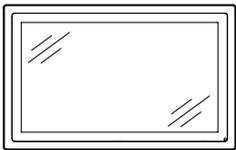


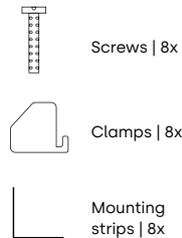
Getting started

To get started, unpack the box and verify if the following contents have been included.

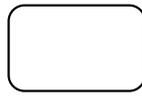
A. Touchscreen



B. Mounting Kit



C. Sealing ring



D. Remote



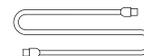
E. Power adaptor



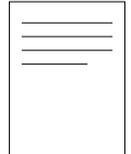
F. USB-C to USB-C
(Video, audio, touch)



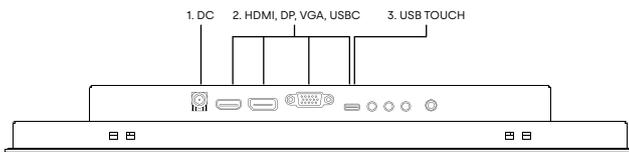
G. USB-C to USB-A
(Touch only)



H. Quickstart



Connecting the hardware

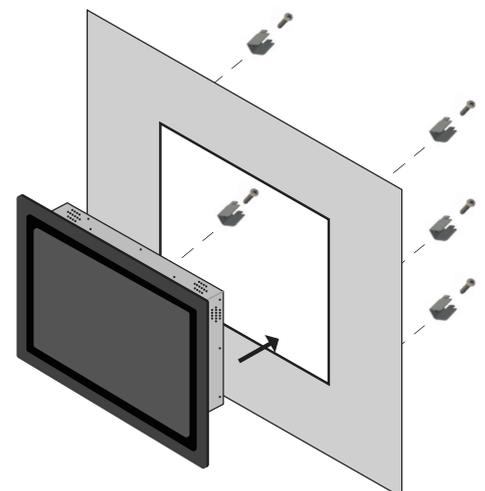


1. Plug the power adaptor into the 5.5mm DC port located at the rear of the display. Please note that the power adaptor is necessary, even when utilizing the USB-C connection.
2. Select your preferred video cable (HDMI, DisplayPort, VGA, or USB-C) and connect it to the corresponding ports on the source and the monitor.
3. If you are using USB-C for video in step 2, you can proceed to step 4. Otherwise, connect the preferred USB-touch cable (USB-C to USB-A or USB-C to USB-C) to the USB-C touch port.
4. Switch on the device that will provide the video signal.
5. Power on the touchscreen. It will automatically recognize the connected video input, switch to the appropriate input channel, and display the signal transmitted by the source.
6. Calibrate the touch functionality by following the steps provided on the other side of this guide.

Mounting options

Integration and mounting

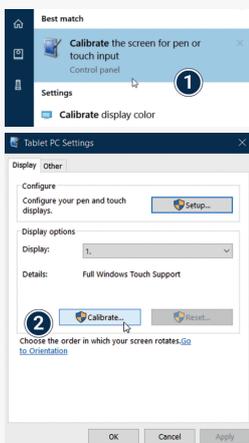
1. (Optional) Place the sealing ring around the casing of the display if you wish to integrate the display while maintaining the IP65 rating.
2. Position the display in the designated cut-out area, ensuring that the edges of the display align perfectly with the cut-out edges. Take note not to make the cut-out too small or too large and consider the thickness limitation.
3. Securely attach the mounting strips to the display.
4. Slide the clamps into the designated holes on the mounting strips.
5. Tighten the screws securely on each clamp to ensure a stable fit.
6. Repeat steps 3 to 5 a total of 8 times, using all 8 mounting strips, clamps, and screws to complete the secure installation.



Touchscreen calibration

Beetronics touchscreens all use the same touch controller. They operate on a plug-and-play basis with most operating systems. However, depending on the specific operating system and setup, calibration might be necessary. Please find your operating system listed below and follow the associated steps to finalize the touch calibration, ensuring optimal performance.

| Operating systems | Windows  | macOS  | Linux  | BrightSign® | ChromeOS  |
|-------------------|---|---|---|---------------------------|--|
| Touch mode | Multitouch | Multitouch | Multitouch | Multitouch | Multitouch |
| Requirements | Windows 8 or higher | Catalina or higher | All Linux distributions | All BrightsignOS versions | All ChromeOS versions |
| Drivers | Plug & Play | Driver required | Depending on distribution | Plug & Play | Plug & Play |



Windows: Beetronics displays offer plug-and-play touch functionality with Windows operating systems. To calibrate touch behaviour, access the tablet settings within the Windows OS. When using multiple displays simultaneously, touch calibration is required for optimal performance.

1. Open the Windows **Control Panel** and select **Hardware and Sound**. Open the **Tablet PC Settings** section and select **Calibrate the screen for pen or touch input**. Alternatively, you can hit the **Windows key**, type calibrate and select **Calibrate the screen for pen or touch input**.
2. Click "**Calibrate**" and follow the on-screen **Calibration wizard**.



macOS: To use a Beetronics touchscreen with a macOS device, you first need to install the UPDD driver.

1. Download the UPDD driver from www.beetronics.com/download/macOSdriver.
2. Find and run the downloaded .dmg file. Follow the on-screen instructions. During the installation process, make sure to allow the installation of the extensions when prompted by the macOS system.
3. Once you've completed the on-screen installation wizard, restart your Mac device to complete the installation and begin using your touchscreen.

Linux: Beetronics touchscreens must be calibrated with universal third-party PCAP drivers depending on the Linux distribution used. Various commonly used Linux distributions have integrated PCAP drivers by default however and will recognize the touchscreen automatically.

User manual

- Scan this QR code for quick access to the complete user manual
- Scannen Sie diesen QR-Code, um das Benutzerhandbuch anzusehen
- Escanee este código QR para acceder al manual
- Scannez ce QR code pour accéder au manuel
- Scansioni questo codice QR per accedere al manuale
- Scan de QR code om de handleiding te openen
- Zeskanuj kod QR, aby uzyskać dostęp do instrukcji obsługi
- Skanna QR-koden för att få tillgång till manualen



Alternatively, you can access the complete user manual using this link:
<http://www.beetronics.com/high-brightness-qs>