User Guide

For Windows

(Application version 7)
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1. What is Bird?

Bird communicates directly with your devices and acts as their controlling device. It enables rich interaction with digital content and media as it is displayed on a screen, wall, table or any other surface. With Bird on your finger, you will now be able to control your content naturally and instinctively, from anywhere in the room, away from your PC.

This user guide will walk you through the different interaction methods that Bird supports; including touch, remote touch and gesture control.
## 2. Bird at a glance

<table>
<thead>
<tr>
<th>Indicator LEDs</th>
<th>When you put Bird on your finger, the LED lights on the upper-side of Bird will turn on. It indicates the battery status of Bird. (Full: all are lit. 1 light - Must charge immediately)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>When working with more than one Bird – the active Bird will have 2 indication LEDs on</td>
</tr>
<tr>
<td><strong>Glider</strong></td>
<td>When using remote touch, soft touch of the thumb on the curved area of the Glider will move the cursor, while gently pressing the Glider (half click) simulates mouse left click</td>
</tr>
<tr>
<td></td>
<td>The bottom of the Bird’s Glider is used when touching the display</td>
</tr>
<tr>
<td><strong>Touch Pad</strong></td>
<td>The Touch Pad is used for scrolling by swiping the thumb up, down, left or right on the touchpad surface.</td>
</tr>
<tr>
<td></td>
<td>Tap and hold the touch pad simulates right click on the mouse</td>
</tr>
<tr>
<td></td>
<td>Double tap the touch pad to open a virtual keyboard</td>
</tr>
<tr>
<td><strong>Home Button</strong></td>
<td>One click on the home button to Esc</td>
</tr>
<tr>
<td></td>
<td>Double click the home button to display open applications on a split screen (Win logo + tab)</td>
</tr>
<tr>
<td></td>
<td>Long press the home button to display the desktop</td>
</tr>
<tr>
<td></td>
<td>If Bird is not connected, click the home button for 5 seconds to connect it</td>
</tr>
<tr>
<td><strong>Laser pointer</strong></td>
<td>The Laser Pointer is used to highlight the place you are pointing at on the display area with a red laser beam.</td>
</tr>
<tr>
<td></td>
<td><em>The laser pointer is used only during the remote calibration process.</em></td>
</tr>
</tbody>
</table>
3. Accessories:

Charging cradle
Used to store Bird when not in use and to charge it. (The cradle does not have to be connected to a power outlet to charge Bird, however charging it is quicker when the cradle is indeed connected to a power outlet). It is recommended to charge Bird when it is not in use so it is ready to go at all times.

To begin charging Bird, connect the Cradle to any USB port (A USB cable is provided with the Bird package). Three (3) indication lights will turn to indicate that the Cradle is charging. Place Bird inside the cradle (the indication lights on top of Bird will turn on).

The indication lights on Bird will show you the status of the battery. Five (5) lights indicate Bird is fully charged. To check the status of the Cradle’s battery, click on the battery indicator button when the Cradle is not connected to a USB port.

Once Bird is fully charged, proceed to using it by putting it on your finger. The indication lights showing the battery status will flash for a moment when Bird has been placed correctly on your finger. One single indication light will remain on during the entire time Bird is in use on your finger.
**Base-unit**

Used to gather information from Bird, analyzing its location and providing interactive commands to the software or application you are controlling, the base unit communicates with the PC via Bluetooth, so you have to make sure your device supports BT connection.

### 4. Getting started

Before you start using Bird for the first time, you have to download the Bird's application from the following link: [https://www.muvinteractive.com/birdapp](https://www.muvinteractive.com/birdapp) and install it on your PC. Once the application is installed, you should connect the Bird's base unit to any 5V power source via USB. You will know that the Base unit is connected, by the 'Base unit button' at the top of the Bird application turning green.

(for detailed instructions about Bird's installation process, please read the installation guide).
Get ready to fly - wear the Bird on your index finger:

Insert your right-hand index finger delicately into Bird as per the drawing. Make sure that the tip of your finger sits comfortably against the Glider. Bird should feel comfortably snug around your finger.

The Bird's application and the Base-unit will automatically recognize that Bird is ready for use. You will know that your Bird is connected by seeing one of the circles next to the word 'Bird' turning green. (When you connect additional Birds, each Bird will get a different color)

Once you put Bird on your finger, it will connect automatically and be ready to work. When using each Bird for the first time you will see the following message: 'Bird T-xxxxx is trying to connect. Allow?'. Click 'Yes' to connect Bird. If your Bird doesn’t connect automatically click on the 'Home button' for a few seconds until you the connection request message.

* When Bird application is minimized, you will see the message at the lower right corner of your screen.
5. Key Interaction Methods

Bird enables you to interact with your content in various ways:

- **Remote Touch** is used to control content remotely (from hovering closely over the display area to standing 10m away from it)
- **Touchpad Swipe** is used for scrolling up, down, left and right
- **Advanced options** – Bird provides you with some preprogrammed commands to improve your interaction
- **Gestures** are used to control content using large hand movements
- **Touch** – is used for physically touching the display surface (Requires calibration)

*Gestures and swipe can be defined by the user to produce different desired actions*

a. Remote Touch (Basic mouse control)

Control content from any place in the room by pointing your index finger to the display area, while touching the Glider surface with your thumb.

- **Pinch** - Gently touch the glider with your thumb and point the front of Bird to aim the cursor to any desired spot on the screen
- **Click** - Half press your thumb against the glider to select an object*
- **Double click** to activate applications
- **Click and hold** to move an object (or paint, annotate, write etc.)

**TIP:** You should not apply force as you press your thumb on the glider.
A soft touch will work much better because a full click may cause your hand’s location to slightly move.
b. **Swipe / Tap (Using the touch pad)**

Bird’s touch pad can be used for scrolling and navigating. Gently move your thumb over the touch pad and swipe it in the direction you wish (Up/Down/Left/Right).

You may also customize swiping to produce different desired actions. The customization is set specifically for each software application you control with Bird. Please read Appendix 4 for further explanation about this feature.

- **Swipe up/down**: Move your thumb up/down on the touchpad to scroll (if applicable in the application)
- **Swipe left/right**: Move your thumb left/right on the touch pad to simulates clicking the left/right arrows of the keyboard
  This action is preconfigured in 2 applications: In web browsers – it moves between open tabs; In power point it moves to the next/previous slide
c. Advanced options

Bird provides you with some preprogrammed commands to improve your interaction:

- **Tap and hold**: Tap and hold the touchpad – to present options related to what you’re doing
  Similar to right-clicking with a mouse
- **Tap twice**: Tap the touchpad twice to open a virtual keyboard

![Virtual Keyboard](image)

- **Click the home button**: Click the home button once to exit an application
  Similar to the Esc key on the keyboard
- **Press and hold the home button**: Press the home button for two seconds to display the desktop
  Similar to Win logo (⊞) + D on your keyboard
- **Double click the home button**: Display all open applications
  Similar to pressing Win logo (⊞) + tab on your keyboard
- **Swipe the touchpad left/right** to toggle between open applications
- **Tap** the touchpad down to select an application
d. **Touch**

Bird’s touch functionality turns any surface into a touch screen. With Bird on your finger you can **annotate** on the display, **paint** on it, **drag and drop** objects, **click** on objects and perform precise and gentle actions on the big screen.

In order to use touch with Bird, you should make sure that the base unit faces your display and it is connected to a fixed power source. Then activate the red laser frame by Touching the bottom part of the Base Unit. The exact point you should touch is indicated by the Bird logo.

After setting up the best unit and setting up you “touch area” click “Activate Touch” in the Bird application.
Touch Calibration

Before you start using touch you need to setup the area you wish to touch with Bird. Clicking 'Activate Touch' in the Bird application will automatically start a short calibration process to help the Base unit study the boundaries of the interactive area:

a) A full-size window will appear on the projected area. Follow the instructions.
b) Approach the projected area and click on each one of the 4 red dots in the order that they appear.
   * You should touch the display by pressing the curved part of the glider against the display surface.

![Touch Calibration Image]

If you move your base unit or if your touch is not precise, repeat this process from Settings -> calibration -> touch calibration -> Calibrate touch

Using Touch

Bird’s touch functionality turns any surface into a touch screen. With Bird on your finger you can annotate on the projected surface, paint on it, drag and drop objects, click on objects and perform precise and gentle actions on the big screen.

To use touch with Bird, press the Glider against the display surface as shown in the drawing below.

- Touch to select objects
- Double tap to activate applications
- Touch and drag to move objects (or paint, annotate, write etc.)
e. Gestures

Using the Gestures feature of Bird will give you the ultimate freedom of movement when delivering your message in front of presented visual content.

Currently the system supports 4 hand gestures – Waving your hand up, down, left and right.

When performing gestures, you need to swing the palm of your hand to the desired direction, while bending your wrist inwards.

**TIP:** To switch between positions: Relax your arm at your side for a few seconds. You can then proceed to your next desired gesture choice

**Activate Gestures:**
Open the Bird application and go to: Settings -> Gestures -> Enable gestures

**Set up gestures sensitivity:**
→ Click on **Settings** at the bottom of the application → Select **Gestures sensitivity** → Move the slider next to each gesture to set up its' sensitivity

You may deactivate one or more of the gestures and keep only the gestures you need activated

**TIP:** To practice gestures, go to Gestures sensitivity and look at Detected gestures to see whether your gestures were recognized. If the system does not recognize your gestures, try slower movements.
6. Working with multiple Birds

The Bird system takes social interaction to a whole new level, by allowing up to 5 users to interact with the same content.

Connect a new Bird
To connect a new Bird to the system, simply put it on your finger. You see the following message: 'Bird xxxxx tries to connect. Allow'. Click on 'Yes' to connect Bird. If Bird doesn’t connect automatically, press the home button for a few second, until you see the connection request message.

Manage connected Birds
To view and manage your connected Birds, click ‘Bird’ on the status bar. This will open the Birds menu. From the menu, you will be able to see the status of each Bird’s battery and the strength of its’ signal. You will also be able to disconnect a Bird.
Please note that the system supports up to 5 Birds, if a 6th Bird attempts to connect, you will be asked to disconnect one of the Birds.

Lock Bird
At any moment you can disengage Birds, so no other user will be able to control the content until the disabled Birds are reactivated. This feature is designed to ensure that when the user who’s controlling the session, does not want other users to interfere with the content, he will not have to keep his Bird constantly active to avoid interruptions.
To lock your Bird, click the lock icon on the status bar.
Bird application supports 2 multi Bird methods:

**Single Cursor**

Single cursor is the default mode of the Bird system. This mode allows up to 5 users to remotely interact with the same application, one at a time.

Every user with Bird on her finger can control the content from anywhere in the room. When one user is controlling the application, other users can not interfere. Once the user stops using Bird, another user can start using Bird and take control over the session.

Each Bird’s cursor has a different color. This allows users to easily identify who is currently controlling the session.

**Multi Cursor**

Multi cursor allows up to 3 users to remotely interact with the same application simultaneously.

When working in Multi cursor mode, you will see multiple cursors on the display (from 1 to 3, depending on the number of active users) and the users can all control the content at the same time. This mode is suitable for multi-users applications, such as: multiplayer games, brainstorming applications, engineering planning programs, and more.

To activate Multi Cursor mode, go to: Birds menu -> Multi Cursor

Please note that in Multi cursor mode the cursor’s shape changes to a “hand” -> 🧠
7. Bird Application

The Bird application is your control panel for Bird, from activating predefined applications such as controlling drones or IoT devices to personalizing the sensitivity of the gestures. At the top of the application, you will always see the status bar which indicates whether the base-unit and Bird are connected and as well as the battery status of Bird.

a. Status bar (The status bar stays fixed on the top of the application)

| Base unit | * When the 'Base unit button' is green it indicates that the Base unit is connected  
* When the 'Base unit button' is red it indicates that the Base unit is disconnected  
* **When the base unit is disconnected, click on the 'Base unit button' to open the Base unit connection page**  |
|---|---|
| Birds | * Each connected Bird is presented on the status bar with its' own color  
* A colored circle represents the active Bird at the moment  
* An empty circle represents connected Birds that are not active at the moment  
* The red battery icon indicates that a Bird has low battery  |
|  | * Click this icon to lock/unlock the active Bird. When Bird is locked, no other Bird can control the content  |
|  | * The signal icon shows the quality of the Bird’s system communication (in percentages).  |
|  | * When the battery of a certain Bird is running low, a red battery icon will appear above the Bird  |
| Minimize icon | * Click on the ‘X’ icon to minimize the Bird application.  |
b. **Home page**

![Home page image](image)

### Activating touch

In order to use touch with Bird, you should click the 'Activate touch' button. A short video will open up explaining the simple process of adding touch functionality to your Bird system. Once touch functionality is added, there is no need to repeat this process unless you move the Base unit or choose to work on another surface.

### Order another Bird

Click on 'Order another Bird' to go to the 'Get Bird' page in our website. From this page you can order another Bird or a full system.
c. **Base unit connection**

Click 'Base unit button' to open the Base unit connection page.

<table>
<thead>
<tr>
<th>Base unit connection</th>
</tr>
</thead>
<tbody>
<tr>
<td>* When there is only one Base unit in the area, the system will recognize it and connect automatically.</td>
</tr>
<tr>
<td>* When the system recognizes more than one Base unit, it will present the list of available Base units and ask you to select a Base unit.</td>
</tr>
<tr>
<td>* Click the 'base unit button' if the system does not connect to a Base unit and then click 'Connect'.</td>
</tr>
<tr>
<td>* If you wish to connect to a different Base unit, click 'Disconnect' and then 'Connect' to view the list of available Base units</td>
</tr>
</tbody>
</table>
d. **Bird connection**

Click 'Birds' on the status bar to open the Birds connection page.

![Bird connection interface](image)

### Bird connection

- On the first time, you put on your finger, you will see the following message: 'Bird xxxxx tries to connect'. Allow?'. Click on 'Yes' to connect the Bird. (The ID number of Bird can be found on the sticker on the Bird's glider). If you do not see this message, click on the 'Home' button for 5 seconds until the message appears.
- From now on, Bird will connect automatically once you place it on your finger.

On the Bird connection page, you can view and manage every connected Bird, including those that are not on a user’s finger.

### Connected Birds menu

- In the 'Connected Birds menu', you can view the battery status and signal strength of your connected Birds.
- Click on the Disconnect button to disconnect Bird.

### Multi Cursor

- To Enable/Disable 'Multi cursor mode', click the 'Multi Cursor' switch button.
e. **Settings**

In Settings you can set advanced options for optimizing the use of Bird and customizing it to your own specific preferences. To open the settings menu, click the settings icon at the bottom of the application.
f. Calibration

**Touch Calibration**

- Click 'Calibrate Touch' when your touch is not precise (The cursor is not synced with the position of your touch).
- Click the 'Show field of view' button to activate a laser grid that will show you the boundaries of the area you will be able to interact with.

**Surface Calibration**

- Surface calibration is required when working in 'Touch mode' with capacitive surfaces, such as: TV screens, computer monitors, Interactive whiteboards, etc.
### Bird active area

- After activating touch, the shape inside this area represents the interactive area of Bird. When you point Bird to the interactive area, you should see a dot inside the frame.
- If more than one Bird is used at the same time, you should see more dots in different colors – each of the dot represents a Bird.
- 'Noise Cancelation' is required when you see more dots than the number of active Bird.
  - Click **'Start'** to identify the spots you wish the Base unit to ignore (this means that those points will not be active for interaction with Bird)
  - Click **'Clear'** to remove the spots that the system recognized

### Bird Calibration

Bird calibration process is required when the cursor moves on its own when using 'Remote Touch'. In most cases the Bird system will identify this problem and automatically present a message advising to calibrate Bird.

### Reset to Default

Click the **'Reset'** button to restore Bird settings to the default settings of the Bird settings.
- Please note that once you click the 'Reset' button, the calibration data will be deleted and you will need to repeat the calibration process.
g. **Gestures**

Enable gestures

To Enable/Disable Gestures, click the 'Enable Gestures' switch button

Gestures sensitivity

* Personalize the sensitivity of your gestures when using Bird. Slide the gestures sensitivity to the left to reduce sensitivity or to the right to increase sensitivity.
* Click on the 'V' sign next to each specific gesture to activate/deactivate it.

Detected gesture

When you perform gestures using Bird, the gesture will be detected and the type of gesture you perform (left/right/up/down) will be displayed next to the words **Detected gestures**
h. General Settings

Set the sensitivity the following parameters:

- **Cursor - Movements** of the cursor when using 'Remote touch'
- **Scroll** – Scrolling when using the 'Touchpad'

Radio Frequency

- When the Bird system recognizes low RF reception it will present a message requesting to perform Radio Frequency scanning. Once the process starts, the system scans several RF channels and chooses the best one for its’ location.
- If you wish to cancel automatic scanning of RF channels (and not seeing this message), turn off 'Auto Scan'.
- Click 'Run Manual Scan' to start a scanning process, if you experience problems with Bird performance

Please note that low RF signal will reduce Bird’s performance
### Personalization

Click ‘Personalization’ to customize different methods of interaction of Bird for different applications.

#### Step 1 – Select application

After clicking ‘Personalization’ a pop-up window will appear listing all the applications found on your personal computer. Select the application for which you wish to customize the methods of interaction. Applications that already have preset interaction methods, will have the Bird logo next to them.

#### Step 2 – Set interaction

To customize an interactive method, click ‘Select application event’ to the right of your chosen method. A dropdown menu will then appear with a list of options. If you cannot find the option you wish to set the method to, simply select 'Map a key.'
* Please read Appendix 2 for further explanation about Bird personalization.

j. About

* Check the ID and version number of each one of the Bird system components
* When the 'Show update notifications' box is ticked, Bird will present a message, when a new version is available online.
k. Support

**Video Tutorials**

Bird’s video tutorials start automatically during the installation process, providing you with straightforward explanation about the installation and operation of Bird.

At any time, you can watch the videos again from the support section.

**Link to quick guides**

Click ‘Installation guide’ / ‘User guide’ to download Bird’s quick guides.

**Go to our website**

Click ‘Go to our website’ to open MUV Interactive’s website.

**Contact us**

Click on ‘Contact us’ to go to our support form on our website. Your inquiry will be directed to our customer support team.
I. Apps

Bird recommended applications

- Quick access to games that have been tested for easy use with Bird.
  - Click ‘Get’ to download the game (The games are downloaded from ‘Windows store’)
  - Click ‘Play’ to open the game and start playing

*Apps are only supported on Windows 10*
Appendix 1: Personalize Bird

Introduction

The 'Personalize Bird' function enables you to customize different methods of interaction of Bird for different applications. You can either set a specific event (for example right click on the mouse) or a sequence of events (for example, Ctrl+S and then Ctrl+N).

1. To personalize Bird go to: **Settings -> Personalization**

2. A pop-up window will appear listing all the applications (apps) found on your personal computer. Select the application for which you wish to customize the methods of interaction. [Note: An application that has a Bird logo next to it on the right will already have pre-set interaction methods. These methods can still be modified to your specifications.]
3. Once you select the app you wish to customize a method for, you will see a window listing all the interactive methods. To customize an interactive method, click 'Select application event' to the right of your chosen method. A dropdown menu will then appear with a list of options. If you cannot find the option you wish to set the method to, simply select 'Map a key.'

For example, if you select the PowerPoint app, you can choose the interaction method you wish to define for a specific action (such as selecting the gesture 'Wave Left'). Following this, select a method from the provided list or, to customize your own sequence for an interaction method, click on 'Map a key.'

Choose the “Clear” option on the dropdown menu to revert to default.
4. If you select the option 'Map a key,' choose any key on the keyboard or even more than one key (for example: 'Ctrl+S') to designate it to an interaction method and click on 'activate.'

5. You also have the option of choosing a sequence of events if you wish to have more than one sequence for a method. Simply click on 'Add a key' to set the next action.

6. To cancel a sequence, select the chosen sequence and click 'Clear.'

7. Click on 'Apply' to keep a chosen sequence and continue to the next interaction method.
Appendix 2: Pre-programmed gestures for PowerPoint

- **Move to the next slide** - Bring your palm to the right and swing to the left while bending your wrist inwards.

- **Move to the previous slide** - Bring your palm to the left and swing to the right while bending your wrist inwards.

- **Open the presentation in a "slide show" mode** - Extend your hand down and slowly bring up the palm of your hand while bending your wrist inwards.

- **Change the presentation from a "slide show" mode to "Normal" view** - Open up your palm and slowly bring your wrist down.
Appendix 3: Troubleshooting

This troubleshooting appendix includes basic instructions to help you fix some common issues on the Bird system. Most issues can be fixed by following the steps below.

1. **I am trying to interact with Bird, but none of the interaction methods seems to be working.**
   a. Open the Bird application. Look at the status bar, make sure that the Base Unit and Bird are connected.
      If the base unit is not connected, click the 'Base unit' button on the top of the application and then click 'Connect.'
   b. If you click the 'Connect' button and no Base unit is found, make sure the Base unit is connected correctly to a power source. To verify, press the Laser Activation button on the Base unit and verify that the grid laser turns on.
   c. If Bird doesn’t connect automatically when you put it on your finger, click the home button for a few seconds, until you see a connection message.
2. **Bird is not working smoothly (When I try to move the cursor, it seems to get stuck and when using touch, the result is angular and edgy)**

- Make sure your RF signal is stable and strong:
  Open the Bird application and check the strength of your Bird signal on the application’s status bar

- If the signal is low (under 85%)
  - Go to: Settings -> General Settings
  - Make sure the Radio Frequency 'Auto Scan' button is 'On'
  - Click 'Run manual scan'

- If you scanned RF channels and the signal is still low, try to stand closer to the Base unit.

*Please note that in an environment where many devices use RF communication, you may experience performance problems due to radio wave interference. For example, Exhibition, gadgets retail store, etc.*
3. When I touched the wall (table, etc.) the cursor is not aligned with the position where I am touching.

Repeat Touch Calibration:

- Open the Bird application and go to: Settings -> Calibration -> Touch Calibration
- Click 'Start Touch Calibration'
- Follow the instructions on the pop up screen
4. When I touched a surface and the drawing is fragmented and disrupted

Preform Surface Calibration:

- Open the Bird application and go to: **Settings -> Calibration -> Surface Calibration**
- Click ‘**Start Surface Calibration**’
- Follow the instructions on the pop up screen
5. When I try to connect to the base unit, I get a message that 'Bluetooth radio is not present on this PC or is disabled.'

Follow the instructions to turn on Bluetooth on your PC (For Windows 10)

   a. Go to Settings by selecting the Start button, and then select Settings.

   b. Tap or click PC and devices and verify you have Bluetooth. If you do not see Bluetooth, please skip ahead to #5.

   c. Select Bluetooth and turn Bluetooth on.

6. When I click 'Connect' in the Base unit tab, the application does not find any base unit.

The Bird system is working with Bluetooth devices that support Bluetooth 2.1 and above. If you have an earlier version on your laptop/PC, you should get a Bluetooth dongle that supports Bluetooth 2.1 and follow the instructions.  

*Please note that you should connect the Bluetooth dongle to your PC only after you complete the next following steps:*

   a. Press the Windows button ( ) + R.

* The following Bluetooth dongle was tested successfully: Dynamode Bluetooth 4.0 Smart Ready Low Energy USB Adapter – BT-USB-M5

Available for purchase at:

- [http://www.ebay.com/sch/i.html?_from=R40&_trksid=p2050601.m570.li313.TR0.TRC0.0.Xbt-usb-m5.TR50&_nkw=bt-usb-m5&_sacat=0](http://www.ebay.com/sch/i.html?_from=R40&_trksid=p2050601.m570.li313.TR0.TRC0.0.Xbt-usb-m5.TR50&_nkw=bt-usb-m5&_sacat=0)
b. In the popup window on the text box type `devmgmt.msc` and then click OK.

![Image of devmgmt.msc]

```
C: Type the name of a program, folder, document, or Internet resource, and Windows will open it for you.
```

```
OK Cancel Browse...
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c. In the Device Manager Dialog window, open the Bluetooth "arrow." You should see one Bluetooth device (except for the Microsoft devices which you should ignore). If there is more than one, make sure that there is no BT dongle connected.

d. Disable the computer's Bluetooth device (make sure none are from Microsoft).

![Image of Device Manager]

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e. Plug in the BT dongle (version 2.1 and above) and verify that the new BT device appears in the device manager.

![Image of Device Manager with BT device]

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f. Go back to the Bird application -> Click **Base unit** -> **Connect**
Safety Information

⚠️ This symbol identifies safety and health messages in the Product Guide and other product manuals.
Read this guide for important safety and health information that apply to the Bird system that you have purchased.

⚠️ Warning:
Failure to properly set up, use, and care for this product can increase the risk of serious injury, or damage to the device or devices.
Read this guide and keep all printed guides for future reference.

⚠️ Important Safety Information Battery-Powered Devices
The Bird and the cradle devices use rechargeable batteries. Improper use of batteries may result in battery fluid leakage, overheating, or explosion. Released battery fluid is corrosive and may be toxic. It can cause skin and eye burns, and is harmful if swallowed.

To reduce the risk of injury:
• Do not heat, open, puncture, mutilate, or dispose of batteries in fire.
• Do not allow metal objects to touch the cradle's 3 charging pins on the device; they can become hot and cause burns.
• Do not attempt to replace the batteries on any of the Bird units as they are rechargeable. If there is to be any replacement, please contact MUV Interactive. CAUTION – Risk of explosive if battery is replaced by an incorrect type.

Health Warning
Use of Bird or other electronic input devices may be linked to serious injuries or disorders.
When using Bird, as with many activities, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. However, if you experience symptoms such as persistent or recurring discomfort, pain, throbbing, aching, tingling, numbness, burning sensation, or stiffness, DO NOT IGNORE THESE WARNING SIGNS. PROMPTLY SEE A QUALIFIED HEALTH PROFESSIONAL, even if symptoms occur when you are not working at your Bird. Symptoms like these can be associated with painful and sometimes permanently disabling injuries or disorders of the nerves, muscles, tendons, or other parts of the body. These musculoskeletal disorders (MSDs) include carpal tunnel syndrome, tendonitis, tenosynovitis, and other conditions.

Do Not Attempt Repairs
Do not attempt to take apart, open, service, or modify the hardware devices. Doing so could present the risk of electric shock or other hazard. Any evidence of any attempt to open and/or modify the device, including any peeling, puncturing, or removal of any of the labels, will void the Limited Warranty.
**Choking Hazard**
This device may contain small parts which may be a choking hazard to children under 3. Keep small parts away from children.

**Usage and Cleaning**
Use in accordance with these instructions:
- Do not use near any heat sources
- Only use attachments/accessories specified by MUV Interactive.
- Clean only with dry cloth.
- Do not allow this product to become wet. To reduce the risk of fire or shock, do not expose this product to rain or other types of moisture.

**Adhesive Mounting**
Bird's components may use adhesive tape to mount components in your workspace. DO NOT mount on antiques, heirlooms, or other valuable or irreplaceable items. After mounting, removing the adhesive may damage the cosmetic coating and/or leave an adhesive residue.

**Laser and LED Specifications**
Use caution with controls or adjustments or performance of procedures other than those specified herein as this may result in hazardous radiation exposure.

**Laser**
This device complies with International Standard IEC 60825-1:2007-03 for a Class 1 laser product. This device also complies with 21 CFR 1040.10 and 1040.11 except for deviations pursuant to Laser Notice No. 50, dated June 24, 2007.

**LEDs**
This product has been evaluated to comply with International Standard (IEC 60825-1:2001-08) and IEC 62471 (2006-07).
This product uses LEDs that are considered Class 1 (IEC 60825-1:2001-08).
Regulatory Information
Not intended for use in machinery, medical or industrial applications.
Any changes or modifications not expressly approved by MUV Interactive could void the user’s authority to operate this device.

No serviceable parts included.

This device is rated as a commercial product for operation at +15°C (+41°F) to +40°C (+104°F).

Operation is subject to the following two conditions:
(1) This device may not cause interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

To comply with RF exposure requirements, the following operating configurations must be satisfied: the antenna has been installed by the manufacturer and no changes can be made.
FCC Radio frequency interference statement

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

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

MUV Interactive Ltd. is not responsible for any radio or communication interference caused by using other than specified or recommended cables and battery or by unauthorized changes or modifications to this equipment. Changes or modifications not expressly approved by the manufacturer could void the user’s authority to operate the equipment.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and
2. This device must accept any interference received, including interference that may cause undesired operation.