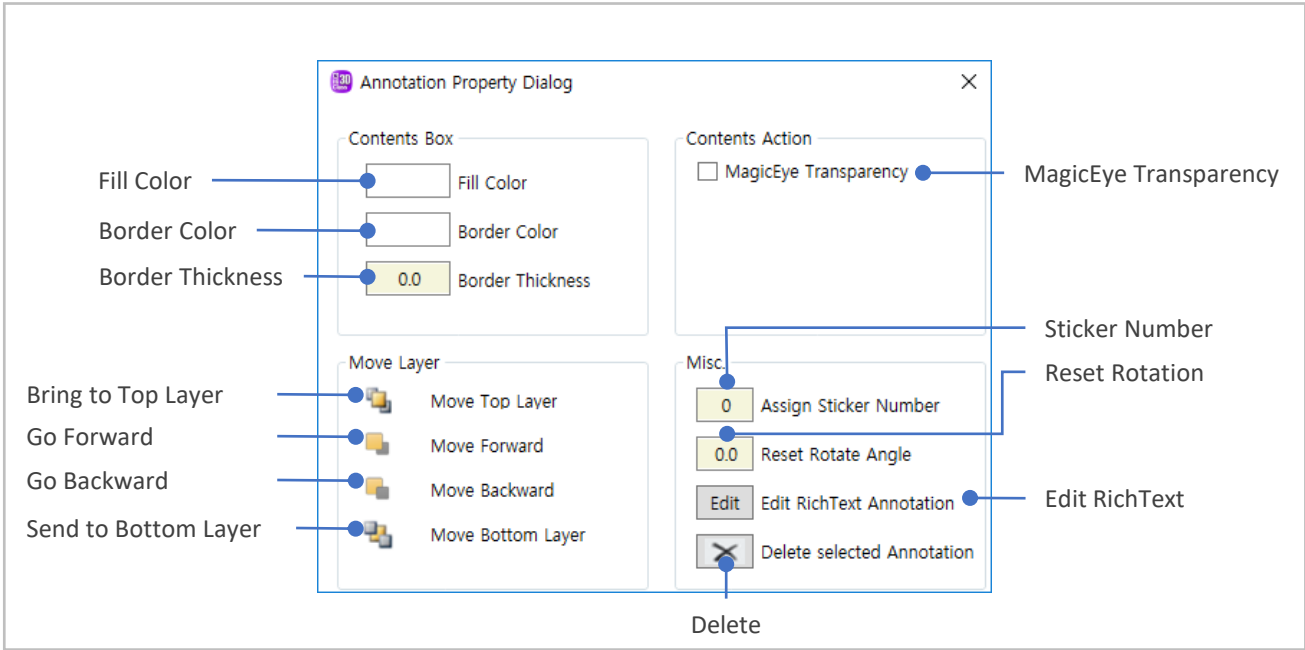


Annotation Property Dialog (1)

The following Annotation Property Dialog appears when you double-click the shape annotation with the mouse or the Smartpen in [select mode].

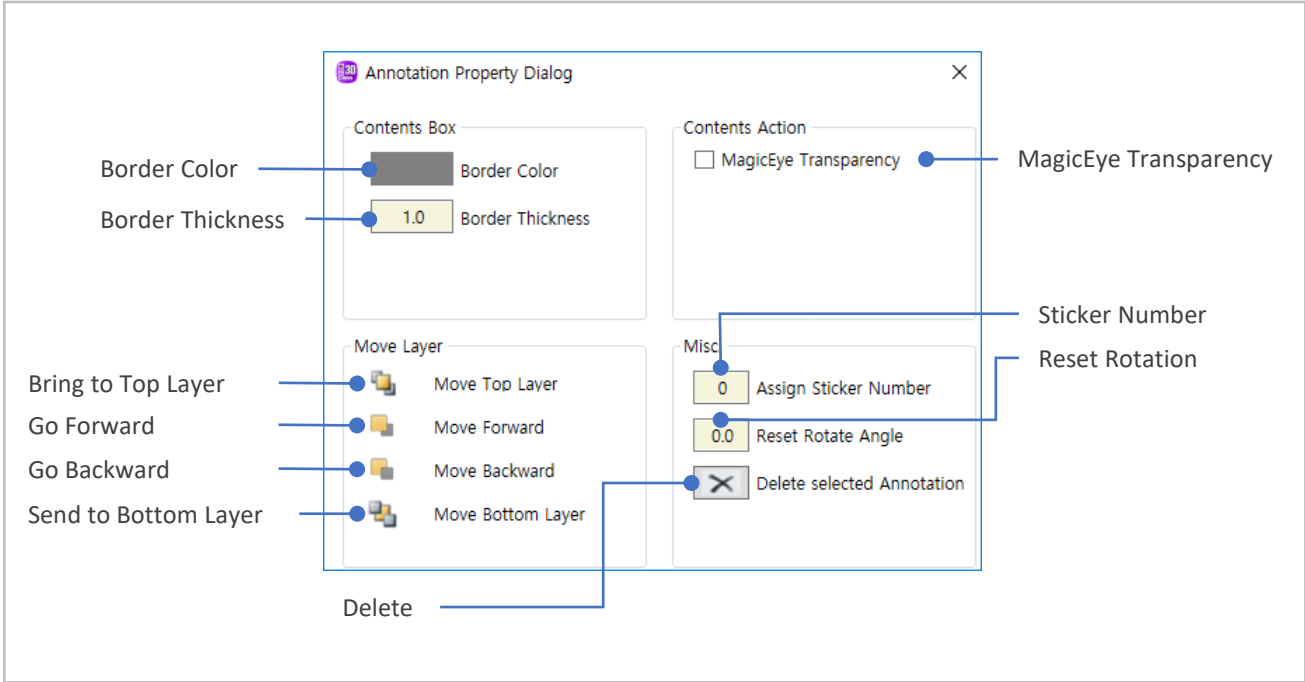


In RichText, there is an [Edit] button instead of Template / Shadow / Neon Effect. Click to modify the text in RichText. The dialog for changing the properties of letters will appear.



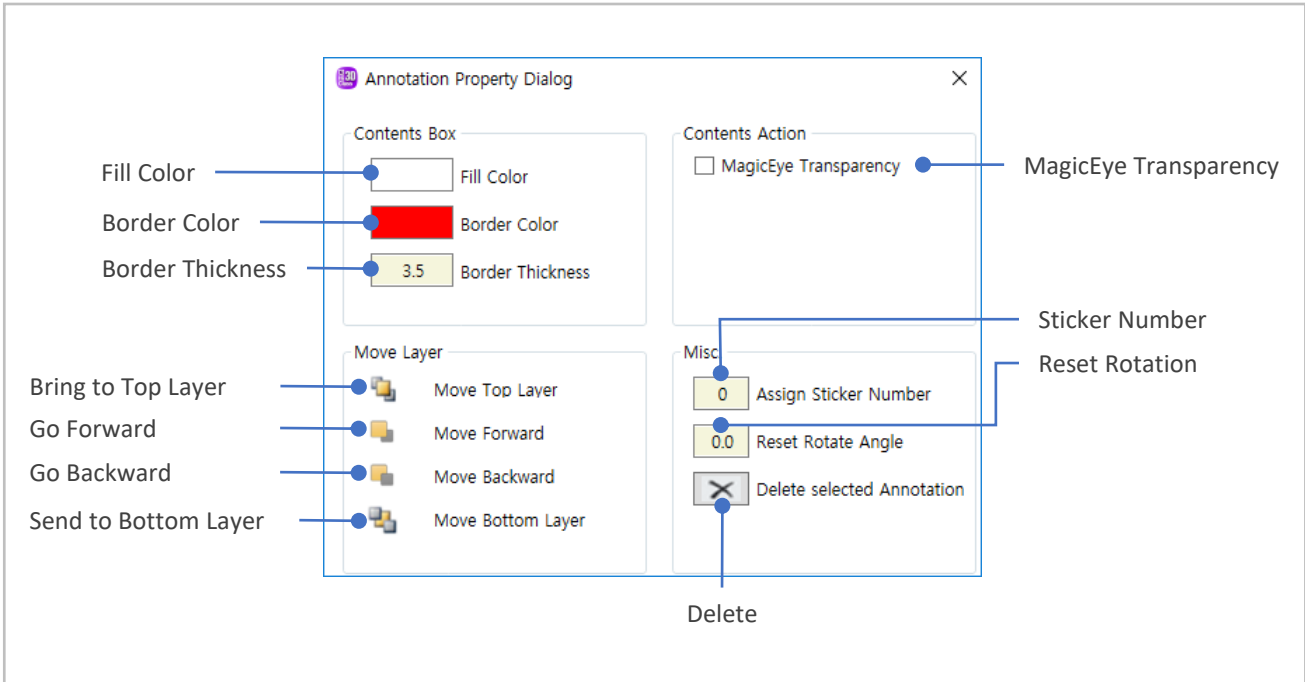
Annotation Property Dialog (2)

The Annotation Property Dialog below appears when you double-click the pop-up note / file attachment / ink tool / TTS / Math shape annotation in [select mode] with a mouse or a pen.



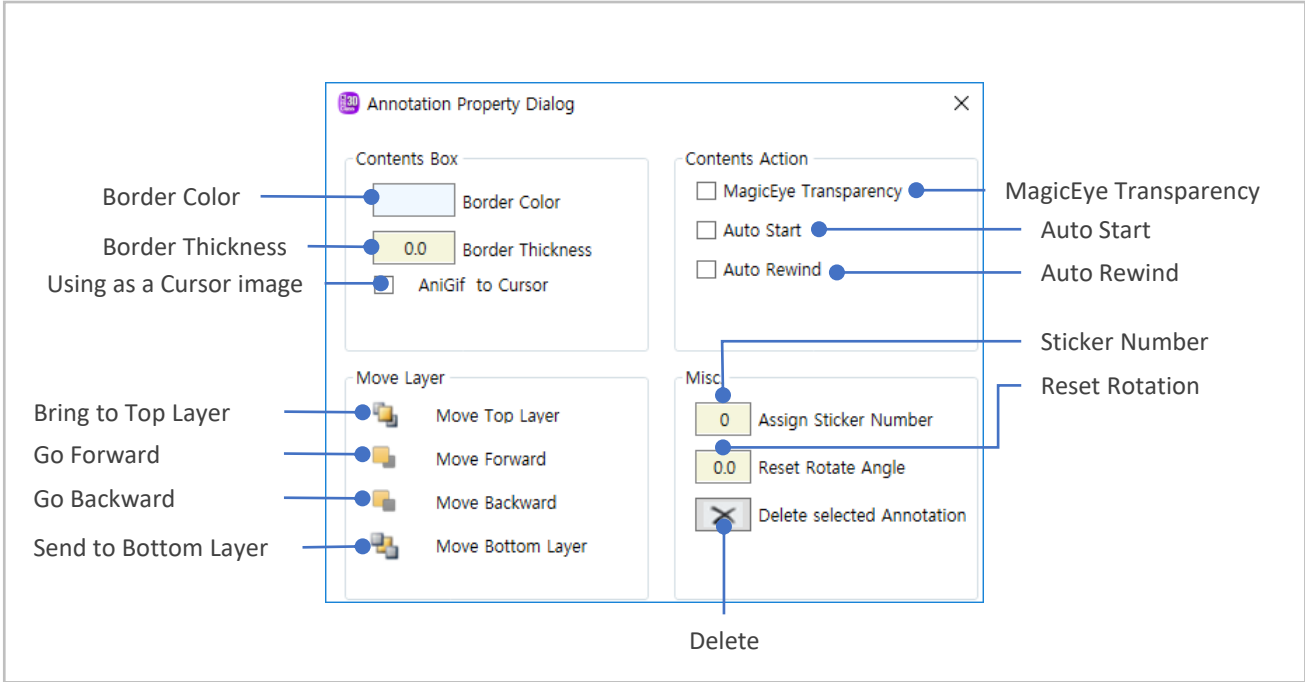
Annotation Property Dialog (3)

The Annotation Property Dialog below appears when you double-click the URL / Drawing annotation with the mouse or Smartpen in [Selection Mode].



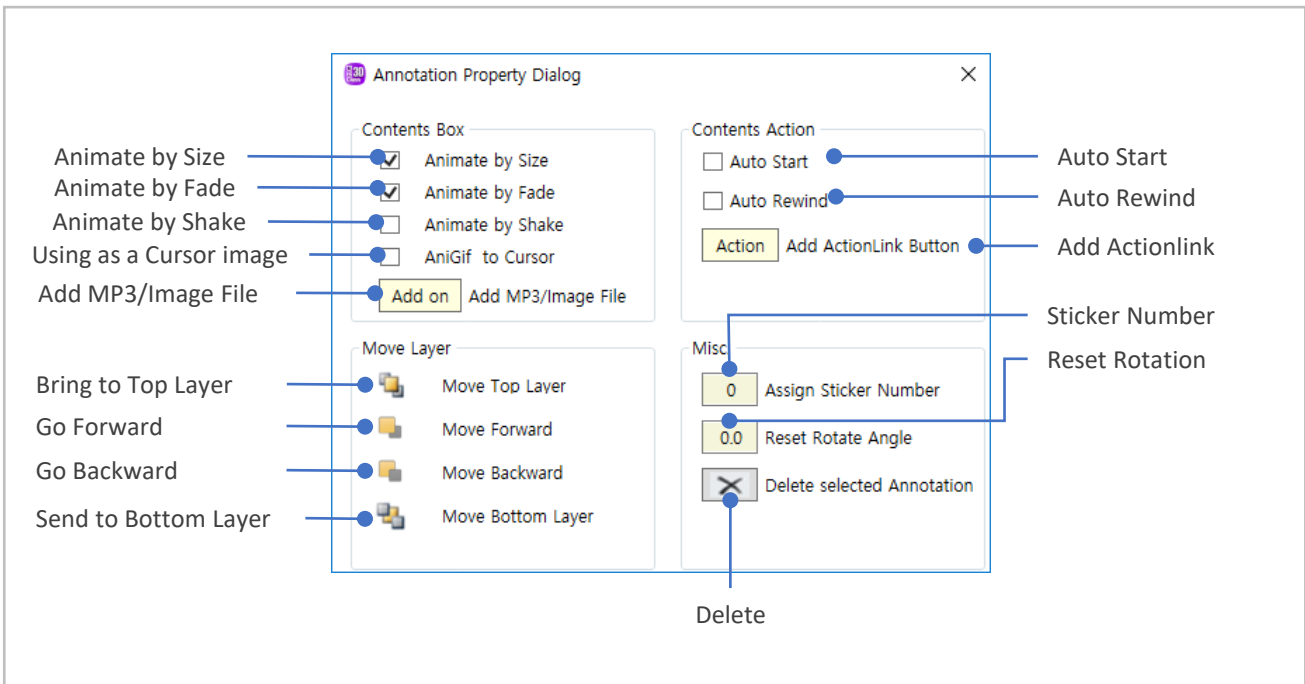
Annotation Property Dialog (4)

The annotation property dialog shown below appears when you double-click the image annotation in [Selection Mode] with your mouse or Smartpen.



Annotation Property Dialog (5)

The annotation property dialog shown below appears when you double-click the AniGif annotation in [Selection Mode] with your mouse or Smartpen.



Annotation Property Dialog (6)

The Annotation Property dialog box shown below appears when you double-click a video annotation with the mouse or Smartpen in [Selection Mode].

Annotation Property Dialog

Contents Box

Border Color

Border Thickness

Contents Action

Auto Start

Auto Rewind

Action Add ActionLink Button

Move Layer

Move Top Layer

Move Forward

Move Backward

Move Bottom Layer

Misc

Assign Sticker Number

Reset Rotate Angle

Delete selected Annotation

Border Color

Border Thickness

0.0

Auto Start

Auto Rewind

Add ActionLink

Bring to Top Layer

Go Forward


Go Backward

Send to Bottom Layer

Sticker Number

Reset Rotation

Delete



If you click the [Add ActionLink Button] with a mouse or a pen, the Ink Action Link function will be added to the annotation by displaying the Ink Annotation Linker dialog.

Ink Annotation Linker

Currently Selected

Linked Sticker Number

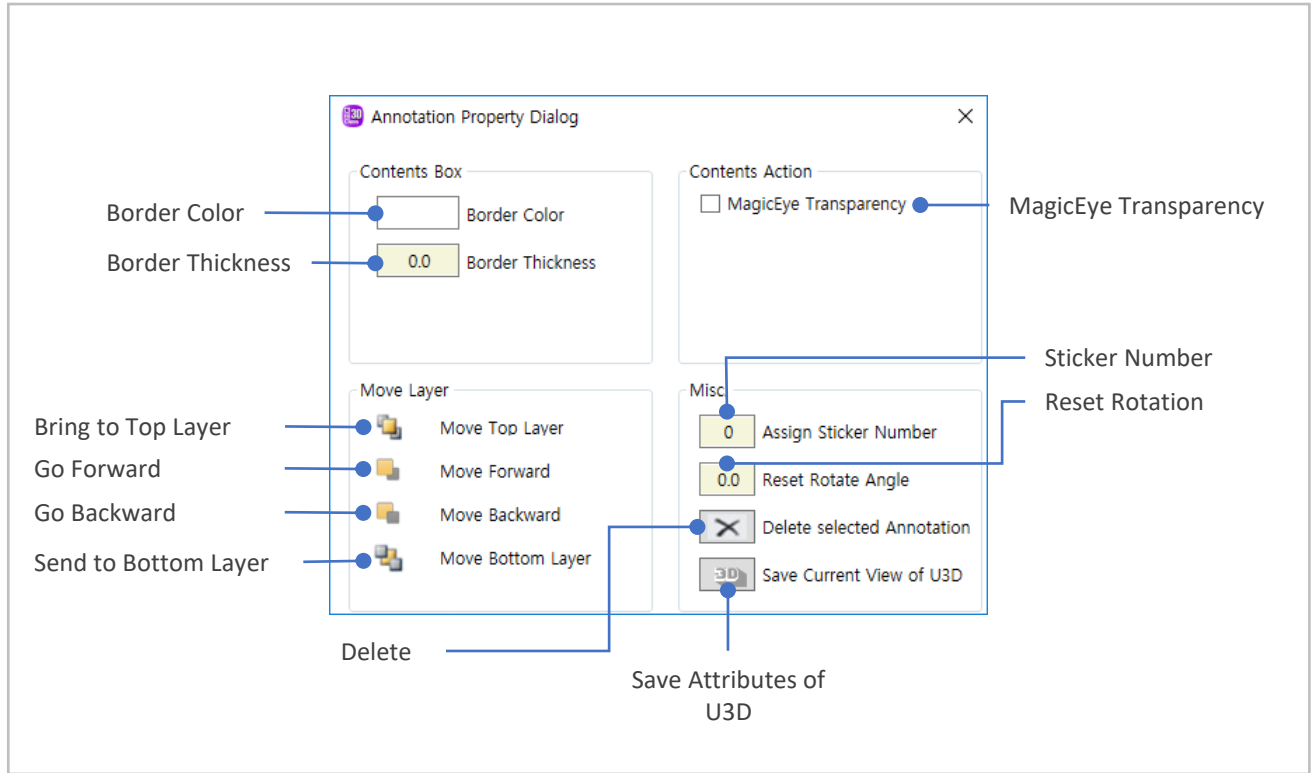
OK

Cancel

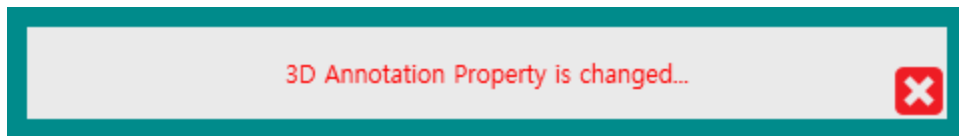


Annotation Property Dialog (7)

The Annotation Properties dialog box shown below appears when you double-click the 3D annotation with the mouse or Smartpen in [Selection Mode].



When you click [Save Current View of U3D] menu with mouse or Smartpen, the following notification window appears and reflects the current setting in 3D annotation.

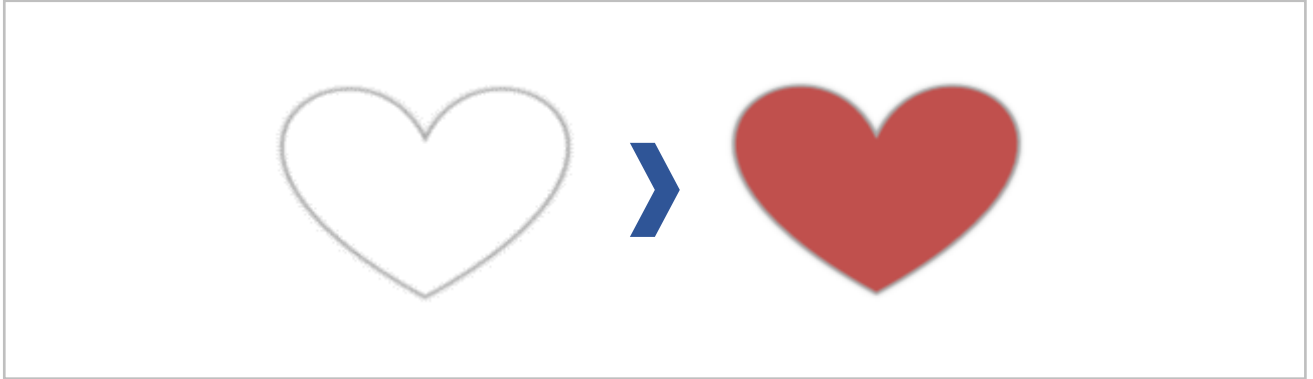


To apply 3D attributes to the annotation, click the [X] button with your mouse or Smartpen or wait until it disappears automatically.



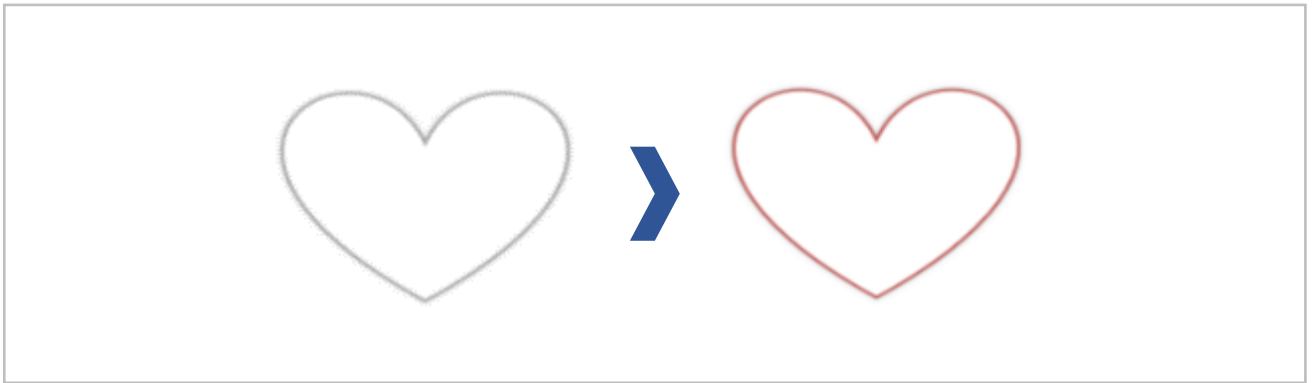
Annotation Fill Color

Select fill color for the annotation.
This can be set in the Annotation Editor Dialog.



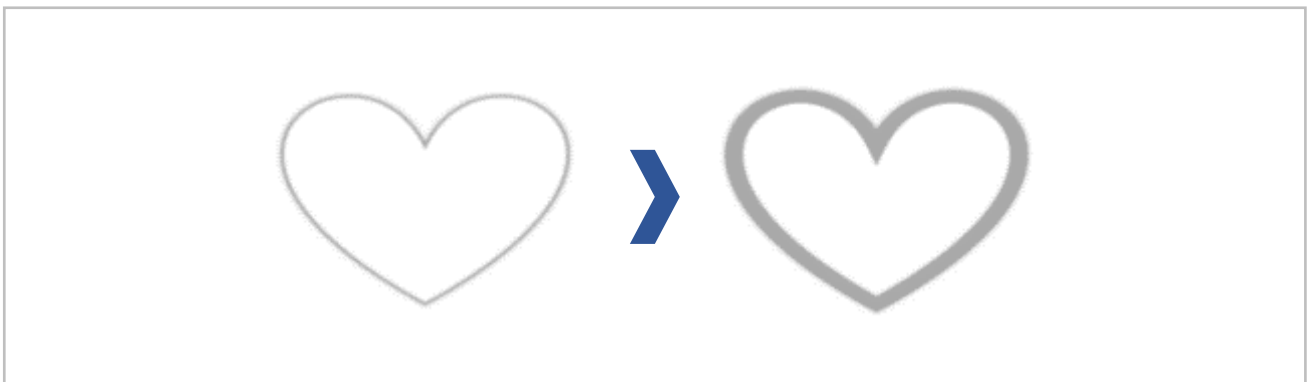
Annotation Border Color

Select border color for the annotation.
This can be set in the Annotation Editor Dialog.



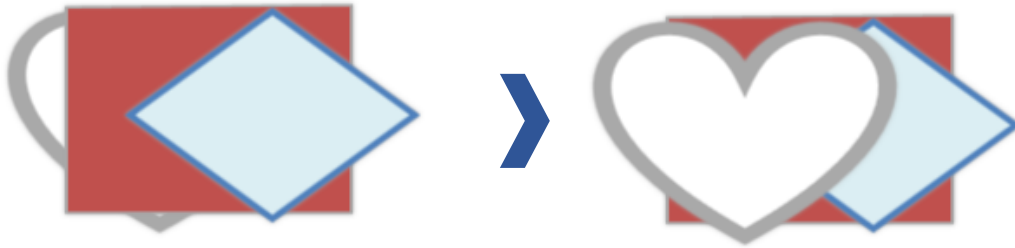
Annotation Border Thickness

Select border thickness for the annotation.
This can be set in the Annotation Editor Dialog.



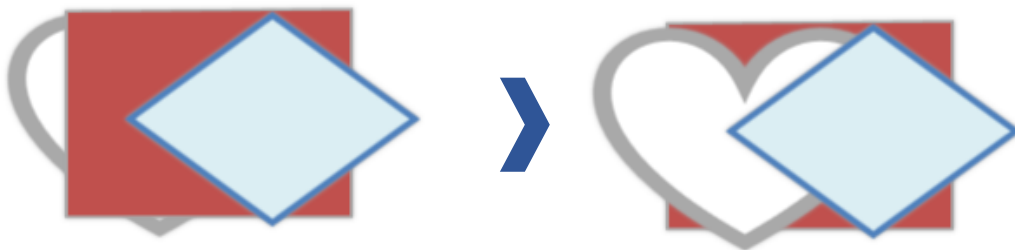
Move Top Layer

Change the location of the annotation to the top layer.
This can be set in the Annotation Editor Dialog.



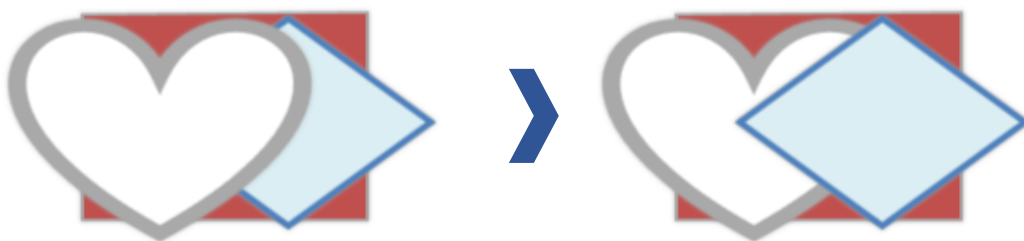
Move Forward

Change the location of the annotation one step forward.
This can be set in the Annotation Editor Dialog.



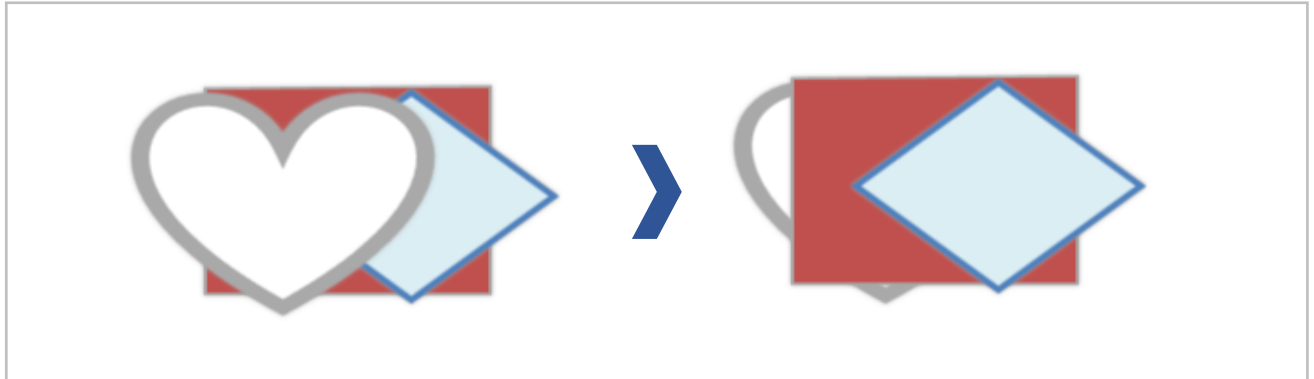
Move Backward

Change the location of the annotation one step backward.
This can be set in the Annotation Editor Dialog.



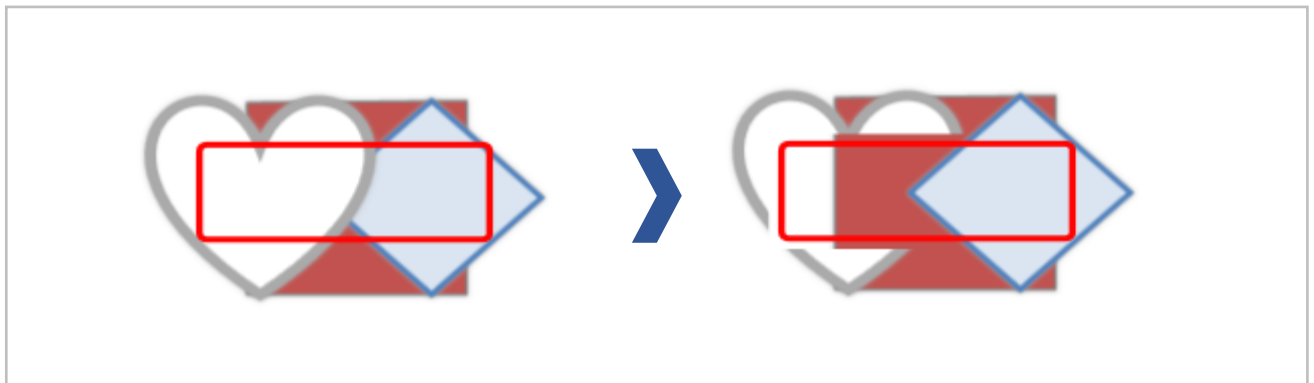
Move Bottom Layer

Move the annotation to the bottom layer.
This can be set in the Annotation Editor Dialog.



MagicEye Transparency

When the MagicEye feature is used, the transparency of an annotation can be set.
When this is set, you can't see through anything with MagicEye.



Auto Start

If the annotation is moved to a page containing the annotation, the annotation's action is automatically executed. This can be set in the Annotation Property Dialog.

Auto Rewind

Automatically returns to the initial state or rewinds after playback ends.
This can be set in the Annotation Property Dialog.

Delete Annotation

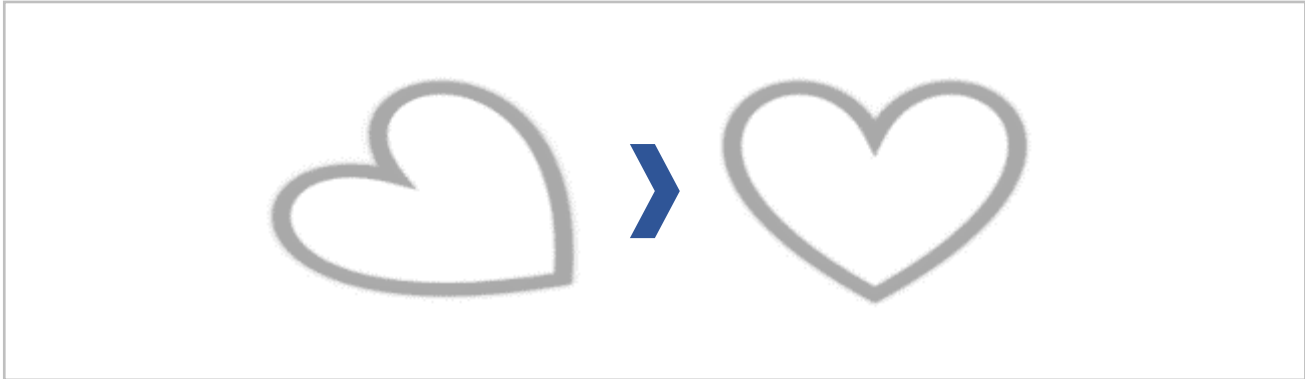
Delete the selected annotation from the current page.
This can be set in the Annotation Property Dialog.

Sticker Number

Click a sticker with the smart pen to automatically enter numbers.
This can be set in the Annotation Editor Dialog.

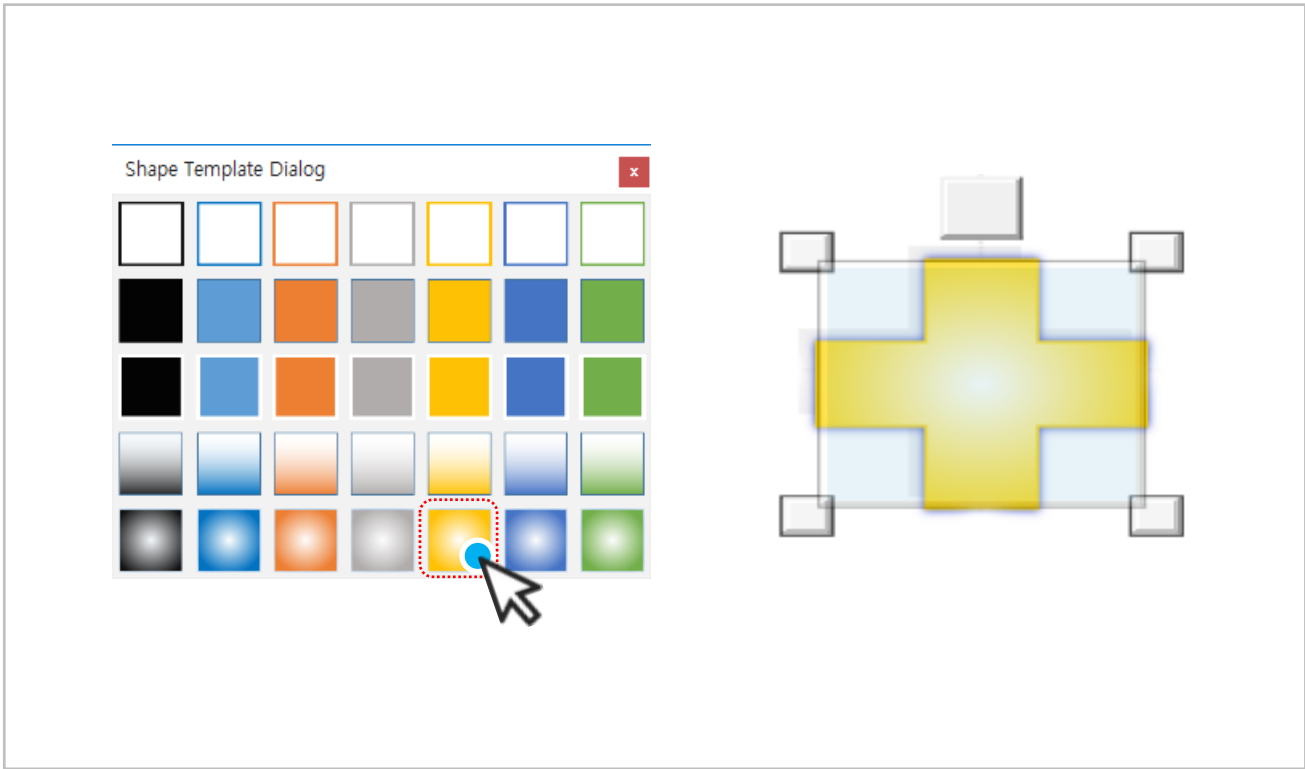
Reset Rotation

Reset the rotation angle of a rotated annotation to the original position.
This can be set in the Annotation Editor Dialog.



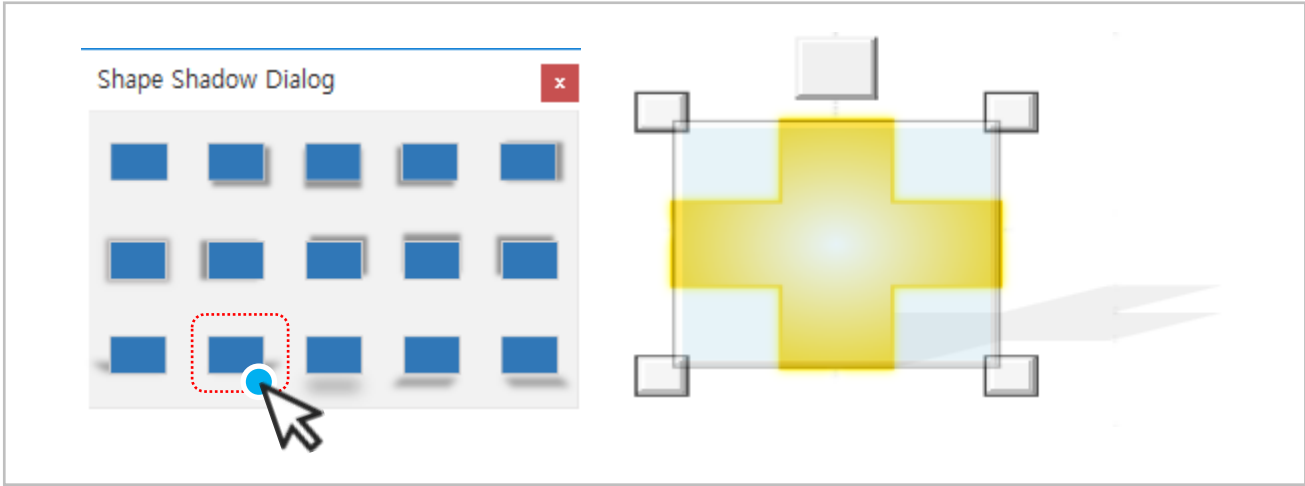
Annotation Template

Set the default fill of an annotation.
This can be set in the Annotation Editor Dialog.



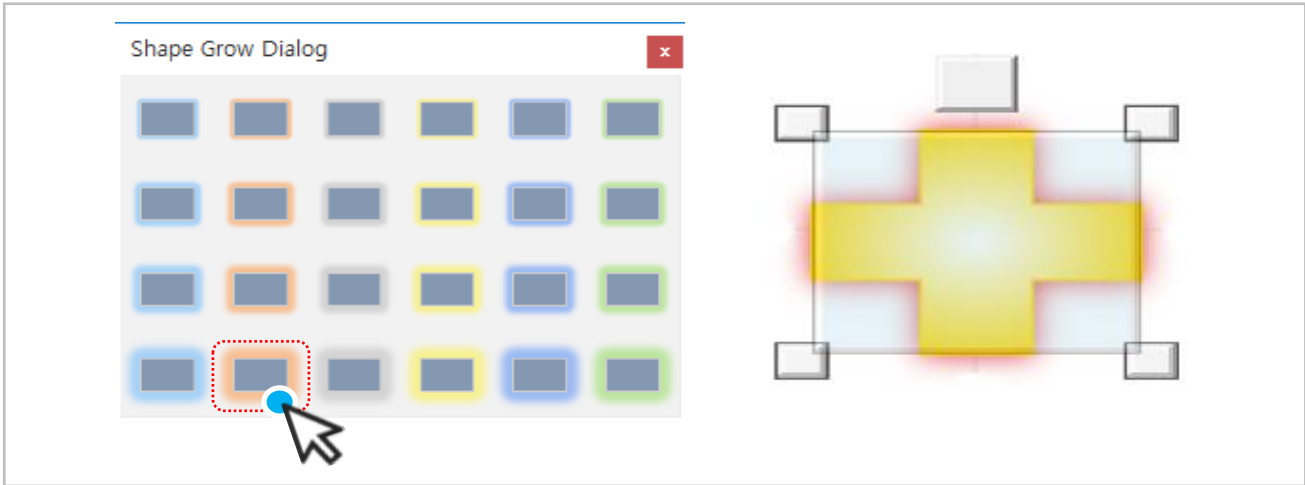
Shadow

Set the location of the shadow of the annotation.
This can be set in the Annotation Editor Dialog.



Neon Effect

Set the neon effect of the annotation.
This can be set in the Annotation Editor Dialog.



Insert QR / Data Matrix Code

HiClass3D creates a barcode that is linked to the path of the PDF document file uploaded to the web or the path of the PDF document file located in a specific folder and provides the function to retrieve the document by touching the barcode with the Smartpen.

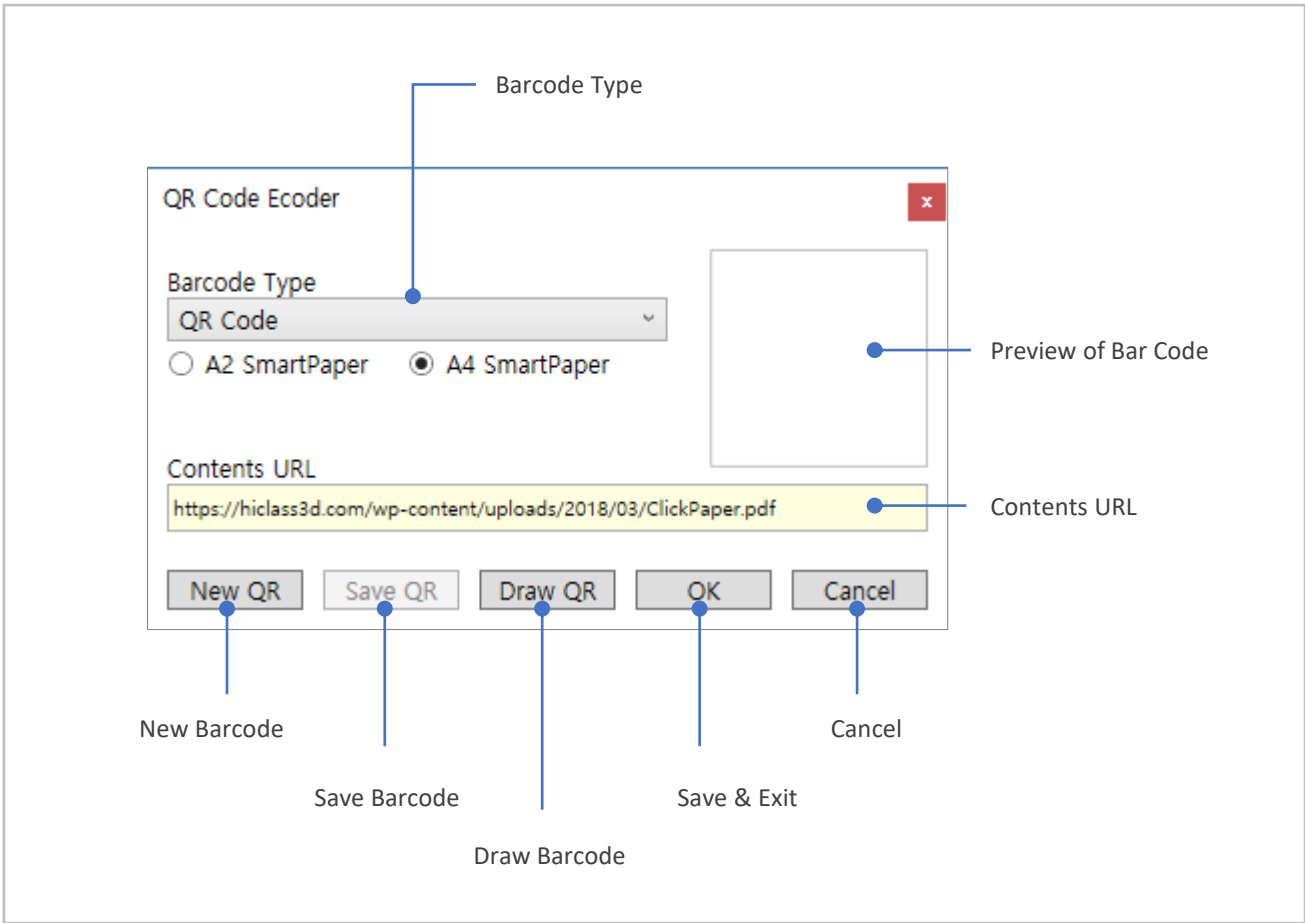
QR (Quick Response) Code

It is a two-dimensional barcode that can contain all kinds of information such as URL, Link, number, and character. You can check the information contained in the QR Recognition Function app on your smartphone, or you can download the document if it is the Url of the document on the WEB.

DM (Data Matrix) Code

It is a two-dimensional barcode in which an L-shaped alignment pattern and a dotted-line timing cell are arranged. Apps that recognize most 2D barcodes can recognize this DM code. In HiClass3D, it is used in the same role as QR code.

QR code setting and insert dialog



Barcode Type

- Sets the type of barcode.
- HiClass3D supports QR / Data Matrix type.

A2 SmartPaper / A4 SmartPaper

- Contents Set the Smart Paper type to the size of the document entered in the URL. Therefore, when the document of this QR Code is opened, [Paper Size] of the configuration setting window is automatically changed. The paper size and [Paper Size] must match to match the SmartPaper with the ink on the screen.

Preview of Barcode

- The user can preview the barcode to be created.

Contents URL

- Enter the path of the PDF document to connect to the barcode.
- Enter the path of the document uploaded on the Internet or the path of the document located within a specific folder.

New Barcode

- Initializes the current barcode value and creates a new barcode.

Save BarCode

- Save the generated barcode as an image file.

Draw Barcode

- It draws the corresponding barcode using contents URL information.

OK

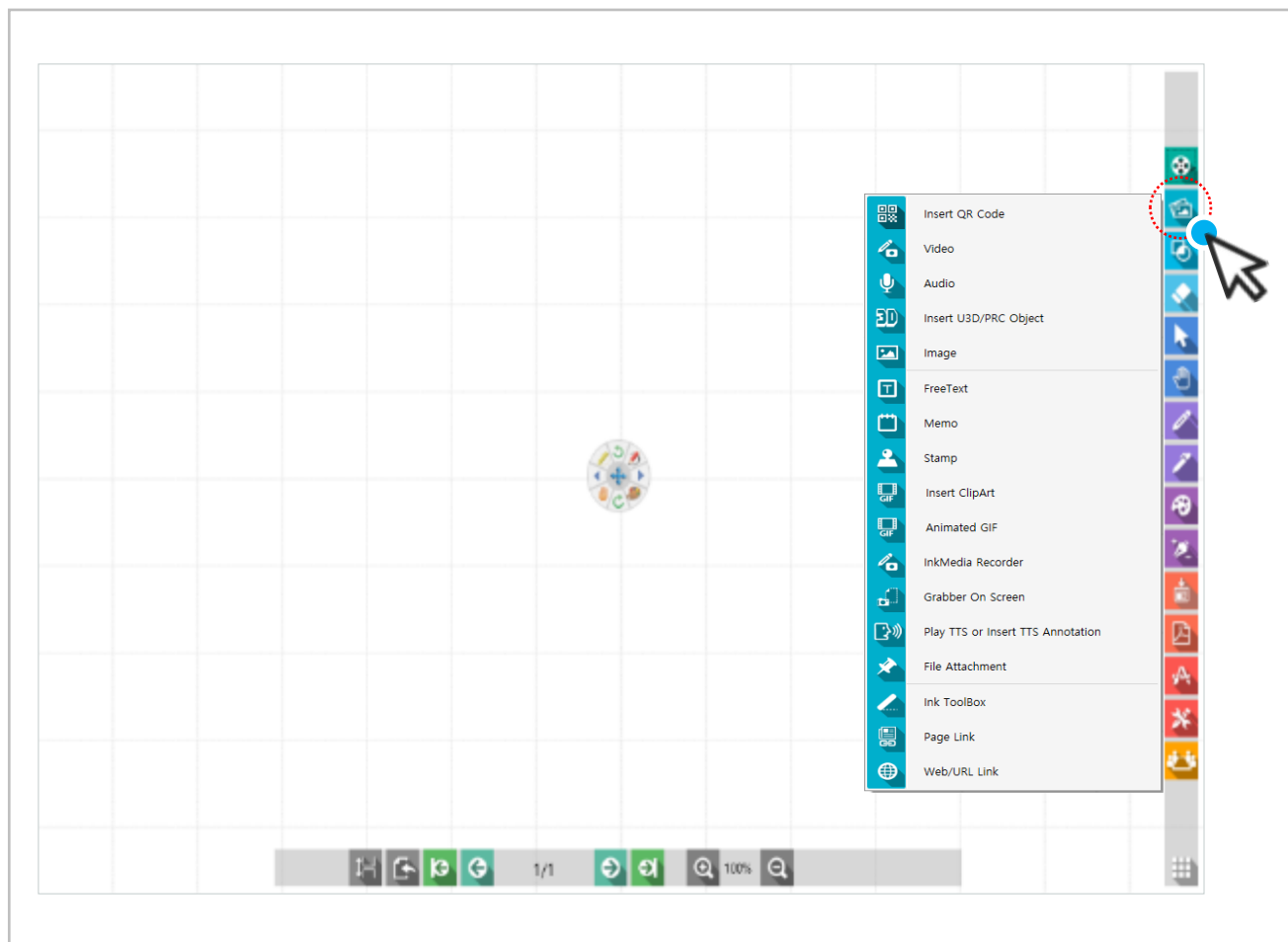
- Insert a barcode drawn in the preview box as an annotation on the current page.

Cancel

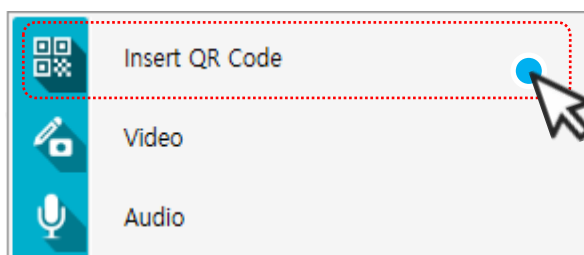
- QR Code / DM Code Creation stops and the dialog is closed.

Insert QR (Data Matrix) Code Annotation

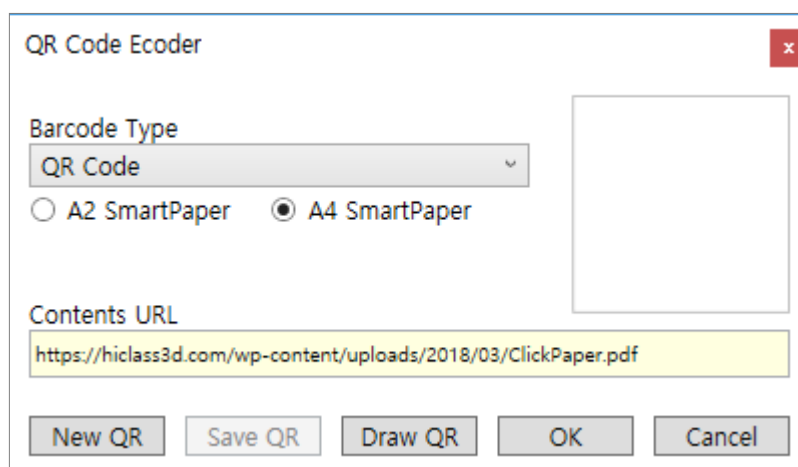
1 Click the [Annotation] button with your mouse or Smartpen.



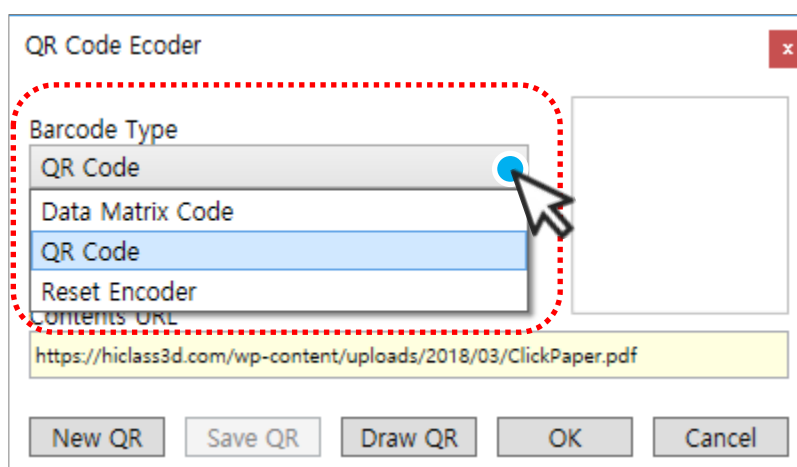
2 When the [Context Menu] opens, click the [Insert QR Code] menu with your mouse or Smartpen.



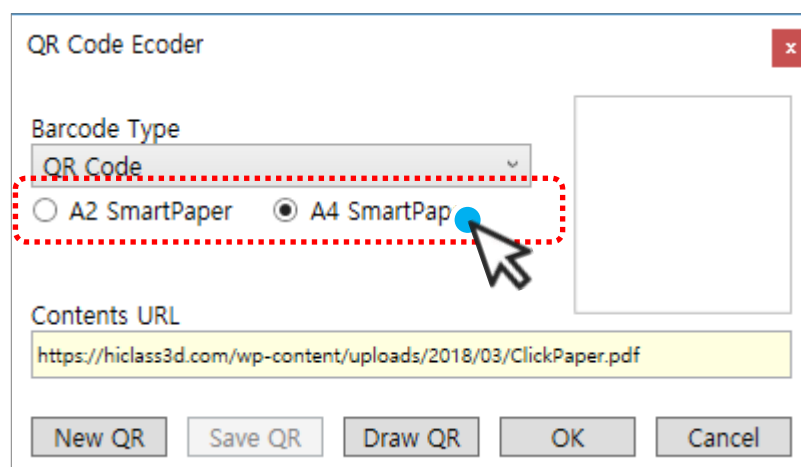
3 A dialog appears in which you can create the QR (/DM) code.



4 Click the [Barcode Type] combo box to select the barcode type to generate from QR Code and DM Code.



5 Select SmartPaper type.



QR Code Ecoder

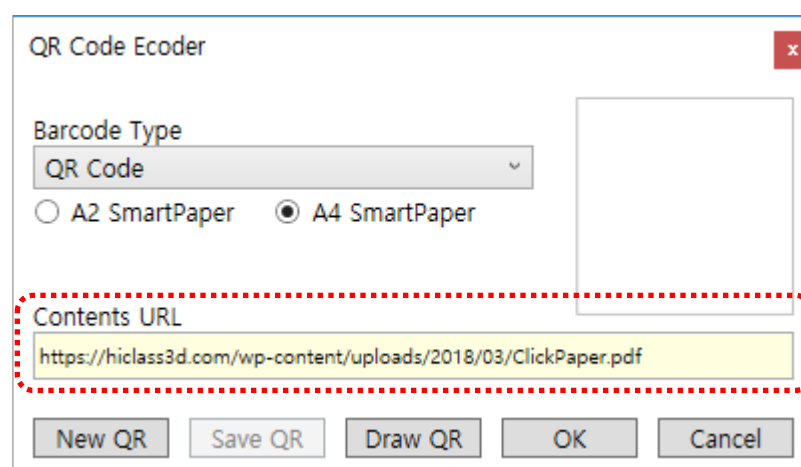
Barcode Type
QR Code

☐ A2 SmartPaper ☒ A4 SmartPaper

Contents URL
<https://hiclass3d.com/wp-content/uploads/2018/03/ClickPaper.pdf>

New QR Save QR Draw QR OK Cancel

6 In the [Contents URL] field, enter the URL you want to link to.



QR Code Ecoder

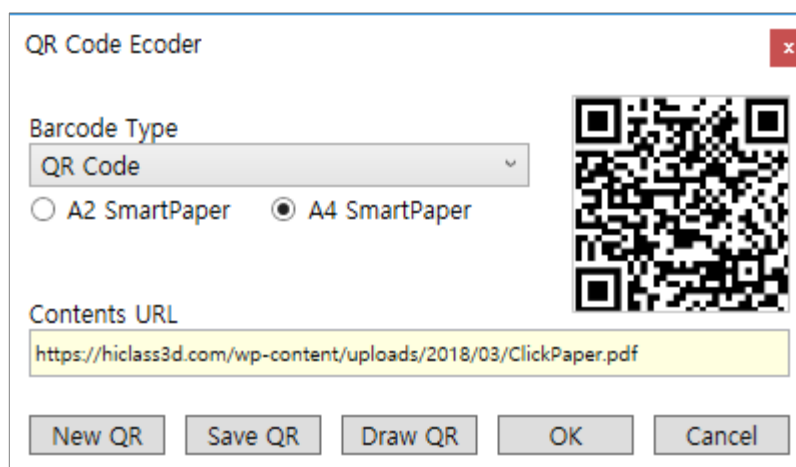
Barcode Type
QR Code

☐ A2 SmartPaper ☒ A4 SmartPaper

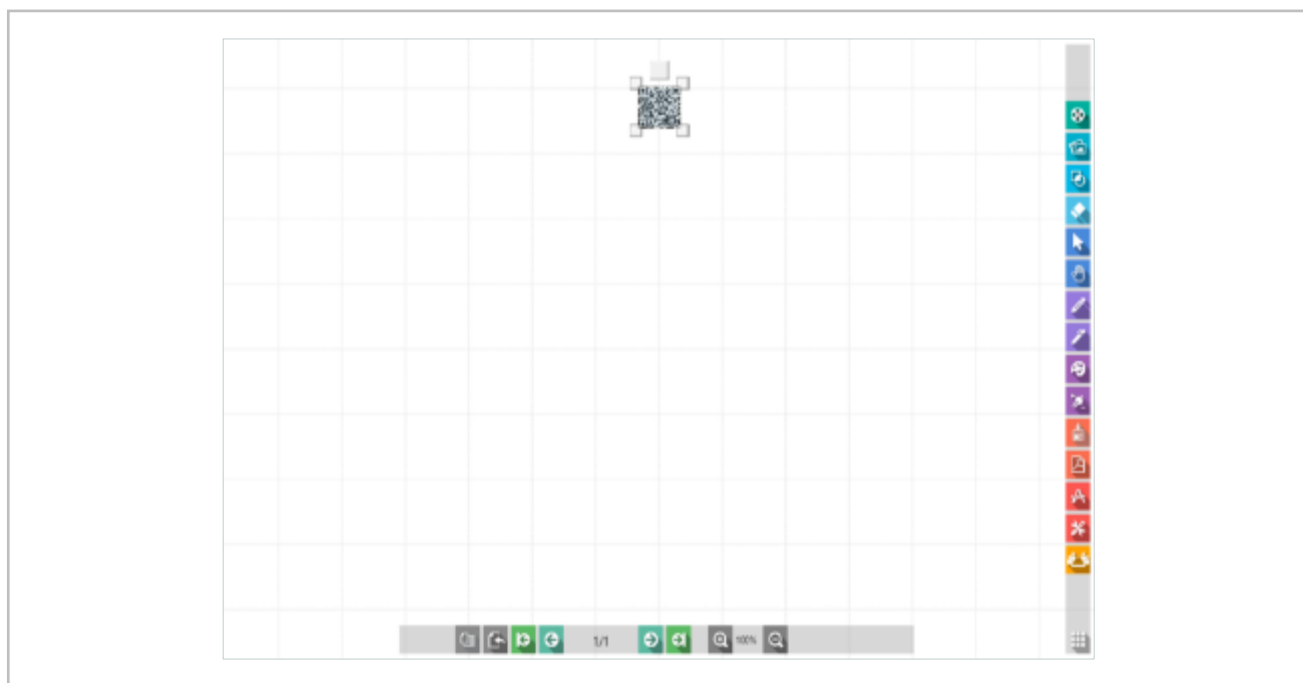
Contents URL
<https://hiclass3d.com/wp-content/uploads/2018/03/ClickPaper.pdf>

New QR Save QR Draw QR OK Cancel

7 Click the [Draw QR] button to draw the bar code corresponding to the URL of the content that is input.



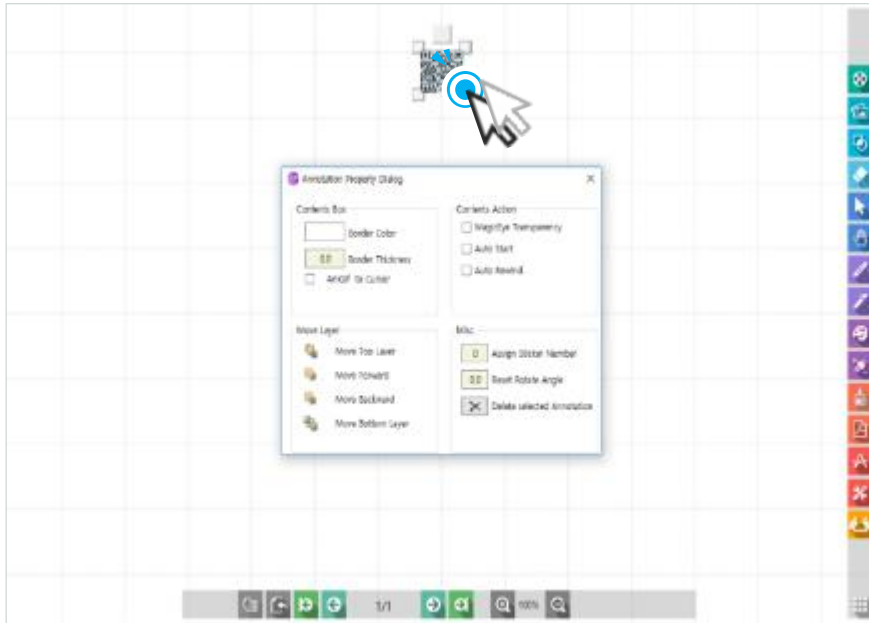
8 Clicking the [OK] button inserts the generated barcode as an annotation on the current page.



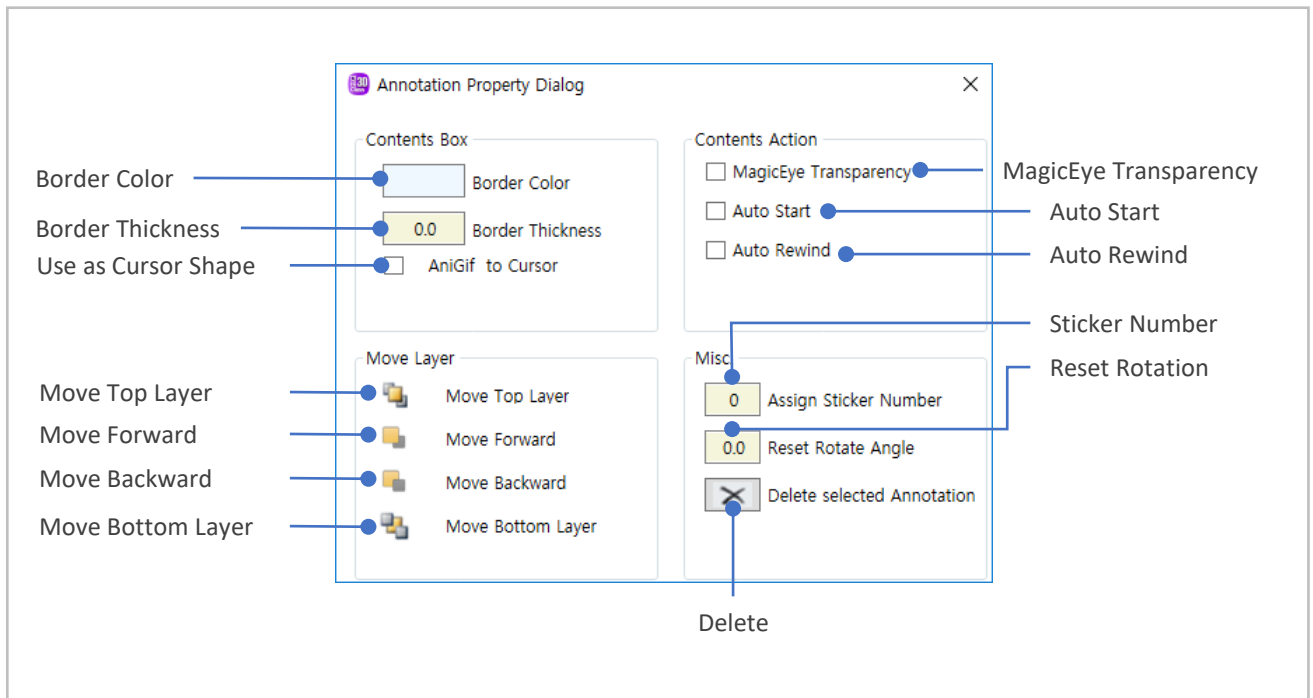
If you click [OK] without executing [Draw QR], barcode annotation will not be created.



If you double-click the annotation in [Selection Mode], you can edit / delete it through the Annotation Property Dialog that appears.



QR Code Property Dialog



Border Color

- Select border color for the annotation.



Border Thickness

- Select border thickness for the annotation.

Use as Cursor Shape

- If you click the annotation with the mouse or Smartpen in [Execution Mode], the mouse cursor changes to that image.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Auto Start

- If the annotation is moved to a page containing the annotation, the annotation's action is automatically executed.

Auto Rewind

- Automatically rewind after playback ends.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotating one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.

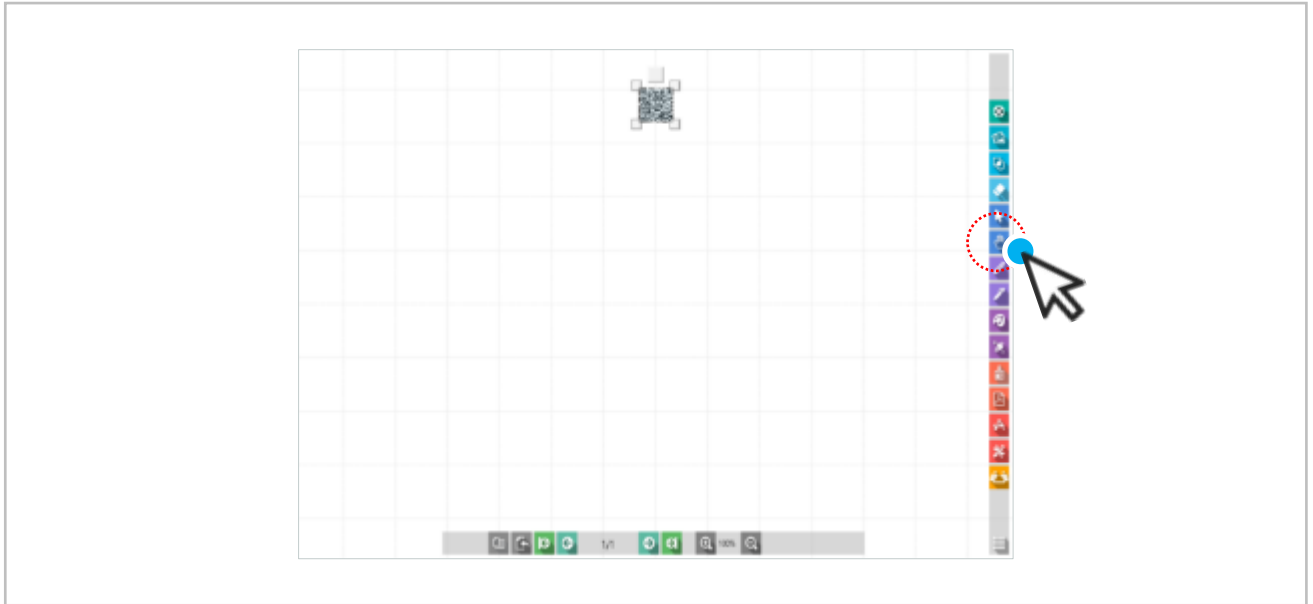


Operation of Bar code Annotation.

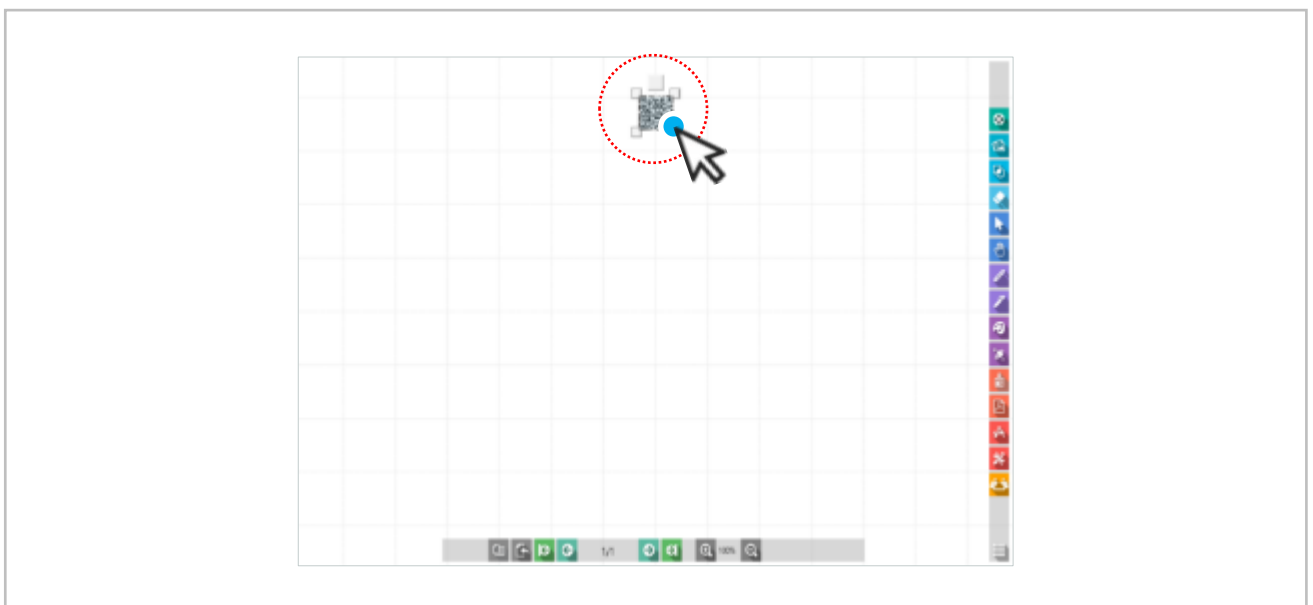
Download PDF documents linked to barcode annotation and use them directly in HiClass3D.

Barcode Annotation Operation in HiClass3D

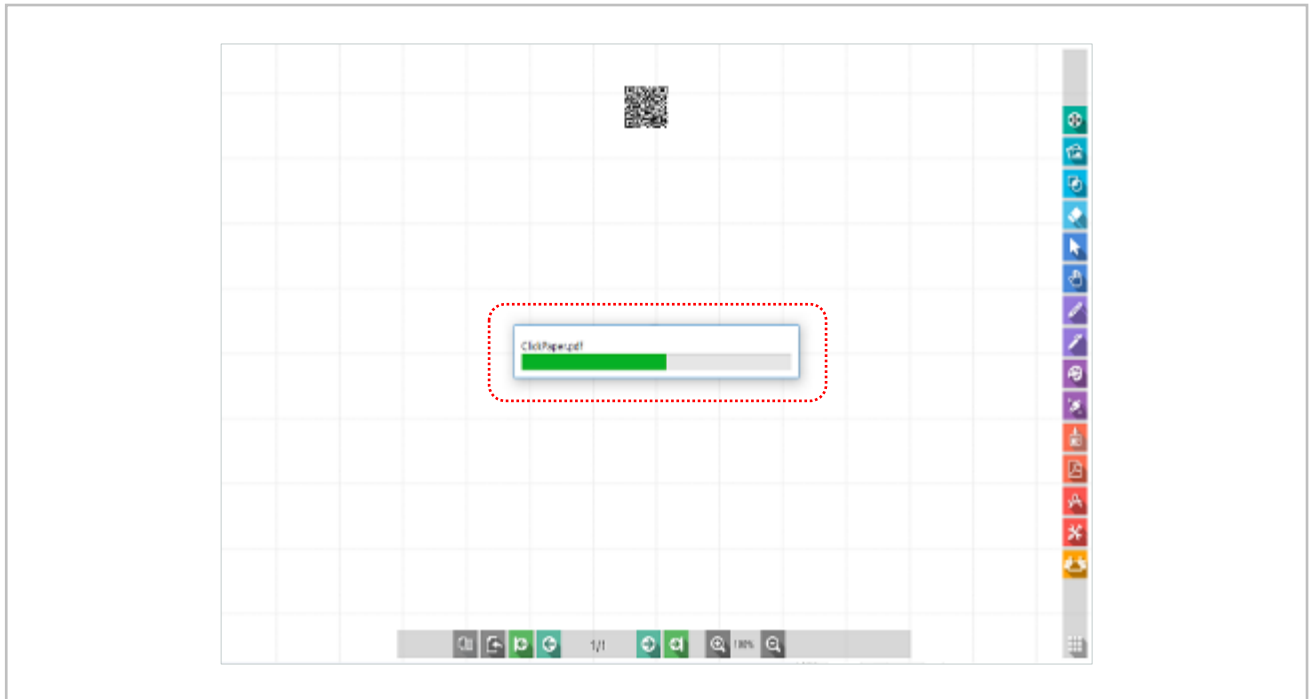
- 1 Click the [Execution Mode] button on the main menu to switch to [Execution Mode].



- 2 Click Barcode annotation with your mouse or Smartpen.



3 Loads or opens the PDF document linked to the barcode into HiClass3D.



4 You can see that the import is complete and the document is open.

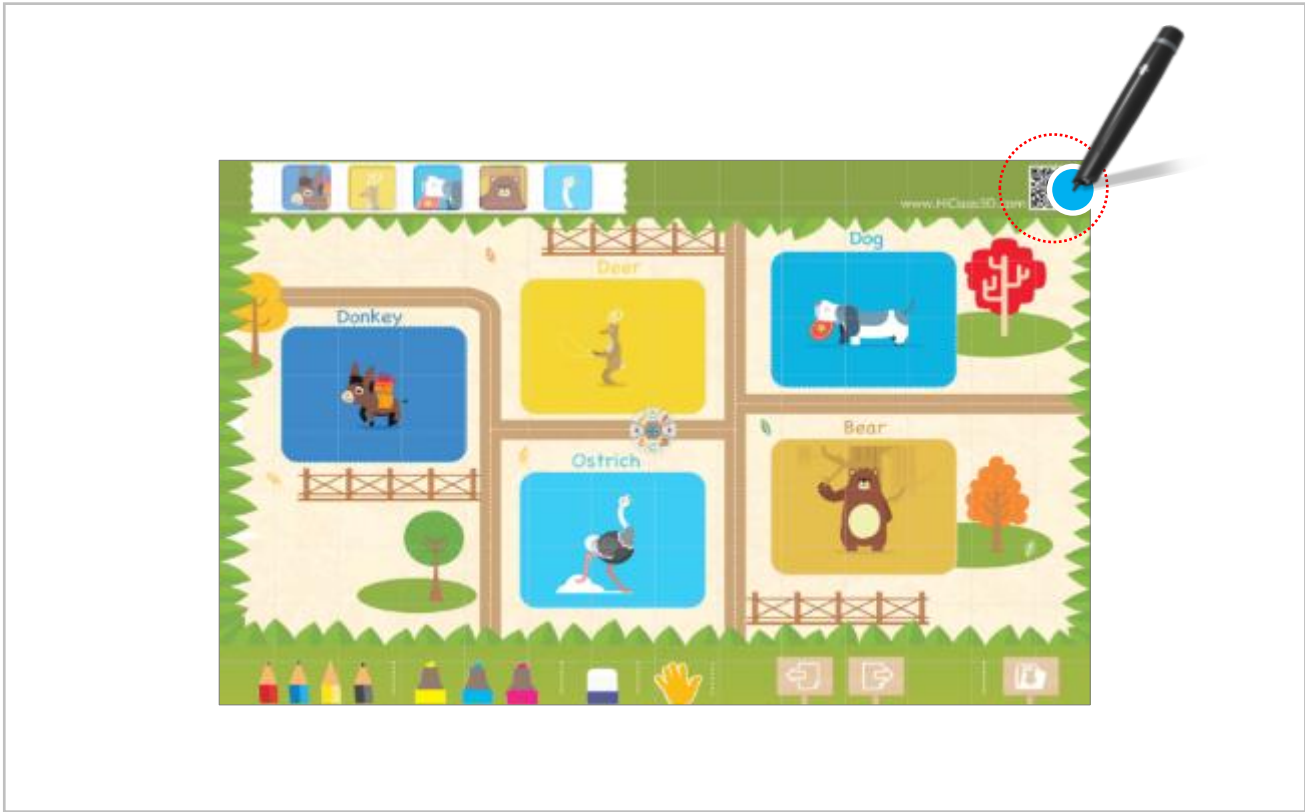


If the content URL entered in the barcode annotation is not a PDF document URL, nothing happens.

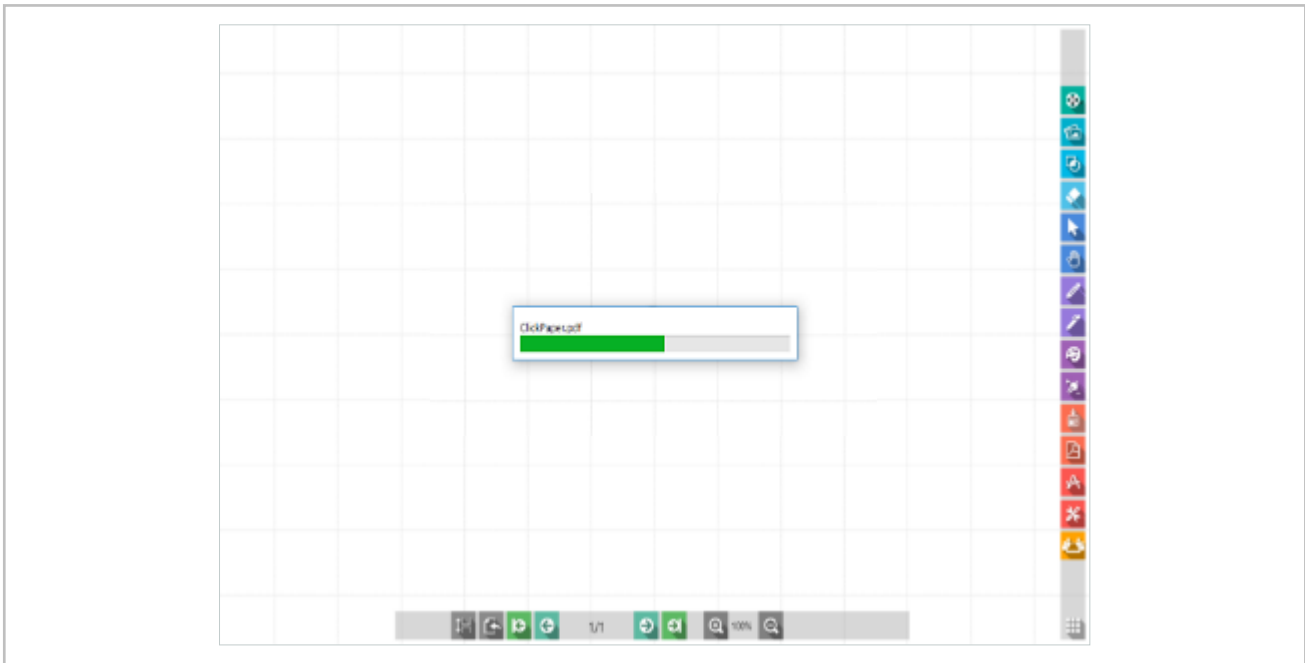


Barcode Annotation Operation on Smartpaper

1 Touch or drag the barcode on the printed SmartPaper with your smartpen.



2 You can see that HiClass3D imports PDF documents linked with barcodes.



3 Once the import is complete, you can see that the document is open.



Video

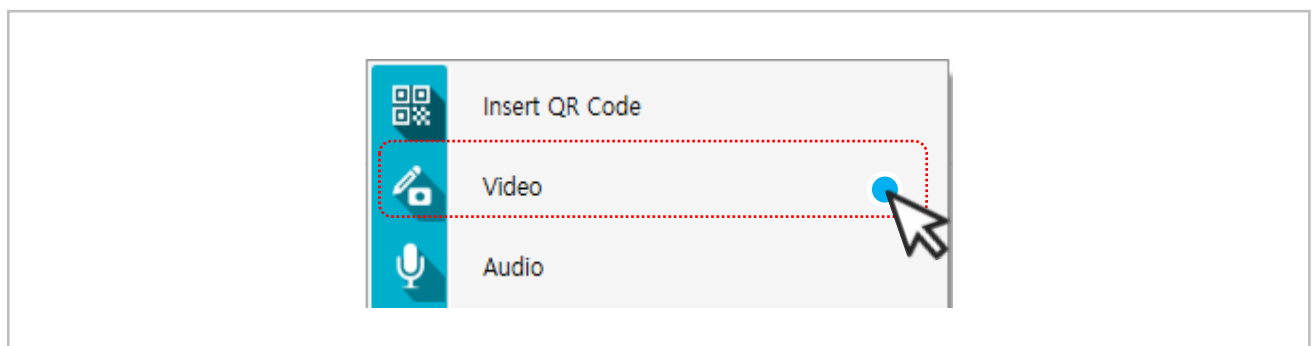
HiClass3D supports video file playback. It is possible to play movie files without a separate video playback program. HiClass3D supports WMV, AVI, MP4, MOV, and MKV files.

Insert a Video File

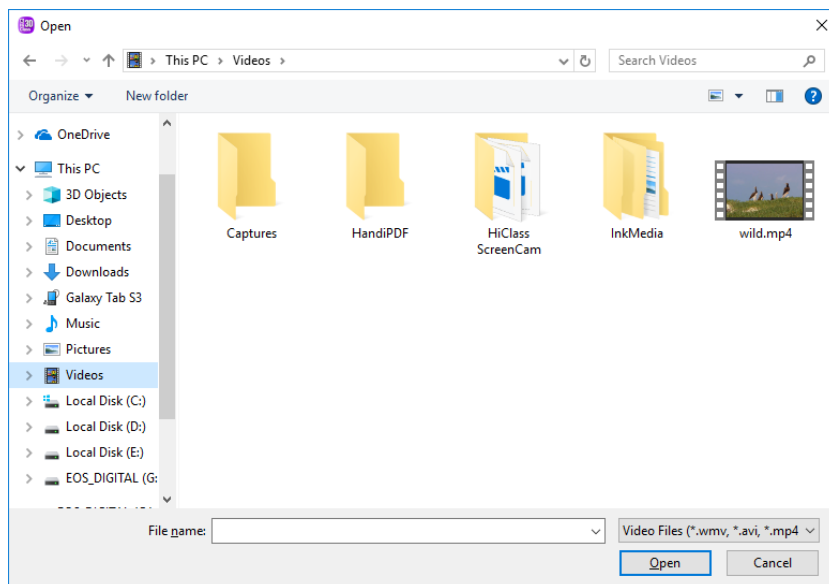
- 1 Click the [Annotation] button with a mouse or Smartpen.



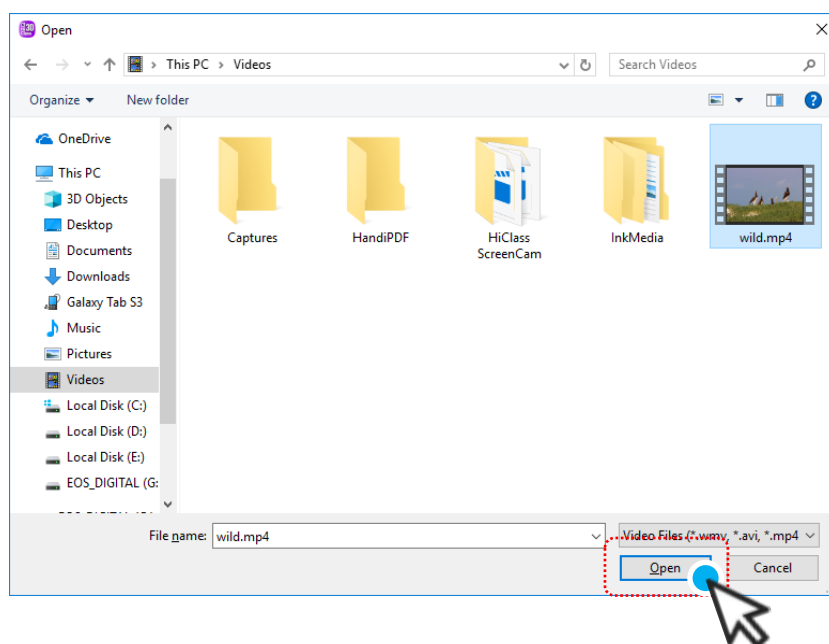
- 2 When the additional menu opens, click the [Video] menu with a mouse or Smartpen.



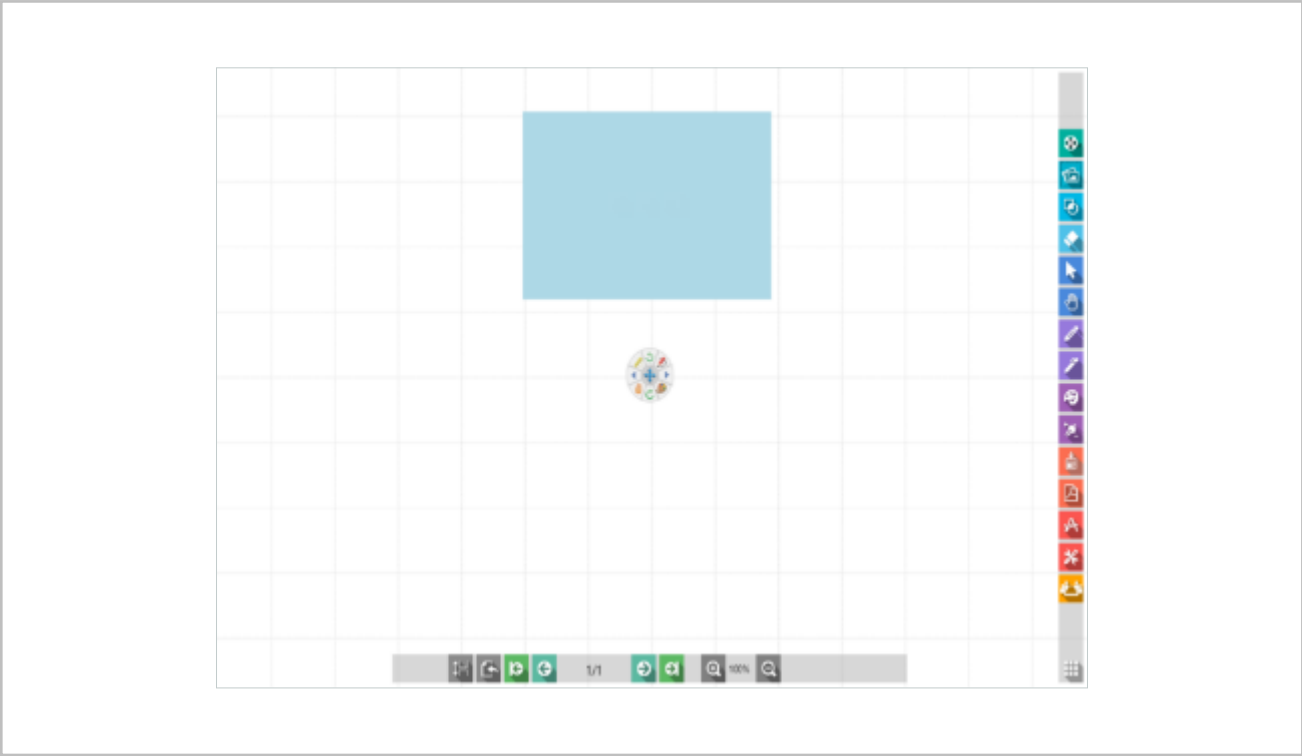
3 An File Explorer Window opens and a video file can be opened.



4 Select the desired file and click the [Open] button with a mouse or Smartpen.

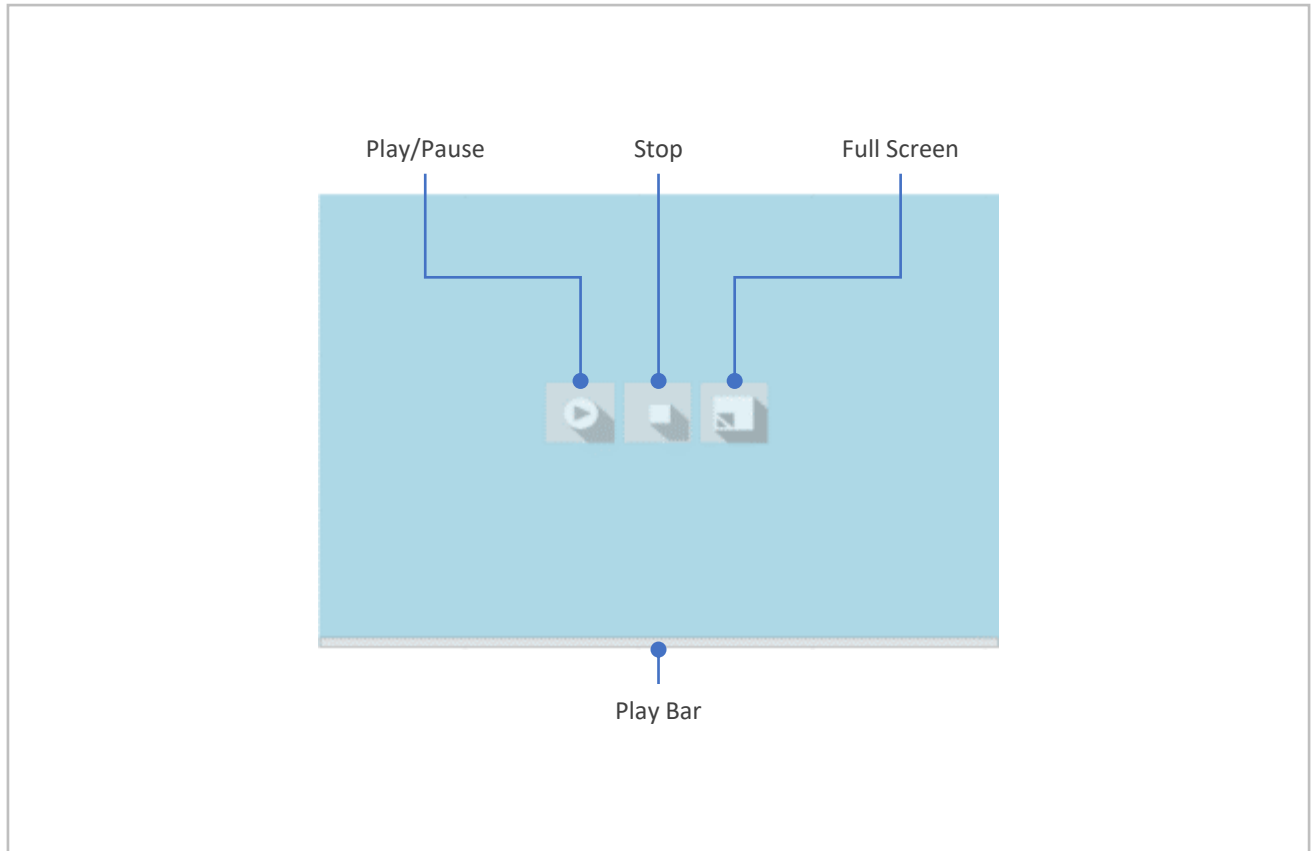


5 The video file is added as an annotation.





The movie can be operated through the buttons that appear when you move the cursor into the annotation area in [Execution Mode].



Play / Pause

- Play or pause the video.
- When the video is paused and then the Play button is pressed again, the video will play from the point at which it was paused.

Stop

- Stop playing the video.
- When the Play button is pressed again, the video starts playing from the beginning.

Full Screen

- The video screen changes to full size and fills the HiClass3D screen.
- For full screen, click the [Full Screen] button to return to the original size.

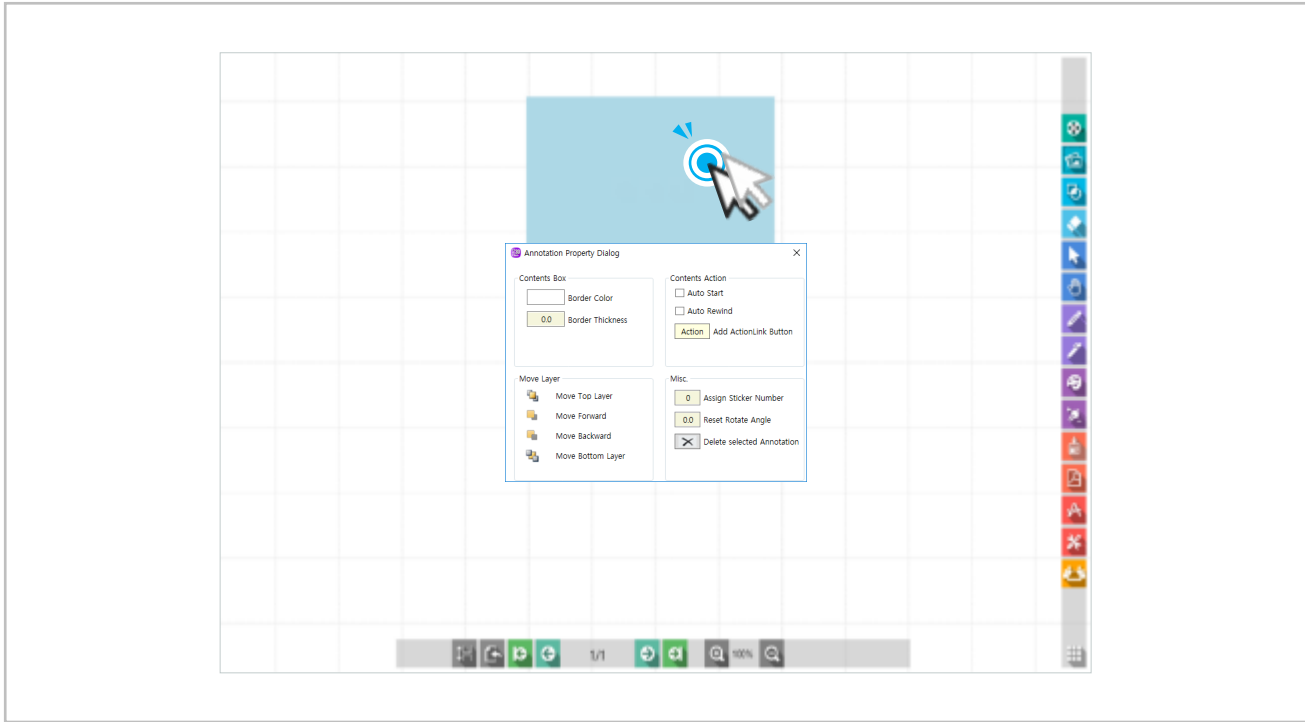
Play Bar

- It shows the progress of the video.

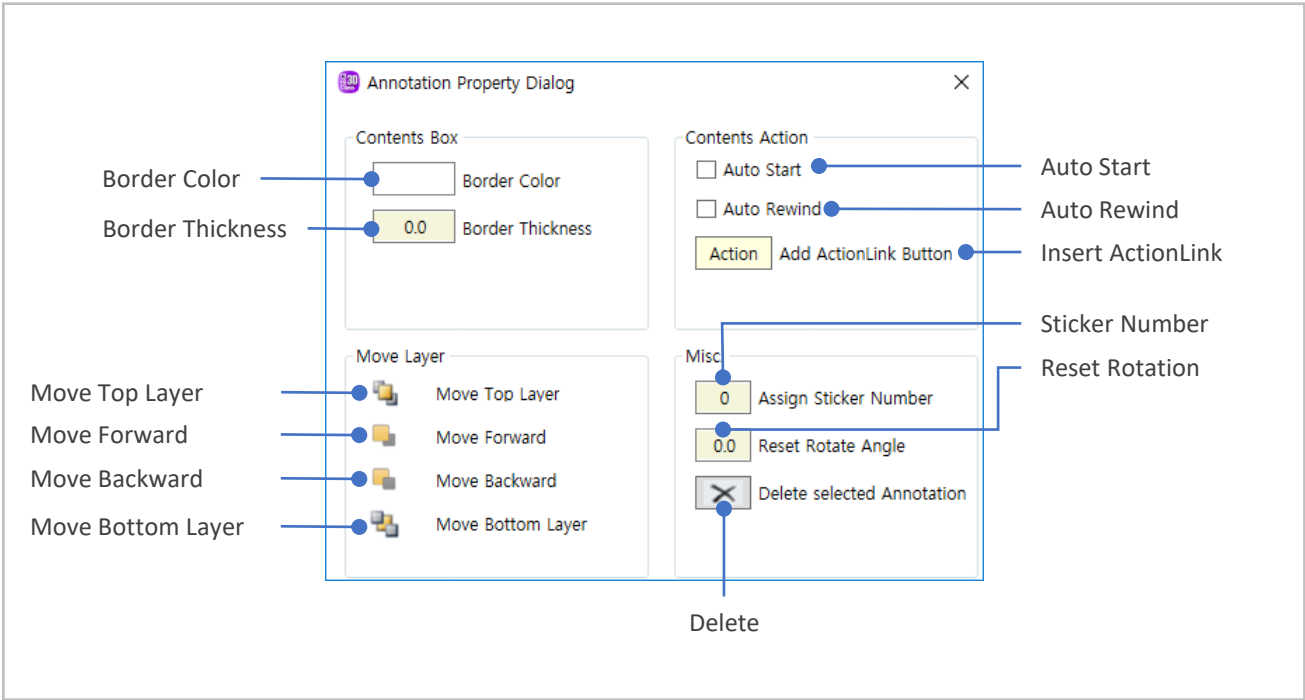




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



Video Annotation Property Dialog



Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

Auto Start

- If the annotation is moved to a page containing the annotation, the annotation's Action will be executed automatically.

Auto Rewind

- Automatically rewind after playback ends.

Insert ActionLink

- Connect the Ink Action function to the corresponding annotation.
- Click on the annotation in [Execution Mode] to execute Linked Ink Action.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotating one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.



Audio

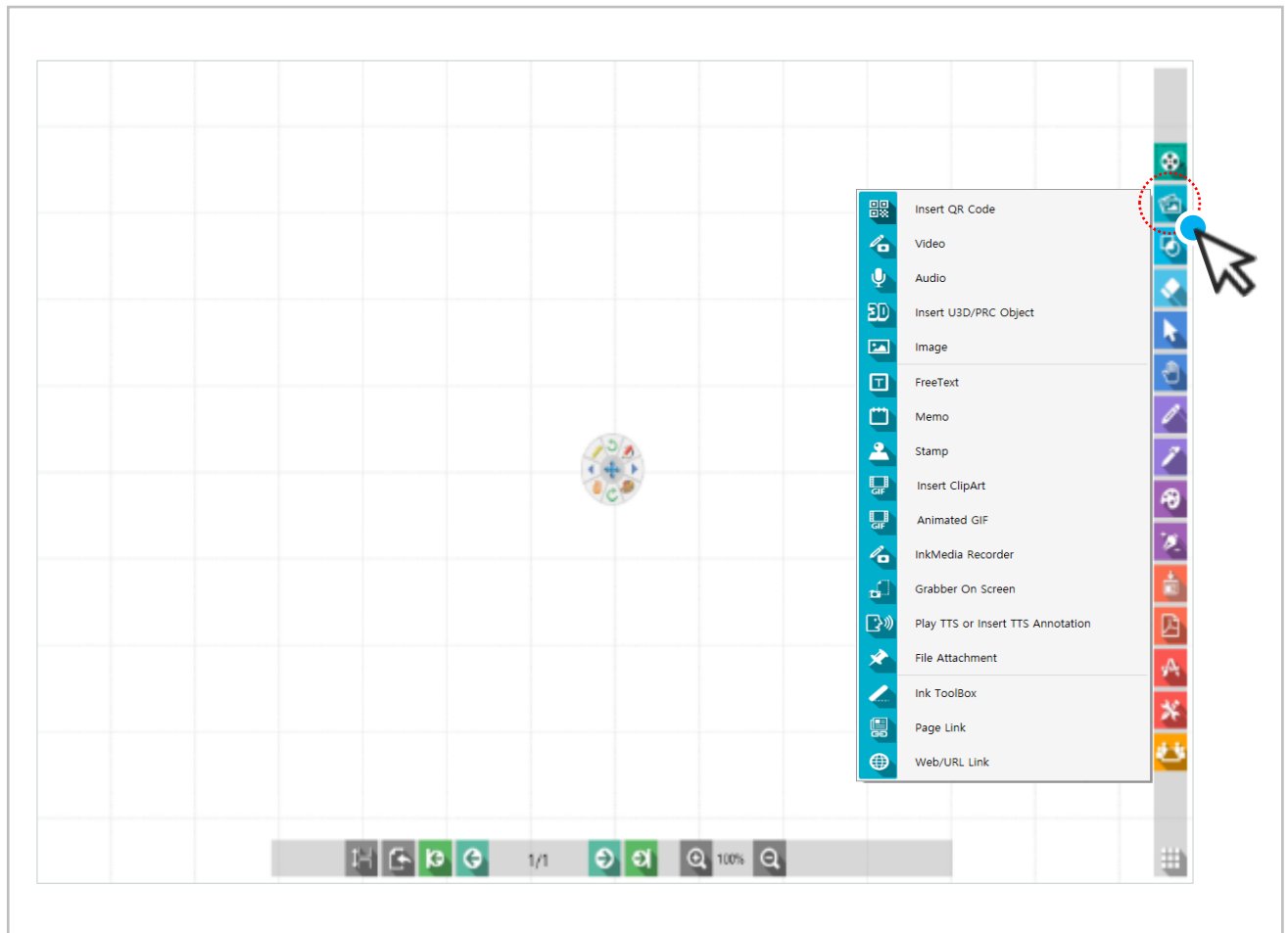
Insert an audio file into the current page.

HiClass3D supports WMA, MP3, and WAV files.

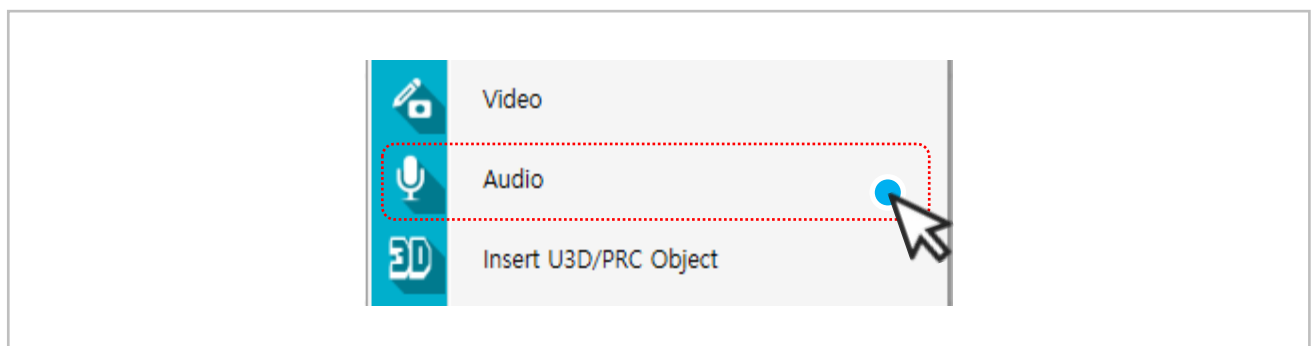
Click on an annotation in [Execution mode] with mouse or Smartpen to automatically play the audio.

Insert an Audio File

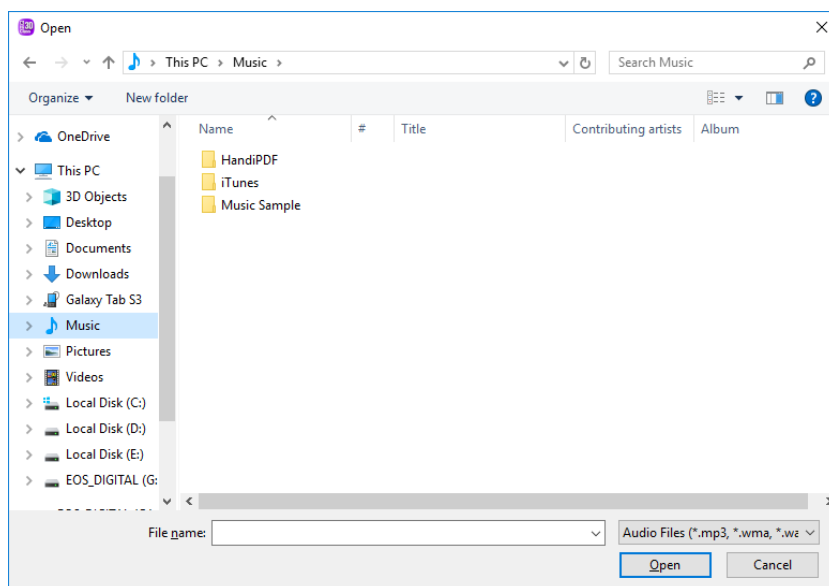
- 1 Click the [Annotation] button with a mouse or Smartpen.



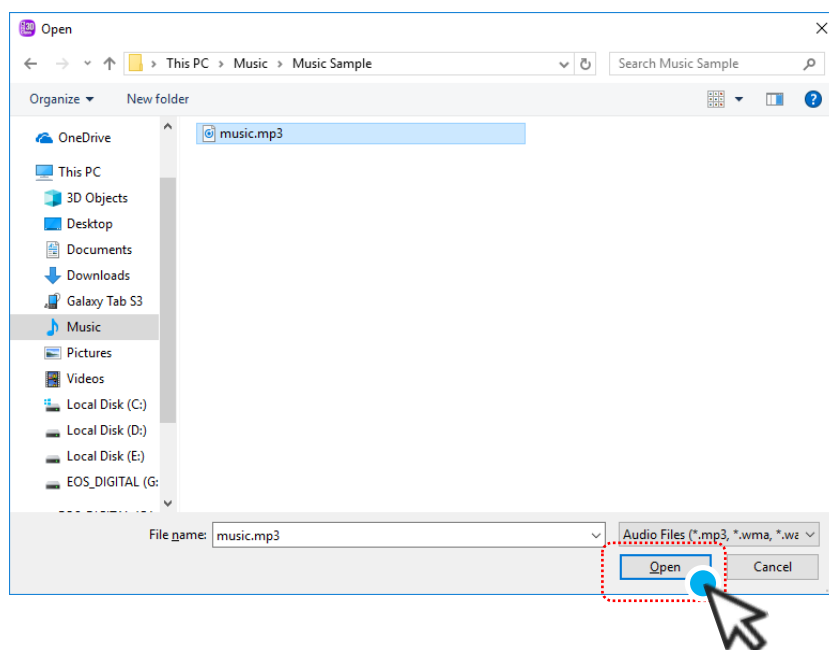
- 2 When the additional menu opens, click the [Audio] menu with a mouse or Smartpen.



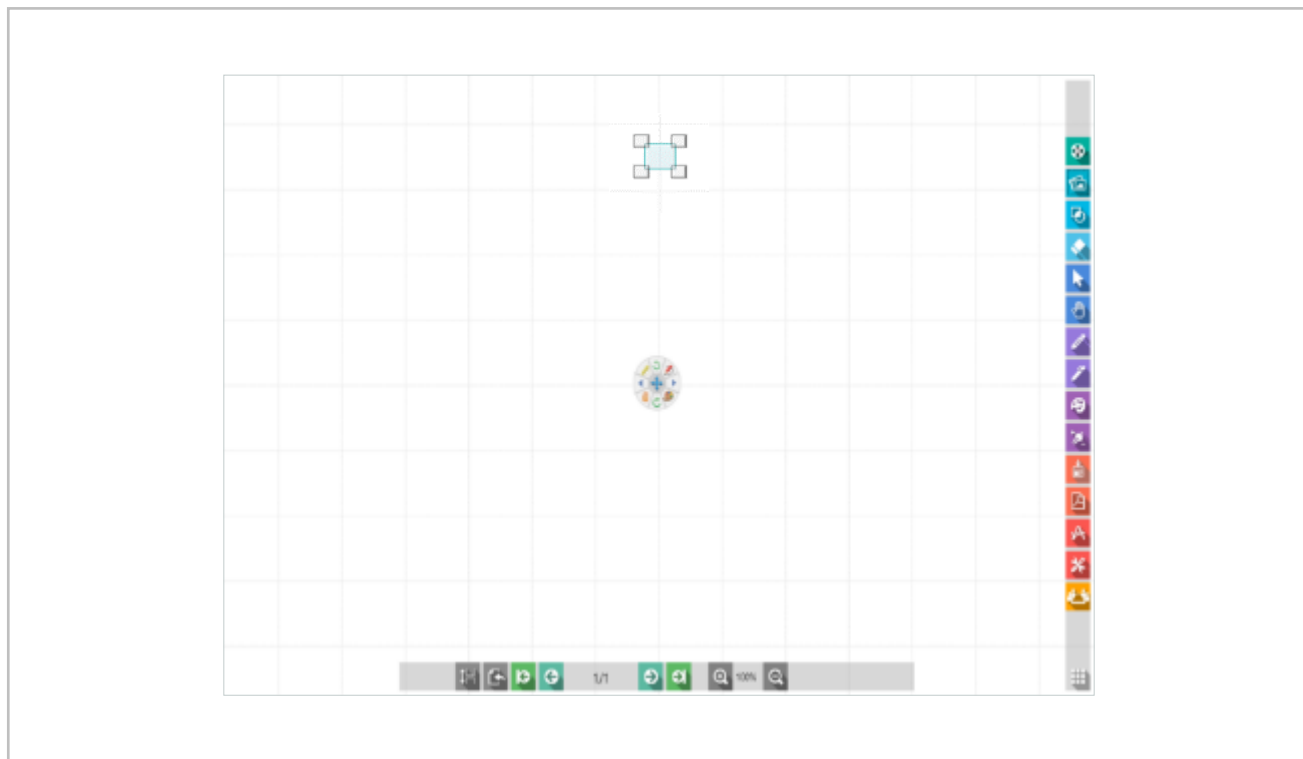
3 An Explorer Window opens and an audio file can be opened from here.



4 Select the desired file and then click the [Open] button with a mouse or Smartpen.



5 The audio file is added as an annotation.



If you click the annotation with the mouse or Smartpen in [Execution Mode], the voice annotation will play.

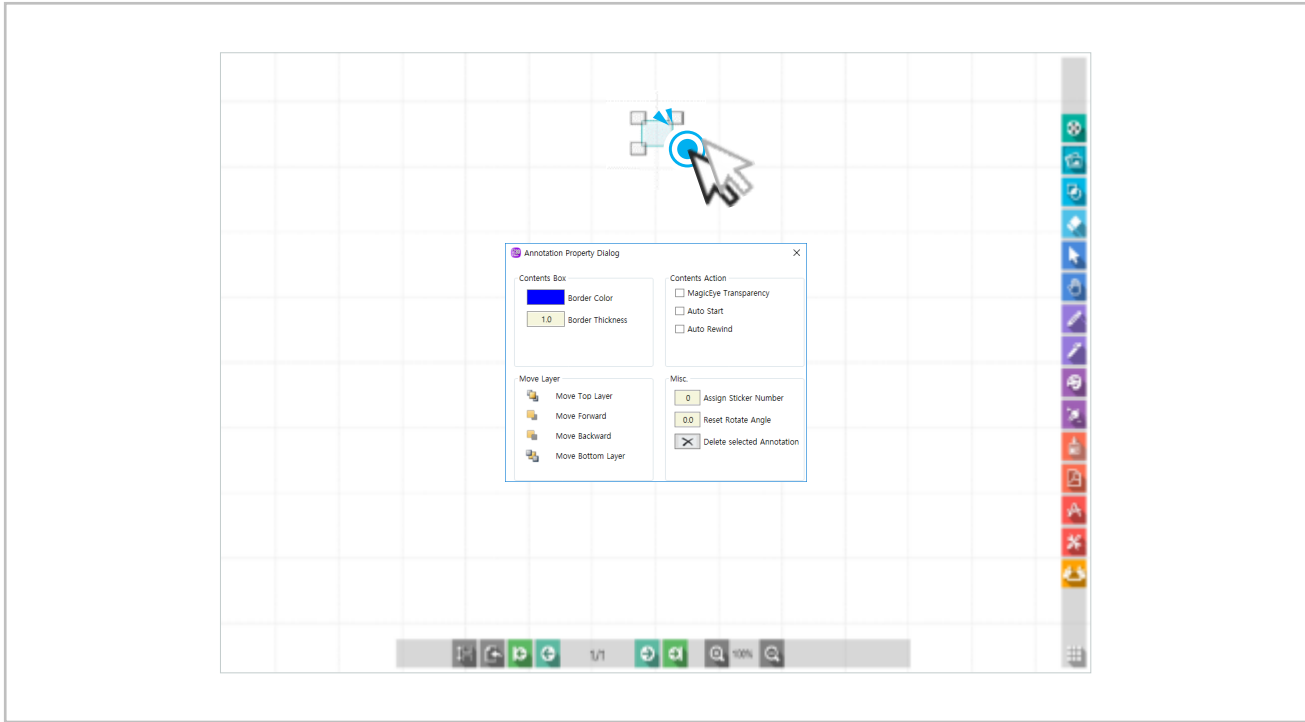


When the current cursor mode is [Execution mode], if you click the voice annotation being played with mouse or Smartpen, playback of voice annotation stops.

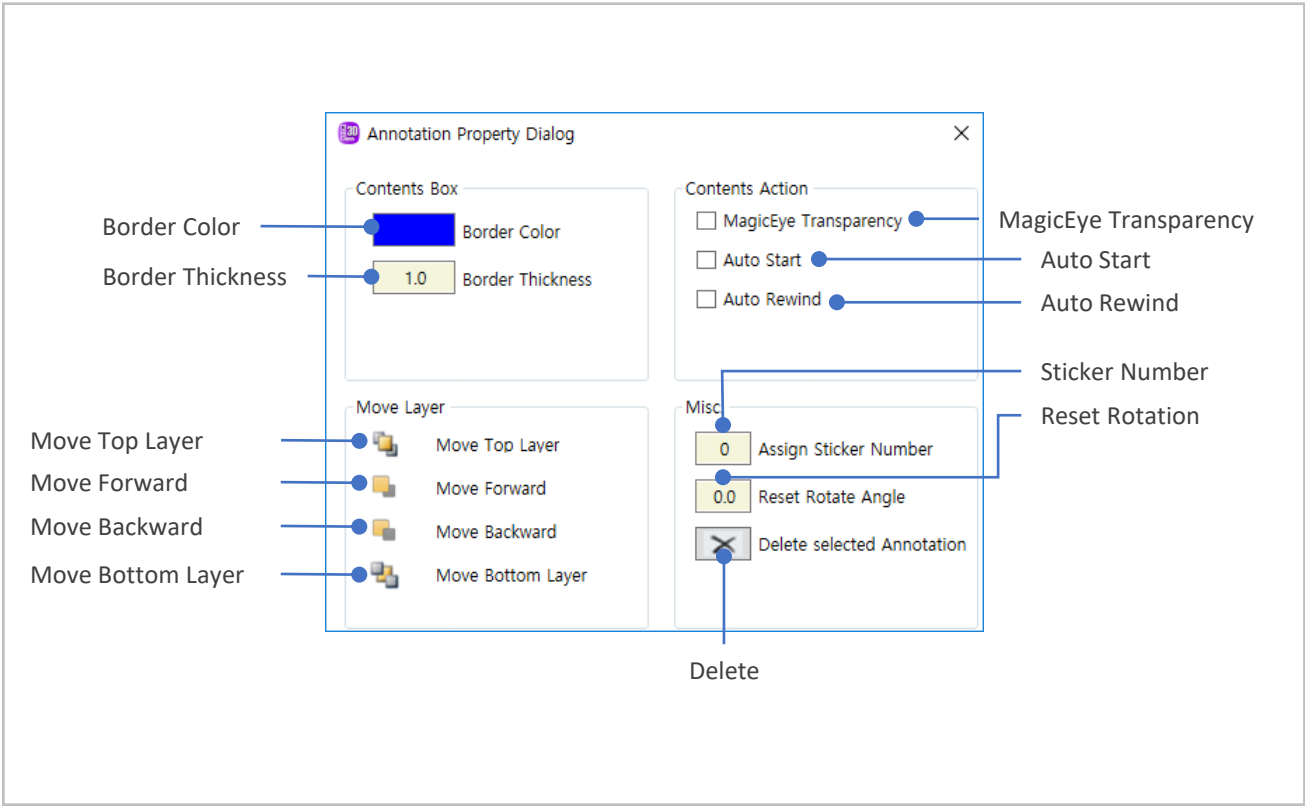




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



Audio Annotation Property Dialog



Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Auto Start

- If you move to the page that contains the annotation, the action associated with the annotation will be executed automatically.

Auto Rewind

- Automatically rewind after playback ends.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.



U3D/PRC 3D

In HiClass3D, it is possible to use 3D files for lectures.

HiClass3D supports files with U3D, PRC, STL, OBJ extensions. For PRC, some 3D objects using Schema are not supported and will be updated in future versions.

What is 3D?

3D stands for Three Dimensional and refers to stereo image (Stereoscopy).

It means that three dimensional space can be represented by three numbers (horizontal, vertical, and height). Often, the space we live in is called 3D, and the screen of the movie is expressed in 2D (plane).

Advantages of 3D

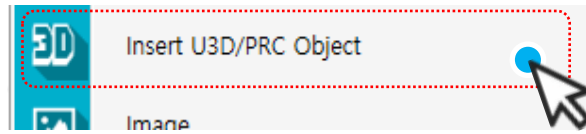
Because 2D (2D) is plane, it is different from the actual appearance. Using 3D (3D), you can conduct realistic lessons with more sophisticated and accurate content.

Insert U3D

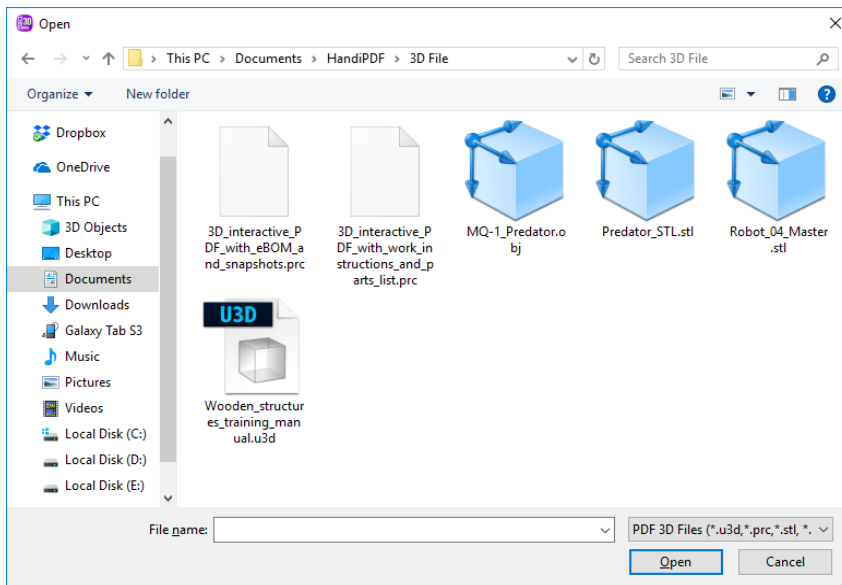
- 1 On the Primary Toolbar, click the [Annotation] button with your mouse or Smartpen.



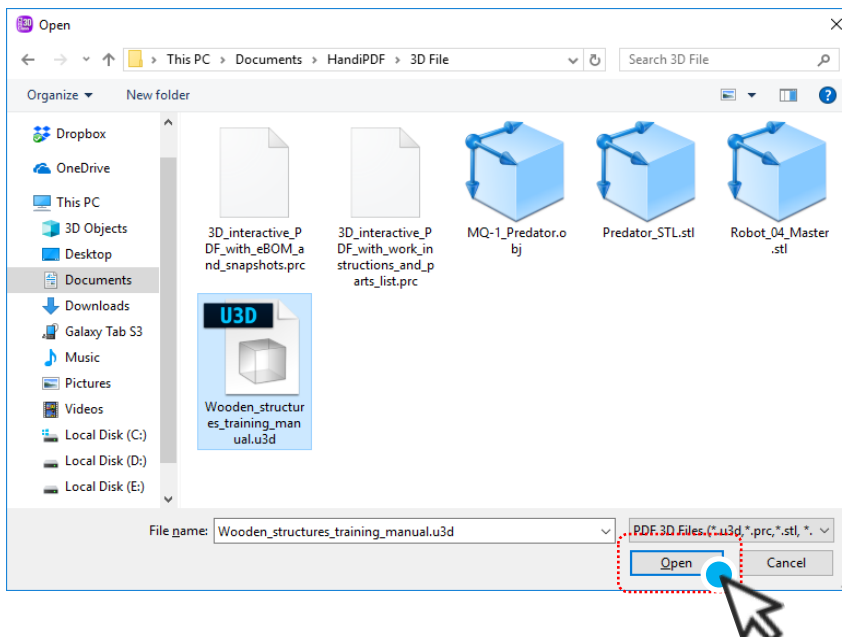
2 When the popup menu opens, click the [Insert U3D / PRC Object] menu with your mouse or Smartpen.



3 An File Explorer window opens to bring up the 3D file.



4 Select the desired file and click the [Open] button with your mouse or Smartpen.



5 The selected 3D file is inserted into the current page.

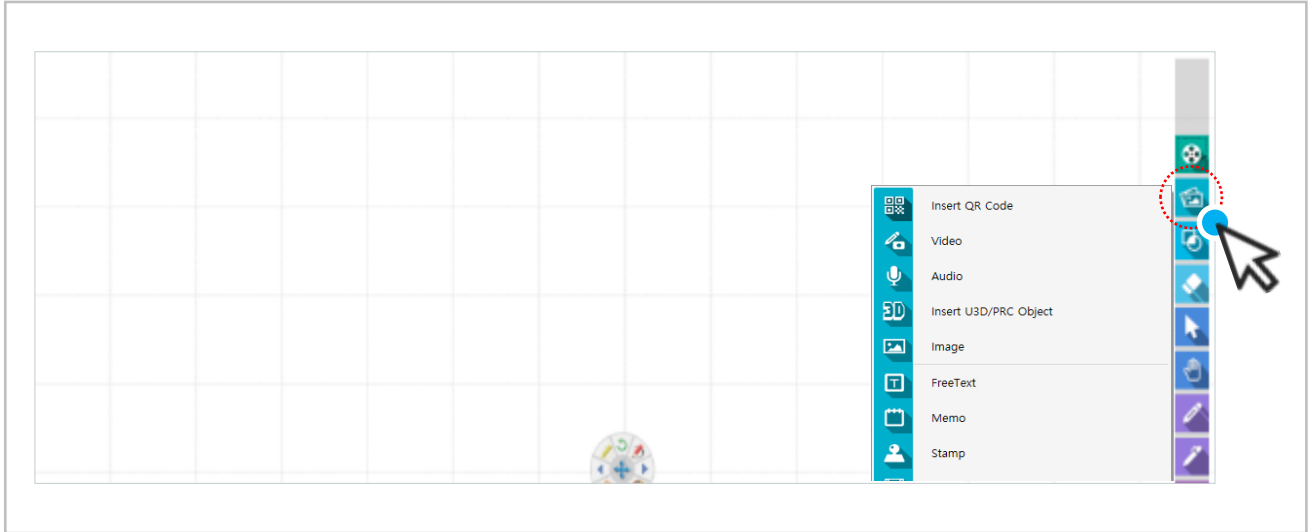


6 If you click the 3D annotation with the mouse or Smartpen in [Execution Mode], 3D annotation is activated.

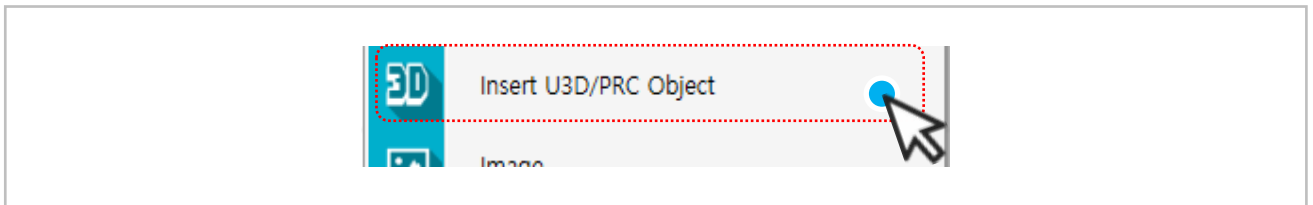


Insert PRC

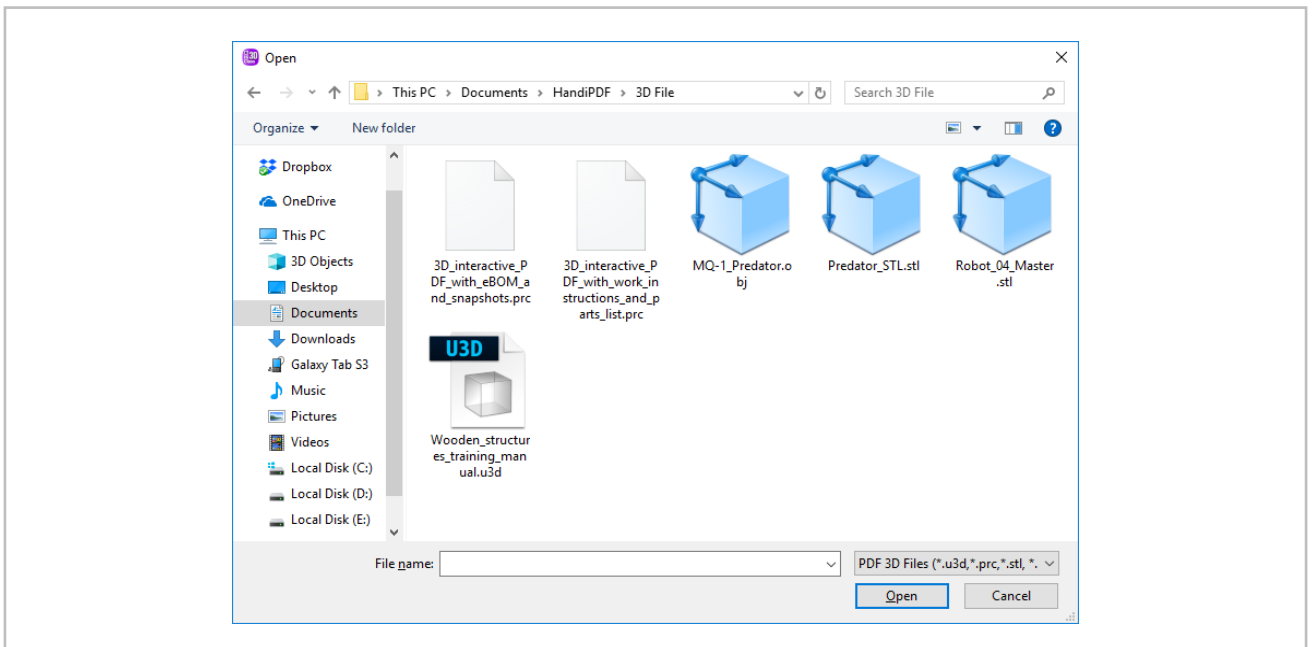
1 On the Primary Toolbar, click the [Annotation] button with your mouse or Smartpen.



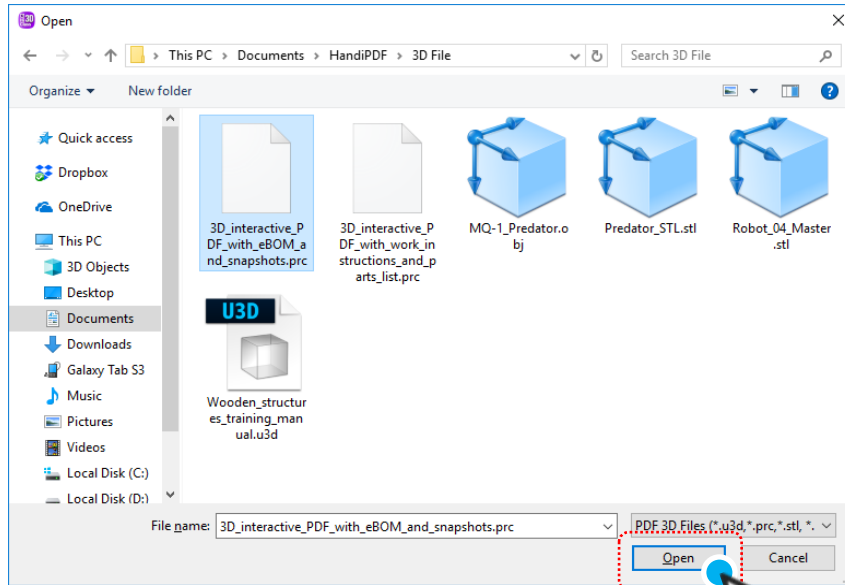
2 When the popup menu opens, click the [Insert U3D / PRC Object] menu with your mouse or Smartpen.



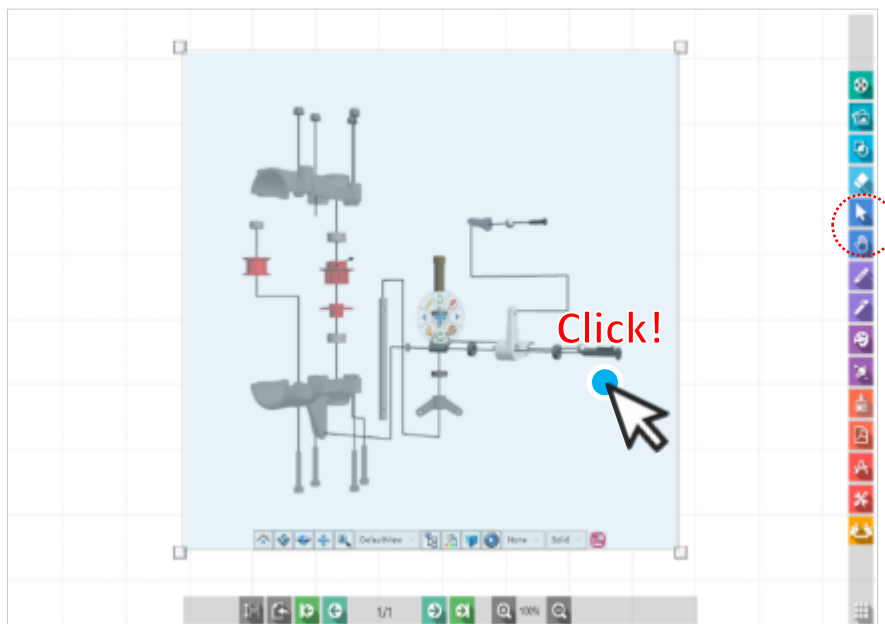
3 An File Explorer window opens to bring up the 3D file.



4 Select the desired file and click the [Open] button with your mouse or Smartpen.

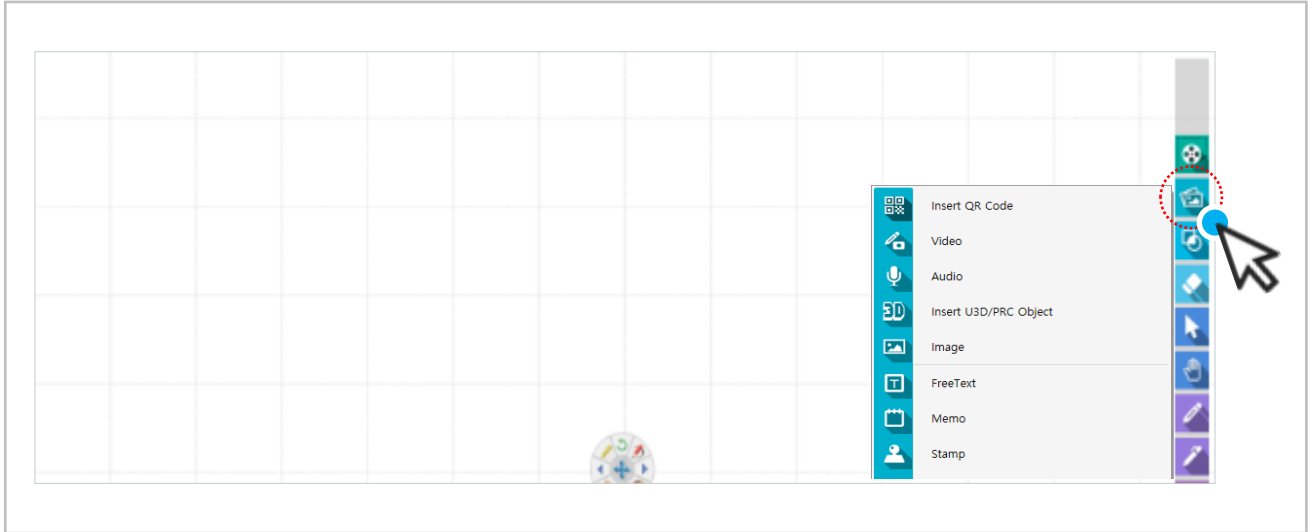


5 The PRC file is inserted, and when you click the 3D annotation with the mouse or the pen in [Execution Mode], the 3D annotation is activated.

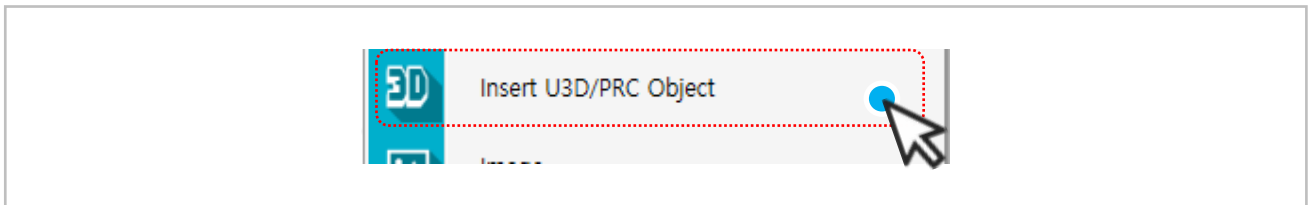


Insert STL

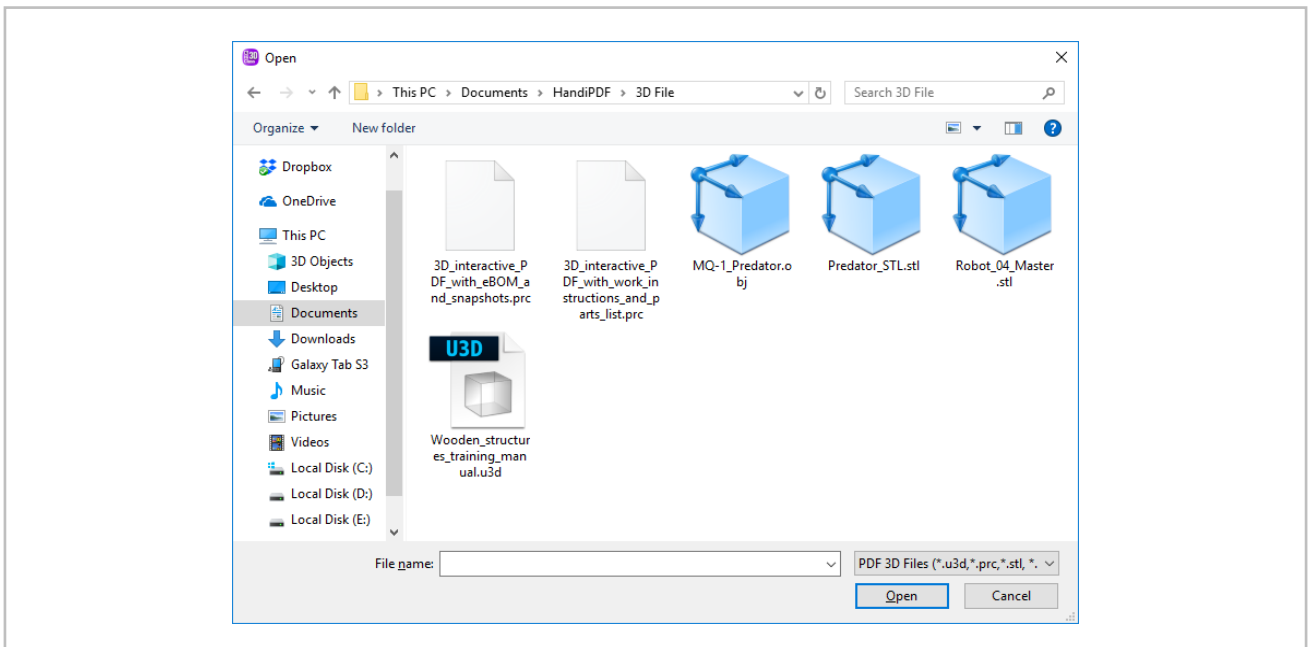
1 On the Primary Toolbar, click the [Annotation] button with your mouse or Smartpen.



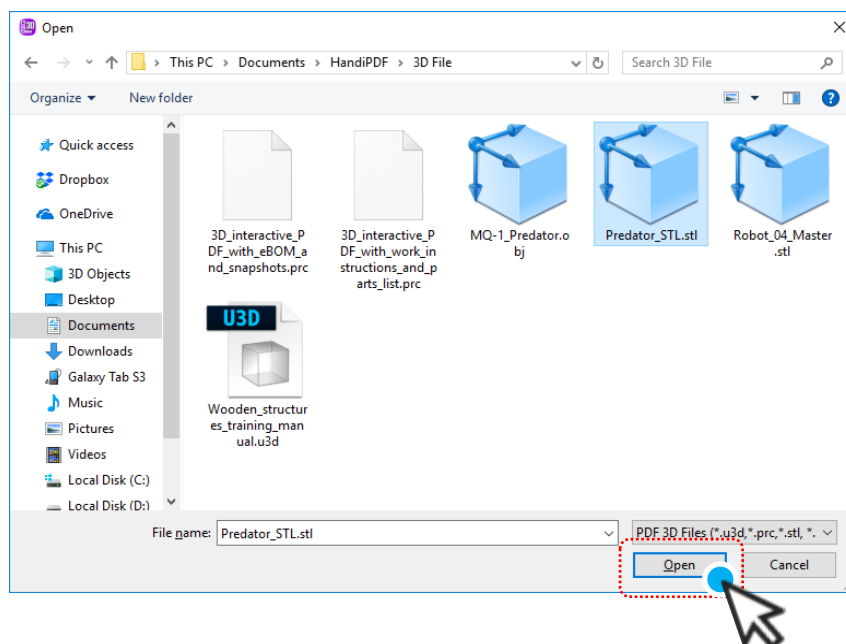
2 When the popup menu opens, click the [Insert U3D / PRC Object] menu with your mouse or Smartpen.



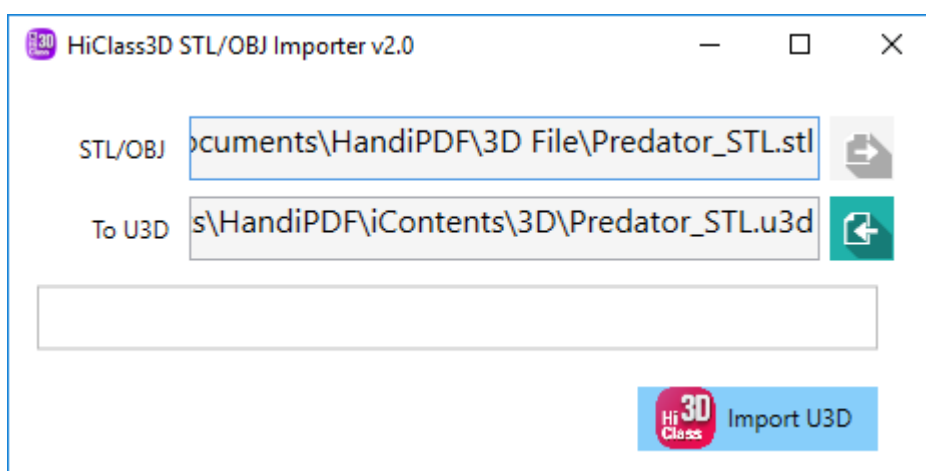
3 An File Explorer window opens to bring up the 3D file.



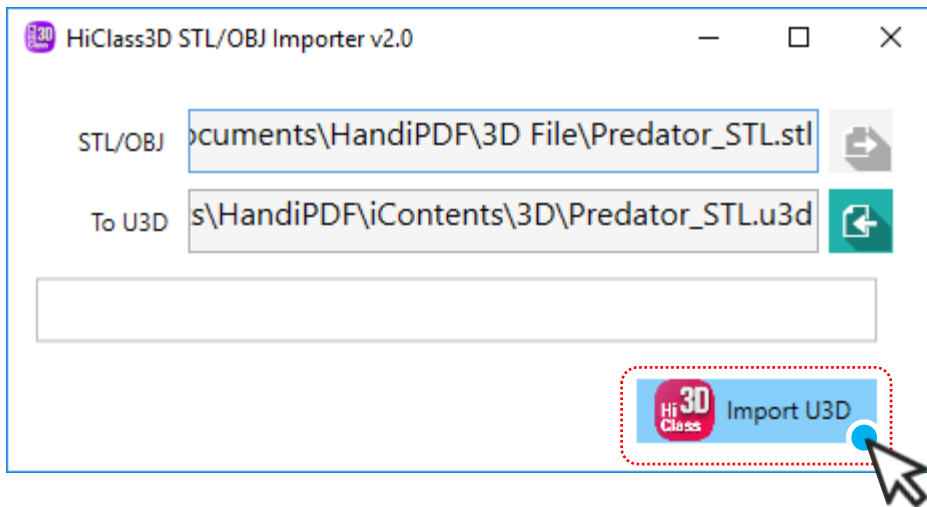
4 Select the desired file and click the [Open] button with your mouse or Smartpen.



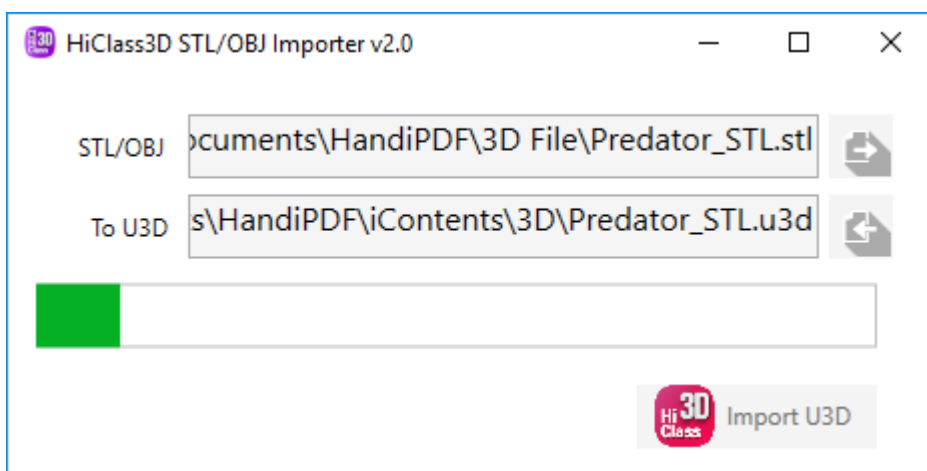
5 A dialog appears allowing you to convert the STL file to a U3D file.



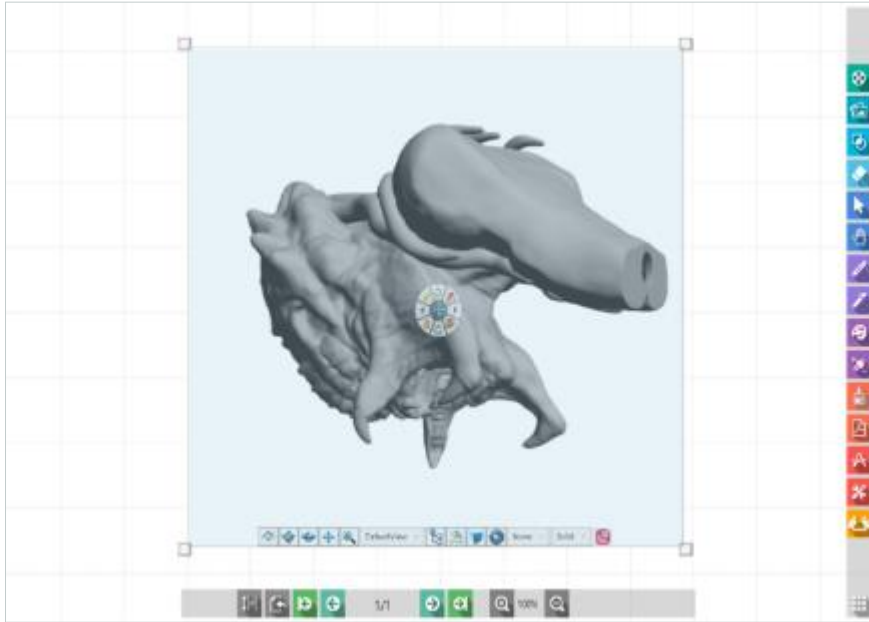
6 After selecting the file save location, click the [Import U3D] button with your mouse or Smartpen.



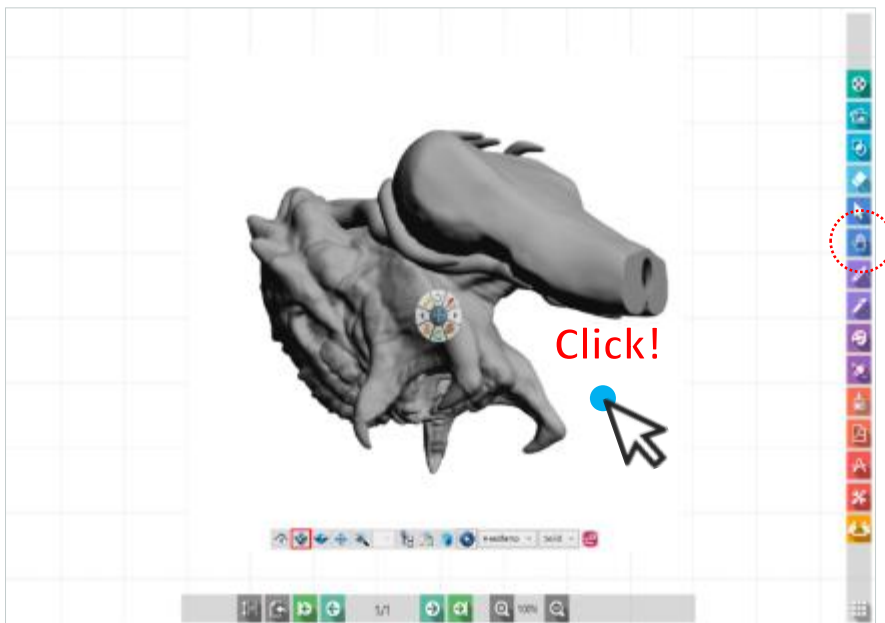
7 Conversion of the STL file begins.



8 When the file conversion is completed, it is inserted as a 3D annotation on the current page.

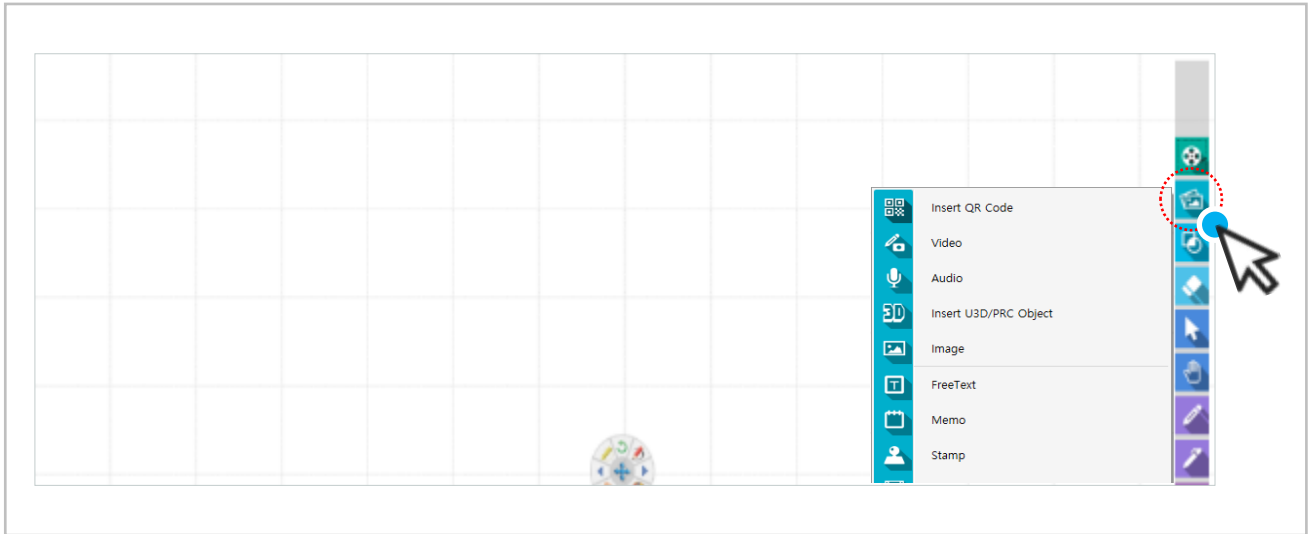


9 If you click 3D Annotation with mouse or Smartpen in [Execution Mode], 3D annotation is activated.

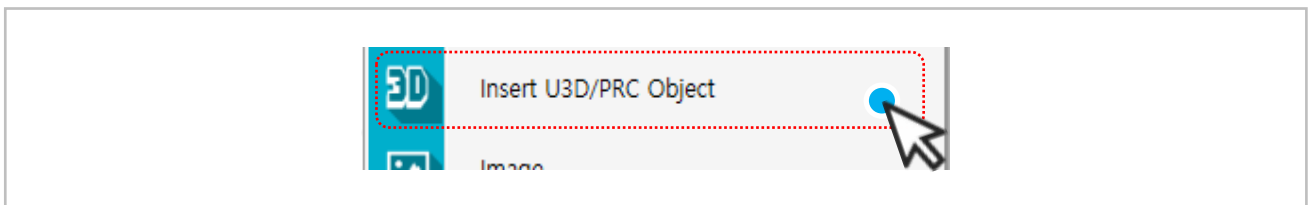


Insert OBJ

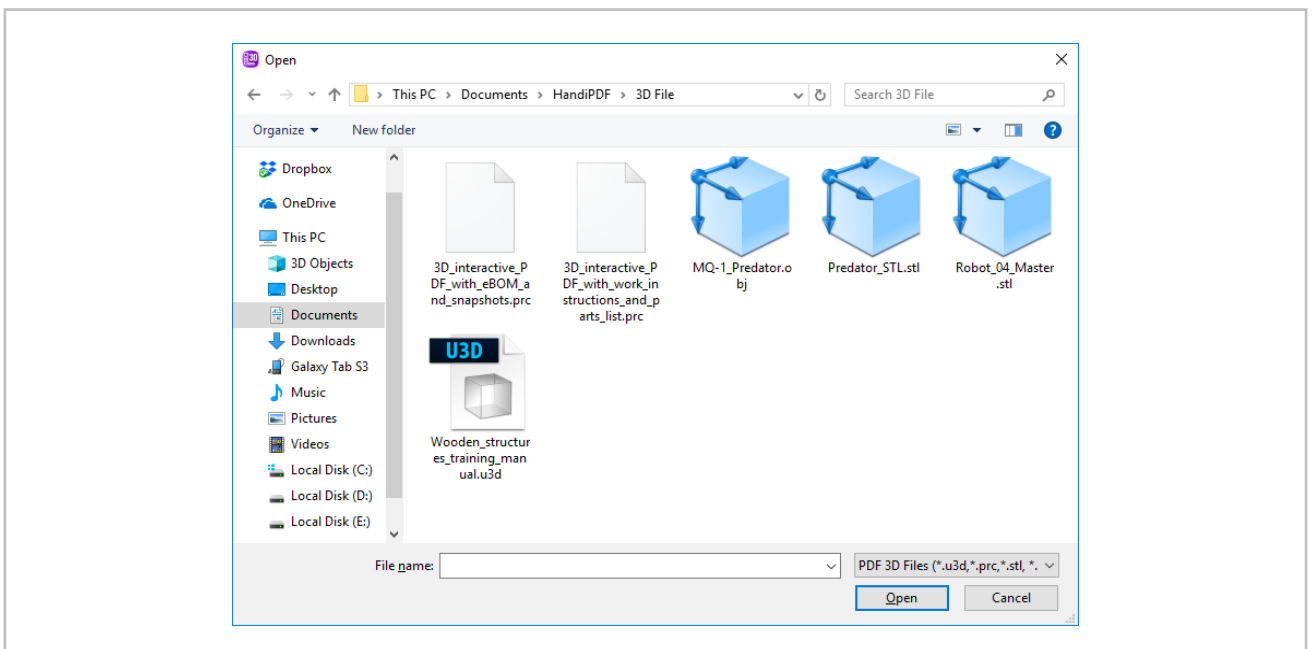
1 On the Primary Toolbar, click the [Annotation] button with your mouse or Smartpen.



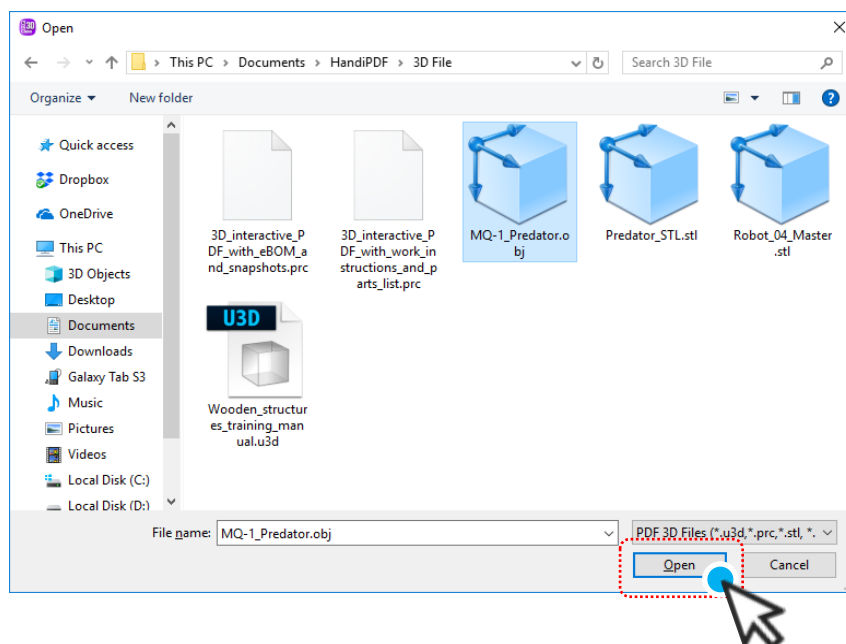
2 When the popup menu opens, click the [Insert U3D/PRC Object] menu with your mouse or Smartpen.



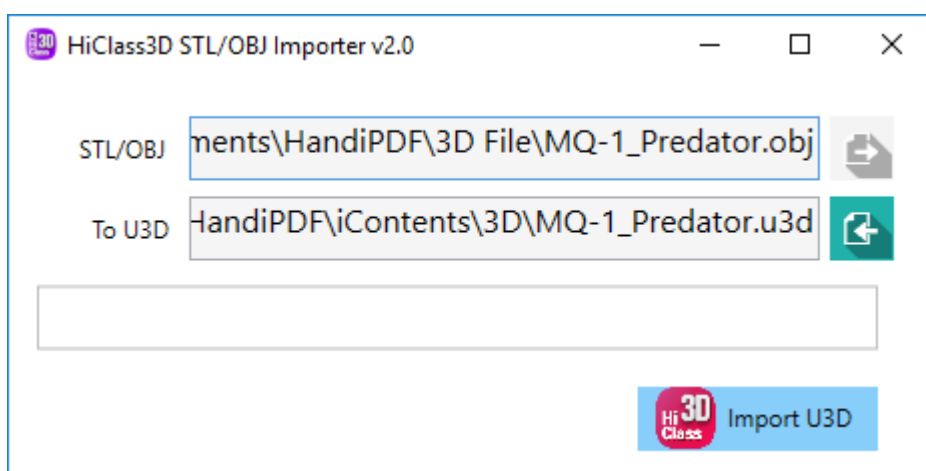
3 An File Explorer window opens to bring up the 3D file.



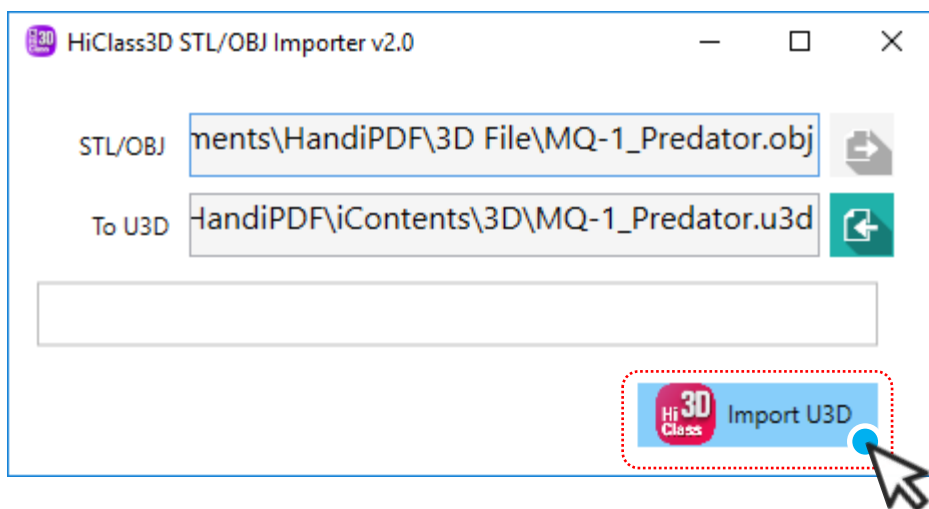
4 Select the desired file and click the [Open] button with your mouse or Smartpen.



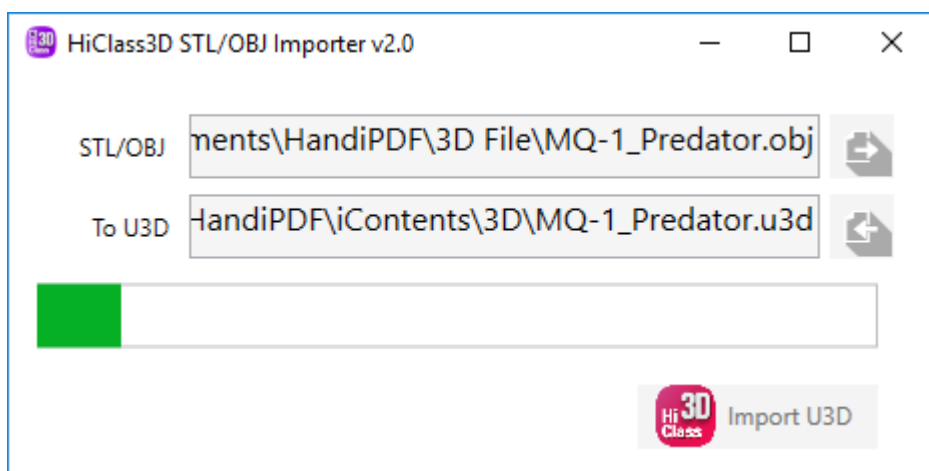
5 A dialog appears to convert the OBJ file to a U3D file.



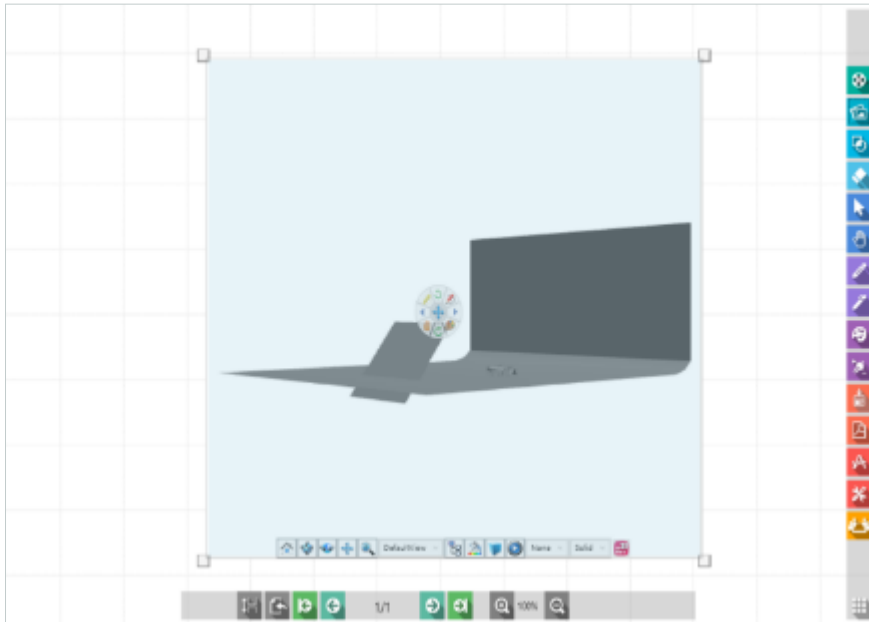
6 After selecting the file save location, click the [Import U3D] button with your mouse or Smartpen.



7 Conversion of the OBJ file begins.



8 When the file conversion is completed, it is inserted as a 3D annotation on the current page.

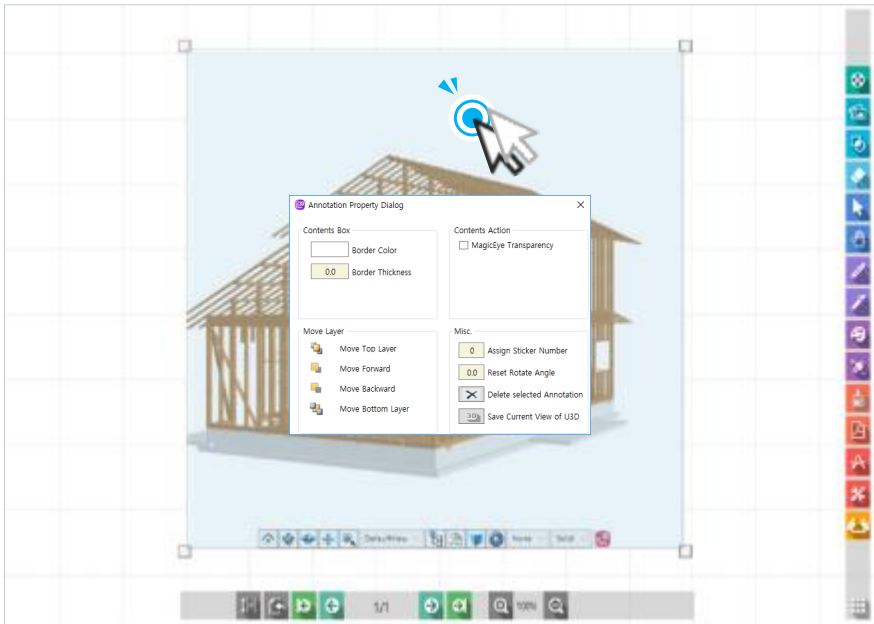


9 If you click 3D Annotation with mouse or Smartpen in [Execution Mode], 3D annotation is activated.

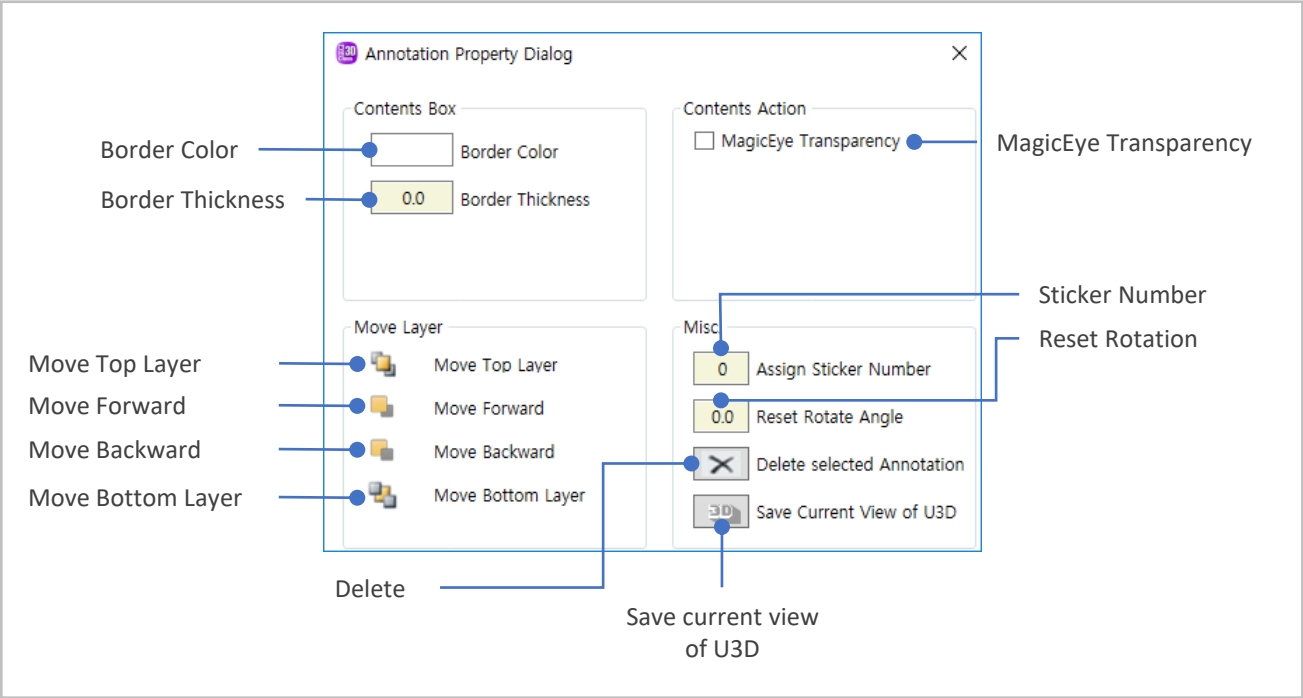




If you double-click the annotation in [Select Mode], you can edit / delete it through the dialog that appears.



3D Annotation Property Dialog



Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Save current view of U3D

- Save the current image of the U3D annotation as a default U3D image in the PDF document.

Delete Annotation

- Delete the selected annotation from the current page.

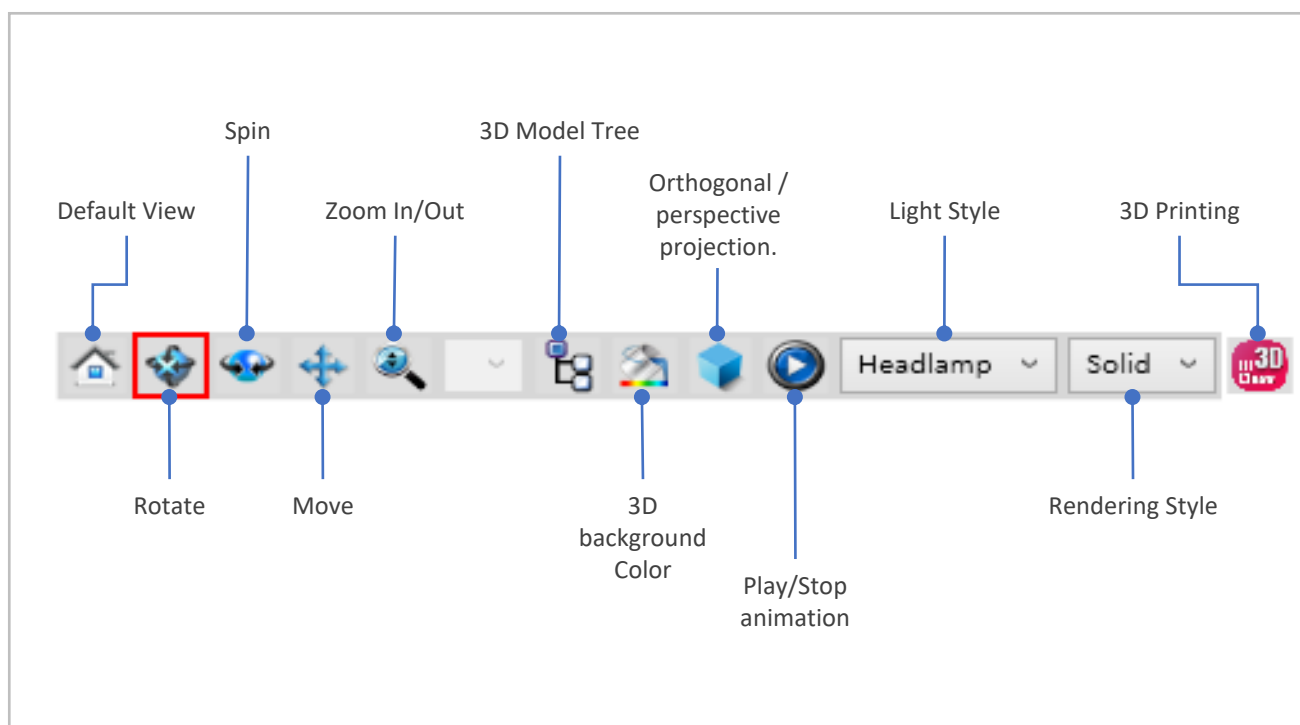


Control 3D Annotation.

In HiClass3D, you can teach using 3D annotation.

In addition to adding 3D annotation to the page, you can control 3D annotation and connect it to a 3D printer.

Control 3D Toolbar



Default View

- The 3D View switches to the default view.

Rotate

- 3D annotation can be rotated up / down / left / right.

Spin

- You can spin 3D annotation left / right.

Move

- You can move 3D annotation up / down / left / right.

Zoom In/Out

- You can zoom in / out of 3D annotation.

3D Model Tree

- You can see the tree structure of 3D annotation.

3D Background Color

- You can change the background color of the 3D annotation.

Orthogonal / perspective projection

- The projection of 3D annotation can be selected from orthogonal / perspective.

Play/Stop Animation

- If 3D animations have animations, they can be played or stopped.

Light Style

- You can set the lighting style of the 3D annotation.

Rendering Style

- You can set the rendering style of the 3D annotation.

3D printing

- 3D annotations can be printed on 3D printers.



Control 3D Annotation

In HiClass3D, you can teach using 3D annotation.

In addition to adding 3D annotation to the page, you can control 3D annotation and connect it to a 3D printer.

Activate 3D Annotation

- 1 Add 3D annotation through [Insert U3D / PRC Object] as shown below.

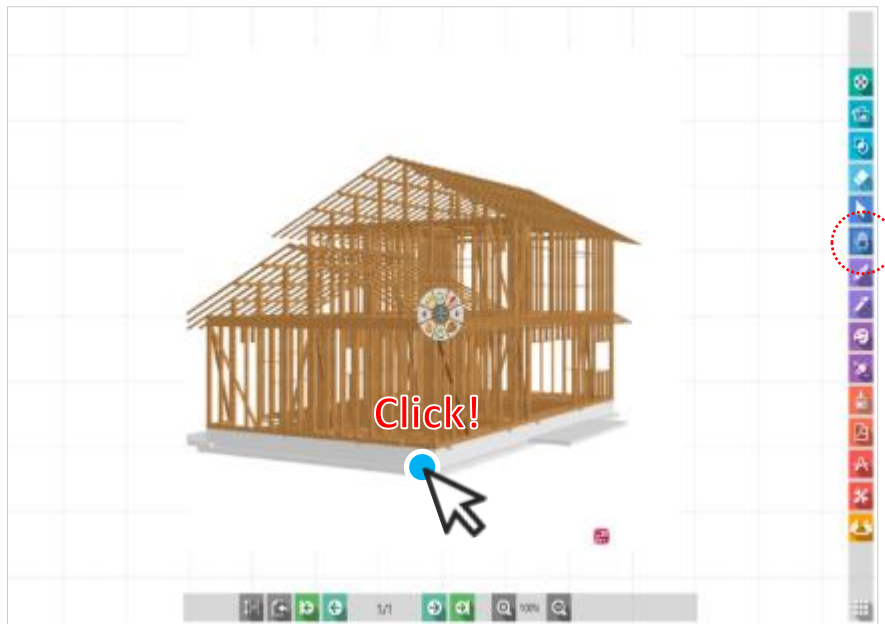


- 2 If you click the 3D annotation with the mouse or Smartpen in [Execution Mode], 3D annotation is activated.

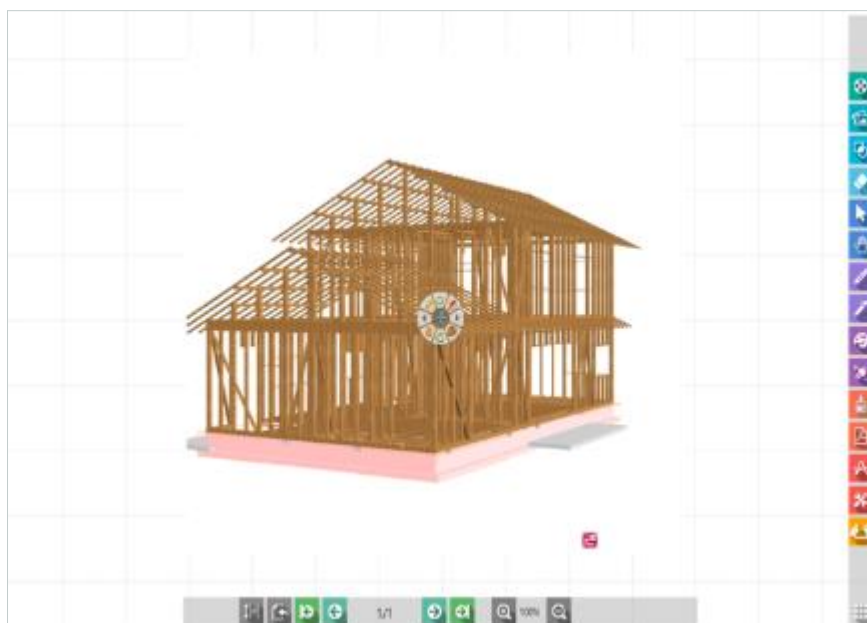


Selecting the part of the 3D annotation.

- 1 Click the part of the 3D annotation you want to select in [Execution Mode] with the mouse or Smartpen.



- 2 The part of the selected 3D annotation is displayed in a deep pink color.

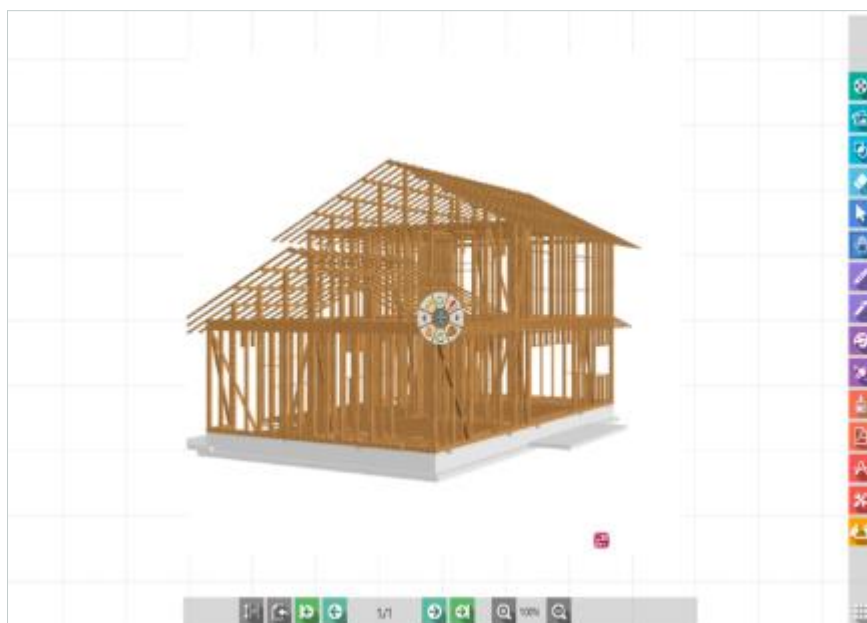


Deselect the part of the 3D annotation.

1 In [Execution Mode], click anywhere on the background of the 3D annotation with your mouse or Smartpen.

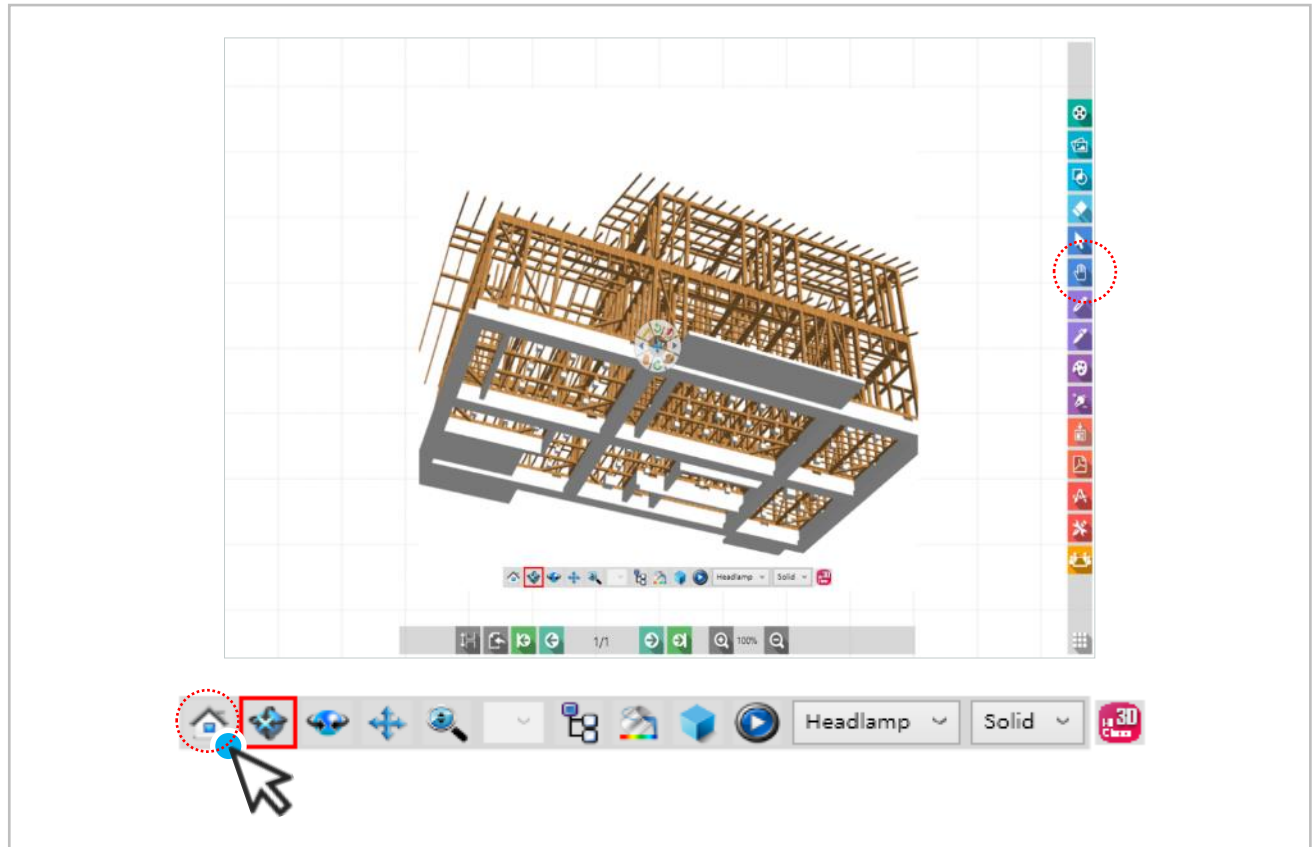


2 The selected area of the 3D annotation is deselected.



Default View of 3D Annotation

1 In [Execution Mode], click [Default View] menu of 3D control menu with mouse or Smartpen.

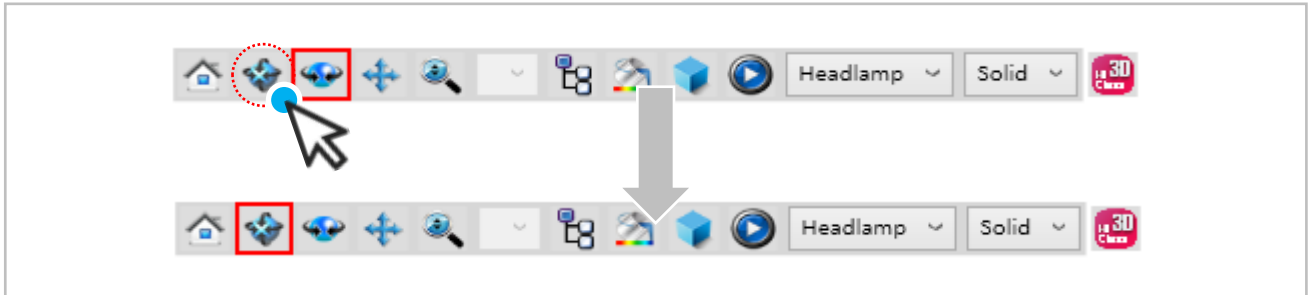


2 3D annotation will switch to Default View.

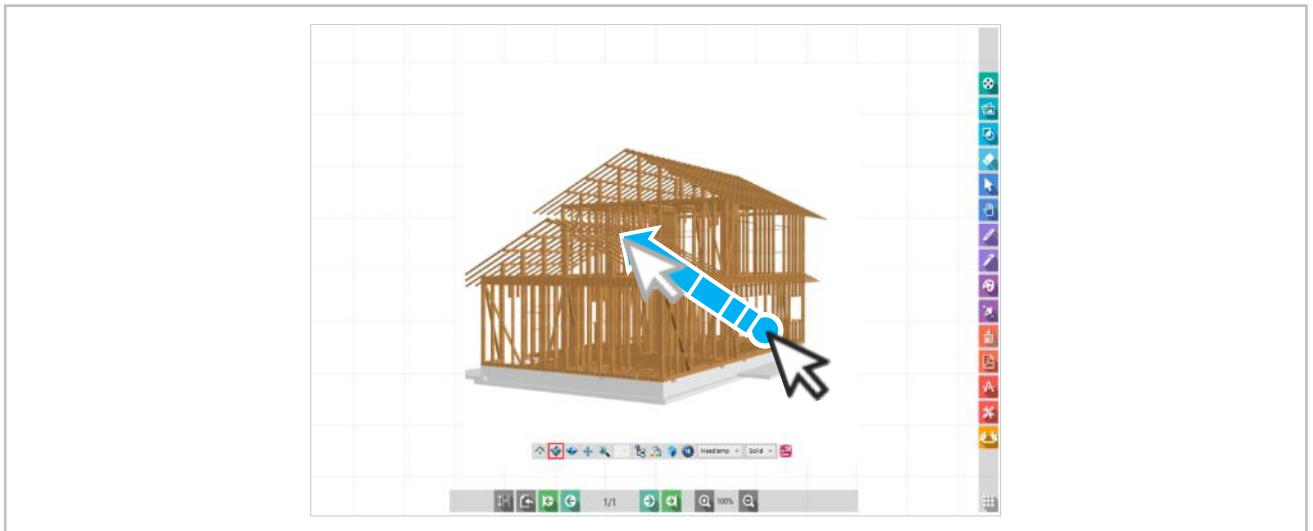


Rotate 3D Annotation

- 1 In [Execution Mode], click [Rotate] menu of 3D control menu with mouse or Smartpen to switch to Rotation state.



- 2 Drag the 3D annotation with the mouse or Smartpen and rotate it in the desired direction.

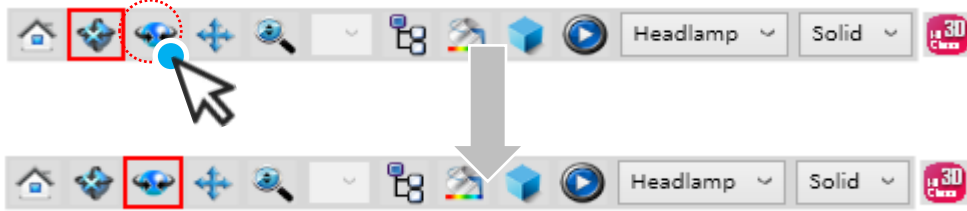


- 3 The 3D annotation is rotated in the direction in which it is moved.

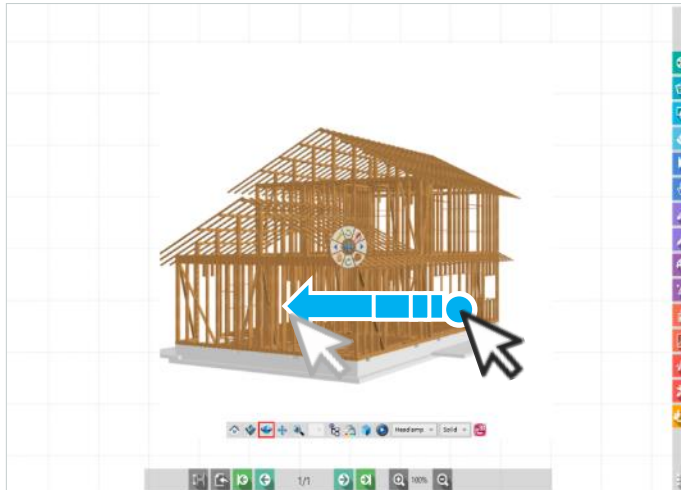


Spin 3D Annotation - Spin

1 In [Execution Mode], click [Spin] menu with mouse or Smartpen to switch to Spin state.



2 Drag the 3D annotation with the mouse or Smartpen and spin it in the desired direction.

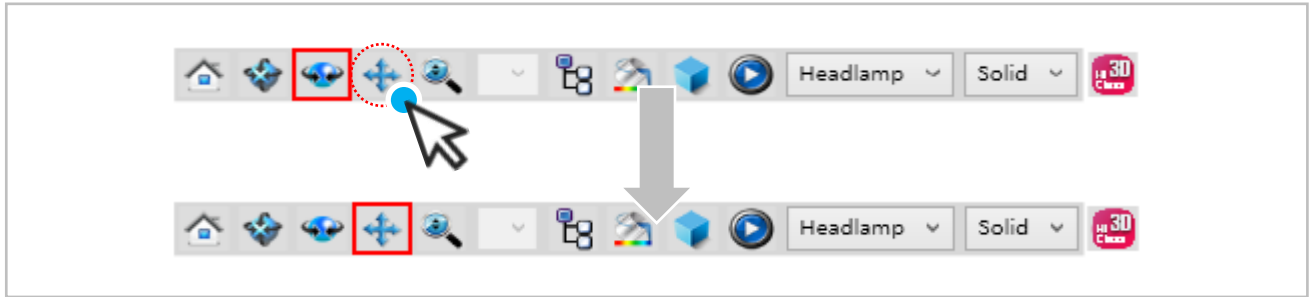


3 The 3D annotation is spun in the left and right (horizontal) directions while the vertical direction is fixed.



Move 3D Annotation

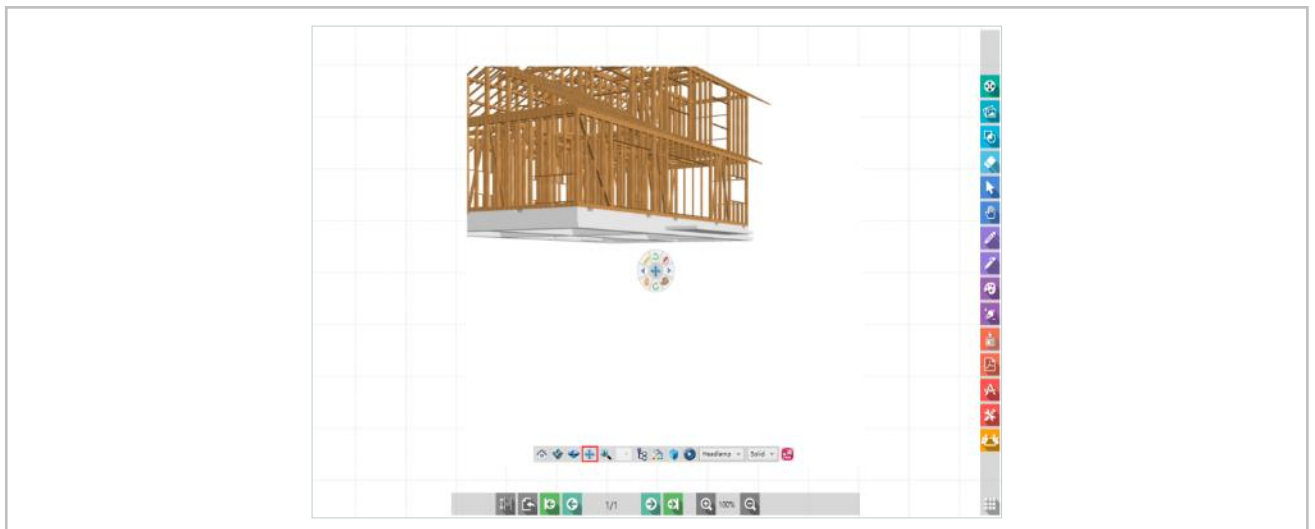
- 1 In [Execution Mode], click the [Move] menu of the 3D control menu with mouse or Smartpen to switch to the Move state.



- 2 Drag the 3D annotation with the mouse or Smartpen and move it in the desired direction.



- 3 The 3D annotation moves in the direction in which it is moved.



Zoom in/out 3D Annotation

The zoom menu is the same, but the zooming state is determined by the direction of dragging with the mouse or Smartpen, and the size of the 3D annotation changes according to this direction.

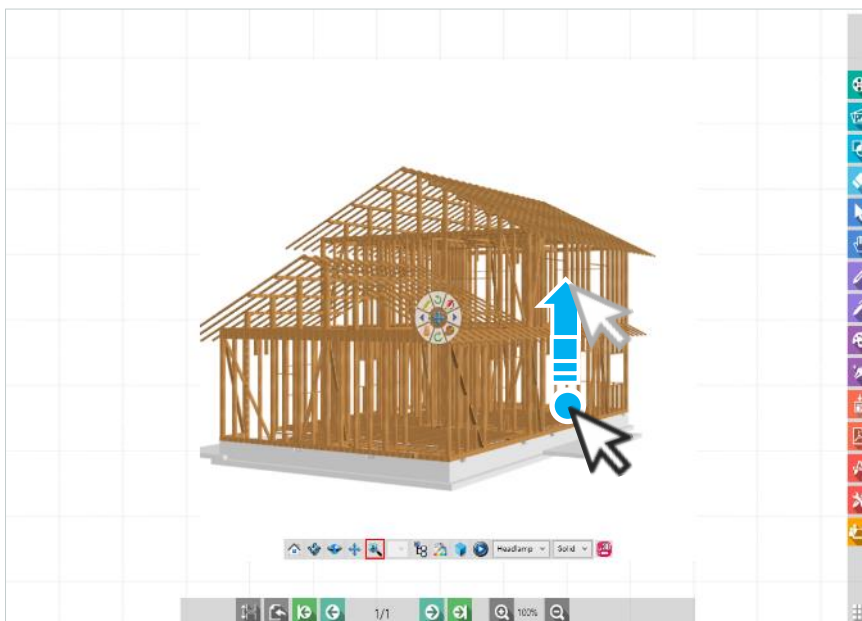
Zoom of 3D Annotation

- 1 In [Execution Mode], click [Zoom] menu of 3D control menu with mouse or Smartpen to switch to Zoom state.

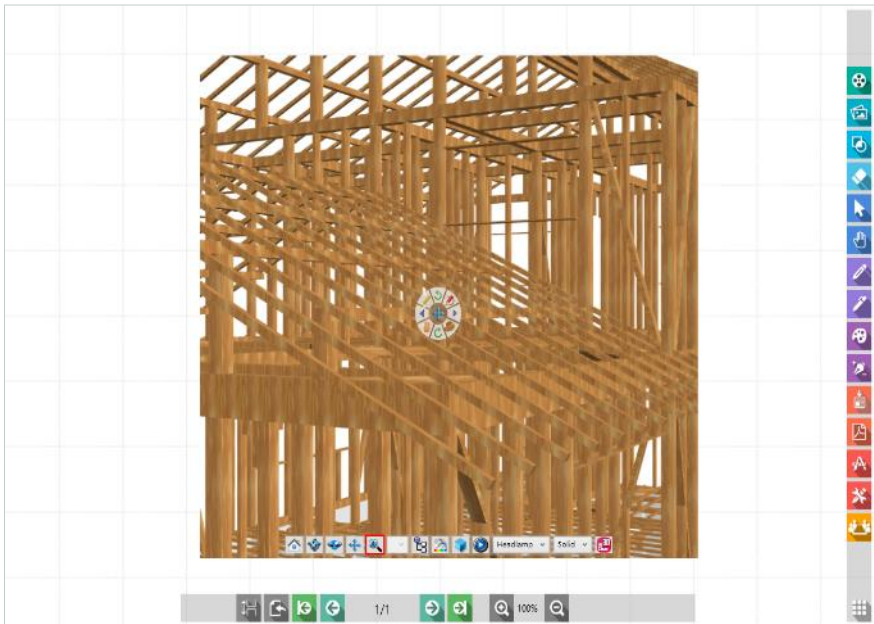


Zoom in 3D Annotation

- 1 In the [Zoom] state, touch the 3D annotation, and then drag it from the bottom to the top.



2 The 3D annotation is enlarged.

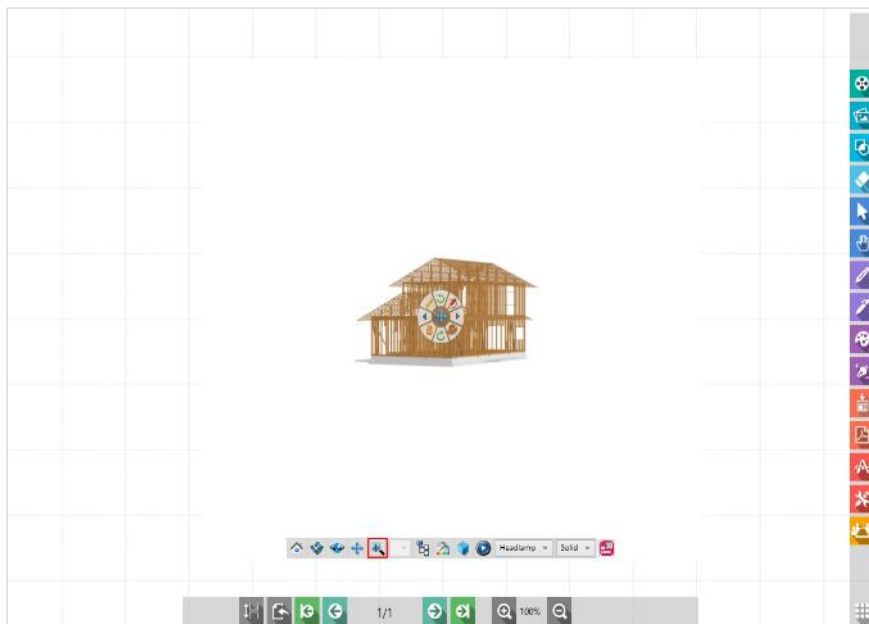


Zoom Out 3D Annotation

1 In the [Zoom] state, touch the 3D annotation with your mouse or Smartpen, then drag it from top to bottom.



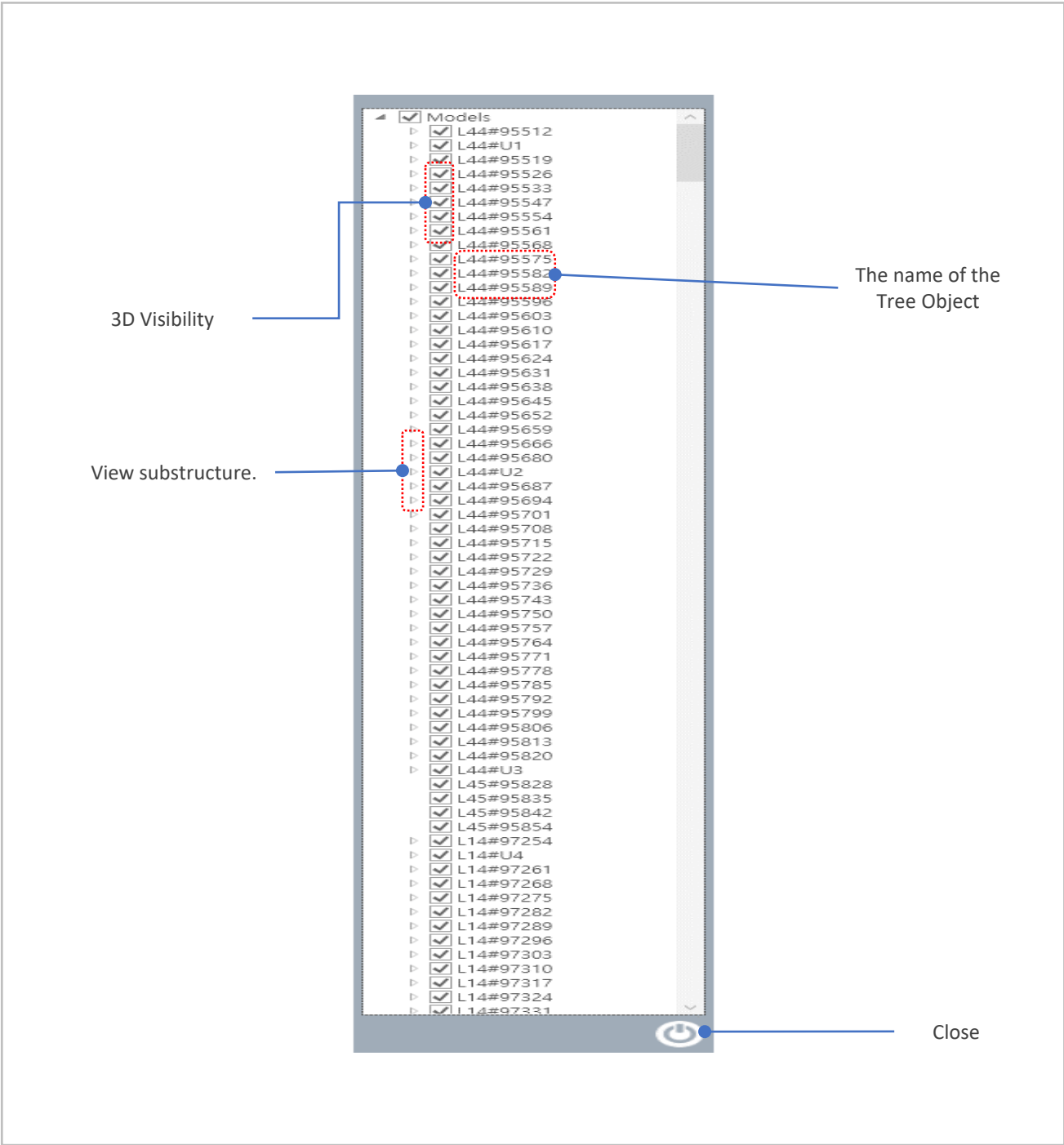
2 The 3D annotation becomes smaller.



Model Tree of 3D Annotation

In HiClass3D, you can check the hierarchical structure of 3D annotation (Model Tree).
By controlling this Model Tree, the user can make parts of the 3D annotation invisible or only partially visible.

Explore the Model Tree.



3D visibility

- You can choose whether or not to display part of the 3D annotation on the screen.

The name of the 3D Object Structure

- You can check the name of the 3D Object Structure.

View substructure

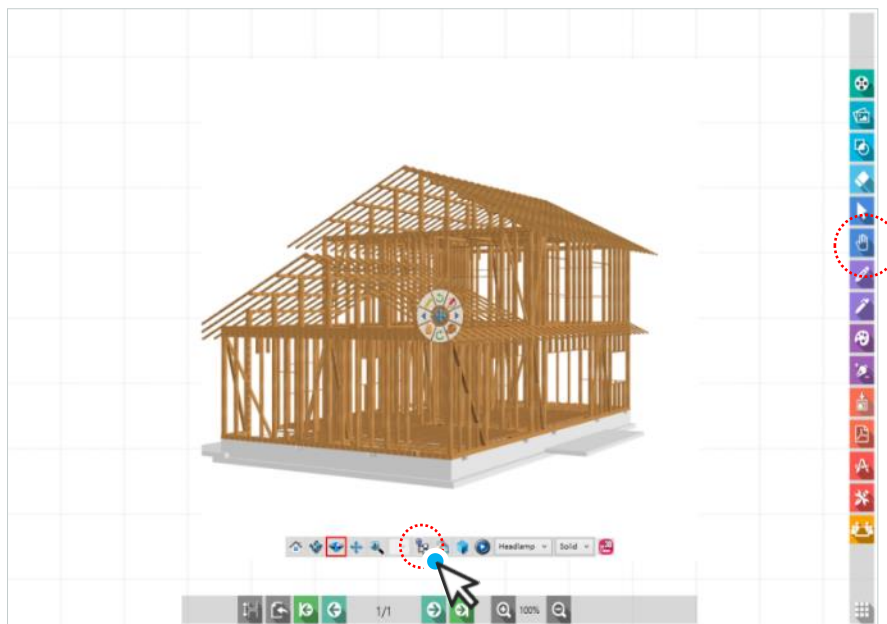
- You can see the substructure of the corresponding 3D Object Structure.

Close

- Close the Structured Model Tree dialog of the 3D Object.

View substructure

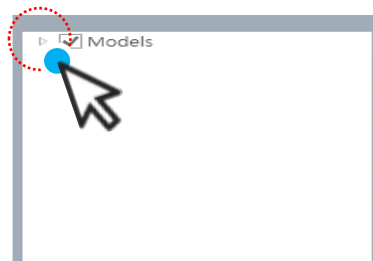
- 1 In [Execution Mode], click [Model Tree] menu with mouse or Smartpen in the 3D control menu.



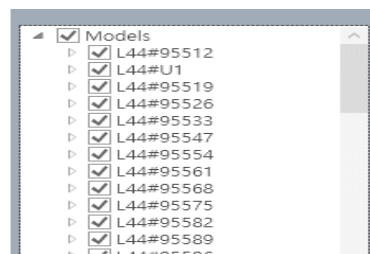
2 The [Model Tree] dialog appears on the left side of the screen.



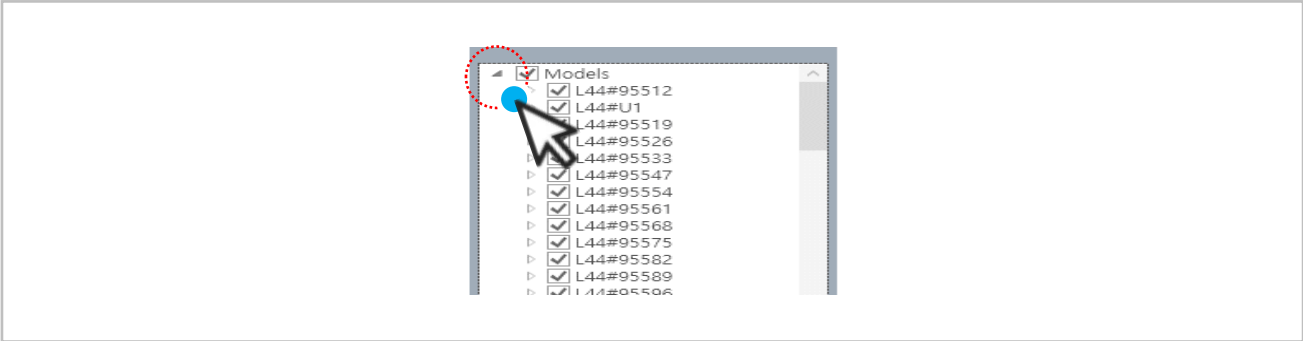
3 In the [Model Tree] dialog, click the [View Substructure] menu with your mouse or Smartpen.



4 The Substructure appears and the Substructure View icon changes to black.




5 If you want to close the substructure, click the [View substructure] menu with mouse or Smartpen again.

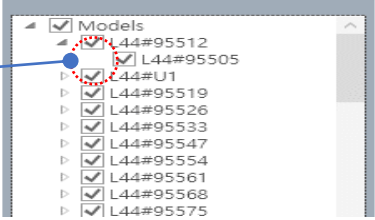


6 The substructure disappears and the [View substructure] icon turns white again.

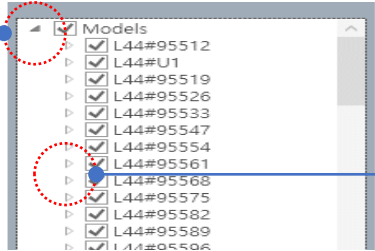


 If there is no substructure, [View Substructure] icon does not appear in front of [Name of root structure].

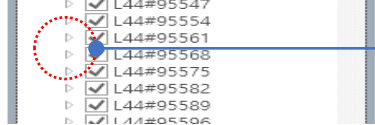
No Substructure View is present.



[Substructure] is open.



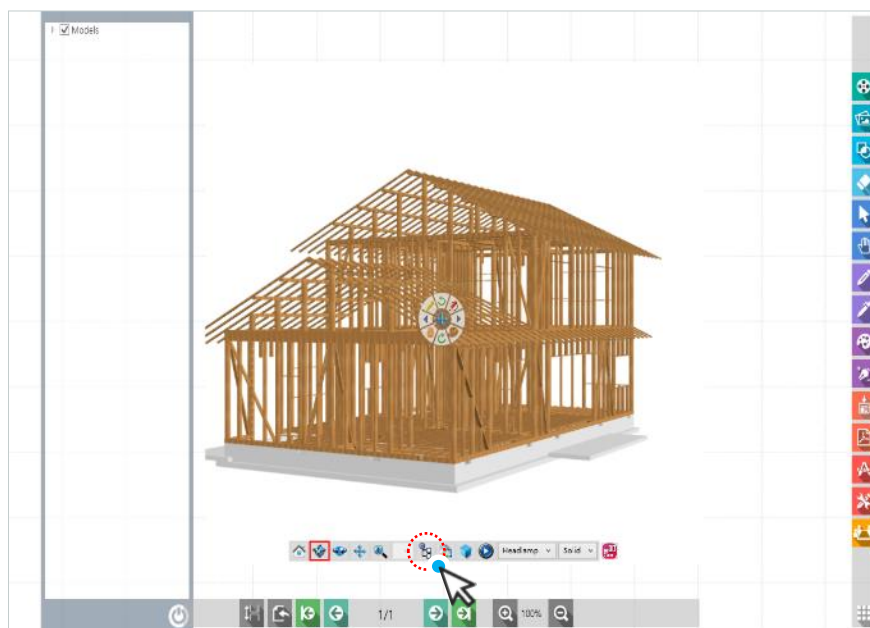
[Substructure] is closed.





Choosing whether to display 3D annotation or not

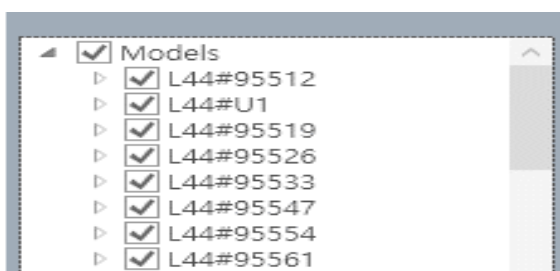
- 1 In [Execution Mode], click [Mode Tree] menu of 3D control menu with mouse or Smartpen to display Model Tree dialog.



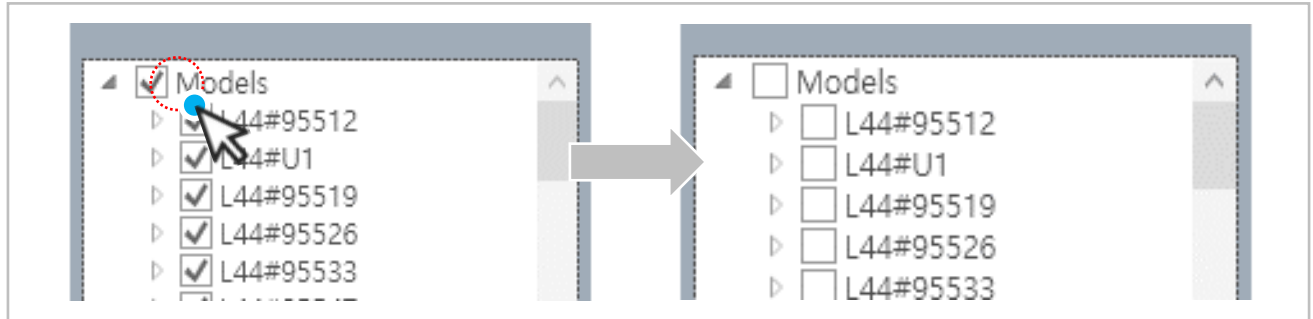
- 2 Click the [View Substructure] icon with your mouse or Smartpen.



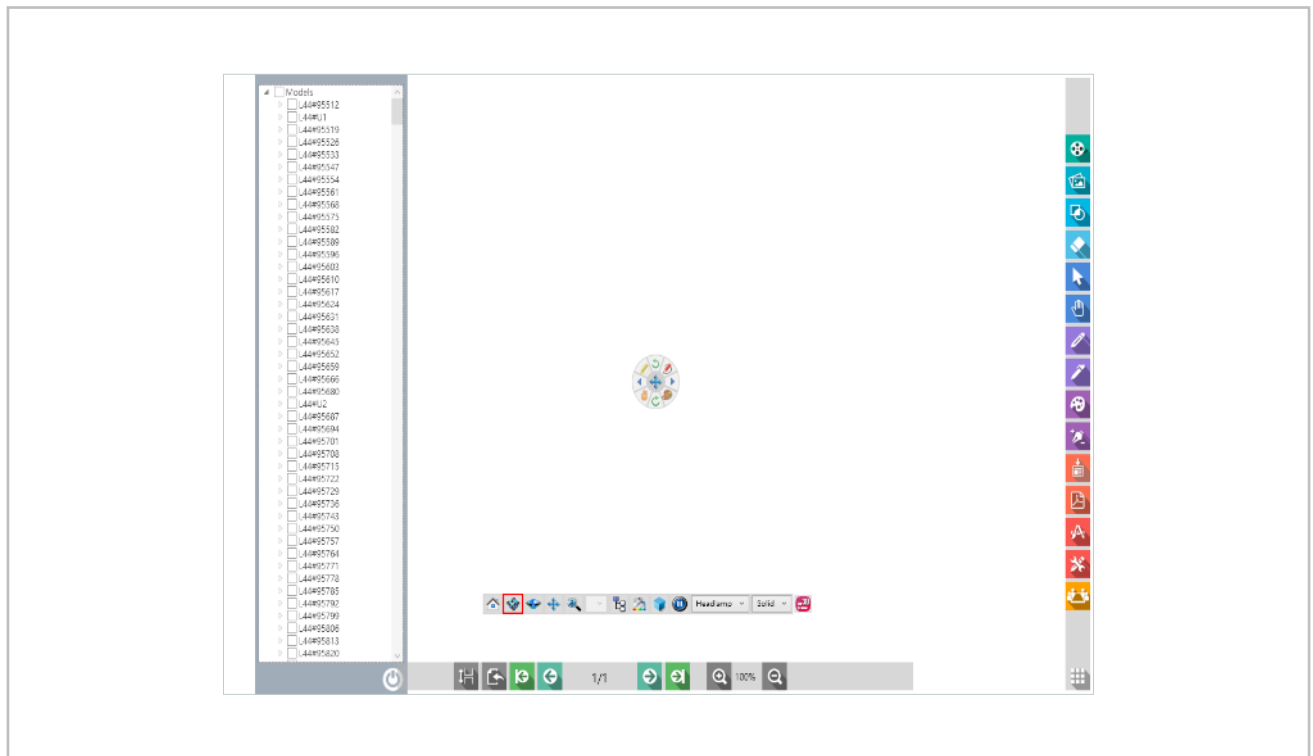
- 3 The substructure of the 3D annotation appears.



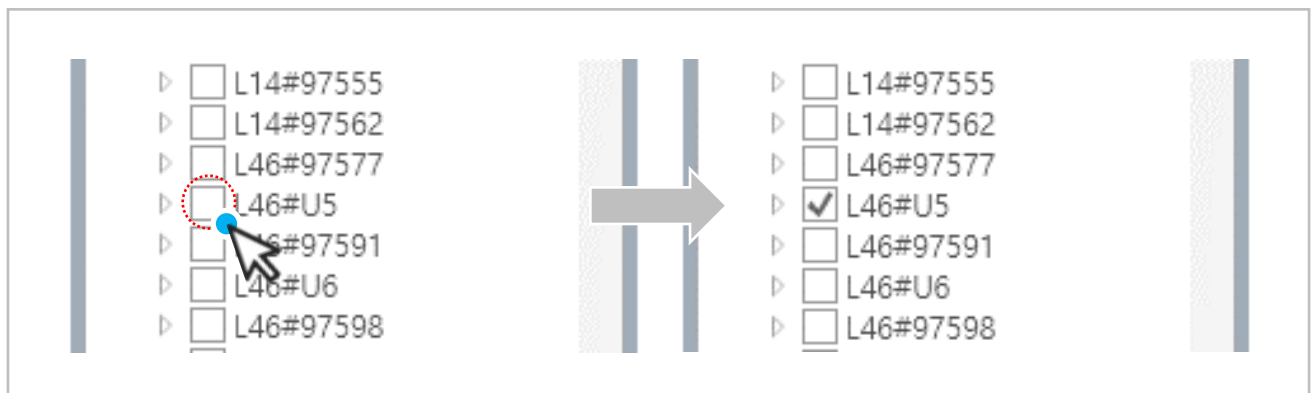
4 Click the [3D Visibility] checkbox of the top tier group with the mouse or Smartpen to uncheck it.



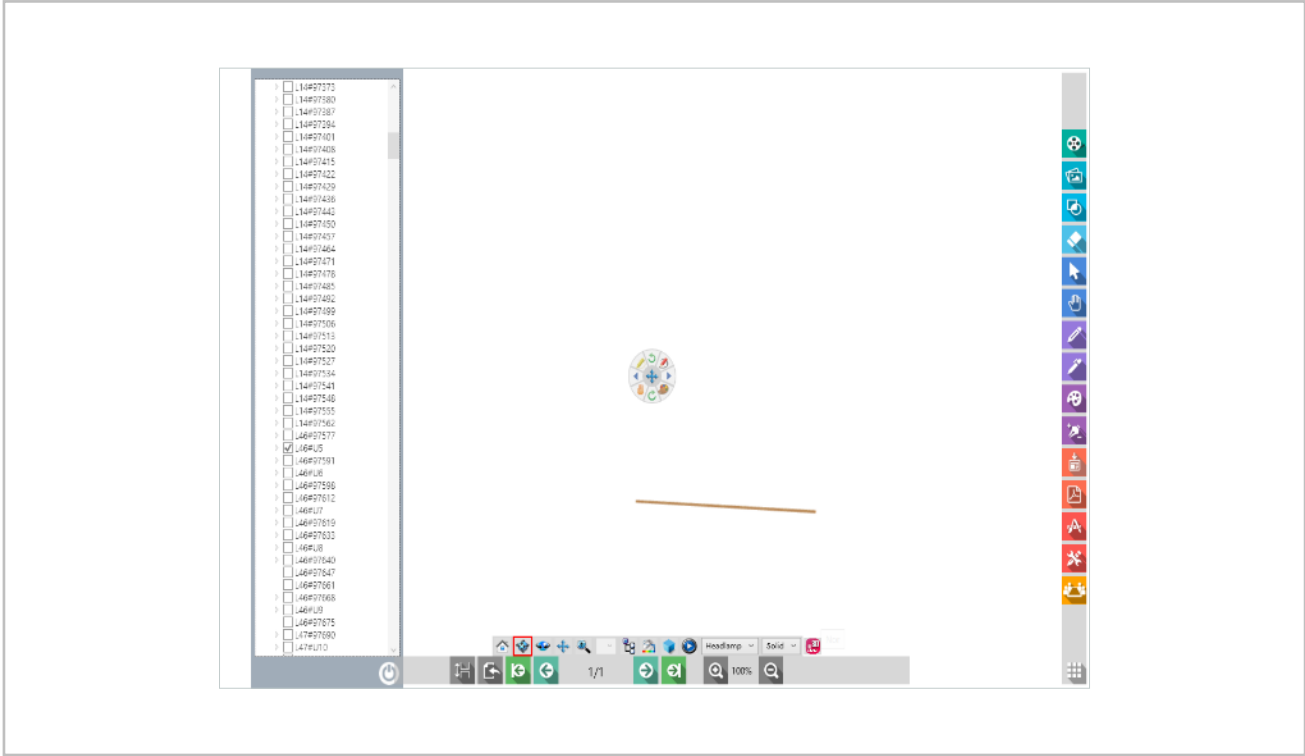
5 3D annotation disappears from the screen.



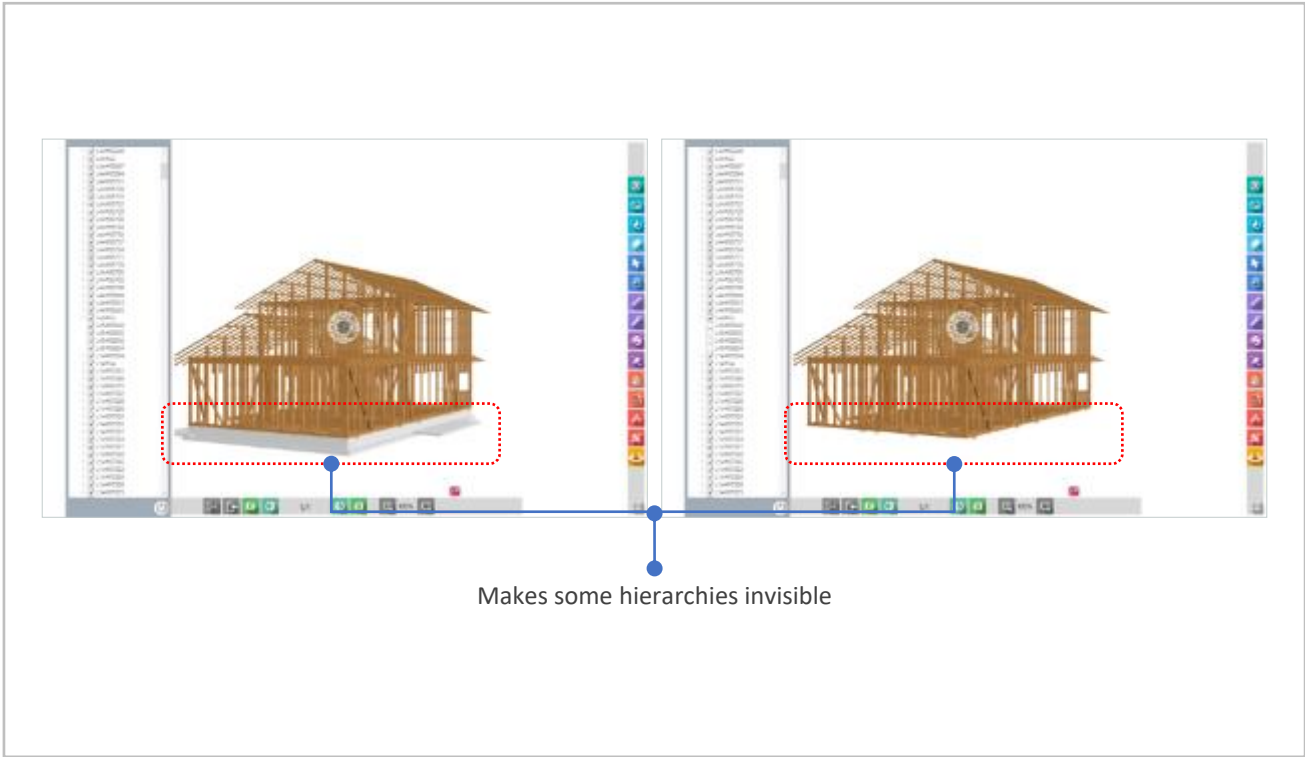
6 Click on the 3D annotation structure you want to display on the screen with your mouse or Smartpen.



7 Only the selected 3D annotation structure appears on the screen.

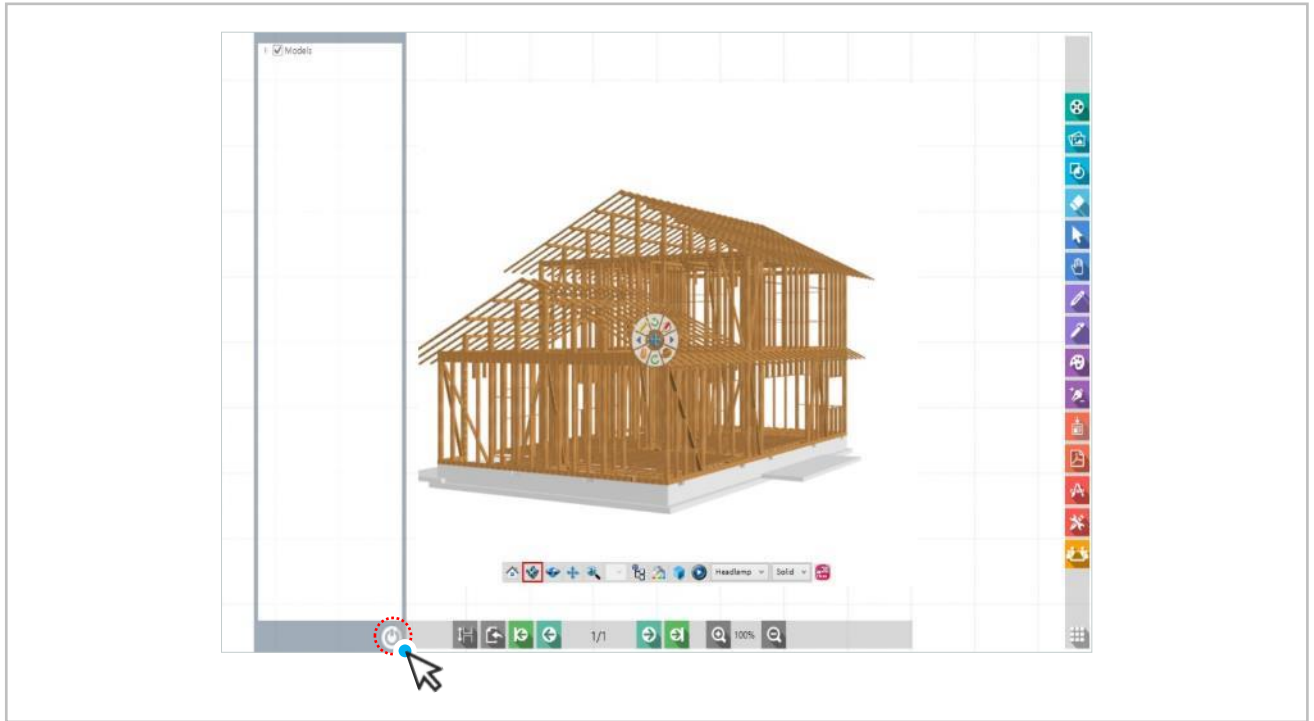


8 You can observe the 3D annotation by unchecking the unnecessary hierarchies in the entire 3D hierarchy.

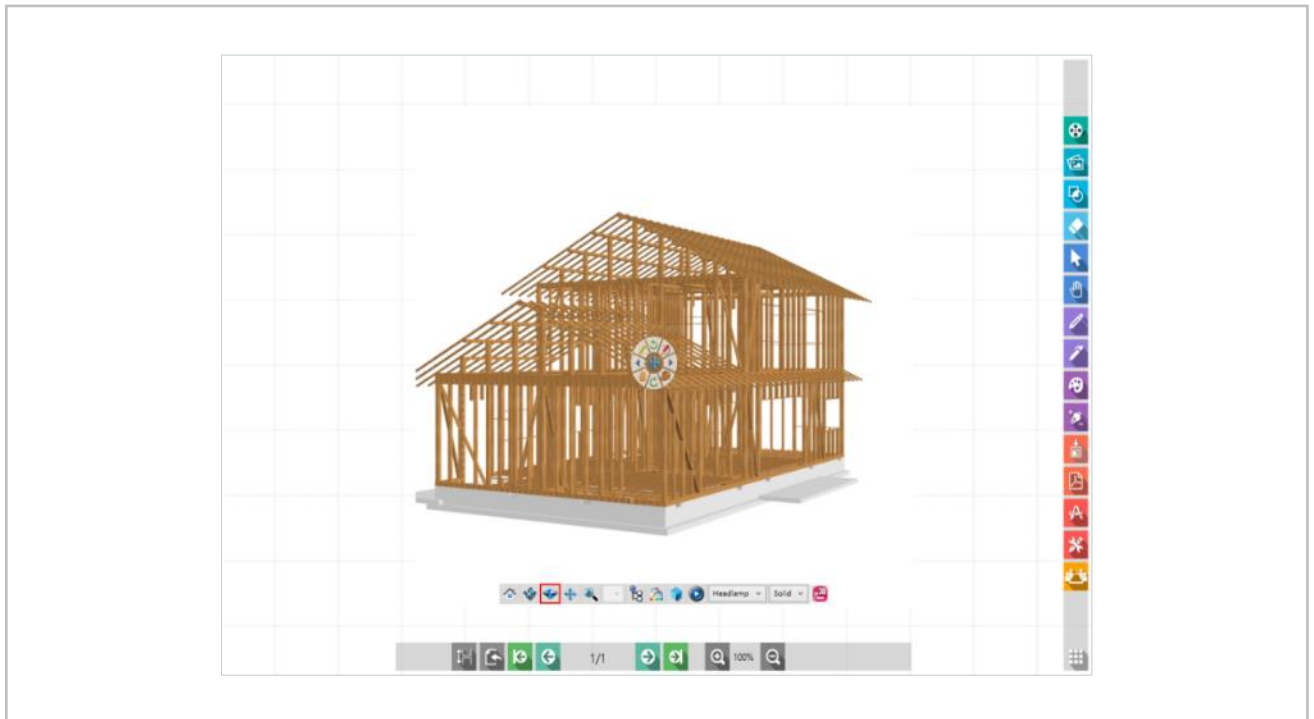


Close the 3D [Model Tree] dialog

1 In [Execution Mode], click [Close] menu with mouse or Smartpen.



2 The [Model Tree] dialog closes.



Lighting style of 3D annotation

In HiClass3D, you can set the lighting style of 3D annotation.

This makes it possible to observe 3D annotations in various lighting conditions.

Types of 3D annotation lighting styles

HiClass3D supports various lighting styles such as <None / White / Day / Night / Hard / Primary / Blue / Red / Cube / CAD / Headlamp / Artwork>.



None



White



Day



Night



Hard



Primary



Blue



Red



Cube



CAD



Headlamp



Artwork



Rendering style of 3D annotation

In HiClass3D, you can set the rendering style of 3D annotation.
 It is possible to observe 3D annotation with various rendering options.

Types of 3D annotation rendering styles

HiClass3D supports various kinds of rendering styles such as Solid / SolidWireframe / Transparent / TransparentWireframe / BoundingBox / TransparentBoundingBox / TransparentBoundingBoxOutline / Wireframe / ShadedWireframe / HiddenWireframe / Vertices / ShadedVertices / Illustration / SolidOutline / ShadedIllustration.



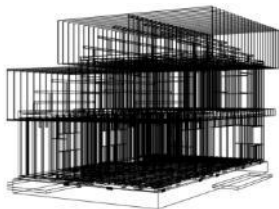
Solid



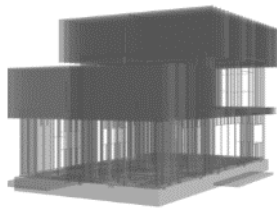
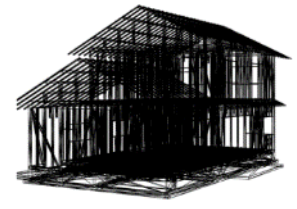
SolidWireframe



Transparent

Transparent
Wireframe

BoundingBox

Transparent
BoundingBoxTransparent
BoundingBoxOutline

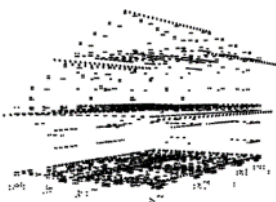
Wireframe



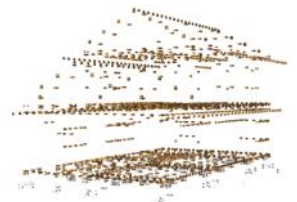
ShadedWireframe



HiddenWireframe



Vertices



ShadedVertices



Illustration



SolidOutline



ShadedIllustration

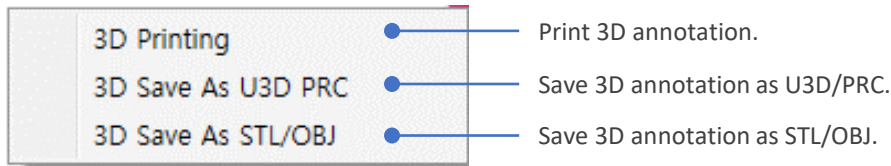


HiClass3D 3D Printing

HiClass3D supports 3D printing in the middle of the lecture by connecting with 3D Printer.

Full output / partial output of 3D annotation object is possible. 3D annotations can also be saved as U3D / PRC / STL / OBJ files respectively.

Additional menu of HiClass3D 3D Printing

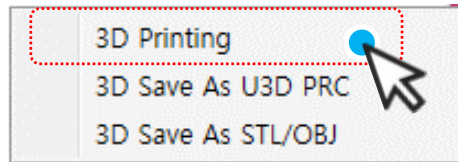


Printing 3D annotation

1 In [Execution Mode], click the [HiClass3D 3D Printing] menu with your mouse or Smartpen.

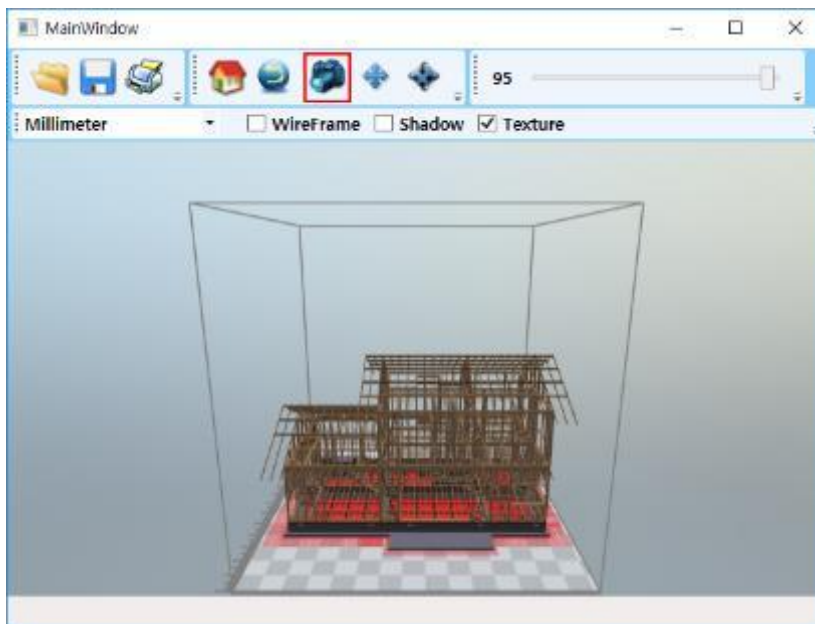


2 When the [3D Printing Popup Menu] opens, click the [3D Printing] menu with your mouse or Smartpen.

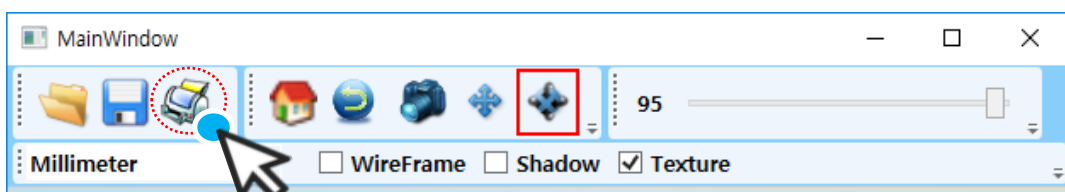


3 [HiClass3D 3D Printing] program is executed automatically.

At this time, the 3D object selected by the user is automatically converted to 3mf and displayed on the screen. This 3D printing function is only available on Windows 10.

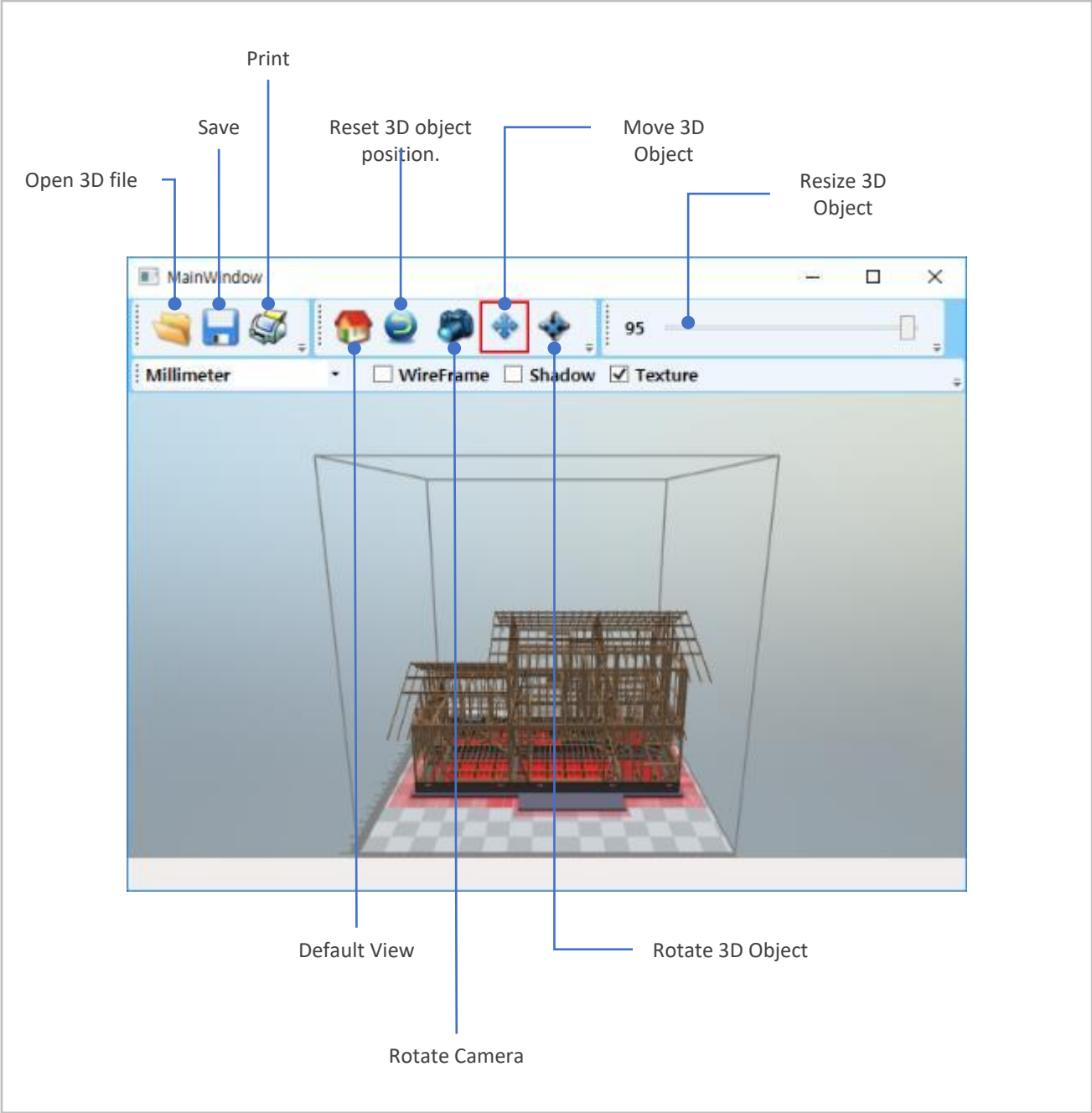


4 Click the [Print] menu with mouse or Smartpen, select the connected 3D Printer, and print.





HiClass3D Printing for 3mf Dialog

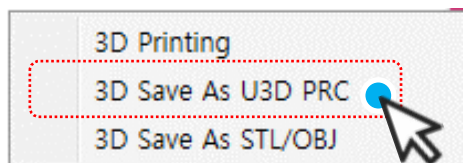


3D annotation must be activated in order to use 3D Printing function.
For how to activate 3D annotation, refer to P.253.

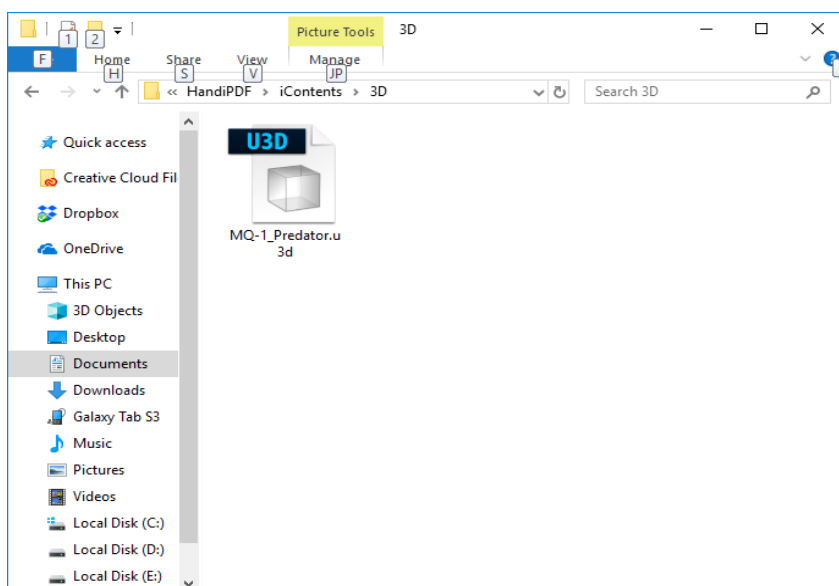
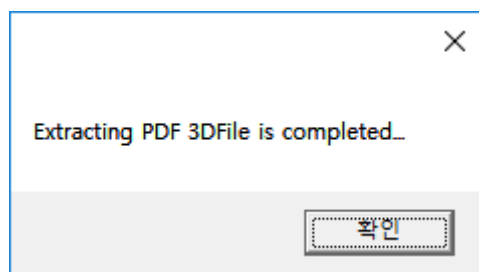


Save 3D annotation as U3D or PRC

1 In [Run Mode], click the [3D Save As U3D PRC] menu with mouse or Smartpen.

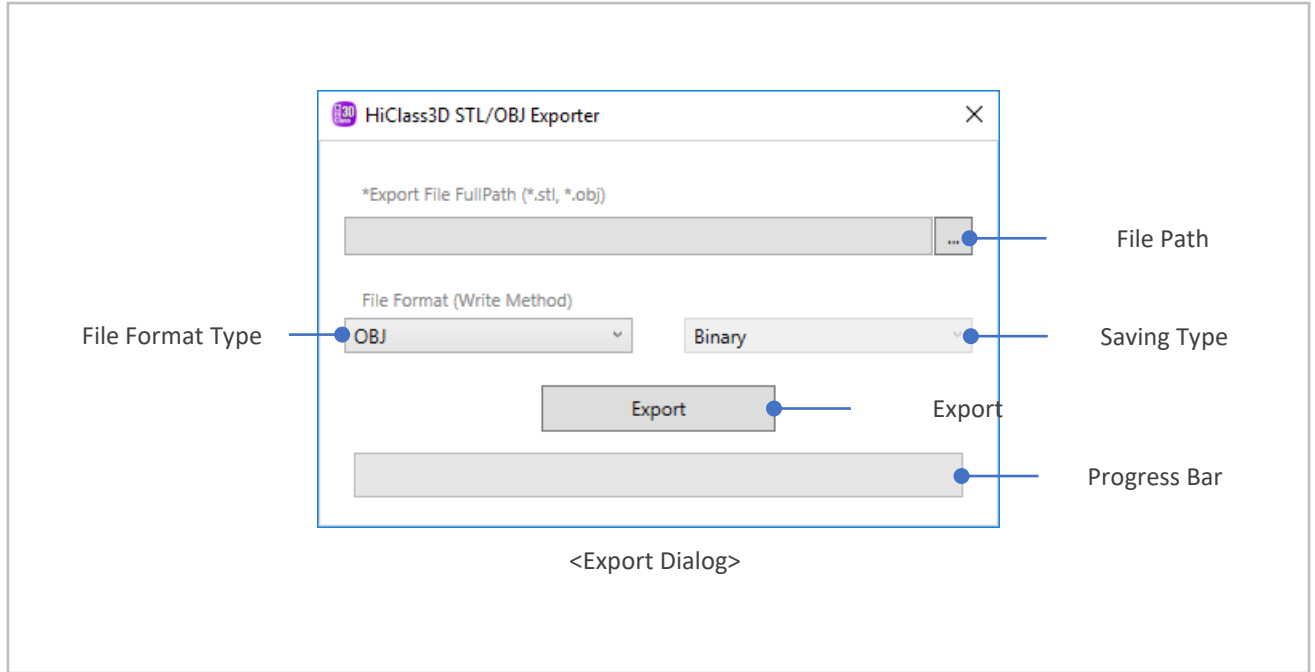


2 The 3D annotation is saved as a U3D / PRC file along with a notification message window.
 For your convenience, it is automatically saved in (C:\Users\UserName\Documents\HandiPDF\iContents\3D).





HiClass3D STL/OBJ Exporter Dialog



File path

- Specifies the path to save the converted STL file or OBJ file.
- Select the folder to save and enter the file name.

Saving type

- Binary / ASCII method can be decided.
- Currently only binary versions are supported.

Export format type

- Determine the file type to convert.
- You can decide between STL and OBJ type.

Export

- Start the conversion to an STL file or an OBJ file.

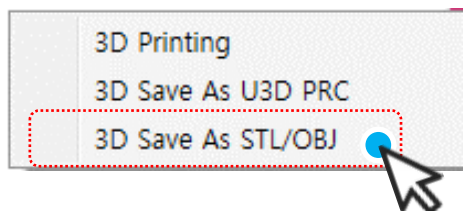
Progress bar

- When the conversion is in progress, it shows the progress.

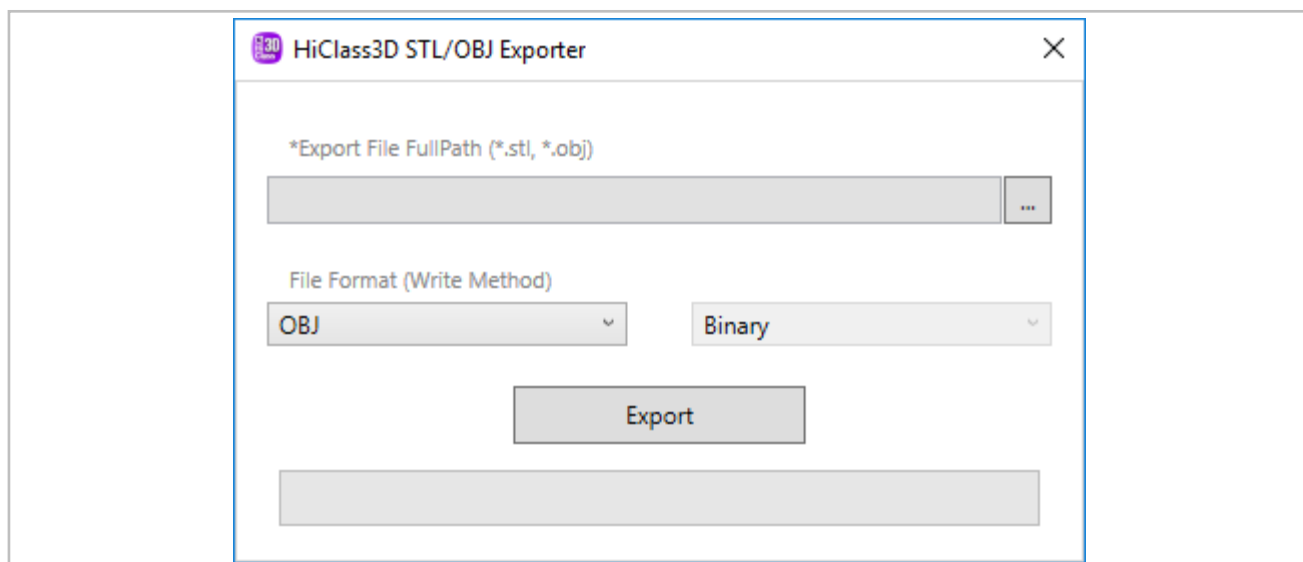


Save 3D Annotation as a STL

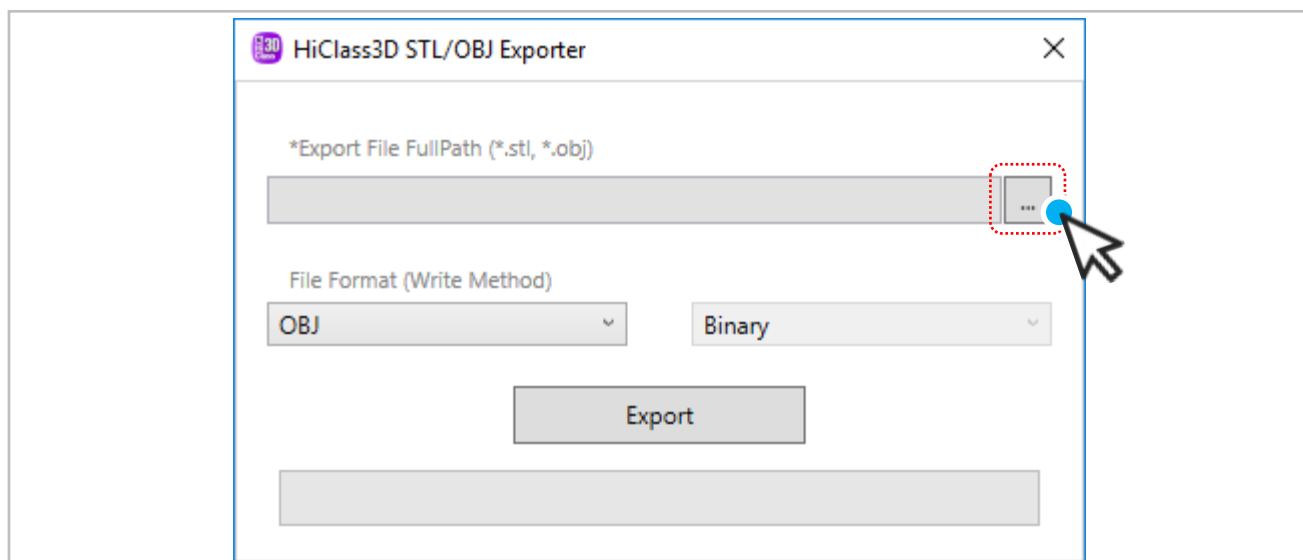
1 In [Execution Mode], click [3D Save As STL / OBJ] menu with mouse or Smartpen.



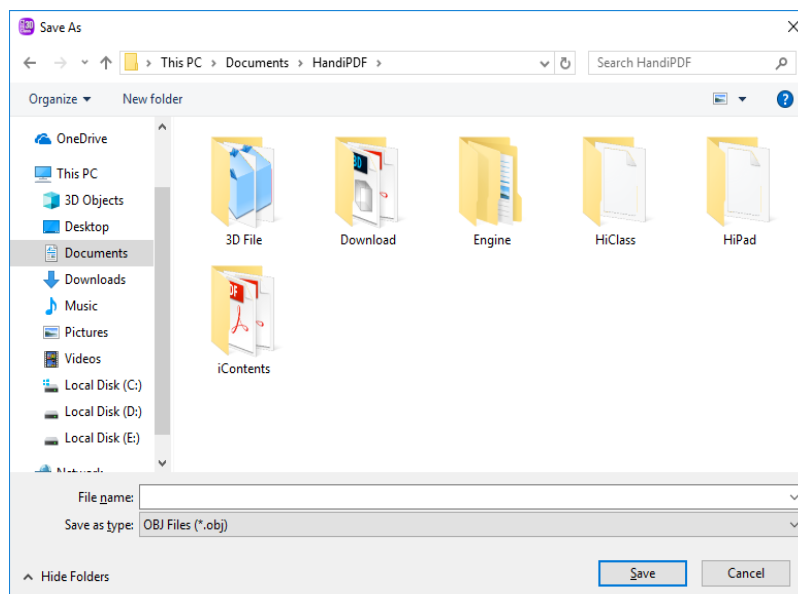
2 Exporter dialog appears.



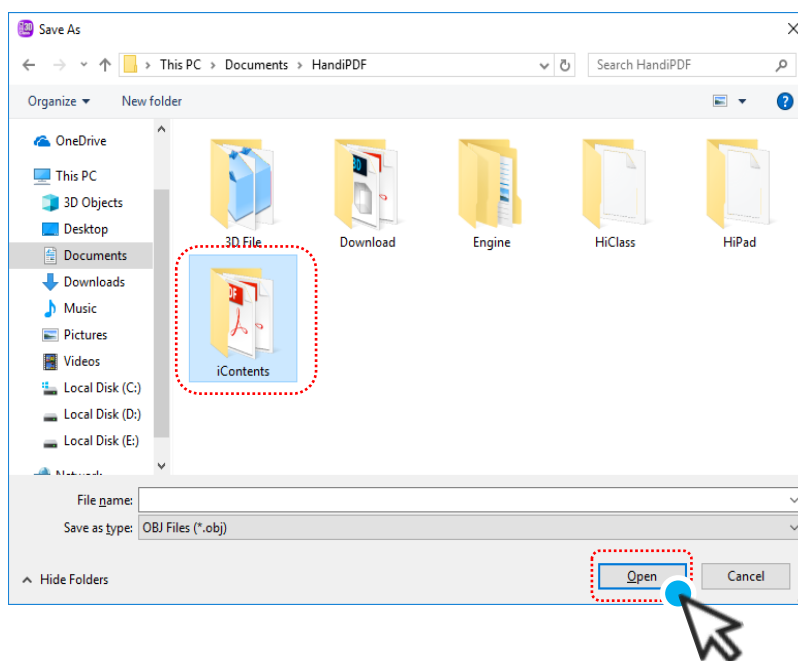
3 Click the [File path] button with your mouse or Smartpen.



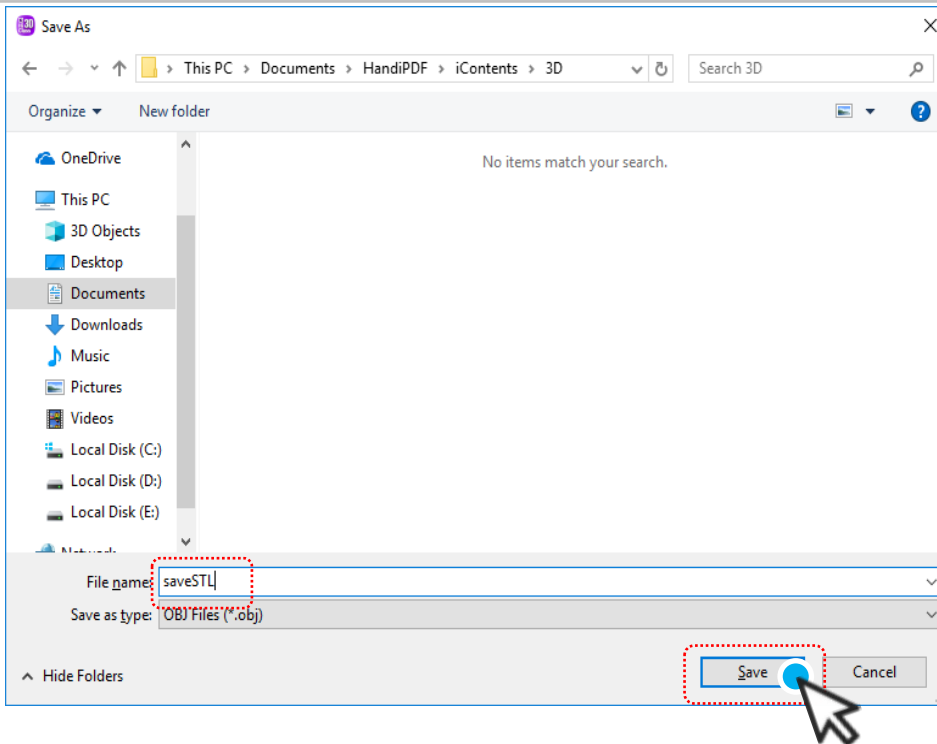
4 A dialog appears where you can enter the file path.



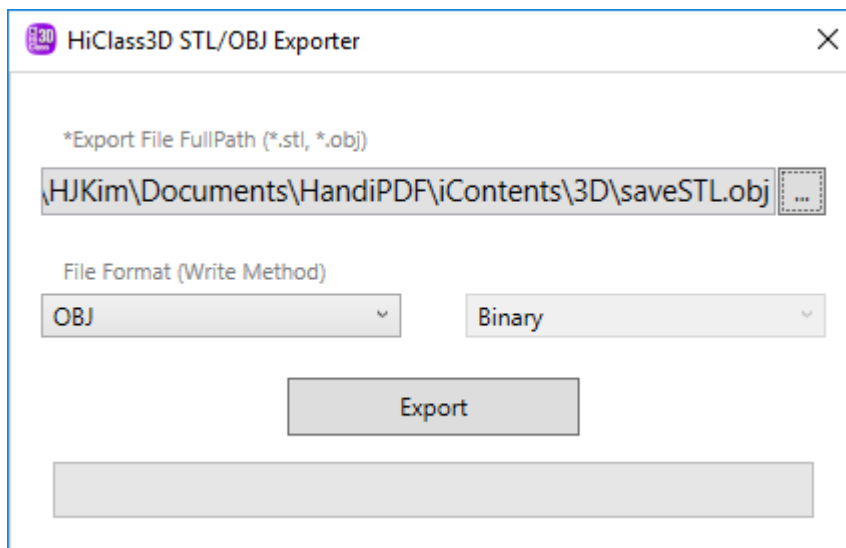
5 Select the folder where you want to save the file and click the [Open] button with your mouse or Smartpen.



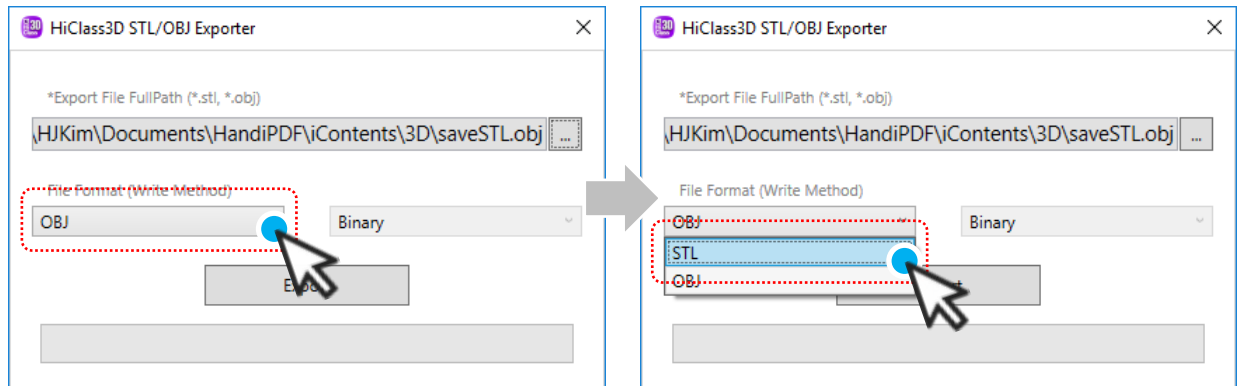
6 Enter the file name and click the [Save] button with your mouse or Smartpen.



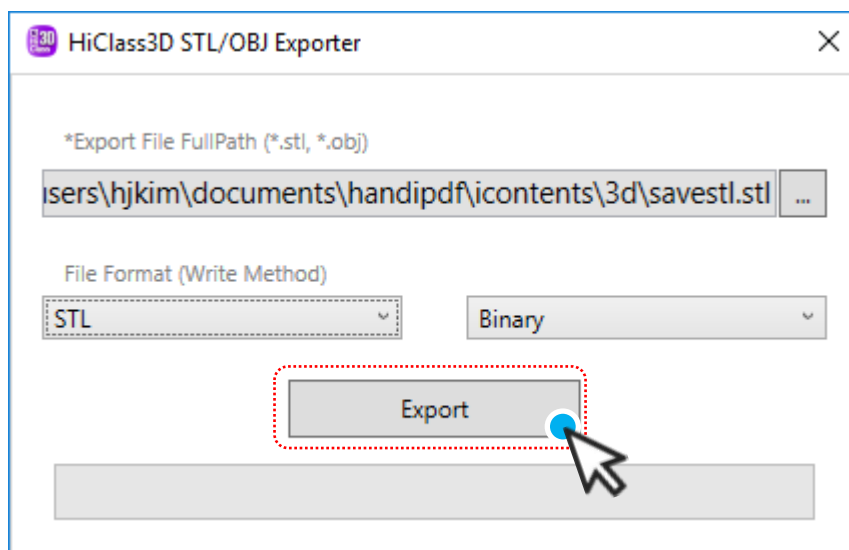
7 The path is entered.



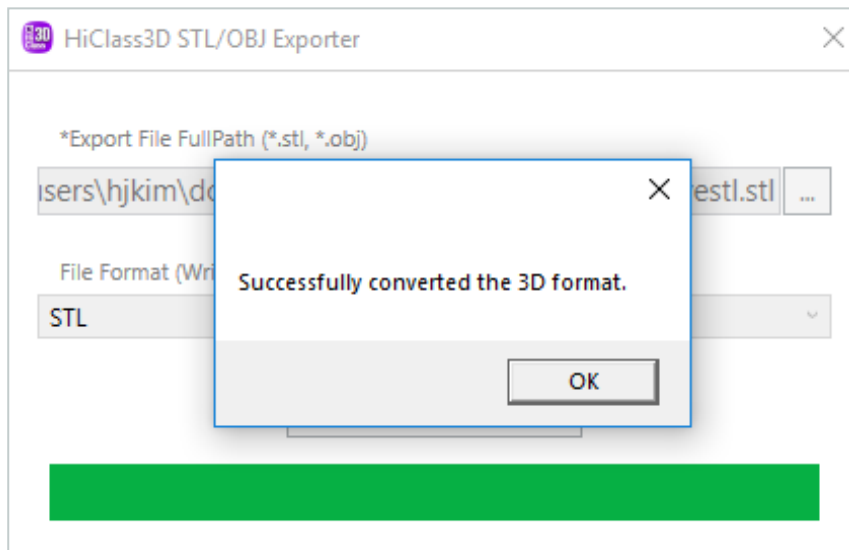
8 Click the [File Format] menu with the mouse or Smartpen and set it to [STL].



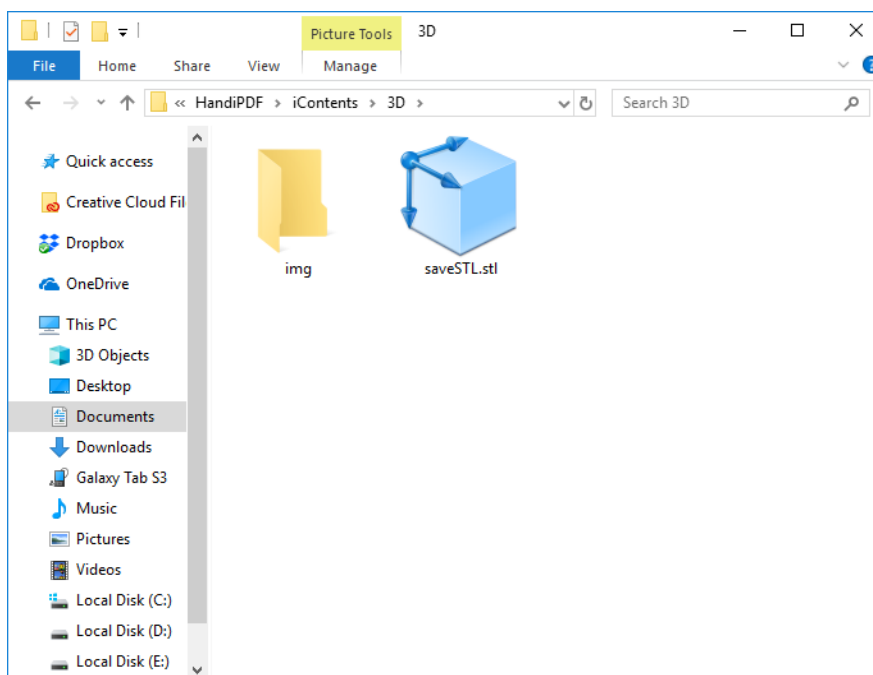
9 Set it to [STL], then click [Export] button with mouse or Smartpen.



10 Export will proceed and the message [Successfully converted the 3D format] Will appear.

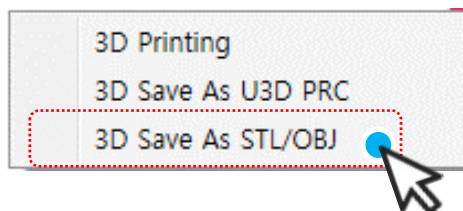


11 You can see that the STL file is created in the specified path.

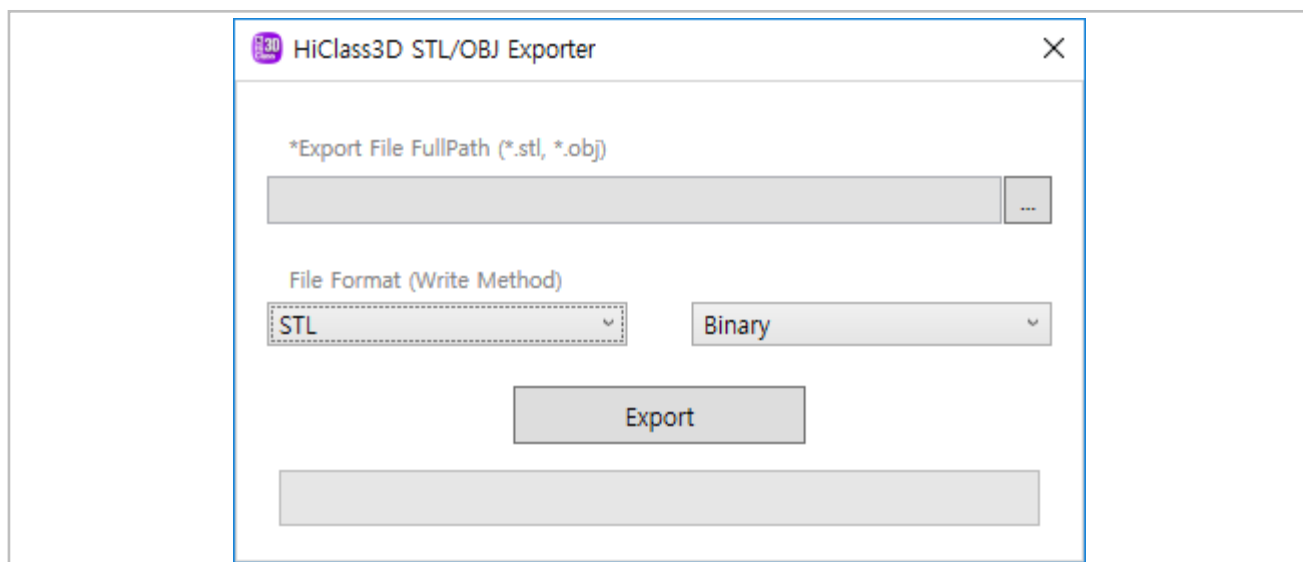


Save 3D Annotation as OBJ

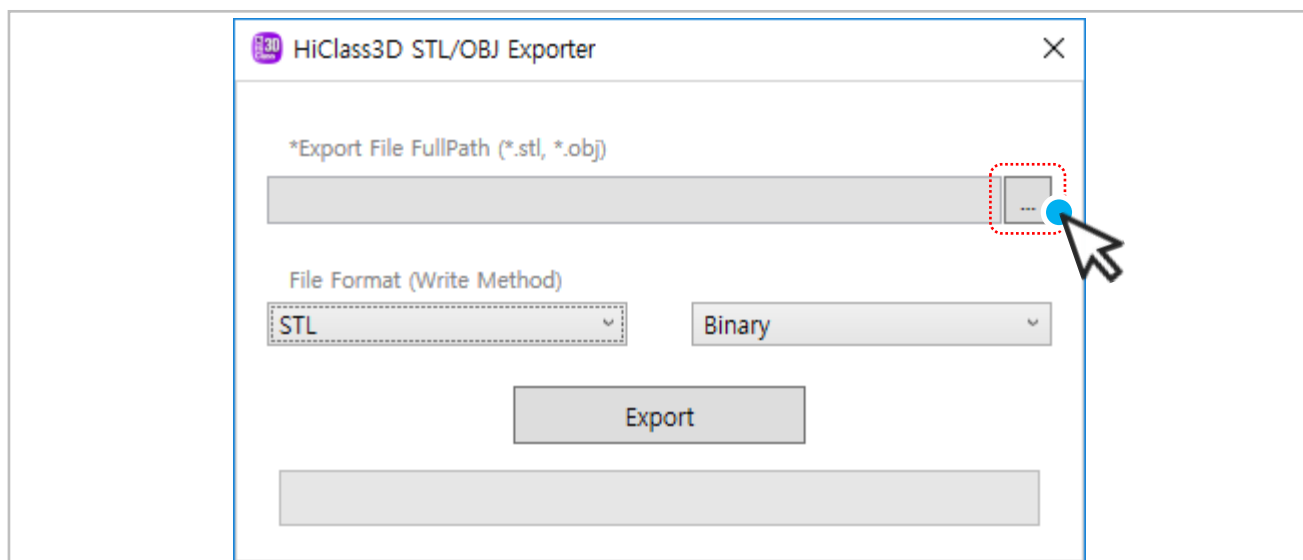
1 In [Execution Mode], click [3D Save As STL / OBJ] menu with mouse or Smartpen.



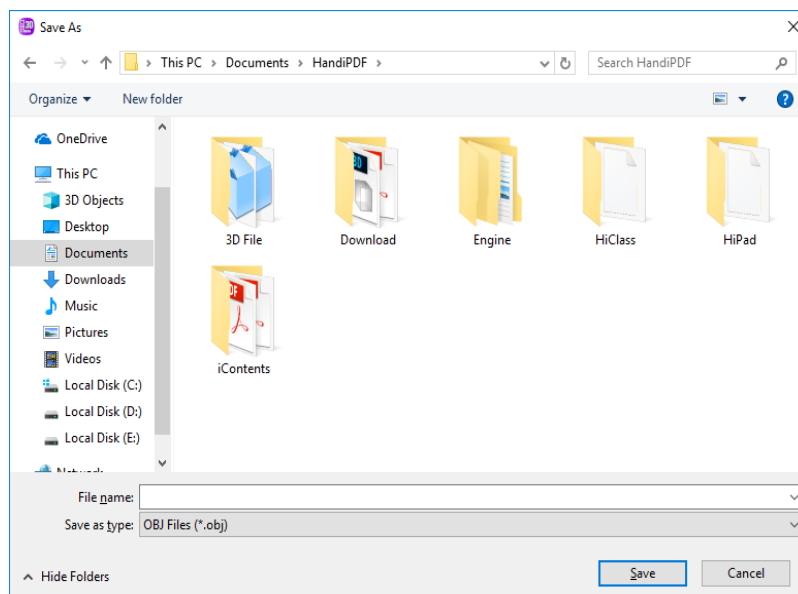
2 Exporter dialog appears.



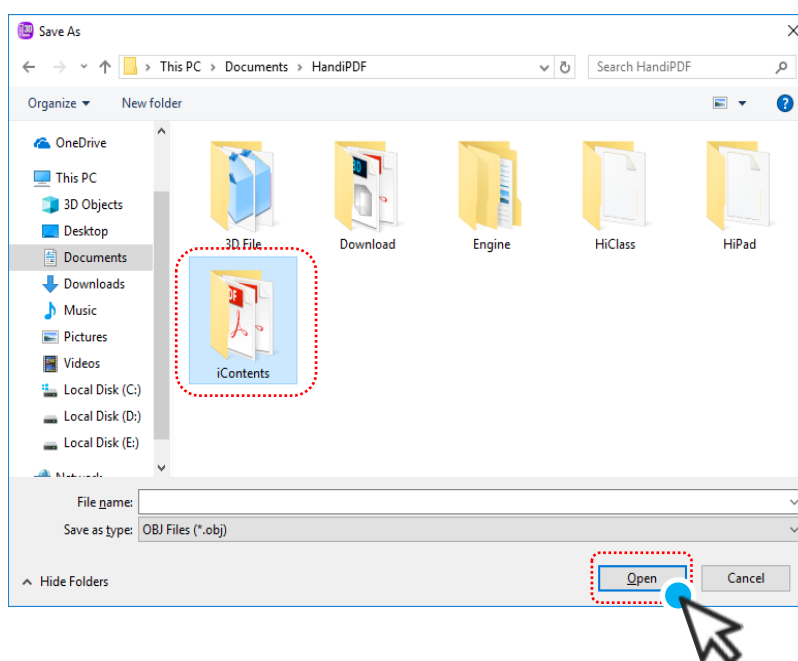
3 Click the [File path] button with your mouse or Smartpen.



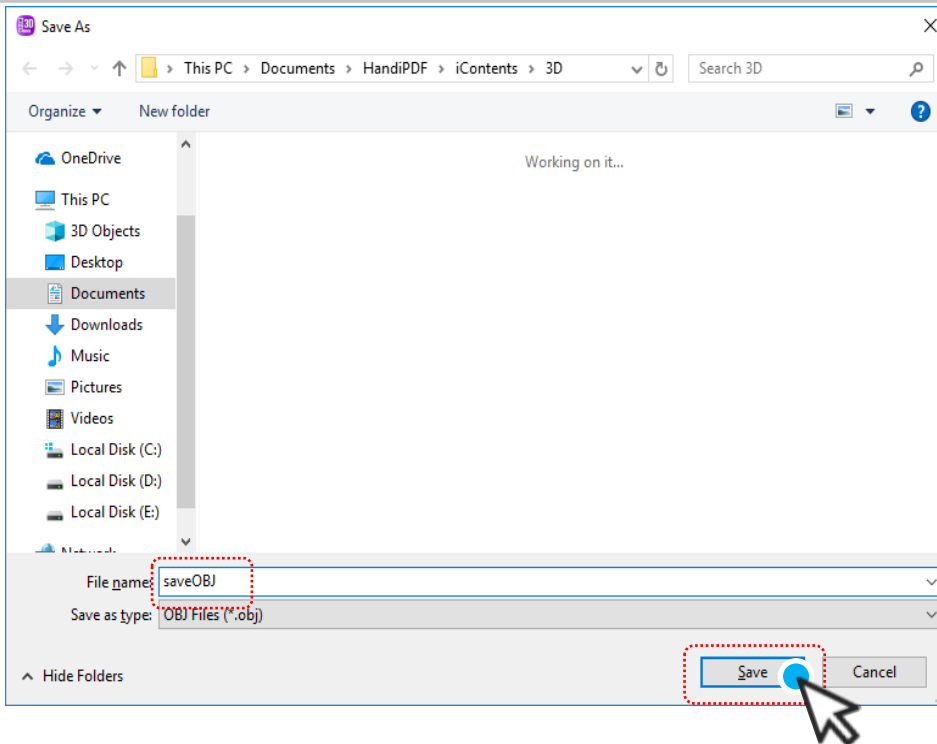
4 A dialog appears where you can enter the file path.



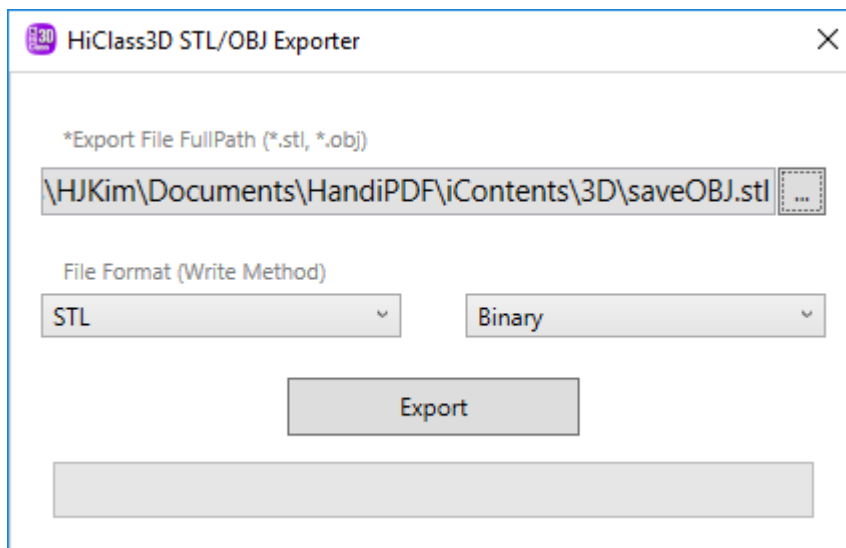
5 Select the folder where you want to save the file and click the [Open] button with your mouse or Smartpen.



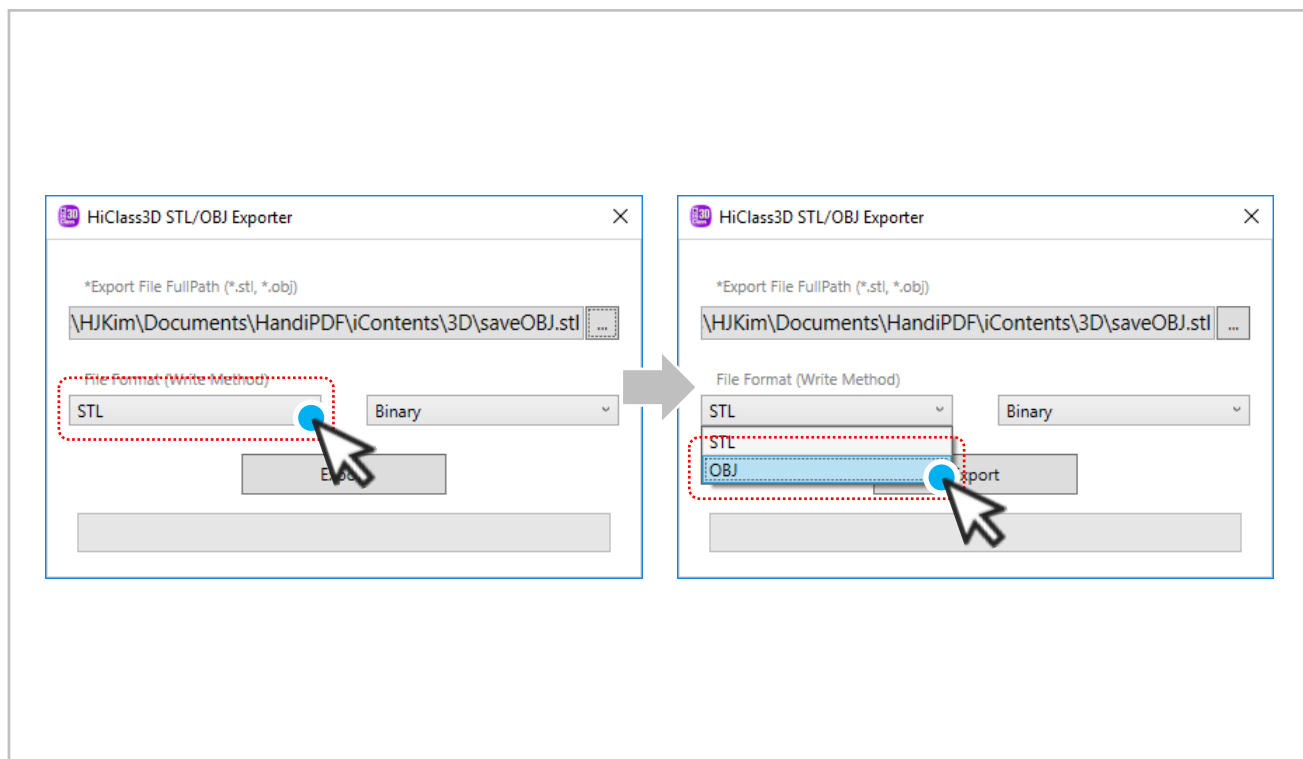
6 Enter the file name and click the [Save] button with your mouse or Smartpen.



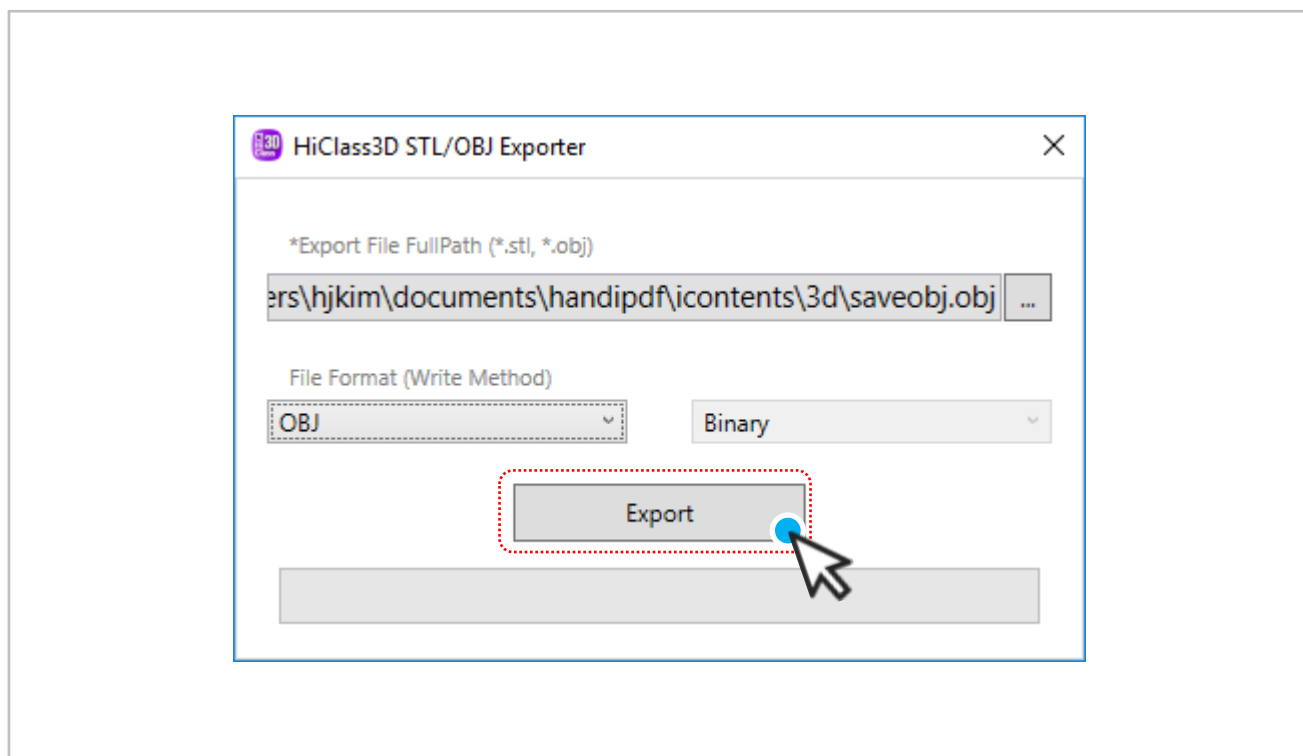
7 The path is entered.



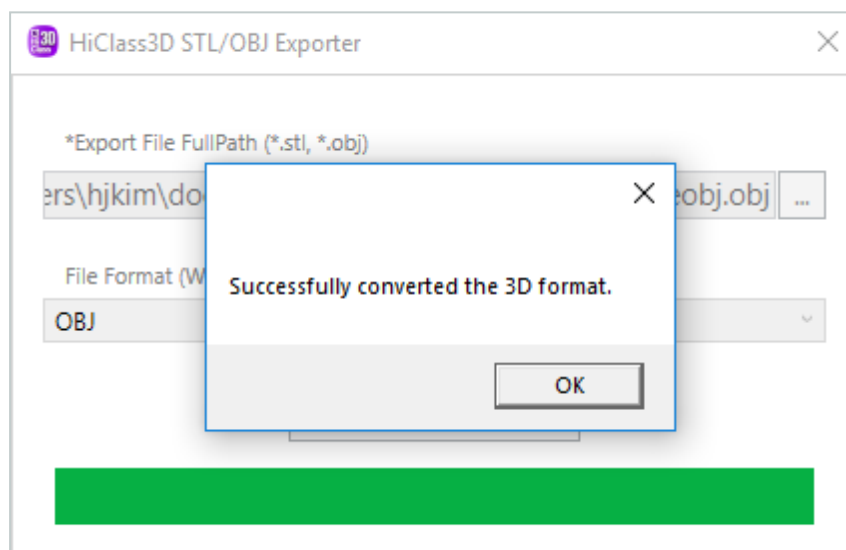
8 Click the [File Format] menu with the mouse or Smartpen and set it to [OBJ].



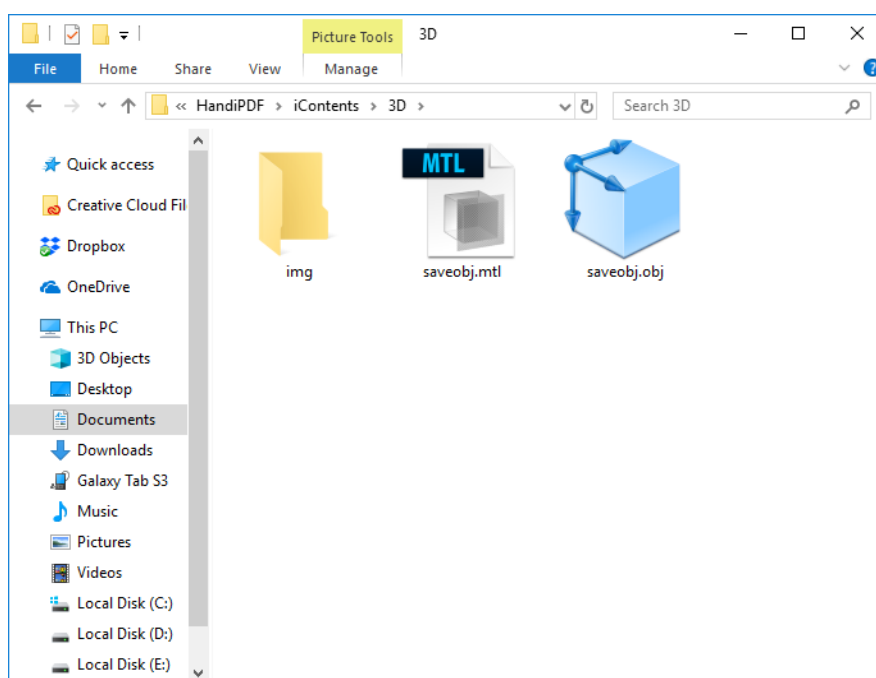
9 Set it to [OBJ], then click [Export] button with mouse or Smartpen.



10 Export will proceed and the message [Successfully converted the 3D format] Will appear.

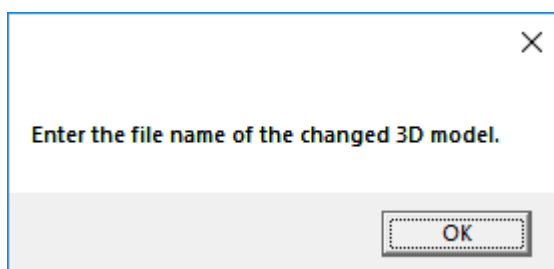


11 You can see that the OBJ file is created in the specified path.

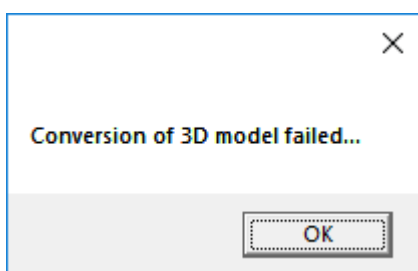




If you do not enter the file path, the following warning message appears.
Be sure to enter the file path and click the [Export] button with your mouse or Smartpen.



If the invalid path or conversion fails, the following warning message appears. It checks the file path once more or attempts to convert it again from the beginning.



Image

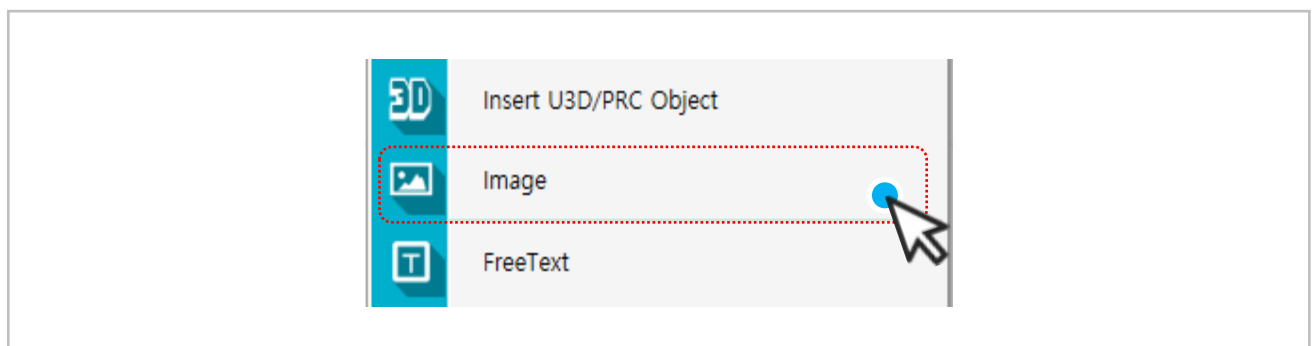
In HiClass3D, it is possible to bring images and photo to use in class.
HiClass3D supports JPG, PNG, BMP, and GIF files.

Insert a Image File

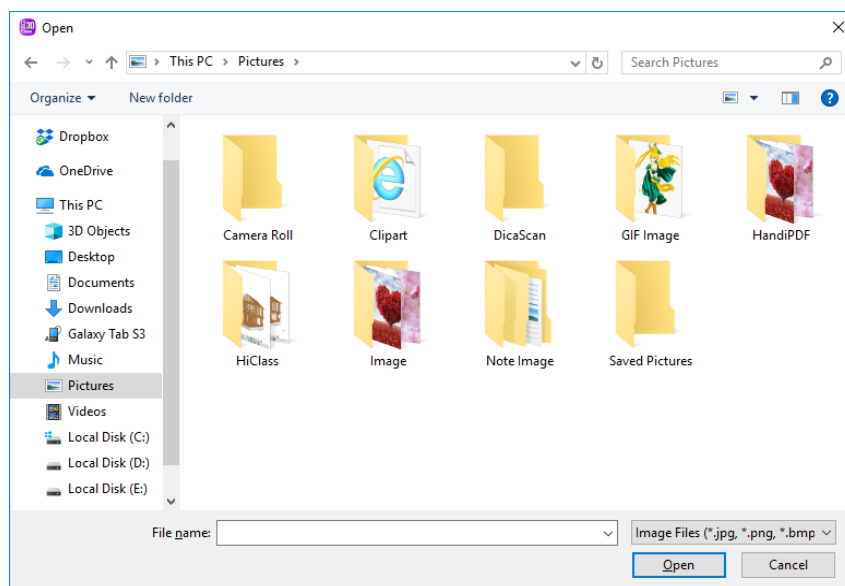
- 1 Click the [Annotation] button with a mouse or Smartpen.



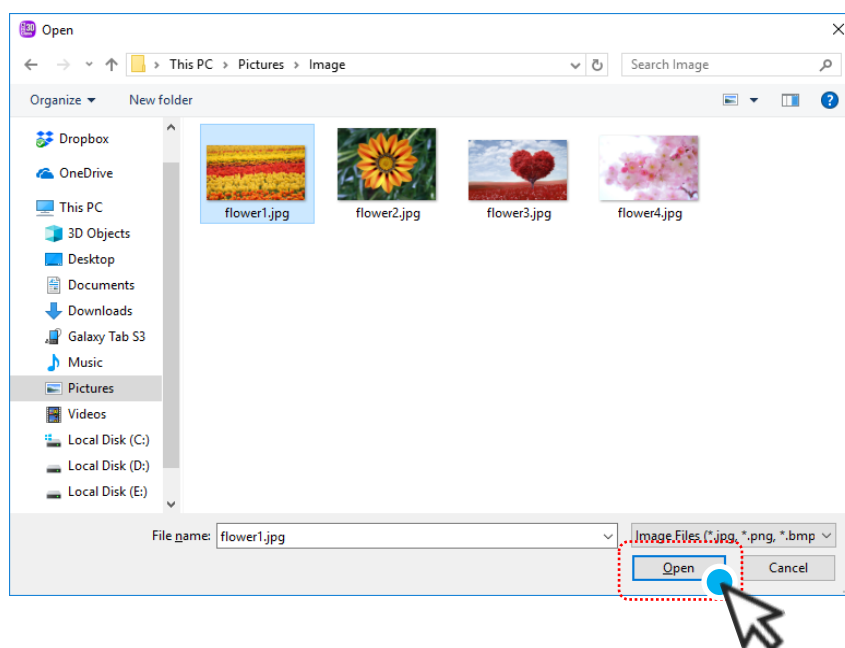
- 2 When the popup menu opens, click the [Image] menu with a mouse or Smartpen.



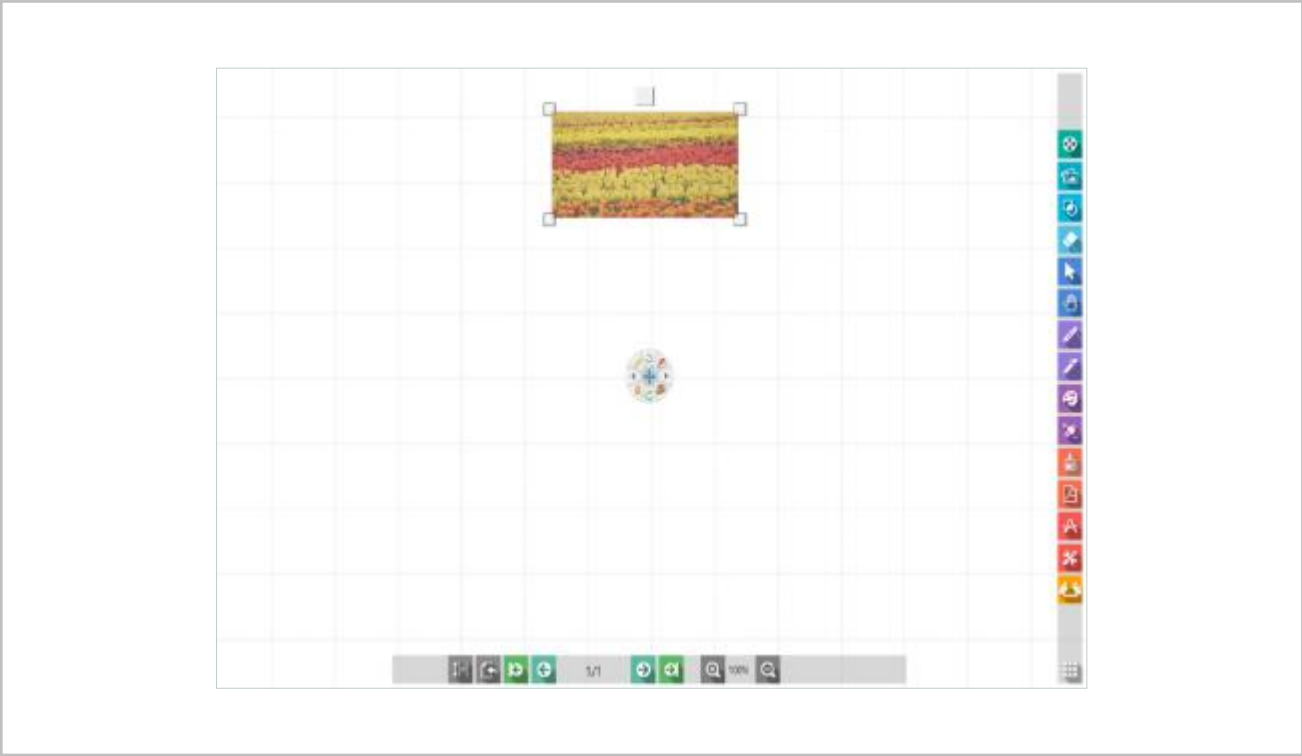
3 An File Explorer dialog opens and an image file can be opened from here.



4 Select the desired image and then click the [Open] button with a mouse or Smartpen.



5 The image is added as an annotation.





Double-click on the annotation in [Select Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.

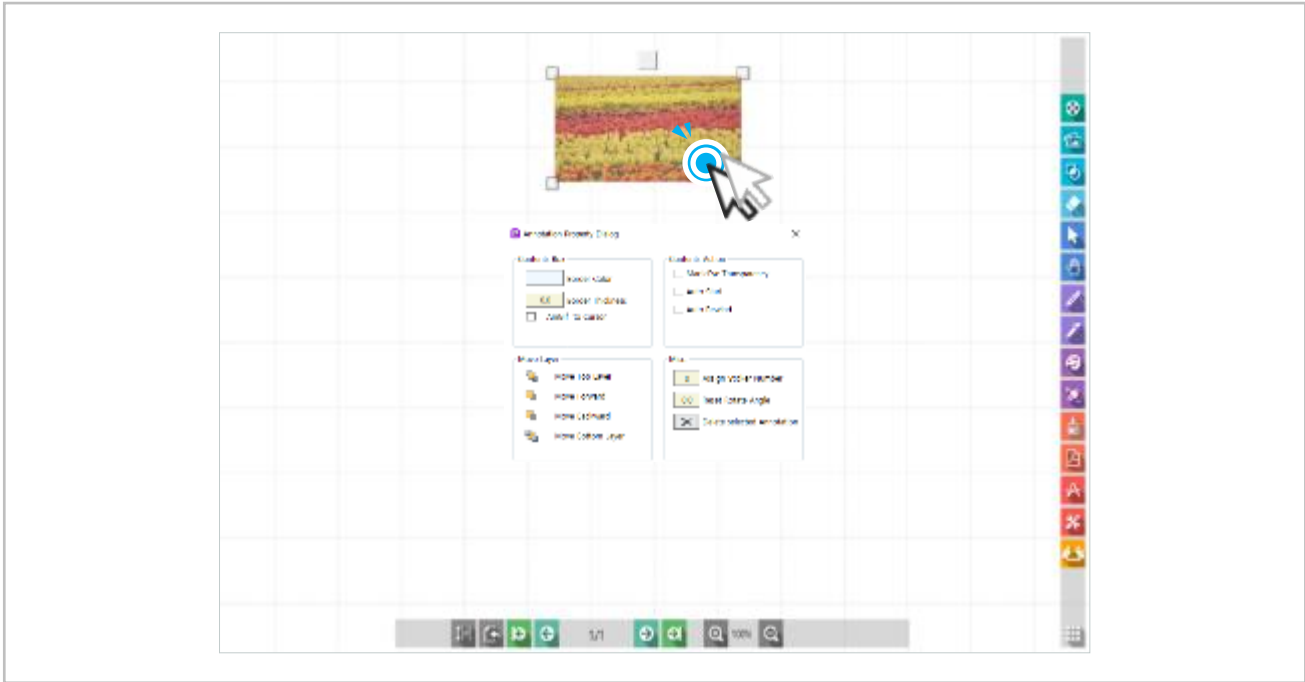
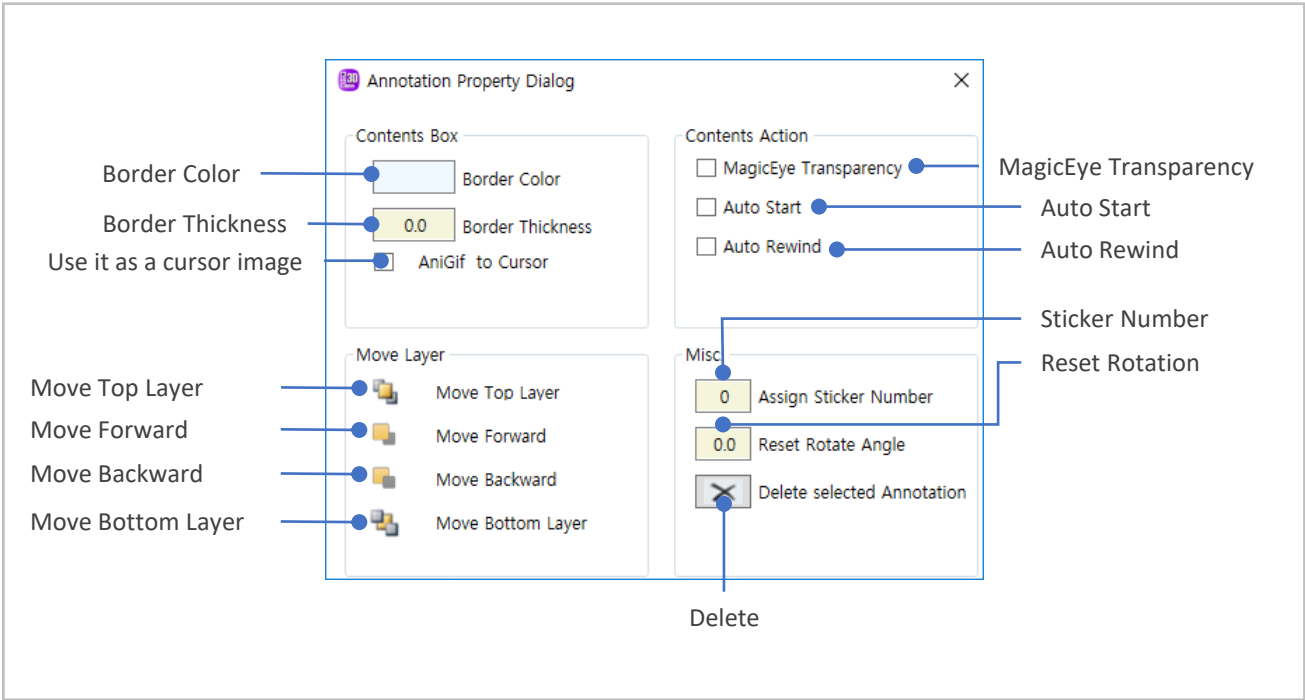


Image Annotation Property Dialog



Border color

- Select border color for the annotation.



Border Thickness

- Select border thickness for the annotation.

Use it as a Cursor image

- If you click the annotation with the mouse or Smartpen in [Execution Mode], the mouse cursor changes to that image.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Auto Start

- If you navigate to a page that contains the annotation, the annotation's action is automatically executed.

Auto Rewind

- Automatically rewind after playback ends.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.



FreeText

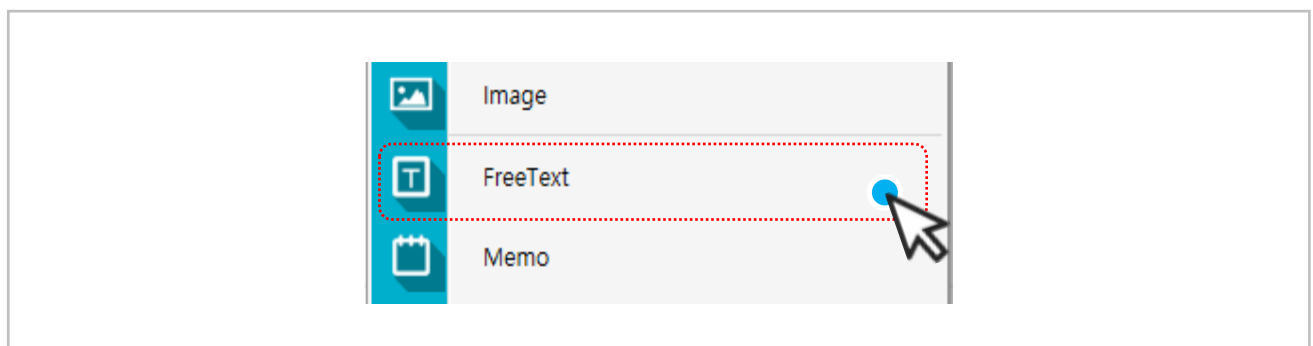
Insert a simple text box in the RTF (Rich Text Format) format into the current page.
Options such as font, size, thickness, italic, can also be selected.

Insert a Simple Text

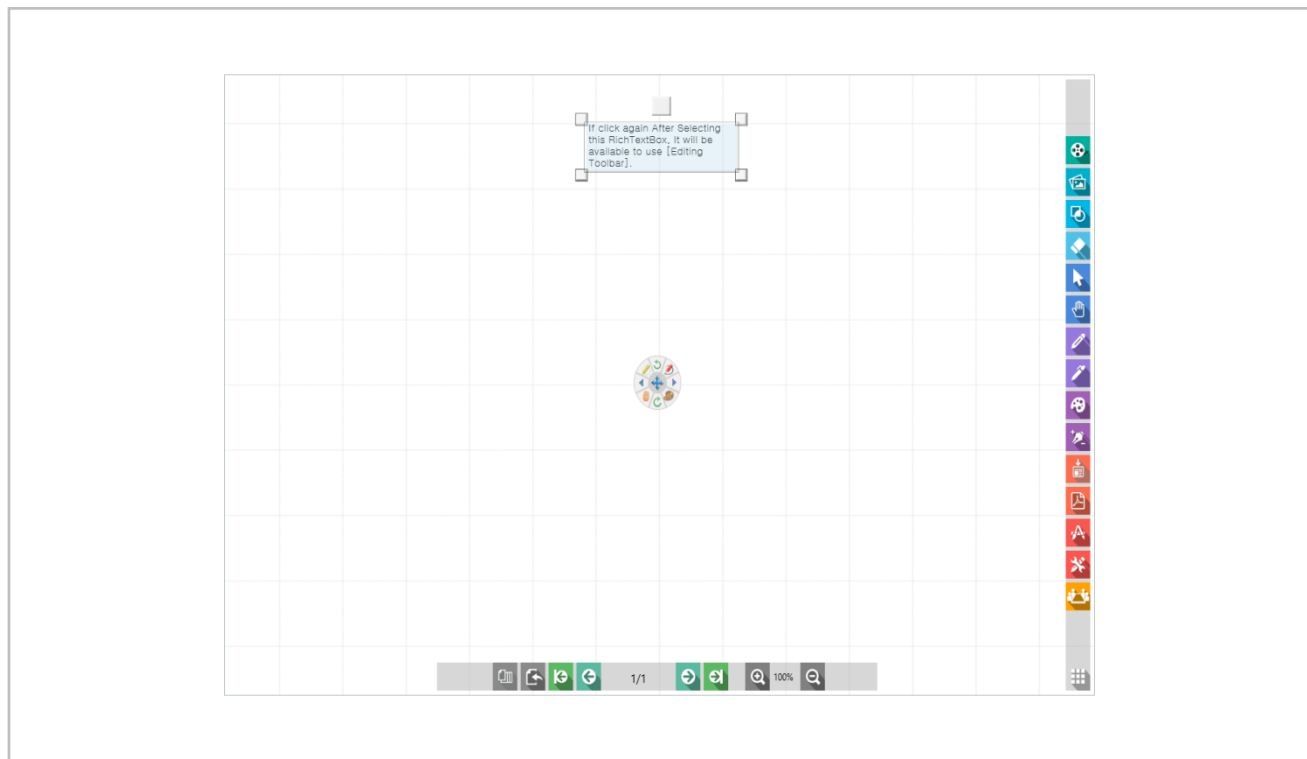
- 1 Click the [Annotation] button with a mouse or Smartpen.



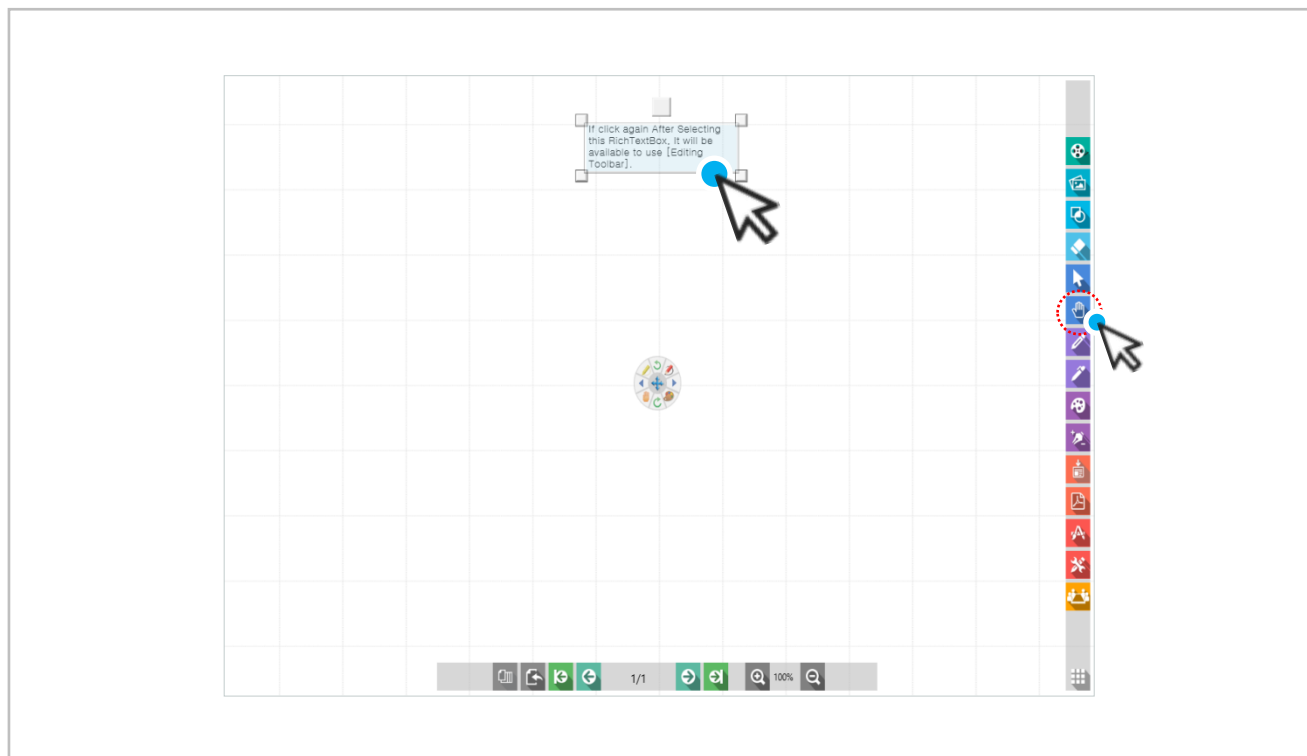
- 2 When the additional menu opens, click the [FreeText] menu with a mouse or Smartpen.



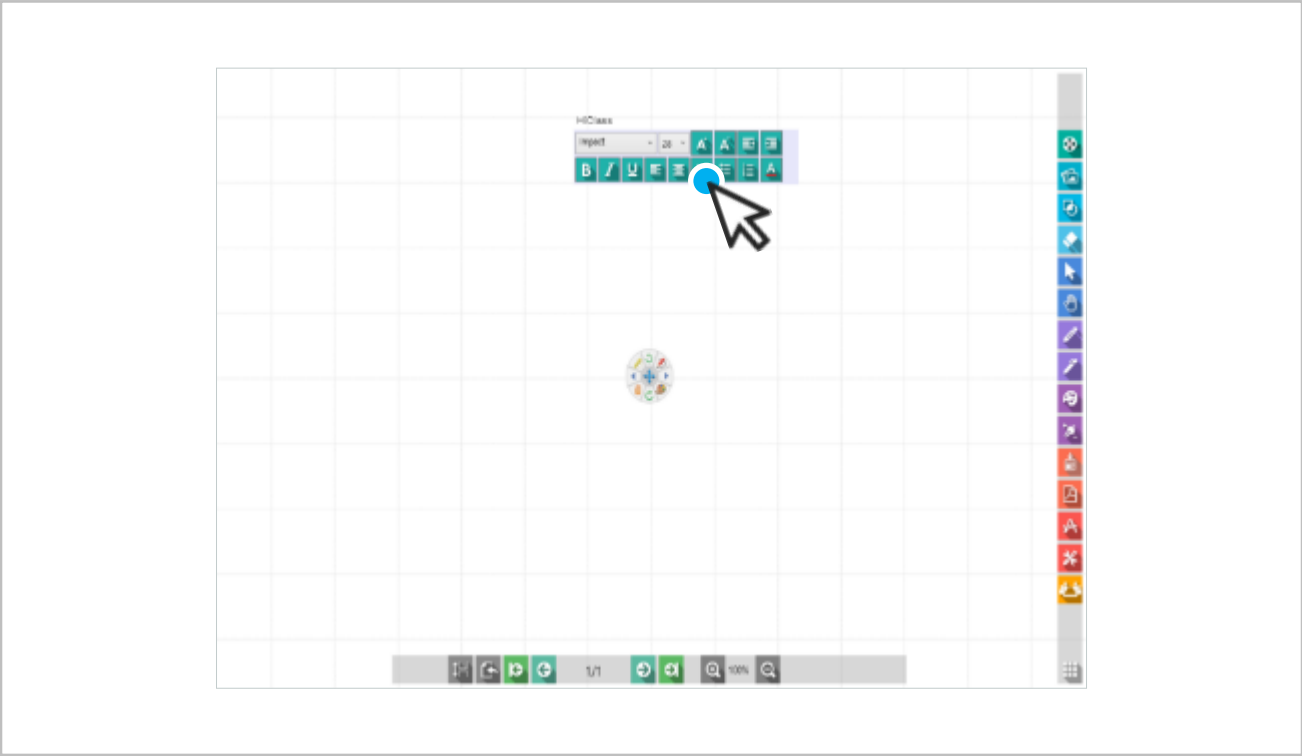
3 A dialog where text can be inputted will appear.



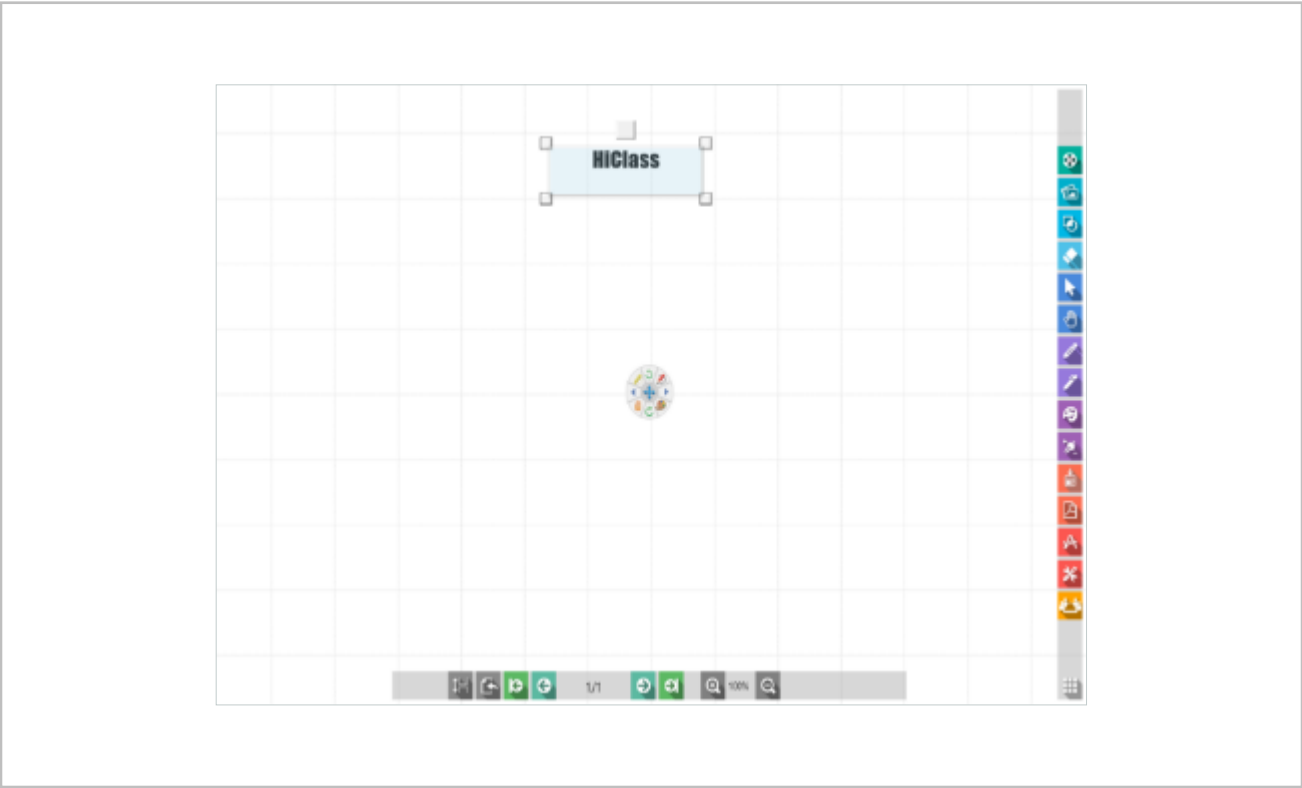
4 To enter text, click the annotation with the mouse or Smartpen in [Execution Mode].



5 Enter the desired characters.



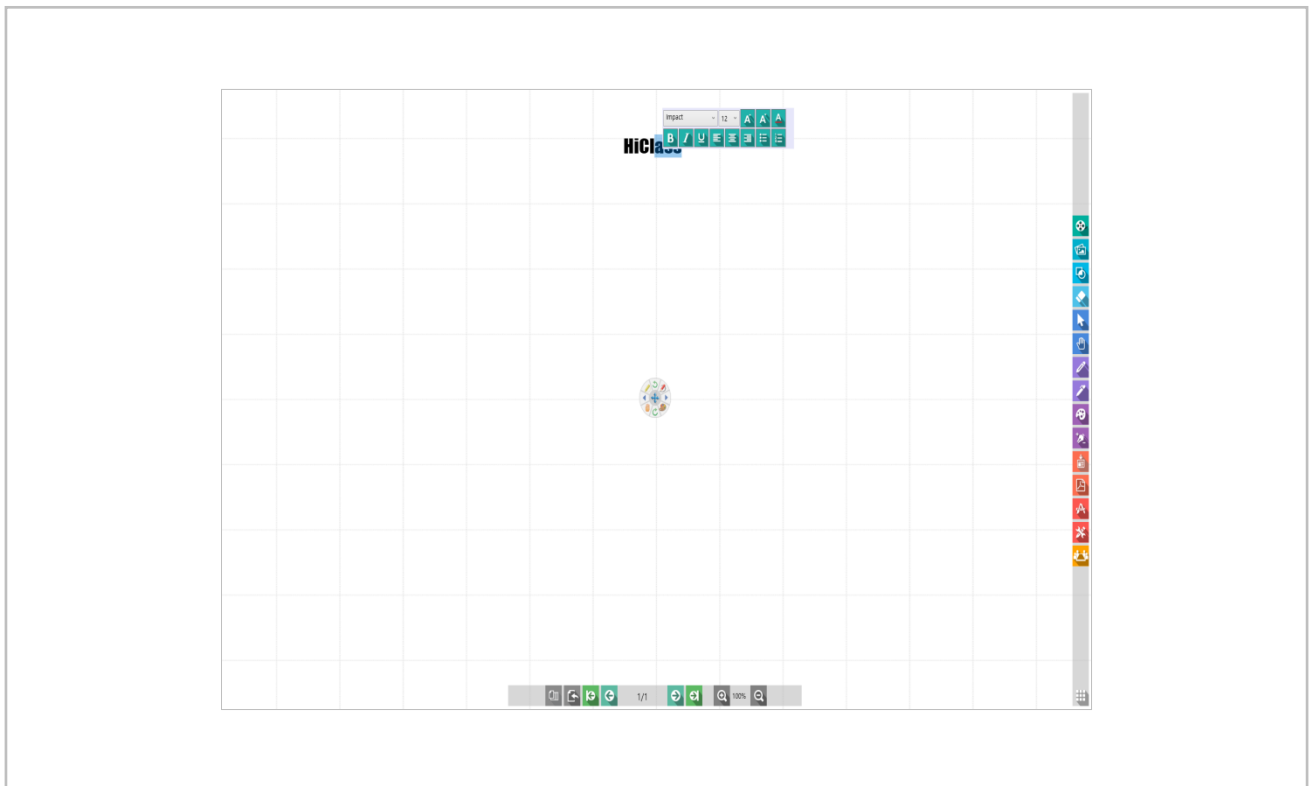
6 The Font Properties toolbar allows you to specify effects such as font / font size / font effects.
A detailed description of the Text Properties toolbar is available on the following page.



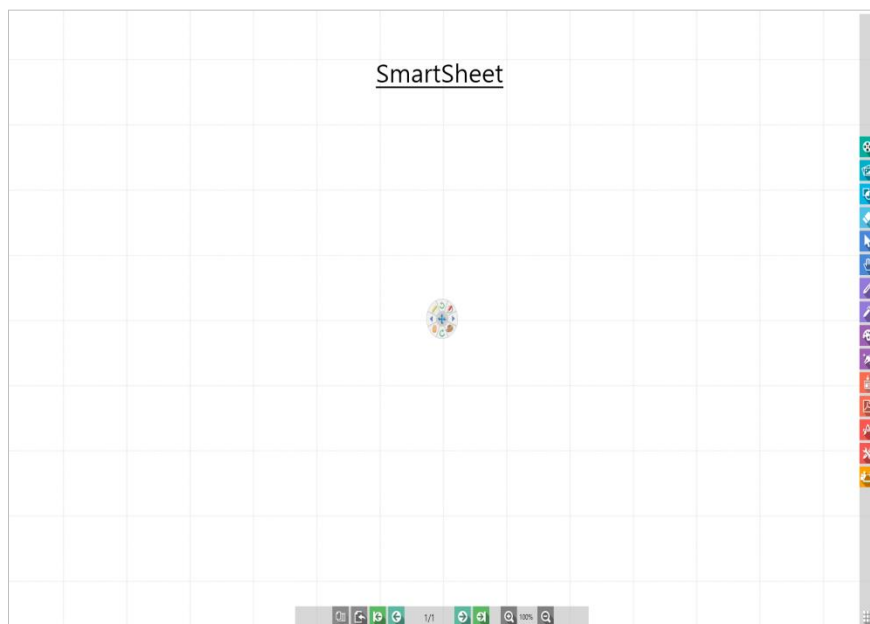
7 If you want to modify existing characters that have been created, drag the character you want to modify in [Execution Mode].



8 The Font Property toolbar appears around the selected character.

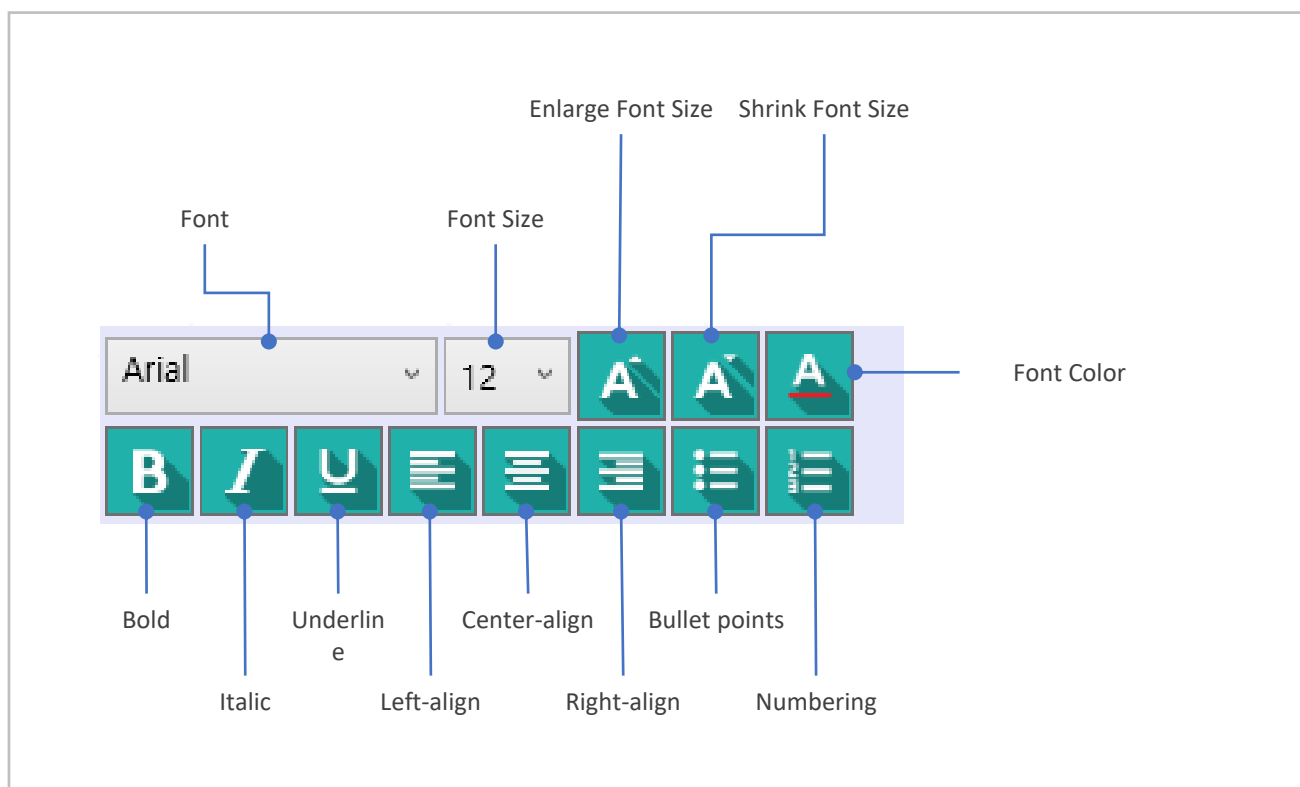


9 You can modify the text, and you can modify the text effect through the Font Properties toolbar.





Click on the annotation in [Execution mode] with a mouse or Smartpen and a toolbar will appear. This toolbar provides options for selecting properties of font. This dialog will appear when clicking the [Edit] button in the Annotation Property Dialog.



Font

- Font can be changed using this function.

Font Size

- The size of a font can be changed.
- The available font sizes range from 8 to 48 points.

Enlarge Font Size

- Enlarge the font size one step larger than the current size.

Shrink Font Size

- Shrink the font size one step smaller than the current size.

Font Color

- Select the color of text.



Bold

- Make the text bold or reset the applied bold formatting.

Italic

- Make the text italic or reset the applied italic formatting.

Underlining

- Underline the text or reset the applied underline formatting.

Left-align

- Align characters to the left (default align).

Center-align

- Align characters to the center.

Right-align

- Align characters to the right.

Bullet

- Insert bullet points.

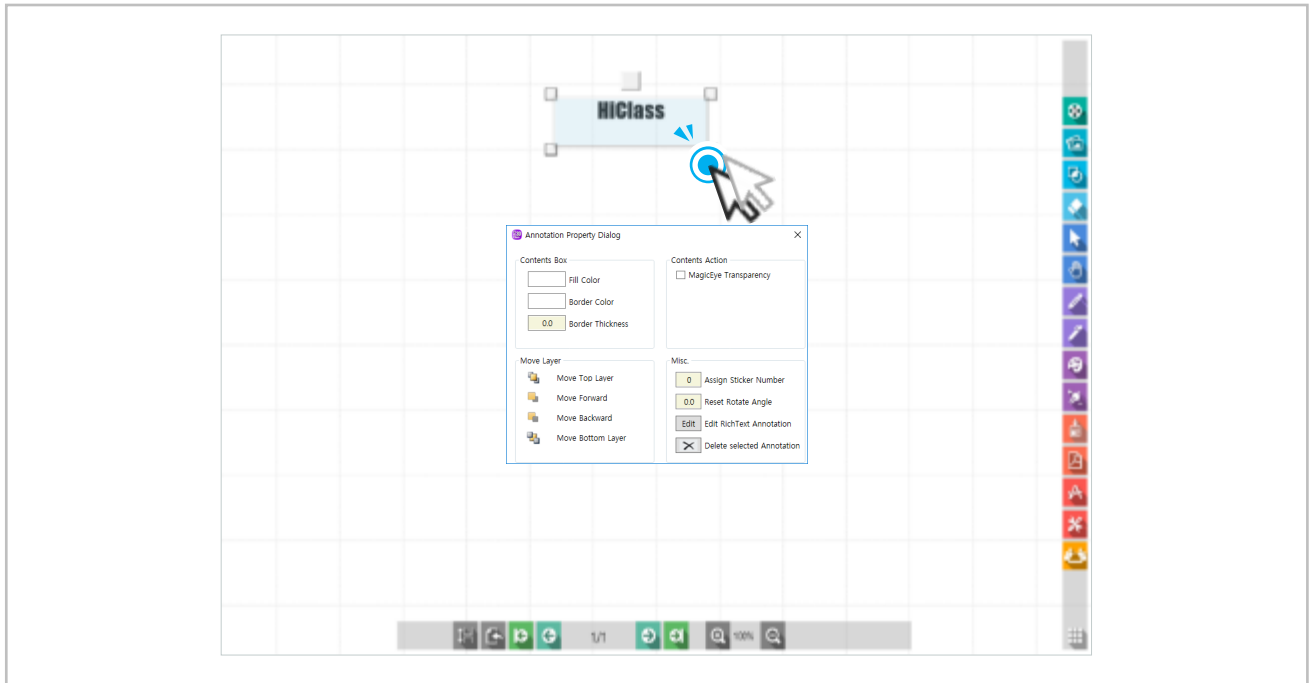
Numbering

- Insert numbers.

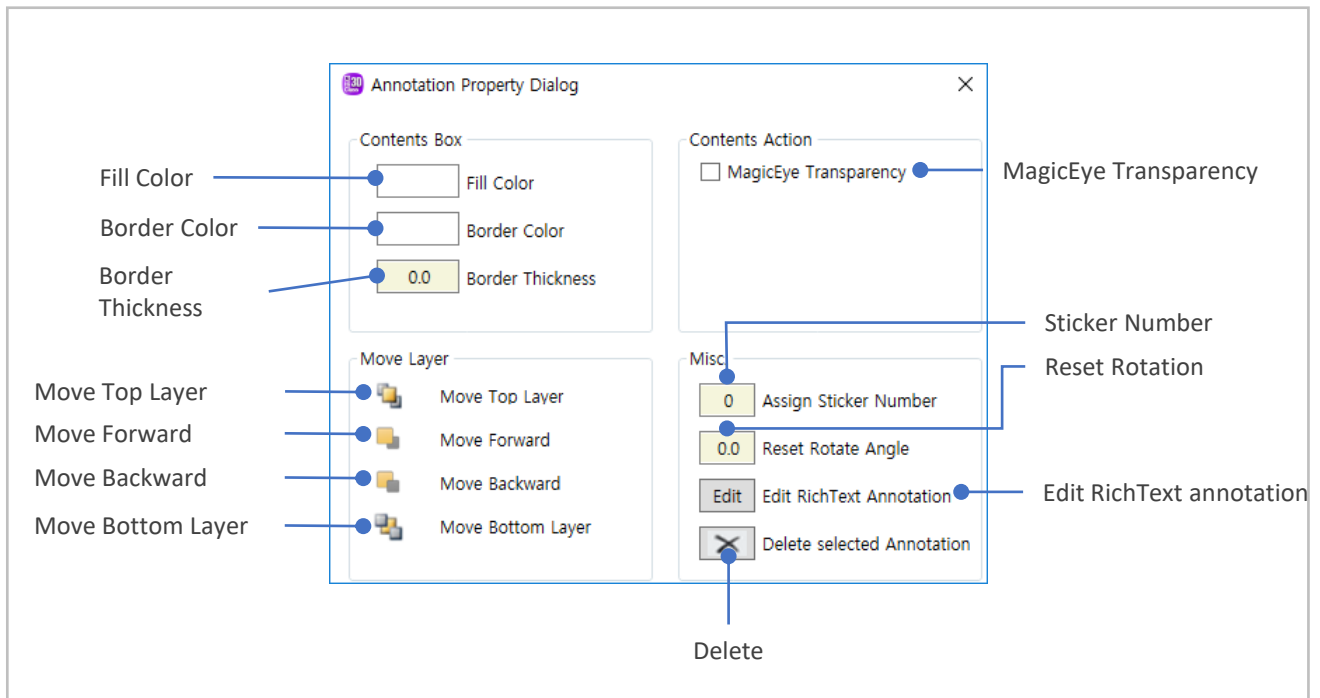




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



FreeText Annotation Property Dialog



Fill Color

- Select fill color for the annotation.



Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Edit text effects

- You can edit the size / color / font of the character.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.

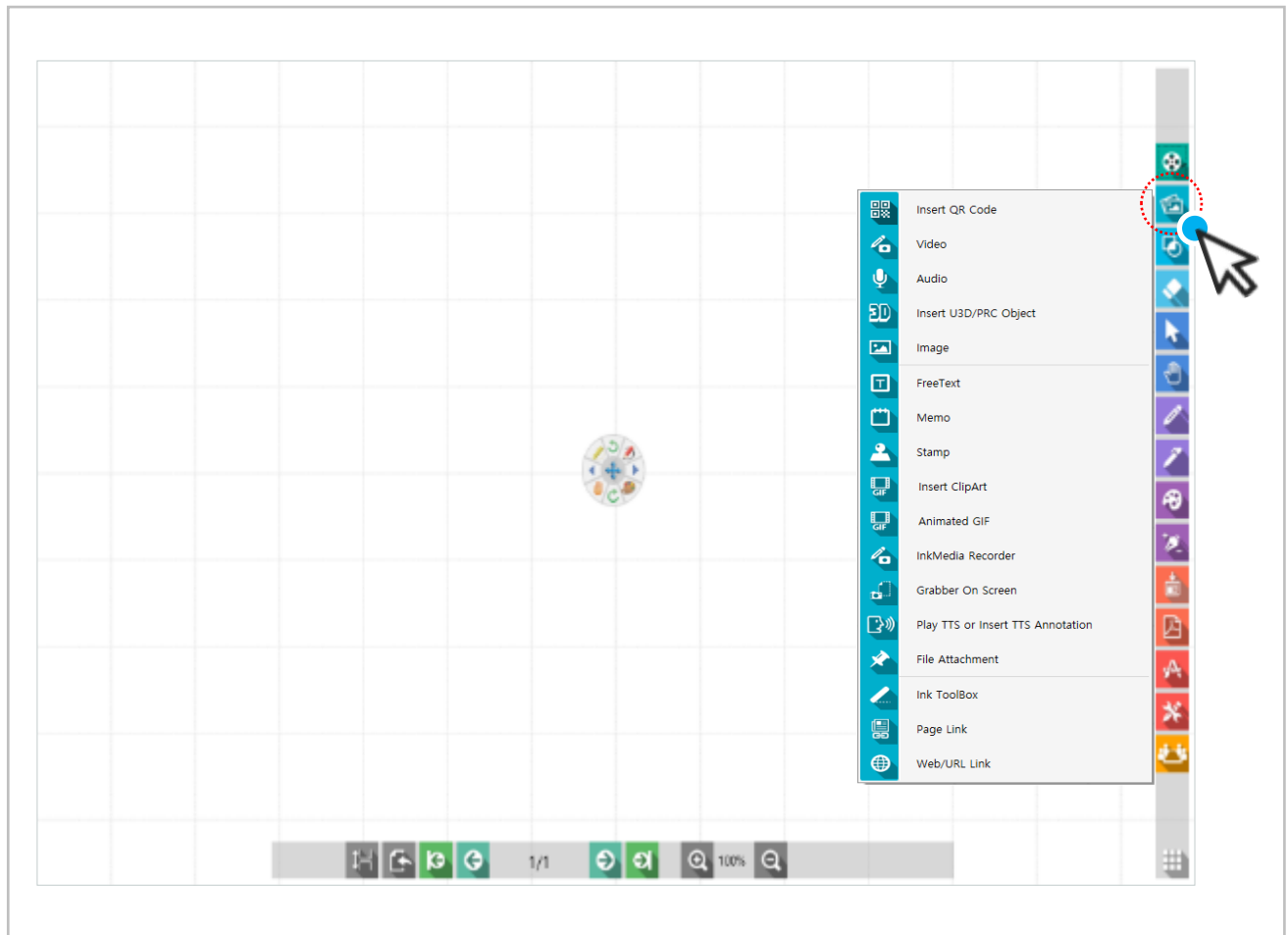


Memo

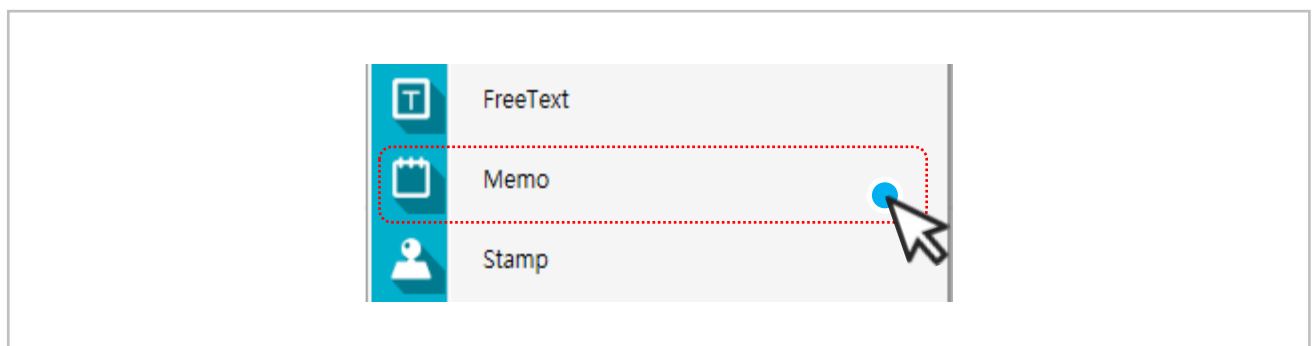
Insert a pop-up memo to the desired location on the current page.
The Pop-up memo can be displayed or hidden.

Insert a Pop-up Memo

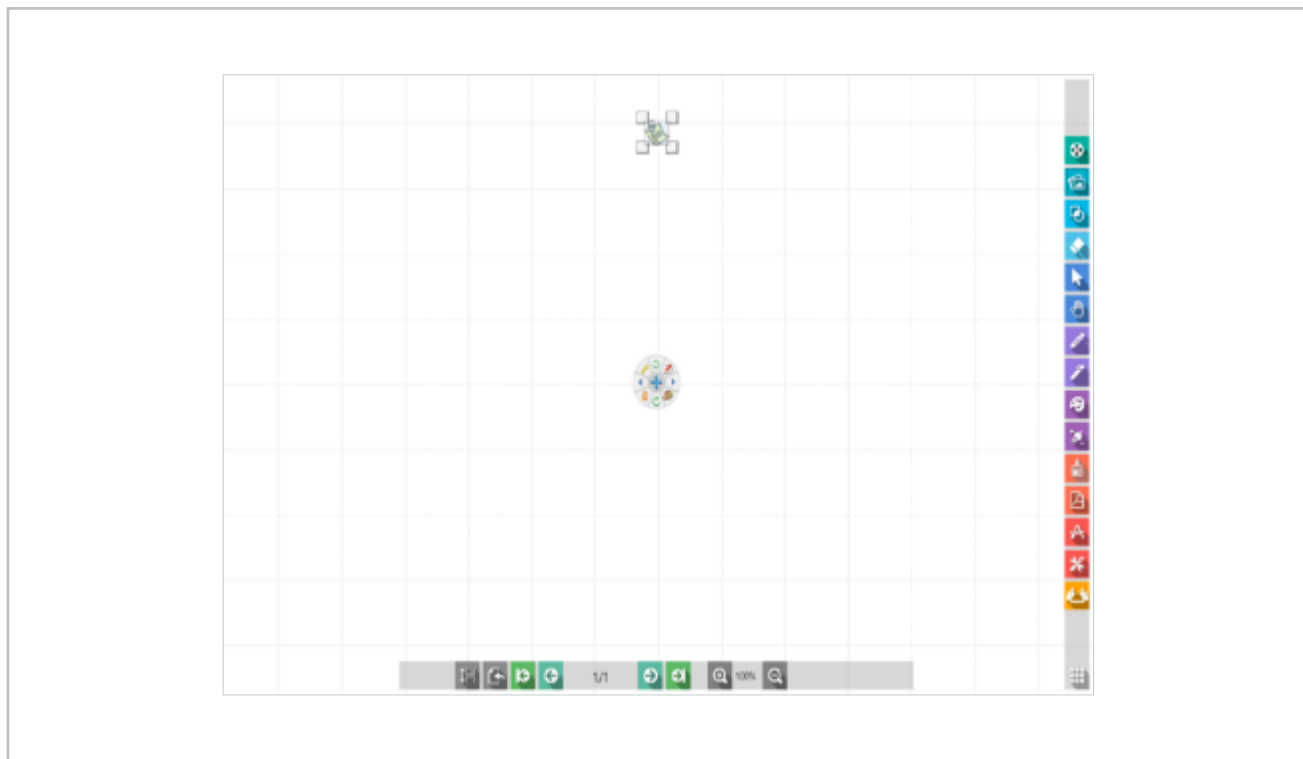
- 1 Click the [Annotation] button with a mouse or Smartpen.



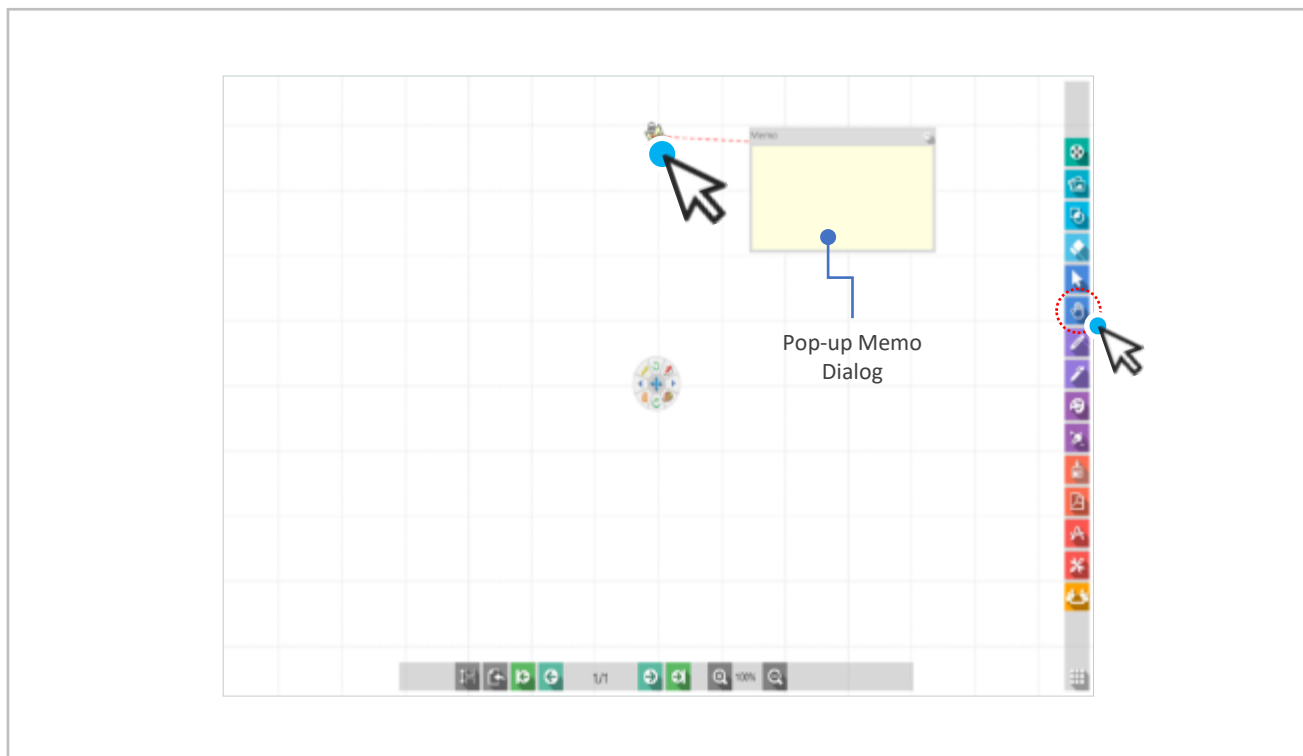
- 2 When the additional menu opens, click the [Memo] menu with a mouse or Smartpen.



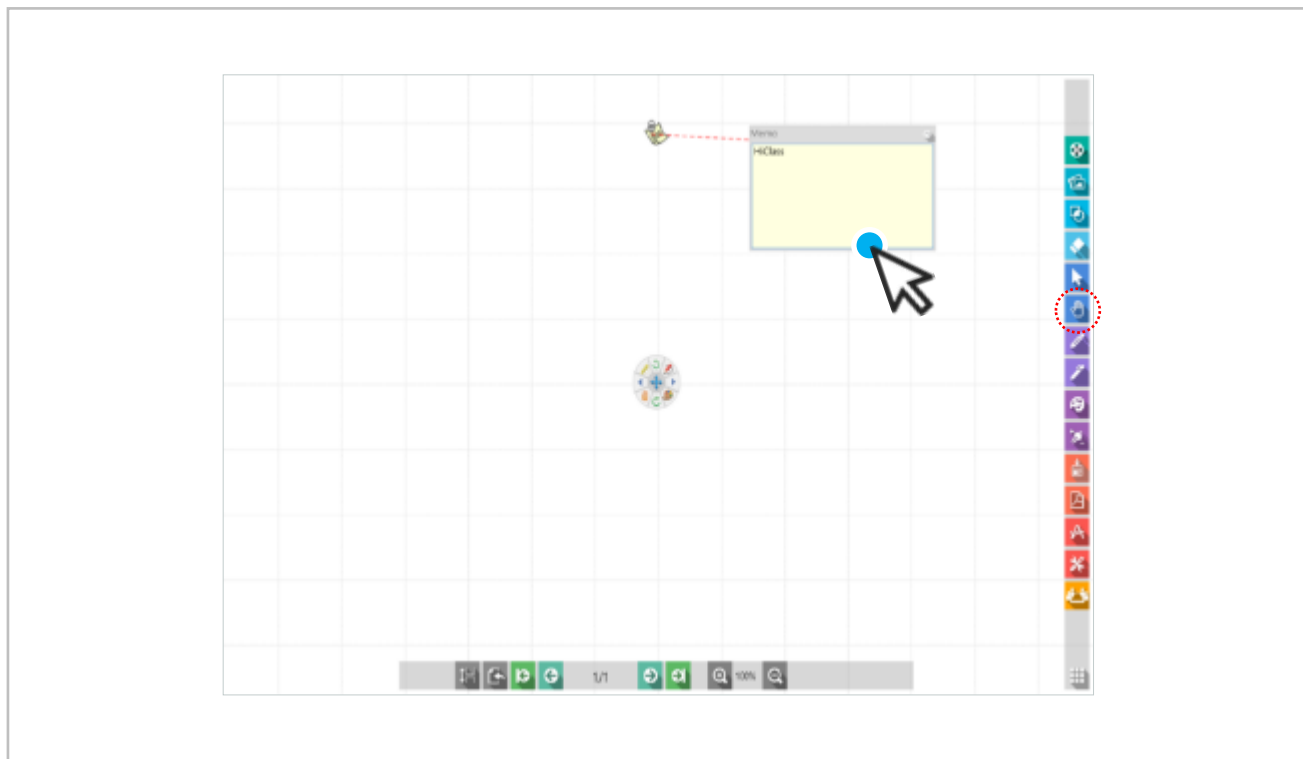
3 The pop-up memo is inserted into the current page as an annotation.



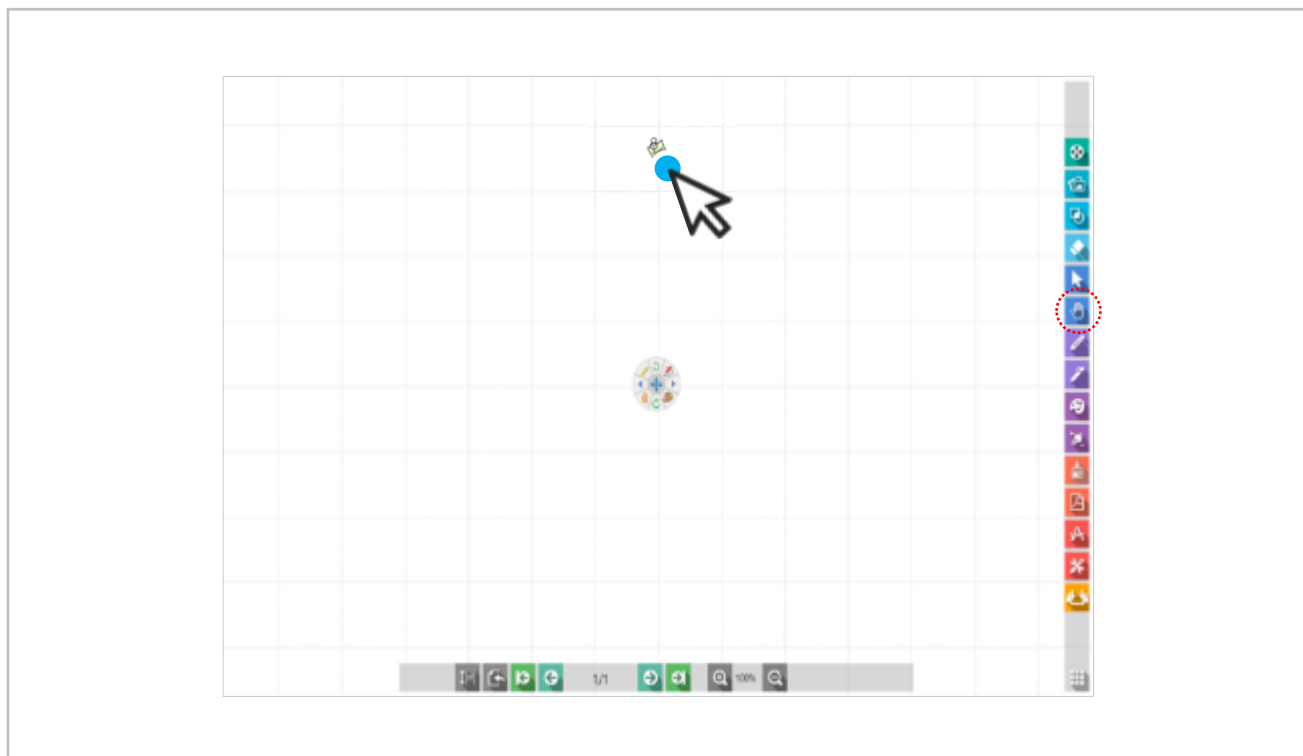
4 Click on the annotation in [Execution mode] with a mouse or Smartpen and the pop-up memo dialog will appear.



5 Click on the pop-up memo dialog with a mouse or Smartpen to enter a memo.



6 Click on the annotation in [Execution mode] with a mouse or Smartpen once again to hide the memo.

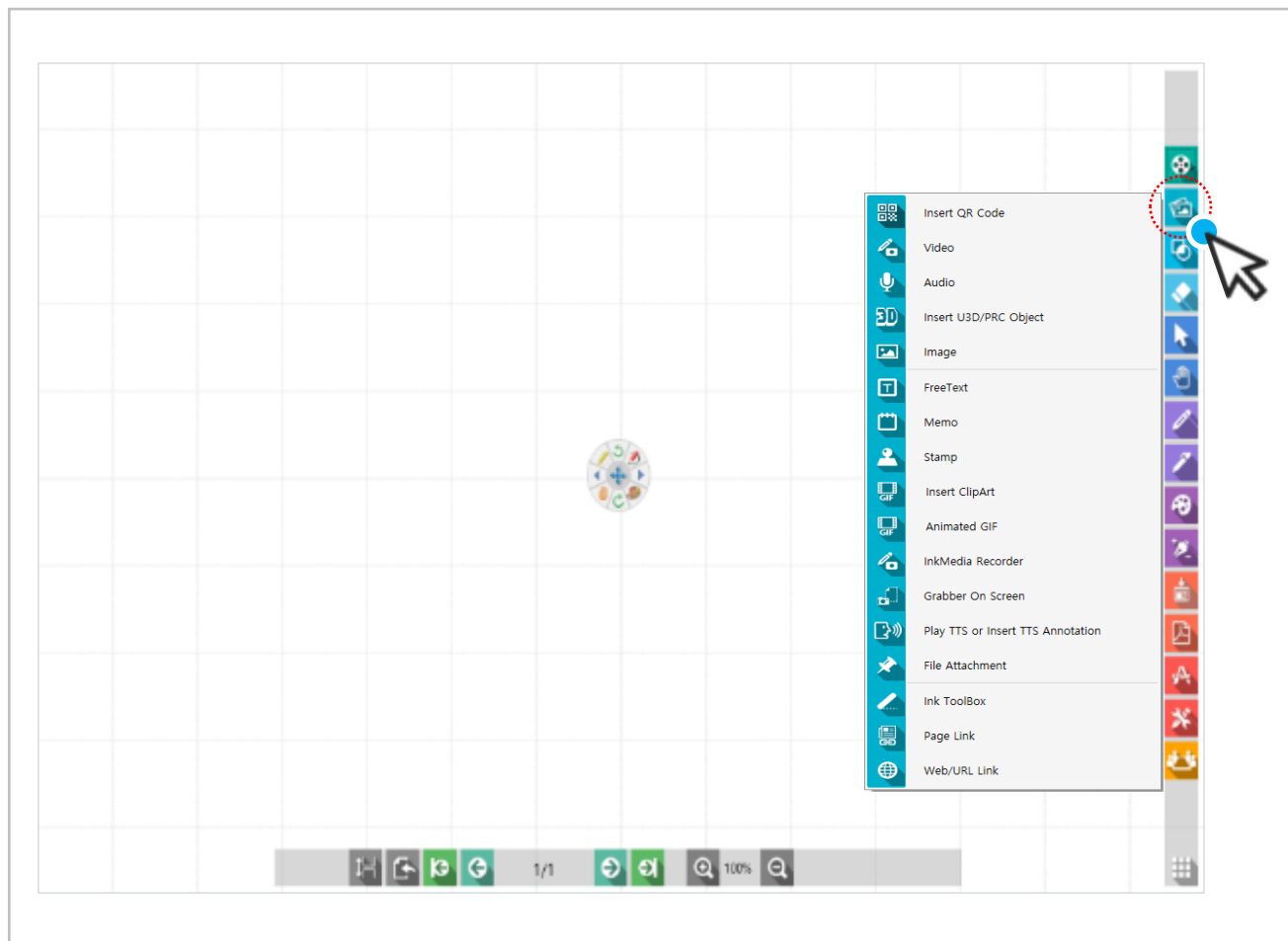


Stamp

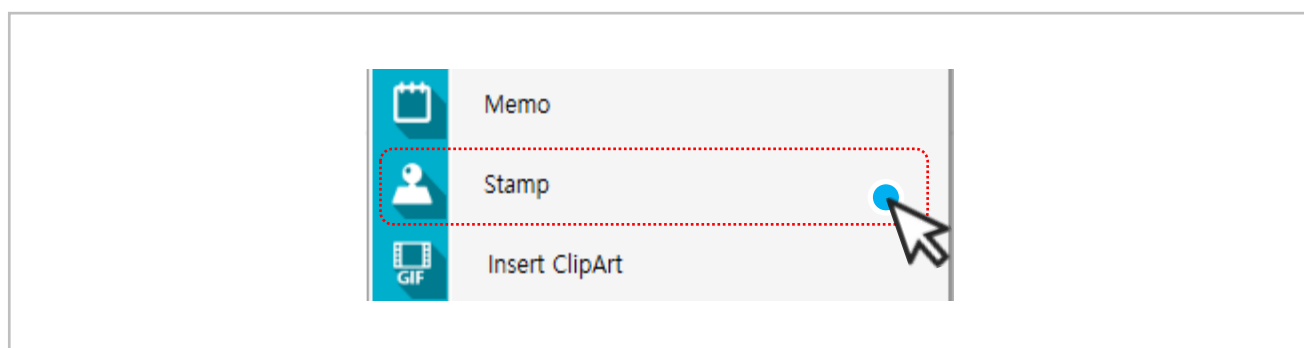
This function inserts a variety of stamps to the desired location.
This can provide the effect of the area having been stamped.

Insert a Stamp

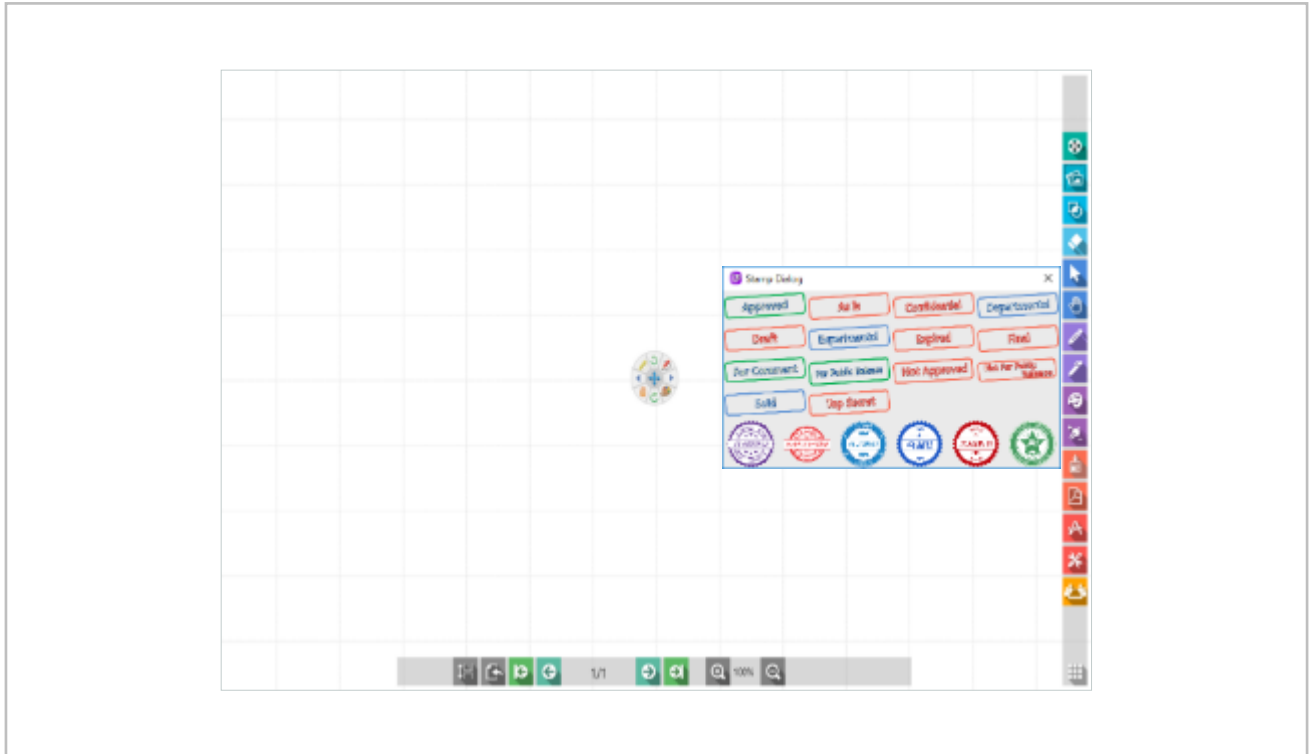
- 1 Click the [Annotation] button with a mouse or Smartpen.



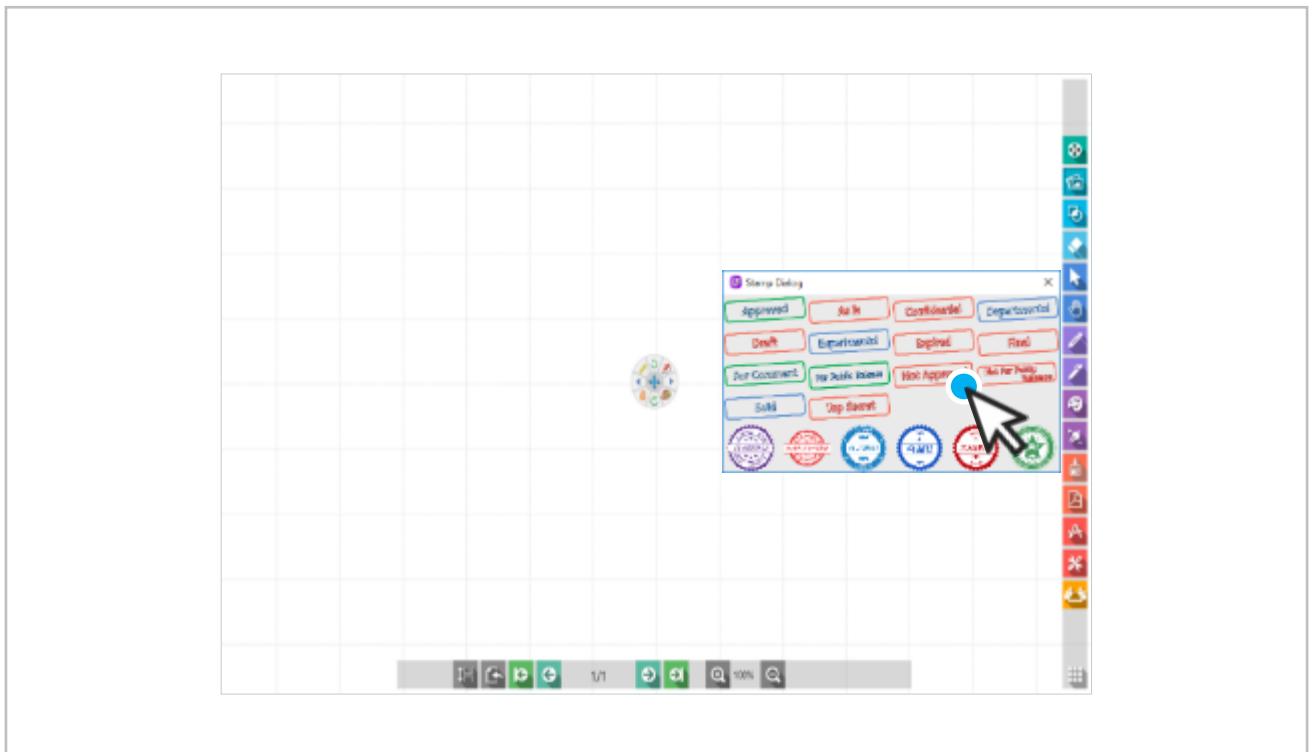
- 2 When the additional menu opens, click the [Stamp] menu with a mouse or Smartpen.



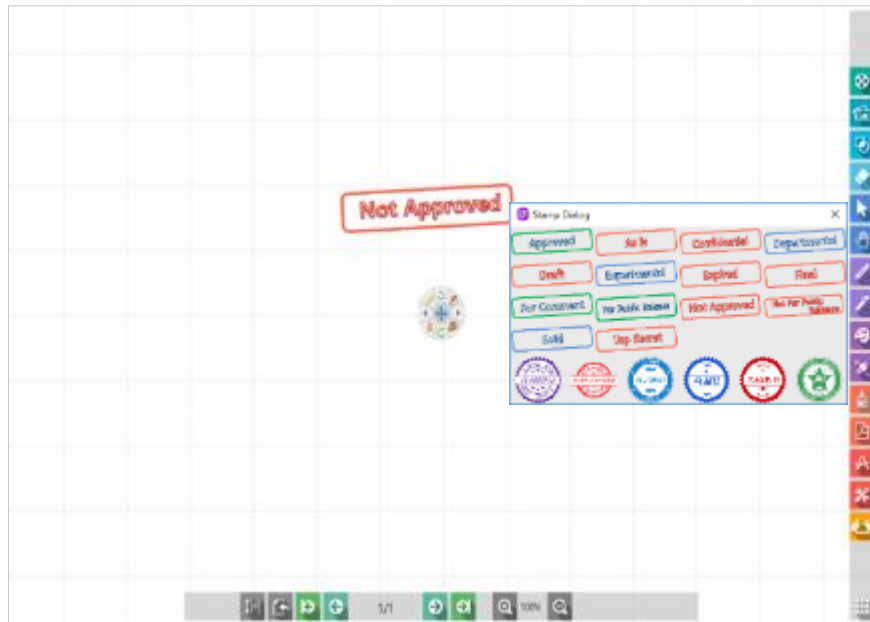
3 The stamp dialog opens.



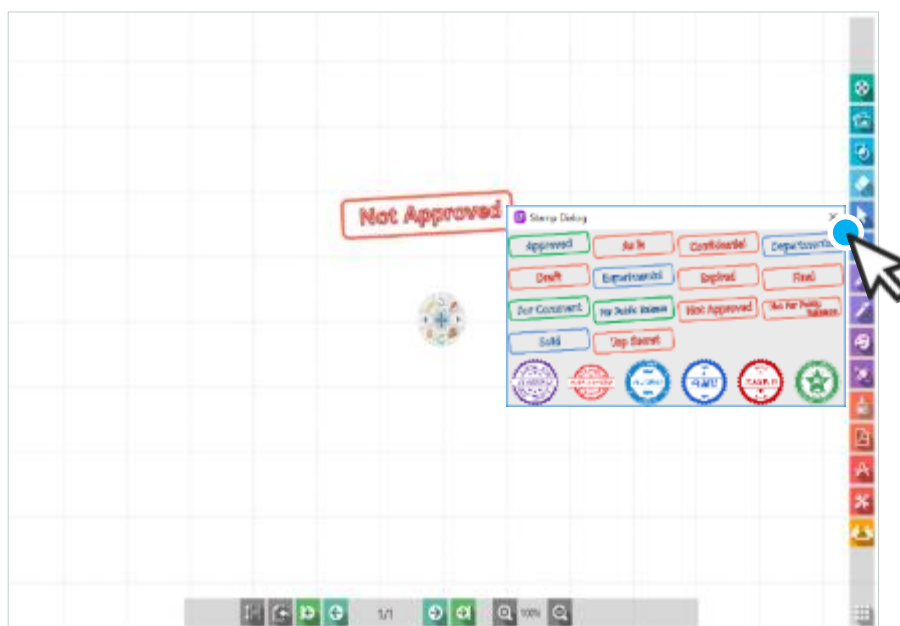
4 Click on the desired stamp with a mouse or Smartpen.



5 The selected stamp is inserted into the current page as an annotation.

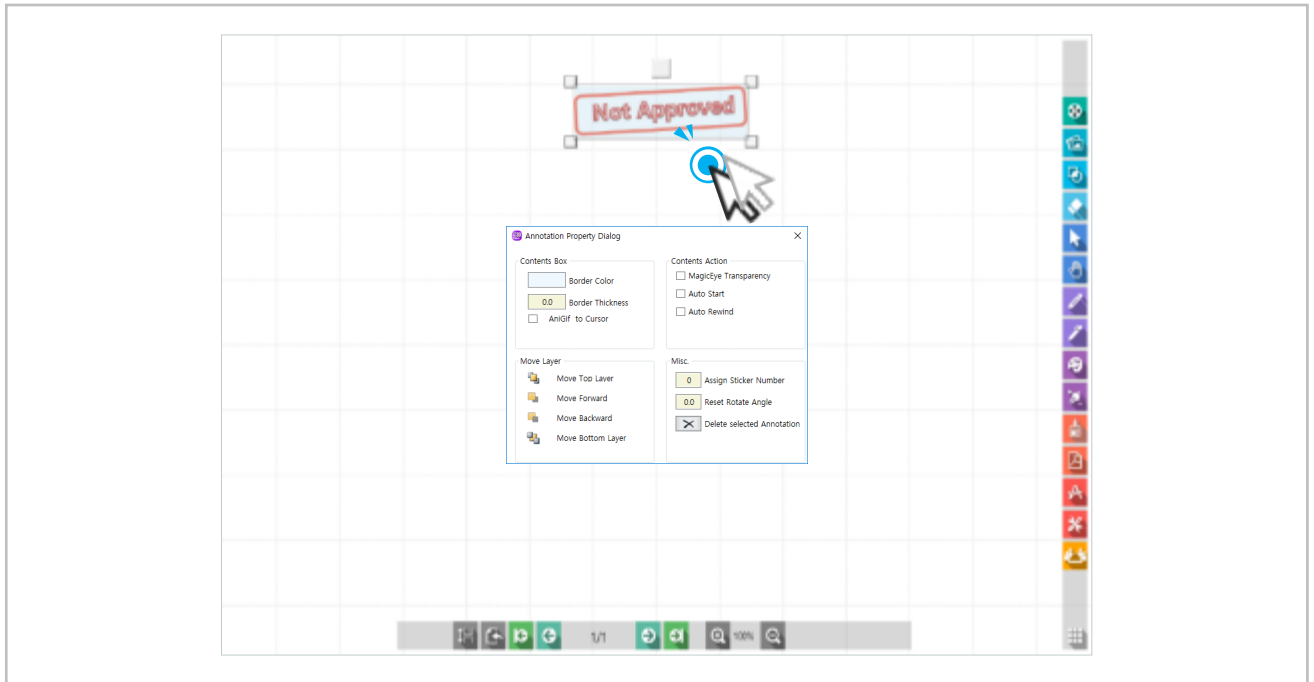


6 To close the dialog, click on the [Close] button in the stamp dialog with a mouse or Smartpen.

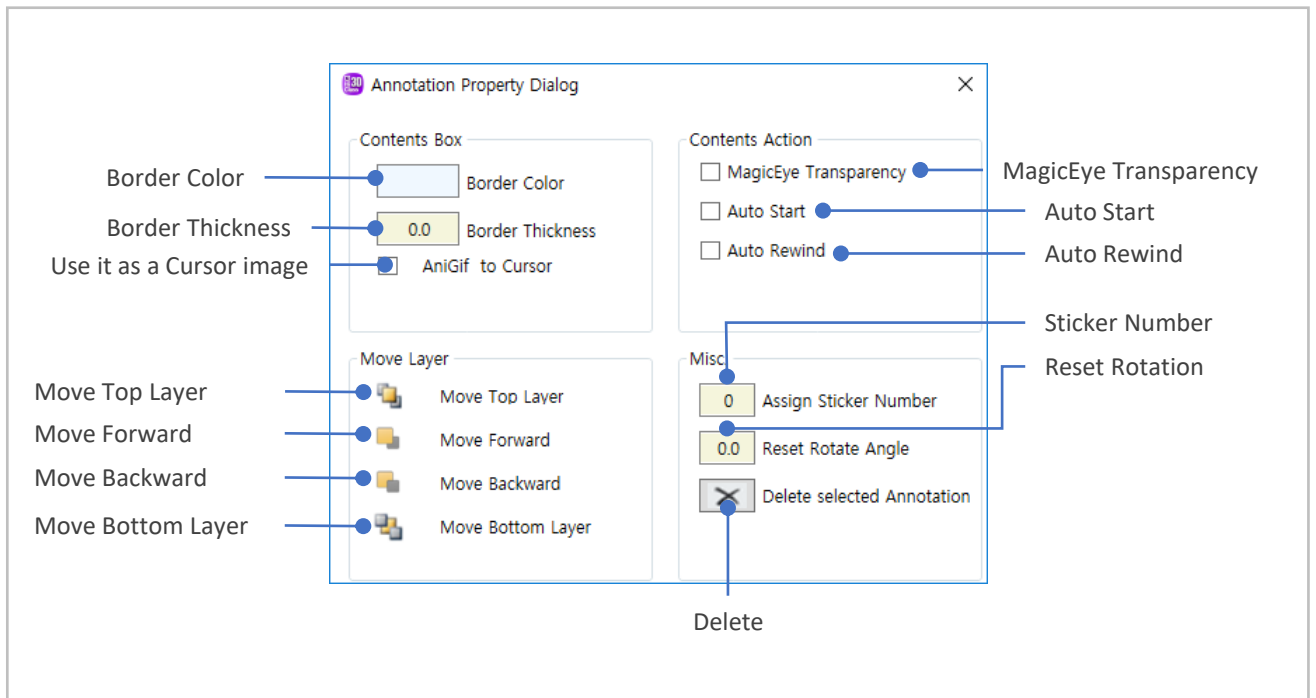




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



Stamp Annotation Property Dialog



Border Color

- Select border color for the annotation.



Border Thickness

- Select border thickness for the annotation.

Use it as a Cursor image

- If you click the annotation with the mouse or Smartpen in [Execution Mode], the shape of the mouse cursor changes to that image.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Auto Start

- If you navigate to the page that contains the annotation, the annotation's action will be executed automatically.

Auto Rewind

- Automatically rewind after playback ends.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.



ClipArt

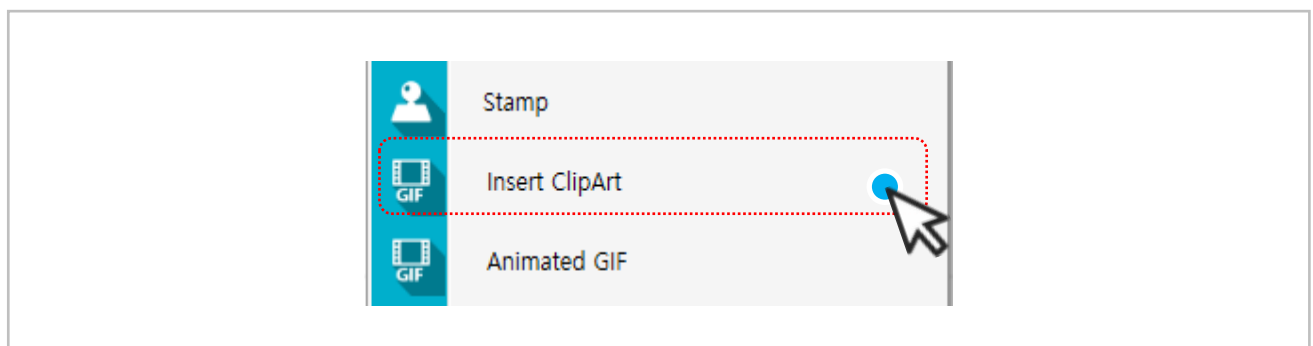
This function inserts a clipart to the desired location on the current page.
HiClass3D supports SVG, SVGZ, EMF, and WMF files.

Insert a ClipArt

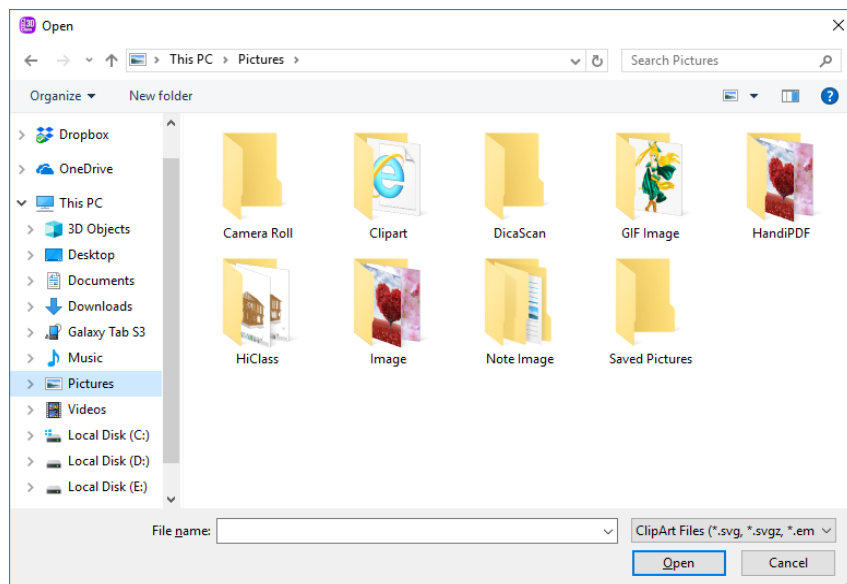
- 1 Click the [Annotation] button with a mouse or Smartpen.



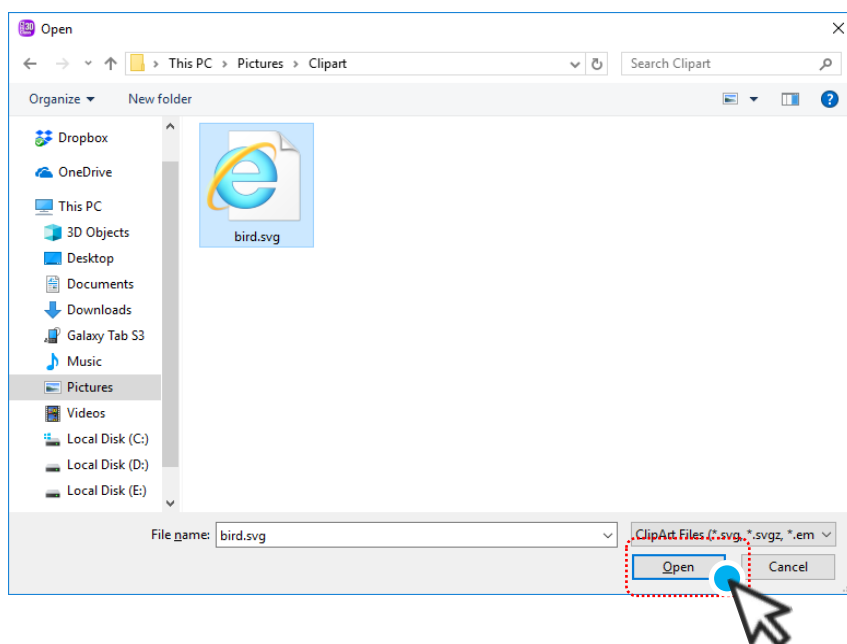
- 2 When the additional menu opens, click the [Insert ClipArt] menu with a mouse or Smartpen.



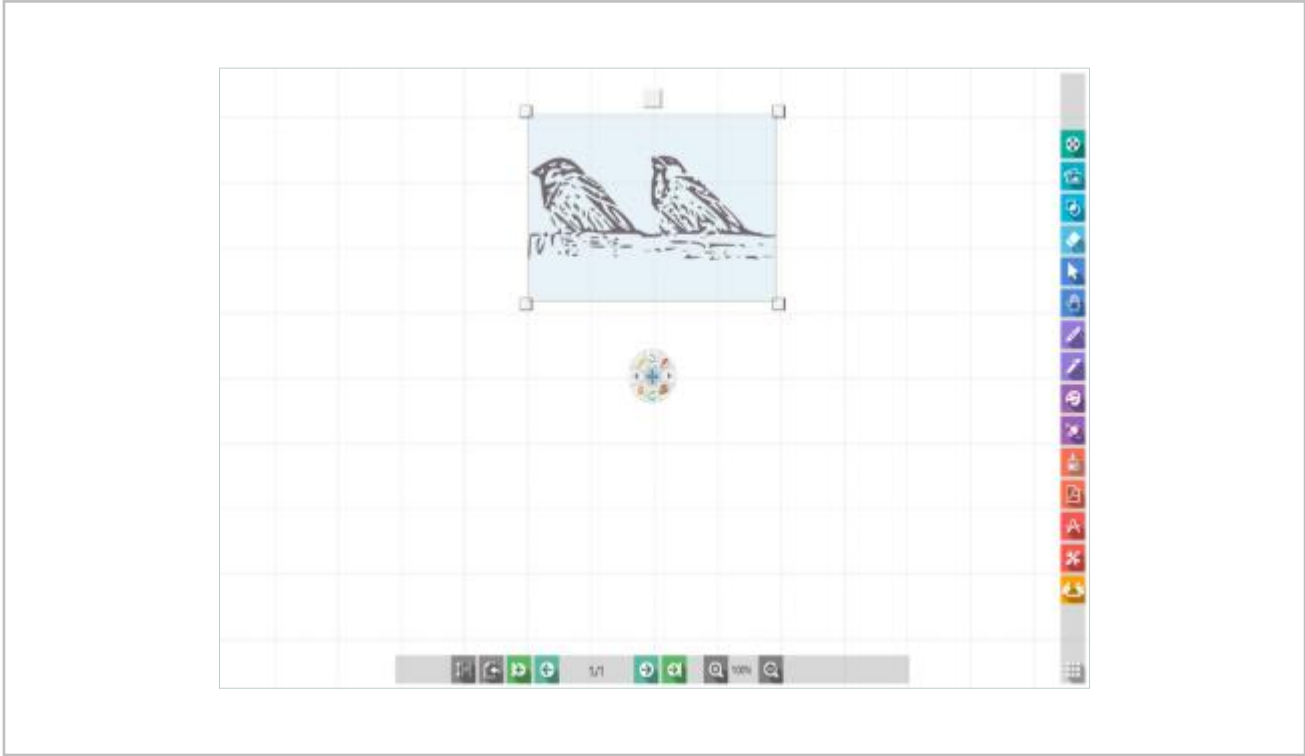
3 An Explorer Window will open and a clipart can be opened from here.



4 Select the desired clipart and then click the [Open] button with a mouse or Smartpen.

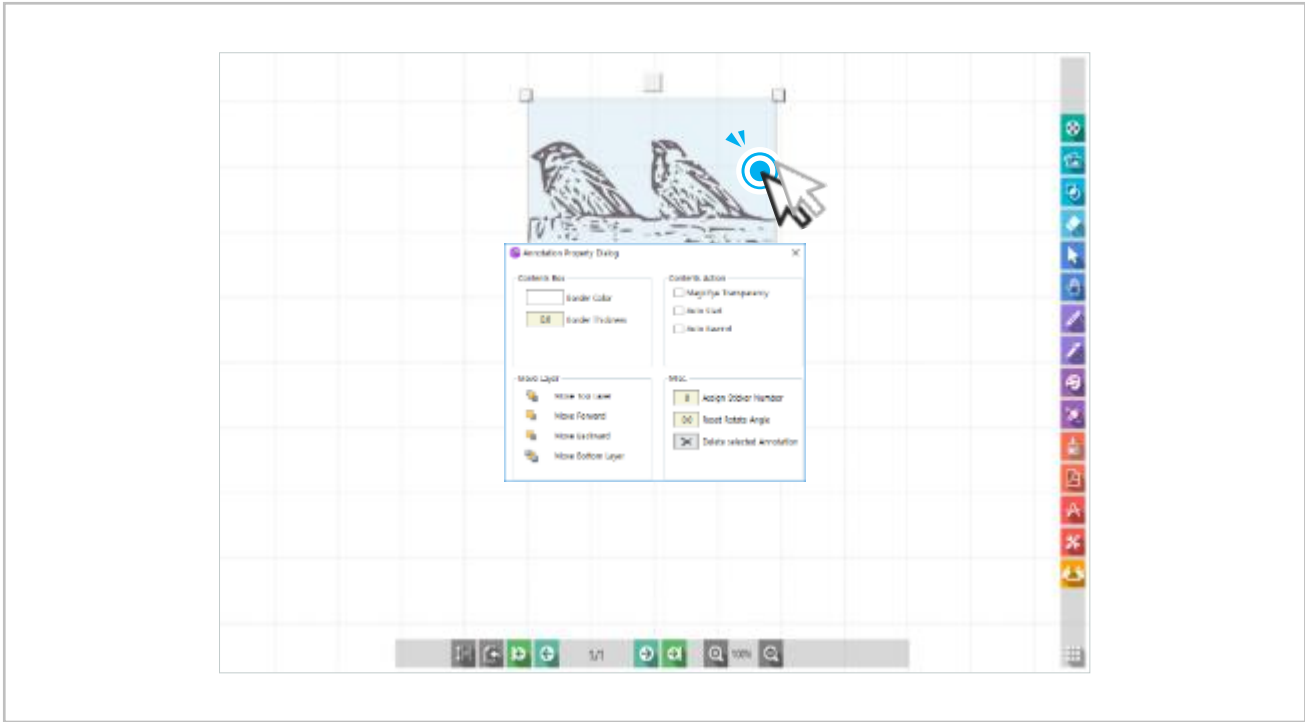


5 The clipart will be added as an annotation.

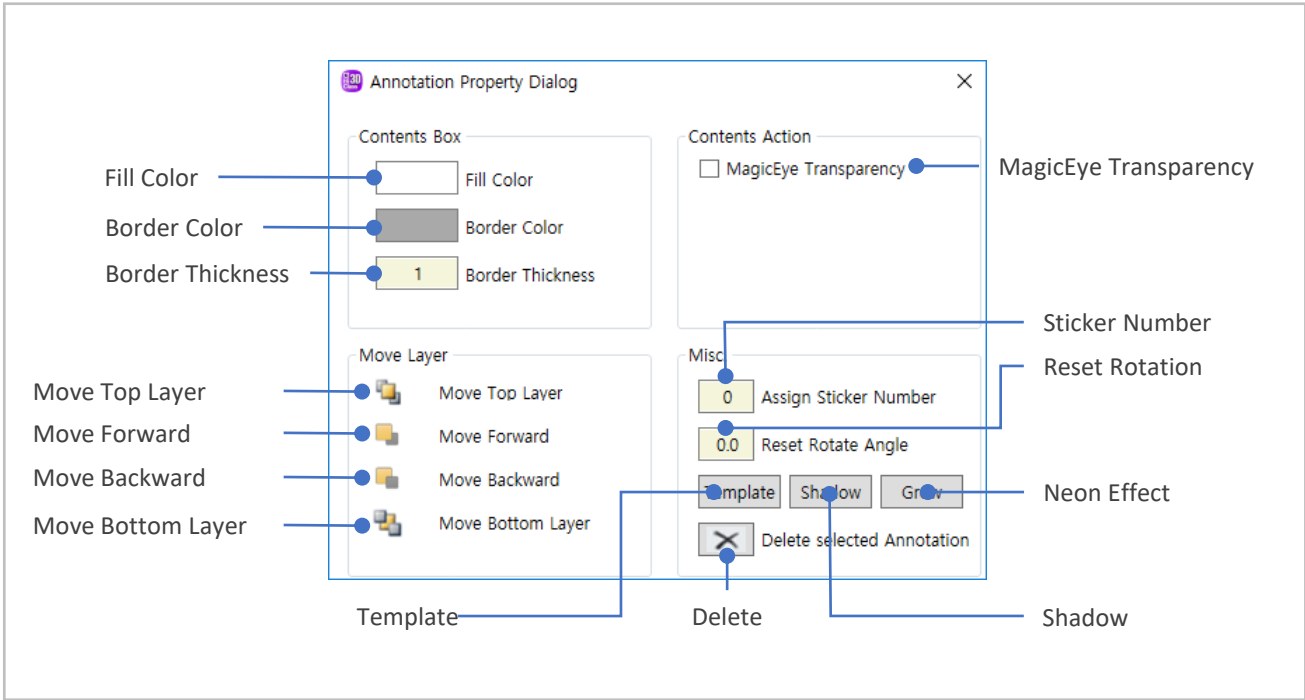




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



ClipArt Annotation Property Dialog



Border Color

- Select border color for the annotation.



Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotating one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Annotation Template

- Set the default fill of an annotation.

Shadow

- Set the location of the shadow of the annotation.

Neon Effect

- Set the neon effect of the annotation.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.

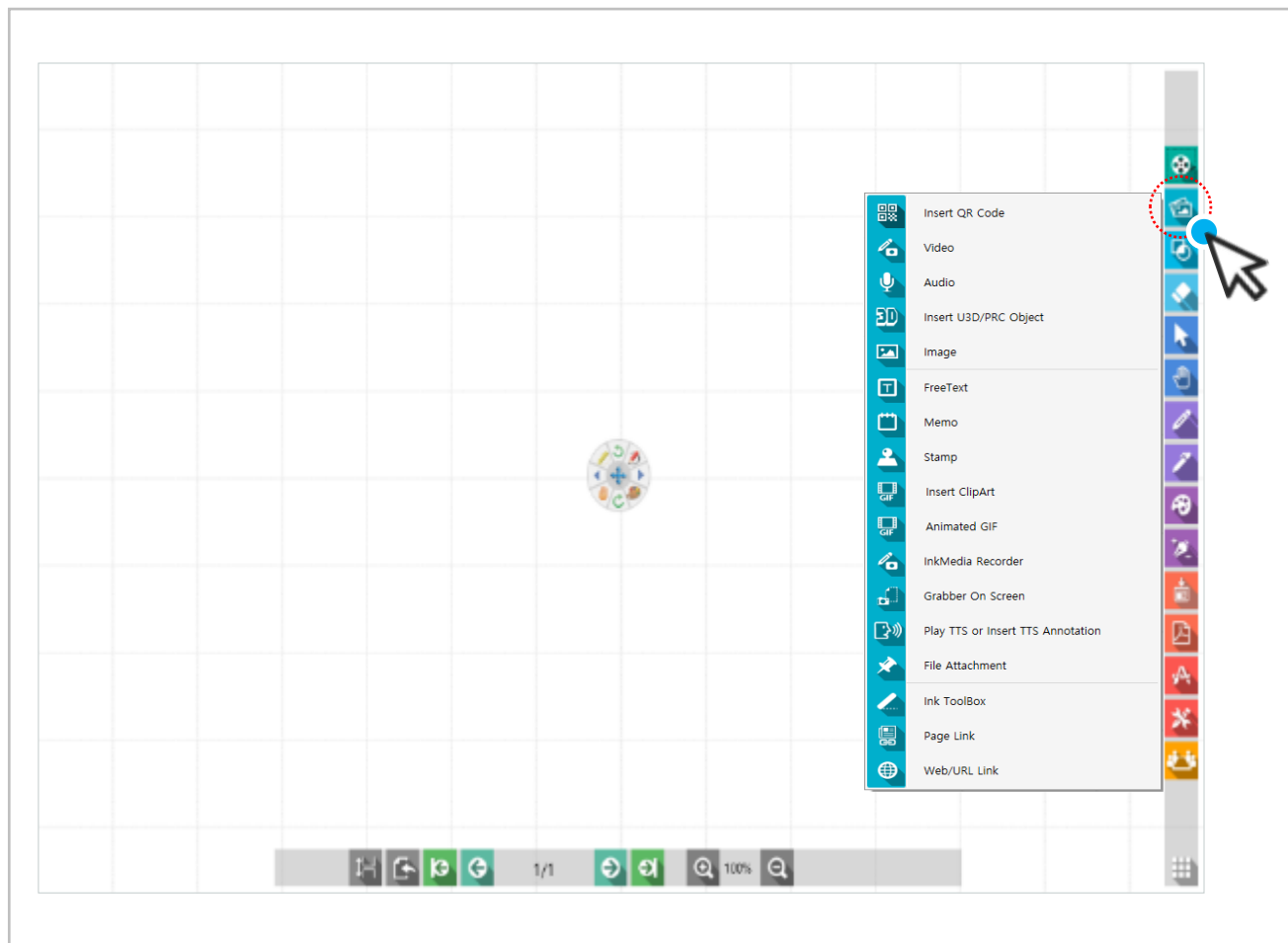


AniGIF

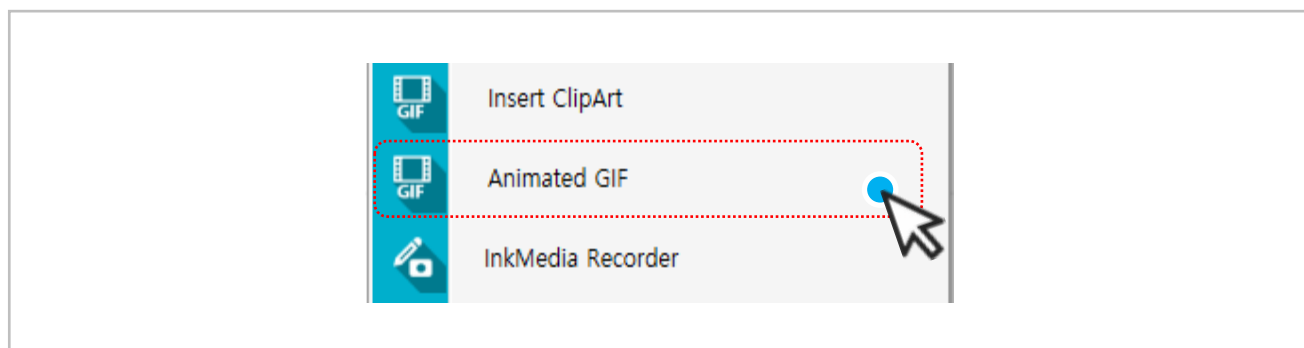
This function inserts an animated GIF image into the current page.
It is possible to play GIF images in HiClass3D.

Insert an Animated GIF

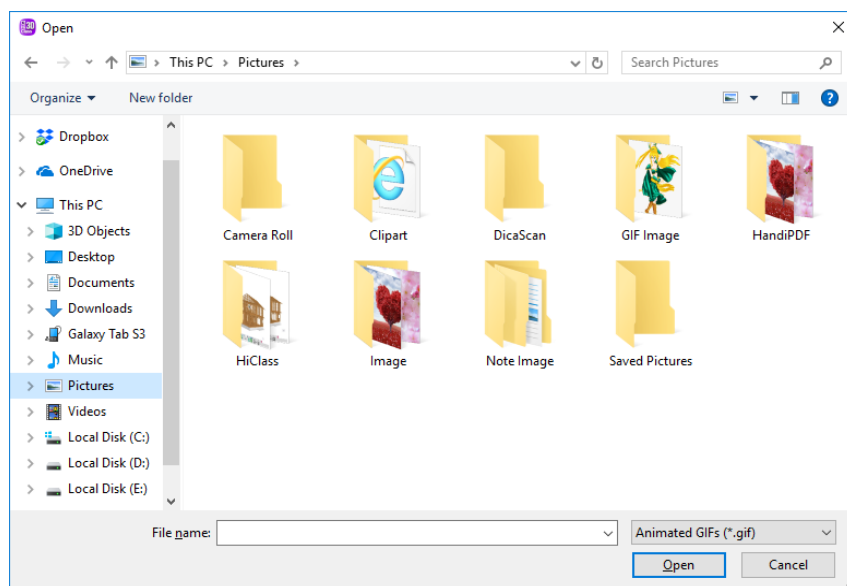
- 1 Click the [Annotation] button with a mouse or Smartpen.



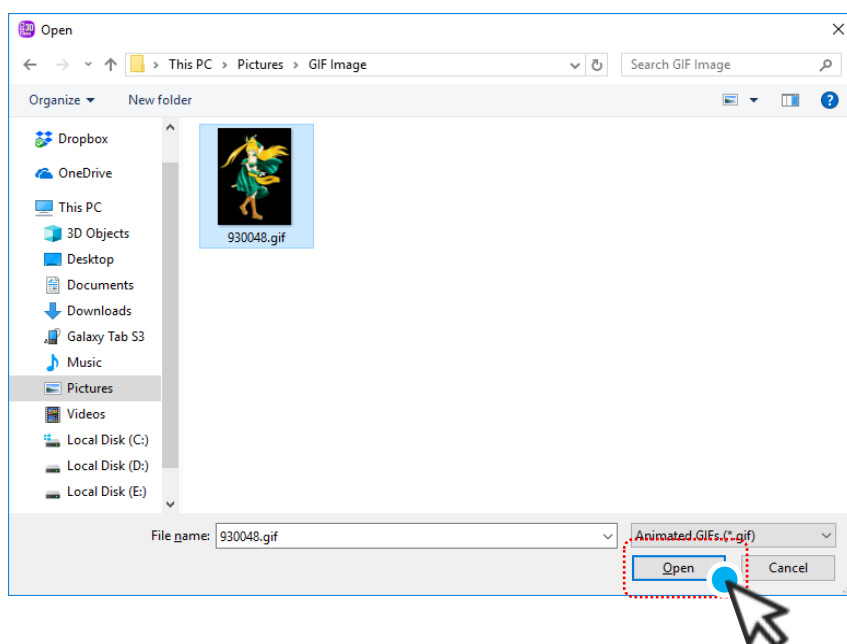
- 2 When the additional menu opens, click the [Animated GIF] menu with a mouse or Smartpen.



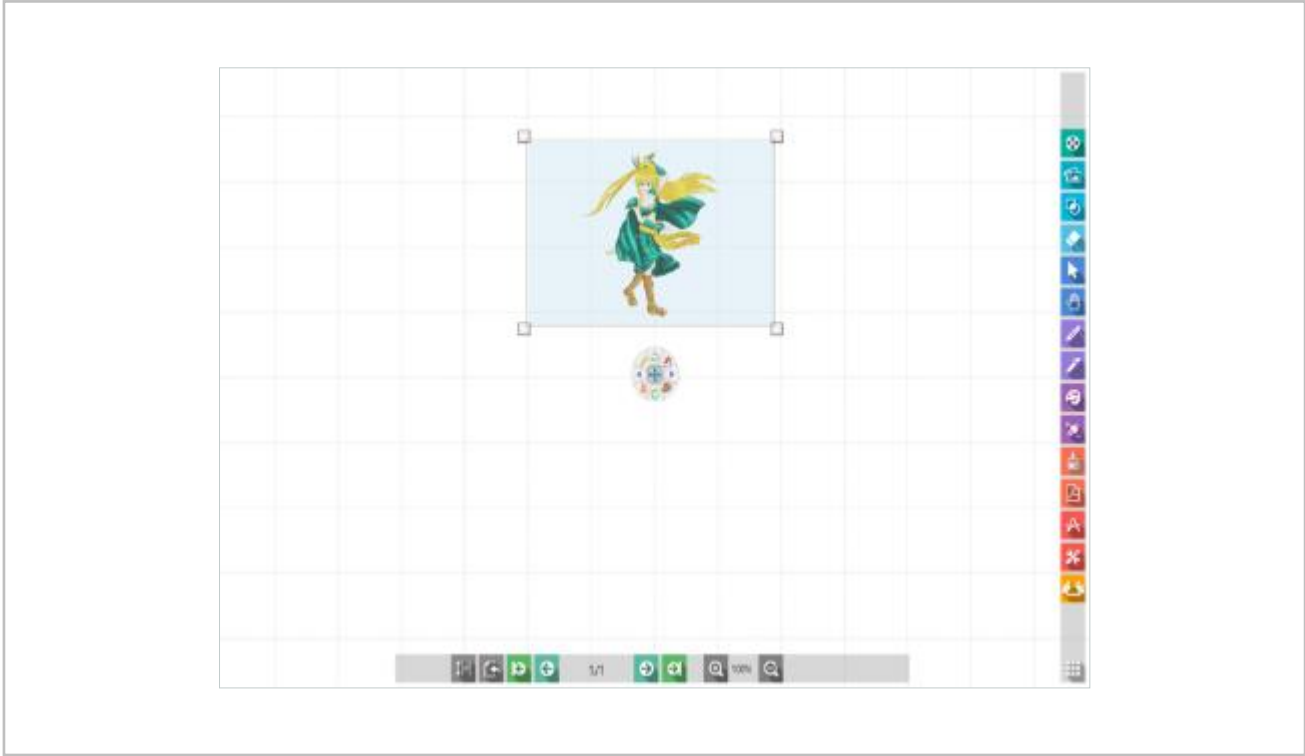
3 An Explorer Window will open and an Animated GIF file can be opened from here.



4 Select the desired clipart and click the [Open] button with a mouse or Smartpen.



5 The Animated GIF file will be added as an annotation.

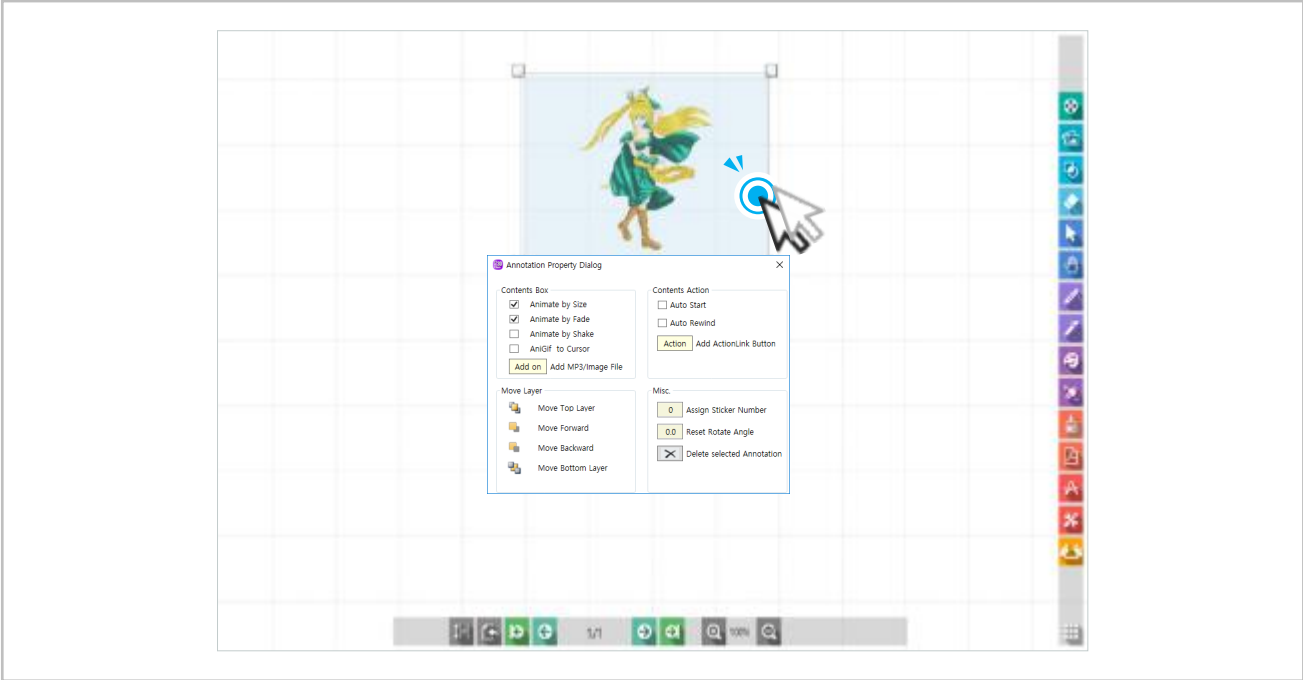


If you click the AniGIF annotation in [Execution Mode], play/stop operations can be performed.

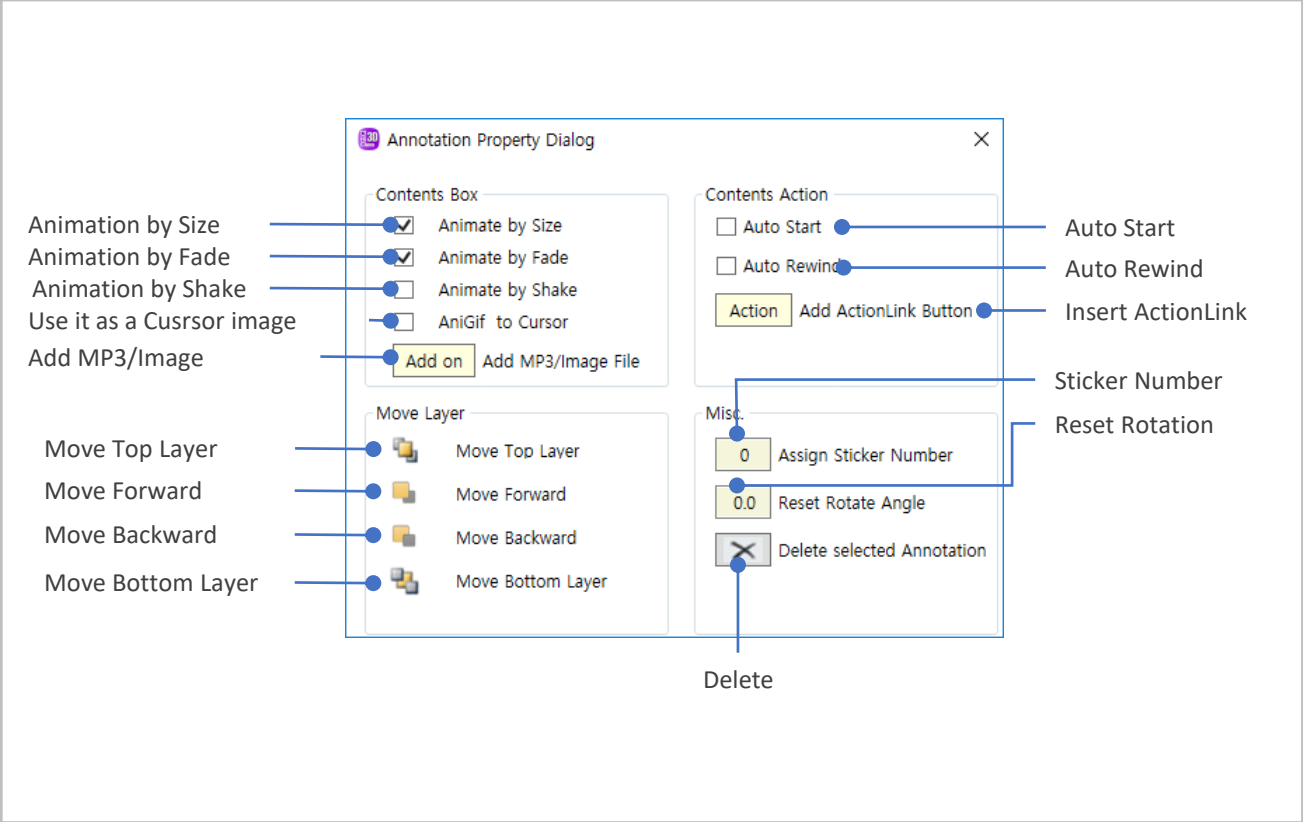




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



AniGIF Annotation Property Dialog



Animate by Size

- This is the effect of changing the size of the Annotation when you mouse over the Annotation.

Animate by Fade

- This is the effect that the Annotation disappears for a moment when you mouse over the Annotation.

Animate by Shake

- This is the effect that the Annotation shakes for a moment when you mouse over the Annotation.

AniGif to Cursor

- The shape of the mouse cursor changes to the corresponding AniGIF image.

Add on – Add MP3/Image File

- Connect MP3 files or image files to AniGif annotation and play them together.

Auto Start

- If you navigate to a page that contains that annotation, the action for that annotation is automatically executed.

Auto Rewind

- Automatically rewind after playback ends.

Action – Add ActionLink Button

- Connect ActionLink function to AniGIF annotation.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotating one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.



Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

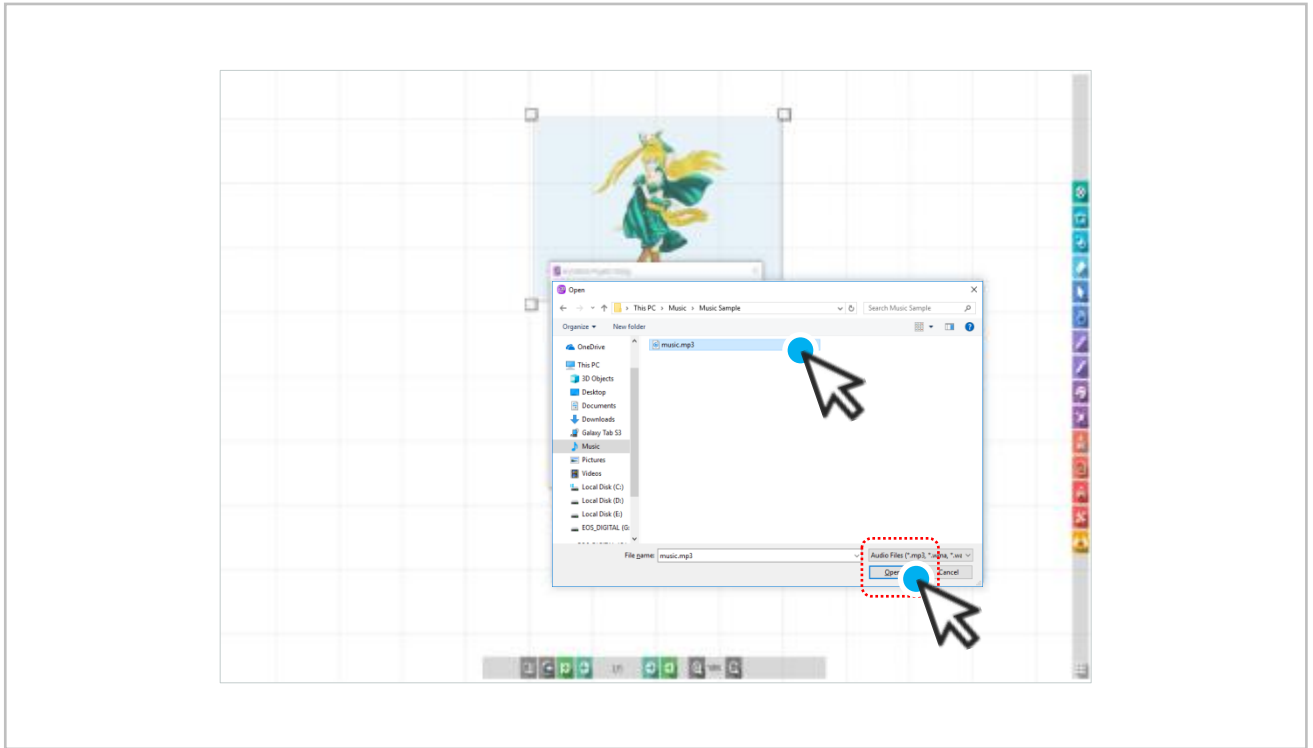
- Delete the selected annotation from the current page.



Add on (1) – Add MP3

Connect an audio file to AniGIF annotation and play the audio when the animation is played.
Only Mp3 extensions are supported.

- 1 Click on the [Add on] button with your mouse or Smartpen and a window will appear allowing you to select a file.



- 2 In the file list, select the mp3 file you want to connect and click [Open] with mouse or Smartpen.

- 3 Close the Annotation Property Dialog.

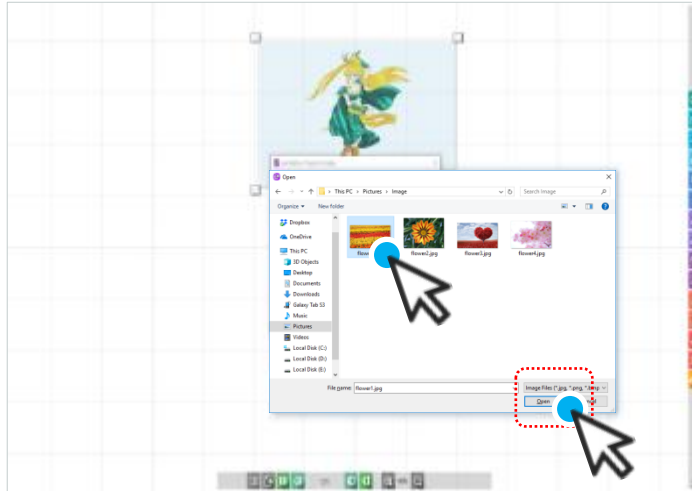
- 4 When you execute the corresponding AniGIF annotation in [Execution Mode], the connected MP3 audio plays together.

Add on (2) – Add Image

The information in the image file is linked to the AniGIF annotation, which pops up the image when the animation of AniGIF is played.

Only PNG and JPG extensions are supported.

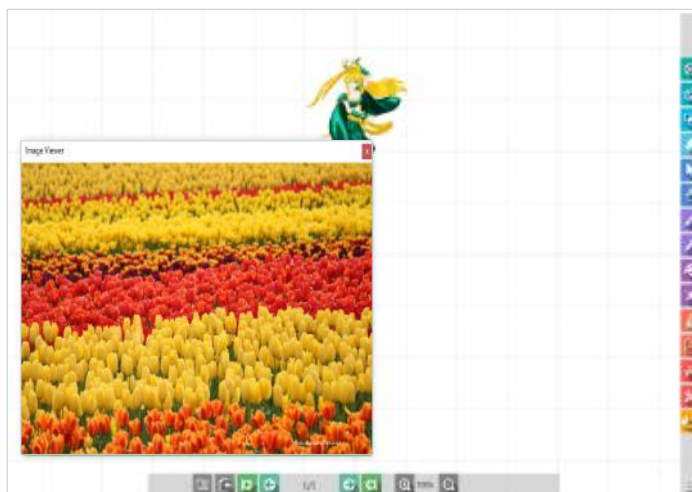
- 1 Click on the [Add on] button with your mouse or Smartpen and a File Explorer will appear allowing you to select a file.



- 2 In the list of files, select the image file you want to connect and click [Open] with mouse or Smartpen.

- 3 Close the Annotation Property Dialog.

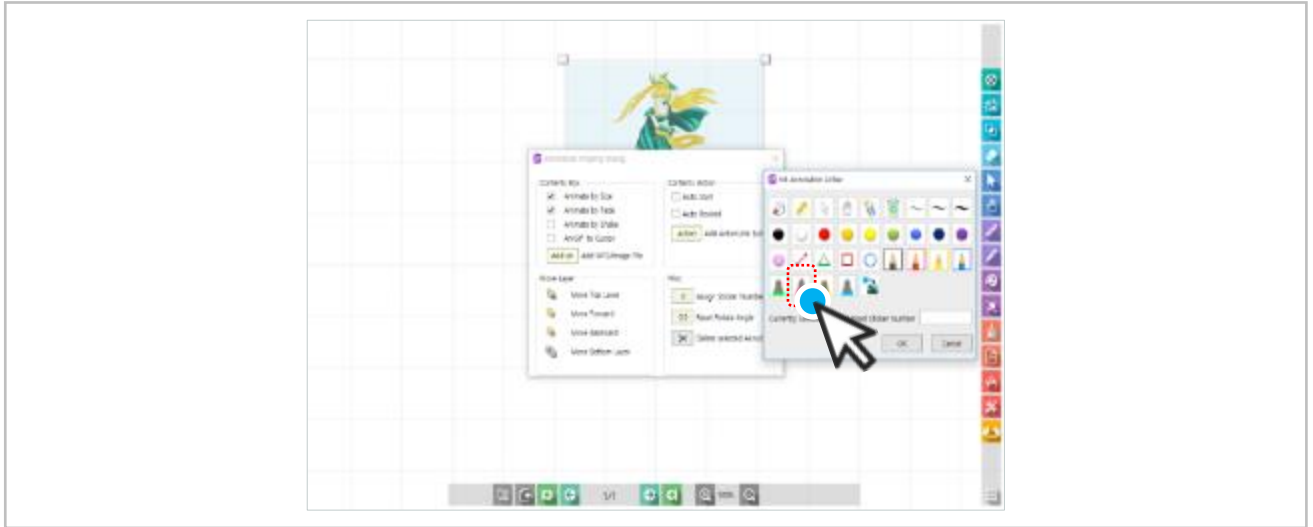
- 4 When executing the corresponding AniGIF annotation in [Execution Mode], the linked image is displayed as a popup dialog.



Action – Add ActionLink Button

Connect the ActionLink function to AniGIF annotation and execute the function when playing animation. ActionLink links the functionality of the Ink Toolbox. Refer to Ink Toolbox Annotation.

- 1 Clicking the [Action] button with a mouse or a Smartpen will bring up a dialog to link ActionLinks.



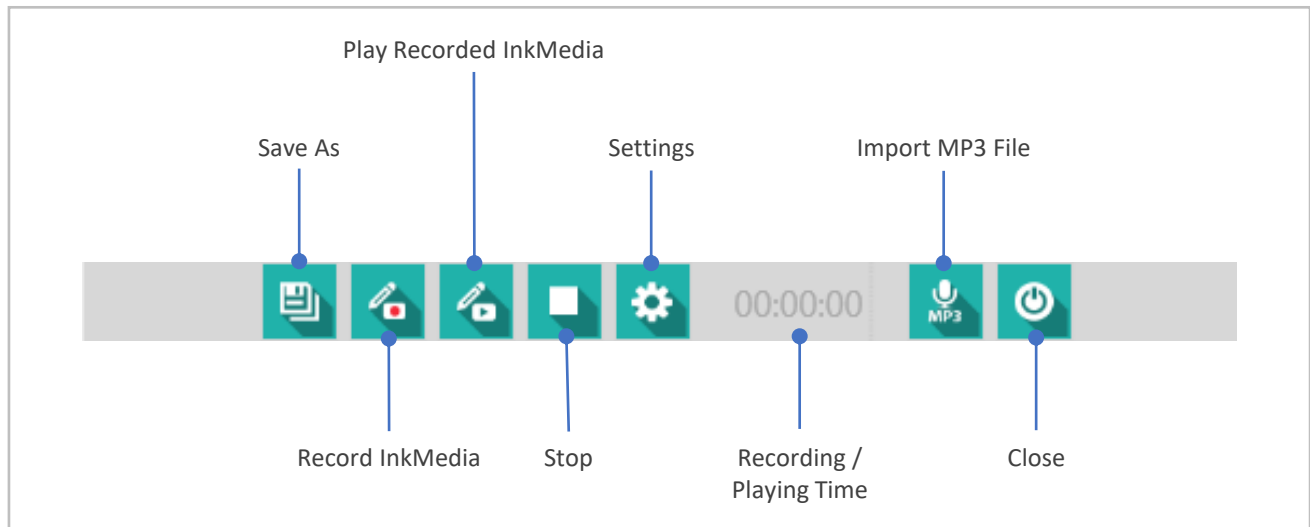
- 2 Select the function you want to connect on the [Ink Annotation Linker] toolbox, and click the [OK] button with your mouse or Smartpen.
- 3 Close the Annotation Property Dialog.
- 4 When you execute the corresponding AniGIF annotation in [Execution Mode], the linked ActionLink function is executed.



InkMedia

Ink Media operates like a video which records writing and audio at the same time.
Ink Media files usually have 20 to 30 percent of the size of a video and can save storage space.

Toolbar for InkMedia



Save As

- Save the recorded InkMedia.

Record InkMedia

- Start recording InkMedia.

Play Recorded InkMedia

- Play the recorded InkMedia.

Stop

- Stop recording.

Settings

- Set the configuration of the InkMedia.

Recording / Playing Time

- Shows the elapsed time during InkMedia recording.
- Show the elapsed time during playing the InkMedia.

Import MP3 File

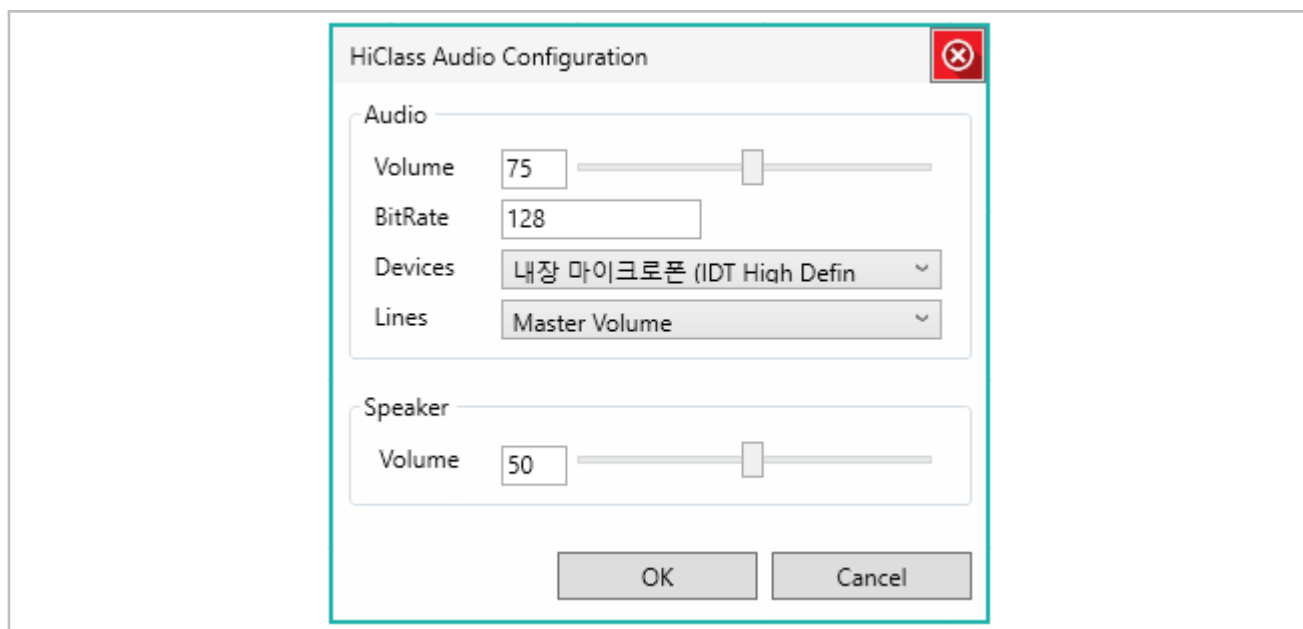
- MP3 file can be used as audio when recording ink media.

Close

- Close the ink media mode.



Volume, bitrate, recording device, speaker volume, etc. can be set in the dialog for ink media settings configuration.



Audio-Volume

- Set the audio volume for recording ink media.

BitRate

- Set the audio bitrate.

Devices

- Set the recorder device for audio recording.

Lines

- Set a line that should be used when recording audio.

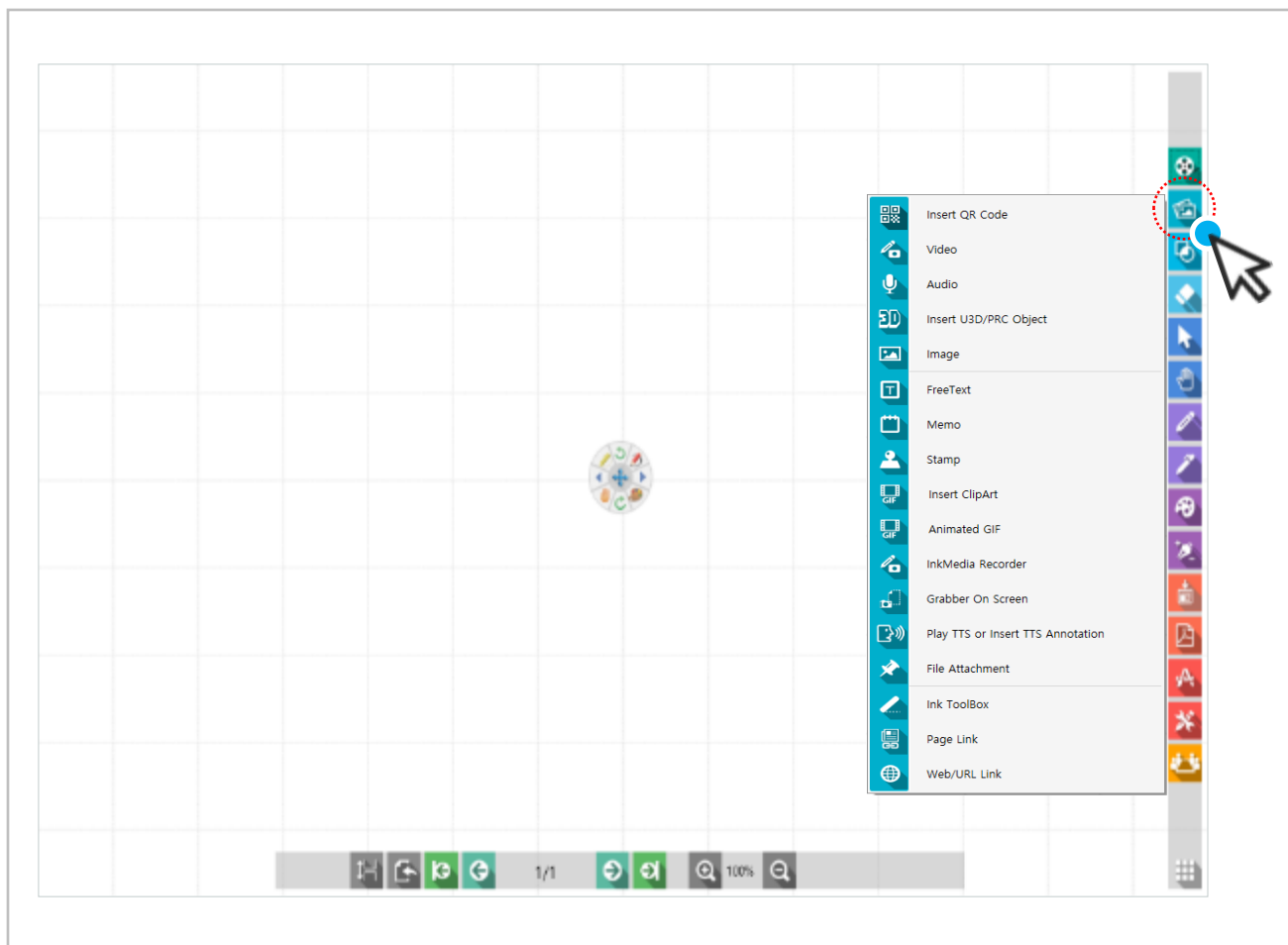
Speaker-Volume

- Set the audio volume for playing ink media.

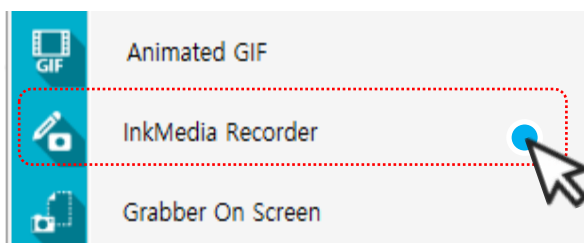


Record Ink Media

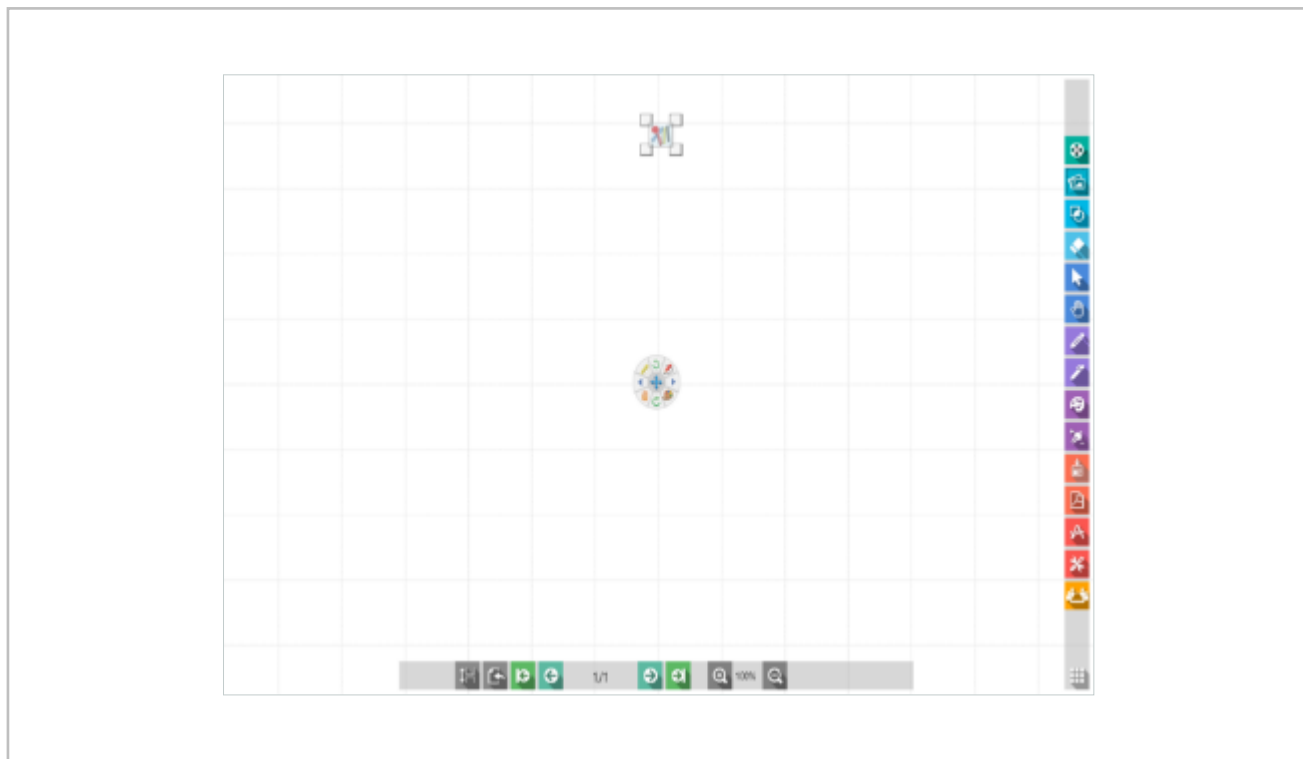
1 Click the [Annotation] button with a mouse or Smartpen.



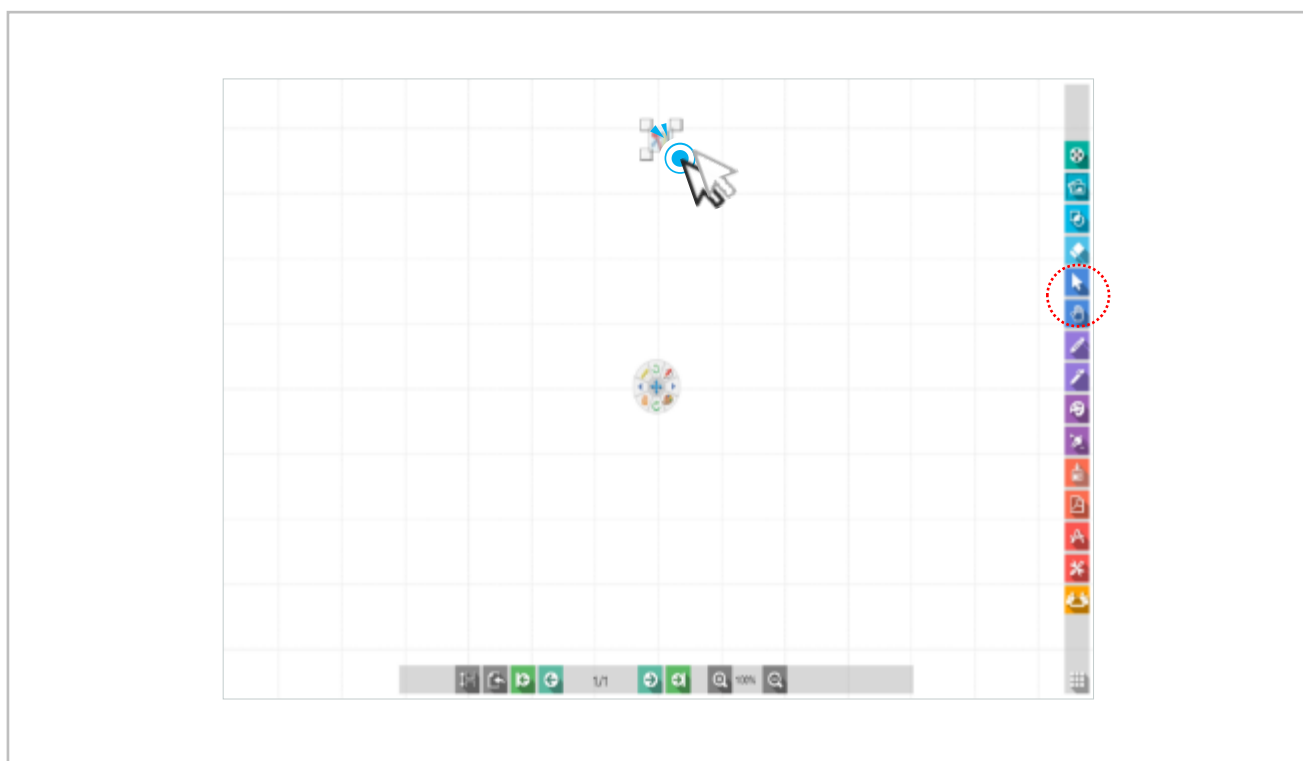
2 When the additional menu opens, click the [InkMedia Recorder] menu with a mouse or Smartpen.



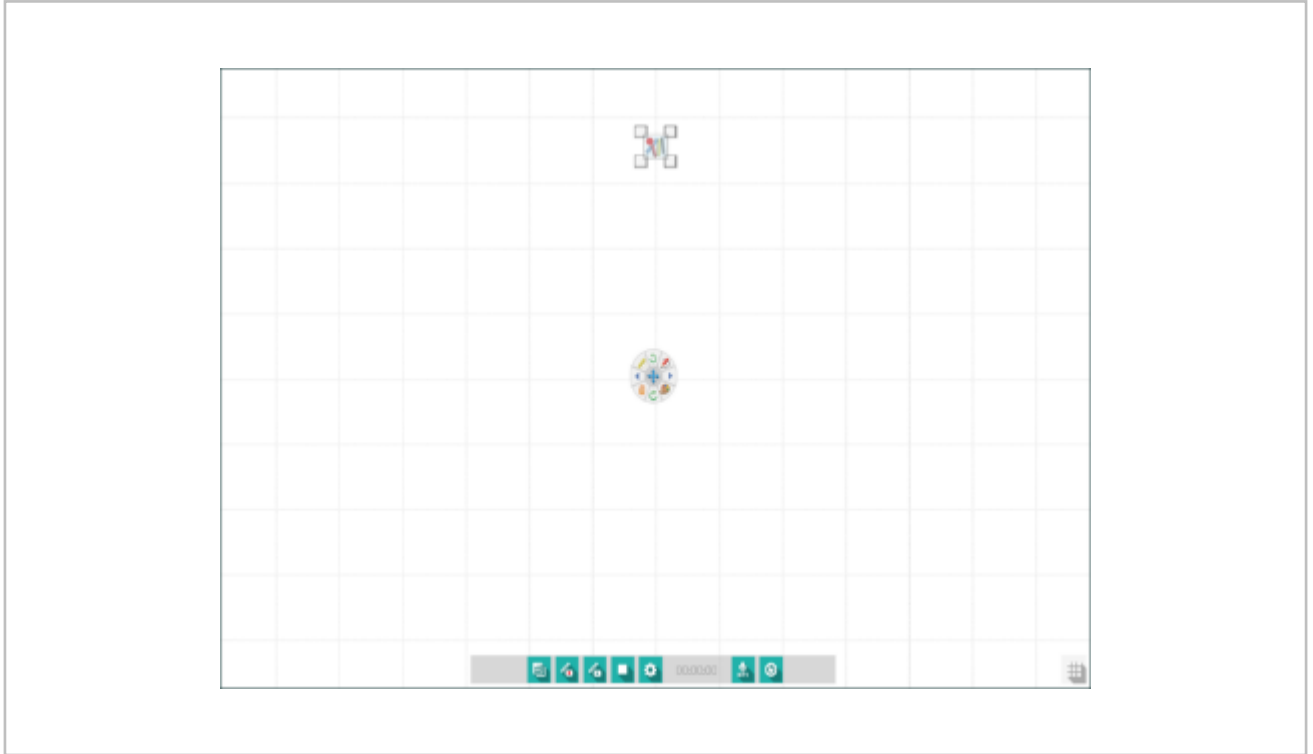
3 InkMedia annotation is inserted in the current page.



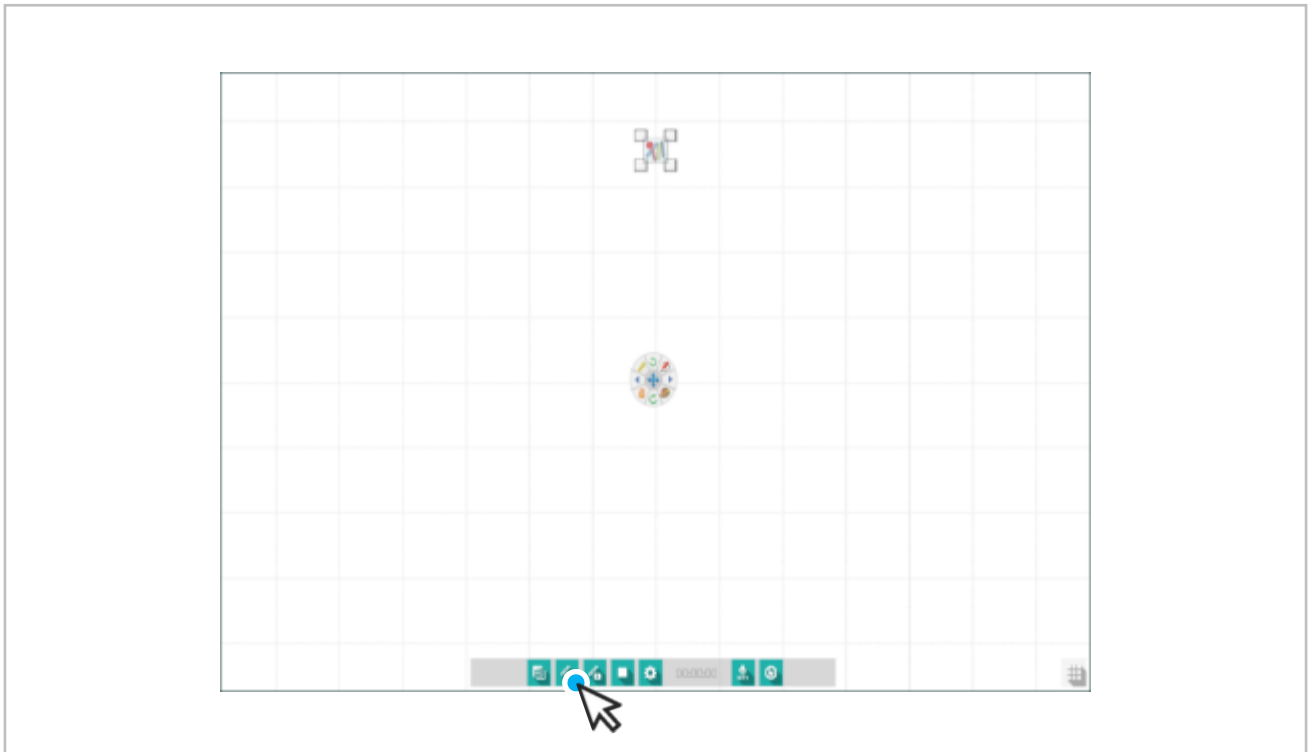
4 Double-click on the Ink Media annotation in [Selection Mode] or click on it once in [Execution mode] using a mouse or Smartpen.



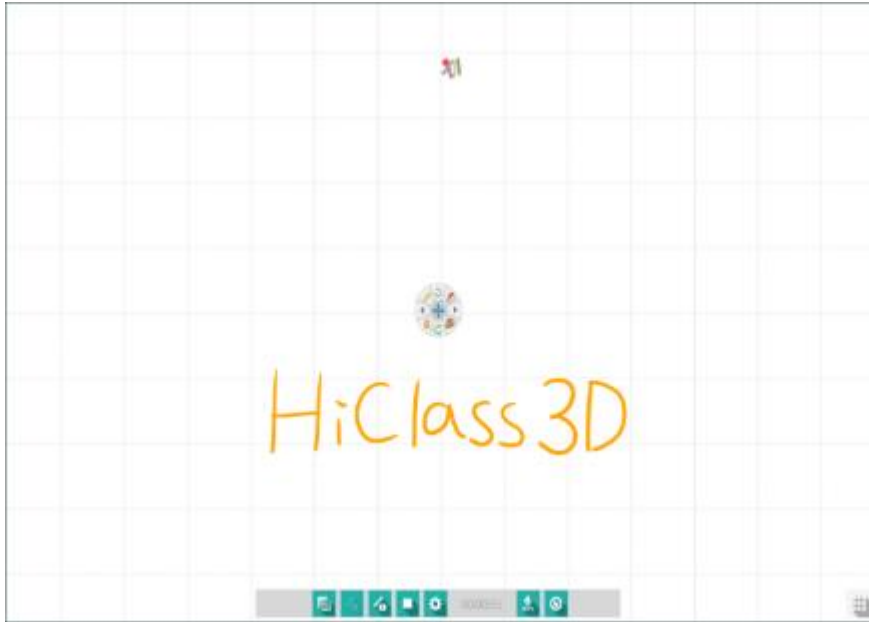
5 The Mode enabling recording of ink media will start.



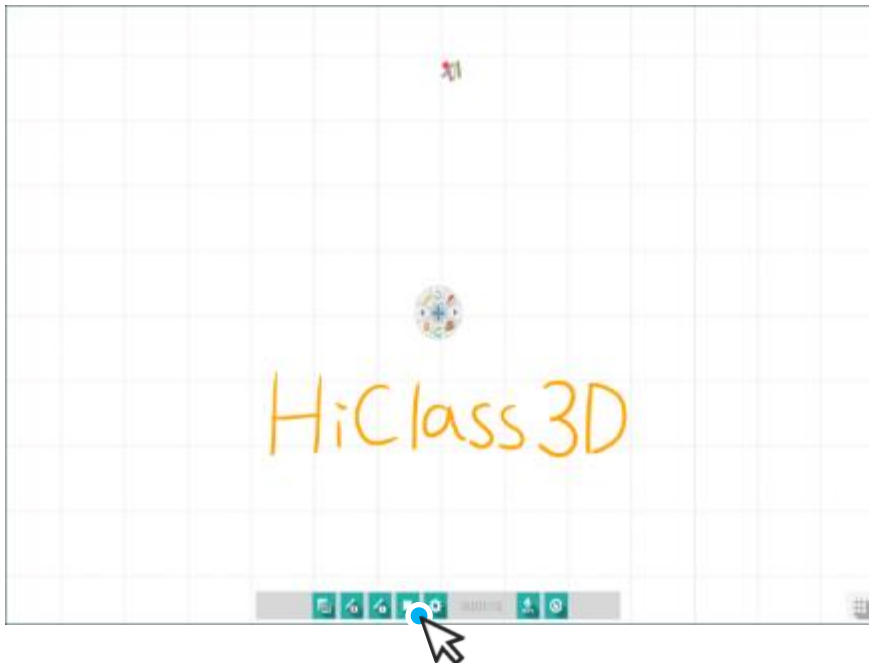
6 Click on the [Record Ink Media] button with a mouse or Smartpento start recording.



7 Start writing after the recording starts.



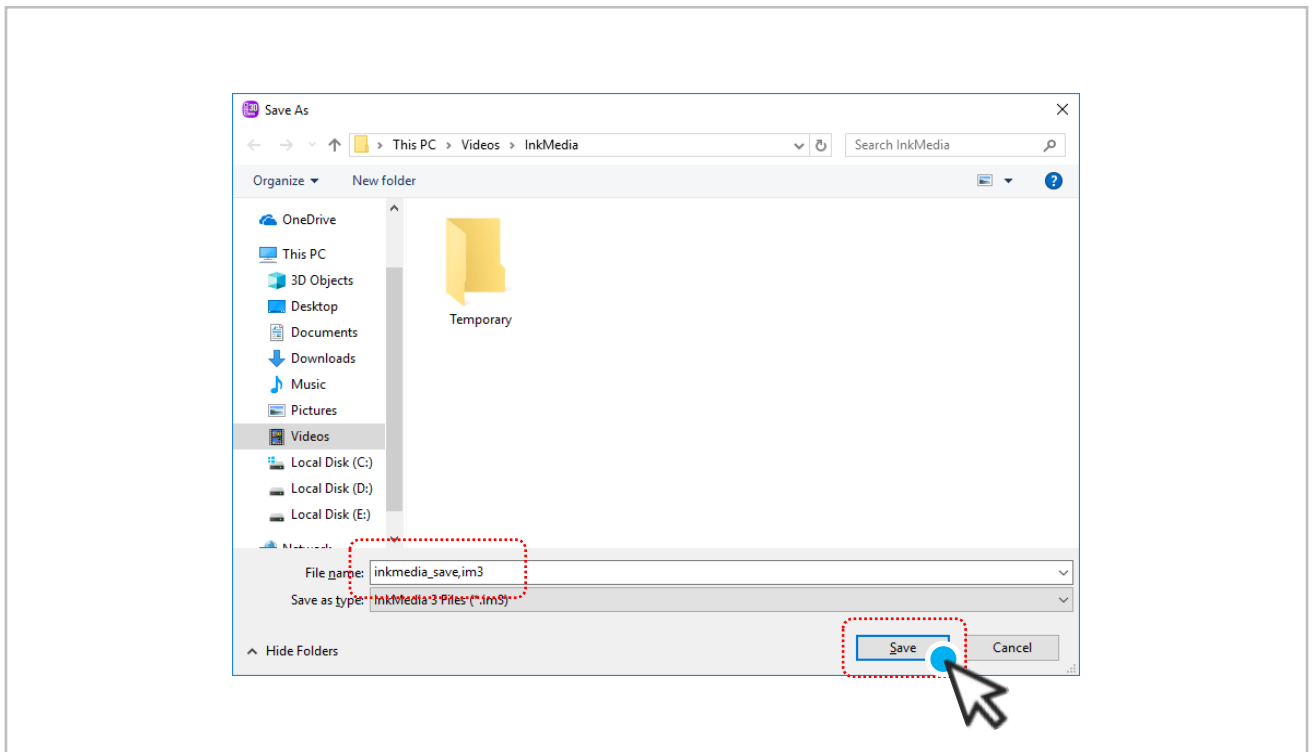
8 To stop recording, click the [Stop] button with a mouse or Smartpen.



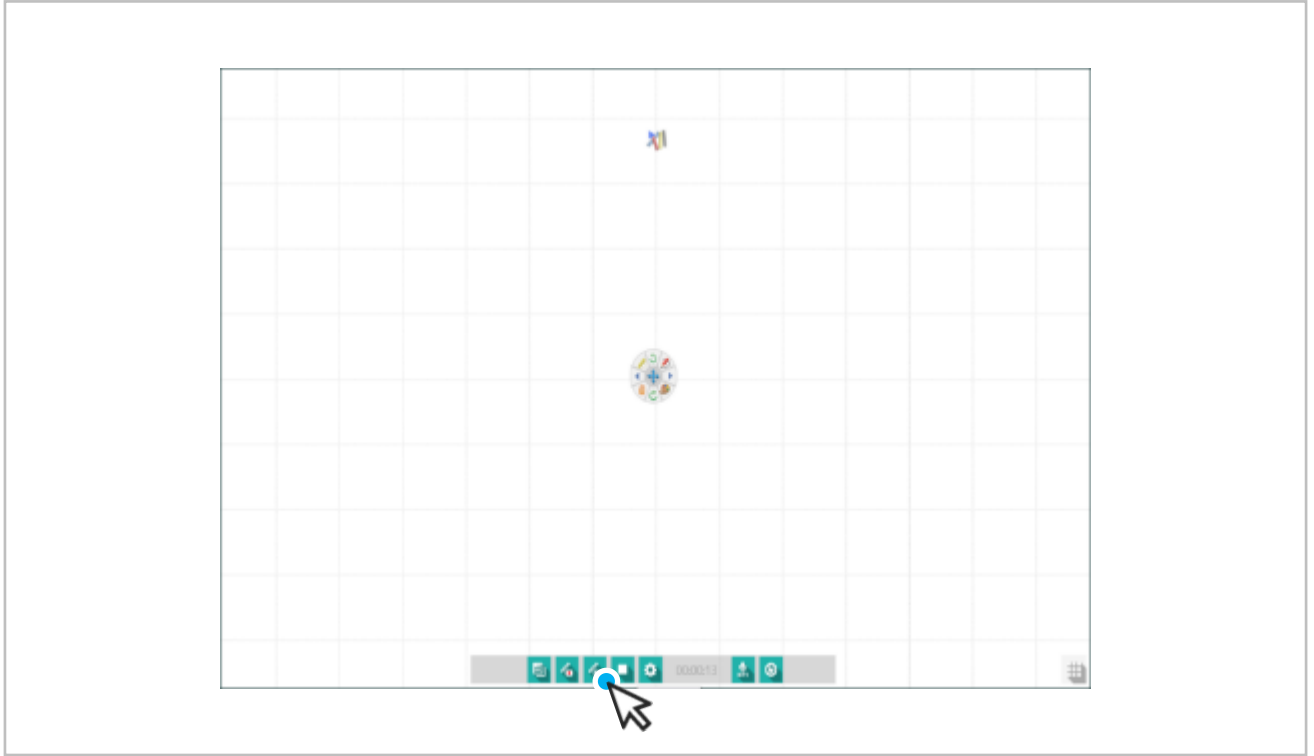
9 To save the recording as an ink media file, click the [Save As] button with a mouse or Smartpen.



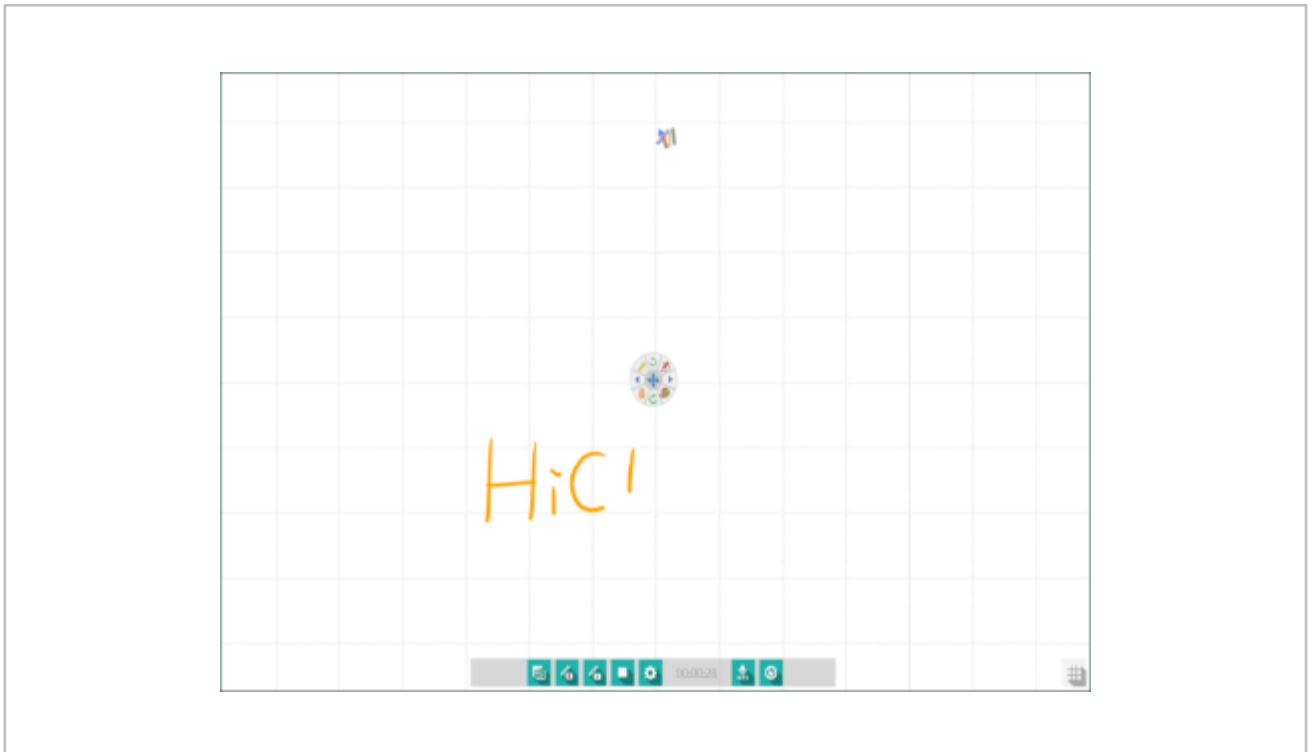
10 Enter the file name and then click the [Save] button with a mouse or Smartpen.



11 To play the recording, click the [Play Recorded Ink Media] button with a mouse or Smartpen.



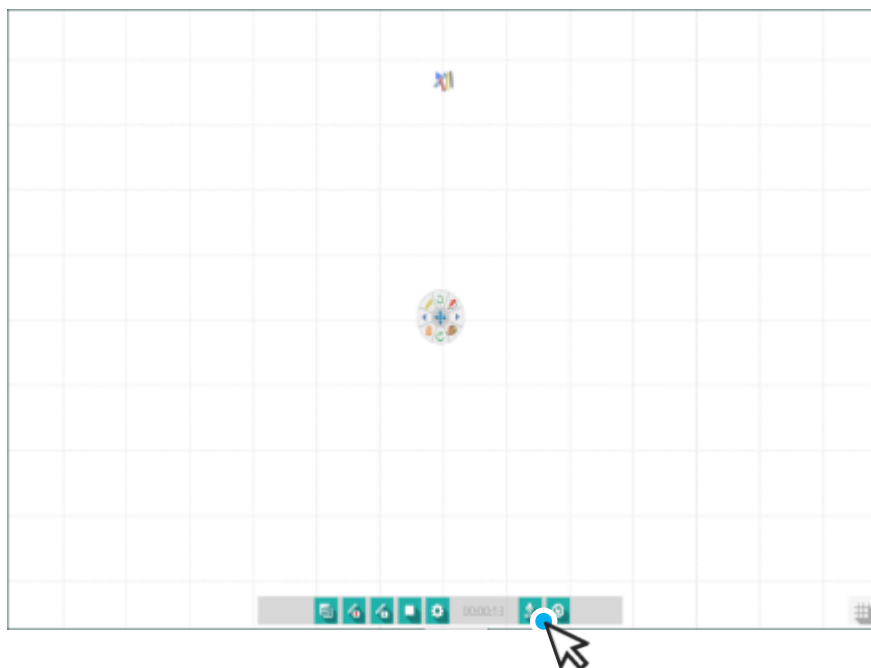
12 The recorded ink media file will start playing.



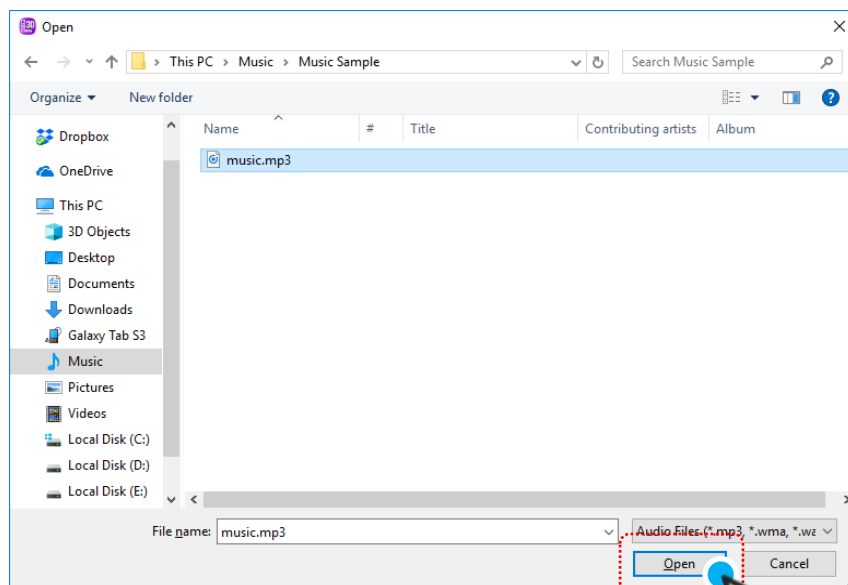


When recording ink media, you can also use a music file or a pre-recorded audio file.

1 Click the [Import MP3 File] button with a mouse or Smartpen.



2 When Explorer Window opens, select the desired file and click the [Open] button with a mouse or Smartpen.



Grabber On Screen

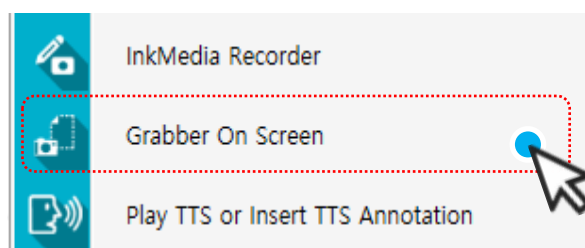
You can drag the cursor to select and cut the desired area from the screen and insert it as an image into the current page.

Cut from Screen

- 1 Click the [Annotation] button with a mouse or Smartpen.



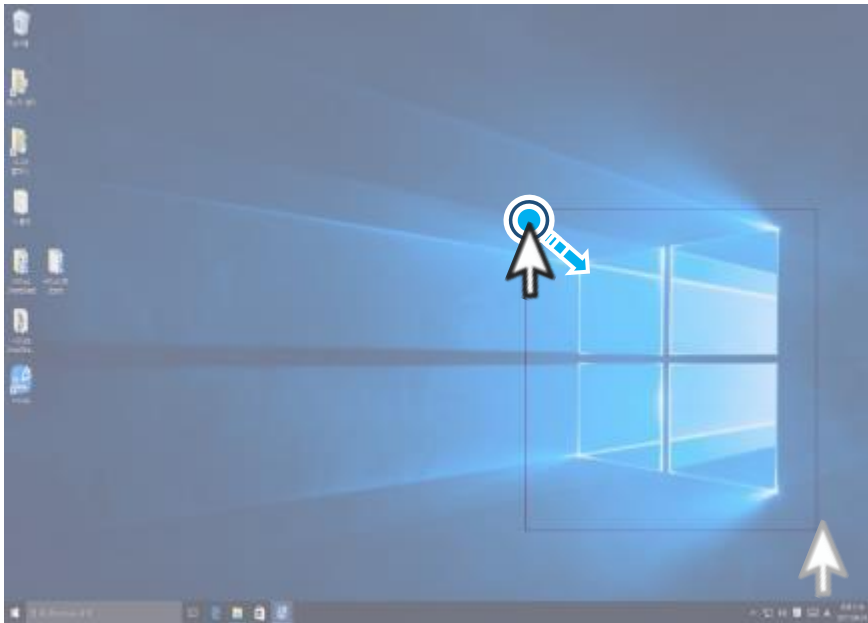
- 2 When the additional menu opens, click the [Grabber On Screen] menu with a mouse or Smartpen.



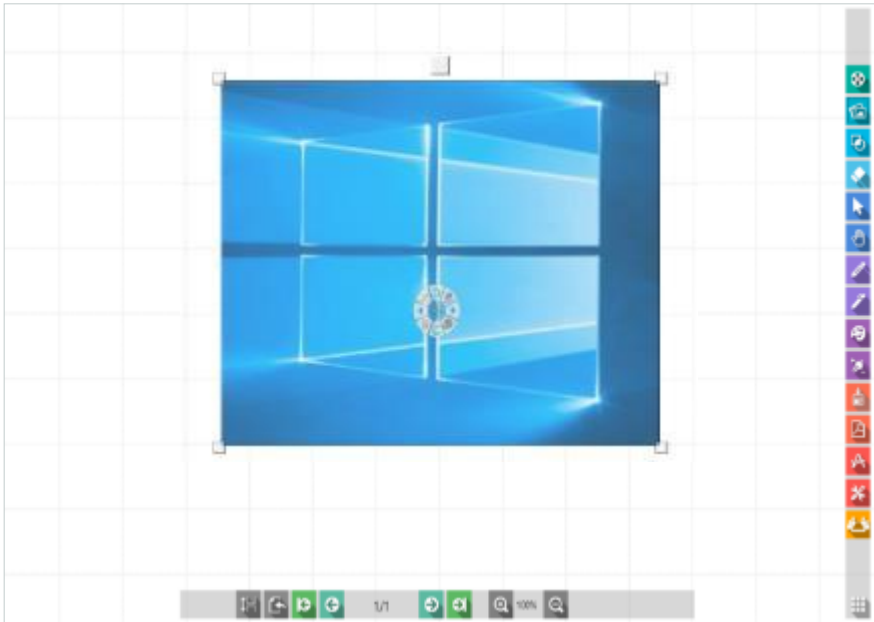
3 The screen will switch to the Windows screen and Cutting mode will start.



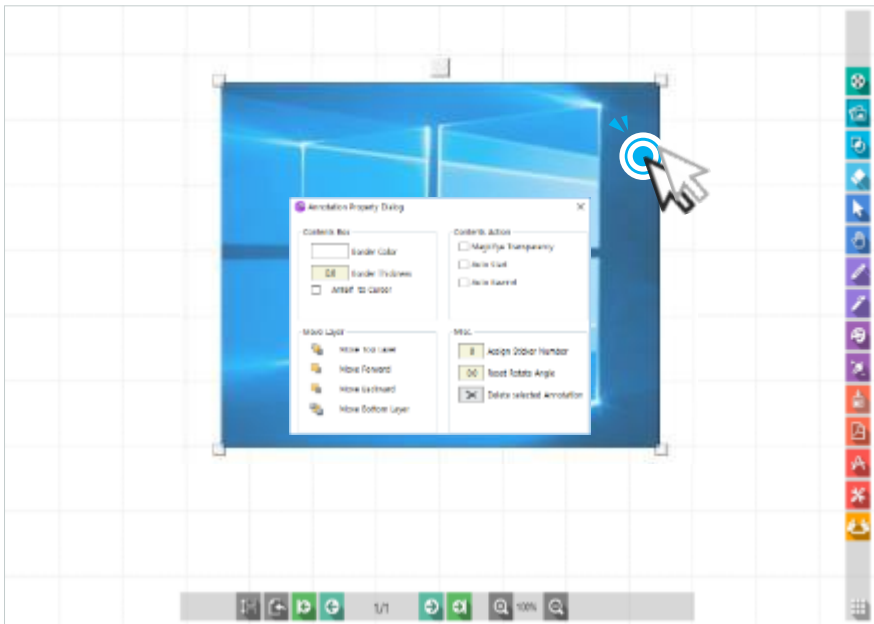
4 Drag the cursor with a mouse or Smartpen while holding it to select the desired area.



5 The image of the selected area is added as an annotation.



Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



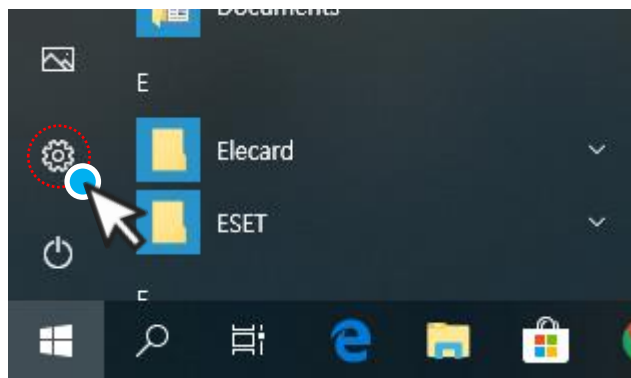
TTS(Text To Speech)

TTS (Text To Speech) is a text-to-speech automatic conversion technology that allows text to be played as a sound. HiClass3D converts the text of the selected area to English / Chinese / Japanese / Korean. It is useful when you want to listen to a native speaker's pronunciation in a foreign language lecture.

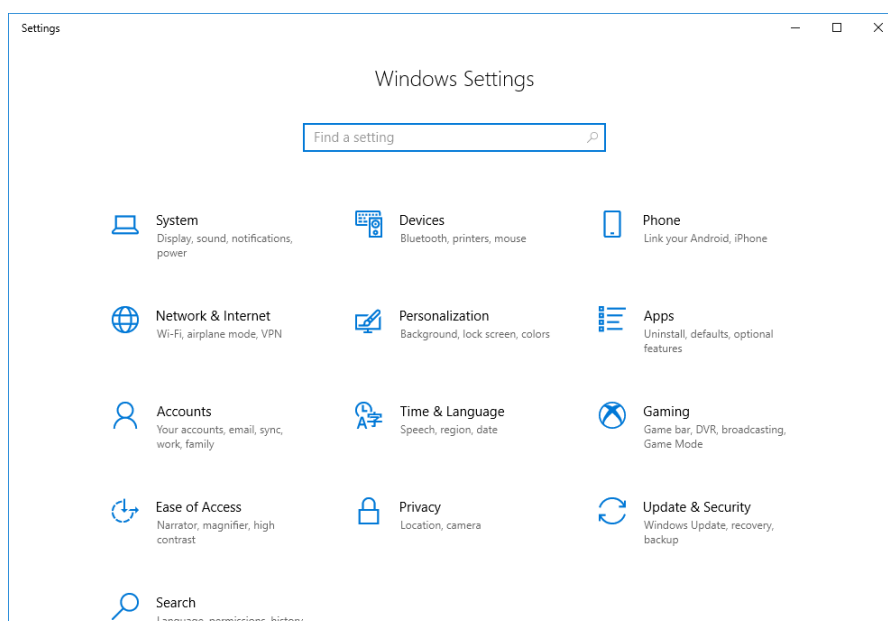
Check Installation of TTS(Text To Speech)

In order to use TTS function in HiClass3D, Windows language pack must be installed.
(Each country has its own default language pack installed.)

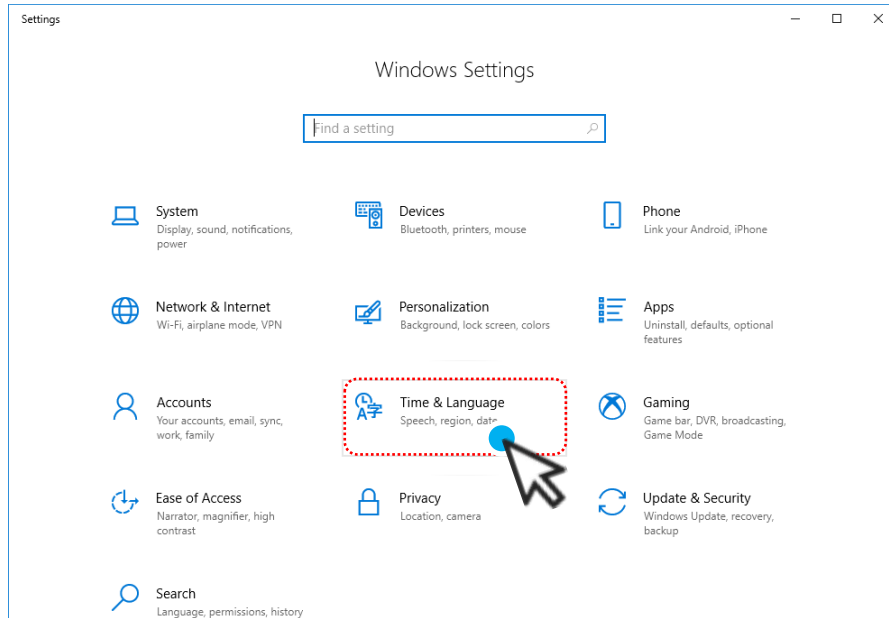
1 Click [Startup] Icon - [Settings] button with mouse or Smartpen.



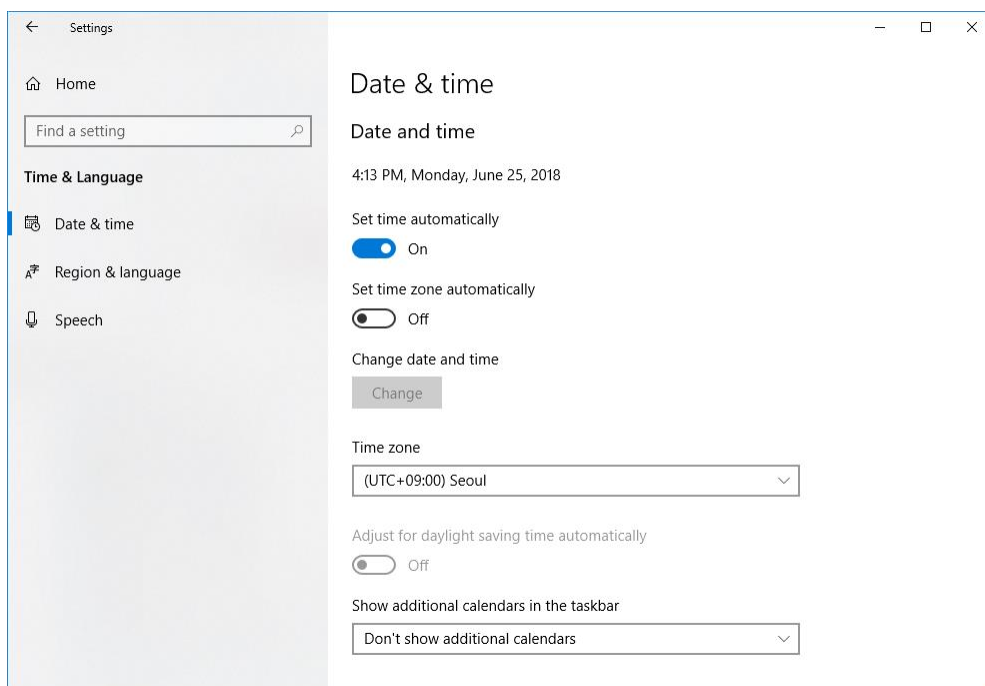
2 The Windows Settings dialog appears.



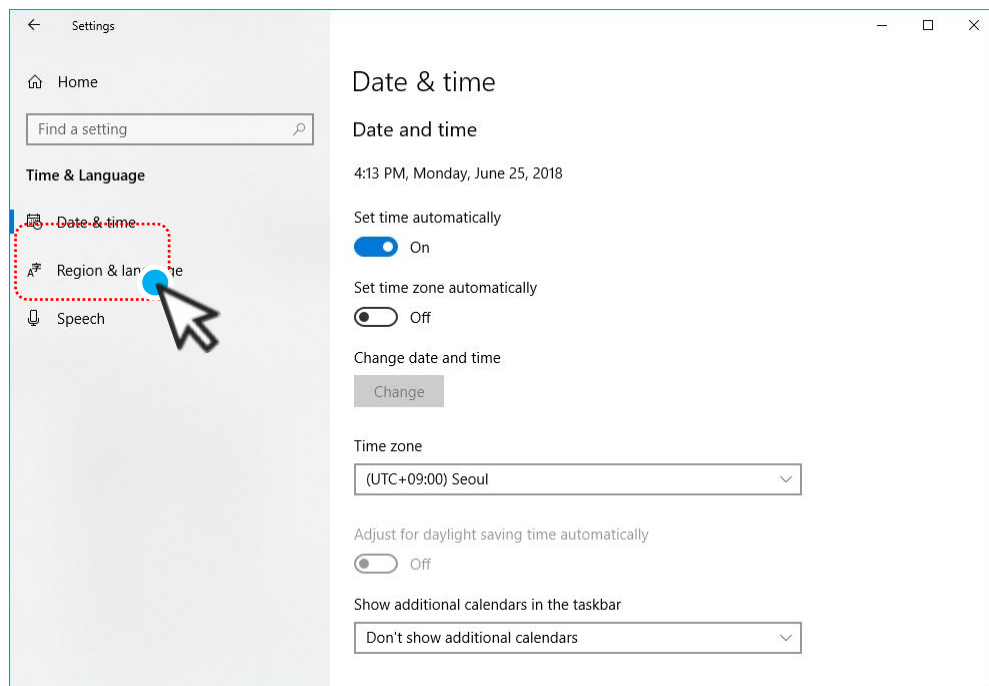
3 Click the [Time & Language] menu with your mouse or Smartpen.



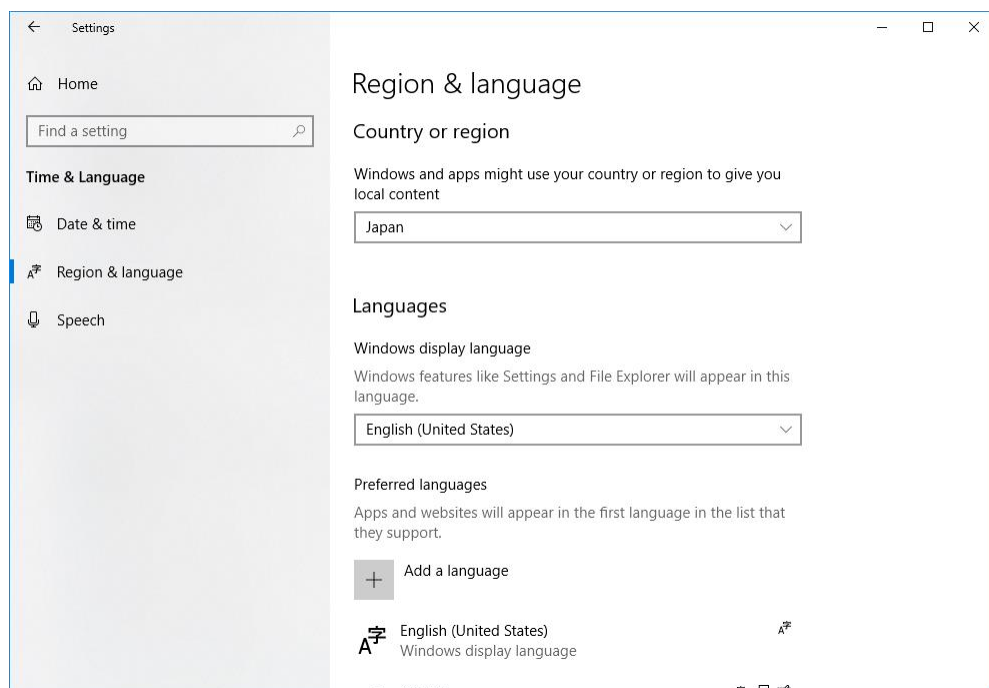
4 The [Date & Time] dialog appears.



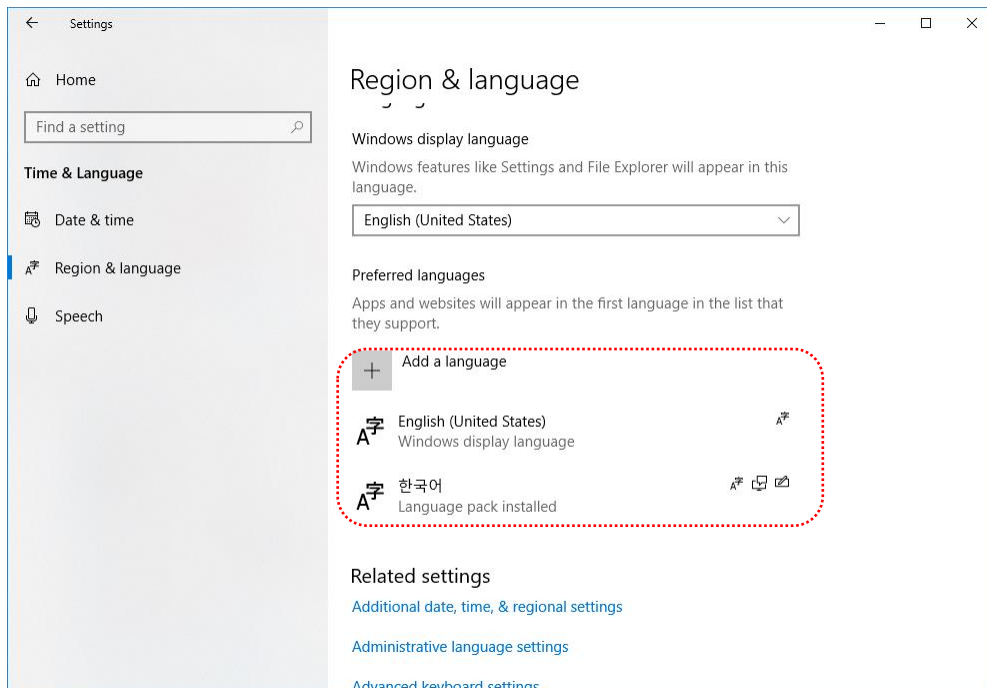
5 Click the [Region and Language] menu with your mouse or Smartpen.



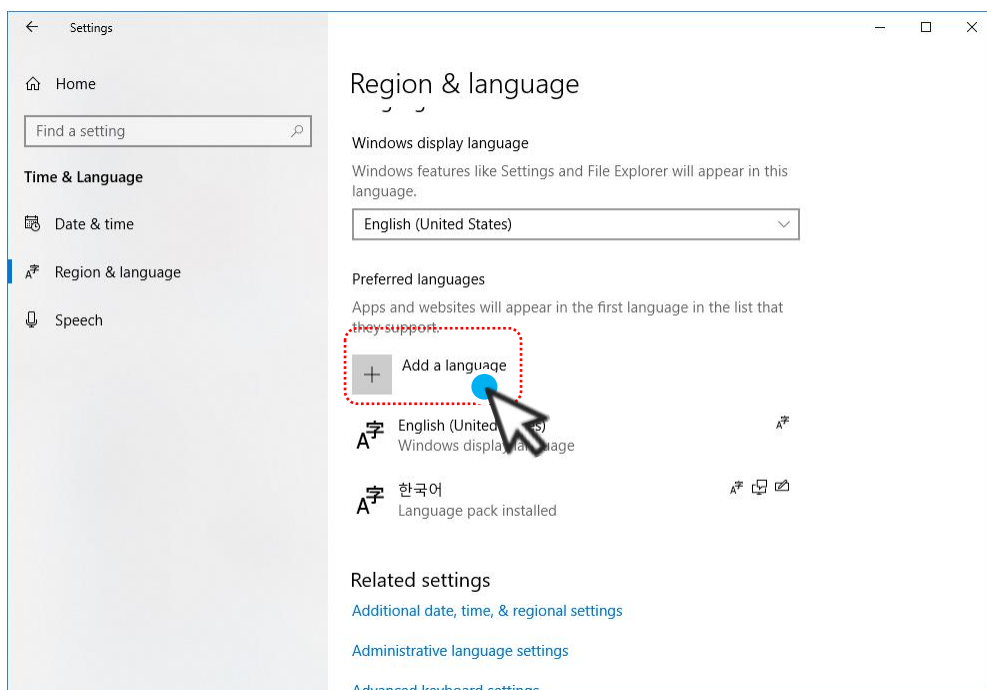
6 The [Region and Language] setting screen appears.



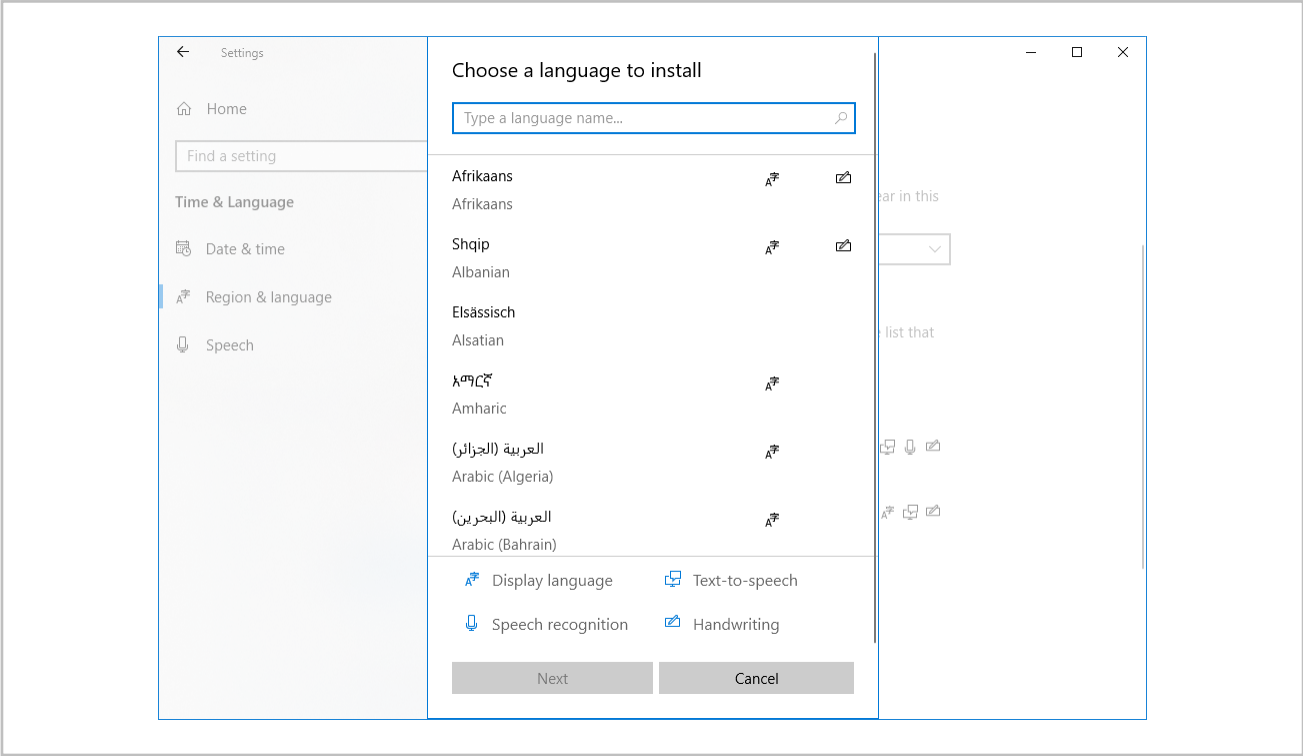
7 Scroll through the screens to see if the language you want to use is installed in the [Preferred languages] section.



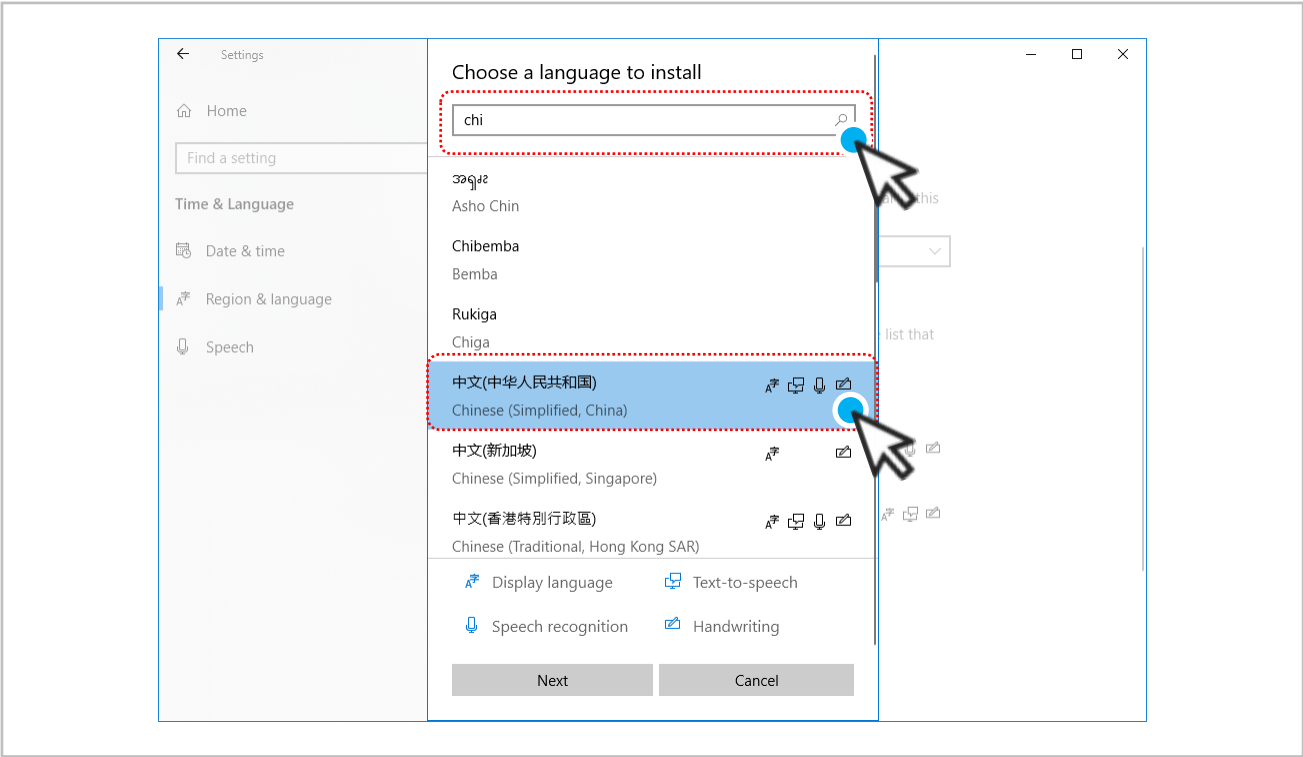
8 If not, click the [Add a language] button with your mouse or Smartpen.



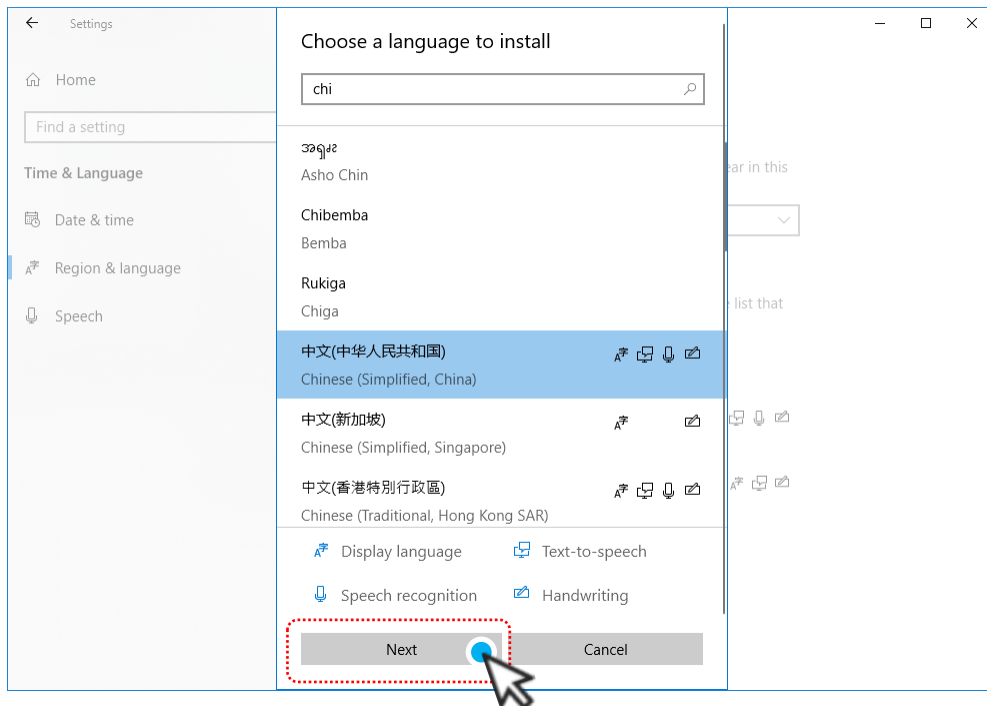
9 A dialog for selecting the language appears.



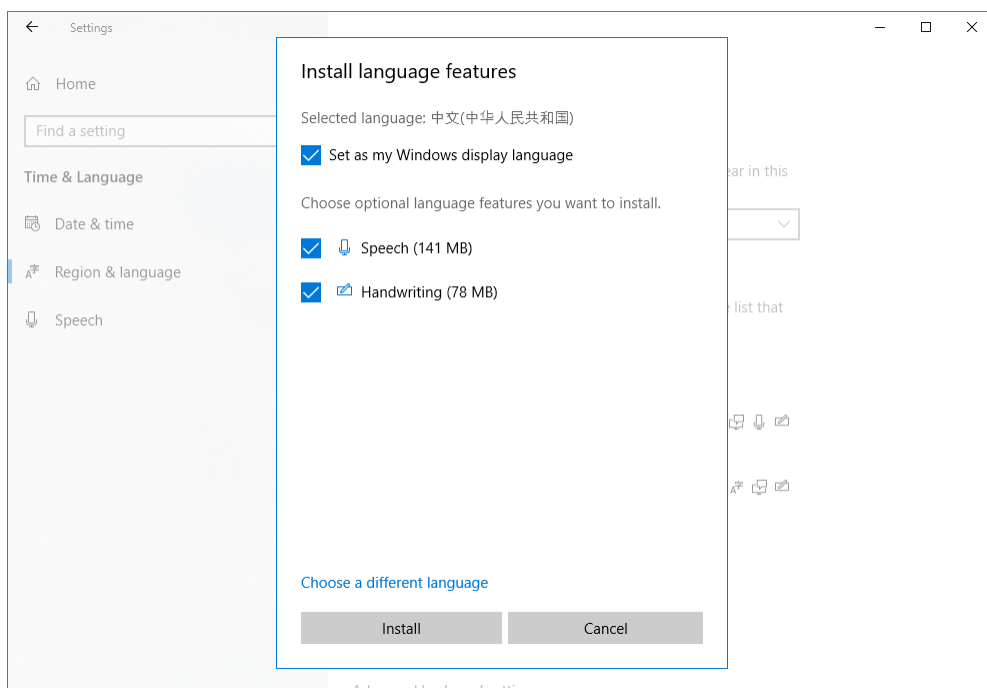
10 Select the language to install.



11 After selecting the language, click the [Next] button with your mouse or Smartpen.

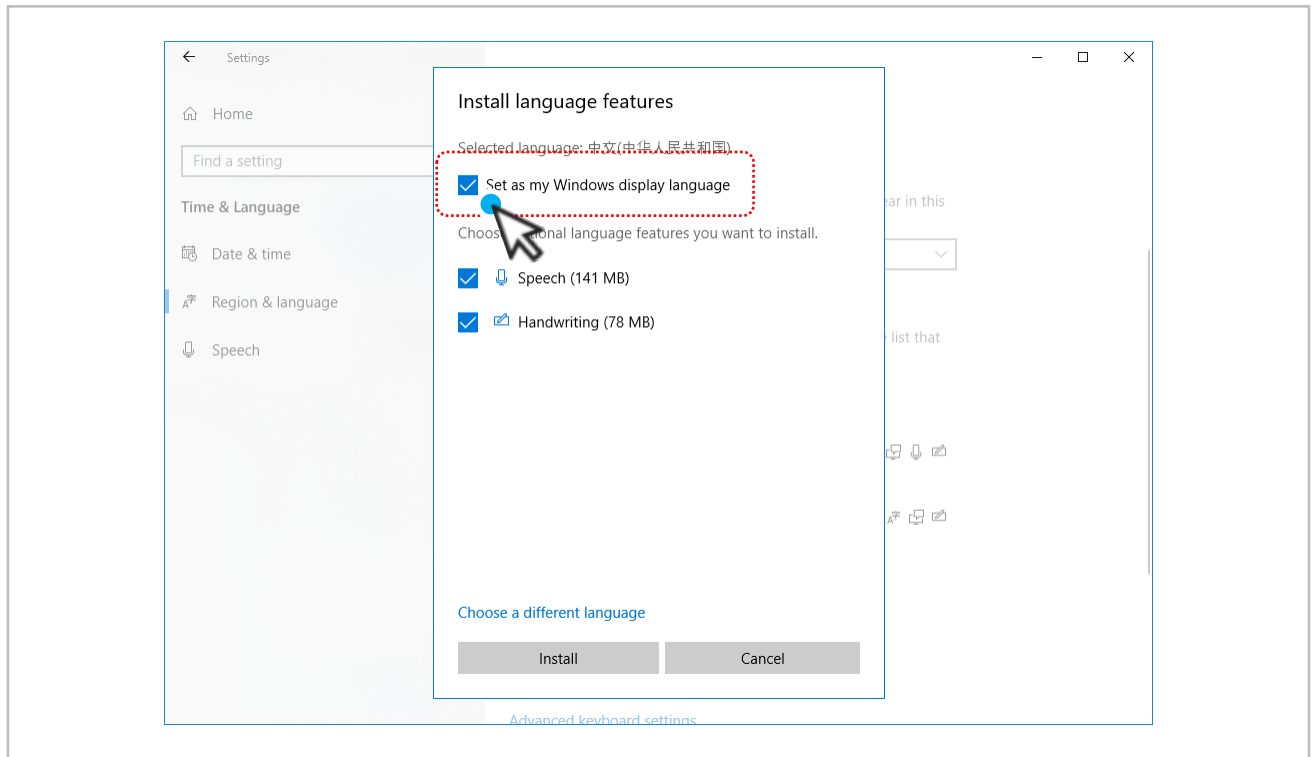


12 The [Install language features] screen appears.

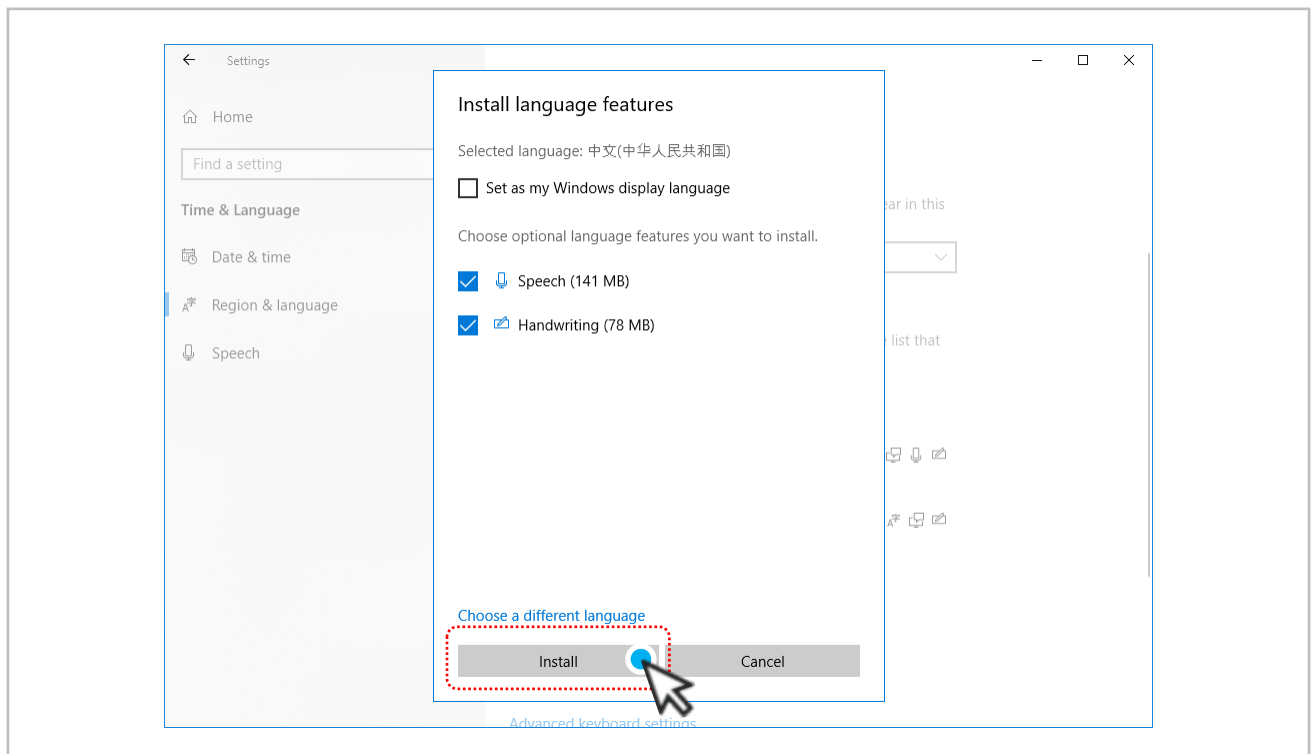


13 Uncheck [Set as my Windows display language].

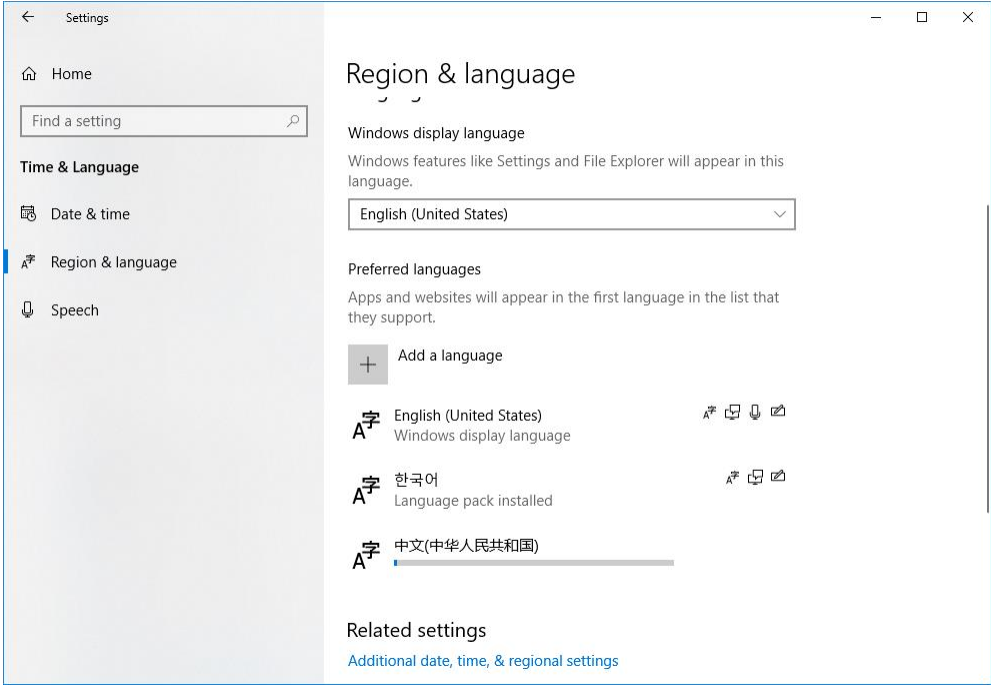
(Note that if you do not uncheck this, the default language of Windows will be changed to that language)



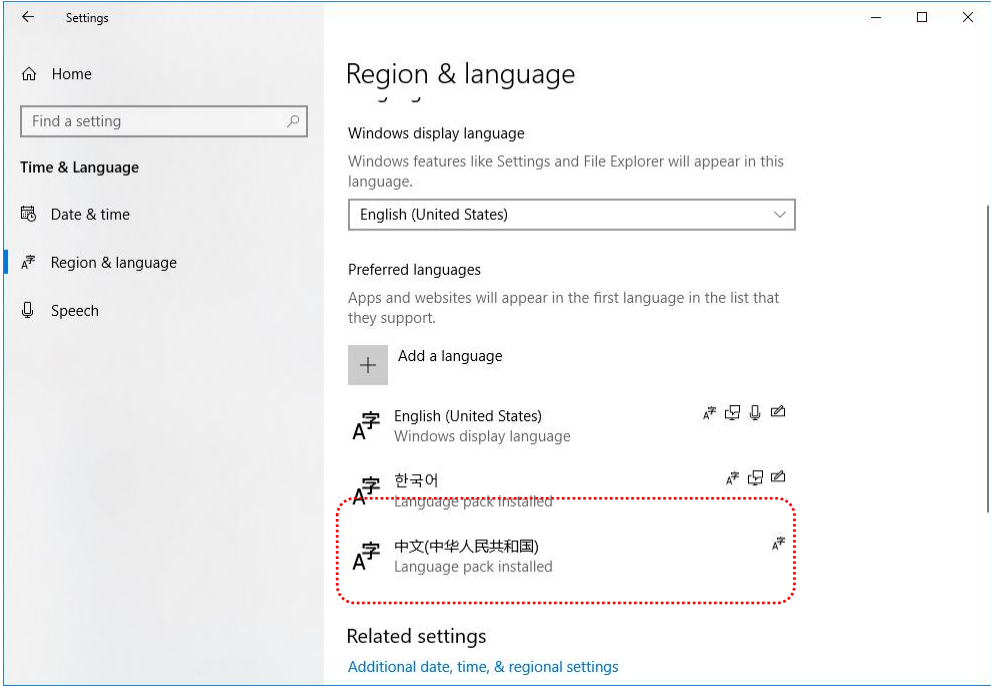
14 After unchecking, click the [Install] button with mouse or Smartpen to proceed with the installation.



15 Installation will proceed.

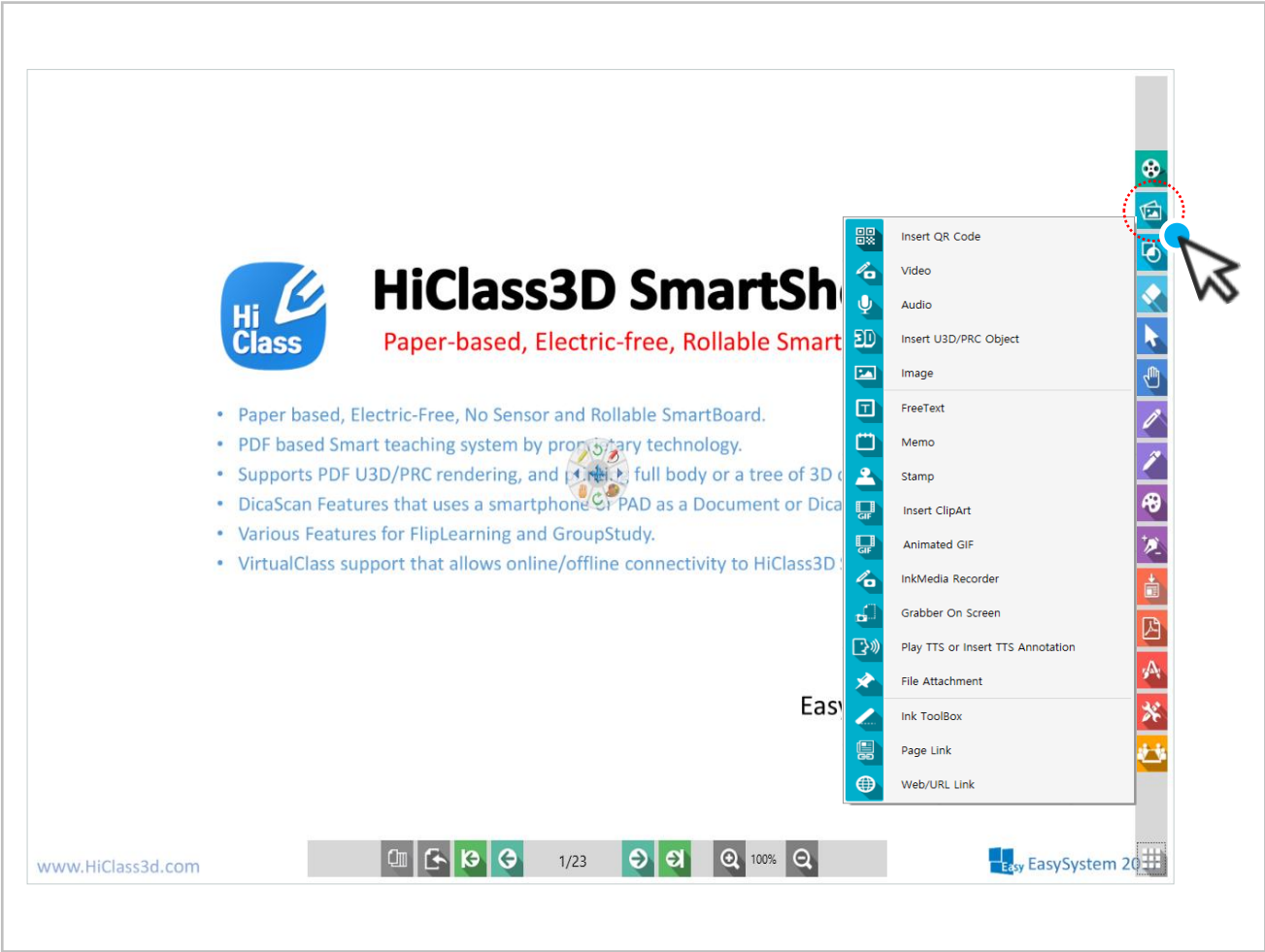


16 When the installation is completed, the message [Language pack installed] appears under the installed language and the TTS function is available in HiClass3D.

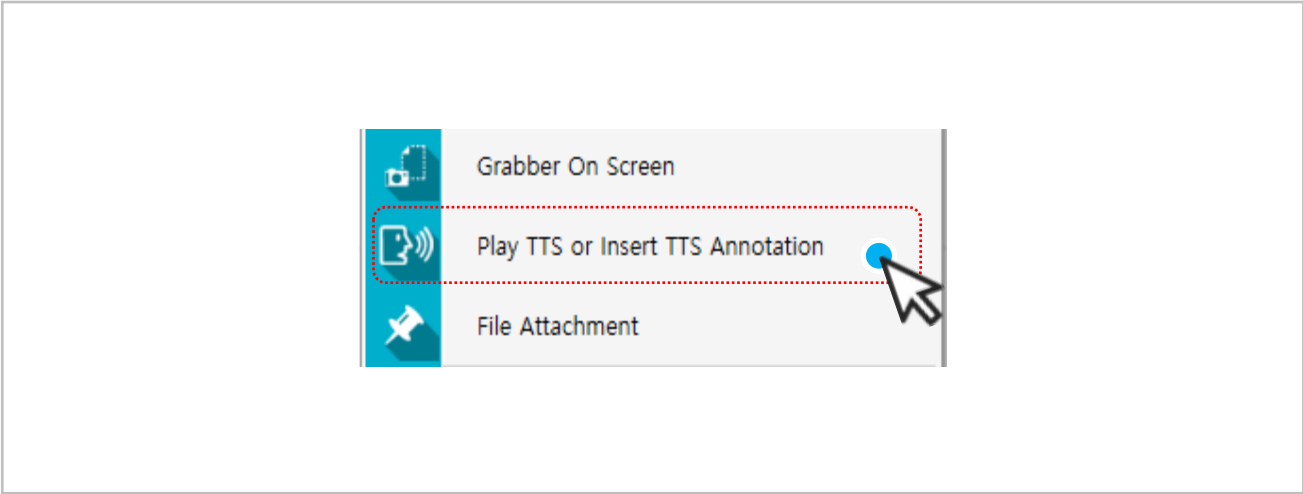


Play TTS

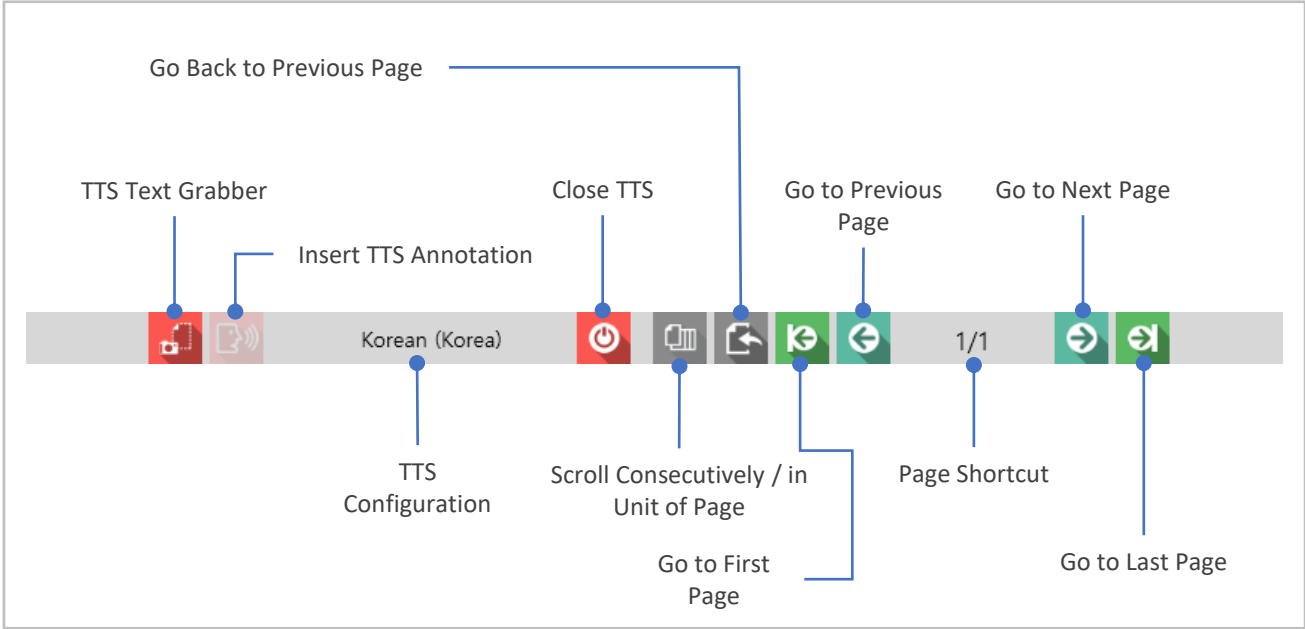
1 With the document containing the string already loaded, click the [Annotation] button with your mouse or Smartpen.



2 When the popup menu opens, click the [Play TTS or Insert TTS Annotation] menu with your mouse or Smartpen.



3 The TTS menu appears at the bottom of the screen.

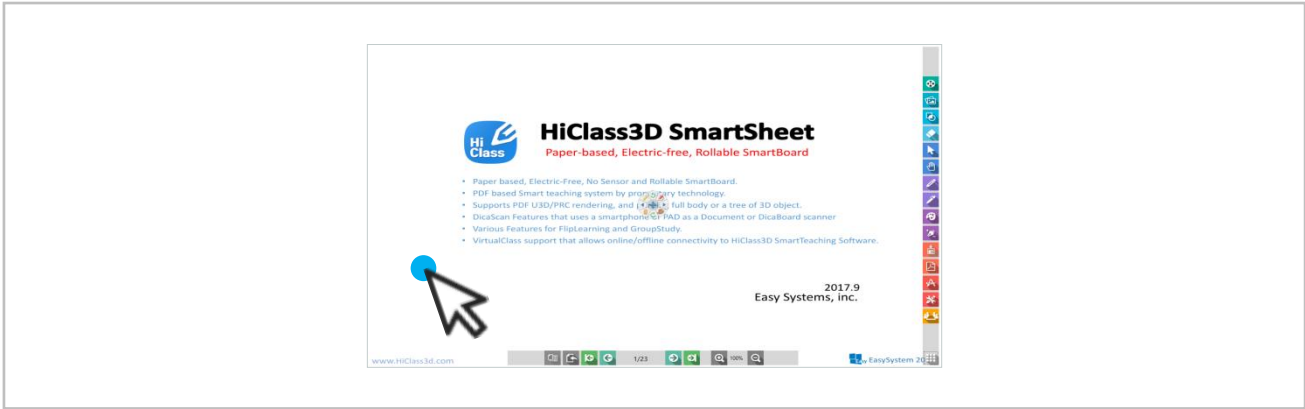


Select TTS Area

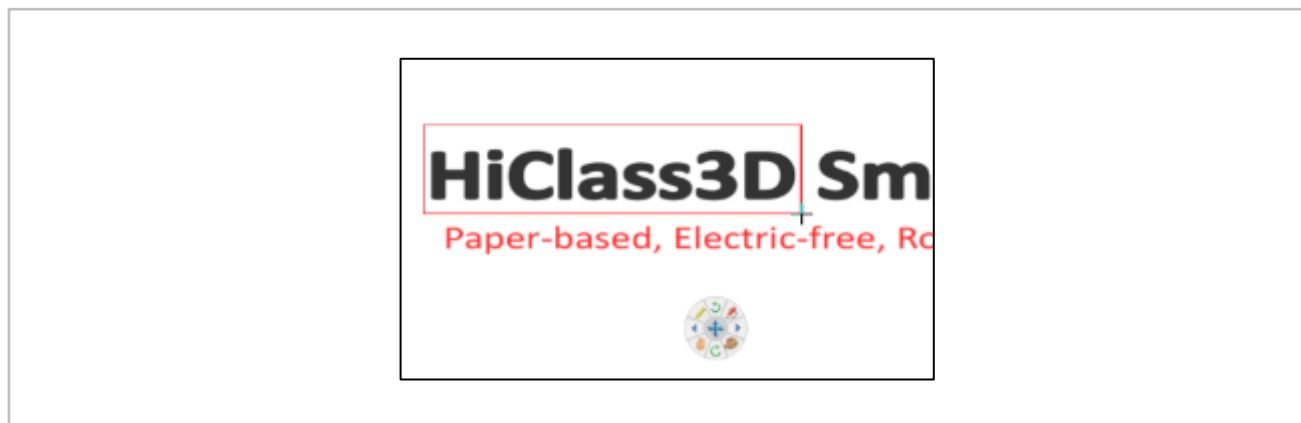
You can run TTS in the entire page area or by specifying a specific area.



1 When set to [Run TTS in the entire area of the page], if you click the document with the mouse or Smartpen, TTS will be executed in the preset language by extracting the string from the whole page area.

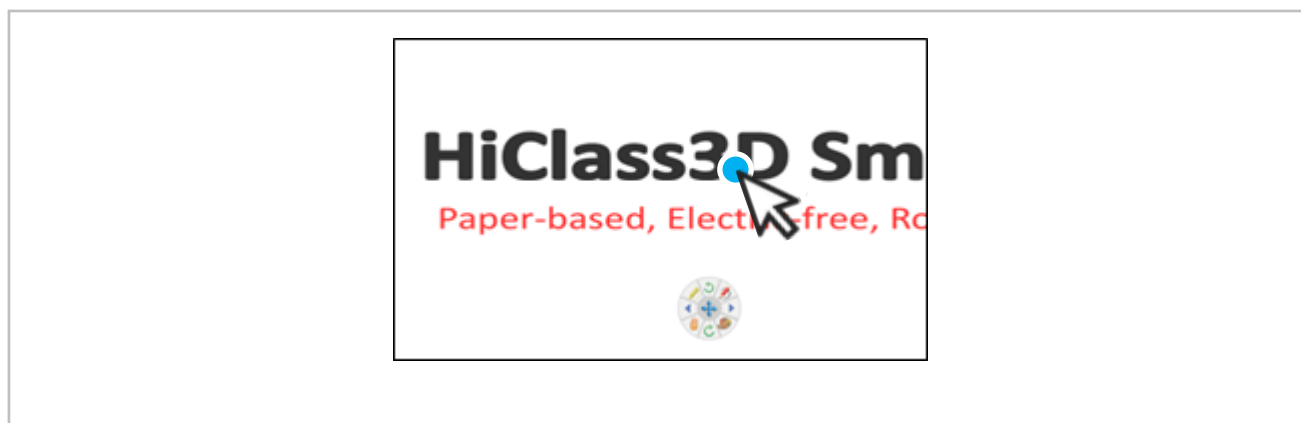


- 2 When [Run TTS by specifying a specific area] is set, drag the desired area with the mouse or Smartpen.



- 3 After dragging to the desired area, releasing the mouse or Smartpen extracts the string from the area and reads it in the preset language (English, Chinese, Japanese, Korean).

- 4 When [Run TTS by specifying a specific area] is set, click the desired word with the mouse or Smartpen.



- 5 Click the desired word with mouse or Smartpen and read it in preset language (English, Chinese, Japanese, Korean).



If the [TTS Text Grabber] button is disabled, it is activated by clicking the [TTS Text Grabber] button with the mouse or Smartpen.

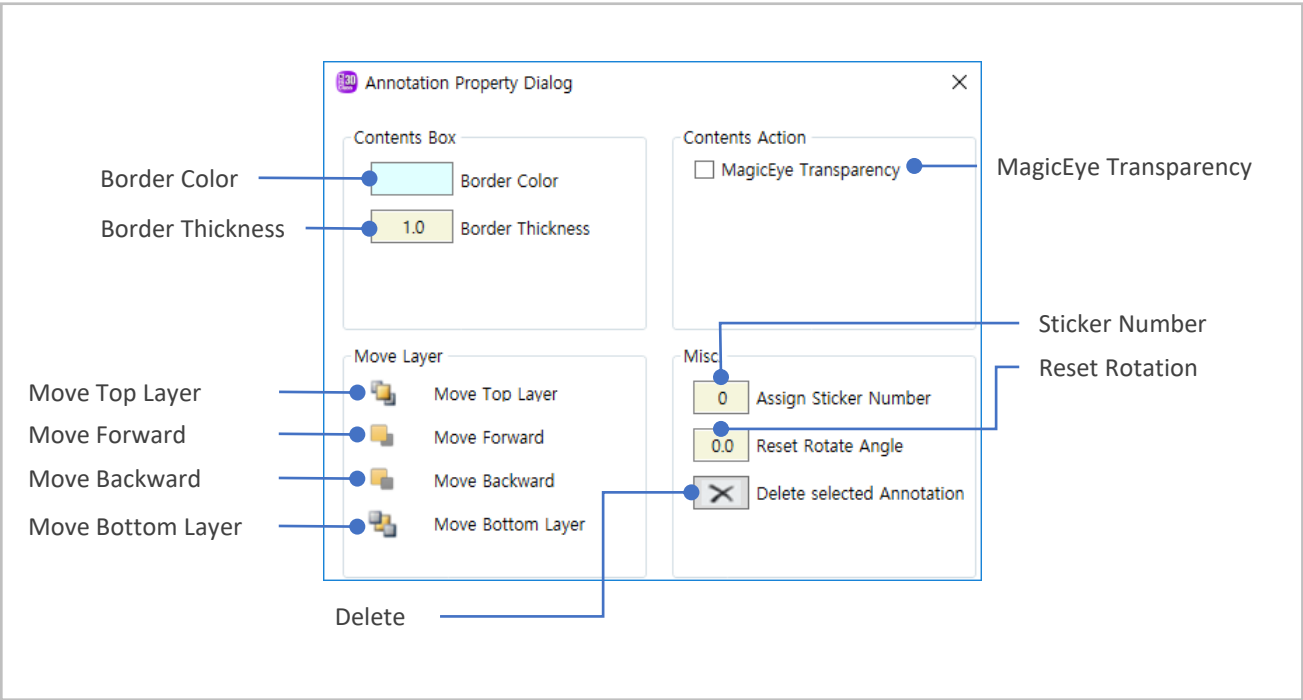




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



TTS Annotation Property Dialog



Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

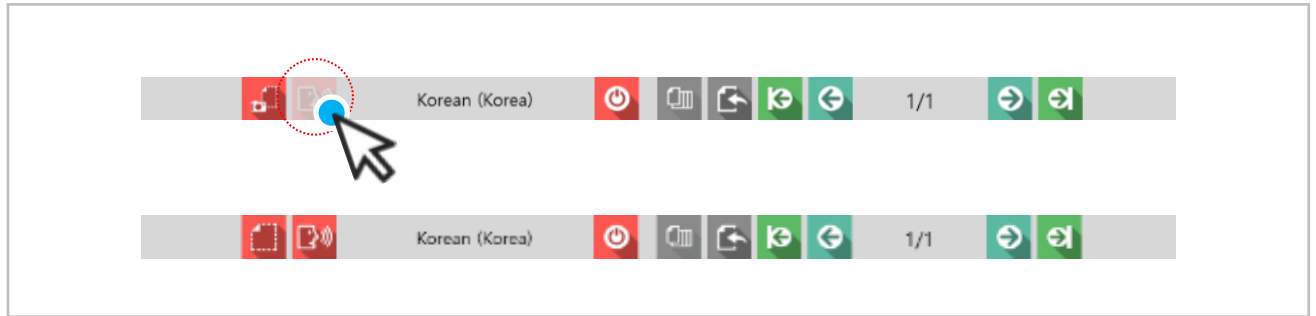
- Delete the selected annotation from the current page.



Insert TTS Annotation

You can select the area you want to execute with TTS and insert it on the current page with TTS voice annotation. You can use TTS more conveniently without specifying a specific area each time.

- 1 Click the [Insert TTS Annotation] button with your mouse or Smartpen to activate the corresponding function.



- 2 Drag the area to be specified with TTS annotation with mouse or Smartpen. If the TTS annotation is clicked immediately after the setting is completed, a TTS annotation is created at that position.



- 3 If you click TTS annotation with mouse or Smartpen in [Execution Mode], TTS voice of the area is played.
- 4 If you click on the annotation being played in [Execution Mode] with the mouse or Smartpen, TTS audio playback will stop.

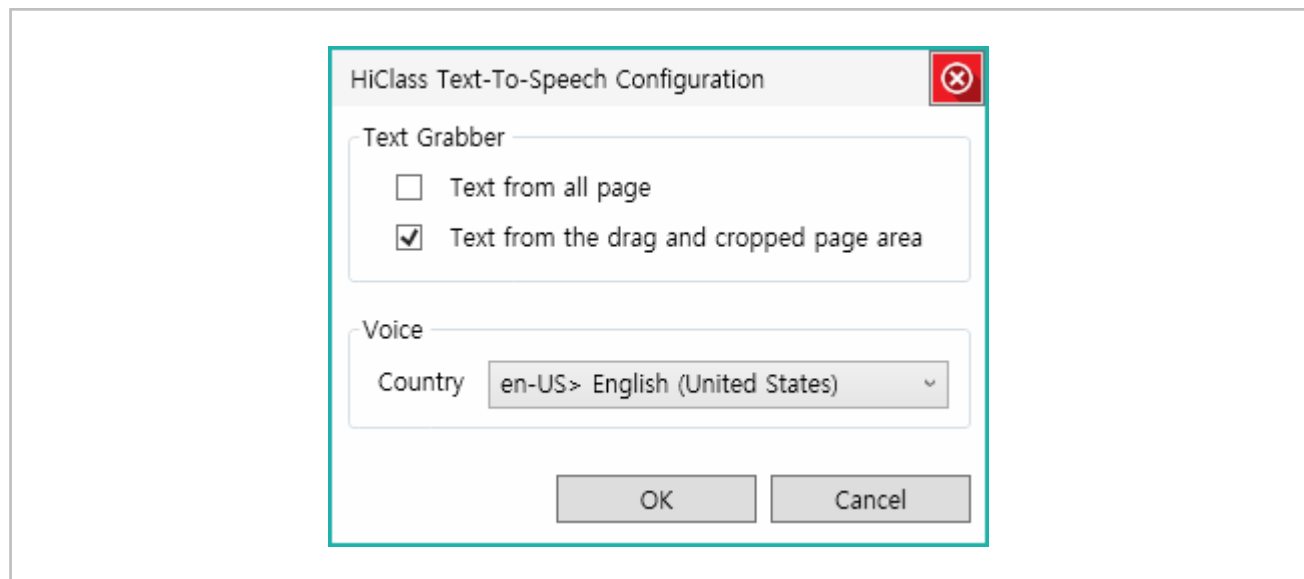
TTS Configuration

Set the settings for TTS area and select the TTS language.

- 1 Click the [TTS Configuration] button with a mouse or Smartpen and the Settings dialog will appear.



TTS Configuration Dialog



Text Grabber

Select an area for TTS.

- Text from all page: Select the whole area of the currently displayed page.
- Text from the drag and cropped page area: Select a specific word or area.

Voice

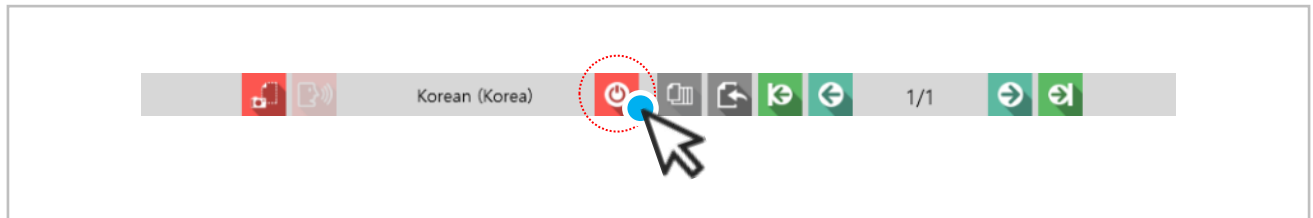
Select a language for TTS.

- ko-KR> Korean (Korea) : Set to Korean.
- en-US> English (United States) : Set to English.

Close TTS

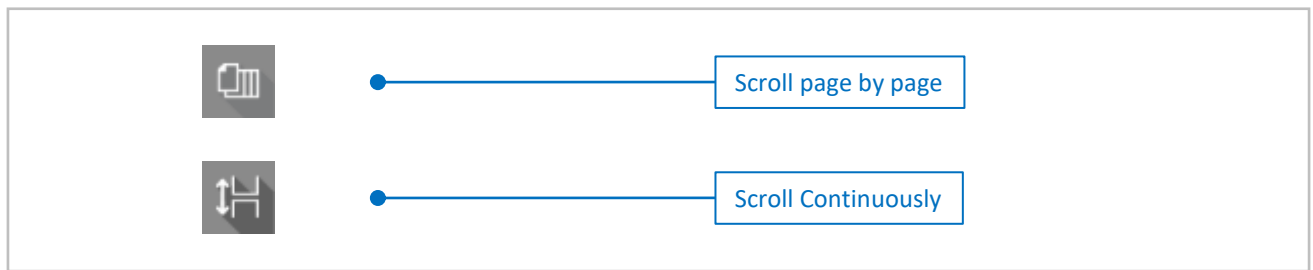
Click the Close TTS button to close the TTS mode.

- 1 Click the [Close] button with a mouse or Smartpen.



- 2 The TTS mode will be closed.

Scroll Continuously / Scroll Page by Page



Scroll Page by Page

- Scroll page by page with one page being displayed at a time.


Scroll Continuously

- The document is scrolled just like when scrolling down or up a webpage. The boundary line between pages is also displayed.



When the TTS function is executed, it switches to [TTS area selection mode].

At this time, the mode should be changed to [Execution Mode] in order to scroll the page.

Clicking the [Execution Mode ] icon on the Toolpad or the [Execution Mode] icon on the Main menu switches to [Execution Mode]. When switching to [Execution mode], [TTS Text Grabber] button is disabled. If you click [TTS Text Grabber] button, it becomes active again.



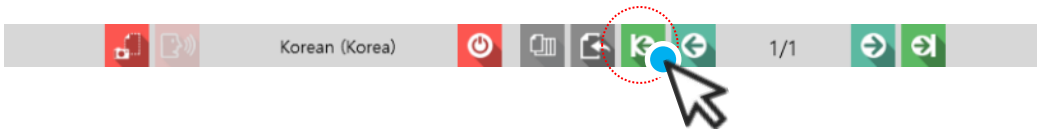
Go Back to the Last Visited Page

Click the [Before Page : Go Back to the Last Visited Page] button with a mouse or Smartpen and go to the page you opened just prior to the current page.



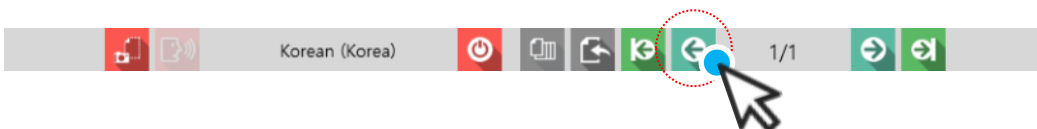
Go to First page

Click the [First page] button with a mouse or Smartpen to go to the first page of the current document.



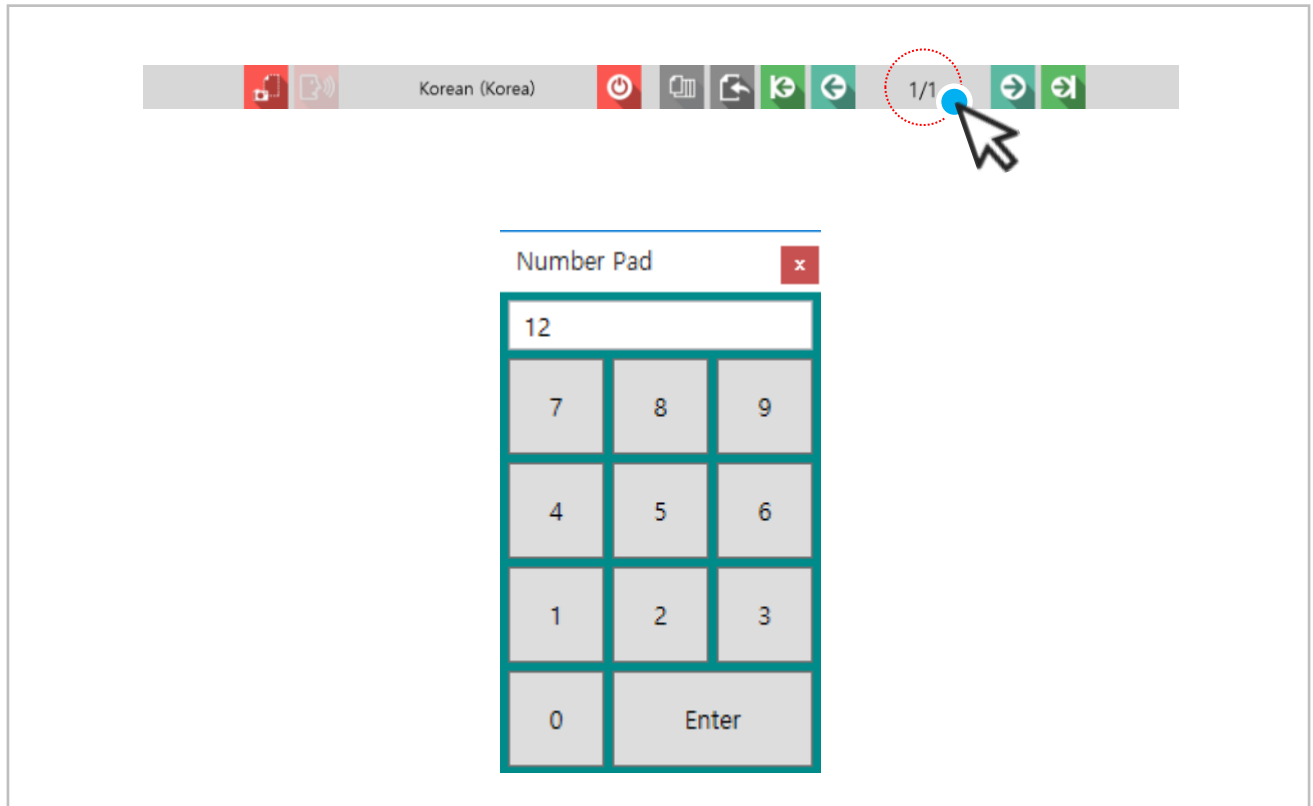
Go Back to Previous Page

Click the [Previous Page] button with a mouse or Smartpen to go back to the page before the current page.



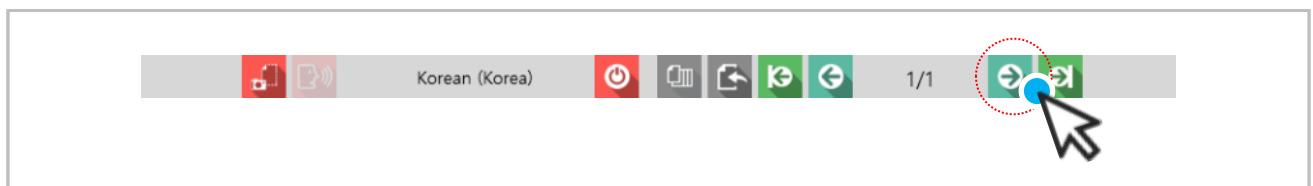
Page Shortcut

Click the [Page Shortcut] button with a mouse or Smartpen and enter the desired page number in the number Pad dialog to go straight to the specified page.



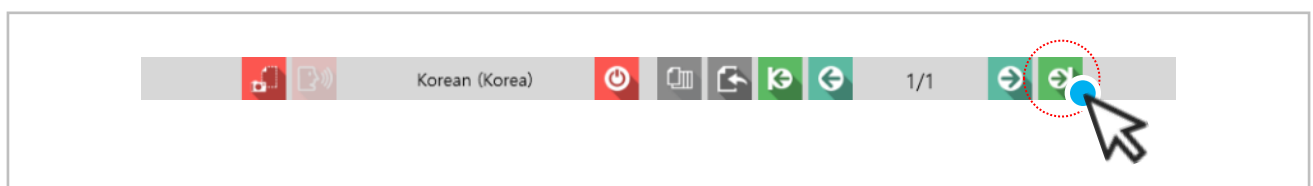
Go to Next Page

Click the [Next Page] button with a mouse or Smartpen to go to the following page.



Go to Last Page

Click the [Last Page] button with a mouse or Smartpen to go to the last page of the current document.



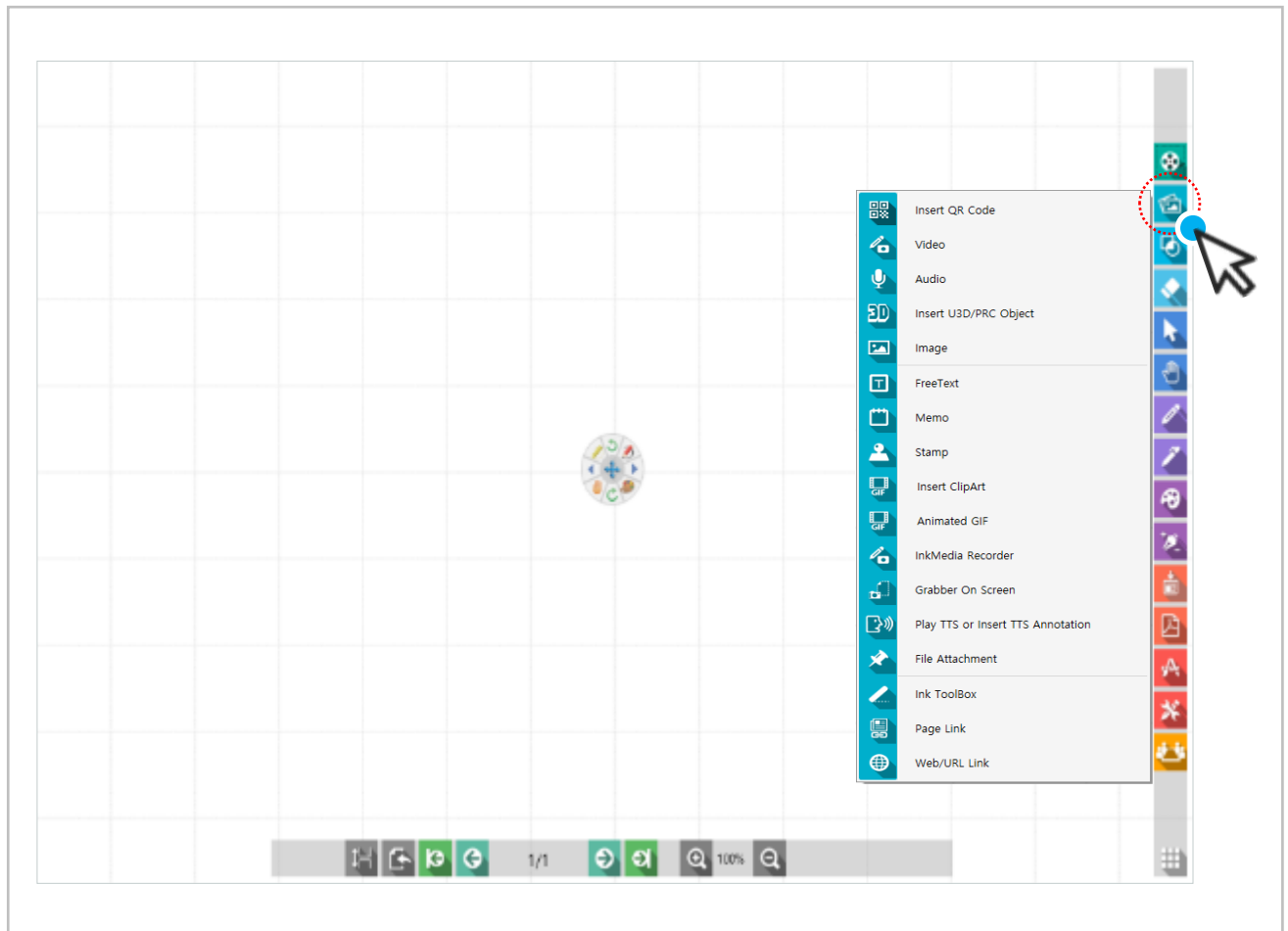
Attach File Annotation

This function inserts a file into the current page.

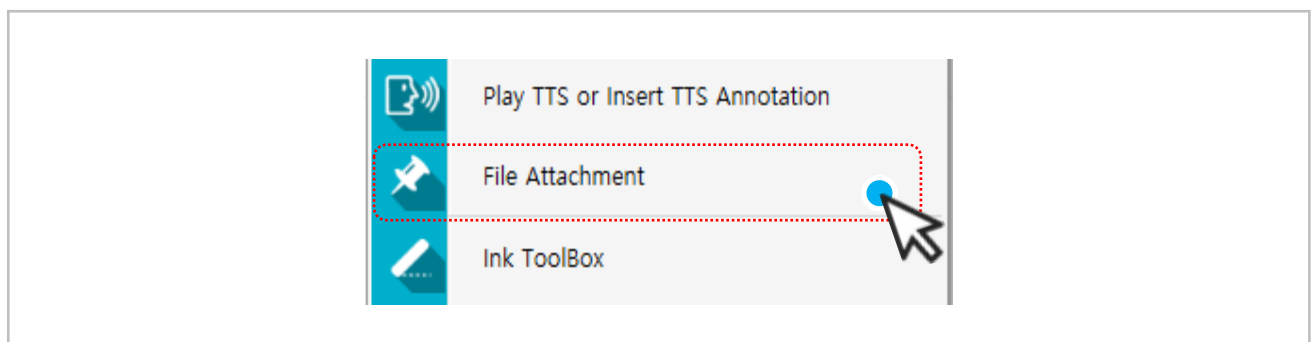
Click on the file annotation in [Execution mode] and the application program connected to Windows will automatically start.

Attach File

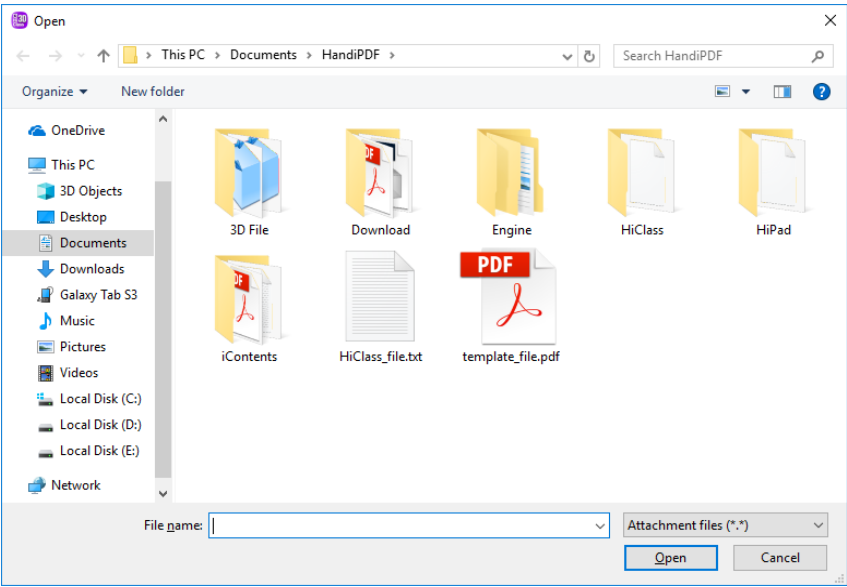
- 1 Click the [Annotation] toolbar with a mouse or Smartpen.



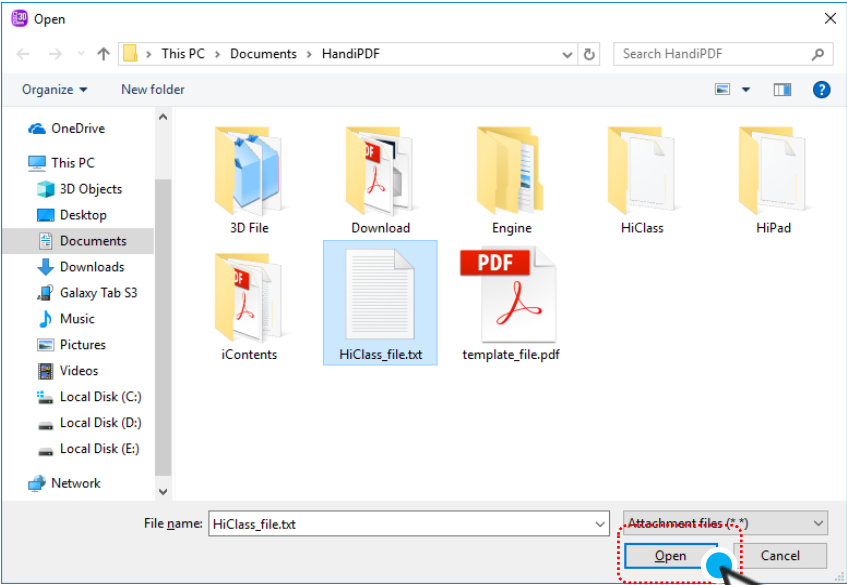
- 2 When the popup menu opens, click the [File Attachment] menu with a mouse or Smartpen.



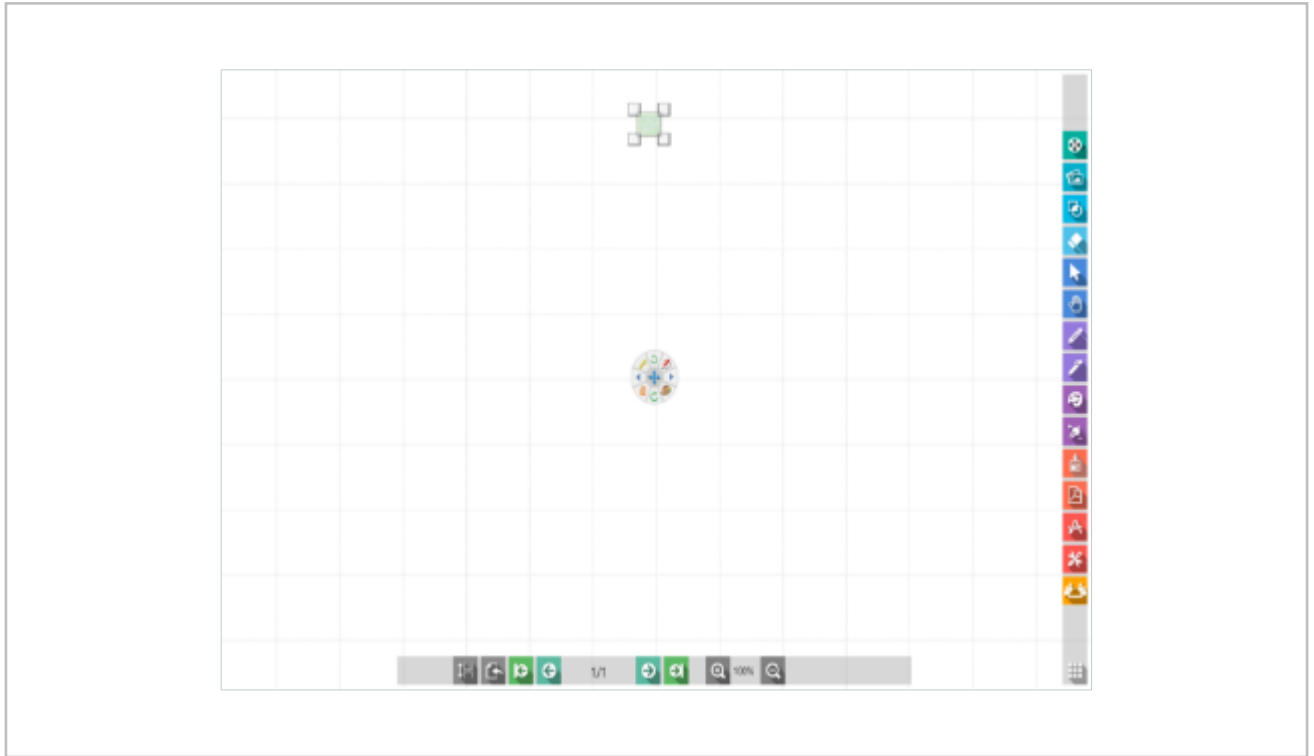
3 An File Explorer will open and a file can be opened from here.



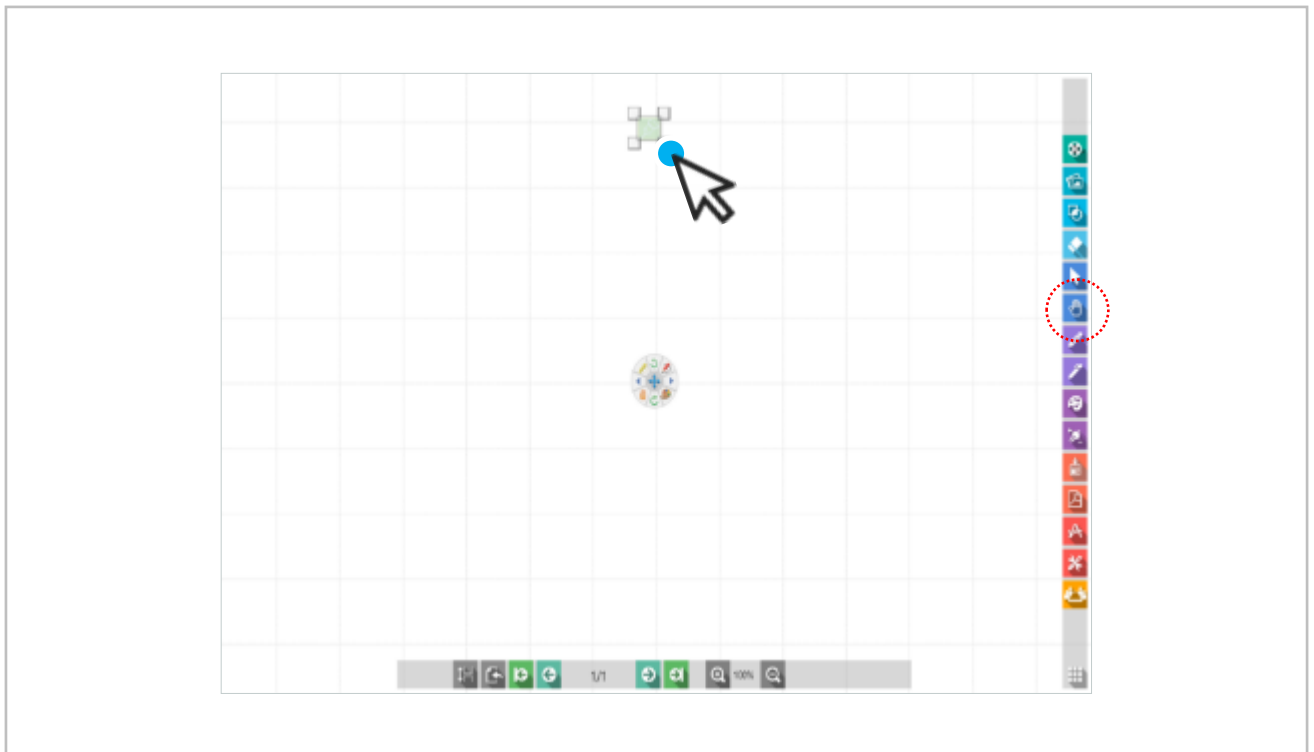
4 Select the desired file and then click the [Open] button with a mouse or Smartpen.



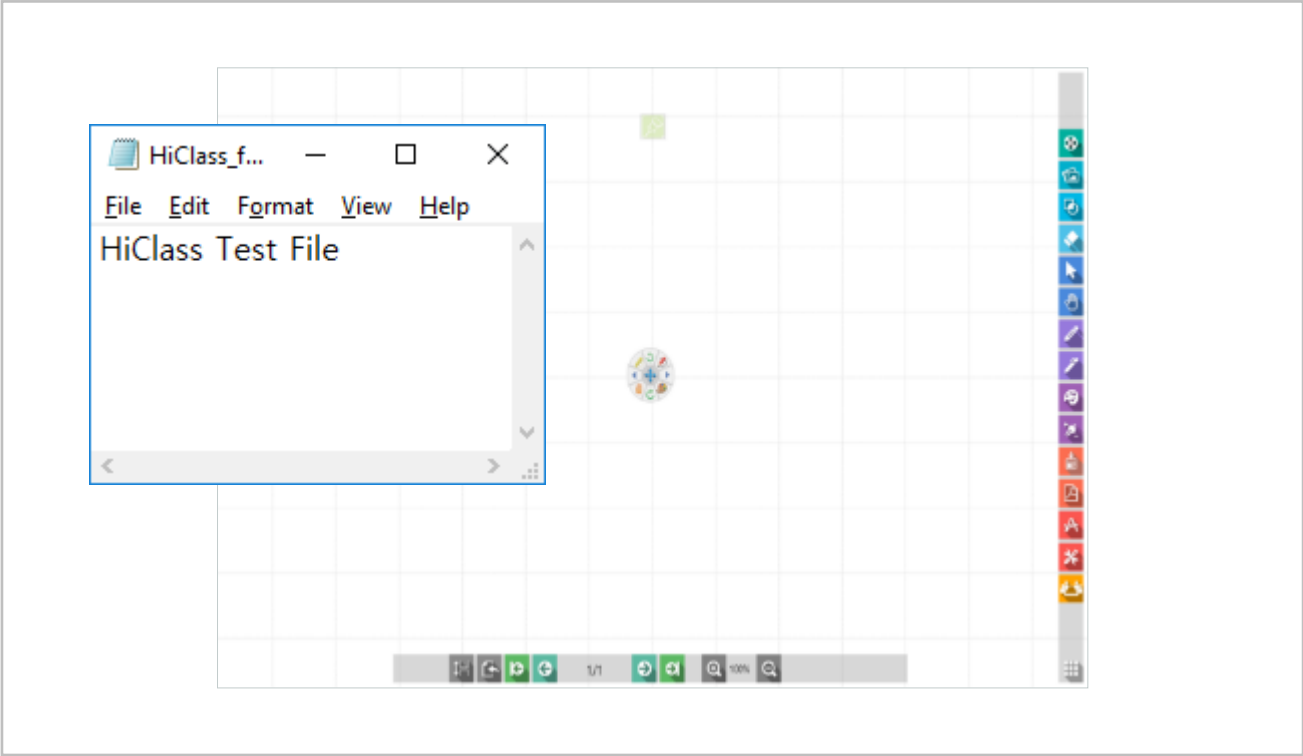
5 The file will be added as an annotation.



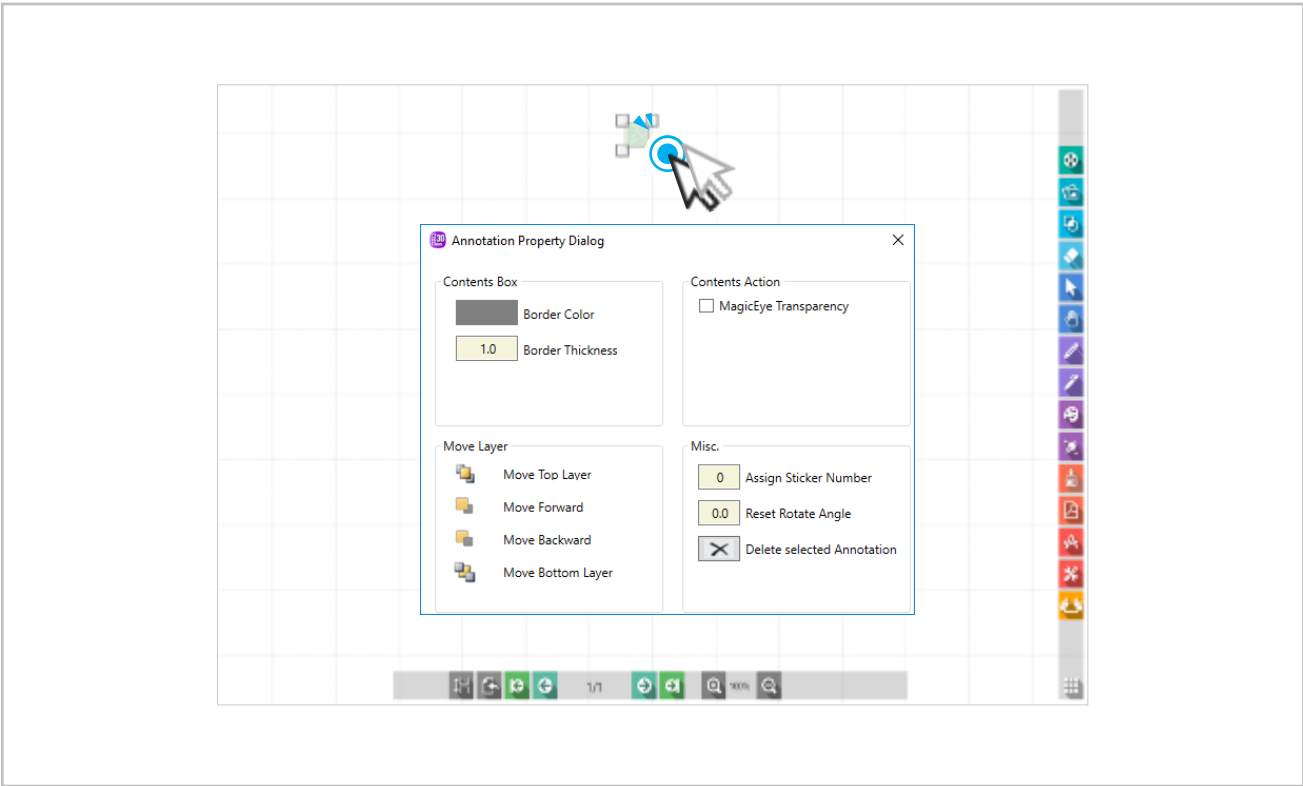
6 To start the file, click on the annotation in [Execution mode] with a mouse or Smartpen.



6 The file will start.

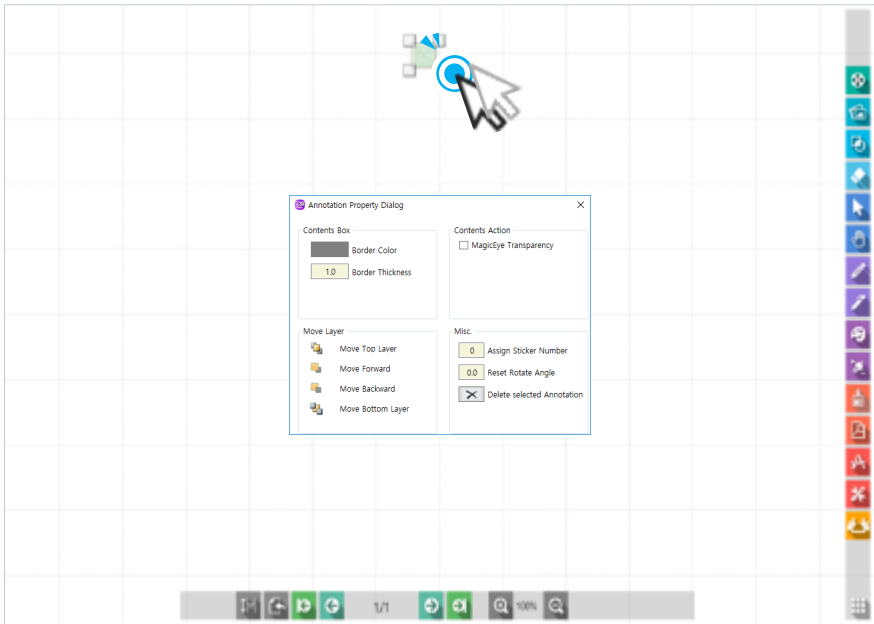


If you double-click the annotation in [Select Mode], you can edit / delete it through the Annotation Property Dialog that appears.

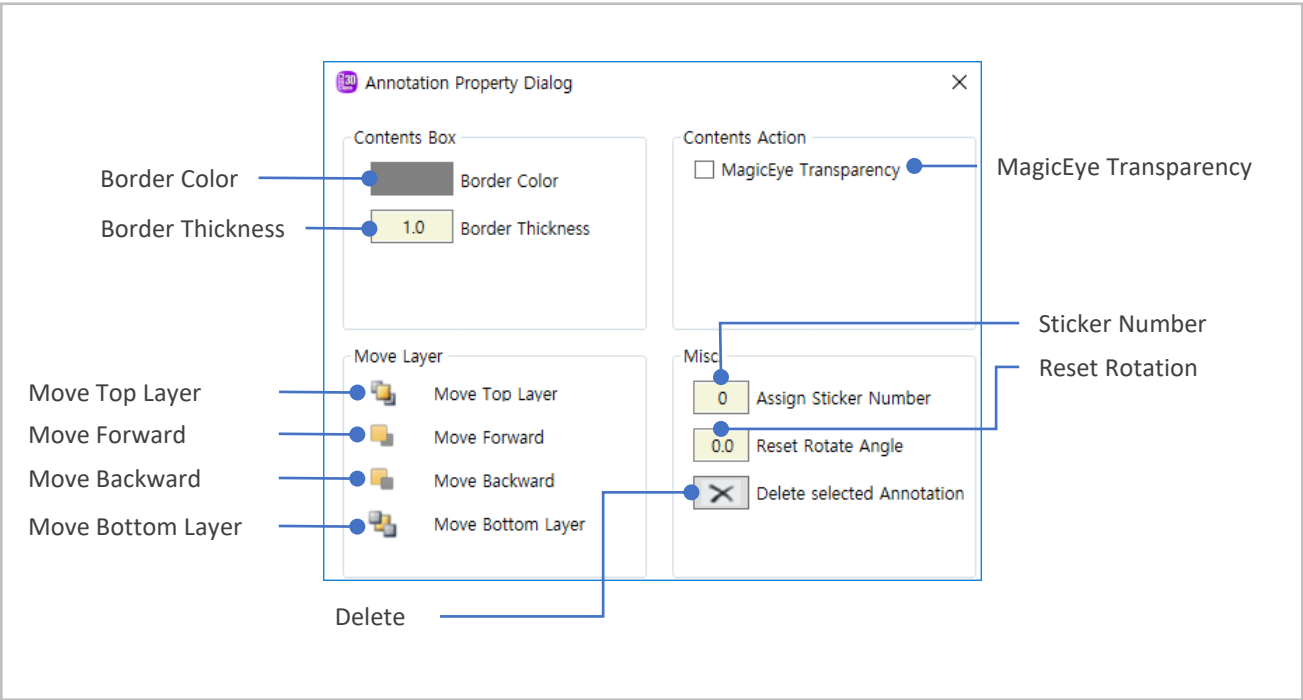




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



File Attachment Annotation Property Dialog



Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.

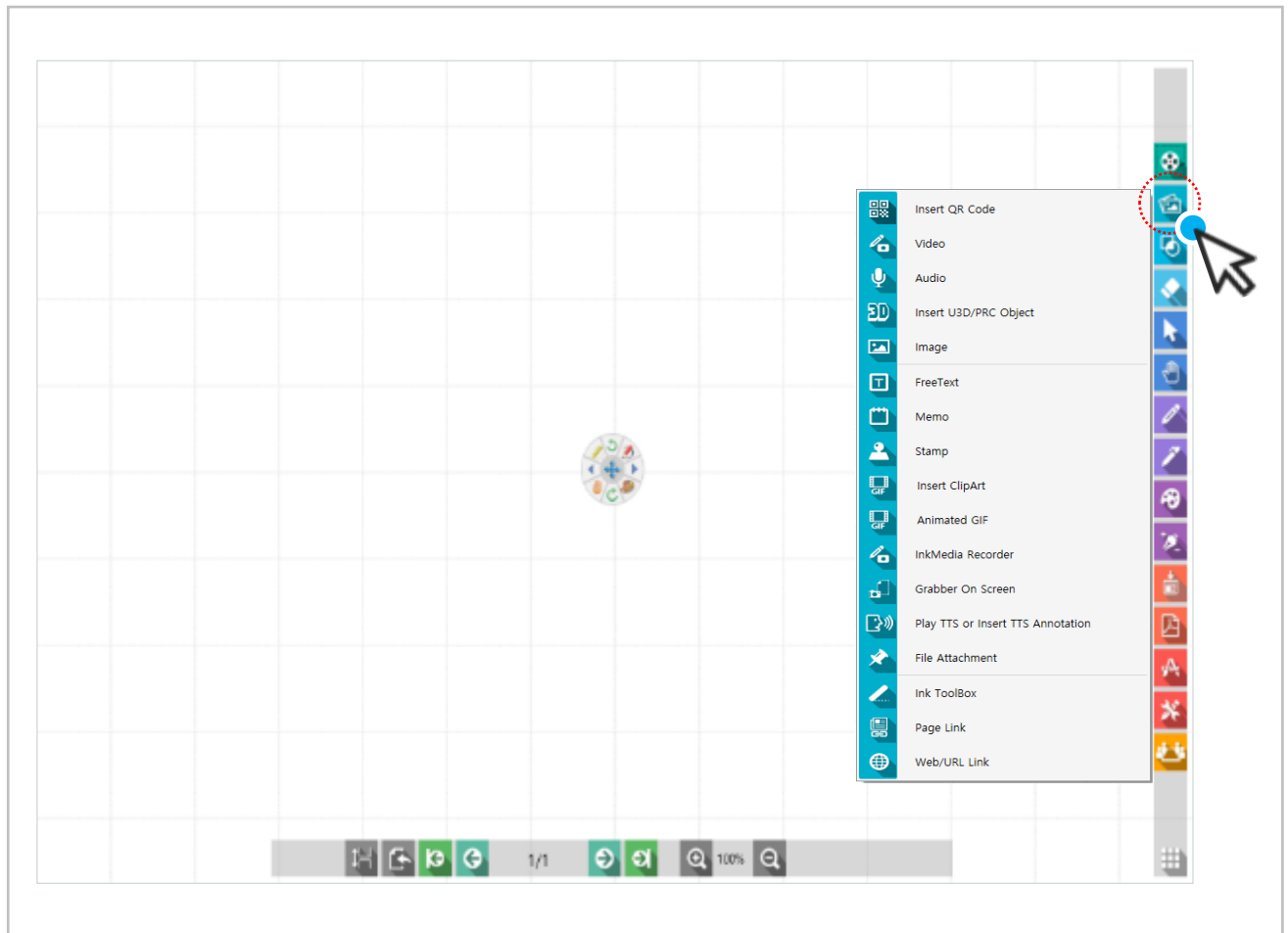


Ink ToolBox

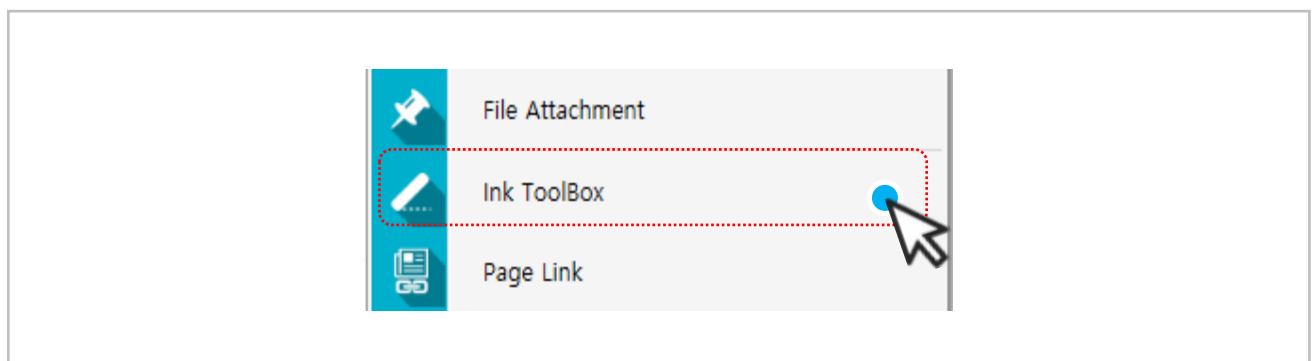
It creates the annotation function to set marker, color, line thickness, etc. and inserts it on the current page. It is possible to change the properties of a pen or a marker without using the Toolpad or the Primary Toolbar.

Connect Ink Tool

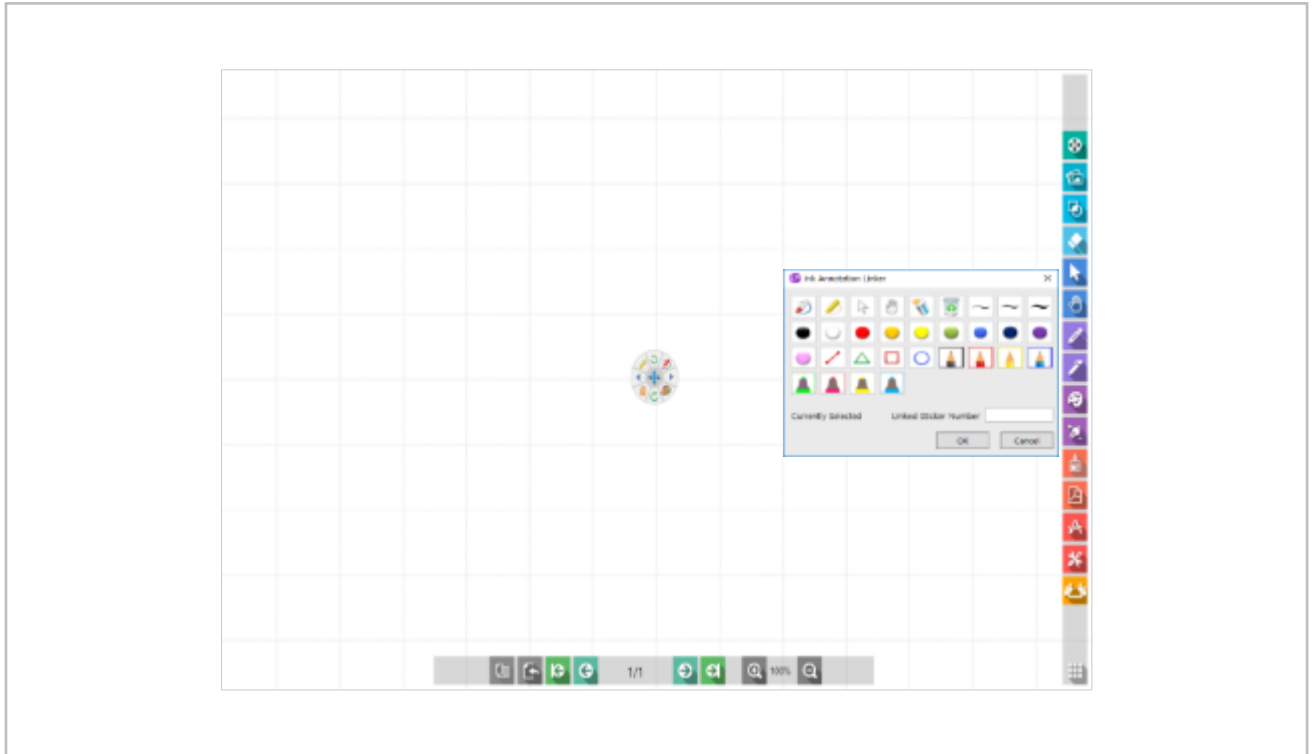
- 1 Click the [Annotation] button with a mouse or Smartpen.



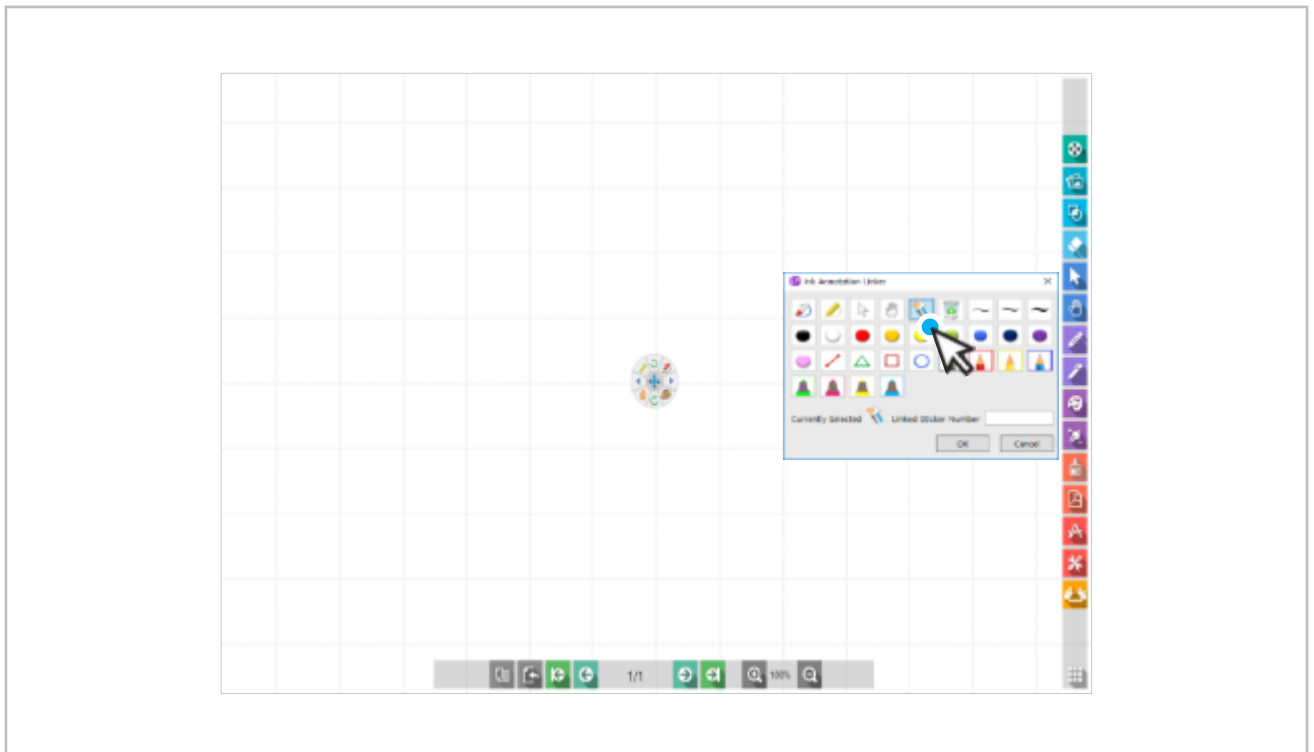
- 2 When the additional menu opens, click the [Ink ToolBox] menu with a mouse or Smartpen.



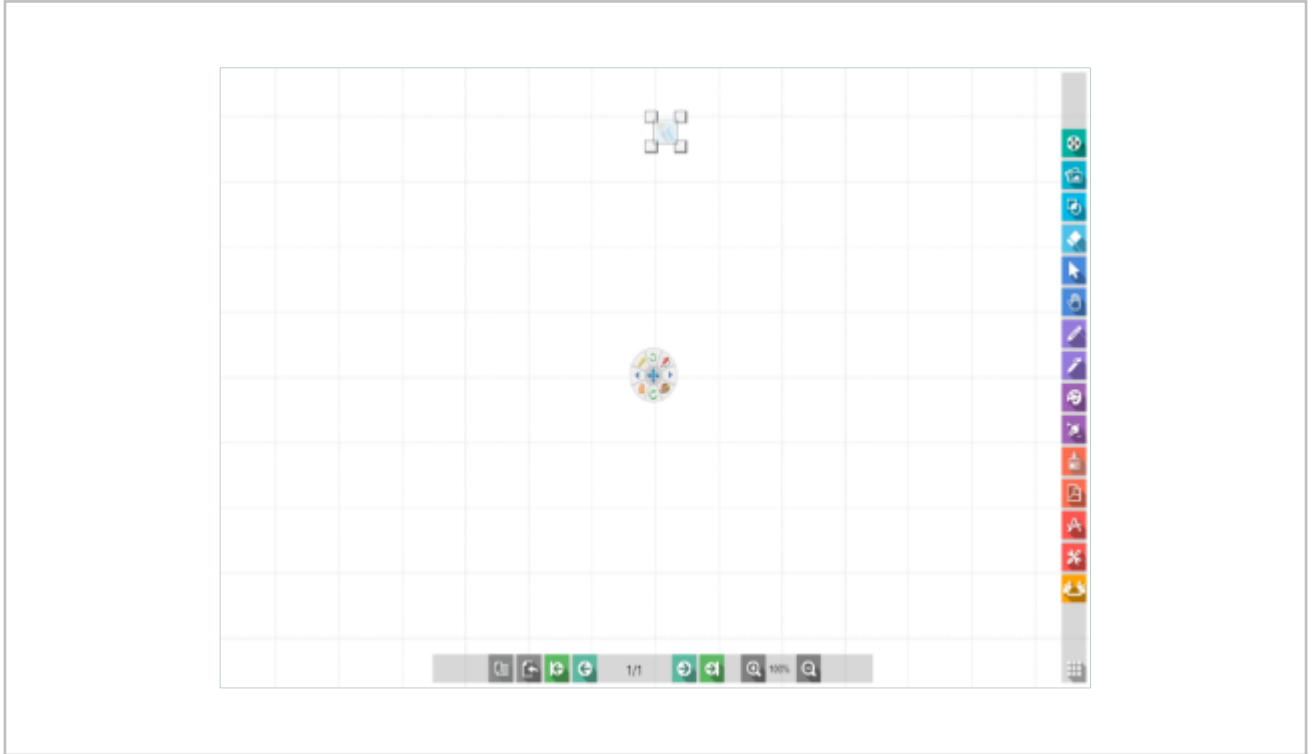
3 The Ink tool box dialog will open.



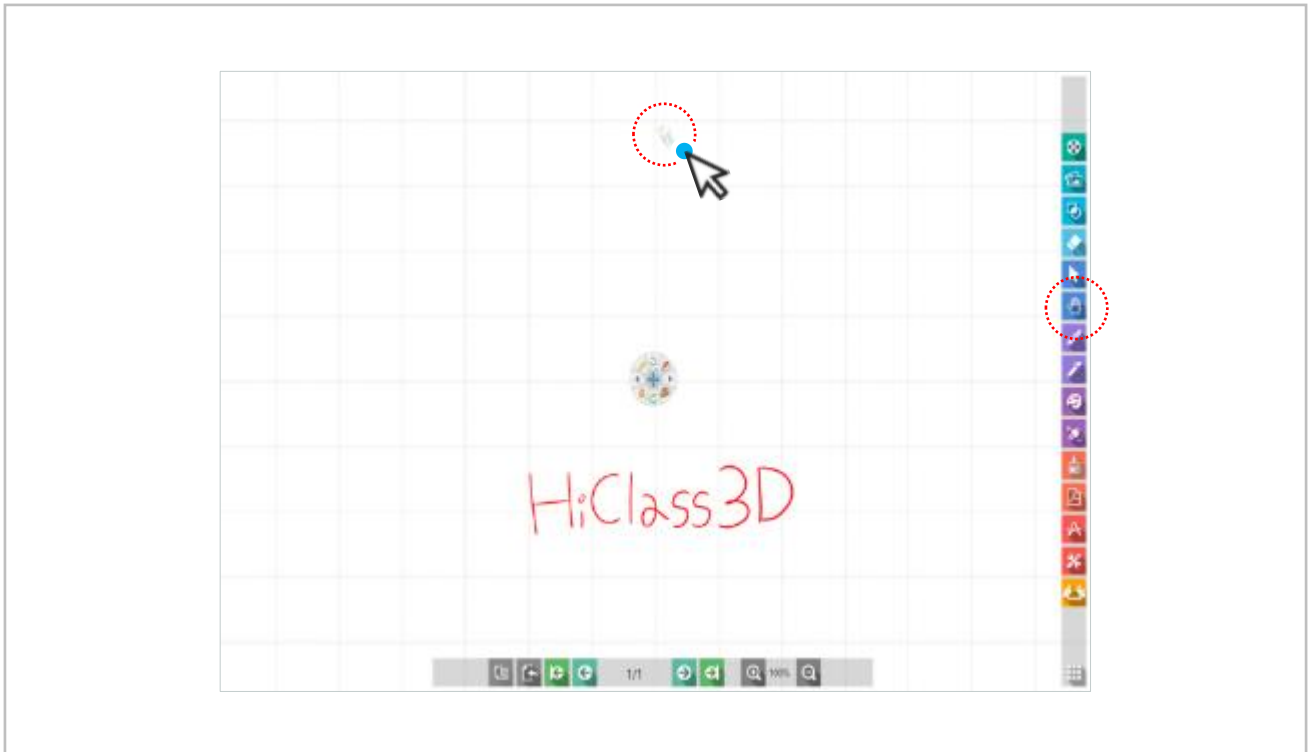
4 Click on the desired Ink tool with a mouse or Smartpen.



5 The ink toolbox tool is added as an annotation. (ex : Eraser mode.)



6 To use annotation, you must click on the annotation in [Execution mode] with a mouse or Smartpen.

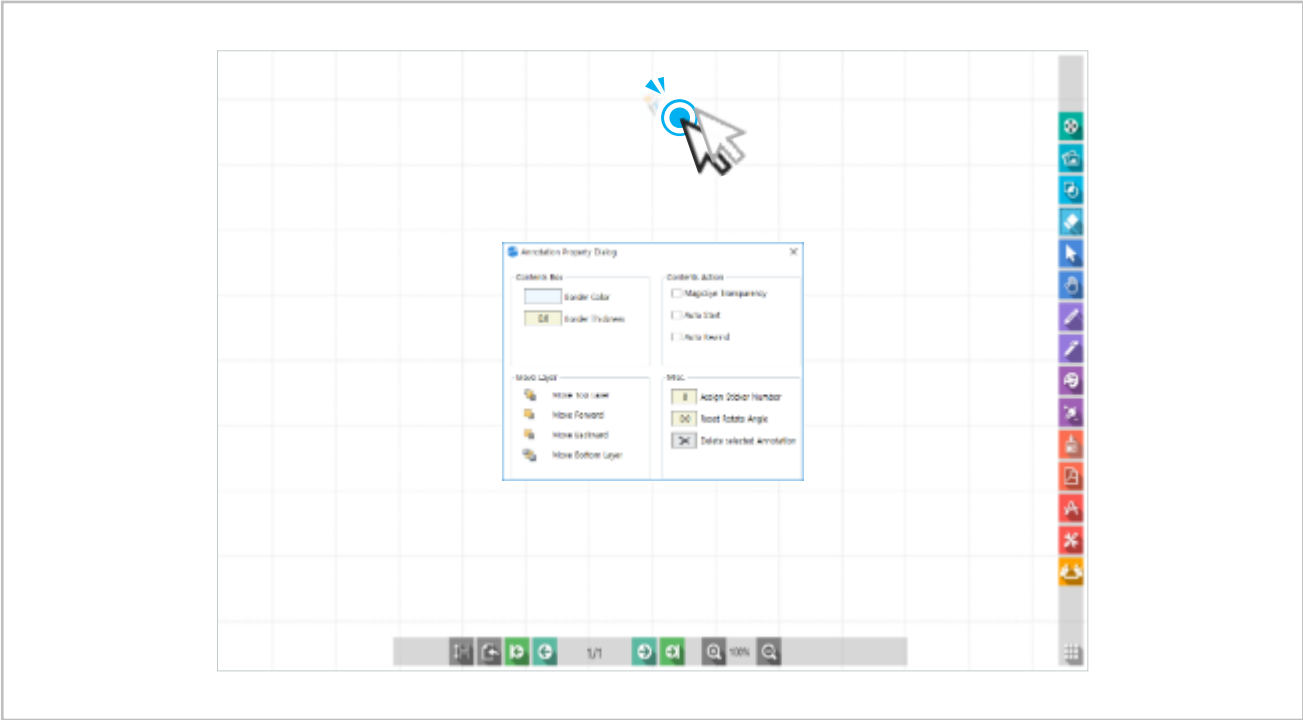


- 7 The additional function of the ink toolbox changes the operation mode to [Eraser mode], and you can erase the ink strokes on the screen.

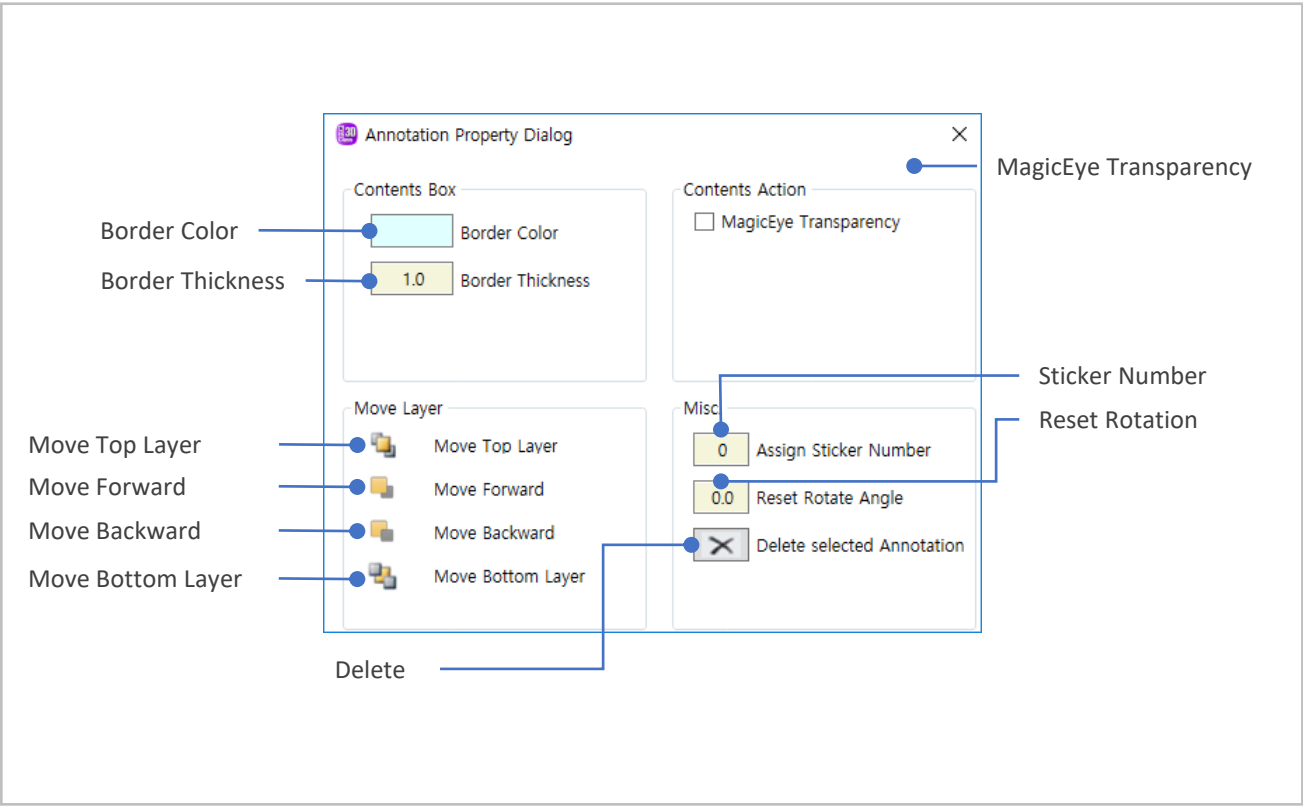




Double-click on the annotation in [Execution mode] and a annotation Property dialog will appear. Through the dialog, the annotation can be edited or deleted.



Ink ToolBox Annotation Property Dialog



Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

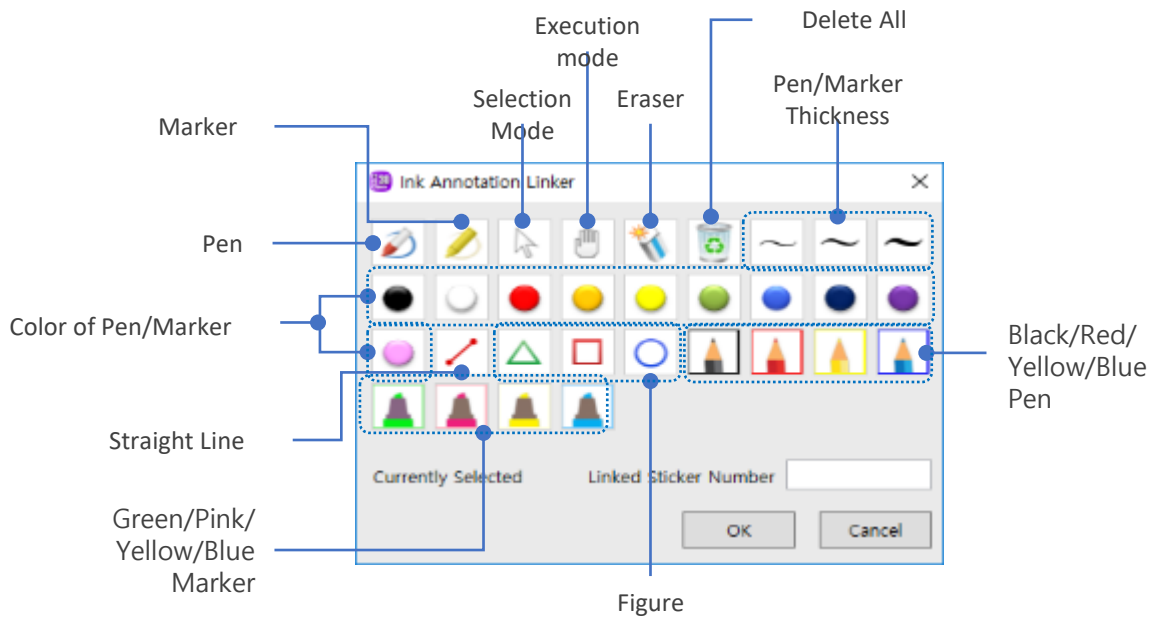
Delete Annotation

- Delete the selected annotation from the current page.





In the ink tool dialog, you will find several pre-defined properties for a pen / a marker which you can modify.



Pen

- Switch to Pen input mode.

Marker

- Switch to Marker input mode.

Selection Mode

- Switch to Selection mode.

Execution mode

- Switch to Execution mode.

Eraser

- Switch to stroke-unit eraser mode.

Delete All

- Delete all ink strokes on the screen.



Pen/Marker Thickness

- Change the pen/marker thickness.
- In the pen mode: The available sizes are 1.5 / 2.5 / 3.5.
- In the marker mode: The available sizes are 15 / 30 / 60.

Pen/Marker Color

- Change the pen / marker color to the selected color.
- Black / White / Red / Orange / Yellow / Green / Blue / Navy / Violet / Pink are available.

Straight Line

- A perfectly straight line will be drawn when you draw a line.

Figures

- When you draw a triangle / square / circle while writing, the figures will be drawn based on the inputted sizes.

Black/Red/Yellow/Blue Pen

- This is a predefined inks tool that defines the color of your favorite pen. This function switches to [Pen Mode] and applies the pen color to the specified color.

Green/Pink/Yellow/Blue Marker

- This is a predefined inks tool that defines the color of your favorite marker. This function switches to [Marker Mode] and applies the marker color to the specified color.

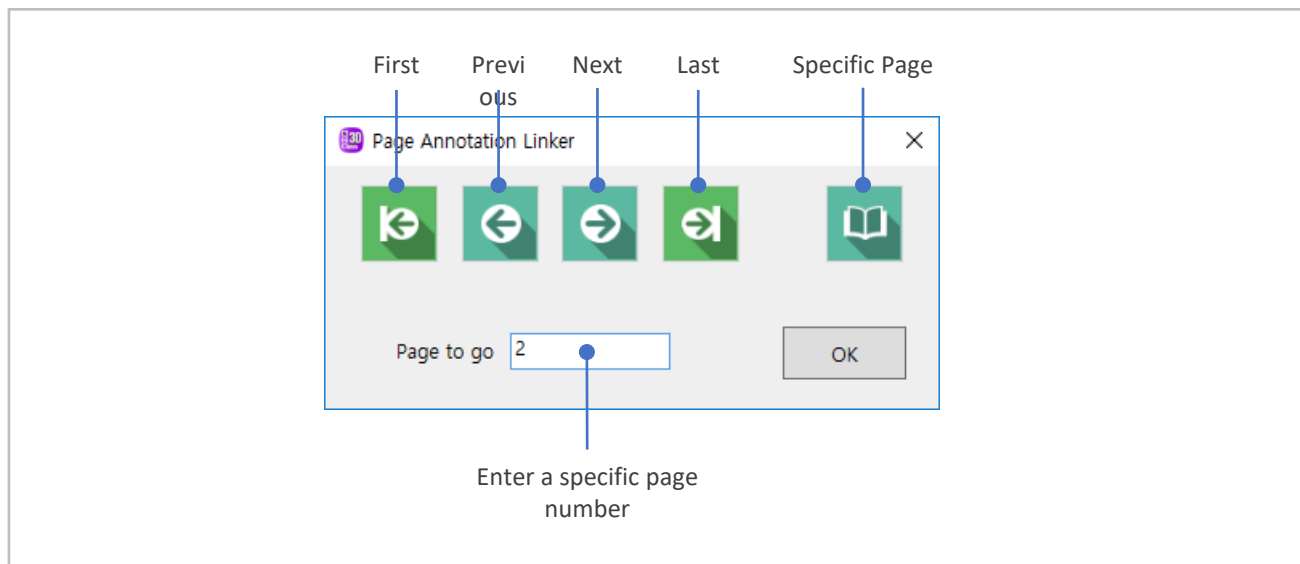


Page Link

This function inserts e.g. a page move as an annotation.

A page can be moved without using the Toolpad or a primary Toolbar.

Page Link Toolbox



First

- Go to the first page of the document.

Previous

- Go back to the previous page of the document.

Next

- Go to the next page of the document.

Last

- Go to the last page of the document.

Specific Page

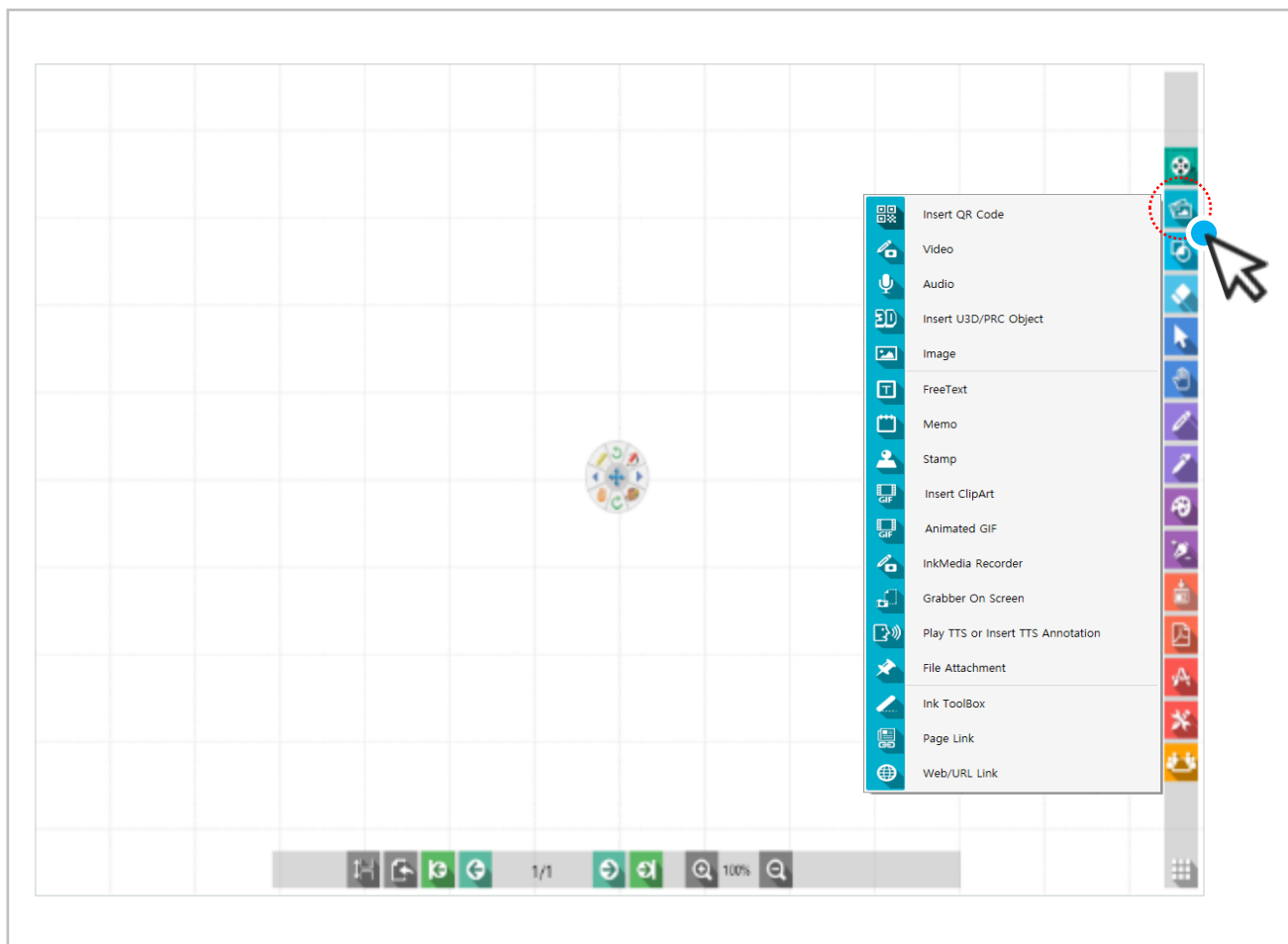
- Go to the selected page of the document.
- Enter the number in the [Page to Go] column.

Enter the page to go

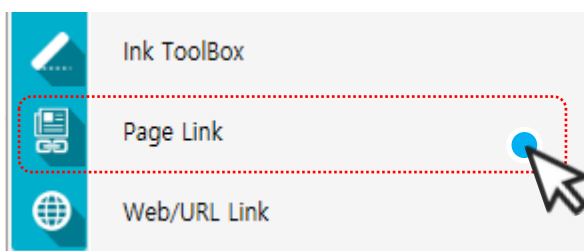
- Enter the number of the selected page.

Connect a Page Tool

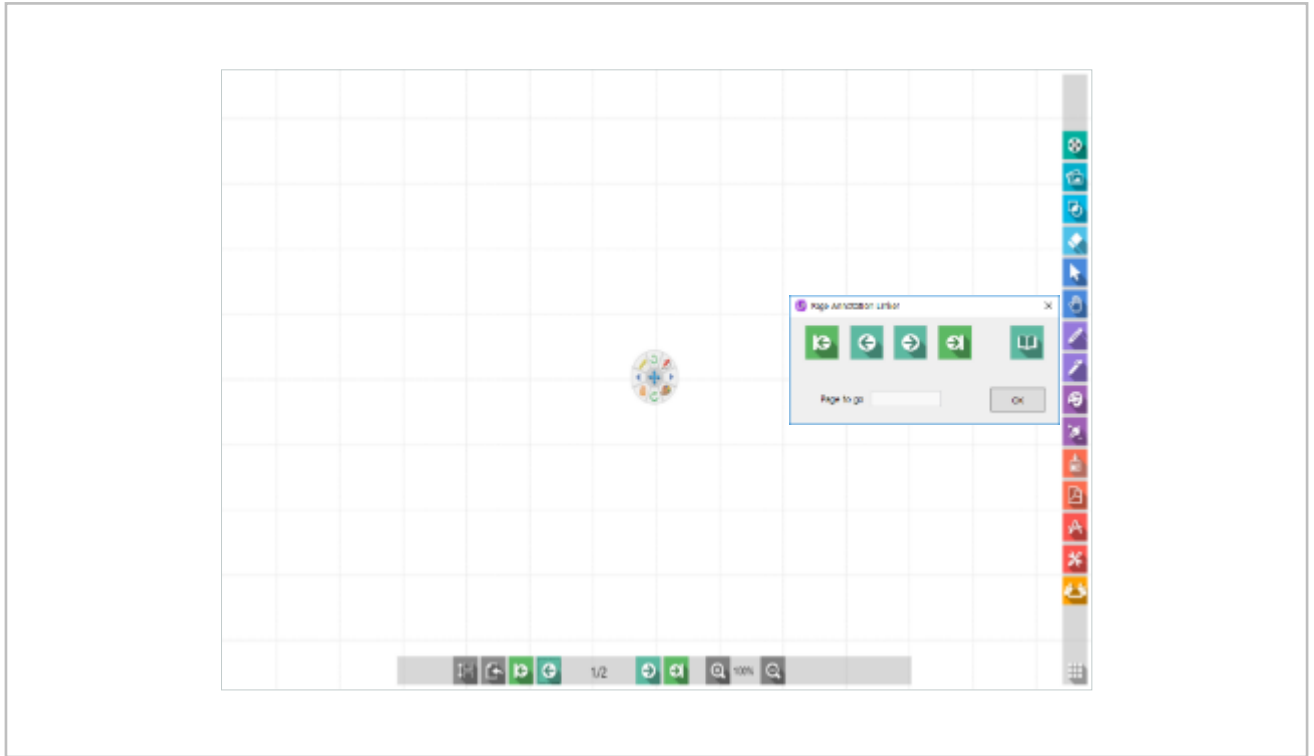
1 Click the [Annotation] button with a mouse or Smartpen.



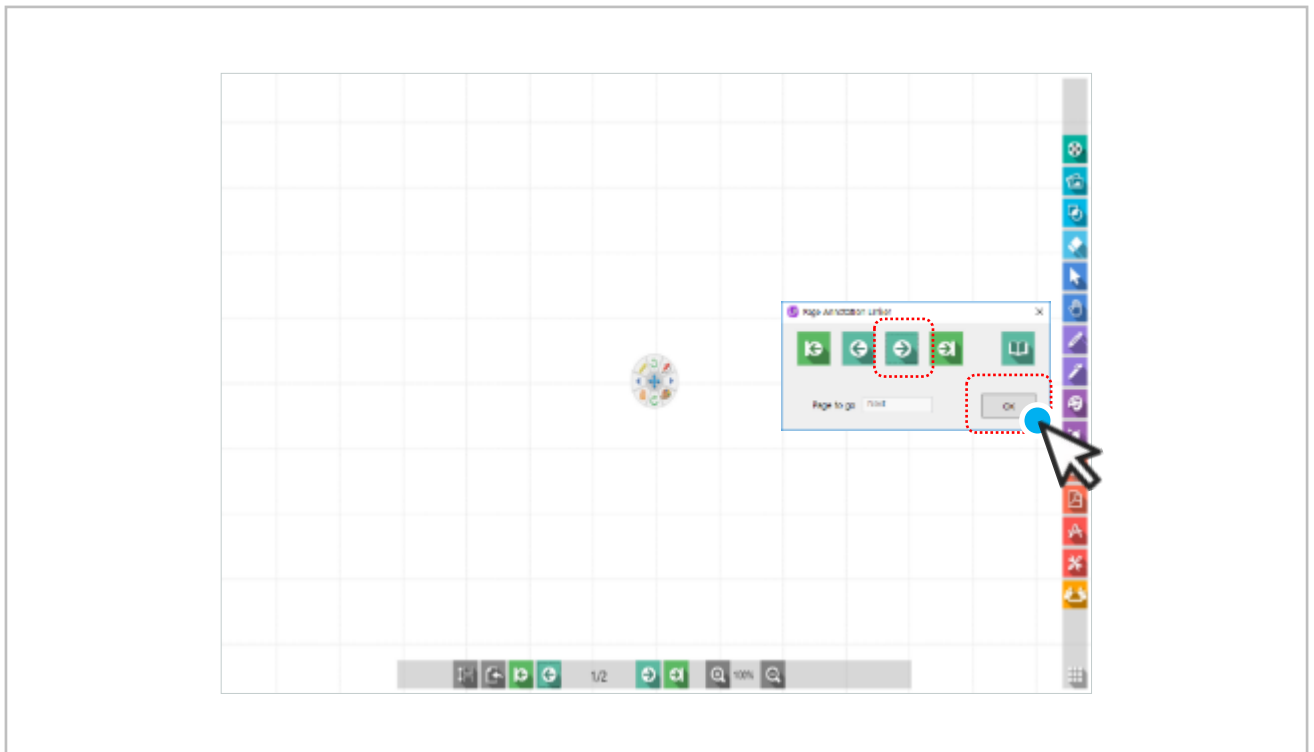
2 When the additional menu opens, click the [Page Link] menu with a mouse or Smartpen.



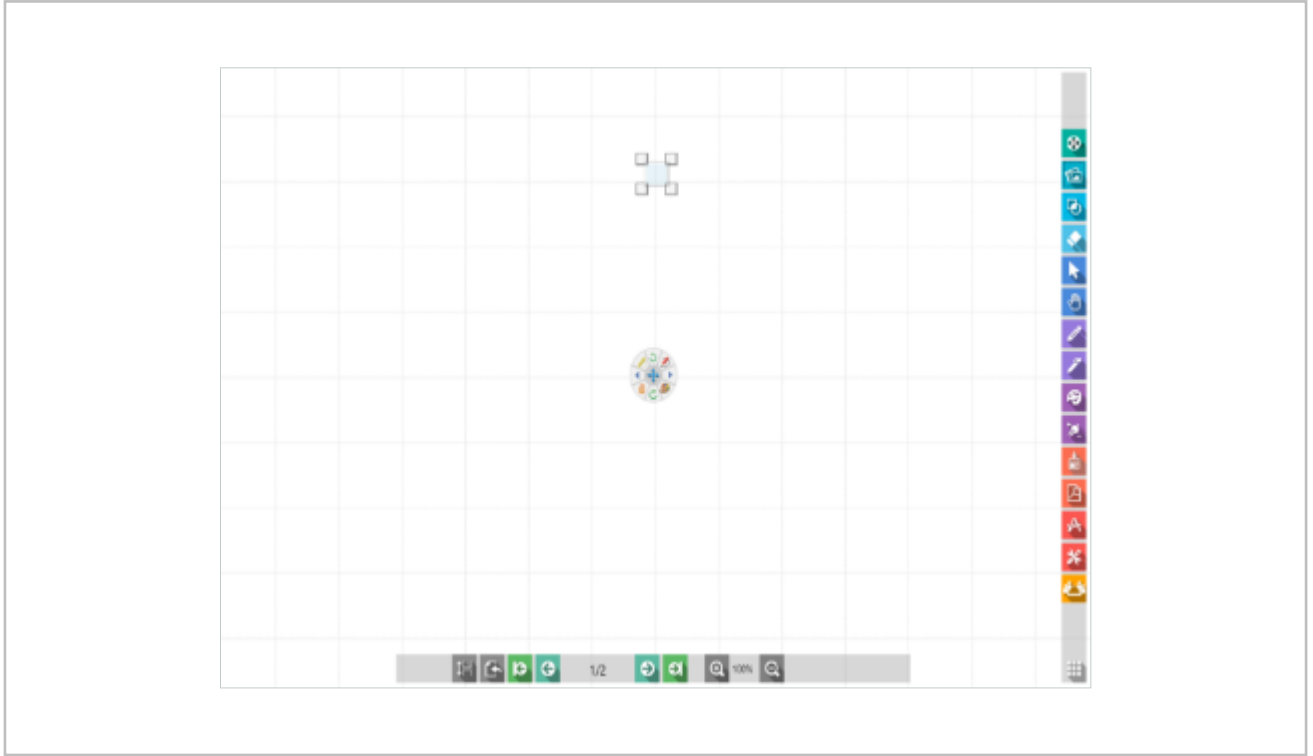
3 The page tool dialog will open.



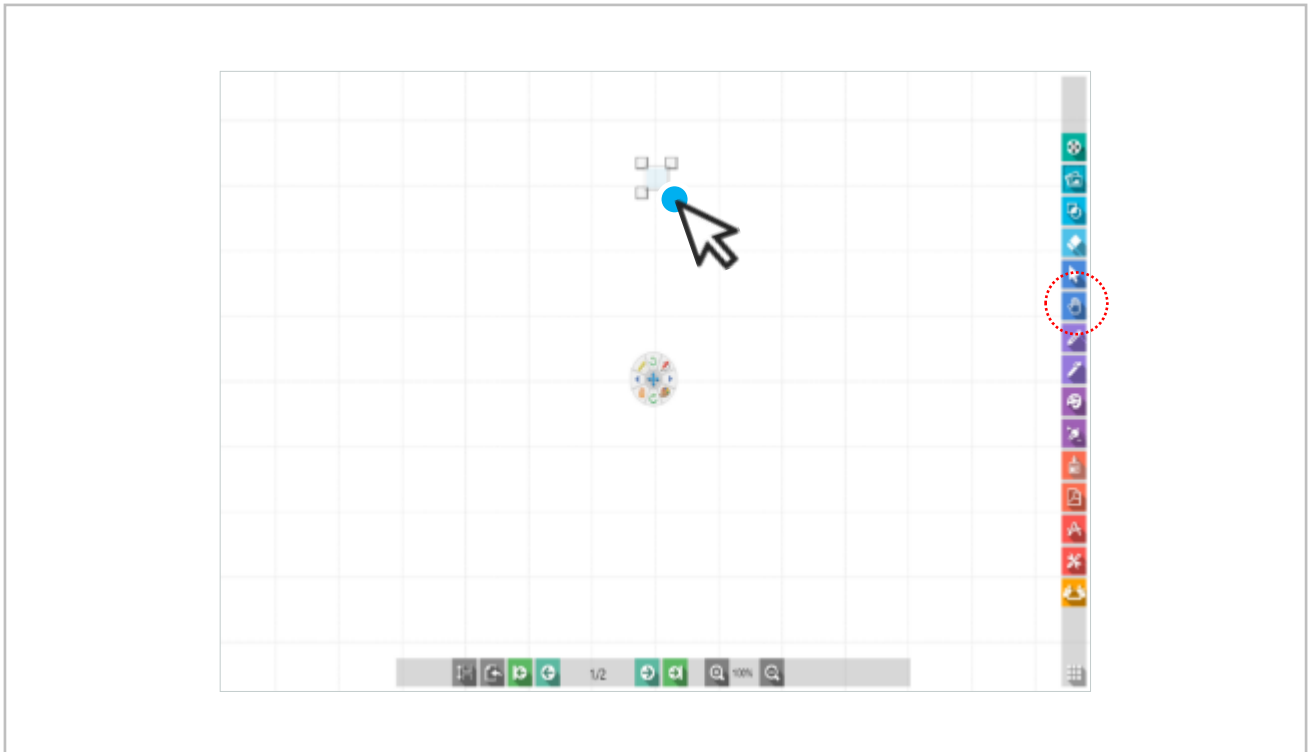
4 After selecting the desired page tool, click the [OK] button with a mouse or Smartpen.



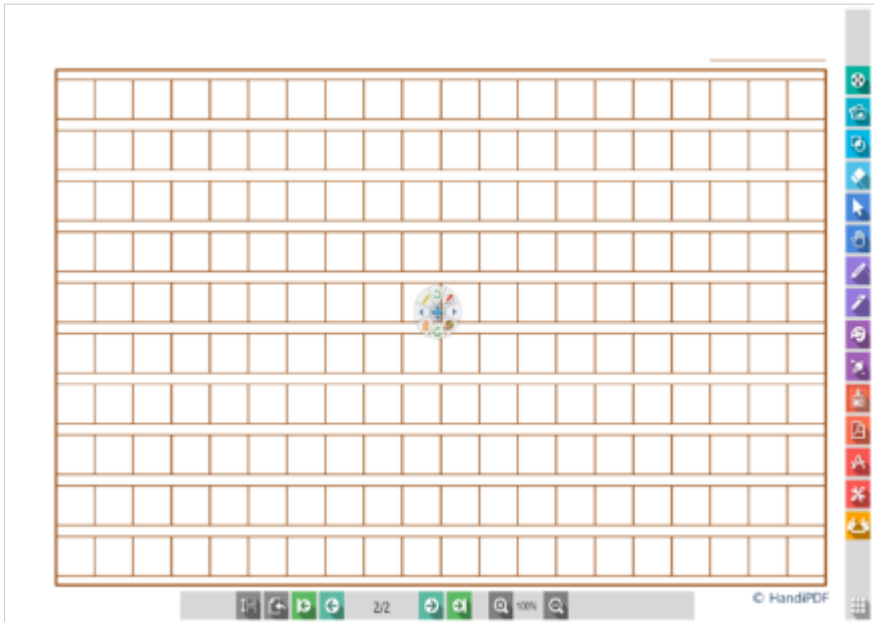
5 The page tool will be added as an annotation.



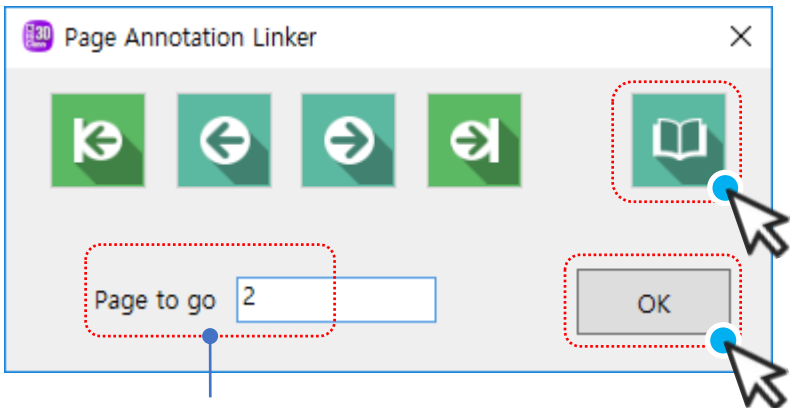
6 To use an annotation, click on the annotation in [Execution mode] with a mouse or Smartpen.



7 The current page switches to the specified page.



8 If you want to go to a specific page, click the [Specific Page] button on the far right and enter the desired page directly into the [Page to go] field.



Enter the page number
you want to go to.

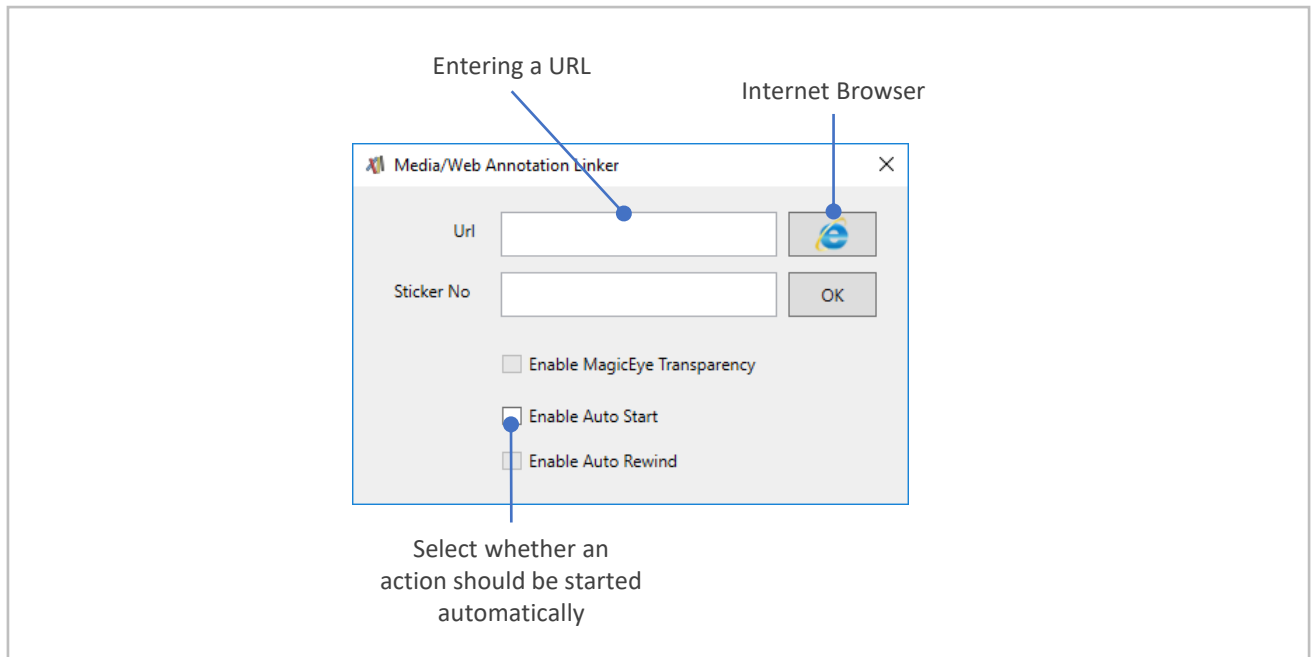


Web/URL Link

This function inserts a file or Internet URL as an annotation.

When the annotation is clicked, Internet browser with the corresponding URL will open or the relevant Windows application program will start.

Media/Web Annotation Linker Dialog



Entering a URL

- Enter the exact URL of the desired Internet site.
- For a file, enter the exact path of the file.

Internet Browser

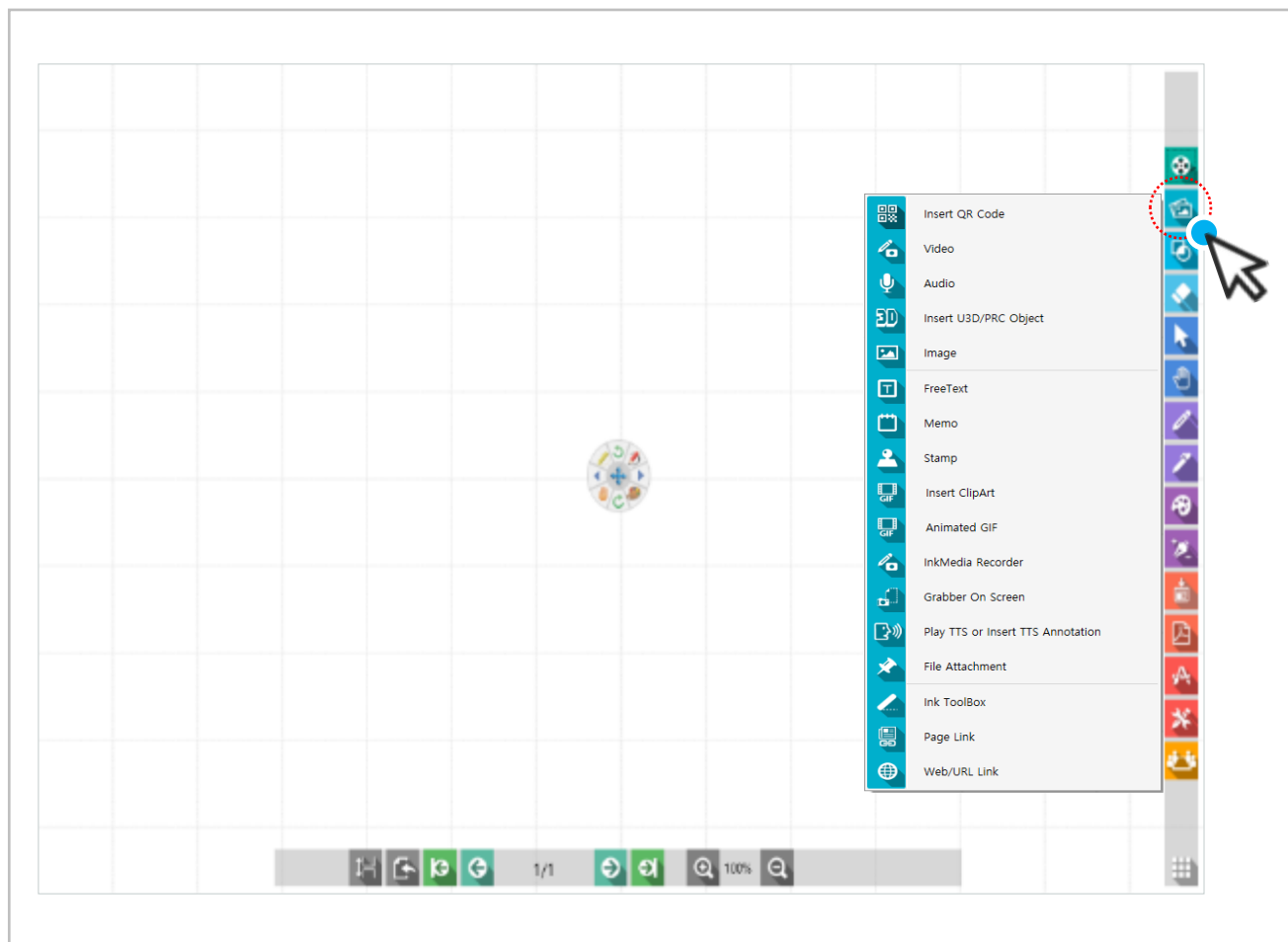
- An Internet browser window will open and you will be connected to the input URL.
- If you do not enter a URL, an Internet browser window will open and you will be taken to the HiClass3D homepage (<https://www.hiclass3d.com/>).

Selecting whether an action should be started automatically

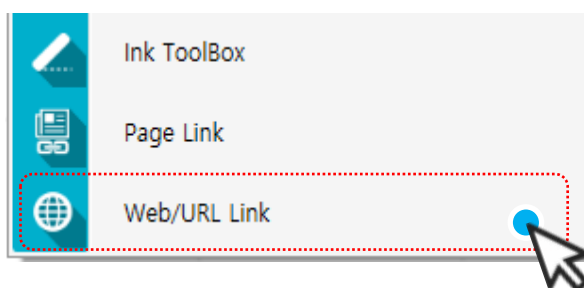
- Option to select whether an action should be started automatically when the document is opened.

Web/URL Connection

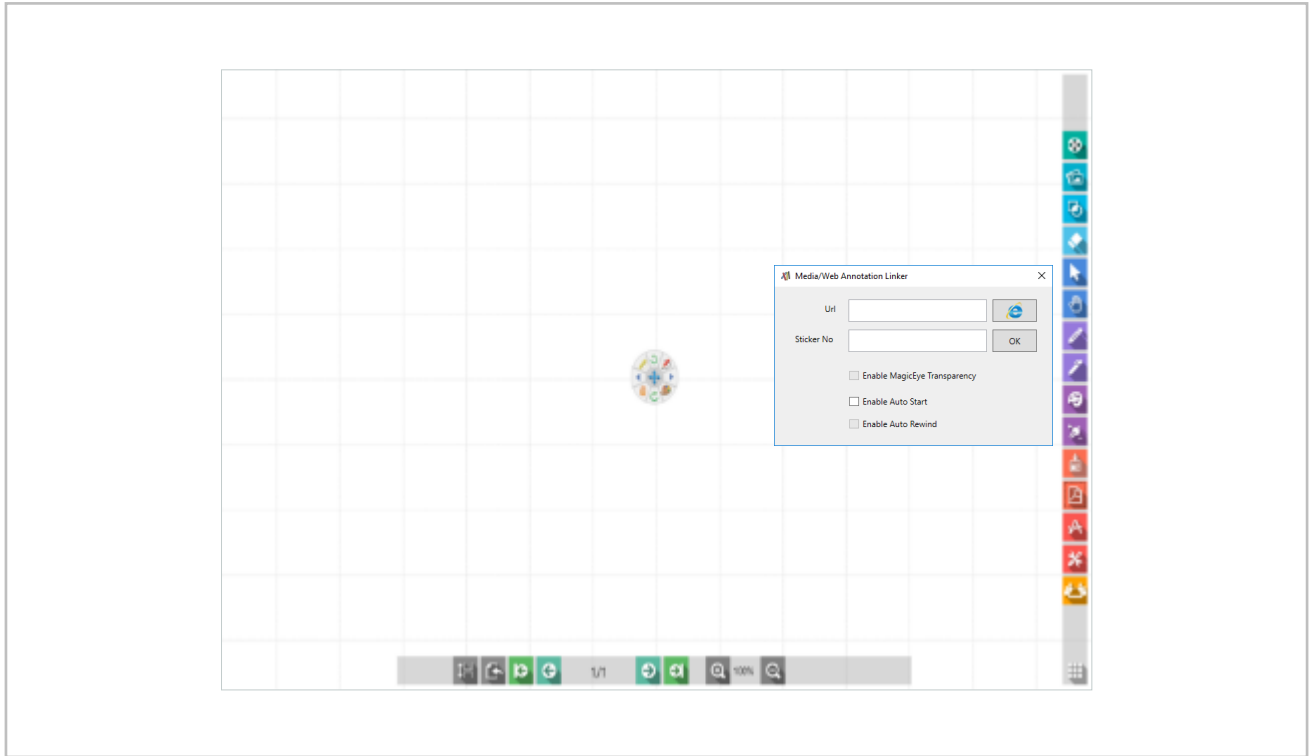
1 Click the [Annotation] button with a mouse or Smartpen.



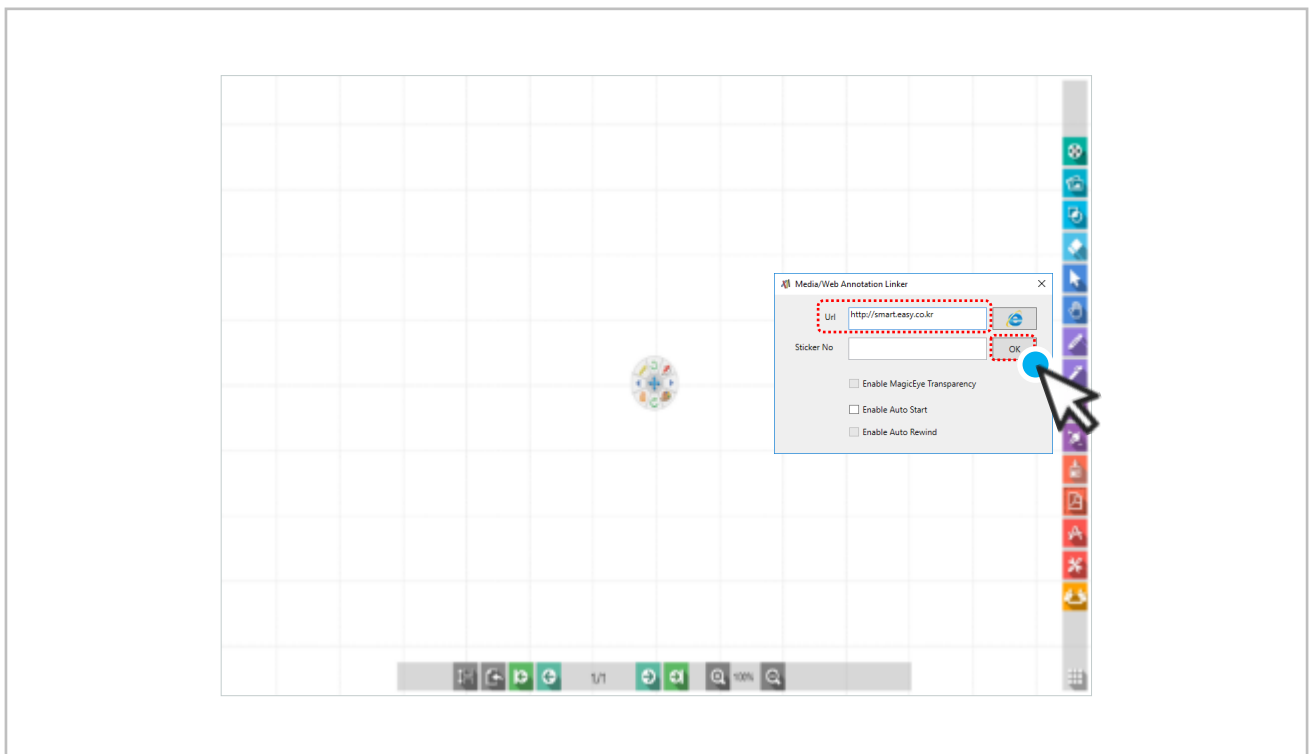
2 When the popup menu opens, click the [Web/URL Link] menu with a mouse or Smartpen.



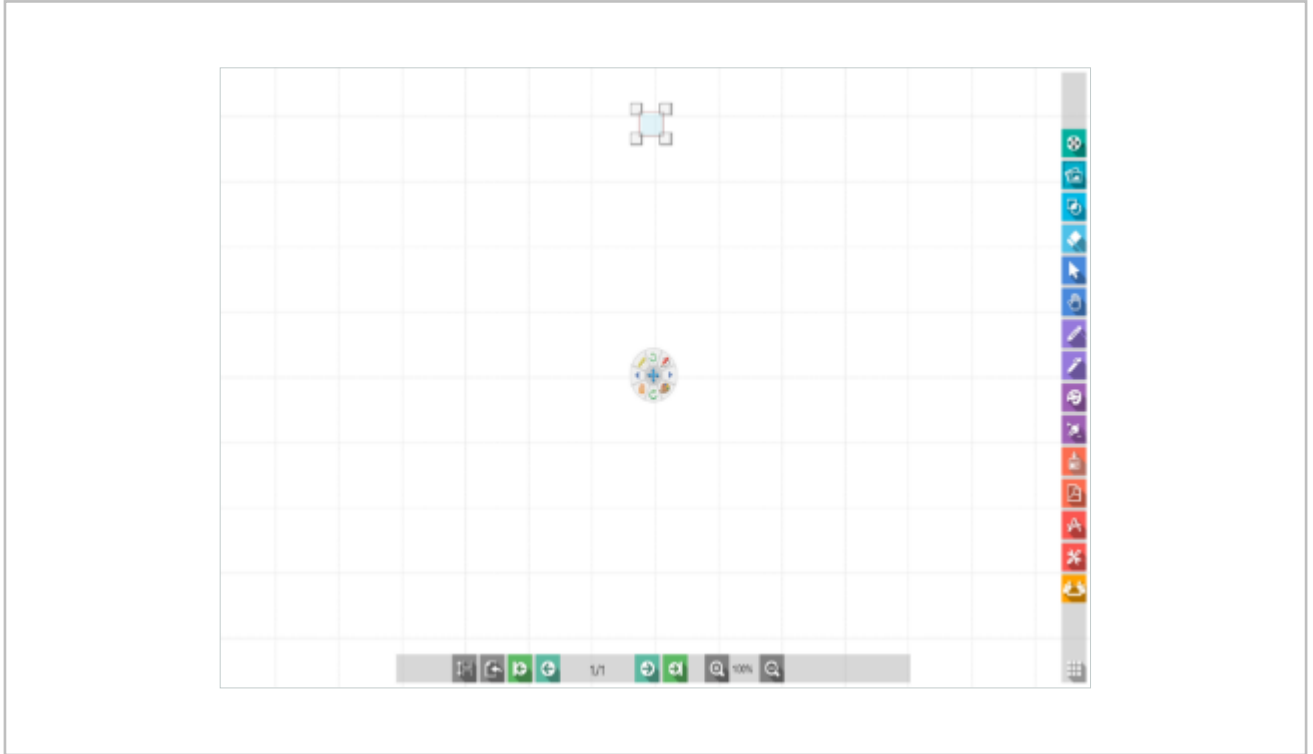
3 A dialog window will open and a URL can be inputted here.



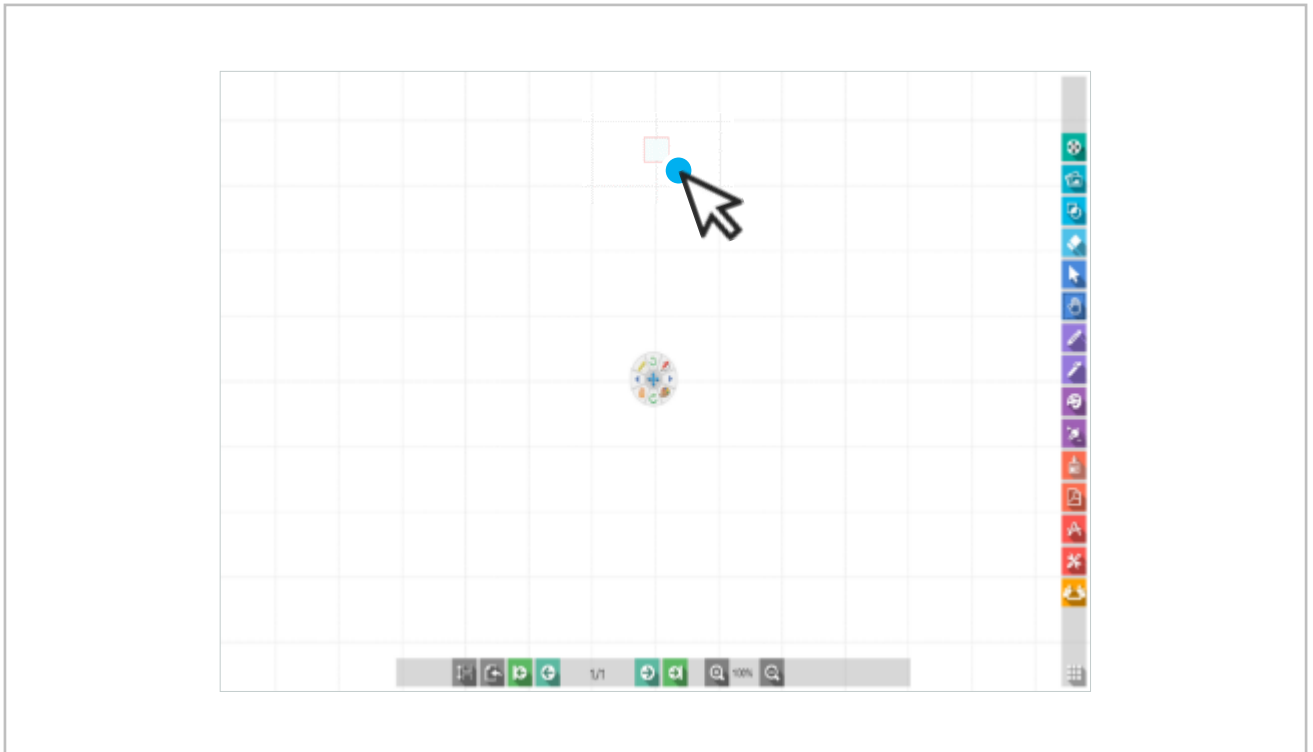
4 Enter the file path or Internet URL in the [URL] text box and click the [OK] button with your mouse or Smartpen.



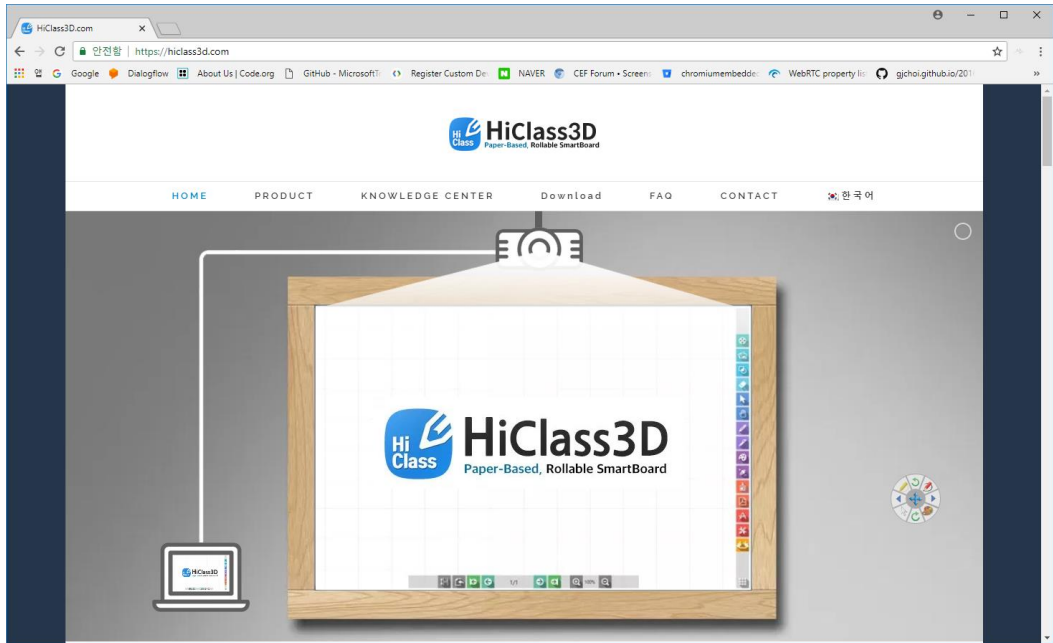
5 The annotation will be added.



6 To run the annotation, click on the annotation in [Execution mode] with a mouse or Smartpen.

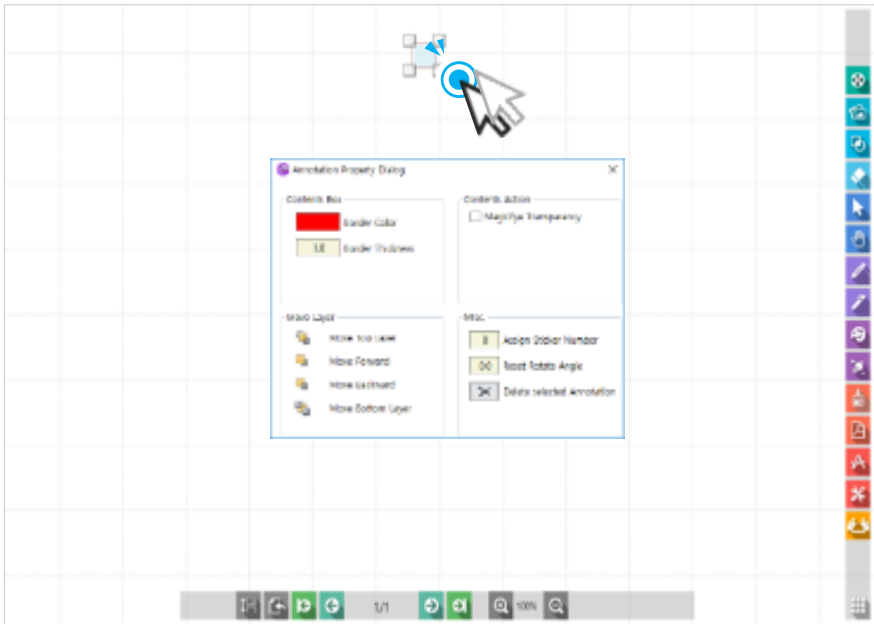


7 The URL of the annotation is executed (if the annotation is an image, it will be opened in a browser).

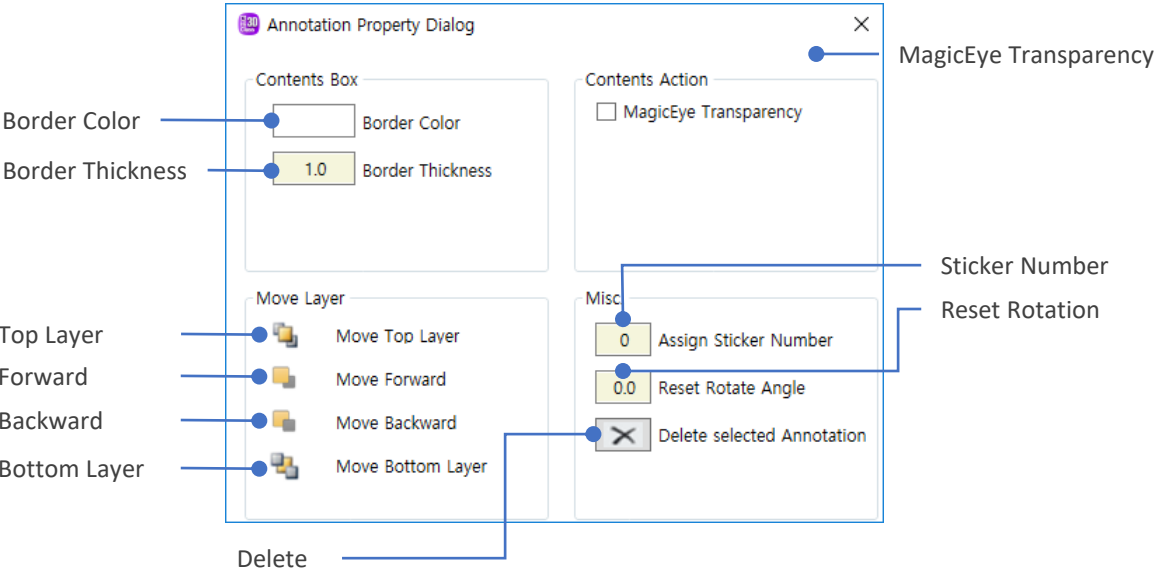




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through the dialog, the annotation can be edited or deleted.



Web/URL Link Annotation Property Dialog



Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.



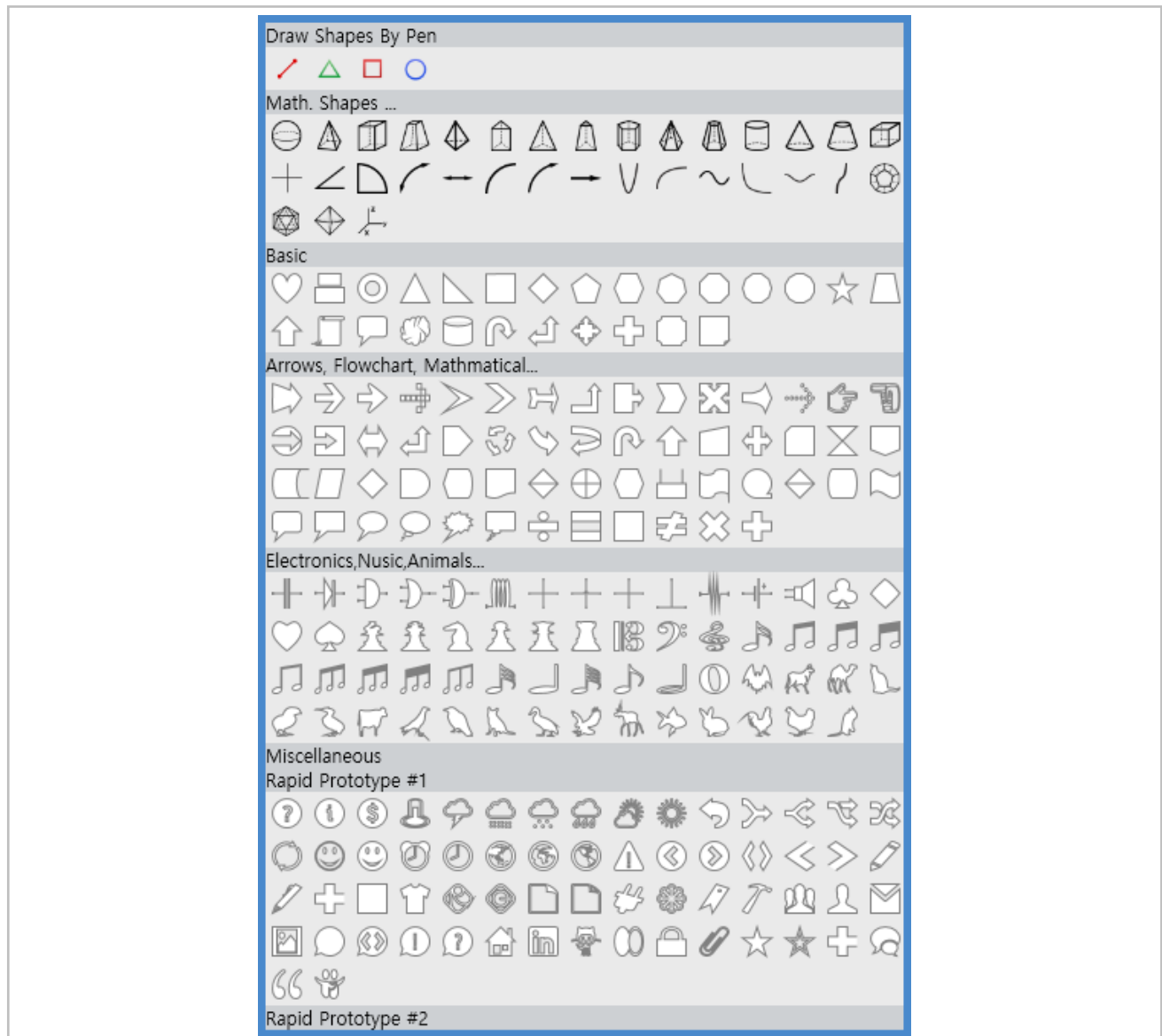
Create a Figure

The Create a Figure menu enables easy drawing of figures that are otherwise difficult to draw.

- Draw with a Pen is a function that automatically converts figures drawn with a pen in Writing mode into a line, a triangle, a square, or a circle and then inserts them into the page.
- When you select Create a Figure in another mode, the mode will automatically switch back to the Writing (pen/marker) mode that was used previously.
- If you are already in the Writing mode, the function will be applied as it is.



Create a Figure Dialog



Draw with a Pen

- When you select a figure and draw it in the desired location, HiClass3D automatically changes it to the selected figure.
- When you select another mode, the draw with a pen function is disabled.

Mathematical Figures

- The selected figure will be added as an annotation to the current page.

Other Figures

- The selected figure will be added as an annotation to the current page.



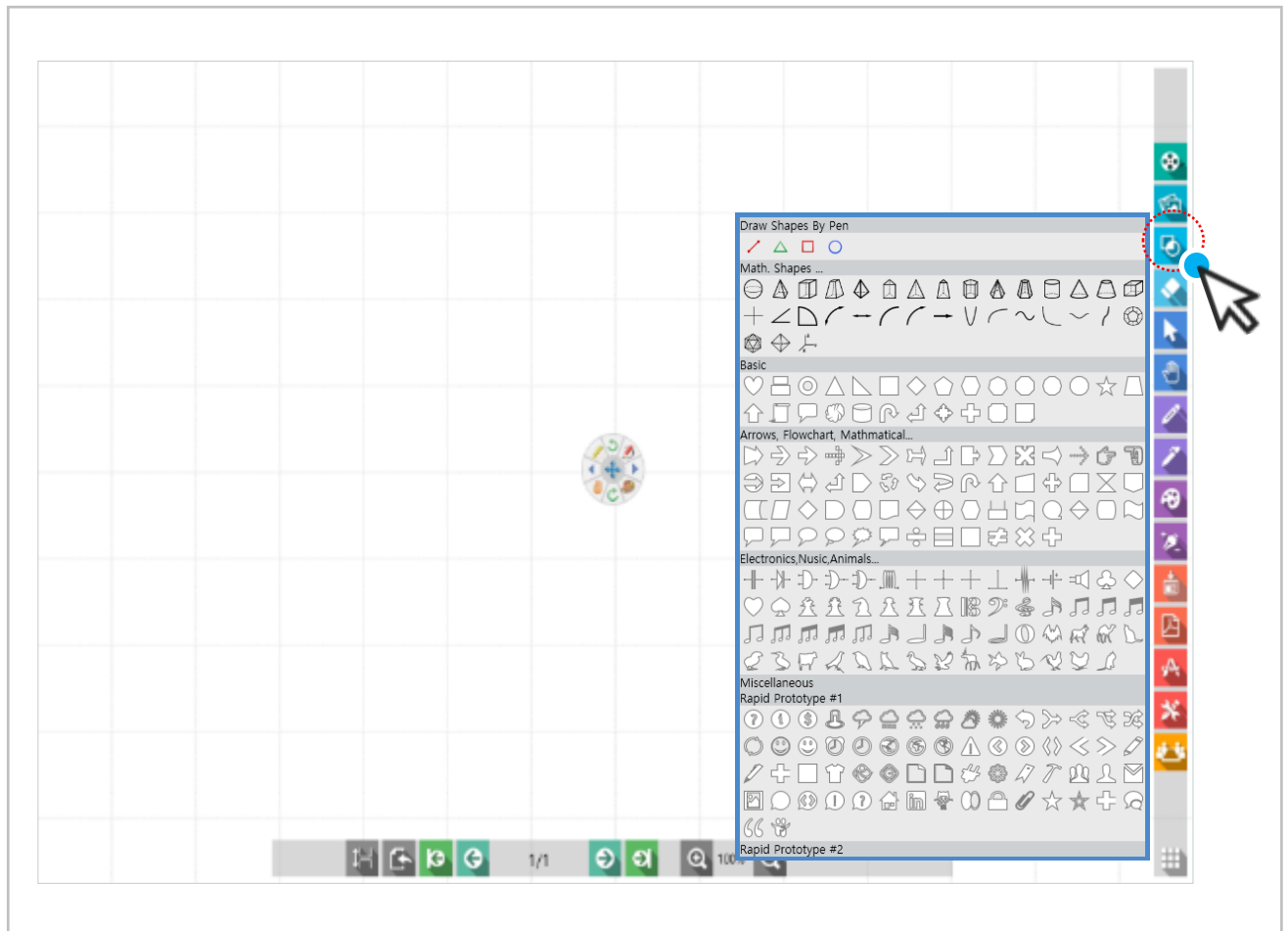
Draw with a Pen

When you draw a figure with a pen in Writing mode, it will be automatically converted to a line, triangle, square, or circle.

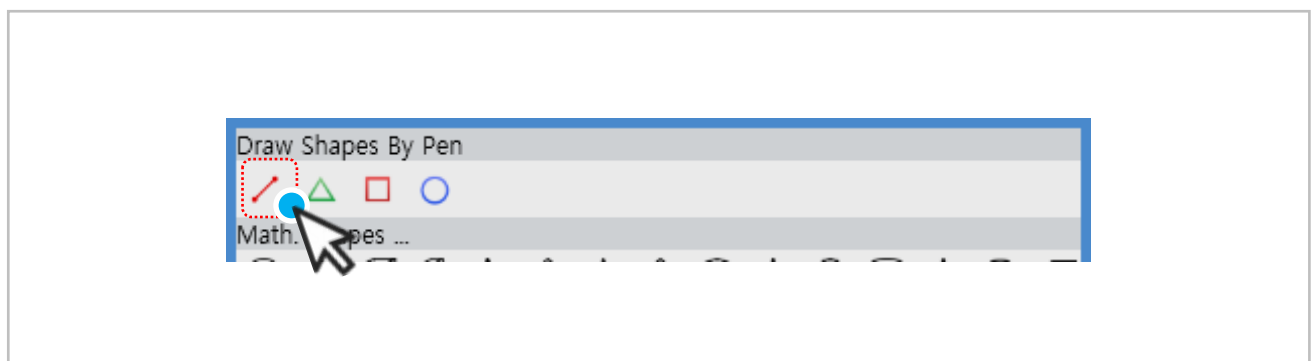
When Selection Mode, Execution mode, or Eraser Mode is turned on, the draw with a pen function is disabled.

Draw a Straight Line

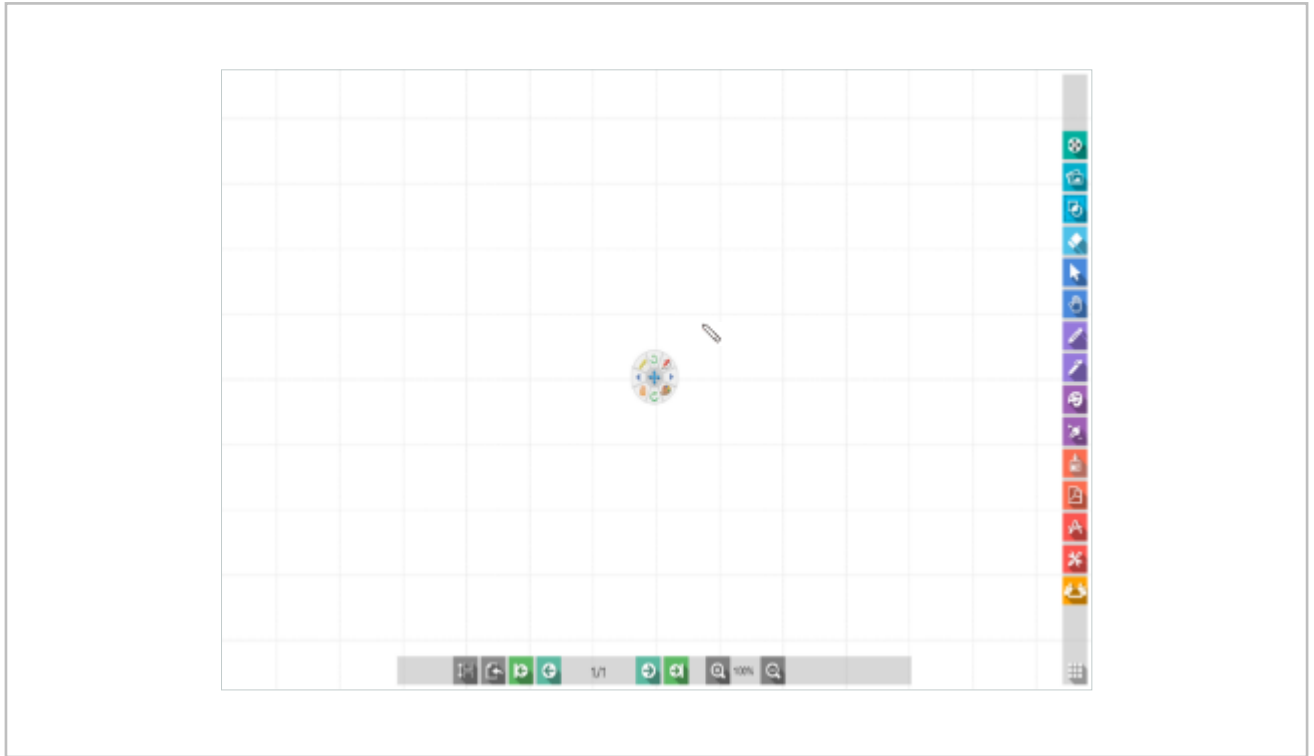
- 1 Click the [Create a Figure] button with a mouse or Smartpen.



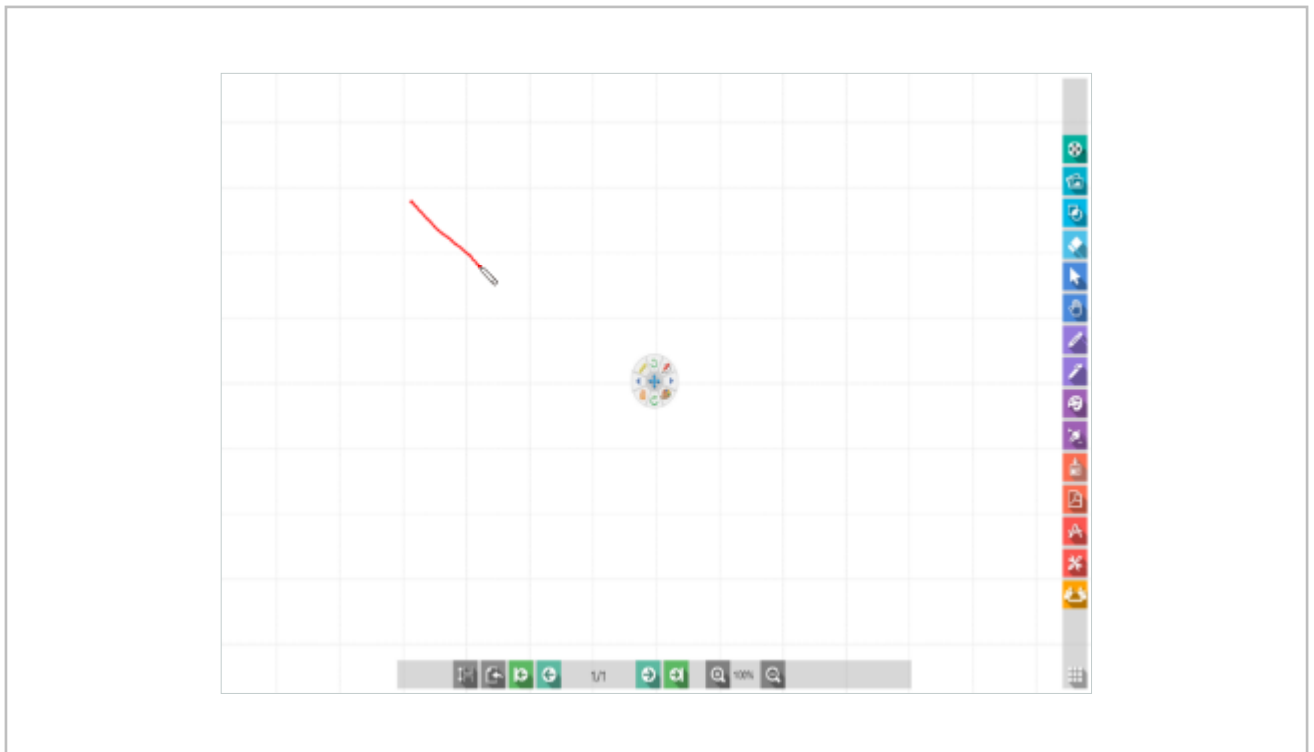
- 2 When the Create a Figure dialog window opens, click the line-shaped figure with a mouse or Smartpen.



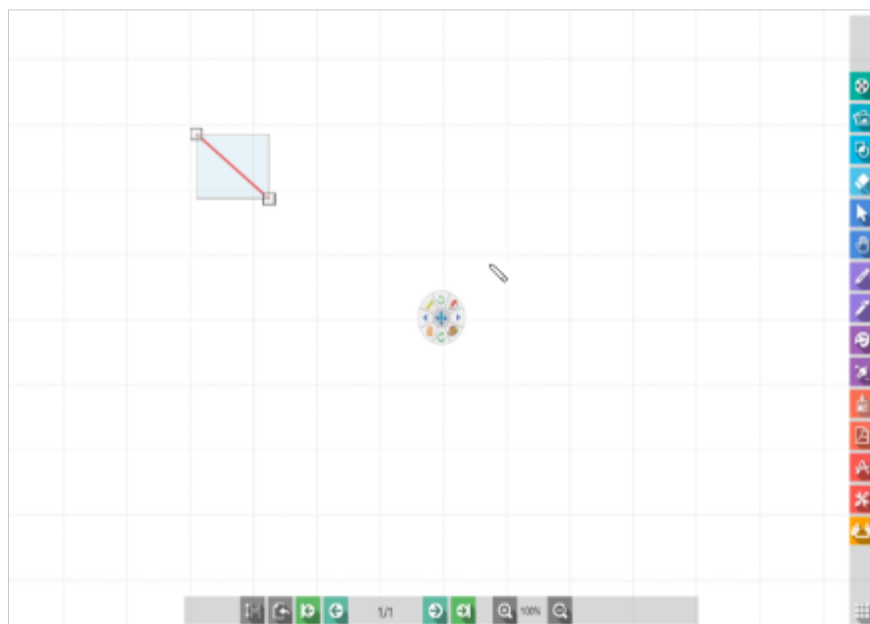
3 [Writing (Pen/Marker) mode] will be enabled.



4 Drag the cursor in the desired area with a mouse or Smartpen(or drag the pen).



- 5 Then release the mouse or Smartpen at the desired location, and it will change into a straight-line annotation.





Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.

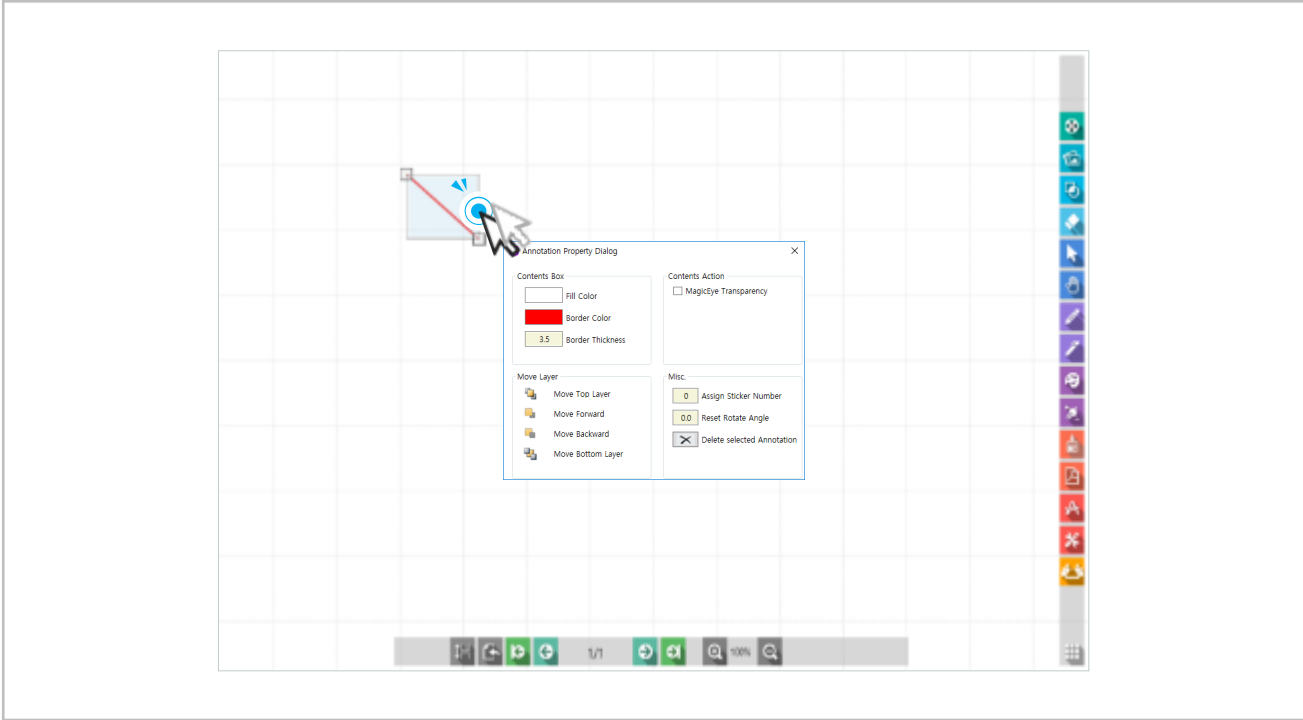
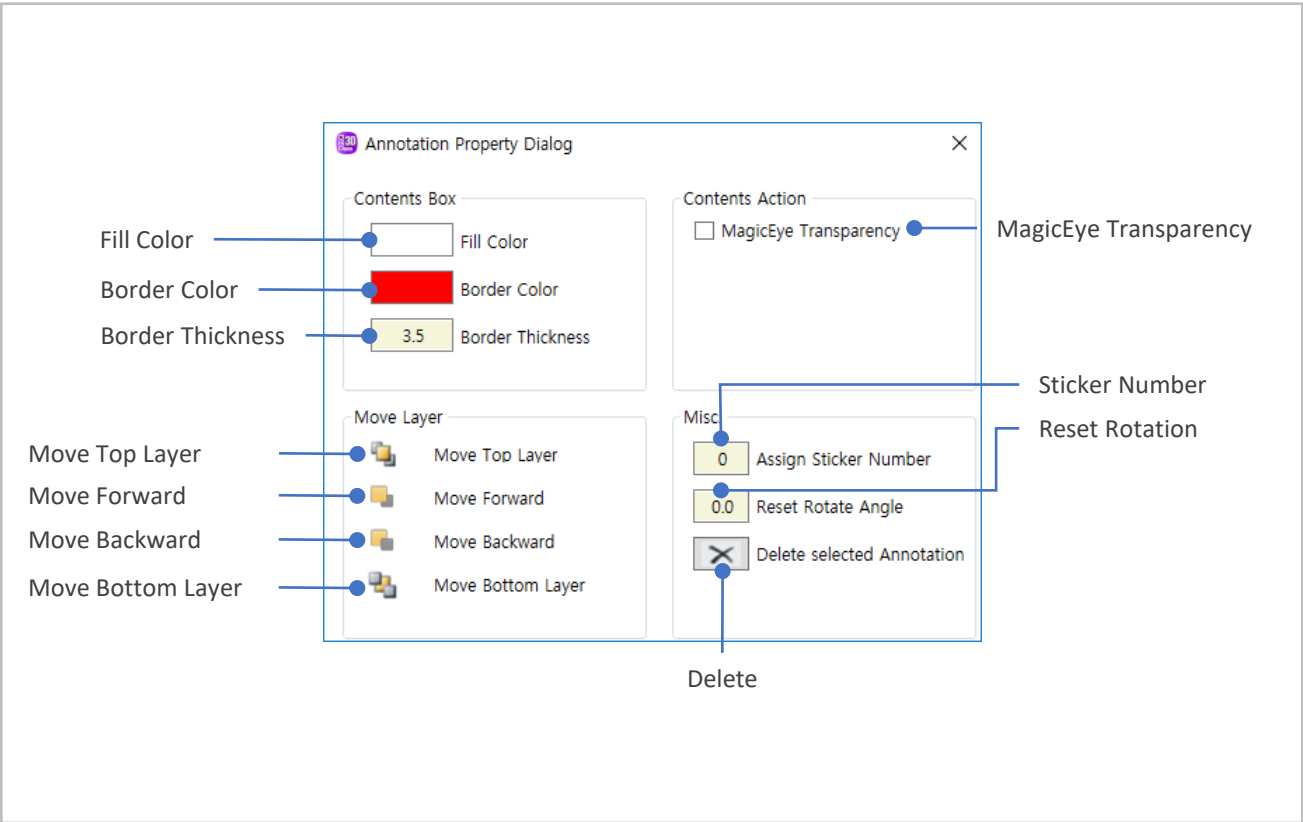


Figure Annotation Property Dialog



Fill Color

- Select fill color for the annotation.

Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotating one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

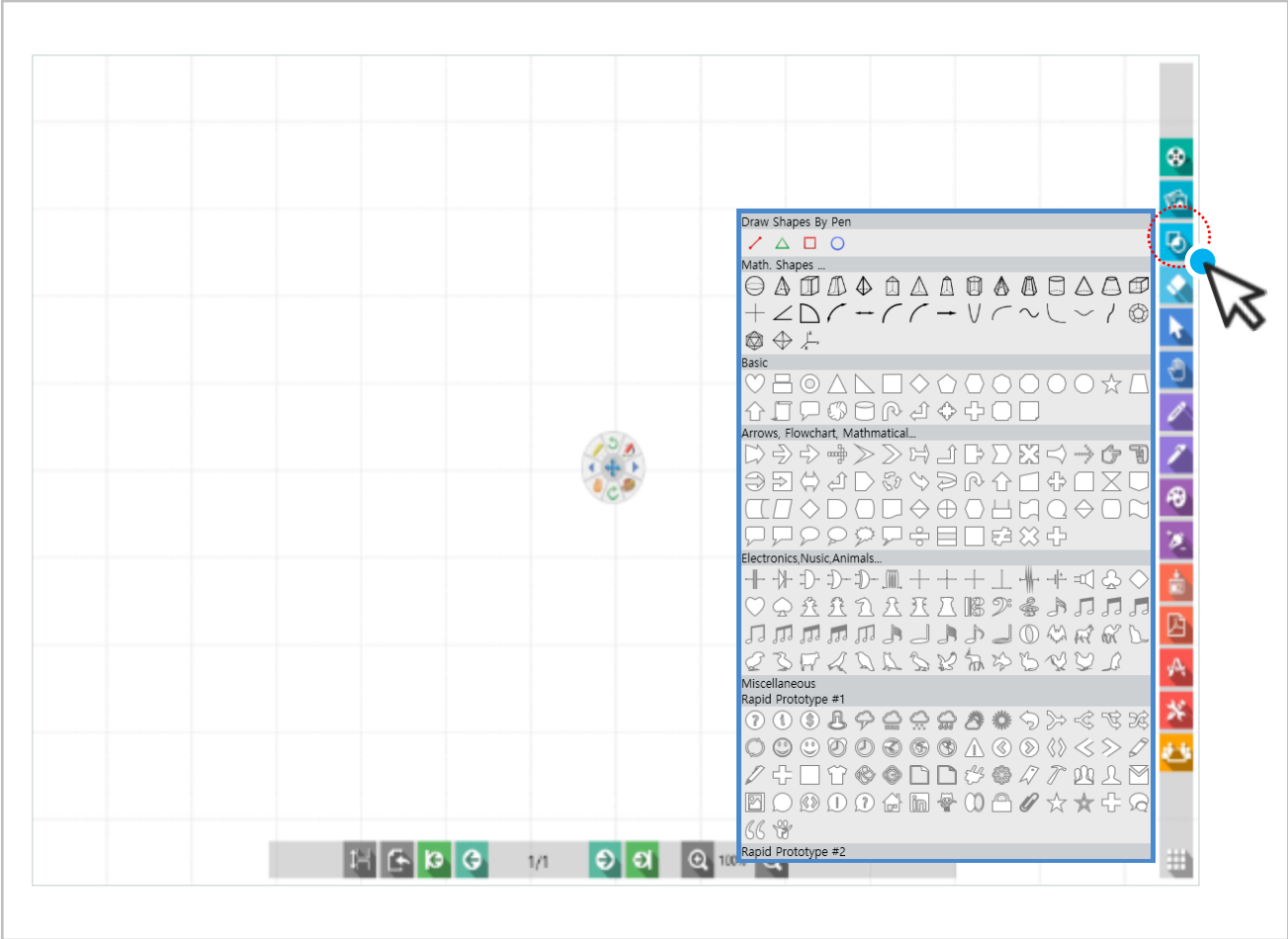
Delete Annotation

- Delete the selected annotation from the current page.

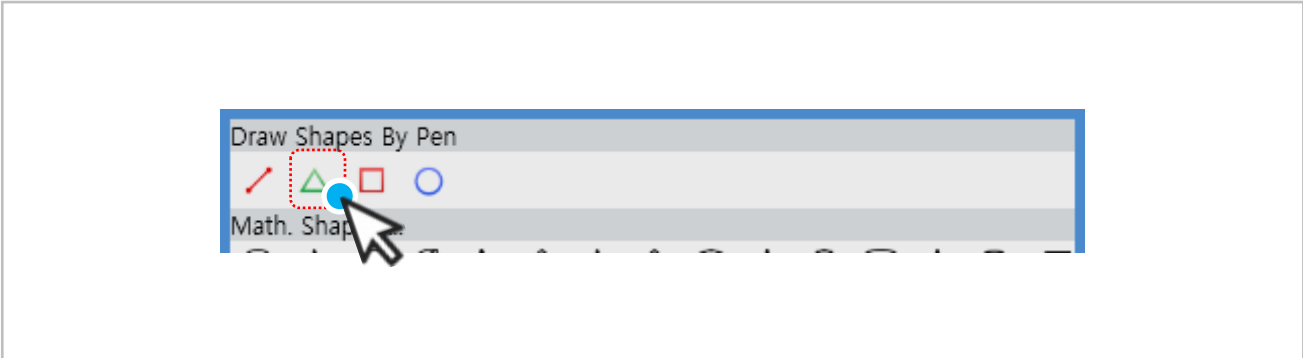


Draw a Triangle

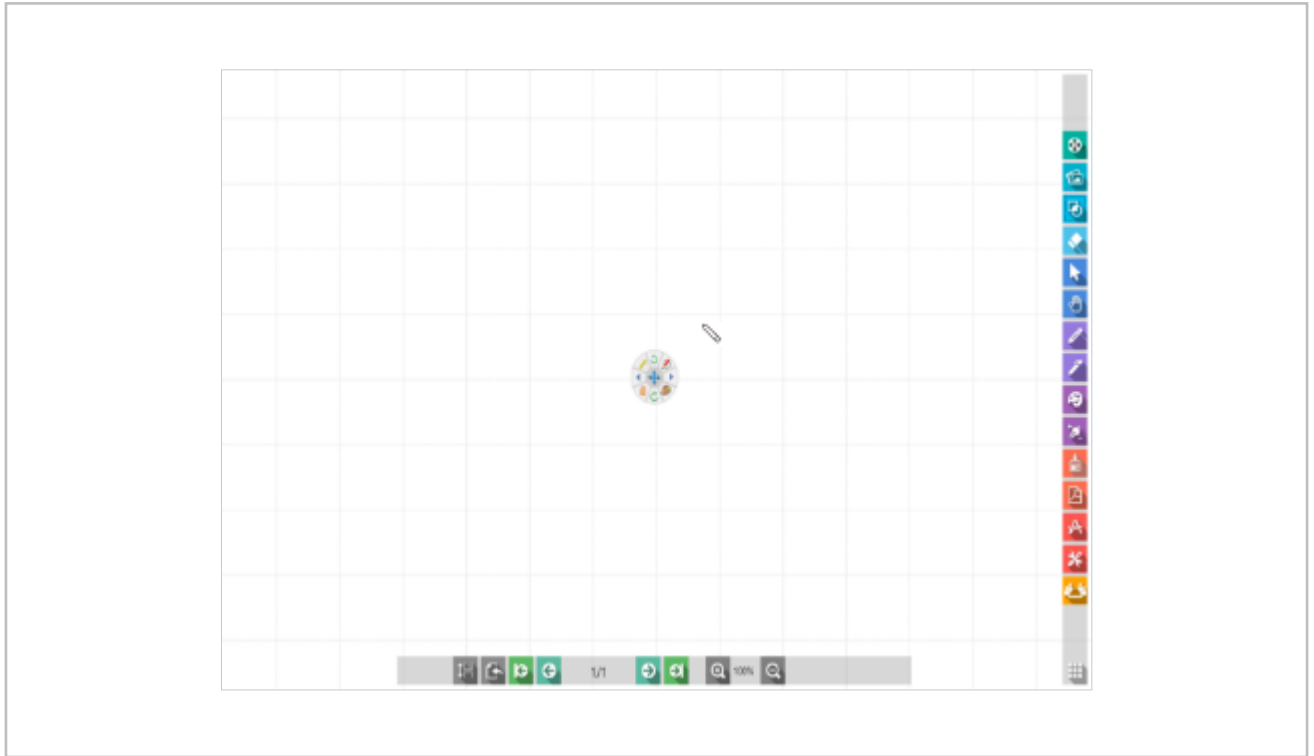
1 Click the [Create a Figure] button with a mouse or Smartpen.



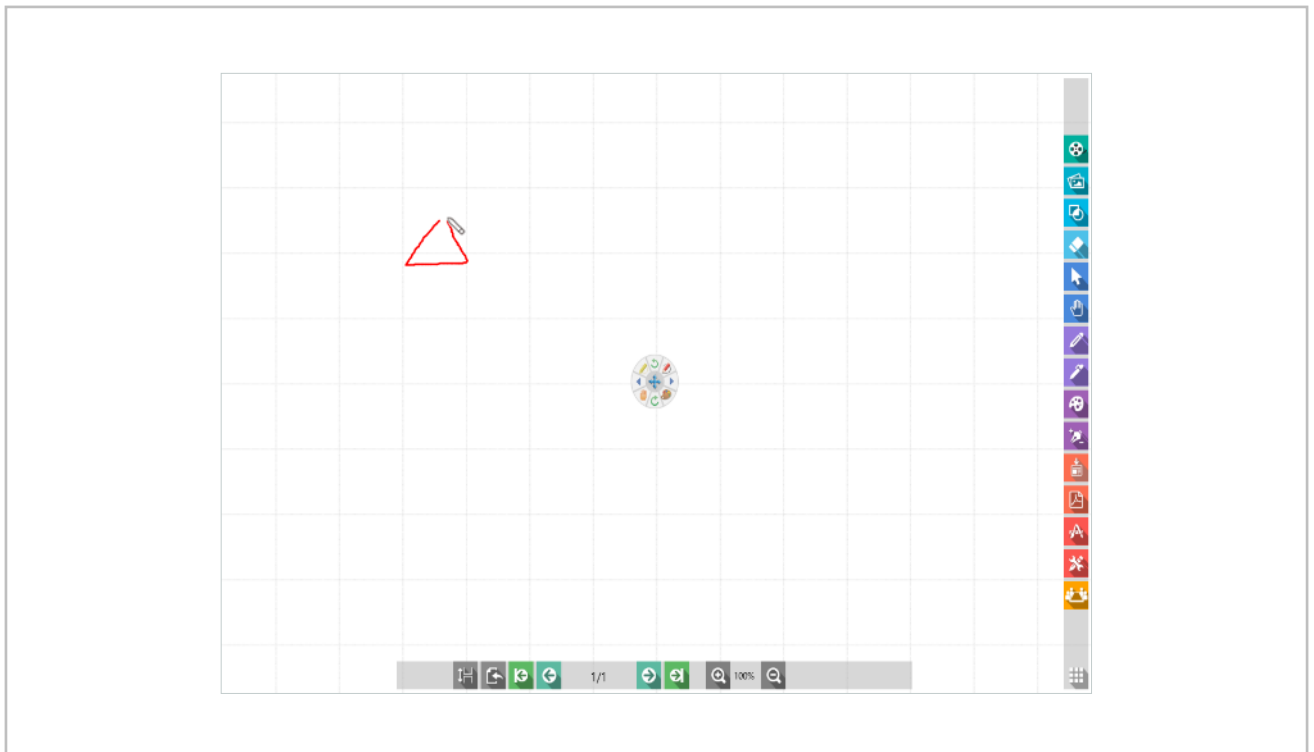
2 When the Create a Figure dialog window opens, click the triangle-shaped figure with a mouse or Smartpen.



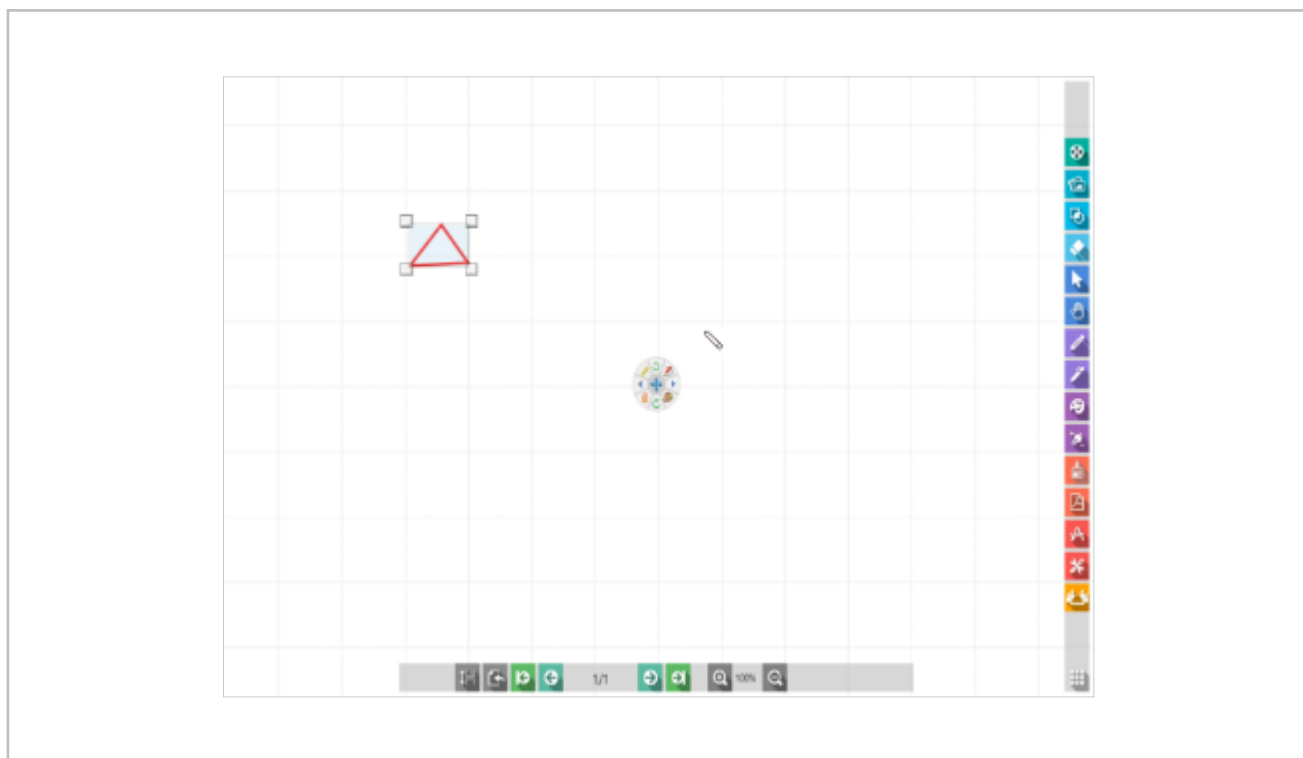
3 [Writing (Pen/Marker) mode] will be enabled.



4 Drag the cursor to draw a triangle at the desired location with a mouse or Smartpen(or with the pen).



- 5 Then release the mouse or Smartpen at the desired location, and it will change into a straight-line annotation.





Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.

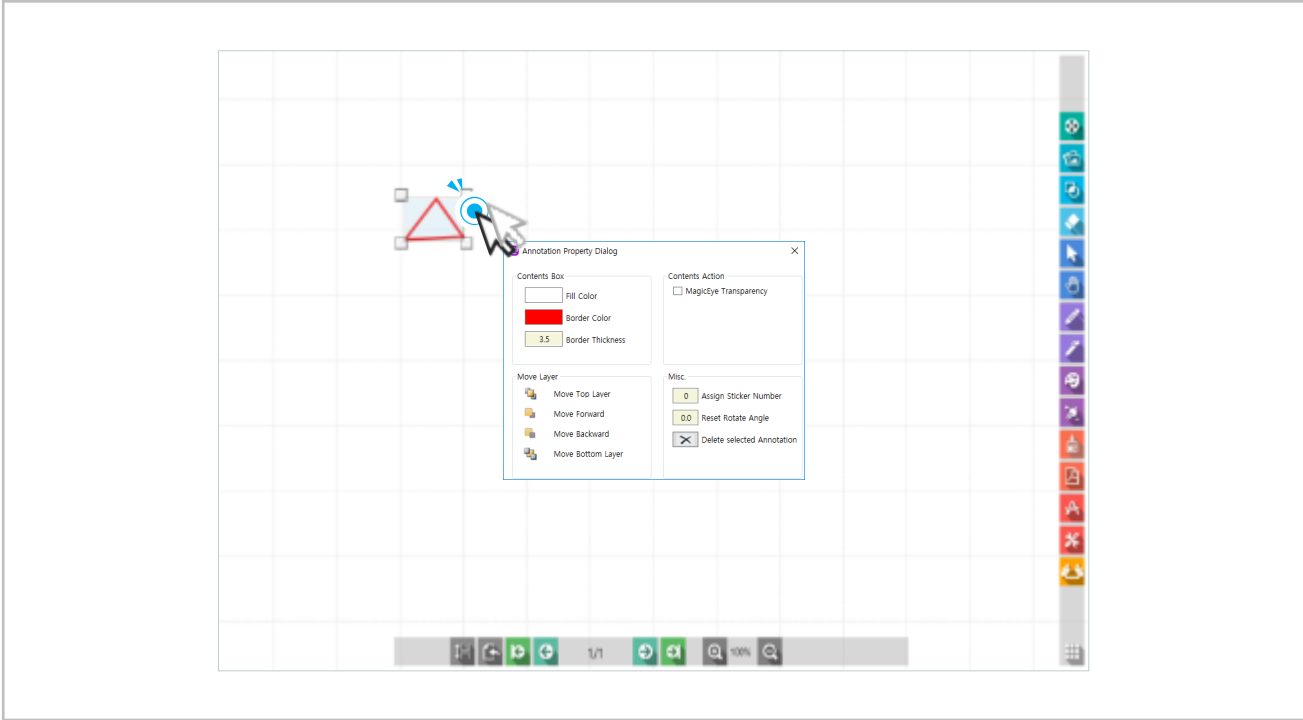
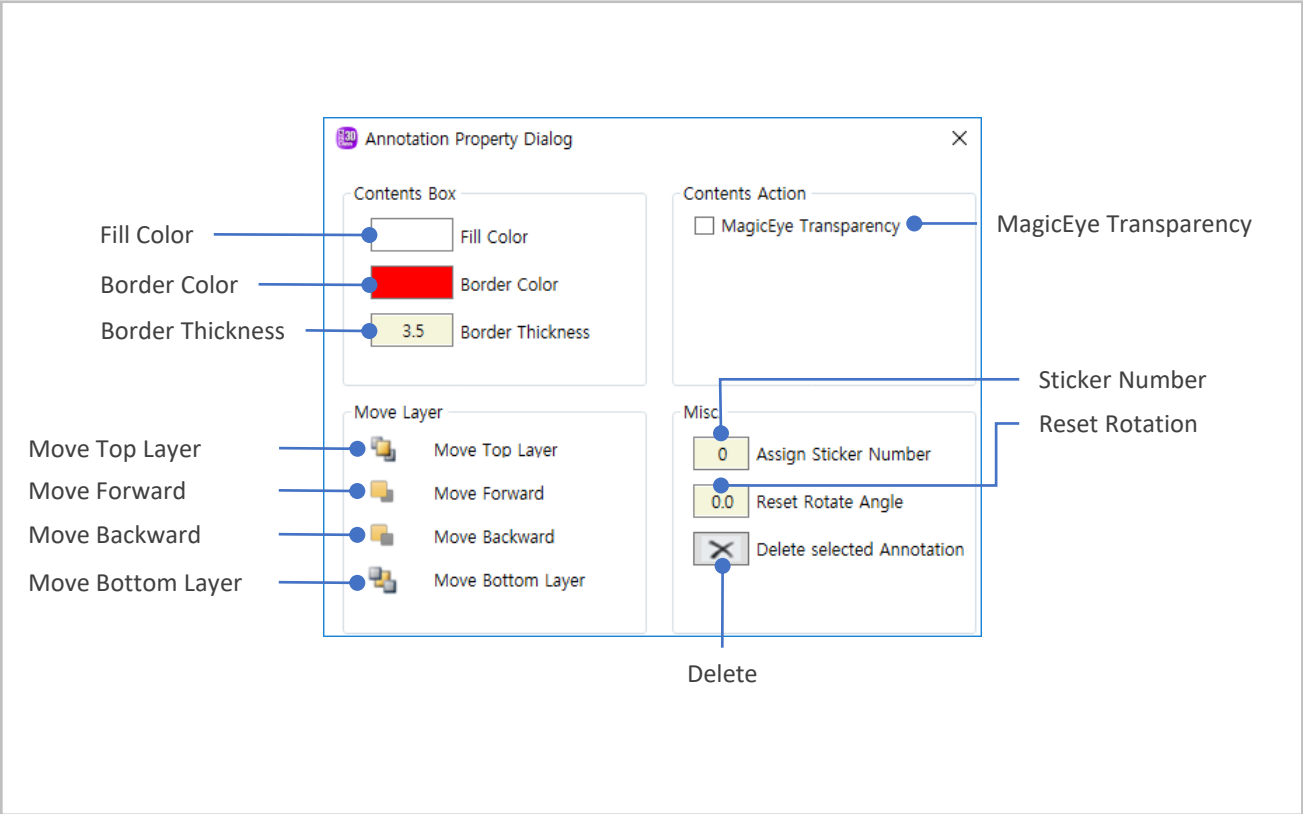


Figure Annotation Property Dialog



Fill Color

- Select fill color for the annotation.

Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

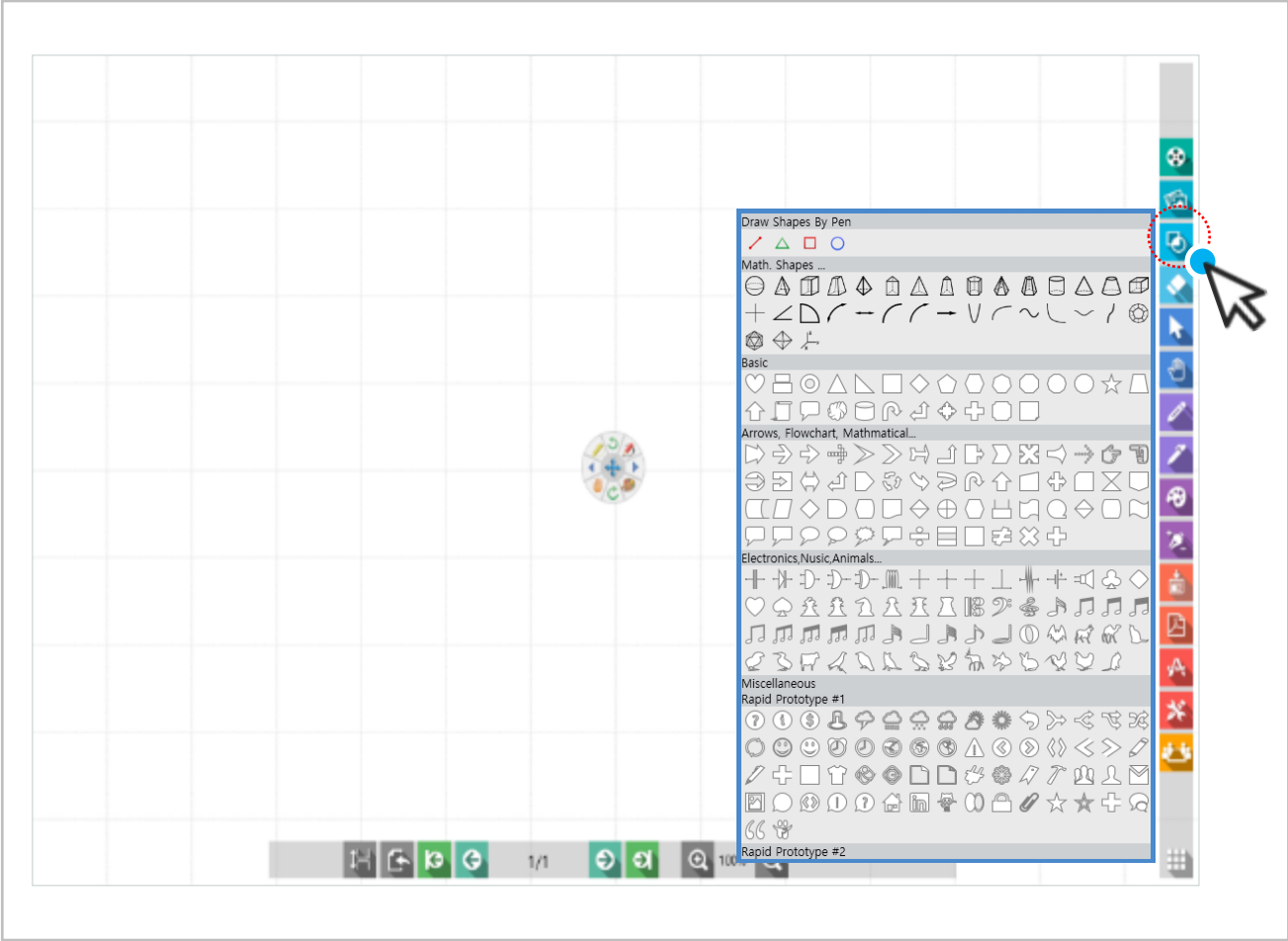
Delete Annotation

- Delete the selected annotation from the current page.

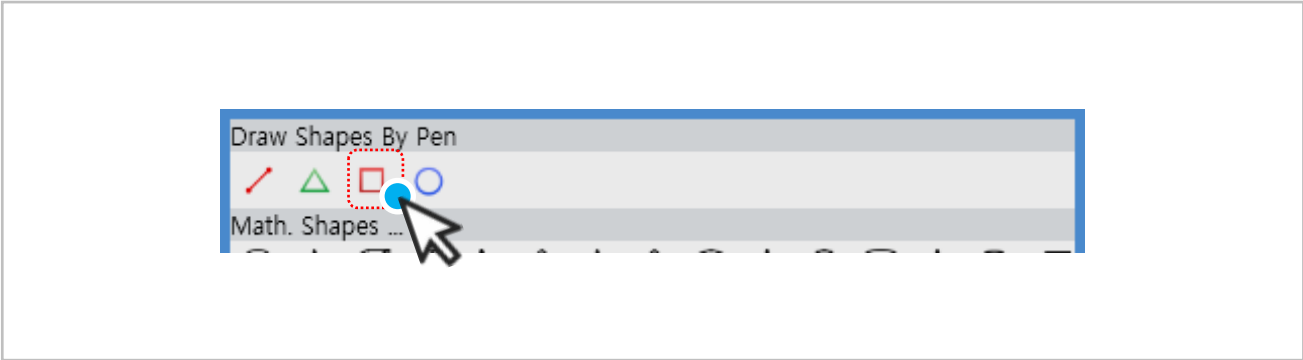


Draw a Square

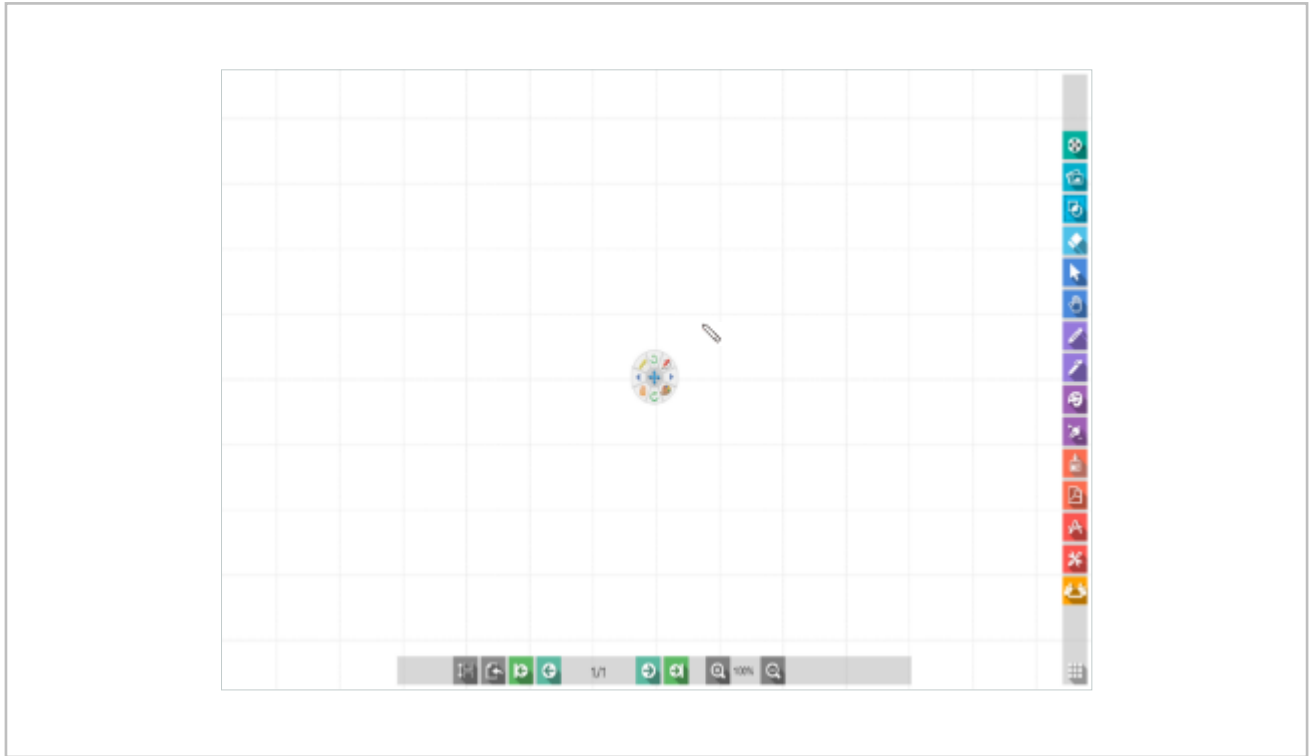
1 Click the [Create a Figure] button with a mouse or Smartpen.



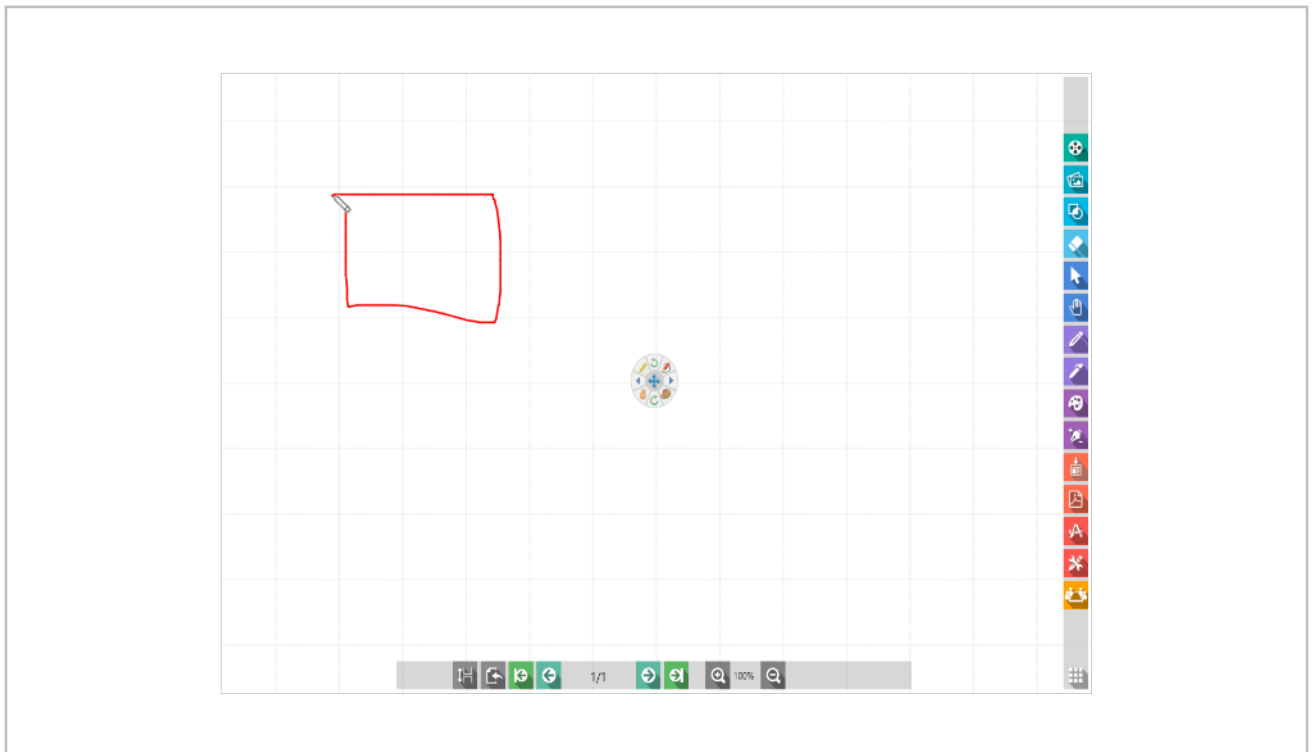
2 When the Create a Figure dialog window opens, click the square-shaped figure with a mouse or Smartpen.



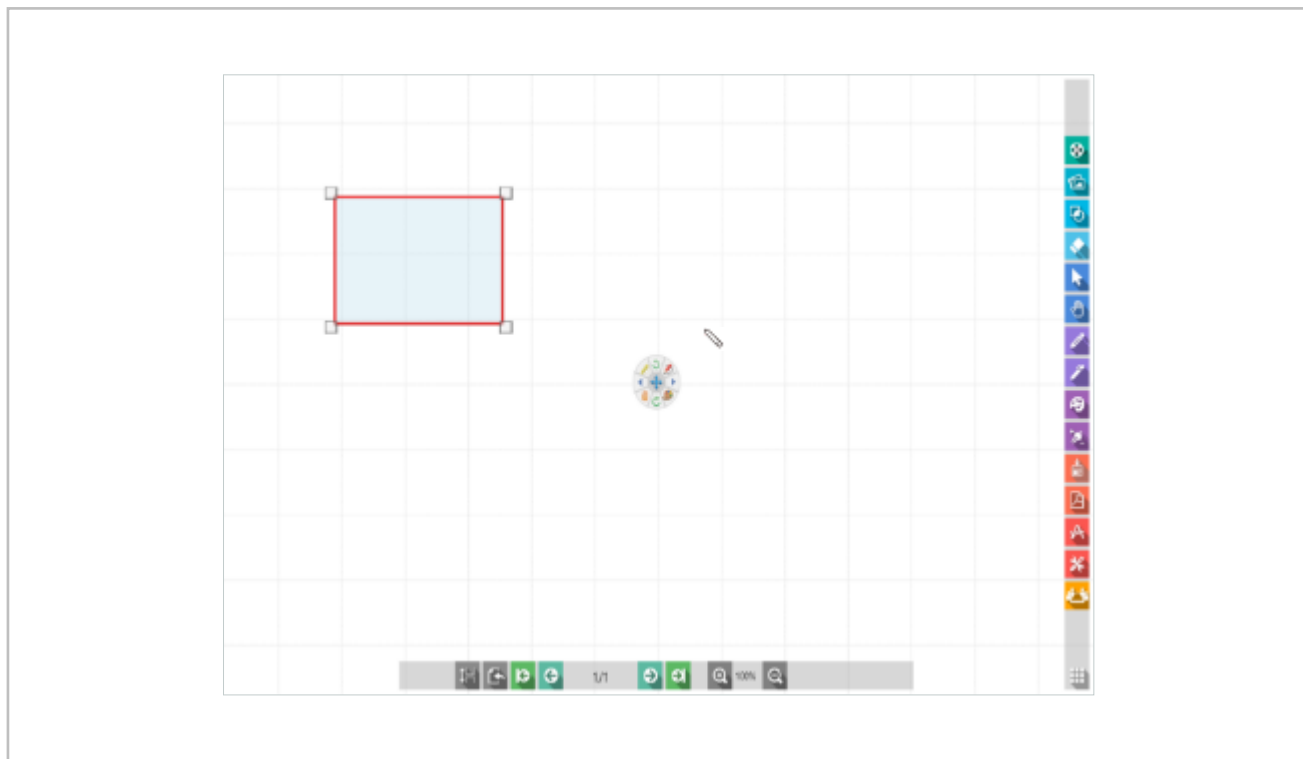
3 [Writing (Pen/Marker) mode] will be enabled.



4 Drag the cursor to draw a square at the desired location with a mouse or Smartpen(or with the pen).



5 Then release the mouse or Smartpen at the desired location, and it will change into a square annotation.





Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.

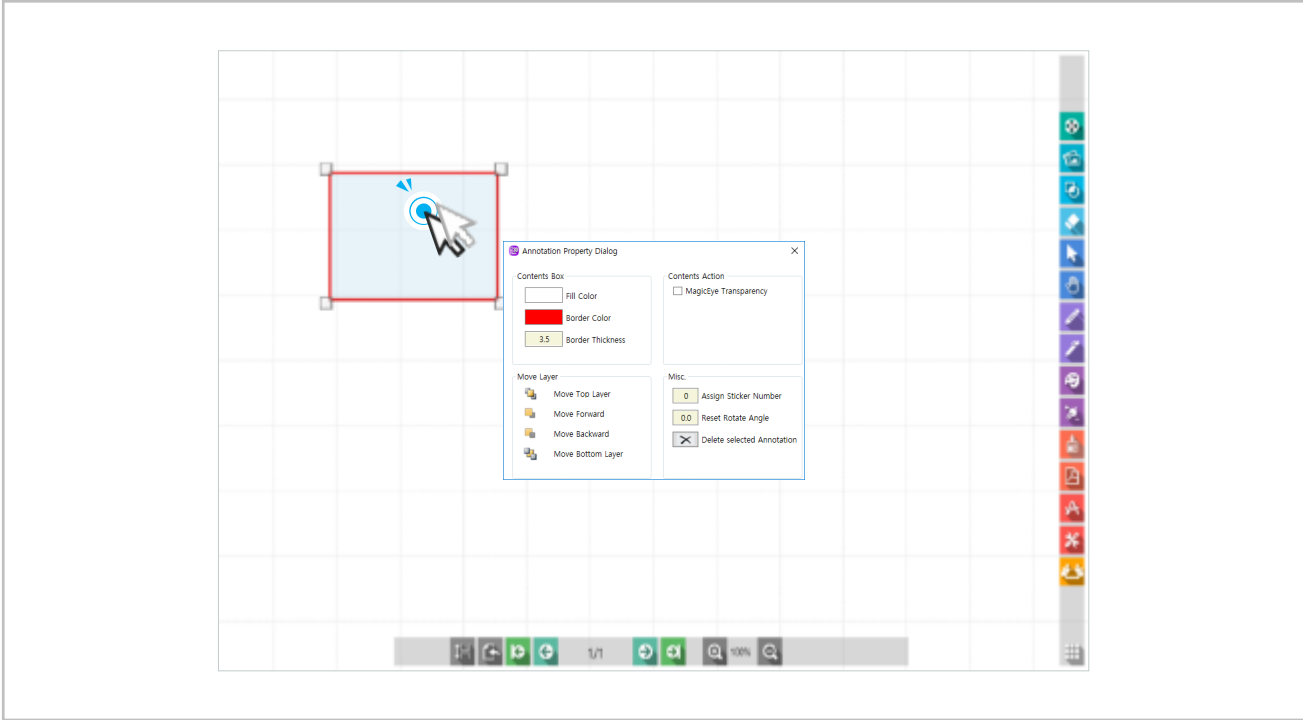
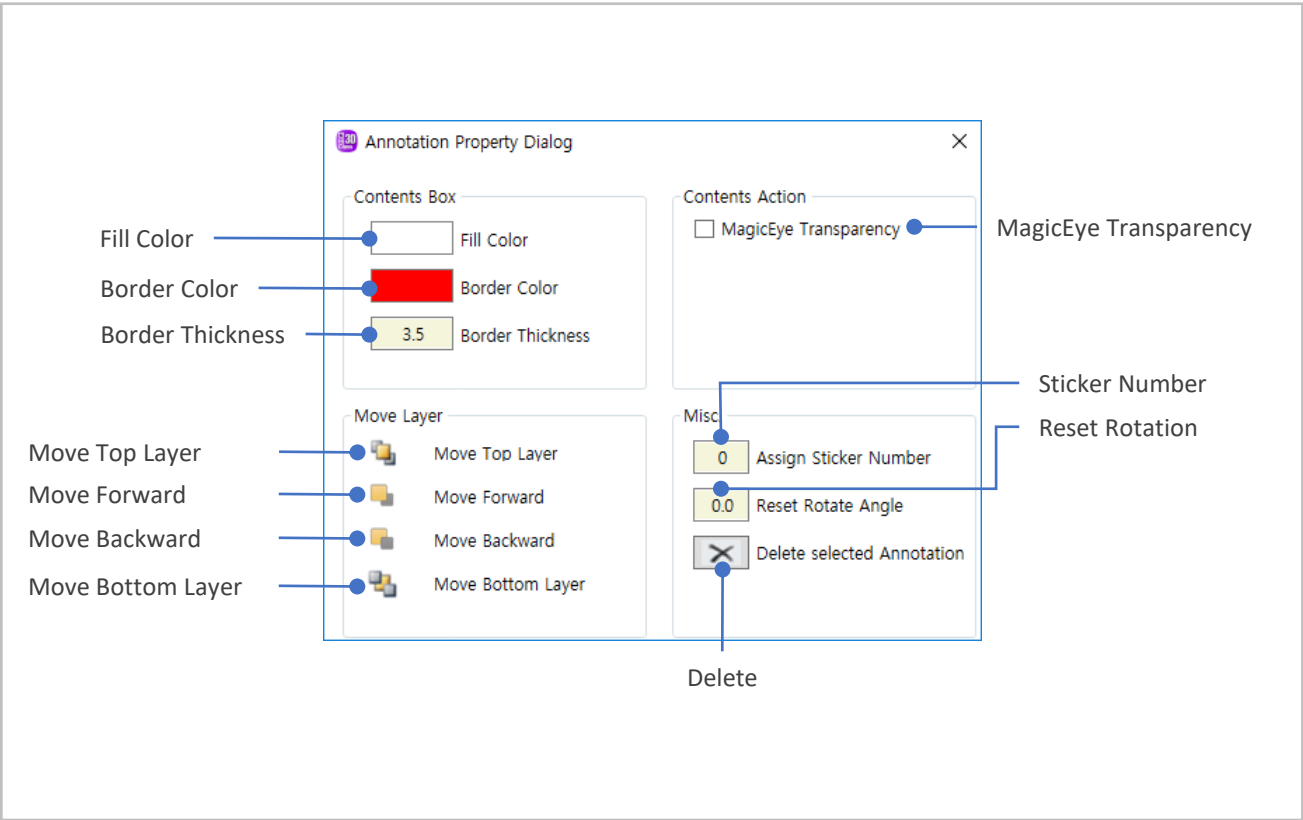


Figure Annotation Property Dialog



Fill Color

- Select fill color for the annotation.

Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

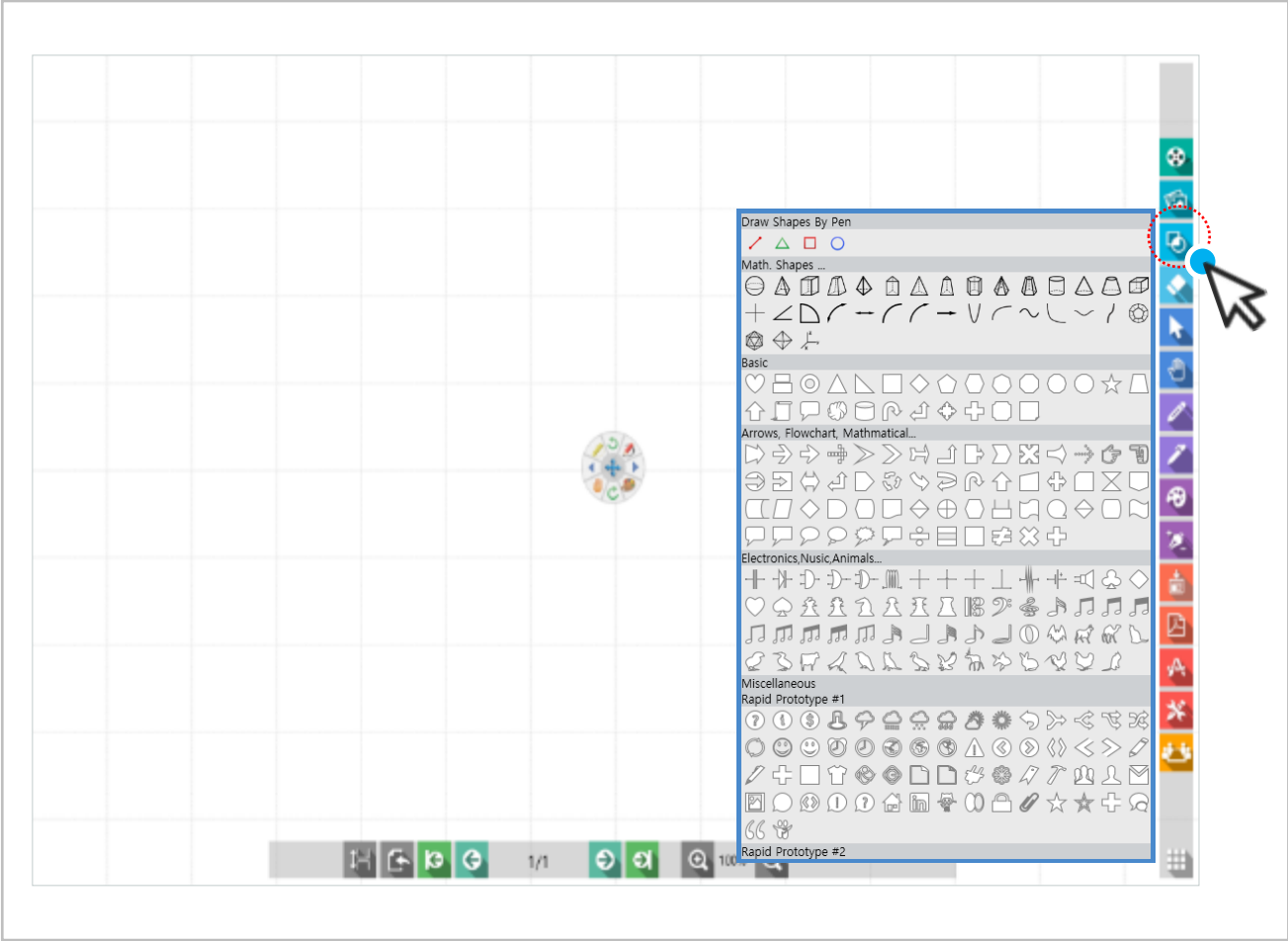
Delete Annotation

- Delete the selected annotation from the current page.

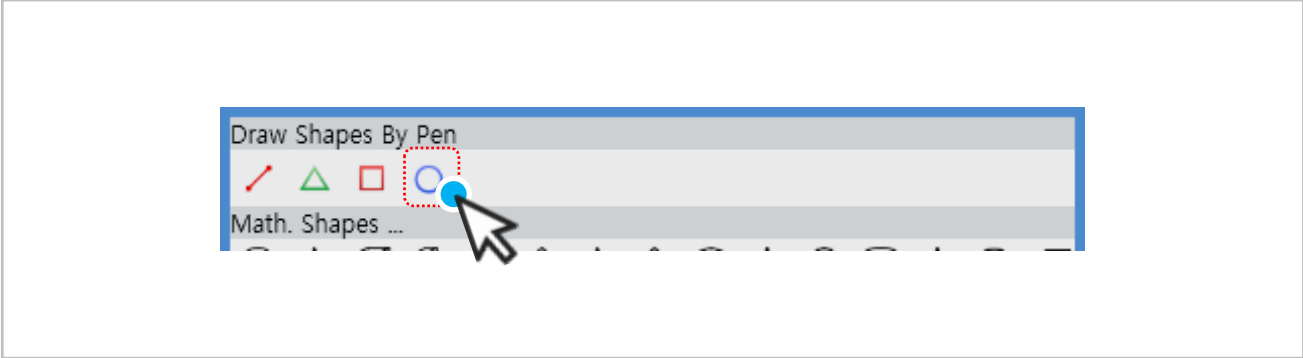


Draw a Circle

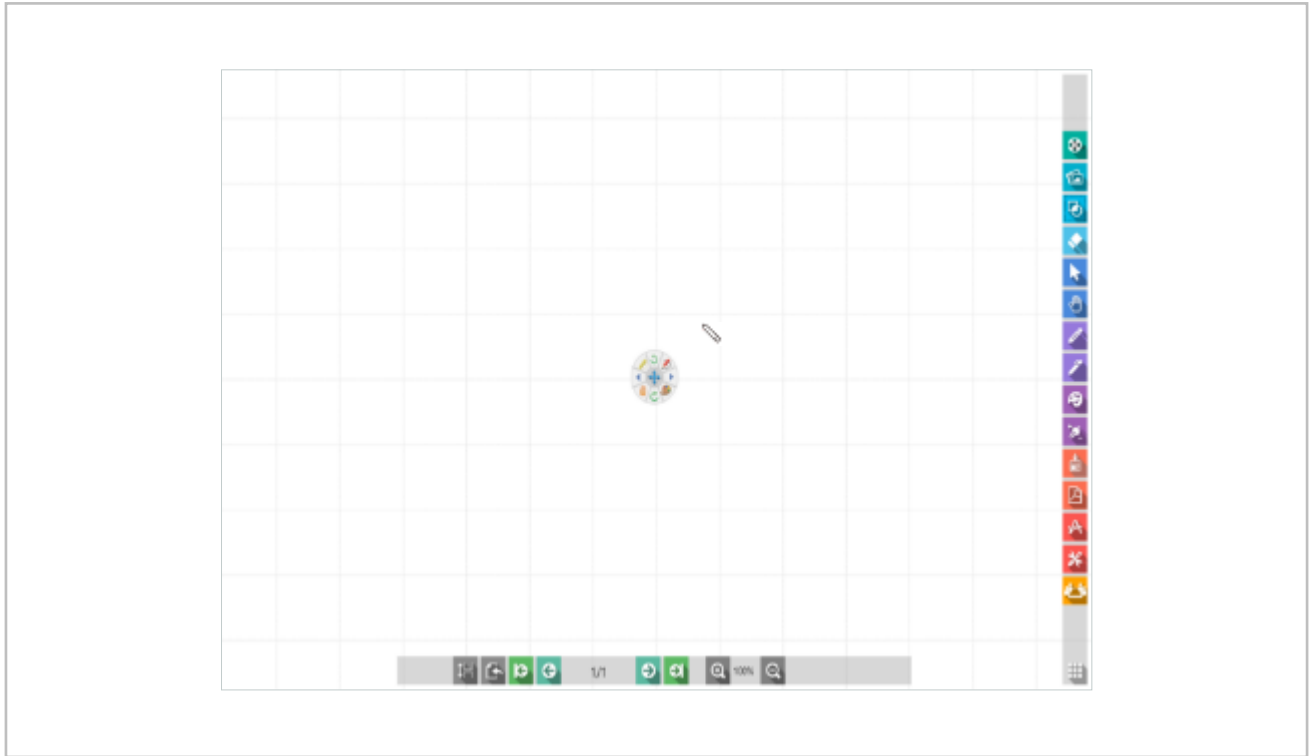
1 Click the [Create a Figure] button with a mouse or Smartpen.



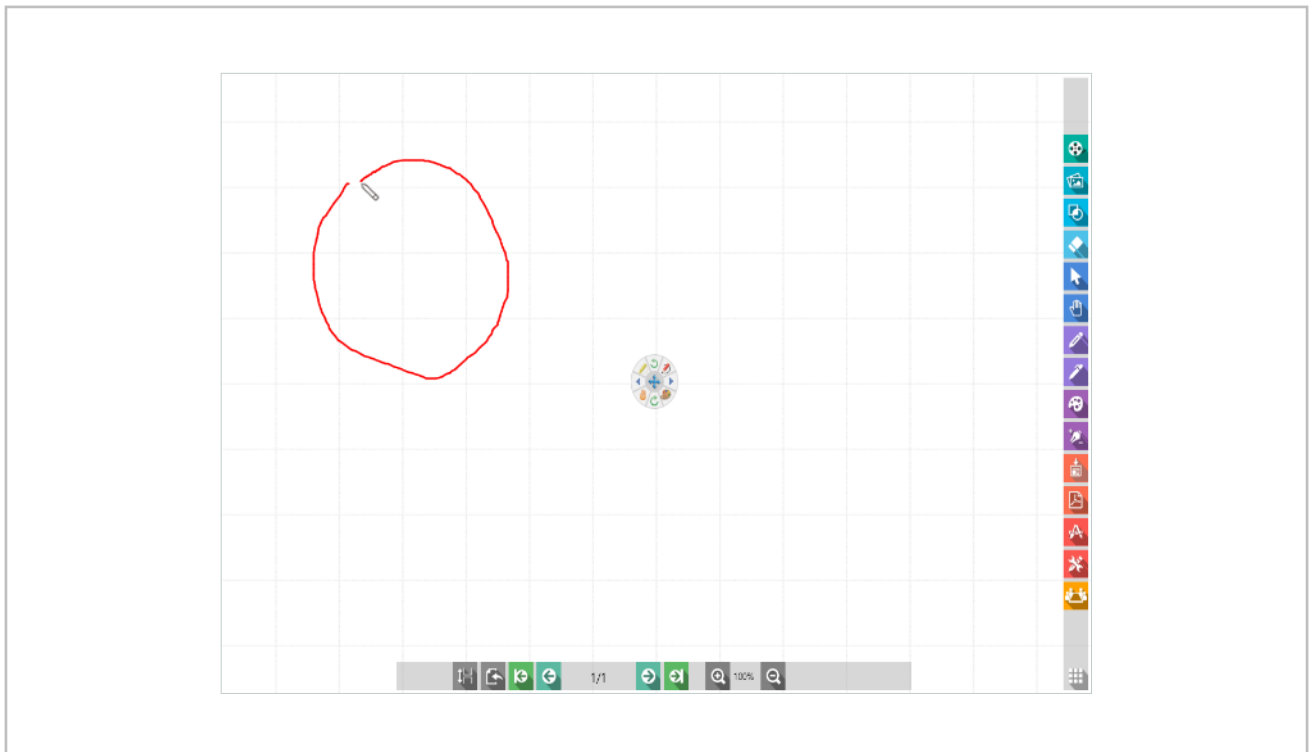
2 When the Create a Figure dialog opens, click the circle-shaped figure with a mouse or Smartpen.



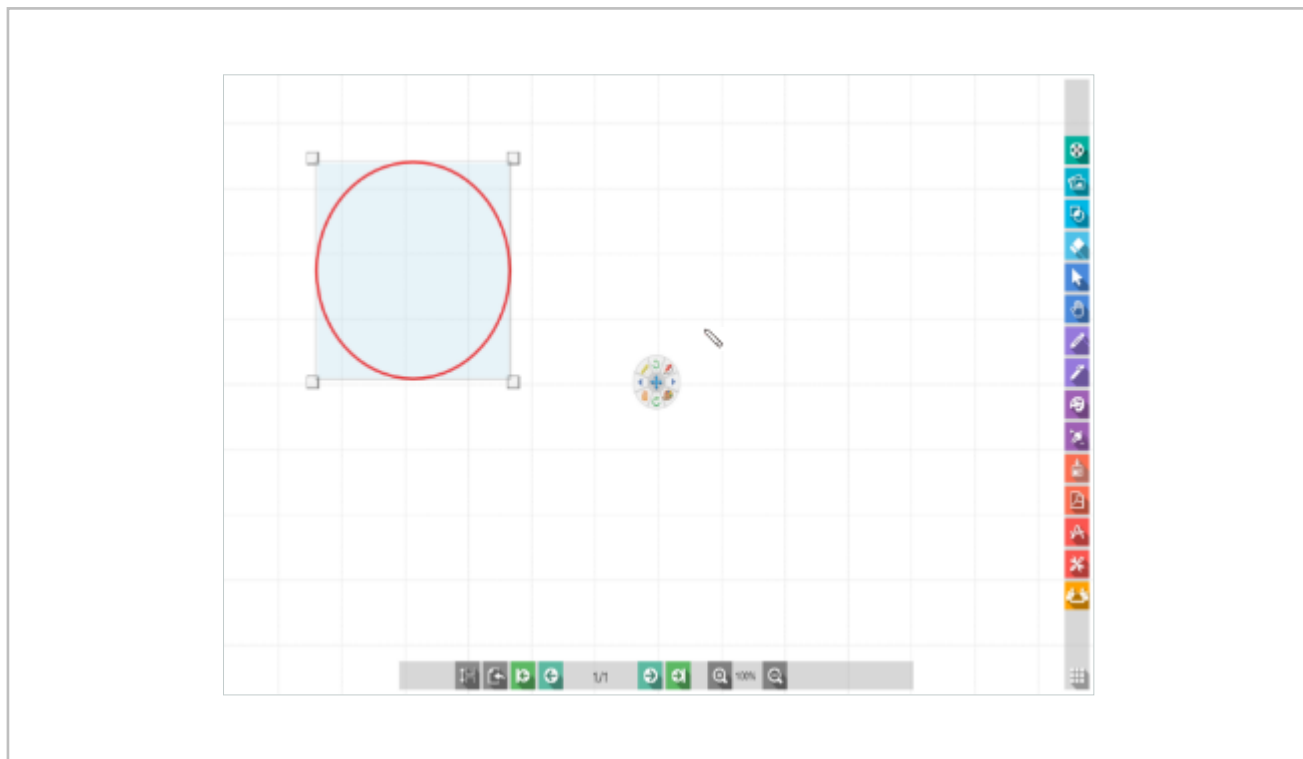
3 [Writing (Pen/Marker) mode] will be enabled.



4 Drag the cursor to draw a circle at the desired location with a mouse or Smartpen(or with the pen).



5 Then release the mouse or Smartpen at the desired location, and it will change into a circle annotation.





Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.

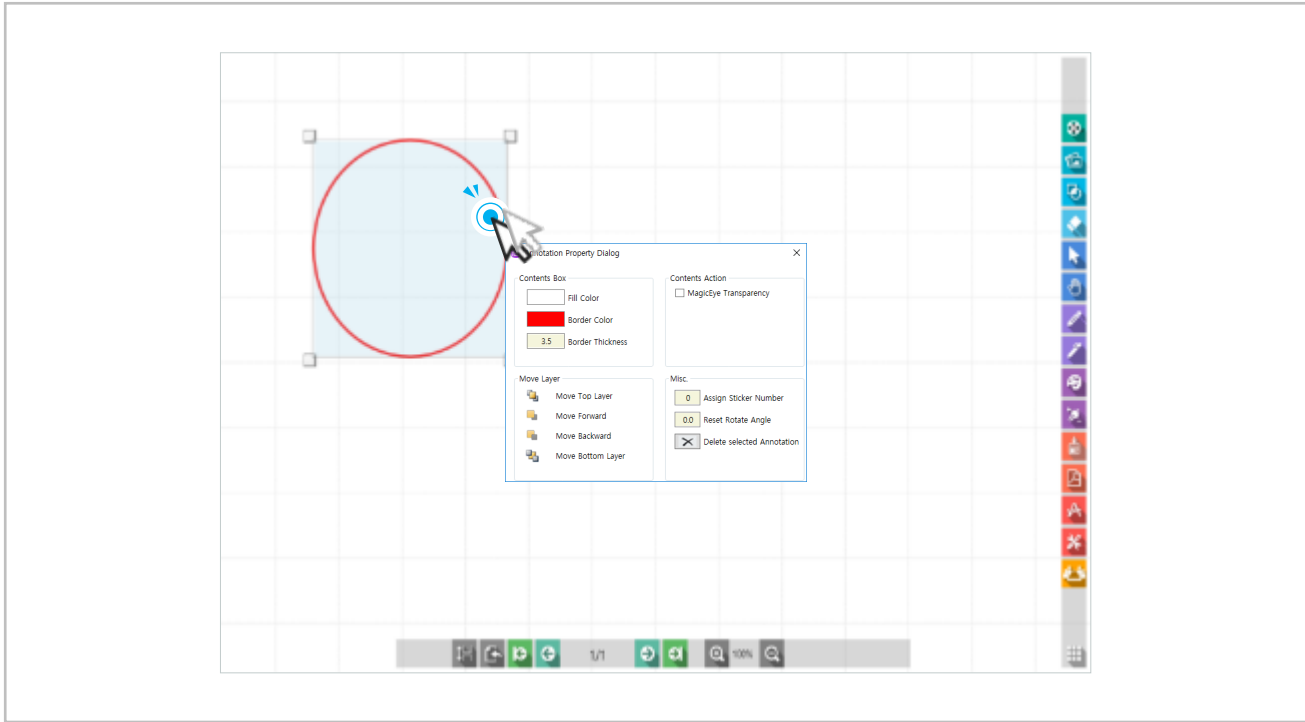
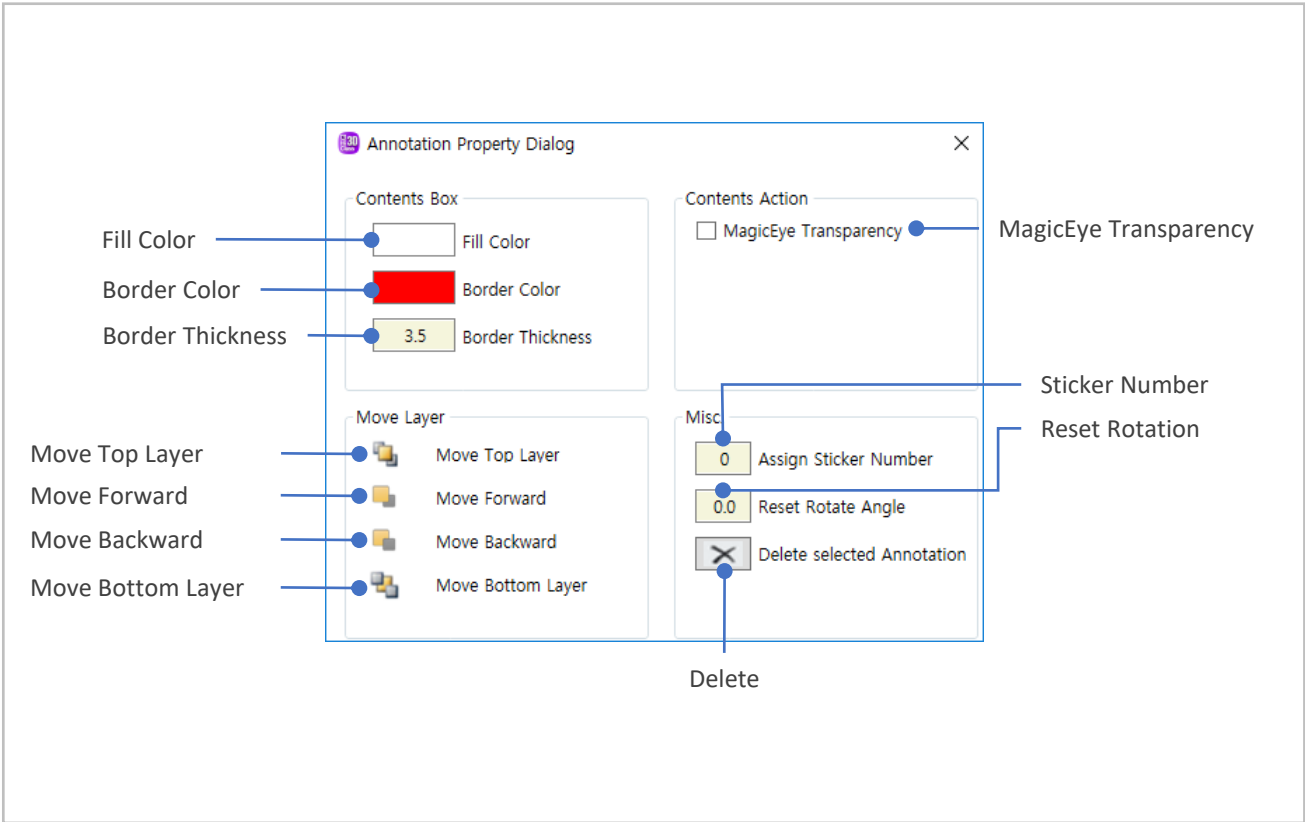


Figure Annotation Property Dialog



Fill Color

- Select fill color for the annotation.

Border Color

- Select border color for the annotation.

Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.



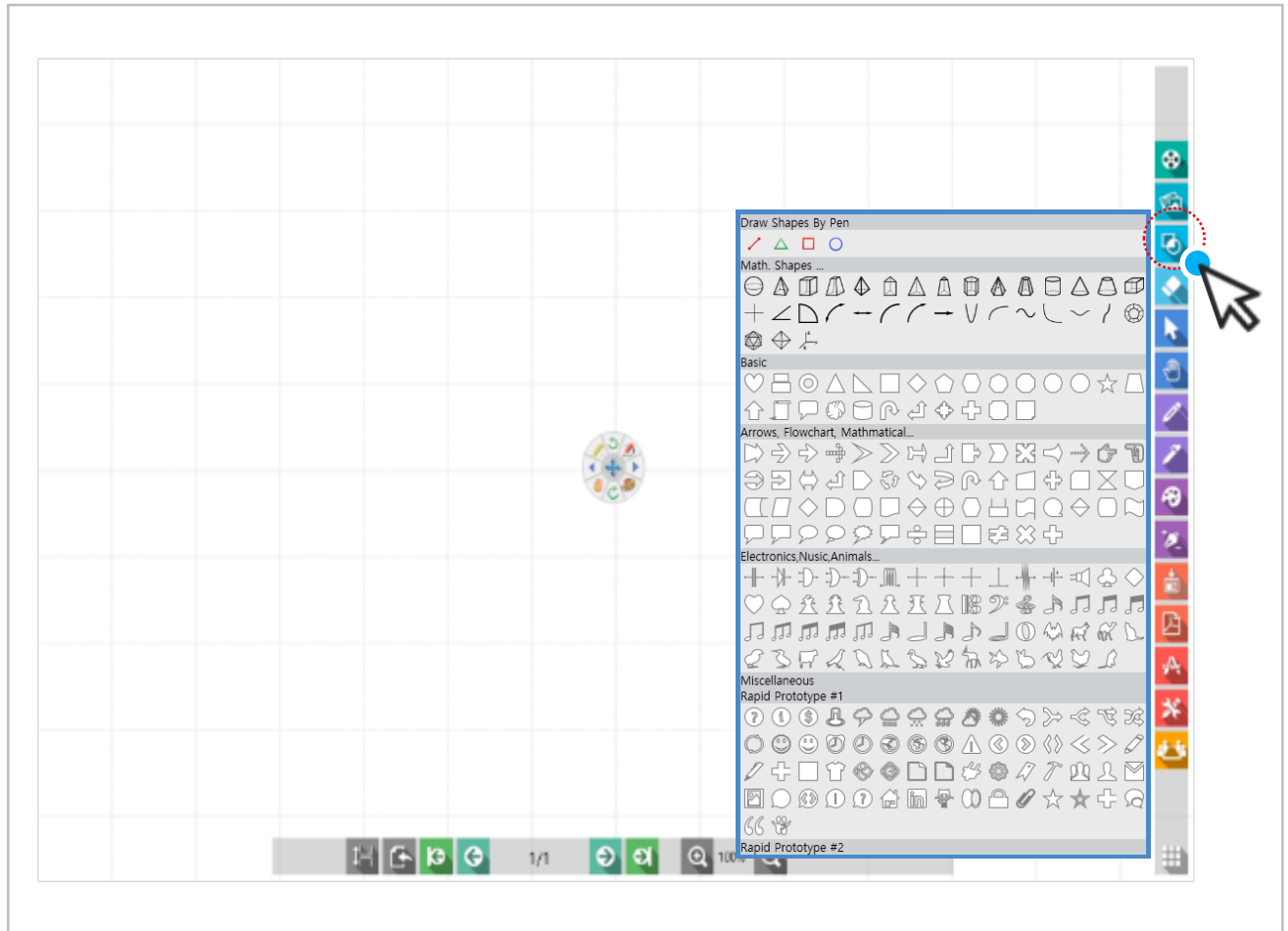
Mathematical Figures

Select the desired figure and the figure will be inserted into the current page.

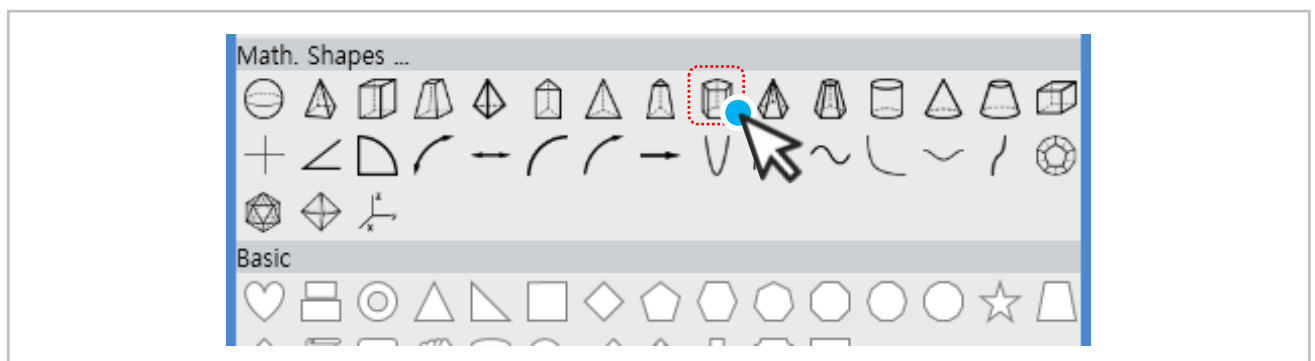
This function enables easy drawing of figures, such as regular hexagon, that would otherwise be difficult to draw.

Insert Mathematical Figures

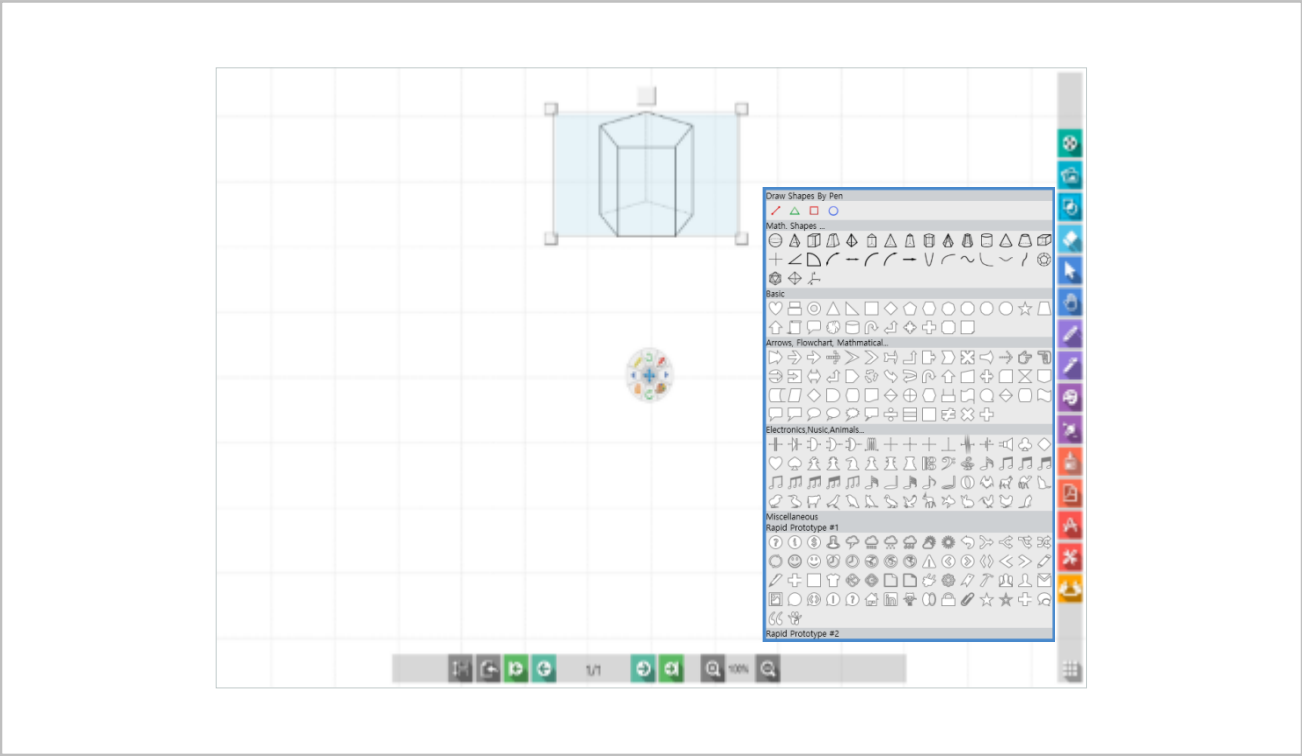
- 1 Click the [Create a Figure] button with a mouse or Smartpen.



- 2 When the Create a Figure dialog window opens, click the desired figure with a mouse or Smartpen.



3 The selected figure will be added as an annotation.





Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.

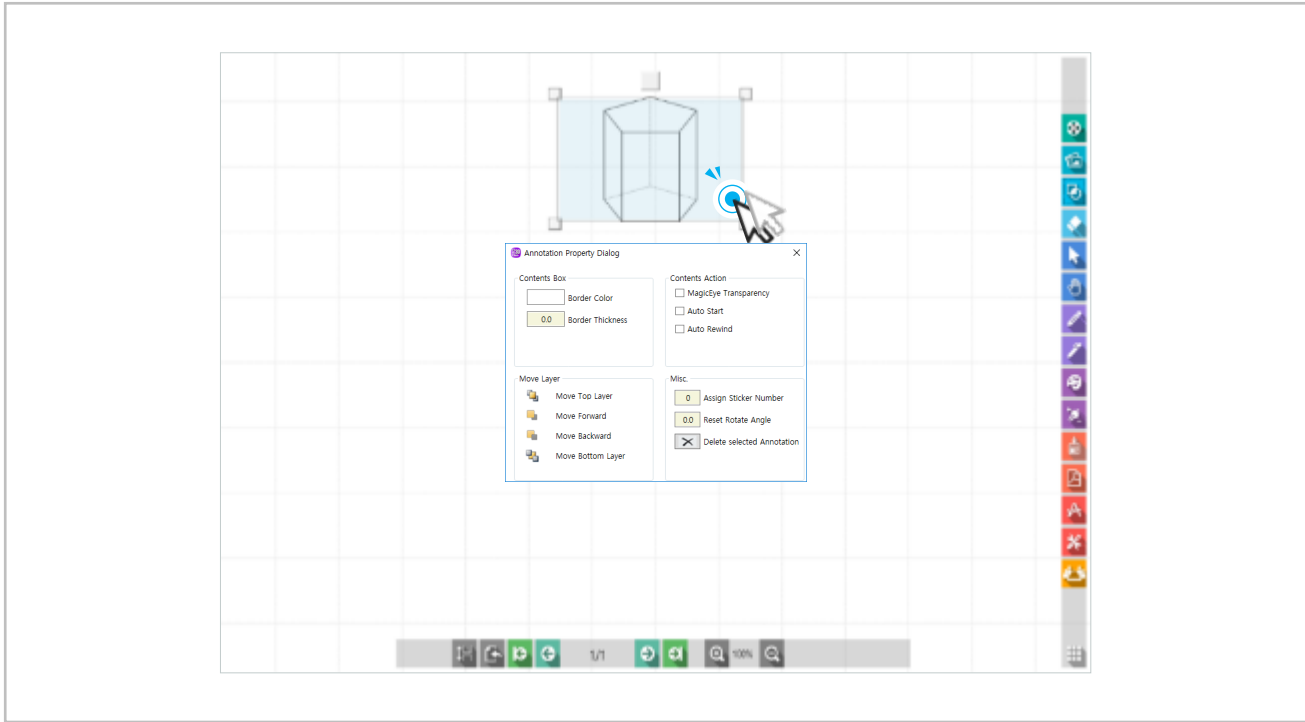
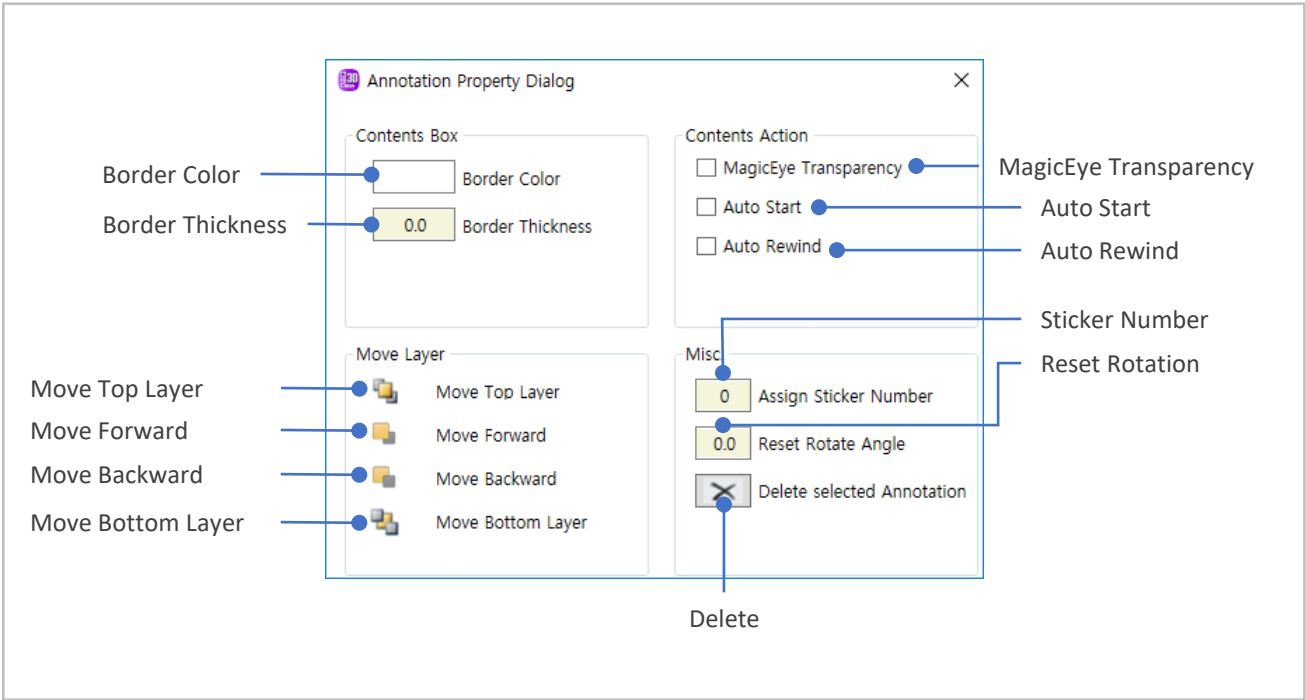


Figure Annotation Property Dialog



Border Color

- Select border color for the annotation.



Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Auto Start

- If you move to the page that contains the annotation, the annotation action will be executed automatically.

Auto Rewind

- Automatically rewind after playback ends.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotation one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

Delete Annotation

- Delete the selected annotation from the current page.



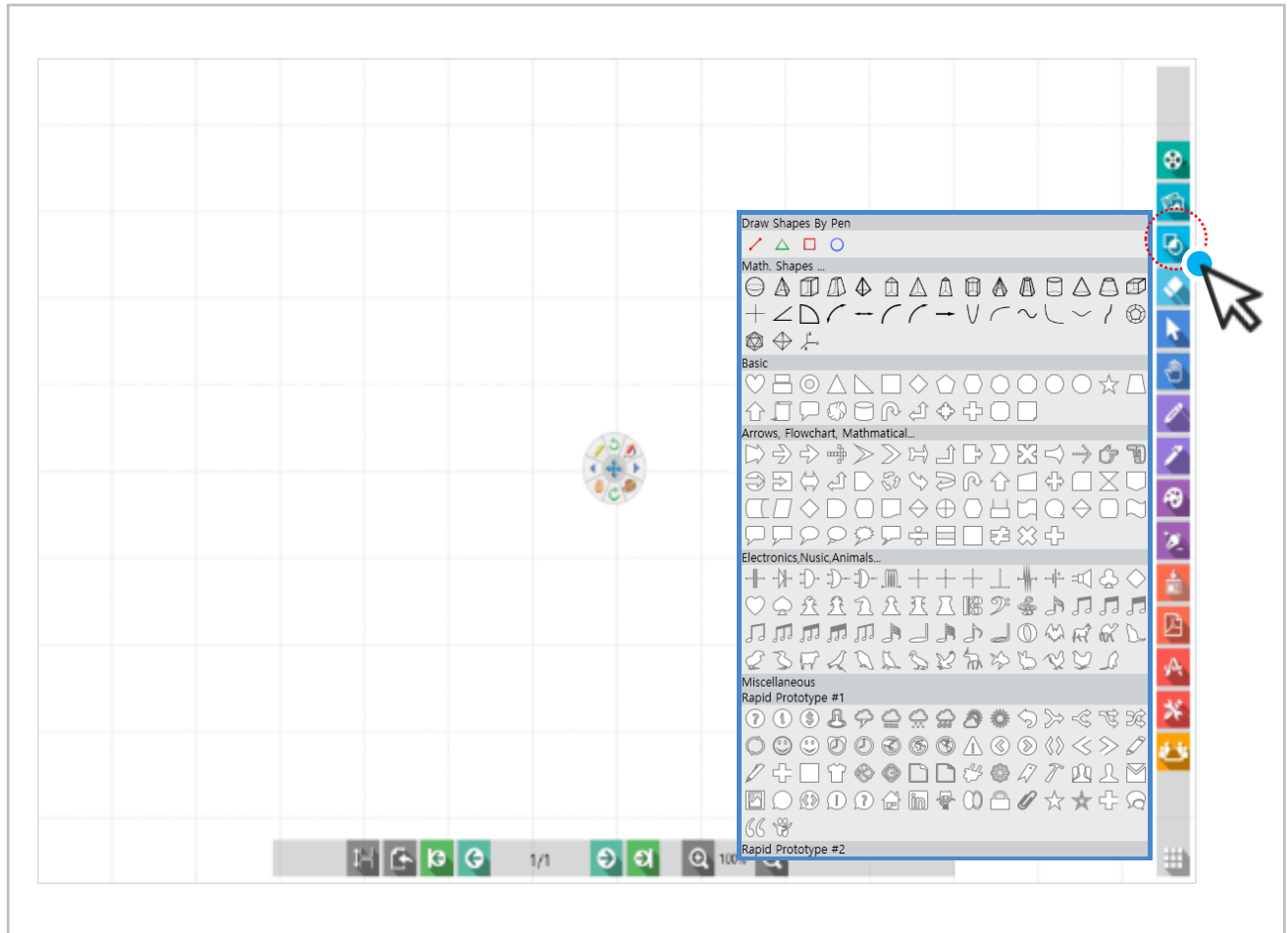
Other Figures

Select the desired figure and the figure will be inserted into the current page.

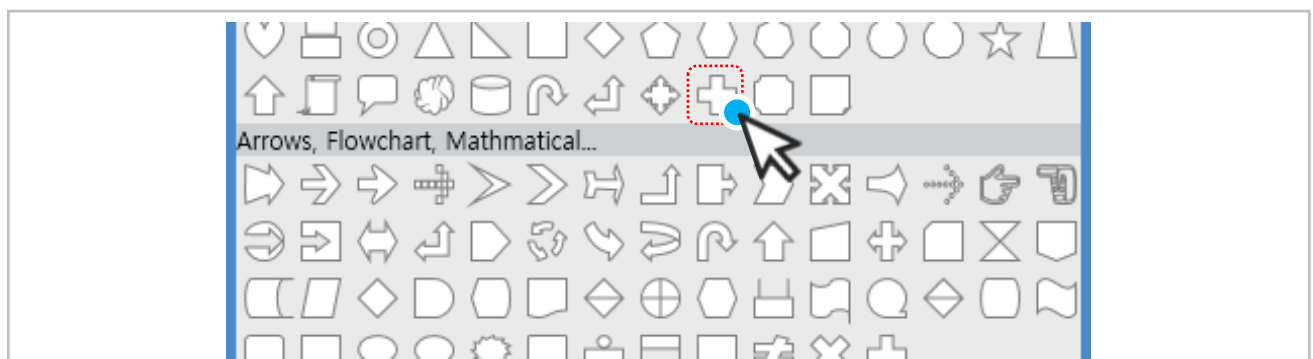
There is a variety of figures available such as basic figures, arrows, flowcharts, mathematical figures, rapid prototype, etc.

Insert Others

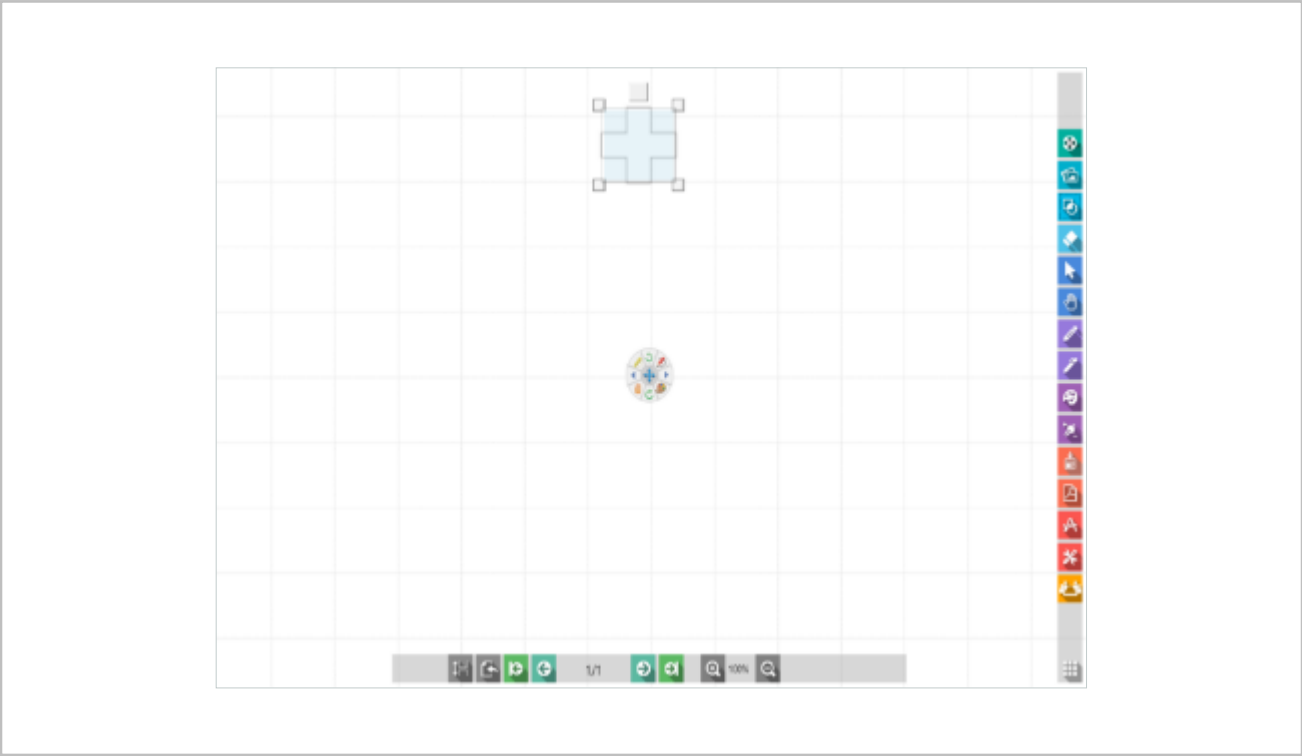
- 1 Click the [Create a Figure] button with a mouse or Smartpen.



- 2 When the Create a Figure dialog window opens, click the desired figure with a mouse or Smartpen.

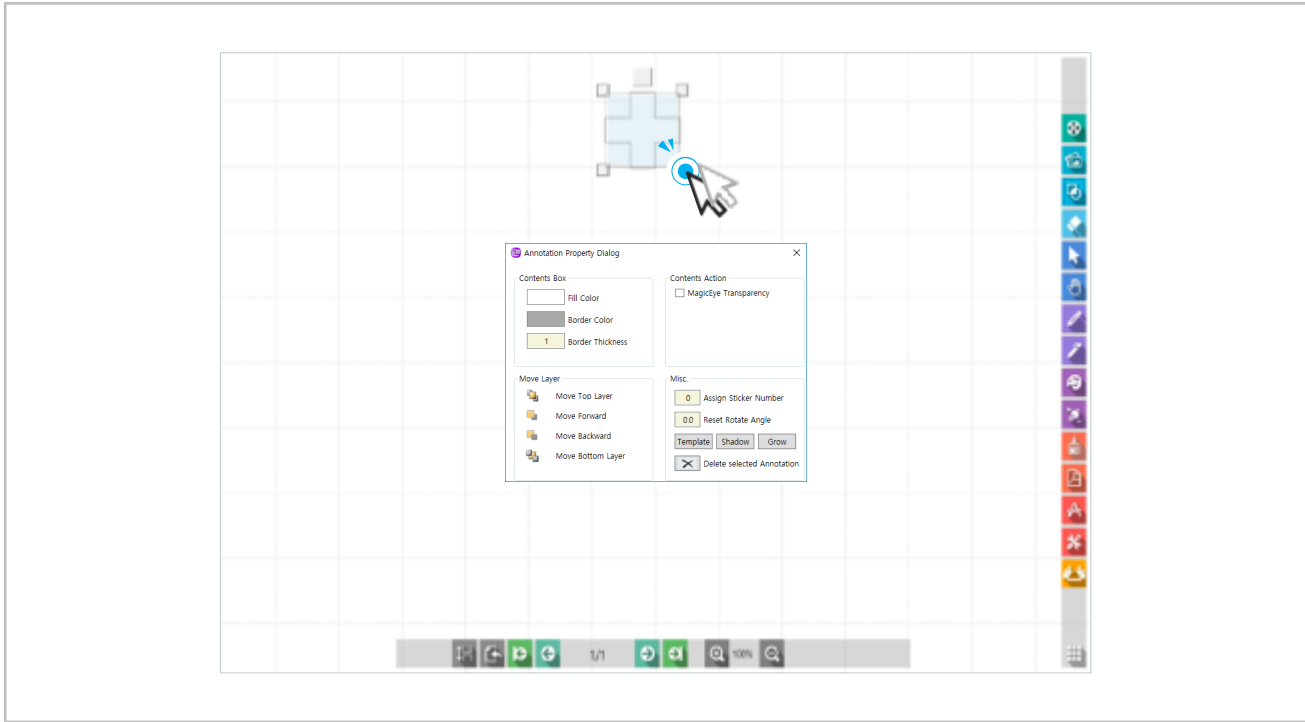


3 The selected figure will be added as an annotation.

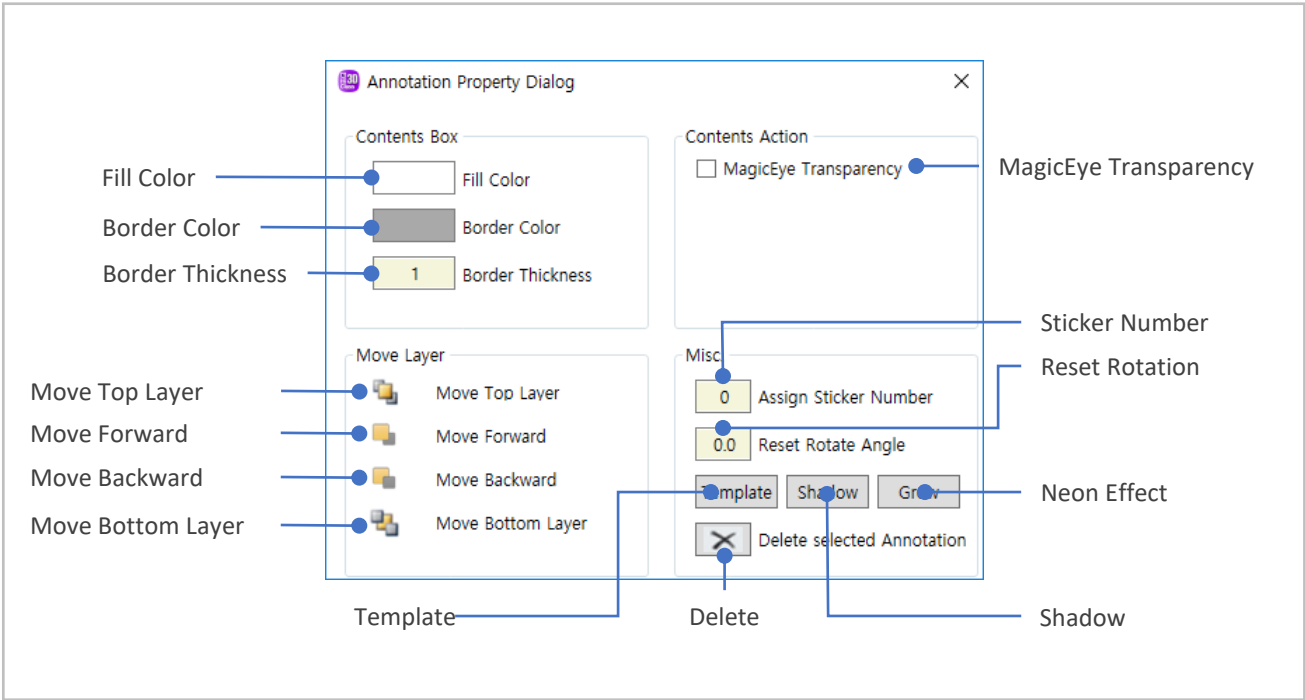




Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



Other Figures Annotation Property Dialog



Border Color

- Select border color for the annotation.



Border Thickness

- Select border thickness for the annotation.

MagicEye Transparency

- When the MagicEye feature is used, the transparency of an annotation can be set.
- When this is set, you can't see through anything with MagicEye.

Move Top Layer

- Change the location of the annotation to the top layer.

Move Forward

- Change the location of the annotation one step forward.

Move Backward

- Change the location of the annotating one step backward.

Move Bottom Layer

- Move the annotation to the bottom layer.

Annotation Template

- Set the default fill of an annotation.

Shadow

- Set the location of the shadow of the annotation.

Neon Effect

- Set the neon effect of the annotation.

Sticker Number

- Click a sticker with the smart pen to automatically enter numbers.

Reset Rotation

- Reset the rotation angle of a rotated annotation to the original position.

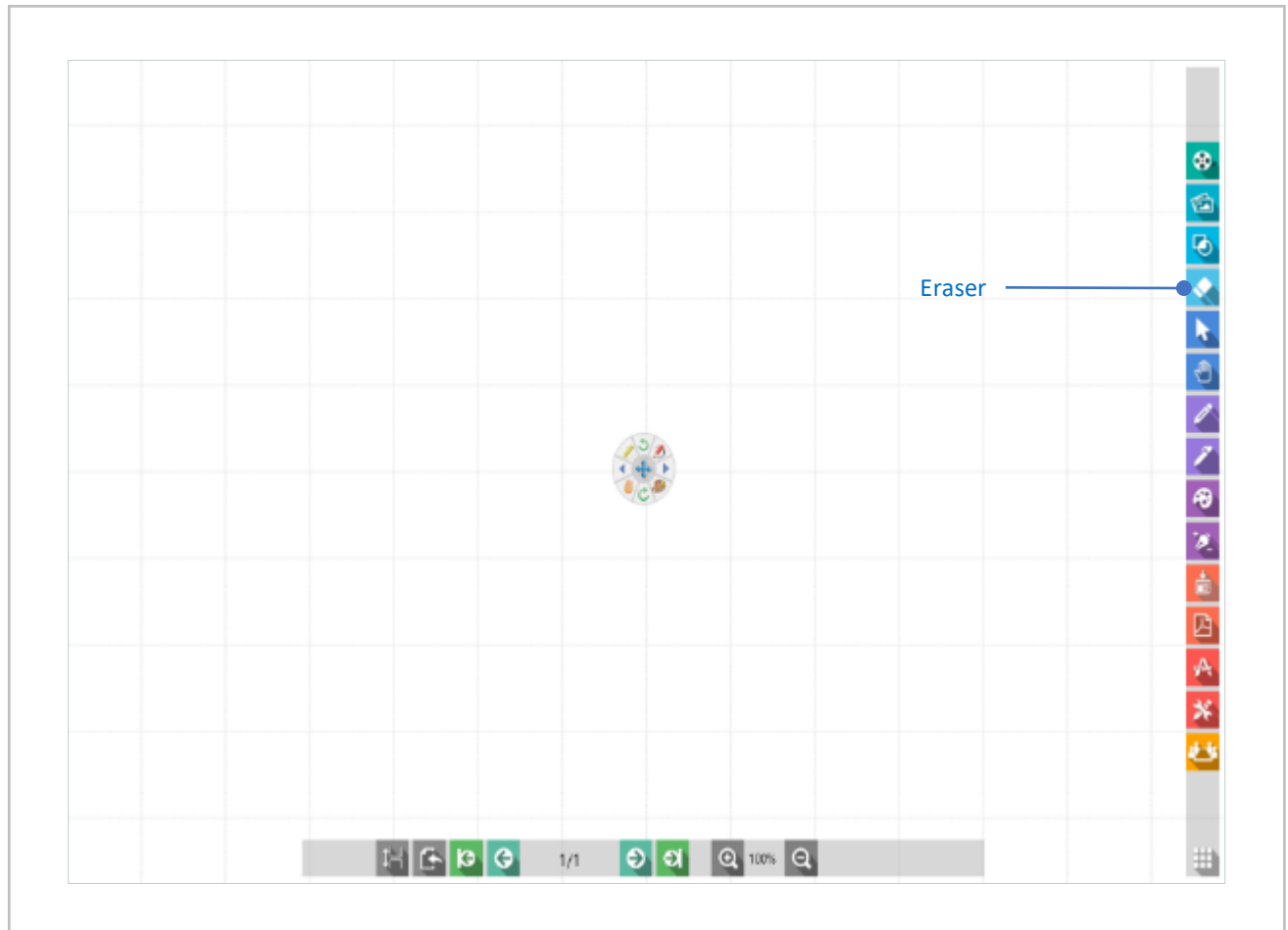
Delete Annotation

- Delete the selected annotation from the current page.



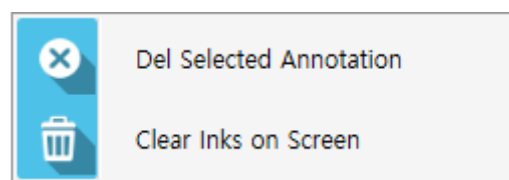
Eraser

Use the eraser to erase ink strokes or annotations.



Eraser Additional Menu

An additional popup menu appears when you right-click on the eraser button or drag it out of the button with the mouse or Smartpen.

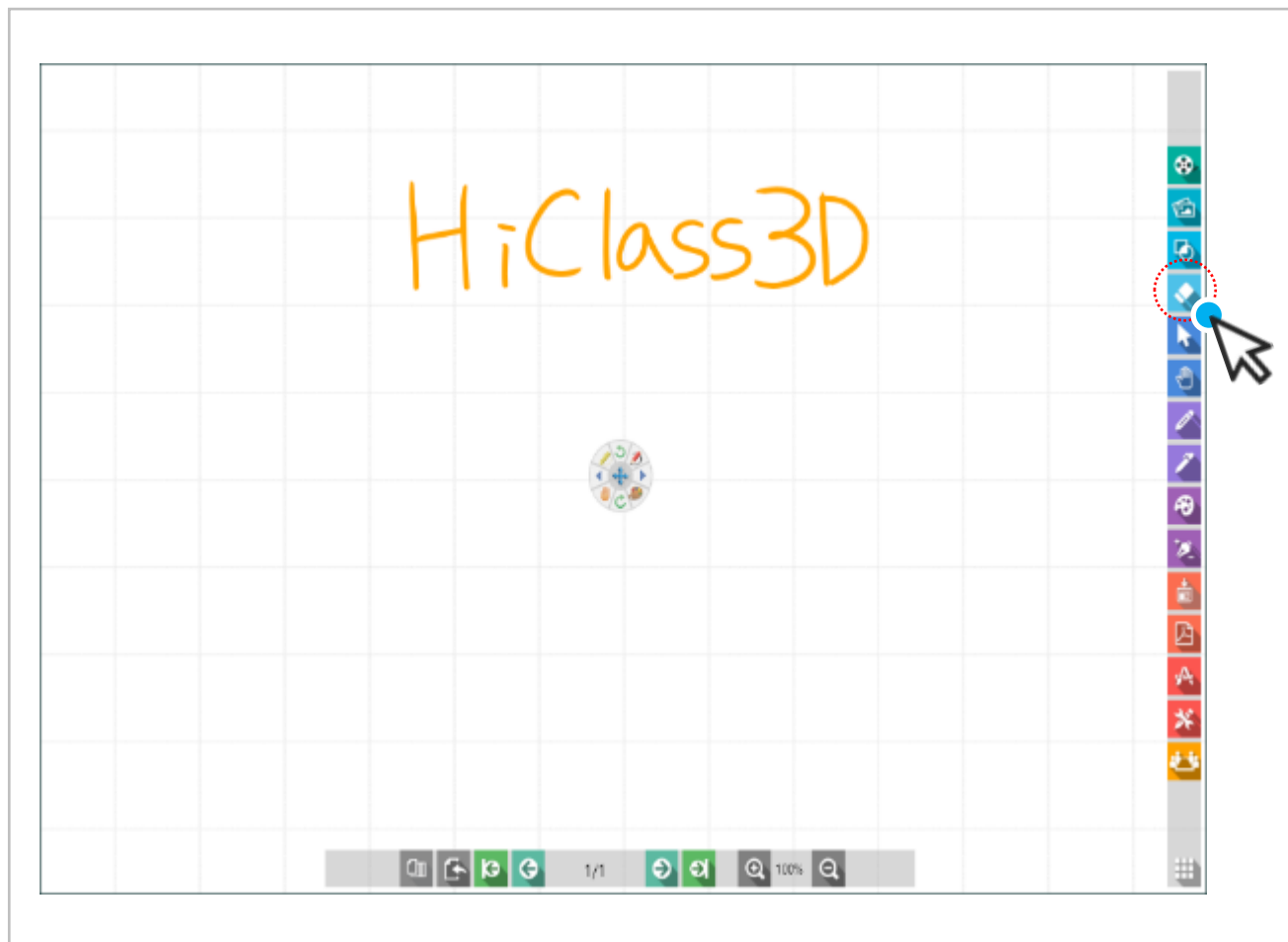


Erase by Strokes

You can delete ink strokes drawn on the current page in stroke units. This is the basic default mode of the Eraser mode.

Use Erase by Strokes

- 1 Click the [Eraser] button with mouse or Smartpen.



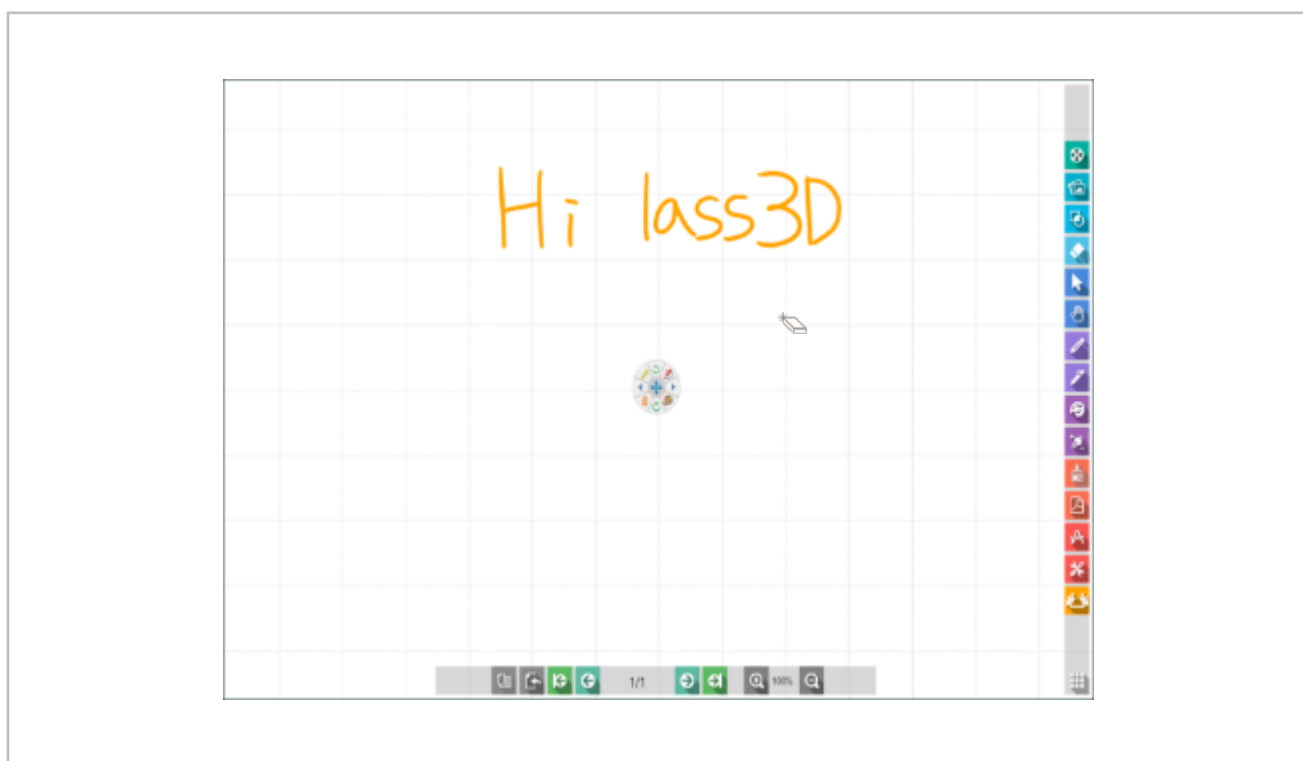
- 2 The mode will change to [Eraser mode].



3 Click the ink strokes you want to delete with a mouse or Smartpenor touch and drag the cursor.



4 The selected ink strokes will be deleted.



If an ink stroke is deleted by mistake, use the [Undo] function to restore the stroke.



If you want to continue deleting ink strokes,

- Click an ink stroke and then touch and drag the mouse without releasing it.
- Remove your finger from the mouse when you have deleted everything you wanted.

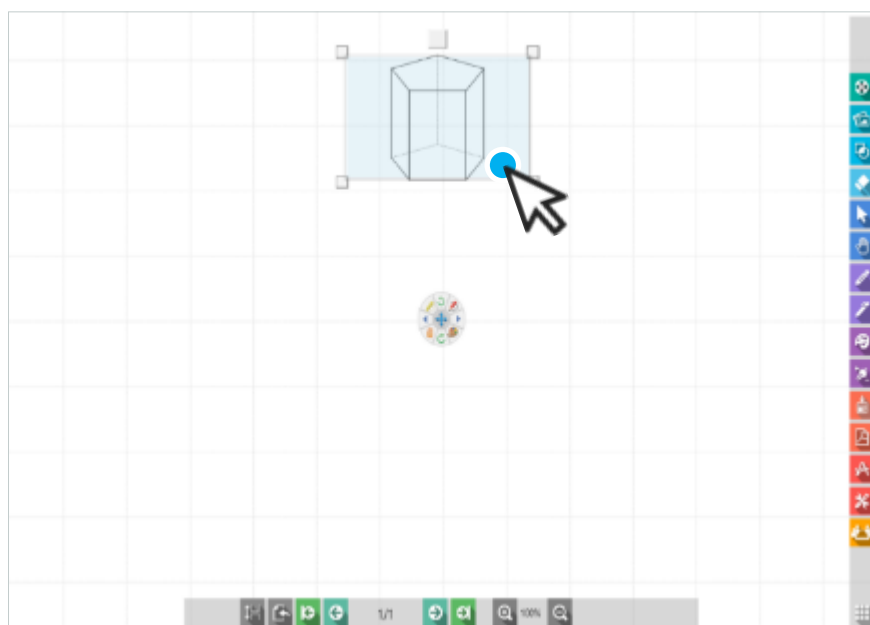


Delete Selected Annotation

It is possible to delete an annotation using the eraser.

Delete a Selected Annotation

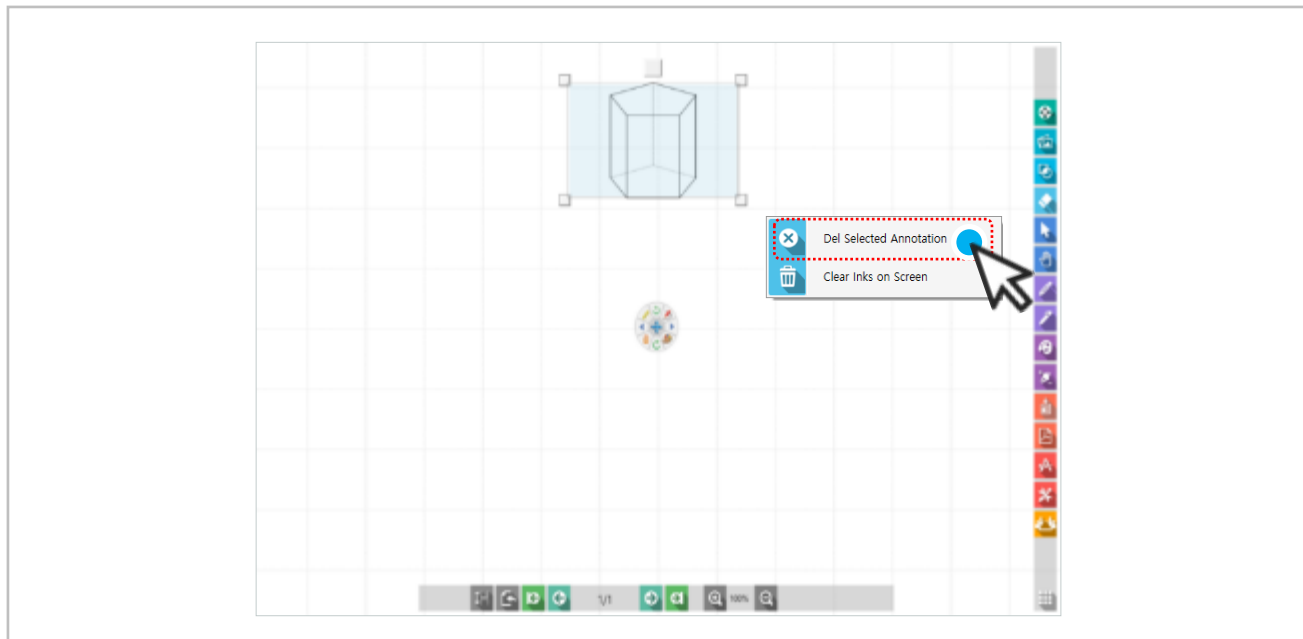
- 1 Click on the annotation you want to delete in [Selection Mode] with a mouse or Smartpen.



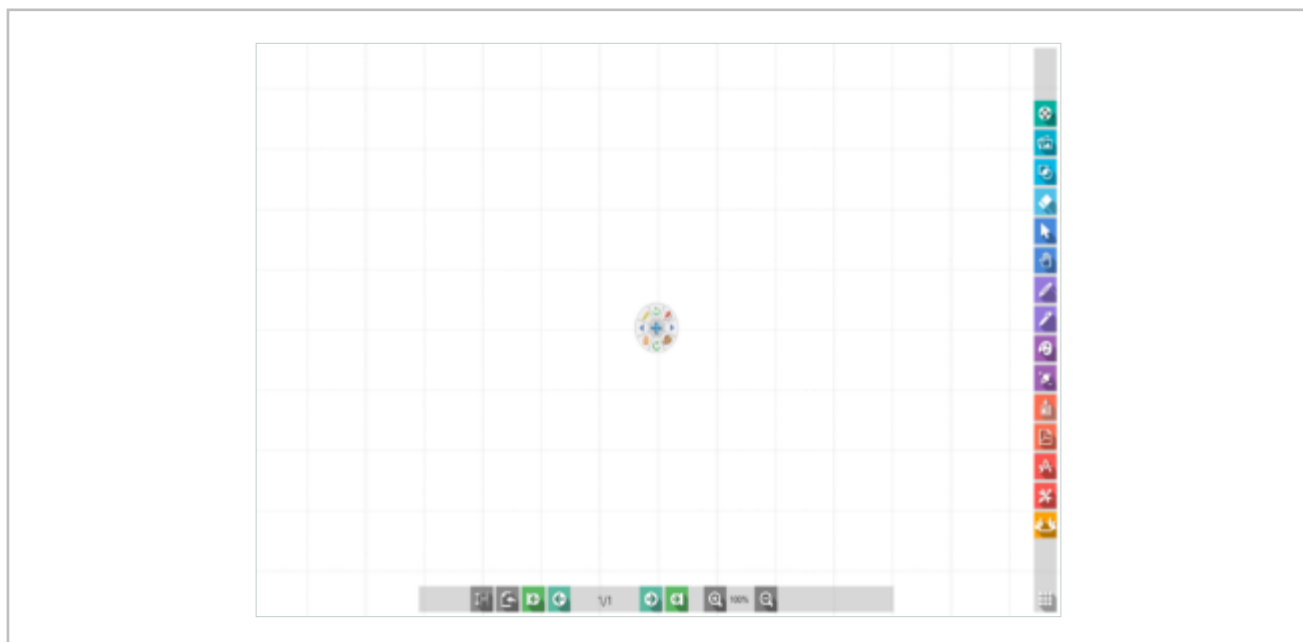
- 2 Click the [Eraser] button with the right mouse button or touch and drag it with a mouse or Smartpen.



3 When the additional menu opens, click the [Del Selected Annotation] menu with a mouse or Smartpen.



4 The selected annotation will be deleted.



Please note that deleted annotations can not be recovered.



All annotations can be deleted only by the [Delete Selected Annotation] function on the Property Annotation Dialog.

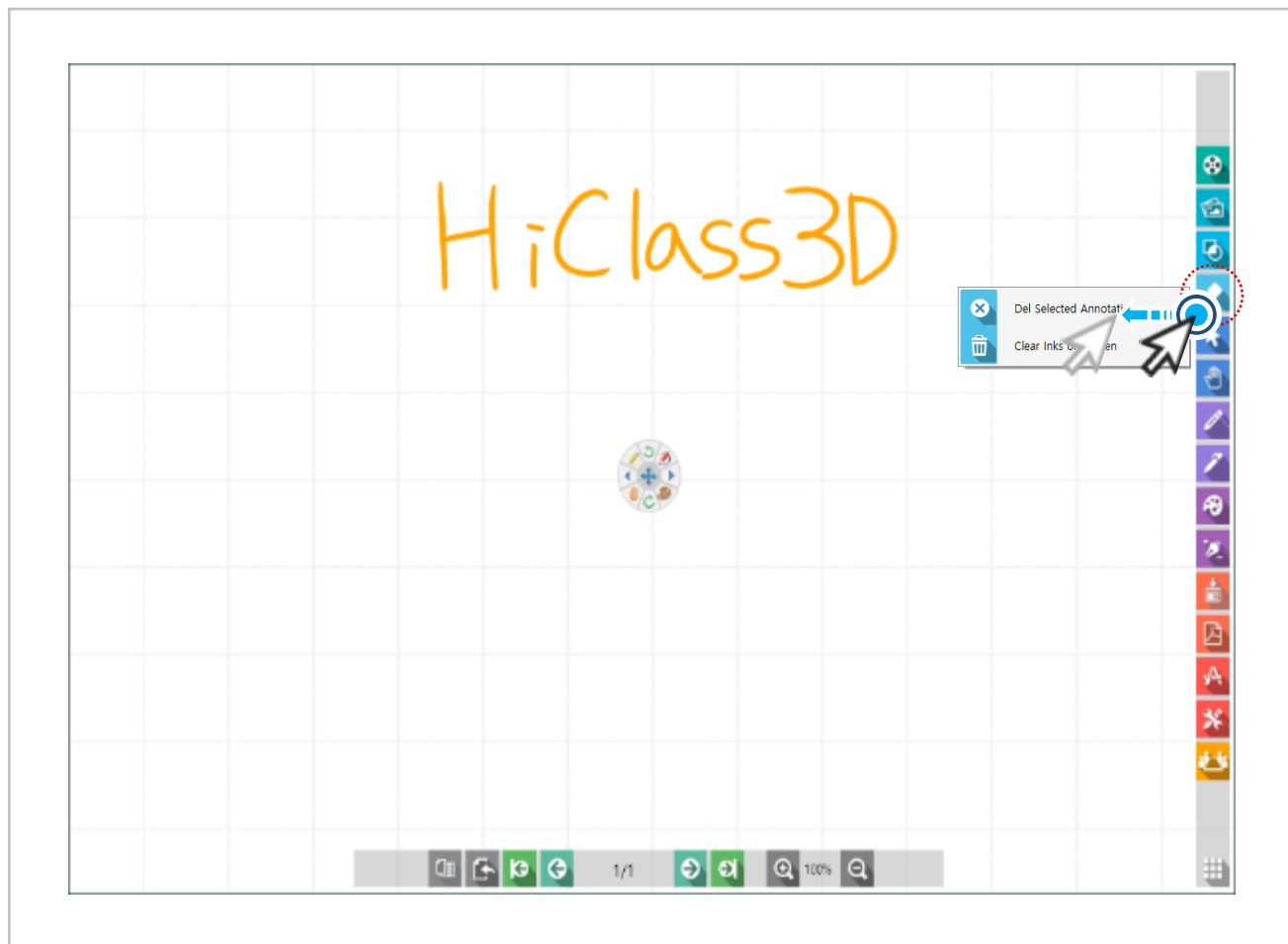


Clear Inks on Screen

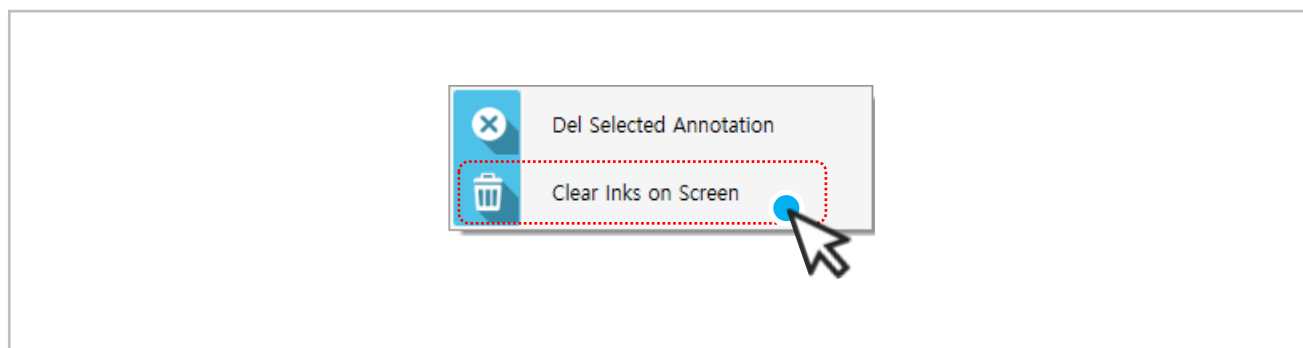
Deletes all ink strokes written with a pen or marker on the current page.

Delete All Ink Strokes on the Screen

- 1 Click the [Eraser] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Clear Inks on Screen] menu with a mouse or Smartpen.



3 All the ink strokes on the current page will be deleted.

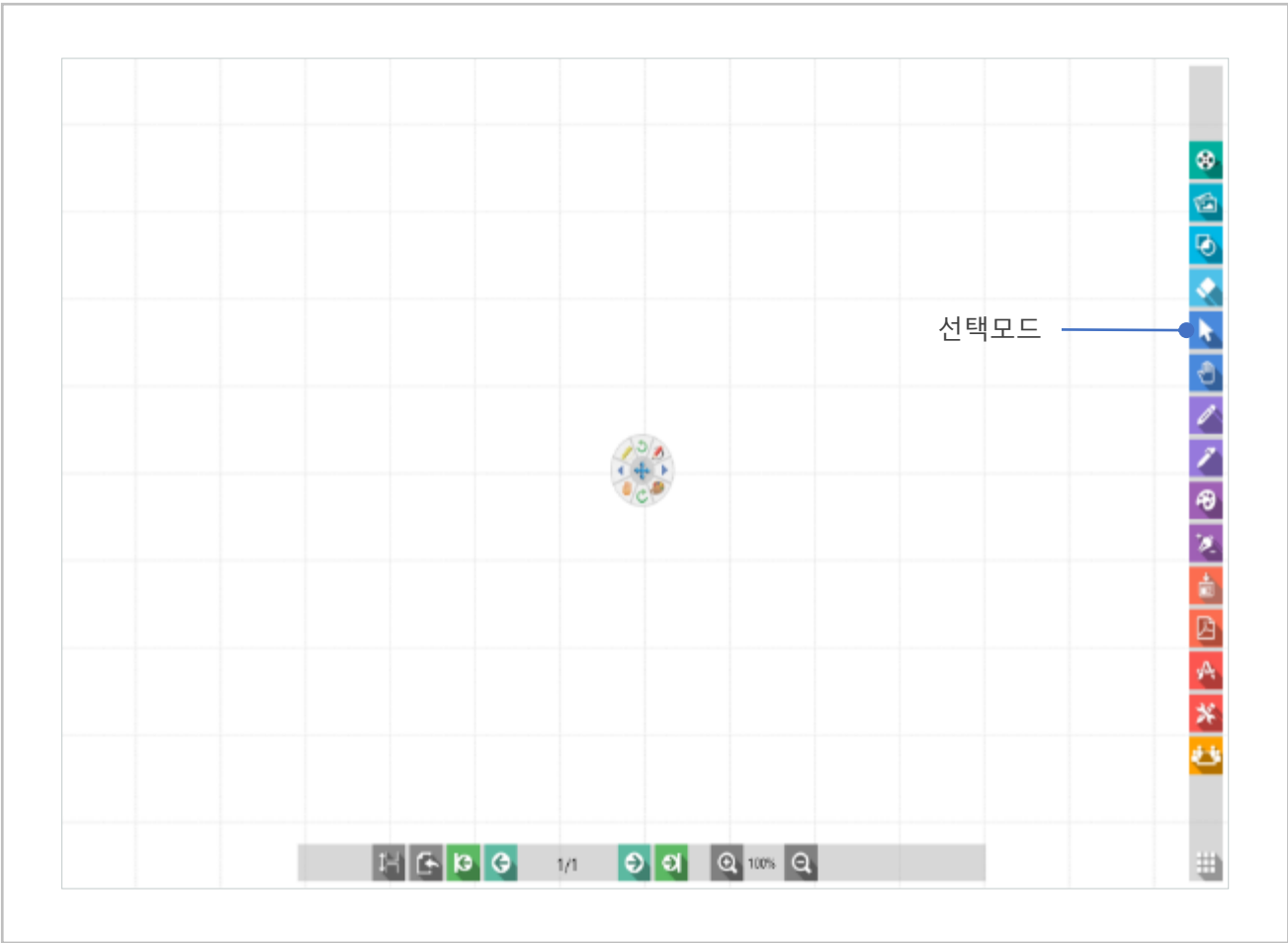


If an ink stroke is deleted by mistake, use the [Undo] function to restore the stroke.



Selection Mode

This is one of HiClass3D modes and it enables the use of annotations and ink strokes. Ink strokes can be selected or moved in Selection mode. Annotations can be selected, moved, resized or rotated in Selection mode.



Selection Mode Additional Menu

Click the mouse right button or touch and drag the mouse or Smartpento make it appear.

	Undo	Cancel the previous write or eraser action.
	Redo	Redo the previous write or eraser action.
	Del Selected Annotation	Delete the selected annotation.
	Clear Inks on Screen	Delete all ink strokes on the current page.
	Layer Forward	Move the selected annotation one step forward.
	Layer Backward	Move the selected annotation one step backward.
	Layer First	Move the selected annotation to the top layer.
	Layer Last	Move the selected annotation to the bottom layer.

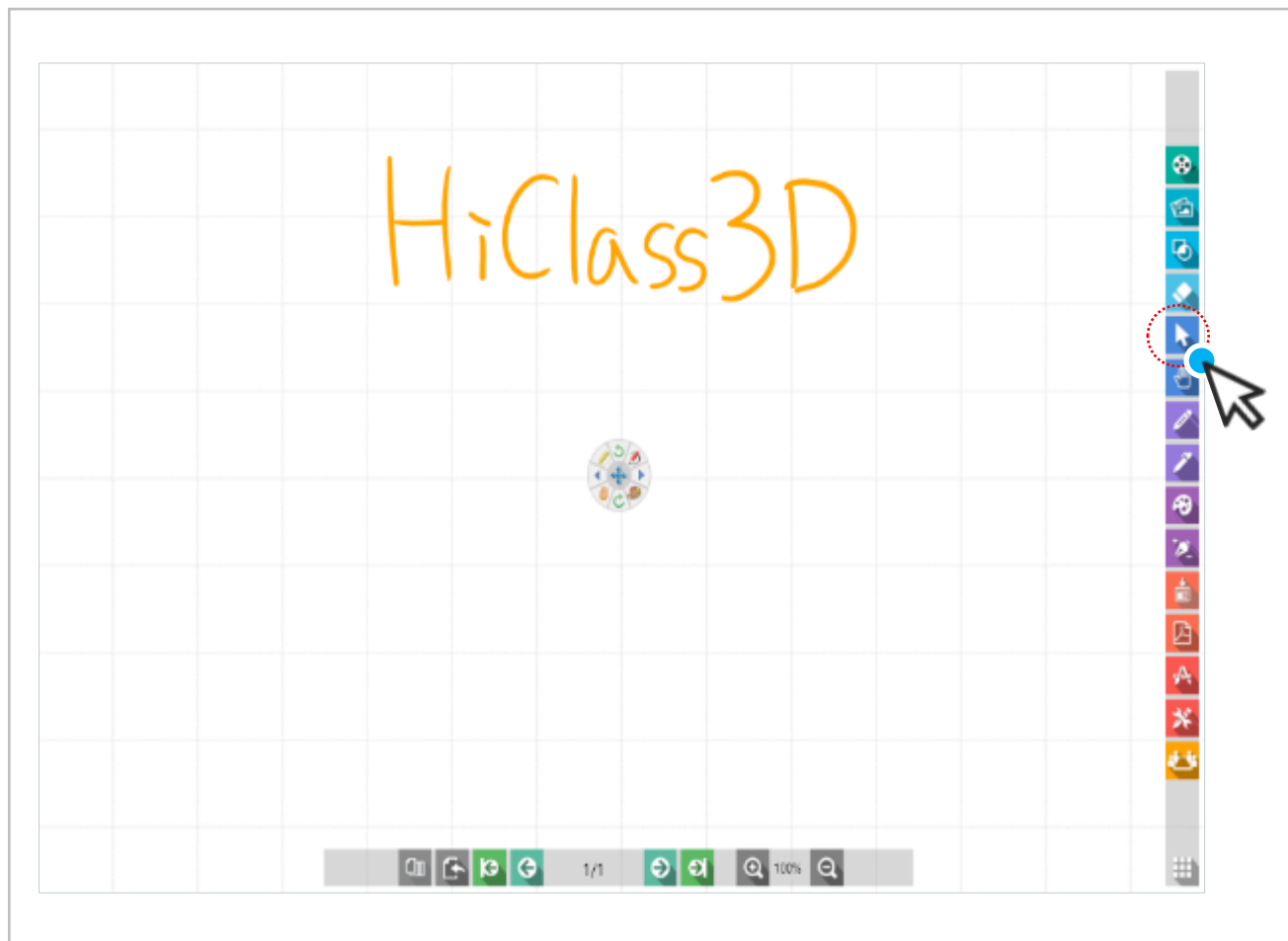


Selecting and Moving Ink Strokes

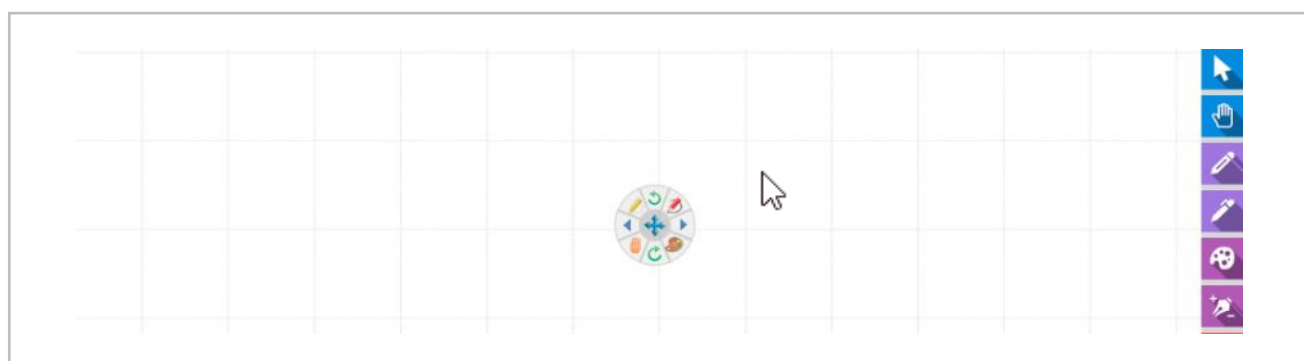
In the selection mode, it is possible to select or move written ink strokes.

Select and Move Ink Strokes

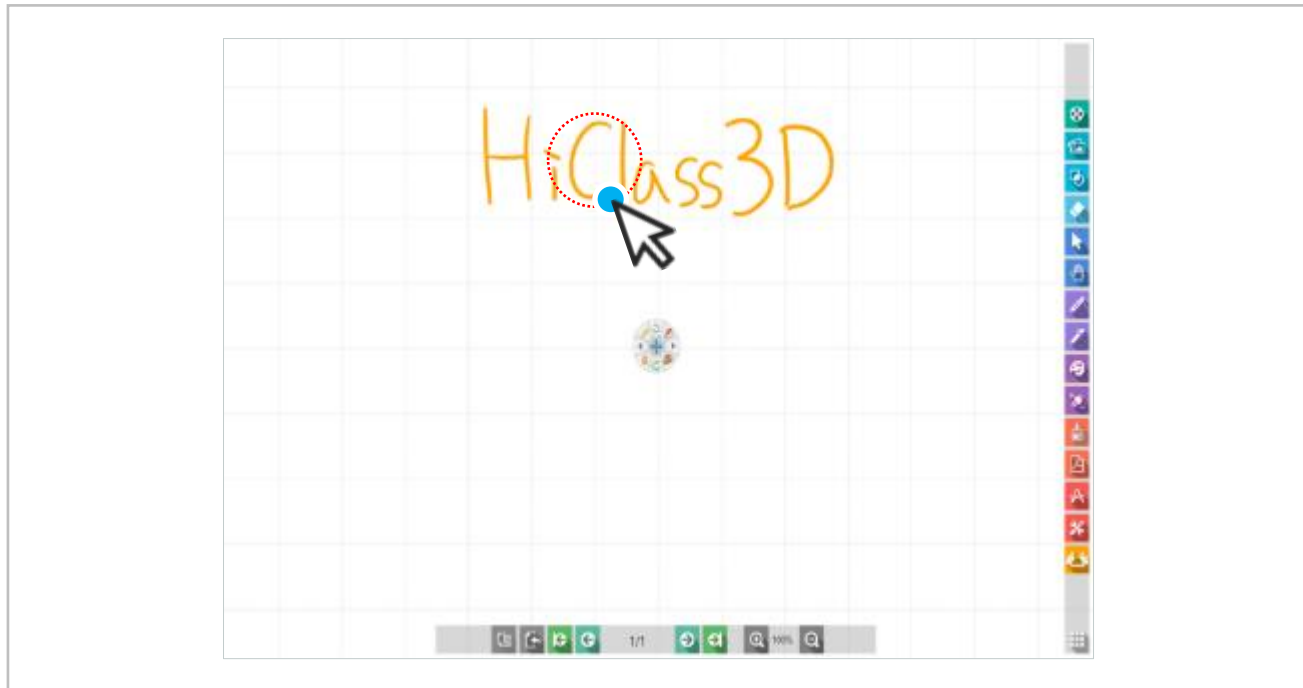
- 1 Click the [Selection Mode] button with a mouse or Smartpen.



- 2 Operation mode changes to [Selection mode].



3 Click the desired ink stroke with a mouse or Smartpen.



4 The ink stroke will be selected.



When you click an empty screen with a mouse or Smartpen, the selected ink stroke will be deselected.



5 Drag the selected ink stroke with a mouse or Smartpen and go to the desired location.

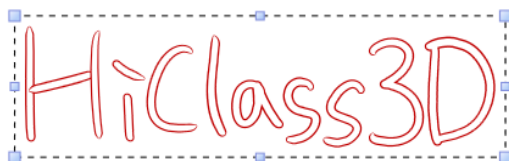


6 The ink stroke will move.

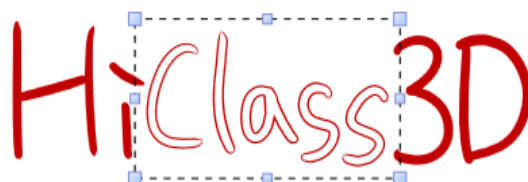




If you want to select several ink strokes in Selection mode at the same time, touch and drag the cursor over the ink strokes to select them with a mouse or Smartpen and select the area.



The ink strokes may not be selected correctly if the ink strokes are not properly included when specifying the area.

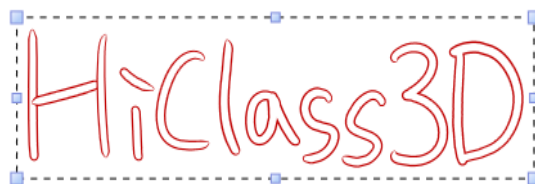




Pressing Ctrl + A keys in Selection mode will select all ink strokes on the current page at once.

HiClass3D

Press Ctrl + A



If the current page contains both ink strokes and annotations, pressing Ctrl + A will not select anything.

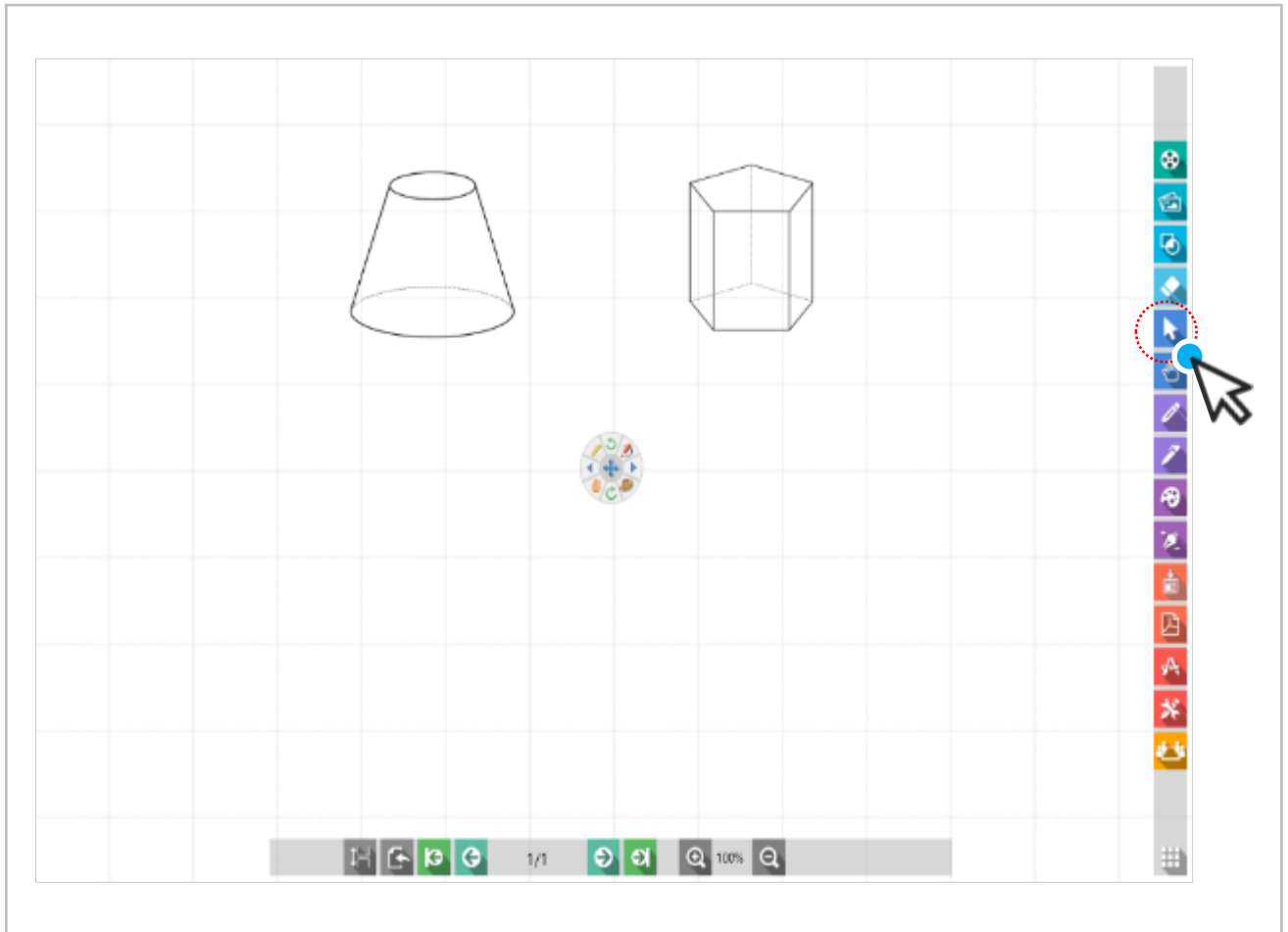


Select or Move Annotation

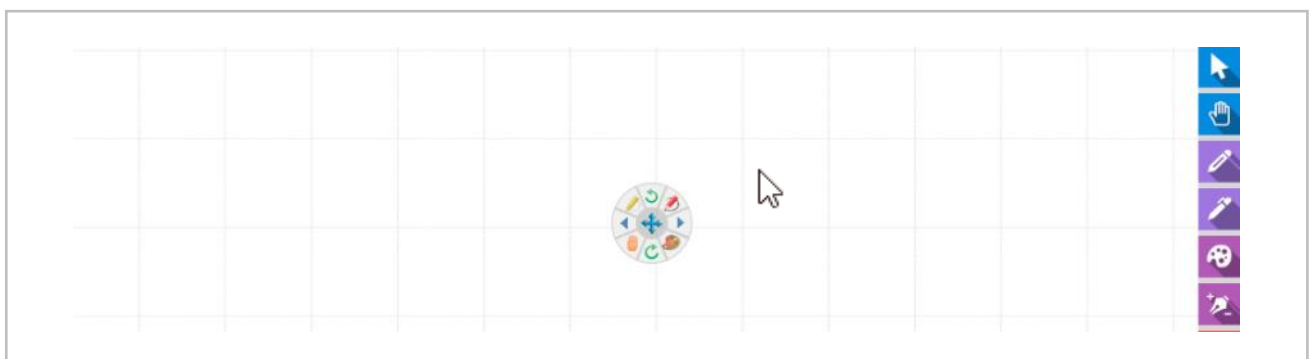
In the selection mode, it is possible to select or move an annotation.

Select or Move Annotation

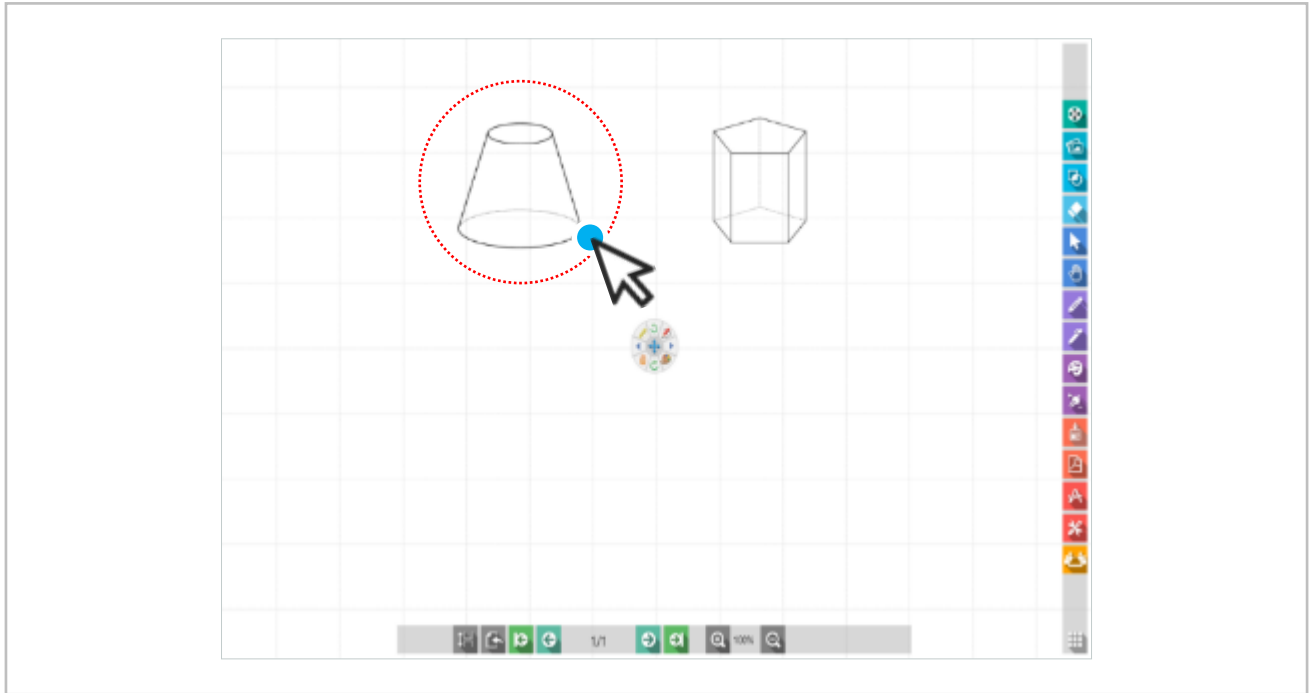
- 1 Click the [Selection Mode] button with a mouse or Smartpen.



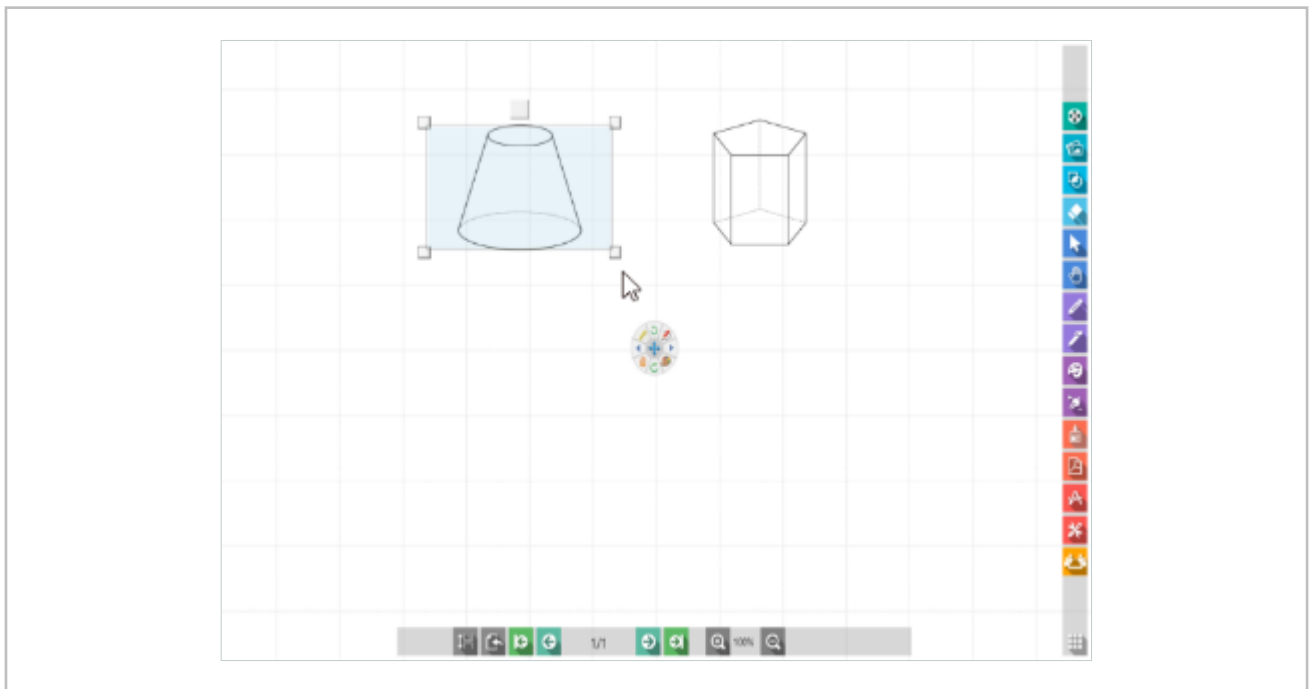
- 2 Operation mode changes to [Selection mode].



3 Click the desired annotation with a mouse or Smartpen.



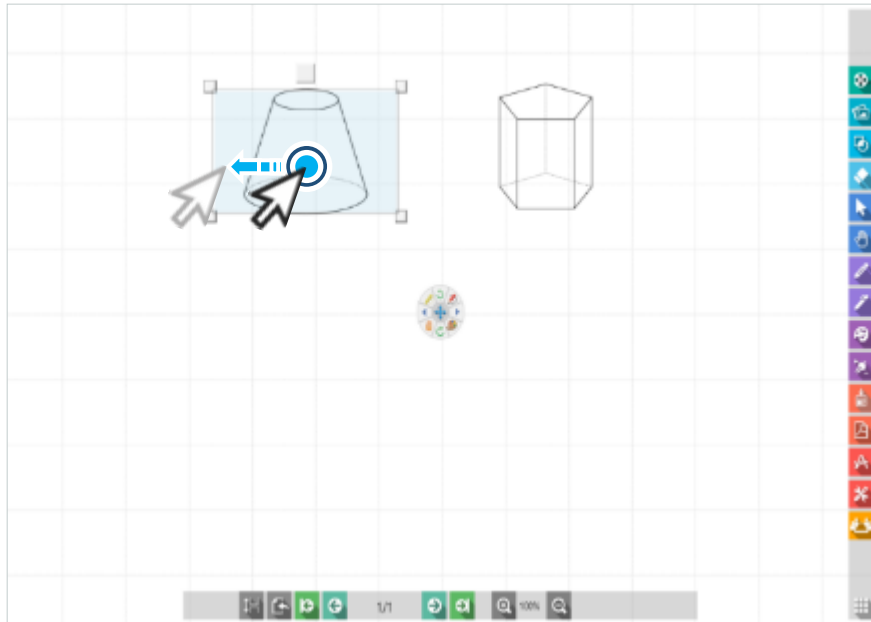
4 The annotation will be selected.



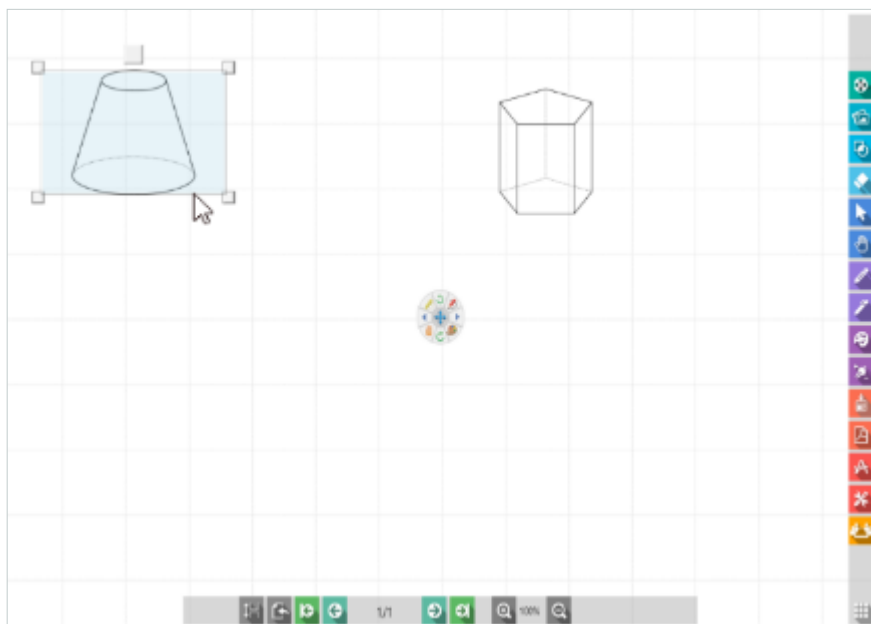
If you click an empty screen with a mouse or Smartpen, the selected annotation will be released.



5 Drag the selected annotation with a mouse or Smartpen and move it to the desired location.



6 The annotation will be moved.

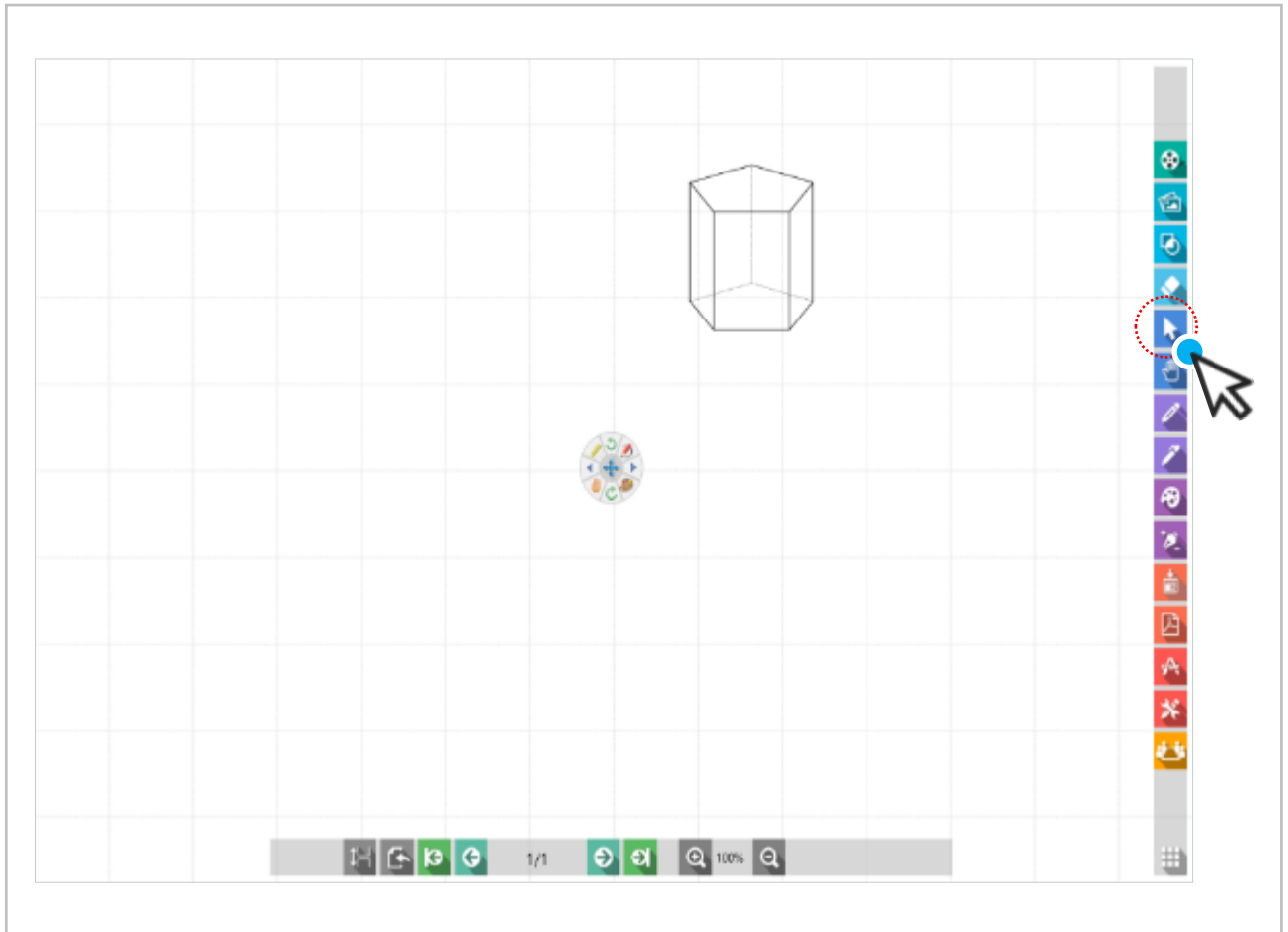


Resizing Annotation

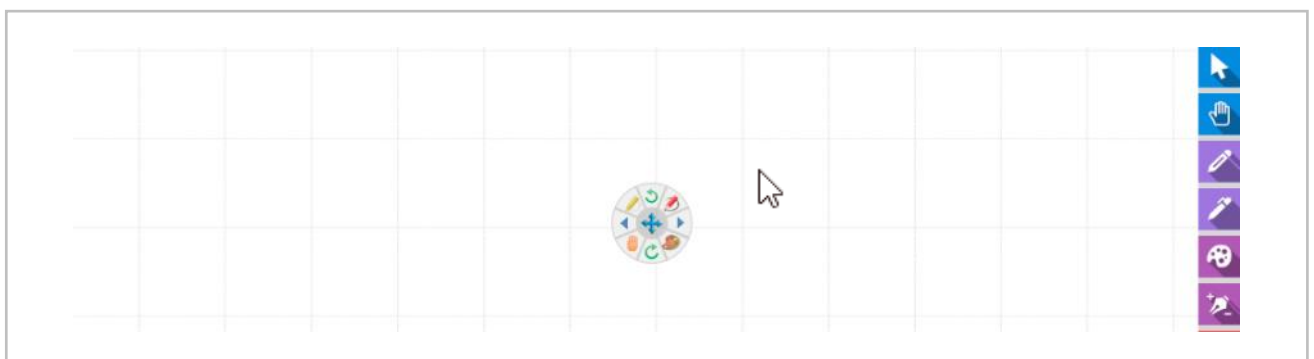
In the selection mode, it is possible to resize annotations.

Resize Annotation

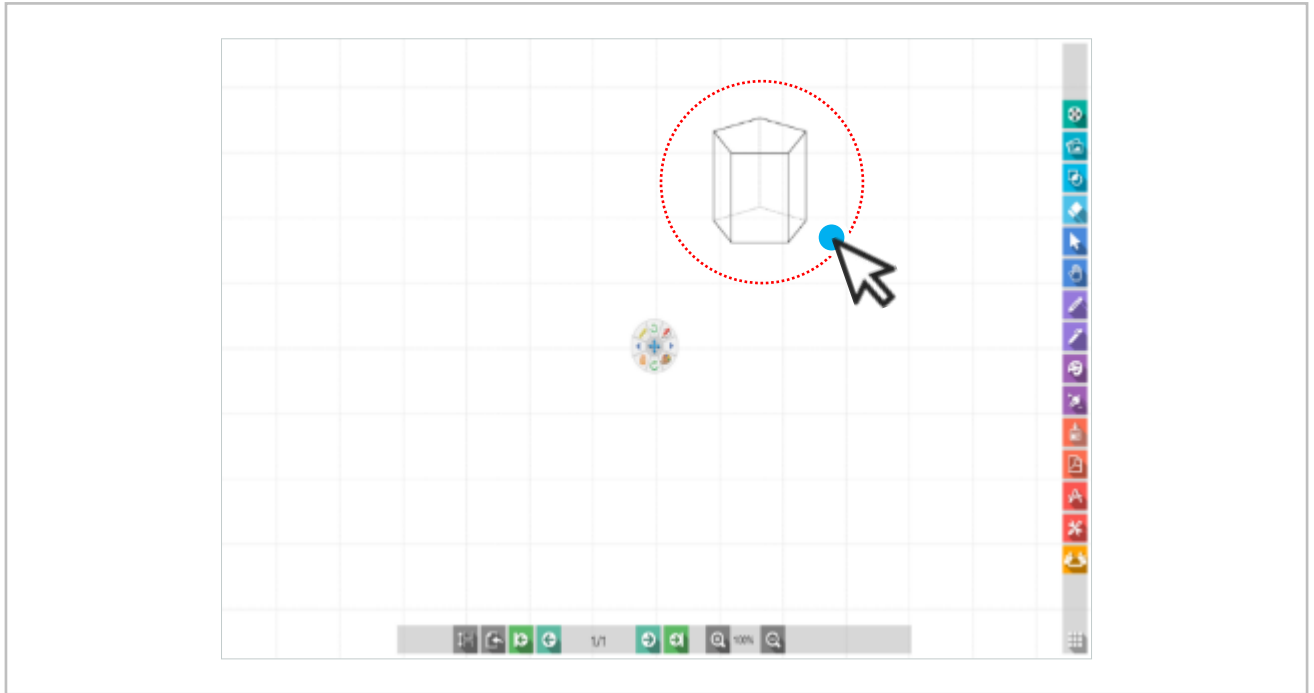
- 1 Click the [Selection Mode] button with a mouse or Smartpen.



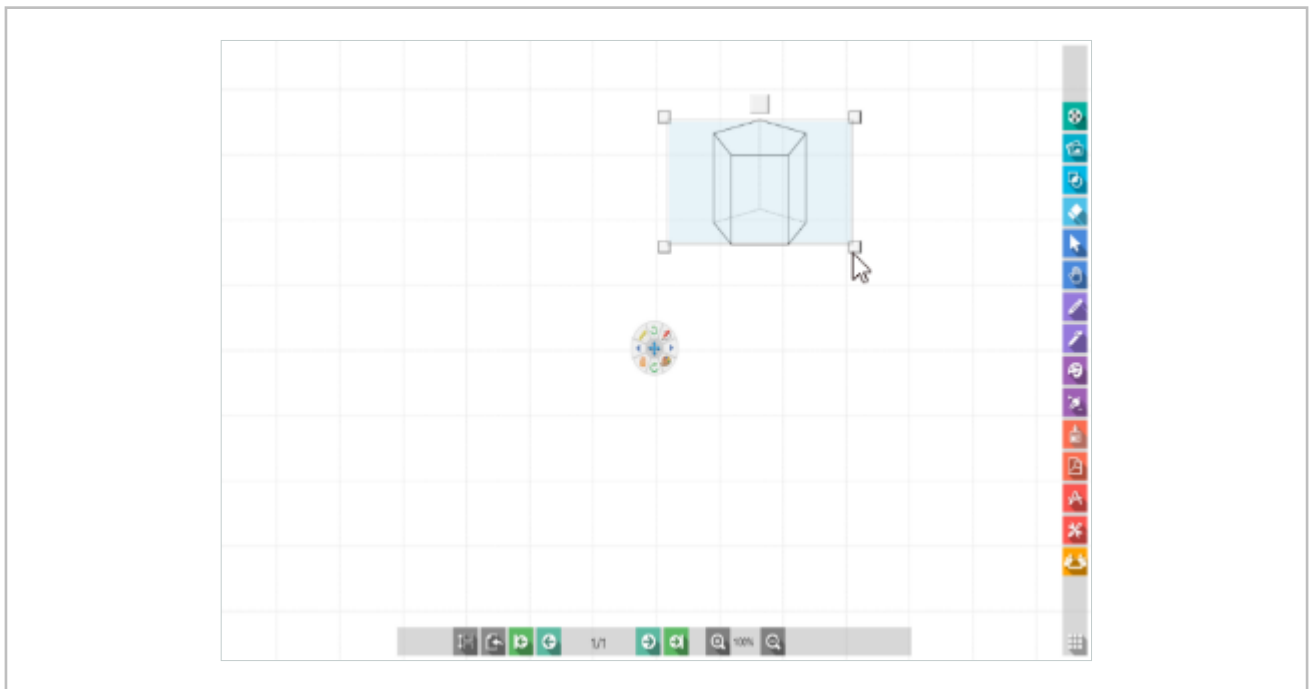
- 2 Operation mode changes to [Selection mode].



3 Click the desired annotation with a mouse or Smartpen.

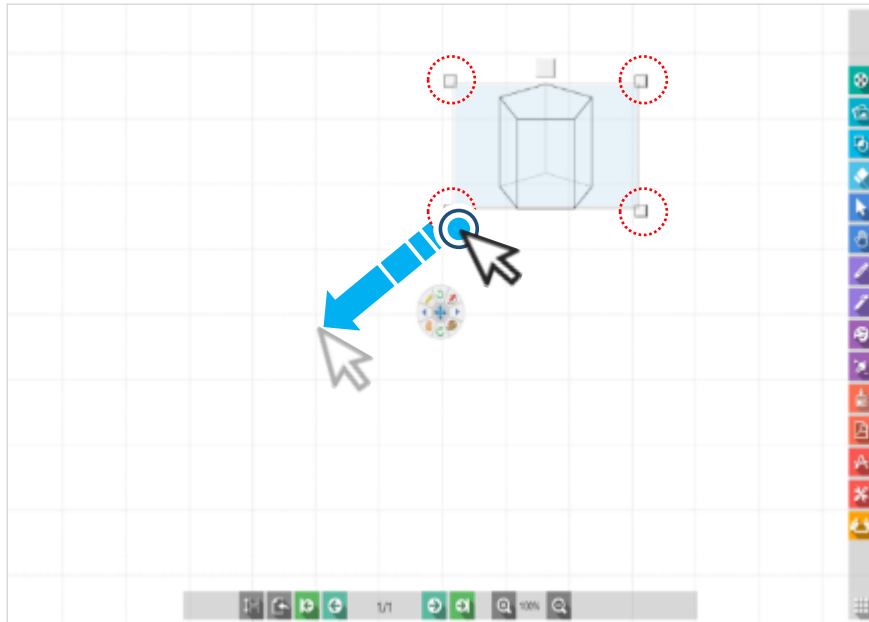


4 The annotation will be selected.

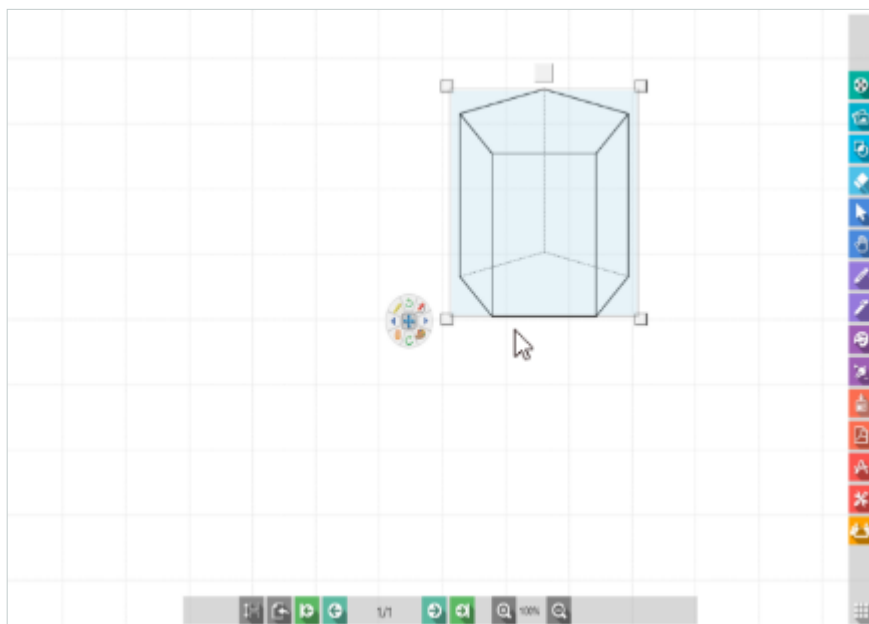


If you click an empty screen with a mouse or Smartpen, the annotation will be deselected.

5 Click and hold the mouse or Smartpen on one of the edges of the annotation and drag to resize.



6 The size of the annotation will change.

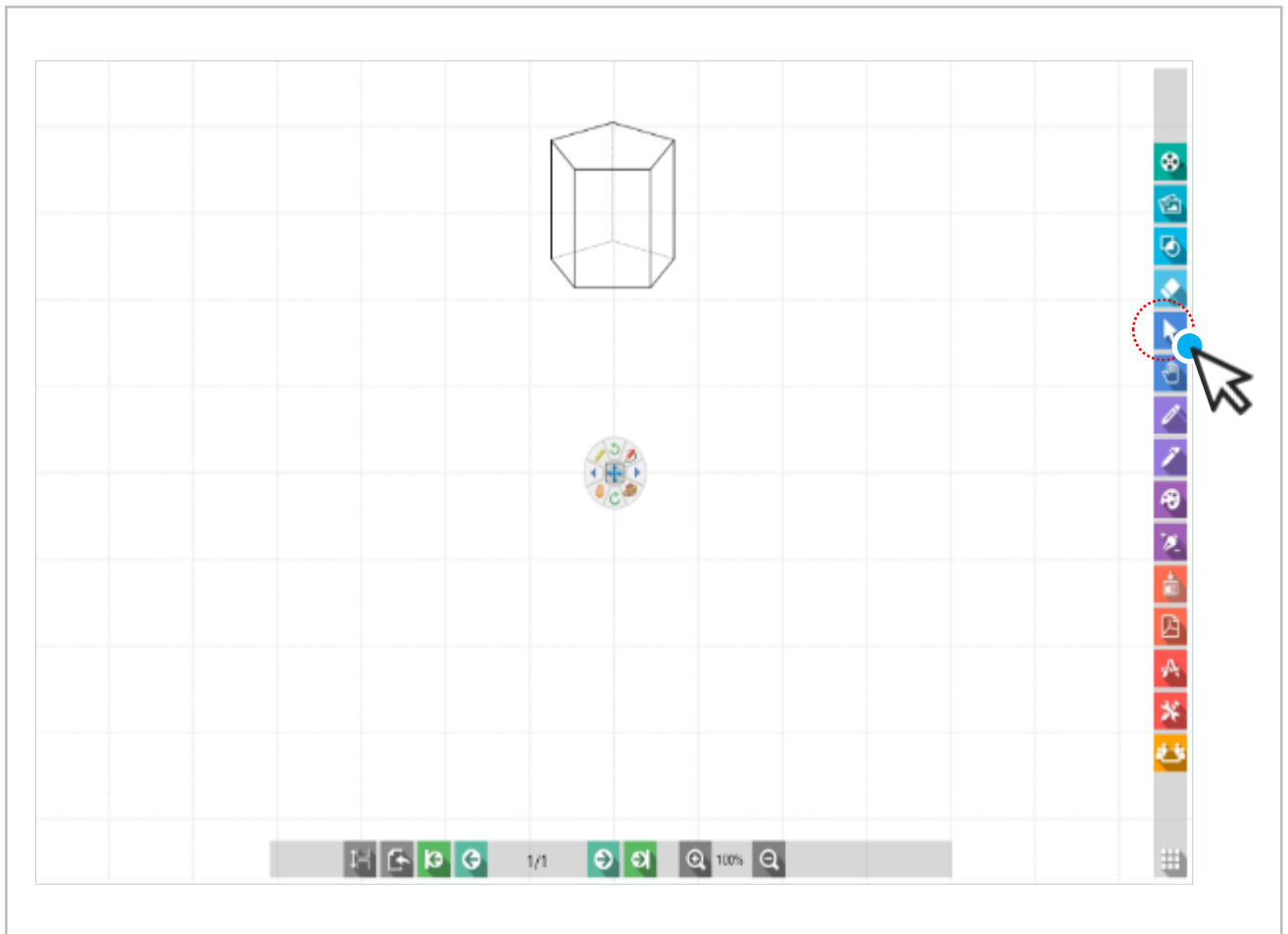


Rotate Annotation

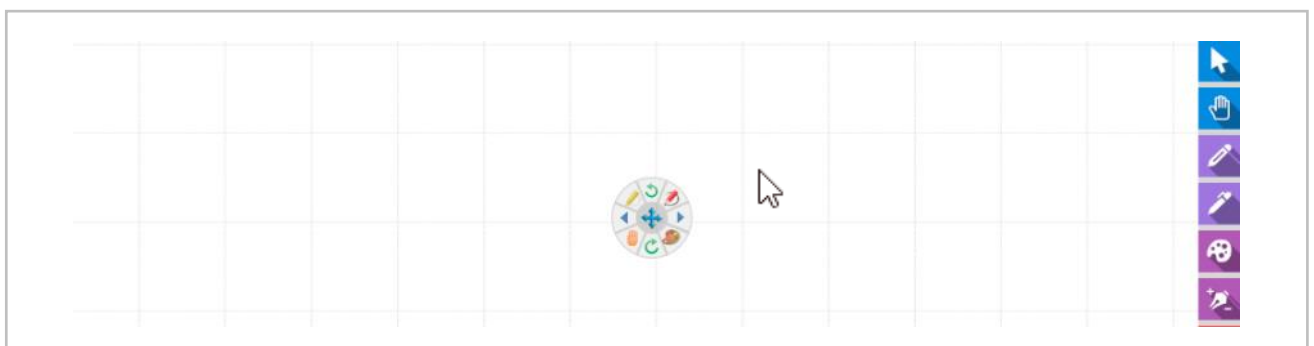
In Selection mode, it is possible to rotate an annotation.

Rotate Annotation

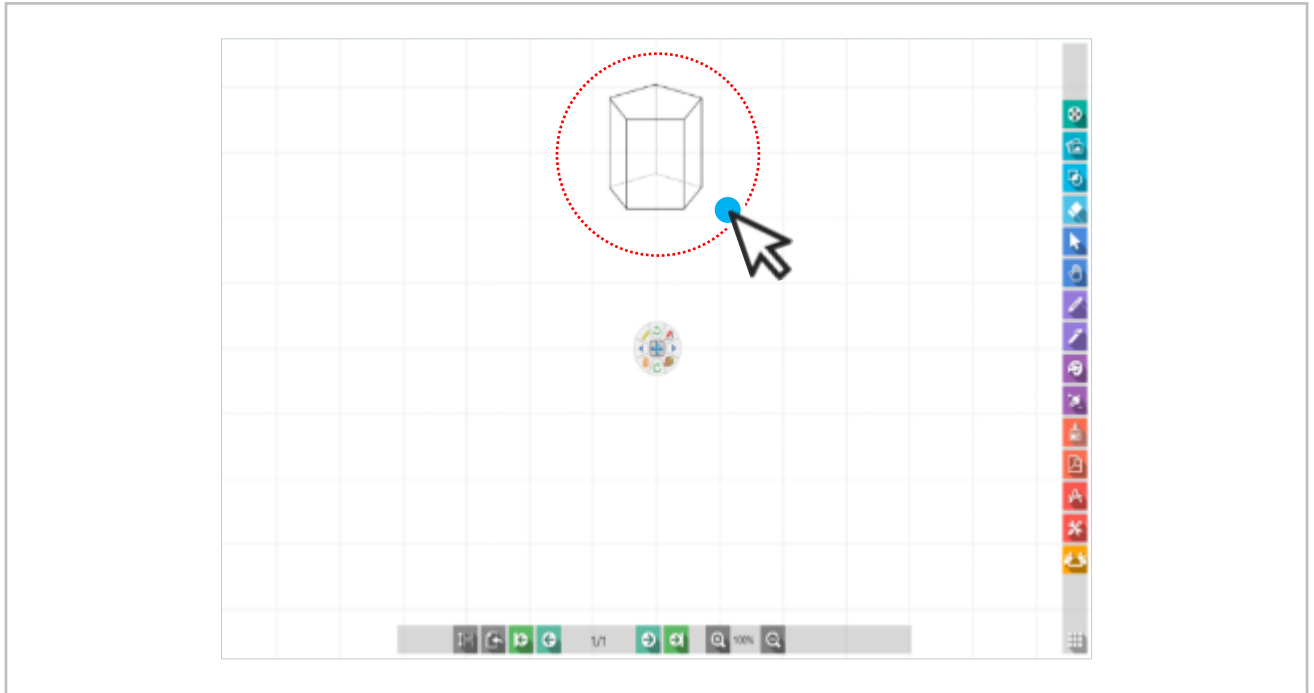
- 1 Click the [Selection Mode] button with a mouse or Smartpen.



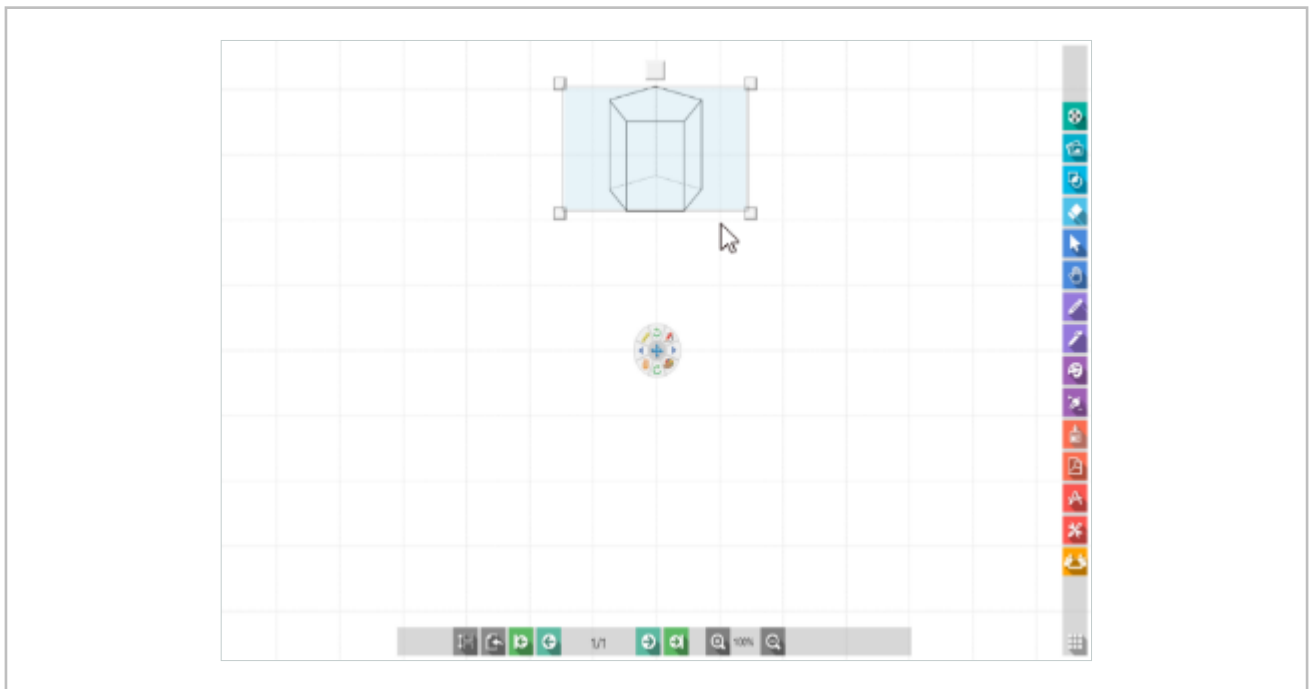
- 2 Operation mode changes to [Selection mode].



3 Click the desired annotation with a mouse or Smartpen.



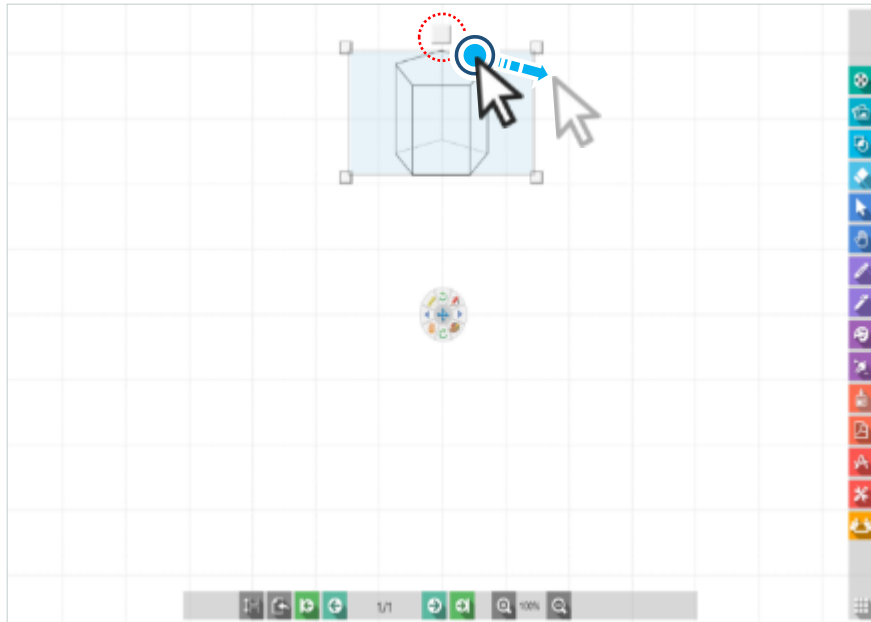
4 The annotation will be selected.



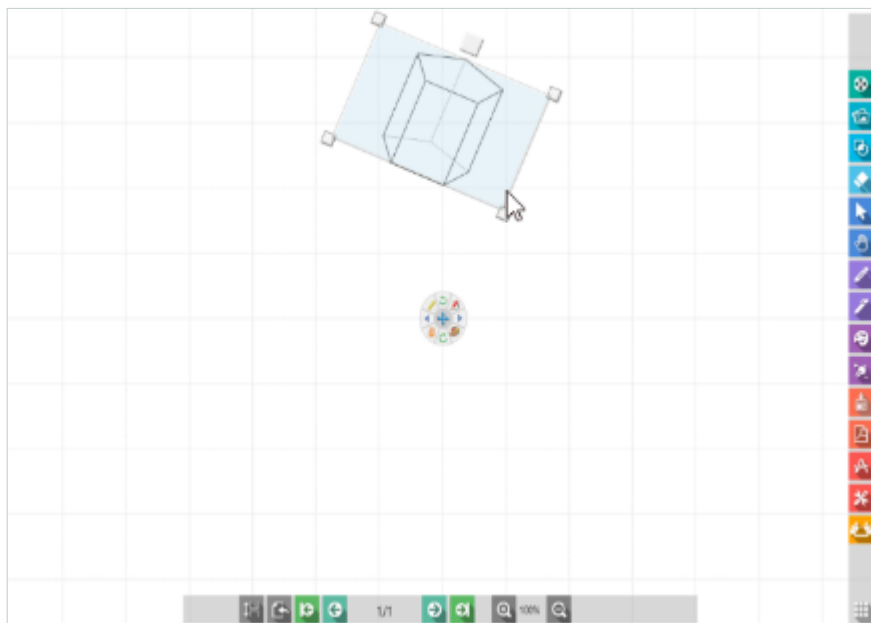
If you click on empty screen with a mouse or Smartpen, the selected annotation will be deselected.



- 5 Click on the [Rotate] button on the upper part of the selected annotation with a mouse or Smartpen and drag it to rotate.

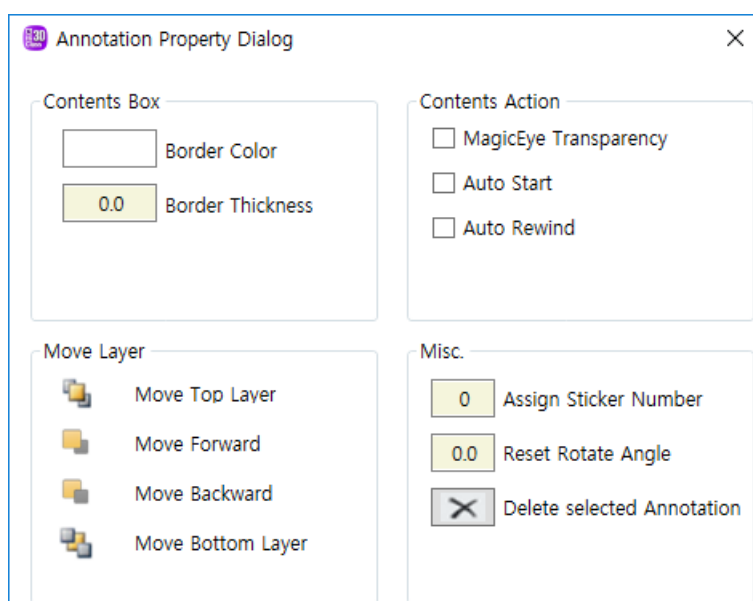
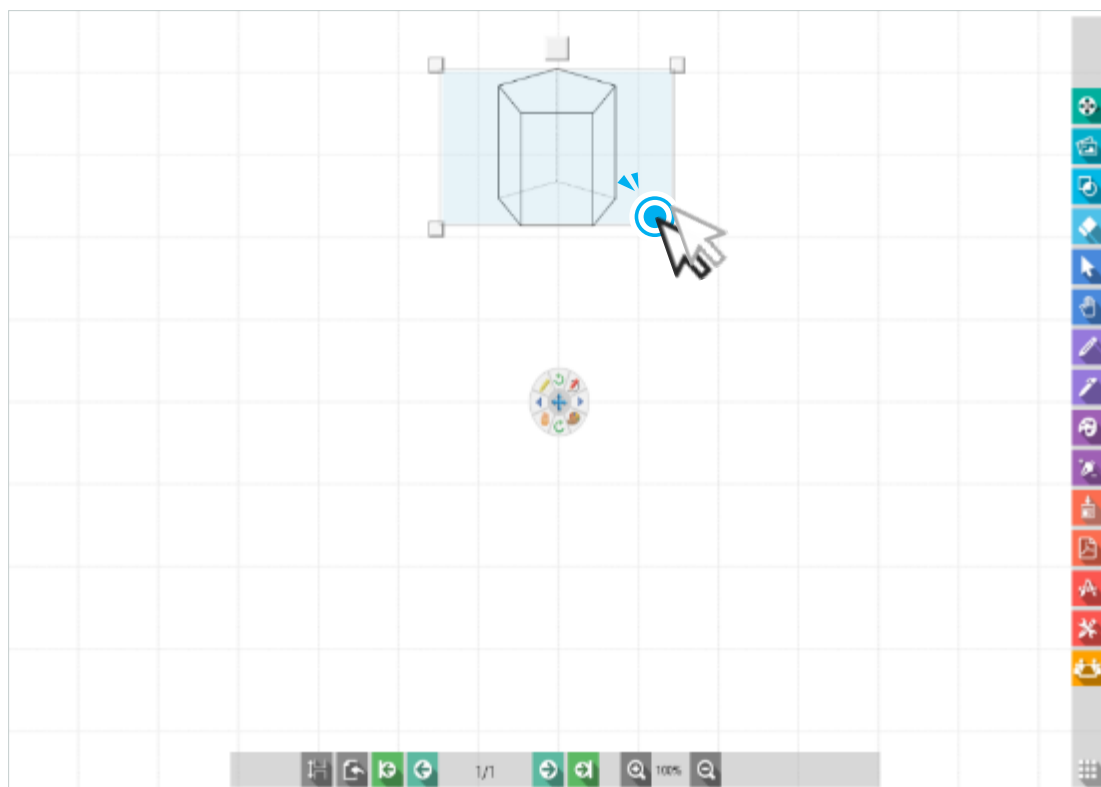


- 6 The annotation will rotate.





Double-click on the annotation in [Selection Mode] and a dialog will appear. Through this dialog, the annotation can be edited or deleted.



Undo

You can undo the operation of the ink strokes.

This function enables the user to undo strokes deleted or written by mistake.

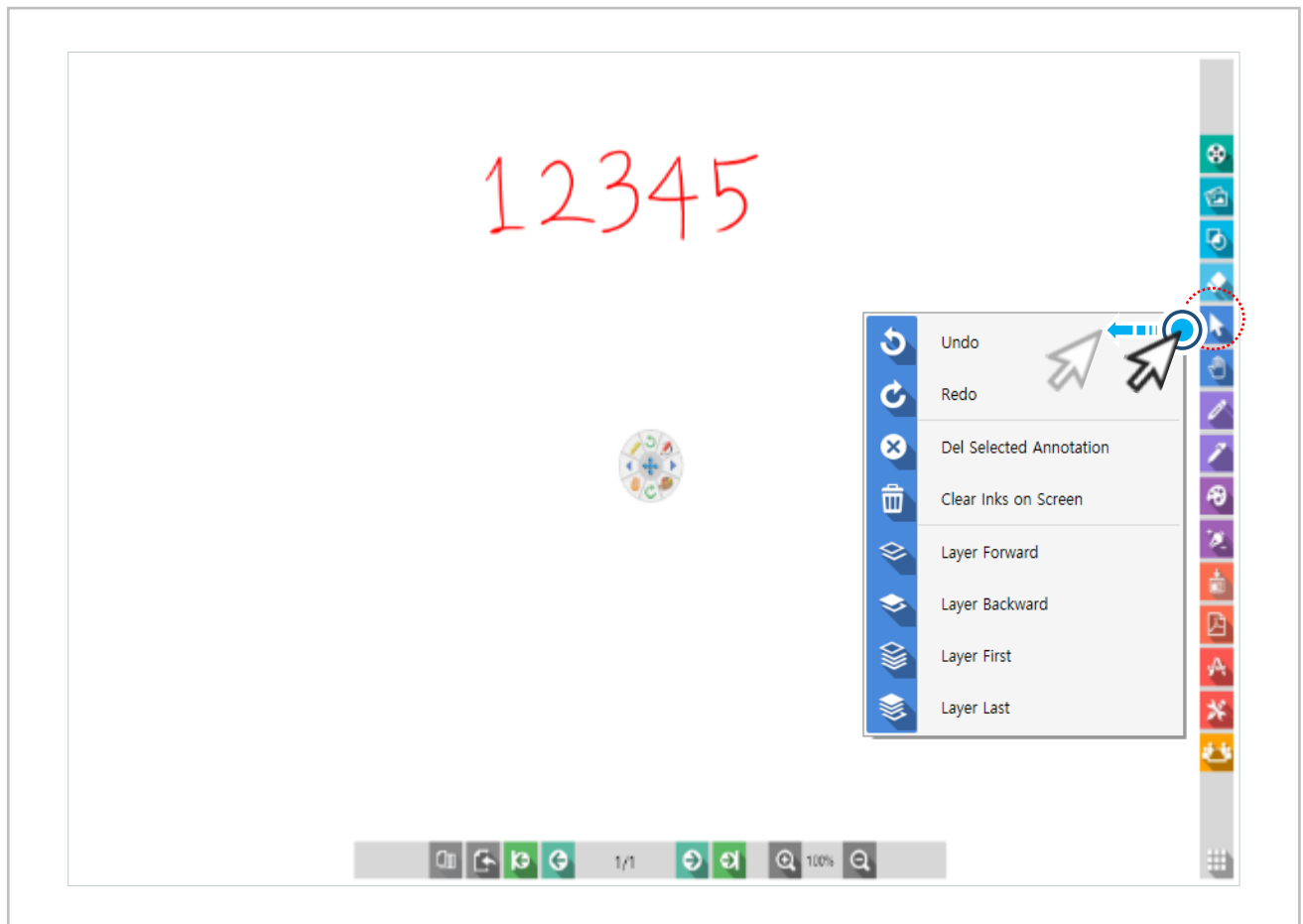
Redo

You can redo the operation of the ink strokes.

This function can be used to redo the operation of an undo by mistake.

Undo & Redo

- 1 Touch and drag the [Selection Mode] button with a mouse or Smartpen.

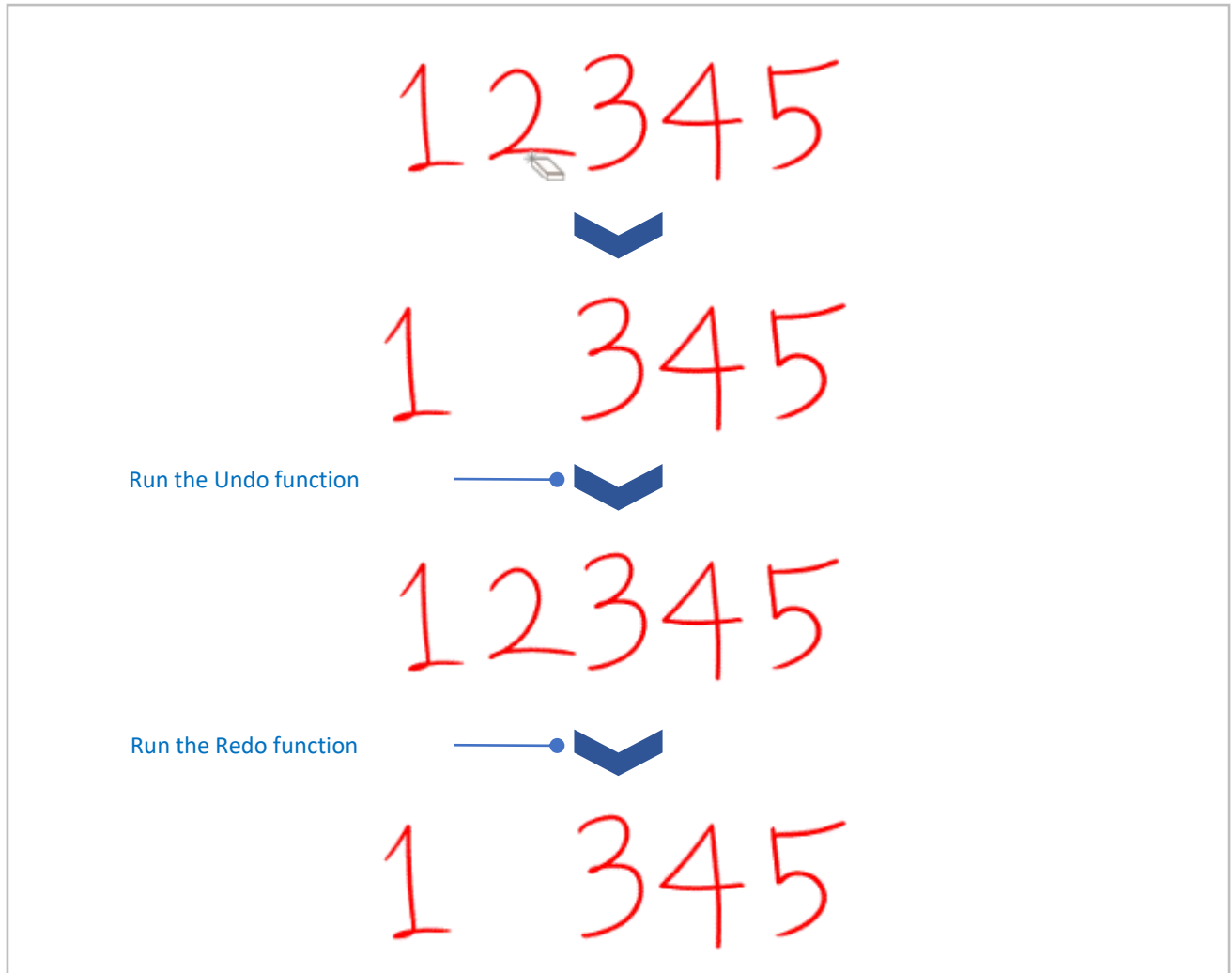


- 2 When the additional menu appears, click the [Undo] or [Redo] menu with a mouse or Smartpen.





Undo can be used after deleting an ink stroke by mistake with the eraser or after writing a stroke by mistake. There is also the option of redoing the undo.



If you delete ink strokes using the Delete All on Screen function, you can run the [Undo] feature and all ink strokes will be restored.



If you run the [Redo] for all ink strokes that were restored by the undo function after deleting everything on the screen, all the restored ink strokes will be deleted.



The Undo / Redo features can be used only for written ink strokes, they cannot be used for annotations.



If you move another page, the action list for the ink strokes is initialized and the Undo / Redo feature is not available.



Delete Selected Annotation

This deletes the selected annotation.

It is the same function as the [Delete Selected Annotation] on the additional menu of the [Eraser] button.

Clear Inks on Screen

This deletes all screen ink strokes on the current page.

It is the same function as the [Clear All Screen Ink Strokes] on the additional menu of the [Eraser] button.

Layer Forward

This brings the selected annotation one step forward.

It is the same function as the [Go Forward] in the [Annotation Editor Dialog].

Layer Backward

This moves the selected annotation one step backward.

It is the same function as the [Go Backward] in the [Annotation Editor Dialog].

Layer First

This brings the selected annotation to the top layer.

It is the same function as the [Go to Top Layer] in the [Annotation Editor Dialog].

Layer Last

This brings the selected annotation to the bottom layer.

It is the same function as the [Go to Bottom Layer] in the [Annotation Editor Dialog].



Execution mode

This is one of HiClass3D modes and it enables functions such as annotation control or moving a page.
In Execution mode, it is possible to run the features connected to annotation.
In Execution mode, it is possible to use 3D annotations.

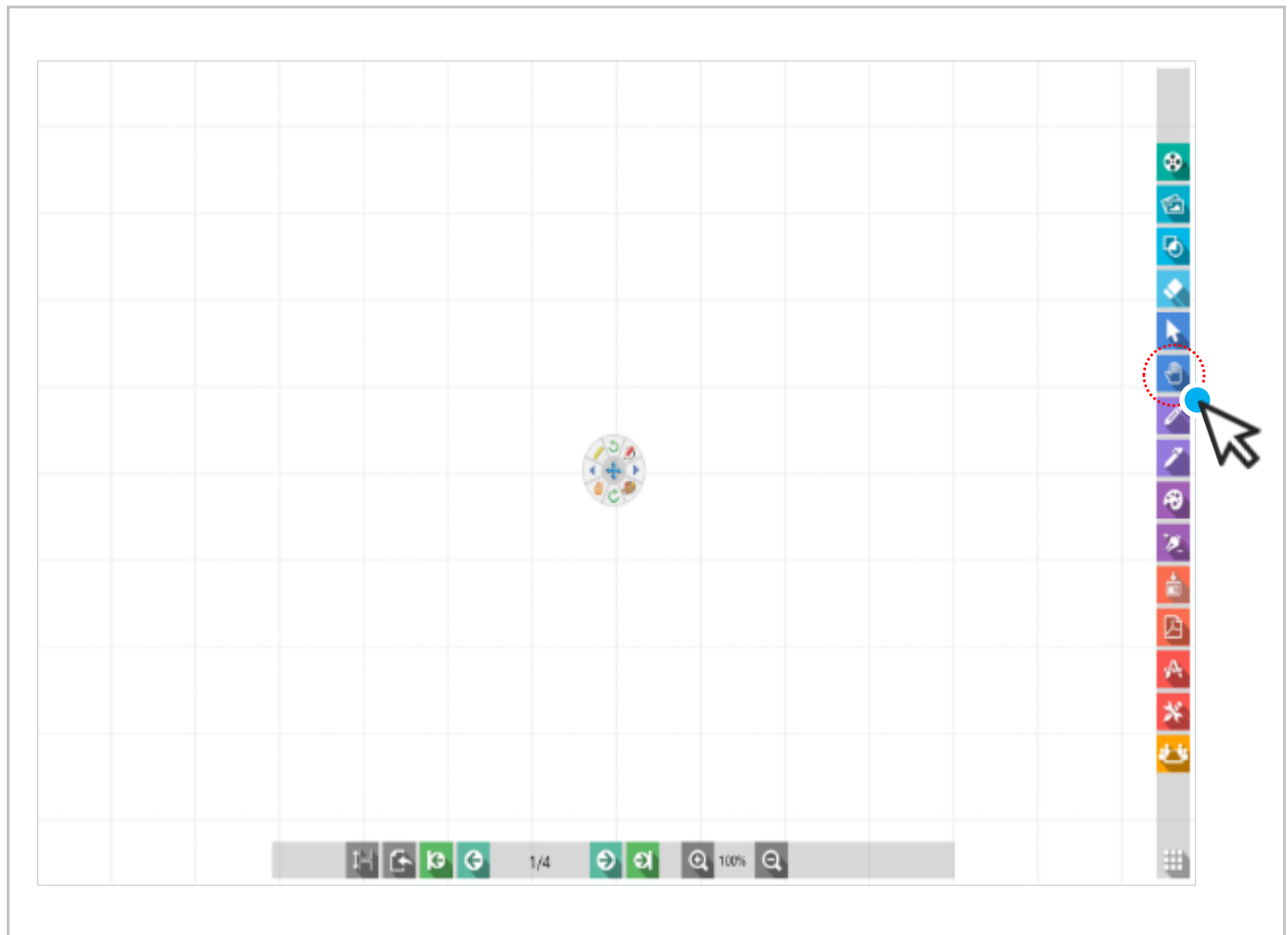


Moving a Page in Execution mode

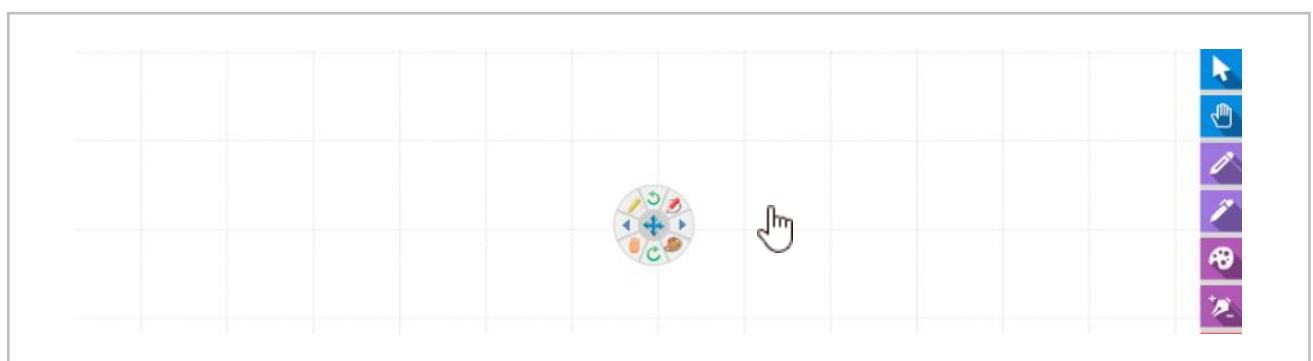
In Execution mode, if the [Page Unit] mode has been activated, it is possible to move pages of a PDF document by touch dragging with mouse or Smartpen.

Move a Page in Execution mode

- 1 Click the [Execution mode] button with a mouse or Smartpen.



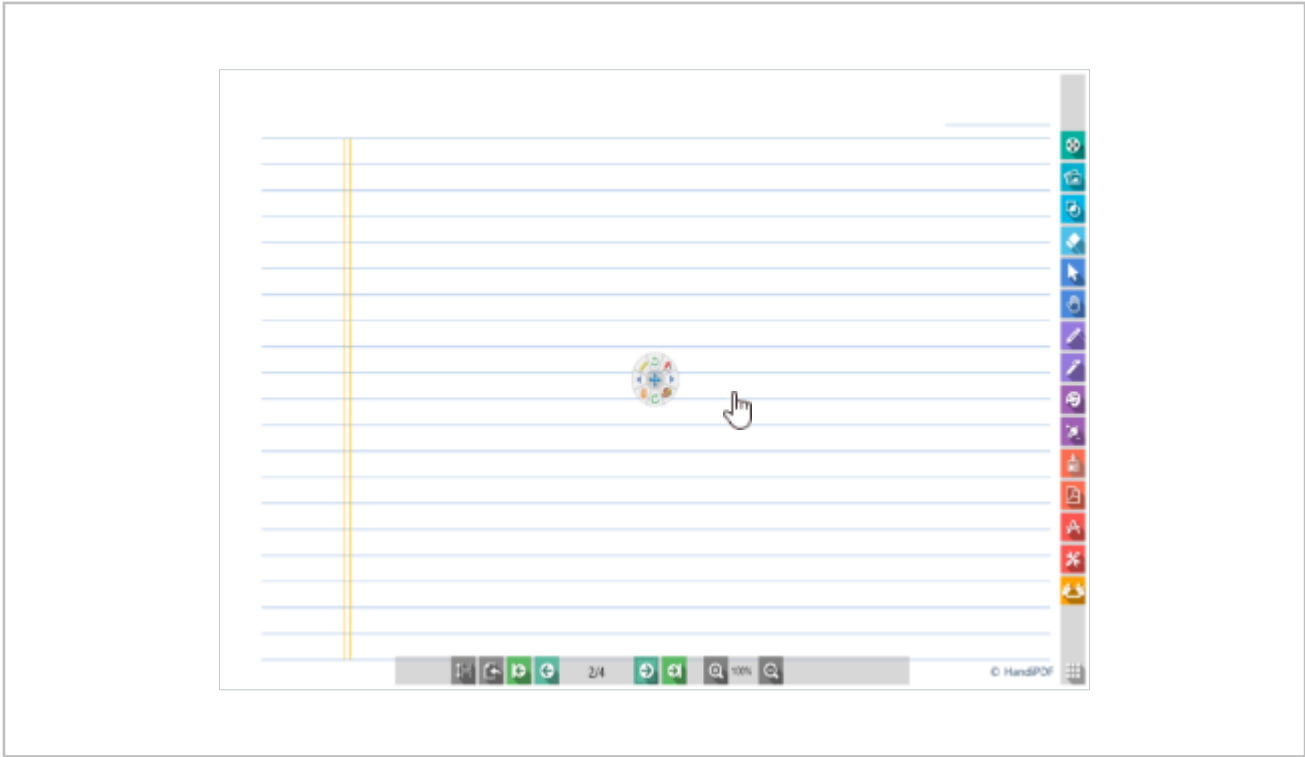
- 2 The mouse pointer will change to Execution mode.



3 Touch the center of the screen with a mouse or Smartpen and drag it upwards.



4 The screen will move to the next page of the document.

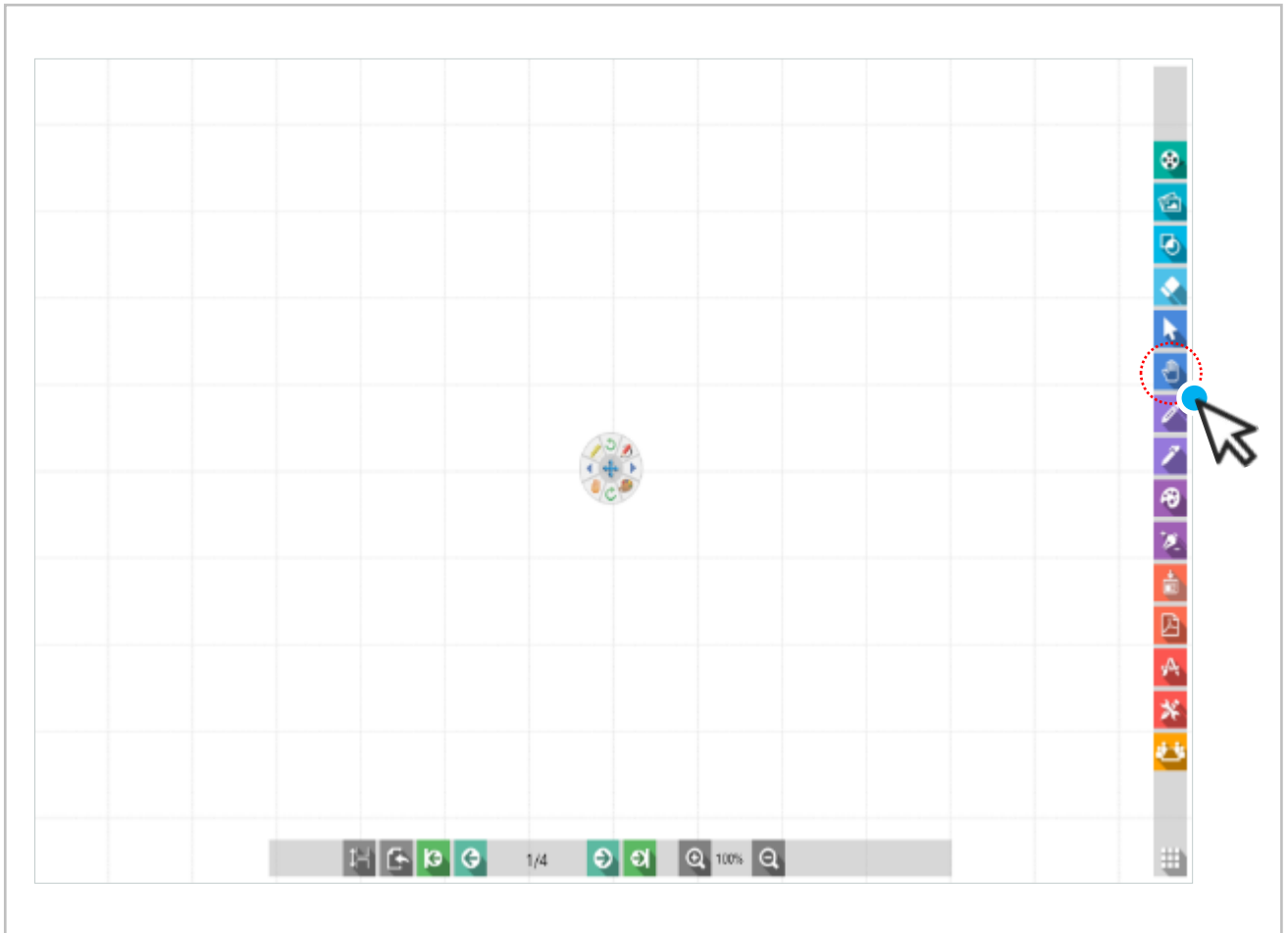


Scrolling a Page in Execution mode

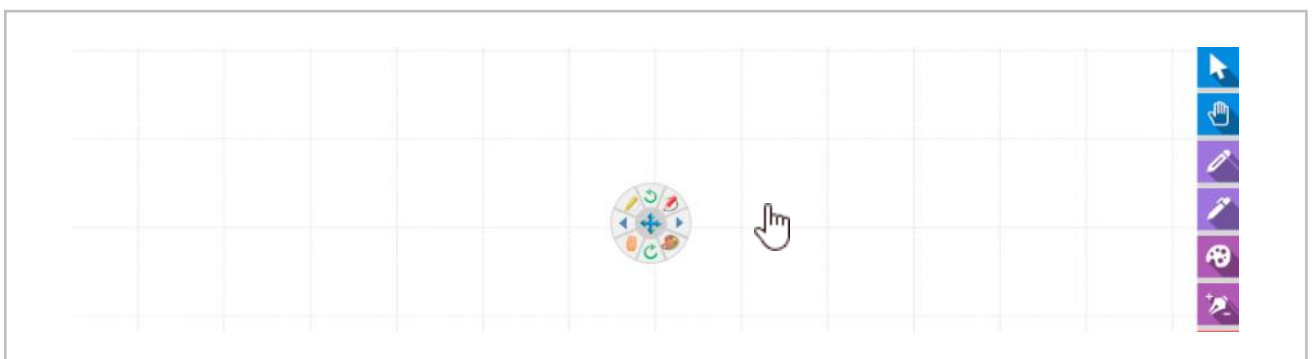
In Execution mode, if the [Scroll Continuously] mode has been activated, it is possible to scroll a PDF document by touch dragging with a mouse or Smartpen.

Scroll a Page in Execution mode

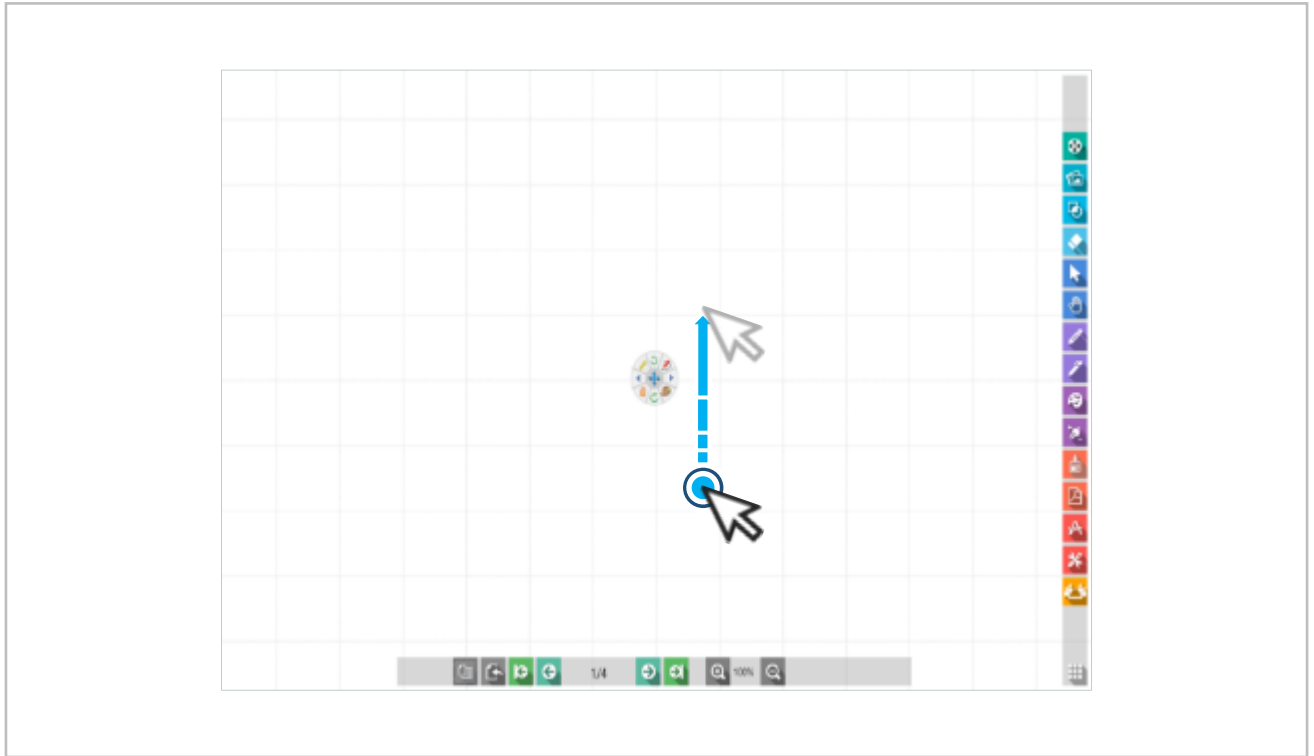
- 1 Click the [Execution mode] button with a mouse or Smartpen.



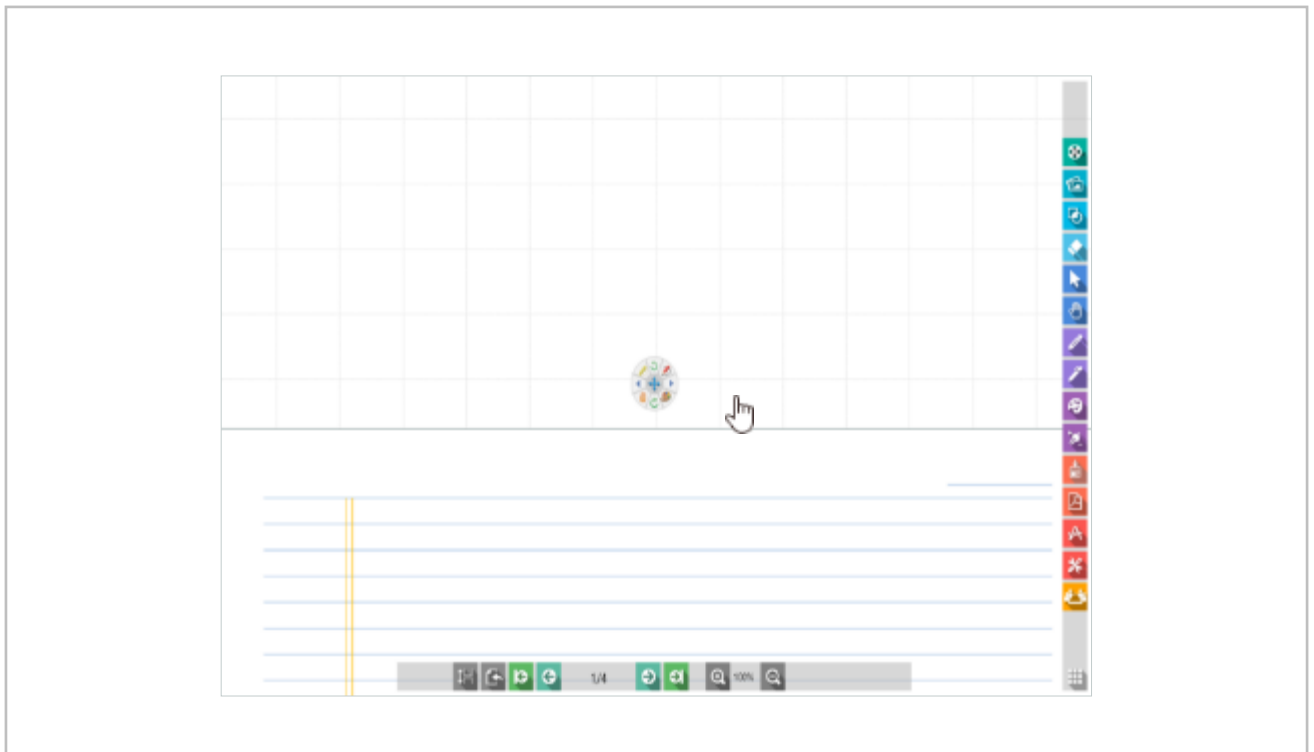
- 2 The mouse pointer will change to Execution mode.



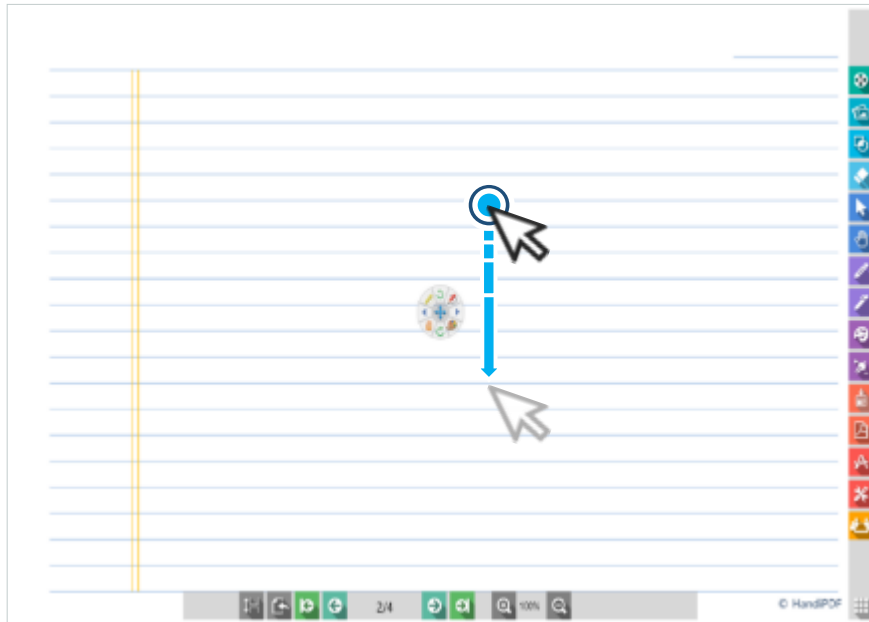
3 Touch the center of the screen with a mouse or Smartpen and drag it upwards.



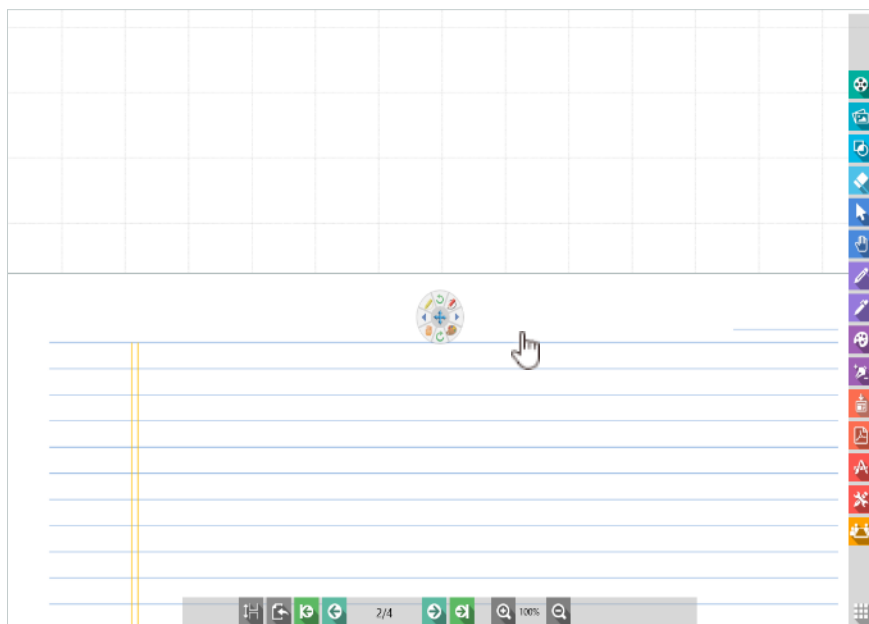
4 The document will be scrolled to the next page.



5 Touch the center of the screen with a mouse or Smartpen and drag it downwards.



6 The document will be scrolled to the previous page.

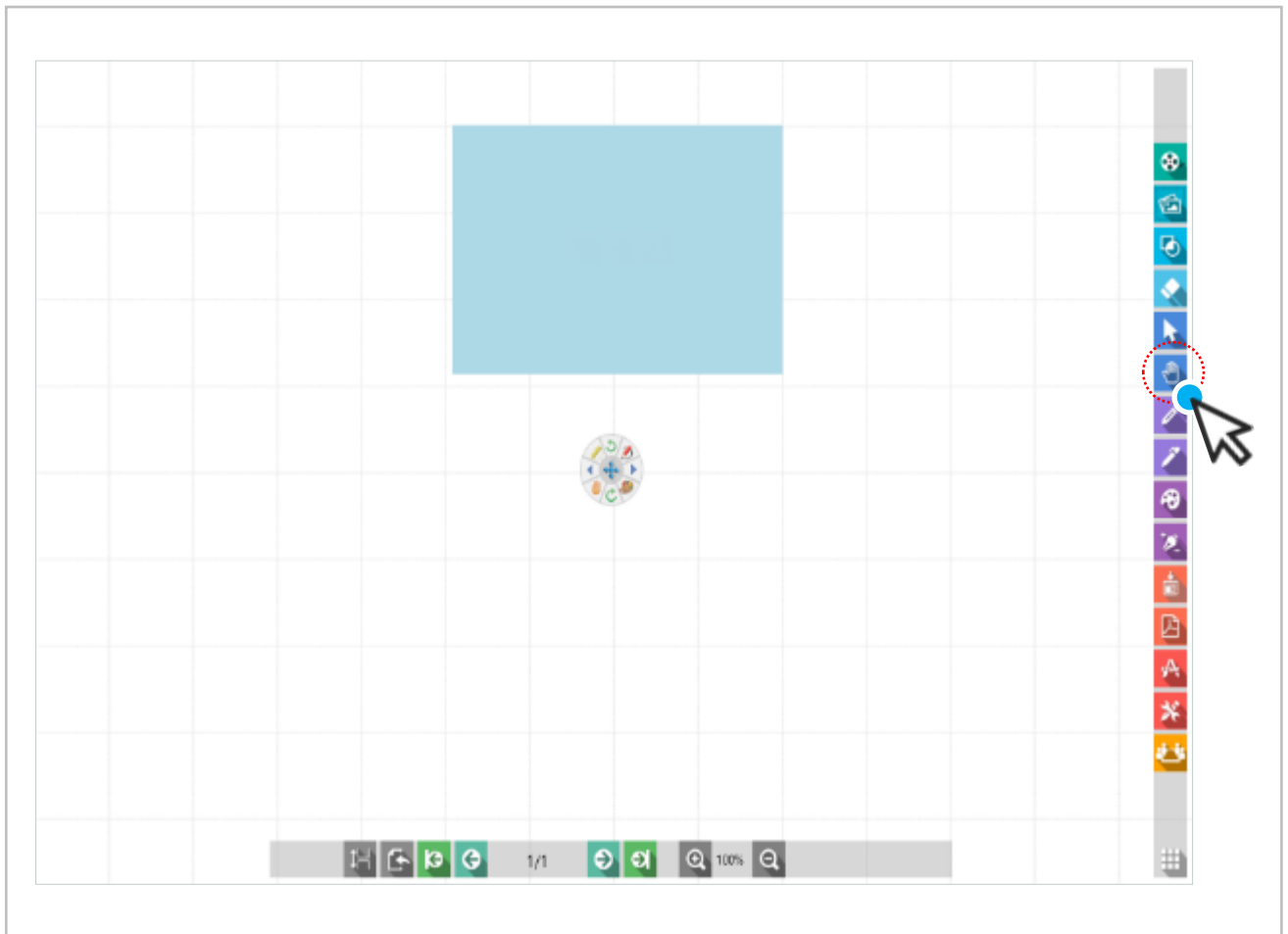


Running Annotation Features

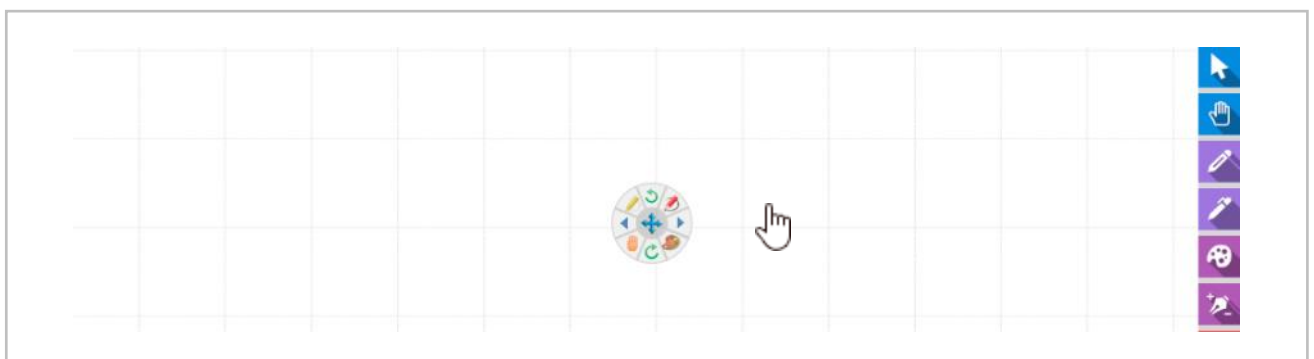
In Execution mode, annotation functions can be used.

Run Annotation Features - Video Annotation

- 1 Click the [Execution mode] button with a mouse or Smartpen.



- 2 The operating mode changes to [Execution Mode].



3 It is now possible to select the annotation menu.

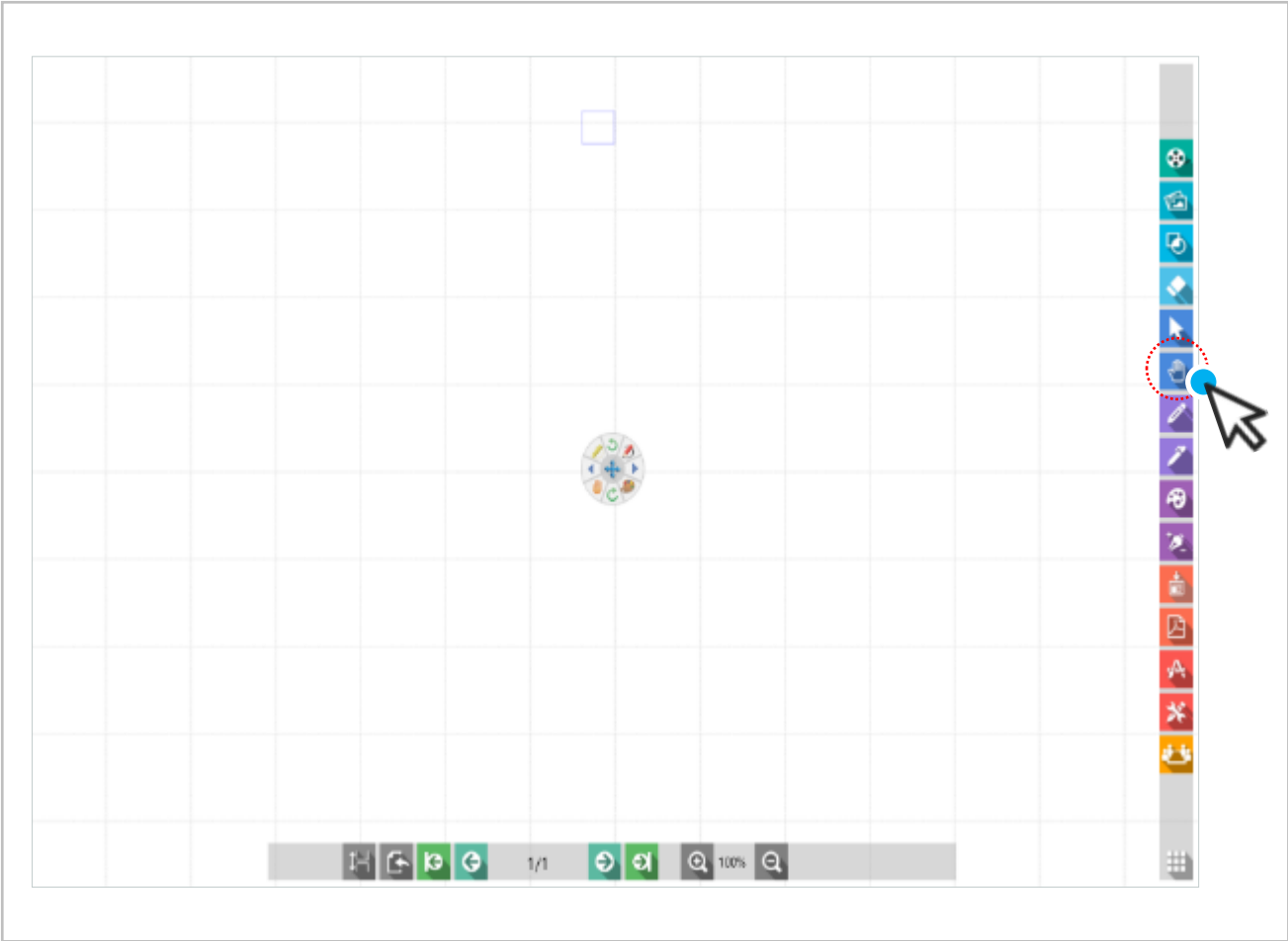


4 Click the menu with a mouse or Smartpen and the annotation functions will be started.



Run Annotation Features - Audio File Annotation

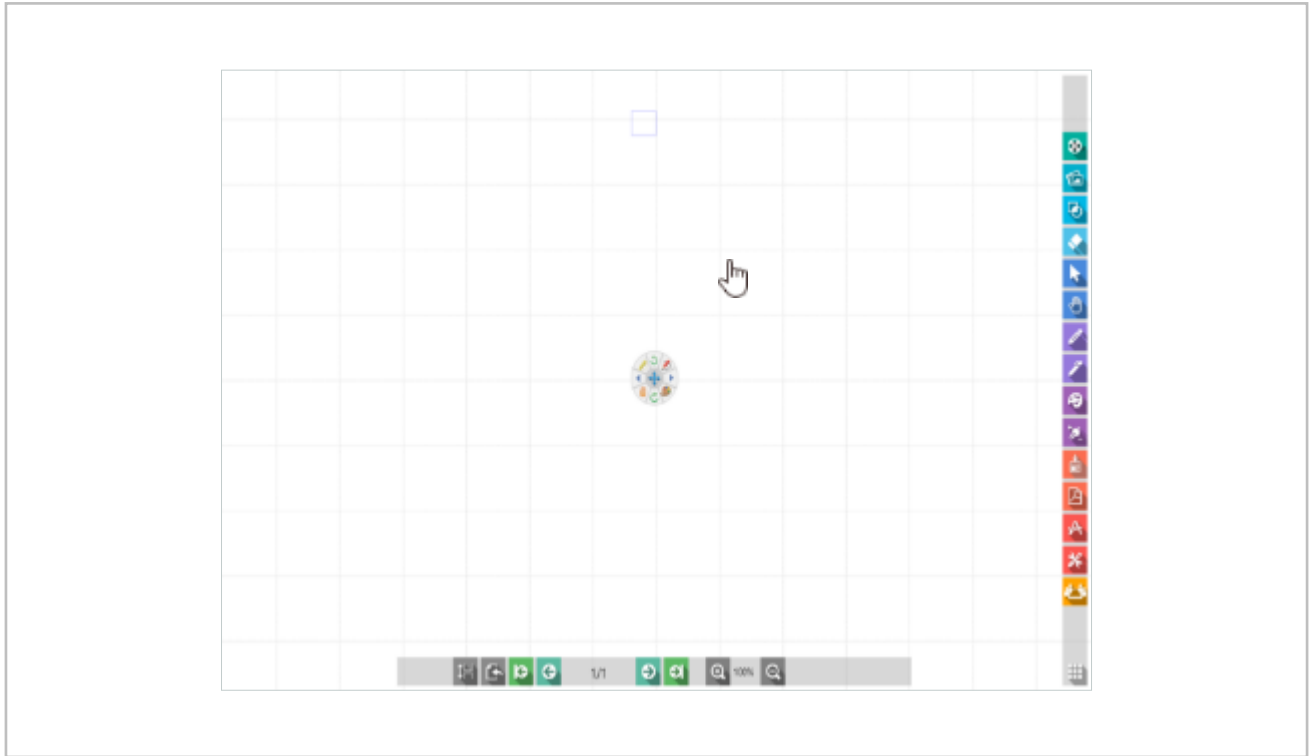
1 Click the [Execution mode] button with a mouse or Smartpen.



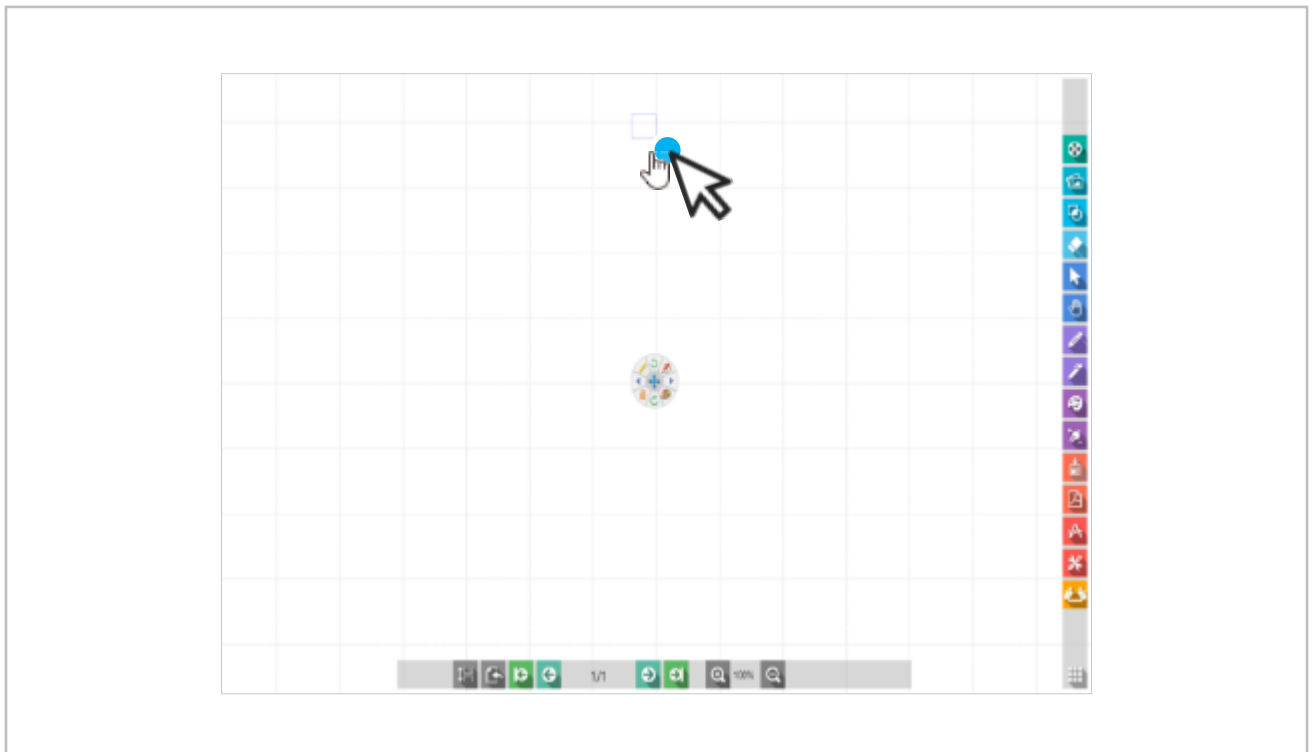
2 The operating mode changes to [Execution Mode].



3 It is possible to run an annotation.



4 Click the audio file annotation with a mouse or Smartpen and the audio will automatically start playing.



3D Annotation Features

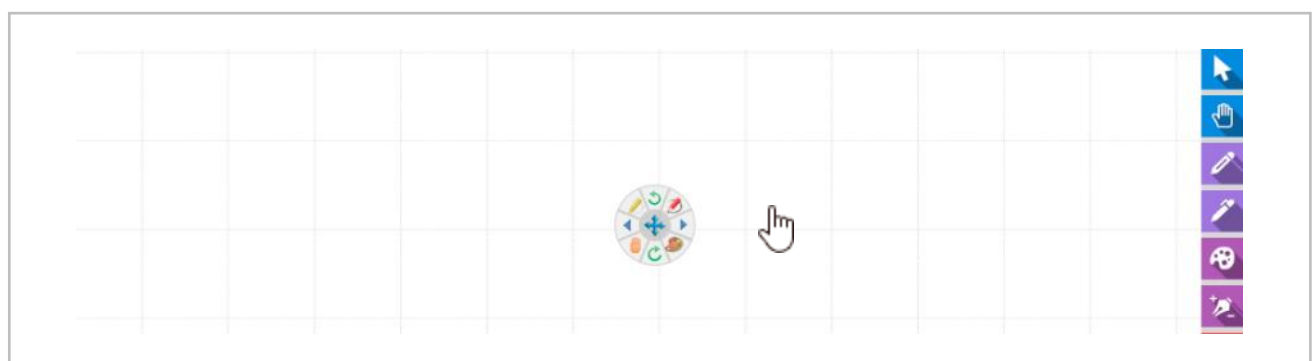
In Execution mode, it is possible to use 3D annotation features.

Run Annotation Features - 3D Annotation

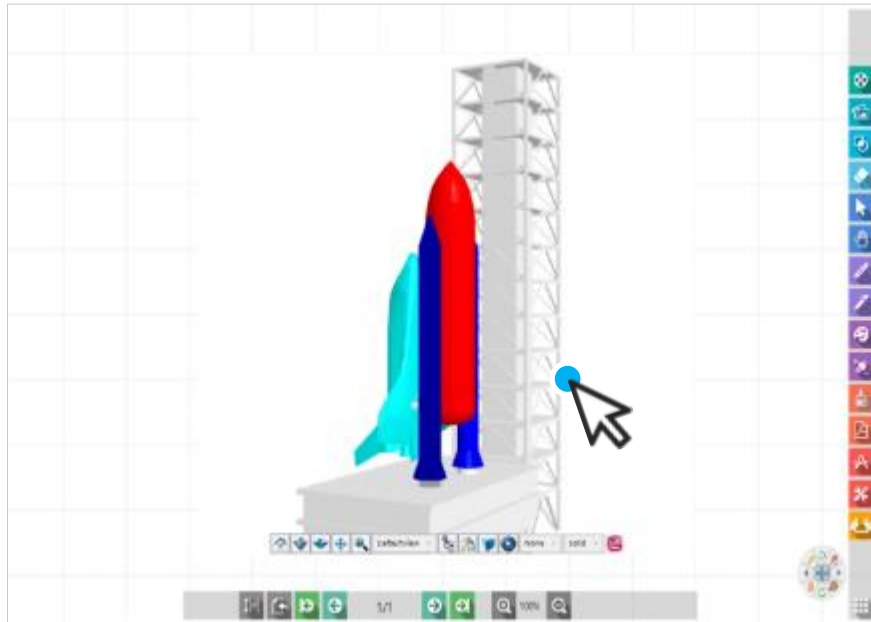
- 1 Click the [Execution mode] button with a mouse or Smartpen.



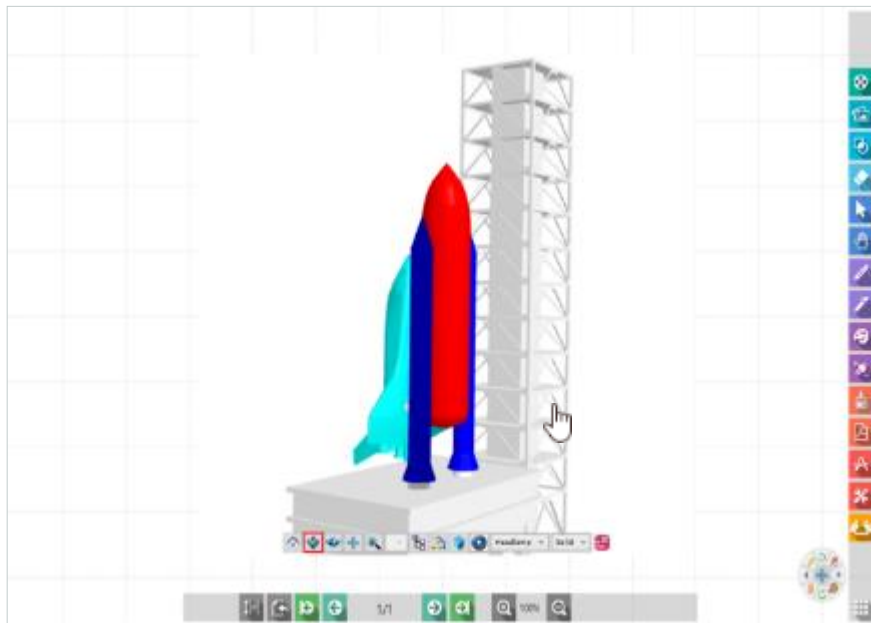
- 2 The operating mode changes to [Execution Mode].



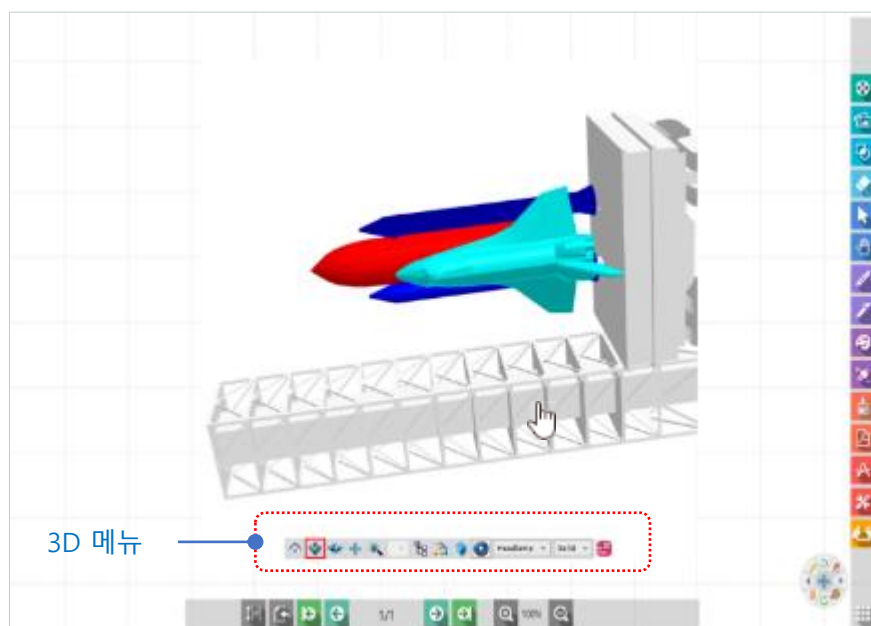
3 Click the 3D annotation with a mouse or Smartpen.



4 The 3D annotation and the 3D menu will become enabled.



5 It is possible to move the 3D annotation or use the 3D menu.

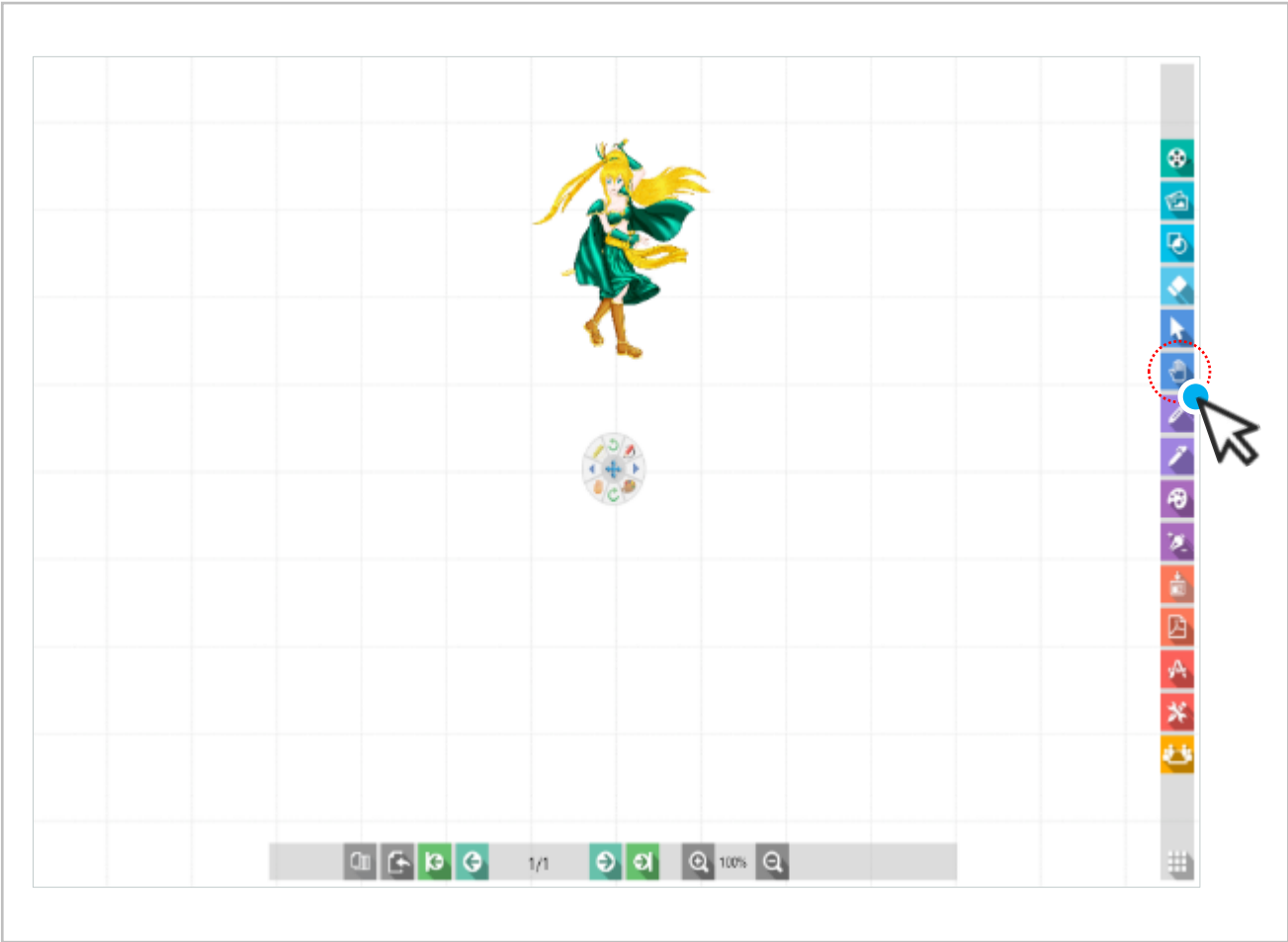


Running Annotation Features

In Execution mode, annotation functions can be used.

Run Annotation Features - AniGIF Annotation

1 Click the [Execution mode] button with a mouse or Smartpen.



2 The operating mode changes to [Execution Mode].



3 It is possible to run an annotation.

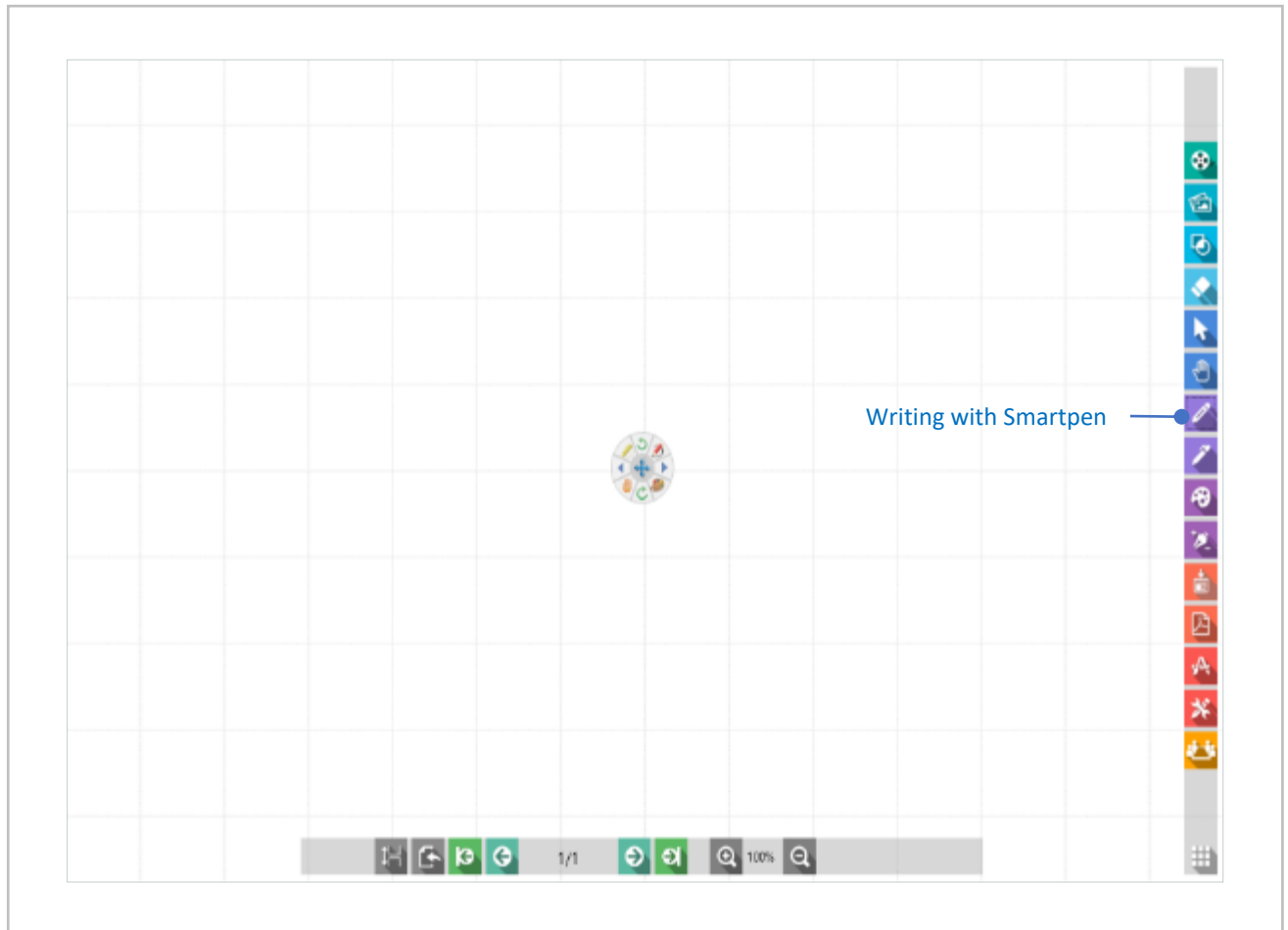


4 Animation of AniGIF is played when clicking annotation with mouse or Smartpen.



Write with Pen Mode

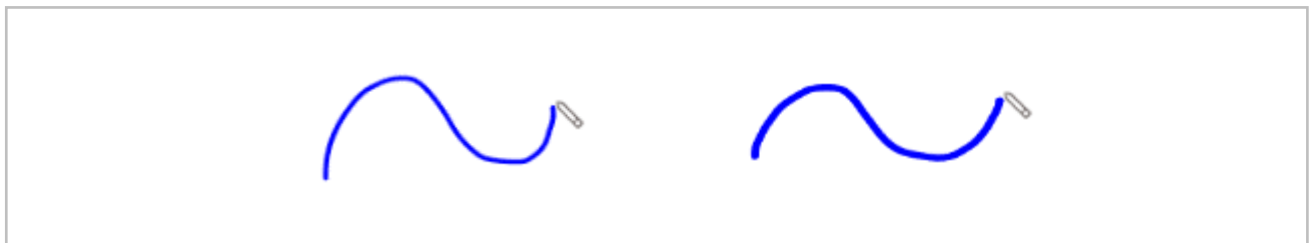
[Pen Mode] allows you to use handwriting in ink on the screen as if you were writing with a pen on paper. You can write with your mouse or Smartpen.



Click the [Pen Mode] button with a mouse or Smartpen

The mode will change to Pen mode.

The mouse pointer will change to a pen-shaped pointer and you can start writing.

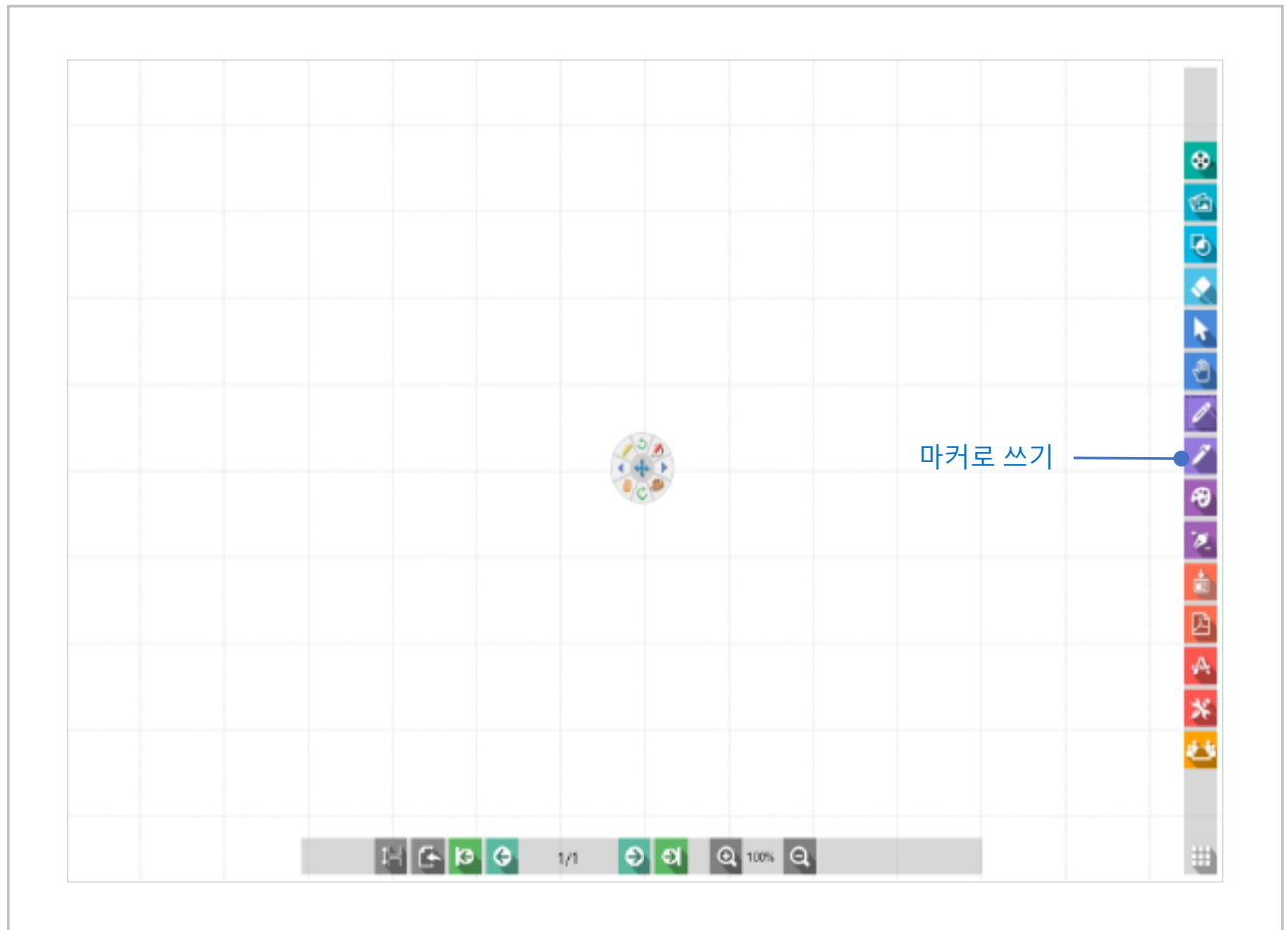


Touching and dragging the Write with Pen button with a mouse or a pen

The Change a Line dialog will appear.

Write with Marker Mode

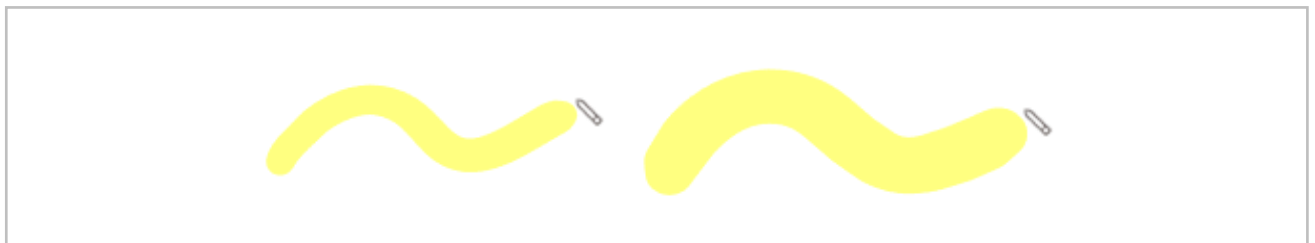
[Marker Mode] allows you to use handwriting in ink on the screen as if you were writing with a Marker on paper. You can write with your mouse or Smartpen.



Clicking the [Marker Mode] button with a mouse or Smartpen

The mode will change to Marker mode.

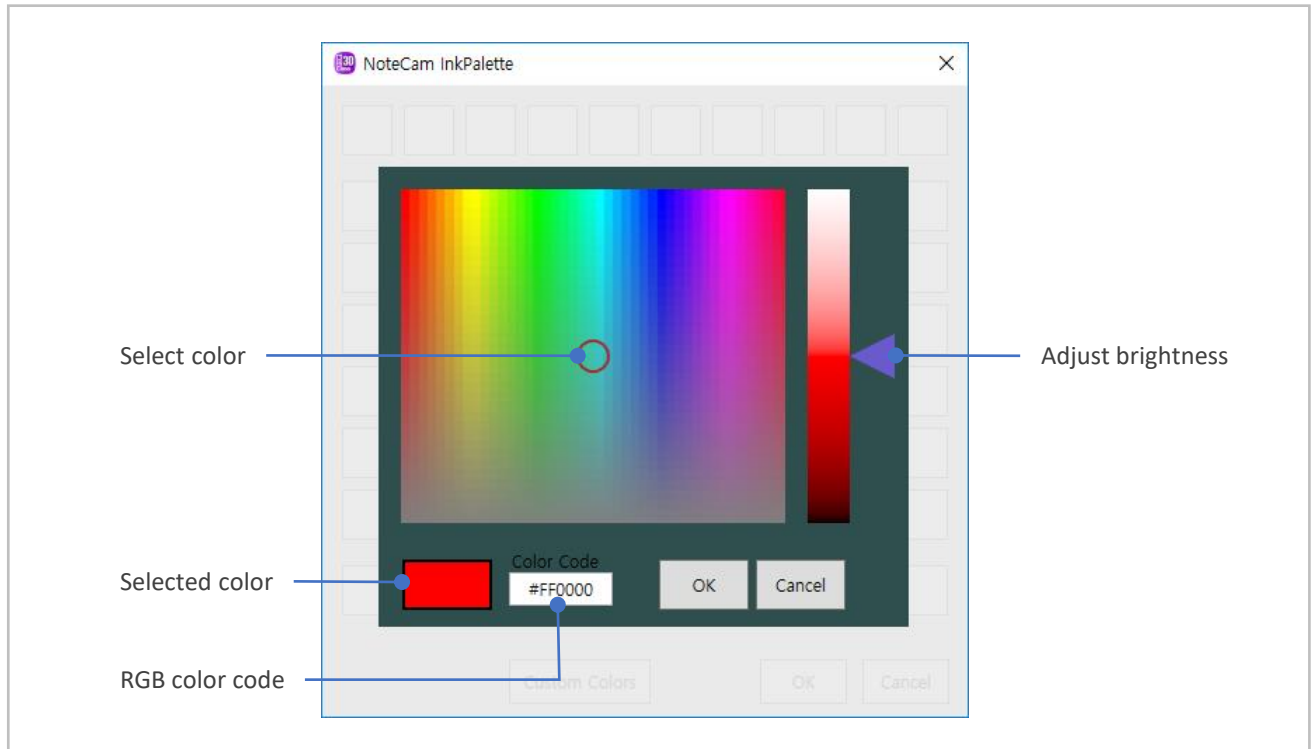
The mouse pointer will change to a pen-shaped pointer and you can start writing.



Touching and dragging the Write with Marker button with a mouse or a pen

The Change a Line dialog will appear.

Custom Colors Dialog



Select Color

- Click the pallet with mouse to select the desired color.

Adjust Brightness

- Adjust brightness of the selected color.
- The closer to the top of the bar, the brighter the color.
- The closer to the bottom of the bar, the darker the color.

Selected Color

- This shows the currently selected color.

RGB Color Code

- Show the RGB code of the selected color in the custom colors.

OK

- The color currently selected in the custom colors is added to the custom color in the Change Color dialog.

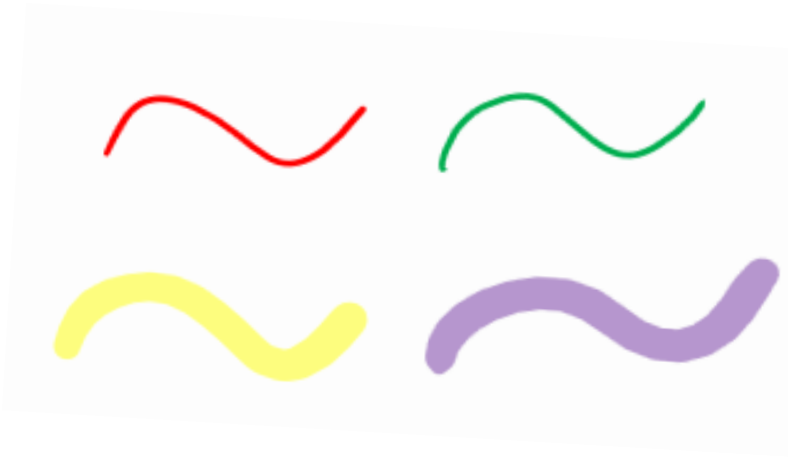
Cancel

- Cancel the selection of color in the custom colors and close the dialog.

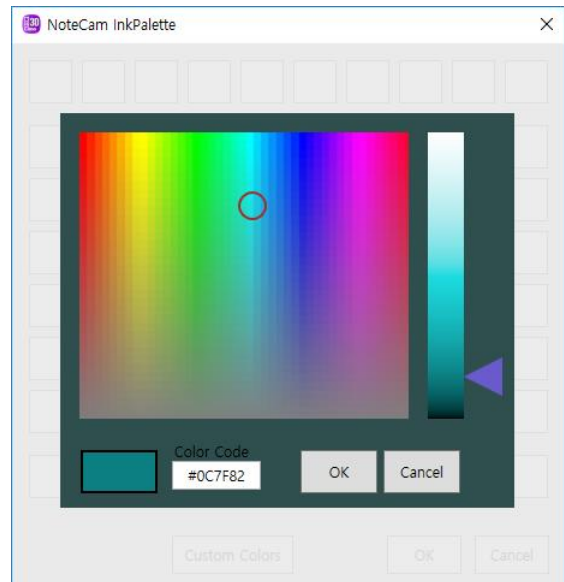
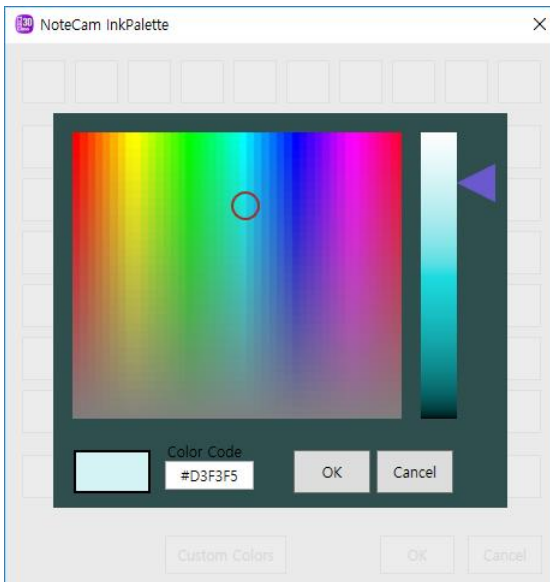




This picture shows a drawing of ink strokes after changing the colors of the pen/marker.
(Upper: Pen / Lower: Marker)



In Custom Color's brightness adjustment, the closer to the top of the bar, the brighter the color, the closer to the bottom of the bar, the darker the color.

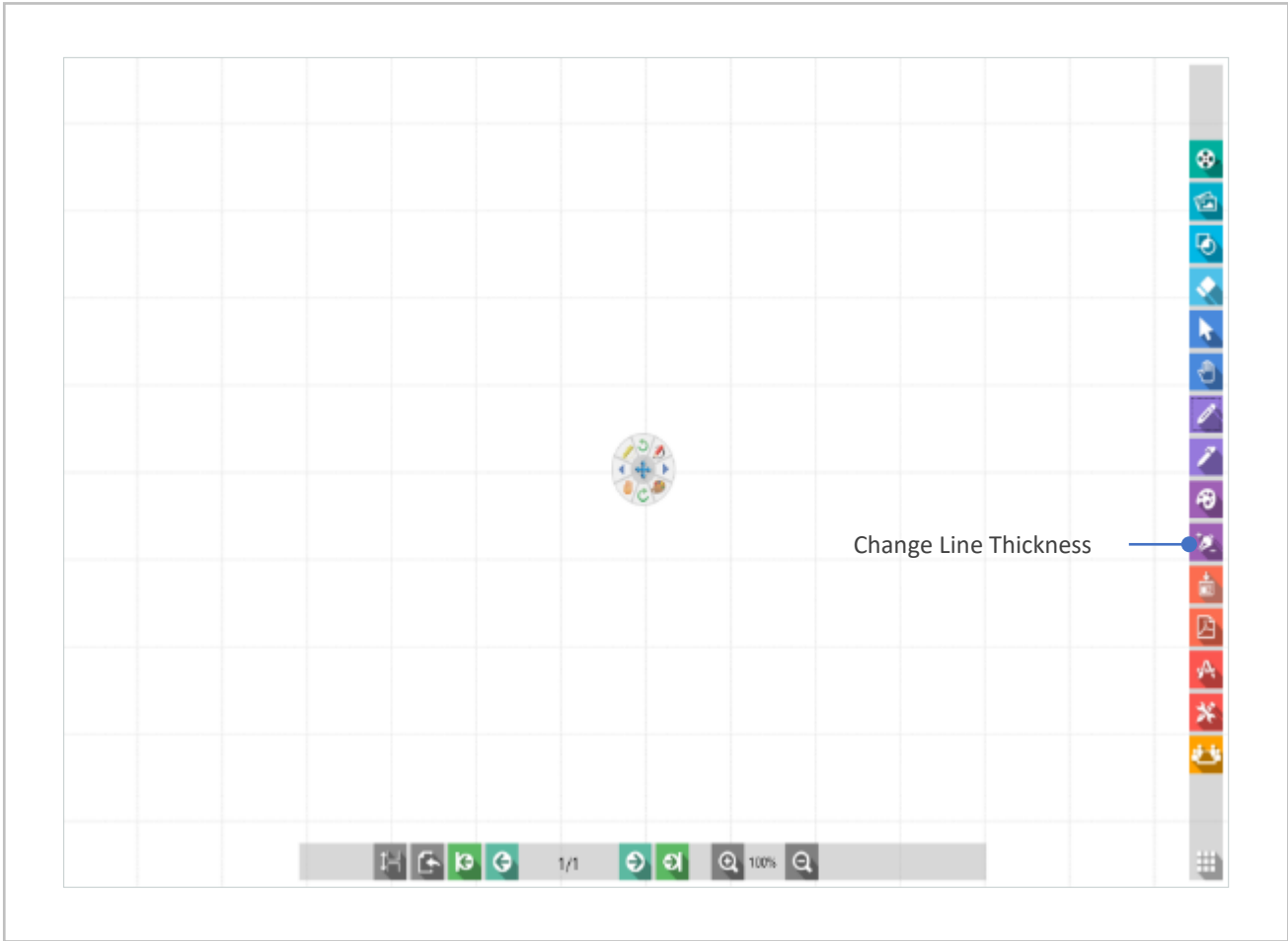


If you change the color in eraser mode / selection mode / execution mode, it automatically changes to the [Pen mode] or [Marker mode] that was used last time, and then changes to the selected color.

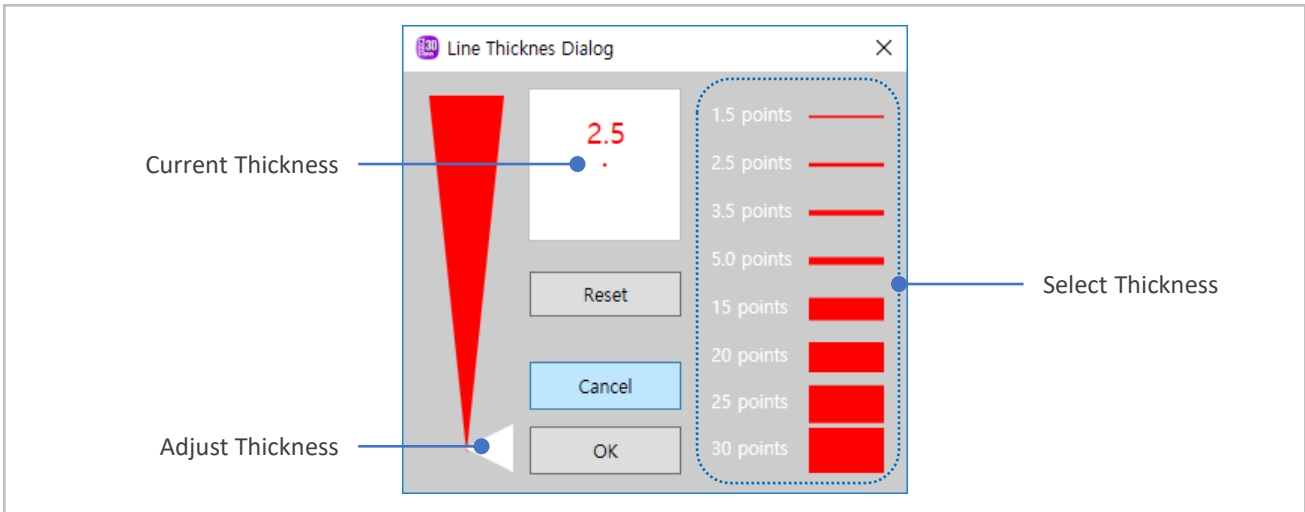


Change a Line Thickness

This function enables to change the thickness of pen / marker.



Line Thickness Dialog



Current Thickness

- This shows the numeric value indicating the thickness of the current pen/marker.
- The higher the numerical value of thickness, the larger the circle.

Adjust Thickness

- Press and drag the triangle with mouse and adjust the numerical value.
- The pen/marker becomes thicker when going up.
- The pen/marker becomes thinner when going down.
- The available numerical values are between 1.0 and 100.0.

Select Thickness

- By clicking on the buttons with numerical value, the thickness of the pen/marker can be changed.
- The values available are 1.5 / 2.5 / 3.5 / 5.0 / 15 / 20 / 25 / 30.
- Click to close the Change a Line dialog.

Reset

- Reset the selected thickness.
- Reset the thickness to 1.0.

Cancel

- Cancel the selected thickness.
- Click to close the Change a Line dialog.

OK

- The thickness of the pen/marker will be changed to the selected thickness.
- Click to close the Change a Line dialog.



This picture shows a drawing of ink strokes after changing the thickness of the pen/marker.
(Upper: Pen / Lower: Marker)

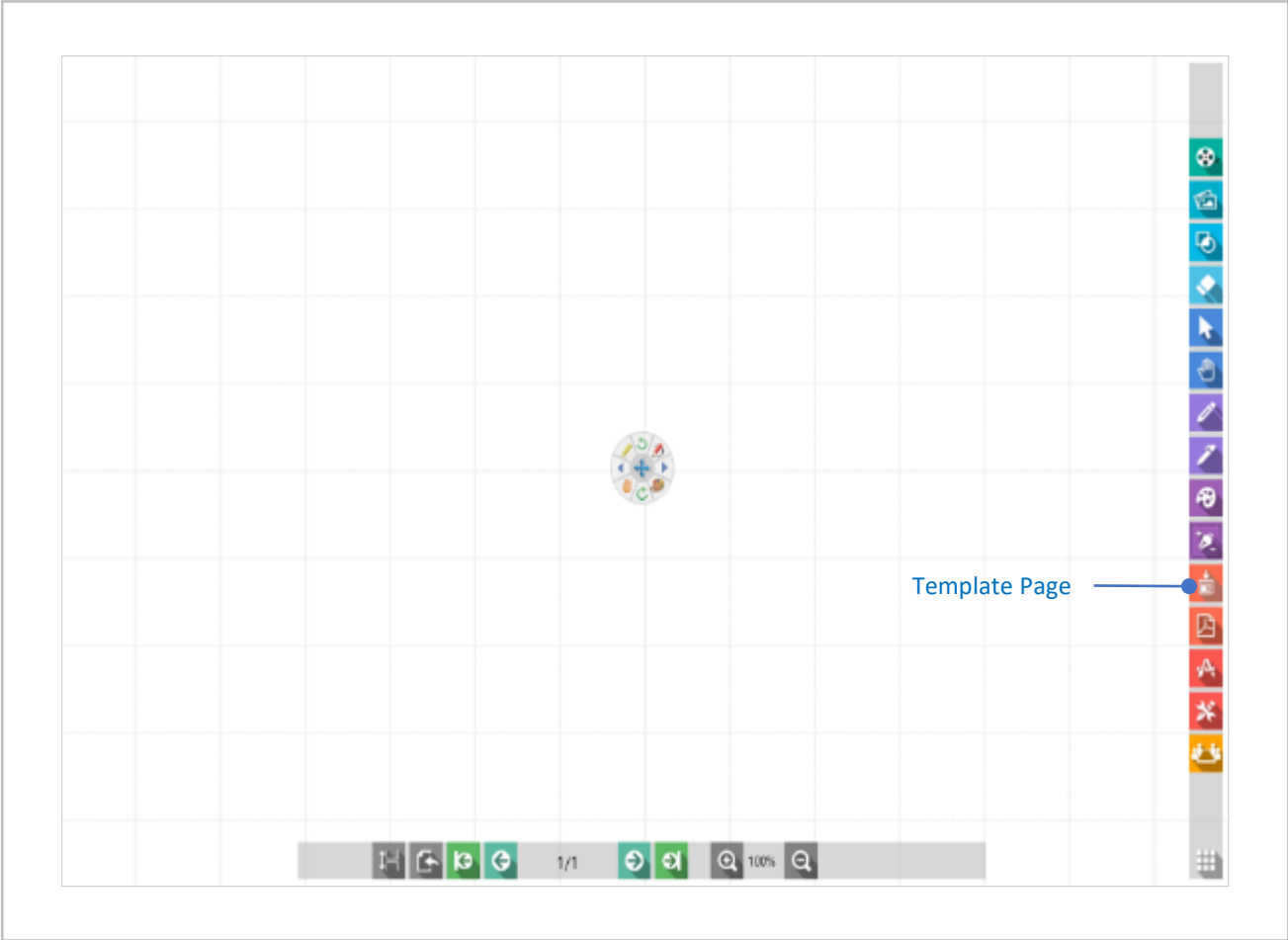


If you change the thickness in eraser mode / selection mode / execution mode, it automatically changes to the last used pen or marker mode, and automatically changes to the color you used at that time, and then changes to the selected thickness.

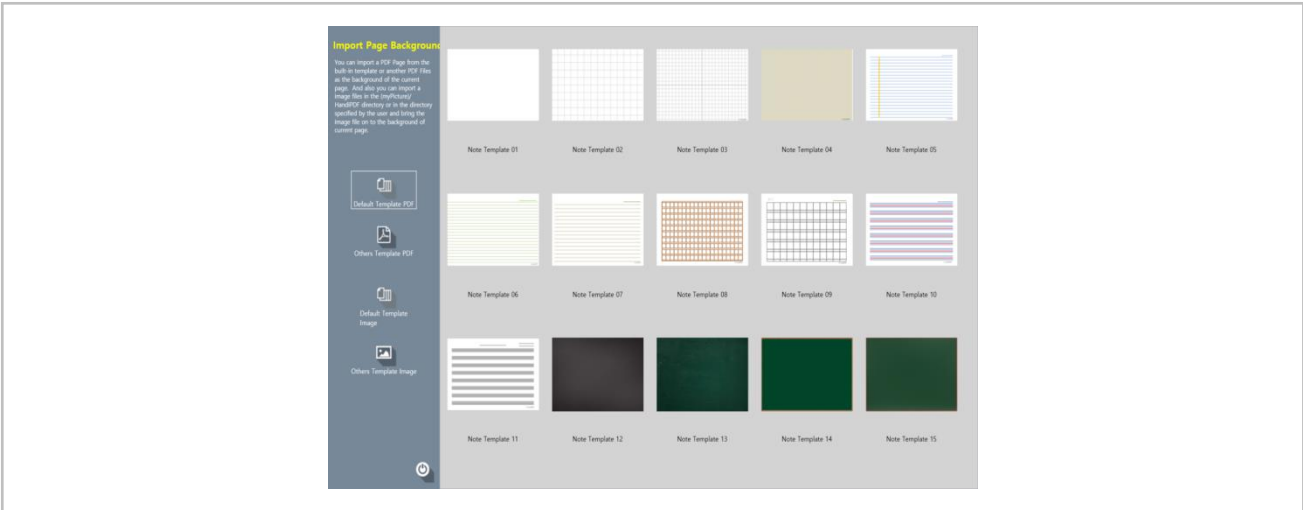


Template Page

Select the desired template and add a new page.




Template Page Dialog




Template Page Dialog Menu

Import Page Background


You can import a PDF Page from the built-in template or another PDF Files as the background of the current page. And also you can import a image files in the (myPicture)/HandiPDF directory or in the directory specified by the user and bring the image file on to the background of current page.




Default Template PDF




Others Template PDF



Default Template Image



Others Template Image



Use a basic template embedded in HiClass3D.

Use a PDF document as a template.

Composed by an image in the folder C:\Users\Pictures\HandiPDF.

The user selects another folder containing images.

Close the Template Page Dialog.

469

Default Template PDF

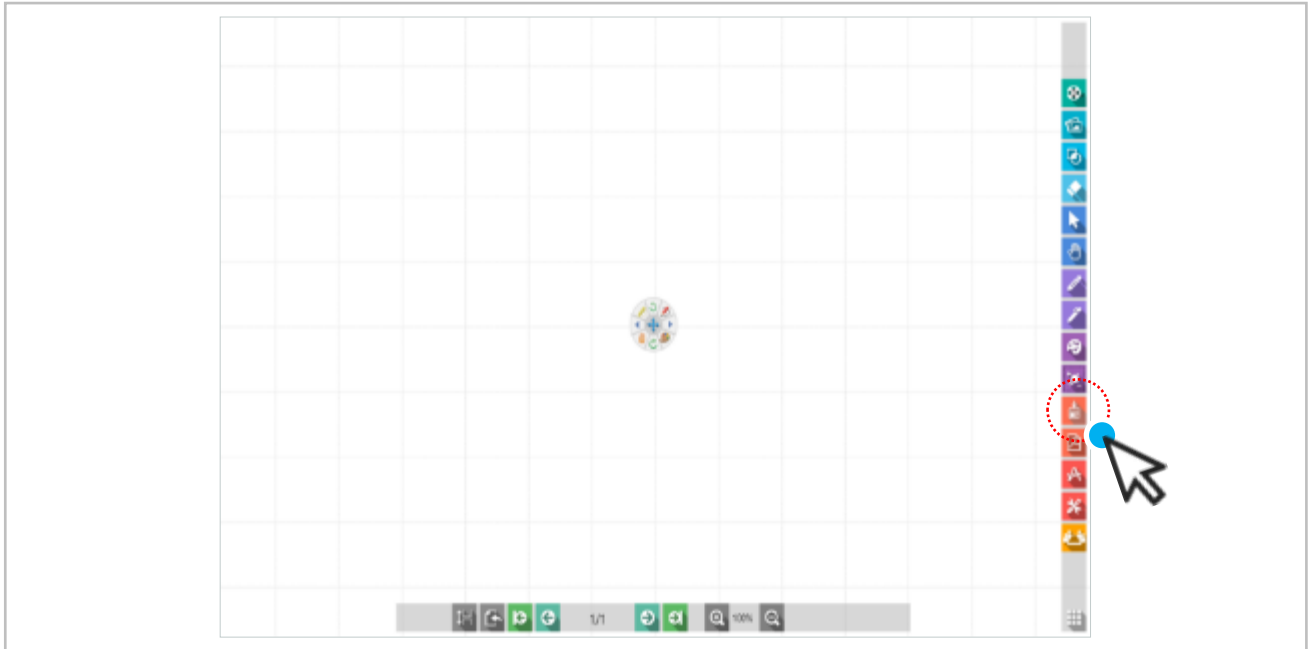
HiClass3D provides background files to help you with your lessons.

HiClass3D calls it a template, and there are 15 basic templates.

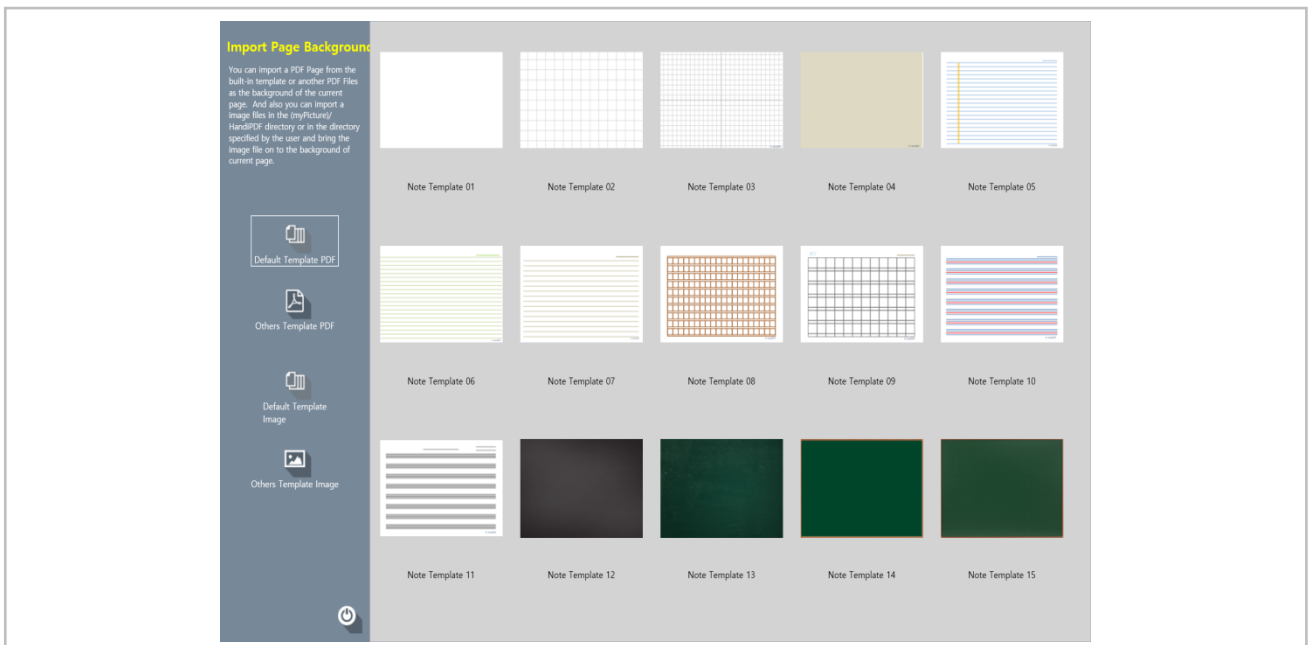
If you click on the desired template, a new page with the template as background will be added.

Using the Default Template PDF

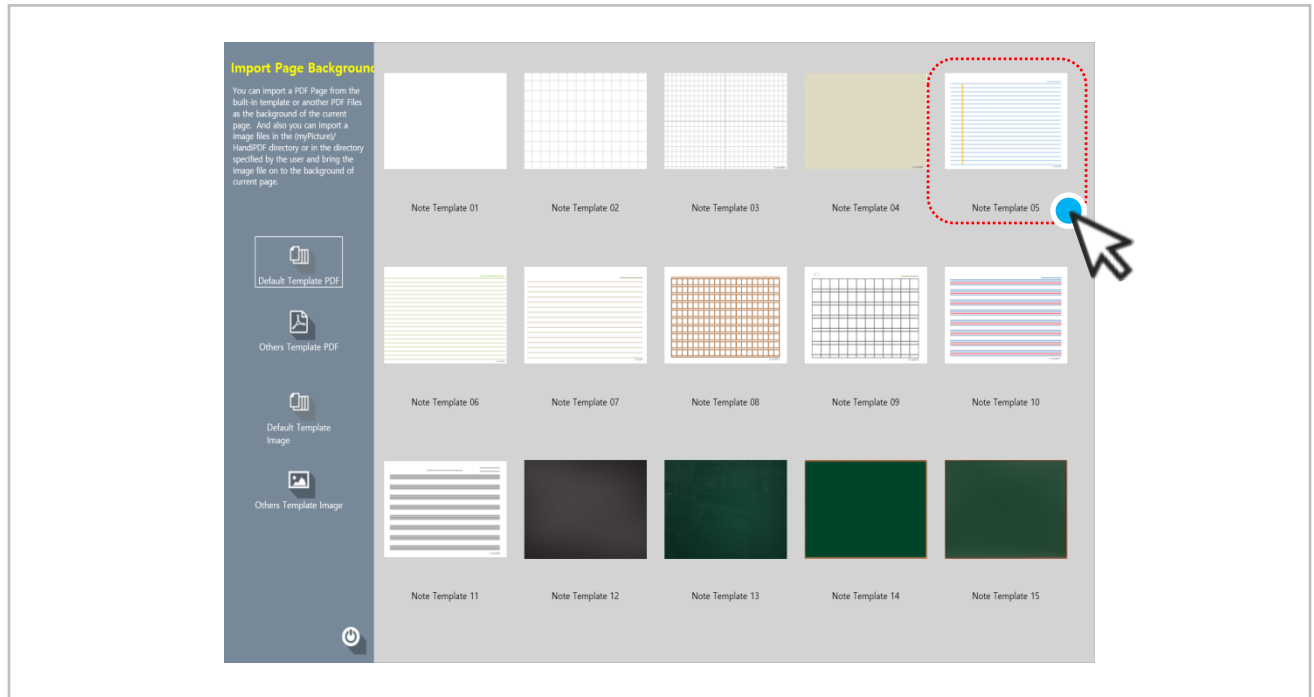
- 1 Click the [Template Page] button with a mouse or Smartpen.



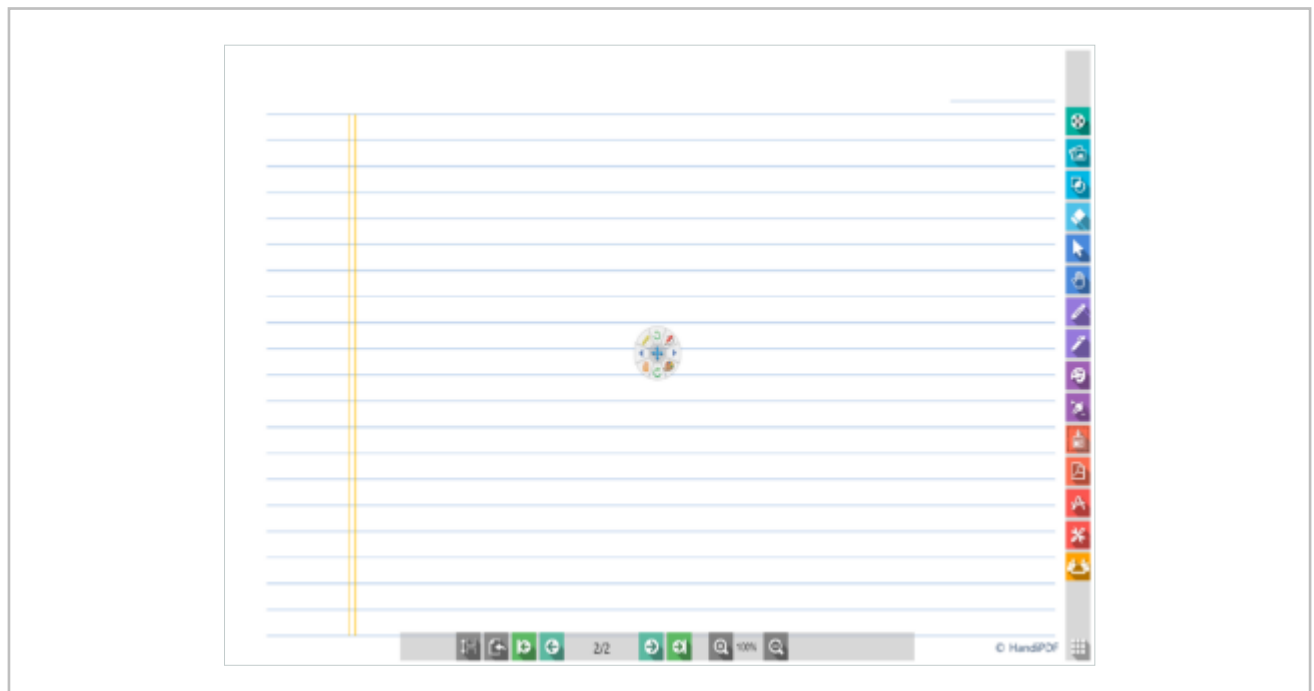
- 2 The Template Page dialog will appear.



3 Select the desired template with a mouse or Smartpen.



4 A page with the selected template will be added as the next page.



If a template is selected and an empty page is added from [Page Tool], the selected template will be applied to the page.



Others Template PDF

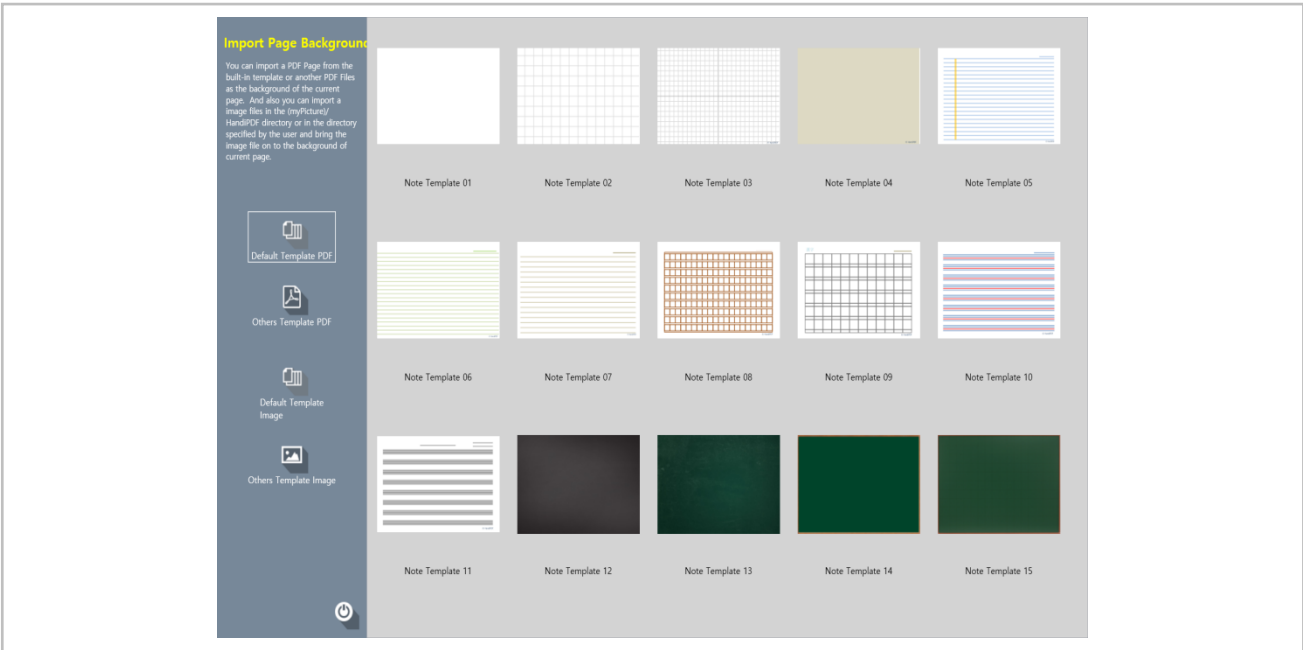
It is possible to set a PDF document as a background.

Use Others Template PDF

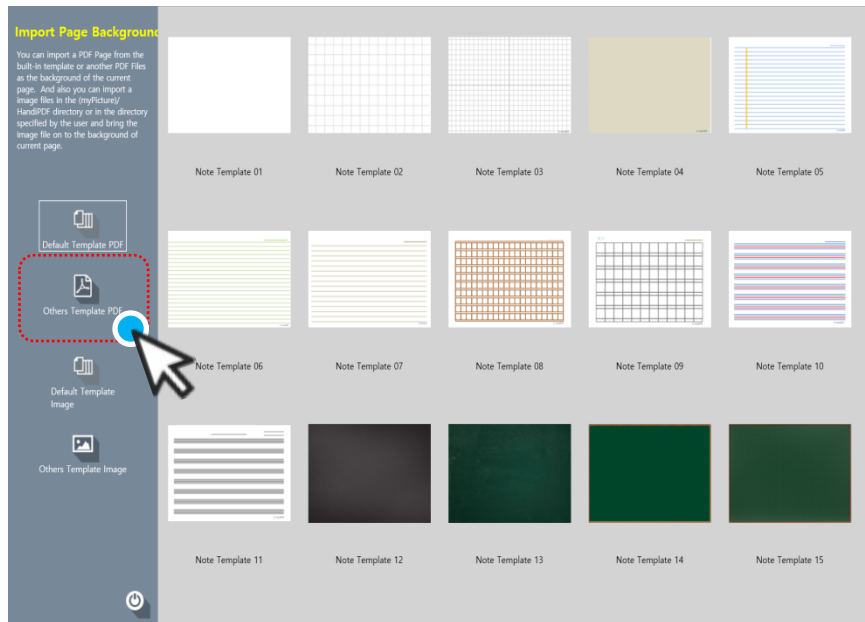
1 Click the [Template Page] button with a mouse or Smartpen.



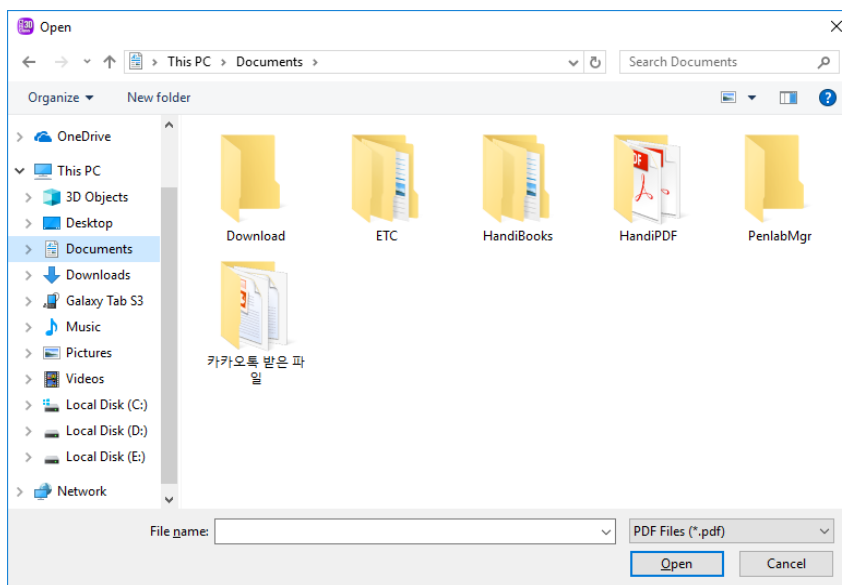
2 The Template Page dialog will appear.



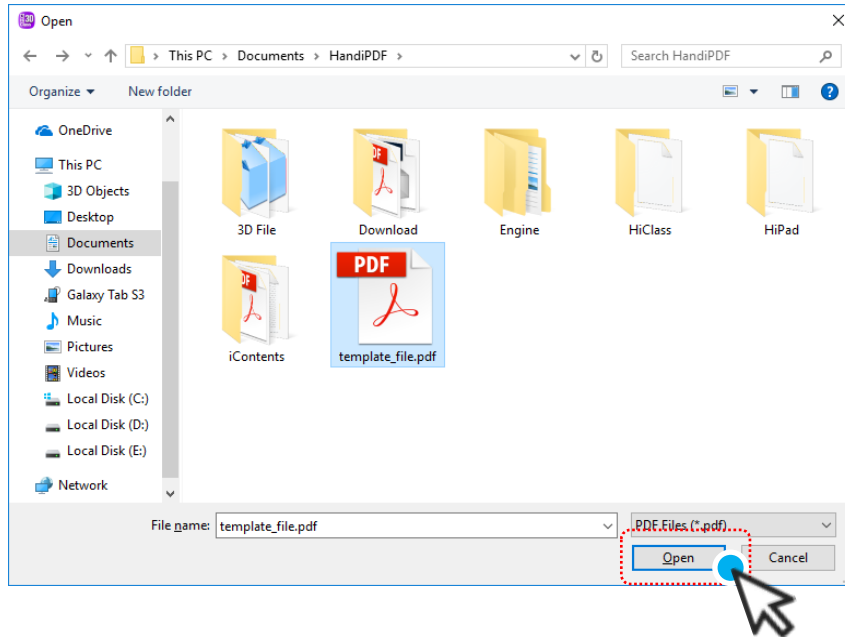
3 Click the [Others Template PDF] menu with a mouse or Smartpen.



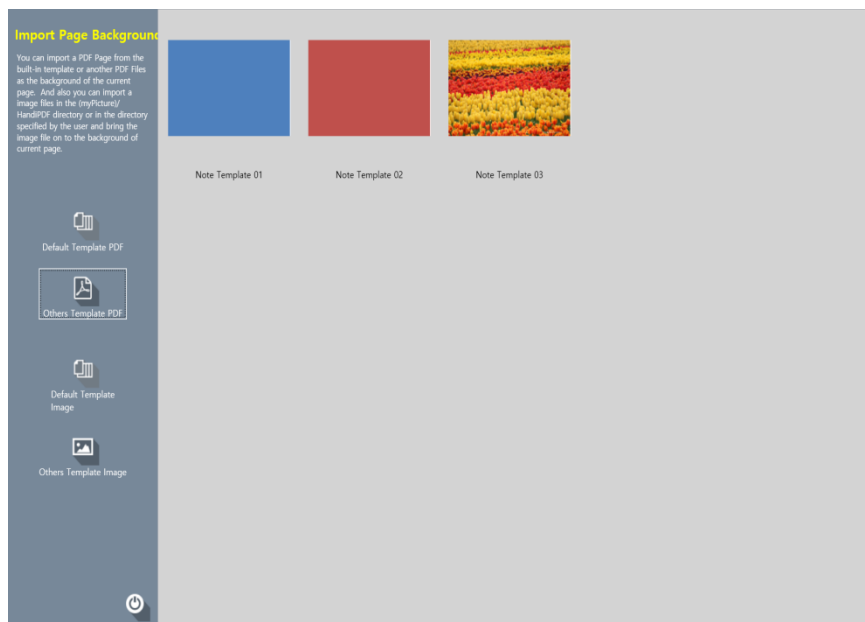
4 An Explorer Window will open and a PDF file can be opened from here.



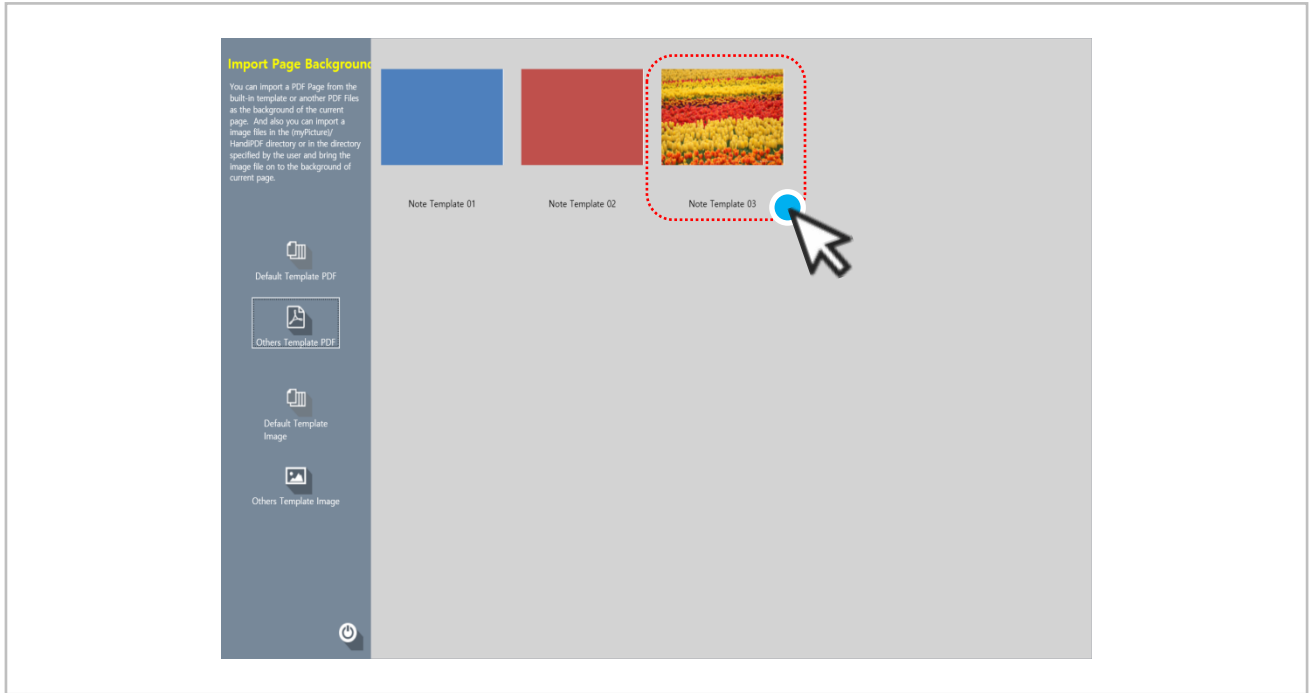
5 Select a PDF file and click the [Open] button with a mouse or Smartpen.



6 The selected PDF file will be displayed as a template image.



7 Select the desired template with a mouse or Smartpen.



8 A page with the selected template will be added as the next page.



If a template is selected and an empty page is added from [Page Tool], the selected template will be applied to the page.



Default Template Image

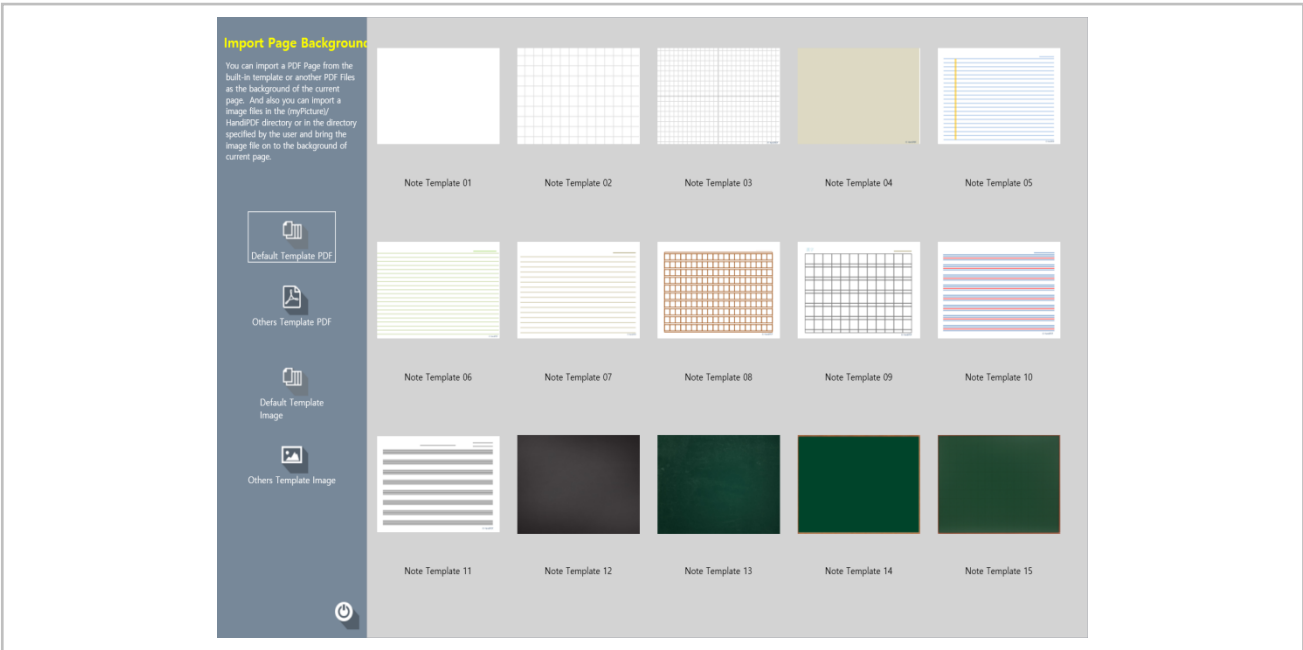
It is possible to add a image as a background.
It will be saved as an image in the folder C:\Users\Pictures\HandiPDF.

Use Default Template Image

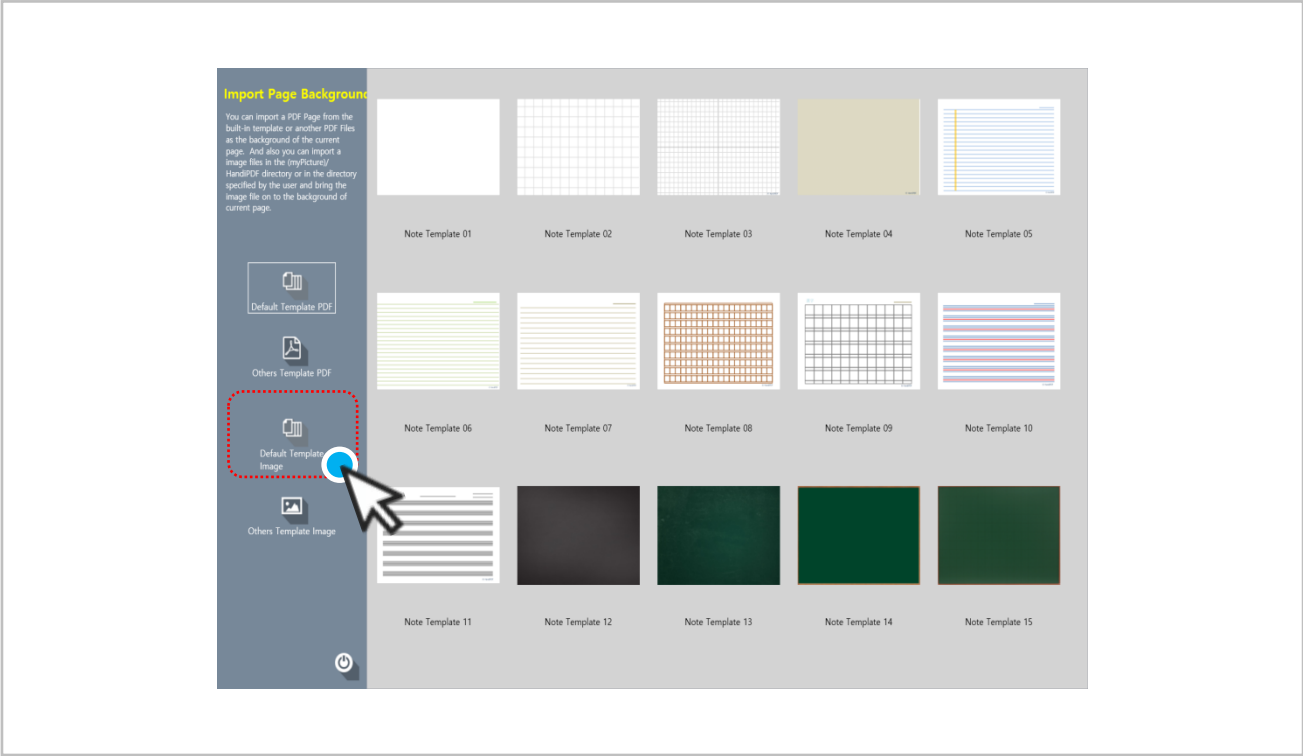
1 Click the [Template Page] button with a mouse or Smartpen.



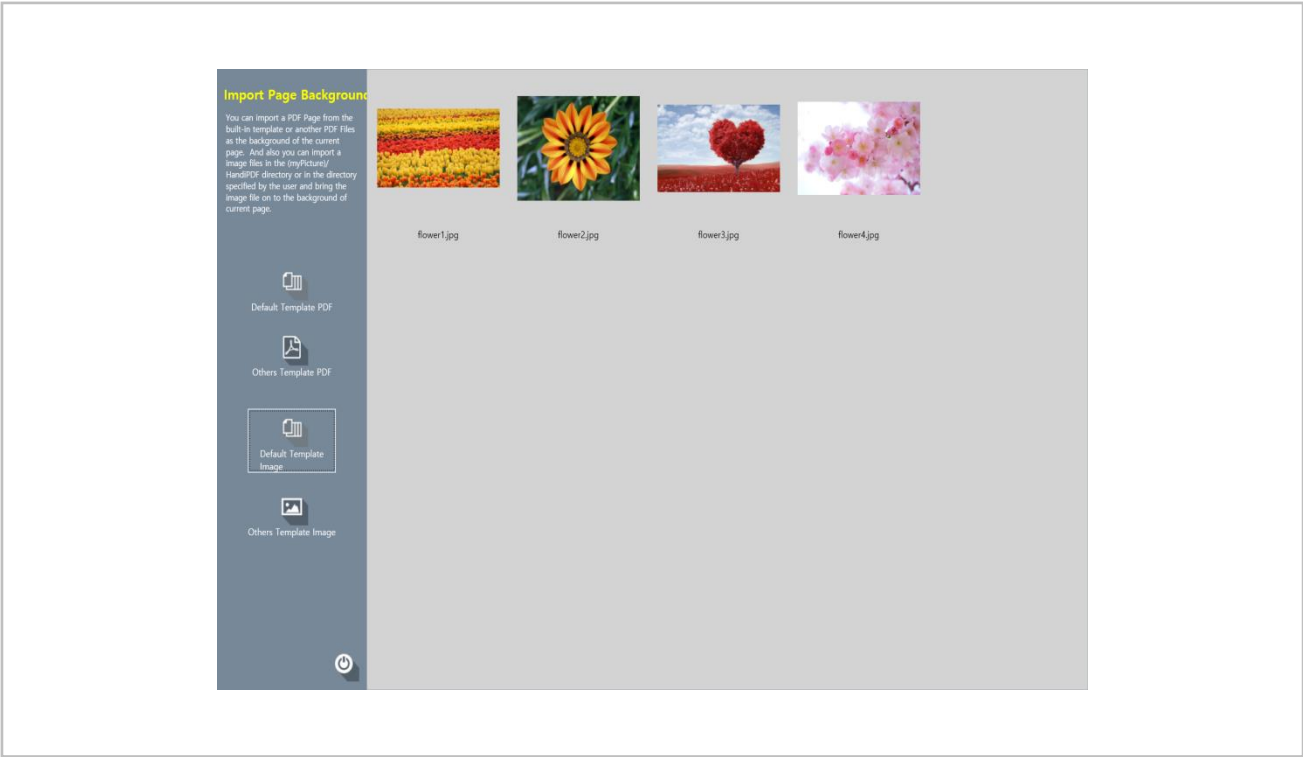
2 The Template Page dialog will appear.



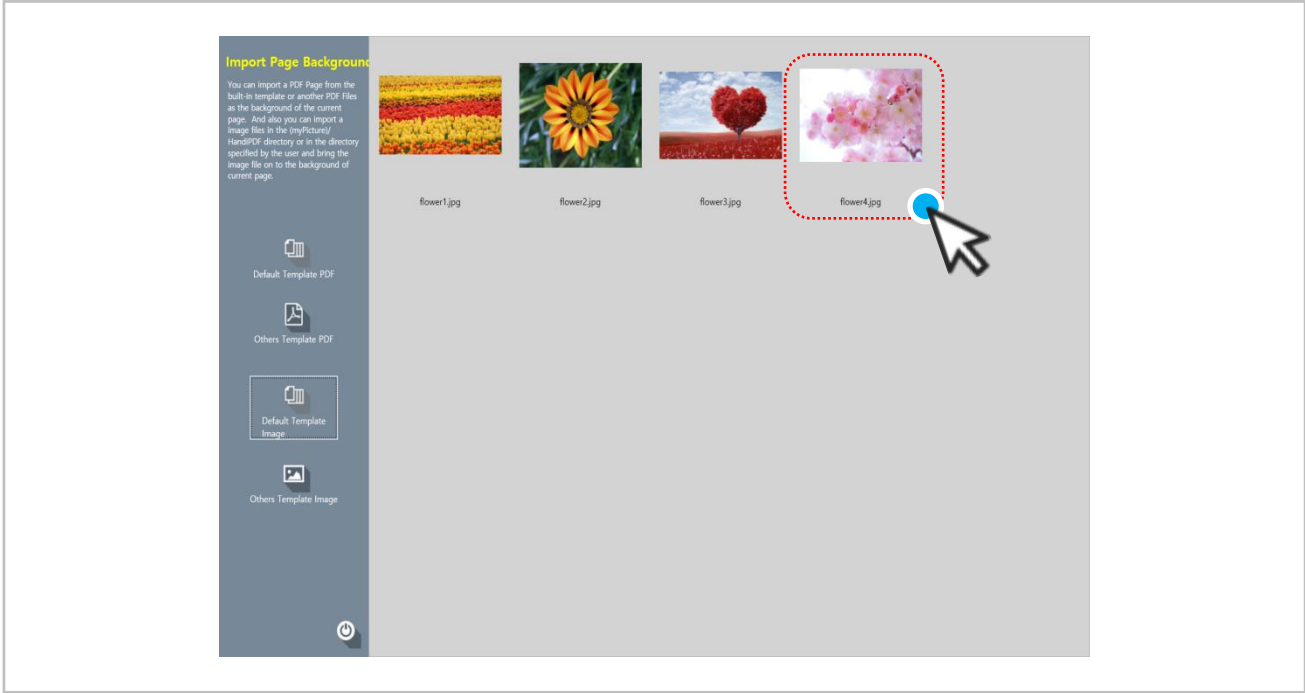
3 Click the [Default Template Image] menu with a mouse or Smartpen.



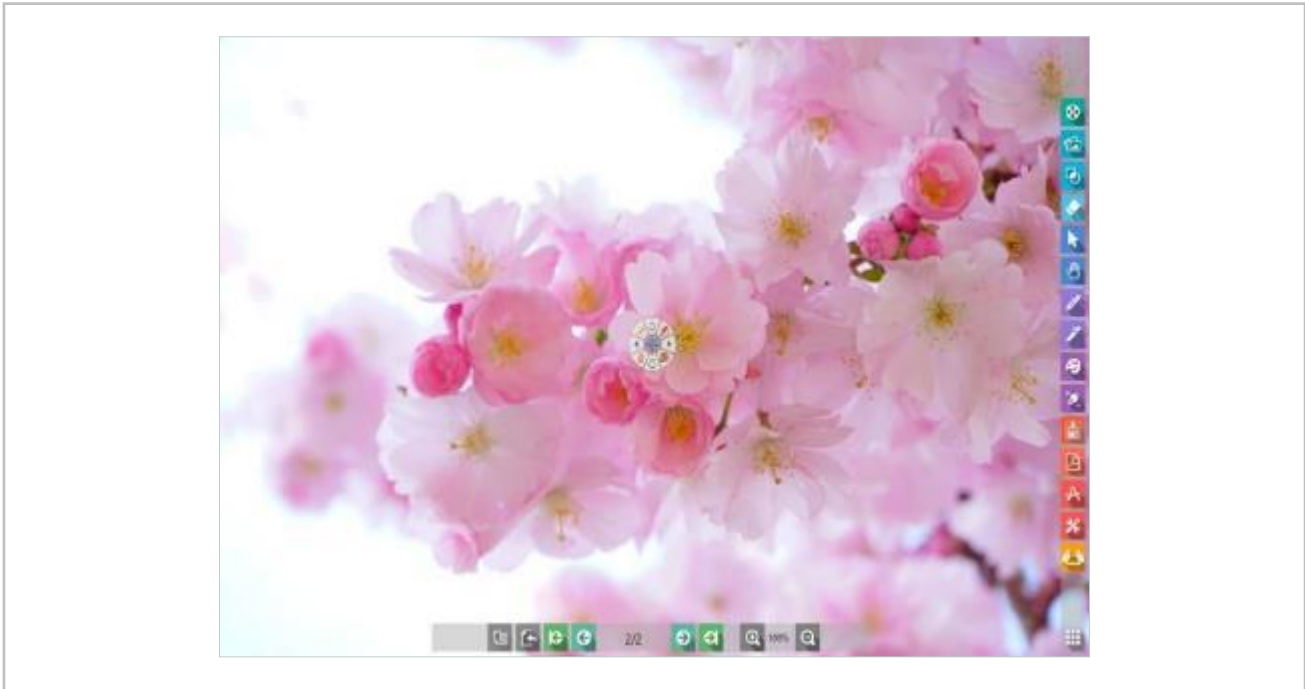
4 The image in the folder [C:\Users\Pictures\HandiPDF] will be shown as a template image.




5 Select the desired template with a mouse or Smartpen.



8 A page with the selected template will be added as the next page.





If a template is selected and an empty page is added from [Page Tool], the selected template will be applied to the page.



Others Template Image

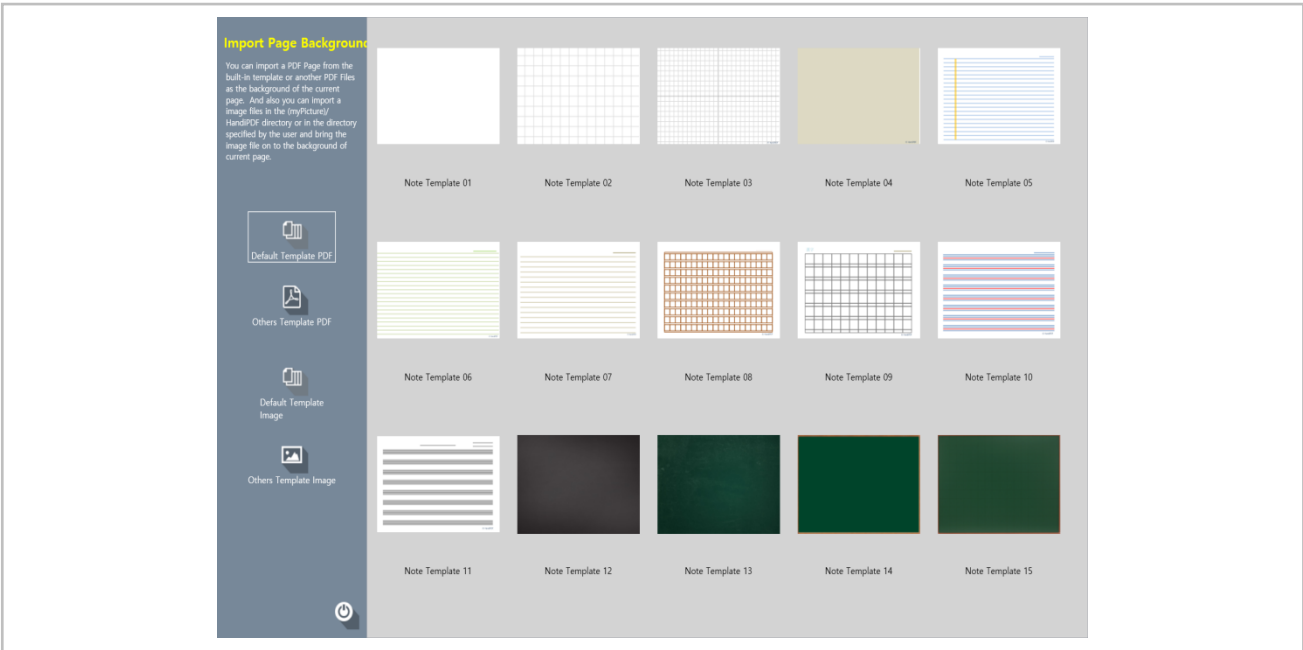
It is possible to use an image as a PDF template.

Use Others Template Image

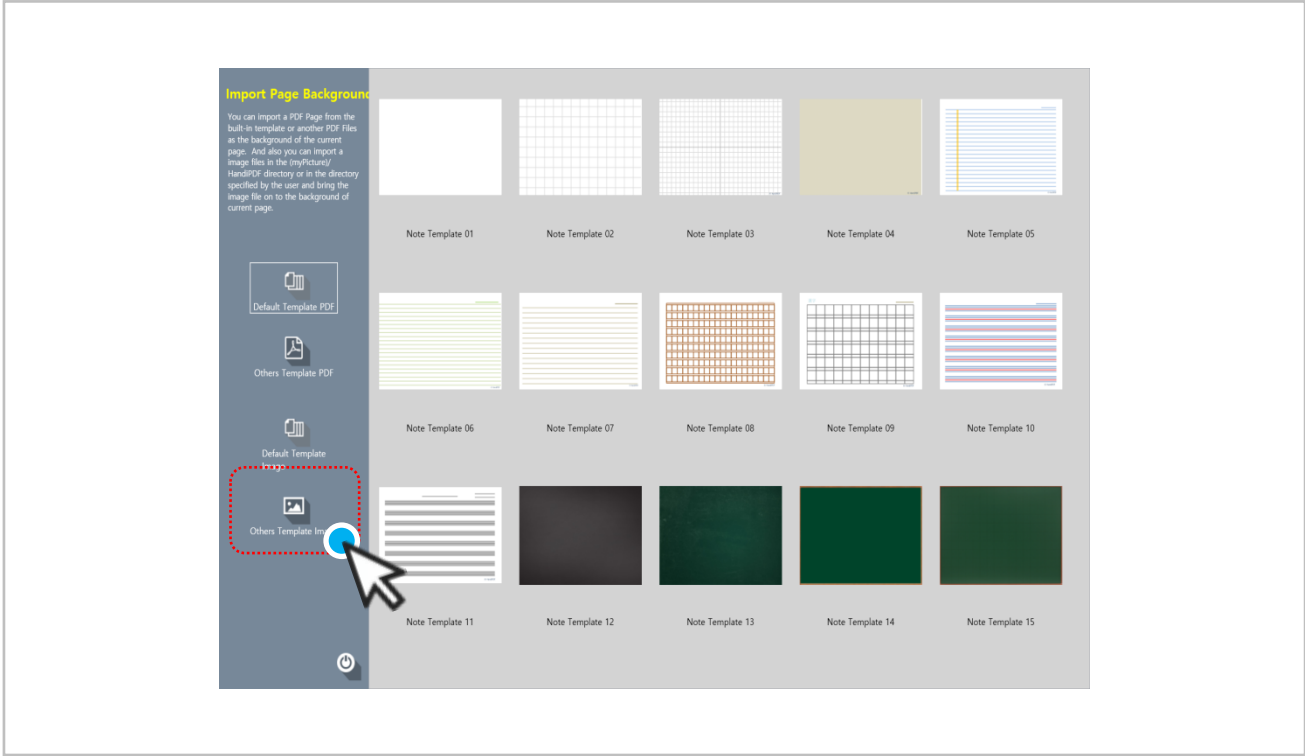
1 Click the [Template Page] button with a mouse or Smartpen.



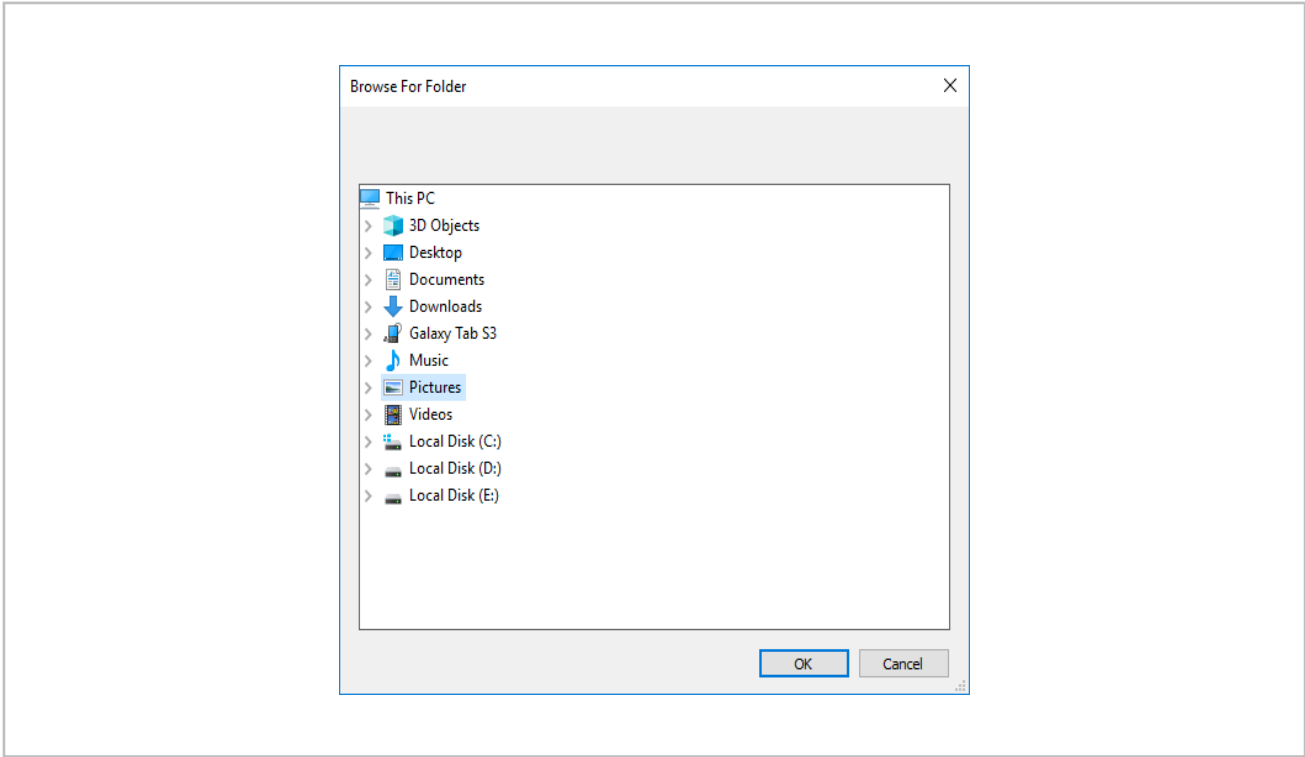
2 The Template Page dialog will appear.



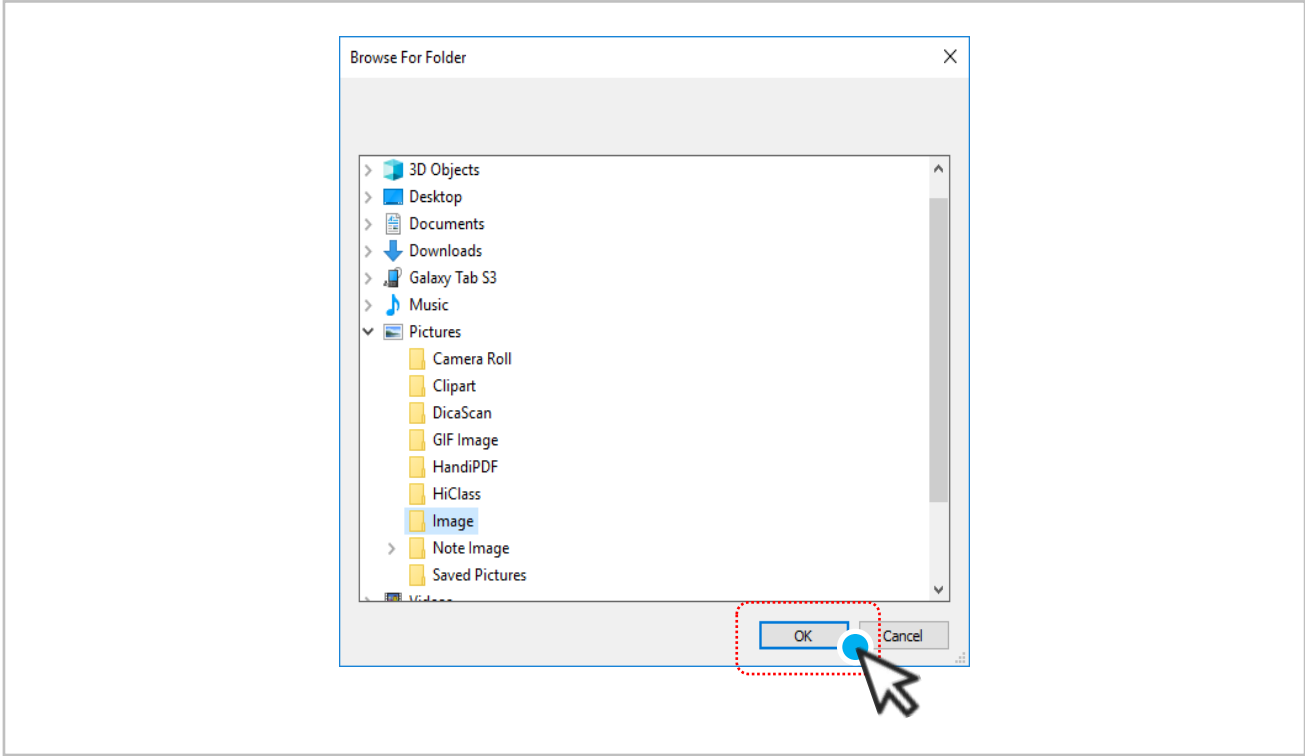
3 Click the [Others Template Image] menu with a mouse or Smartpen.



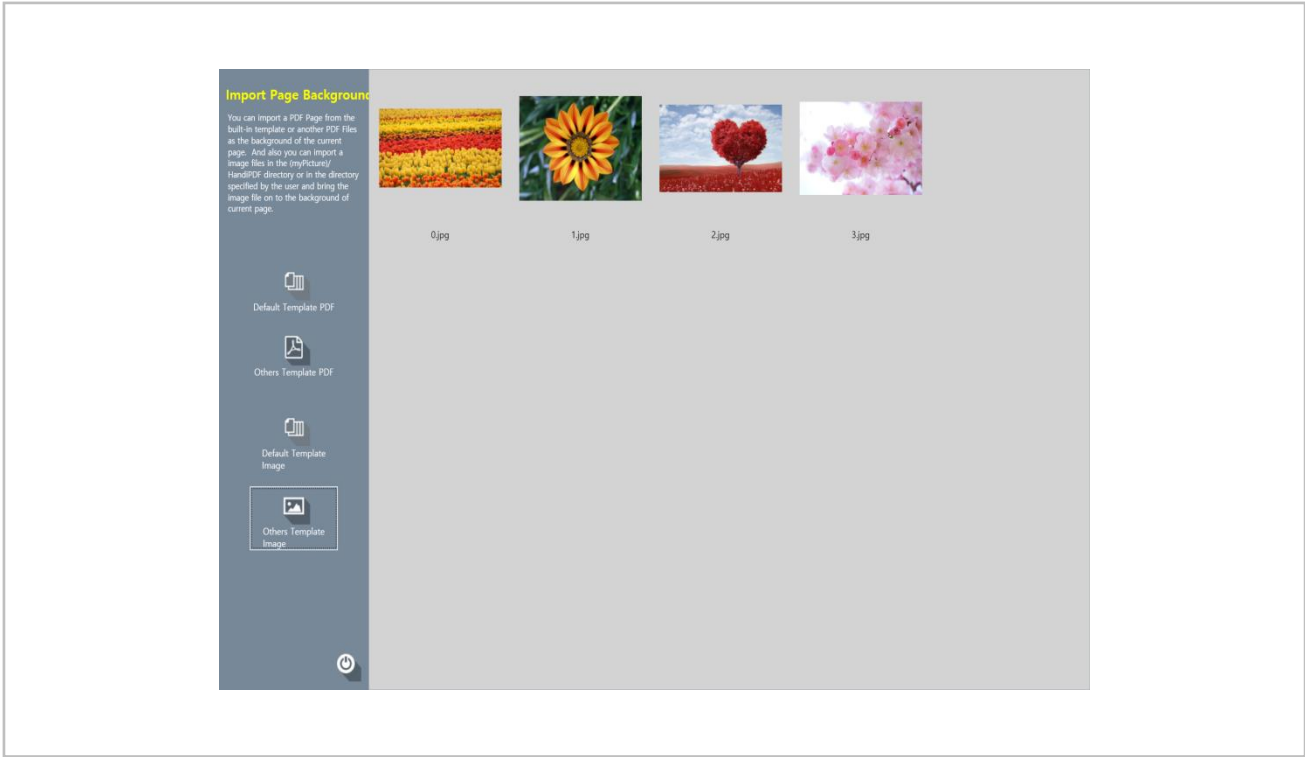
4 A dialog will open and an image folder can be selected from here.



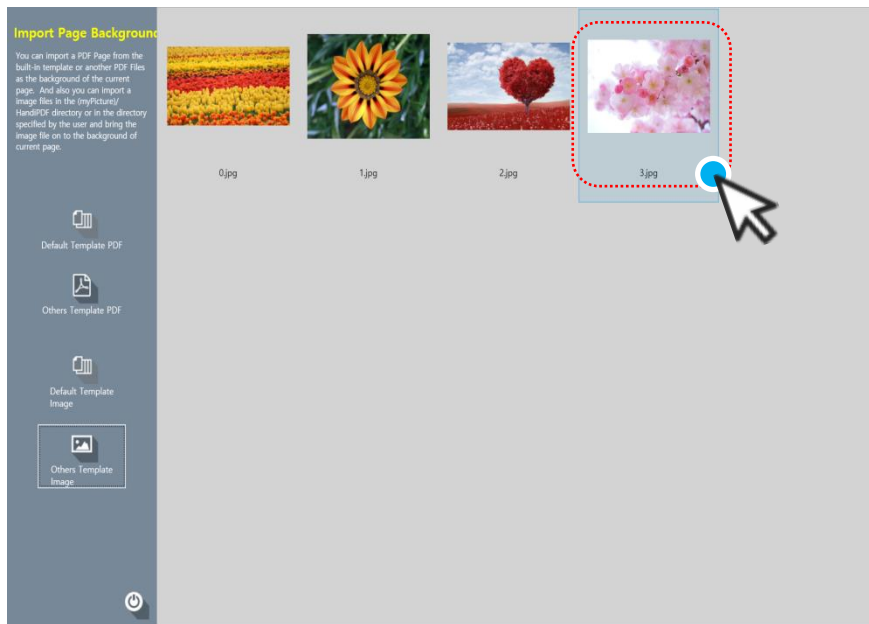
5 After selecting the desired folder, click the [OK] button with a mouse or Smartpen.



6 The image in the selected folder will be shown as a template image.



7 Select the desired template with a mouse or Smartpen.



8 A page with the selected template will be added as the next page.

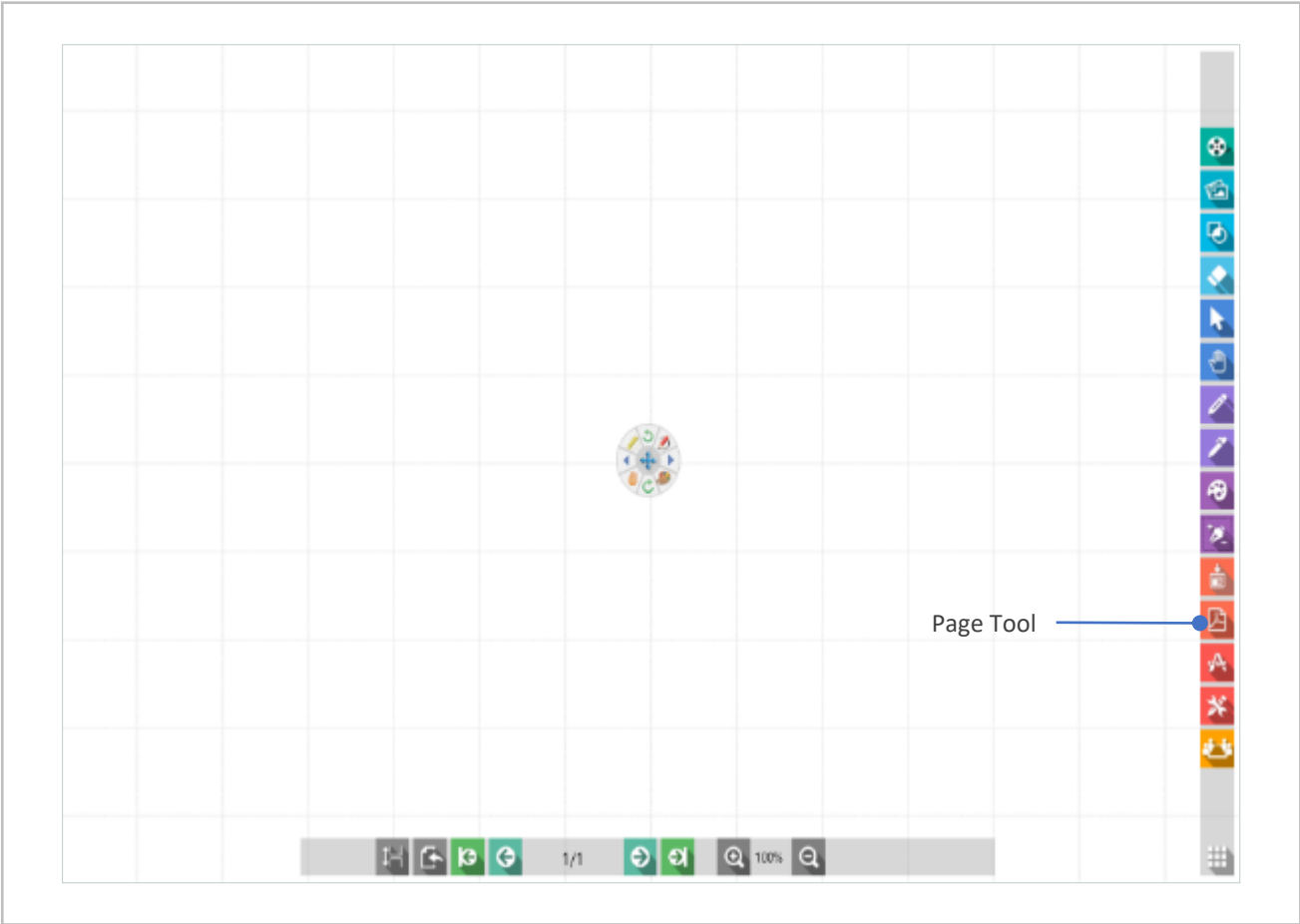


If a template is selected and an empty page is added from [Page Tool], the selected template will be applied to the page.



Page Tool

You can set the page background color or set the background image.
You can add, delete, and move the entire page.



Page Tool Additional Menu

	Background Color	●	Set the background color of the current page.
	Background Image	●	Set the background image of the current page.
	Clear Background	●	Clear the background of the current page.
	Insert Page	●	Insert an empty page before the current page.
	Attach Page	●	Add an empty page after the current page.
	Move Page	●	Move the current page to the designated page location.
	Duplicate Page	●	Duplicate the current page and add it to the next page.
	Remove Page	●	Delete the current page.

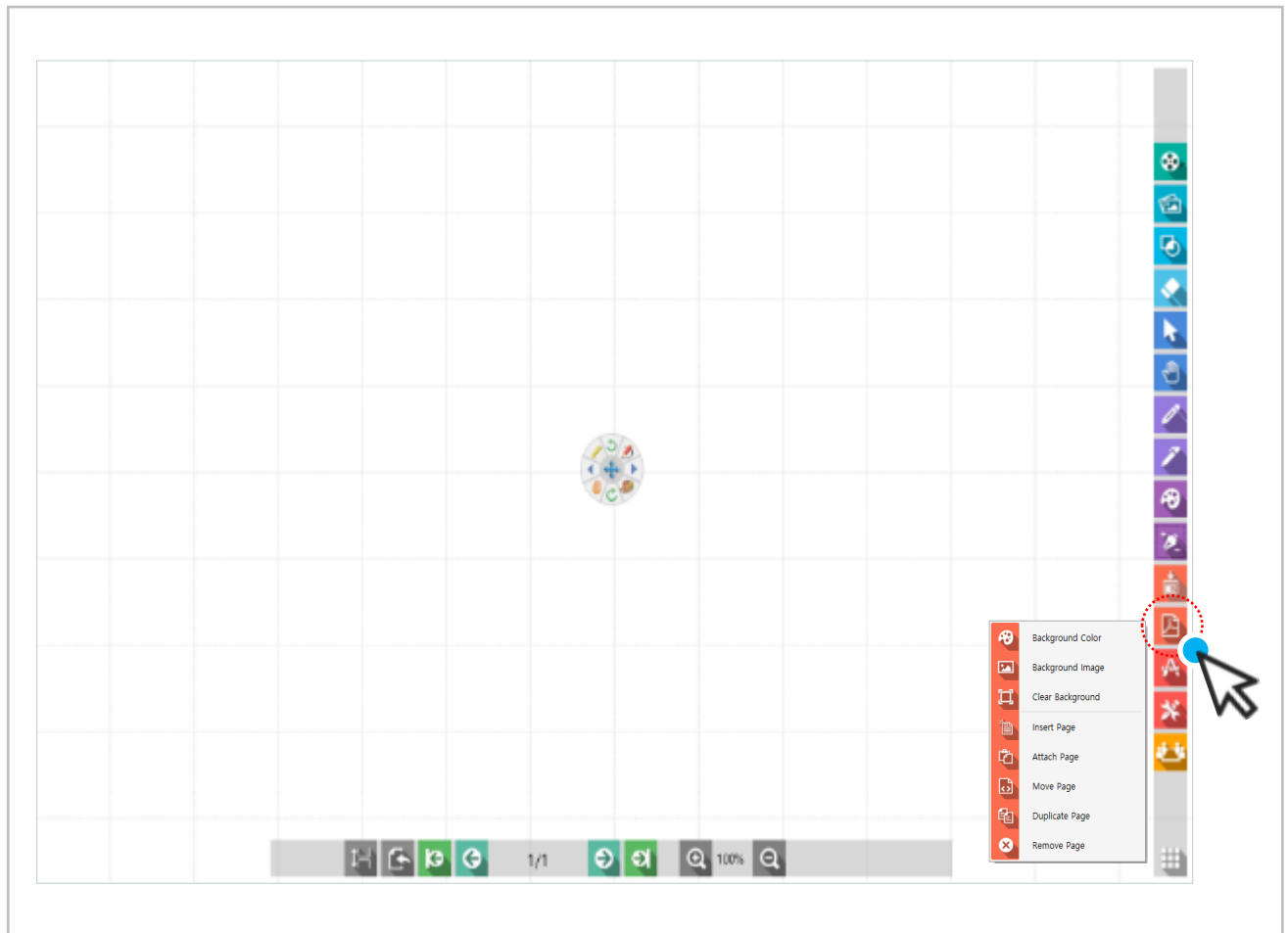


Background Color

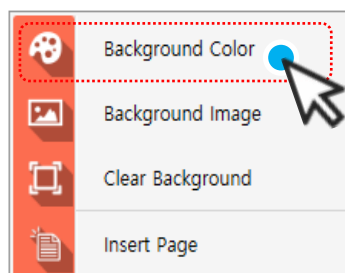
Change the background color of the current page to the desired color.

Apply Background Color

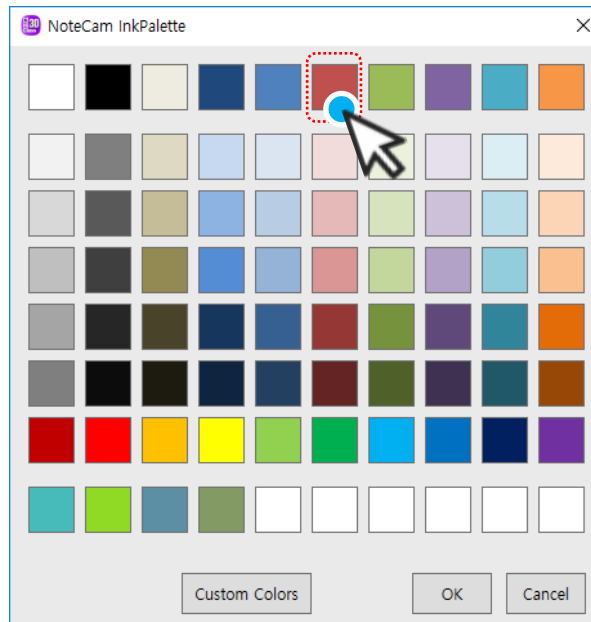
- 1 Click the [Page Tool] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Background Color] menu with a mouse or Smartpen.



3 When the dialog for changing background color appears, select the desired color with a mouse or Smartpen.



4 The selected color will be applied as a background color.

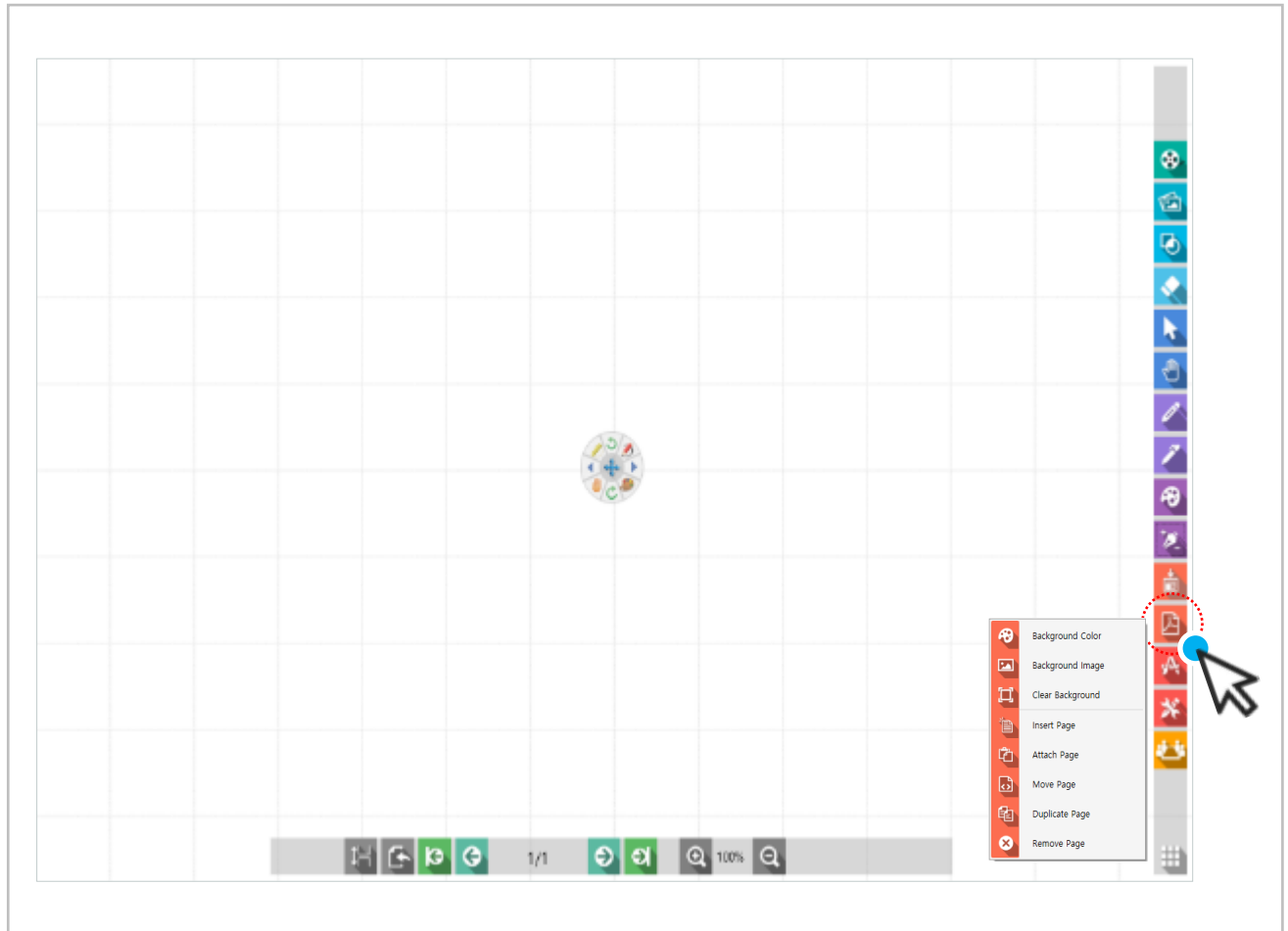


Background Image

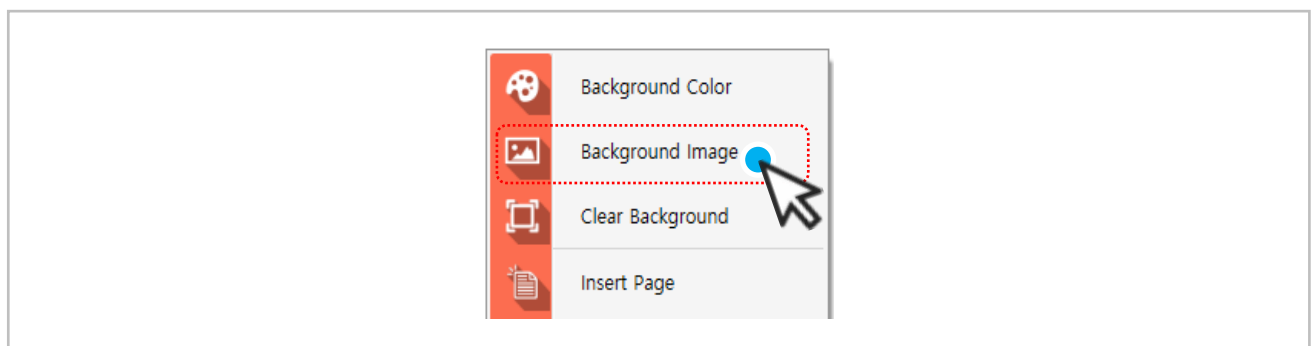
Change the background of the current page to the desired image.

Apply Background Image

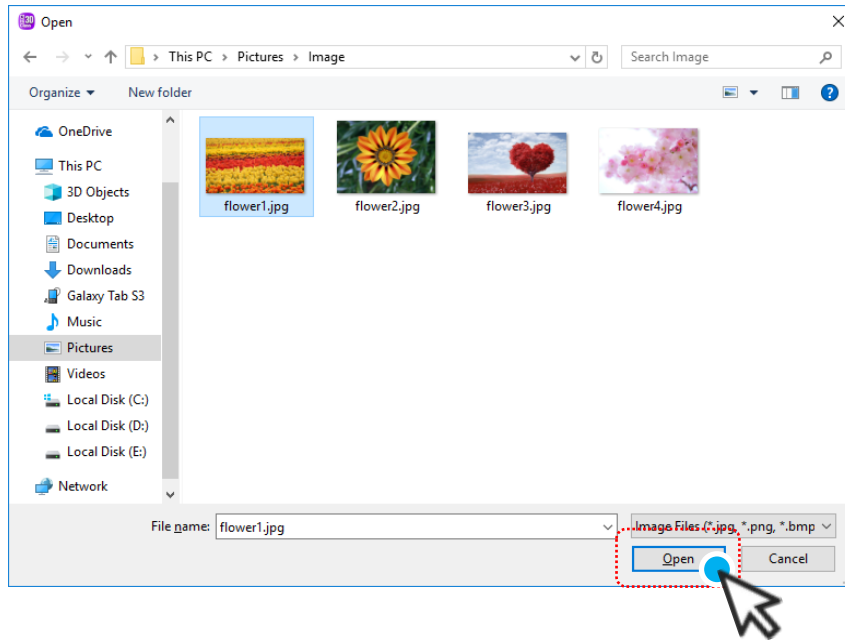
- 1 Click the [Page Tool] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Background Image] menu with a mouse or Smartpen.



3 When an Explorer Window appears, select the desired image and then click the [Open] button with a mouse or Smartpen.



4 The selected image will be applied as a background image.



Clear Background

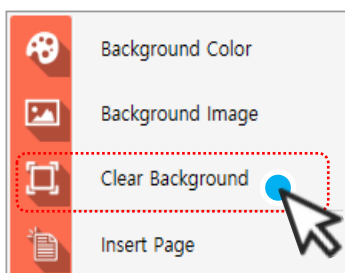
Remove background of the current page.

Apply the Remove Background Function

- 1 Click the [Page Tool] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Clear Background] menu with a mouse or Smartpen.



3 The background of the current page will be removed.

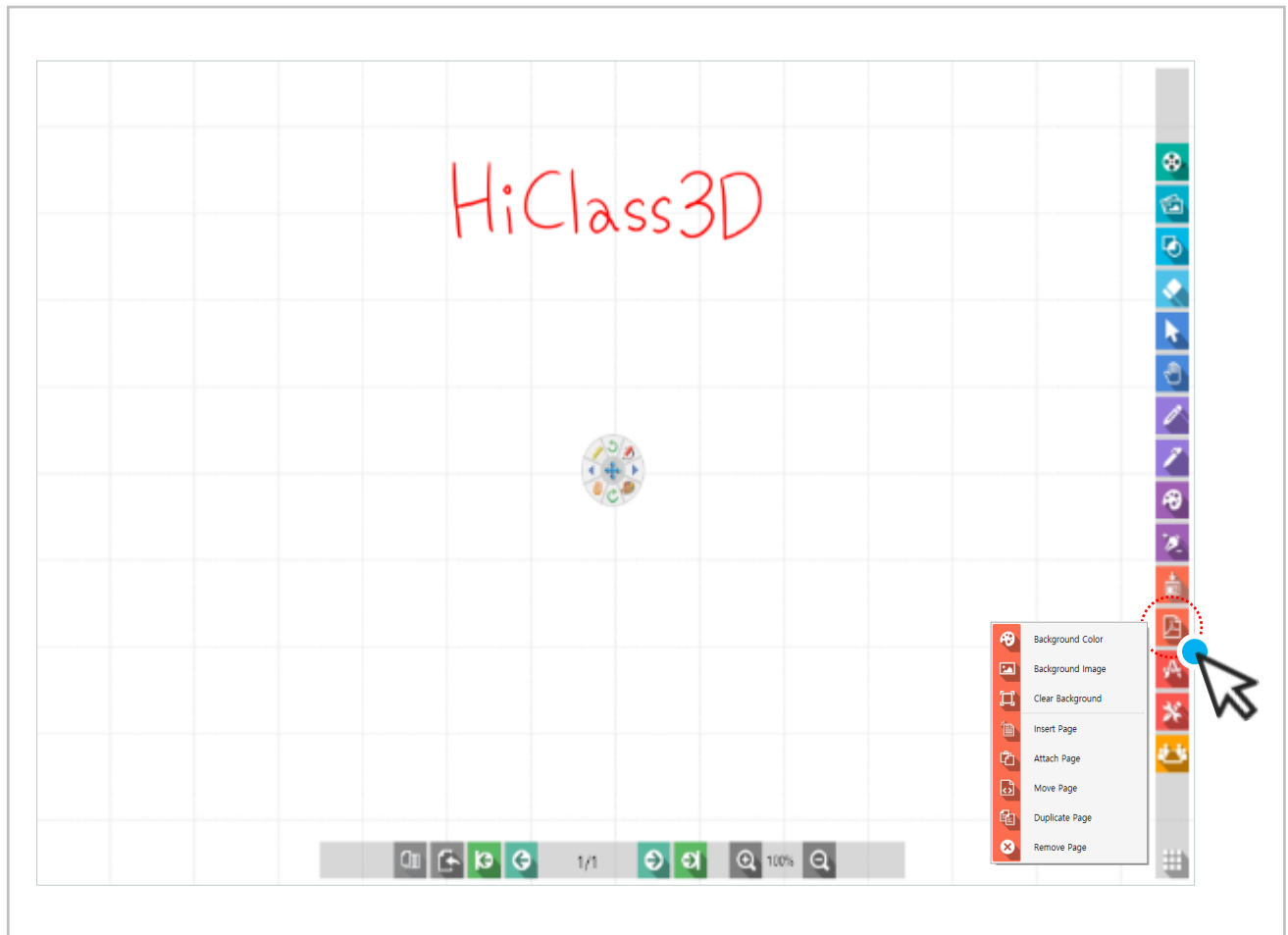


Insert Page

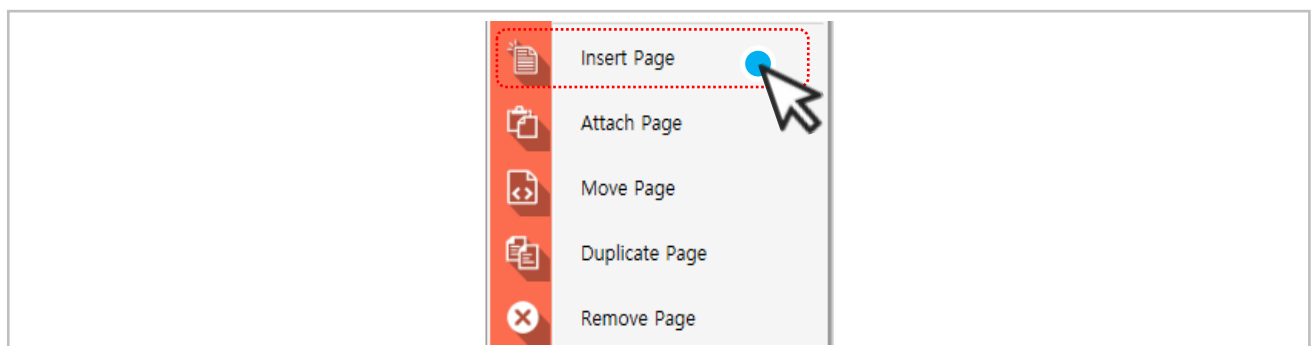
Insert an empty page to the position before the current page.

Insert an Empty Page

- 1 Click the [Page Tool] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Insert Page] menu with a mouse or Smartpen.



3 An empty page will inserted to the position before the current page.

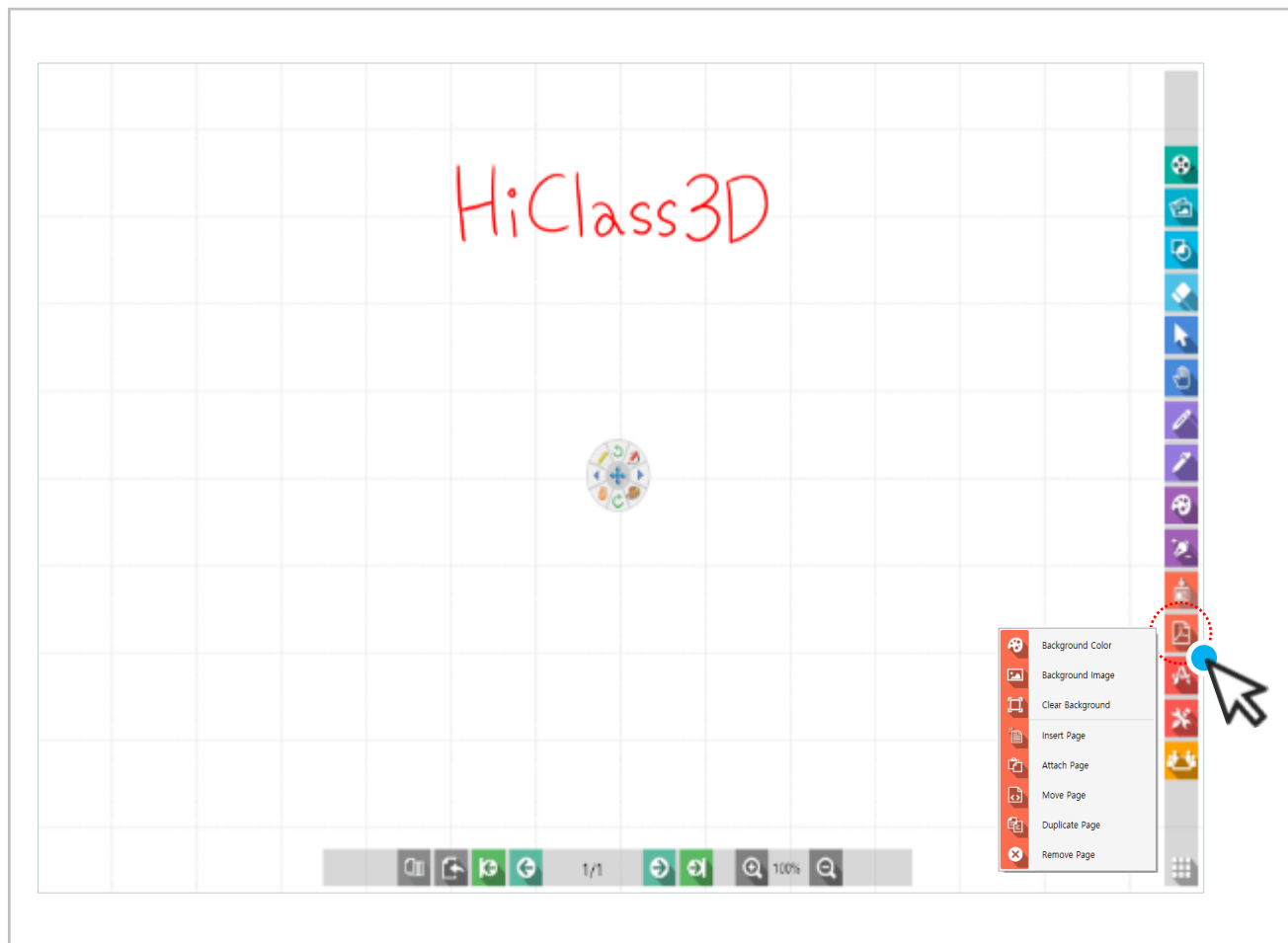


Attach Page

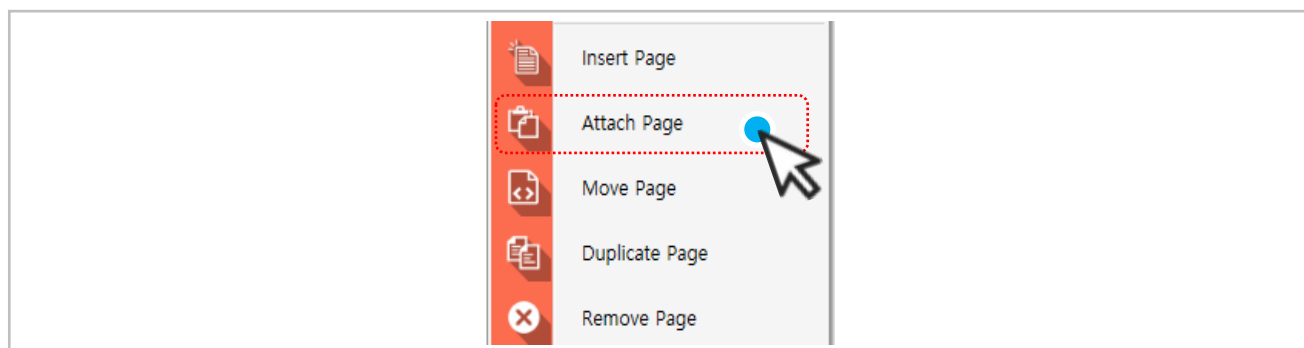
Add an empty page to the position after the current page.

Add an Empty Page

- 1 Click the [Page Tool] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Attach Page] menu with a mouse or Smartpen.



3 An empty page will be added to the position after the current page.

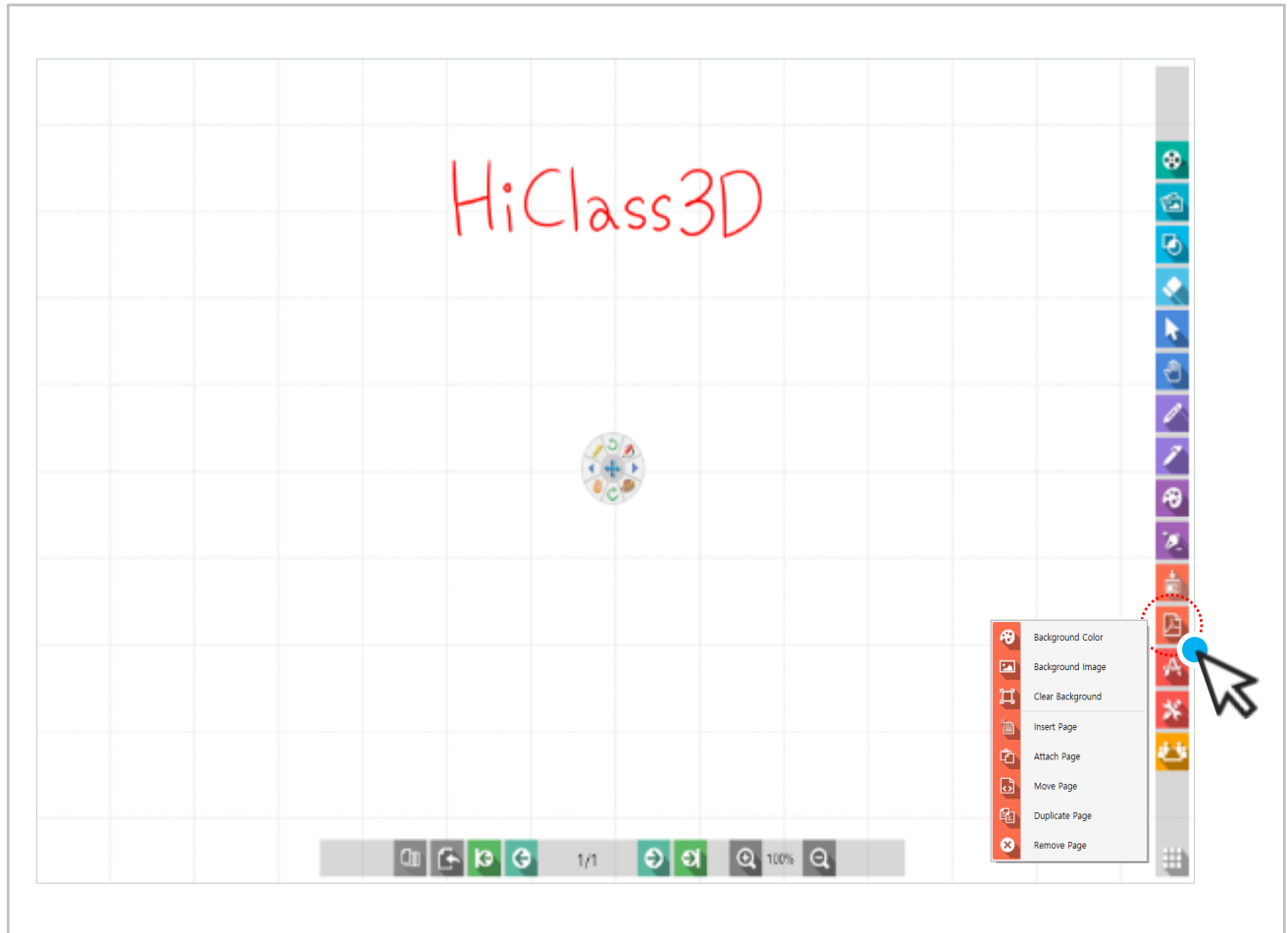


Move Page

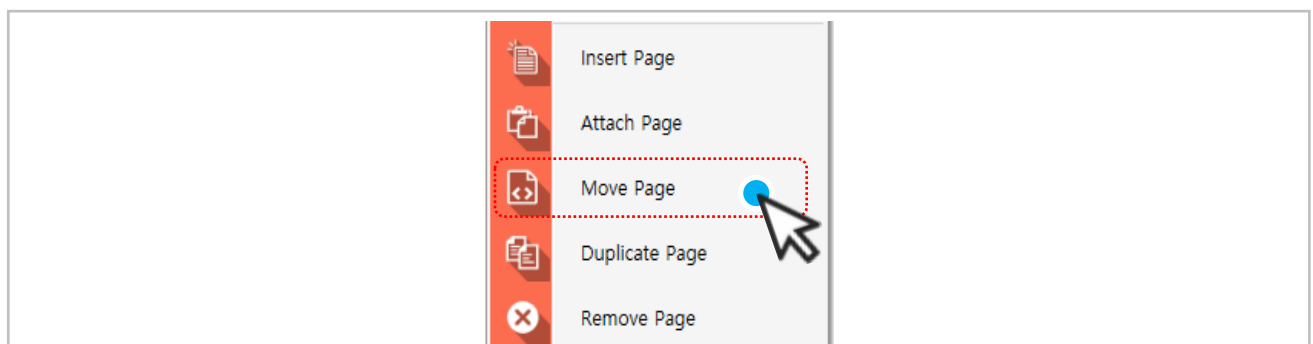
Moves the current page to the desired location.

Move the Current Page

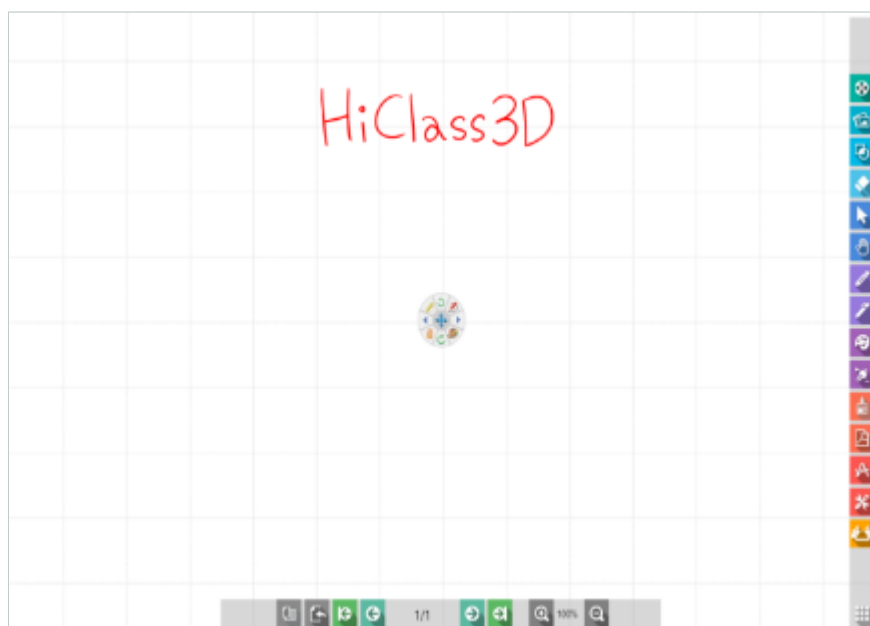
- 1 Click the [Page Tool] button with a mouse or Smartpen.



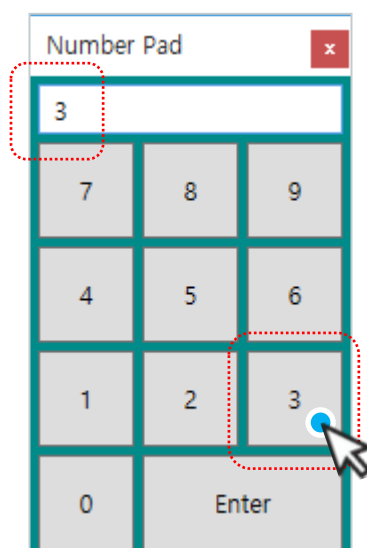
- 2 When the additional menu opens, click the [Move Page] menu with a mouse or Smartpen.



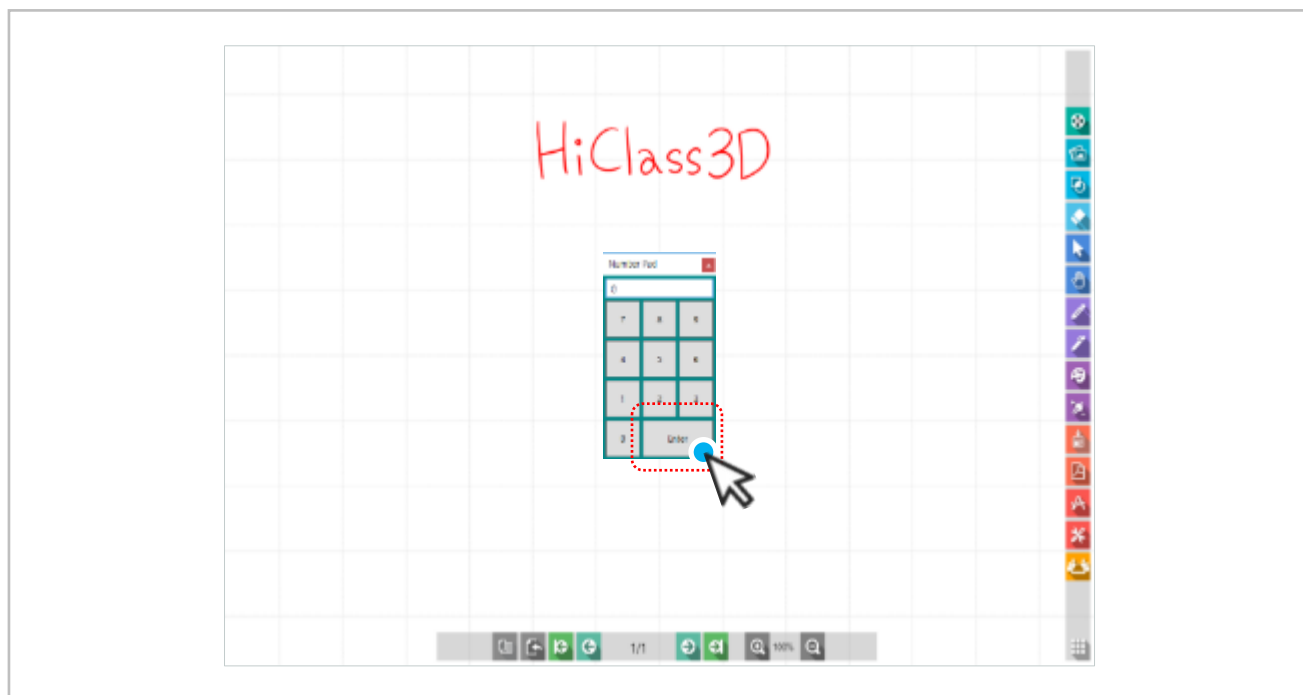
3 A dialog for entering the page number will appear.



4 Enter the page number in the dialog using a mouse or Smartpen.



5 After entering the page number, click the [Enter] button with a mouse or Smartpen.



6 The current page is moved forward to the page you entered.



The inputted page number must not exceed the number of total pages.
If a number that exceeds the total number of pages is inputted, the page will not move.

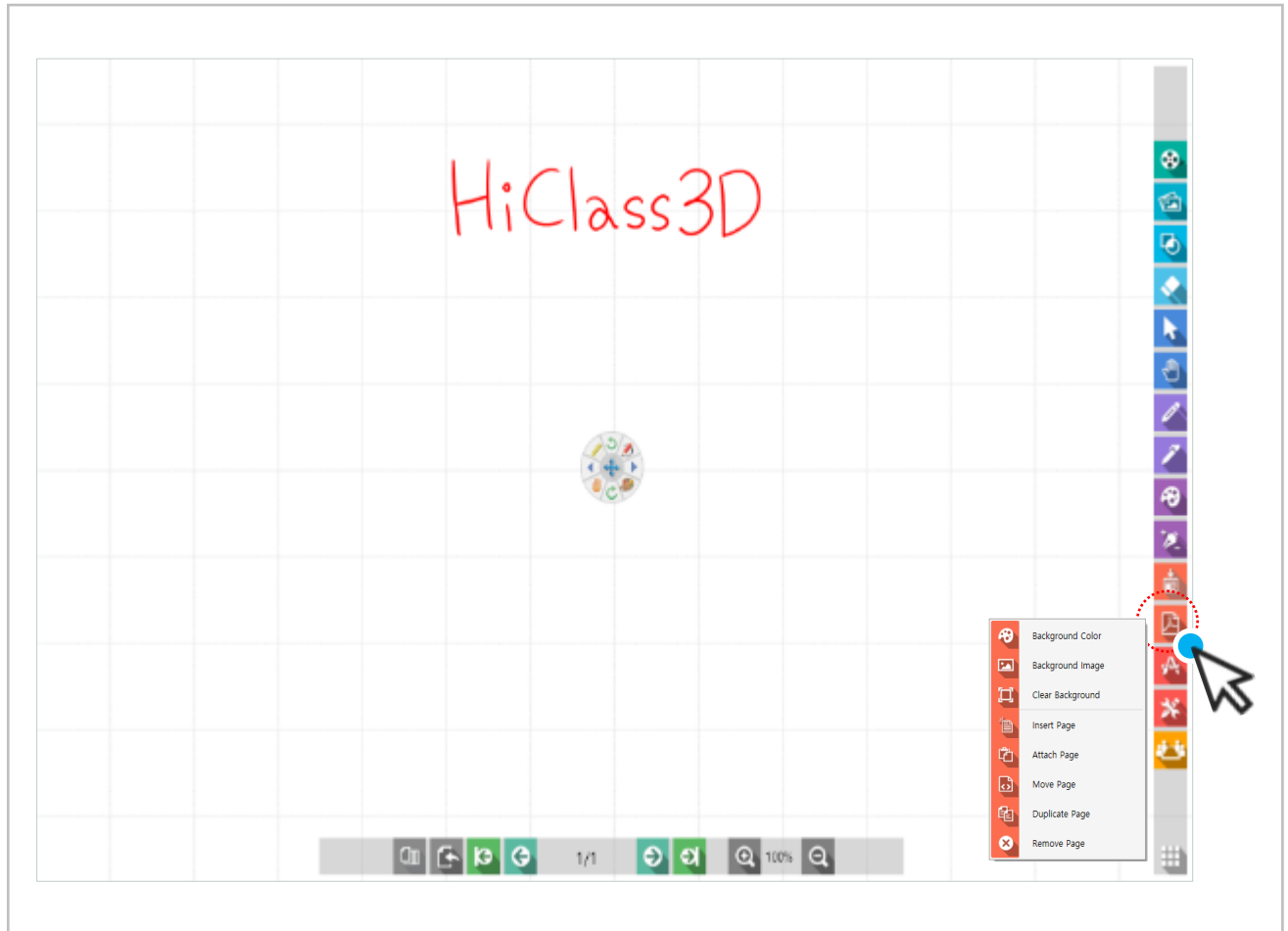


Duplicate Page

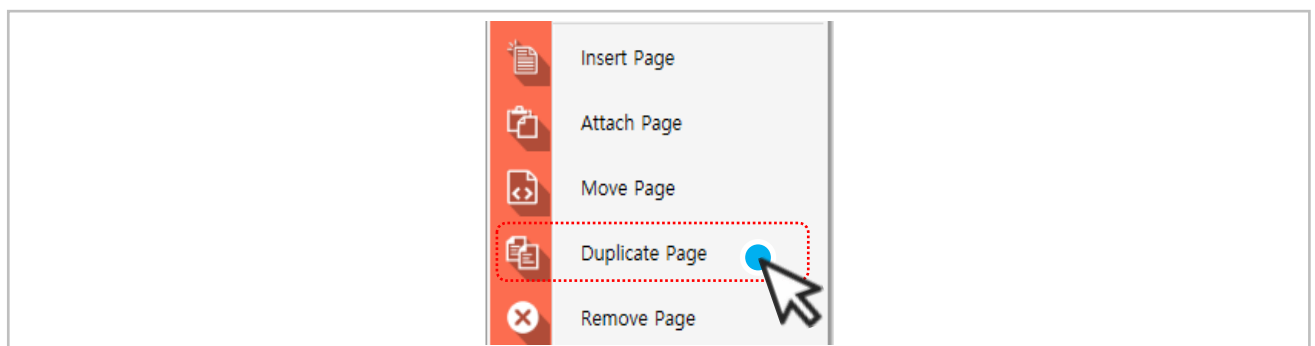
Duplicate the template of the current page and add it to the next page.

Duplicate Current Page

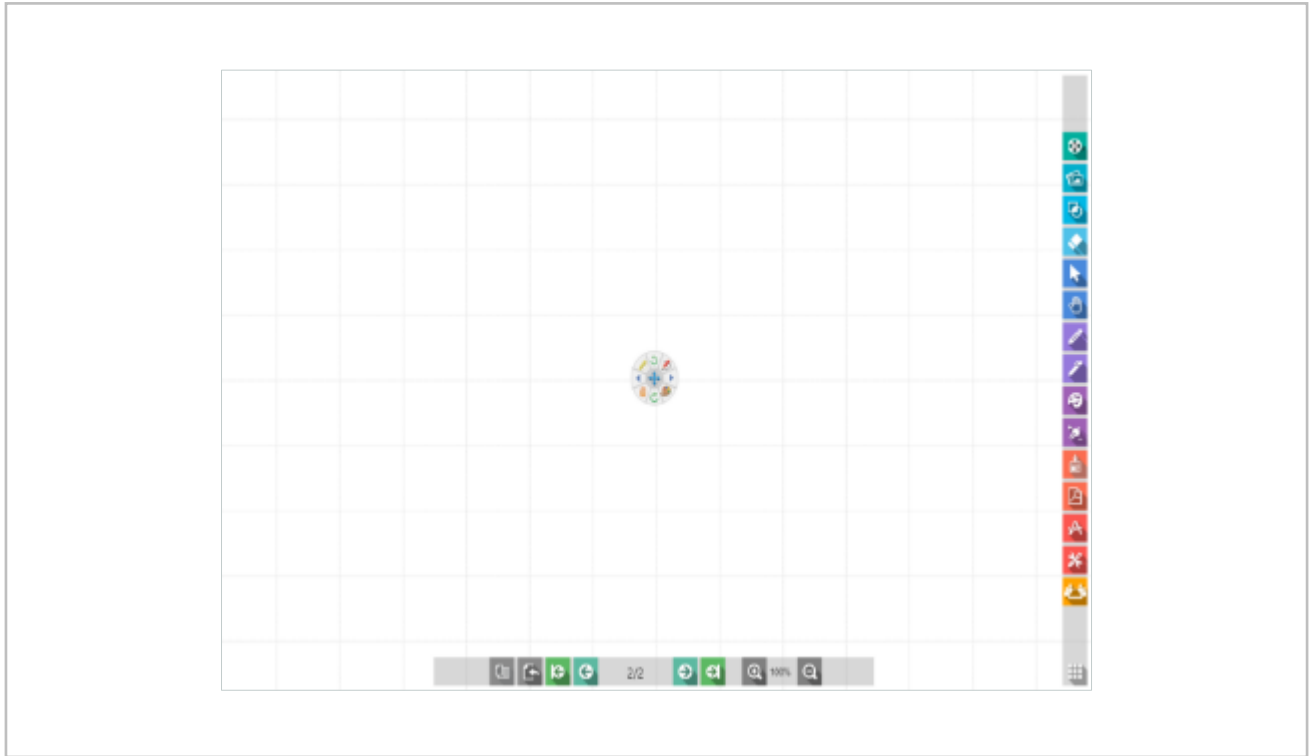
- 1 Click the [Page Tool] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Duplicate Page] menu with a mouse or Smartpen.



3 The template will be duplicated and then added to the next page.



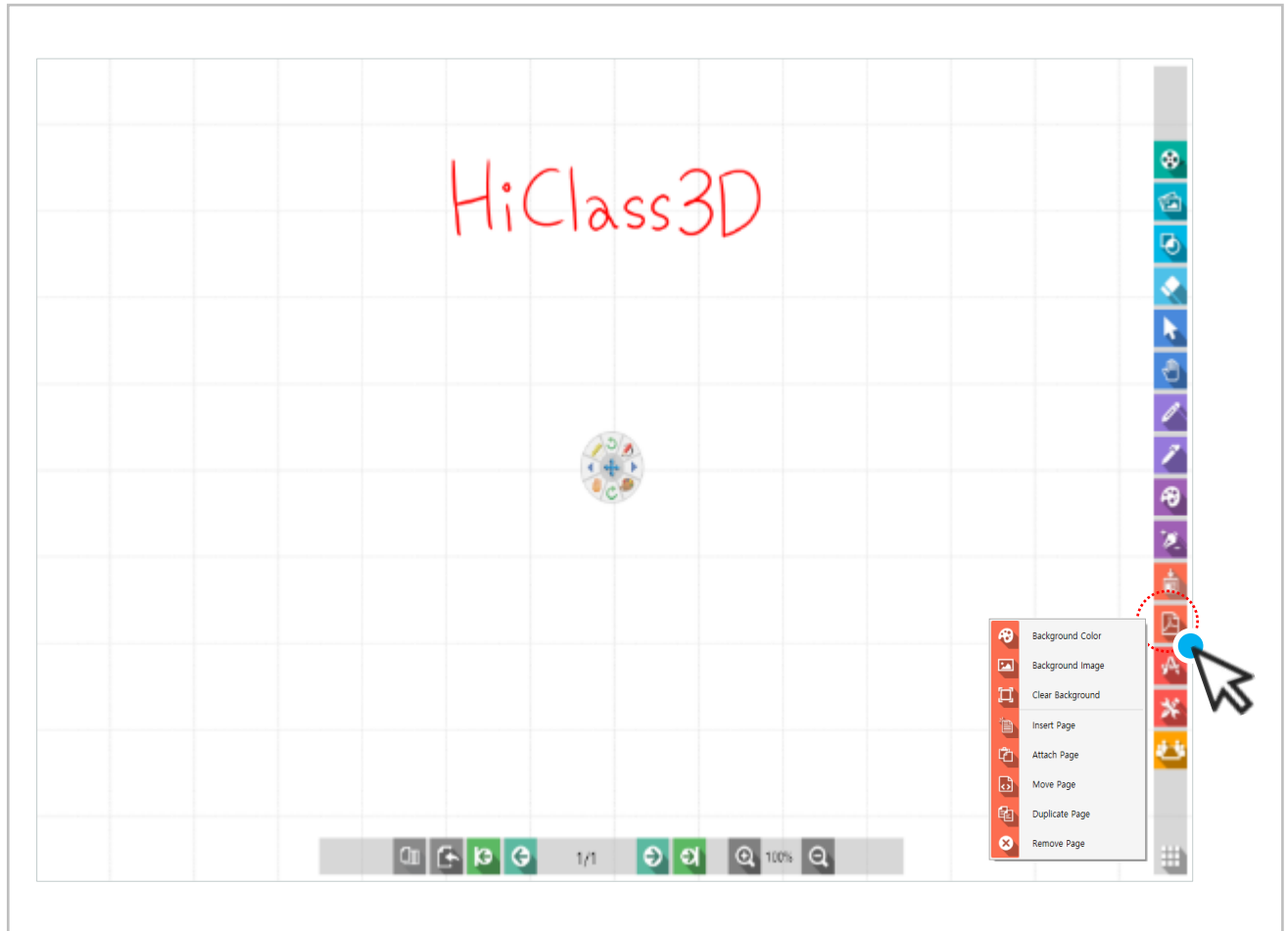
When the Duplicate the current page function is used, the [Background] of the current page is duplicated and added to the next page. However, items such as annotations or ink strokes cannot be duplicated.

Remove Page

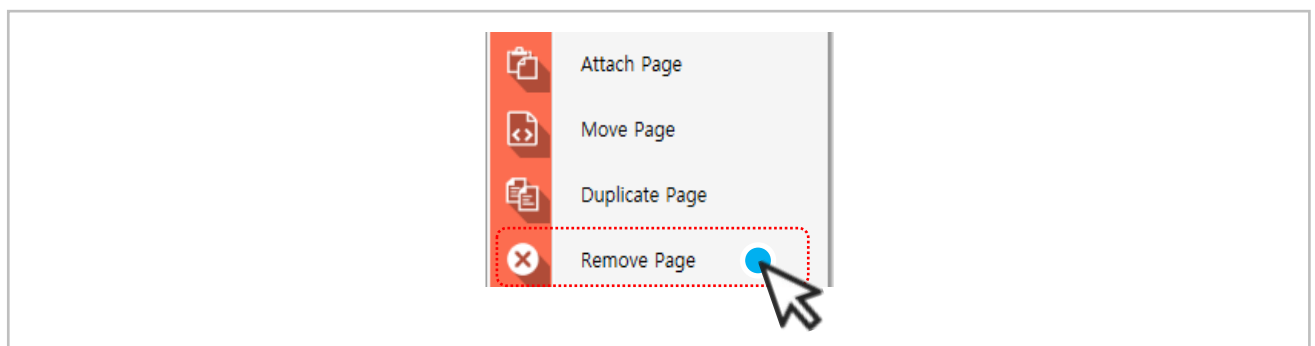
Delete the current page.

Delete the Current Page

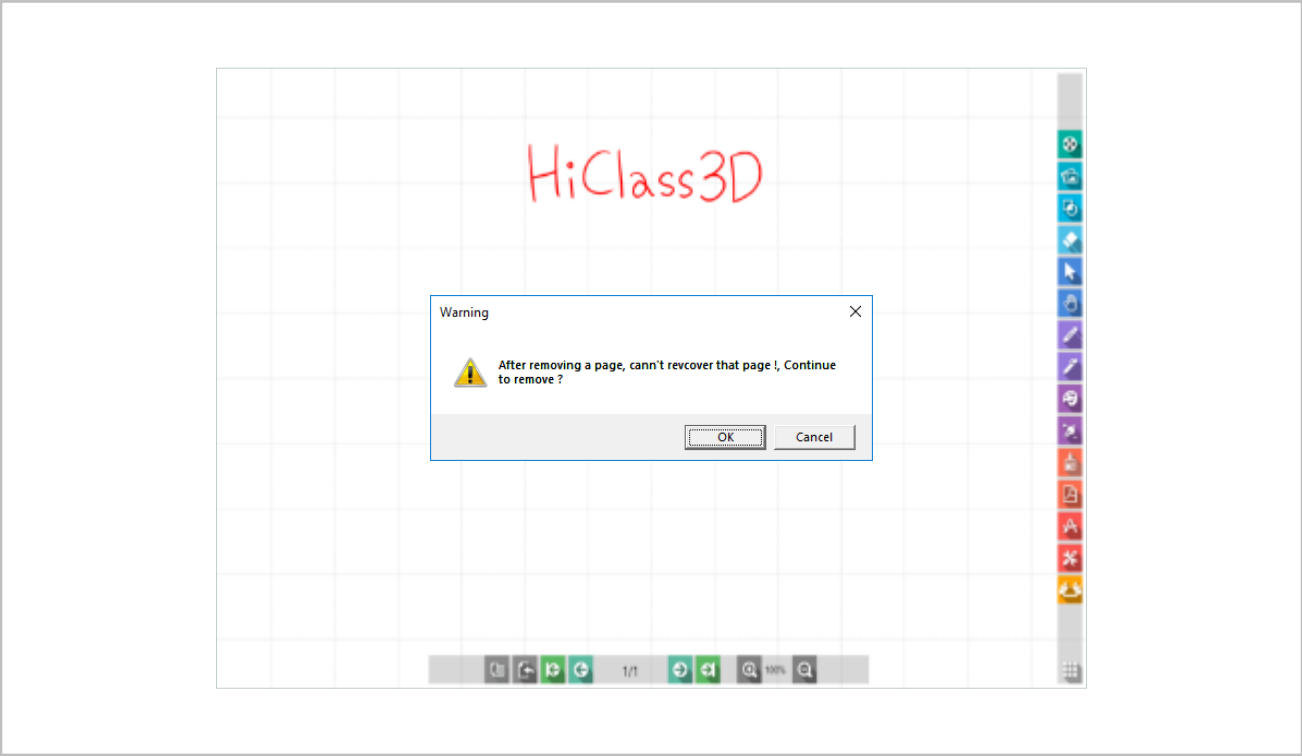
- 1 Click the [Page Tool] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Remove Page] menu with a mouse or Smartpen.



3 A warning message will appear.

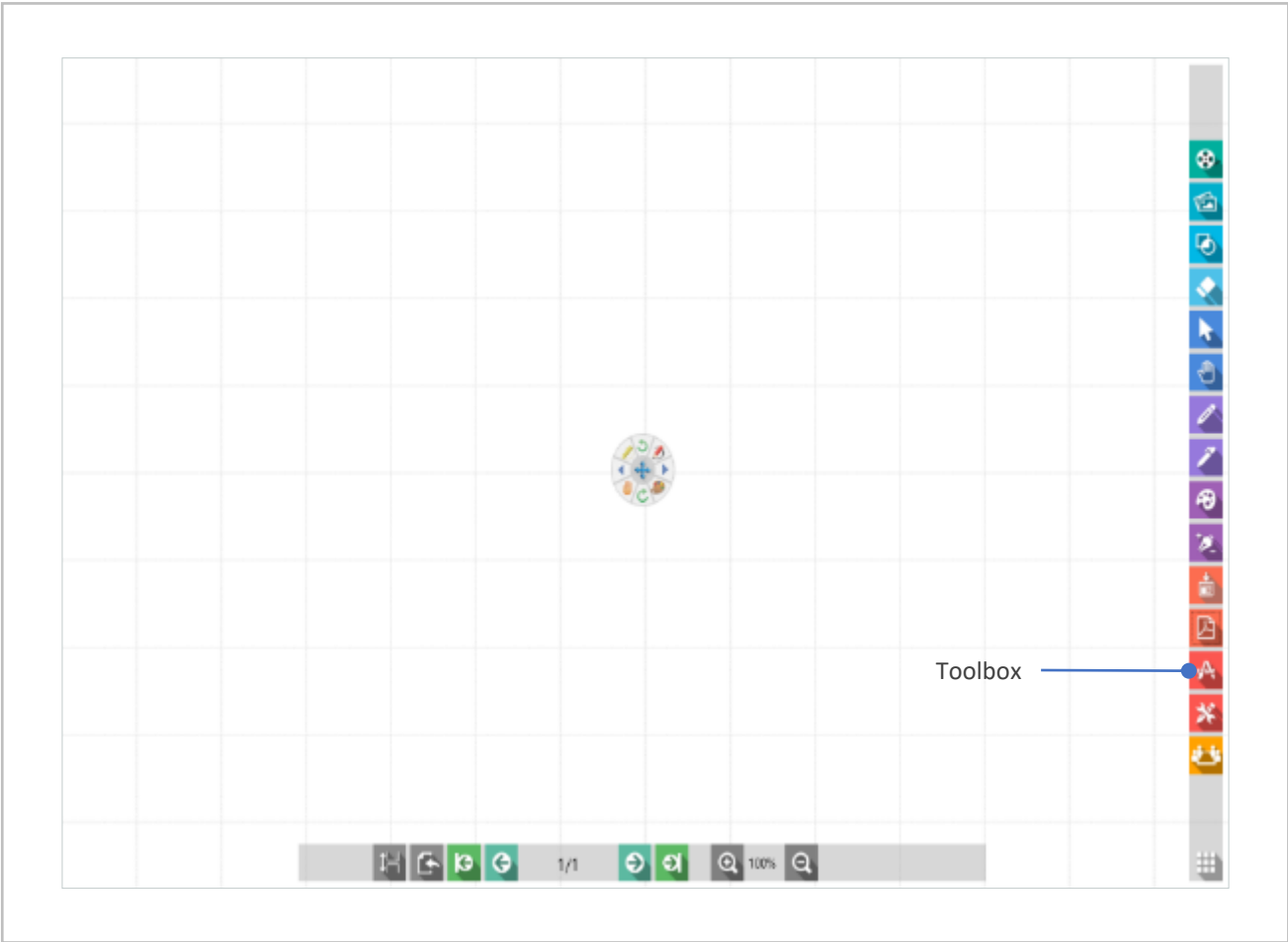


4 When the warning message appears, click the [OK] button with a mouse or Smartpen and the current page will be deleted.



Toolbox

Toolbar which is a collection of tools that can be used for lectures.



Toolbox Additional Menu

	Magic Eye	Penetrate through a specific part and show the contents hidden behind the part.
	Spotlight	Emphasize and display a specific part in the current page.
	Magnifier	Magnify and display a specific part in the current page.
	Ruler	Draw a line in actual length.
	Protractor	Apply and draw with the actual angle.
	Compass	Apply and draw with the radius and angle of the actual length.
	StopWatch	Measure and display elapsed time.



Magic Eye

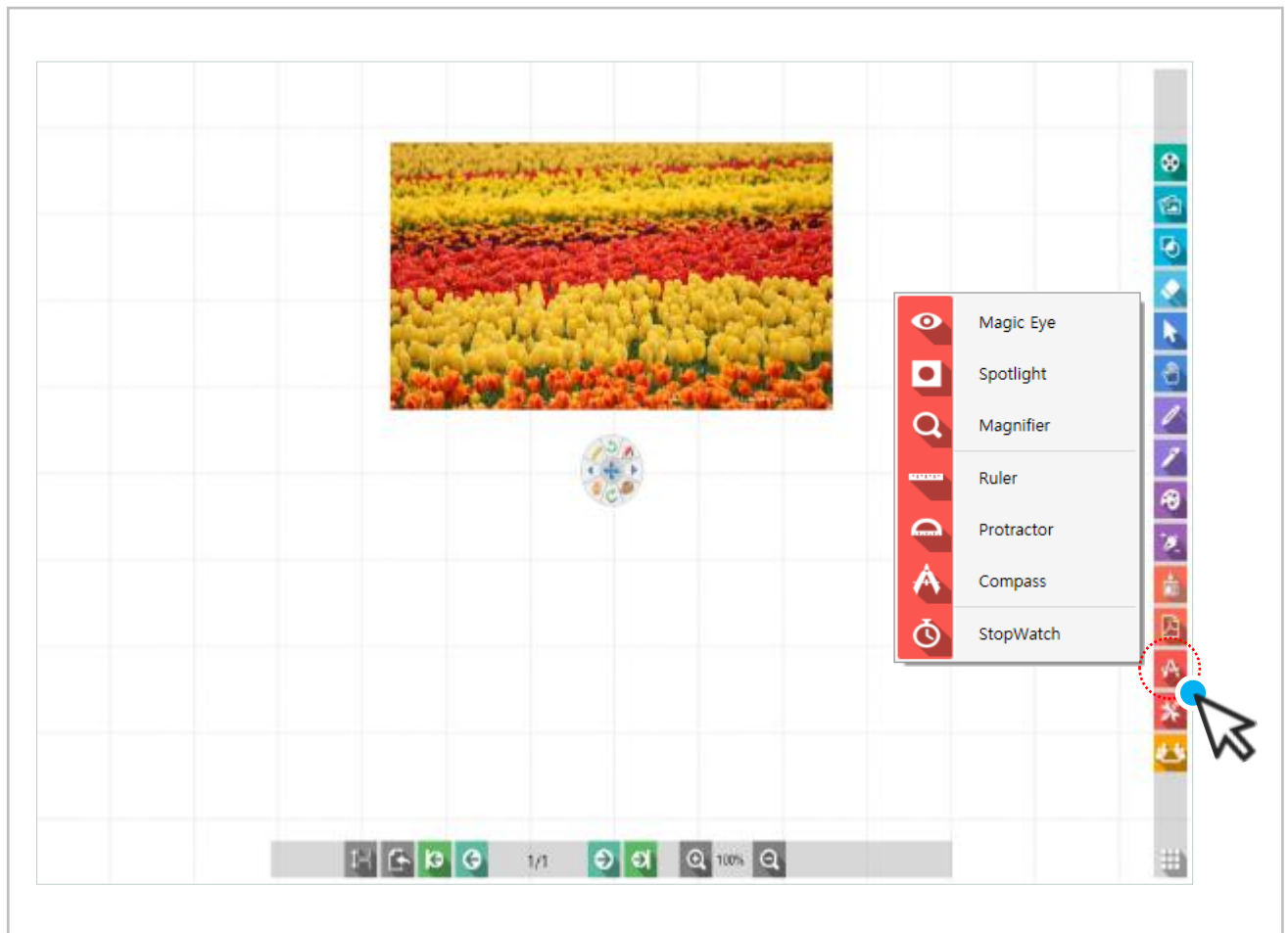
This function enables the user to see through a specific part in the current page and shows other content hidden behind it.

Click the edge and drag it to change the size of the MagicEye.

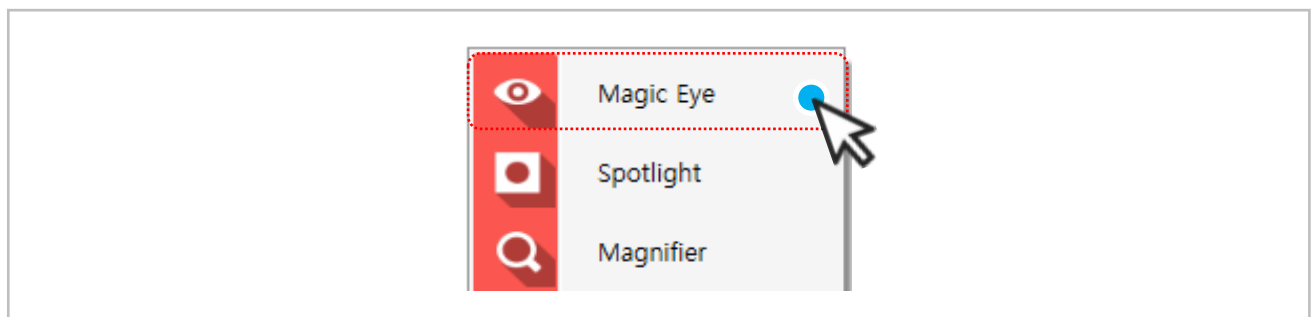
Click inside and drag it to move the MagicEye and see through another part.

Use Magic Eye

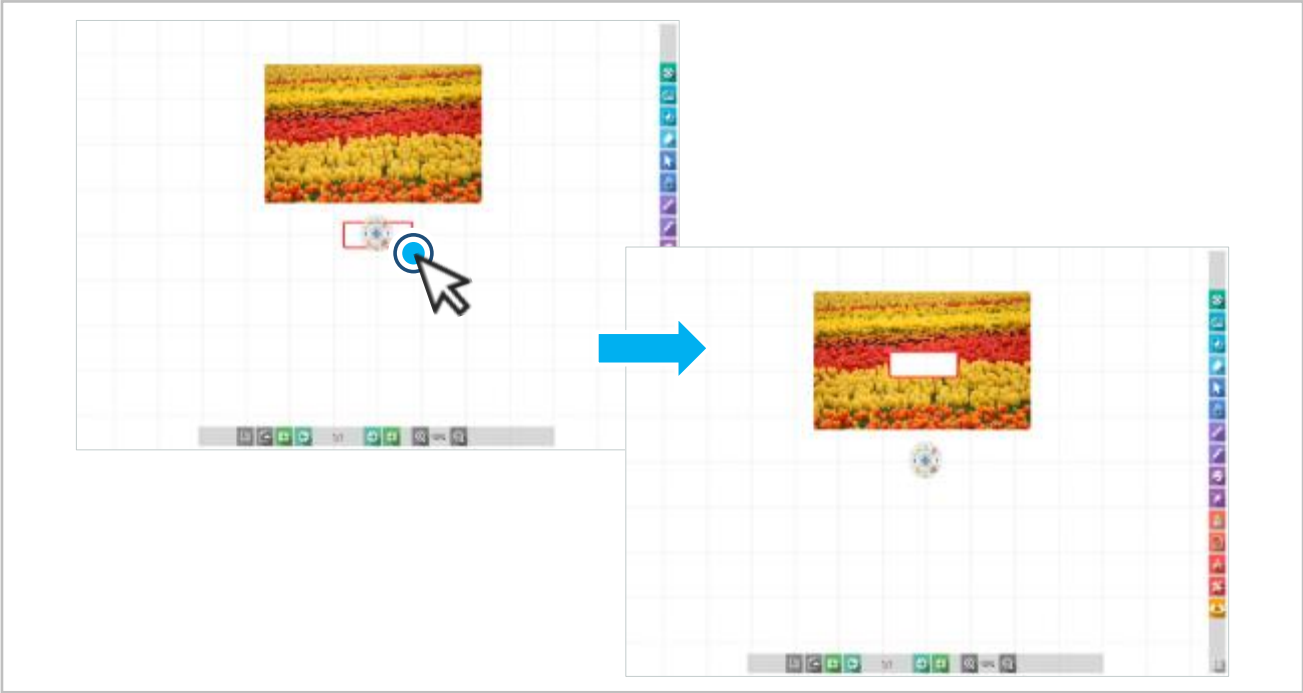
- 1 Click the [Toolbox] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Magic Eye] menu with a mouse or Smartpen.

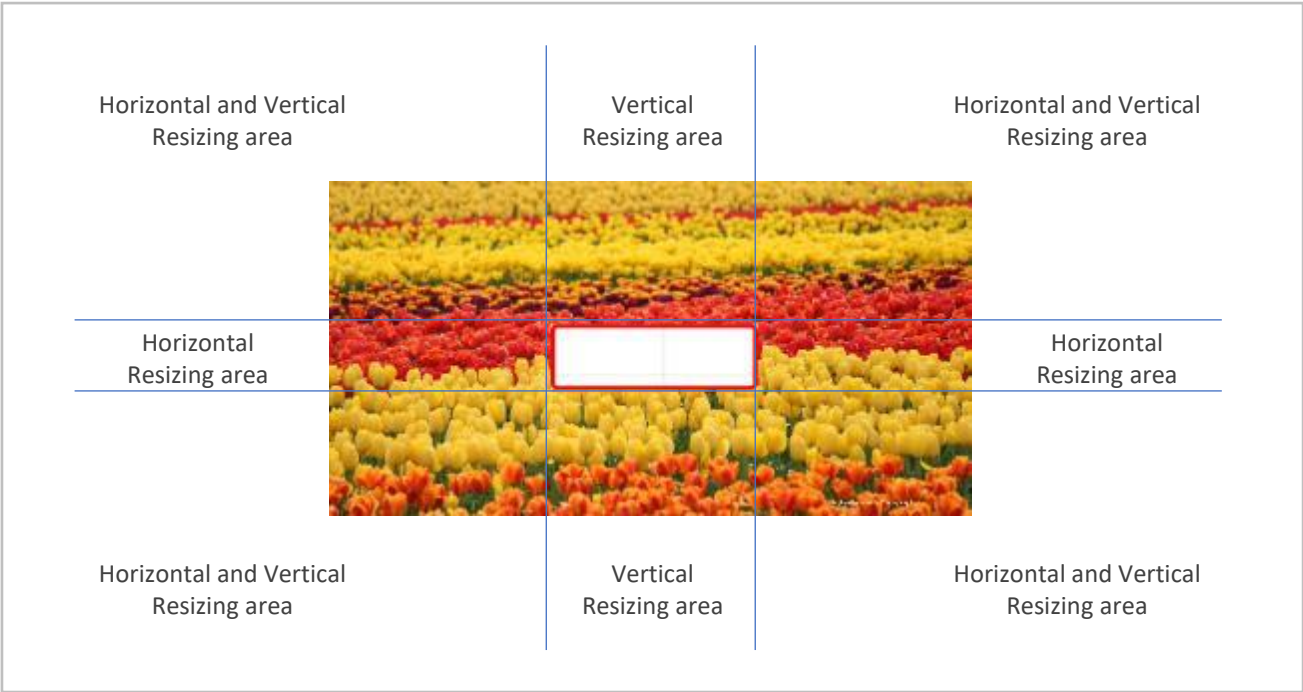


3 MagicEye appears. You can see the area you want by moving the MagicEye.



If [MagicEye Transparency] is not checked in the Annotation Property Dialog, it will not be viewed as a magic eye.

Changing the size of a MagicEye



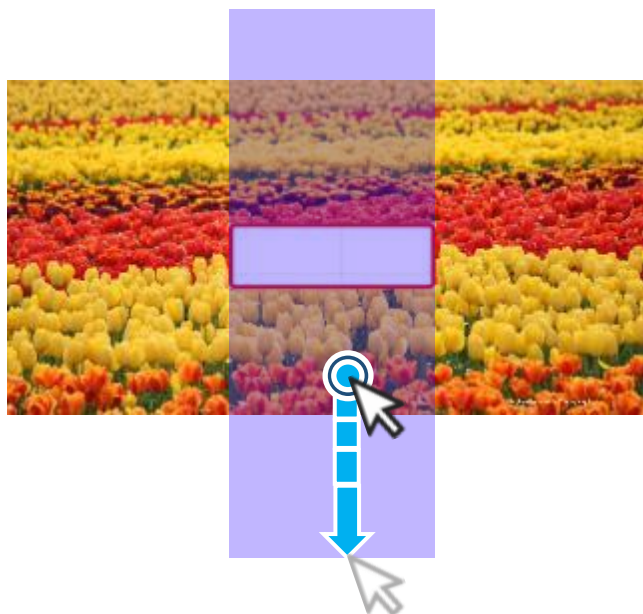
1 Click anywhere in the horizontal resizing area and drag.



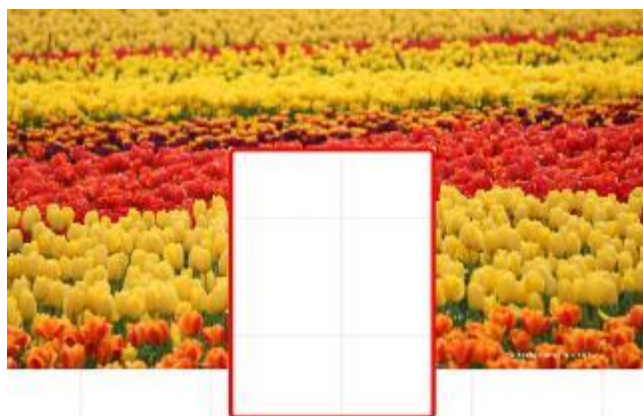
2 The width of the MagicEye is changed.



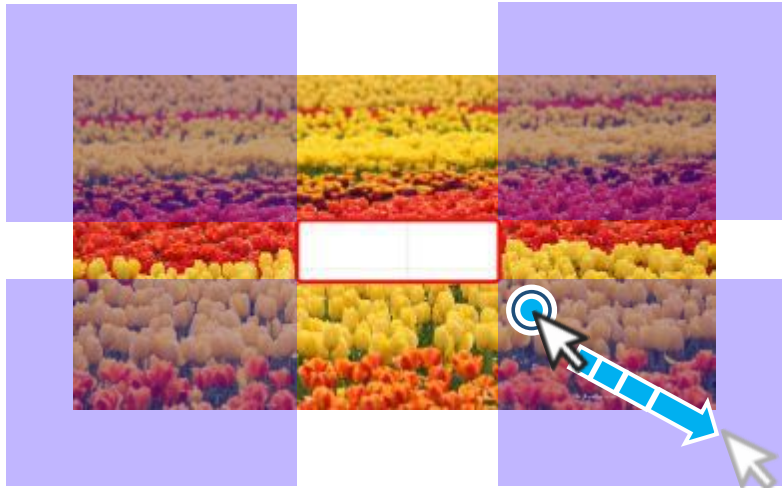
3 Click anywhere in the vertical resizing area and drag.



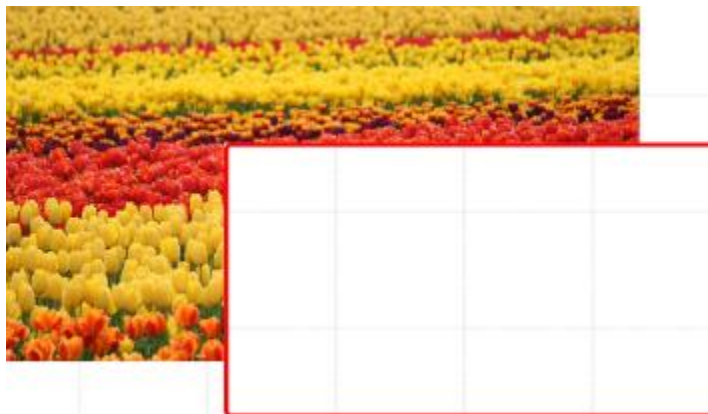
4 The vertical size of the MagicEye is changed.



5 Click anywhere in the horizontal and vertical resizing area and drag.



6 The horizontal & vertical size of MagicEye is changed.

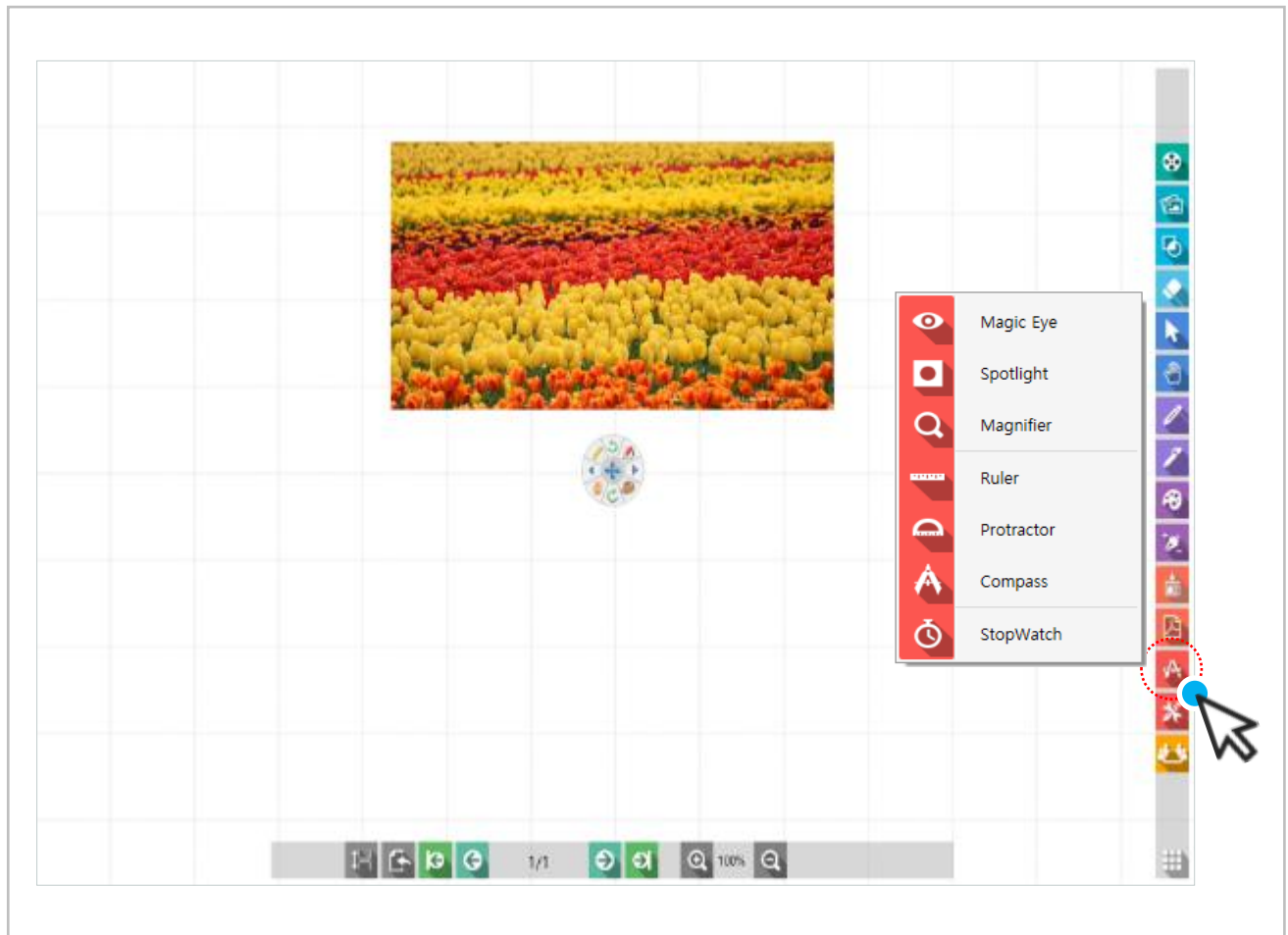


Spotlight

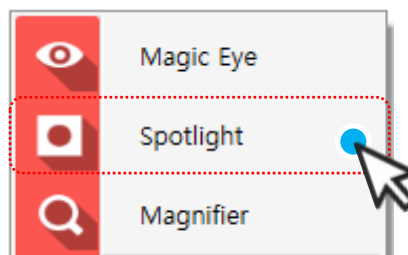
Using this function, it is possible to emphasize and show only a specific part in the current page.
Click the edge and drag it to change the size of the spotlight.
Click inside and drag it to move the spotlight and emphasize another part.

Using Spotlight

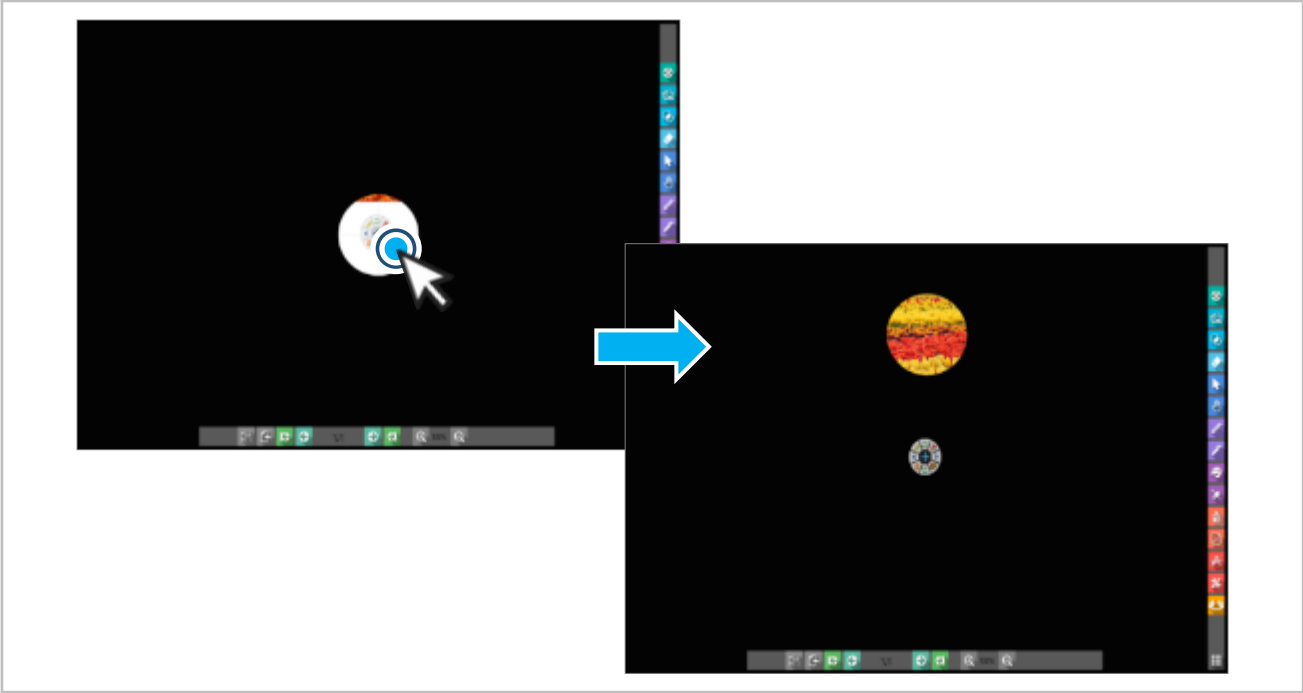
- 1 Click the [Toolbox] button with a mouse or Smartpen.



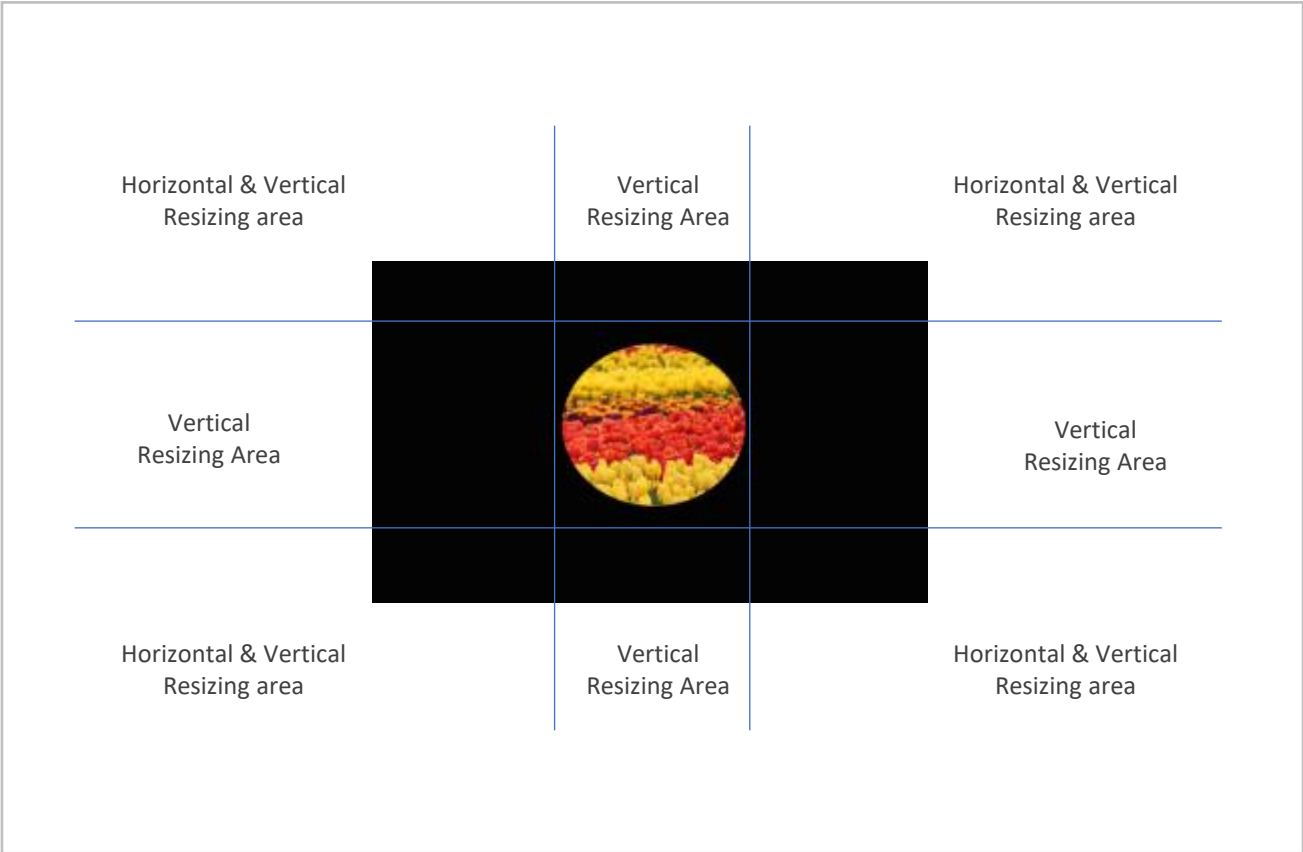
- 2 When the additional menu opens, click the [Spotlight] menu with a mouse or Smartpen.



3 Click inside the spotlight with your mouse or Smartpen and drag to move it to the desired area.



Resizing the Spotlight.



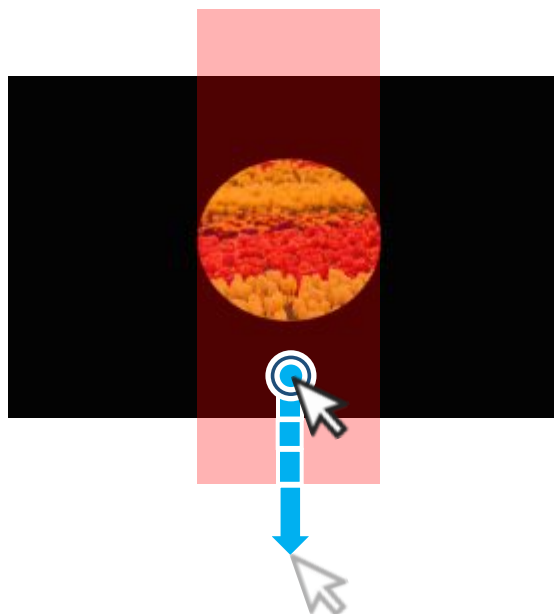
1 Click anywhere in the horizontal resizing area and drag.



2 The width of the Spotlight is changed.



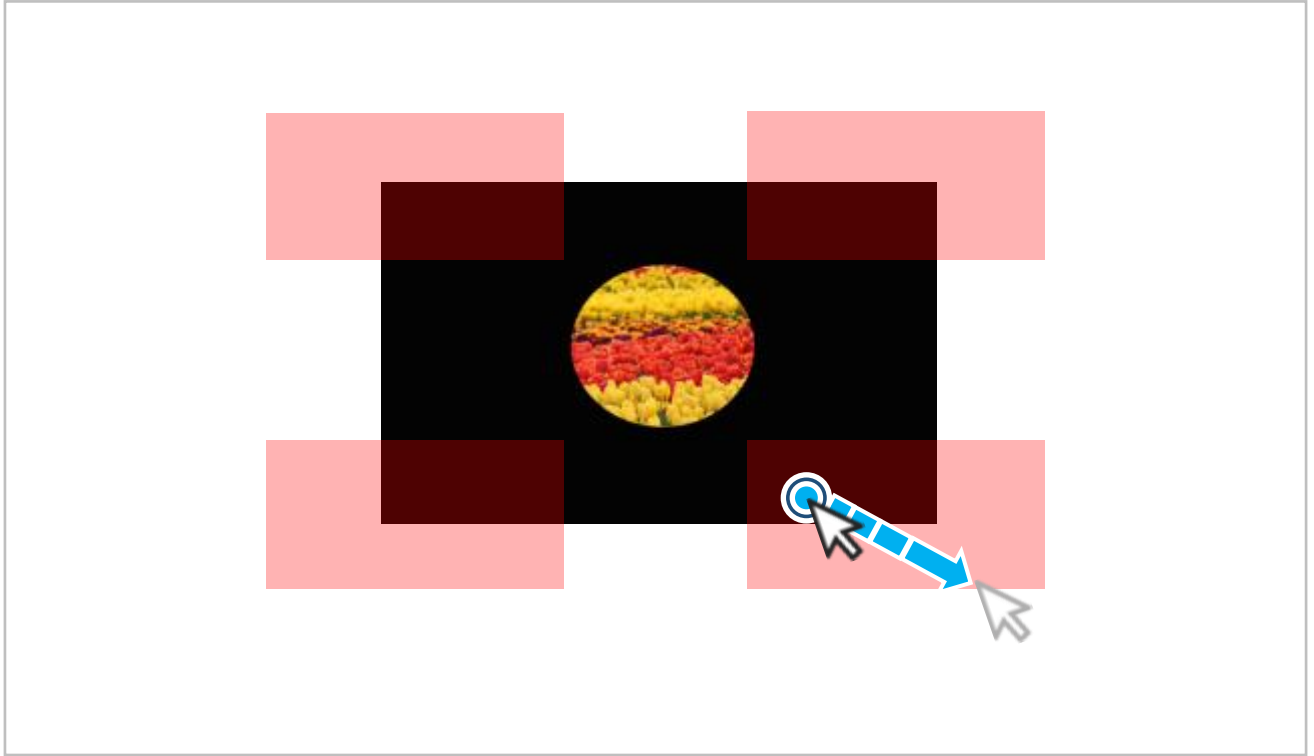
3 Click anywhere in the vertical resizing area and drag.



4 The height of the Spotlight is changed.



5 Click anywhere in the horizontal and vertical resizing area and drag.



6 The horizontal and vertical size of the Spotlight is changed.



Magnifier

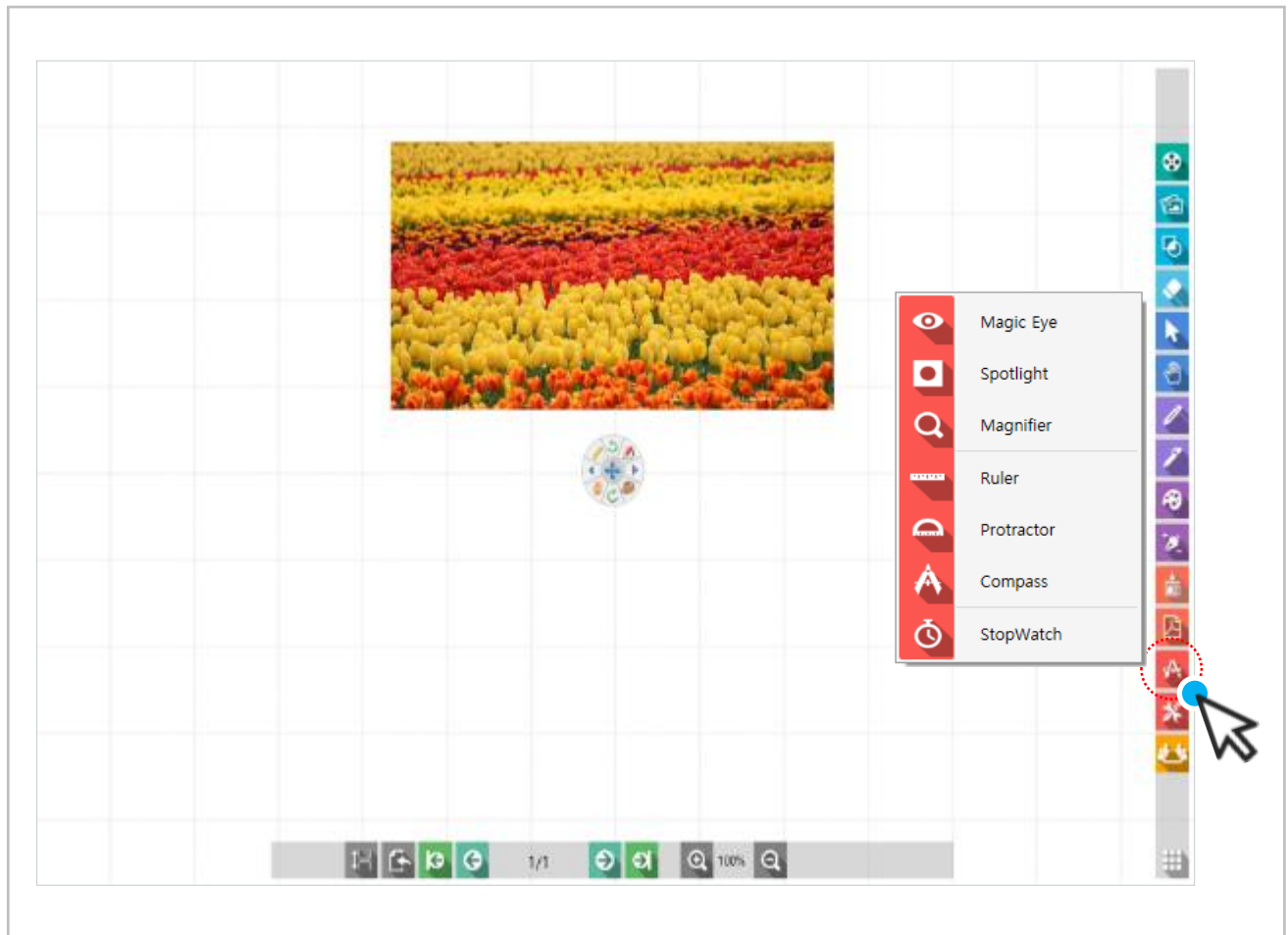
This function enables the user to magnify a specific part of the current page.

Click and drag the edge to resize the Magnifying glass.

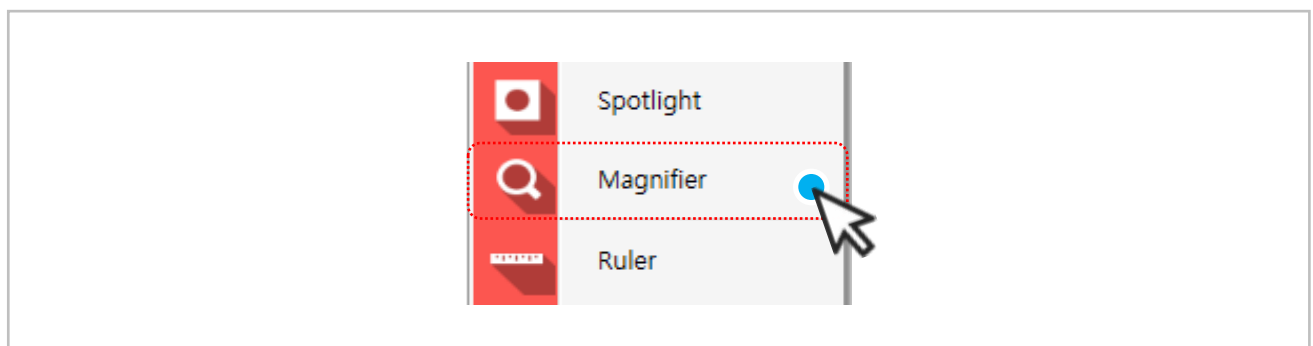
Click inside and drag to move the Magnifying glass and magnify another part.

Using the Magnifier

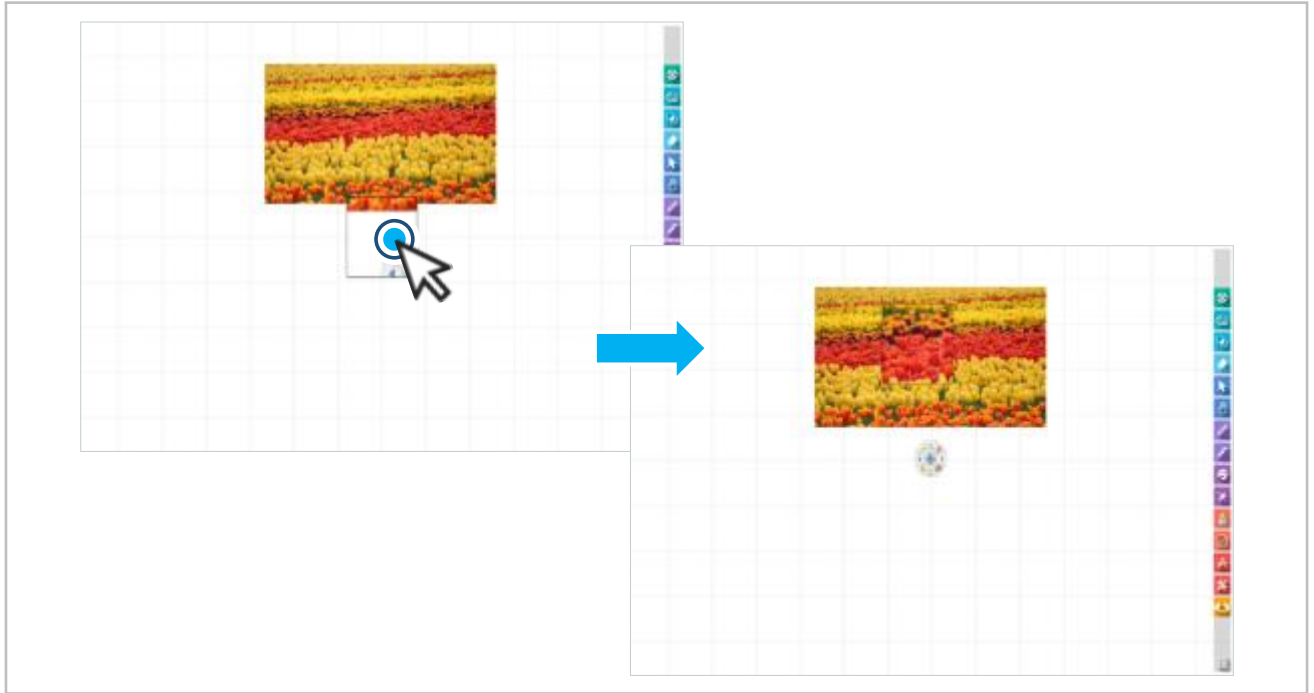
- 1 Click the [Toolbox] button with a mouse or Smartpen.



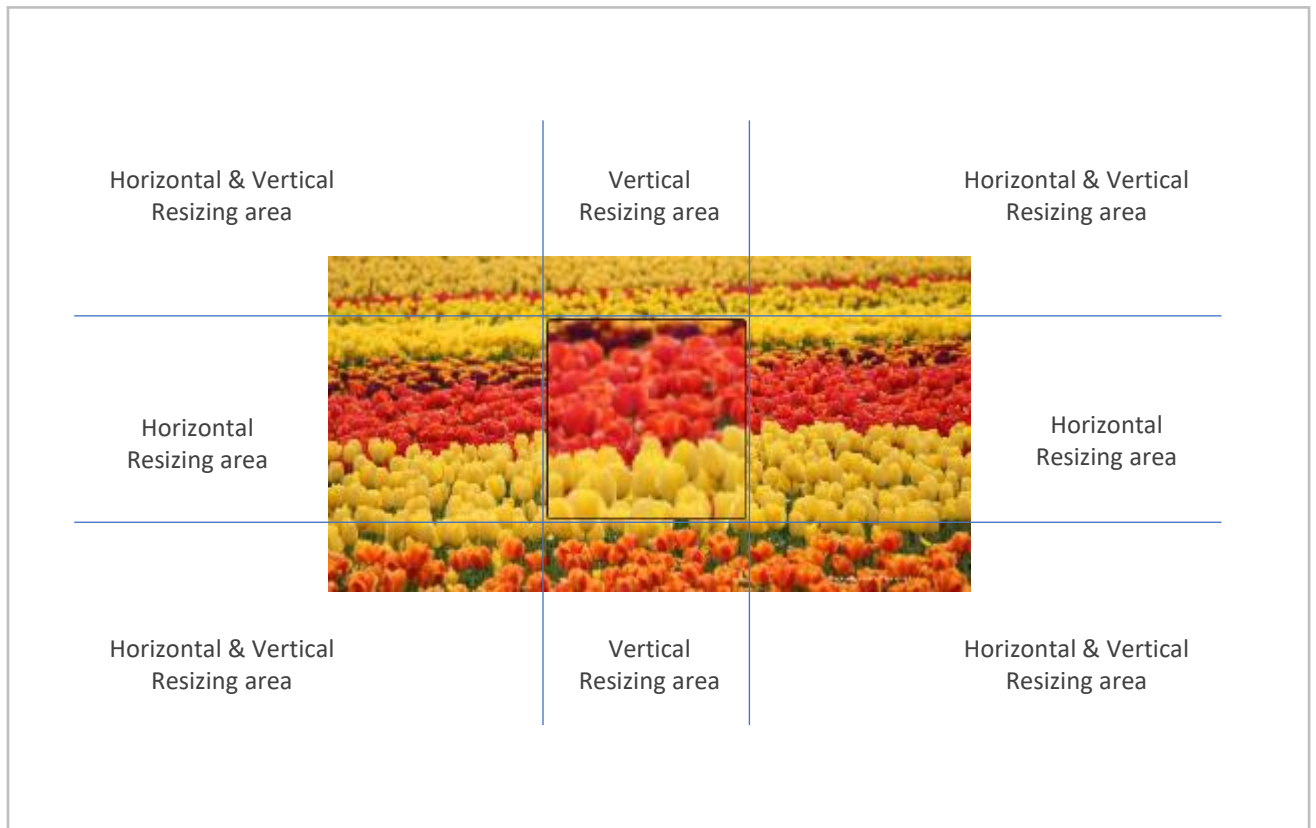
- 2 When the additional menu opens, click the [Magnifier] menu with a mouse or Smartpen.



- 3 The magnifier appears. You can zoom in on a desired area by clicking and dragging the inside of the Magnifier with the mouse or Smartpen.



Resizing the Magnifier



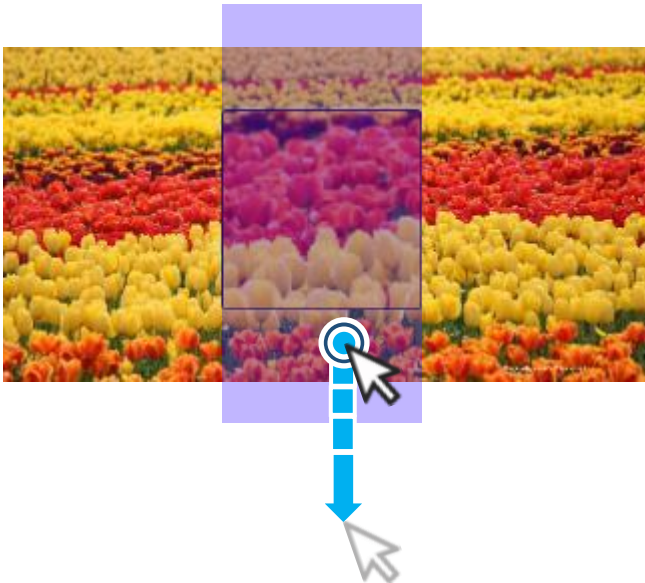
1 Click anywhere in the horizontal resizing area and drag.



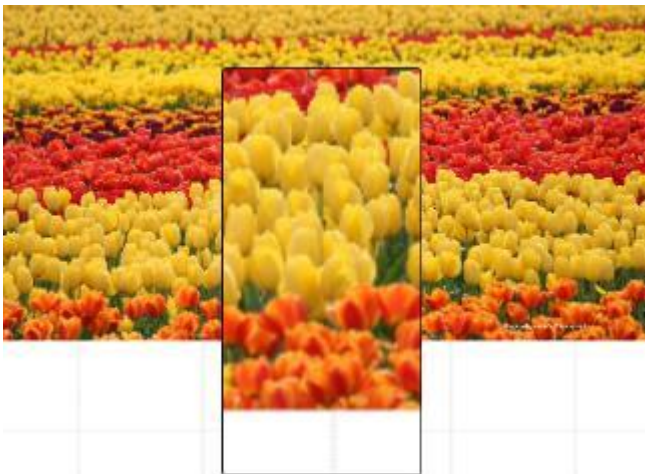
2 The width of the Magnifier is changed.



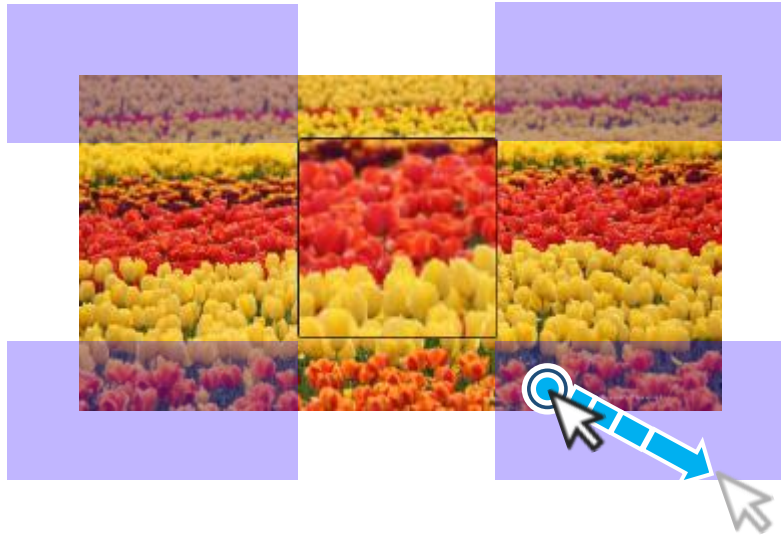
3 Click anywhere in the vertical resizing area and drag.



4 The height of the Magnifier is changed.



5 Click anywhere in the horizontal and vertical resizing area and drag.



6 The width and height of the Magnifier is changed.



Ruler

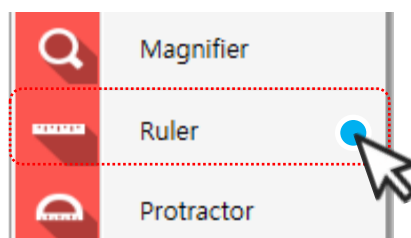
This function is used to draw a line that is consistent with its actual length.
If it is printed on an A4-sized paper, it will be printed with the accurate length.
Click and drag the Rotation button located in the center to rotate the ruler.

Using Ruler

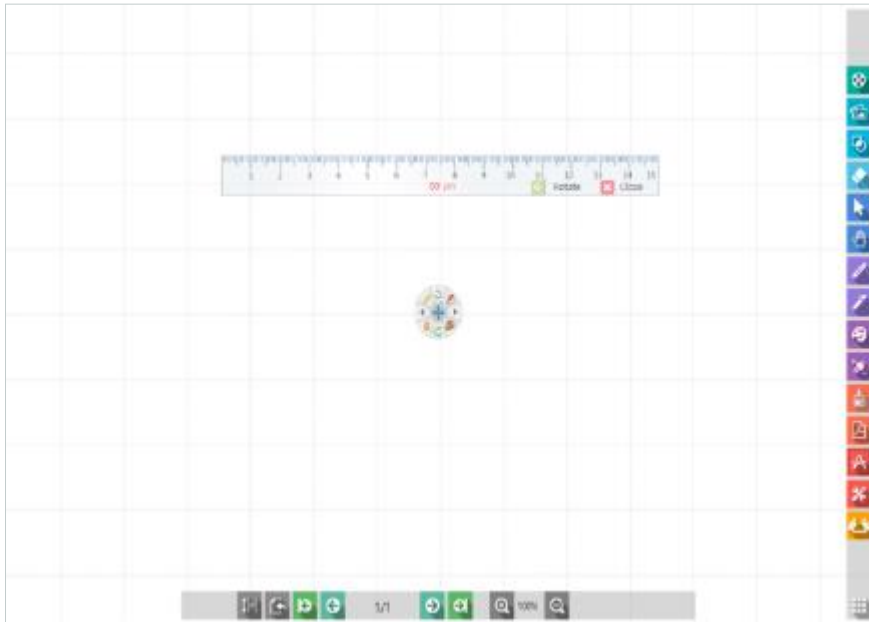
- 1 Click the [Toolbox] button with a mouse or Smartpen.



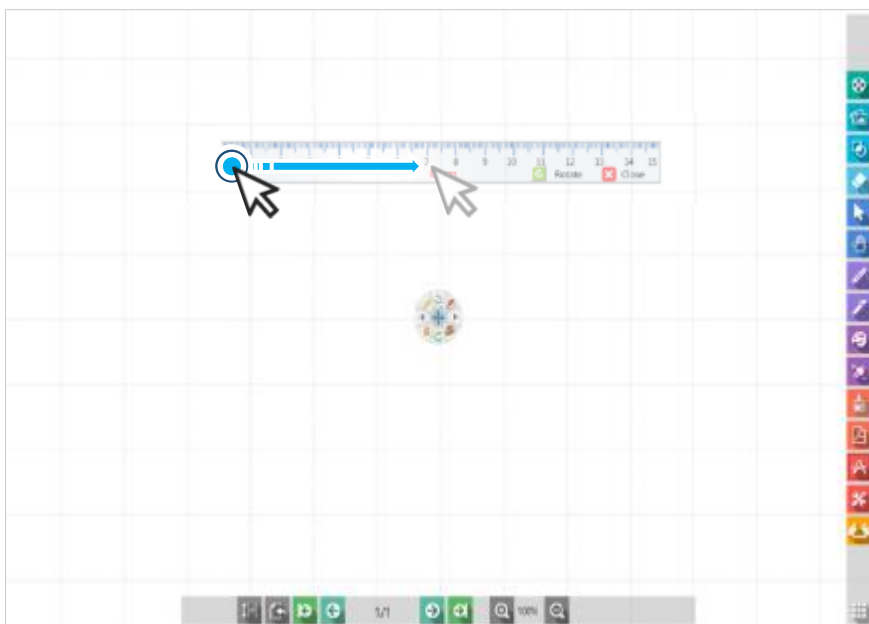
- 2 When the additional menu opens, click the [Ruler] menu with a mouse or Smartpen.



3 A ruler will appear.



4 Click and drag at the top left part of the ruler with a pen or mouse to draw a line.



5 When the user stops dragging, an ink stroke consistent with the actual length is drawn on the screen.

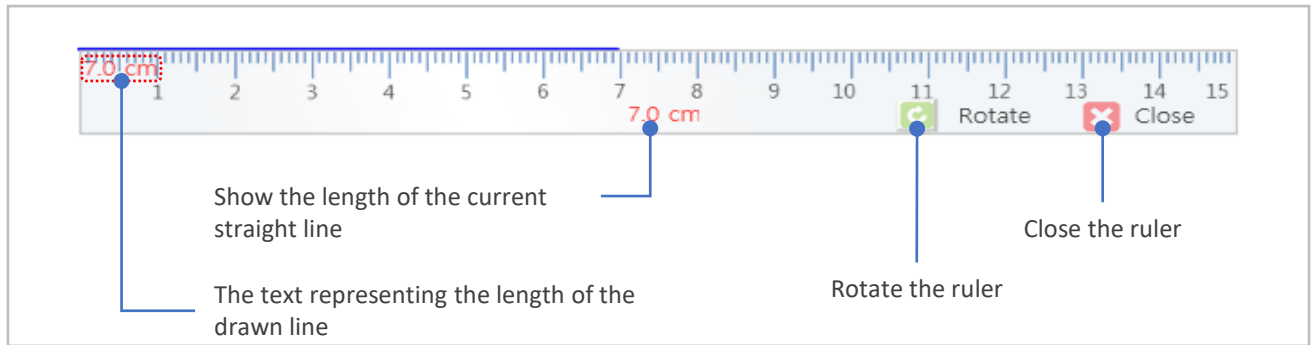


6 You can see the ink strokes drawn at the specified length.





The Ruler Menu



Ruler rotation and drawing a straight line



To rotate the ruler, press the Rotate button with mouse or Smartpen, drag it and stop at the desired position.



To move the ruler, drag the inside area of the ruler with mouse or Smartpen and stop at the desired location.



Because the straight line drawn using the ruler is an ink stroke and not an annotation, it is possible to delete it in Eraser mode.



[The text representing the length of the drawn line] can not be edited and can be deleted only by using the [Delete Selected Annotation] menu in the Annotation Property Dialog.



Protractor

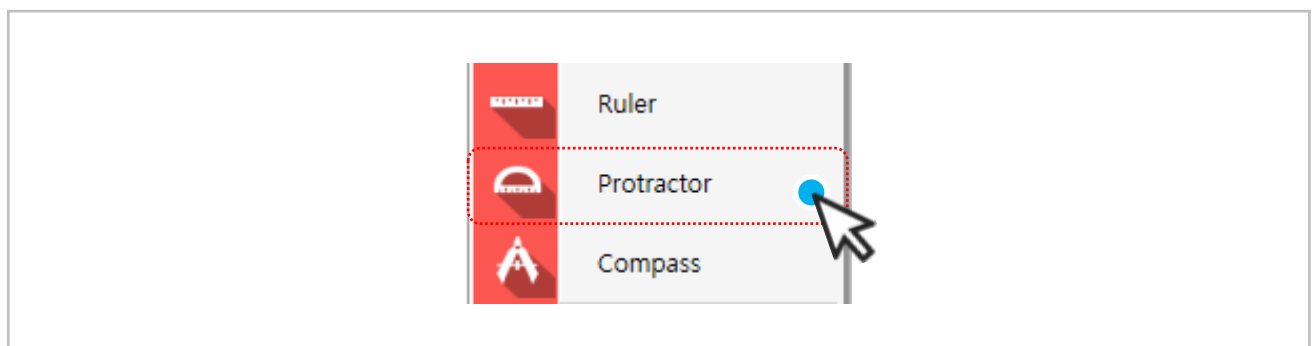
This function is used to draw an angle equal to the actual angle.
If it is printed on an A4-sized paper, it will be printed with accurate angle.
Click and drag the Rotate button to rotate the protractor.

Using the Protractor

- 1 Click the [Toolbox] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Protractor] menu with a mouse or Smartpen.



3 A protractor will appear.



4 Drag the red dot until you reach the desired angle with a mouse or Smartpen.



5 When the user stops dragging, an ink stroke at the designated angle is drawn on the current page.

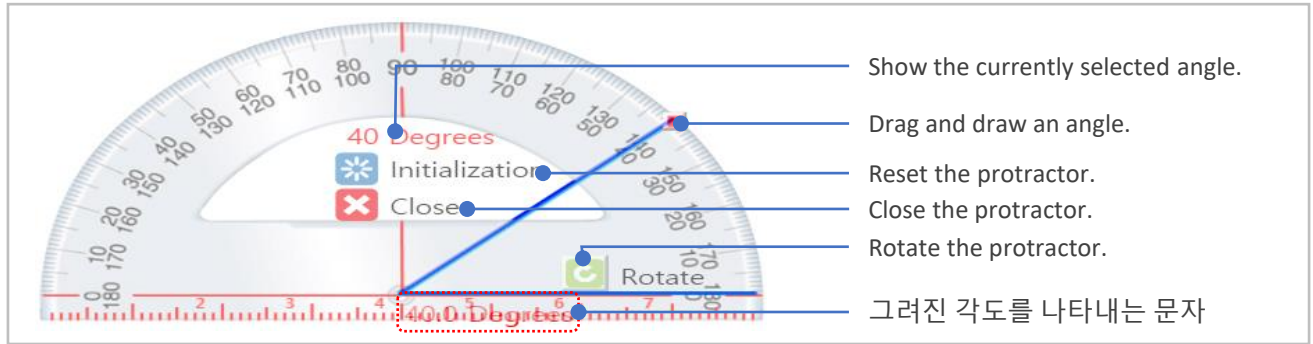


6 You can see the ink strokes drawn at the specified angle.

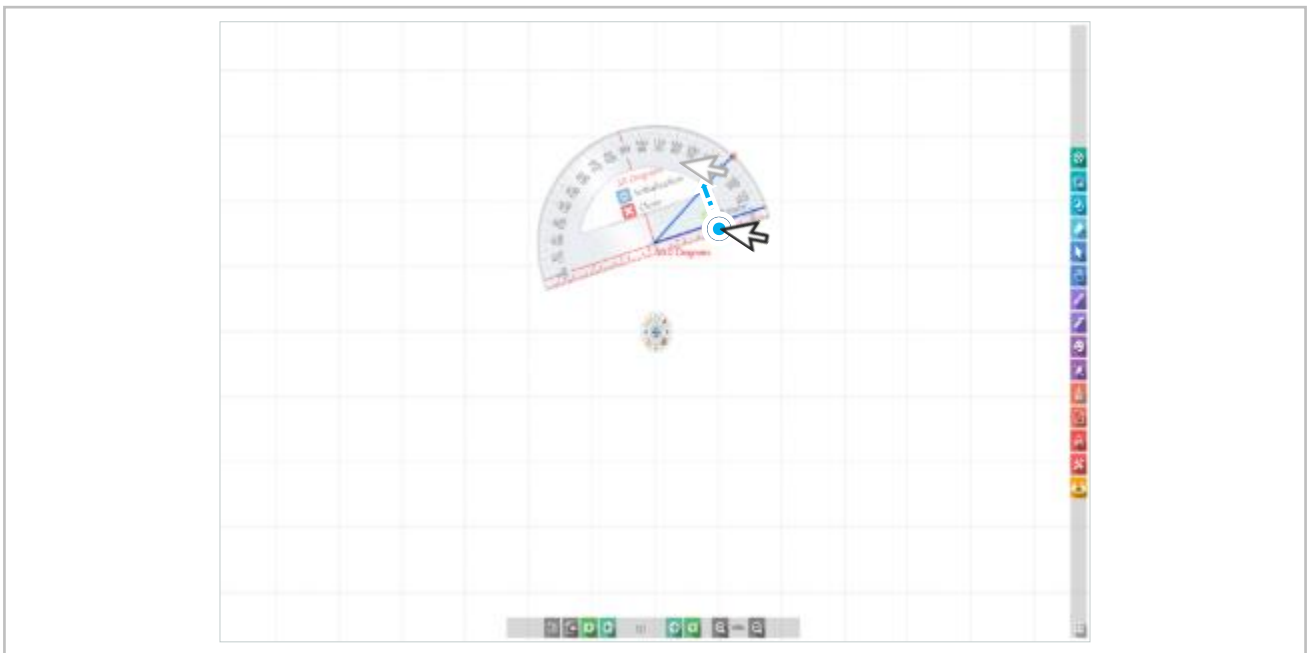




The Protractor Menu



Rotating and using the protractor



To rotate the protractor, press the Rotate button with a mouse or Smartpen, drag it and stop at the desired position.



To move the protractor, drag the inside part of the protractor with a mouse or Smartpen and stop at the desired location.



Because the angle drawn using the protractor is an ink stroke and not an annotation, it is possible to delete it in the Eraser mode.



[Show the currently selected angle] can not be edited and can be deleted only by using the [Delete Selected Annotation] menu in the Annotation Property Dialog.



Compass

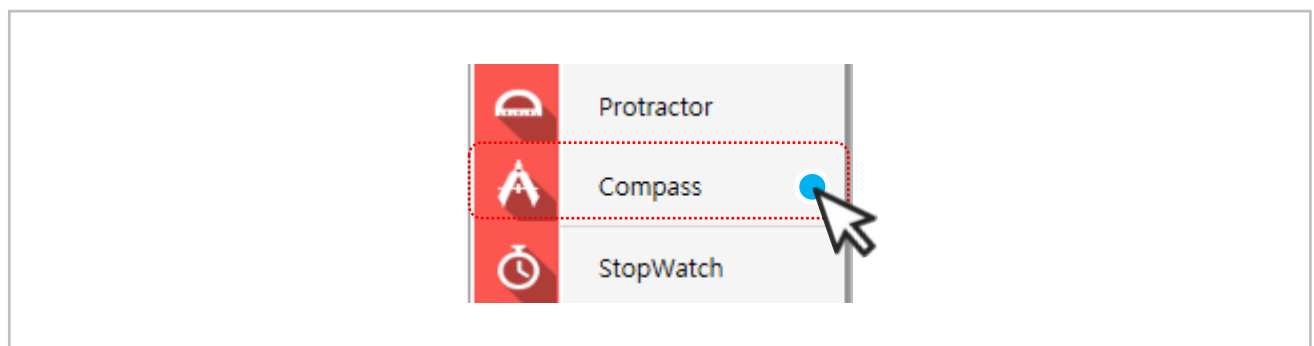
This function is used to draw a circle in the same way as if an actual compass was used.
If it is printed on an A4-sized paper, an accurate circle radius is printed.

Using the Compass

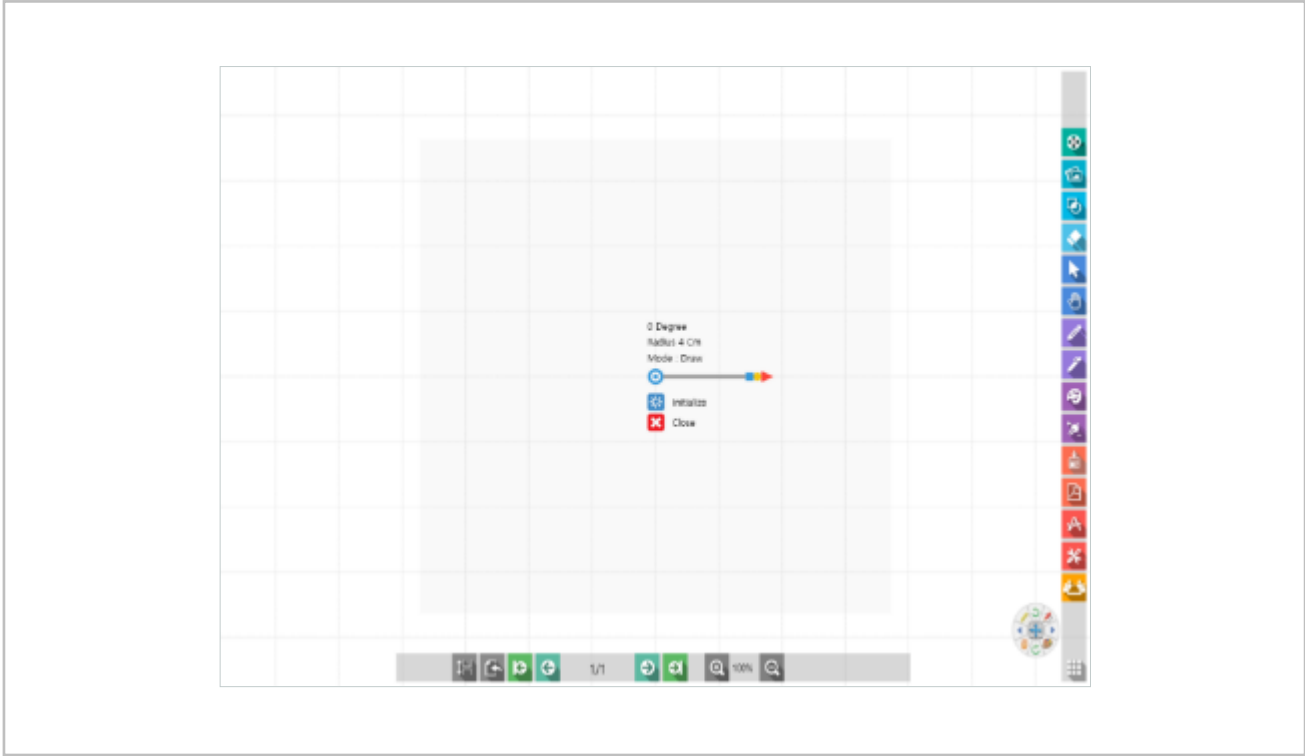
- 1 Click the [Toolbox] button with a mouse or Smartpen.



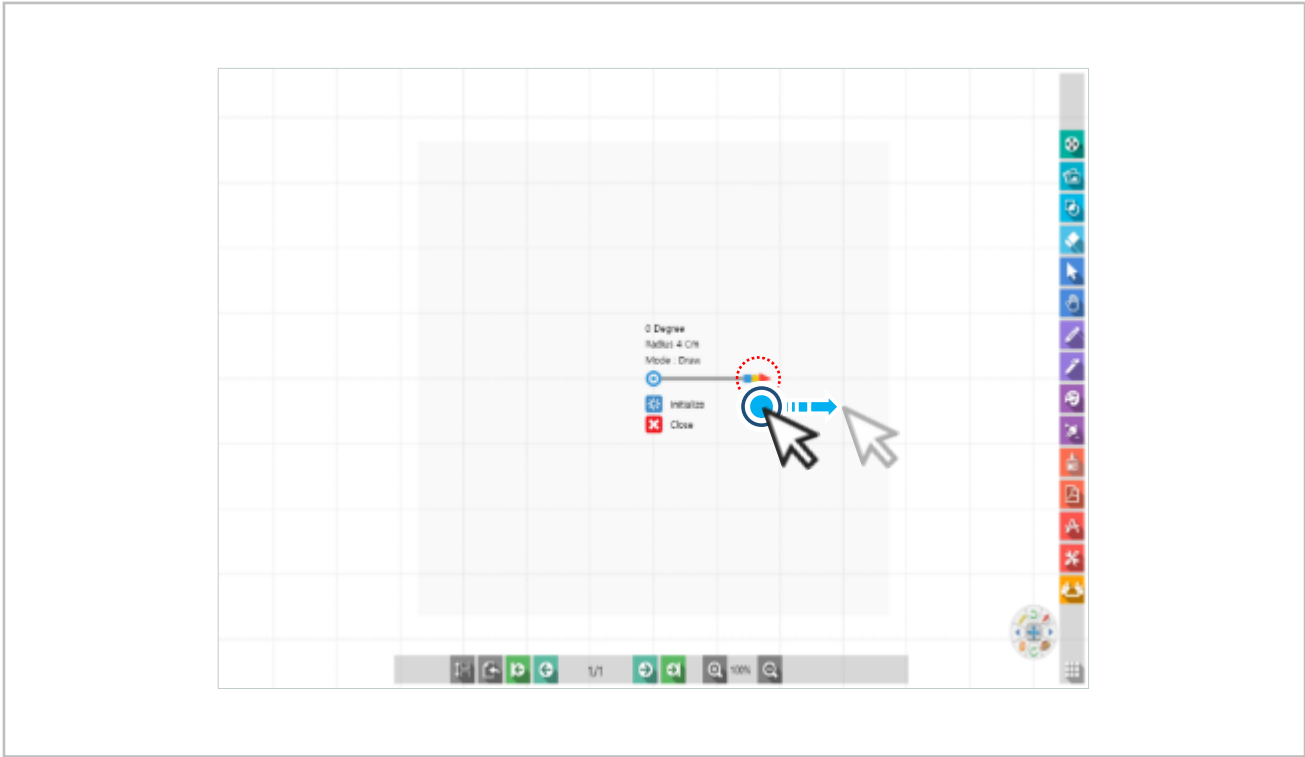
- 2 When the additional menu opens, click the [Compass] menu with a mouse or Smartpen.



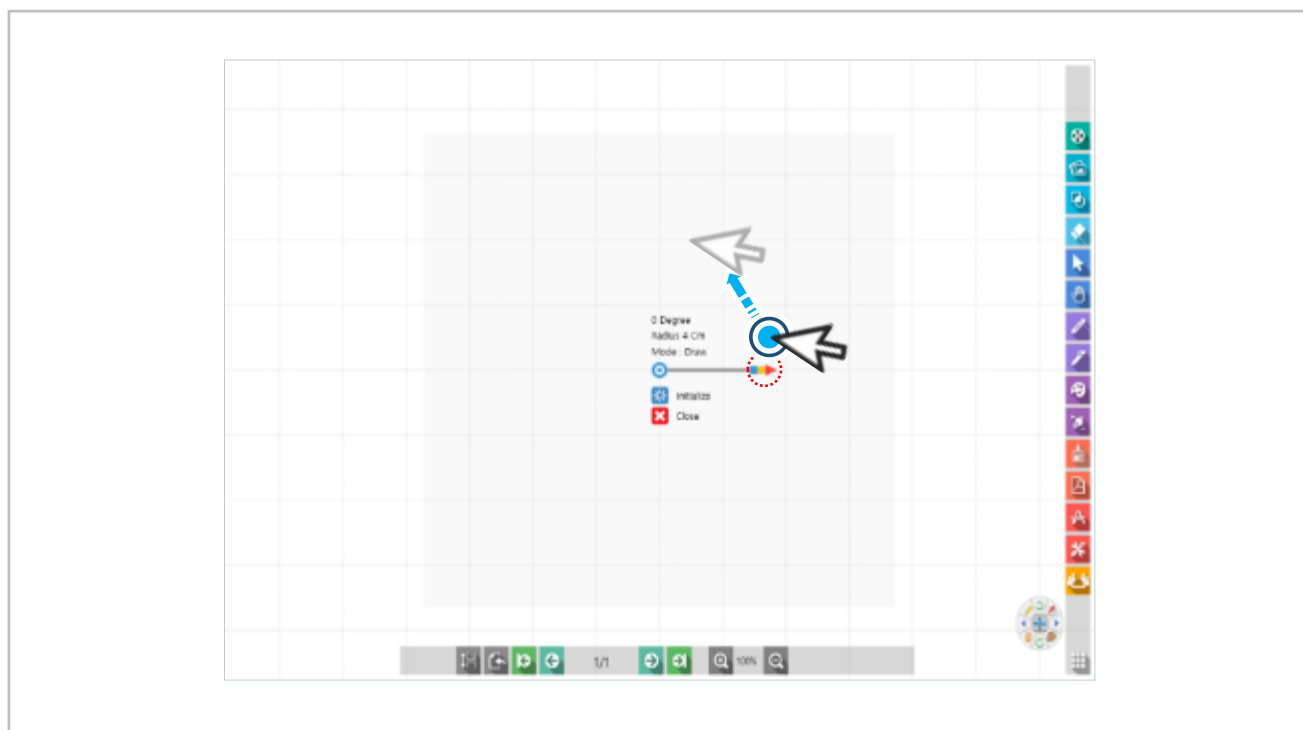
3 A compass will appear.



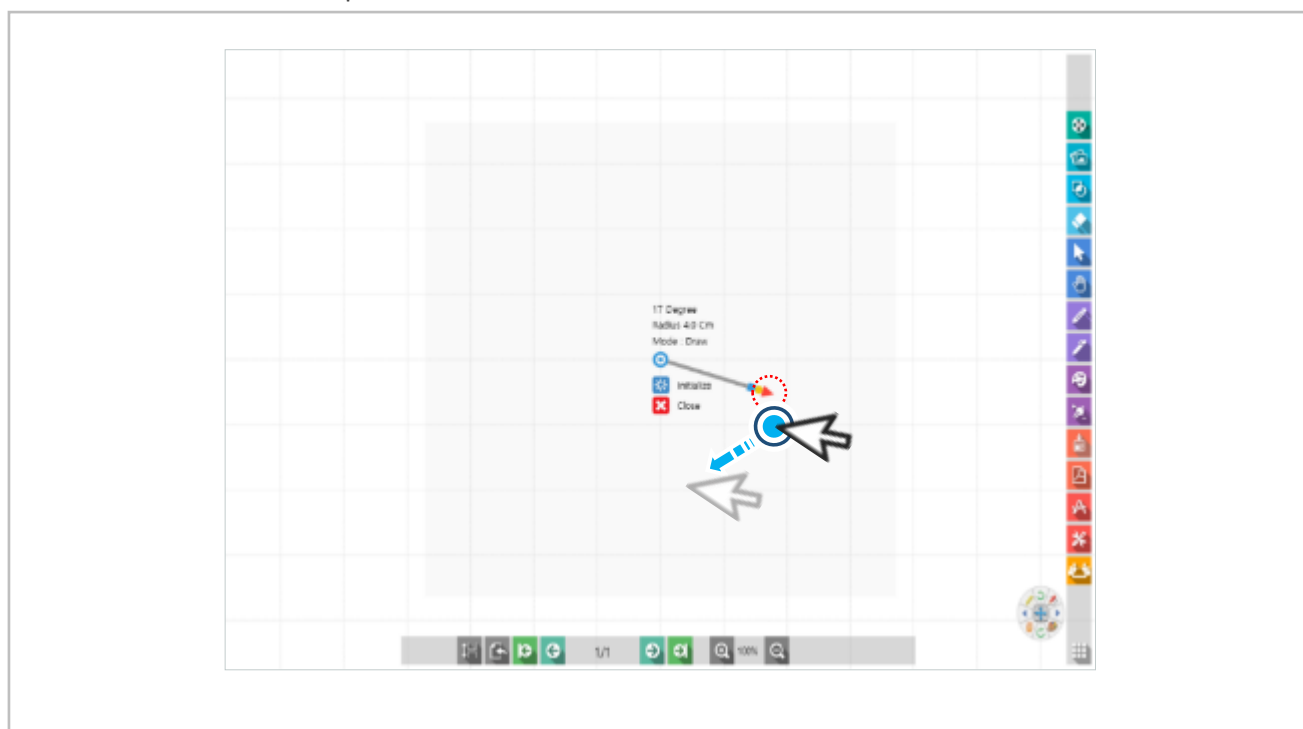
4 You can adjust the size of the radius by dragging the blue rectangle [Radius scaling button] to the left or right.



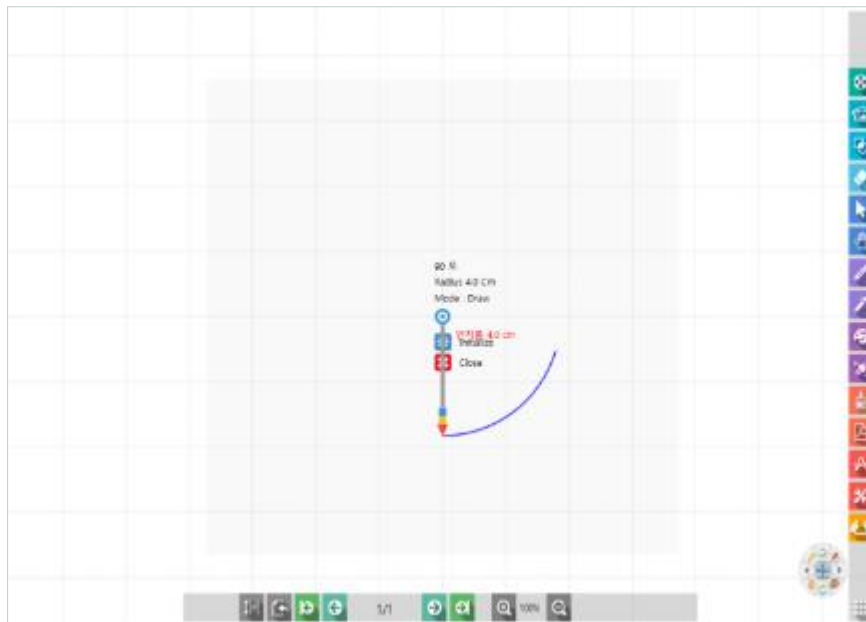
- 5 After determining the radius, drag the yellow [Rotate] button with your mouse or Smartpen to set the starting position.



- 6 After determining the starting position, draw a circle or arc by dragging the [Draw Circle] button in red with the mouse or Smartpen.



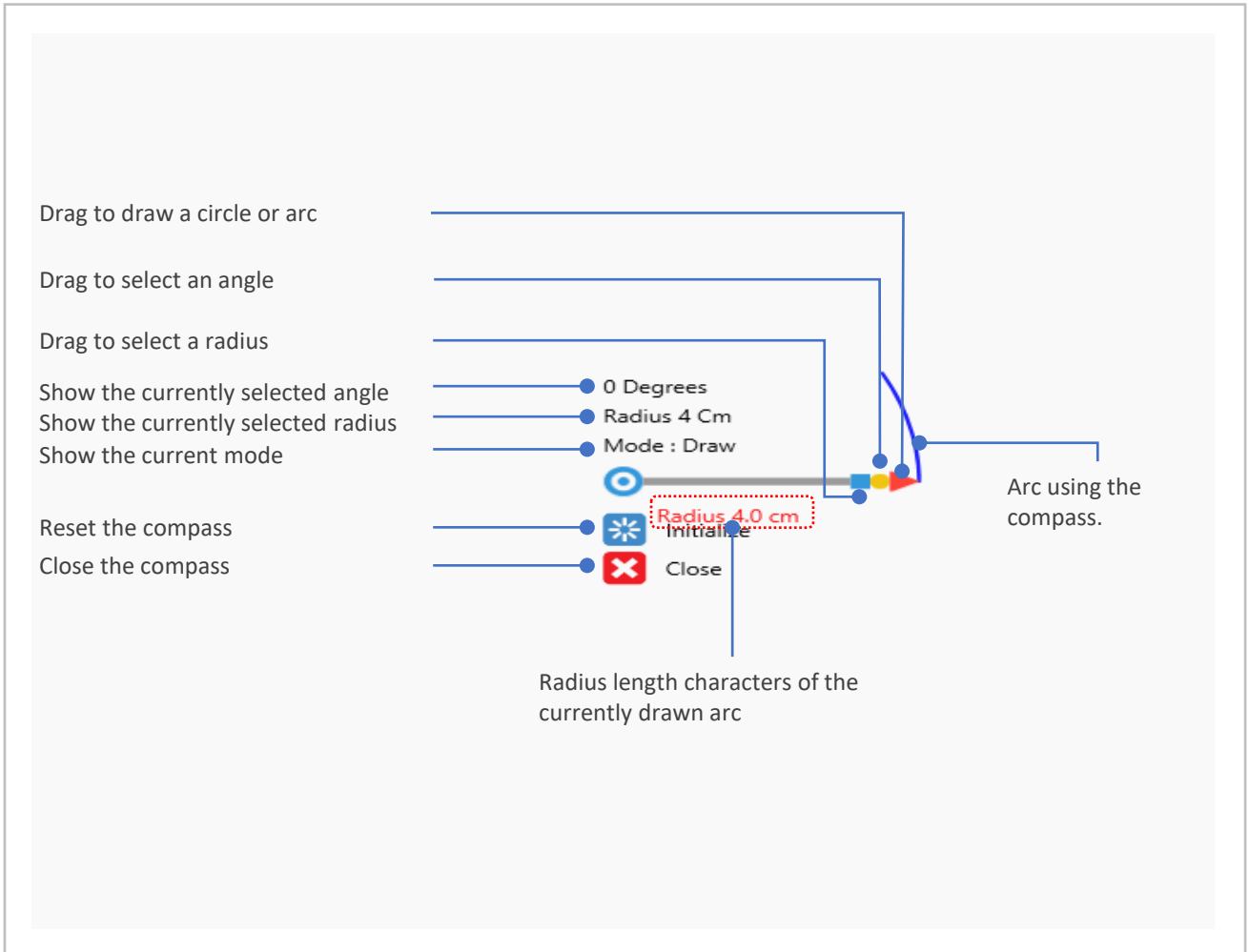
- 7 When the user stops dragging, an ink stroke at the designated angle with the designated radius will be drawn on the current page.



- 8 You can see the ink strokes drawn with the specified angle and radius.



Compass Menu



To move the compass, drag the circle in the center of the compass with a mouse or Smartpen and stop at the desired location.



Because the circle or arc drawn with the compass is an ink stroke and not an annotation, it is possible to delete it in Eraser mode.



[Radius length characters of the currently drawn arc] can not be edited and can be deleted only by using [Delete Selected Annotation] menu in Annotation Property Dialog.



Stopwatch

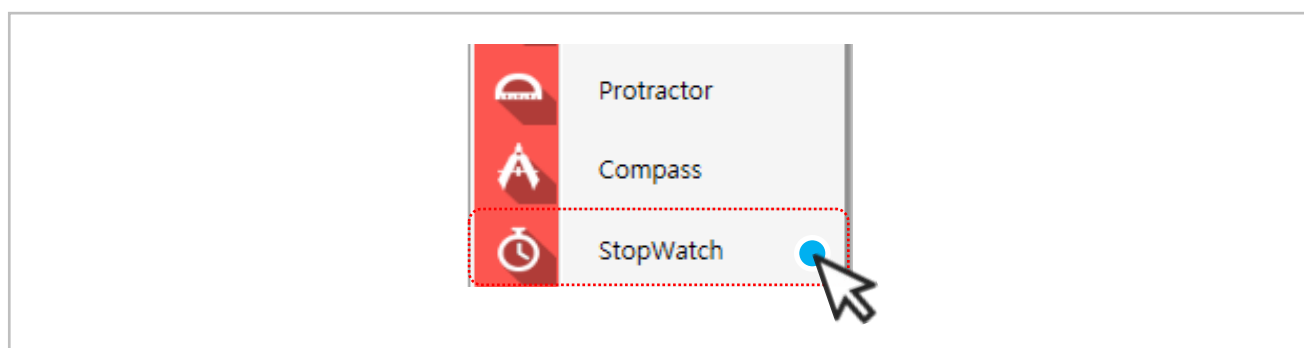
This function is used to measure the amount of elapsed time.

Using Stopwatch

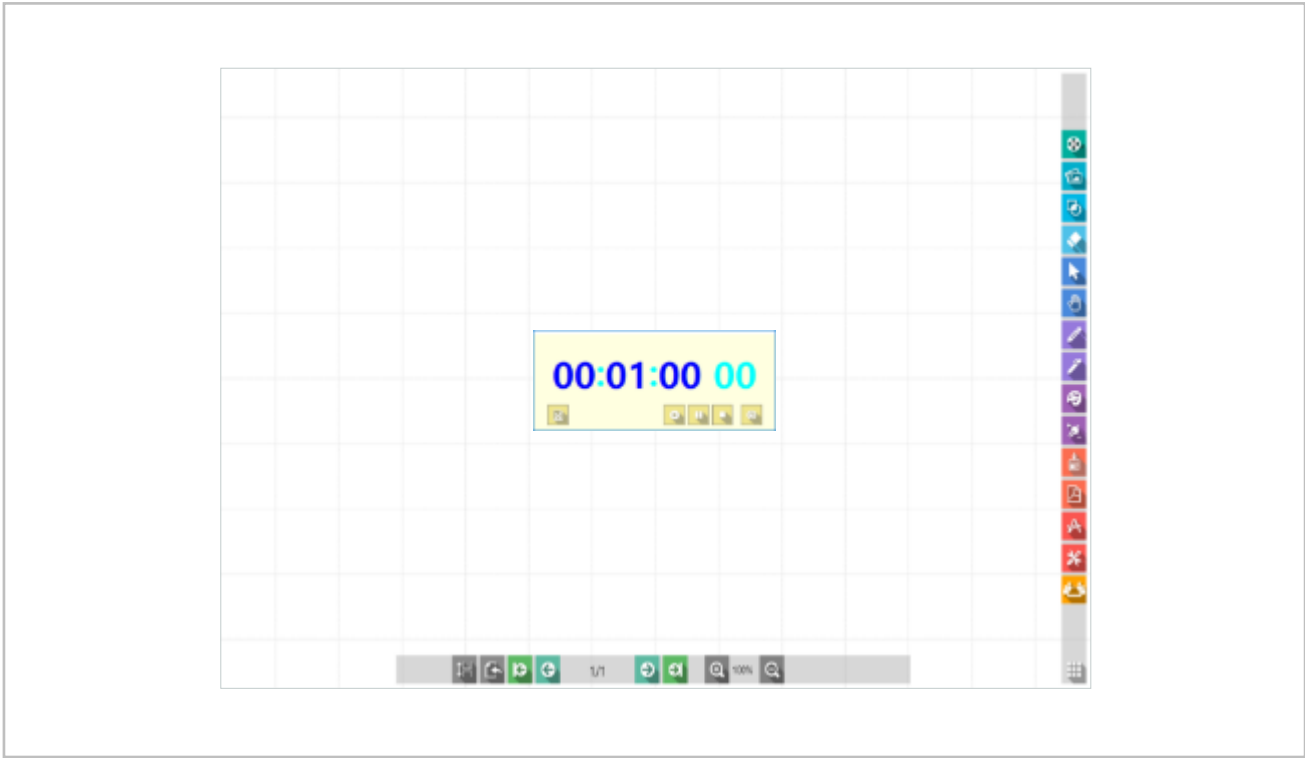
- 1 Click the [Toolbox] button with a mouse or Smartpen.



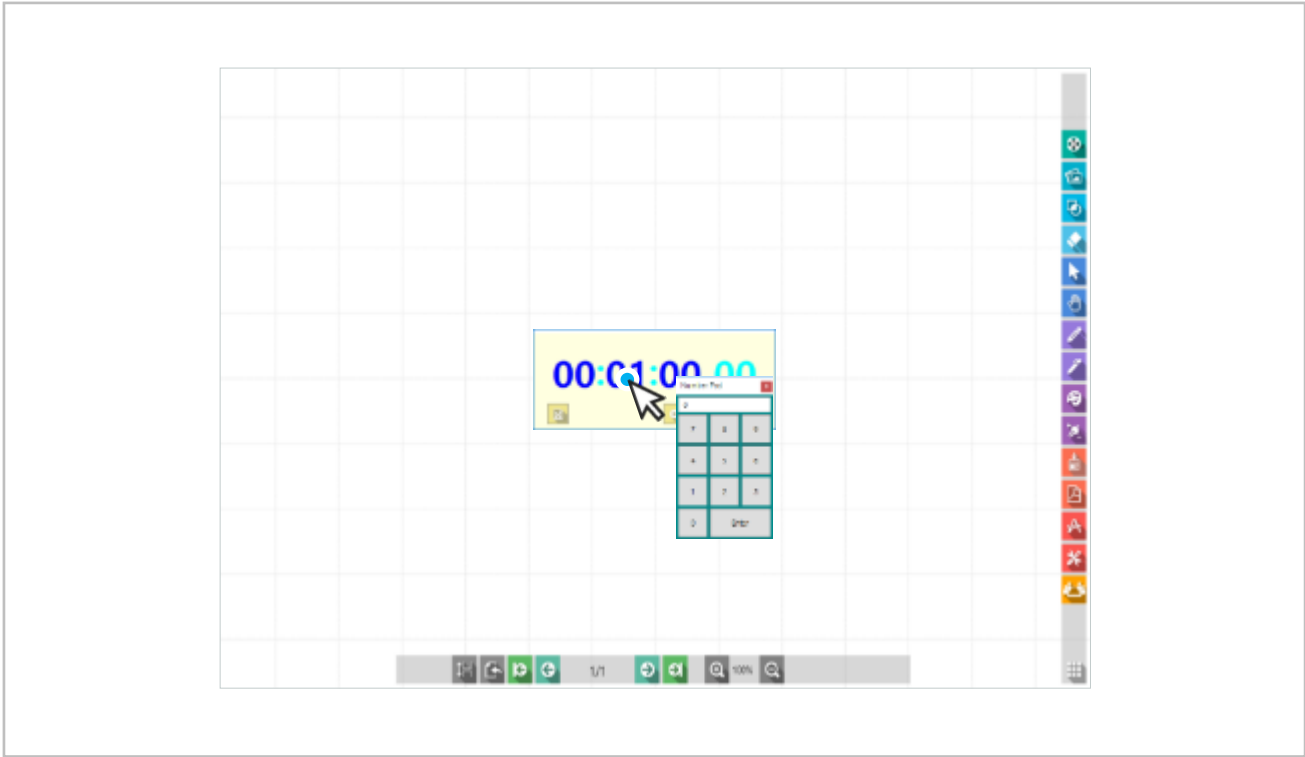
- 2 When the additional menu opens, click the [Stopwatch] menu with a mouse or Smartpen.



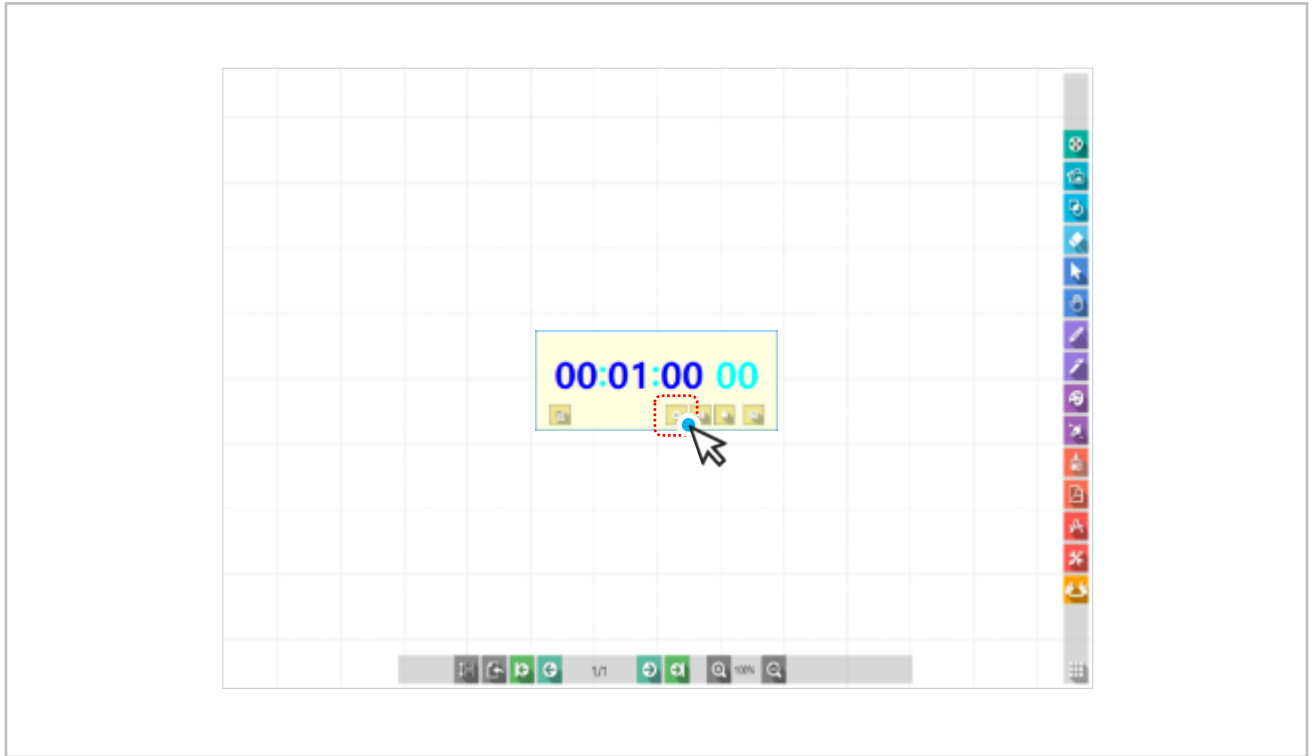
3 The stopwatch dialog will appear.



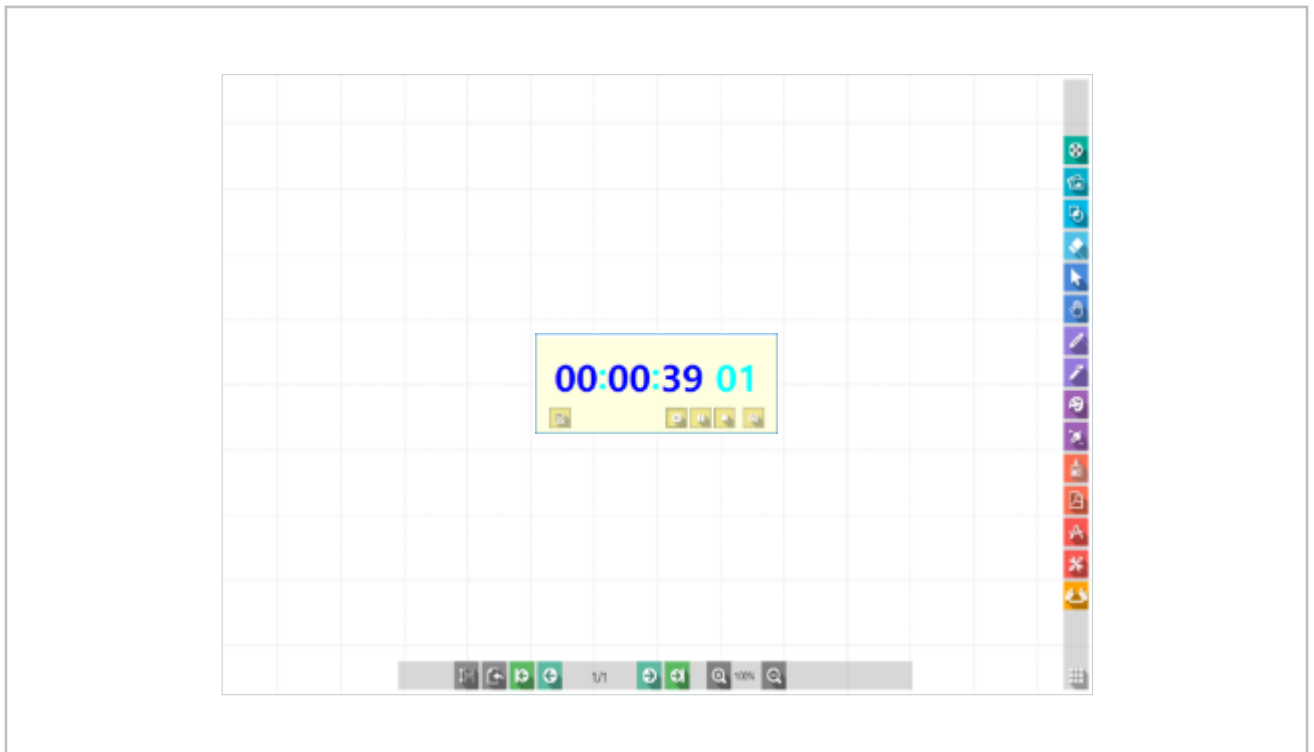
4 Click the timer with mouse or Smartpen and the input dialog will appear. Now you can set the time.



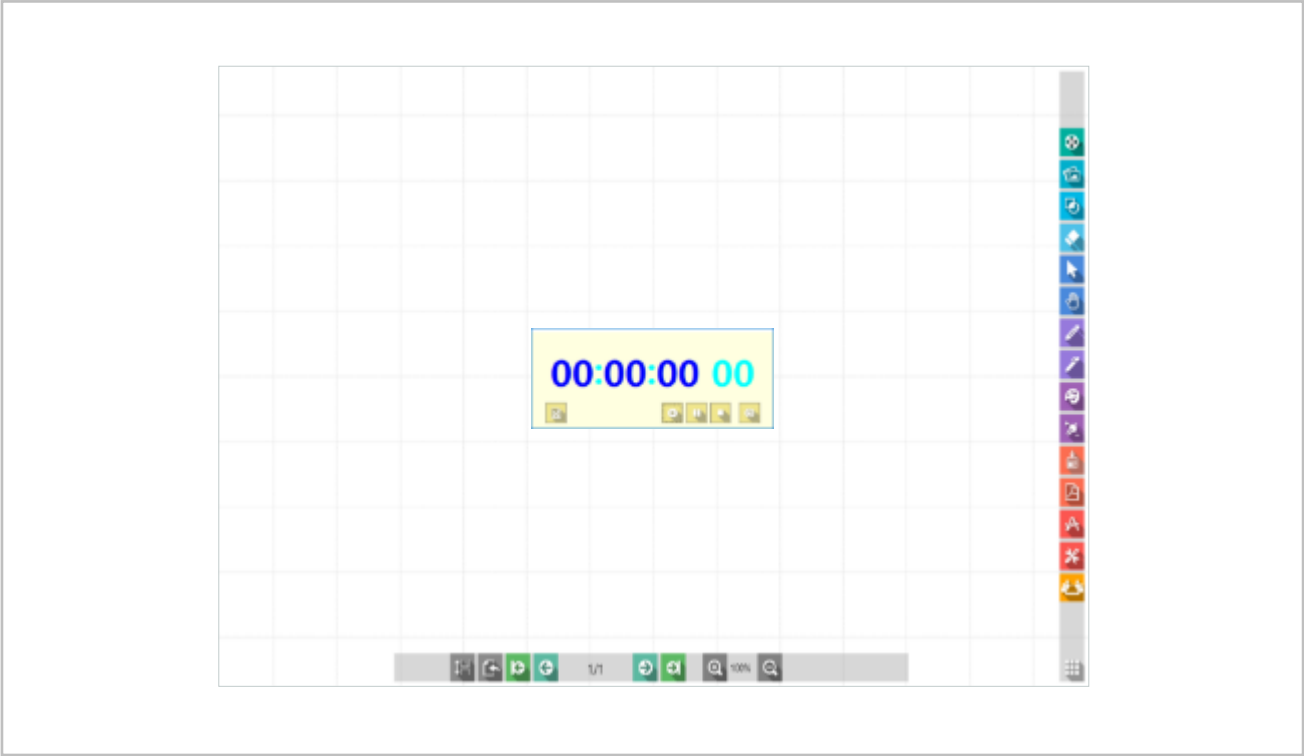
5 After setting the time, click the [Start] button with a mouse or Smartpen.



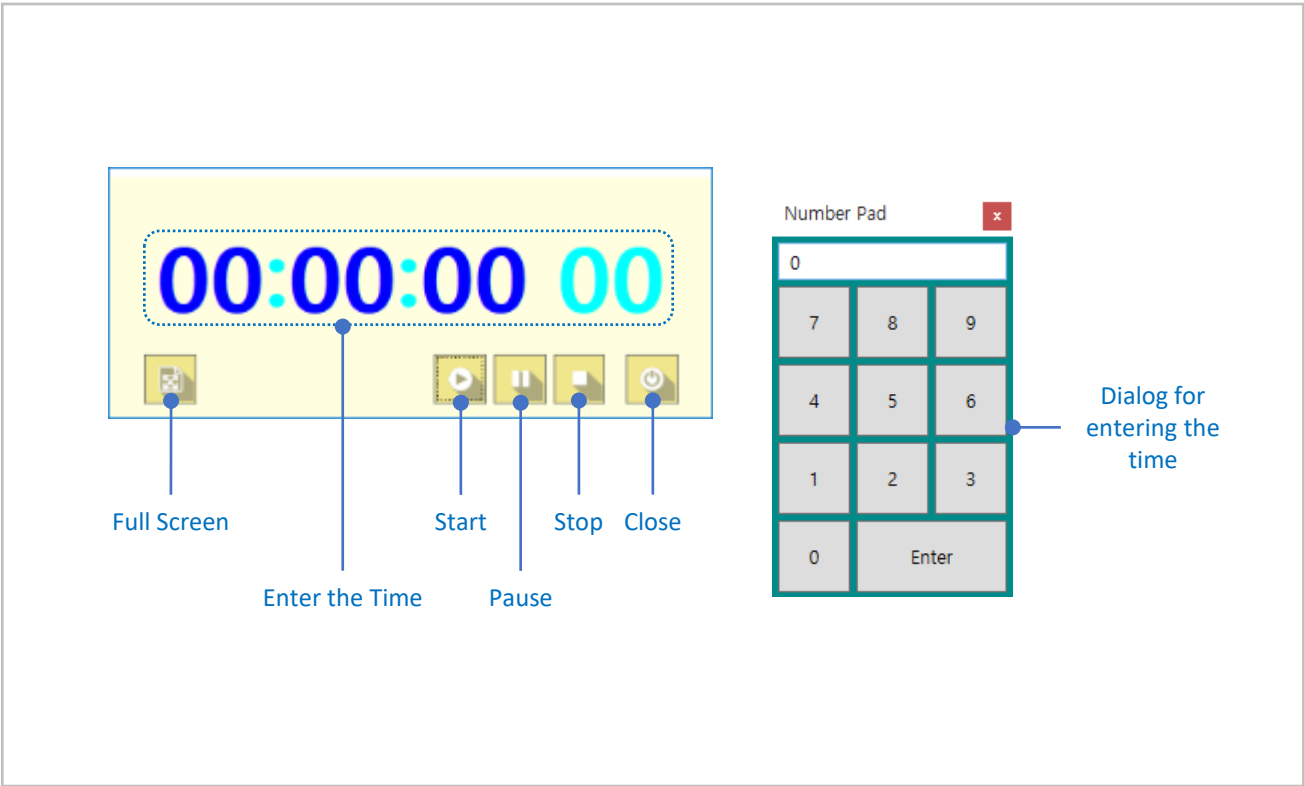
6 The stopwatch will start.



7 After the set time, the stopwatch will stop.



Stopwatch Dialog



Auxiliary Features

This menu is a collection of auxiliary functions that can be used for lessons.



Auxiliary Features Additional Menu

	Minimize	•	Minimize the HiClass3D dialog.
	Auto Scroll	•	Automatically scroll a document.
	Auto Page	•	Run Automatic Page Turning (slideshow).
	View Thumbnail	•	A thumbnail dialog of all documents or notes appears on the left side of the screen.
	Enter Presentation	•	Contains optimized functions for presentations that include writing on screen.
	InkStrokes Player	•	Play and show the ink written on the current page.
	Setup YellowSticker	•	Provides functions for setting or running the content of yellow stickers.

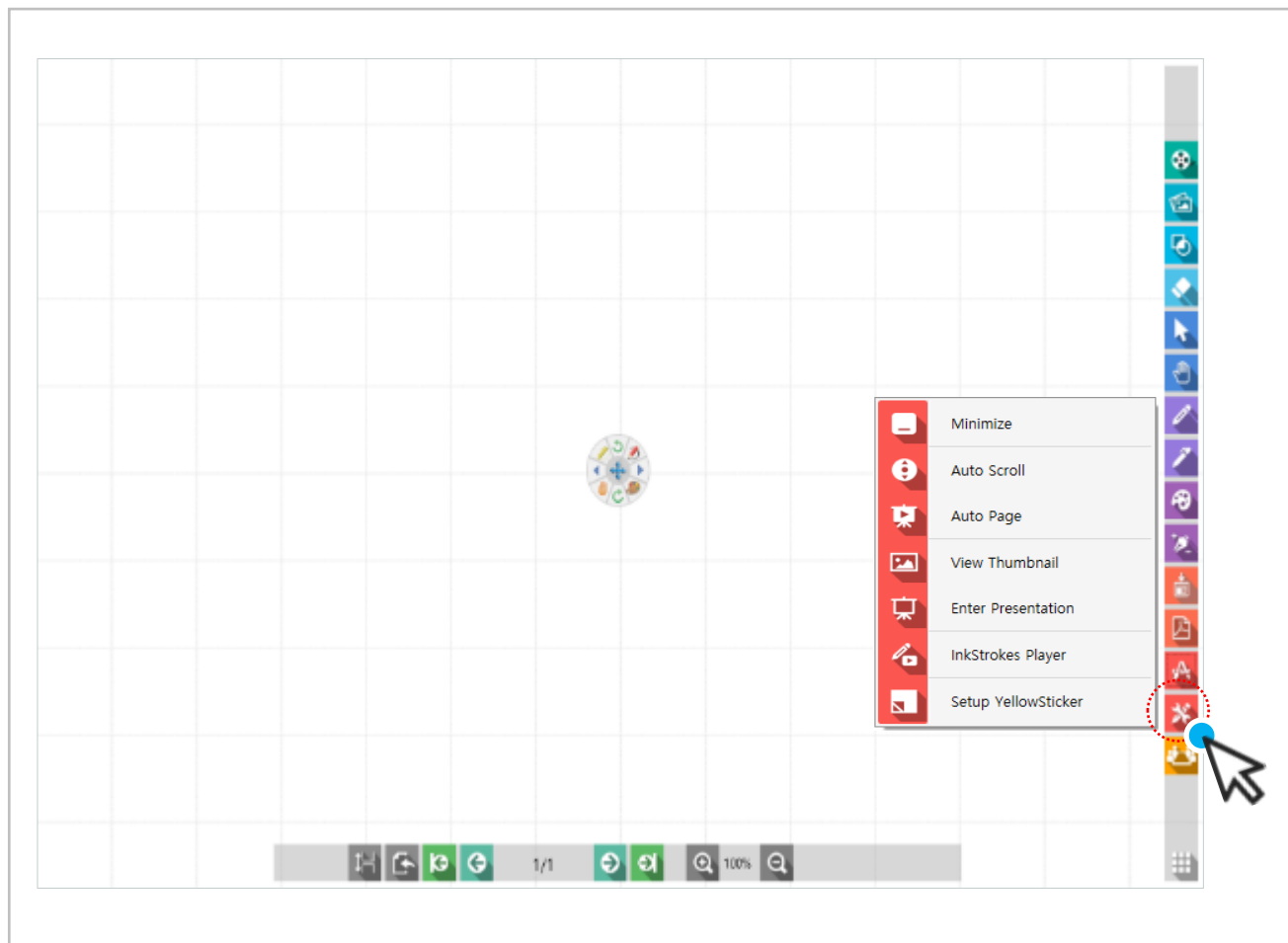


Minimize

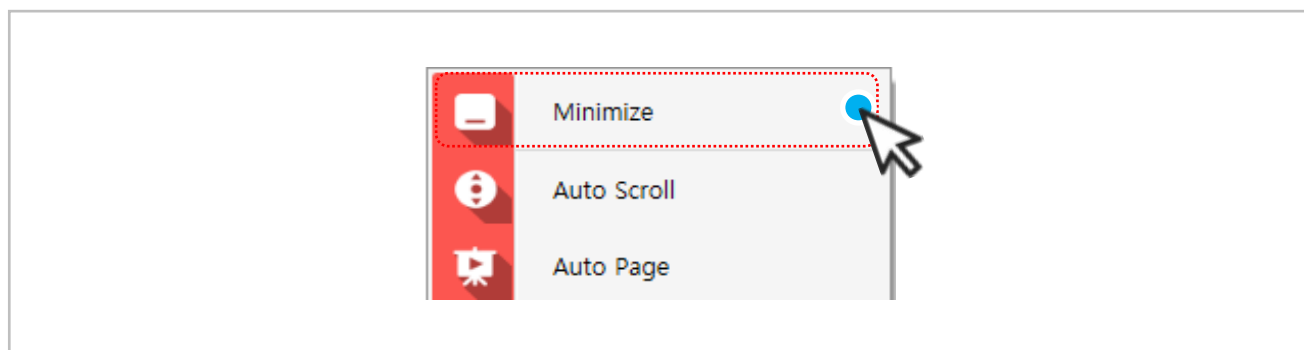
Minimize HiClass3D.

Using Minimize

- 1 Click the [Toolbox] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Minimize] menu with a mouse or Smartpen.



3 The HiClass3D window will be minimized.

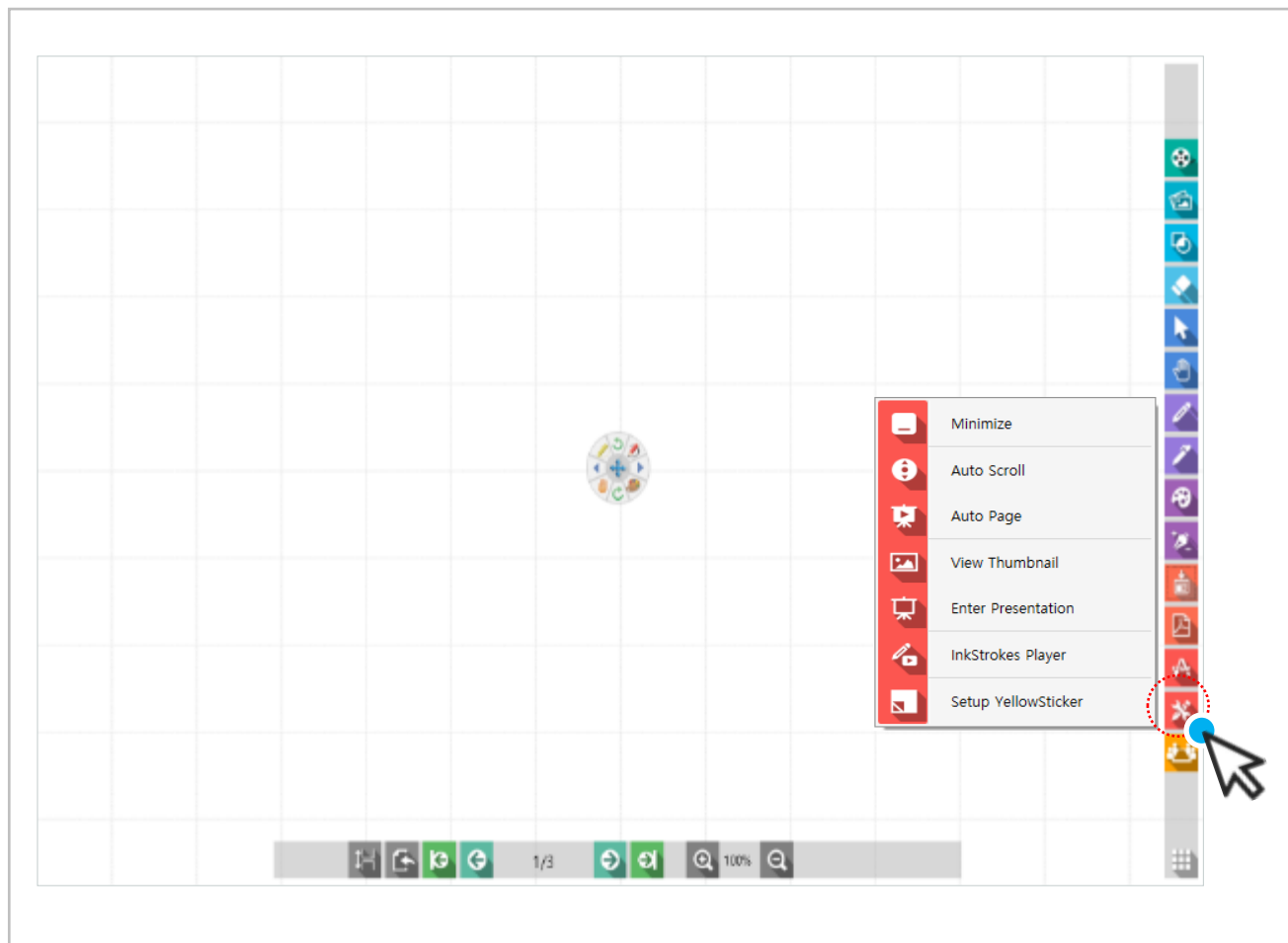


Auto Scroll

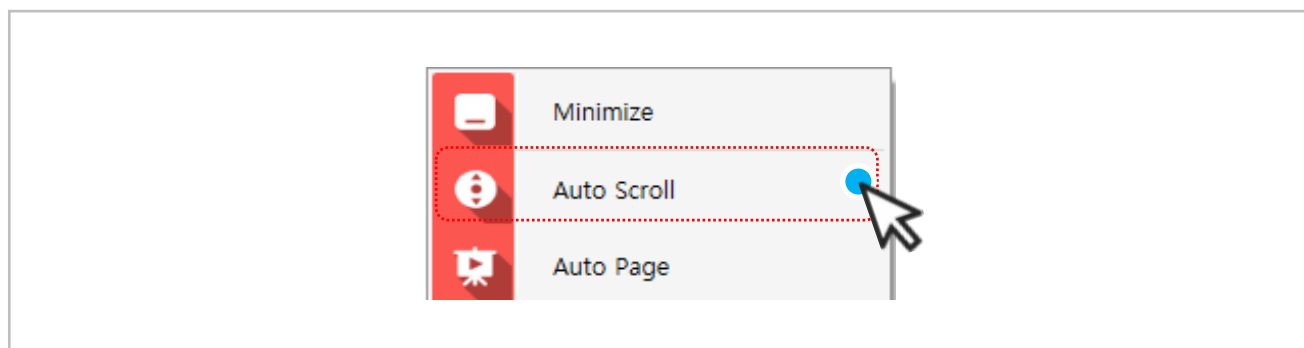
This function enables the user to automatically scroll a document in the direction preset in Settings.

Using Auto Scroll

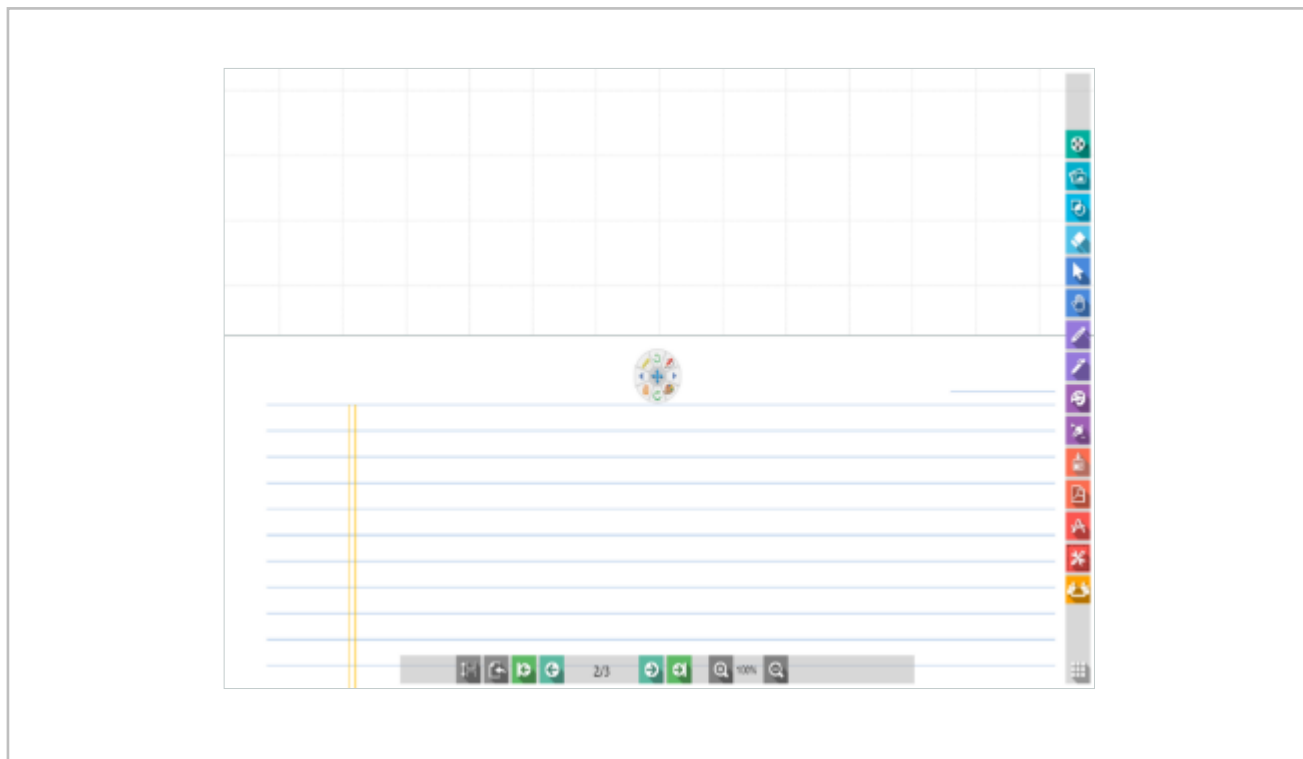
- 1 Click the [Toolbox] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Auto Scroll] menu with a mouse or Smartpen.



3 The document will be automatically scrolled to the next page.



4 After scrolling all to the last page of the document, the document will start scrolling to the previous page.



If another menu is clicked with mouse or Smartpen, the auto scroll mode will be closed. Before it is closed, the pages will be scrolled continuously.

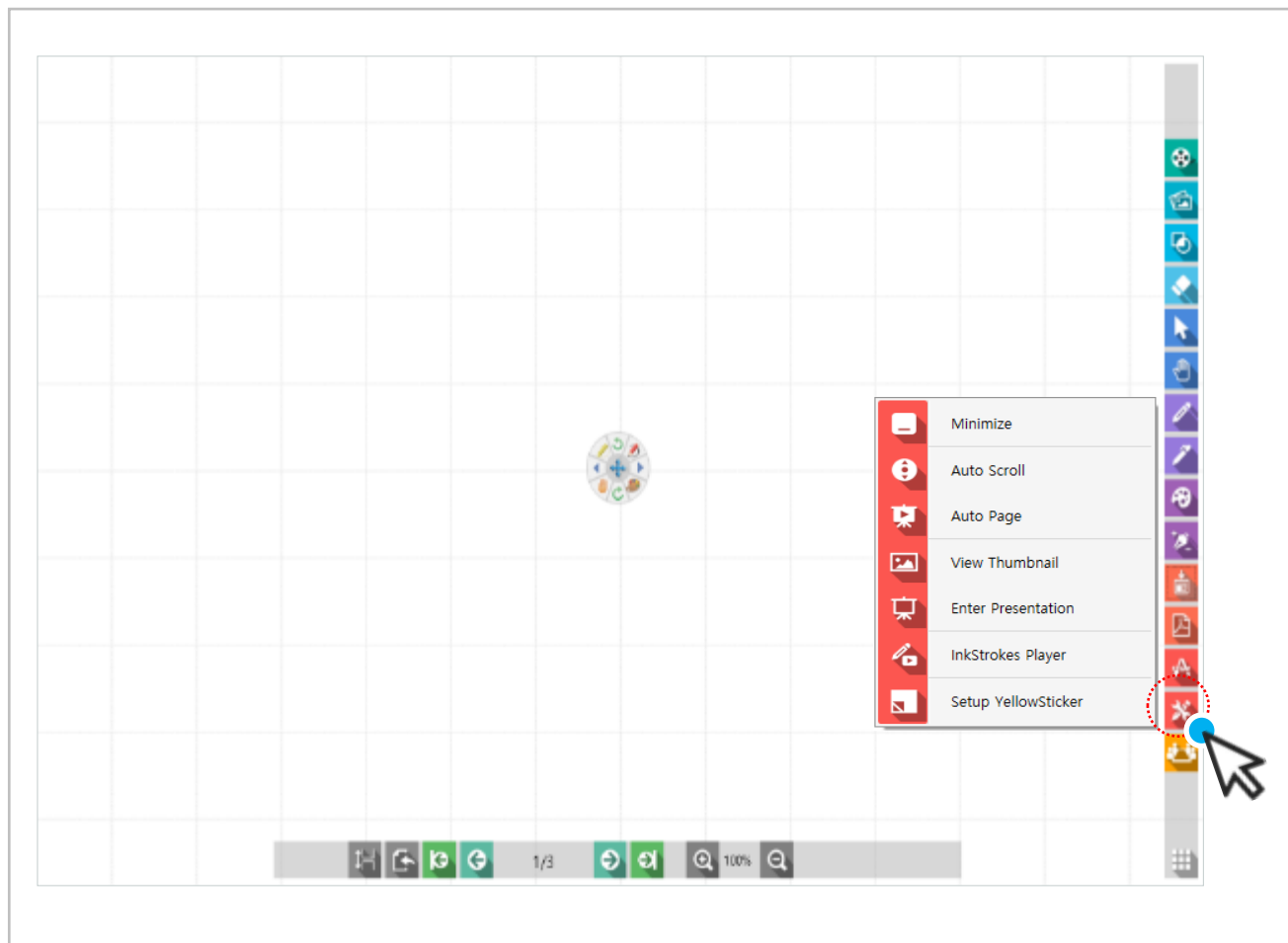


Auto Page

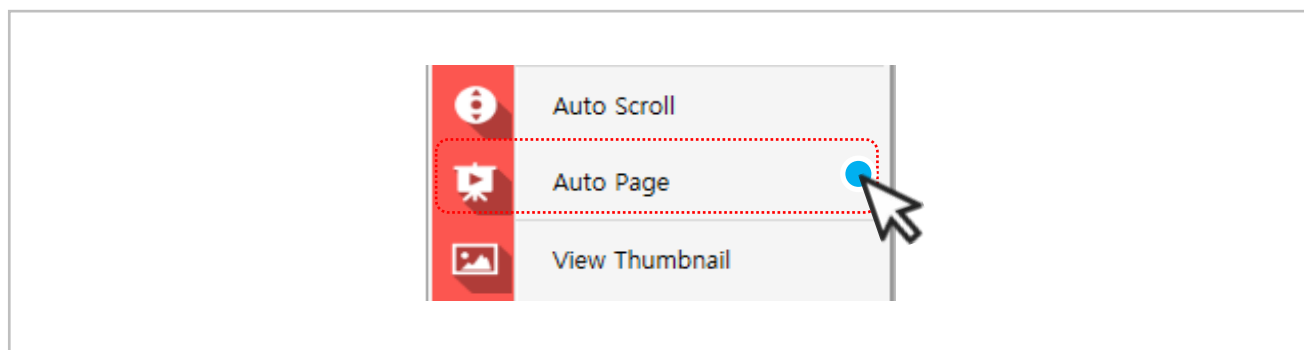
This is a function for automatic turning of pages (slideshow).

Using Automatically Turn Pages

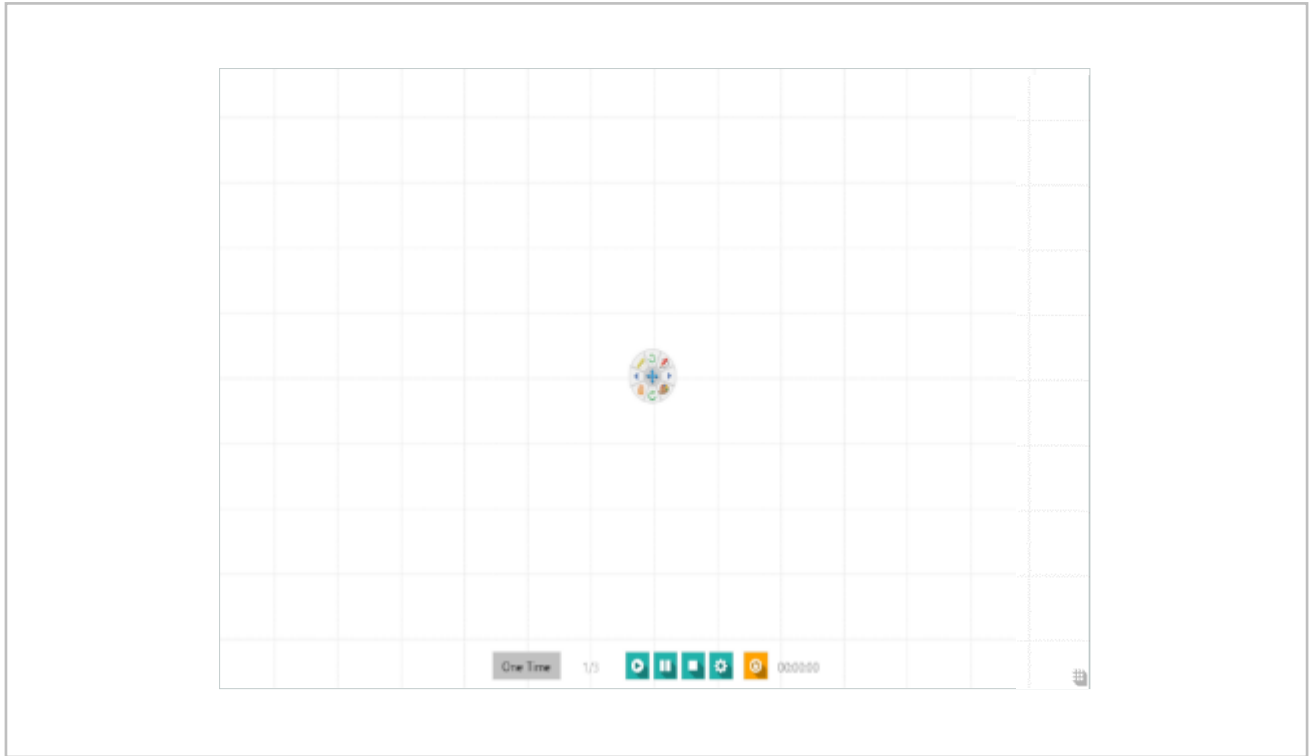
- 1 Click the [Toolbox] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Auto Page] menu with a mouse or Smartpen.



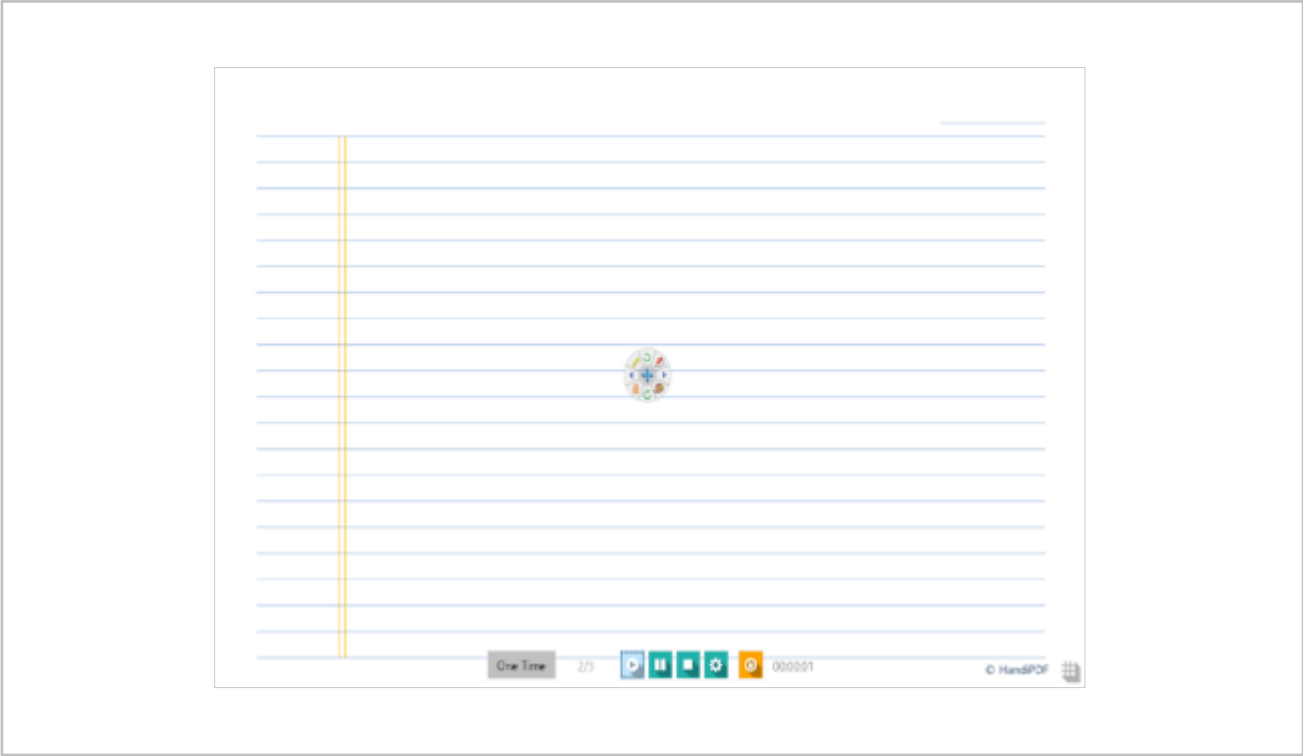
3 [Automatically Turn Pages Menu] will appear at the bottom.



4 Click the [Start] button with a mouse or Smartpen.



5 This will start the [Automatically Turn Pages] mode in which pages are turned one by one.

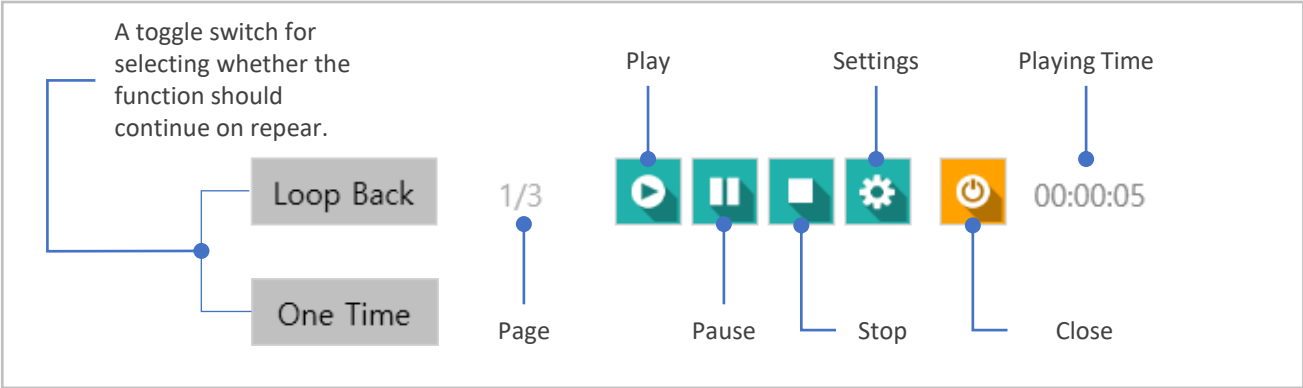


6 The pages will be turned automatically until the last page of the document is reached.

If the [Automatically Turn Pages] mode is in [One Time] mode, the Automatically Turn Pages function will be terminated when it reaches the last page.

If the [Automatically Turn Pages] mode is in [Loop Back] mode, the Automatically Turn Pages function will start running again from the first page when it reaches the end of the document.

Menu of the Automatically Turn Pages function



Automatically Turn Pages Menu

The time interval for turning a page

Click to set the time interval

Drag the bar to set the time interval

Select the type of automatic page turning

Auto Sliding Page Dialog

The currently set time.

Time Interval (Seconds) 00:01 seconds

☐ 15 sec ☐ 30 sec ☐ 60 sec ☐ 2 min ☐ 3 min

(1 sec)

(5 min)

AutoPlay Type

Auto Sliding Page Only

OK Cancel

Set the type of automatic page turning

Automatically plays the media on the page and then turns the page

Automatically turns the page without playing the media

Turns pages without applying the time interval

AutoPlay Type

Auto Sliding Page Only

Auto Sliding Page with Media Player

Auto Sliding Page Only

Auto Sliding Page Without Interval

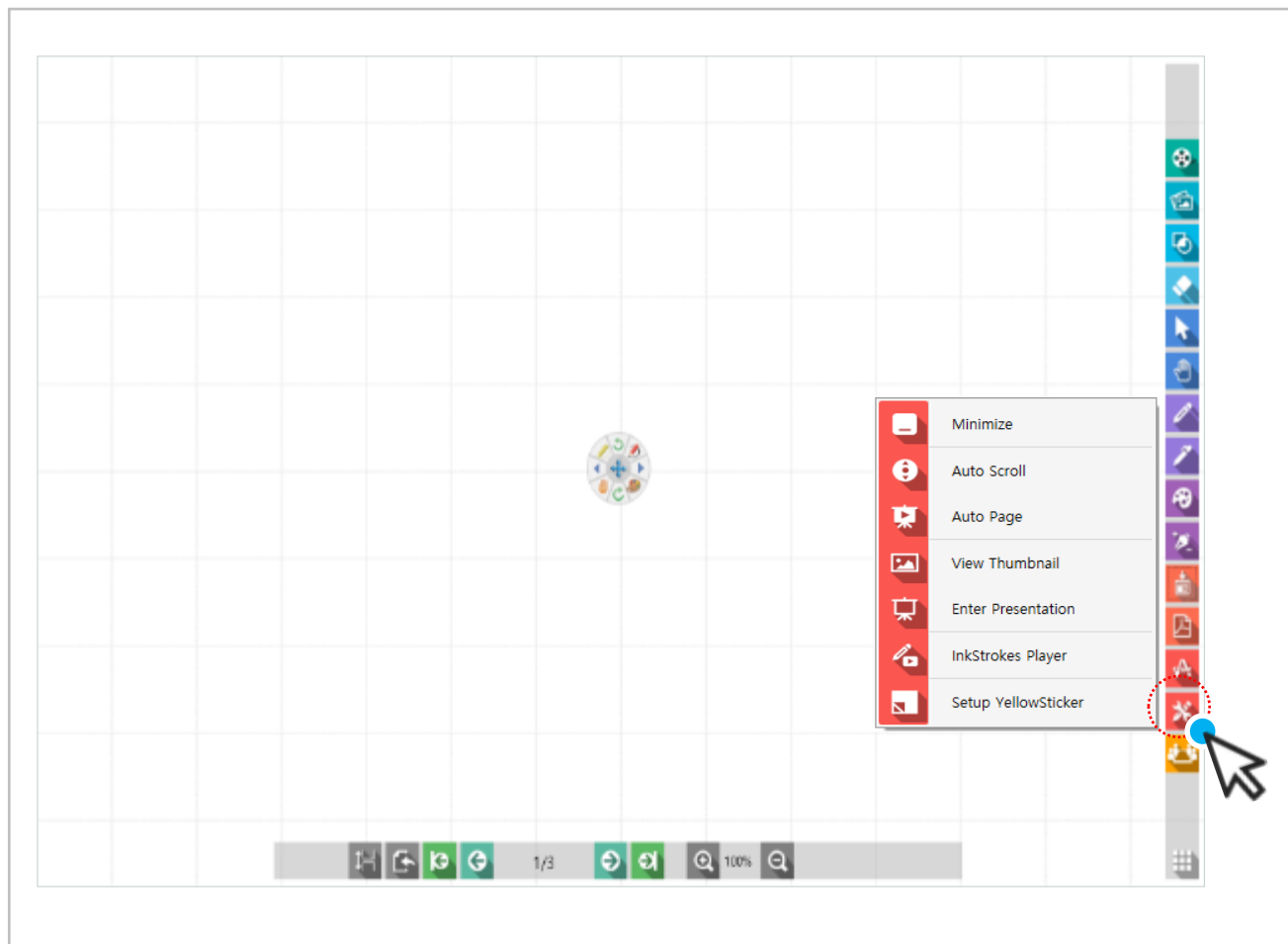


View Thumbnail

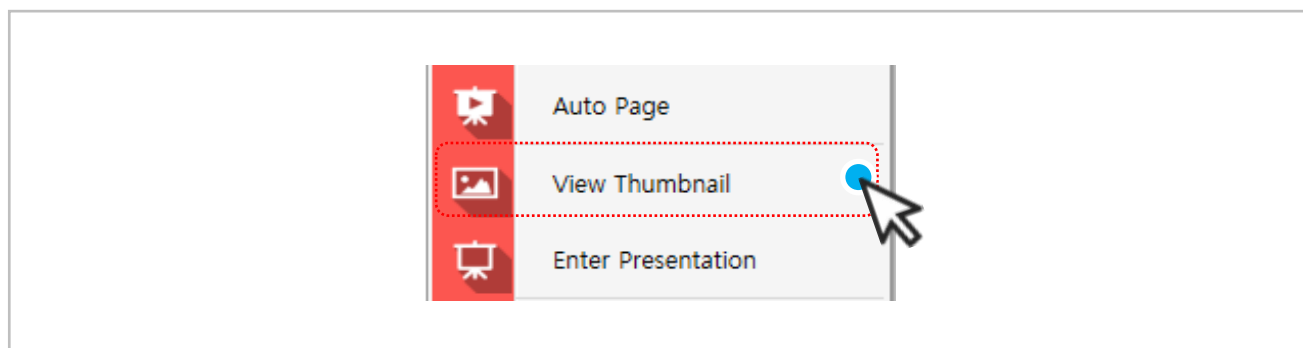
The thumbnail dialog for all documents or notes appears on the left side of the screen.

Using View as Thumbnails

- 1 Click the [Toolbox] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [View Thumbnail] menu with a mouse or Smartpen.



3 The thumbnail dialog will appear on the left side of the screen.



Click the thumbnail to move the page to the location of the thumbnail.
Click the [Close] button at the bottom of the thumbnail dialog to close the dialog.

Enter Presentation

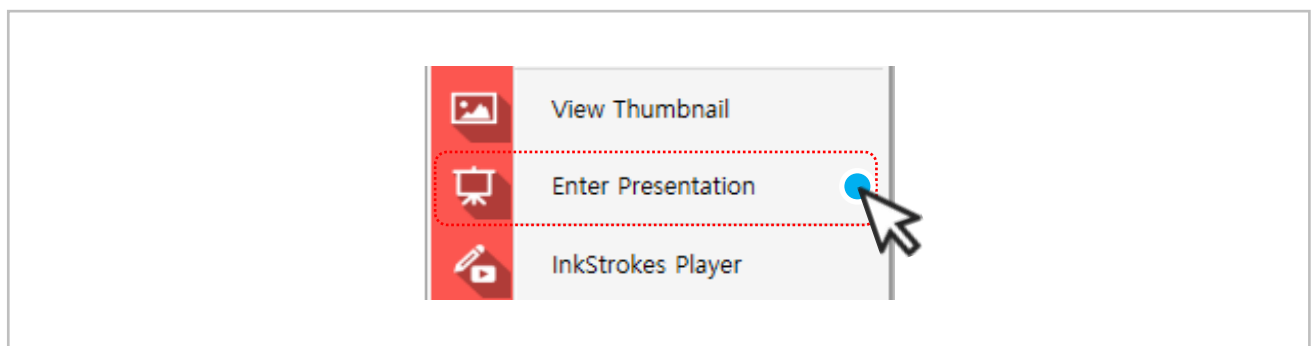
This option provides optimized functions for presentations that include writing on the screen. It consists of a tool pad and a simple menu, which makes it easy to use when writing on the screen or giving a presentation.

Using Start a Presentation

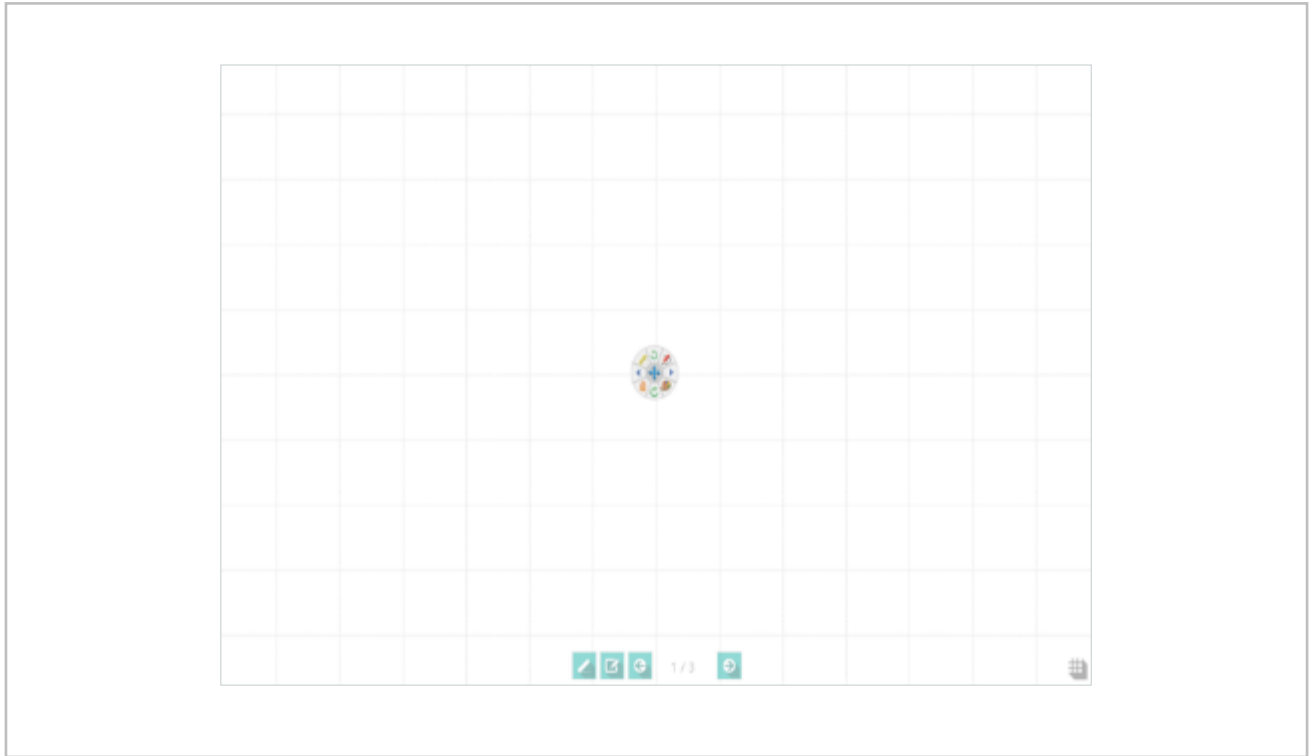
- 1 Click the [Toolbox] button with a mouse or Smartpen.



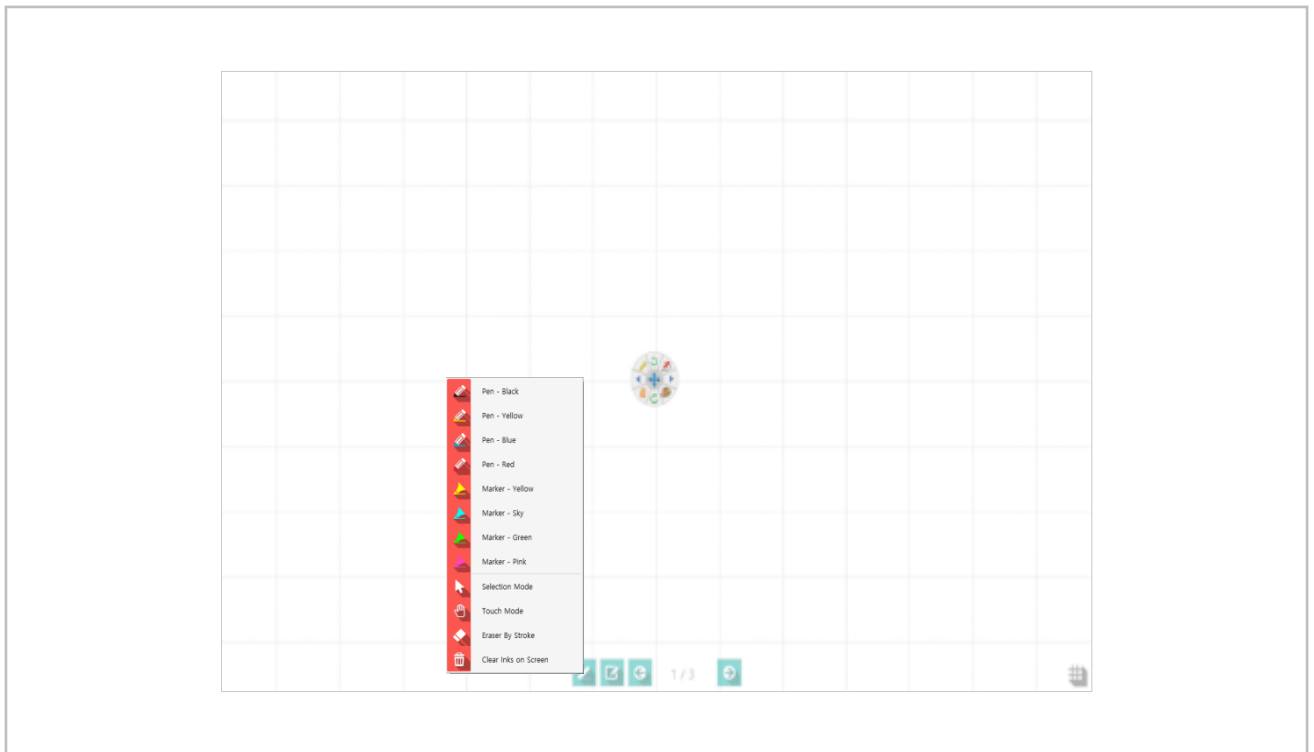
- 2 When the additional menu opens, click the [Enter Presentation] menu with a mouse or Smartpen.



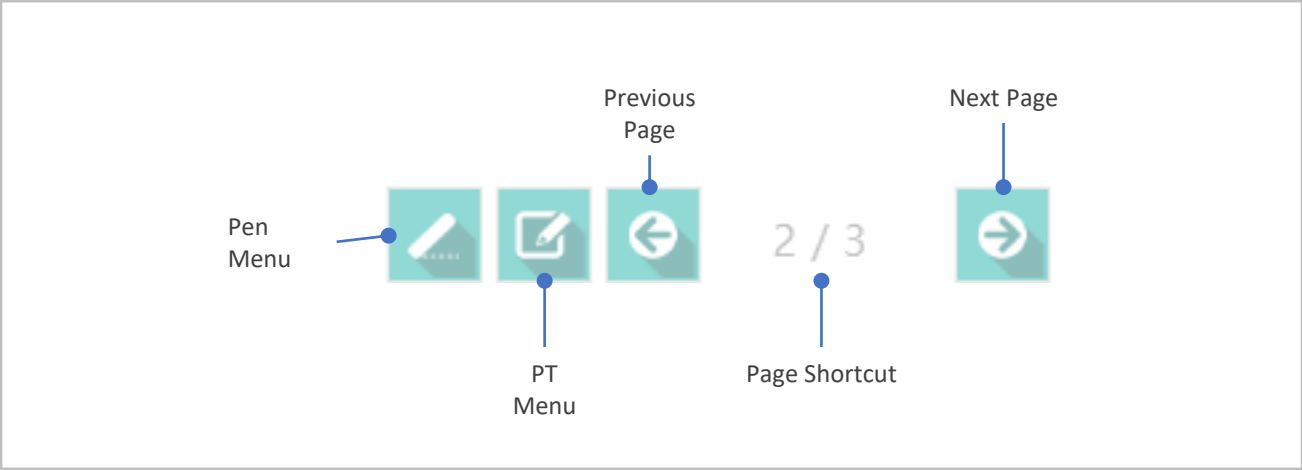
3 [Presentation Menu] will appear at the bottom.



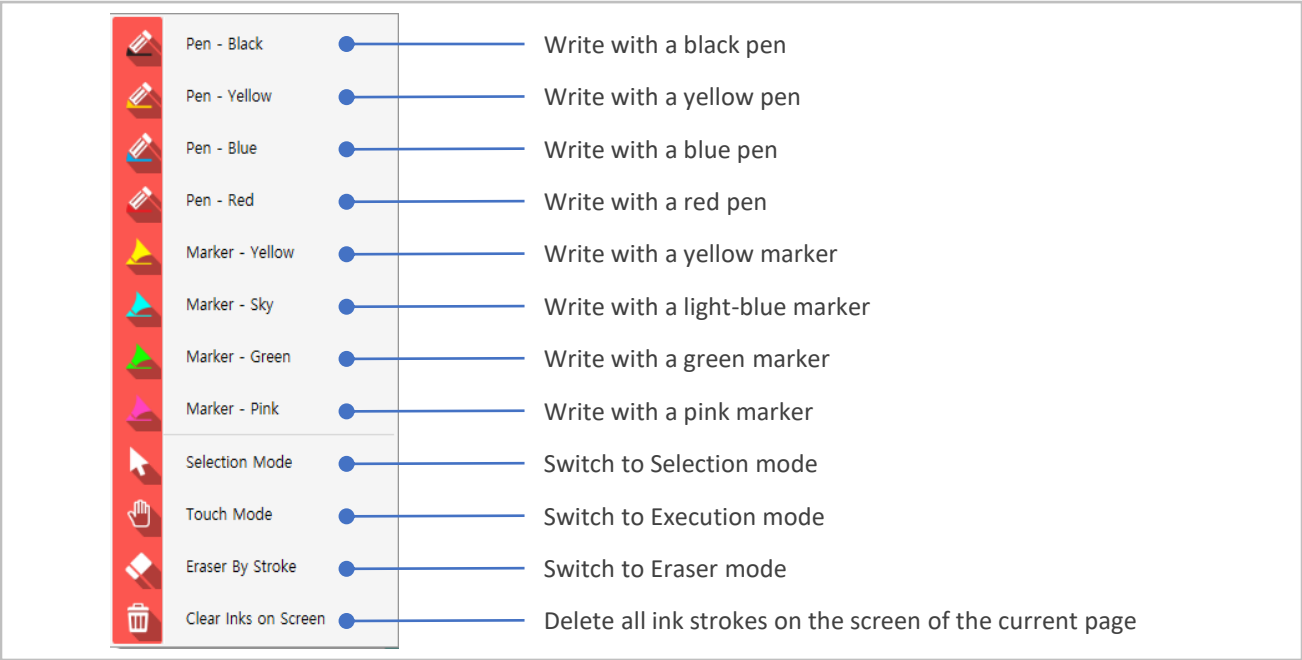
4 A simple menu is available and it includes functions such as writing / move page.



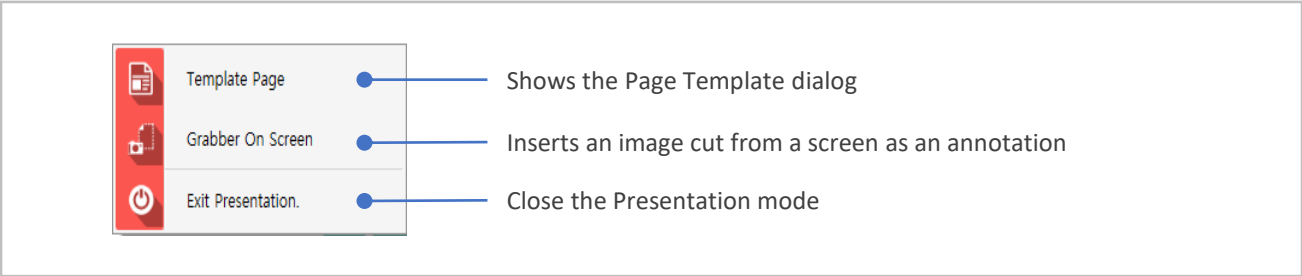
Presentation Menu



Pen Menu



PT Menu



InkStrokes Player

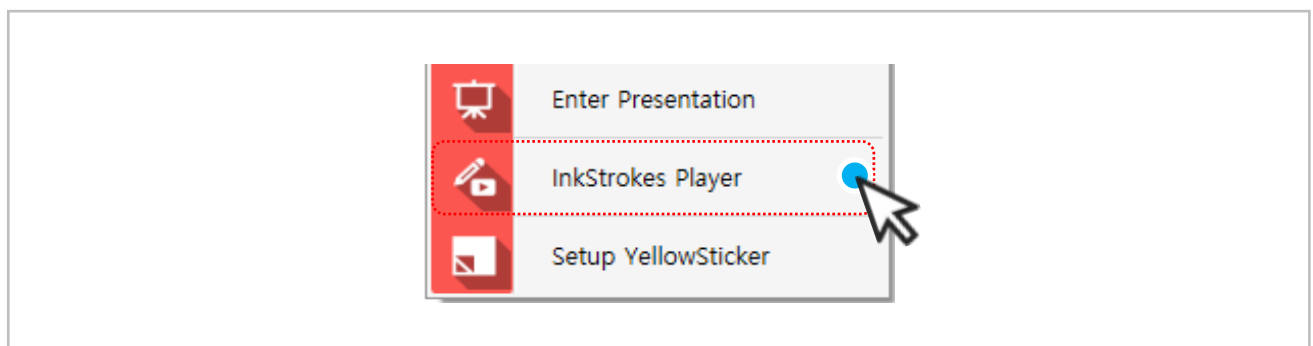
Play and display all ink strokes written on the current page.

Using Play All Hand-written Content

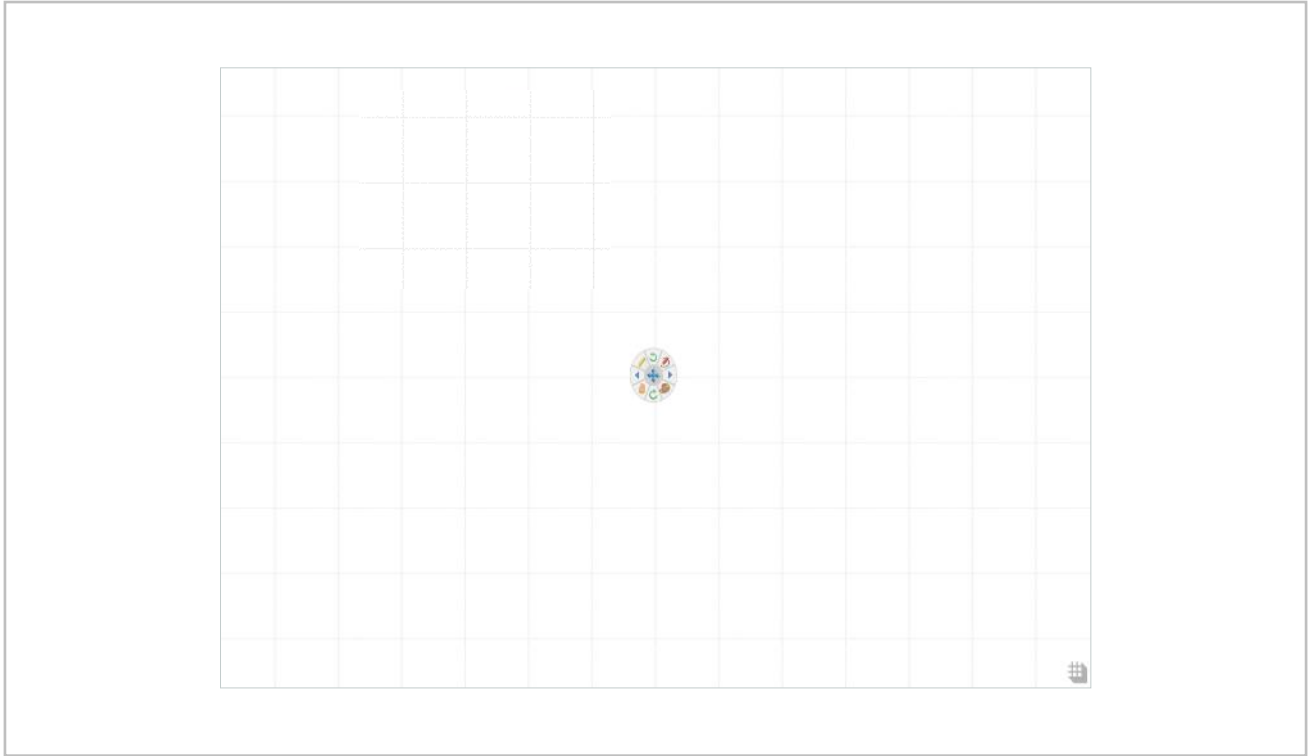
- 1 Click the [Toolbox] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [InkStrokes Player] menu with a mouse or Smartpen.



3 The current mode will be switched to the Ink Stroke Play mode and all ink strokes will be cleared from the screen.



4 Immediately afterwards, ink strokes will start appearing on the screen.



5 Ink stroke replay will be closed.



6 The mode will switch back to Writing mode.



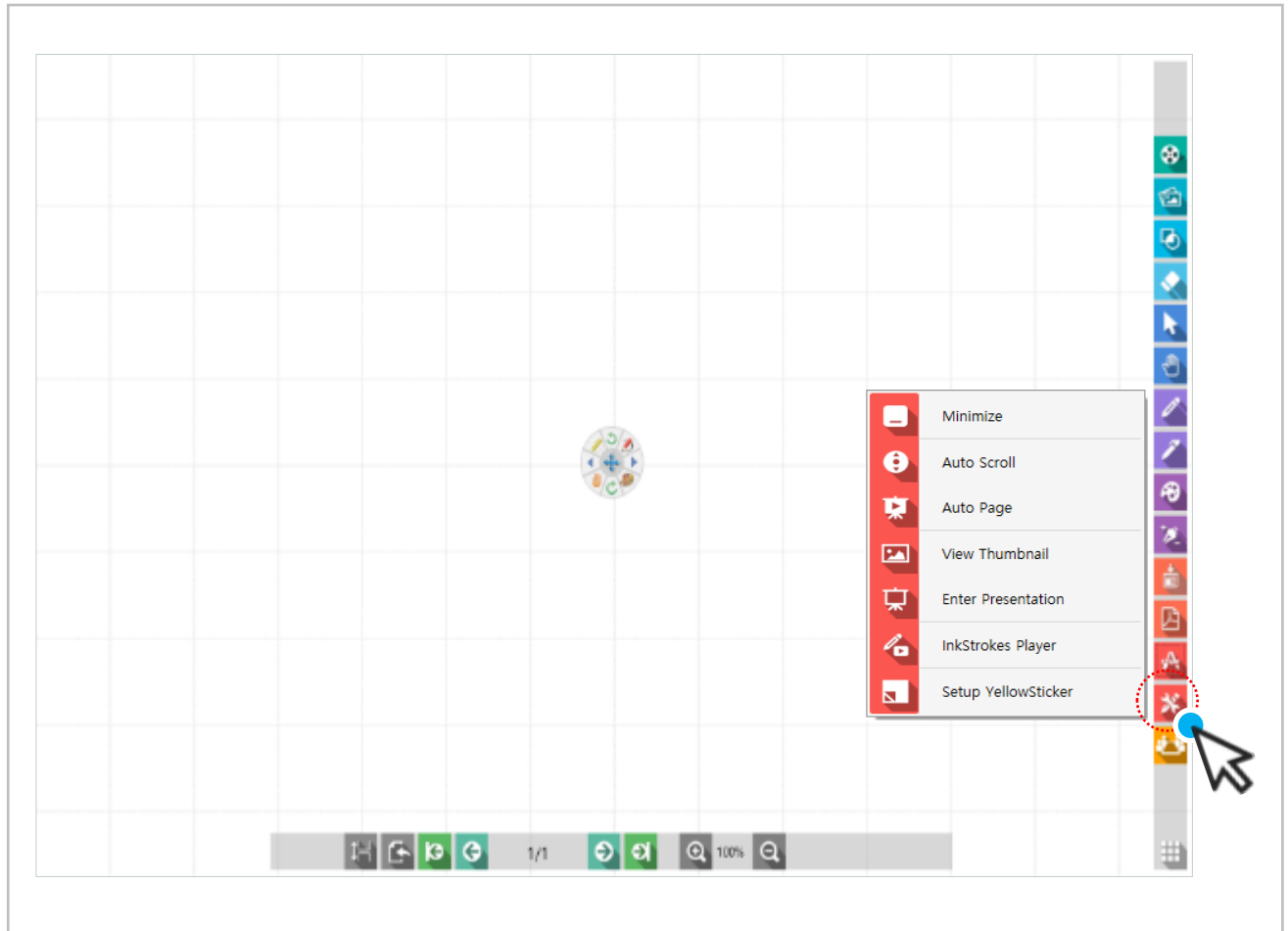
Setup Yellow Sticker

This function enables the user to enter the desired task into a separate yellow sticker.

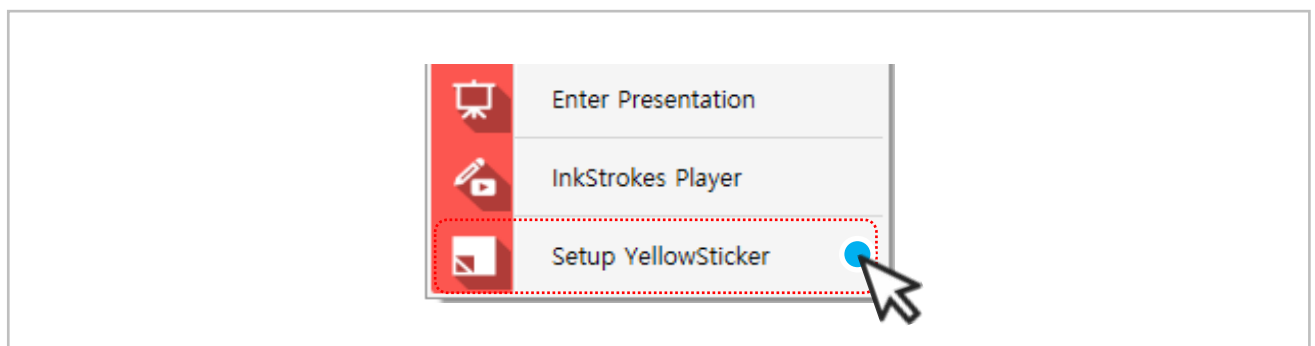
Click on the empty number space with a mouse or Smartpen and specify the file / web URL / previously stored template.

Settings for Yellow Sticker

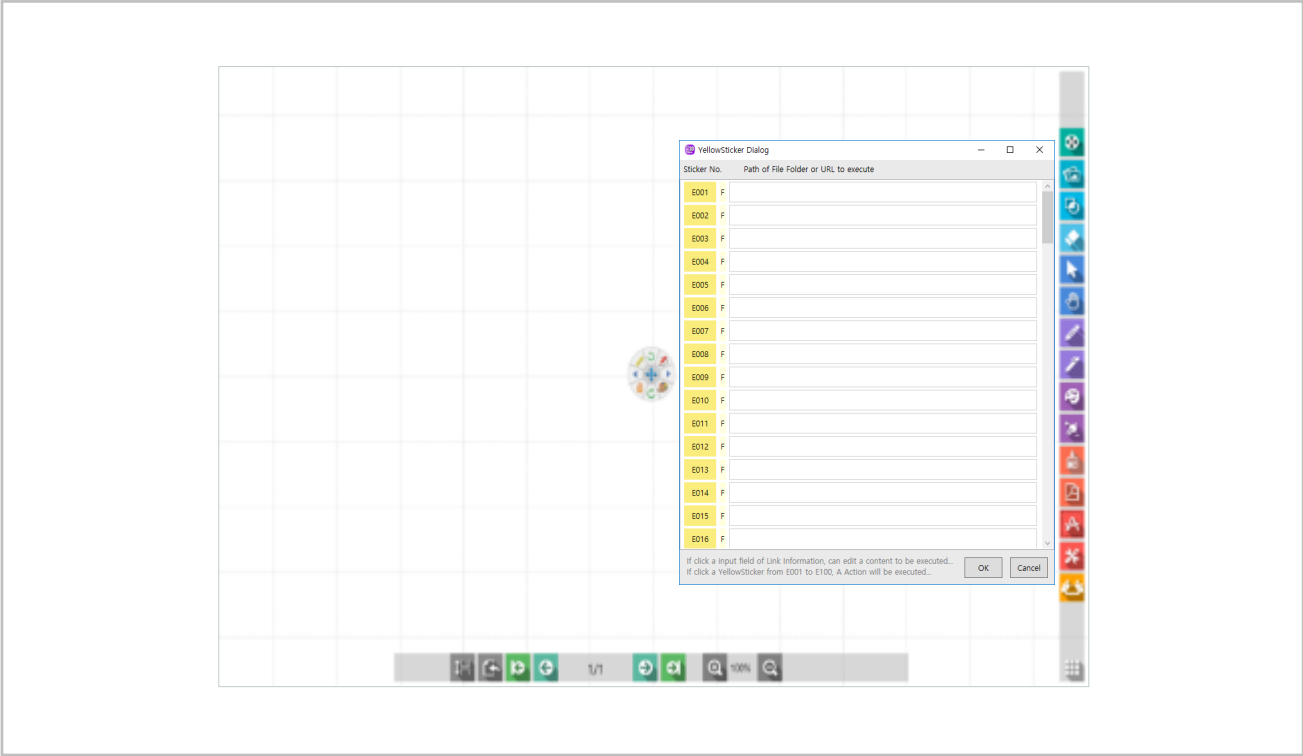
- 1 Click the [Toolbox] button with a mouse or Smartpen.



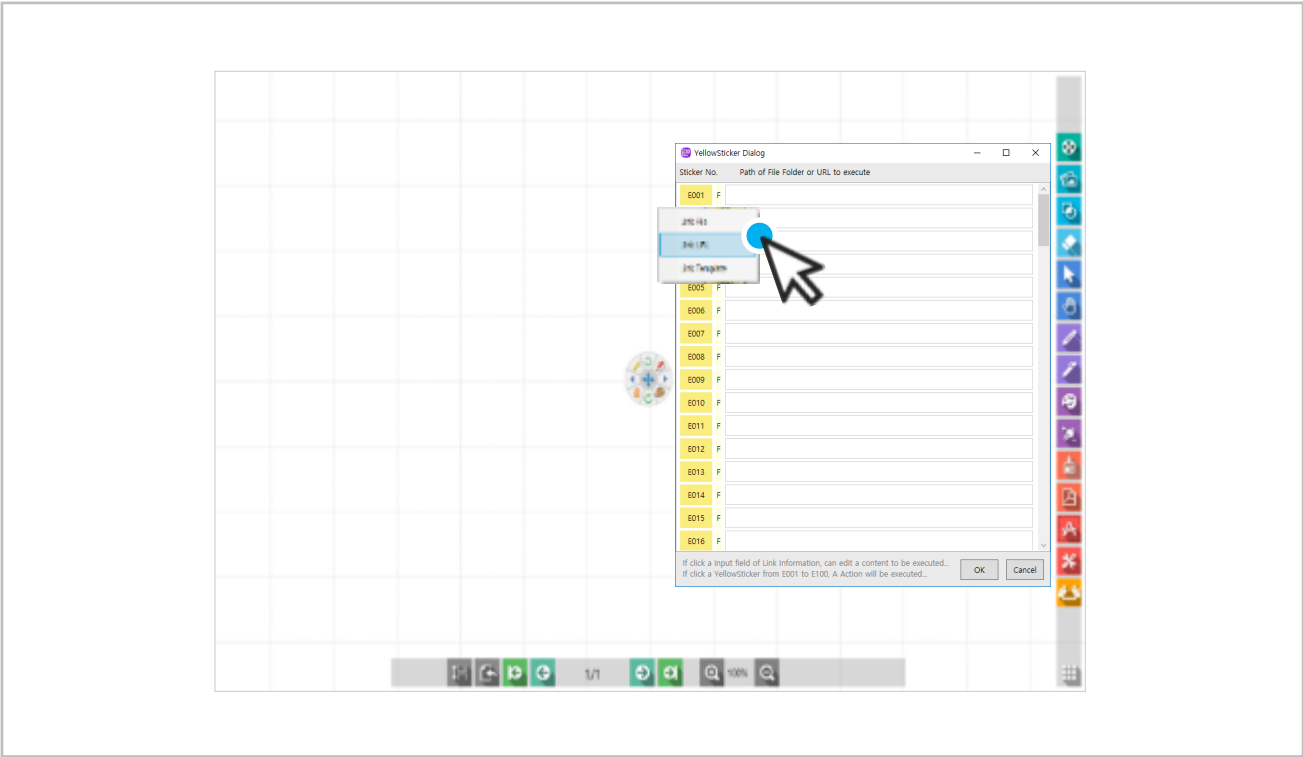
- 2 When the additional menu opens, click the [Setup Yellow Sticker] menu with a mouse or Smartpen.



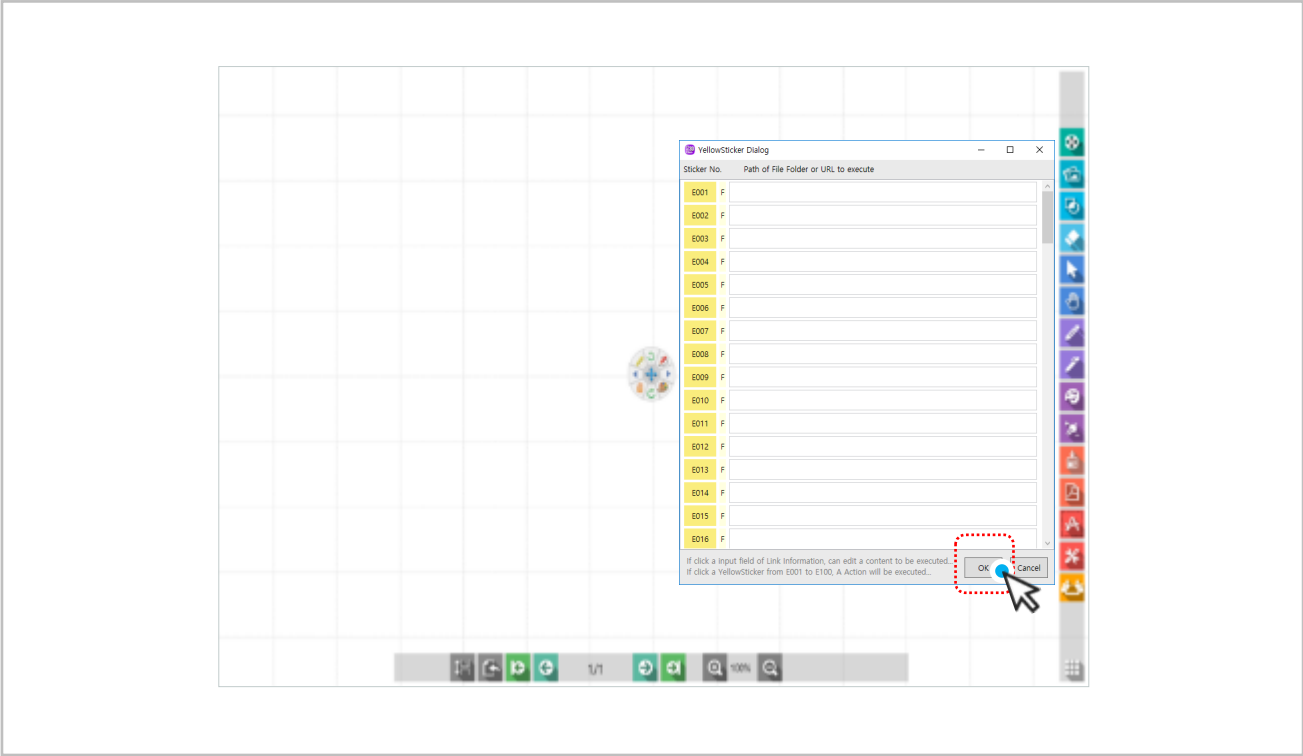
3 The [Yellow Sticker] dialog will appear.



4 Select a sticker with a mouse or Smartpen and link a file / URL / template, etc.



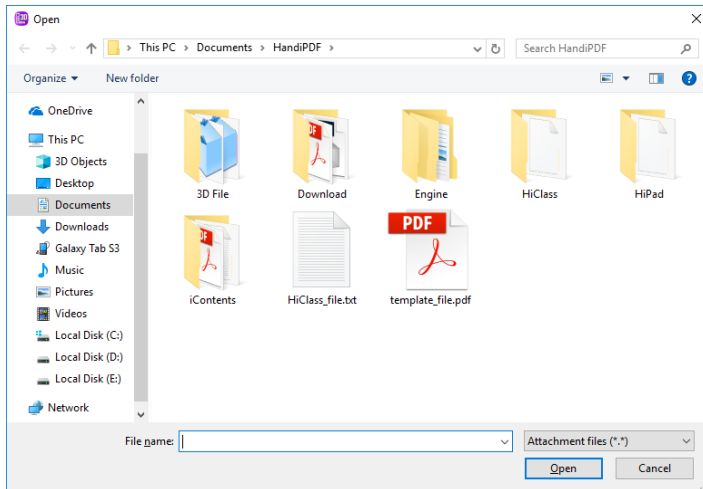
5 Enter the URL and then click the [OK] button with a mouse or Smartpen.



6 Click the number that you entered into the actual separate yellow sticker with pen to run the URL feature.

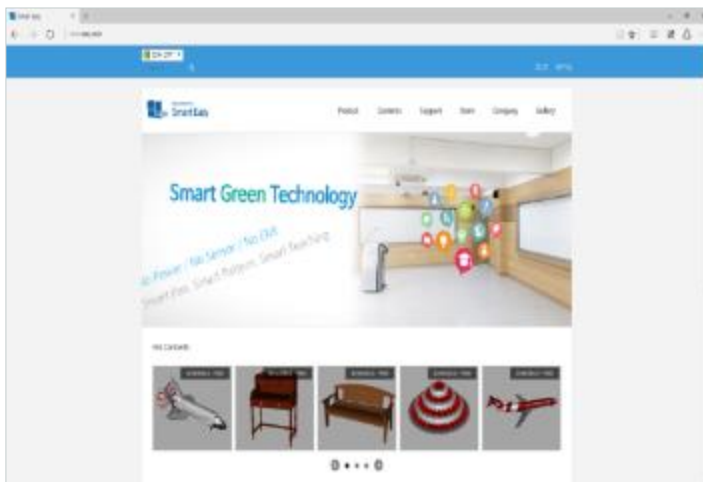


Screen and Link Functions that Utilize the Link to Yellow Sticker Function



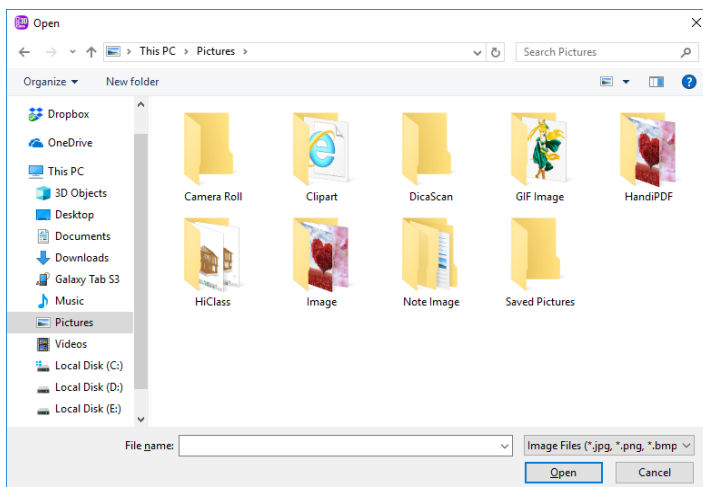
When selecting a file URL

- An Explorer Window will open and all files can be selected from here.
- The program with which the file can be open will automatically start.



When selecting a web URL

- A browser dialog where the URL can be checked will open.
- It will connect with and execute the desired content, such as YouTube / webpage.



When selecting a template URL

- An Explorer Window will open and an image file can be selected here. (JPG/PNG/BMP/GIF files are supported)
- The image is inserted as a background of the current page.



Yellow Sticker Dialog

YellowSticker Dialog

Sticker No.

Path of File Folder or URL to execute

E001	F	
E002	F	
E003	F	
E004	F	
E005	F	
E006	F	
E007	F	
E008	F	
E009	F	
E010	F	
E011	F	
E012	F	
E013	F	
E014	F	
E015	F	
E016	F	

If click a input field of Link Information, can edit a content to be executed...
If click a YellowSticker from E001 to E100, A Action will be executed...

OK

Cancel

Shows the URL format

Shows the sticker number

Shows the URL format



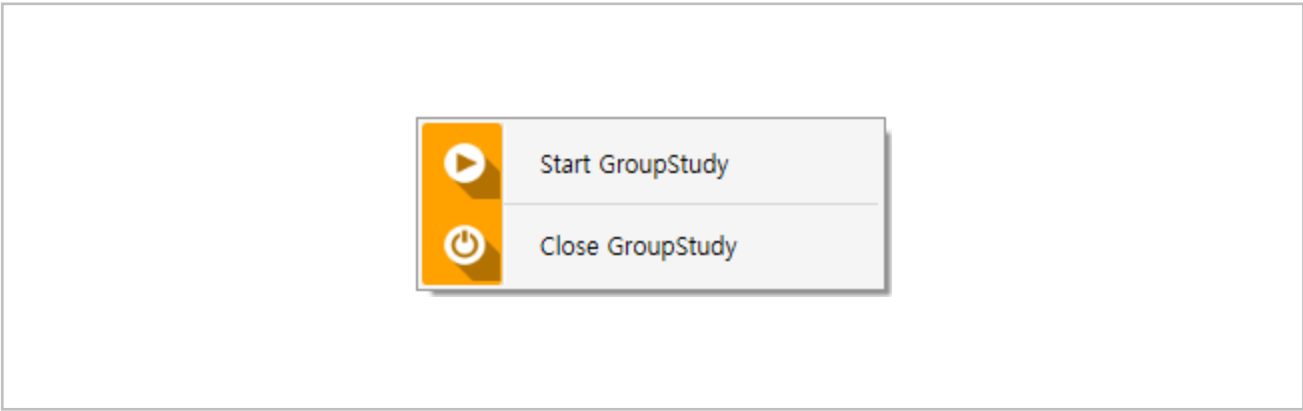
GroupStudy

Groupstudy is able to connect multiple pens and pads simultaneously. The maximum number of connections may vary from version to version. One pen and one device can be shared by one student or group. You can save the handwritten parts separately for each group.



GroupStudy Additional Menu

Right-click on the [Group Study] button or drag it with mouse or Smartpen to open the Additional Menu.



Start Group Study

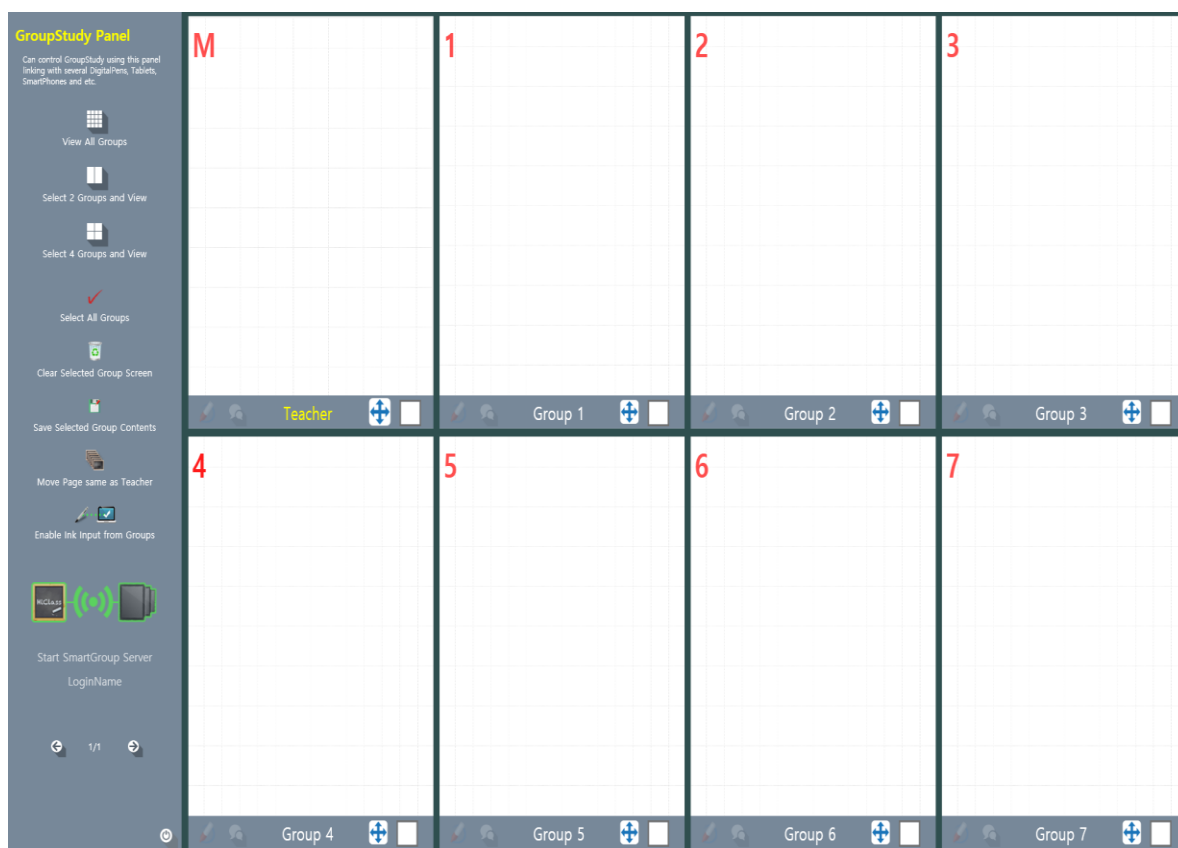
- A Group Study dialog will appear to enable the user to start a group study.

Close Group Study

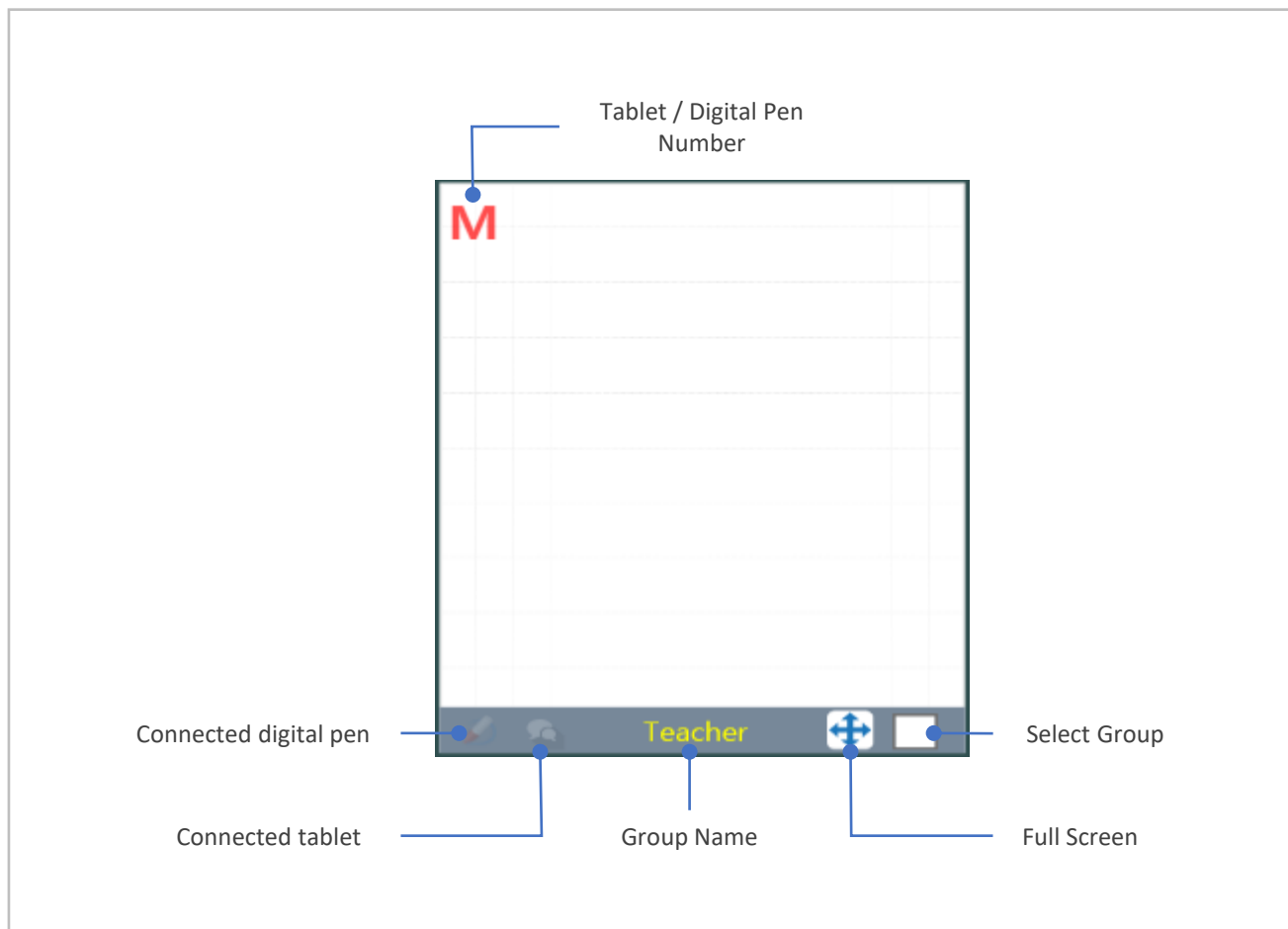
- A Group Study dialog will appear to enable the user to close the group study.

GroupStudy Dialog

Click the [Group Study] button with a mouse or Smartpen and the Group Study dialog will appear.



Menu in a GroupStudy box



Tablet / Digital Pen Number

- Shows tablet or digital pen number

Connected Digital Pen

- Shows the connection with a digital pen
- When a pen is connected, the icon is enabled

Connected Tablet

- Shows the connection with a tablet
- When a tablet is connected, the icon is enabled

Group Name

- Shows the name of each group

Full Screen

- Shows the screen of a selected group as full screen.

Select a Group

- Selects a group.

Group Study Dialog Menu


View all on full screen

Select and view 4 groups


Delete selected group screen

Turn pages together with the teacher


Start the ClassTalk Server




View All Groups




Select 2 Groups and View




Select 4 Groups and View




Select All Groups




Clear Selected Group Screen




Save Selected Group Contents




Move Page same as Teacher




Enable Ink Input from Groups




Start SmartGroup Server
LoginName



1/1





Select and view 2 groups

Select all group screens

Store selected group screen

Enable to enter content by group using a pen

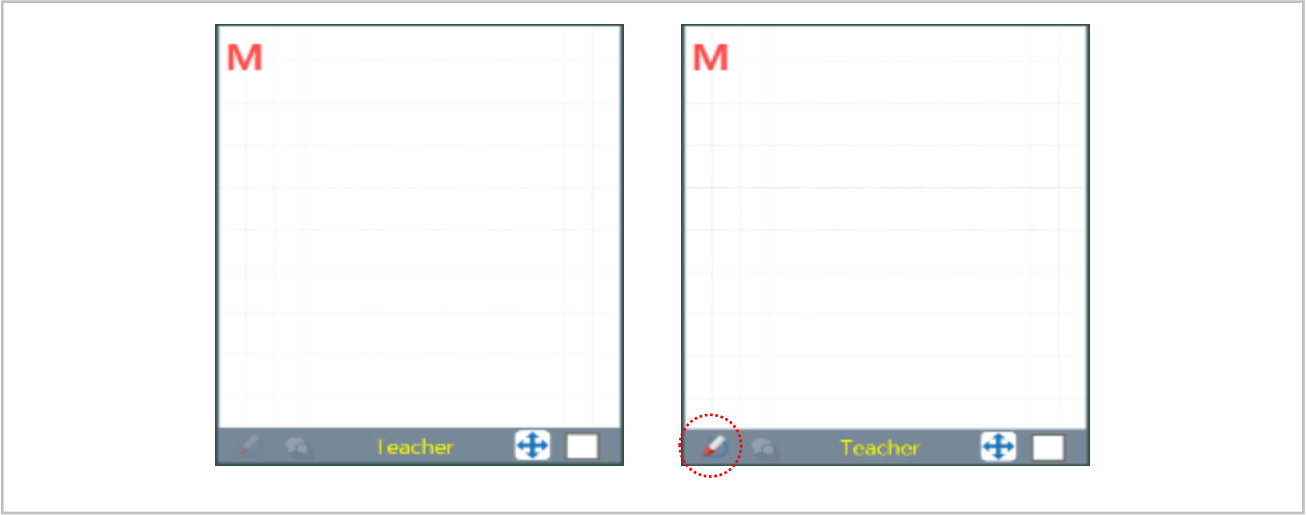
Turn a Page

Close the Group Study Dialog



Connection status of Smartpen.

A pen icon is activated for a group that has been connected to the Smartpen.

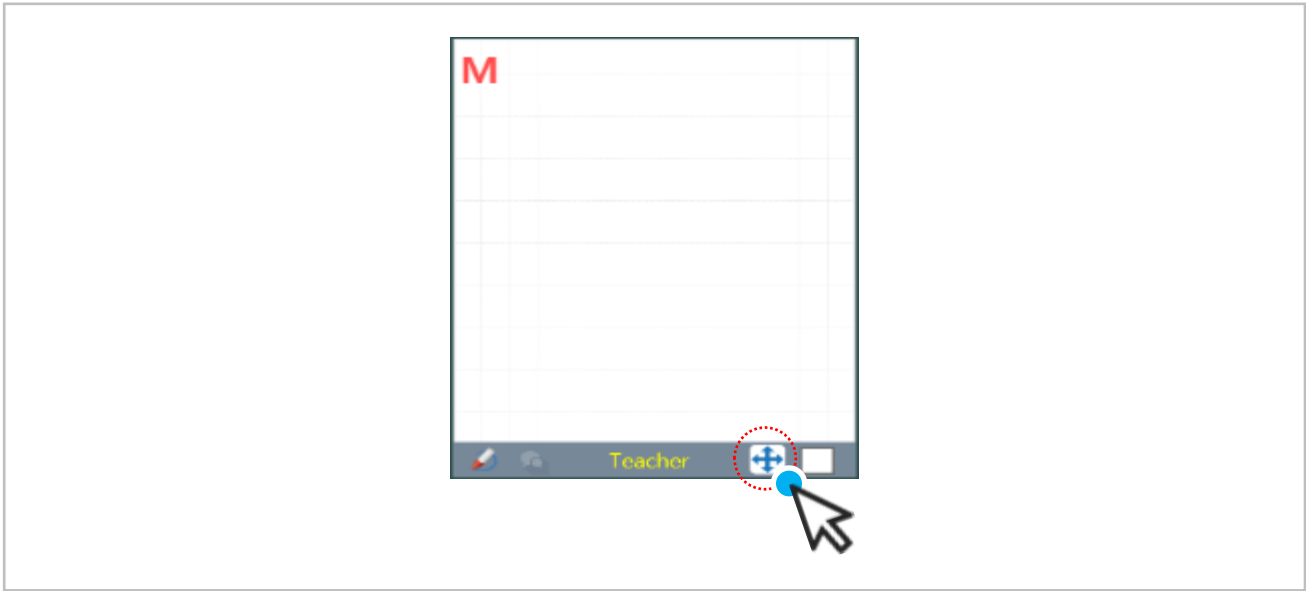


In the "HiClass3D Smartsheet" version, the Smartpen is connected sequentially from 0 (master) to 7 (Group 7).

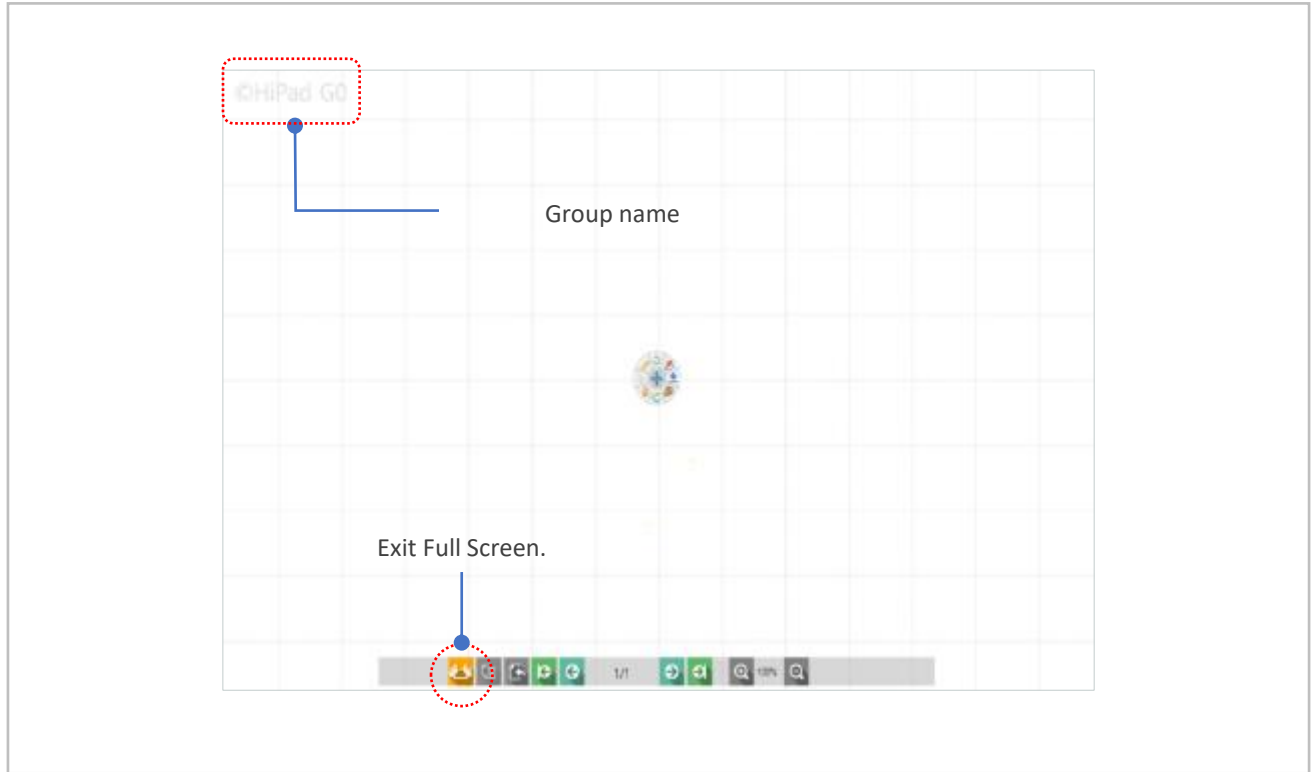
Switch the group screen to full screen.

Displays the screen of the selected group in full screen.

- 1 Click the [Full Screen] button with your mouse or Smartpen.



2 The group screen you clicked on is displayed in full screen.



Group name

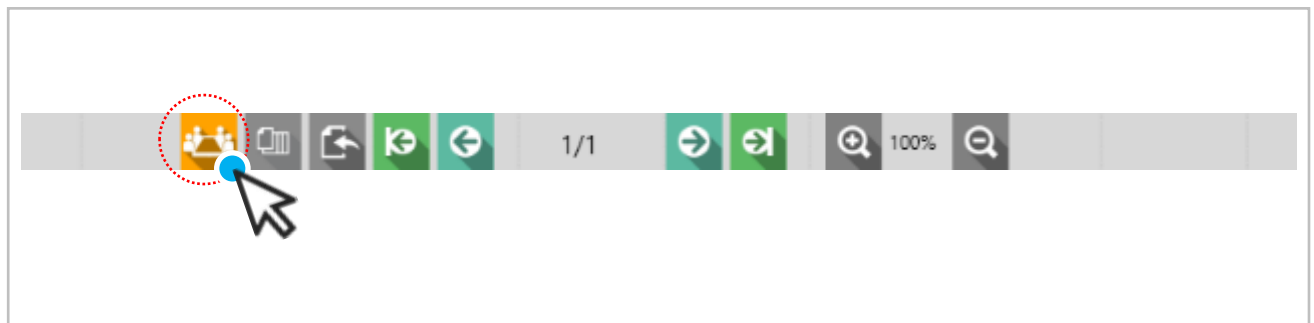
- Shows the group number currently displayed in full screen.

Exit full screen

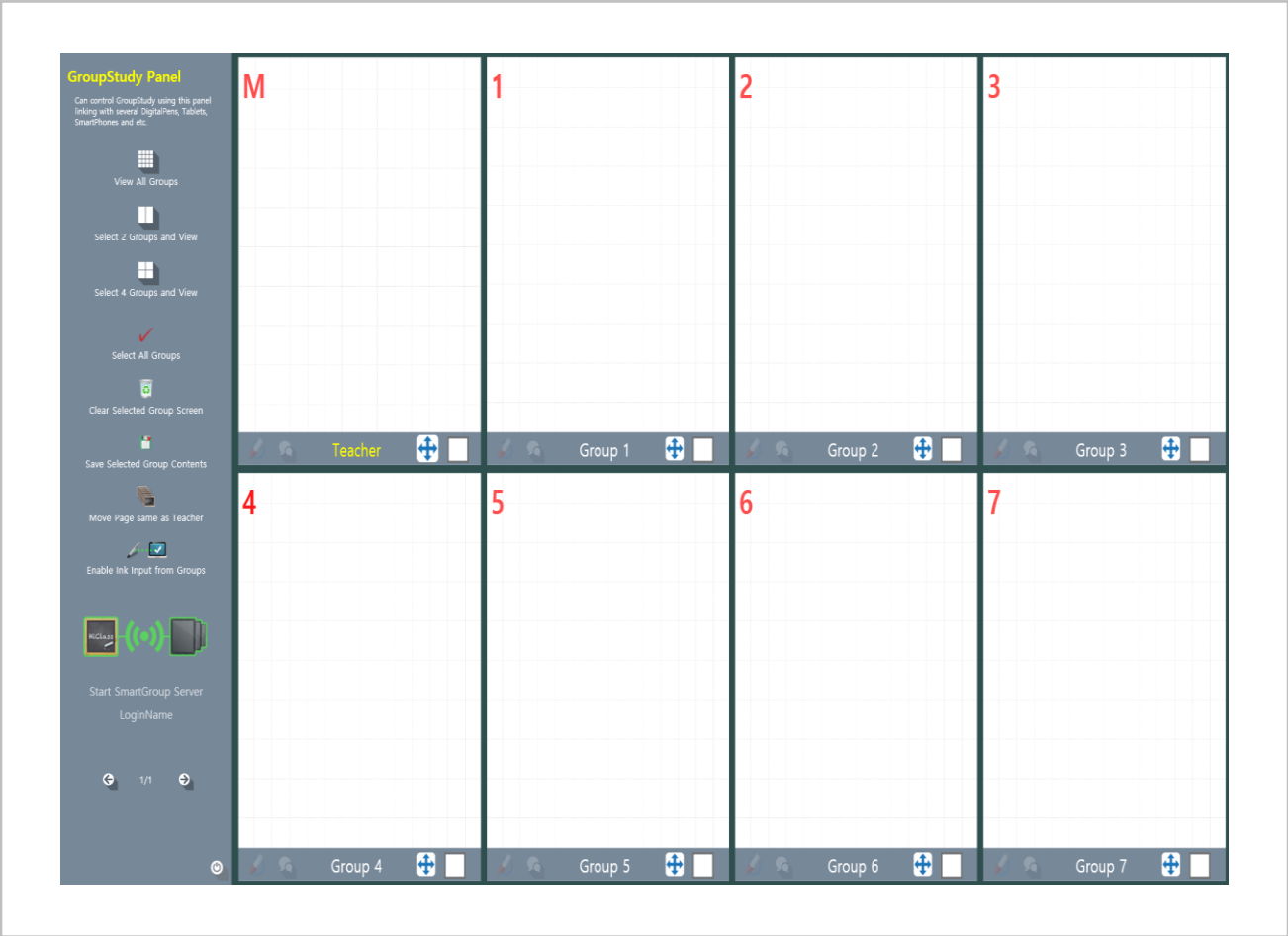
- Exit the full screen and return to the Groupstudy dialog.

Exit full screen.

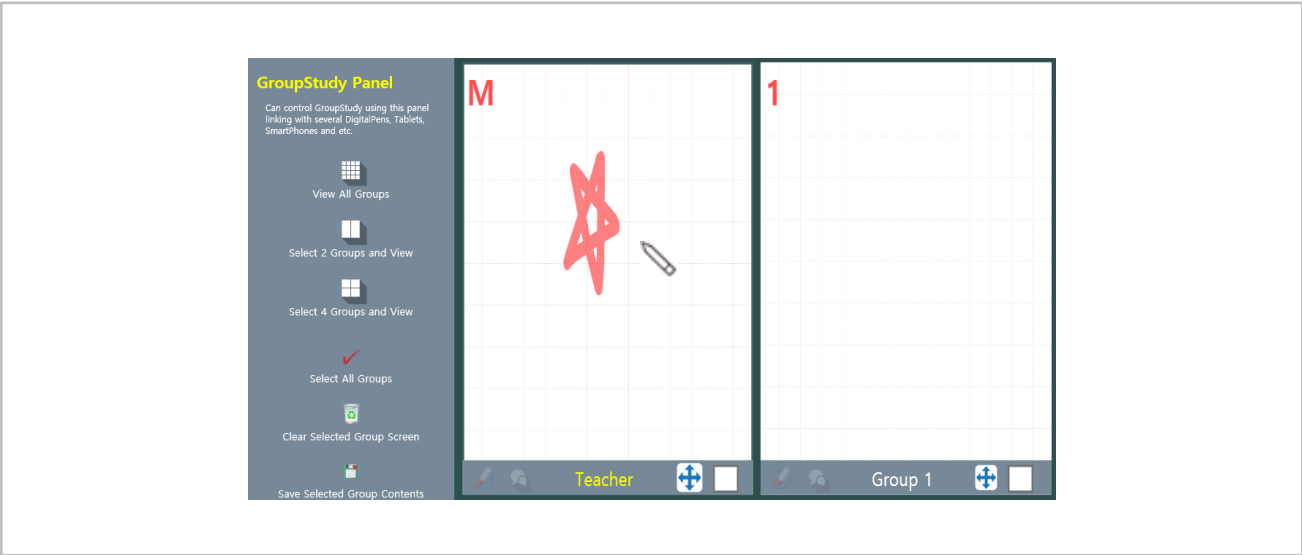
1 Click [Exit Full Screen] button with mouse or Smartpen.



2 Exit the full screen and return to the Groupstudy dialog box.



Users can write directly on each group screen.

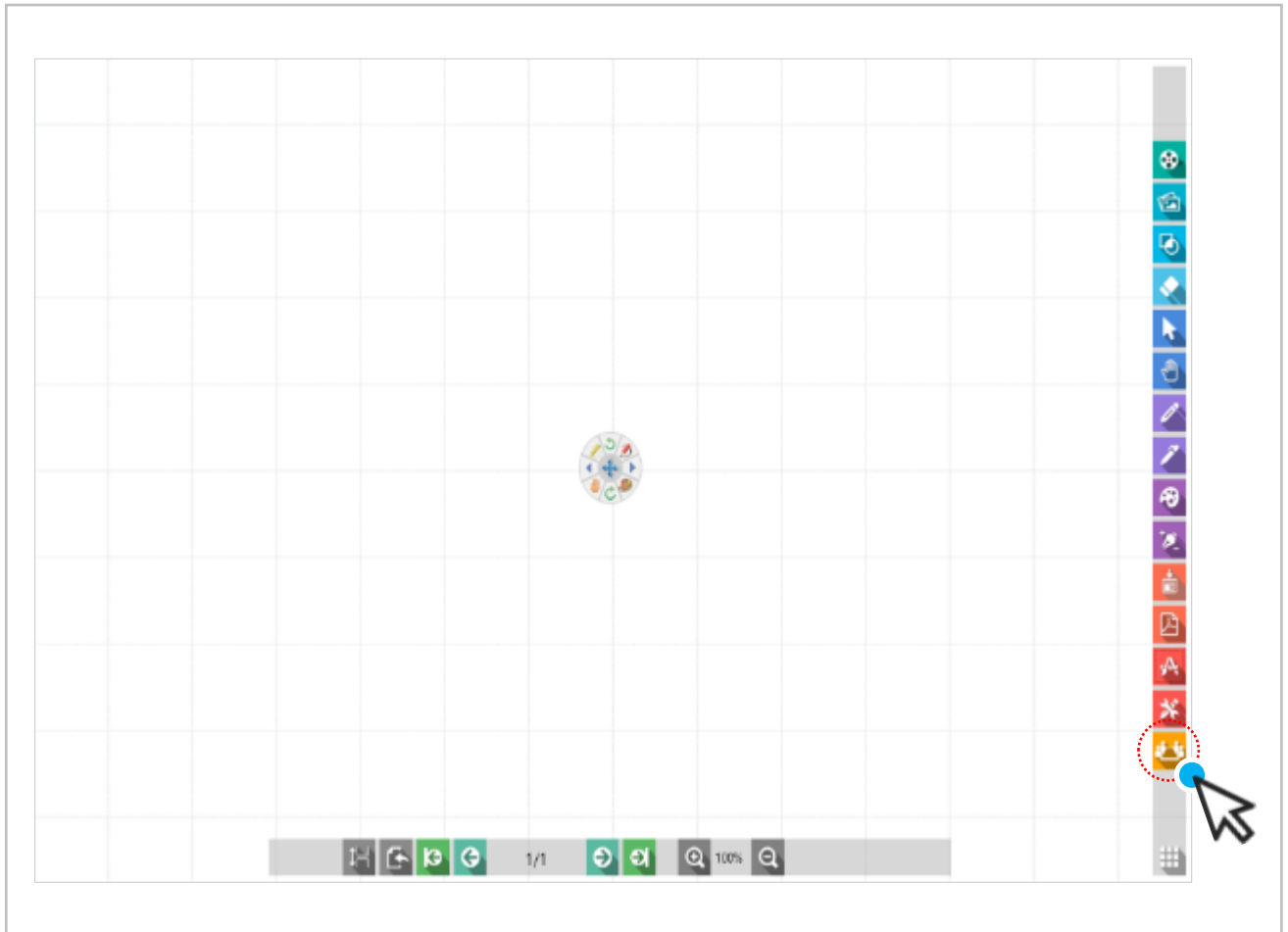


View All Groups

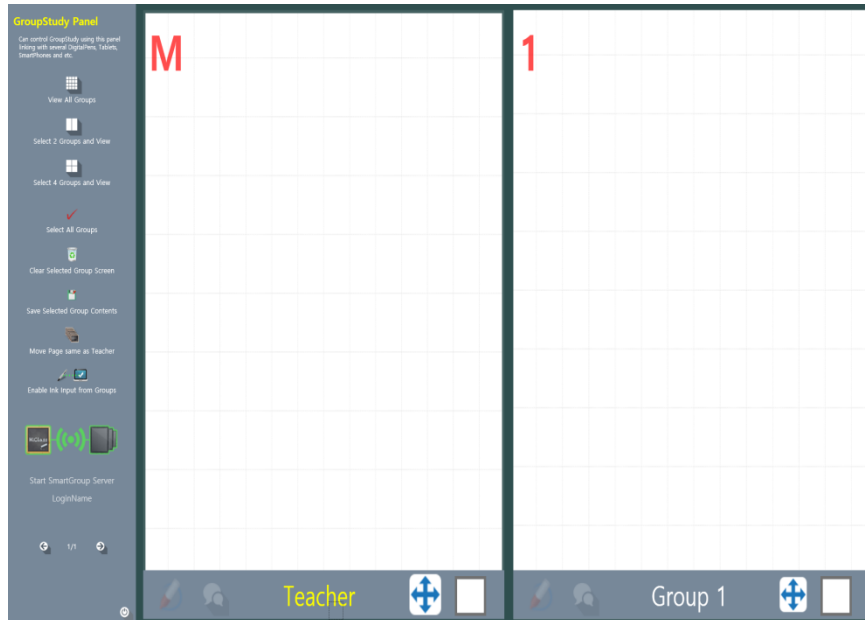
Shows the dialog boxes of all groups on one screen.

Using View All Groups

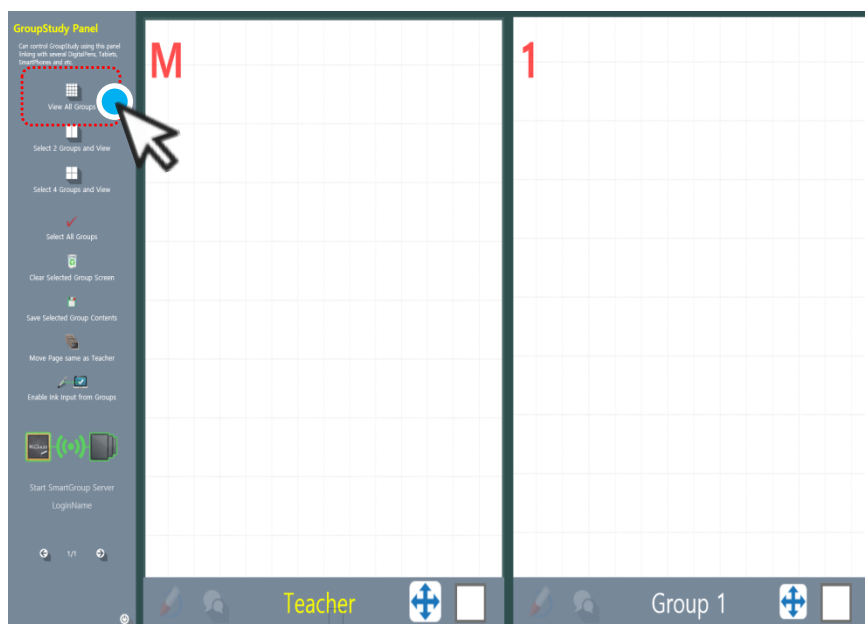
- 1 Click the [Groupstudy] button with a mouse or Smartpen.



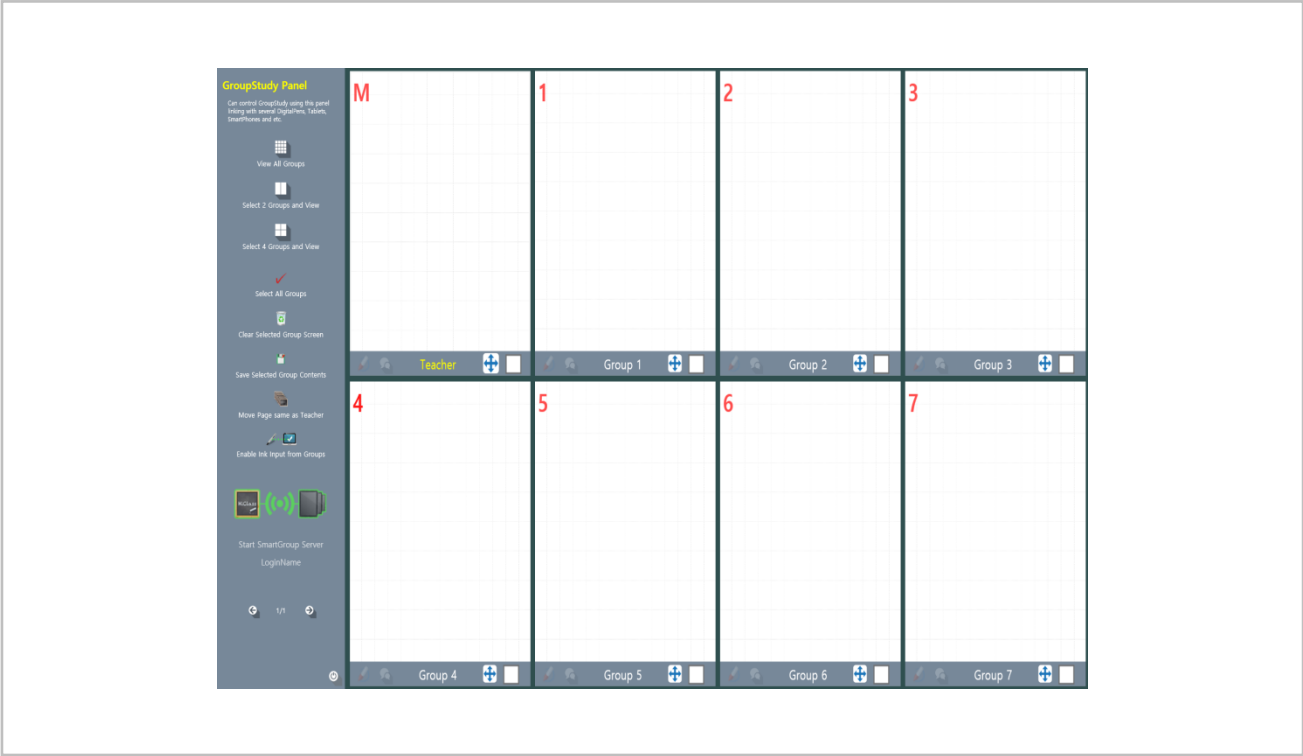
2 The Groupstudy dialog will appear.



3 Click the [View All Groups] menu on the left side of the screen with a mouse or Smartpen.



4 The dialog windows for all groups can be viewed on the screen.

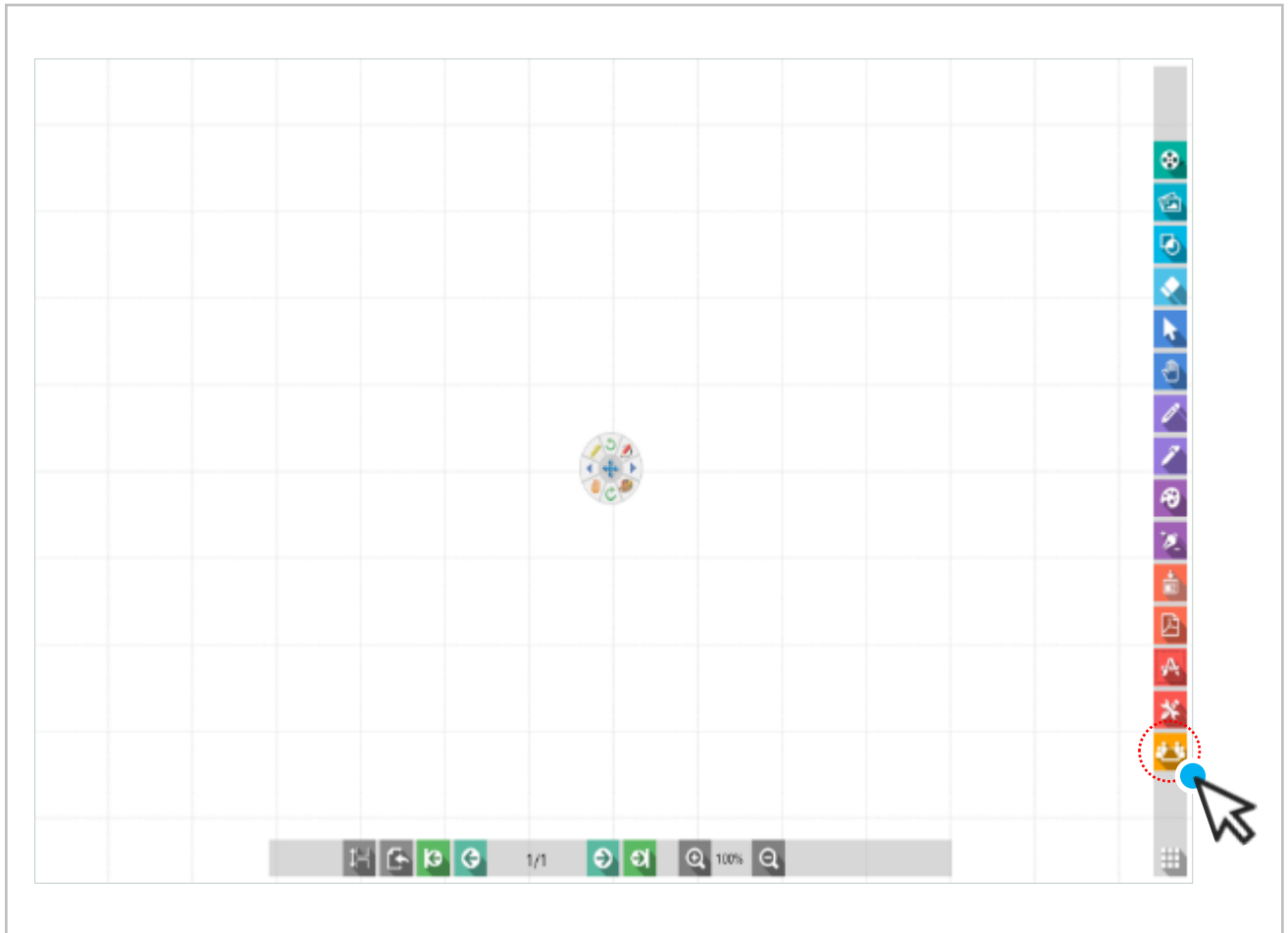


Select 2 Groups and View

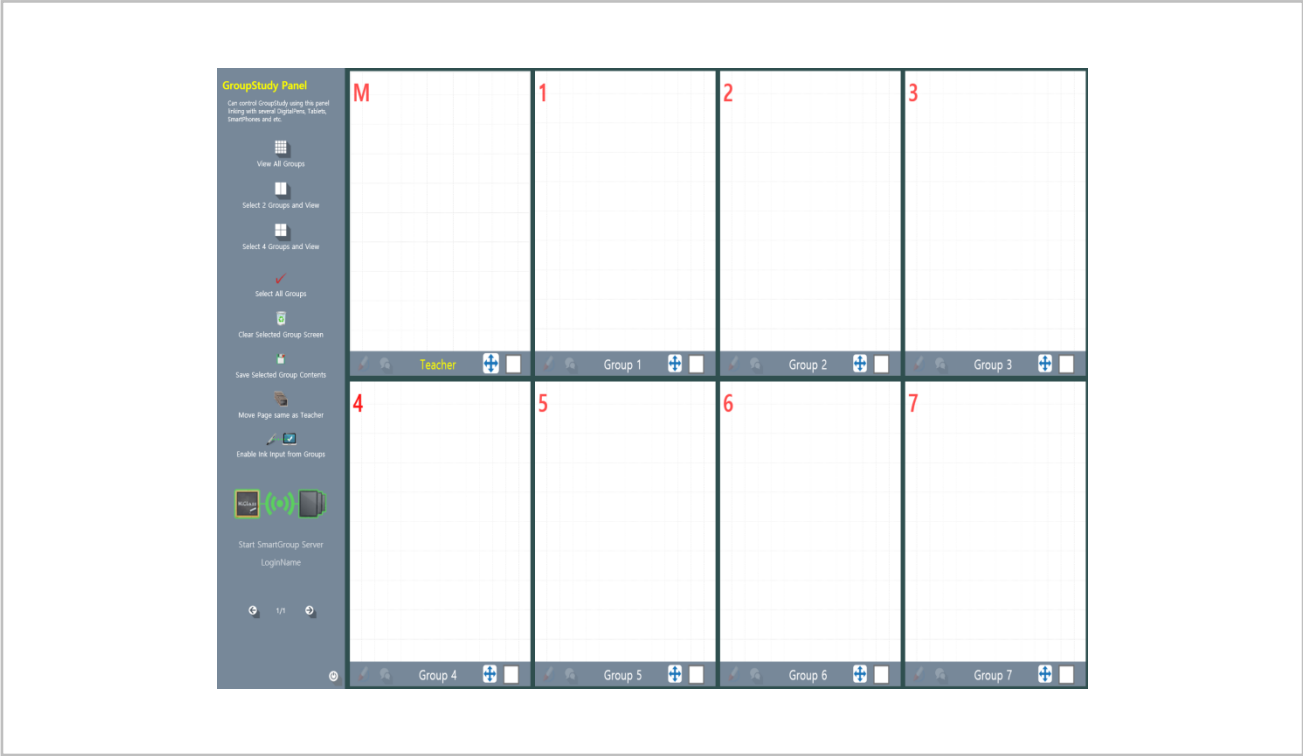
This function enables the user to choose two groups and display the content being written at the same time.

Using the Select 2 Groups and View Function

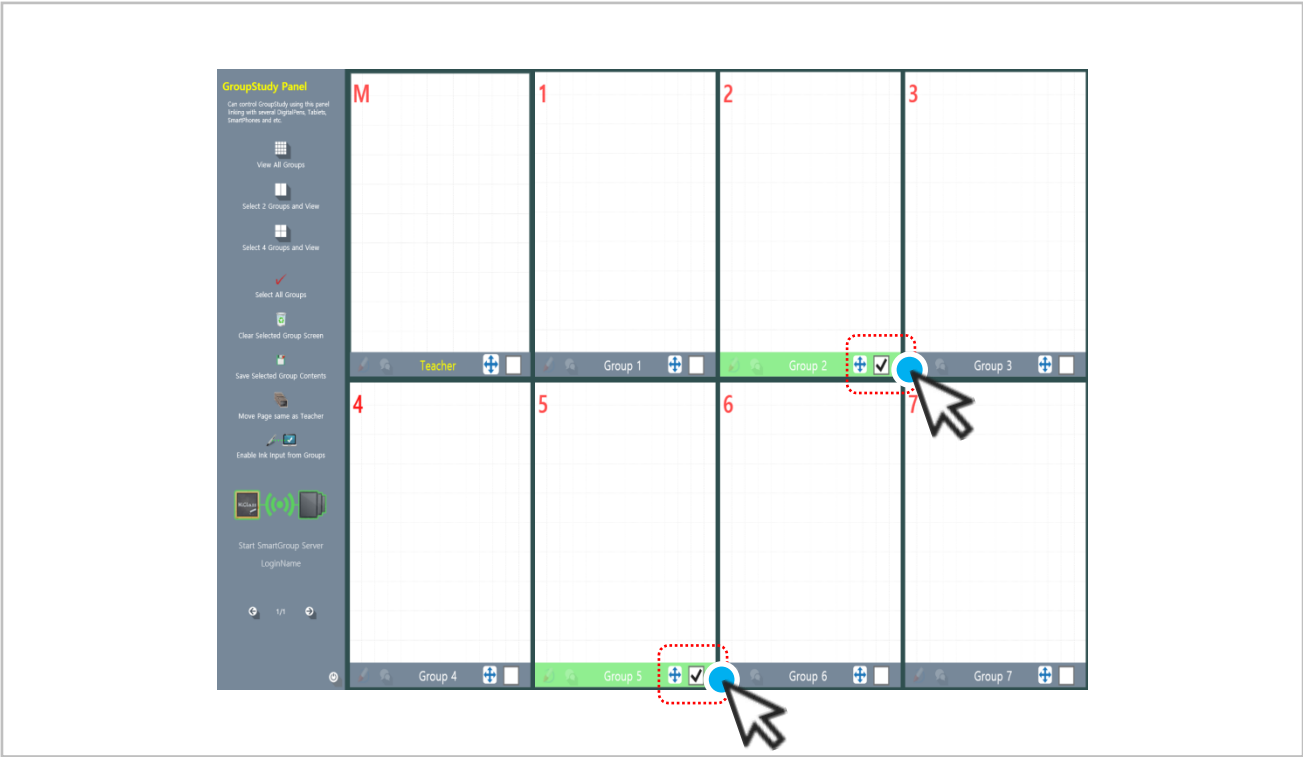
- 1 Click the [GroupStudy] button with a mouse or Smartpen.



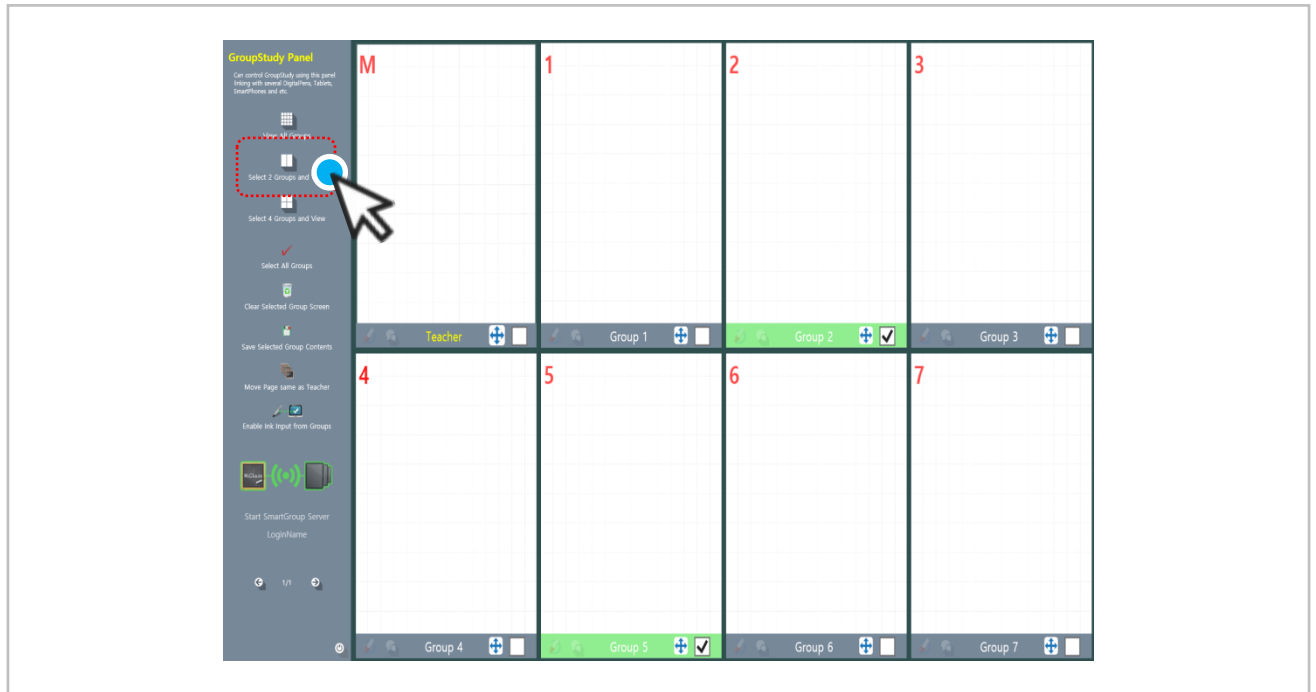
2 The GroupStudy dialog will appear.



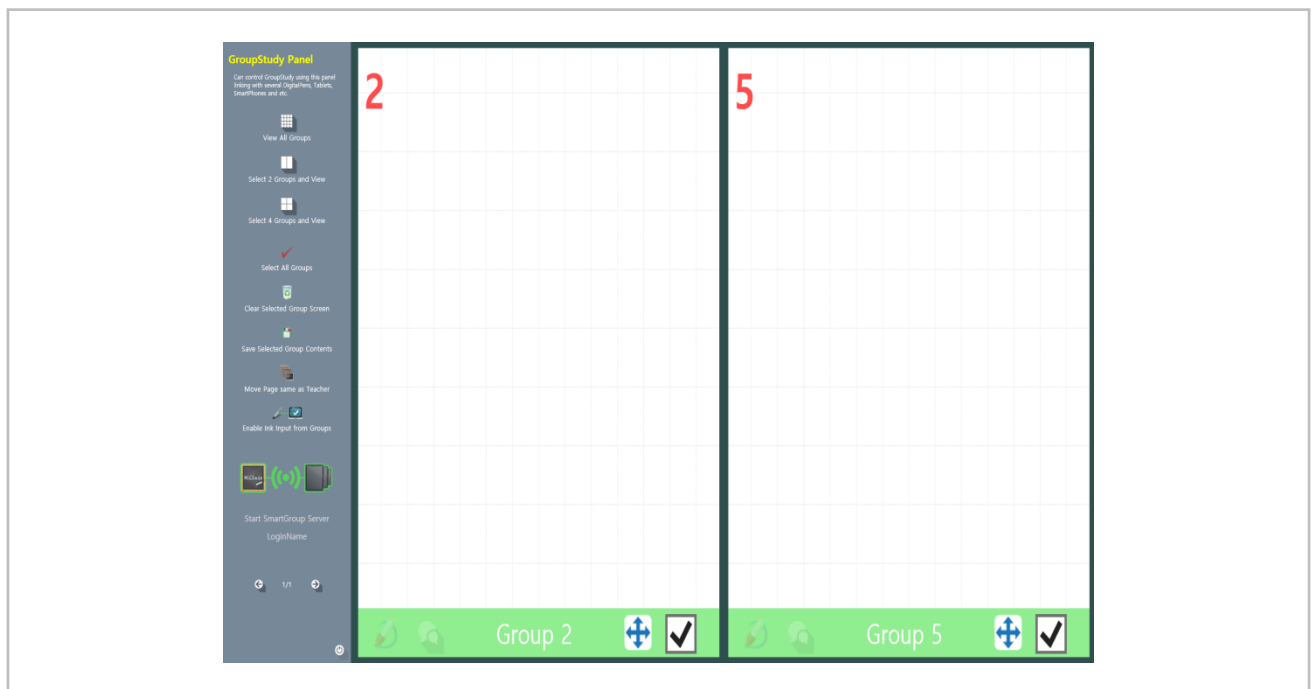
3 Select two groups with a mouse or Smartpen.



4 Click [Select 2 Groups and View] on the left side of the screen with a mouse or Smartpen.



5 The two selected groups can be viewed in one screen.



If you click the [Select 2 Groups and View] Menu without selecting the two groups, the screen will display the master group and the first group.

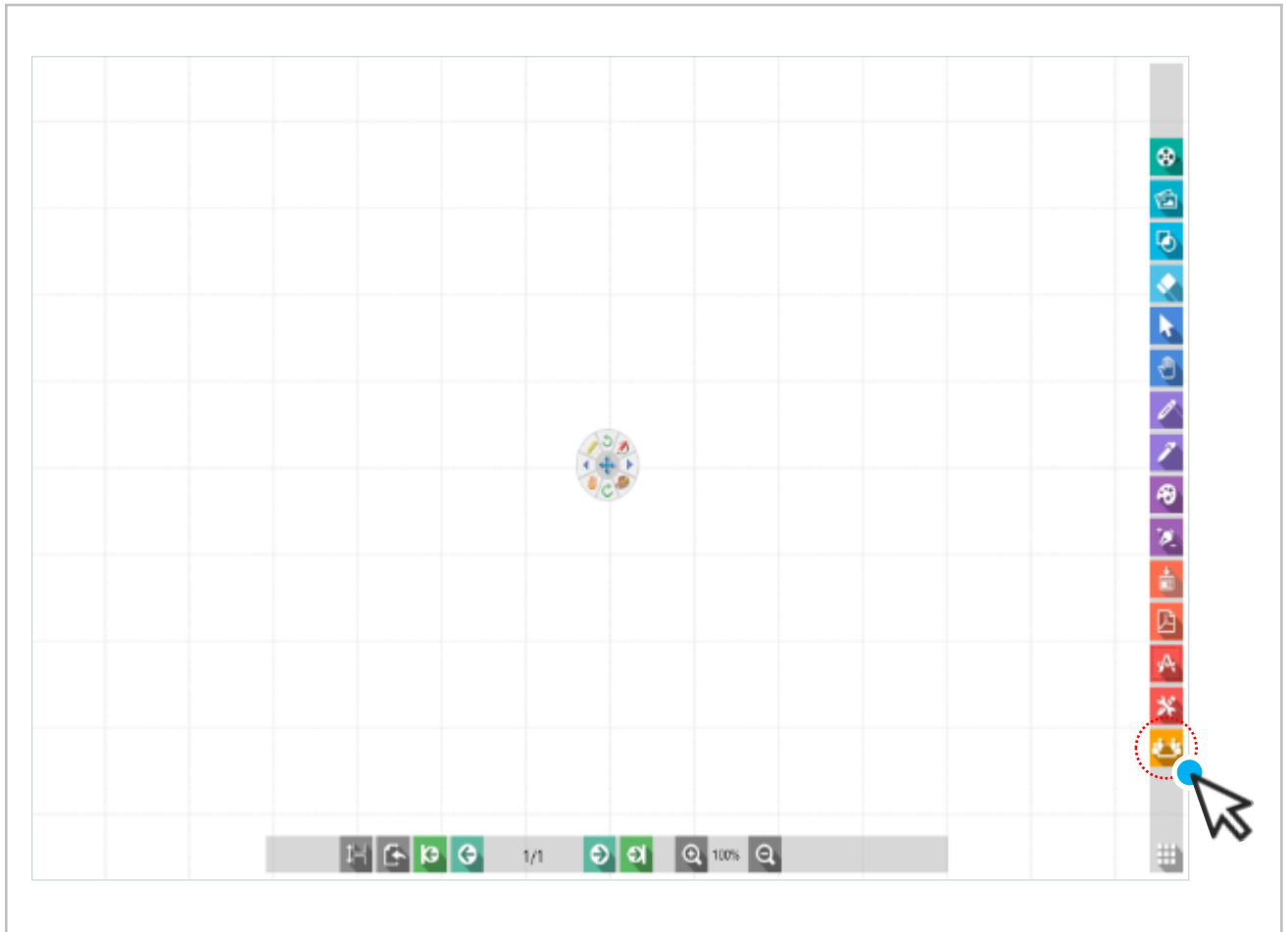


Select 4 Groups and View

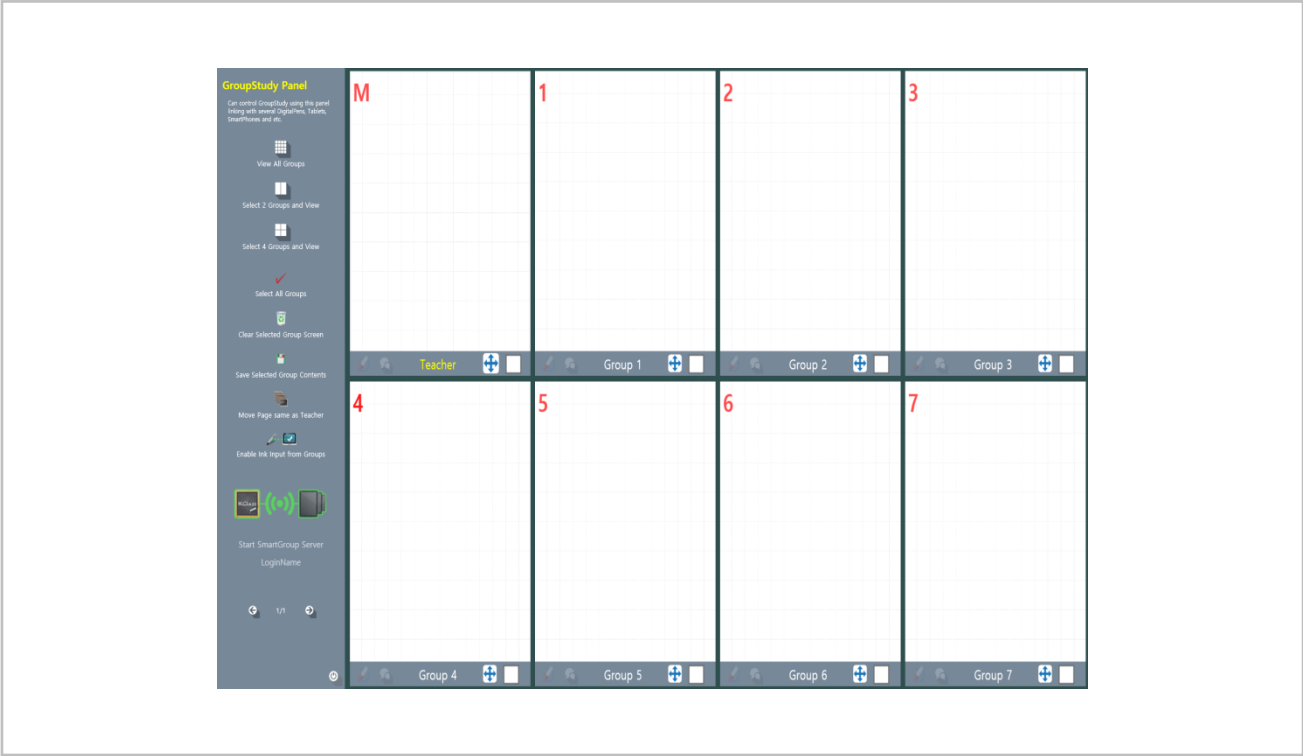
This function enables the user to choose four groups and display the content being written at the same time.

Using the Select 4 Groups and View Function

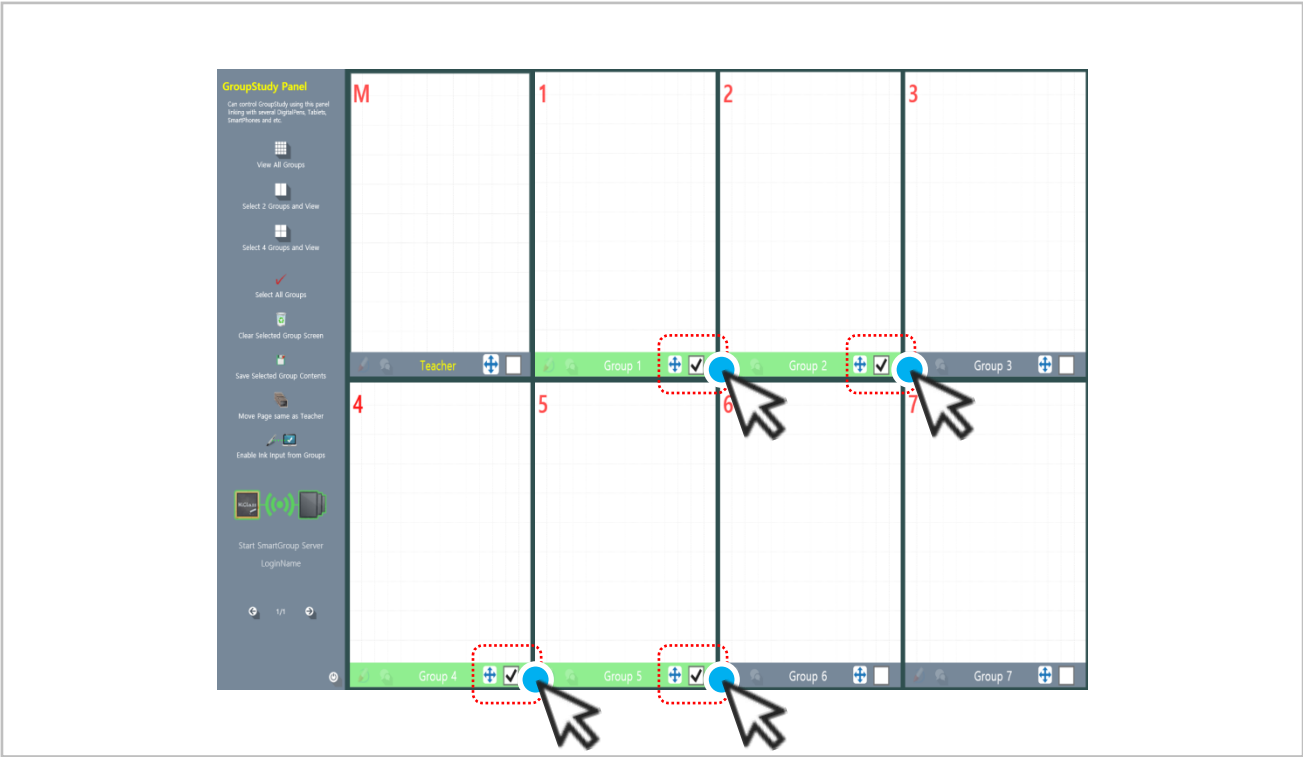
- 1 Click the [GroupStudy] button with a mouse or Smartpen.



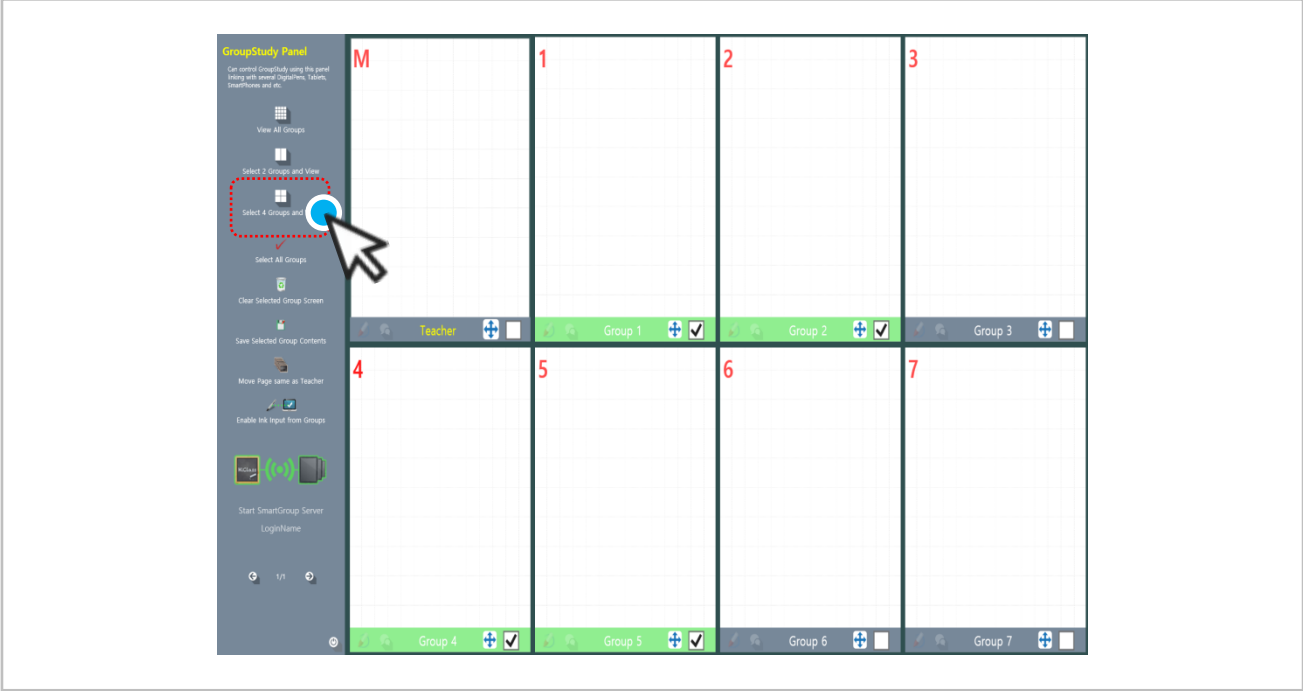
2 The GroupStudy dialog will appear.



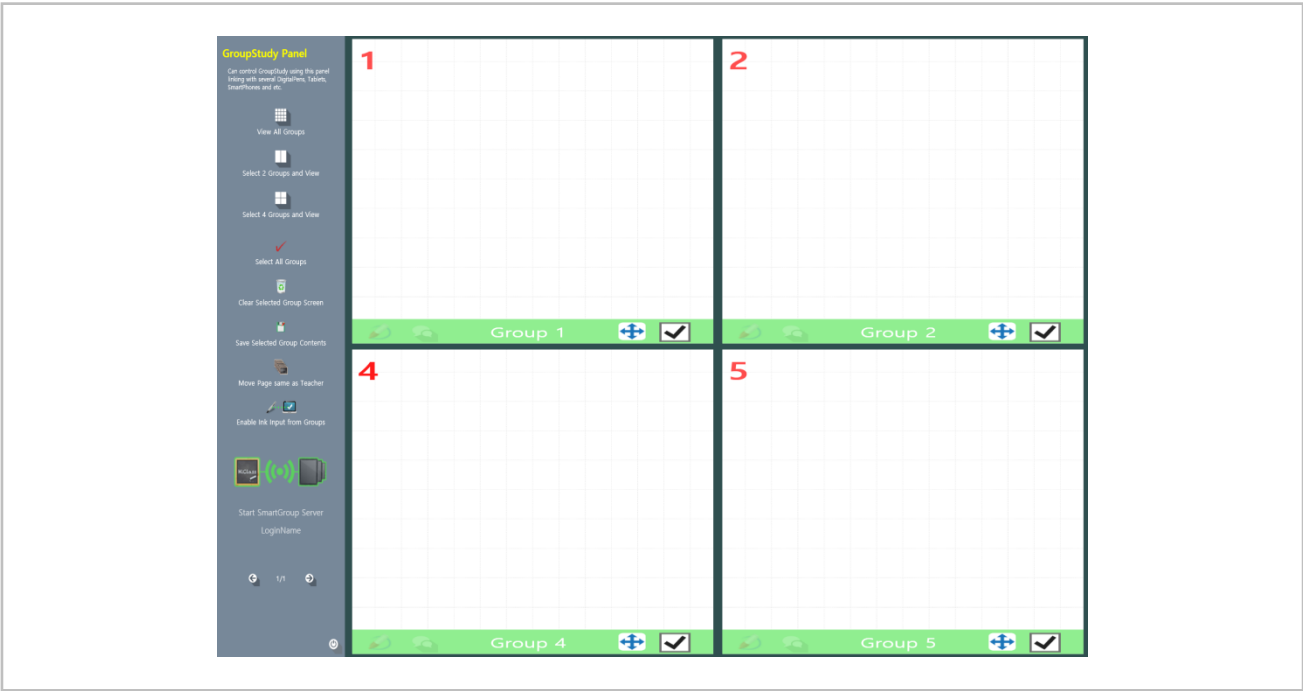
3 Select the four groups with a mouse or Smartpen.




4 Click the [Select 4 Groups and View] menu on the left side of the screen with a mouse or Smartpen.



5 The four selected groups can be viewed on one screen.



 If you click the [Select 4 Groups and View] menu without selecting the four groups, the screen will display the master group and the first, second and third group.

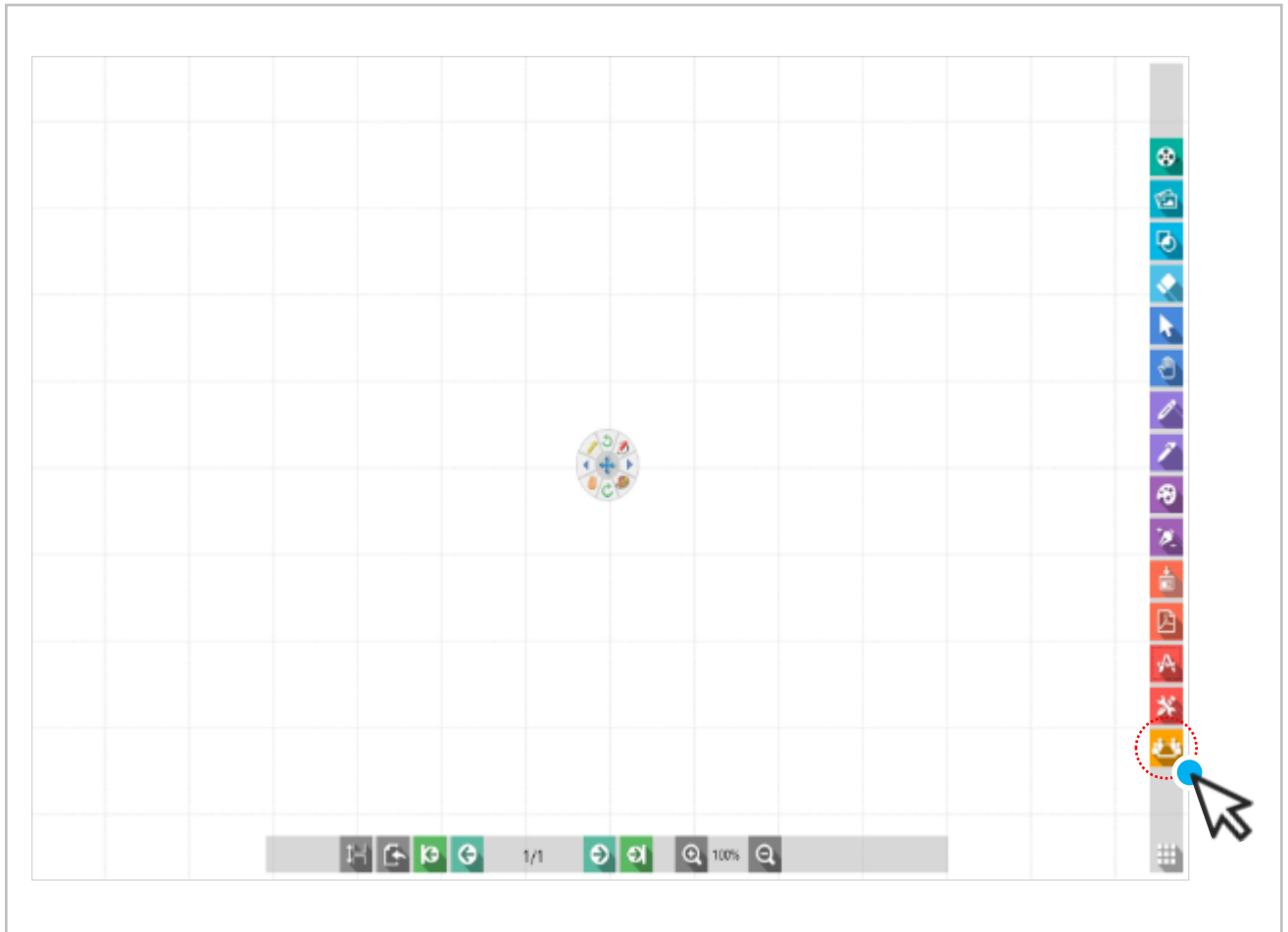


Select All Groups

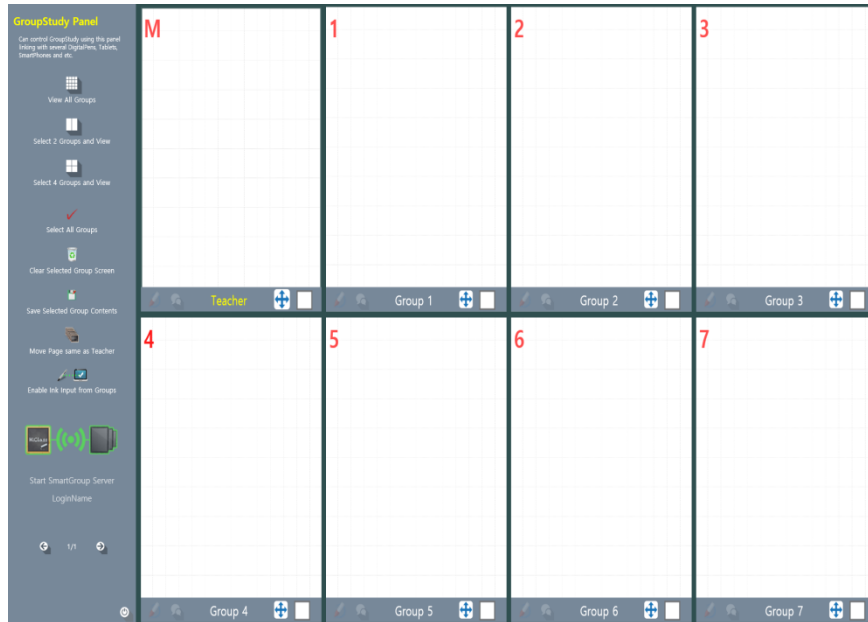
Selects or deselects all students.

Using [Select All Groups] menu

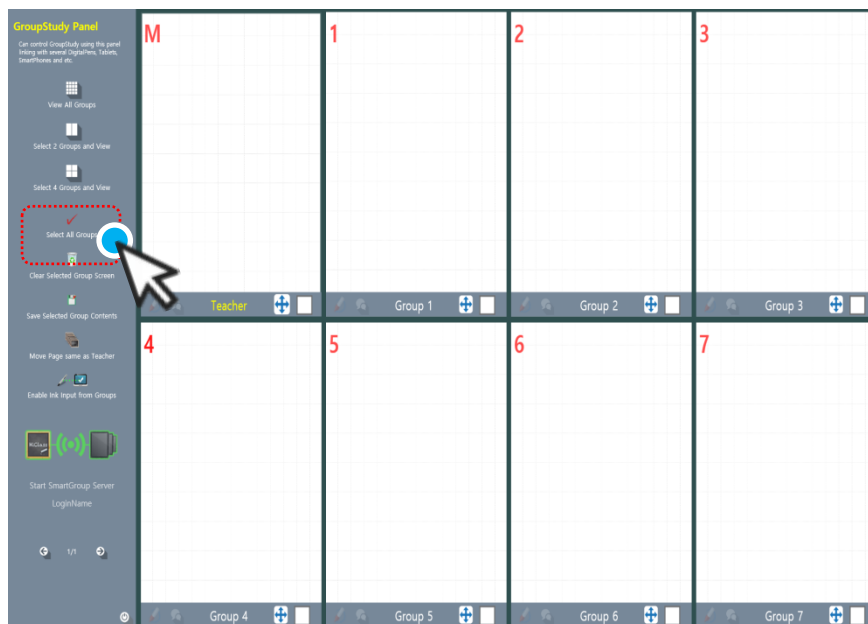
- 1 Click the [GroupStudy] button with a mouse or Smartpen.



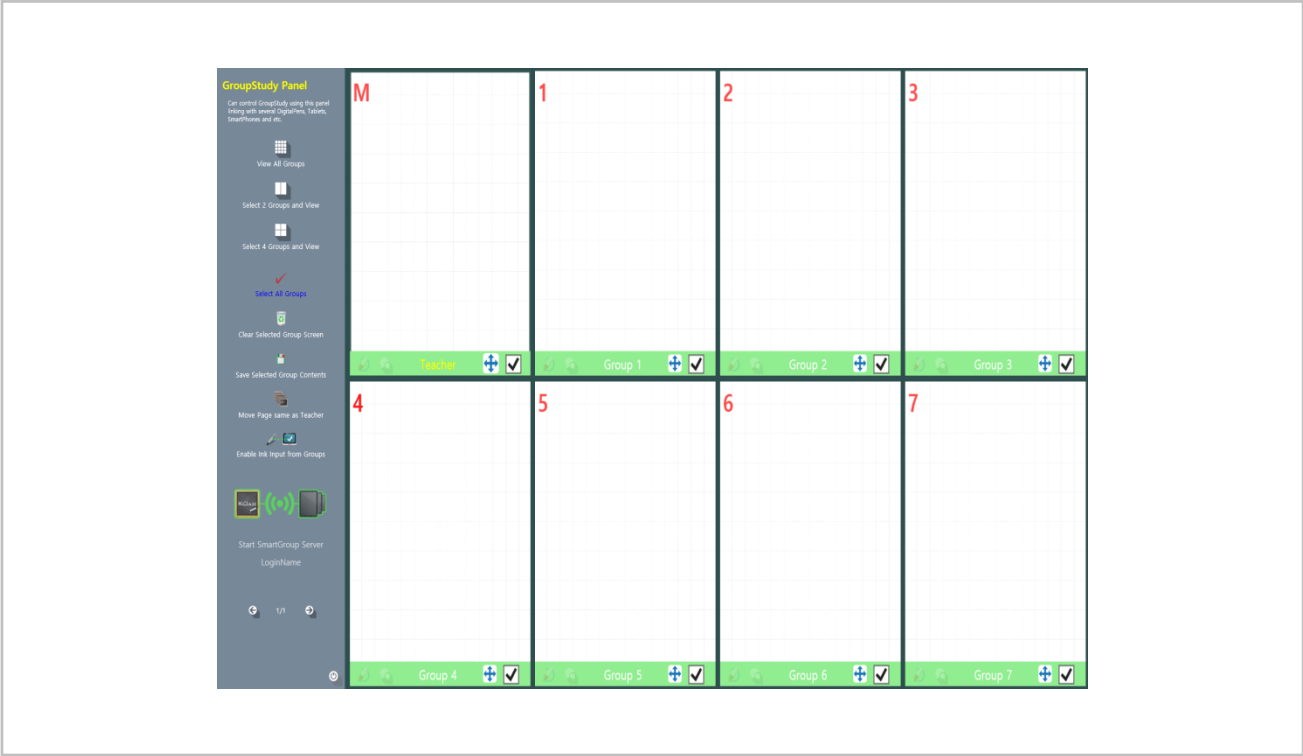
2 The Groupstudy dialog will appear.



3 Click the [Select All Groups] menu on the left screen with a mouse or Smartpen.



4 All groups will be selected.



On the left side of the screen, you can see that [Select All Groups] menu has been changed to [Deselected All Groups].



Click the [Deselected All Groups] menu to deselect all selected groups.

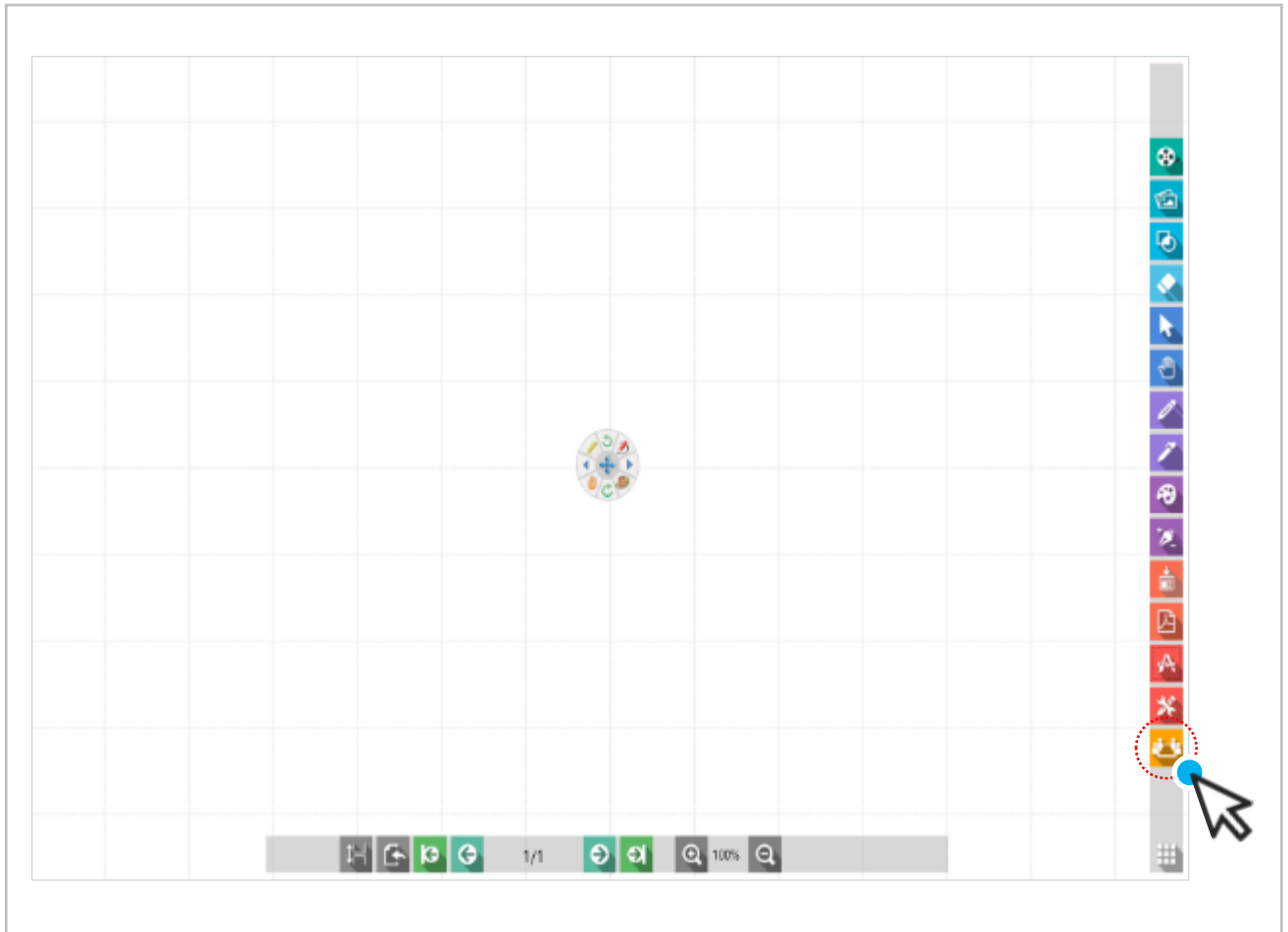


Clear Selected Group Screen

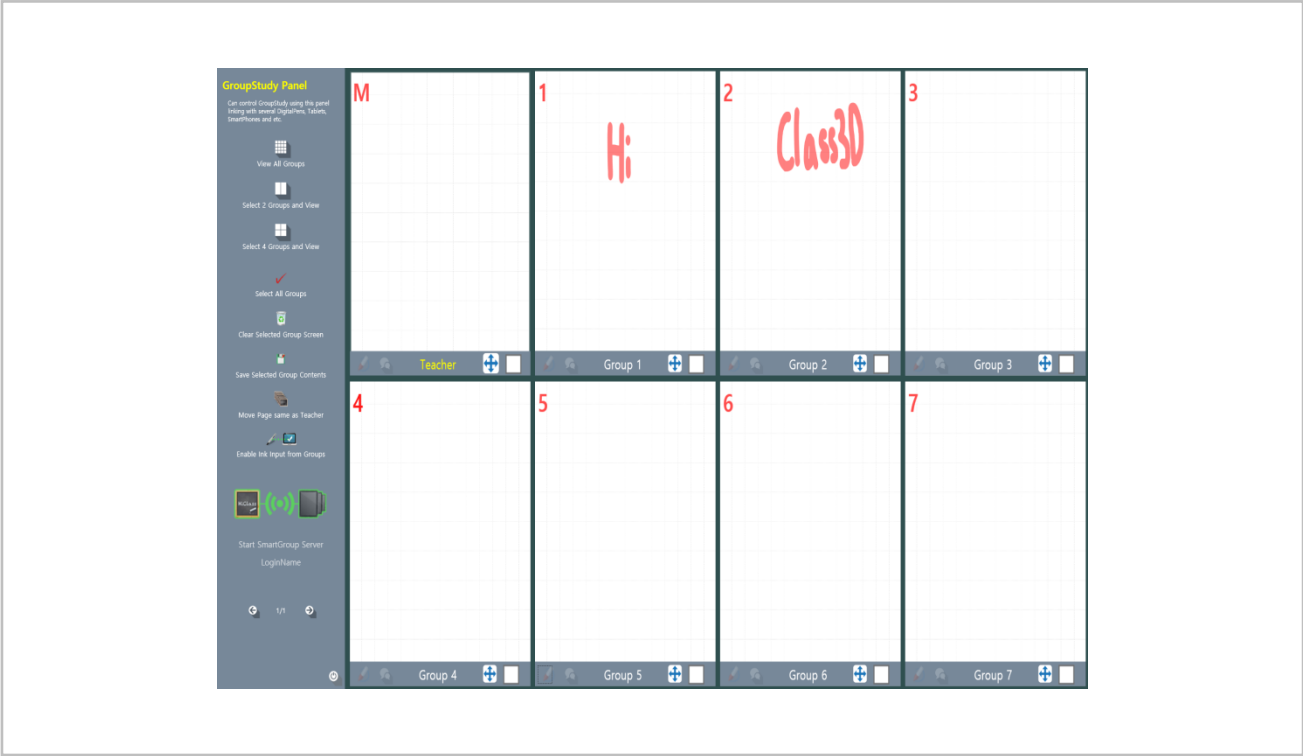
Erases all handwritten strokes in the selected group.

Using [Clear Selected Group Screen] Function

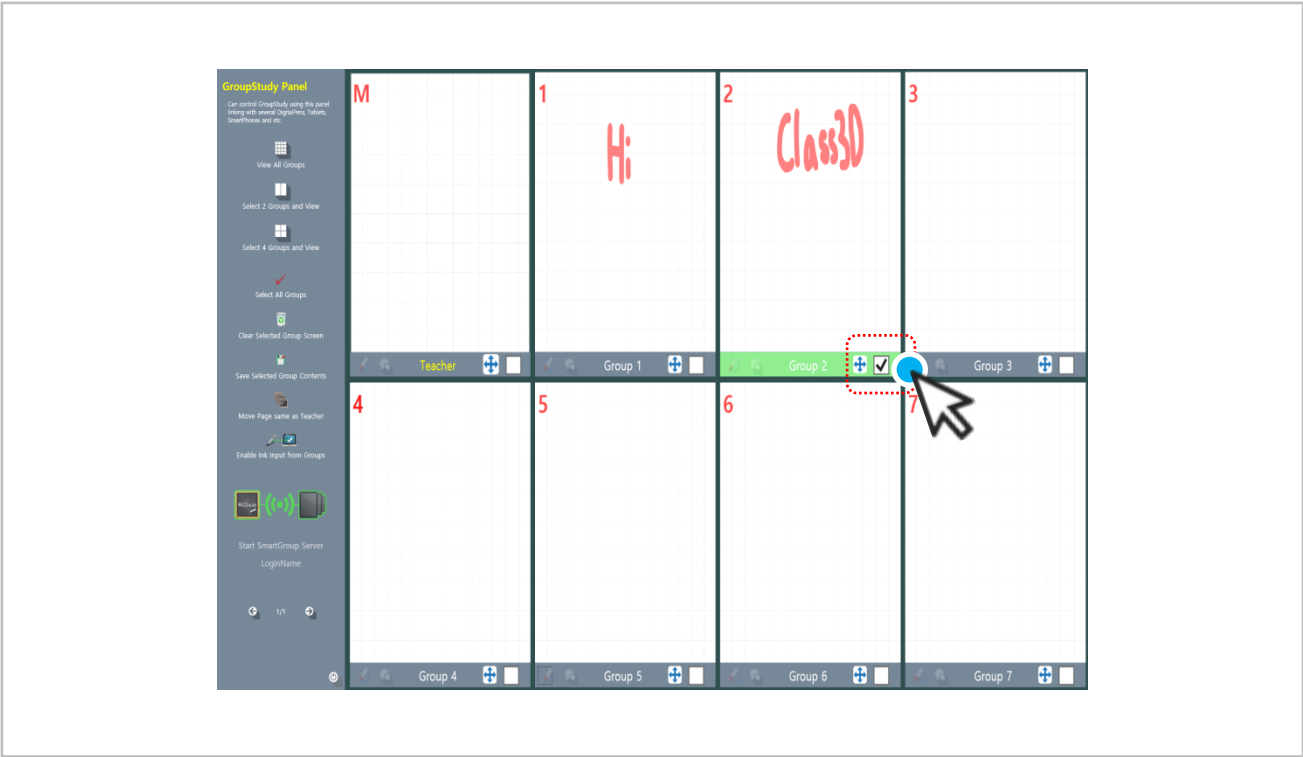
- 1 Click the [Groupstudy] button with a mouse or Smartpen.



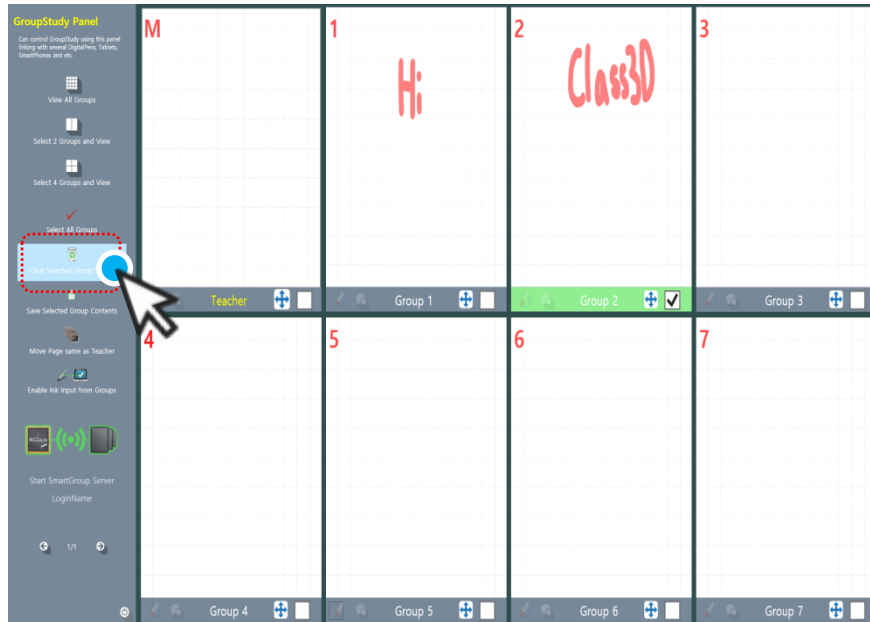
2 The Groupstudy dialog will appear.



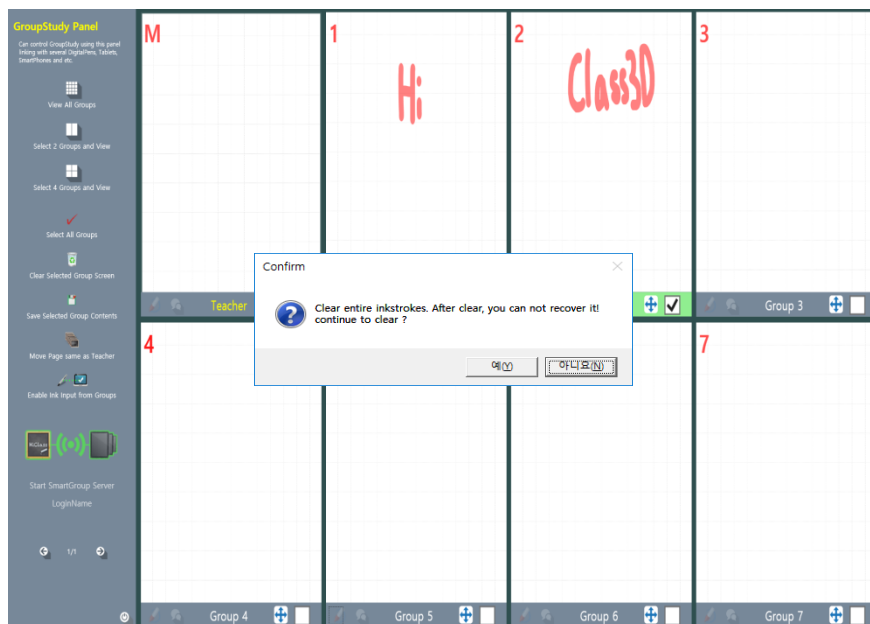
3 Select a group with a mouse or Smartpen(multiple groups can be selected).



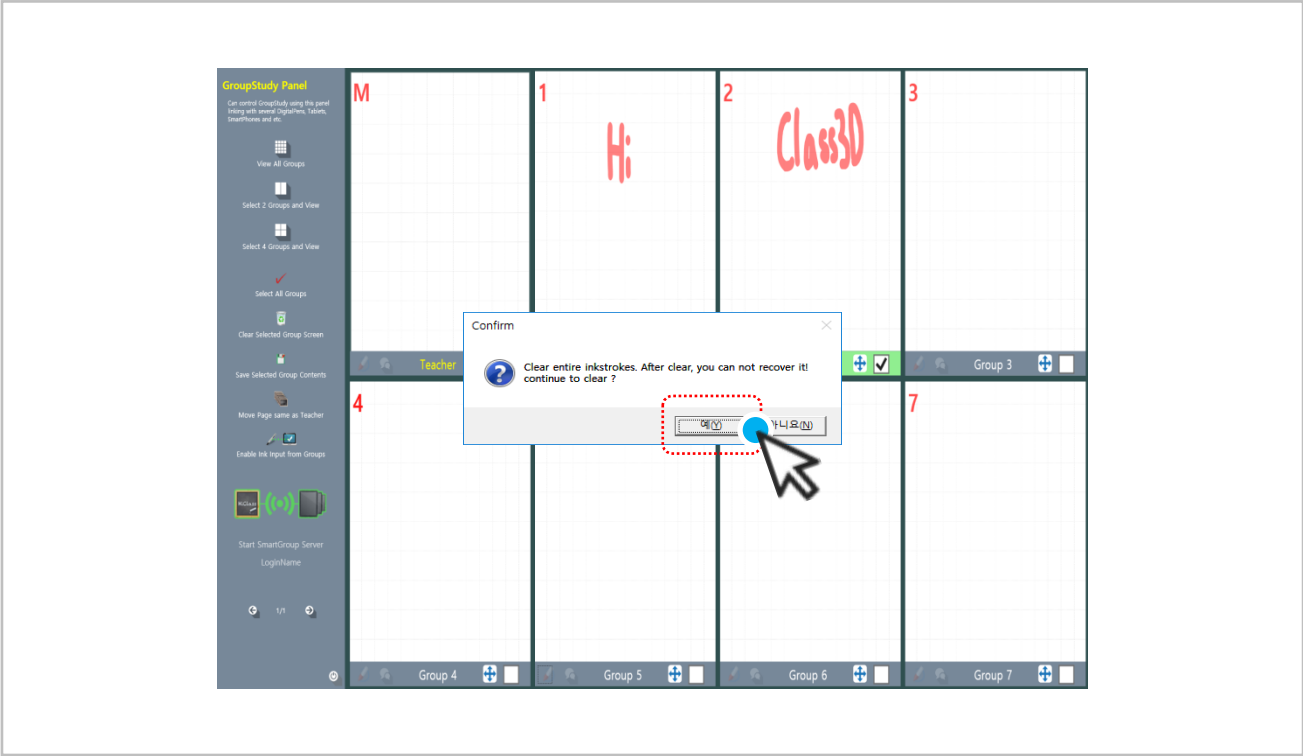
4 Click the [Clear Selected Group Screen] menu on the left side of the screen with a mouse or Smartpen.



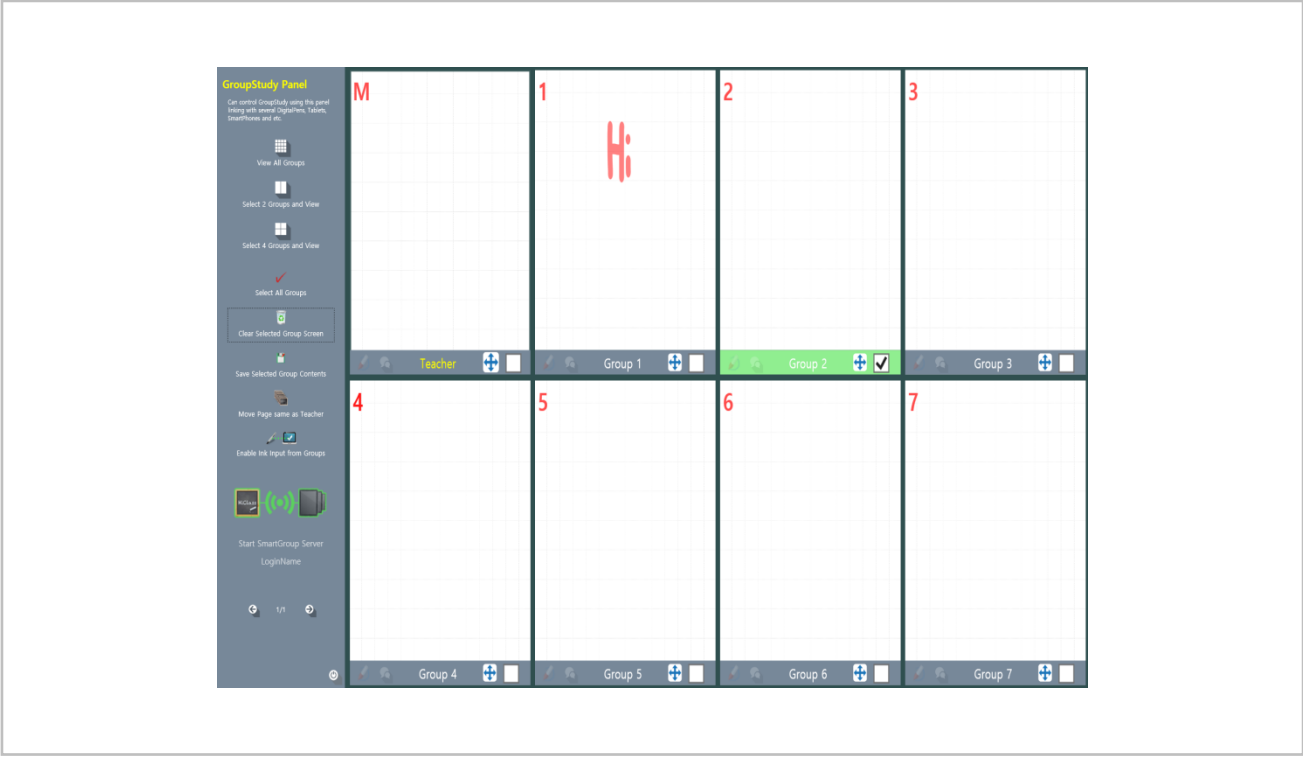
5 A warning message will appear.



6 Click the [OK] button with a mouse or Smartpen.



7 All the written strokes of the selected screens will be deleted.

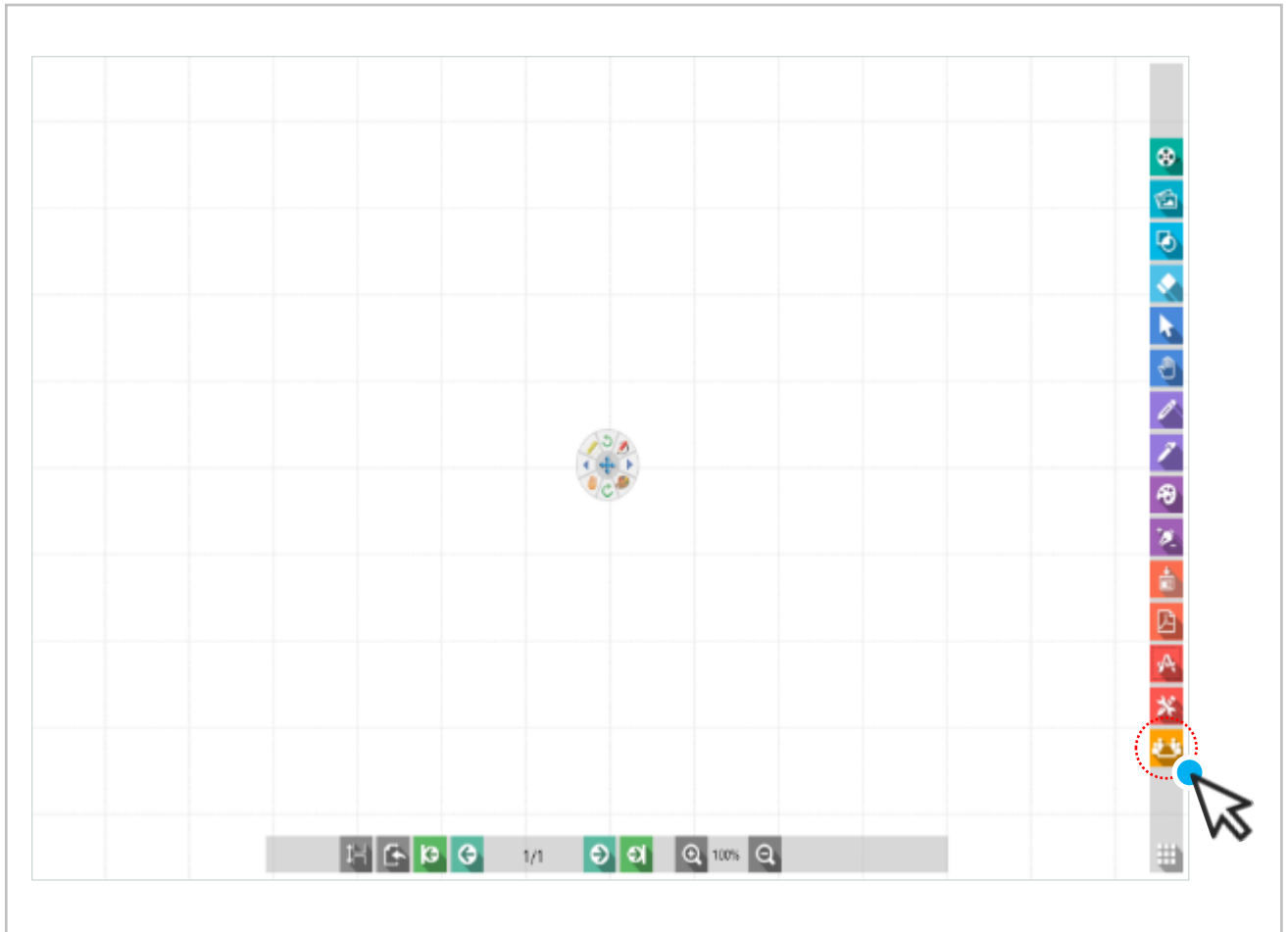


Save the Selected Group Contents

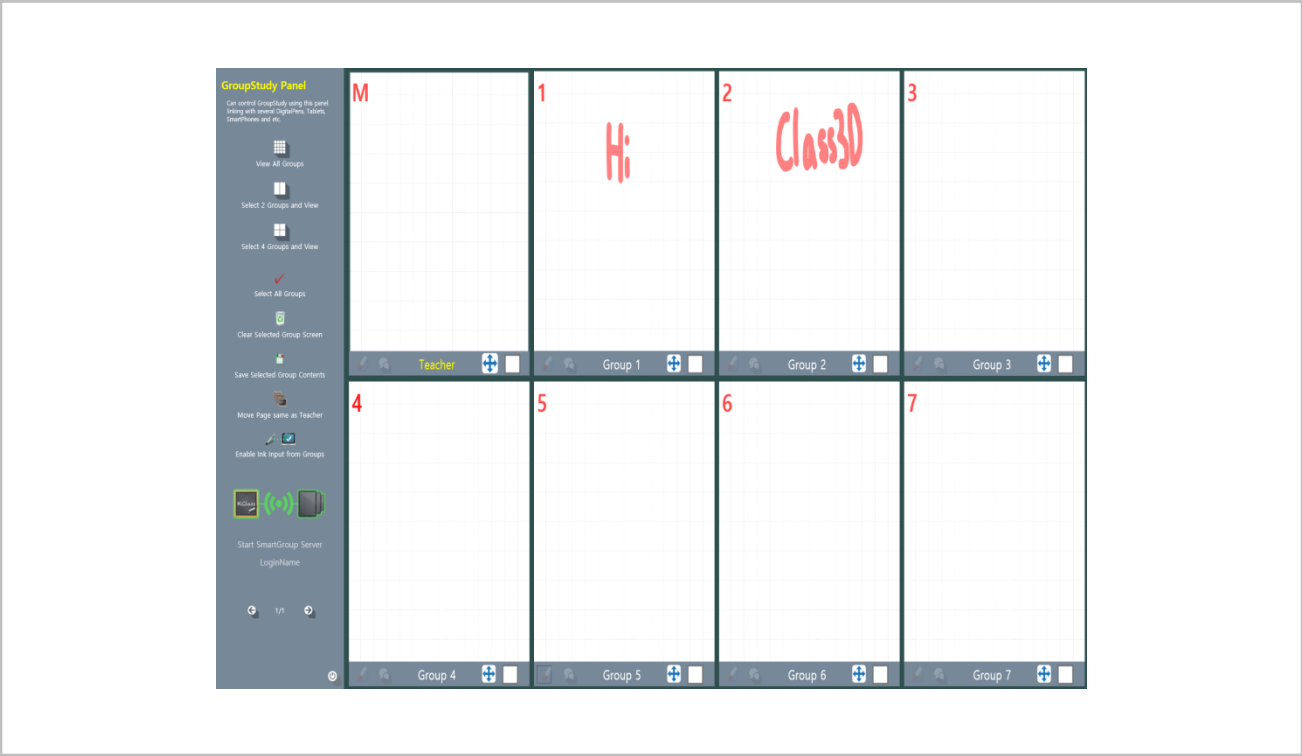
Save the contents of a note or a document on the selected group screen.

Using the [Save Selected Group Contents] Function

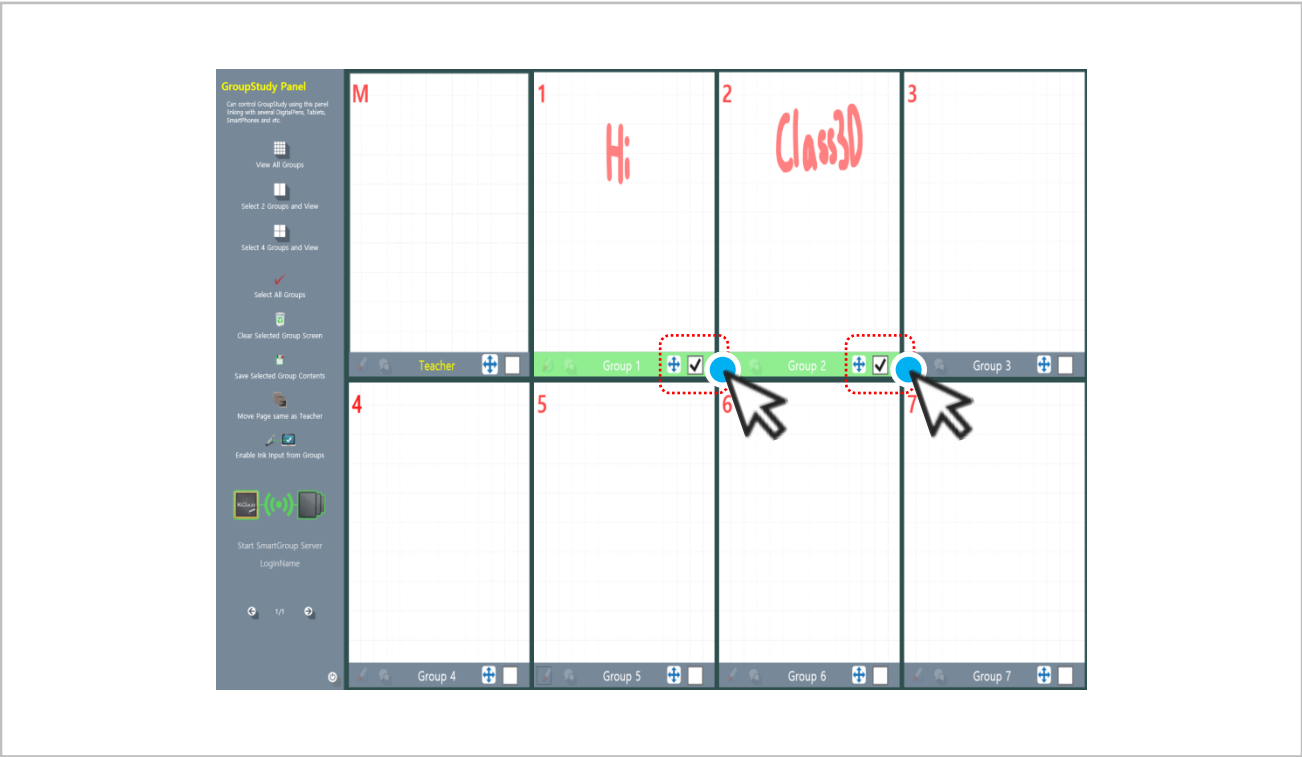
- 1 Click the [Groupstudy] button with a mouse or Smartpen.



2 The Groupstudy dialog will appear.



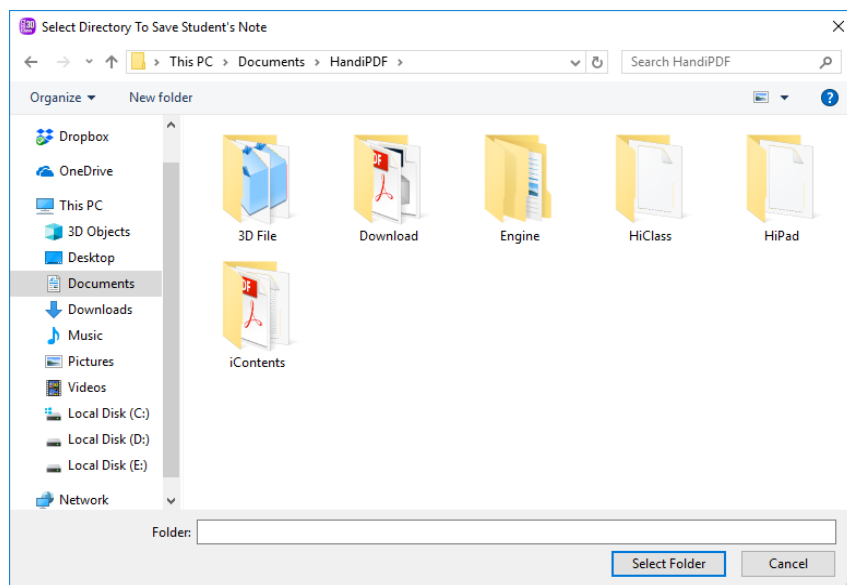
3 Select a group with a mouse or Smartpen(multiple groups can be selected).



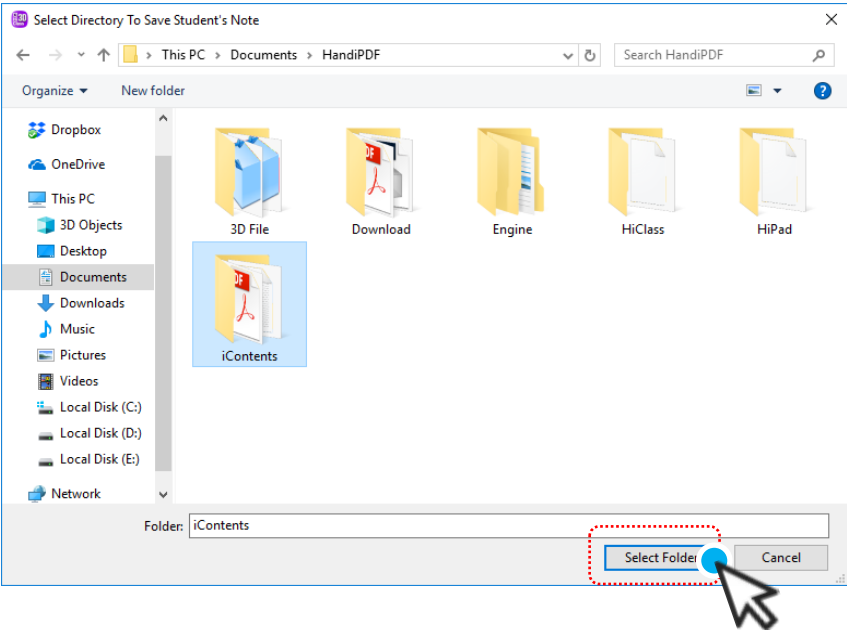
4 Click the [Save Selected Group Contents] menu on the left side of the screen with a mouse or Smartpen.



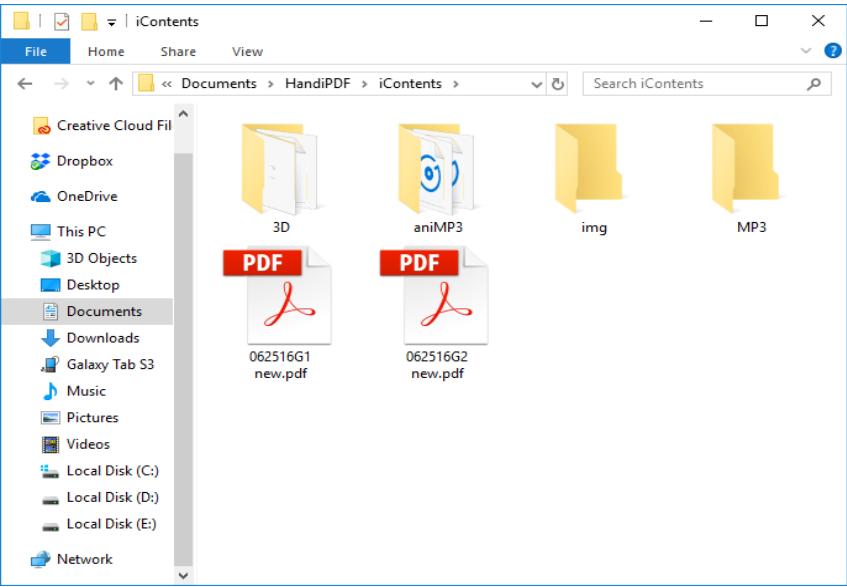
5 An File Explorer will appear and the file can be saved here.



6 After selecting a folder, click the [Select Folder] button with a mouse or Smartpen.



7 The selected group will be stored as a PDF document.

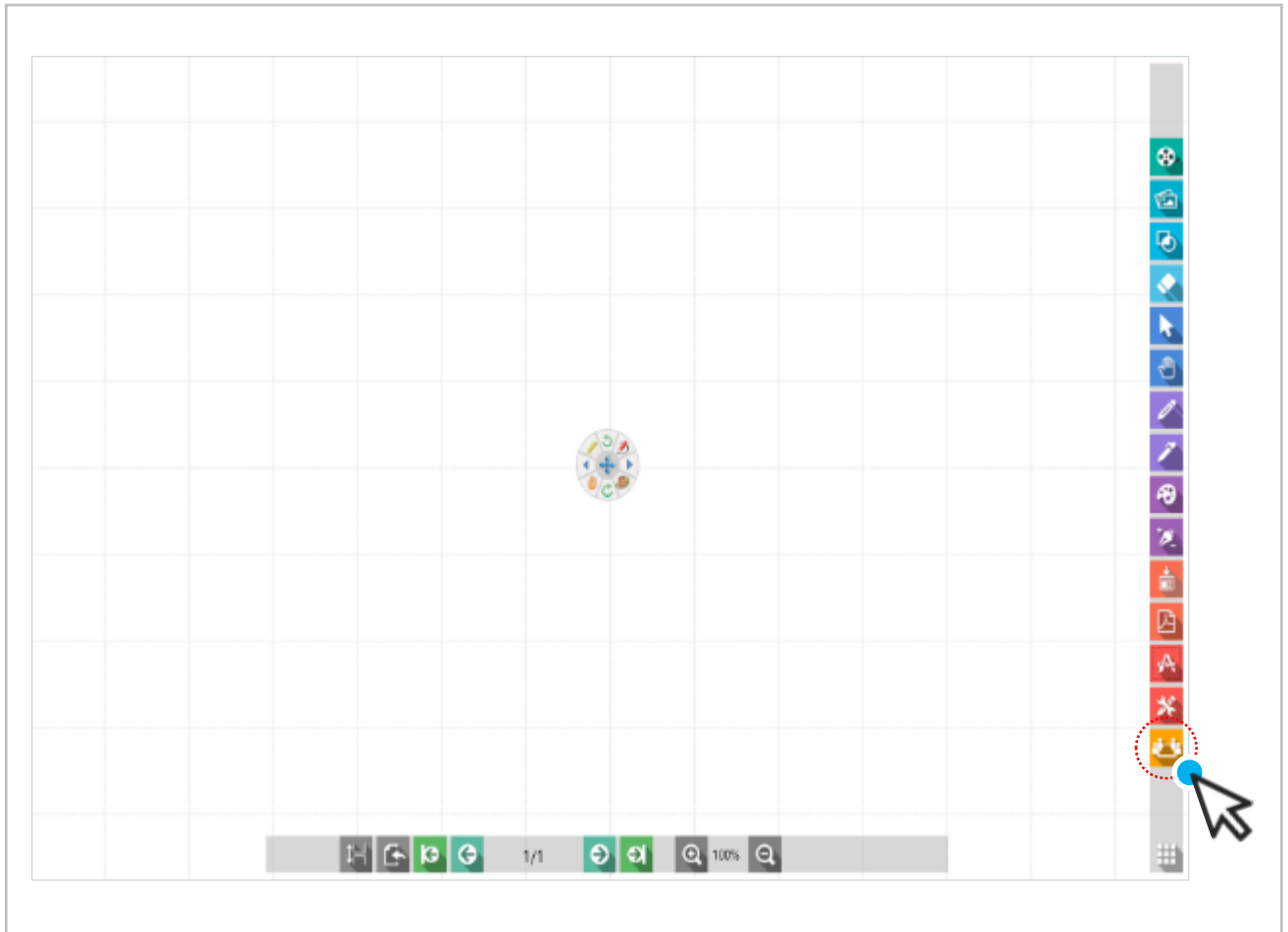


Move a Page (1)

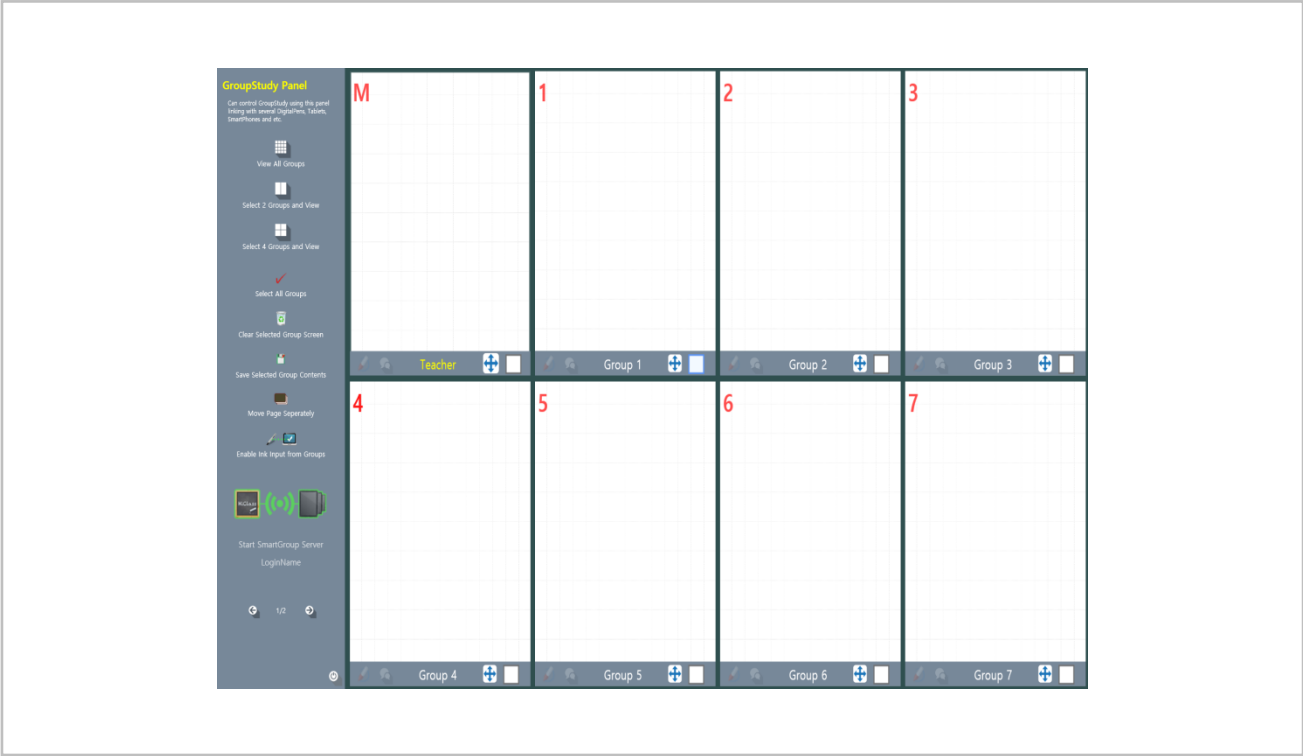
When you change the teacher's page (0 or M) on the Groupstudy screen, you can move the pages of other groups in sync.

Using the [Move Page same as Teacher]

- 1 Click the [Groupstudy] button with a mouse or Smartpen.



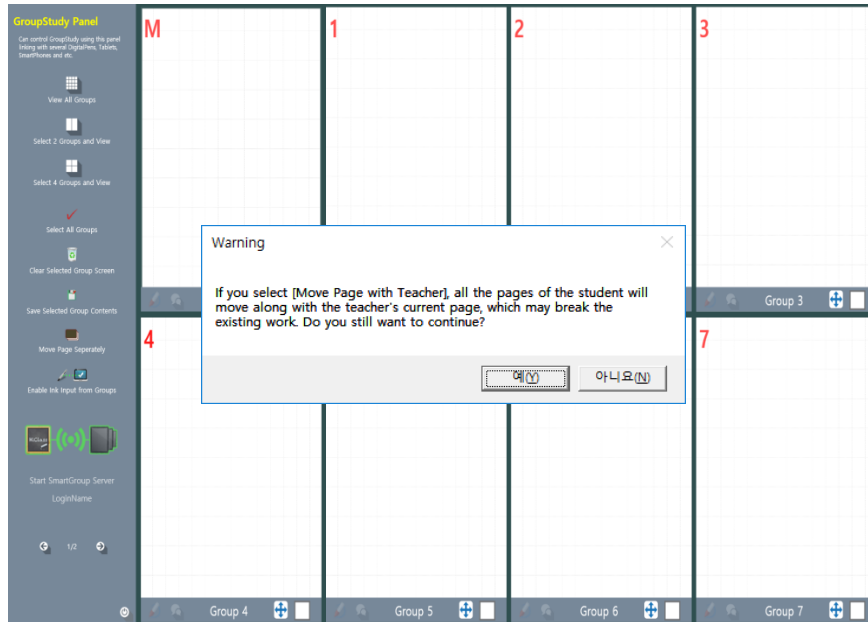
2 The Groupstudy dialog will appear.



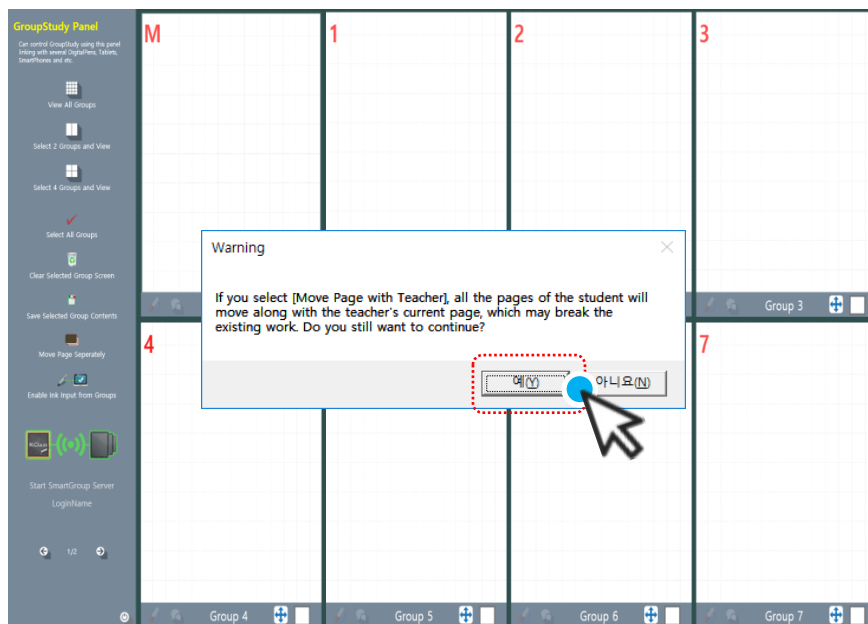
3 Click the [Move Page same as Teacher] button on the left side of the screen with a mouse or Smartpen.



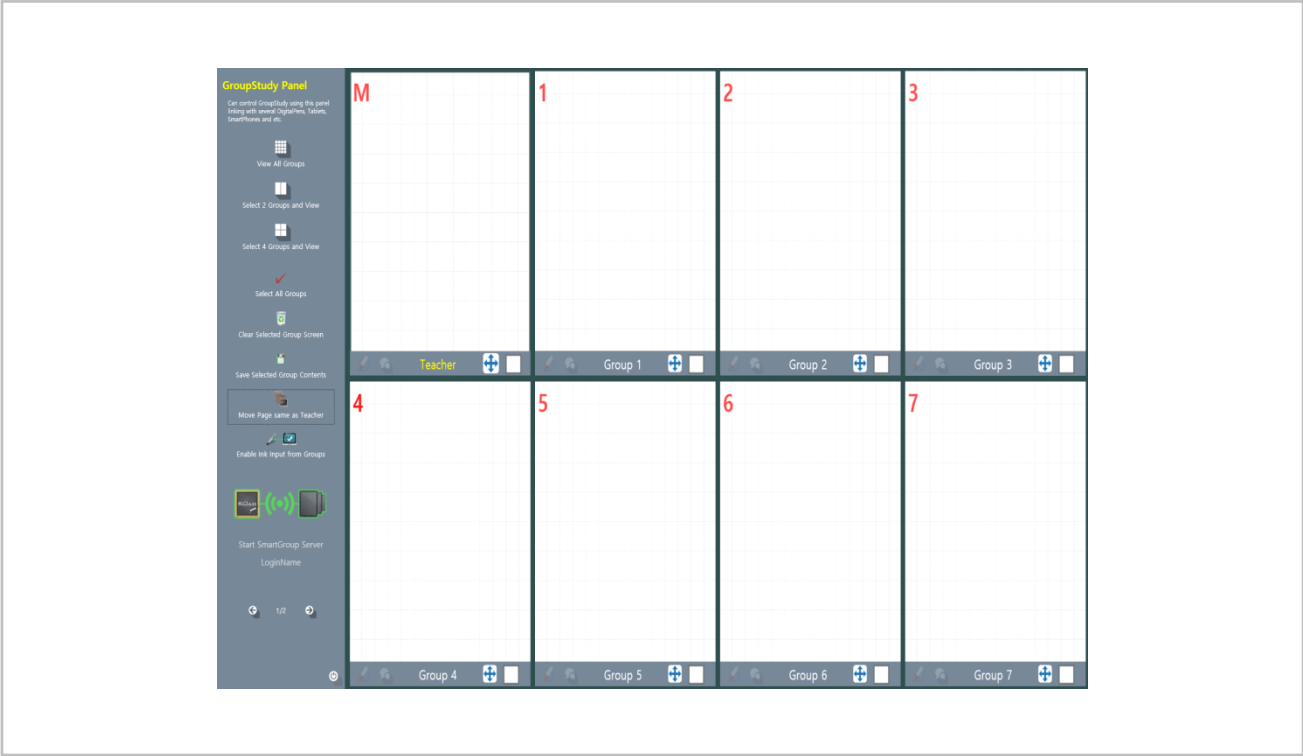
4 A warning dialog will appear.



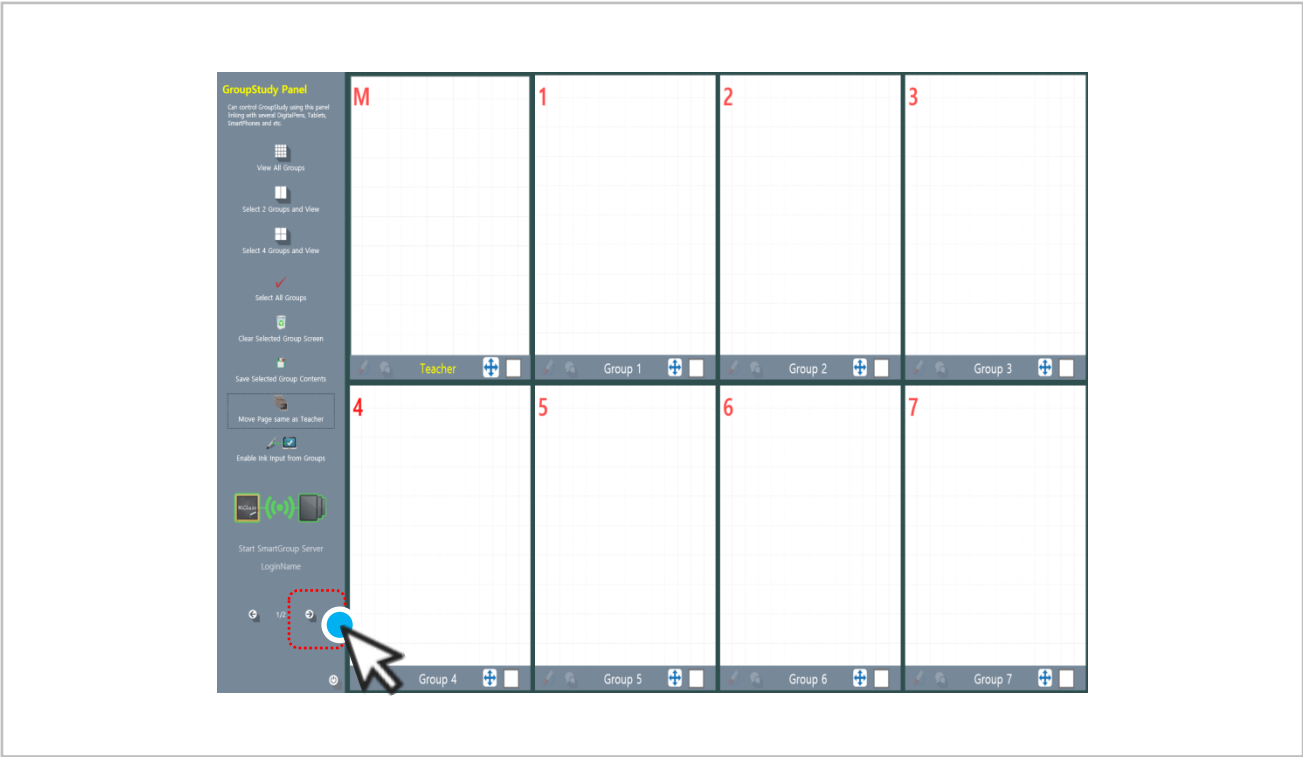
5 Click the [Yes] button with a mouse or Smartpen.



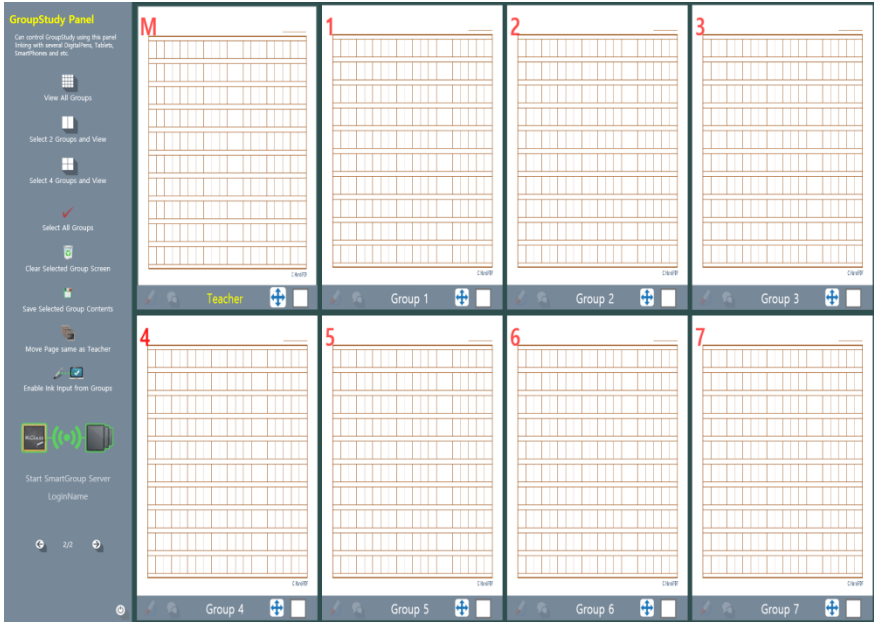
6 The menu on the left side of the screen will be switched to the [Move Page same as Teacher] menu.



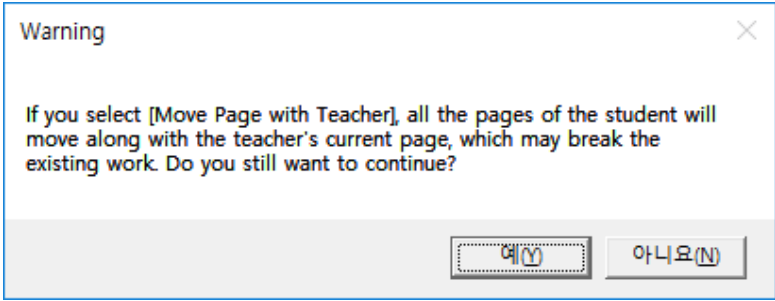
7 Click the [Move a Page] button with a mouse or Smartpen.



8 The pages of individual groups are turned together with the teacher.



If the option is changed from [Move Pages Separately by Group] to [Move Page same as Teacher], the following warning dialog will appear:
Please make sure you check the warning dialog message carefully before proceeding.

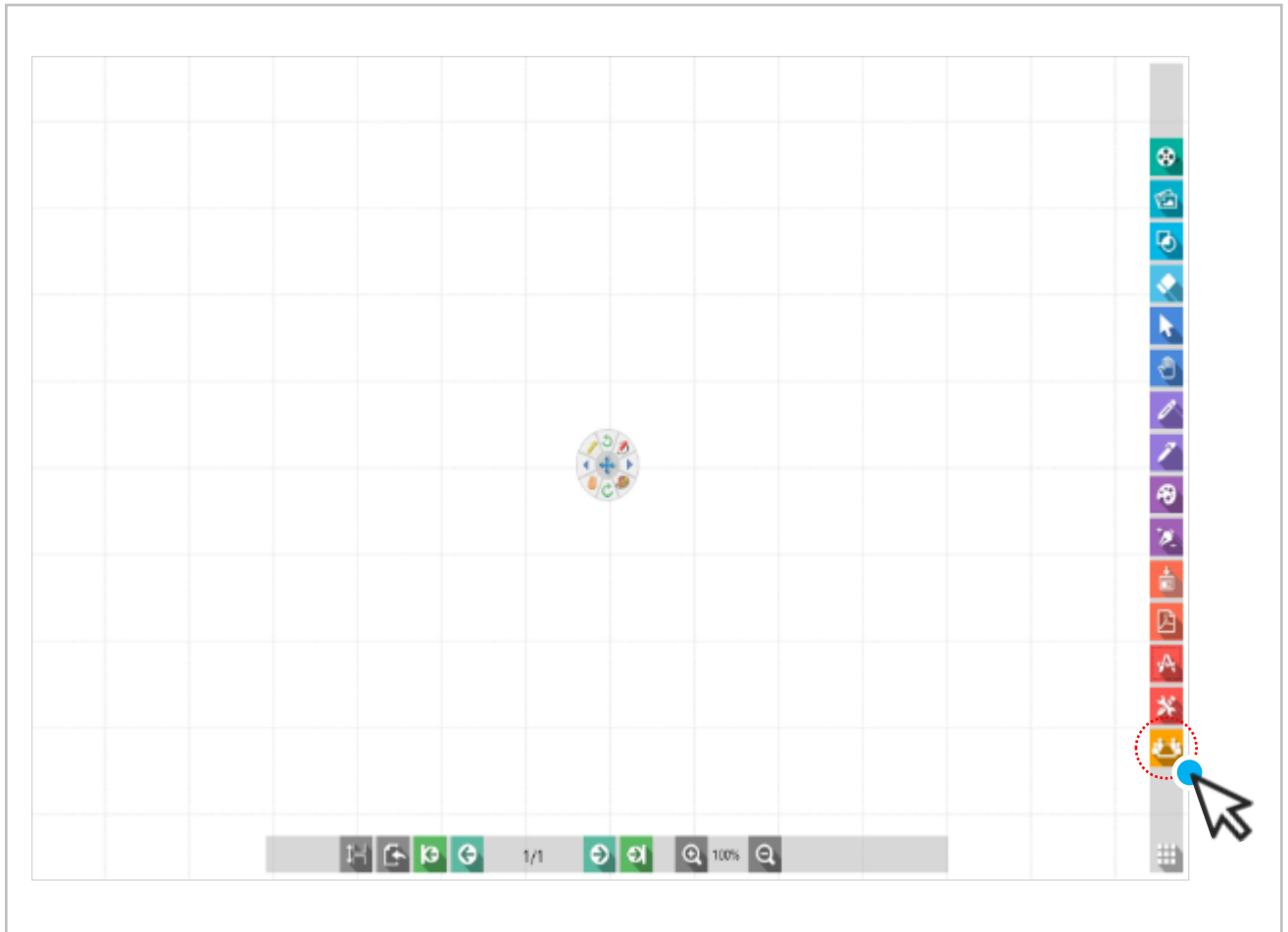


Move a Page (2)

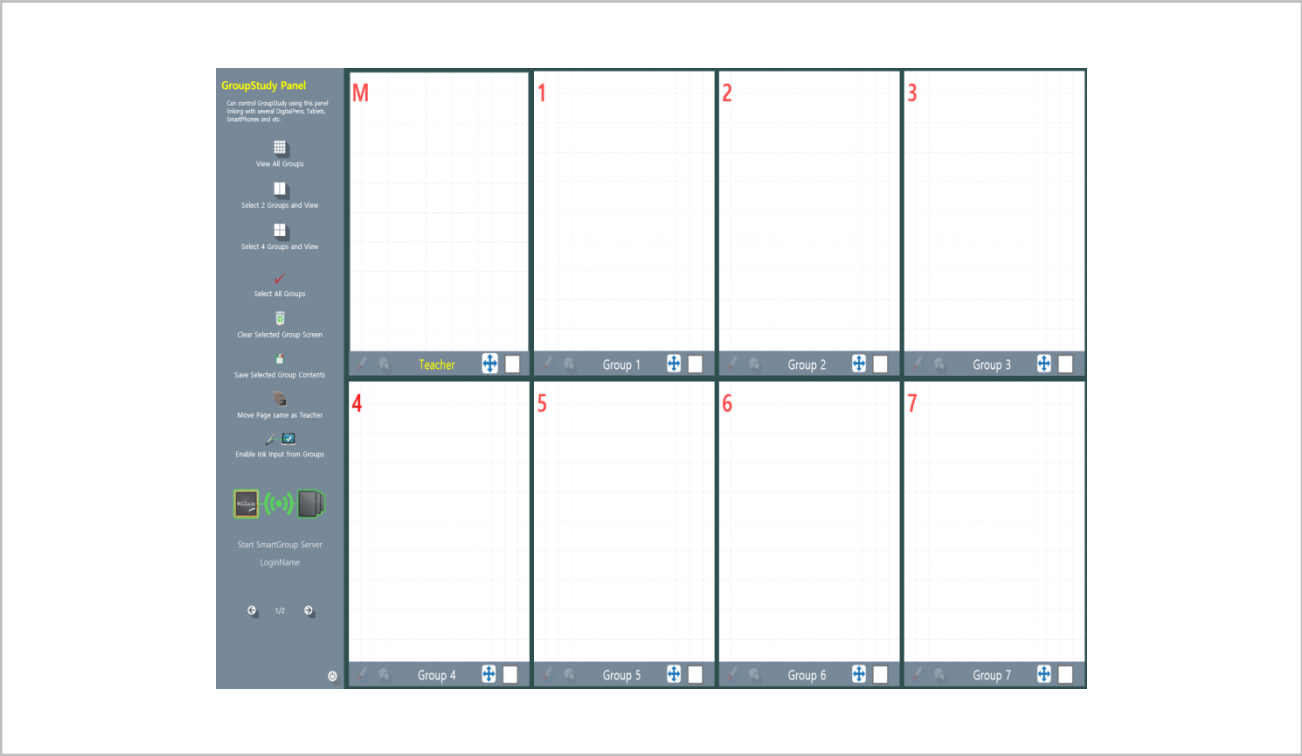
For each group, you can go to a page independently, regardless of the teacher's page.

Using the [Move Page Separately by Group]

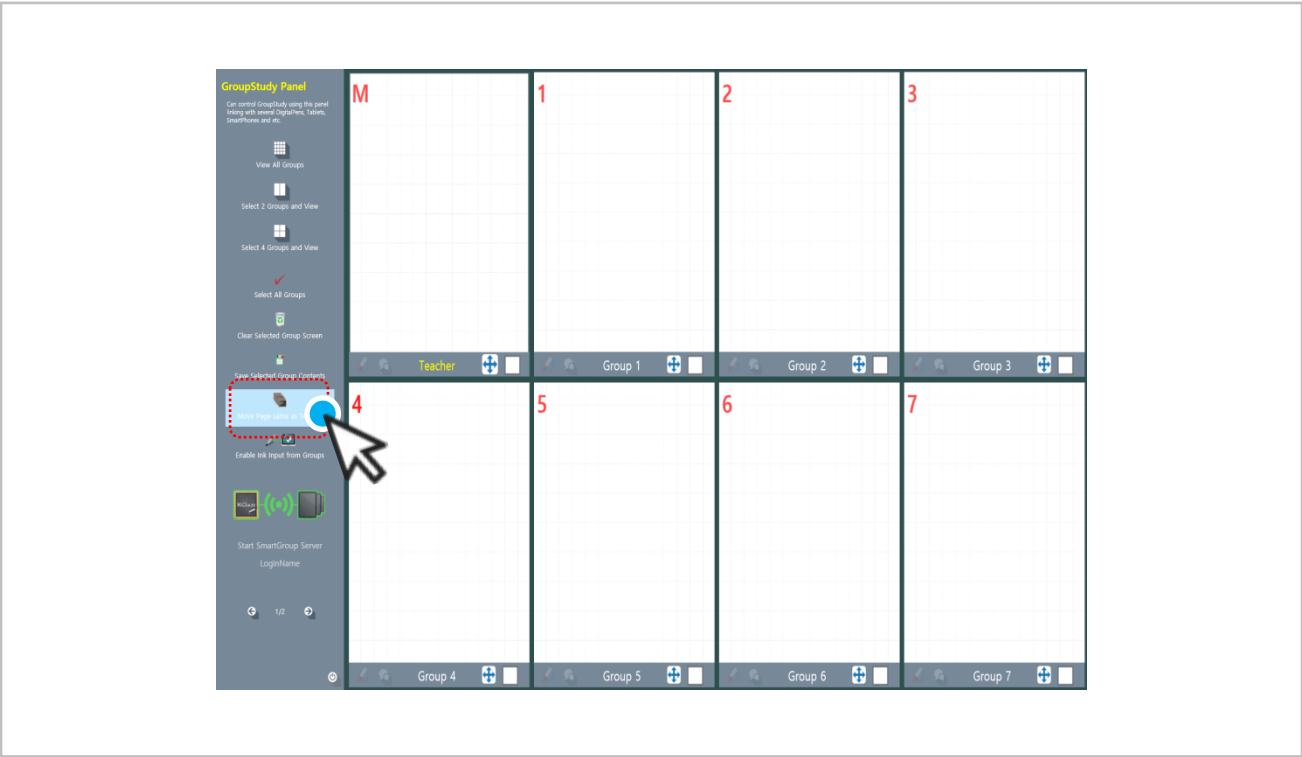
- 1 Click the [Groupstudy] button with a mouse or Smartpen.



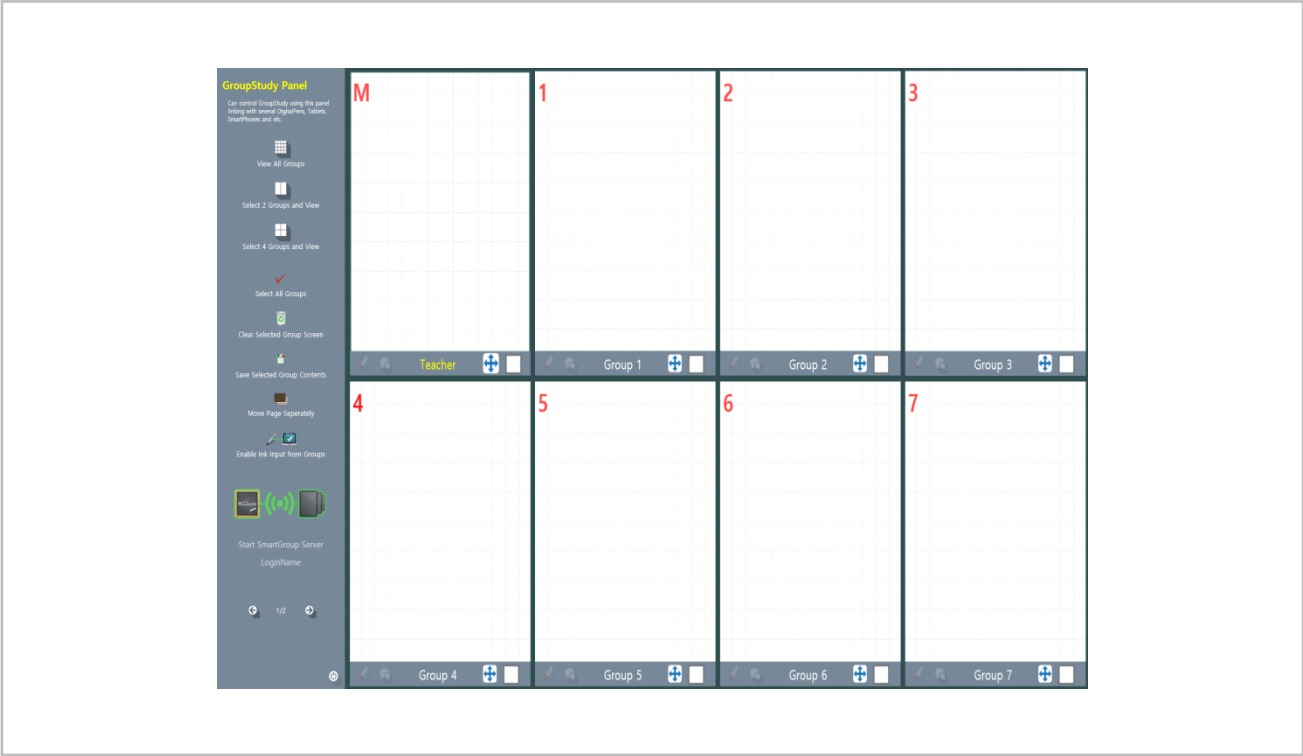
2 The Groupstudy dialog will appear.



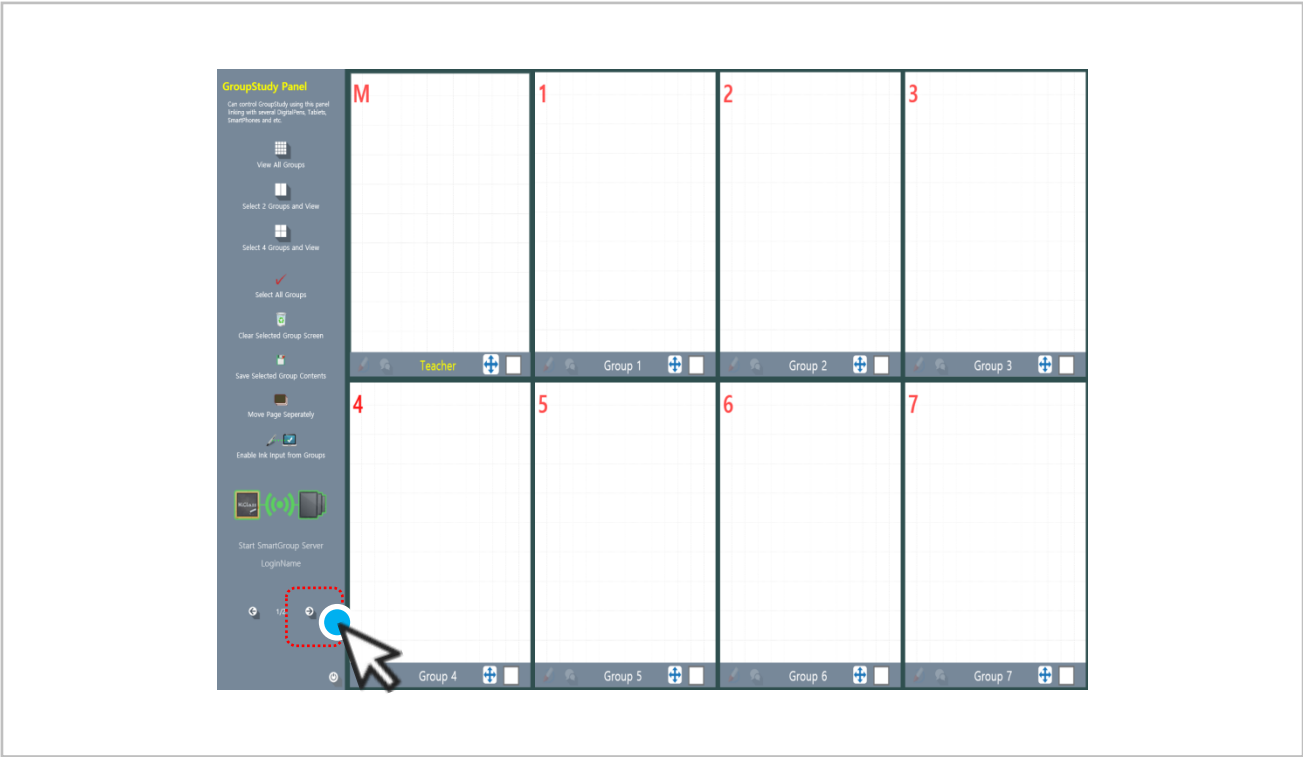
3 Click the [Move Page same as Teacher] button on the left side of the screen with a mouse or Smartpen.



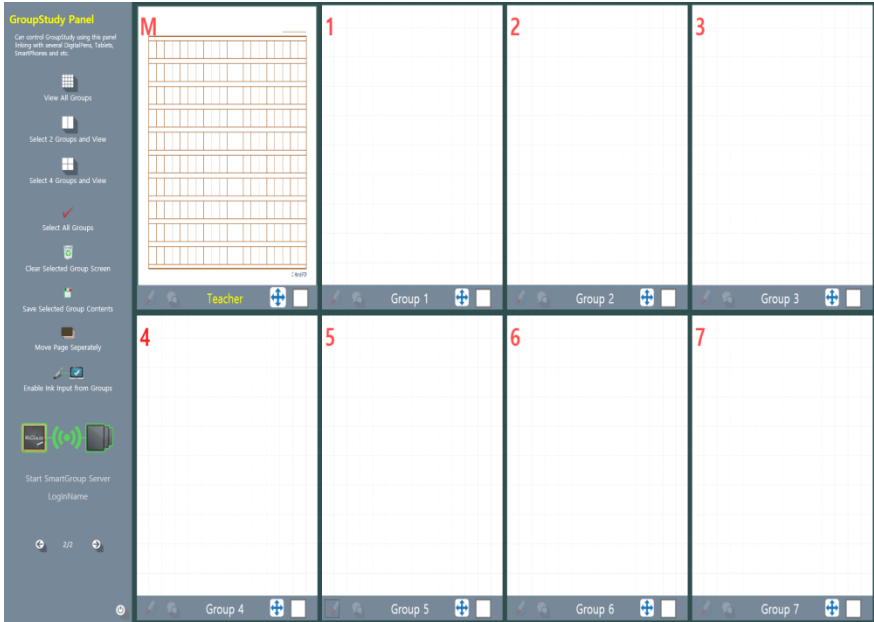
4 The menu on the left side of the screen will be switched to the [Move Page Separately] menu.



5 Click the [Move a Page] button with a mouse or Smartpen.



6 Only the teacher’s page will be turned.

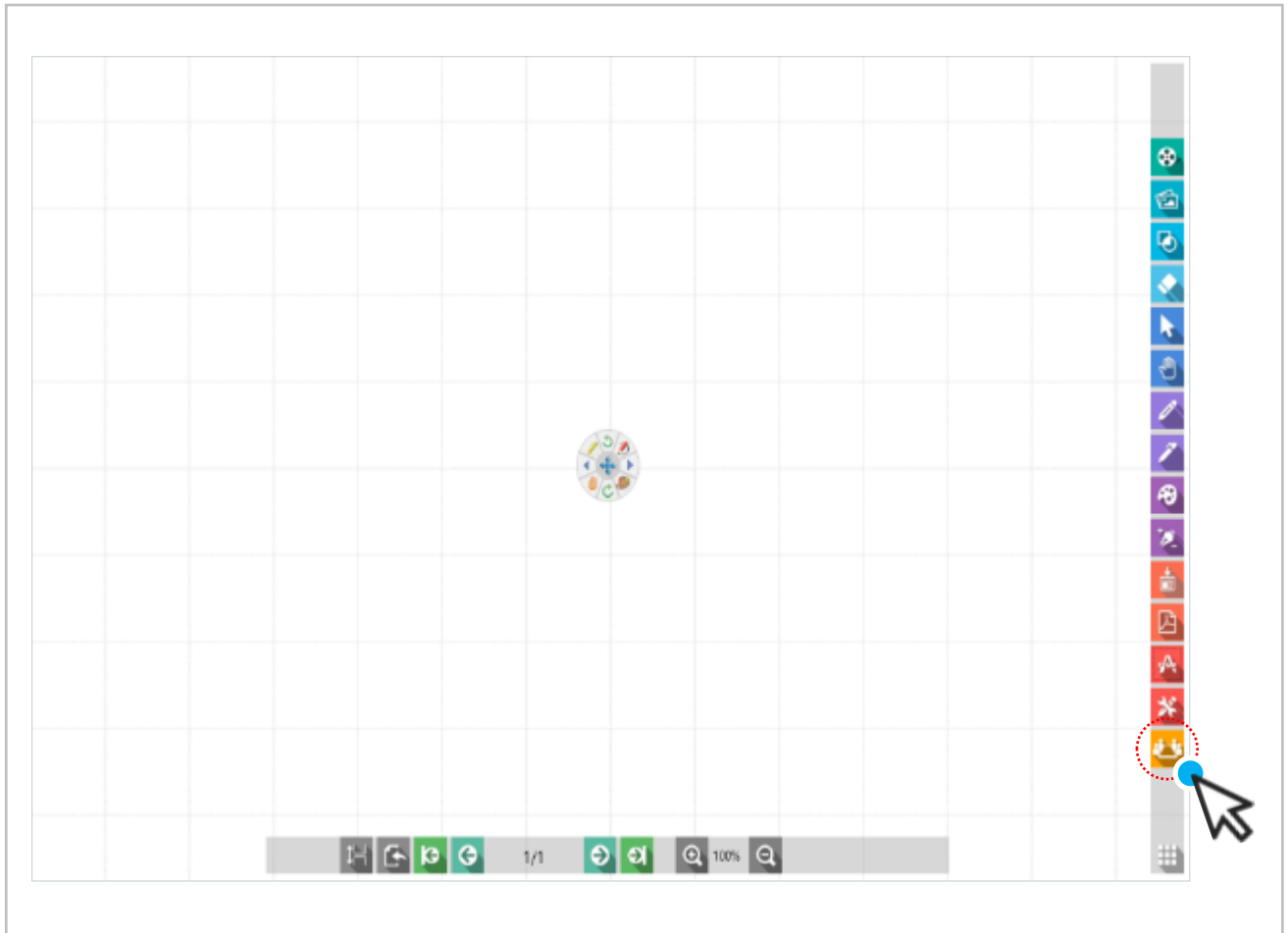


Enable / Disable Ink Input from Groups

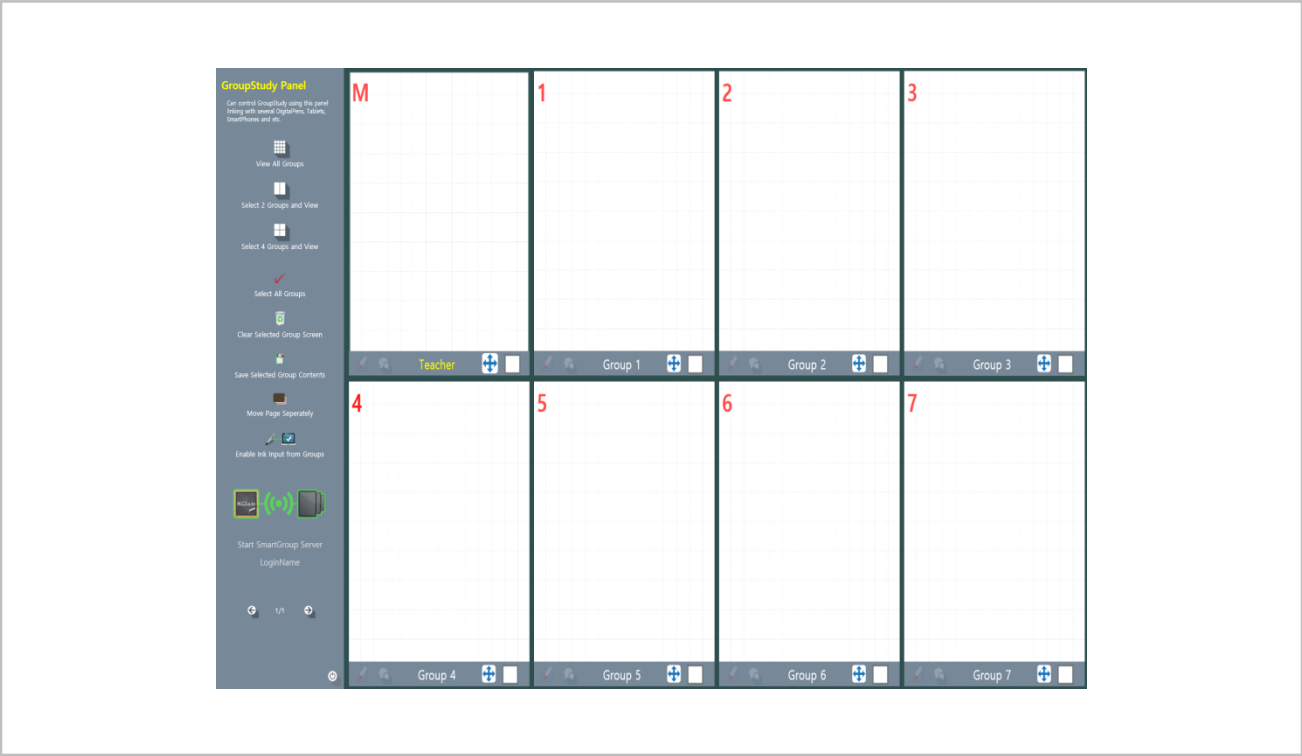
It is possible to enable or disable pen input of all groups.

Configuring the Enable / Disable Ink Input from Groups

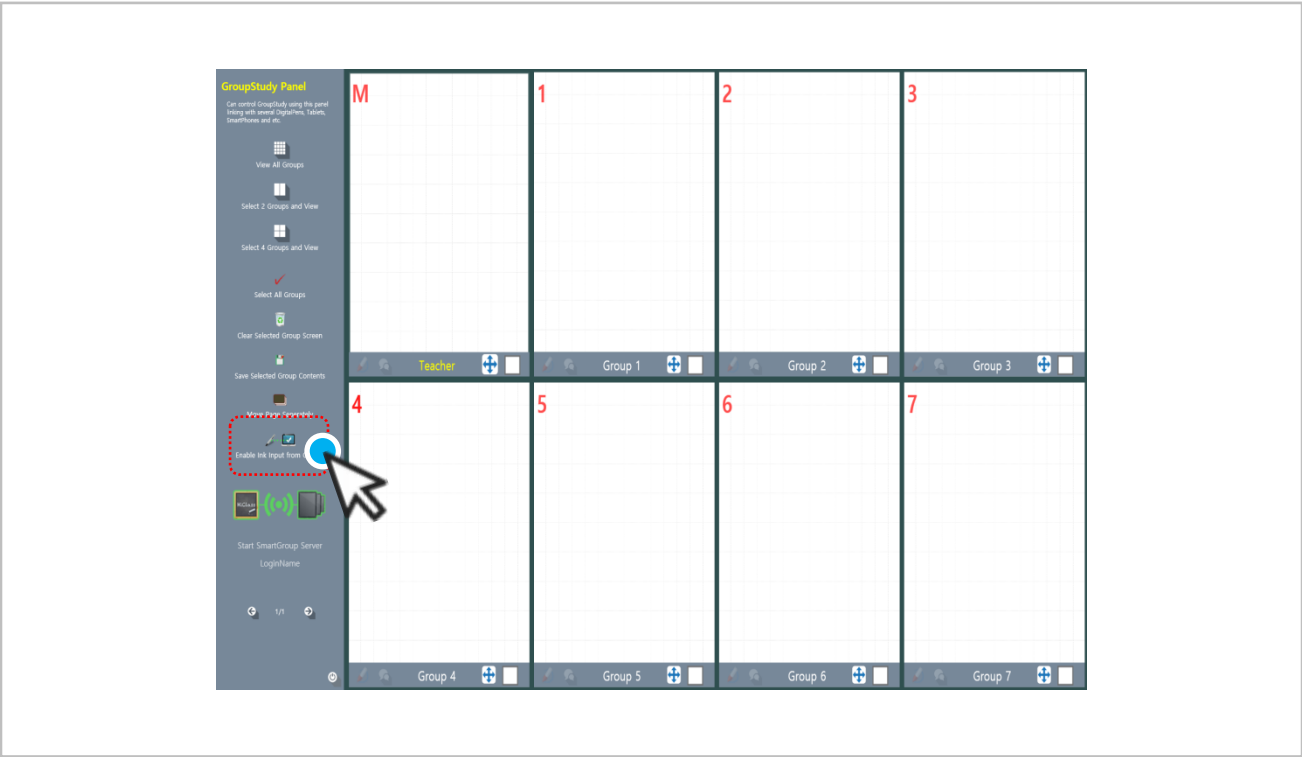
- 1 Click the [Group Study] button with a mouse or Smartpen.



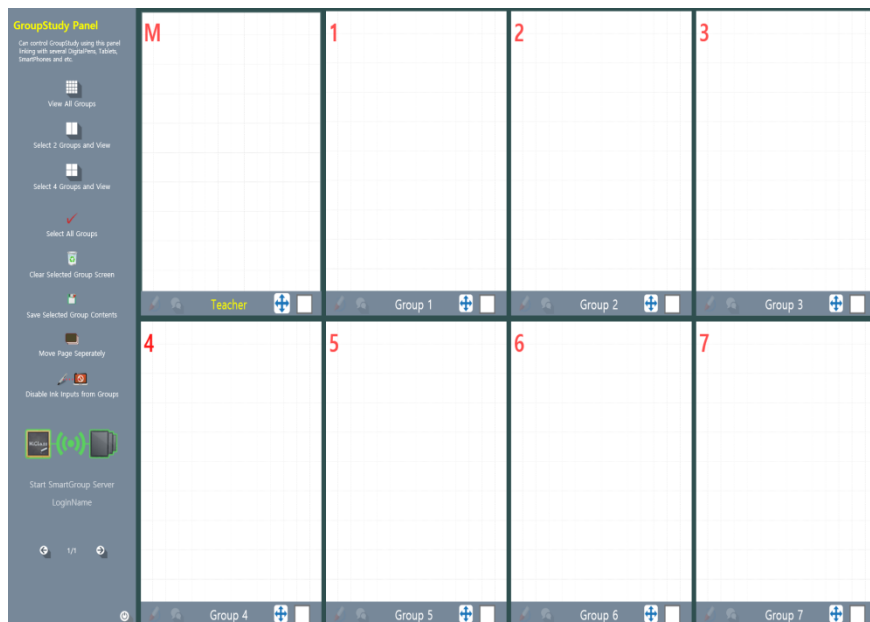
2 The Groupstudy dialog will appear.



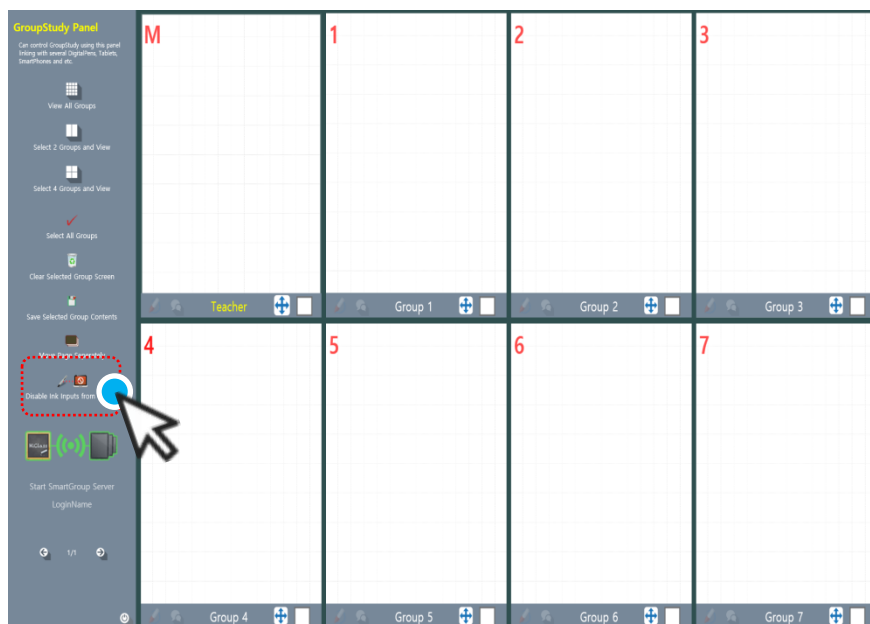
3 Click the [Enable Ink Input from Groups] button on the left side of the screen with a mouse or Smartpen.



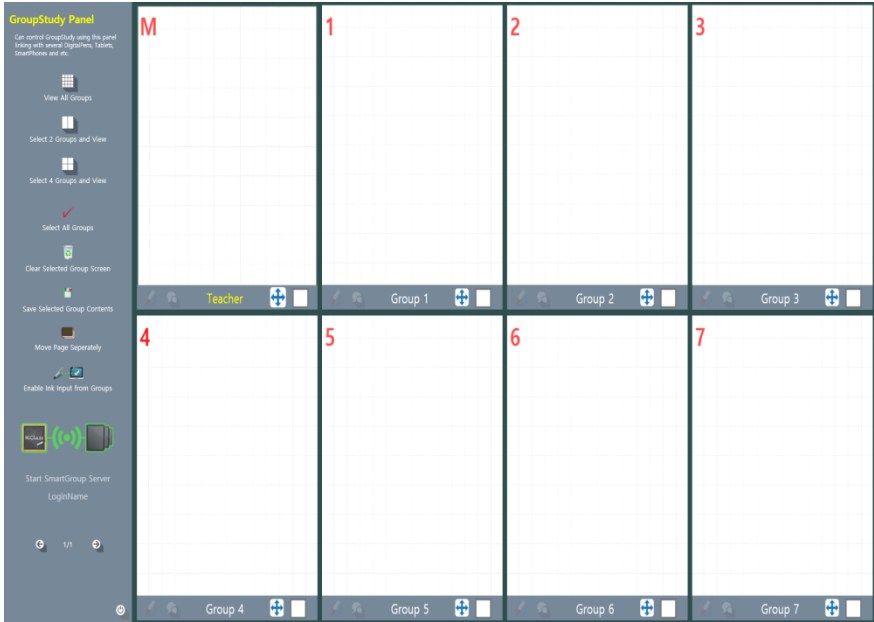
- 4 The menu on the left side of the screen will be switched to the [Disable Ink Input from Groups] menu and pen input from all groups will be disabled.



- 5 To enable pen input, click the [Disable Ink Input from Groups] menu with a mouse or Smartpen.



6 The menu on the left side of the screen will be switched to the [Enable Ink Input from Groups] menu again and pen input from all groups will be enabled.

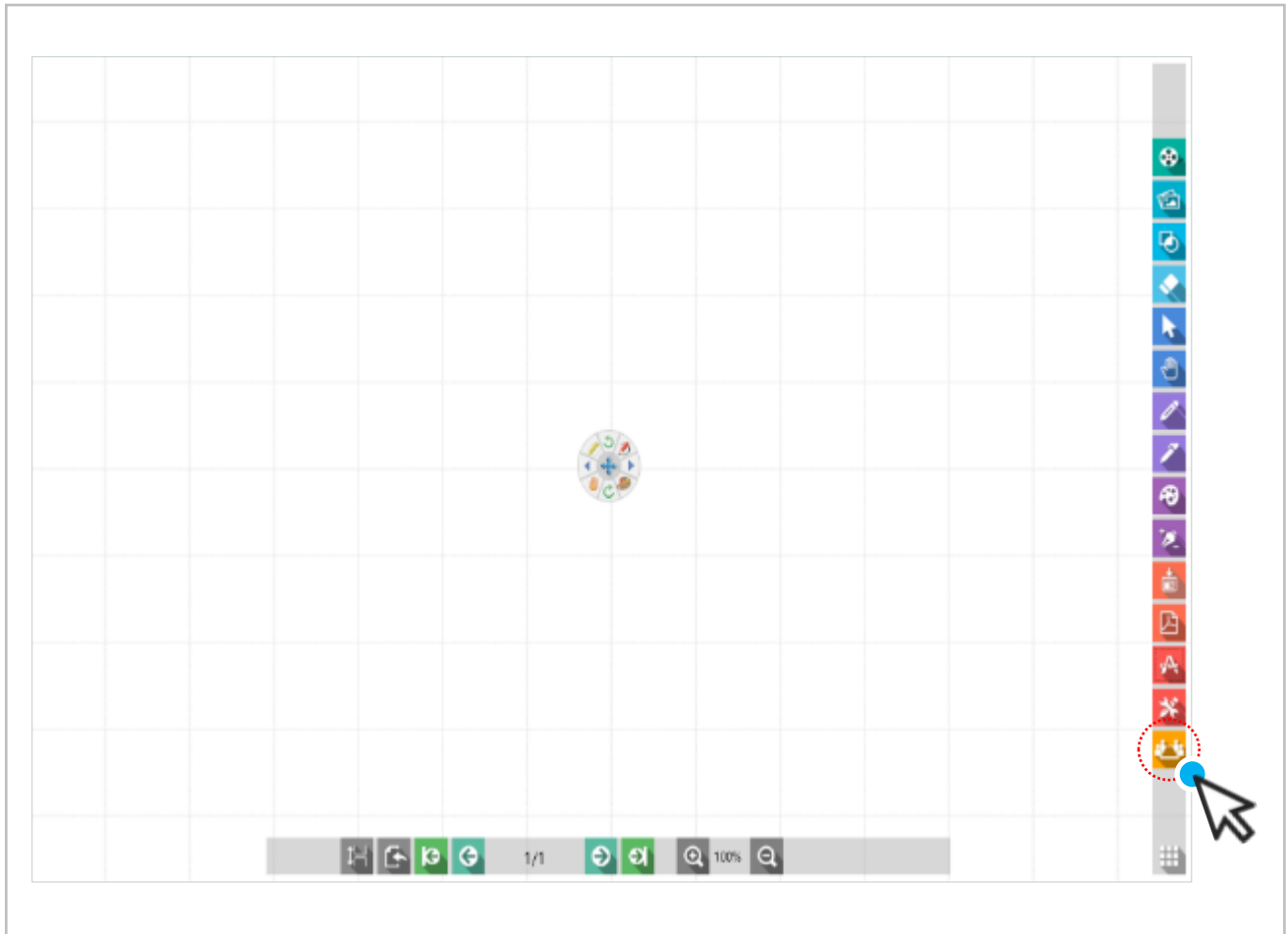


Close Groupstudy Dialog

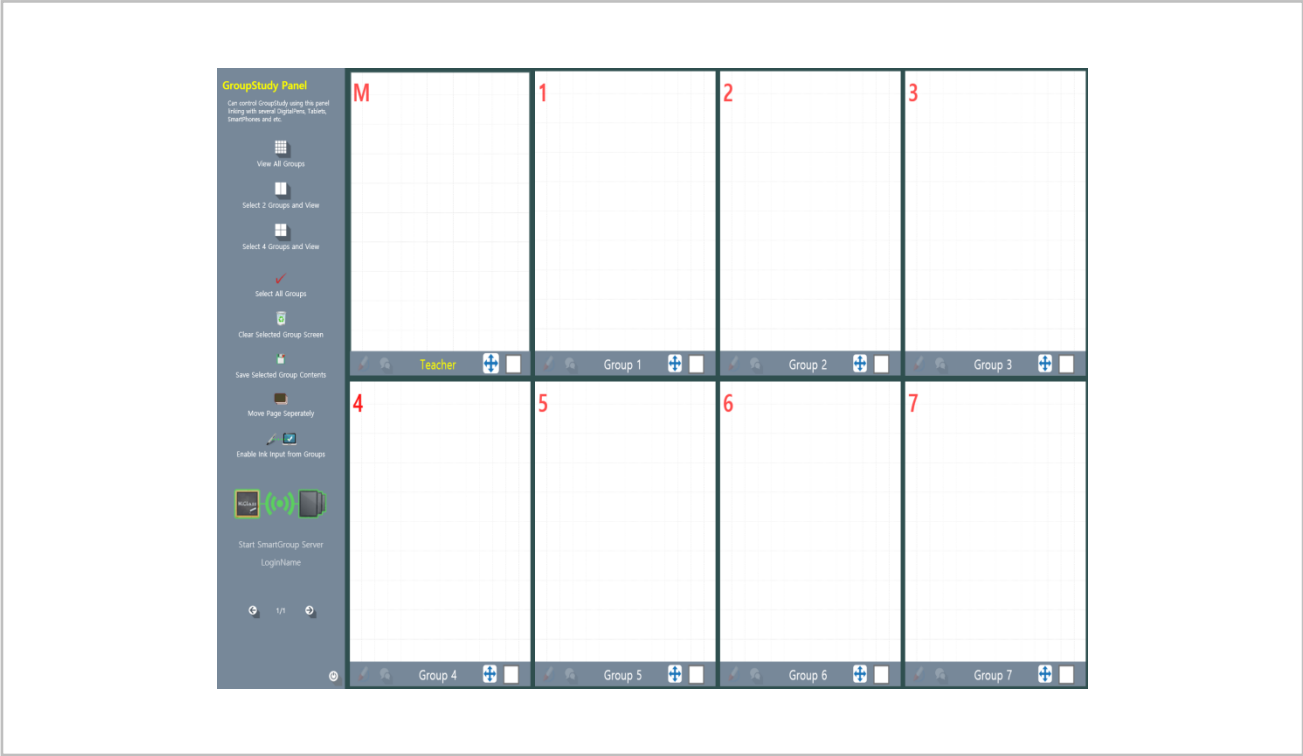
This function will close the Groupstudy dialog.

Using the [Close Group Study Dialog] Function

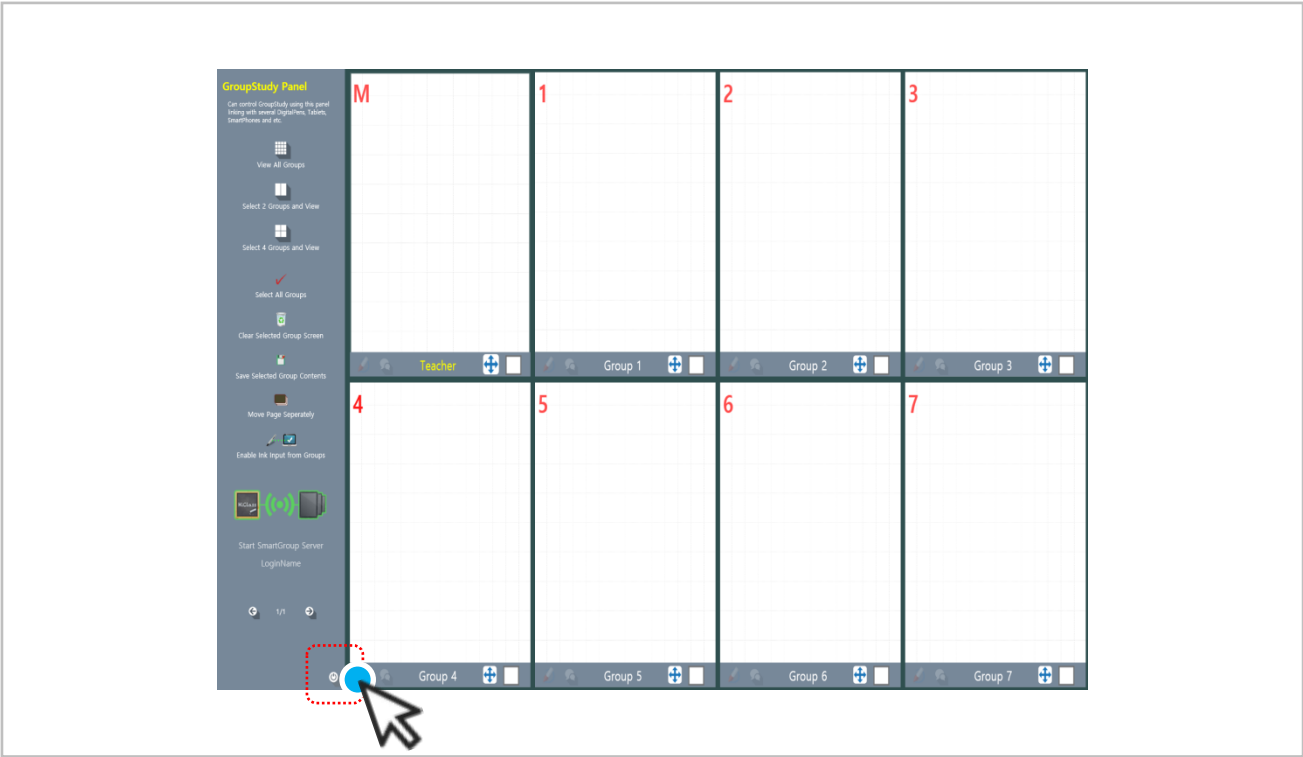
- 1 Click the [Groupstudy] button with a mouse or Smartpen.



2 The Group Study dialog will appear.



3 Click the [Close] button in the menu on the left screen with a mouse or Smartpen.

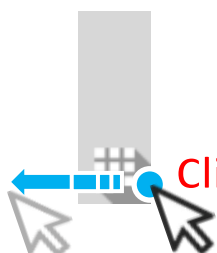
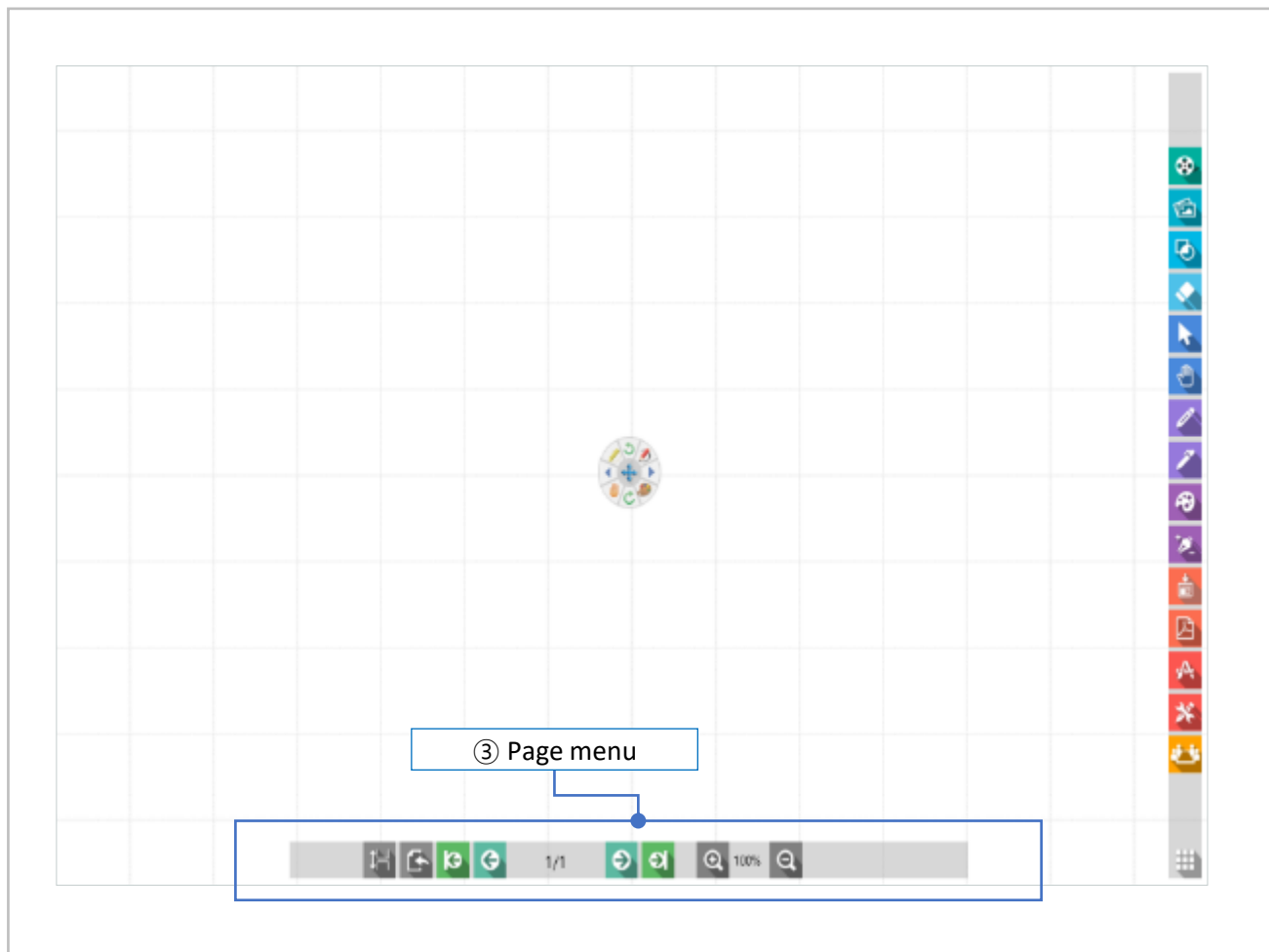


4 The Groupstudy dialog will be closed.



Page Menu

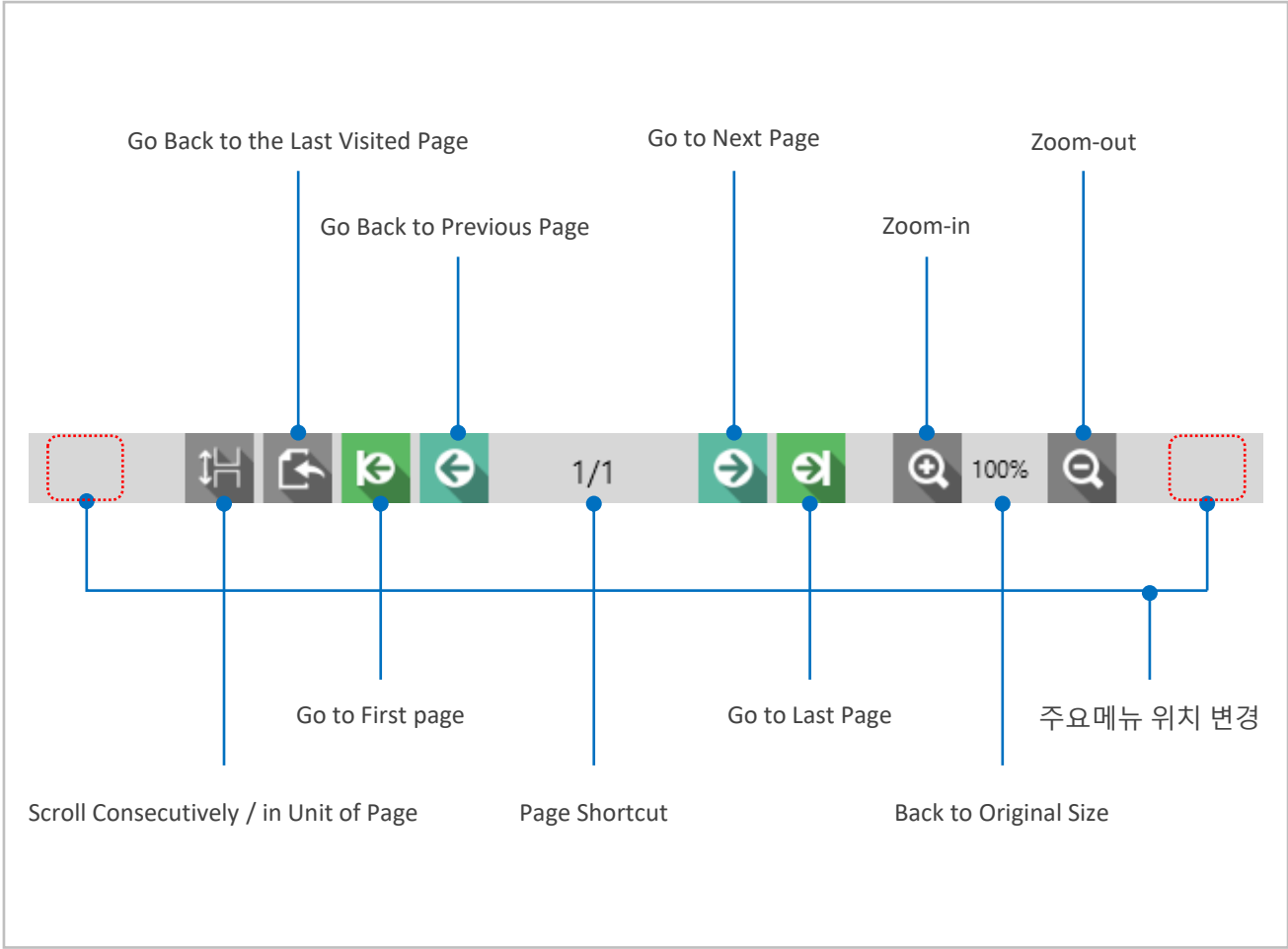
The Page menu is a menu displayed at the bottom of the screen when HiClass3D is running. It provides features such as page scroll options, go to a page, zoom in a page, etc.



Click!

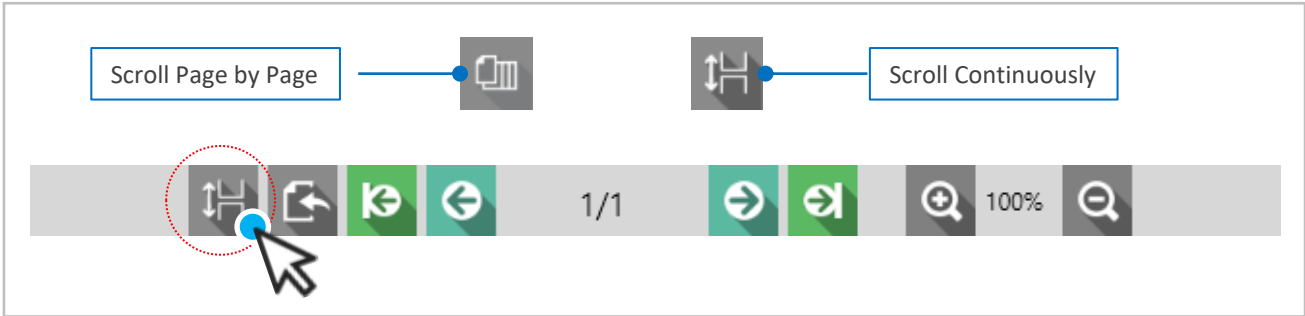
You can hide or show the page menu by clicking on the [Master Menu] button with the Smartpen or mouse and dragging to the left.

Page Menu Functions



Scroll Page by Page / Continuously

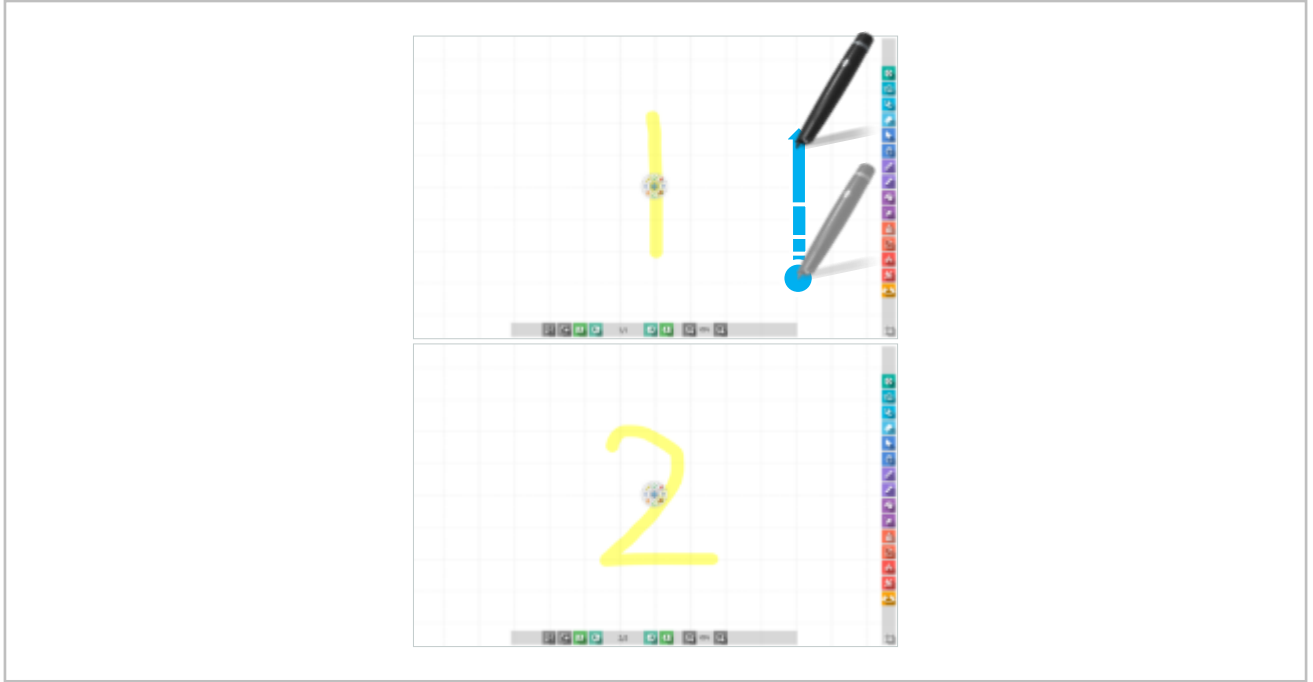
In Execution mode it is possible to scroll a document with mouse or Smartpen. Function for scrolling a document page by page and scrolling continuously are available. Click the Scroll Option button to switch the individual modes.



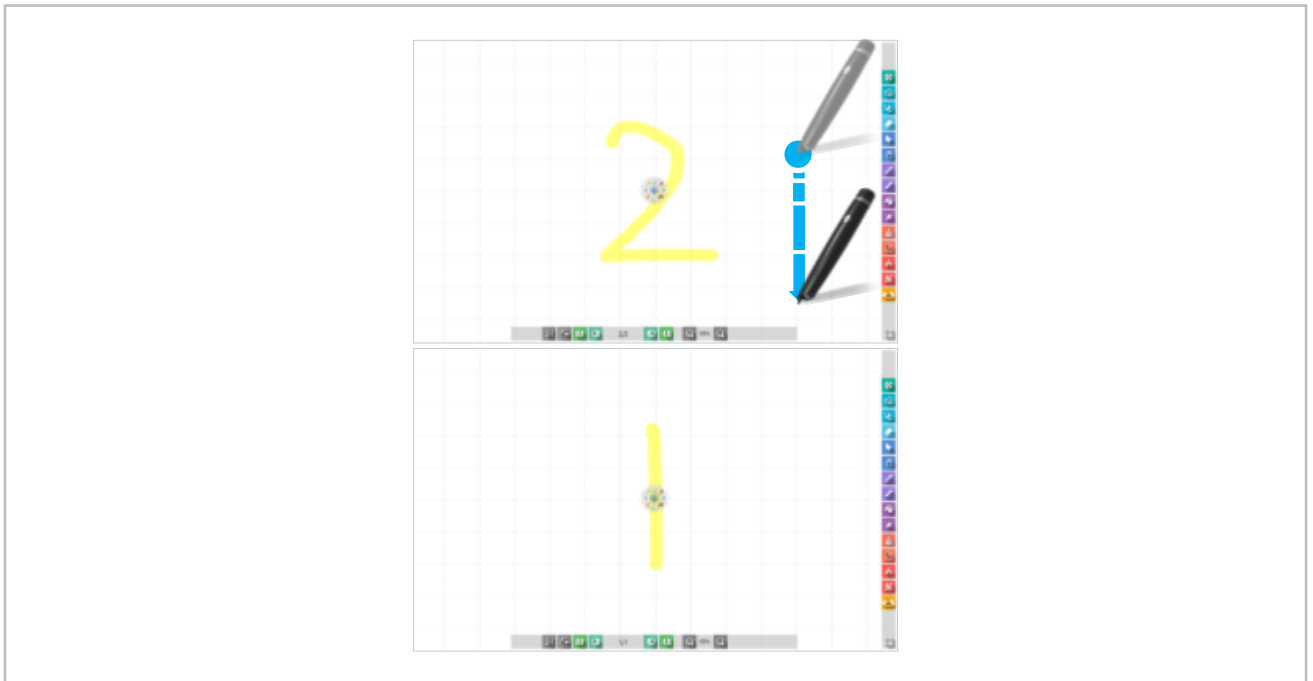
Scroll Page by Page Mode

Scroll a document page by page and show one page at a time.

- 1 When the screen is scrolled with a mouse or Smartpen quickly in upward motion, it will move to the next page.



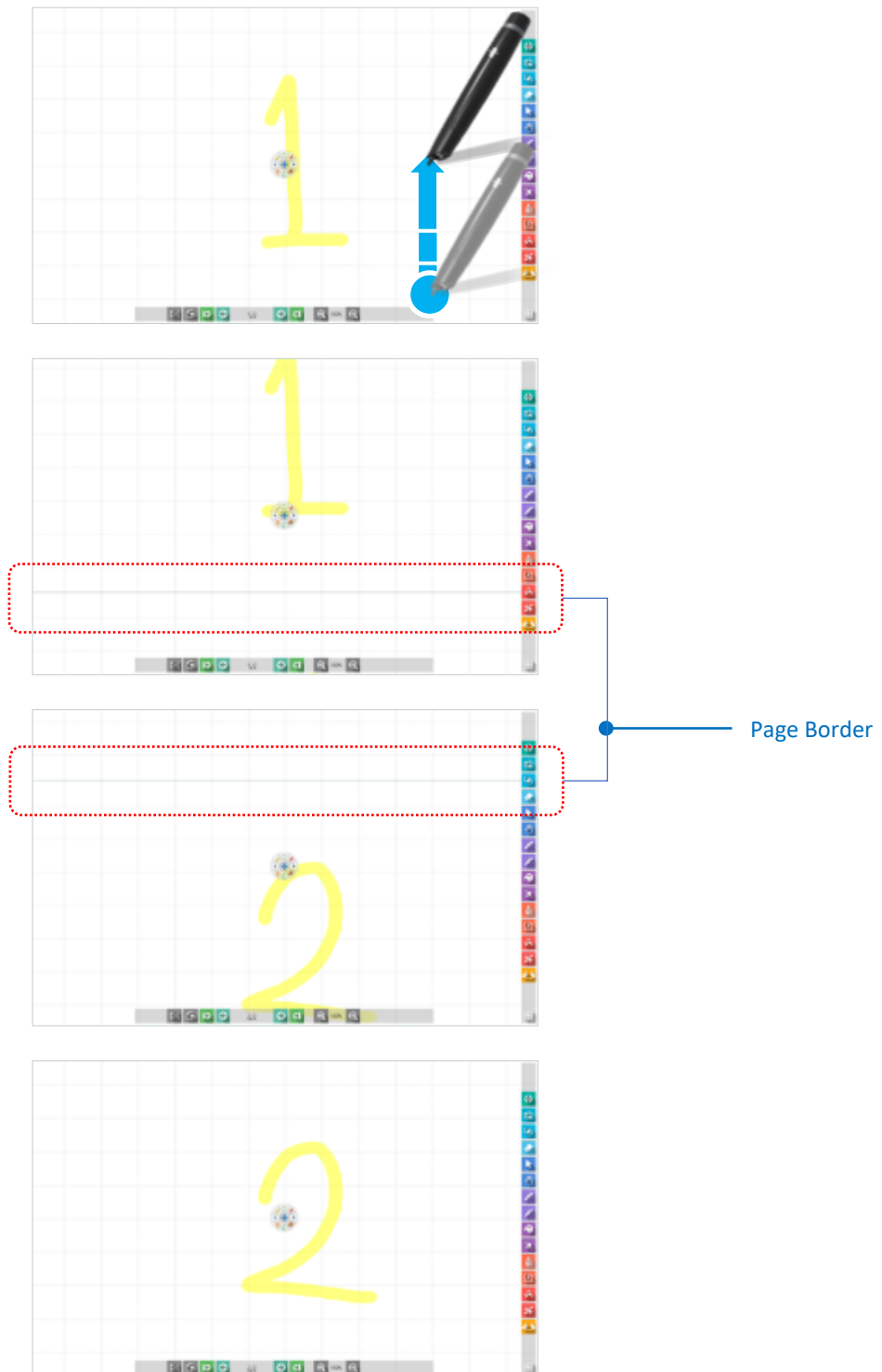
- 2 When the screen is scrolled with a mouse or Smartpen quickly in downward motion, it will move to the previous page.



Continuous Scroll Mode

The document is scrolled continuously and page borders will be visible.

1 When the screen is scrolled up/down using a mouse or Smartpen, it will continue scrolling continuously.



Go Back to the Last Visited Page

Click the button with a mouse or Smartpen to go to the last page opened just before the current page.



Go to First page

Click the button with a mouse or Smartpen to go to the first page of the current document.



Go to Previous Page

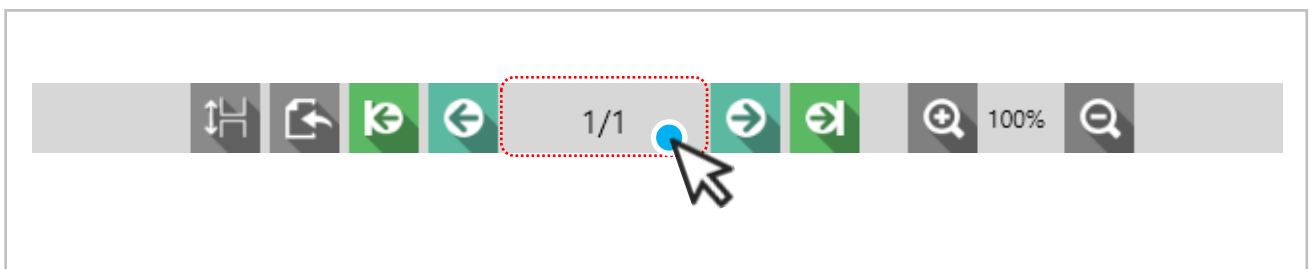
Click the button with a mouse or Smartpen to go to page located before the current page.



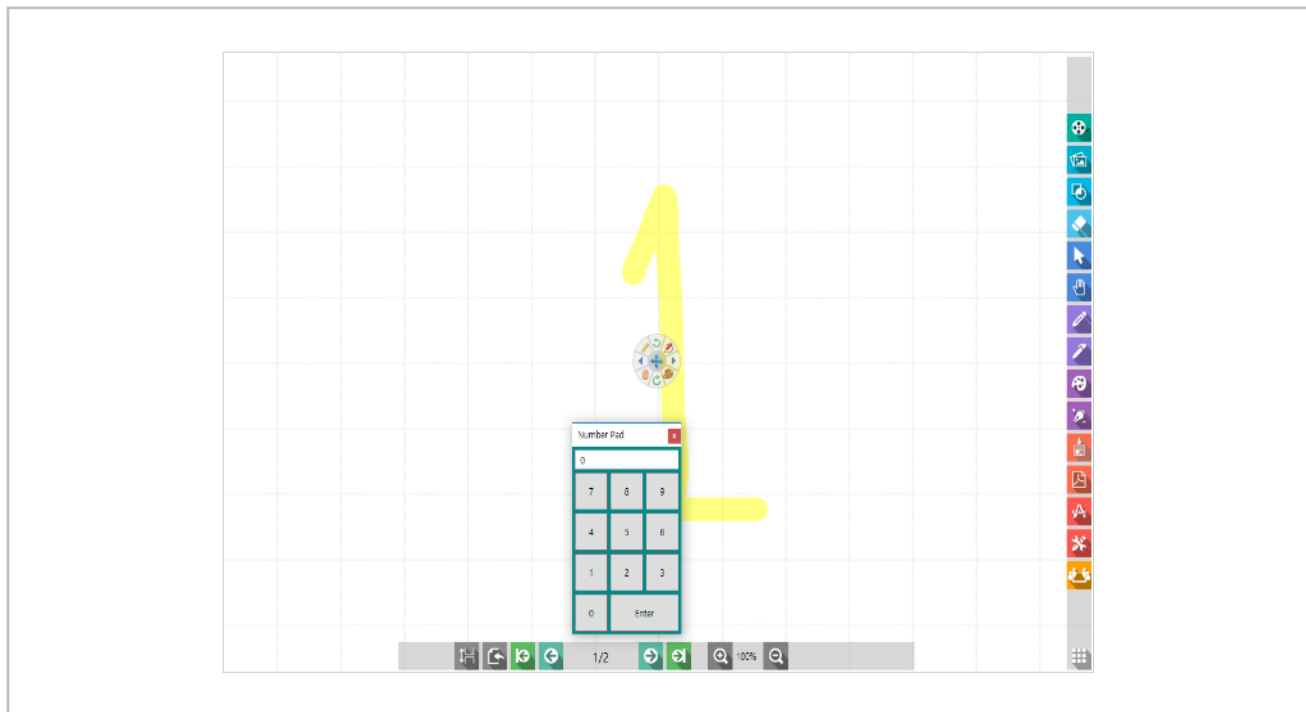
Page Shortcut

You can enter the number of the page you want to go to, and the screen will be moved to the relevant location.

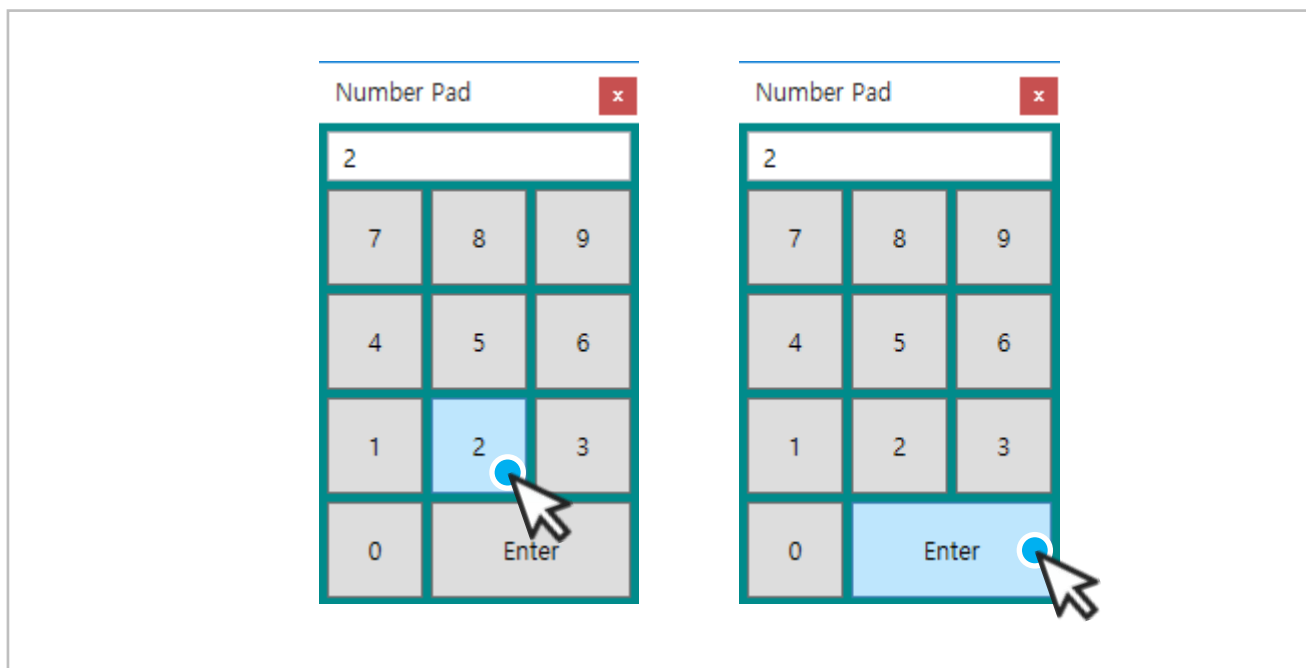
- 1 Click the [Page Shortcut] button with mouse or Smartpen.



2 The dialog for entering page numbers will appear.



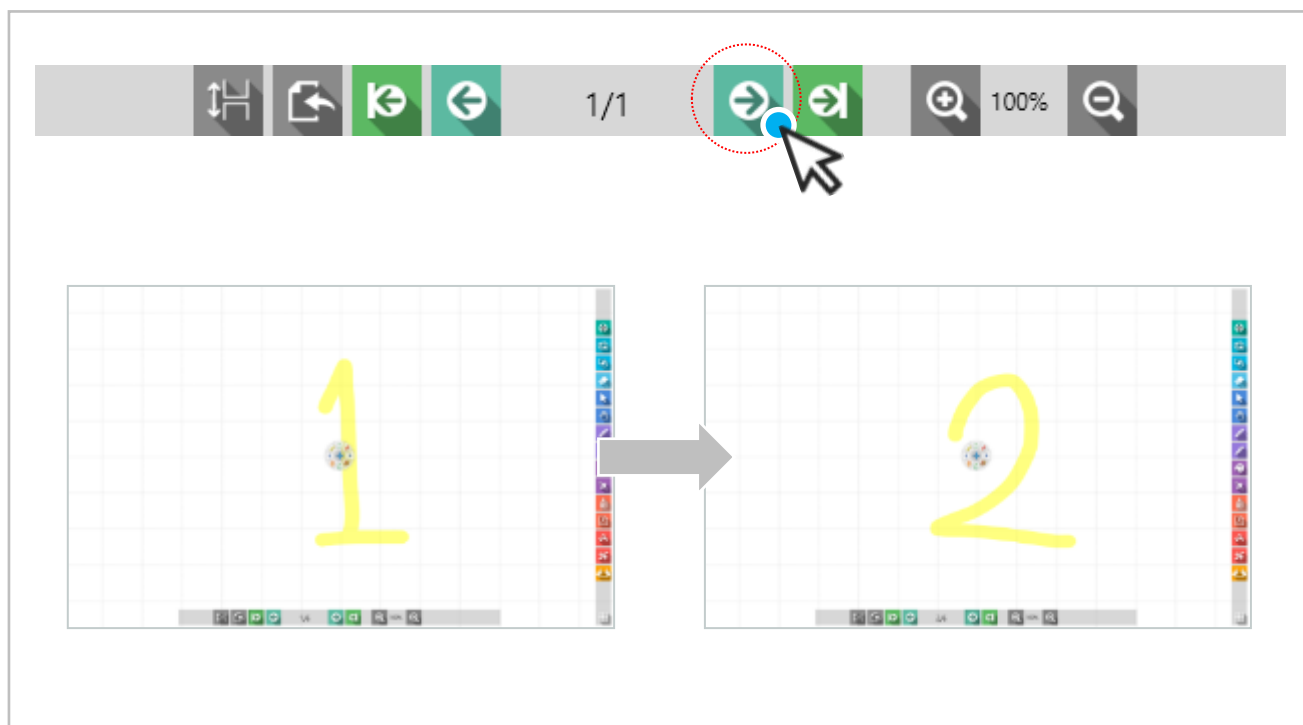
3 Enter the page number and click [Enter].



4 The screen will move to the relevant page.

Go to Next Page

Click the button with a mouse or Smartpen to go to the page located just after the current page.



Go to Last Page

Click the button with a mouse or Smartpen to go to the last page of the current document.



Zoom-in

1 Click the [Zoom-in] button with a mouse or Smartpen.



2 Click on the part you want to zoom in with your mouse or Smartpen.



3 You will zoom in on the clicked part by 10%.



Zoom-out

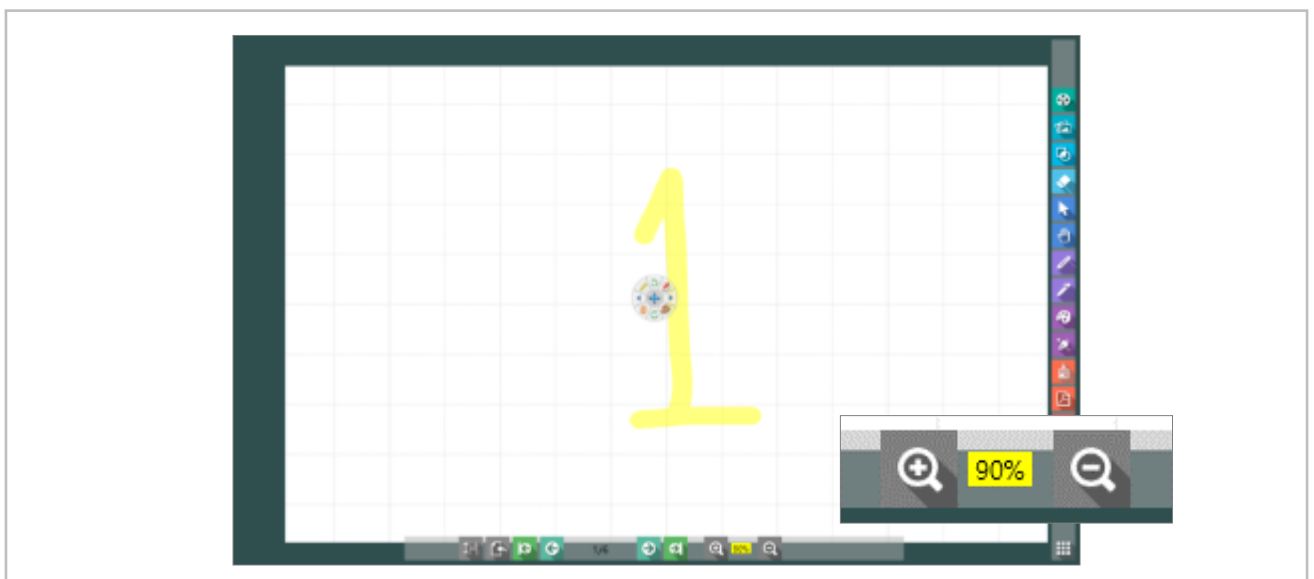
1 Click the [Zoom-out] button with a mouse or Smartpen.



2 Click on the part you want to zoom out with your mouse or Smartpen.

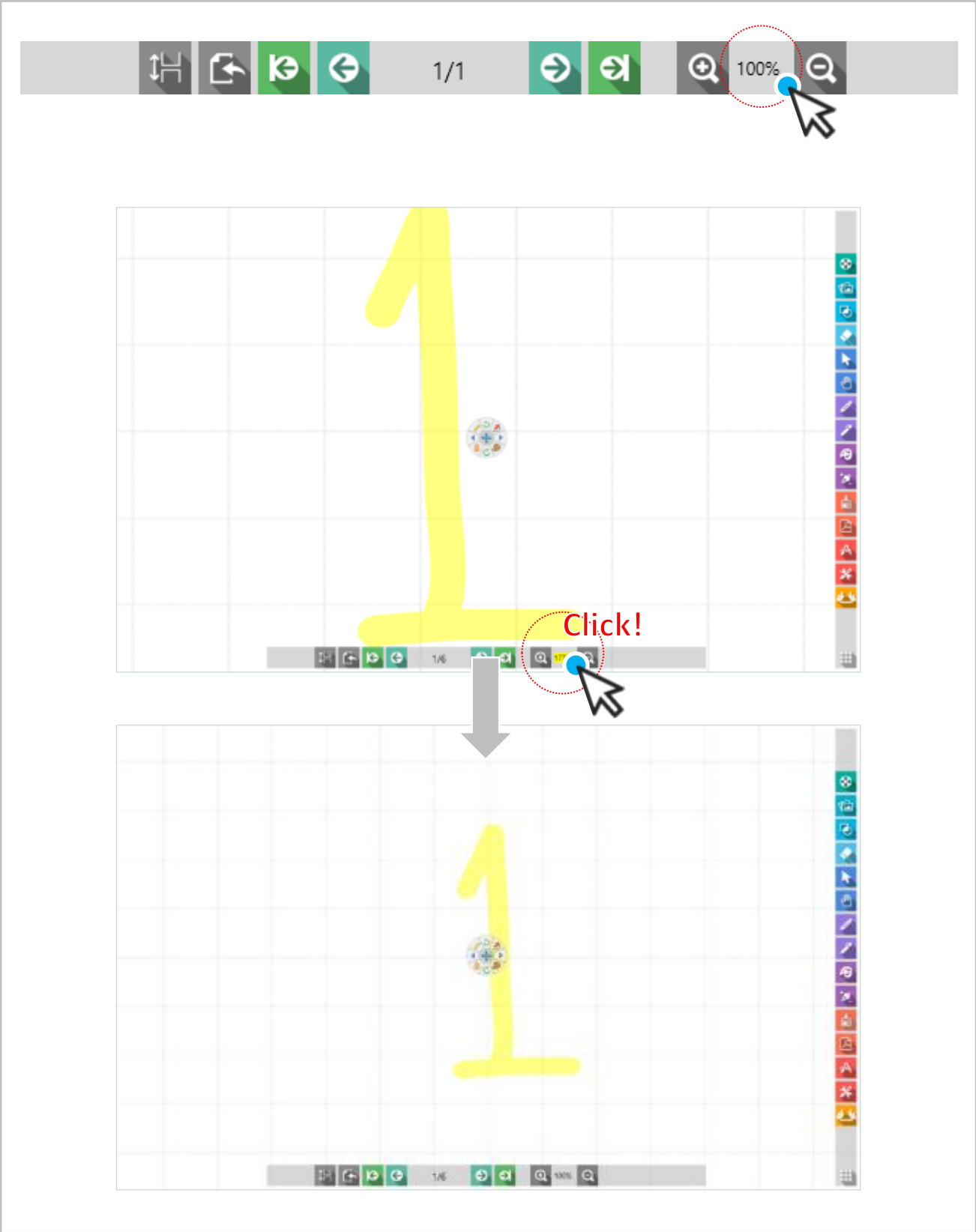


3 You will zoom out on the clicked part by 10%.



Back to Original Page Size

Click the button with mouse or Smartpen to return the current page to the original size.

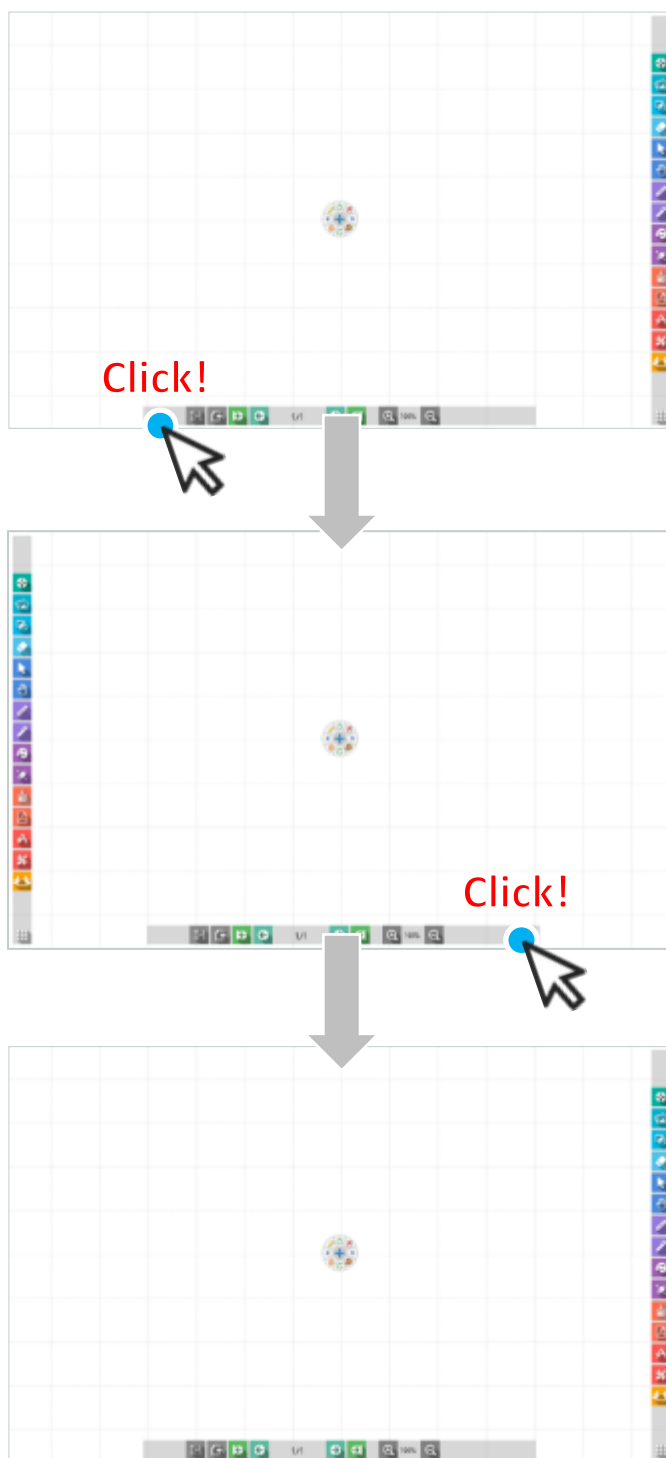


Change Main Menu Location

The main menu of HiClass3D is basically located on the right side of the screen.

If the location is fixed, you have to move to the right side of the board each time and click on the menu.

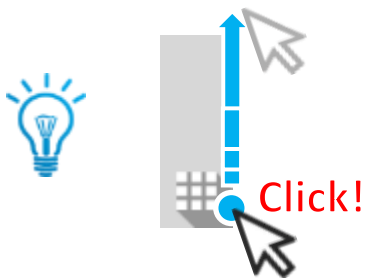
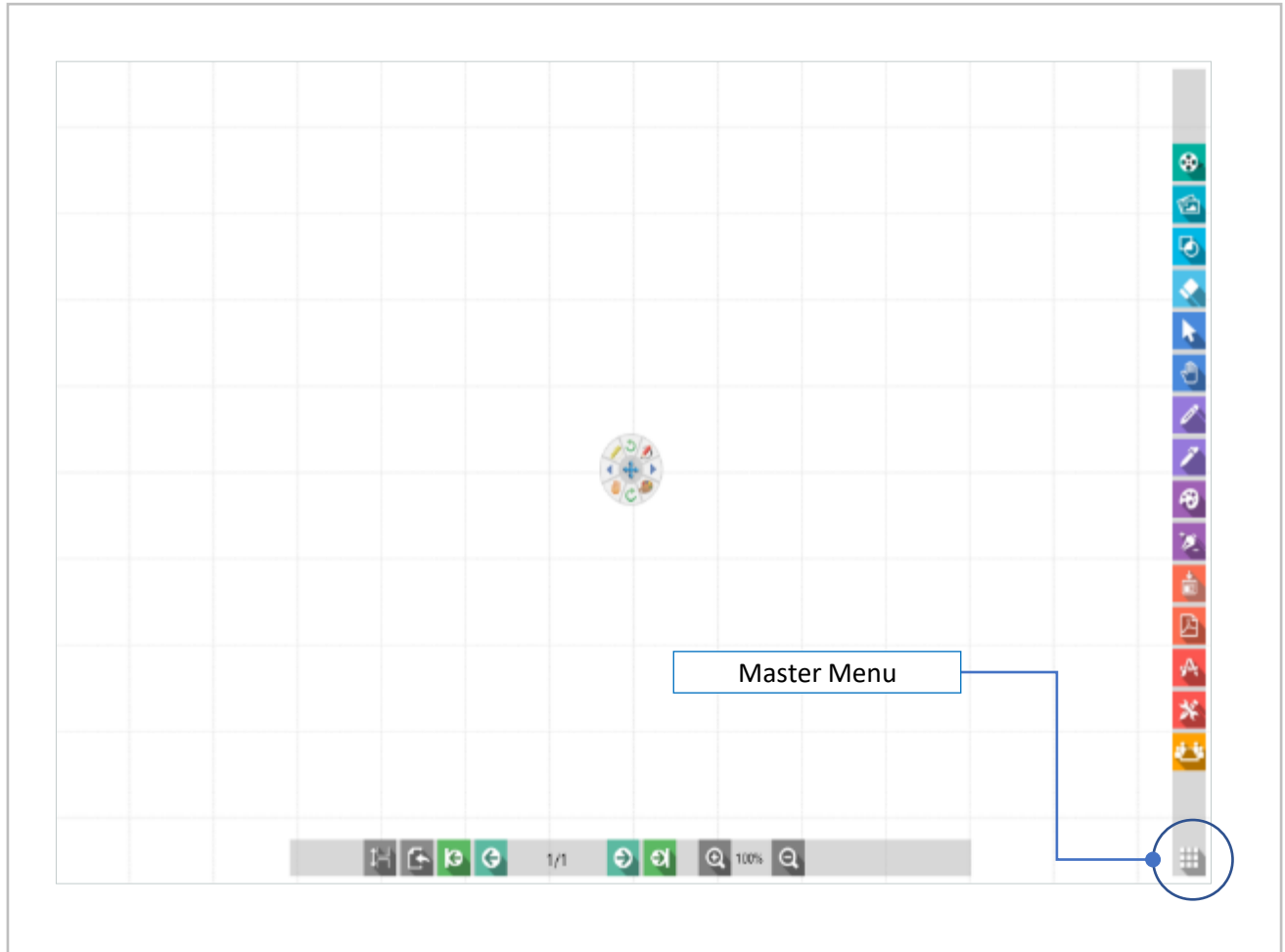
In HiClass3D, you can change the position of [Main Menu] by clicking the mouse or Smartpen on both ends of [Page Menu] for your convenience.



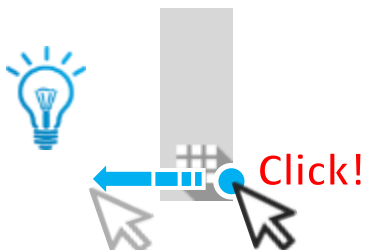
Master Menu

Master Menu is a menu placed at the bottom of the menus shown on the right side of the screen when HiClass3D is started.

This menu provides function related to the operation of HiClass3D such as save, print, settings, etc.



Click the [Master Menu] button with the Smartpen or mouse, You can hide or show the [Main menu] by dragging it up.



You can hide or show the page menu by clicking the [Master Menu] button with the Smartpen or mouse and dragging to the left.

Functions of the Master Menu Buttons

Click the [Master Menu] button with a mouse or Smartpen.



The Master menu will be opened in a form of a pop-up with individual functions, as shown below.

Discard an open document and create a new document.

Import an image note.

Import a PDF document.

Import an image/PDF-based note in Note Manager.

Save a document with edited text or object as a PDF.

Save an edited document under a different name.

Save only the current page in PDF format.

Print all.

Print only the current page.

Import a document in PowerPoint, Excel, or Word.

Configure and save HiClass3D settings.

Show or hide the toolbar on the screen.

View HiClass3D information or register product number.

Close HiClass3D.

Load the document that was used last.



New Document

Open Image Note

Open PDF Note

Open from NoteLibrary Manager

Save PDF

SaveAs PDF

Save Current Page SaveAs

Print

Print Current Page

Import doc/ppt Document


Setup Configuration

Hidden/Visible Toolpad

HiClassInformation

Exit

FURNISHEDVAN.pdf

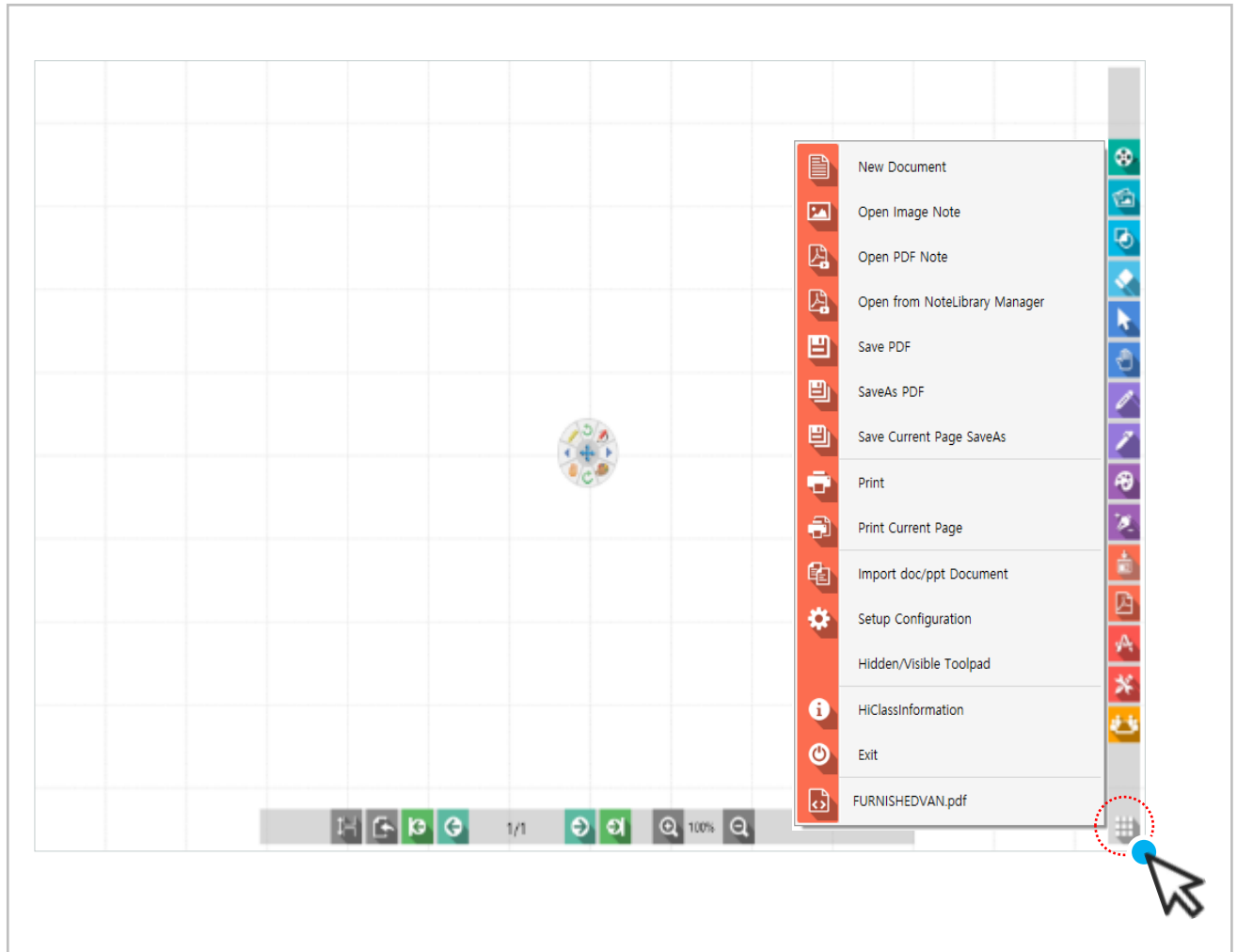




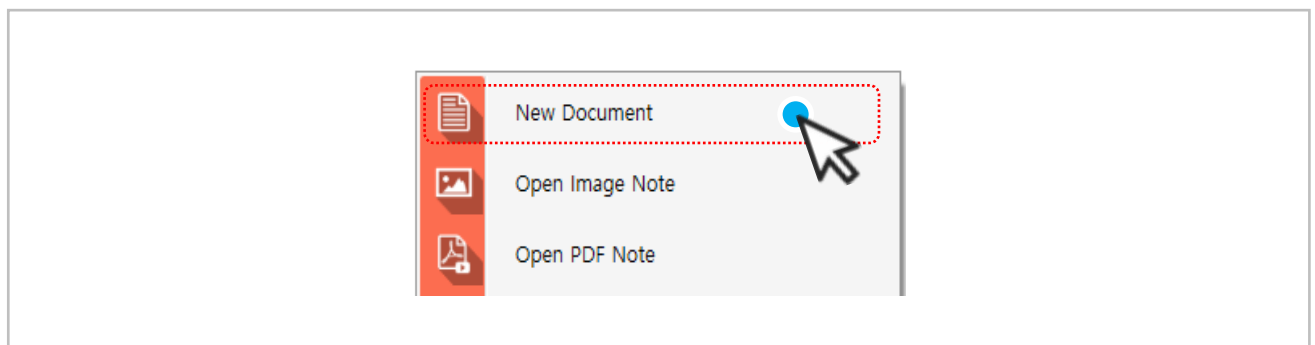
New Document

Discard a document which is now open and being edited and create a new document.

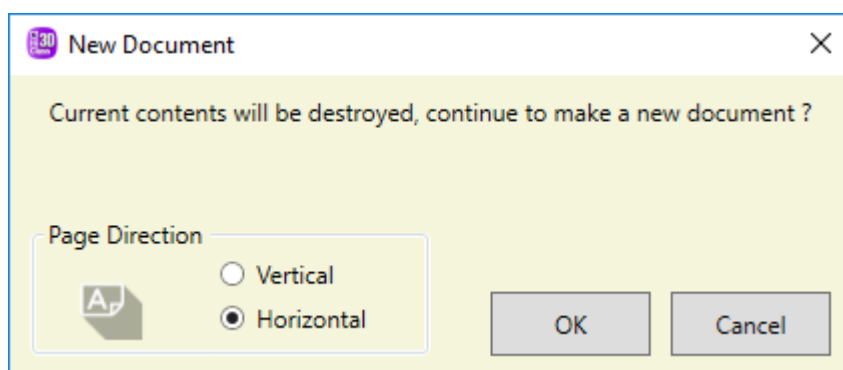
1 Click the [Master Menu] button with a mouse or Smartpen.



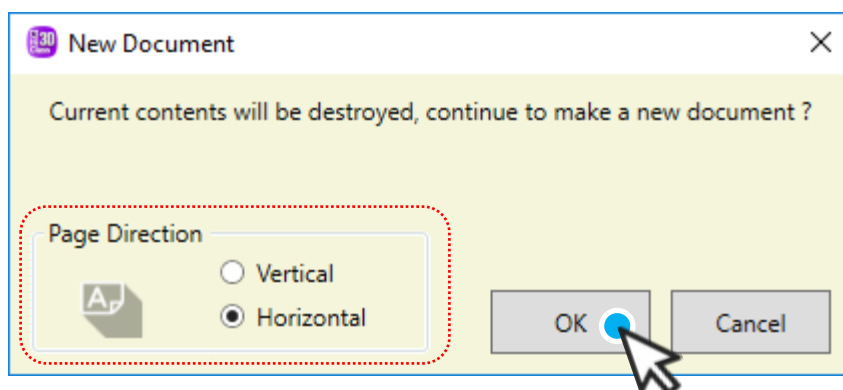
2 When the additional menu opens, click the [New Document] menu with a mouse or Smartpen.



3 A warning message will appear. The message contains an option for selecting the page direction.



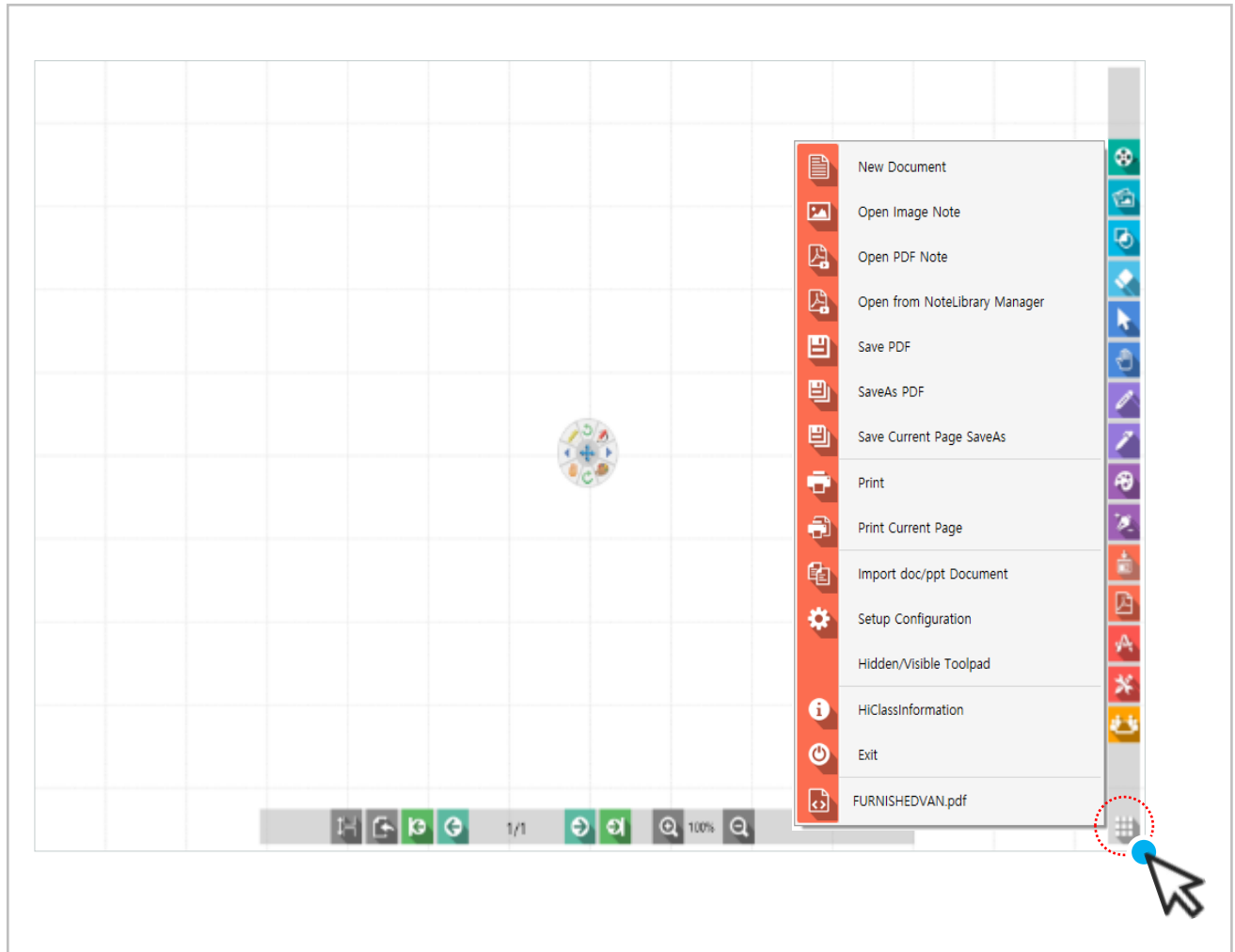
4 Select the desired page direction, vertical or horizontal, and click the [OK] button to create a new empty document.



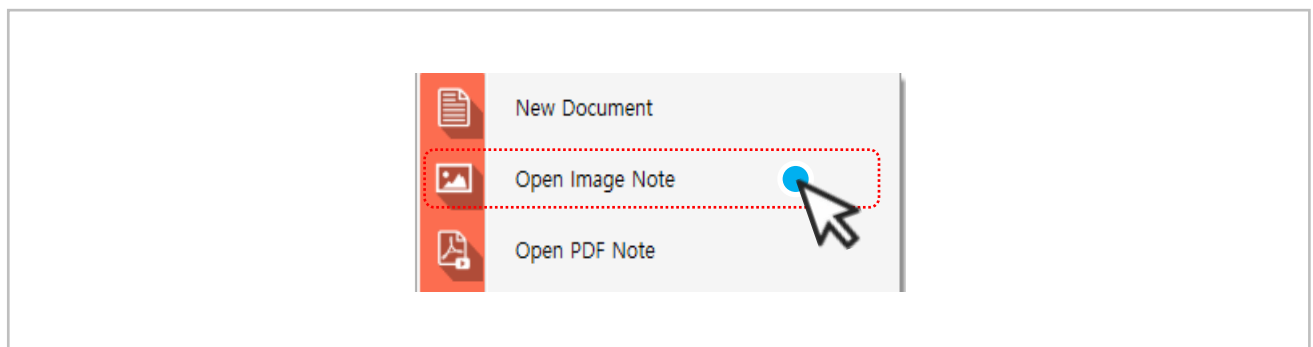
Open Image Note

Select a folder with JPG images and import it as a document with consecutive pages.

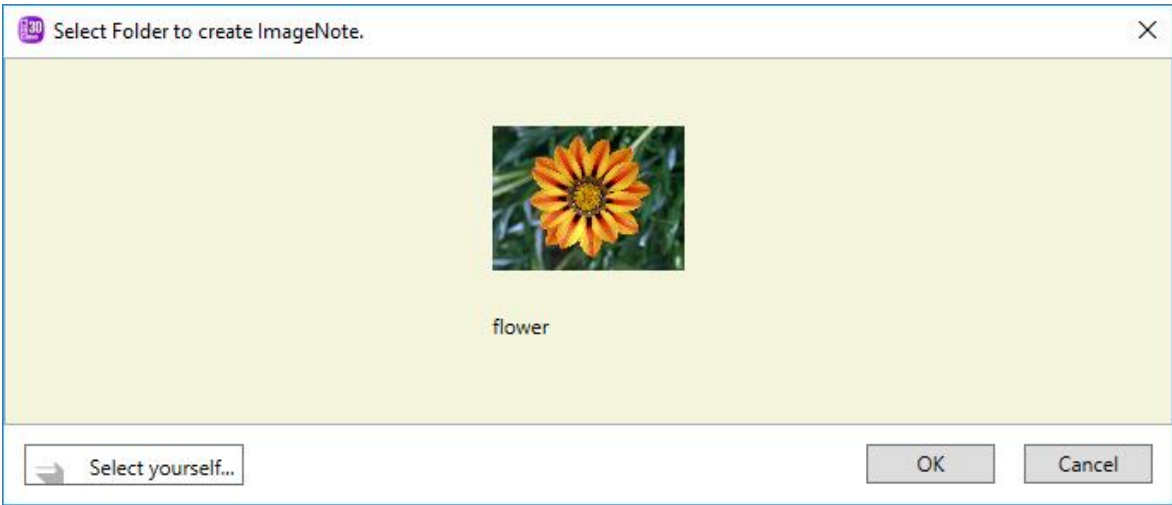
- 1 Click the [Master Menu] button with a mouse or Smartpen.



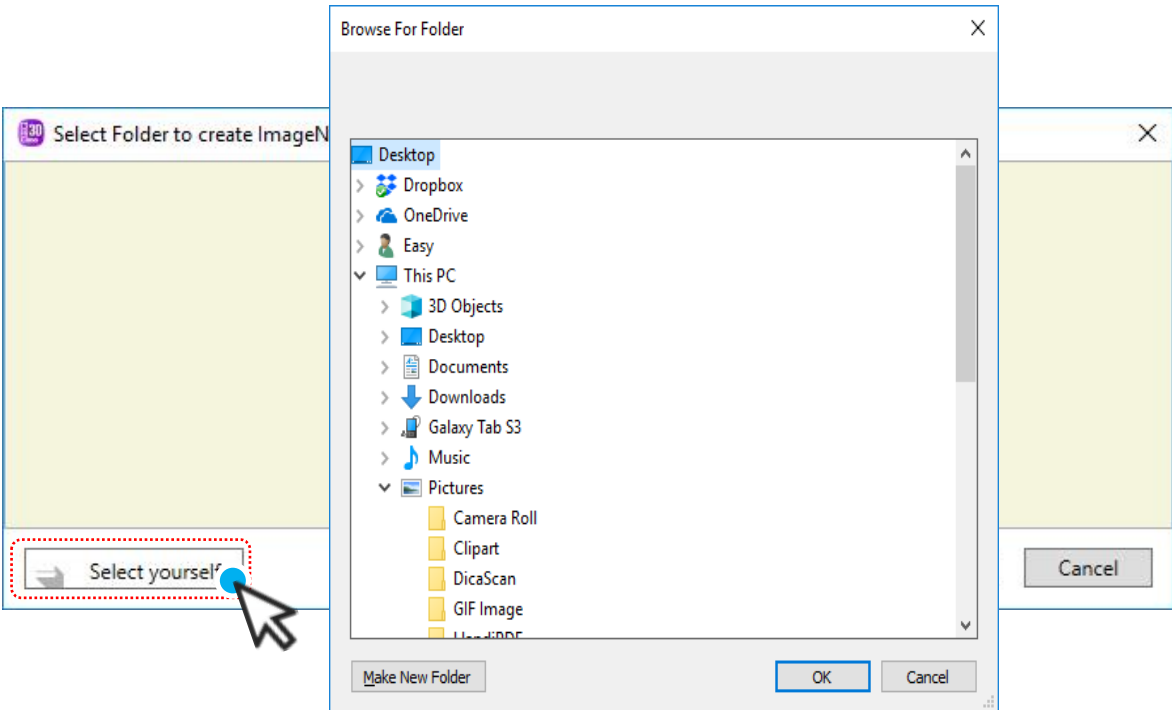
- 2 When the additional menu open, click the [Open Image Note] menu with a mouse or Smartpen.



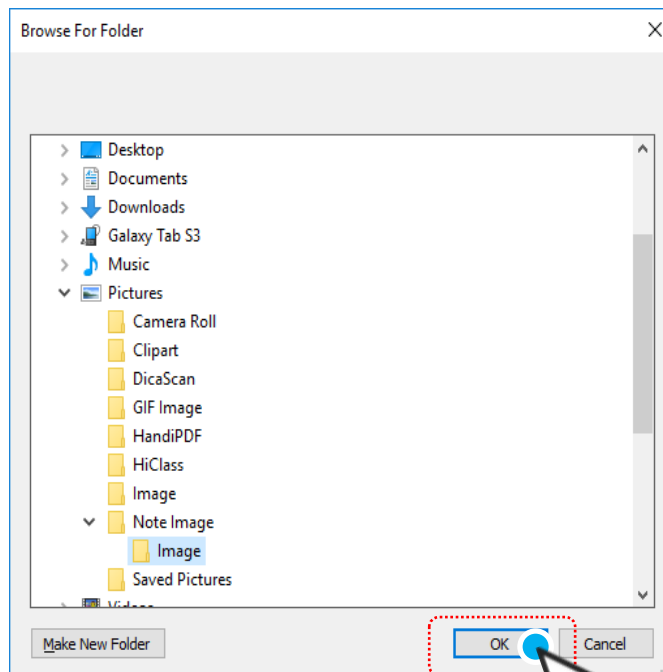
3 A pop-up window showing the images in the folder as thumbnails will be opened.



4 The default folder is My Document\HandiBooks\iBooks\HiClass.
Click the [Select yourself] button to designate the desired folder.



5 Select the desired folder and click the [OK] button.



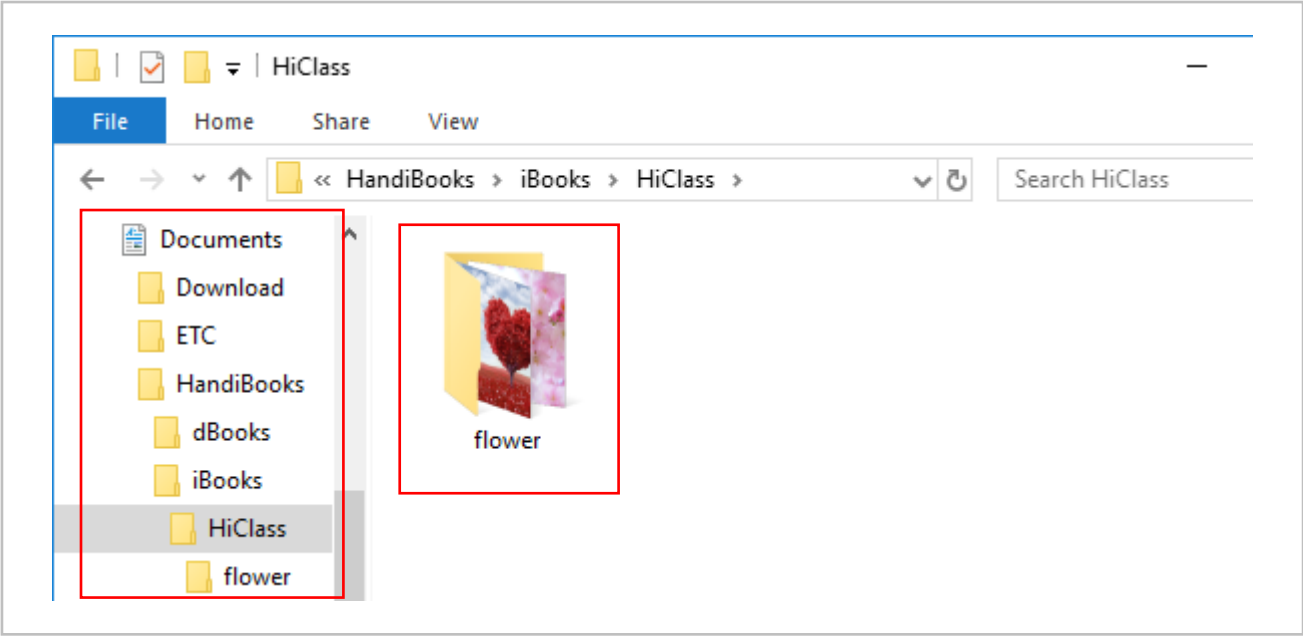
6 The image in the designated folder will be opened in a form of a document with consecutive pages.



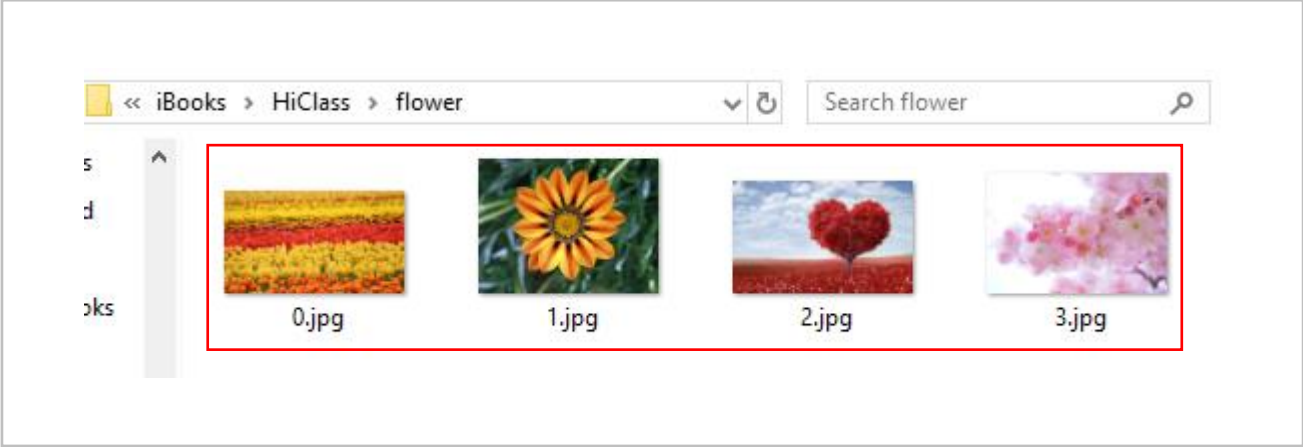
Organization and Conditions of Image Note Directory



To use the image note, the content to be used must be stored in the following subordinate folder in the directory My Document\HandiBooks\iBooks\HiClass.



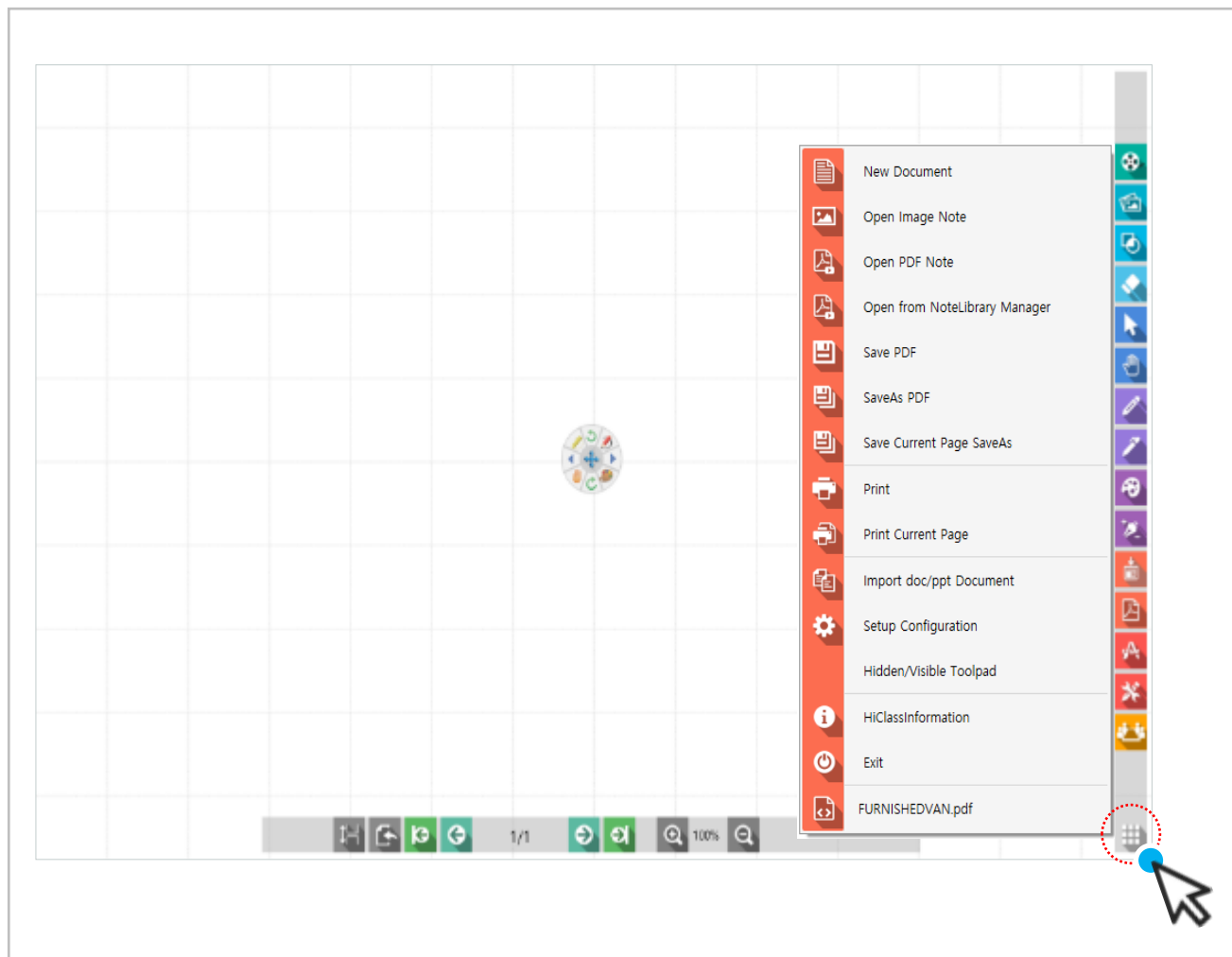
Only jpg images can be used and files can be stored and used titled with consecutive numbers such as 0.jpg, 1.jpg, and 2.jpg.
The 0.jpg file is used as the representative thumbnail of the created folder and if there is no 0.jpg, the 1.jpg file will be used as the representative thumbnail.



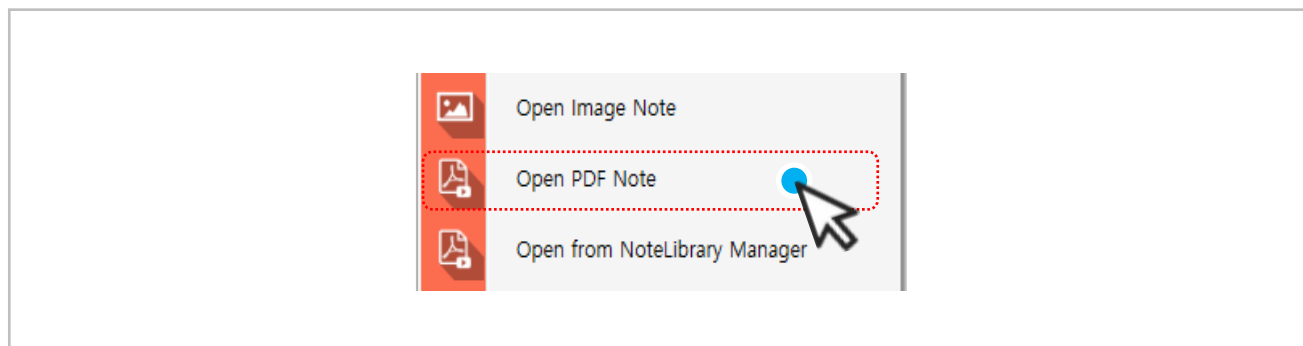
Open PDF Note

Import documents in a PDF format.

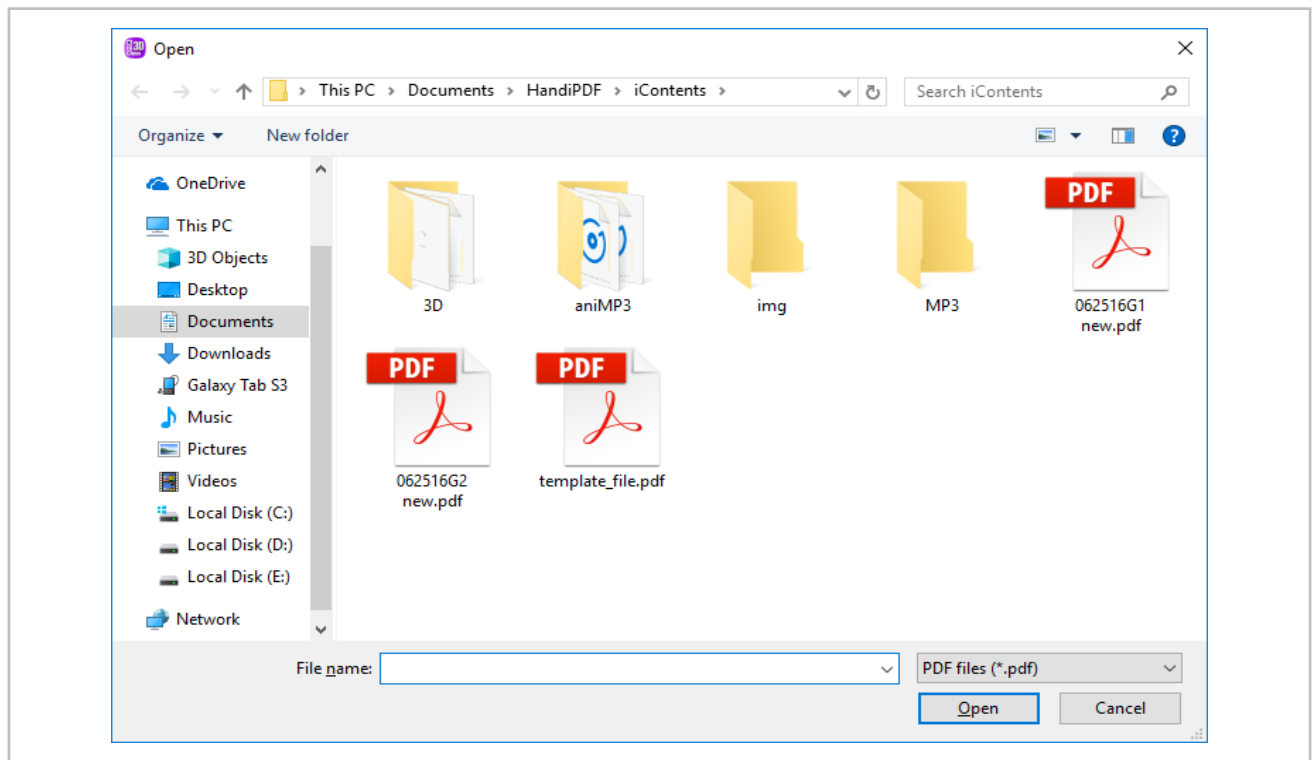
- 1 Click the [Master Menu] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Open PDF Note] menu with a mouse or Smartpen.



3 A Windows Explorer will open and you can go to the location of the PDF document.



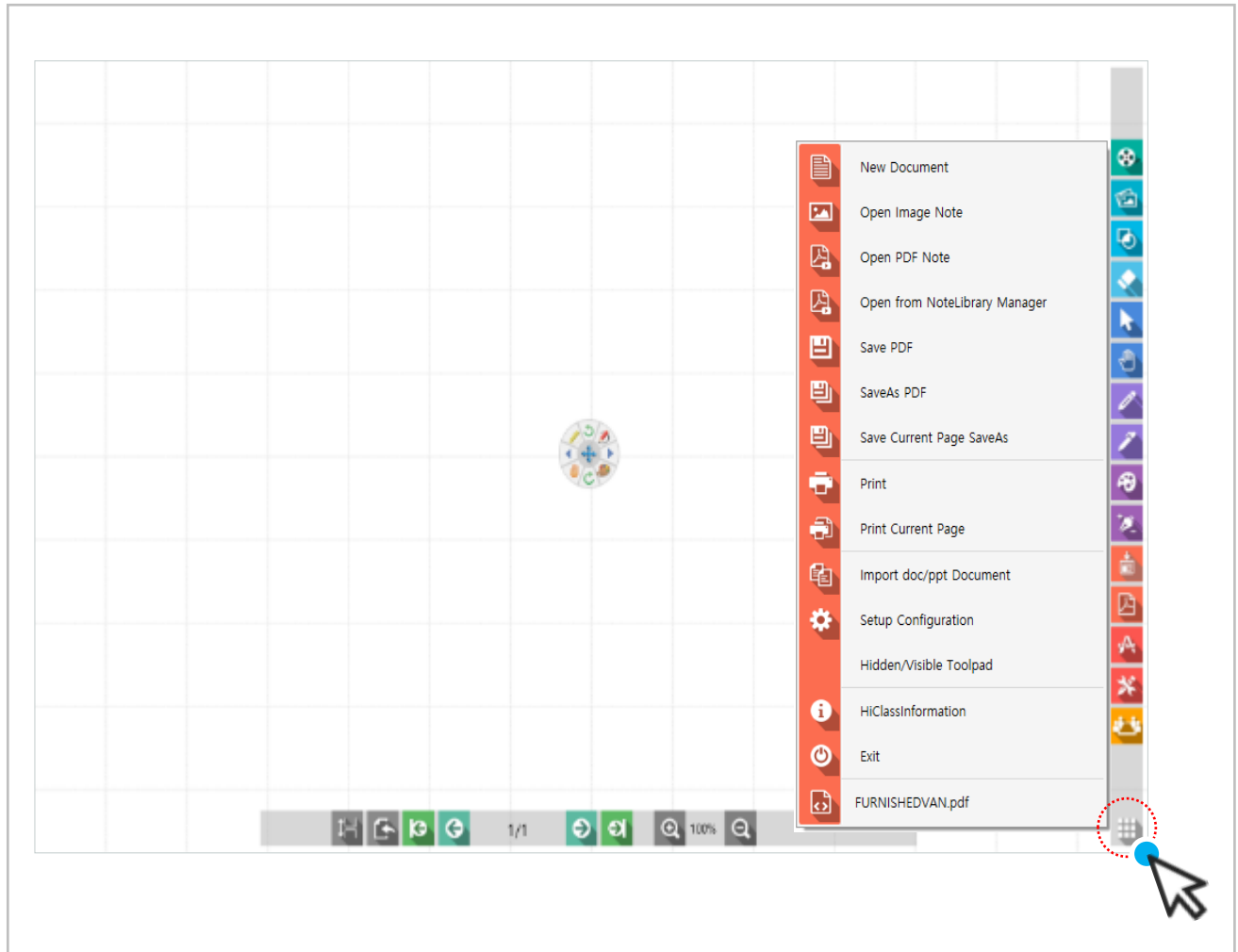
4 Select a PDF document and click the [Open] button to open the document.



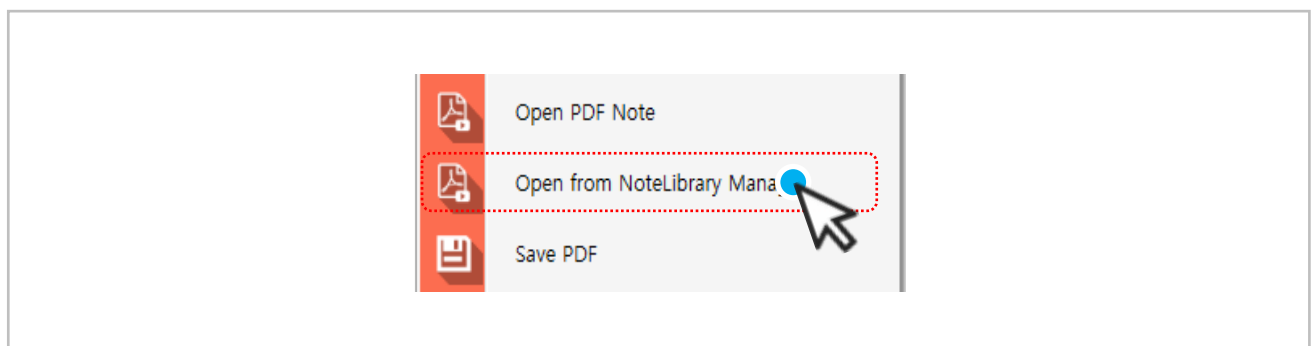
Open from NoteLibrary Manager

It is possible to show an image note or a PDF document in the form of a library and import it to HiClass3D screen.

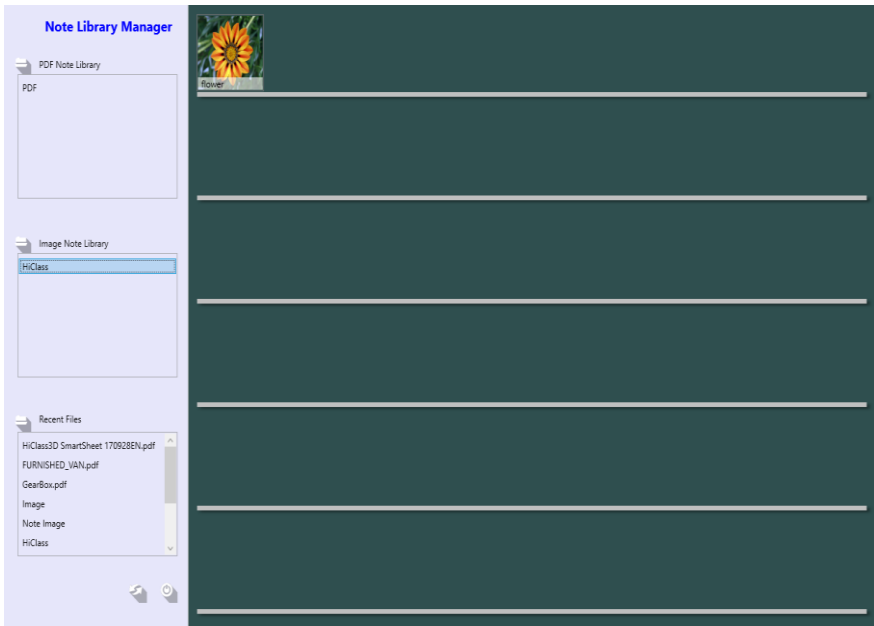
1 Click the [Master Menu] button with a mouse or Smartpen.



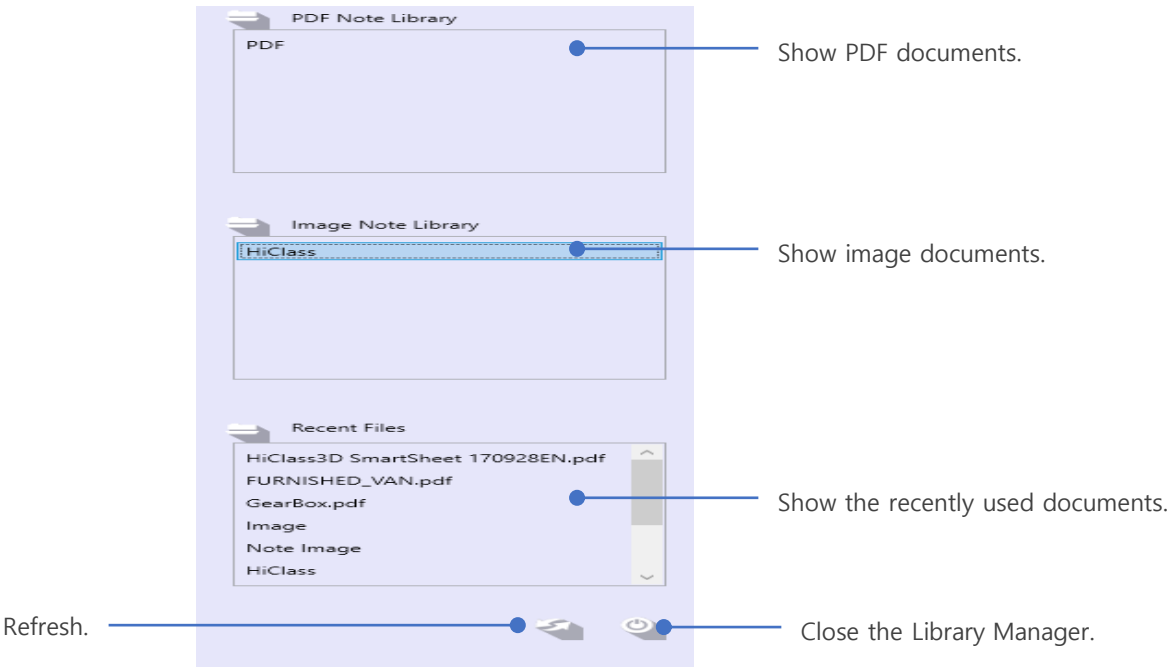
2 When the additional menu opens, click the [Open from NoteLibrary Manager] menu with a mouse or Smartpen.



3 The library manager in the form of a library will be opened.



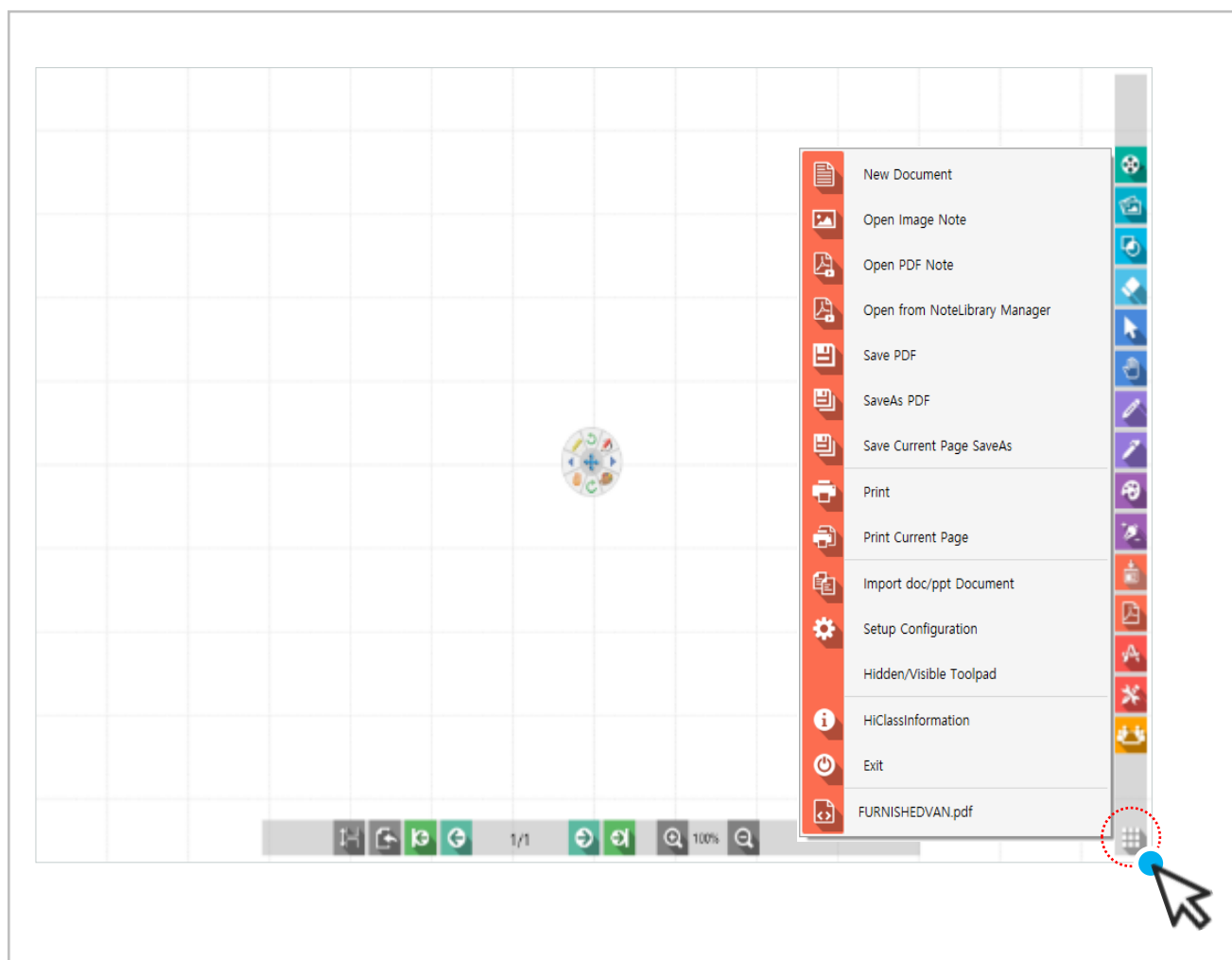
4 The default folder is My Document\HandiBooks\DBooks and the sub-directory of this folder is shown on the left menu. Click the list on the left and the documents will be displayed in the form of a library on the right.



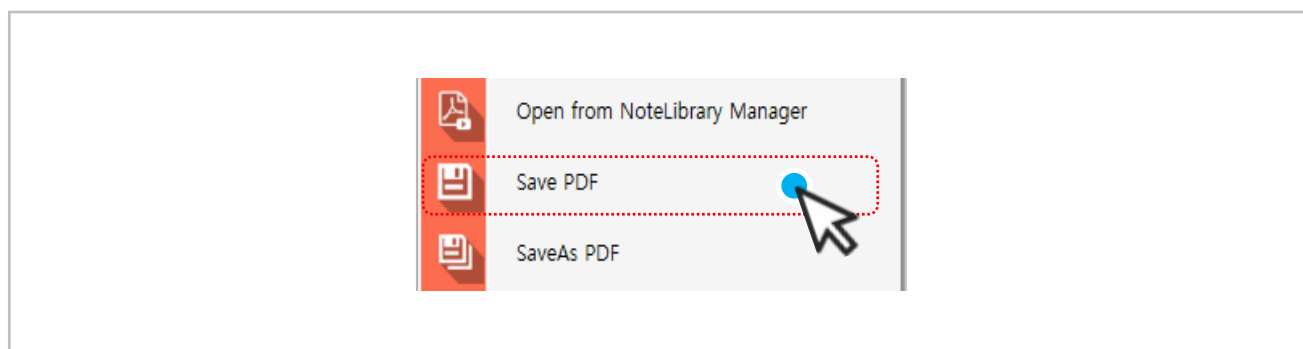
Save PDF

Save the PDF document currently used.

- 1 Click the [Master Menu] button with a mouse or Smartpen.



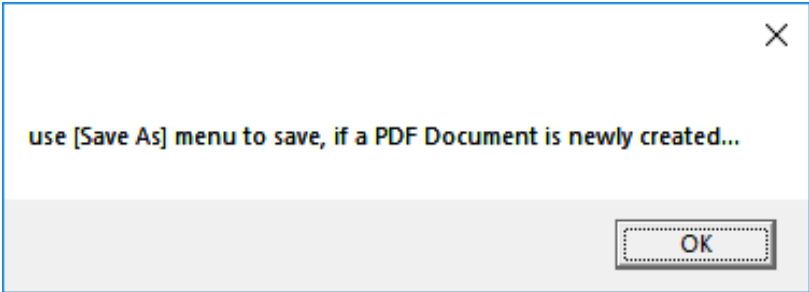
- 2 When the additional menu opens, click the [Save PDF] menu with a mouse or Smartpen.



3 The storage status is displayed and it is saved as overwrite.



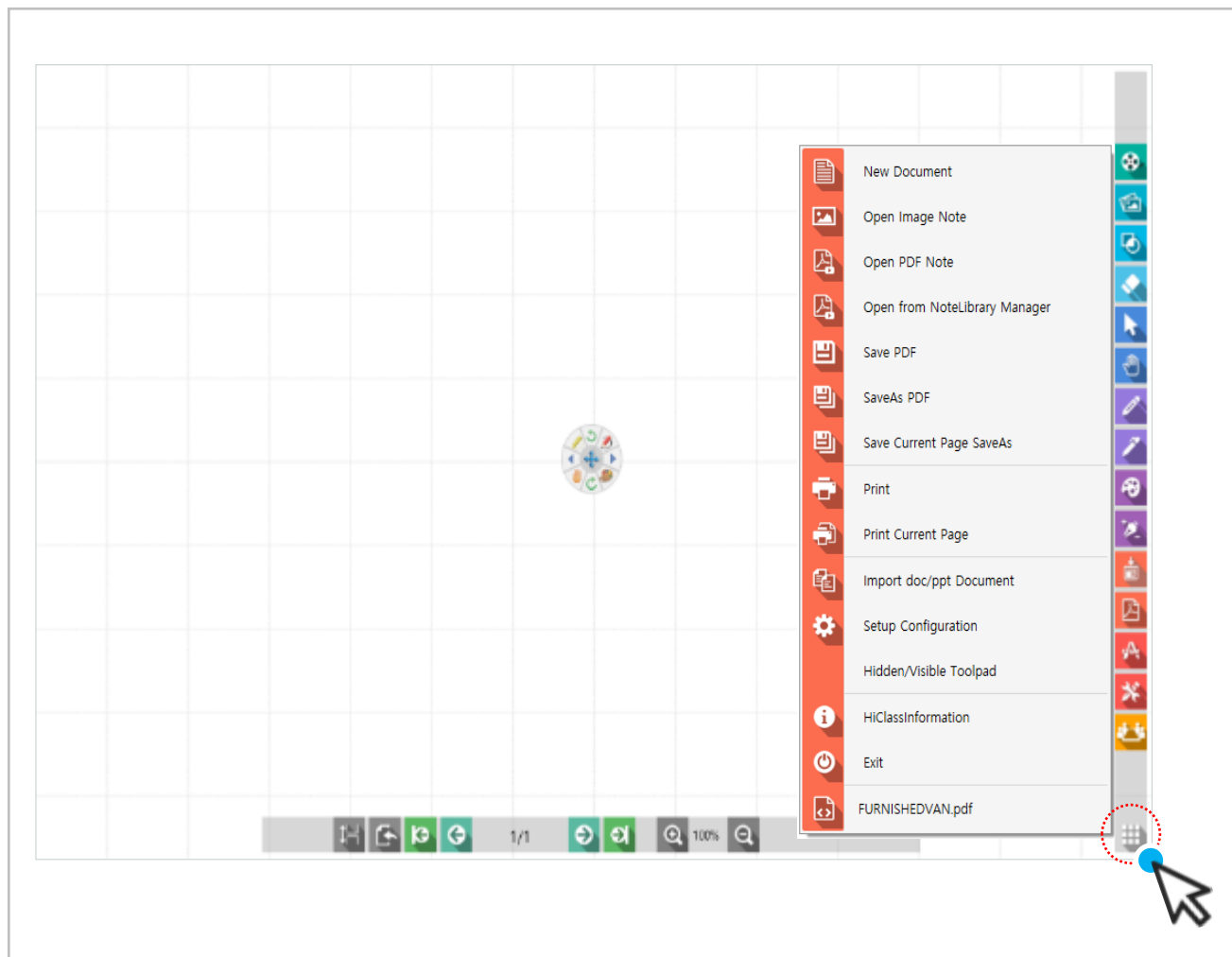
To create a document, the [Save As] menu must be used.



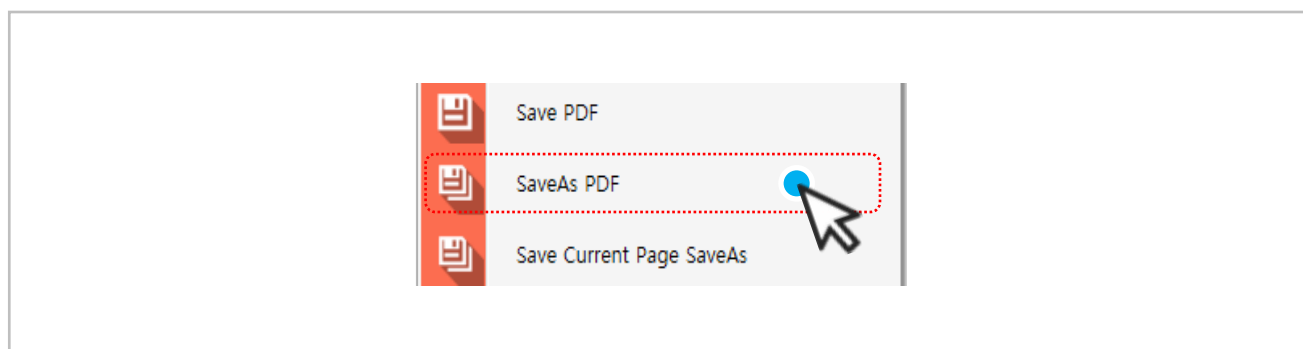
Save As PDF

Save the document currently used under another name.

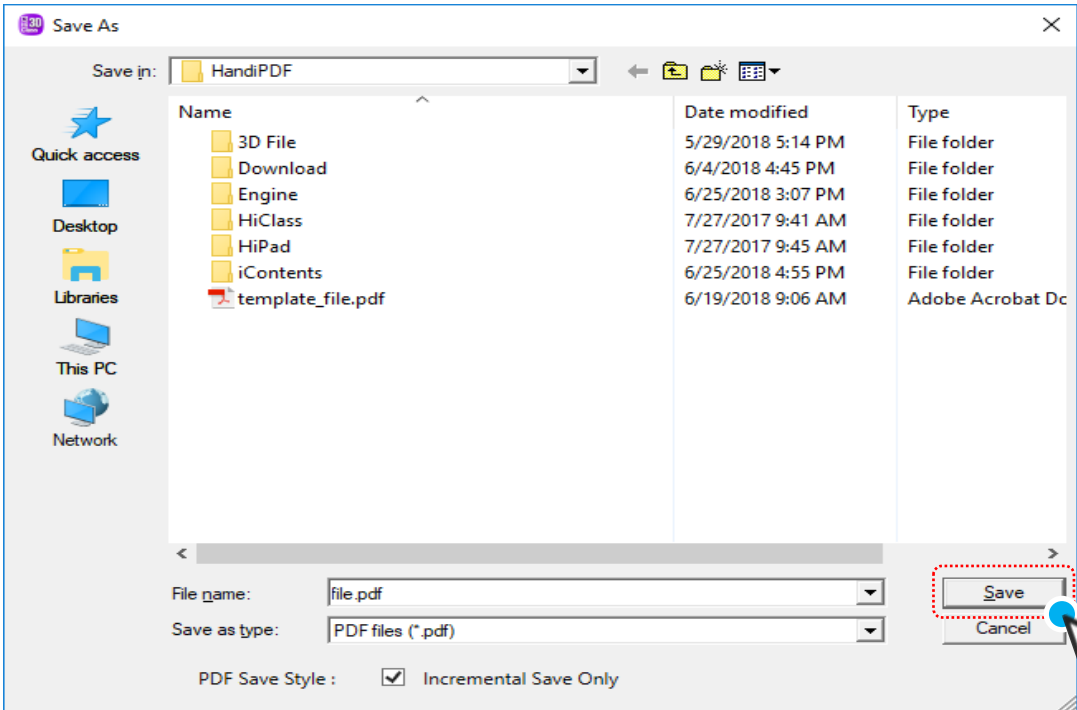
- 1 Click the [Master Menu] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [SaveAs PDF] menu with a mouse or Smartpen.



3 The Save As window will appear. Enter a file name and save it.



4 The storage status is displayed and the document is saved in PDF format.



[Incremental Save Only]

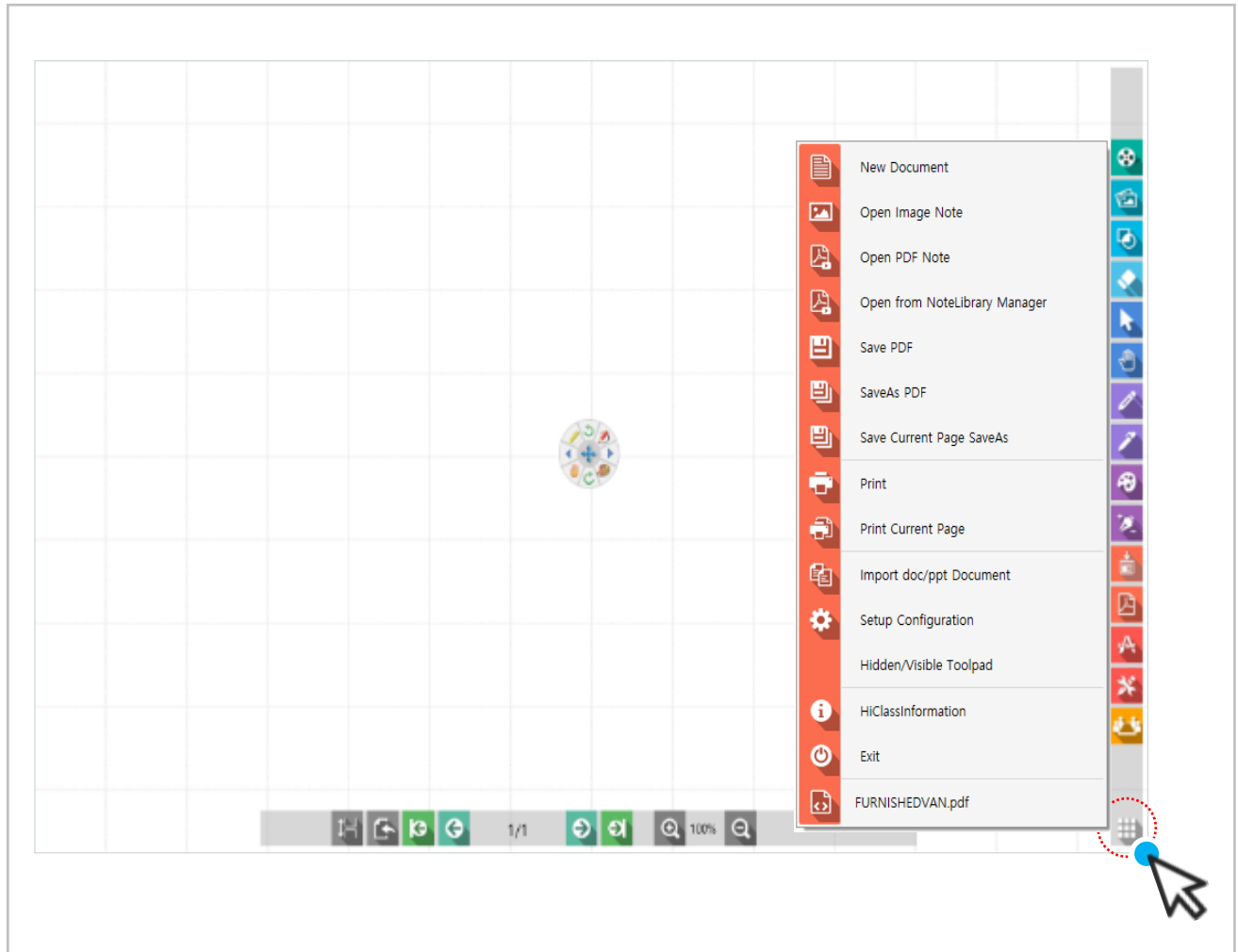
Checkbox [Incremental Save Only] appears at the bottom of the Save As File Dialog. [Incremental Save] saves the changed contents without compressing or checking the contents of the PDF document. As a result, the saving speed of the document is fast, but the size is relatively large. If the user intends to manage the size of the document efficiently, uncheck this Checkbox. It takes more time to save, but the size of the PDF document will be reduced to a minimum.



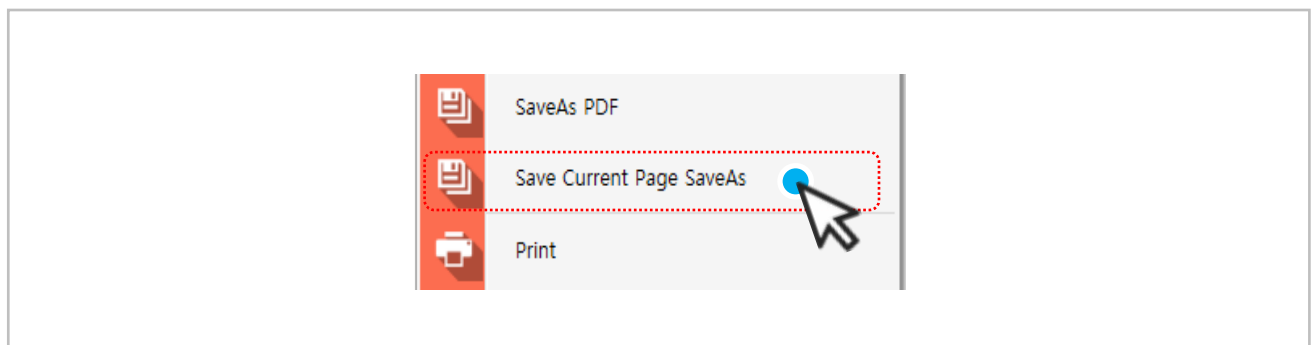
Save Current Page SaveAs

This function serves to save the currently visible page of the currently used document as a PDF file.

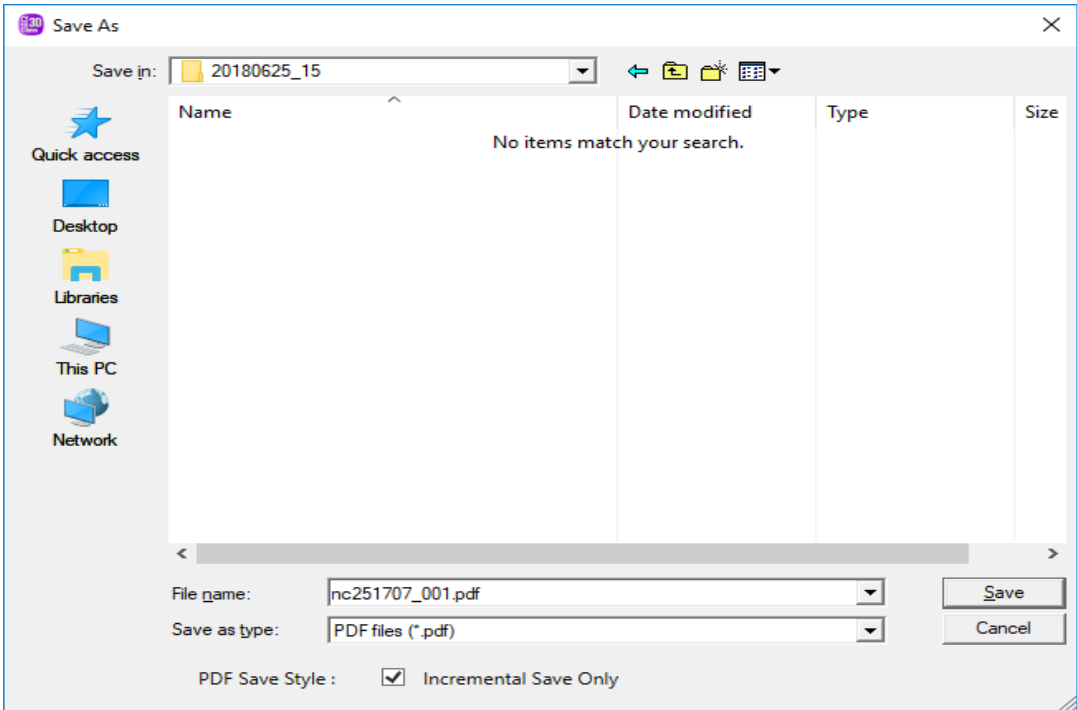
1 Click the [Master Menu] button with a mouse or Smartpen.



2 When the additional menu opens, click the [Save Current Page SaveAs] menu with a mouse or Smartpen.



3 The Save As window will appear. Enter a file name and save it.



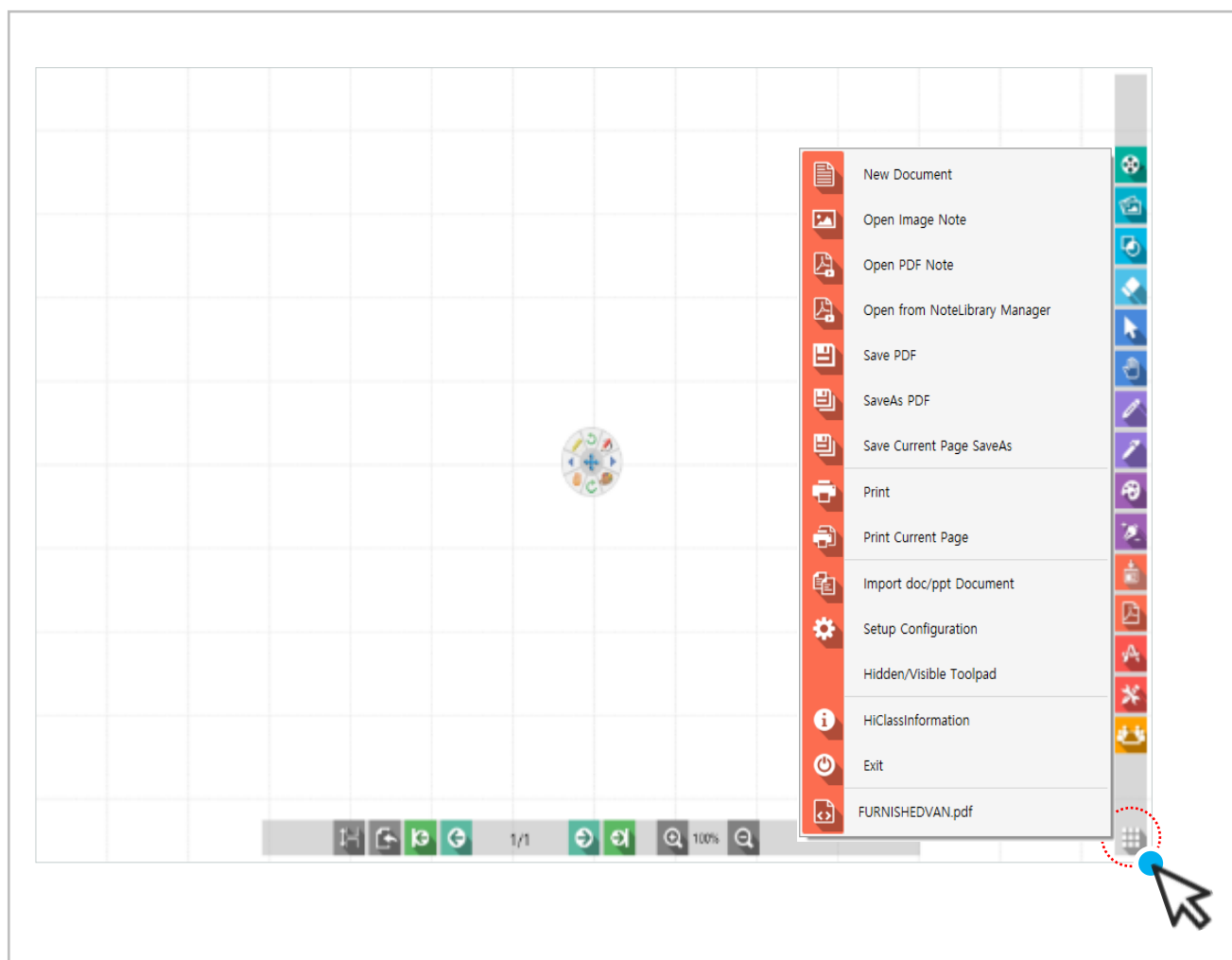
4 The storage status is displayed and it is saved in PDF format.



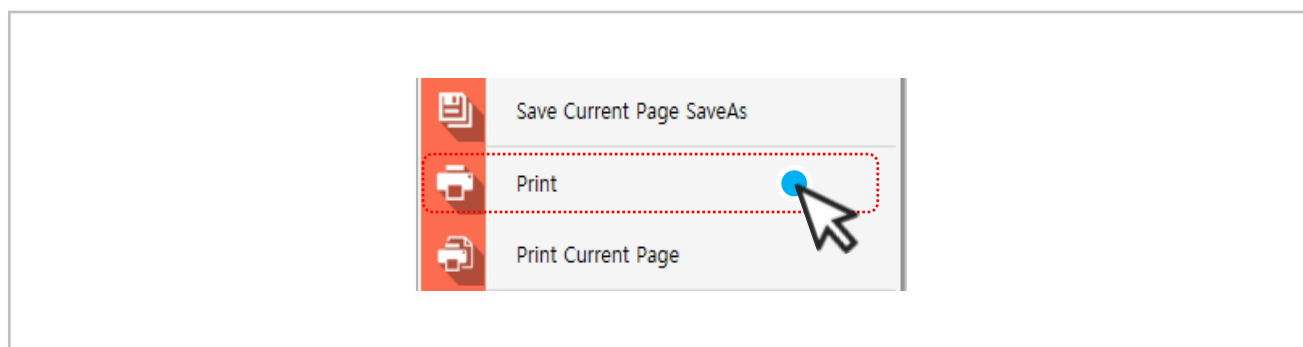
Print

This saves the currently visible page of the currently used document as a PDF file.

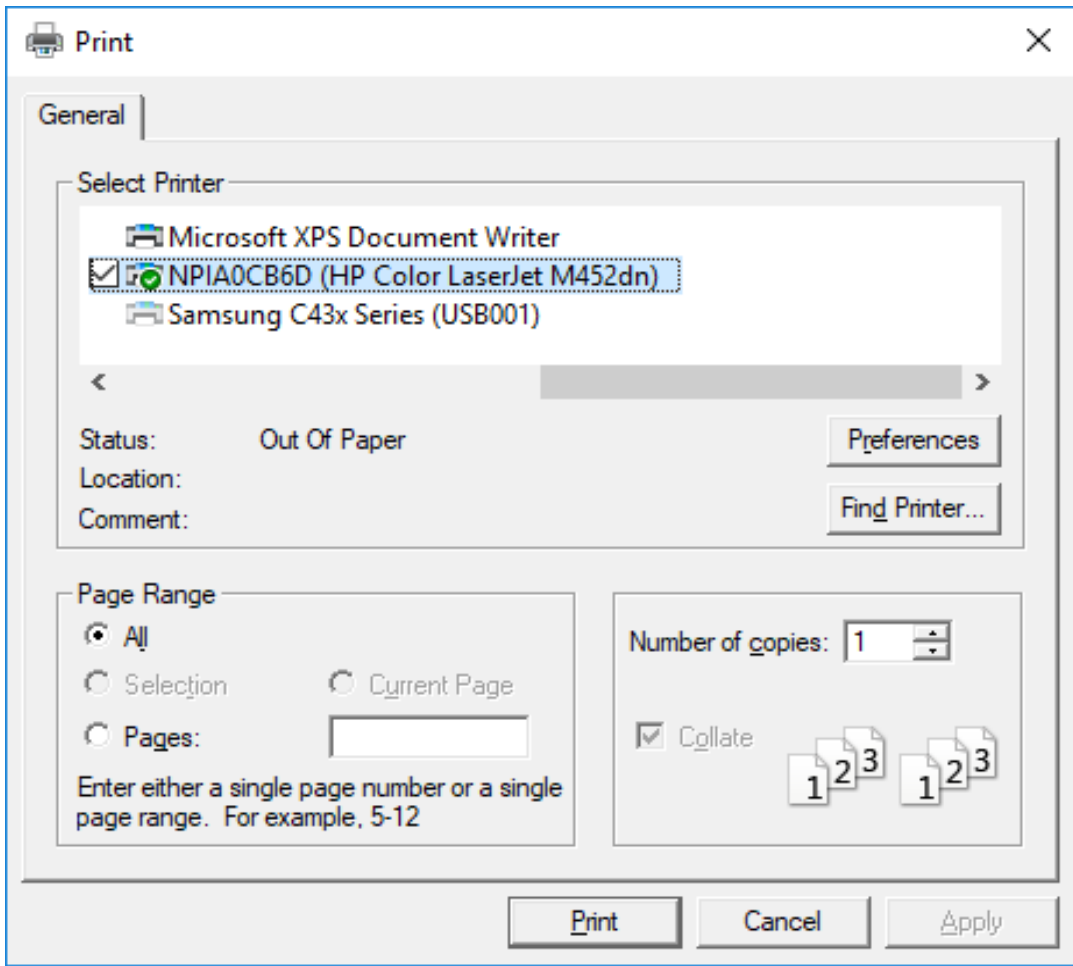
- 1 Click the [Master Menu] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Print] menu with a mouse or Smartpen.



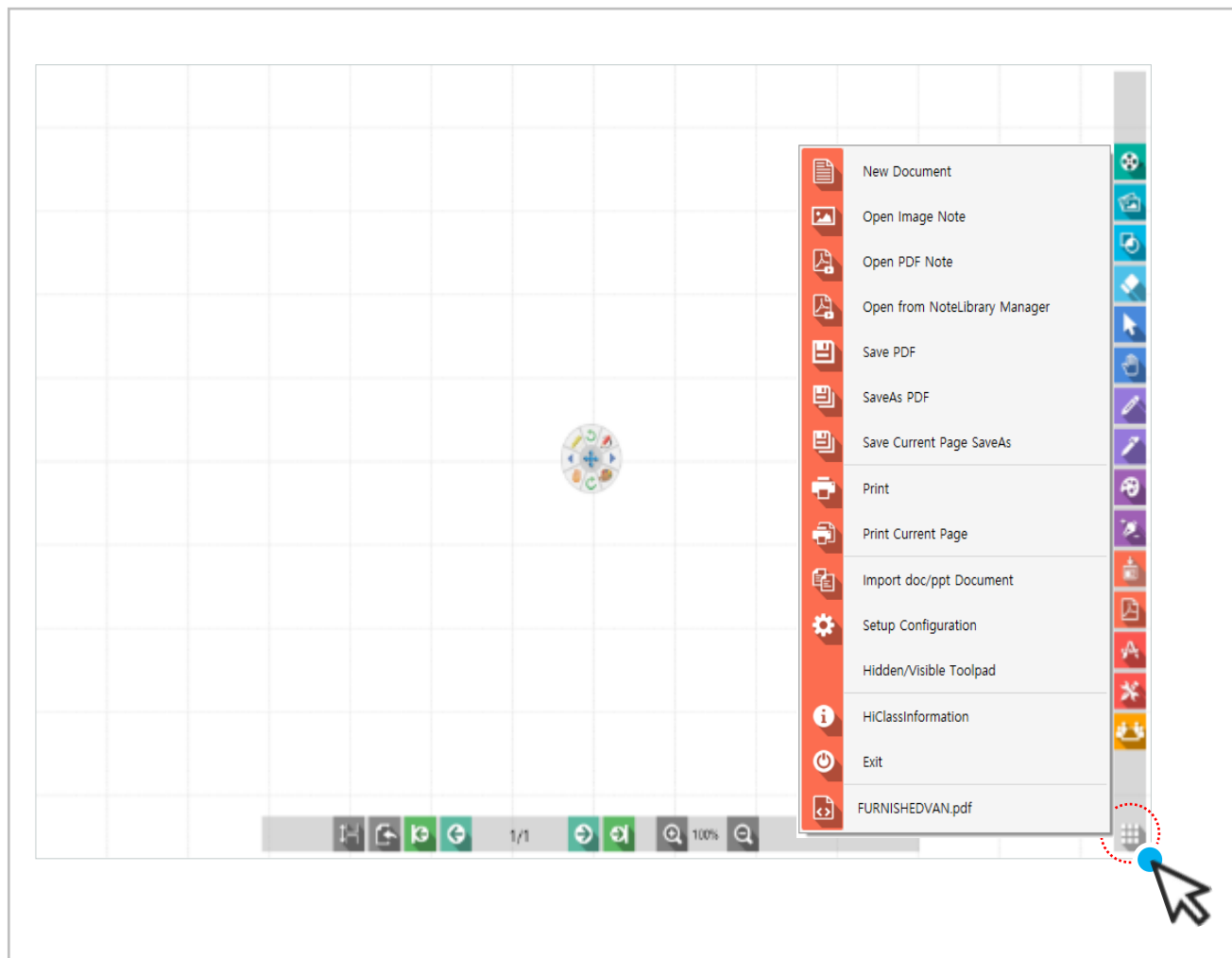
- 3
- The Print window will appear with a list of printers connected to the computer.
The process is the same as when printing in Windows and it is possible to print a document that is currently open.



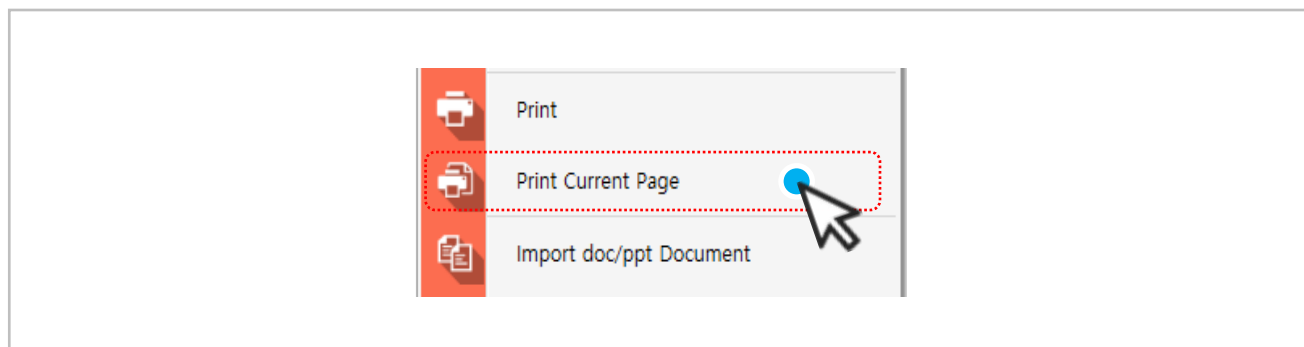
Print Current Page

To create an electronic paper that can be handwritten with your Smartpen, you must use [Print Current Page] to print. The contents of the current page are combined and printed together with the Smart Pattern.

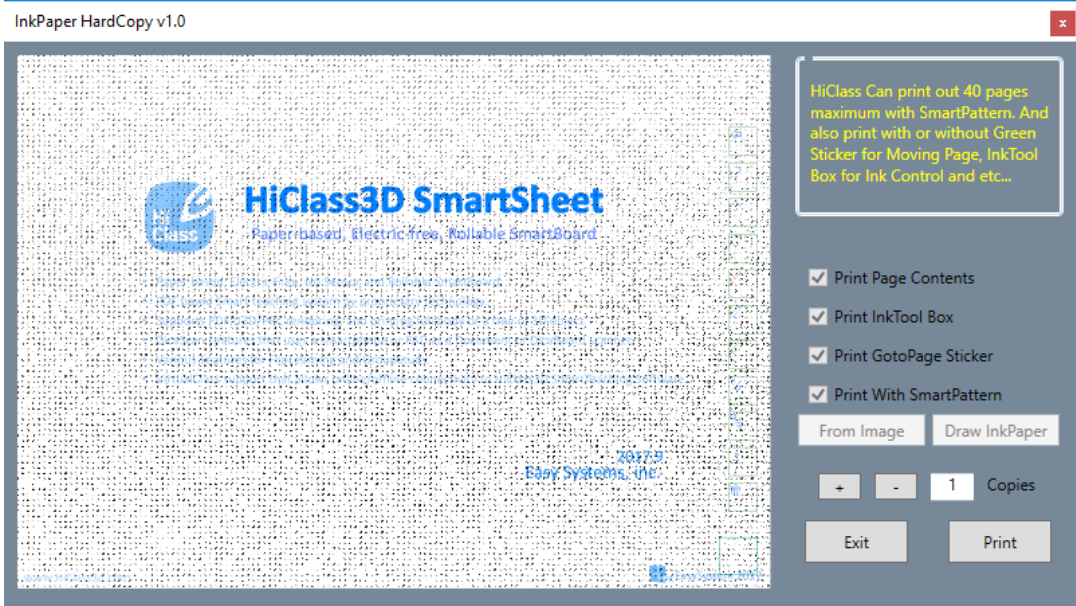
1 Click the [Master Menu] button with a mouse or Smartpen.




2 When the additional menu opens, click the [Print Current Page] menu with a mouse or Smartpen.




3 The Print window will appear. Check the format of the patterns before printing.






Use the checkbox to specify whether the contents of the current page, e-paper stickers (also called InkTool Box), GotoPage sticker in green, and other elements should be printed. It is possible to print up to 40 copies.



Use the checkbox to specify whether the contents of the current page, e-paper stickers (also called InkTool Box), GotoPage sticker in green, and other elements should be printed. It is possible to print up to 40 copies.

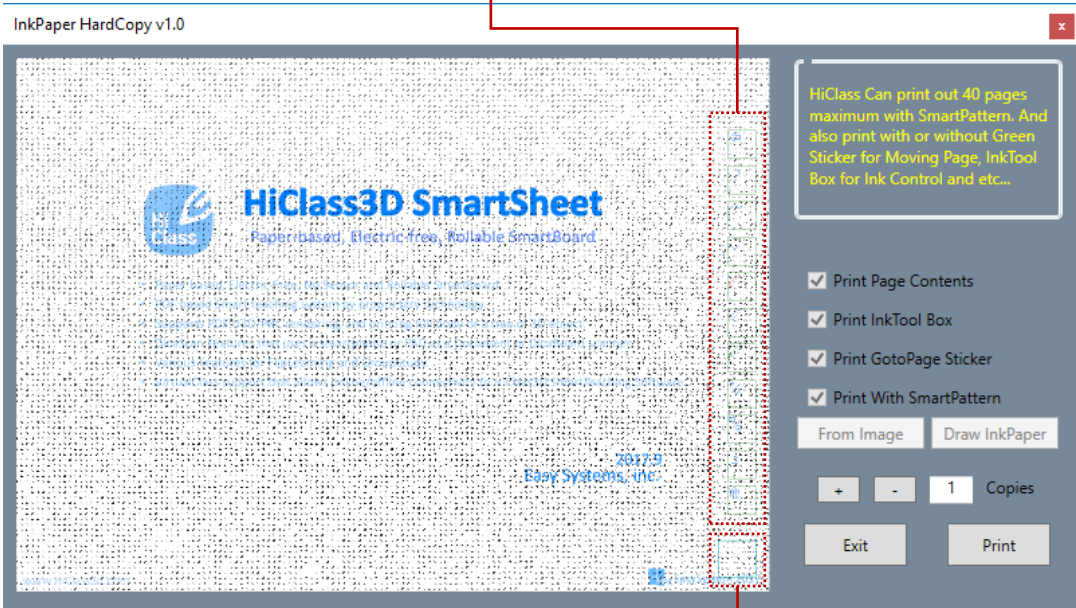


Color laser printer or an ink-jet printer is recommended for printing e-paper. The results may depend on the printer you use and the quality may be very different from the e-paper printed at printing house. The user must therefore perform test prints and carefully decide whether to print at a printing house or with own printer.

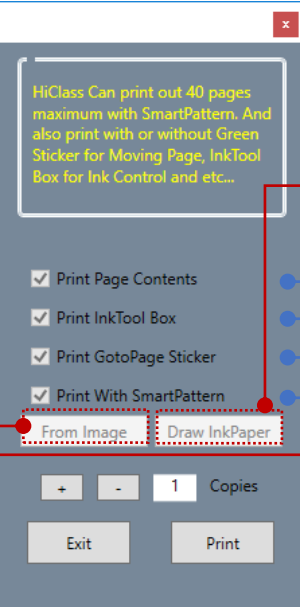


Print Window Functions

When you print the ink tool, you can use the ink tool functions.



Click this part with digital pen and the page visible on the screen will move to the printed page.



Merge the checkbox contents and e-patterns of the e-paper. The content to be printed will be shown on the left as preview.

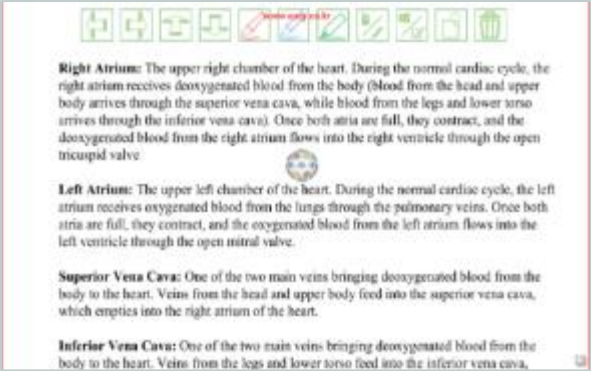
- Choose whether to print the currently visible page.
- Choose whether to print the ink tool.
- Choose whether to print the GotoPage sticker.
- Choose whether to print smart patterns.

Import an image to print.

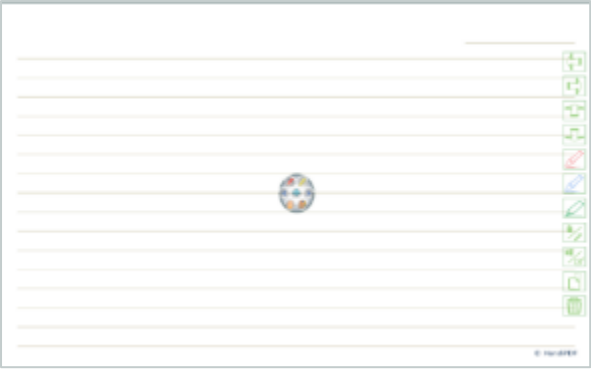


Use the Material Printed by the Print the Current Page Function

When the e-paper direction is vertical, stickers are placed on top of the page, and when the direction is horizontal, they are placed on the right.














<Example of printing e-paper stickers on vertical document>



<Example of printing e-paper stickers on horizontal document>

Touch the sticker area on the e-paper with a pen, and the sticker function will start running. In addition, each e-paper sticker is mapped one-on-one to a keyboard key.

When writing on e-paper with a digital pen, the following functions can be easily used without using the e-board.

	Page Up	Go to previous page
	Page Down	Go to next page
	Ctl + PageUp	Scroll up
	Ctl + PageDown	Scroll down
	Ctl + R	Write on paper with red pen
	Ctl + B	Write on paper with blue pen
	Ctl + G	Write on paper with green marker
	Ctl + M	If the Board mode is in Pen mode, change to Selection mode; if it is in Selection mode, change to Pen mode (*1).
	Ctl + H	Toggle between Windows screen and the writing screen.
	Ctl + Shift + A	Insert an empty page after the current page
	Ctl + E	Delete all ink strokes on the current page

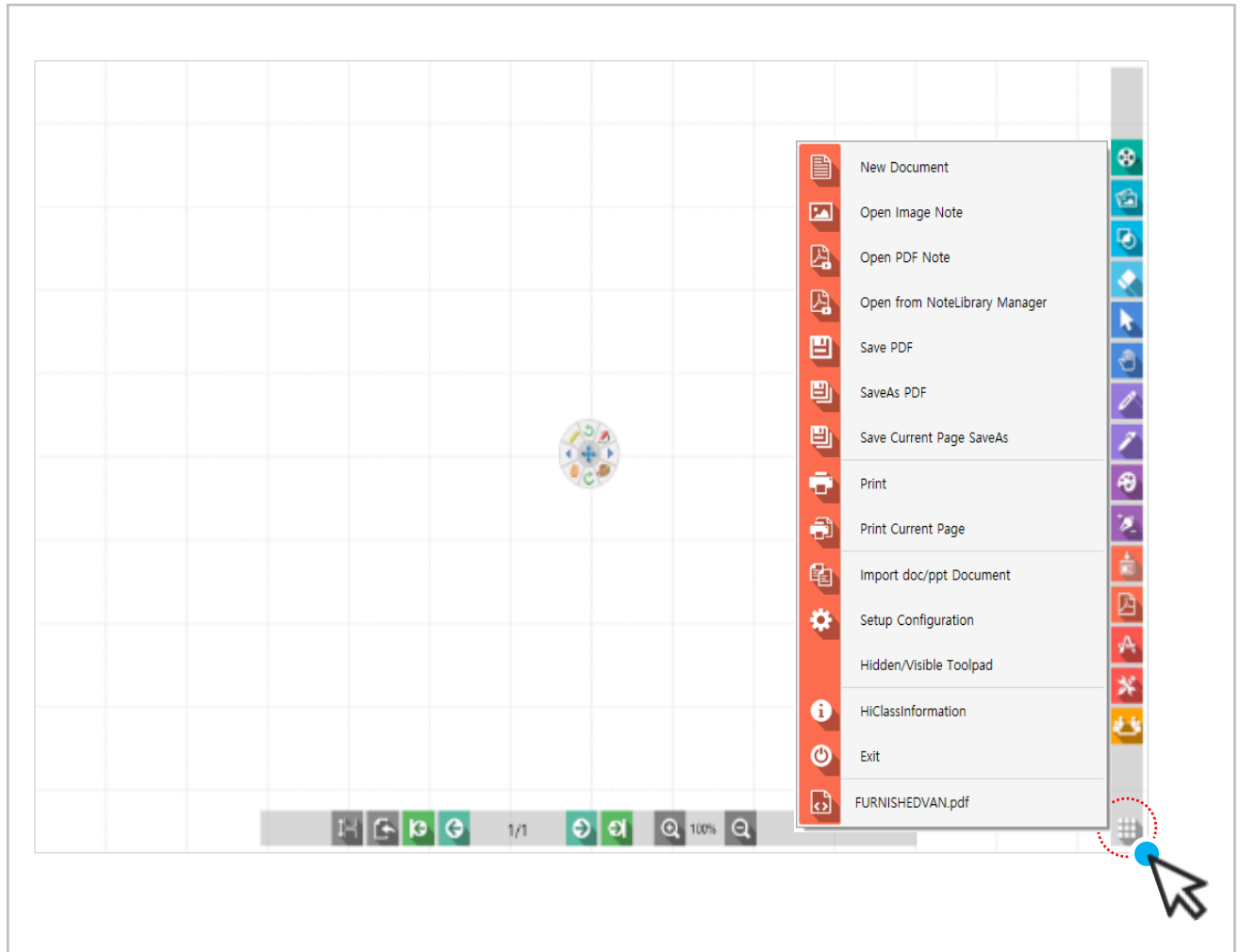
*1 The ctl-M changes the mode to [Selection Mode] in Windows screen and to [Execution mode] on the writing screen.



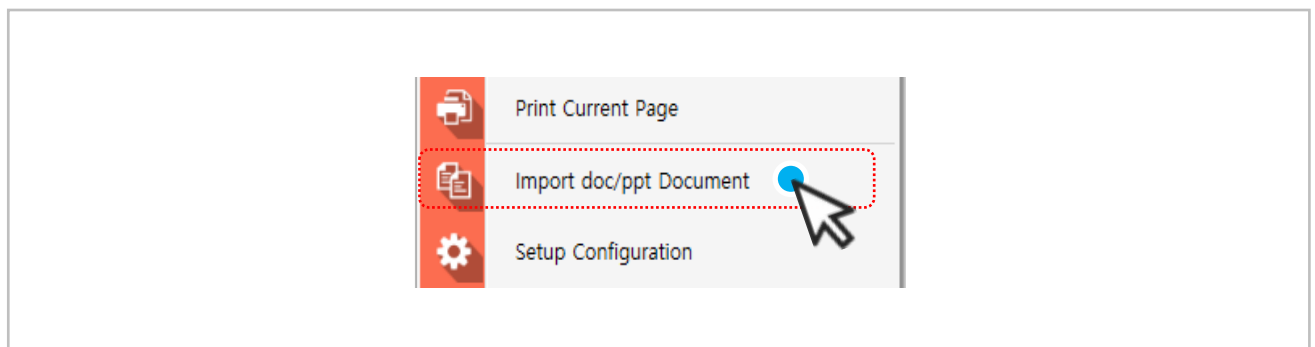
Import doc/ppt Document

This function imports an Office document.

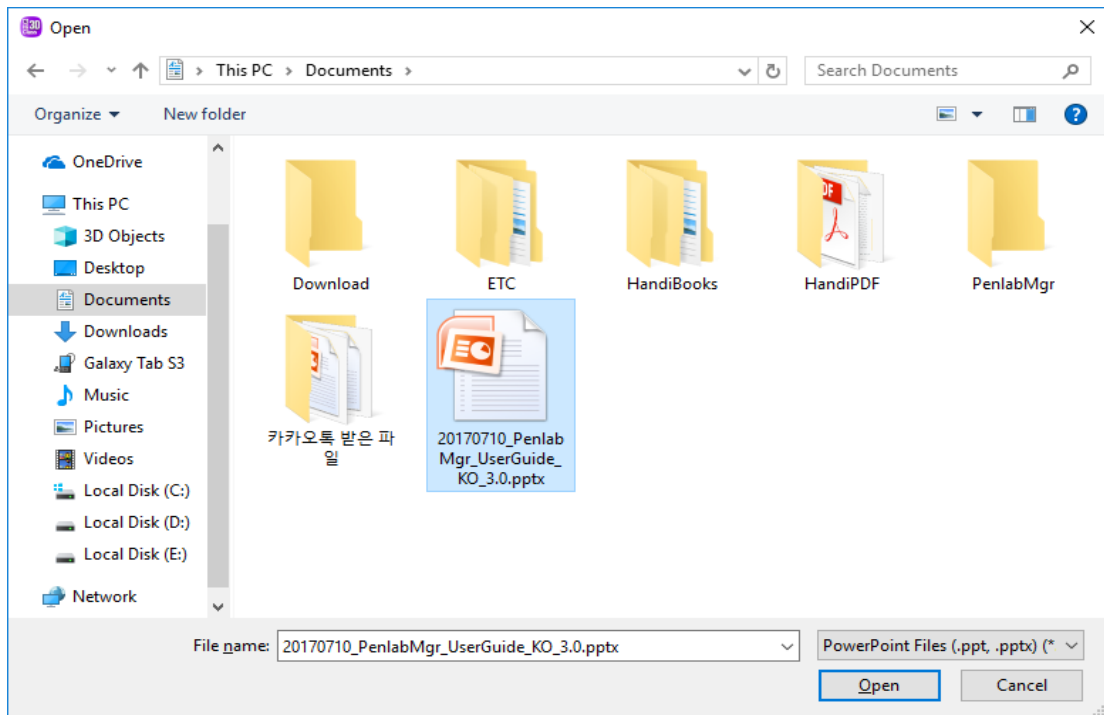
- 1 Click the [Master Menu] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Import doc/ppt Document] menu with a mouse or Smartpen.



3 An File Explorer dialog will appear. Select an Office document and click the [Open] button with a mouse or Smartpen.



4 The selected Office file will be automatically converted and opened.



Intentionally blanked



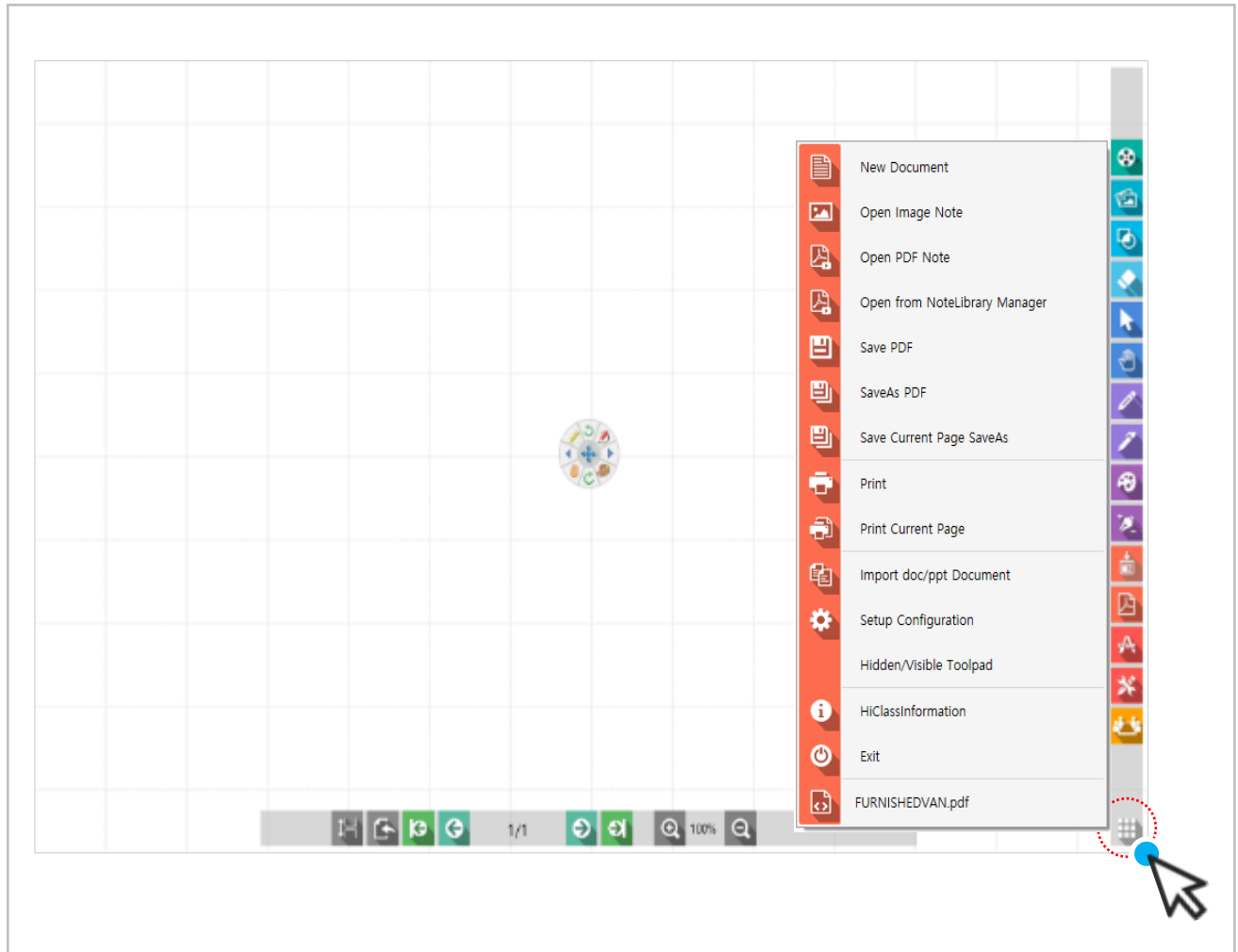
Intentionally blanked



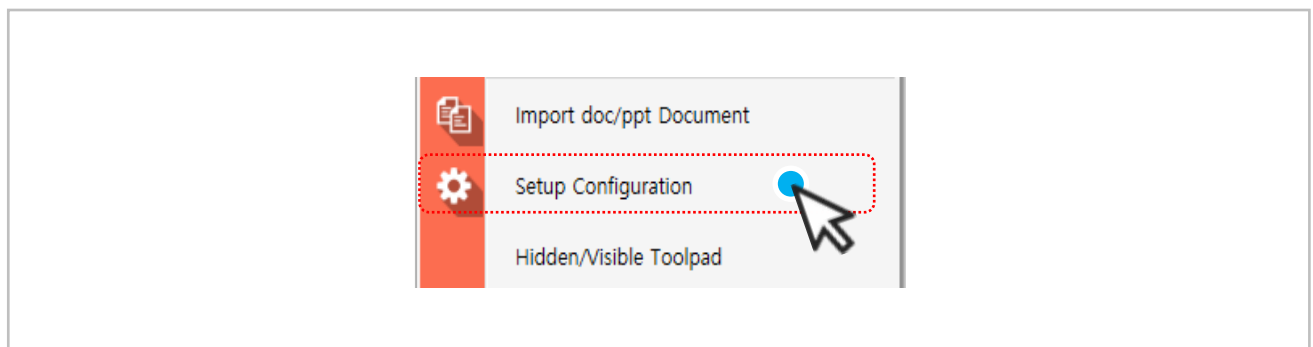
Setup Configuration

This functions enables the user to specify the settings for HiClass3D environment.

- 1 Click the [Master Menu] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Setup Configuration] menu with a mouse or Smartpen.



3 The Settings dialog will appear. The available Settings options are as below:

Default page size

Criteria for fitting a document to the screen

Screen size

Document scroll style

Document scroll direction

Content creation area

Using dual touch board

Using E-paper

Paper Size

A4

▼

Fit to Where

Width

▼

Screen Size

A4 Hor Screen

▼

Scroll Style

By Page

▼

Scroll Direction

Vertical

▼

Annotation Visibility

Visible

▼

Toolbar Visibility

Toolpad+MainTo

▼

Note Library Folder

C:\Users\240\Documents\HandiBooks\iBooks\HiClass

Contents Folder

C:\Users\240\Documents\HandiPDF\HiClass\iContents\

Base Dongle

Pen 1

Pen 2

Pen 3

Pen 4

Pen 5

Pen 6

Restore Default

Save Conf.

Quit

Language

English

▼

Usage Of SmartPaper

Seperate

▼

Printing Opacity

50%

▼

Rendering Quality

Standard

▼

Check Annotation using Ink

Disabled

▼

Use InkTool Sticker

Disabled

▼

Print InkTool Sticker

Disabled

▼

Screen Recording Area

Full Screen

▼

Language in use

e-paper printing

Transparency of prints

Clarity of document screen

Operate pen or maker object

E-paper sticker

Area for screen recording

Default contents folder

Default image book folder

Designate color for each digital pen group



Most of the options are operated as fixed values with specified defaults. It is recommended that users who do not use the complicated PC environment use the default settings.



Without using the DualTouch board, which supports hand touch and pen touch at the same time, [DualTouch Devices] will not work.



When printing with printers, such as ink jet printer and color laser printer, care must be taken with adjustment of printing opacity. If printing is too strong, this may have negative impact on recognition rates of digital pen.



To play a video, an audio, or other content with digital pen on e-paper (or smart paper), “Check Annotation using Ink” must be enabled.



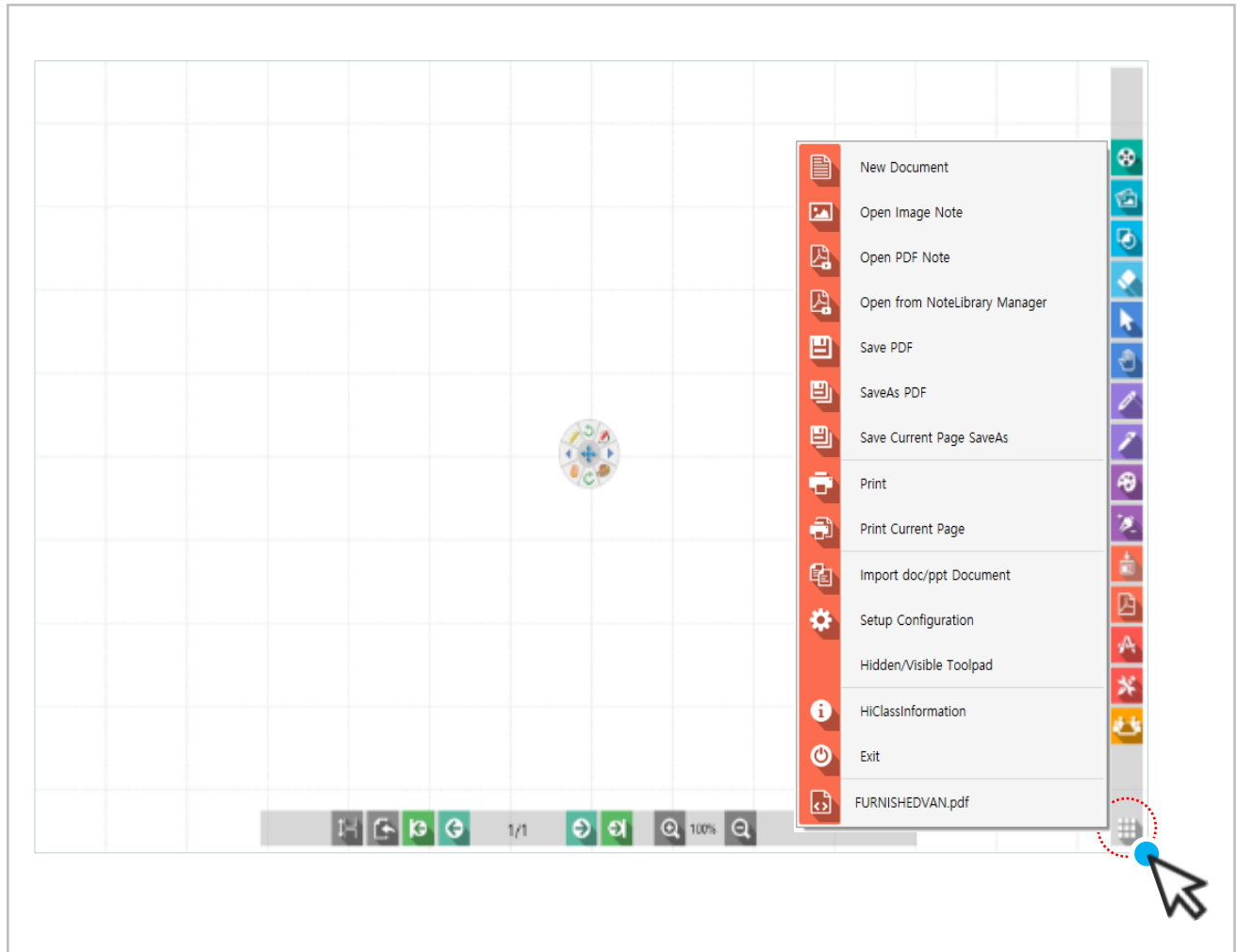
To print e-paper stickers on pre-printed e-paper, [ePaper InkTool Sticker] must be [Enabled].



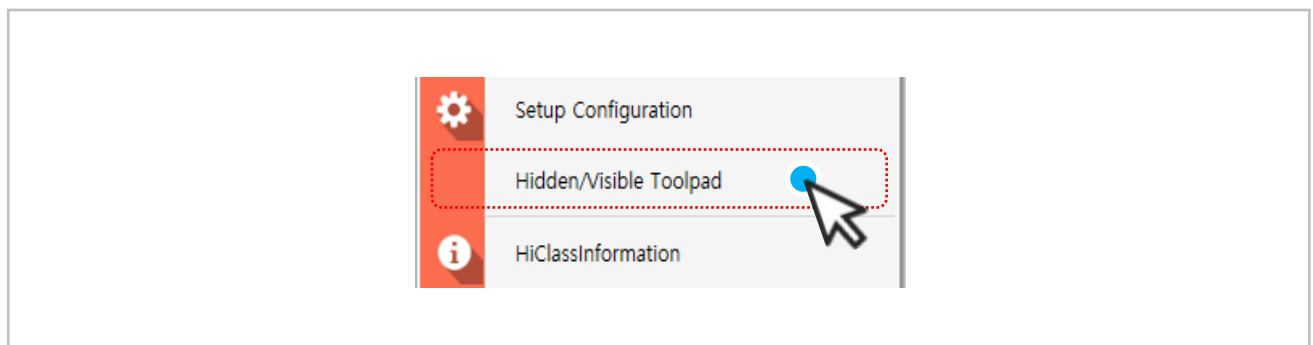
Hidden/Visible Toolpad

This function enables the user to hide or show the round tool pad in the center of the screen when running HiClass3D.

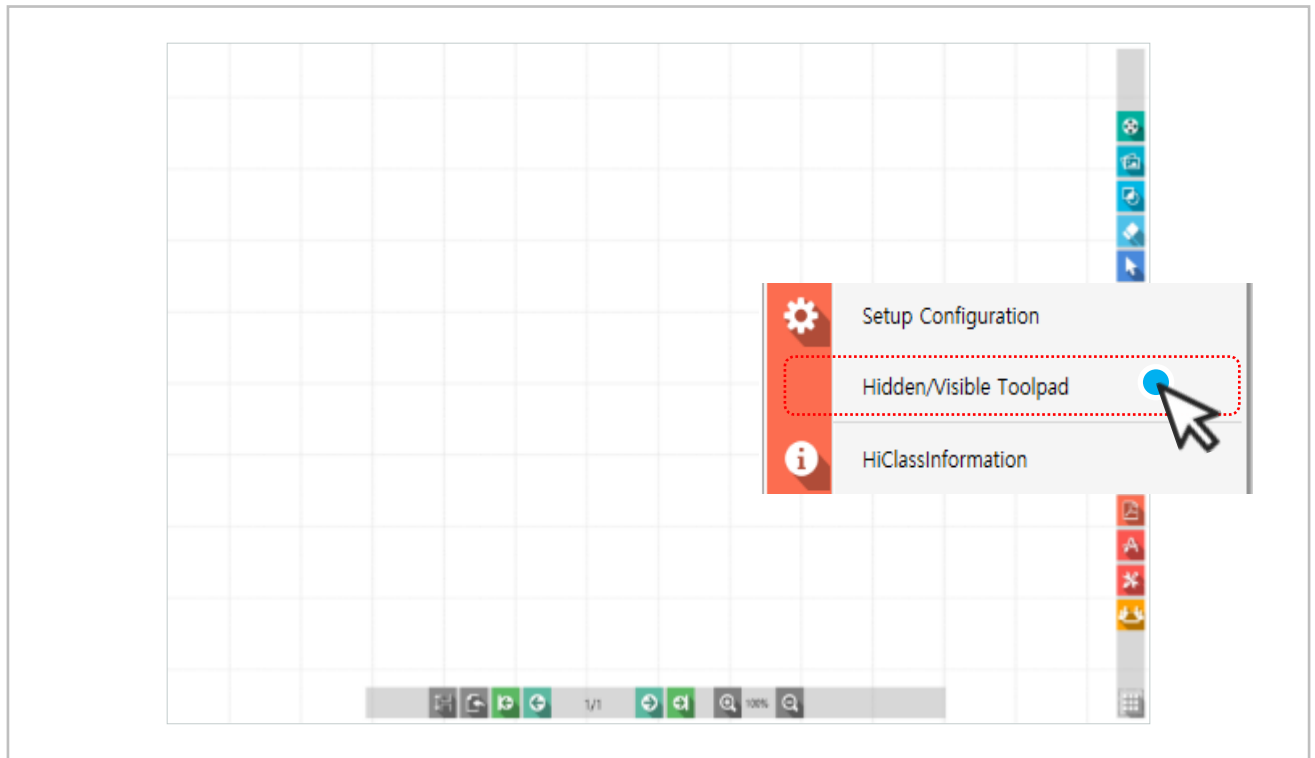
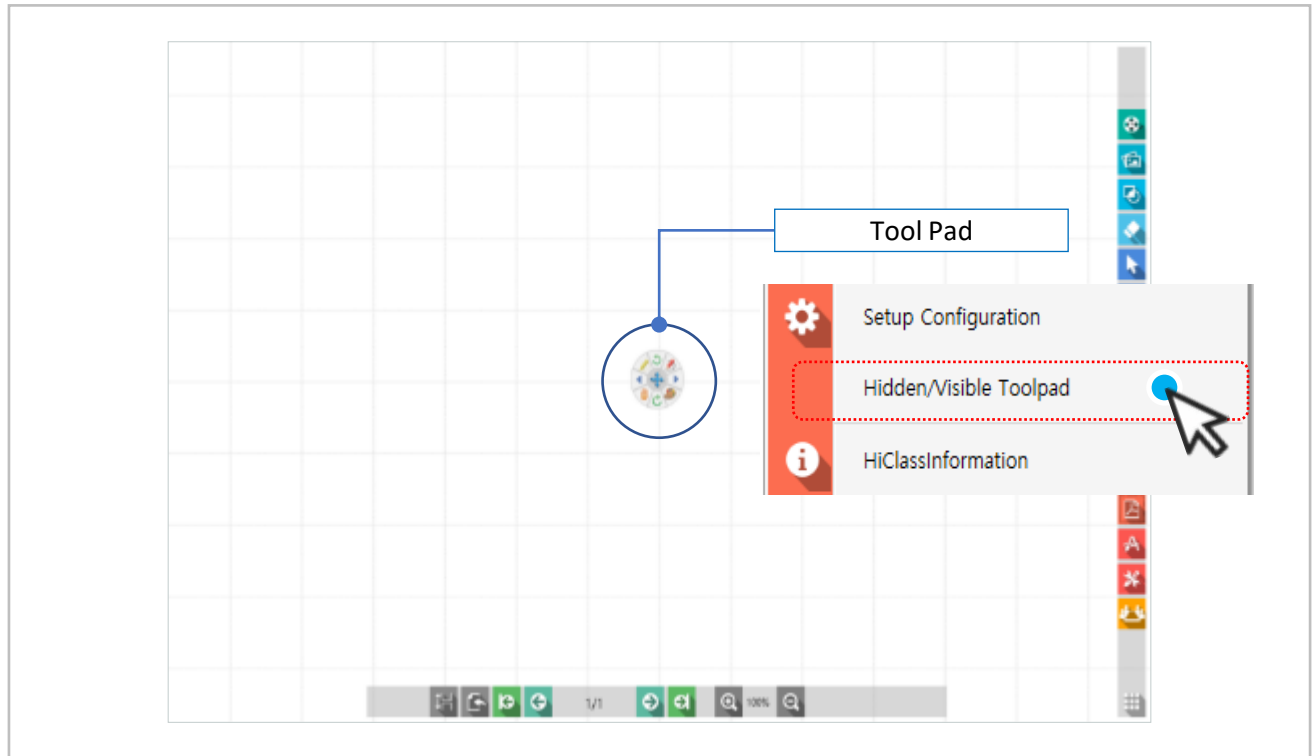
- 1 Click the [Master Menu] button with a mouse or Smartpen.



- 2 When the additional menu opens, click the [Hidden/Visible Toolpad] menu with a mouse or Smartpen.



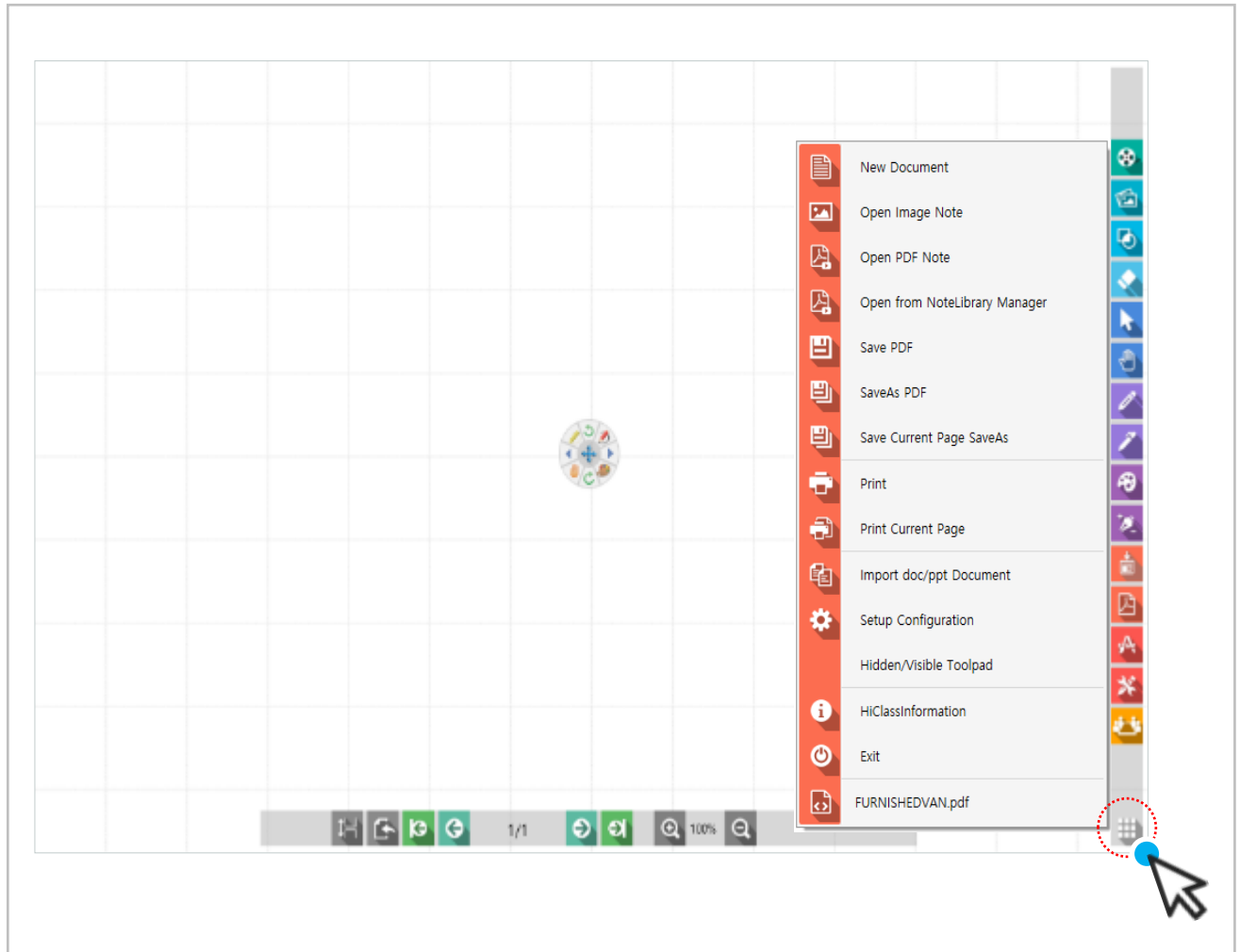
3 Click the [Hidden/Visible Toolpad] menu with a mouse or Smartpen to show or hide the tool pad.



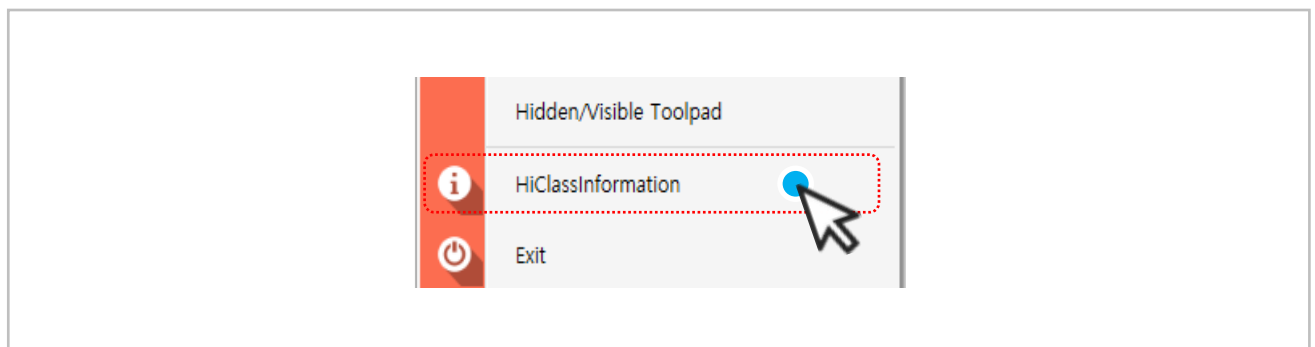
HiClass3D Information

This option displays information about HiClass3D or enables input of product number.

1 Click the [Master Menu] button with a mouse or Smartpen.



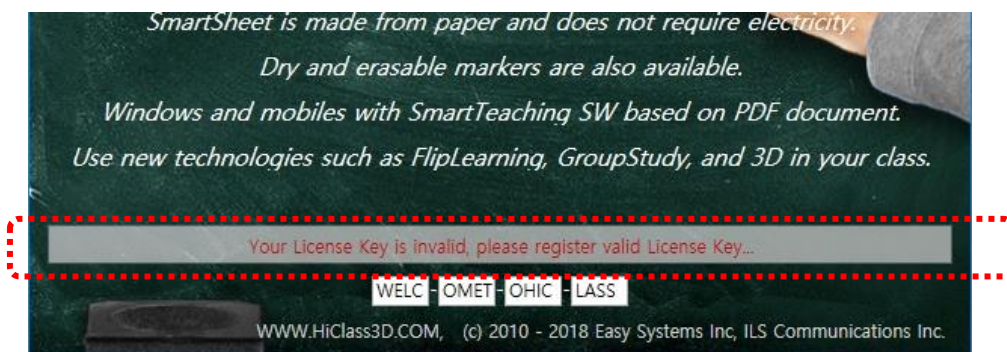
2 When the additional menu opens, click the [HiClass3D Information] menu with a mouse or Smartpen.



- 3 The information window will appear. Enter the product number in the field at the bottom and the official full version will be activated.

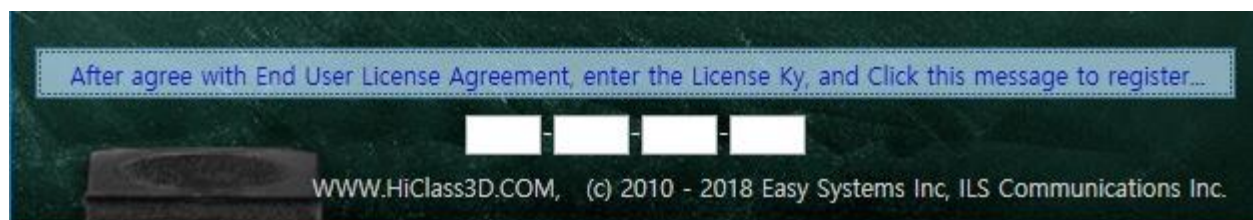


- 4 Click the red square box with mouse or Smartpen.



5 When the entry box is enabled, enter the product number you have purchased.

After entering your product number, click on the sign with a mouse or Smartpen once more and the product will be registered as official full version.



An unregistered version can be used **only during a period of 10 days after installation** for testing purposes.



HiClass3D Product Information

Although this product can be used on regular PC computers, the use of a laptop computer is recommended to ensure that the user can use certain functions conveniently.

The product can be used in larger variety of ways if used with a Smart Board (e-board), Smart Pen (digital pen), and Smart Paper (pattern paper) that are sold separately.

For more information about this product, visit the following websites:

On any of the following websites, you will find variety of content for download.

- www.easy.co.kr : Easy Systems Inc. Homepage
- www.HiClass3D.com : HiClass3D product Homepage

Android/iOS version will be released in 2018.

The product version will be continuously updated to provide even better product.

HiClass3D Product Inquiry

For any inquiries about the product, please write to the following email address and we will respond to your request with care:

- Seong-Yong KIM sykim@easy.co.kr

For domestic and foreign sales or business inquiries, please write to the following email address and we will respond to your request with care:

- Chang-Hee CHO changhee.cho@penlab.co.kr



www.easy.co.kr

Easy Systems Inc.
C-13F Woorim Lions Valley Gasan-dong
Geumcheon-gu Seoul Korea
Tel : 82-2-3484-4800, Fax : 82-2-2026-3999

Issued on 2018.6.22. (Latest Build No : 6.0)

The brands and product names of the respective companies mentioned in this user's manual are not related to this product and all rights are reserved by the company..

