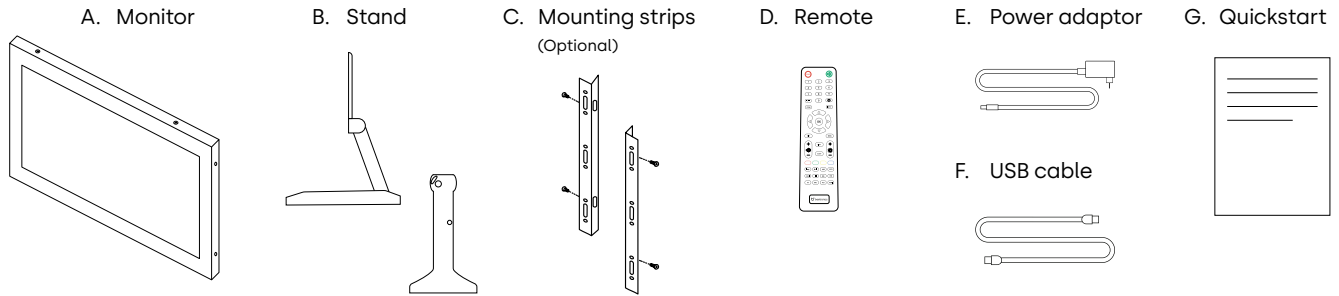
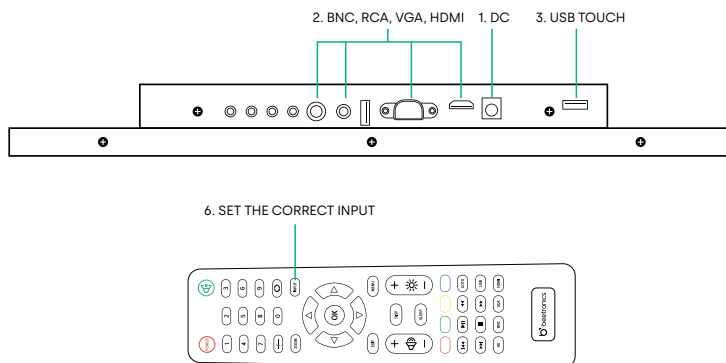


Getting started

To get started with your Beetronics monitor, unpack the monitor and check if the following contents have been included. The package content varies per display.



Connecting the hardware

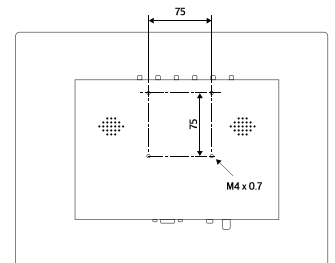


1. Firmly connect the power supply to the 5.5mm DC port at the back of the display.
2. Connect the preferred video cable (e.g. HDMI, VGA, RCA or BNC).
3. Connect the USB touch cable to the USB touch port.
4. Turn on the source providing the video signal.
5. Turn on the monitor.
6. Set the correct input channel using the INPUT button on the included remote control, or by using the AUTO button on the back of the display. Confirm your selection by clicking OK on the remote control or + on the operating buttons at the back of the display.

Mounting options

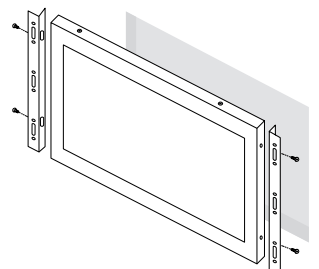
VESA | Desktop and wall mounting

Beetronics displays come ready to be used on a desktop with the included adjustable stand or gimbal bracket. The stand can be easily removed, allowing access to the 75mm or 100mm VESA connection at the back. The VESA size is the distance (in mm) between the screw holes on the back (horizontal + vertical). The VESA standard makes it possible to easily attach the display to an universal wall bracket or mounting arm.







INTEGRATION | Recessed and flush mounting

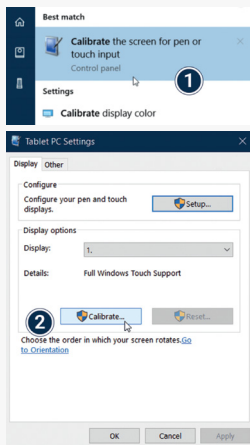
Metal casing Beetronics displays are suitable for recessed- and flush mounting. The displays do not require any ventilation when integrated and come with a pair of brackets that can be screwed into the side of the display.



Touchscreen calibration

Beetronics touchscreens work plug and play with most operating systems. Installing a driver or performing calibration is usually not required, as long as the monitor is used with a compatible operating system in its native resolution.

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 touchscreens work plug and play with Windows operating systems. The touch functionality can be configured and calibrated using the calibration tool in the Windows Control panel. The calibration must also be completed if multiple displays are connected simultaneously.

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 macOS, the UPDD driver must first be installed. The UPDD driver can be downloaded here:

www.beetronics.com/download/macOSdriver

After completing the download, run the .dmg file and follow the on-screen installation wizard. Make sure to allow the extensions to be installed when prompted by macOS during installation.

Linux: Beetronics touchscreens can 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 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:
<https://www.beetronics.com/touchscreen-qs>