



# RevNote

## USER MANUAL

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## 1. Software Introduction

EasiNote is a piece of touchscreen-based interactive whiteboard software that is independently developed by Guangzhou Shirui Electronics Co., Ltd. The software applies to the teaching based on an intelligent panel and provides whiteboard functions like writing, erasing, commenting, drawing, and roaming. Moreover, superior interactive teaching and demonstration experience is achieved based on the interactive multimedia function of the intelligent panel, such as subject-specific tools and multimedia demonstration.

## 2. Installation Description

### 2.1 Operating Environment

#### Software

- Windows 10/7
- Net Framework 4.0 or later
- Microsoft Media Player 10.0 or later
- Flash Player 10 or later
- Microsoft Office 2007 or later

#### Hardware

- CPU: i5
- Memory: 4G
- Hard Disk: 128G
- Resolution: 1920\*1080

### 2.2 Installing the Software

Double-click the installation package to decompress it. After decompression, the installation wizard is displayed. See Figure 2-2-1.



Figure 2-2-1 Installation wizard

Click **Custom**. The interface for setting the installation path is displayed. See Figure

2-2-2.

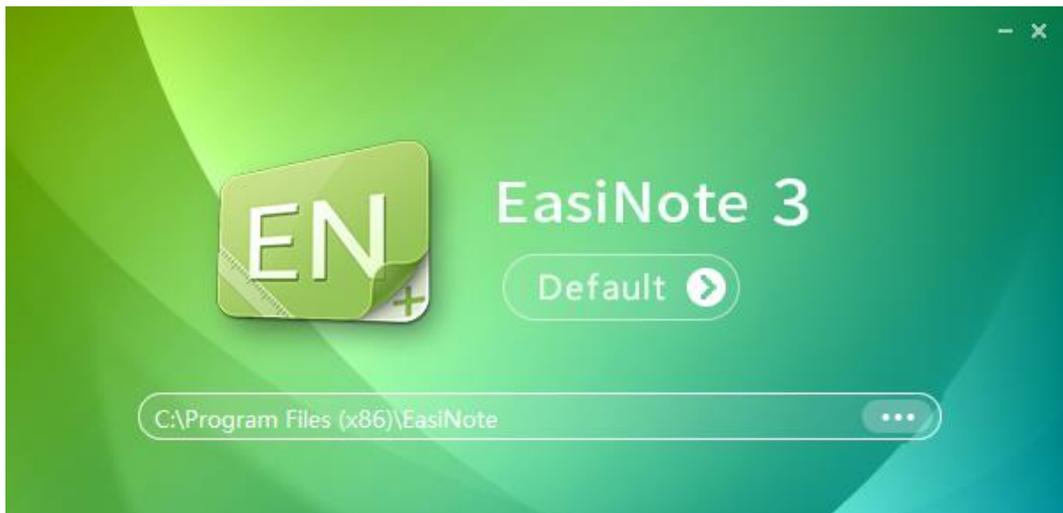


Figure 2-2-2 Setting the installation path

Click **Install**. The installation interface is displayed. See Figure 2-2-3. During installation, you can play a picture matching game based on the software icons on the installation interface. This can help you get familiar with the icons in advance.

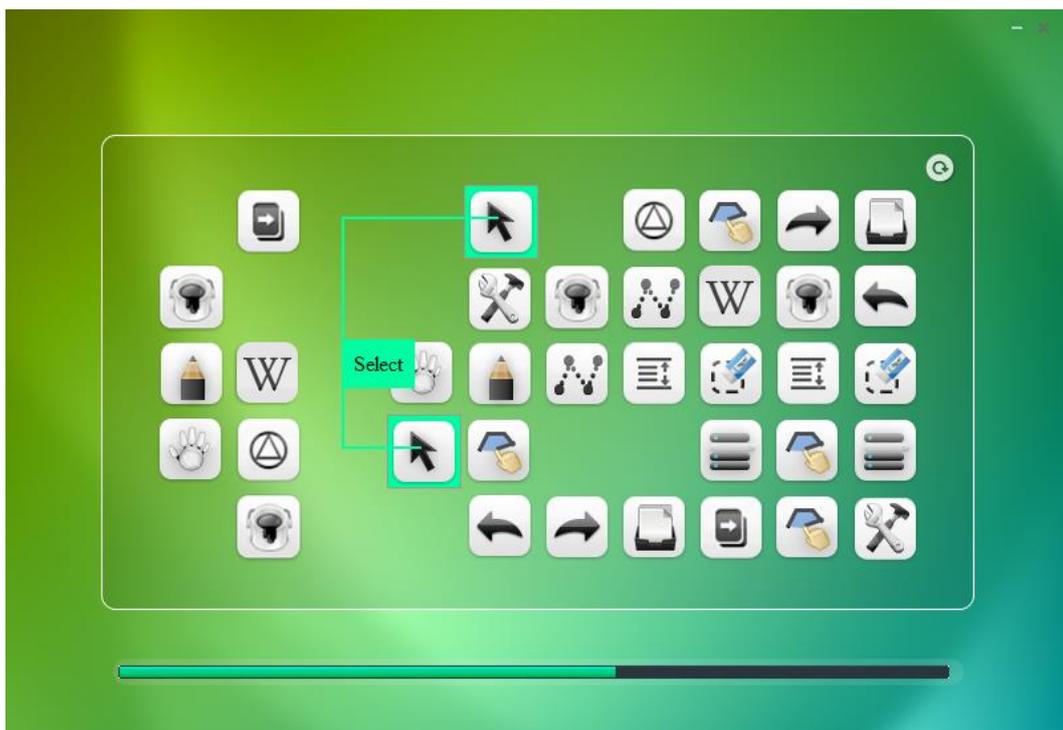


Figure 2-2-3 Installation progress

After EasiNote is installed, the installation completion interface is displayed. See Figure 2-2-4. Click **Experience now**. The installation is completed.

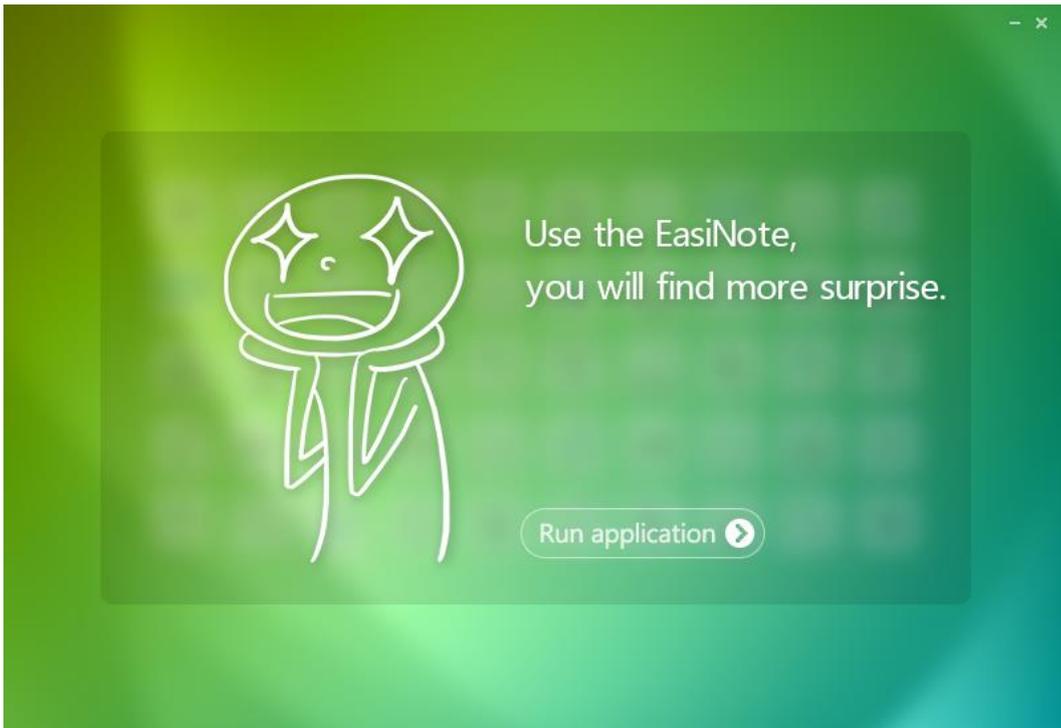


Figure 2-2-4 Installation completion

## 3 Usage Introduction

After EasiNote is installed, double-click  on the desktop or choose **Start > All Programs > EasiNote** to start the software.

Note: Multiple EasiNote programs can run concurrently.

### 3.1 Basic Functions

EasiNote supports multiple modes: lecture preparation, teaching, desktop, classic, and simplified. The basic functions in all modes are the same. The following takes the teaching mode as an example.

#### 3.1.1 Menu

Click  to display the drop-down menu shown in Figure 3-1-1. The following menu items are available: Login, File (selected by default), Import, Export, Print, Set, Help, Mode, and Exit.

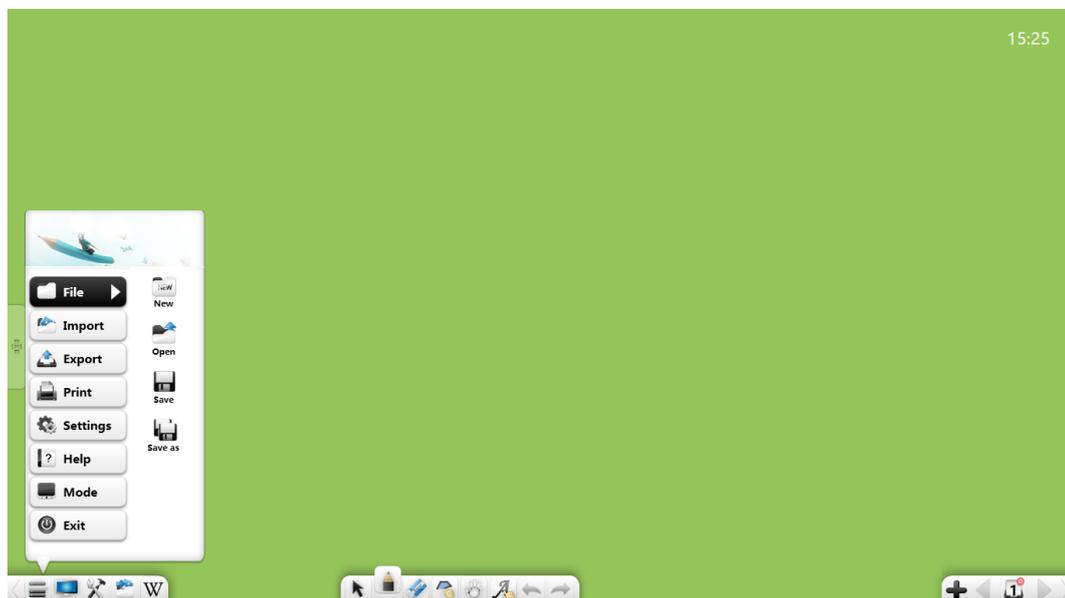


Figure 3-1-1 Start menu

##### 3.1.1.1 File

Click  to display a sub-menu where the items New, Open, Save, and Save As are

available.

New

Click  to create a blank document, which can contain multiple pages.

Open

Click  to open an \*.enb file, which is the default file format of the software.

Save

Click  to save the current document as an \*.enb file, which is default format of the software.

Save As

Click  to save the current document as an \*.enb file.

### 3.1.1.2 Import

Click  to display a sub-menu, where you can import files and texts to the current page, write texts, cut/paste, copy objects, and general materials. See Figure 3-1-1-2.

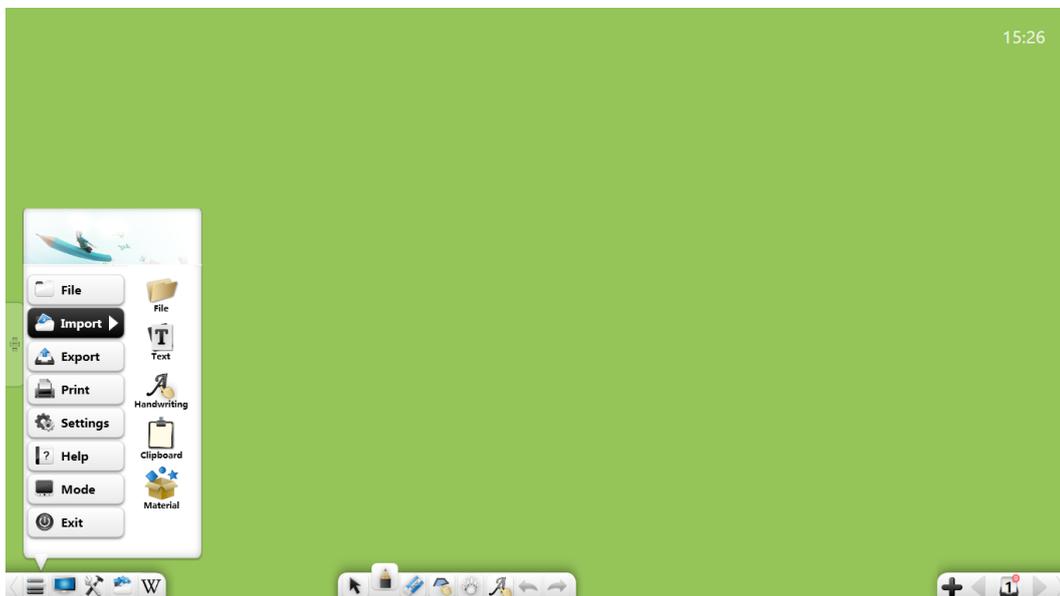


Figure 3-1-1-2 Importing objects

#### 3.1.1.2.1 File

Click  to display the file selection window. You can select an image, video, audio,

flash, PDF document, TXT document, Office document, or EasiNote courseware. In lecture preparation mode, you can drag images, videos, audios, flashes, and PDF, TXT, Office, or EasiNote files to the software interface.

#### File types

Image files: \*.bpm, \*.jpg, \*.jpeg, \*.png, \*.ico, \*.cur, and \*.gif.

Video files: \*.wmv, \*.avi, \*.mp4, \*.rmvb, \*.rm, \*.mov, \*.flv, \*.f4v, \*.asf, \*.mpg, \*.3gp, \*.mkv, \*.mpeg, \*.ts, and \*.vob.

Audio files: \*.wav, \*.wma, \*.mp3, and \*.mid.

Flashes: \*.swf.

PDF files: \*.pdf.

TXT files: \*.txt.

Office files: \*.doc, \*.docx, \*.xls, \*.xlsx, \*.ppt, and \*.pptx.

EasiNote files: \*.enb.

#### Import Office files

The progress of importing Office files, including Word, PPT, and Excel files, will be displayed. You can open a single Office file at a time. If you try to open another Office file, a prompt will be displayed, reminding that you cannot open another Office file. Imported Office files are opened in an Office template and you can perform operations like editing, adding/deleting comments, saving, and playing. Figure 3-1-1-2-1-1 shows a PPT file. Word and Excel files are similar. For details, see the description below.

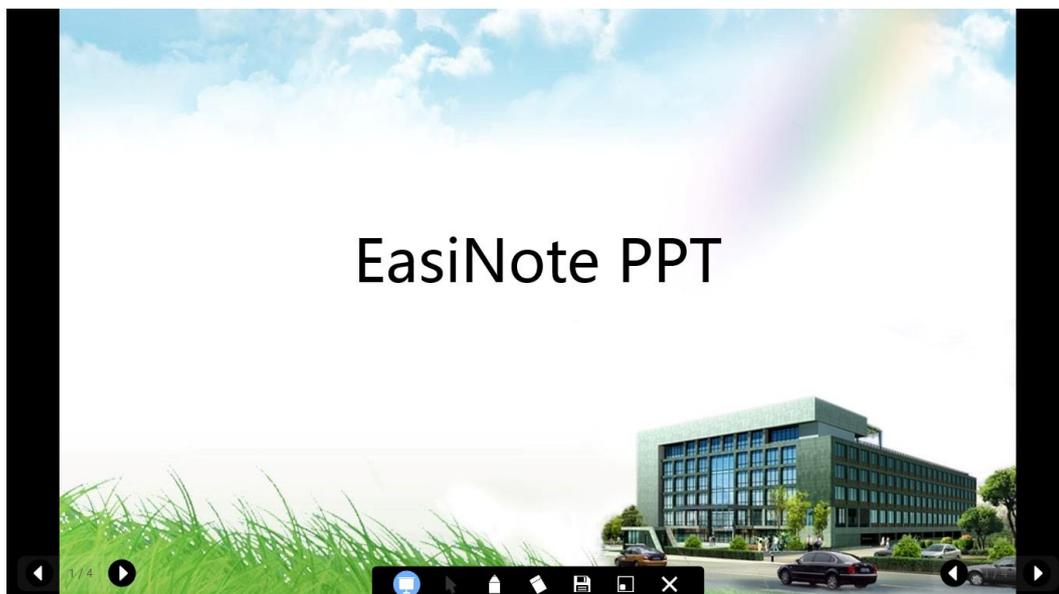


Figure 3-1-1-2-1-1 Imported PPT file in play mode

#### Import PPT files

You can import a PPT file in three modes: play mode, analysis mode, and picture mode. See Figure 3-1-1-2-1-2.

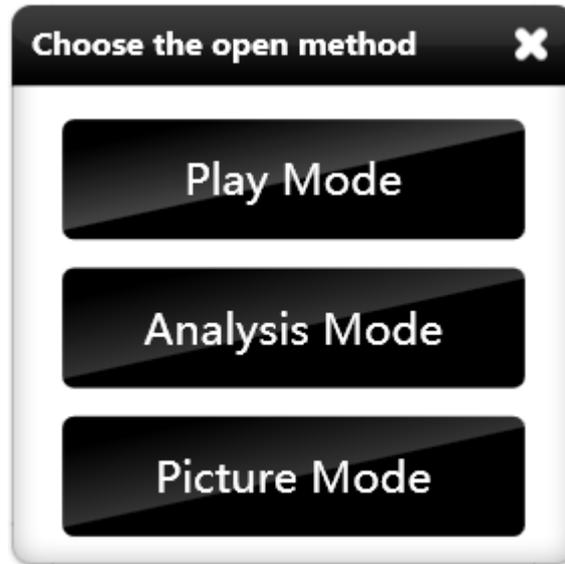


Figure 3-1-1-2-1-2 Selecting PPT import mode

### Play mode

Click a page number and the thumbnail is displayed. See Figure 3-1-1-2-1-3. Drag the thumbnail to the main interface and then the page is played.

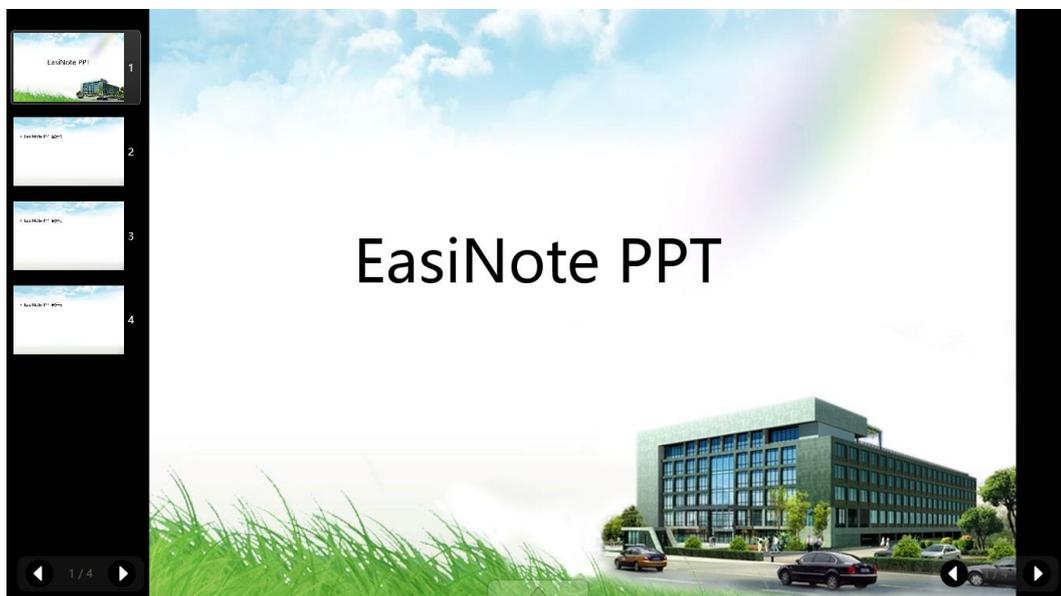


Figure 3-1-1-2-1-3 PPT thumbnail play mode

Click  to stop playing and replay the PPT file. By default, a PPT file is played from the first PPT page. After you stop playing the PPT file, you can edit it. This button is available only in play mode. After you import a PPT file in play mode, EasiNote automatically enters the play mode. In play mode, the toolbar is hidden, the navigation

buttons  and  are displayed on both sides, and the button at the bottom becomes lucent. You can click the mouse to operate videos, audios and hyperlinks only. You can switch to the previous or next page by click the navigation buttons or using gestures. The page switching buttons are unavailable in Word and Excel files.

Click  to enter play mode. This button is available only when the comment mode is enabled.

Click  to enable the comment mode. The default color is red. You can select colors as required. There are five colors.

Click  to enable the eraser for erasing comments.

Click  to save the edited or modified document and click the button again to save the document to the path where it is initially saved.

Click  to exit Office document mode. The document is displayed as a thumbnail on

the toolbar. Click  and the document thumbnail pops up. Click the document to access the Office document interface. See Figure 3-1-1-2-1-4.

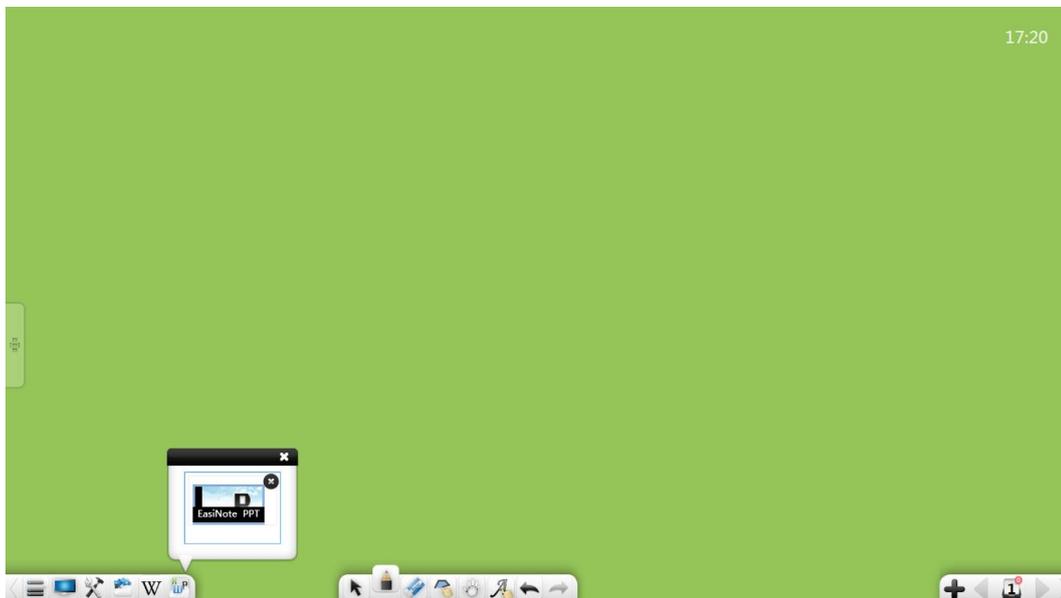


Figure 3-1-1-2-1-4 Office document thumbnail

Click  to exit PPT mode. Then the main interface of EasiNote is displayed. **Analysis mode.** After this mode is selected, the original PPT text will be independently

parsed and inserted into EasiNote. See Figure 3-1-1-2-1-5.

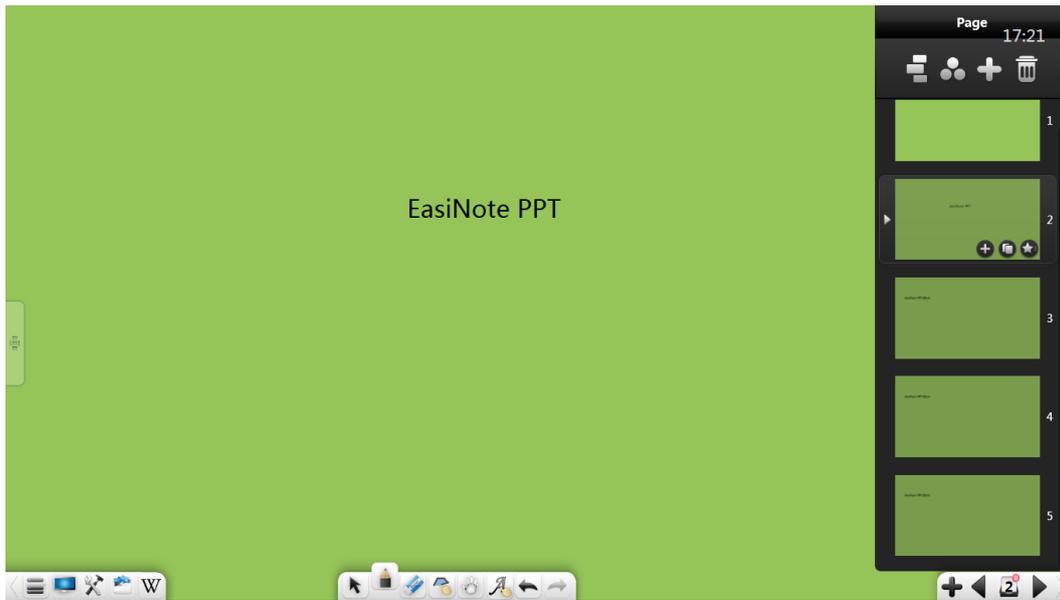


Figure 3-1-1-2-1-5 Analysis mode

**Picture mode.** After this mode is selected, the original PPT pages will be inserted into the software as pictures. See Figure 3-1-1-2-1-6.

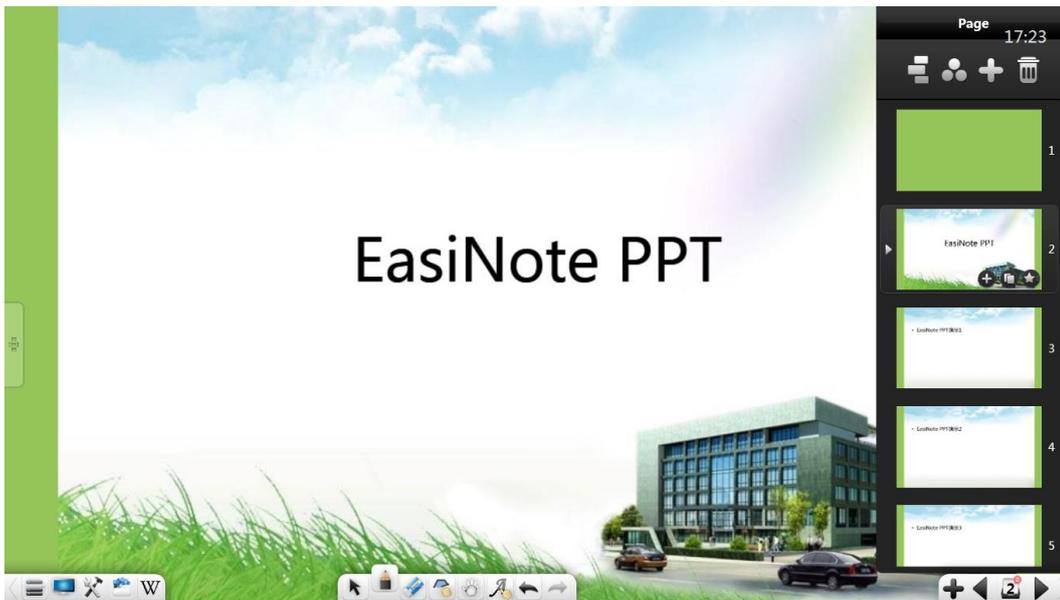


Figure 3-1-1-2-1-6 Picture mode

### 3.1.1.2.2 Text Editing

Click  to open the text editing box. Enter characters (through the keyboard on the toolbar or the keyboard of the PC). By default, the font is Microsoft Accor Black, the size is 48, and the color is black. See Figure 3-1-1-2-2-1.

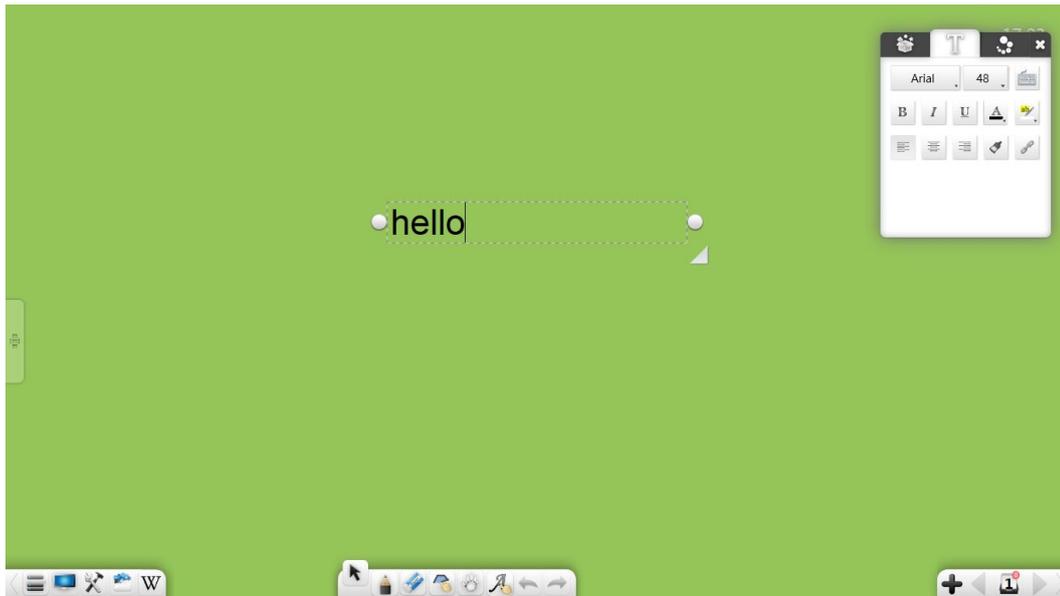


Figure 3-1-1-2-2-1 Text editing

Font: Click the font drop-down list and select a font.

Size: Click the size drop-down list and select a size, or manually enter a size. You can also change the size by zooming the object.

Keyboard input: Click  to display the keyboard for text input.

Boldface: Click  to set the current text in boldface and the button changes to . Click the button again to restore the original thickness.

Italic: Click  to set the current text in italic and the button changes to . Click the button again to restore the original text.

Underline: Click  to underline the current text and the button changes to . Click the button again to remove the underline.

Text color: Click  to display the color palette. You can set the color of the current text.

Background color: Click  to display the color palette. You can set the background color of the current text.

Align left: Click  to align the text on the right.

Align right: Click  to align the text on the left.

Align center: Click  to align the text centrally.

Format painter: Click  to start the format painter. Select a part of the text, click the format painter, and select another part of the text. Then the second part will be in the same format as the first part.

Website link: Select the text and click  to display the hyperlink editing window. You can add a hyperlink to a file, website, text information, page number, audio file, or toolbar. For details, see section 3.1.6.

**Note:** You need to select a part of text before setting it.

#### 3.1.1.2.3 Handwriting Recognition

Click  to enable the handwriting recognition function and a quill-pen is displayed. After writing on the page, the handwriting is automatically recognized and displayed on the page. See Figure 3-1-1-2-3.



Figure 3-1-1-2-3 Handwriting recognition

#### 3.1.1.2.4 Clipboard

Select an object and click  to copy/cut the selected object. During importing,

click  to paste the cut or copied object to the current page.

You can copy pictures or texts from other places and then paste them on the software interface. The pasted pictures are displayed in 300px. The pasted text is inserted from the

upper left corner by default and you can edit the text by using the text editor.

A copied/cut object can be pasted at any allowed position like Word and PPT files, or on the page of another opened program.

### 3.1.1.2.5 General Materials

Click  to access the general material editor. Click a material to insert it into the page. The text editing interface is automatically displayed. You can edit the text and use it as a sub-title. See Figure 3-1-1-2-5.

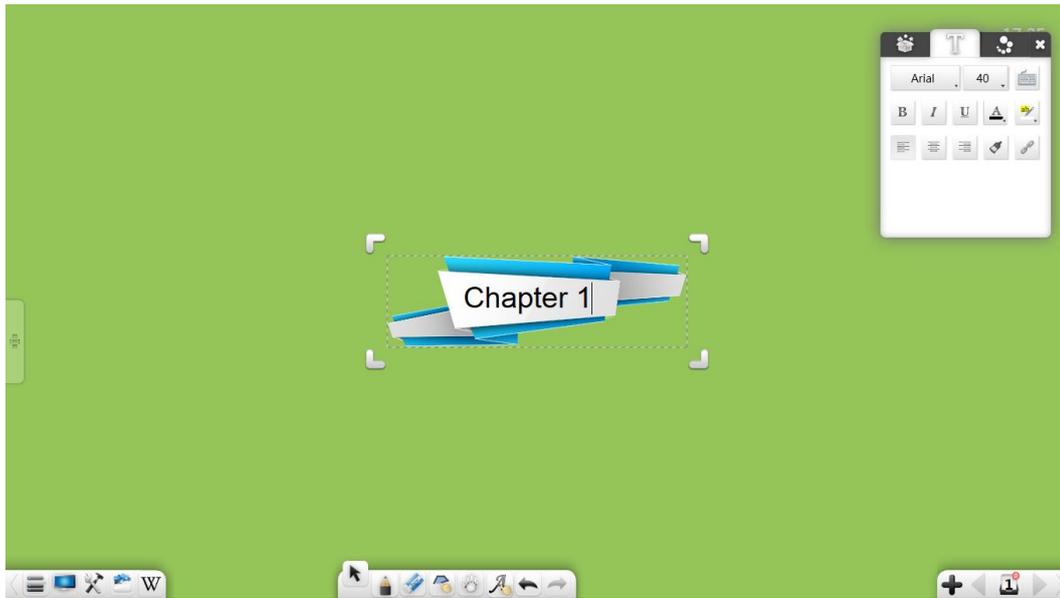


Figure 3-1-1-2-5 General material editing

### 3.1.1.3 Export

Click  to display a sub-menu. You can export the current file as a picture (\*.jpg), Word (\*.docx), PPT (\*.pptx), or PDF (\*.pdf) file.

### 3.1.1.4 Print

Click  to print the current file. The dialog box shown in Figure 3-1-1-4 is displayed. The interface may vary according to the operating system or printer model.

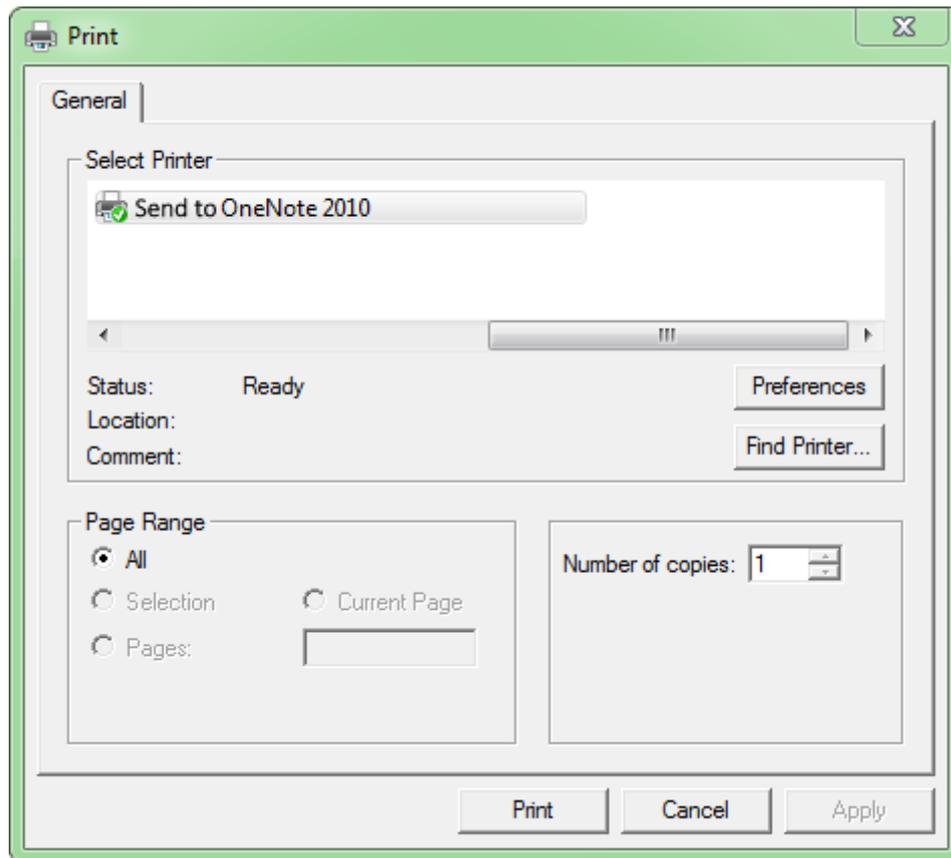


Figure 3-1-1-4 Printing setup

### 3.1.1.5 Setup



Click  to access the setup window. In the setup window, you can set the language, volume, speed, default text font and size, default drawing color, default fill color, page proportion, whether to rectify file exceptions, whether to enable automatic update, and whether to display text descriptions. See Figure 3-1-1-5-1. You can set the items as required. The settings take effect immediately.

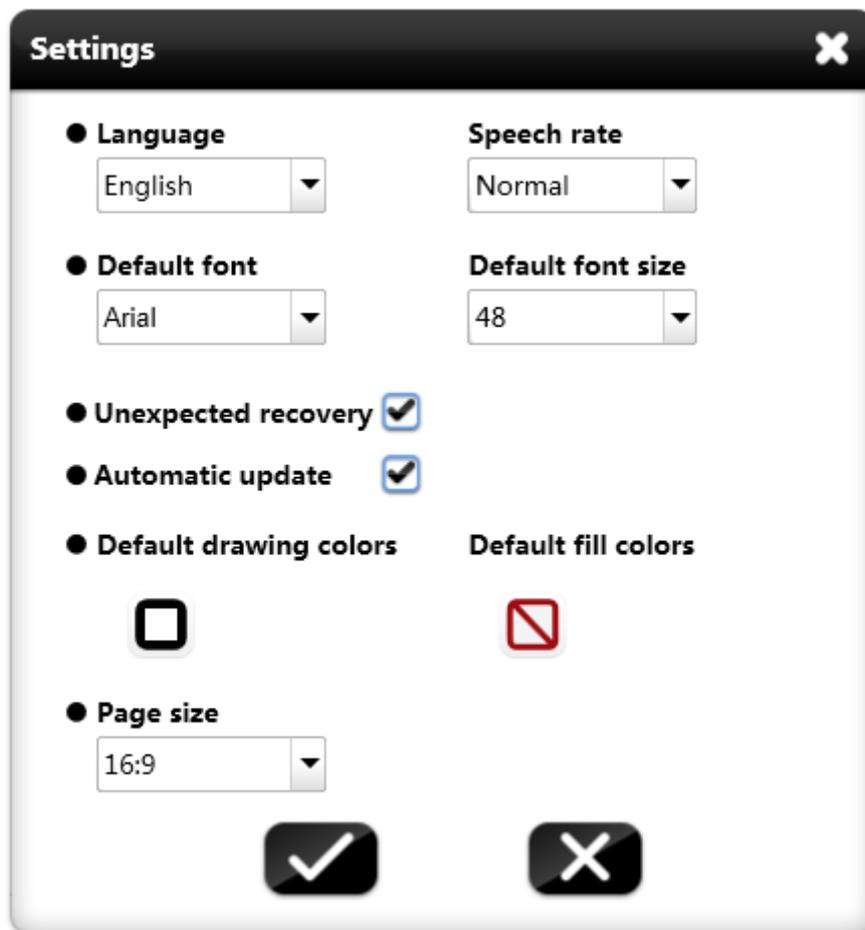


Figure 3-1-1-5-1 Setup interface

**Language:** Click the **Language** drop-down list and change the software language to Simplified Chinese or English. The language selected during software installation takes effect by default.

**Volume and speed:** Click the volume/speed drop-down list and change the reading speed to very slow, slow, normal, fast, or very fast. The default speed is normal. After a speed is selected, EasiNote will read using the selected language at the selected speed. If the selected language is not included in the library, EasiNote will read in English.

**Default font and size:** Click the default font drop-down list and select the default font and size for text editing. The default font is Song and the size is 48.

**Rectify File Exception:** If this item is selected, after the software is closed accidentally, you can choose whether to recover the accidentally closed files when you start the software again.

**Auto Update:** If this item is selected, automatic update is enabled for EasiNote. That is, if a later version is available, an update prompt window is displayed automatically when you start EasiNote. You can update the software as required.

**Button Name:** If this item is selected, the button names are displayed. If this item is not

selected, the button names are displayed only when the pointer is moved to them.

Default drawing color: Click  to display the window for selecting a drawing color. You can set the default color of the handwriting, line, and graph frame. The default color is black. There are totally 12 colors. A dropper is provided. You can select any color on the page or the color picker. See Figure 3-1-1-5-2.



Figure 3-1-1-5-2 Selecting the default drawing color

Default fill color: Click  to display the window for selecting a fill color. You can set the default fill color of graph frames. There are totally 12 colors. A dropper is provided. You can select any color on the page or the color palette. See Figure 3-1-1-5-3.

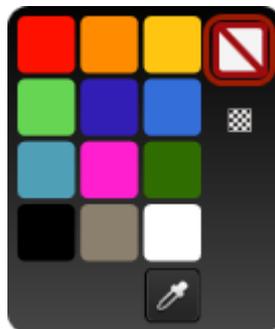


Figure 3-1-1-5-3 selecting the default fill color

Page Proportion: Click the **Page Proportion** drop-down list and you can select the proportion of 16:9, 16:10 or 4:3. You can choose the page proportion switching mode. Three modes are available: Uniform, Uniform to fill, and Fill. See Figure 3-1-1-5-4.

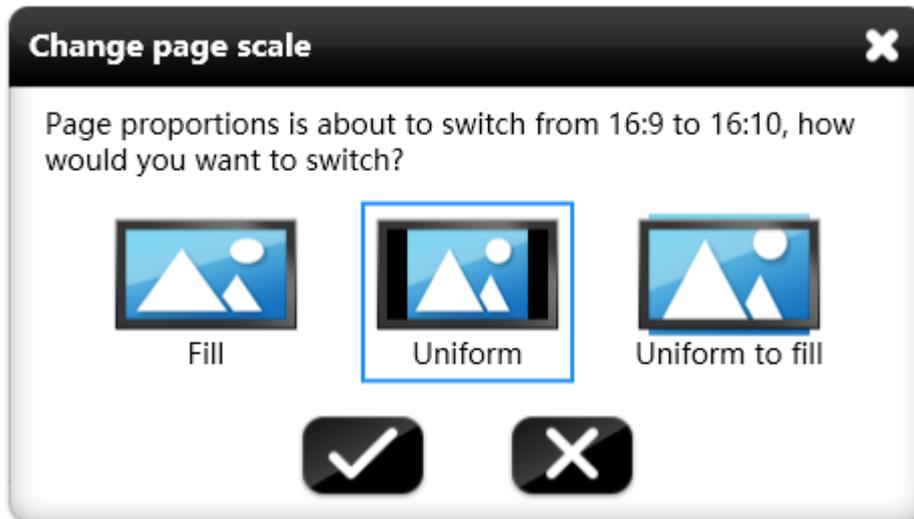


Figure 3-1-1-5-4 Page proportion switching

### 3.1.1.6 Help

Click  to display a sub-menu, where the items Usage Description, Activate/Deactivate, Update, About, and Contact Us are available.

#### 3.1.1.6.1 Usage Description

Click  to display the user guide to the software. You can operate the software by referring to the user guide.

#### 3.1.1.6.2 Activate

Click  to activate the software.

Note:

Part of the software functions are unavailable when the software is not activated.

Not activated

If the software has never been activated, it will pop up activate input box. In the displayed text box, enter the serial number and click . See Figure 3-1-1-6-2-1.

Click  to cancel the activation operation and return to the software interface. (Note: The software needs to be activated online.)

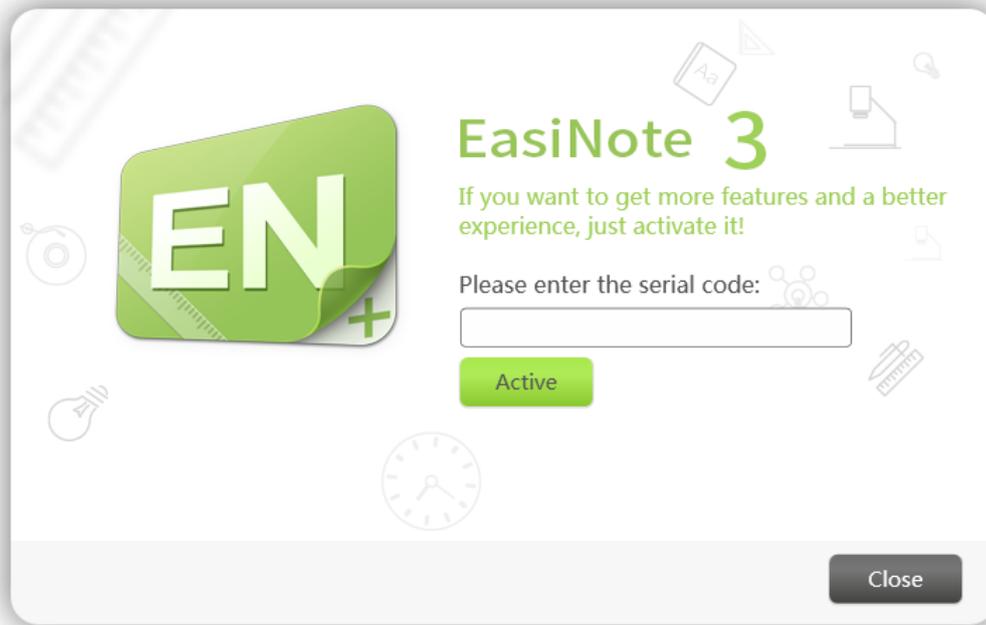


Figure 3-1-1-6-2-1 Entering the serial number

#### Activated

If the software has been activated, the prompt shown in Figure 3-1-1-6-2-2 is displayed.

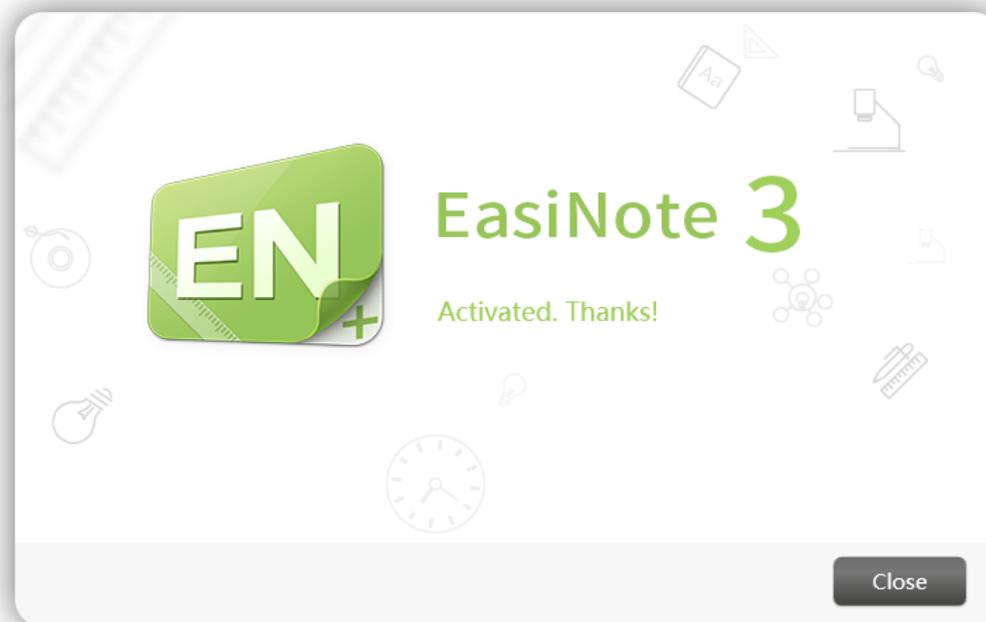


Figure 3-1-1-6-2-2 Software activation prompt

#### 3.1.1.6.3 Update

The software is not of the latest version

If the software is not of the latest version and the PC is connected to the network, the online upgrade prompt window is automatically displayed when you start the software. See Figure 3-1-1-6-3-1.

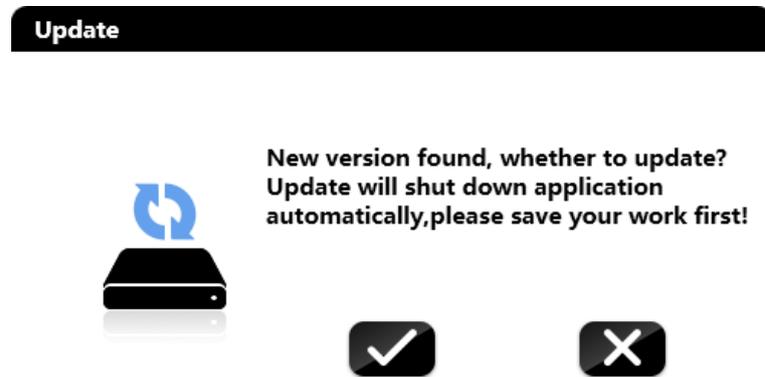


Figure 3-1-1-6-3-1 Update detection interface

Click  to upgrade the software online. The software is closed and automatically upgraded. The software upgrade interface is displayed. See Figure 3-1-1-6-3-2. Click  to not to upgrade the software. If the file contents need to be saved, click  to cancel the upgrade and save the file. During the upgrade, click  to hide the upgrade interface. The upgrade will then be performed at the background.

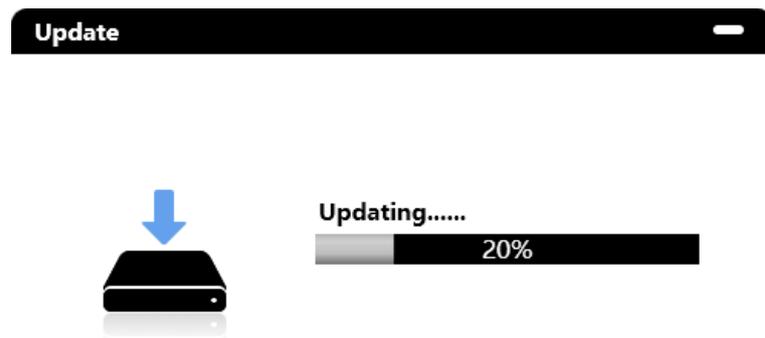


Figure 3-1-1-6-3-2 Upgrade in progress

After the software is upgraded, the interface shown in Figure 3-1-1-6-3-3 is displayed, with the function updates displayed.

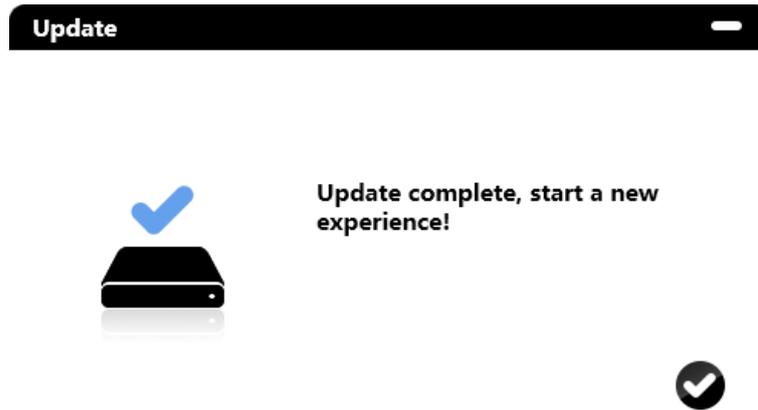


Figure 3-1-1-6-3-3 Upgrade completion

The software is of the latest version

If the software is of the latest version, the online upgrade prompt window will not be

displayed. Click  and the online upgrade prompt window is displayed. See Figure 3-1-1-6-3-4.

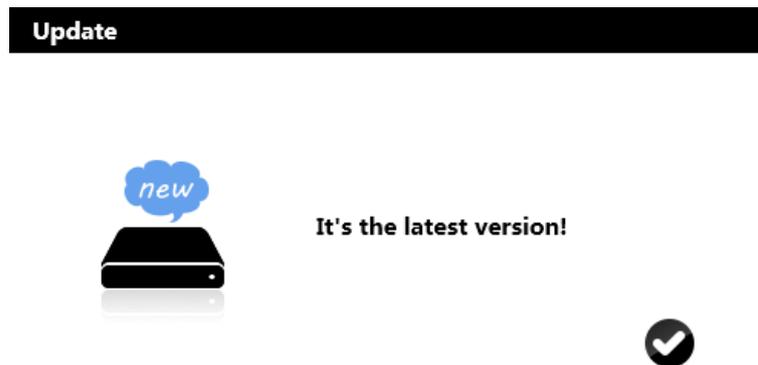


Figure 3-1-1-6-3-4 Upgrade prompt window

There is no network connection

If the PC is not connected to the network, online upgrade cannot be performed. In this case, you need to manually remove the original software and install the new one.

Click  and a prompt indicating no network connection is displayed. See Figure 3-1-1-6-3-5.

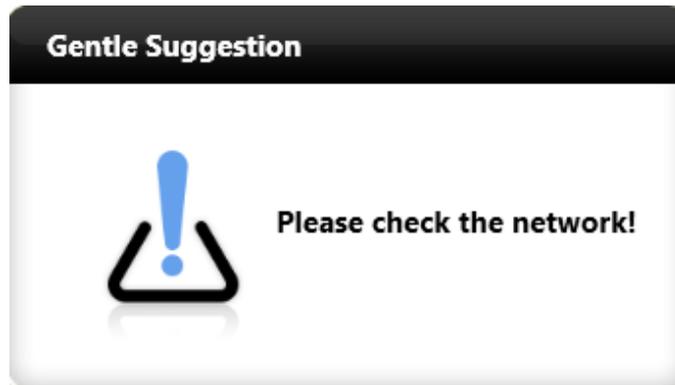


Figure 3-1-1-6-3-5 No network connection

#### 3.1.1.6.4 About

Click  . The interface shown in Figure 3-1-1-6-4 is displayed, with the software name, version, and official website displayed.

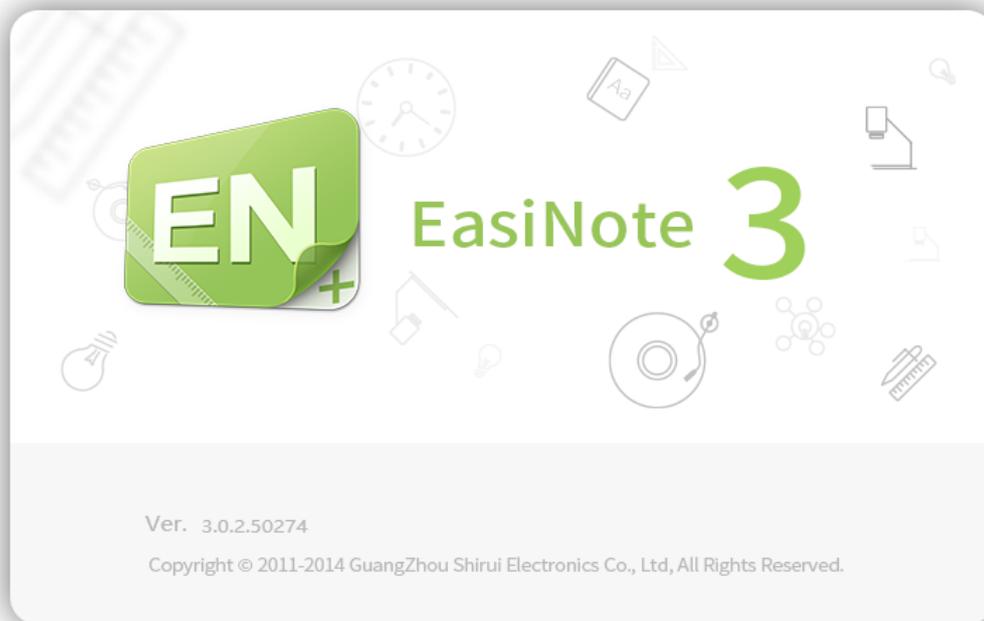


Figure 3-1-1-6-4 About information

#### 3.1.1.6.5 Contact Us

Click  . The interface shown Figure 3-1-1-6-5 in is displayed. Click  , enter contents, and click  to send an email to software R&D engineers.



Figure 3-1-1-6-5 Contact Us interface

### 3.1.1.7 Mode

Click  to display a sub-menu, where you can change the display mode to teaching, lecture preparation, desktop, or classic. For details, see section 3.2.

### 3.1.1.8 Exit

Click  to exit EasiNote. If a file is not saved when you exit EasiNote, a prompt is displayed asking whether to save the file. See Figure 3-1-1-8. Click **Yes** to save the file, **No** to exit EasiNote, or **Cancel** to cancel the exit operation.

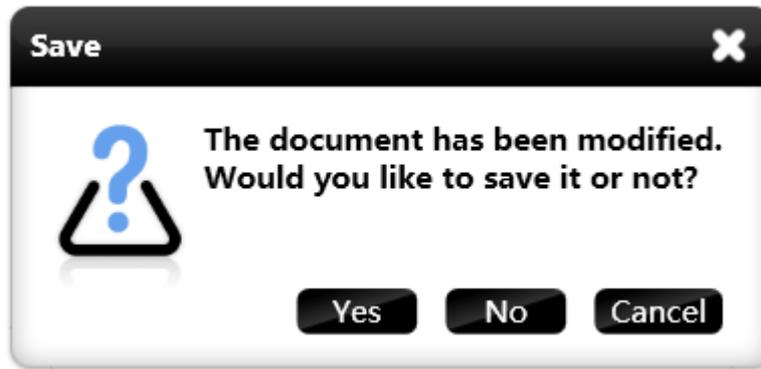


Figure 3-1-1-8 File saving prompt

### 3.1.2 Desktop



Click to switch to desktop mode. For details, see section 3.2.3.

### 3.1.3 Treasure Chest



Click to display the treasure chest page, where the Subject, Subject Tool, Small Tool, and More items are displayed. In teaching mode, the Small Tool tab is displayed by default. See Figure 3-13. After the subject scenario is changed, the Subject Tool tab corresponding to the current subject scenario is displayed by default.

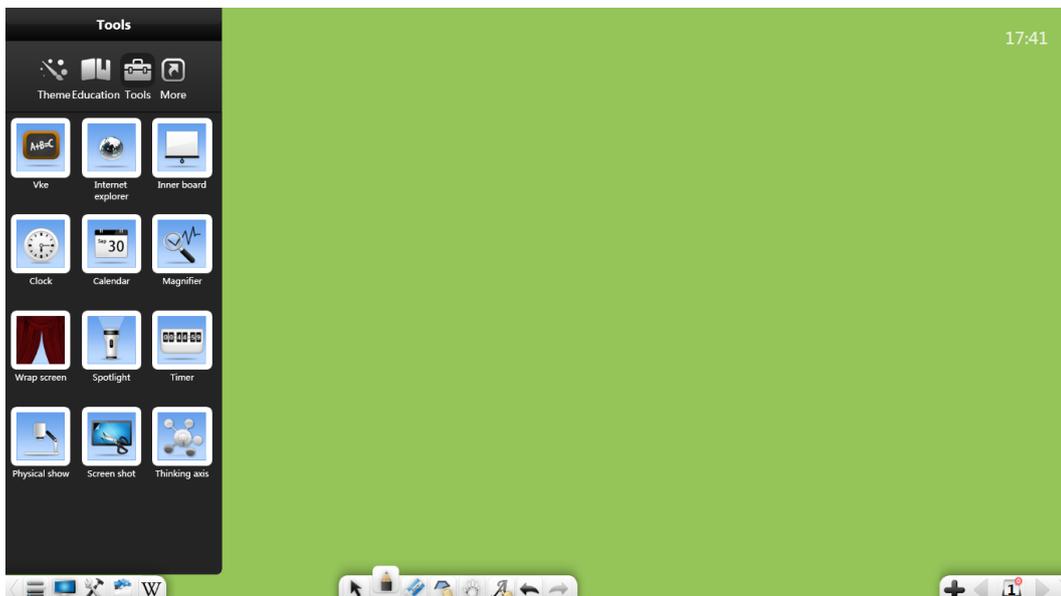


Figure 3-1-3 Treasure chest interface

#### 3.1.3.1 Subject

Click  and select the solid color background, subject background, and teaching background as required. See Figure 3-1-3-1-1.

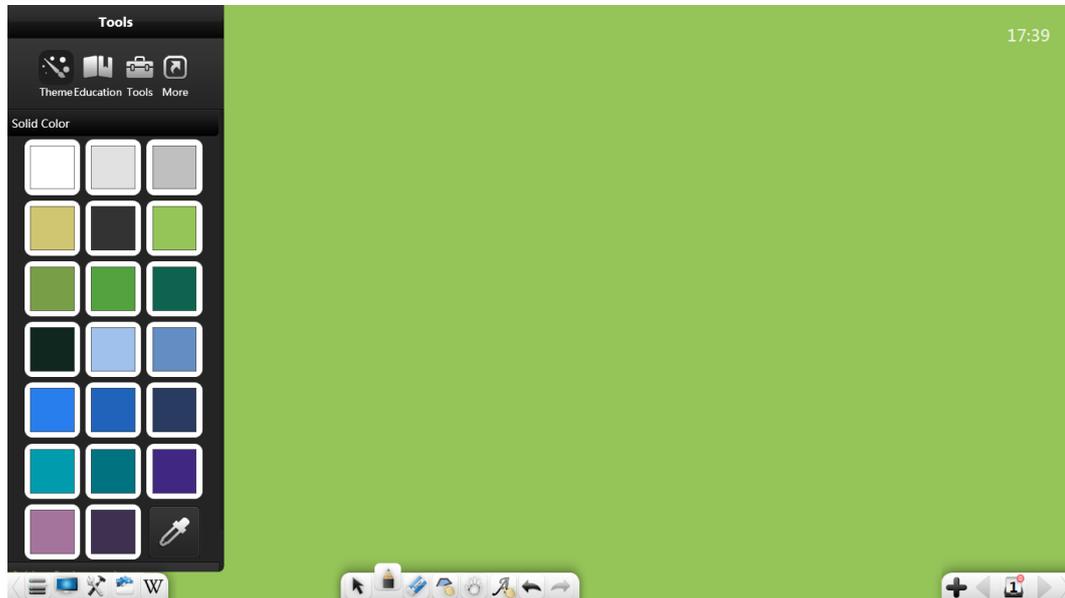


Figure 3-1-3-1-1 Subject interface

#### Solid Color Background

Click the **Solid Color Background** item and the color picker is displayed. You can select any color. You can click  and select a color on the color picker or at any position on the interface and apply it as the background color of the interface.

#### Subject Background

Click the **Subject Background** item. On the subject background setup interface, you can select the matts, lattice, square, line, stave, fields, or chessboard as the subject background. See Figure 3-1-3-1-2.

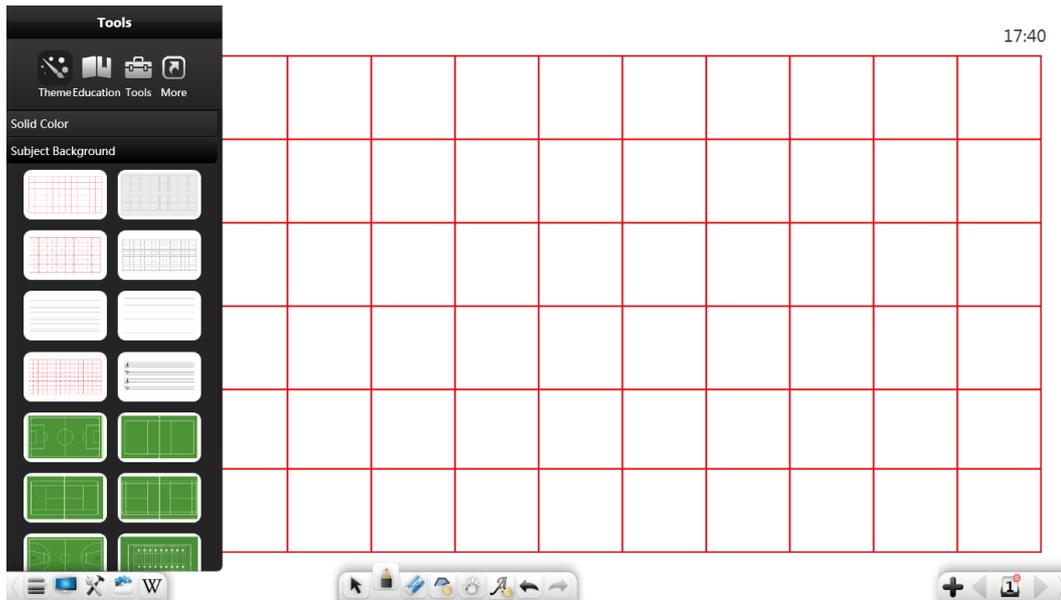


Figure 3-1-3-1-2 Subject background

### Teaching Background

Click the **Teaching Background** item. On the teaching background setup interface, you can select the ink painting, geographic, or concise style. You can also select a picture from your local computer as the background. See Figure 3-1-3-1-3.



Figure 3-1-3-1-3 Subject background

### 3.1.3.2 Subject Tool



Click  and select corresponding tools to assist teaching based on the current teaching scenario, including chemistry, physics, and math. See Figure 3-1-3-2-1. For details about the tools for chemistry, physics, and math, see the descriptions of the

corresponding subject mode.

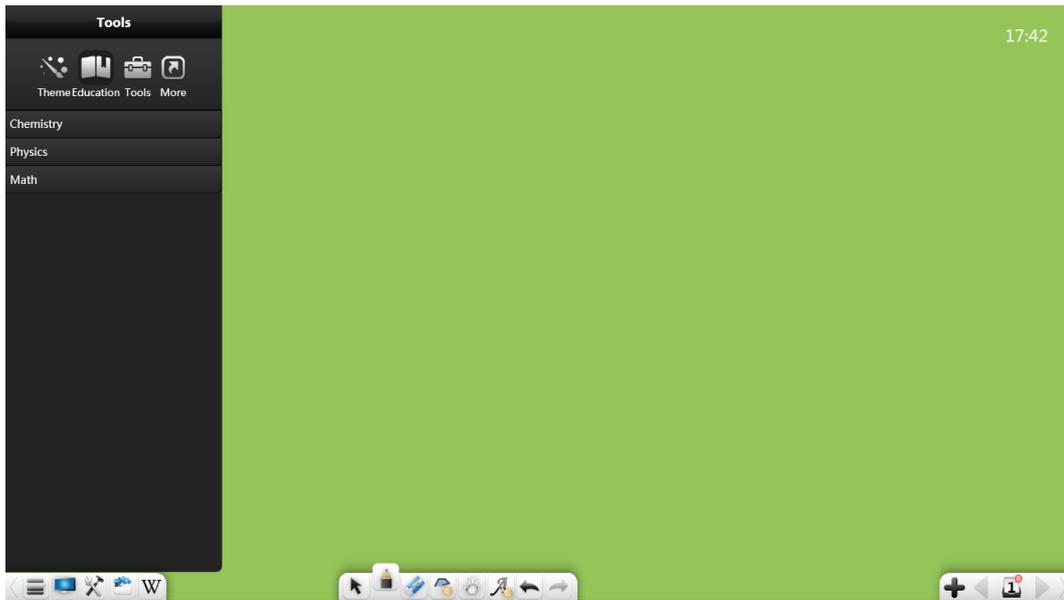


Figure 3-1-3-2-1 Small Tool interface

### 3.1.3.3 Small Tool



Click  to display the **Small Tool** interface. See Figure 3-1-3-3.

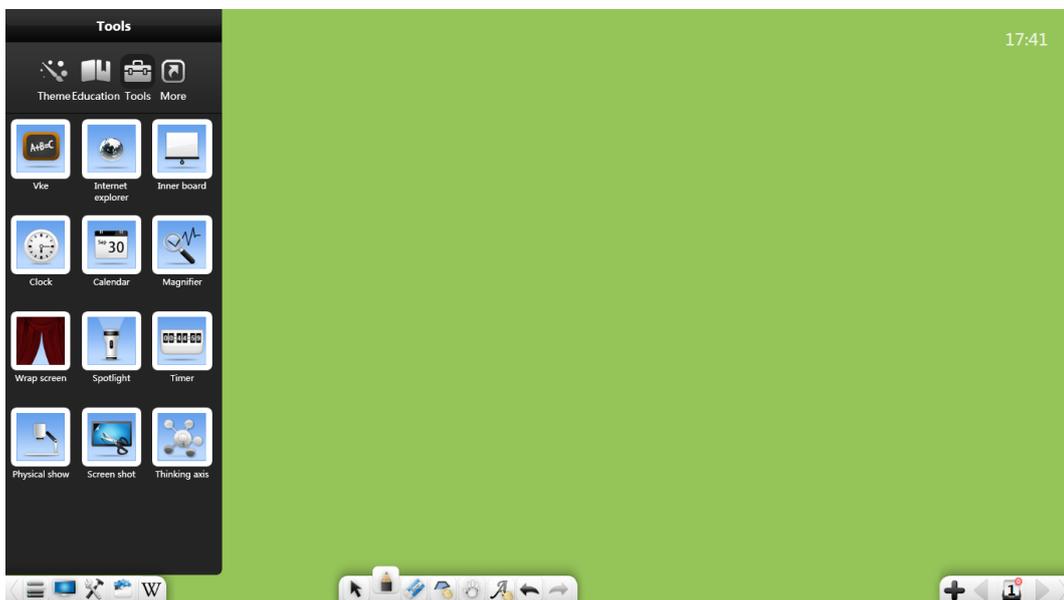


Figure 3-1-3-3 Small Tool interface

#### 3.1.3.3.1 Vke



Click  to open the Vke, as shown in 3-1-3-3-1, including Screen Record, Editing, and Cameras.

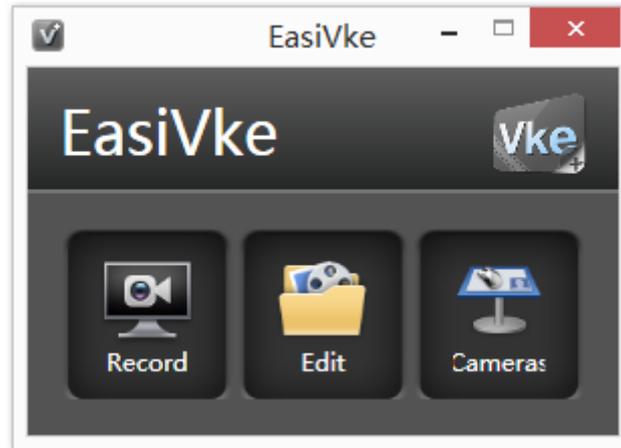


Fig.3-1-3-3-1 Editing Vke

### 3.1.3.3.1.1 Screen Recording



Click  to enter the screen recording interface. Screen recording will record the operation process on the screen and opened videos.

#### Setting

Before performing screen recording, you can set the recording area and audio/video functions. See Figure 3-1-3-3-1-1-1.

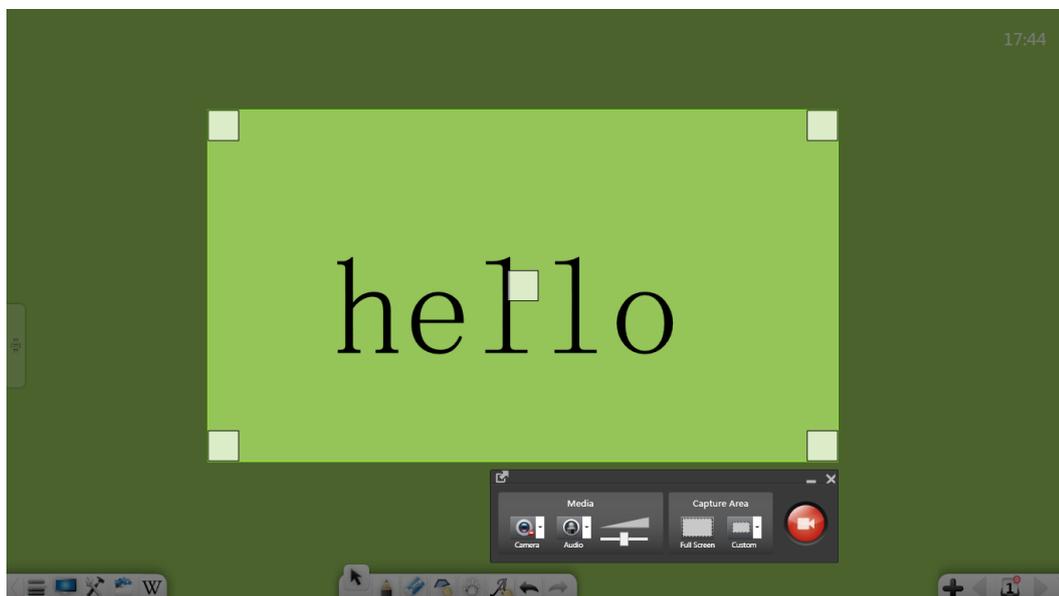


Fig.3-1-3-3-1-1-1 Setting

Click and drag the  button at the four corners of the recording area to broaden or narrow the recording area. Click and drag the  button in the middle of the recording area to move the recording area.

Click  to set whether to record the operator during screen recording. If the camera is turned on, the screen in the camera is recorded and is displayed in the lower left corner of the recording area by default. The camera size and position can be set arbitrarily.

- a) Size. Drag the  button in the upper right corner to zoom the range of camera.
- b) Position. Drag the camera, it can be placed to any recording screen position.

Click  to set whether to record the voice synchronously. Drag the volume scrollbar to adjust the system volume.

Click  to record the entire screen.

Click  to switch to the 800x600 or 1280\*720 recording scope.

Click  to enter the screen recording interface.

### Recording

After the recording interface is displayed, the system will count down for 3 seconds before recording. See Figure3-1-3-3-1-1-2. The recording area is within the four green right angles.

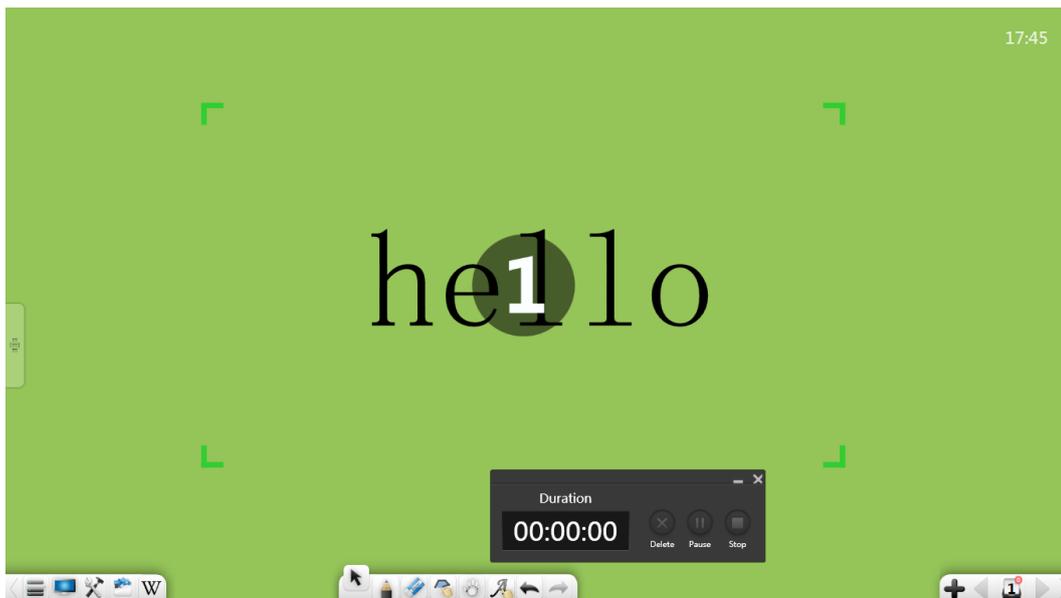


Fig.3-1-3-3-1-1-2 Recording interface

Click  to delete the currently recorded content.

Click  to pause and  to continue.

Click  to stop. Then the video preview interface is automatically displayed.

**Preview**

After recording is finished, the preview interface is displayed and the recorded video is automatically played. You can preview the recorded content, export, save, edit, or delete the video. See Figure 3-1-3-3-1-1-3.

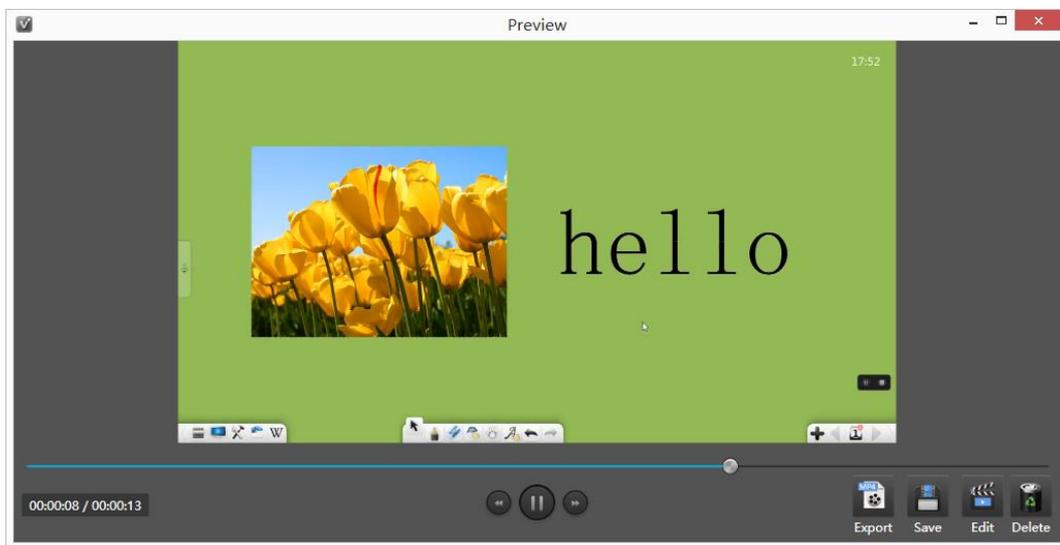


Fig.3-1-3-3-1-1-3 Video preview interface

Export: Click  to insert the video into the EasiNote software. After being inserted to EasiNote, the video can be exported in \*.mp4 format to a local computer.

Save: Click  to save the video in \*.mp4 format to a local computer.

Edit: Click  to access the editing interface. For details, see section 3.1.3.3.1.2 Editing.

Delete: Click  to exit the preview interface without saving the recorded video.

### 3.1.3.3.1.2 Editing



Click  to access the video editing interface. See Figure 3-1-3-3-1-2-1.

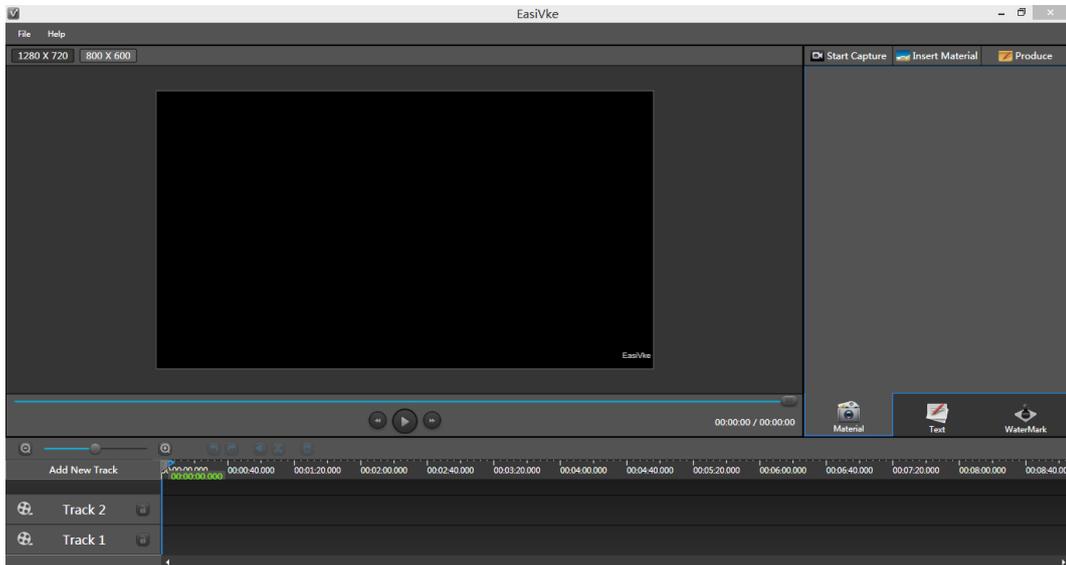


Fig.3-1-3-3-1-2-1 Editing interface

#### Menu

**File.** Click File in the upper left corner of the main interface. The following sub-items are displayed: New, Open, Save, Save As, and Close.

**New:** Click New to create a microlecture \*.vke project.

**Open:** Click Open to open a saved microlecture \*.vke project.

**Save:** Click Save to save the edited microlecture \*.vke project.

**Save As:** Click Save As to save the current microlecture \*.vke project to another path.

**Close:** Click Close to close the microlecture editing interface.

**Help.** On the main interface, click Help in the upper left corner. In the displayed menu, choose "About" to view the software name, version, and copyright information.

#### Material Preparation

In the software, editable materials include recorded videos and other audios, videos, images, texts, and watermarks.

Click  to start screen recording. For details, see section 3.1. After screen recording

is completed, click  in the preview interface to enter the editing interface. The recorded video is automatically added as a material.

Click . The window for adding materials is displayed. You can add materials in

\*.mp3, \*.mp4, \*.jpg, or \*.png format. See Figure 3-2-2-2. The added materials will be categorized into three classes: video, audio, and image, and presented in the right pane of the editing interface.

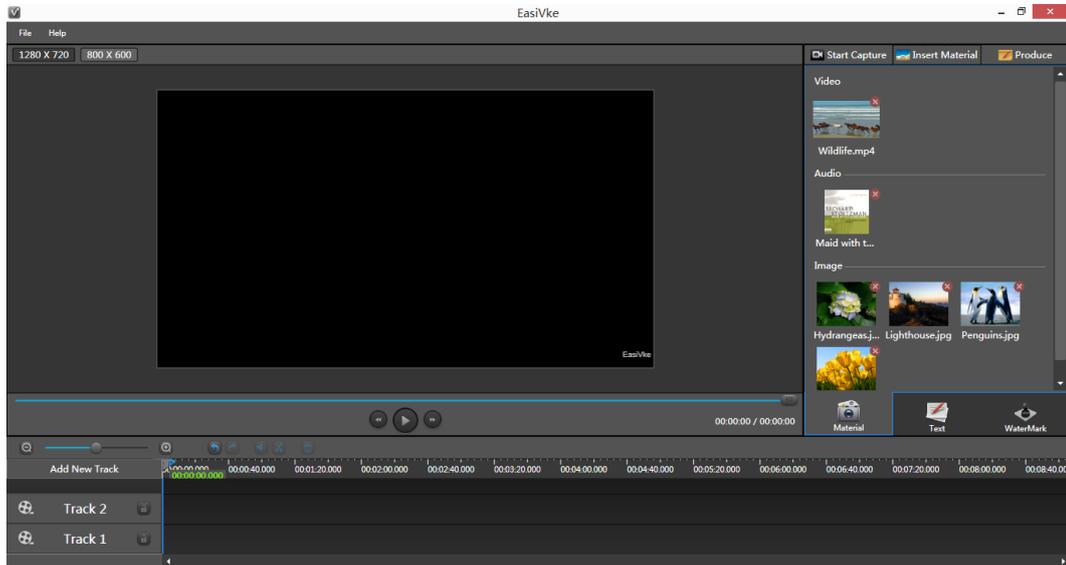


Fig.3-1-3-3-1-2-2 Inserting materials



Click  to switch to the text editing interface. See Figure 3-1-3-3-1-2-3. Enter characters in the text box. The text can then be used as a material.

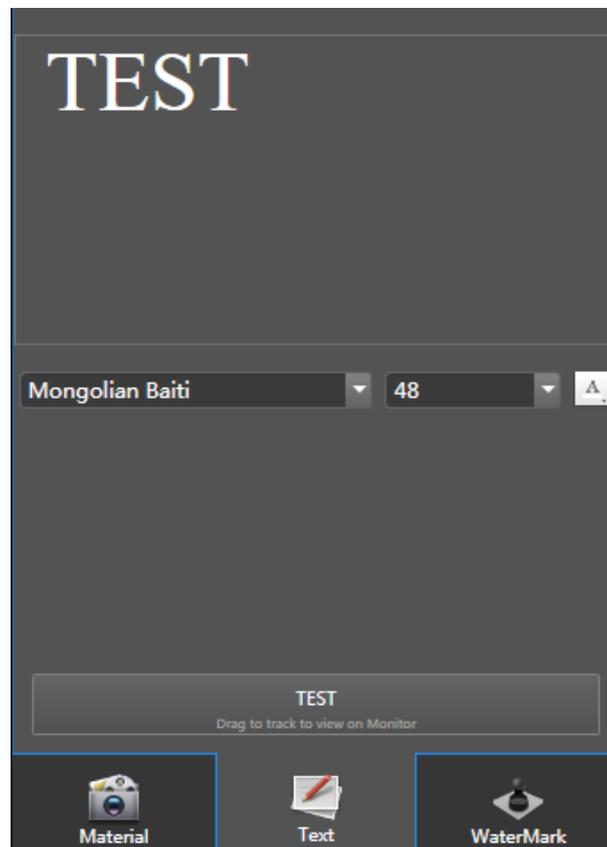


Fig.3-1-3-3-1-2-4 Text Material

## Watermarks

Click  to switch to the watermark interface. See Figure 3-1-3-3-1-2-4.

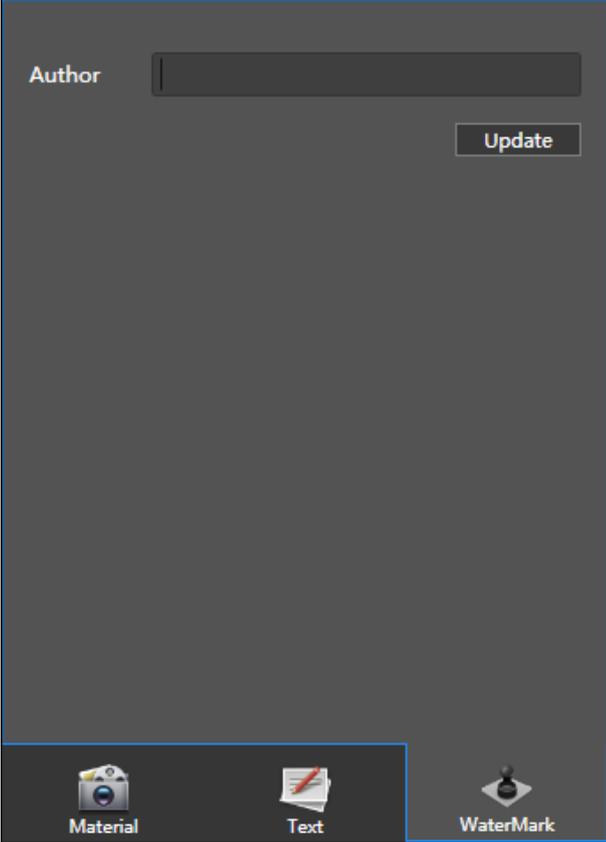


Fig.3-1-3-3-1-2-5 Editing a watermark

Enter watermark information in the Author name text box and click Update watermark. Then the entered information will be displayed as a watermark in the lower right corner of the video interface. See Figure 3-1-3-3-1-2-6.

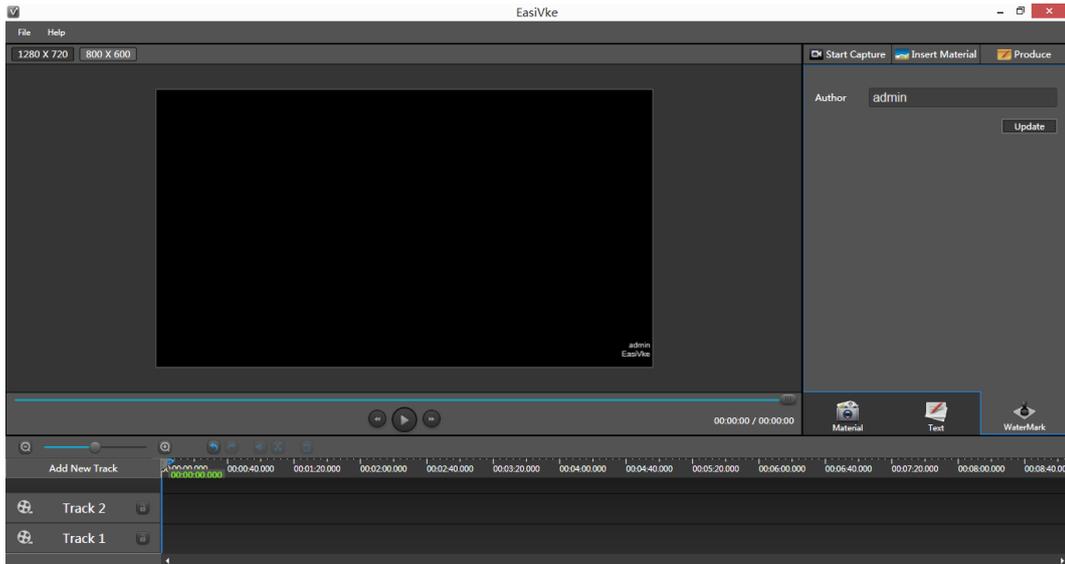


Fig.3-1-3-3-1-2-6 Inserting a watermark

### Material Editing



Click  to switch to the material interface. Drag an audio, video, or image to an



editing rail, or click  to switch to the text material interface and drag a text to a rail. Then you can edit the corresponding materials. See Figure 3-1-3-3-1-2-7.



Fig.3-1-3-3-1-2-7 Editing materials

You can zoom in or out, add, and lock rails, and edit, preview, and generate materials.

Zoom: On , drag  or click  and  to adjust the time interval of a rail.

Add: Click new rails to add rails for a project.

Delete: Right-click on a rail and choose Delete to delete the rail.

Lock: Click  to lock a rail. A locked rail cannot be edited and can be edited after being unlocked.

Edit materials: After a material is added to an editing rail, you can change the position, play time point, and play time length of the material.

Position: Select a material in the preview area or on an editing rail and adjust its position and size in the video.

Play time point: Select and drag a material to any position on any rail.

Play time length: Select a material and drag the left and right borders of the material to adjust its play time length. The default maximum play time length of a video is its original time length.

Preview: Drag  to a position and click  to preview the contents from the position of the pointer.

Generate: After a video is edited, drag  and  to select the contents for generating a video. Right-click the selected contents and choose Generate the selected parts. A video of the selected parts will be generated and saved to the local computer.

**Note:** If the middle pointer is not in the middle of the left and right pointers, double-click the middle pointer to move the left and right pointers to the left and right of the middle pointer.

On the toolbar, you can cancel or resume the editing operation, silence a video, split materials, and delete materials.

Cancel: Click  to cancel the previous operation.

Resume: Click  to resume the canceled operation.

Silence: Select a video material and click  to eliminate the original sound or  to resume the original sound.

Split: Select a material, move  to any position, and click  to split the material into two parts separated by the pointer.

Delete: Select a material and click  to delete it.

Generating Microlecture

Click . The window for saving is displayed. Select the save location and click "Save", the edited video can be save in \*.mp4 format to the local computer. See Figure 3-1-3-3-1-2-8 for the microlecture generation process.



Fig.3-1-3-3-1-2-8 Generating Microlecture

After generated microlecture, the window for importing is displayed. User can click "Import" button, and the video inserted into the EasiNote.

### 3.1.3.3.1.3 Camera



Click  to access the booth interface on which you can perform screen recording through two cameras. The booth module supports recording a video of only areas covered by the cameras. For details, see section 3.1.3.3.1.1.

### 3.1.3.3.2 Browser



Click  to open the browser. See Figure 3-1-3-3-2-1. Then you can search and browse resources.

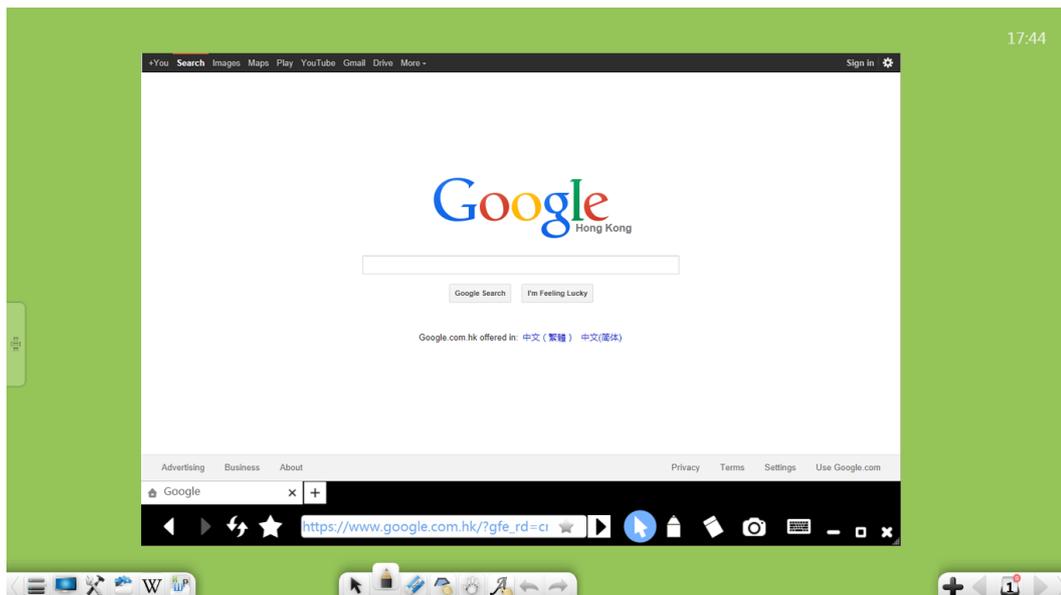


Figure 3-1-3-3-2-1 Browser

Back: Click  to go back to the previous page.

Forward: Click  to go to the next page.

Refresh: Click  to refresh the current page.

Favorites folder: Click  to display the favorites folder. See Figure 3-1-3-3-2-2. You can modify the favorites folder as required.

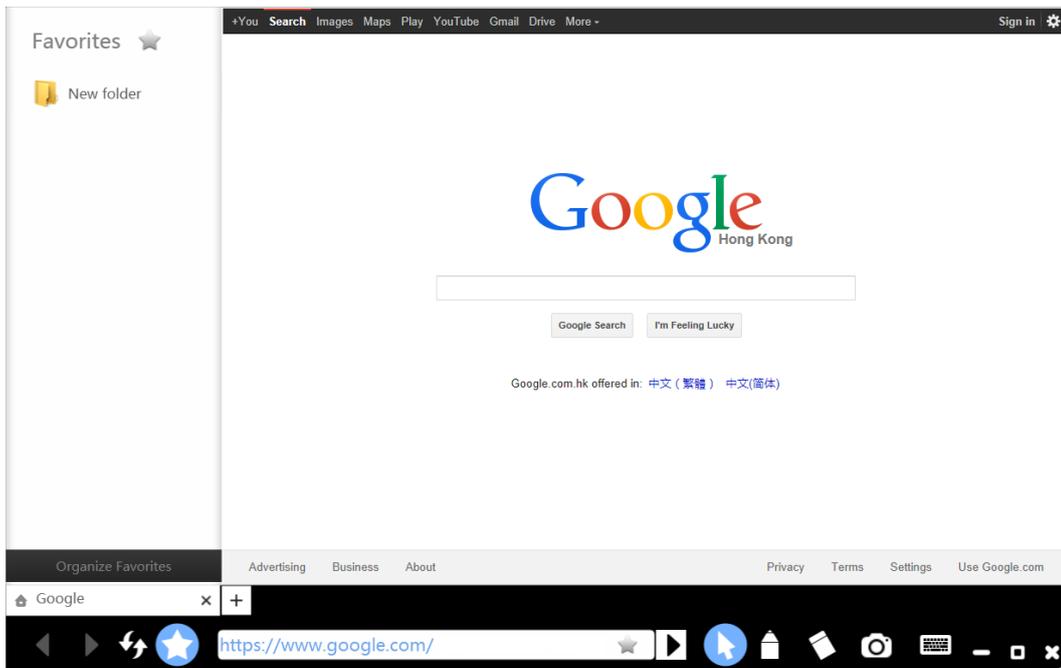


Figure 3-1-3-3-2-2 Favorites folder

Favorite: Click  on the right of the address bar to add the current website to the favorites folder. See Figure 3-1-3-3-2-3.

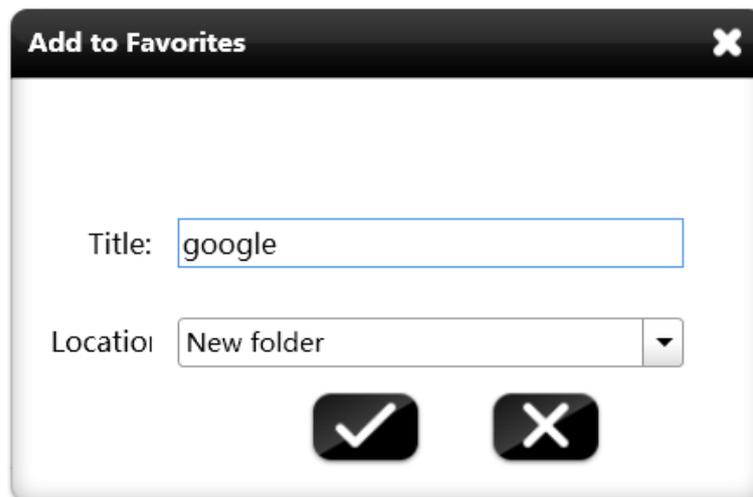


Figure 3-1-3-3-2-3 Adding a website to the favorites folder

Jump: Click  to jump to the current website displayed on the address bar.

Return: Click  to exit the comment/erase mode and return to the webpage.

Comment/erase: Click  to add a comment on the current page and  to erase the added comment.

Screenshot: Click  to take a rectangular screenshot of any contents on the screen. The screenshot will be automatically inserted into the software interface. For details, see section 3.1.3.3.11.

Screen keyboard: Click  to display the screen keyboard. You can enter search keywords quickly by using this keyboard.

Minimize: Click  to minimize the browser window. Then the icon of the thumbnail

of the browser is displayed on the taskbar of the main interface. Click  to display the thumbnail and click the thumbnail to go back to the webpage. See Figure 3-1-3-3-2-4.

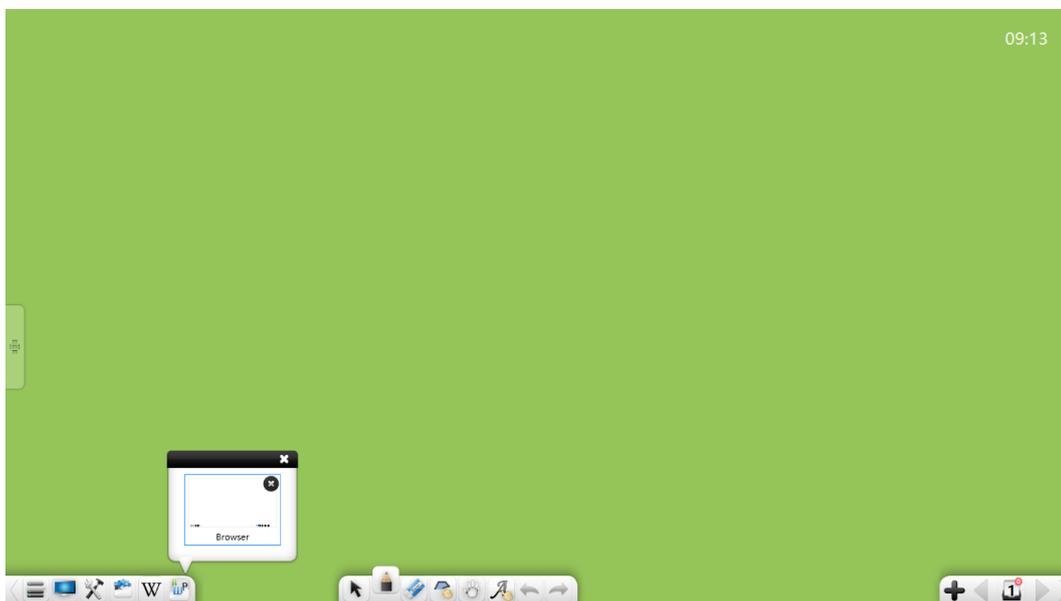


Figure 3-1-3-3-2-4 Browser thumbnail

Maximize/restore: Click  to maximize the browser window or  to restore the window size.

Close: Click  to close the browser.

### 3.1.3.3.3 PinP

Click  to open the PinP. See Figure 3-1-3-3-3.

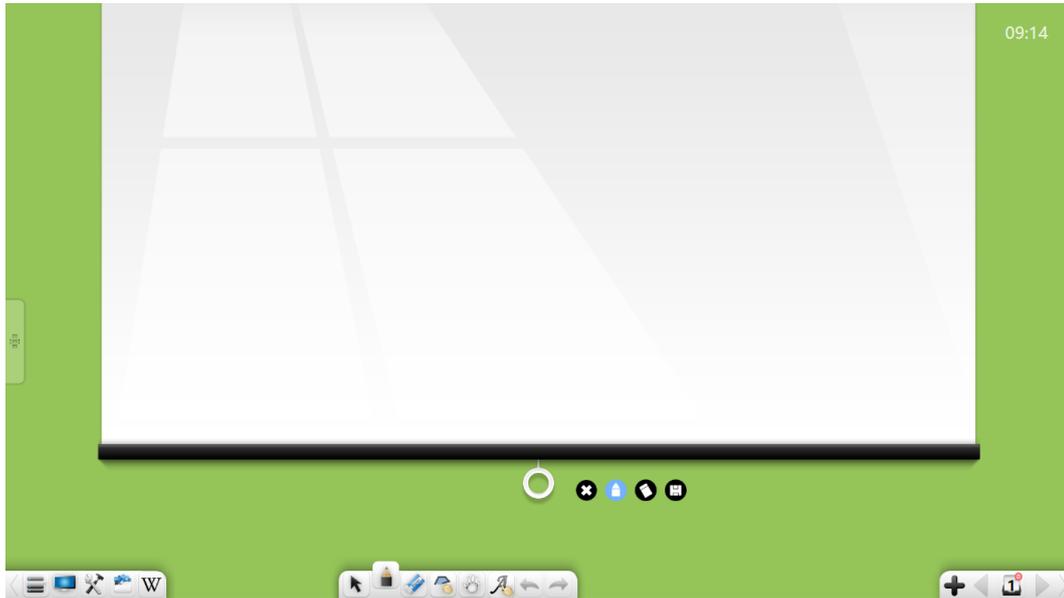


Figure 3-1-3-3-3 PinP

Expand/collapse the whiteboard: Click the white ring to drag the whiteboard upwards or downwards.

Write: Click  and write on the whiteboard. By default, the handwriting is thin in black.

Eraser: Click  to erase the handwriting.

Export: Click  to export the handwriting on the whiteboard as a .png picture.

Close: Click  to close the PinP.

#### 3.1.3.3.4 Clock

Click  to access the clock interface. See Figure 3-1-3-3-4.



Figure 3-1-3-3-4 Clock

### 3.1.3.3.5 Calendar



Click  to access the calendar. By default, the current year, month, day, and week are displayed. See Figure 3-1-3-3-5-1.

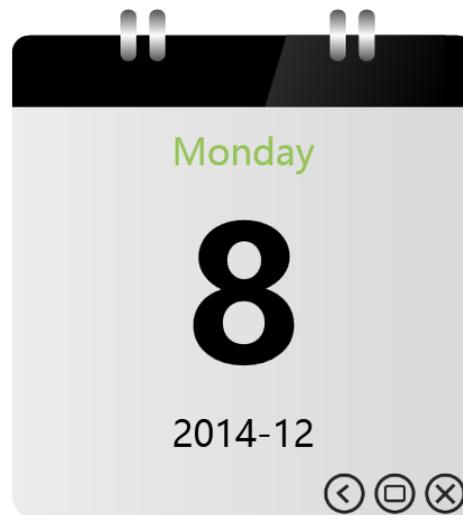


Figure 3-1-3-3-5-1 Default calendar

#### (1) Calendar

Click  to display the calendar view. See Figure 3-1-3-3-5-2. Click the forward and backward buttons to switch between months, and click the displayed date to change the year and month.

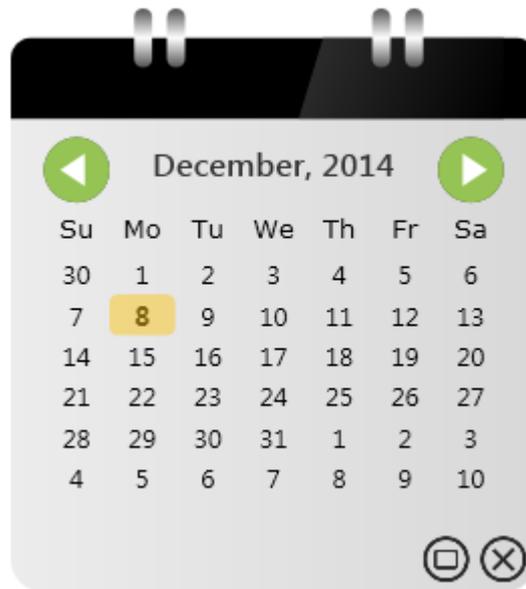


Figure 3-1-3-3-5-2 Calendar view

**(2) Zoom**

Click  to zoom in the calendar view and  to restore the original size.

**(3) Close**

Click  to close the calendar view.

**3.1.3.3.6 Magnifier**

Click  to start the magnifier. See Figure 3-1-3-3-6. Click a point in the magnifier and drag it to move the magnifier to any area to be magnified. Drag the edges of the area to adjust the area size. Click  and drag to set the magnification.



Figure 3-1-3-3-6 Magnifier

### 3.1.3.3.7 Veil



Click  to start the veil tool. See Figure 3-1-3-3-7. The veil can be used to shut out contents not to be shown. You can adjust the position to be shut out by dragging the veil.

After the veil moves or the rectangle is specified, the icon  is displayed. Click this icon to reset the veil.

Click  to customize the veil and apply the inserted picture. If

no picture is inserted, the veil takes effect. Click  and select a local picture as the veil.



Figure 3-1-3-3-7 Veil interface

### 3.1.3.3.8 Spotlight



Click  to start the spotlight. See Figure 3-1-3-3-8. The spotlight can draw the attention of the audience to a position to be emphasized.



Figure 3-1-3-3-8 Spotlight interface

Drag the spotlight to move it.

Click the edge of the spotlight to adjust its scope.

The spotlight area is round by default. Click  to change the spotlight area to rectangular or  to restore the spotlight area to round.

Click  to set the transparency of the part shut out by the spotlight.

### 3.1.3.3.9 Timer



Click  to start the timer. See Figure 3-1-3-3-9.



Figure 3-1-3-3-9 Timer

- ① **Timing:** Click  to start timing.
- ② **Reset:** Click  to reset the timer to 00:00:00.
- ③ **Setup:** Click  to set the count-down time and  to set the event to be triggered after the timer expires, including files, websites, texts, whiteboard page, audio, and tools.

#### 3.1.3.3.10 Material Object Stand

Click  to start the material object stand. You can present the current material object, lock the screen, revolve leftwards or rightwards by 90 degrees, display full screen, restore the original size, zoom the object, lock the screen, move the camera, add and erase comments, take pictures, minimize the screen, or close the screen. See Figure 3-1-3-3-10.

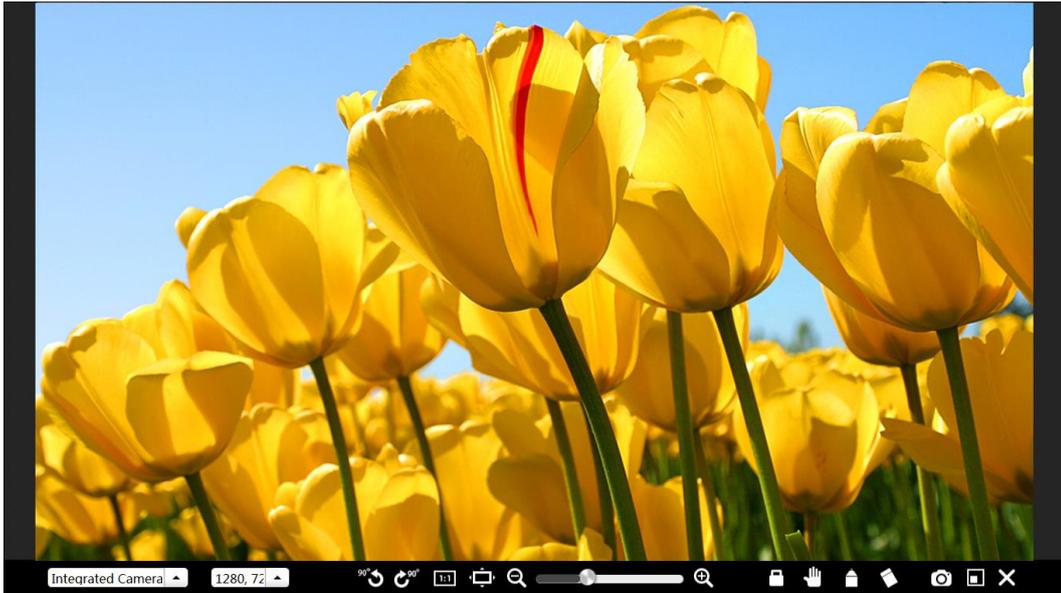


Figure 3-1-3-3-10 Material object stand

- ① Click  to revolve the object anti-clockwise by 90 degrees.
- ② Click  to revolve the object clockwise by 90 degrees.
- ③ Click  to present the object based on its actual scale.
- ④ Click  to present the object in full screen.
- ⑤ Click  to zoom in or out the object.
- ⑥ Click  to lock the object presented on the material object stand. When you try to move the object, it does not move. You can click the button again to unlock the object.
- ⑦ Click  to enable picture operating mode. You can move the presented object.
- ⑧ Click  to enable comment mode. You can add comments on the presented object. Click the button again to change the color of the pen to red, orange, green, blue, or black.

- ⑨ Click  to take a picture of the presented object and show the picture on the software interface. The picture is automatically uploaded to the software interface after being taken. To use the material object stand again, start it again.
- ⑩ Click  to return to teaching mode.
- ⑪ Click  to close the material object stand.

### 3.1.3.3.11 Screenshot

Click  to start the screenshot tool. See Figure 3-1-3-3-11-1.



Figure 3-1-3-3-11-1 Screenshot tool

- ① Click  to take a screenshot of the entire screen. After you click this button, a screenshot of the entire screen is automatically taken and inserted into the software interface as a picture. See Figure 3-1-3-3-11-2.



Figure 3-1-3-3-11-2 Screenshot inserted into the software interface

- ② Click  and drag a rectangle on the interface. See Figure 3-1-3-3-11-3. You can adjust the position and size of the rectangle.

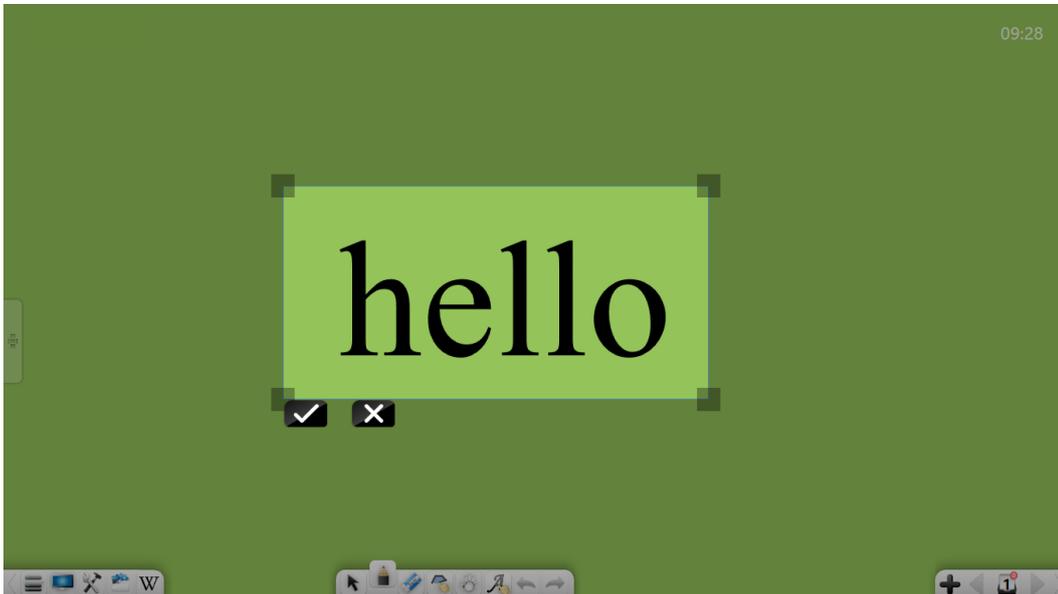


Figure 3-1-3-3-11-3 Rectangular screenshot

- Click  to insert the screenshot into the software page. See Figure 3-1-3-3-11-4. Click  to cancel the operation of taking a screenshot.

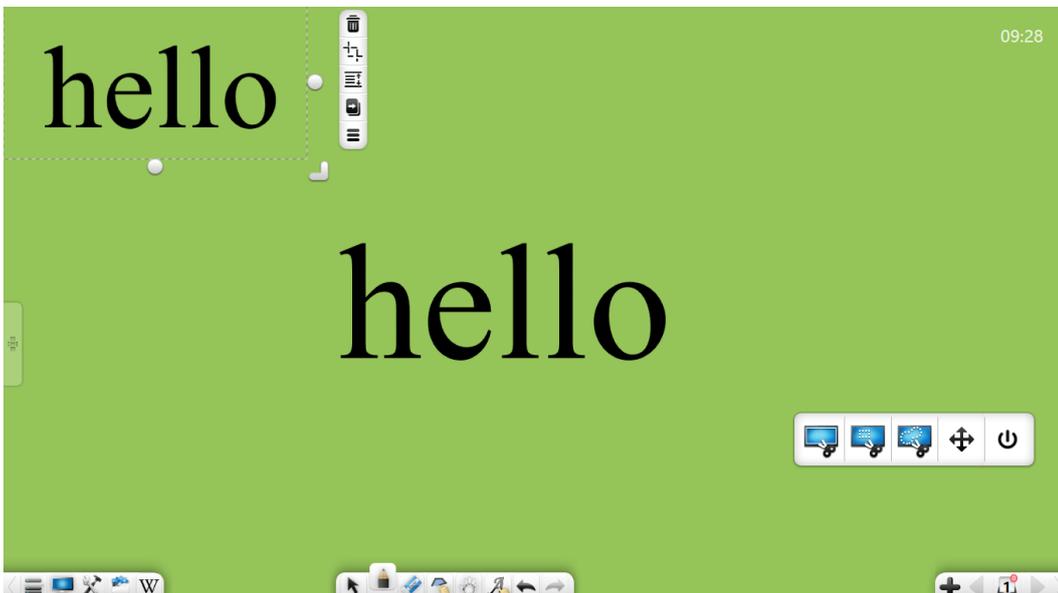


Figure 3-1-3-3-11-4 Rectangular screenshot inserted into the software interface

- ③ Click  to take a screenshot at will. Select an area for taking a screenshot. See Figure 3-1-3-3-11-5. The screenshot is then automatically inserted into the software interface.



Figure 3-1-3-3-11-5 Taking a screenshot at will

- ④ Click  and drag to adjust the position of the screenshot tool.
- ⑤ Click  to close the screenshot tool.

### 3.1.3.3.12 Guide Axis

Click  to display a guide axis. See Figure 3-1-3-3-12-1.

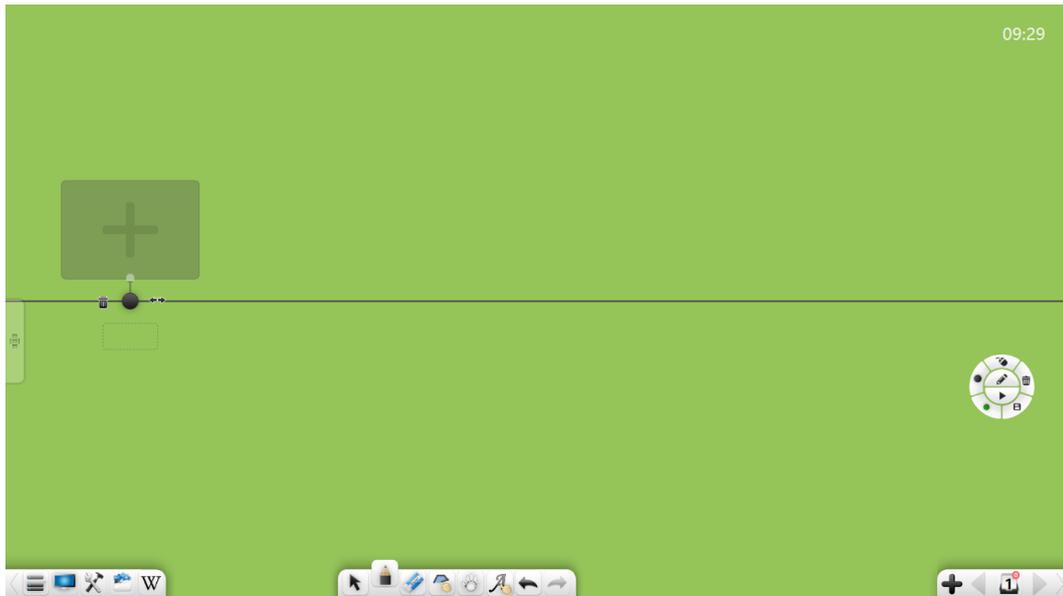


Figure 3-1-3-3-12-1 Guide axis

**(1) Editing**

After the guide axis is displayed, the software automatically enters the editing state.

If the software is not in the editing state, click  to switch to the editing state. See Figure 3-1-3-3-12-2.

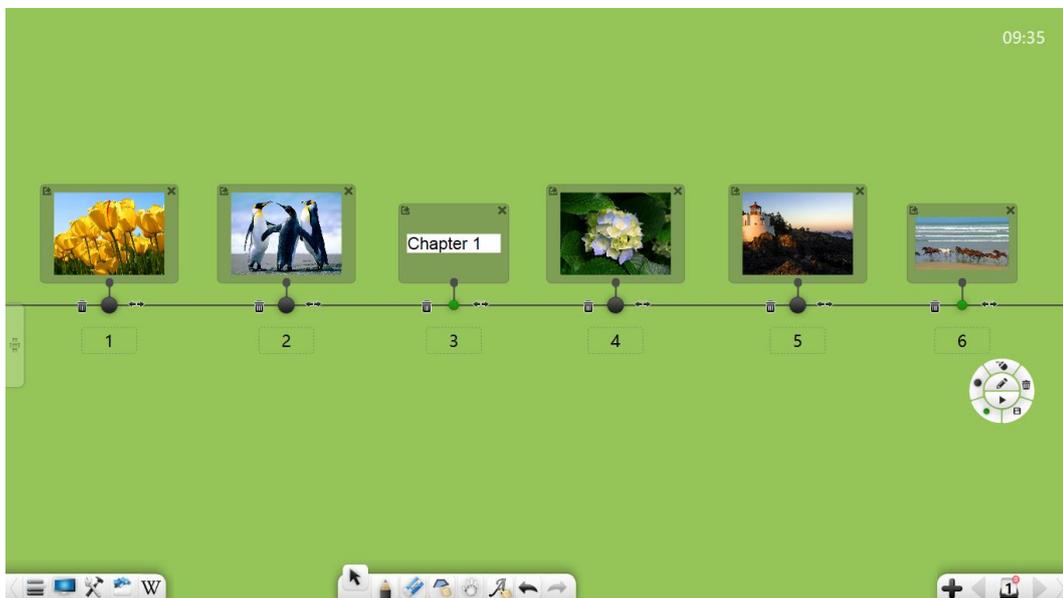


Figure 3-1-3-3-12-2 Editing the guide axis

Add nodes: Click  or  on the editing plate and then click a position on the axis. A node is added to the clicked position. Click the black button to add parent nodes and the green button to add subnodes.

Exit node adding mode: Click  to exit node editing mode.

Delete the guide axis: Click  to delete the guide axis.

Save: Click  to insert the guide axis to the courseware and save the courseware.

Add materials: You can add materials in two ways:

a) .....Select a material (including texts, pictures, audios, and videos) and drag it to the specified node box. The selected material will then be added to this node.

b) .....Click  in a node box to display the box for selecting local resource materials. Select a material (text, picture, audio, or video) and click  Open to add the material to this node.

Export materials: Click  in the upper left corner of the node box to export the materials of this node to the page.

Delete materials: Click  in the upper right corner of the node box to delete the materials of this node.

Delete nodes: Click  on the left of a node to delete the node.

Move nodes: Click and drag  or  to move the corresponding node leftwards or rightwards.

Move nodes partially: Click and drag  on the right of a node to move this node and all nodes on its right side.

Move nodes wholly: Click and drag the guide axis to move all nodes on the axis leftwards or rightwards.

Name nodes: Enter characters in the text box below a node to name this node.

Preview: Click the material of a node to display the preview interface. The hyperlink function in editing mode is different from that in play mode. Other functions are the same. For details, see the description below.

a) Hyperlink: If you preview materials in editing mode, click  to set a hyperlink for the node. For details about hyperlink editing, see section 3.1.6.1.

**(2) Play**

Click  to switch to play mode. See Figure 3-1-3-3-12-3.

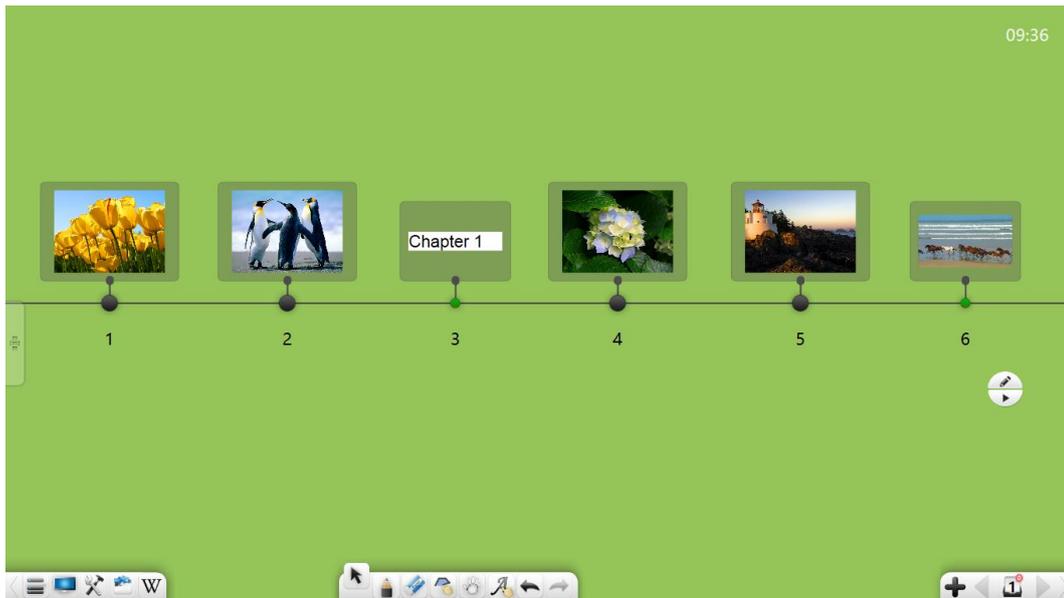


Figure 3-1-3-3-12-3 Editing the guide axis

- ①. Move the guide axis: Click and drag the guide axis to move all nodes on the axis.
- ②. Play: Click a picture or text material. The material window is displayed. See Figure 3-1-3-3-12-4.

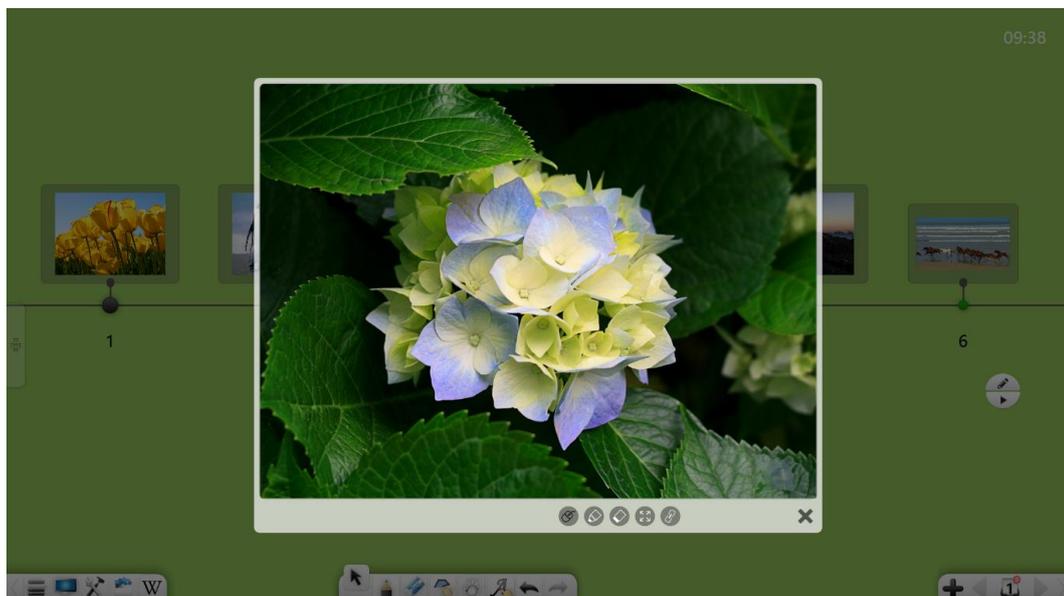


Figure 3-1-3-3-12-4 Picture/text play

- Mouse: Click  to exit the writing mode.
- Comment: Click  to add a comment to the material.
- Erase: Click  to erase the comment added to the material.

Maximize: Click  to maximize the material.

Hyperlink: Click  to access the contents to which the hyperlink links.

Close: Click  in the lower right corner to close the current play window.

Zoom: On a touchscreen device, you can tap on two points concurrently to zoom in or out the material.

### 3.1.3.4 More

Click  to access the more resources interface.

- ① Add shortcuts: Click  to add a shortcut to a video, audio, or file.
- ② Open shortcuts: Click a file shortcut to quickly open the file.
- ③ Edit shortcuts: Click **Edit** to quickly delete a shortcut.

## 3.1.4 Resource Library

Click  to access the resource library shown in Figure 3-1-4-1. The My Computer tab is displayed by default, and it consists of five parts: system resources, personal resources, favorites, desktop resources, and resources on all disk of the computer. You can browse and locate the target folder, select a resource (handwriting, picture, flash, audio, or video), and double-click or drag the resource to the software interface.

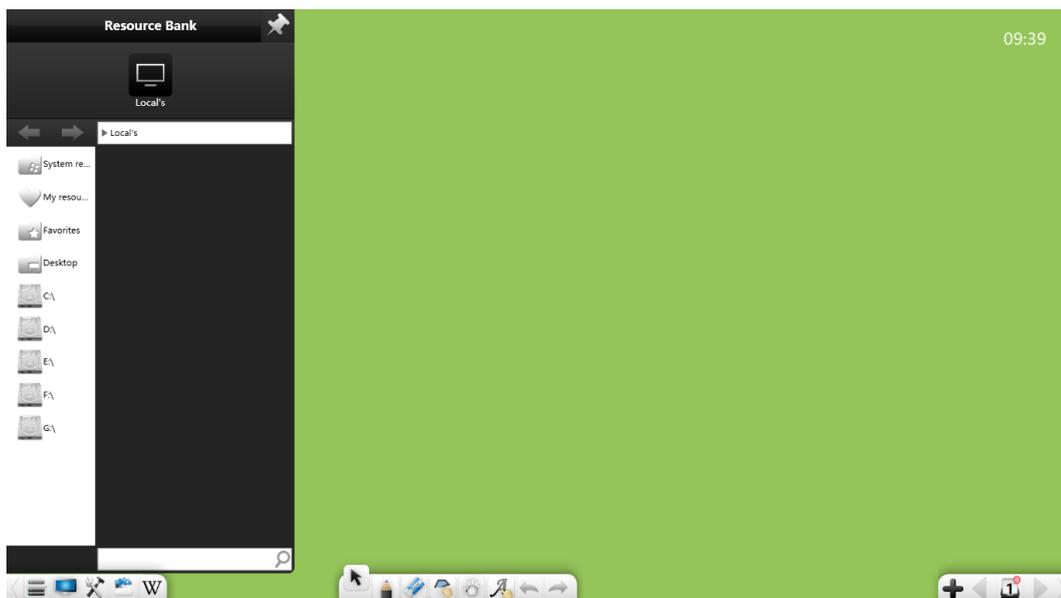


Figure 3-1-4-1 Resource library interface

- ① Lock: Click  in the upper right corner of the resource library window to lock the window.
- ② Click  or  on the address bar to navigate to the previous or next level of the directory.
- ③ Click  to select all resources under the current directory.
- ④ Search: In the lower part of the resource library window, enter a resource name in the text box and click  to perform a quick search for resources in the current folder.
- ⑤ In My Resources, click  to delete the selected resource.
- ⑥ On any drive of the computer, click  on the address bar to add the navigation path of the current folder to the favorites folder. Then you can browse files in the favorites folder.

**(1) System Resources**

Click  to browse and navigate to the target folder, select a resource for demonstration, and double-click or drag the resource to the software interface. See Figure 3-1-4-2.

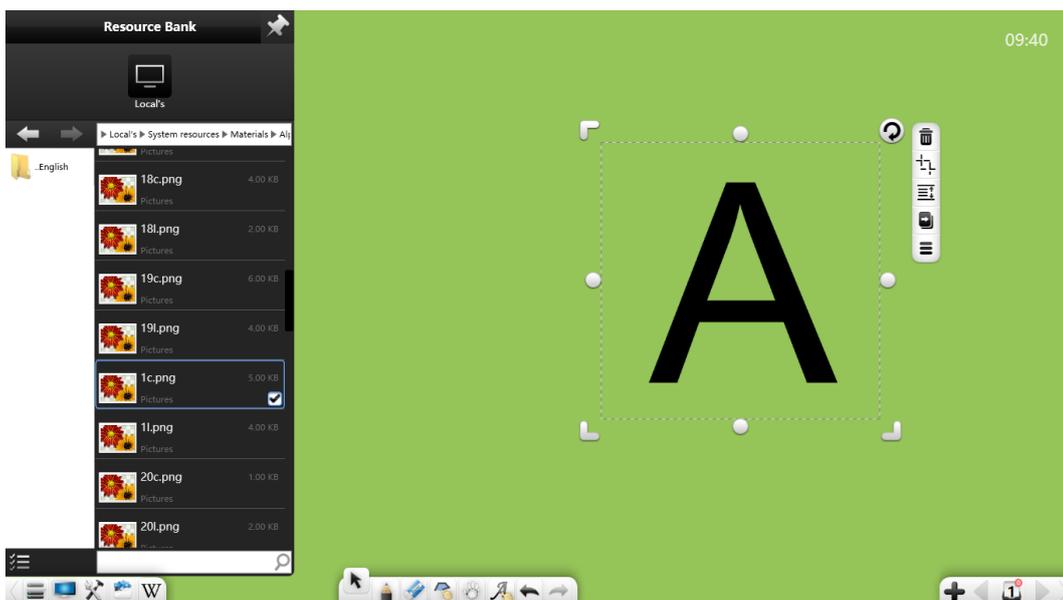


Figure 3-1-4-2 System Resources interface

## (2) My Resources



Click  to browse the resources added to the resource library. If you have added resources like handwritings, texts, pictures, flashes, audios, and videos to specific folders in the resource library, you can revoke the resources in **My Resources** at any time. See Figure 3-1-4-3.

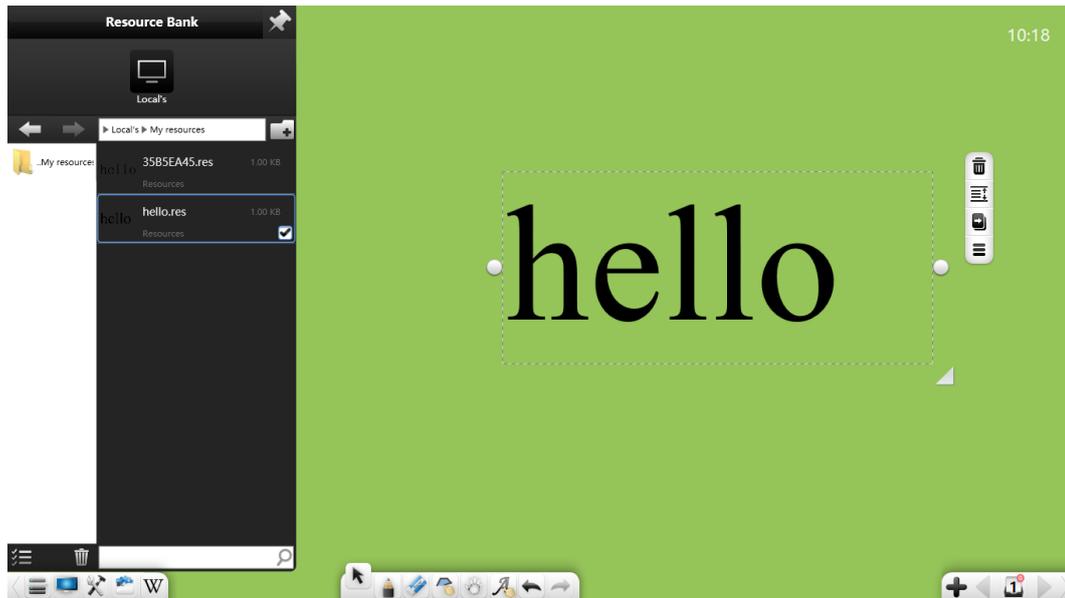


Figure 3-1-4-3 My Resources interface



Click  to create a folder in **My Resources**. You can rename the created folder. The default folders cannot be renamed.

## (3) My Favorites



Click  to quickly browse resources in the favorites folder. You can add navigation paths of folders to the favorites folder. See Figure 3-1-4-4.

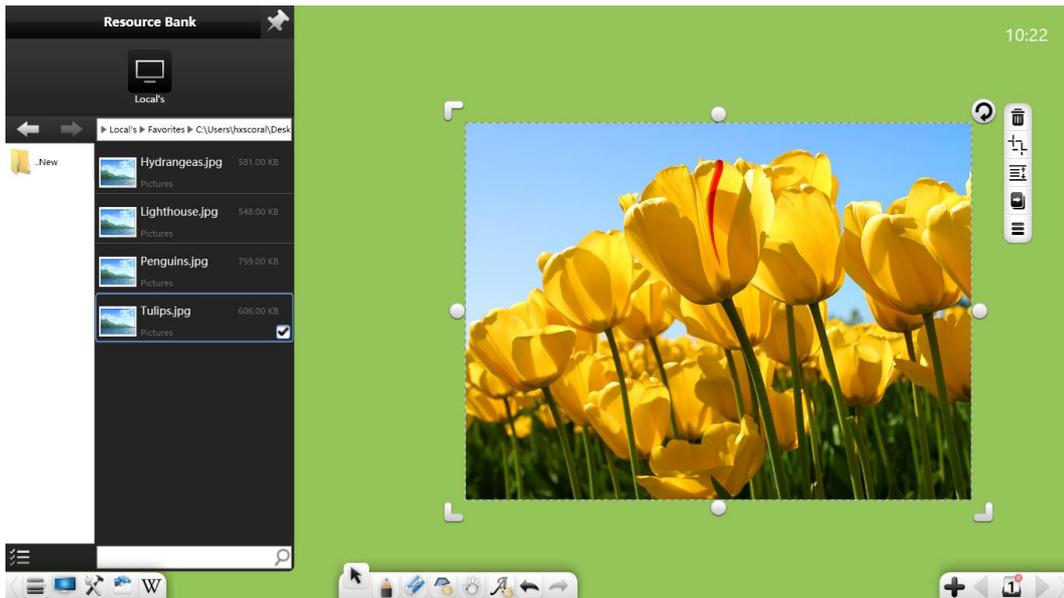


Figure 3-1-4-4 Favorites folder

**(4) Desktop**

Click  to browse resources on the desktop.

**(5) Disk Resources**

Click  to browse resources on the disks of the computer.

**3.1.5 Encyclopedia**

Click . Then the encyclopedia interface shown in Figure 3-1-5-1 is displayed. You can quickly search for information in Wikipedia, Google, or Bing.

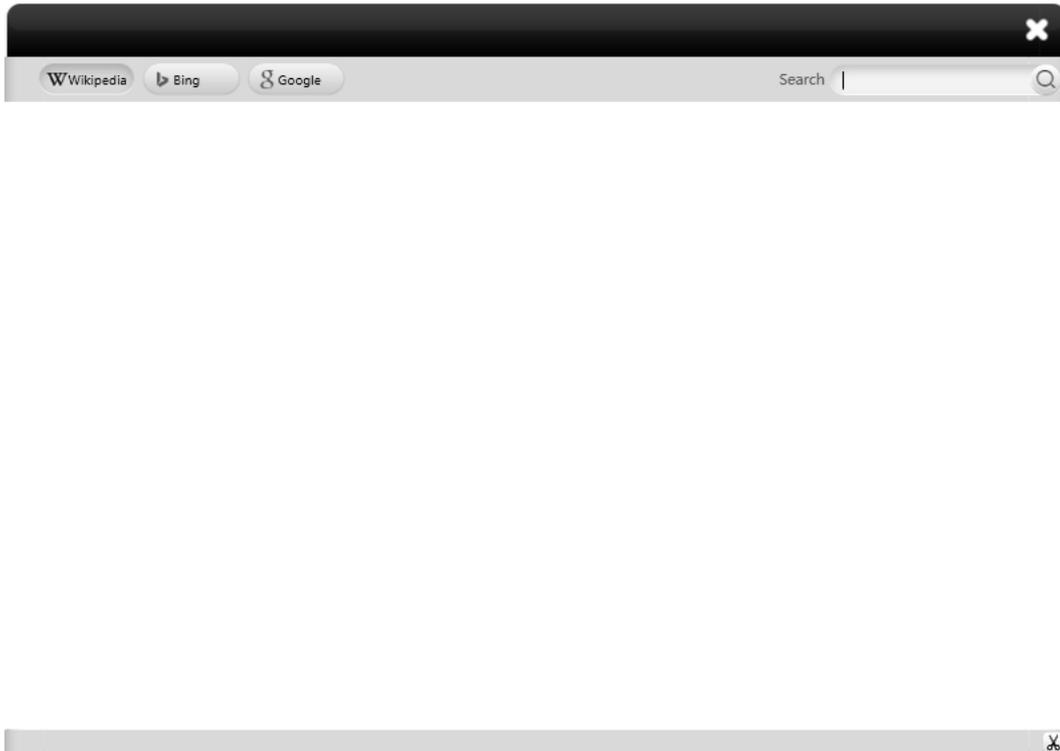


Figure 3-1-5-1 Encyclopedia interface

- ① Search: Select Wikipedia, Google, or Bing, enter keywords in the search box, and click . See Figure 3-1-5-2.

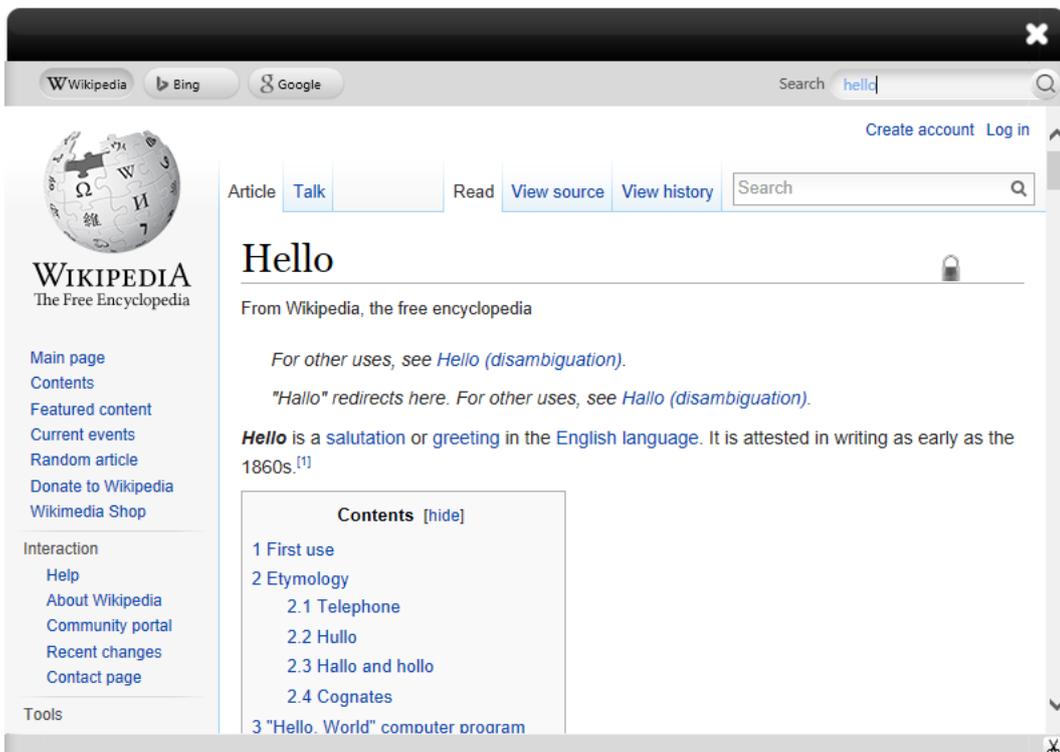


Figure 3-1-5-2 Search result

- ② Screenshot: Click  in the lower right corner to take a screenshot of any area on the interface. You can insert the screenshot into the page.
- ③ Picture: Select Bing, search for a picture, and drag the picture to the page.

### 3.1.6 Select

Click . Then you can draw any closed graph or click an object on the interface and perform the following operations: moving, zooming, revolving, deletion, trimming, editing, taking screenshots of videos or audios, change the object level, setting animation effects, dragging the object to clone it, locking, setting the thickness and color, fill color, grouping (multiple objects), ungrouping, exporting pictures, audios, or videos to the local computer, adding pictures, audios, or videos to the resource library, editing hyperlinks, copy, cutting, pronouncing, and setting graph properties. See Figure 3-1-6-1.

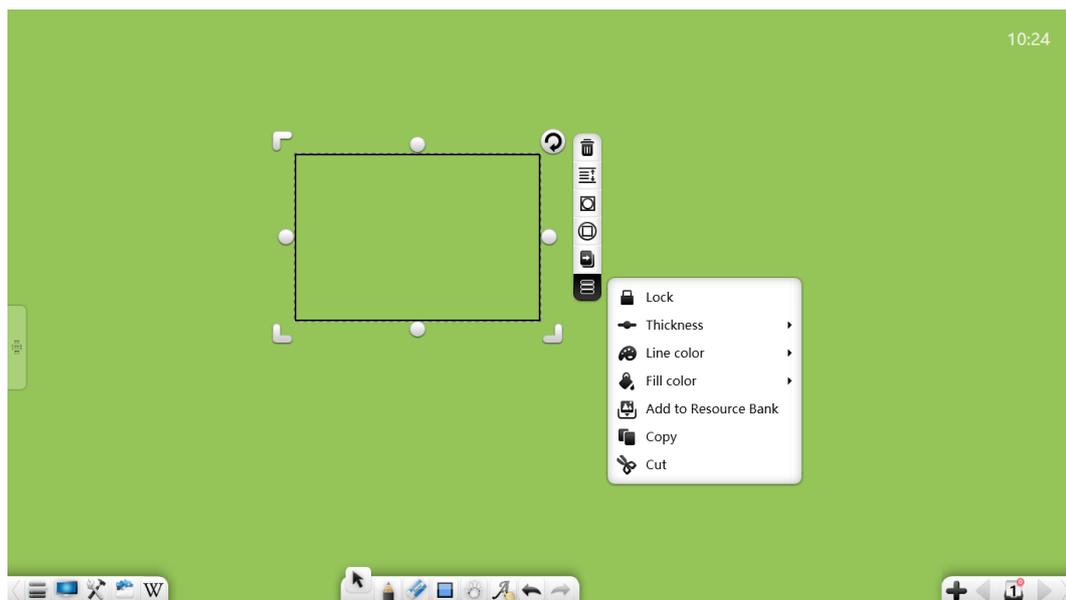


Figure 3-1-6-1 Selecting an object

Note:

- ①. You can perform the combination operation only when multiple objects are selected.
- ②. If multiple selected objects are combined and no object that is not combined is selected, the **Group** button changes to **Ungroup**. You can perform the ungrouping operation.

③. You can edit a hyperlink only when a single object is selected or the selected objects are grouped in lecture preparation mode. You cannot edit hyperlinks in other modes.

④. You can set animation effects only in lecture preparation mode.

### (1) Align objects

If there are multiple objects on the page, when you drag an object, an edge line or the central line of the object is aligned with that of other objects. See Figure 3-1-6-2.

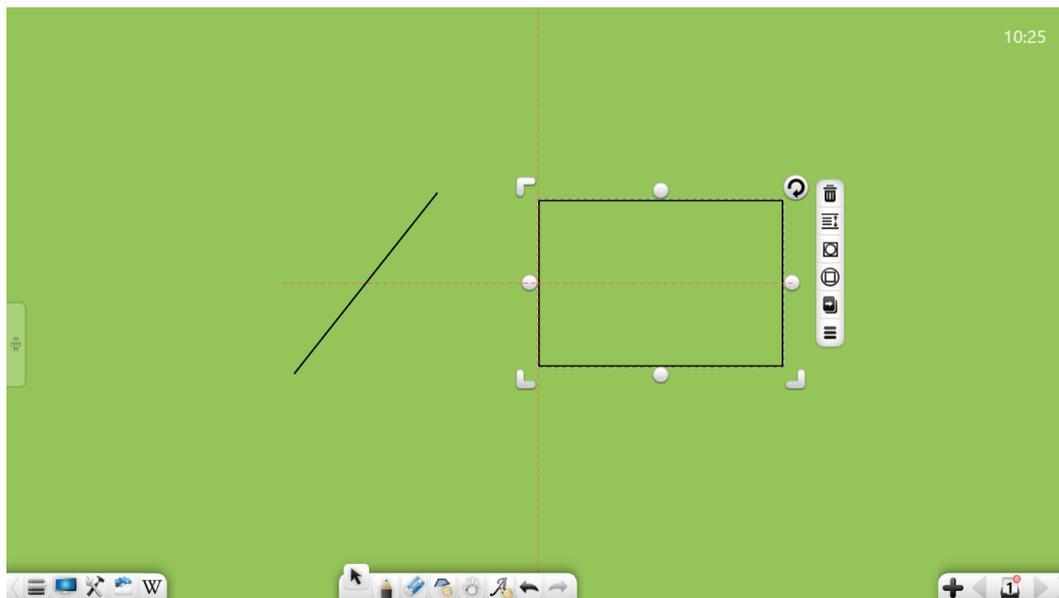


Figure 3-1-6-2 Aligning objects

### (2) Touch operations

If the device supports multipoint touch, you can perform multipoint touch operations in the selected state, including 2-point page switching, 3- or 4-point zooming, and 5-point roaming.

### (3) Move objects

In the selected state, you can click and drag an object to move it without selecting it.

#### 3.1.6.1 Handwriting

Select a handwriting object and perform the following operations: moving, zooming, revolving, deletion, setting the object level, setting animation effects, dragging the object to clone it, locking, setting the thickness and color, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting. See Figure 3-1-6-1-1.

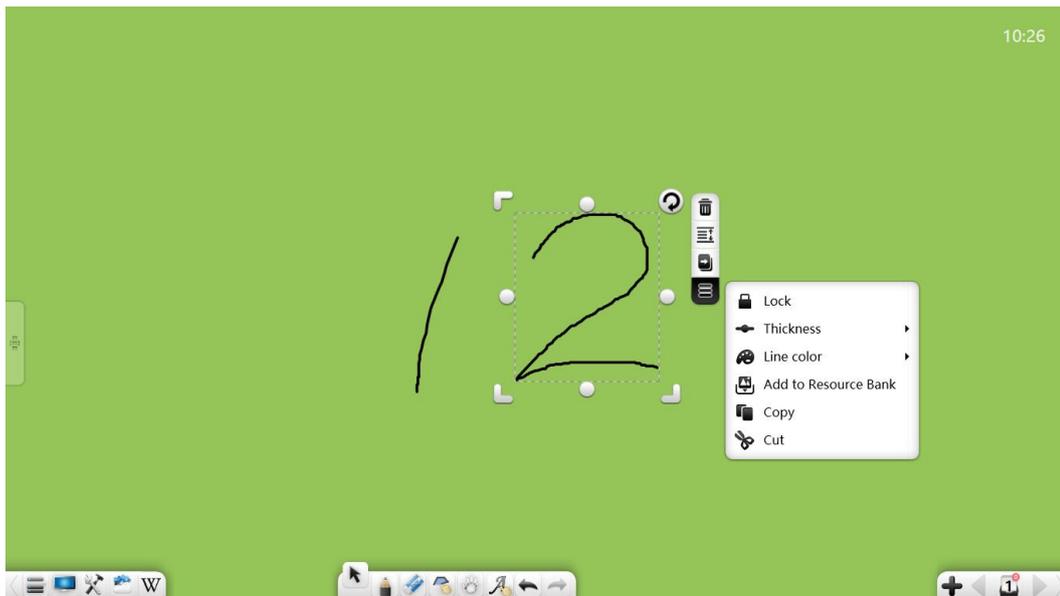


Figure 3-1-6-1-1 Selecting a handwriting object

- ① .Move: Click and drag the selected handwriting object to move it to any position. When you drag an object, its alignment line, the central line or an edge line, is automatically displayed. In the figure below, the central line is displayed.

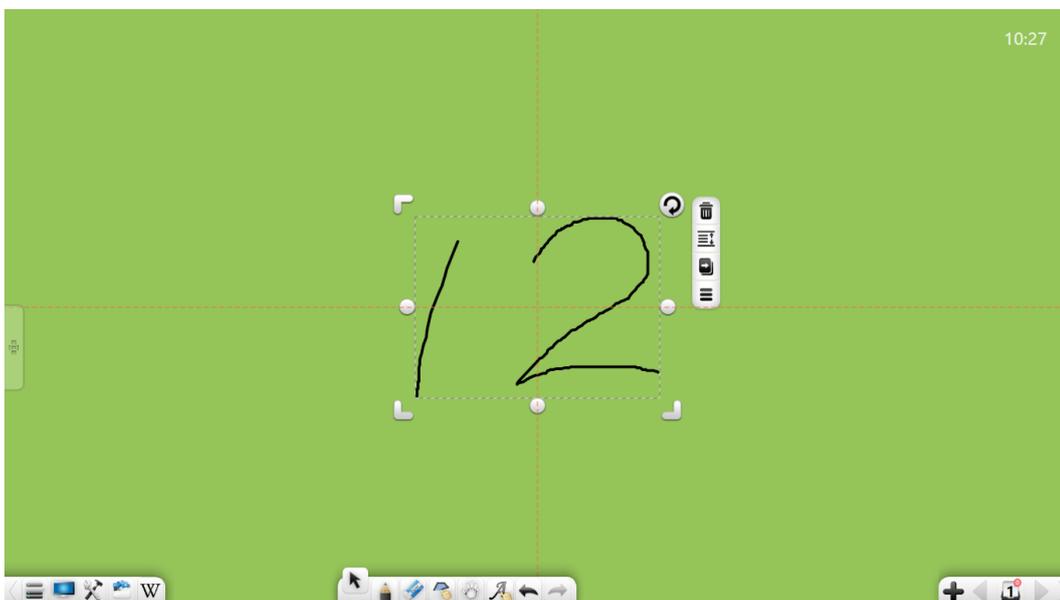


Figure 3-1-6-2 Alignment line

- ② .Zoom: Press and hold down , , and  to zoom in or out the object in any direction.
- ③ .Zoom based on an equal ratio: Press and hold down , ,  and Shift to zoom in or out the object at an equal ratio.

- ④. Zoom in a single direction: Hold down  in any direction to zoom in or out the object.
- ⑤. Revolve: Click  to revolve the selected handwriting object.
- ⑥. Touch: Move, zoom, or revolve the selected handwriting object in multipoint mode.
- ⑦. Delete: Click  to delete the selected handwriting object.
- ⑧. Set the object level: Click  to display a sub-menu, where you can set the levels of multiple objects (handwritings, lines, graphs, pictures, audios, and videos), such as moving upwards or downwards by one level, or moving to the top or bottom. If multiple objects overlap (at the same level) and the object not at the top is selected and moved, this object floats at the top. After you release the mouse or touch other places, the object automatically returns to the original level.
- ⑨. Animation effect: In lecture preparation mode, select a handwriting and click  to access the material editing window, or click  in the material editing window to switch to the interface for setting animation effects. See Figure 3-1-6-1-3.

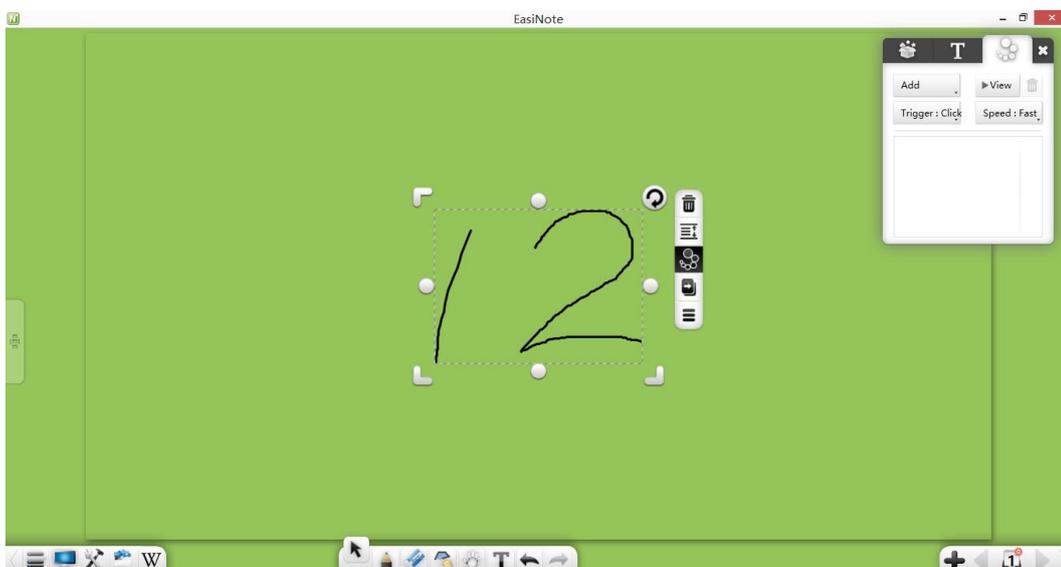


Figure 3-1-6-1-3 Setting animation effects

- a) Set animation: In the drop-down list for adding animation, select the entry and exit animation effects, including gradient, chessboard, erasure, and flame.

**Note:** After setting the entry/exit animation for an object, you need to select another object before setting another animation.

- b) Trigger mode: Select the preset animation, and select a trigger mode from the drop-down list. There are three trigger modes: click, simultaneous, and after.
- c) Play speed: After setting animation, select a play speed, including high speed, medium speed, and low speed.

- d) Preview: Selected an added animation and click  to preview the animation.

- e) Modify: Select an added animation and modify the animation effect, trigger mode, or play speed.

- f) Delete: Selected an added animation and click  to delete it.

- g) Animation prompt: After adding animations, animation sequence numbers are displayed in the upper left corner of the corresponding objects. The animation quantity of the current page is displayed in the upper right corner of the page number. See Figure 3-1-6-1-4.

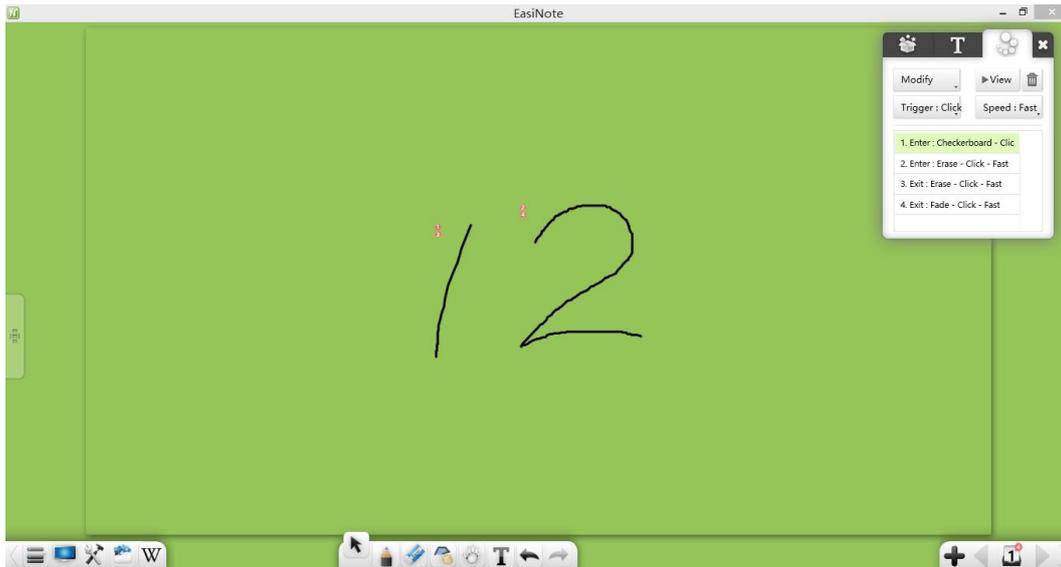


Figure 3-1-6-1-4 Animation prompt

⑩ .Drag to clone: Click  to enter clone mode. In this mode, drag the selected handwriting to clone it. You can repeat the operation to clone the handwriting multiple times. Click this button again to exit clone mode.

⑪ More: Click  to display the object editing menu. You can perform the following operations: setting the thickness and color, grouping (multiple objects), ungrouping, adding the selected handwriting to the resource library, editing hyperlinks, copy, and cutting.

a) Lock: Click  to lock the selected object.

A locked object can only be deleted or roamed by the clearing operation. Other operations are ineffective for a locked object.

Click the lock button in the upper right corner of a locked object to unlock it.

b) Thickness: Click  to set the thickness of the selected handwriting object.

c) Line color: Click  to set the color of the selected handwriting object.

d) Group: Click  to group multiple objects, including handwritings, lines, graphs, pictures, audios, and videos. After multiple objects are grouped, you can select any object to select all of them.

- e) Ungroup: Click  to ungroup the objects, including handwritings, lines, graphs, pictures, audios, and videos. The ungrouping operation revokes only the last grouped object, excluding the objects that have been grouped earlier. For example, if you group A and B and then group AB and C, when you revoke the group of ABC, AB is ungrouped with C and the group AB is reserved. If you revoke the group of AB, A is ungrouped with B.
- f) Add to the resource library: Click  to add the selected handwriting to the resource library.
- g) Edit hyperlinks: Select a single object or multiple grouped objects and click . In the window shown in Figure 3-1-6-1-5, you can add a hyperlink to the selected object. The hyperlink can link to a file, network, text information, whiteboard page number, audio file, or small tool. (Note: After multiple objects are grouped, the original links are automatically deleted. You can set a hyperlink for the grouped objects.)

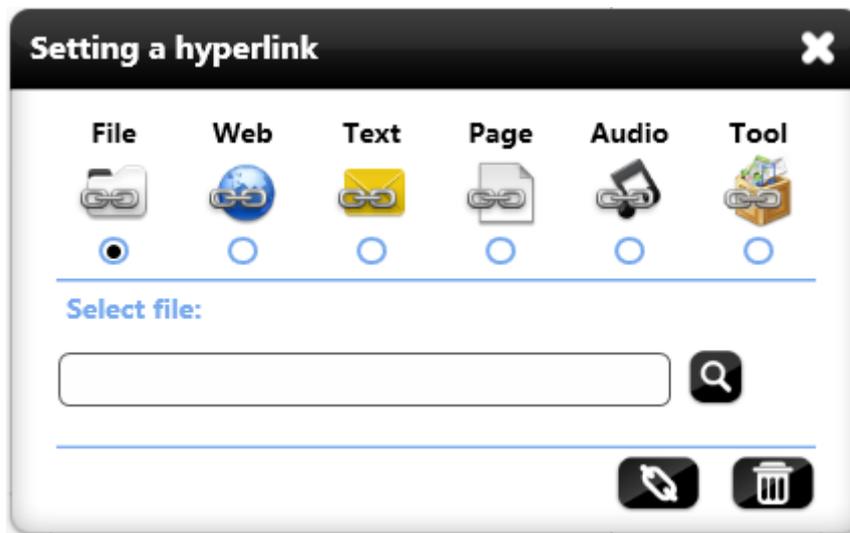


Figure 3-1-6-1-5 Editing a hyperlink

File: Select  to link to a file. Search and select the file to be linked and click the link button.

Network: Select  to link to a website. Enter the website address and click the link

button.

Text information: Select  to link to text information. Enter text information and click the link button.

Whiteboard page: Select  to link to a whiteboard page. Enter a valid whiteboard page number and click the link button.

Audio file: Select  to link to an audio file. Search and select the audio to be linked and click the link button.

Small tool: Click , select a tool to be linked, and click the link button.

Link: Click . Select an object and the link button is displayed below the object. You can click the link button to access the linked contents. See Figure 3-1-6-1-6.

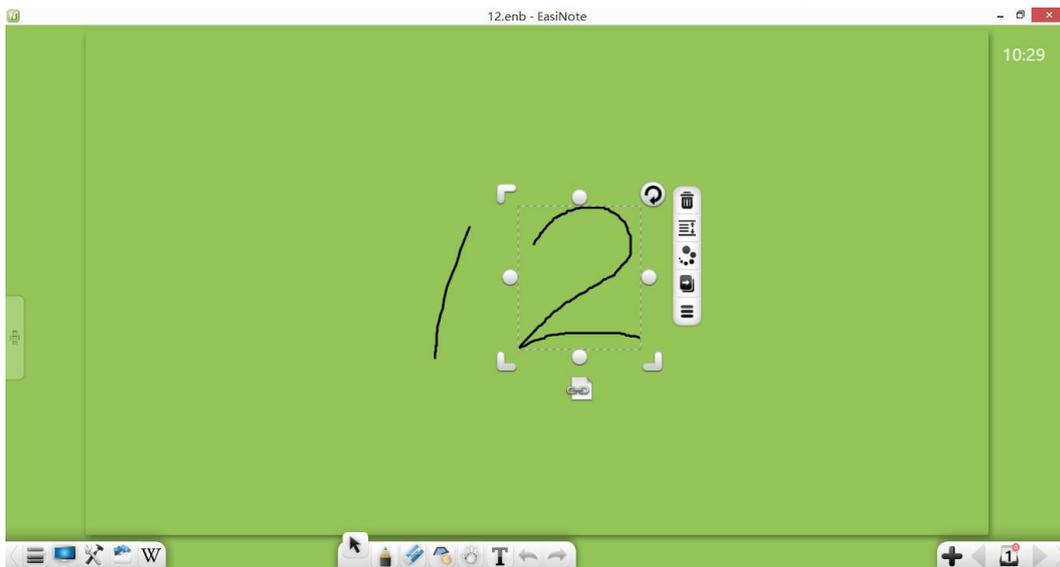


Figure 3-1-6-1-6 Showing the hyperlink button

Delete hyperlinks: Click  to revoke a hyperlink and close the current window.

- h) Copy: Click  to copy the selected handwriting. The handwriting copy can be pasted as a picture at any position in a Word or PPT document, or in the original format on another page. For details, see section 3.1.1.2.4.

- i) Cut: Click  to cut the selected handwriting. The cut handwriting can be pasted as a picture at any position in a Word or PPT document, or in the original format on another page. For details, see section 3.1.1.2.4.

### 3.1.6.2 Line

Select a line object and perform the following operations: moving, zooming, revolving, deletion, setting the object level, setting animation effects, dragging the object to clone it, locking, setting the thickness and color, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting. See Figure 3-1-6-2-1. The functions are the same as those for handwriting objects. For details, see section 3.1.6.1.

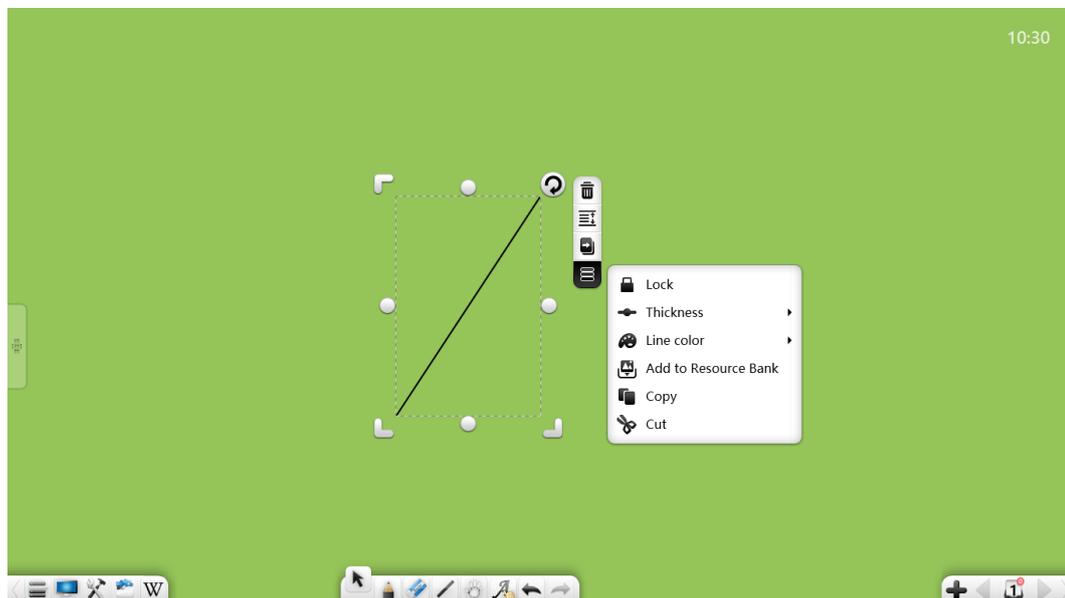


Figure 3-1-6-2 Selecting a line

### 3.1.6.3 Planar Graph

Select a planar graph and perform the following operations: moving, zooming, revolving, deletion, setting the object level, setting animation effects, dragging the object to clone it, locking, setting the thickness and color, fill color, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, cutting, and setting rectangular circumcircle, rectangular double-edge-contact circle, triangular incircle, triangular circumcircle, center of circle, and radius. See Figure 3-1-6-3-1. You can set the circumcircle and double-edge-contact circle to be displayed only in a rectangle, the incircle and circumcircle to be displayed only in a triangle, and the radius and center of circle to be displayed only in a circle.

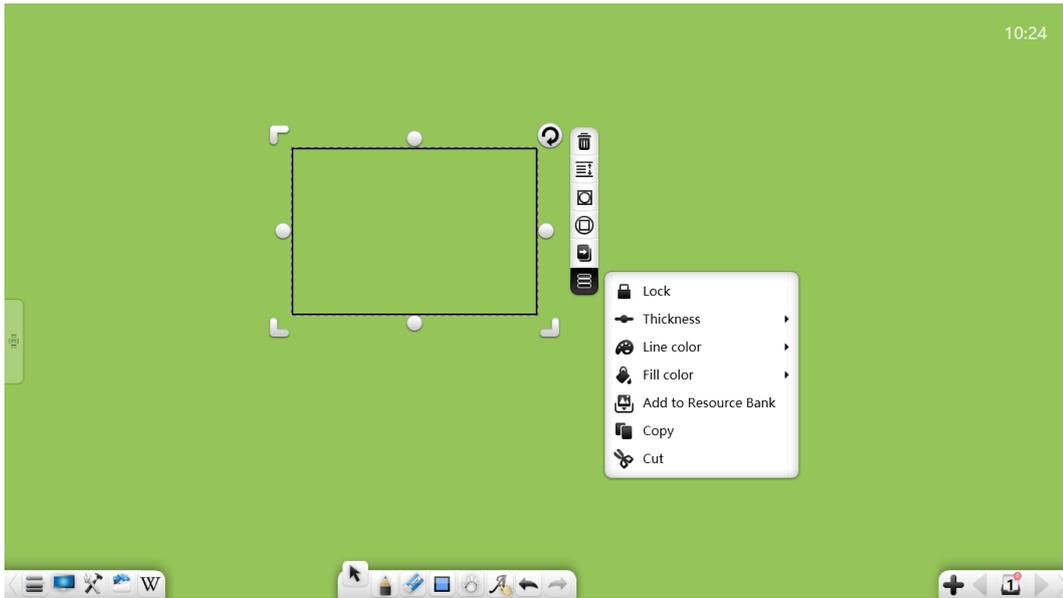


Figure 3-1-6-3-1 Selecting a graph

①. The functions of moving, zooming, revolving, deletion, setting the object level, setting animation effects, dragging the object to clone it, locking, setting the thickness and color, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting are the same as those for handwriting objects. For details, see section 3.1.6.1.

②. Fill color: Click  to fill color for a single graph. Select a color and then the graph is automatically filled with the color. You can also adjust the transparency of the fill color. See Figure 3-1-6-3-2.

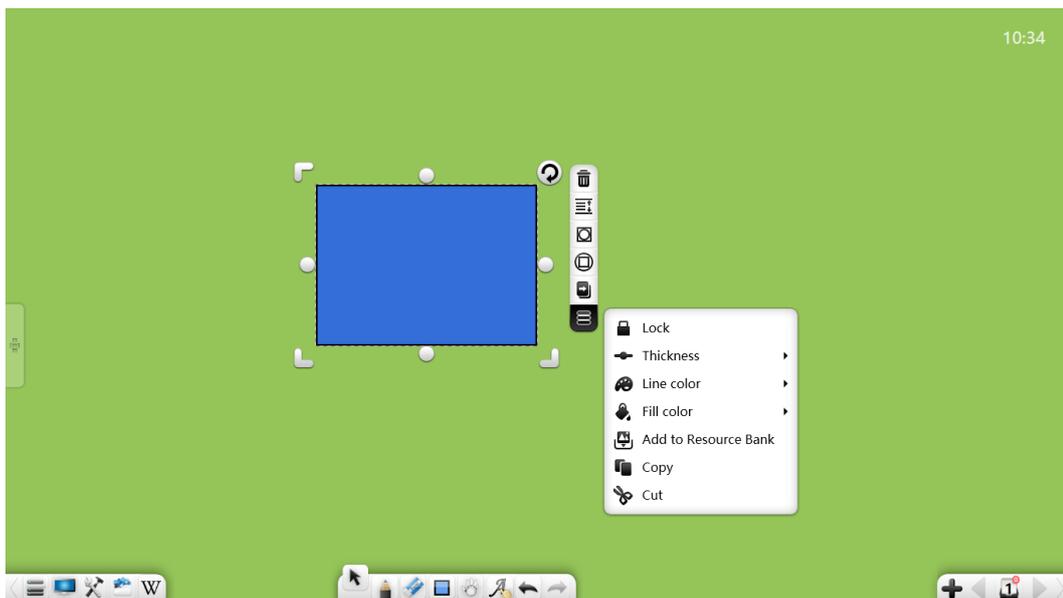


Figure 3-1-6-3-2 Fill color

- ③. Rectangular double-edge-contact circle. Click  to set a double-edge-contact circle in a rectangle. See Figure 3-1-6-3-3.

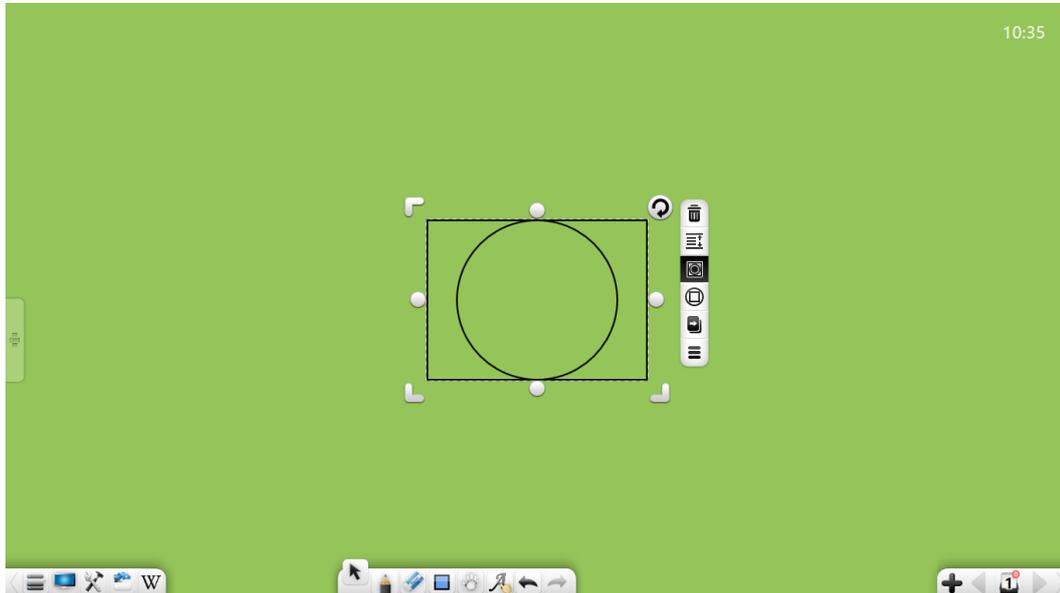


Figure 3-1-6-3-3 Rectangular double-edge-contact circle

- ④. Rectangular circumcircle. Click  to set a circumcircle in a rectangle. See Figure 3-1-6-3-4.

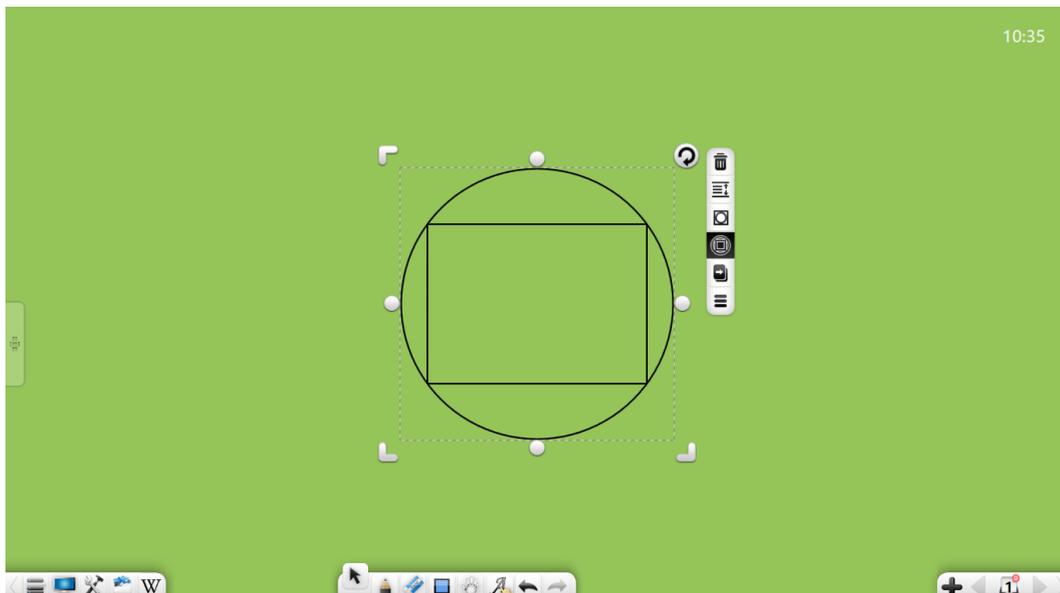


Figure 3-1-6-3-4 Rectangular circumcircle

- ⑤. Triangular incircle. Click  to set an incircle in a triangle. See Figure 3-1-6-3-5.

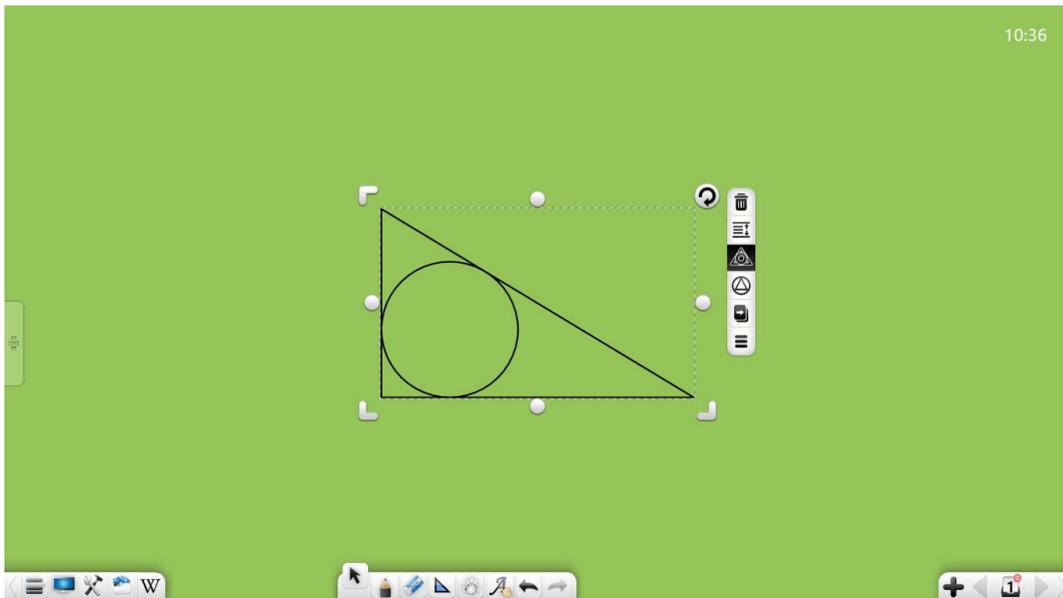


Figure 3-1-6-3-5 Triangular incircle

⑥. Triangular circumcircle. Click  to set a circumcircle in a triangle. See Figure 3-1-6-3-6.

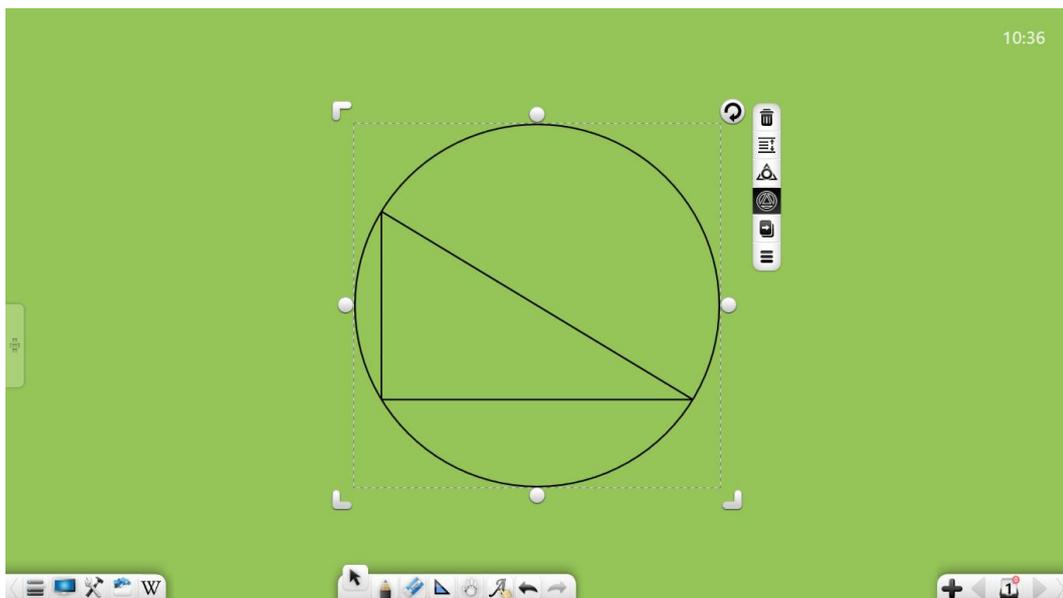


Figure 3-1-6-3-6 Triangular circumcircle

⑦. Show the center of circle: Click  to show the center of a circle. See Figure 3-1-6-3-7.

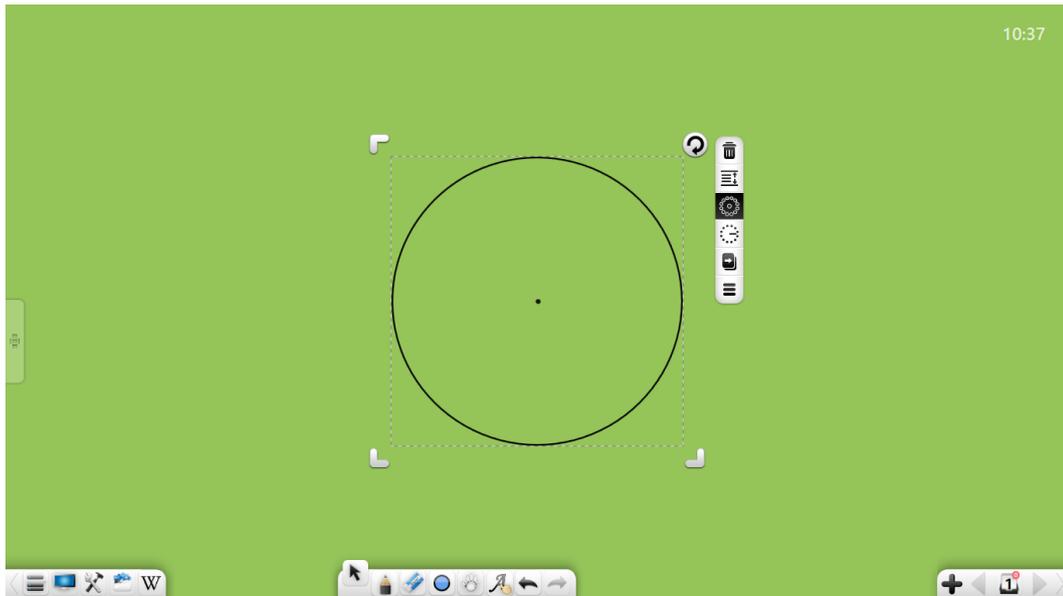


Figure 3-1-6-3-7 Center of circle

- ⑧. Show the radius: Click  to show the radius of a circle. See Figure 3-1-6-3-8.

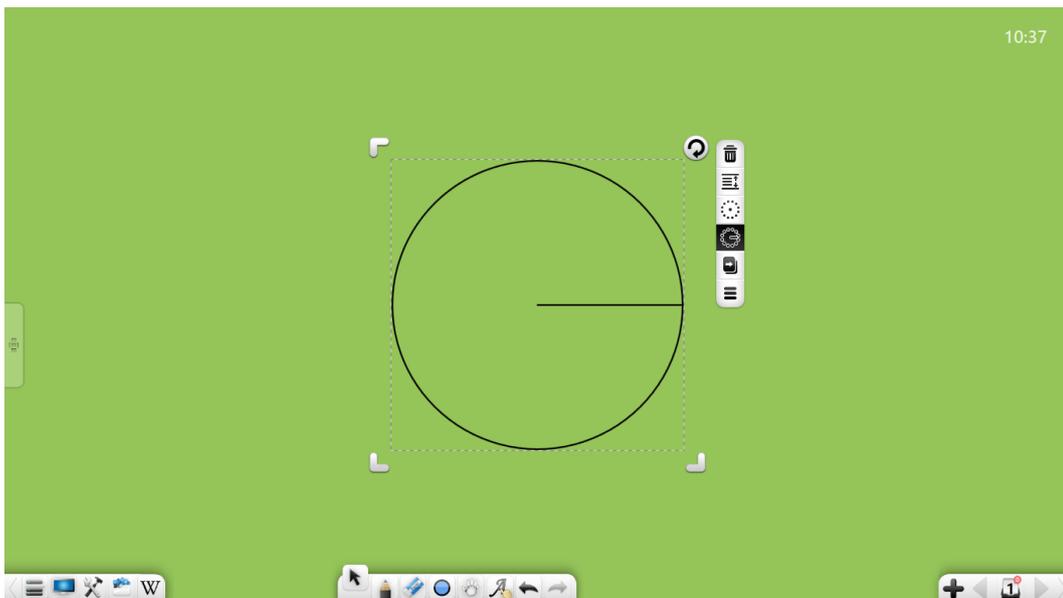


Figure 3-1-6-3-8 Radius of circle

#### 3.1.6.4 3D Graph

In math mode, select a 3D graph and perform the following operations: moving, zooming, revolving, deletion, setting the object level, setting animation effects, dragging the object to clone it, locking, setting the thickness and color, fill color, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting. See Figure 3-1-6-4. The functions are the same as those for planar graphs. For details, see section 3.1.6.3.

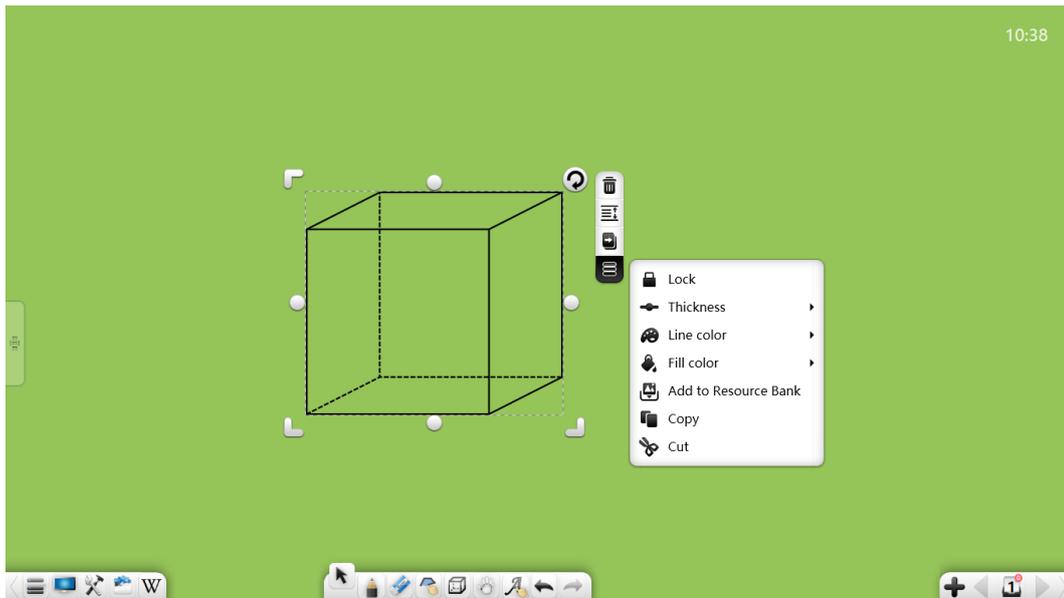


Figure 3-1-6-4 Selecting a 3D graph

### 3.1.6.5 Text

Select a text object and perform the following operations: moving, zooming, revolving, deletion, editing, setting the object level, combining, setting animation effects, dragging the object to clone it, locking, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, cutting, and reading. See Figure 3-1-6-5-1. EasiNote supports editing and reading only when a single text object is selected. Combining is supported only when multiple text objects are selected.

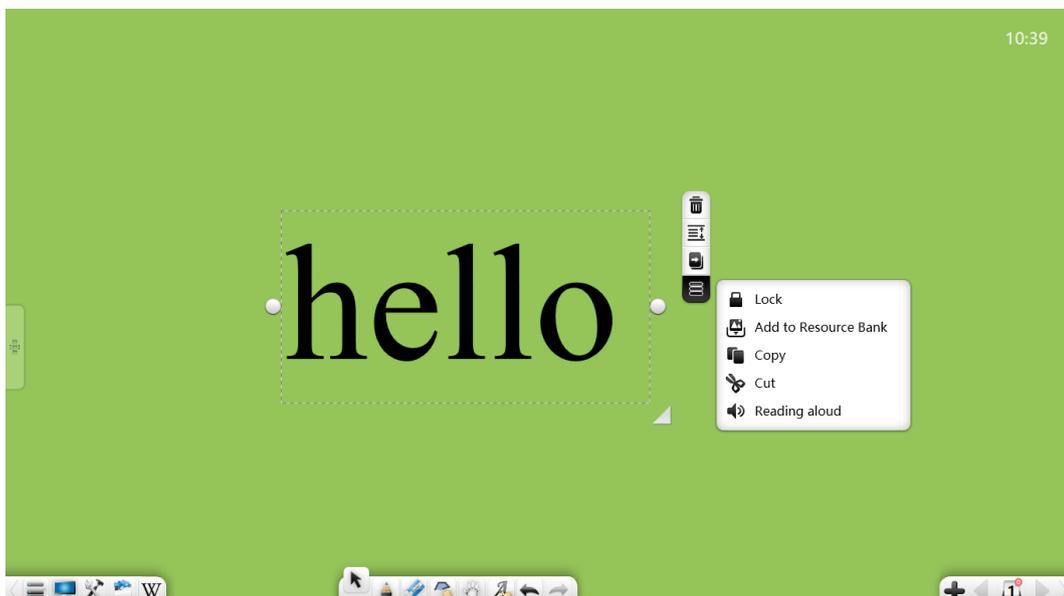


Figure 3-1-6-5 Selecting a text

- ① The functions of moving, zooming, revolving, deletion, setting the object level, setting animation effects, dragging the object to clone it, locking, grouping

(multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting are the same as those for handwriting objects. For details, see section 3.1.6.1.

② Edit the text: Select and click the text to enter the text editing state. You can edit the selected text.

③ Merge texts: Click  to merge two or more selected groups of texts. The selected texts will be automatically arranged behind the first group of texts.

a) Reserve the original format: Select and click  to reserve the original format. That is, the original formats of the texts are reserved.

b) Merge formats: Select and click  to merge the formats. The text font, size, and color are the same as those of the first group of texts.

④ Read: Click  to read the selected text.

### 3.1.6.6 Picture

Select a picture object and perform the following operations: moving, zooming, revolving, deletion, trimming, setting the object level, setting animation effects, dragging the object to clone it, locking, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting. See Figure 3-1-6-6-1. You can set a picture as the background or export the picture only when a single picture object is selected.

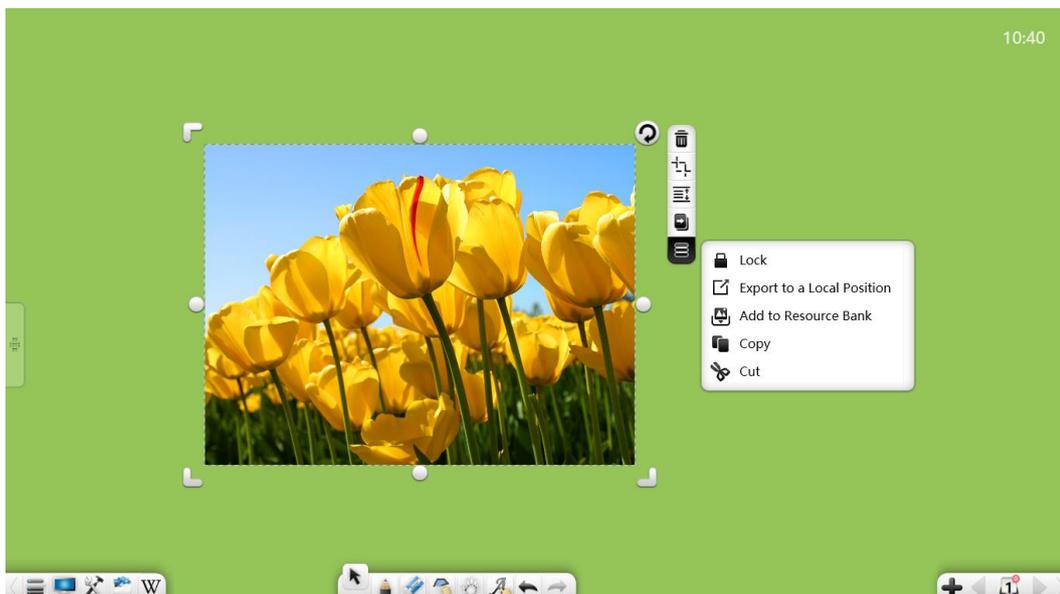


Figure 3-1-6-6-1 Selecting a picture

- ① The functions of moving, zooming, revolving, deletion, setting the object level, setting animation effects, dragging the object to clone it, locking, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting are the same as those for handwriting objects. See Figure 3-1-6-2. For details, see section 3.1.6.1.

- ② Trim: Click  to trim the current picture. See Figure 3-1-6-6-2. Click  to display the trimmed picture on the page and  to cancel the trim operation.

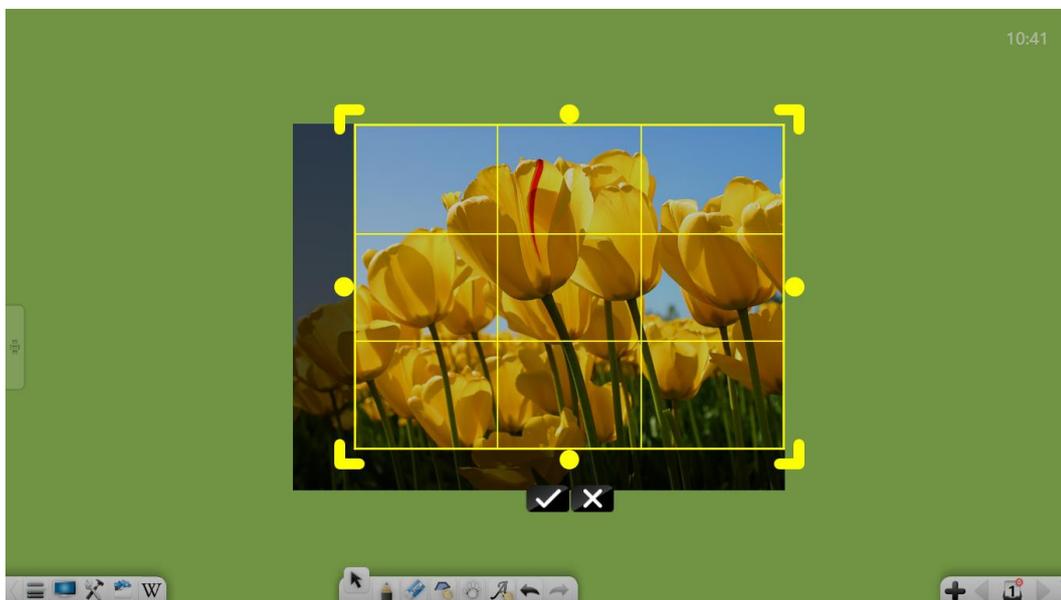


Figure 3-1-6-6-2 Trimming pictures

- ③ Export to the local computer: Click  to export the selected picture in the original format.

### 3.1.6.7 Audio/Video

Select an audio/video object and perform the following operations: play, pause, dragging the progress bar, adjusting the volume, display in full screen, moving, zooming, deletion, taking screenshots, setting the object level, setting animation effects, locking, grouping (multiple objects), ungrouping, exporting, adding to the resource library, copy, and cutting. See Figure 3-1-6-7. You can play, pause, stop, drag the progress bar, take screenshots, and export the audio/video in original format only when a single audio/video object is

selected.

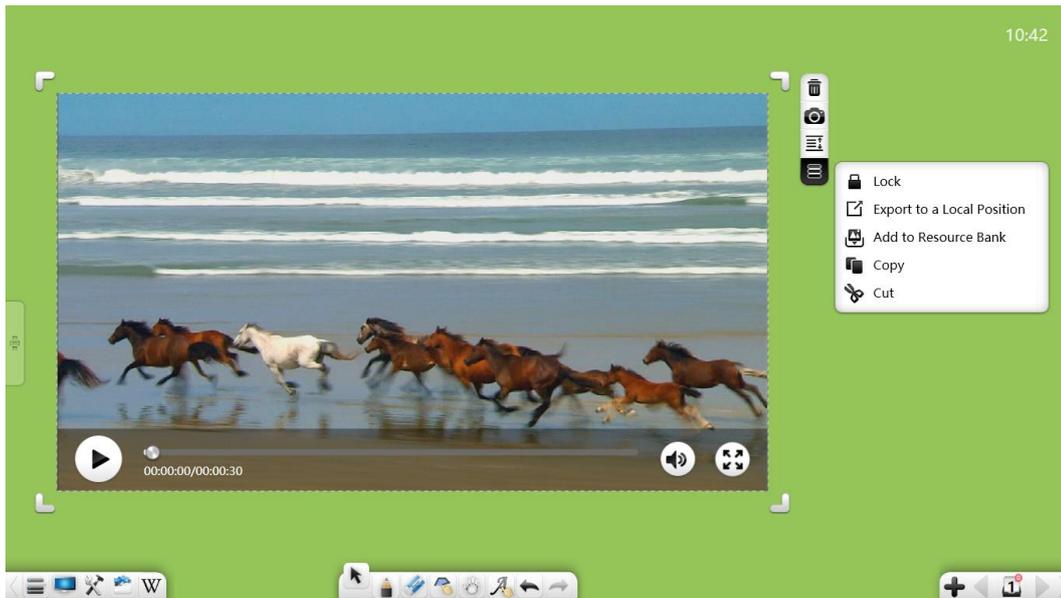


Figure 3-1-6-7 Selecting an audio/video

- ① The functions of moving, zooming, deletion, setting the object level, setting animation effects, locking, grouping (multiple objects), ungrouping, exporting, adding the object to the resource library, copy, and cutting are the same as those for graph objects. For details, see section 3.1.6.6.

**Note:** Audio and video objects do not support revolving.

- ② Play: Click  to play the selected audio/video.
- ③ Pause: Click  to pause the audio/video being played.
- ④ Drag the progress bar: Drag the progress bar of the audio/video being played to adjust the play position.
- ⑤ Adjust the volume: Click  . Drag the volume scrollbar to adjust the volume.
- ⑥ Full screen: Click  to display the video in full screen mode and  to exit full screen mode.
- ⑦ Screenshot: Click  to take a screenshot of the current audio/video and insert the screenshot into the software interface as a picture.

### 3.1.6.8 Compass Graph

Select a graph (including arcs and sectors) drawn by using a compass and perform the

following operations: moving, zooming, revolving, deletion, setting the object level, setting animation effects, dragging the object to clone it, locking, setting the thickness and color, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting. See Figure 3-1-6-8. The functions are the same as those for handwriting objects. For details, see section 3.1.6.1.

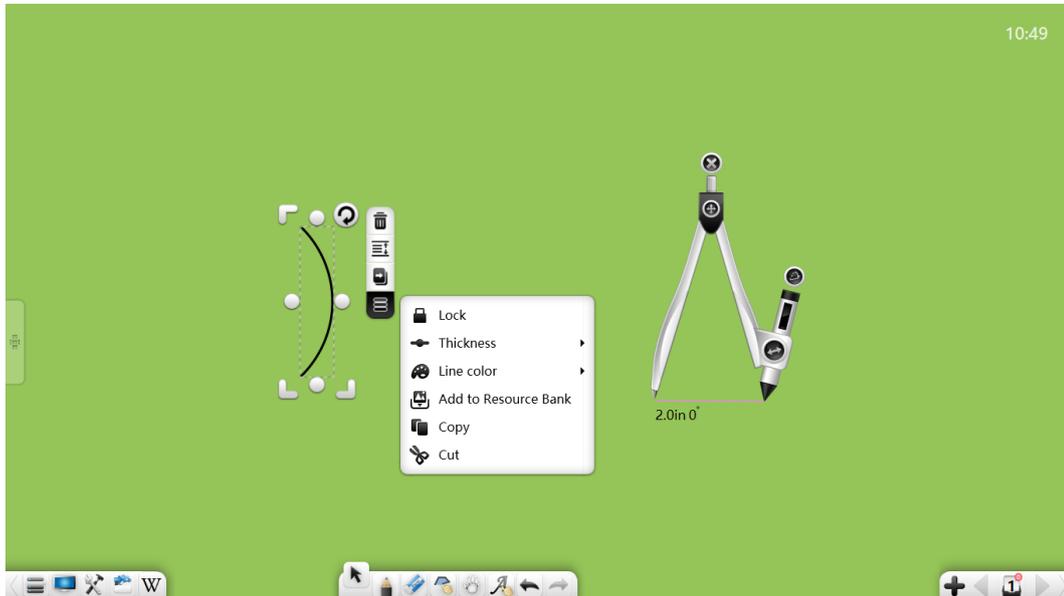


Figure 3-1-6-8 Selecting a compass graph

### 3.1.7 Handwriting



Click  to access the pen setup window. See Figure 3-1-7-1. You can select a paintbrush and set the thickness and color of handwritings. There are many types of paintbrushes including the hard-tipped pen, highlighter, writing brush, brush, laser pen, signature pen, and texture pen.

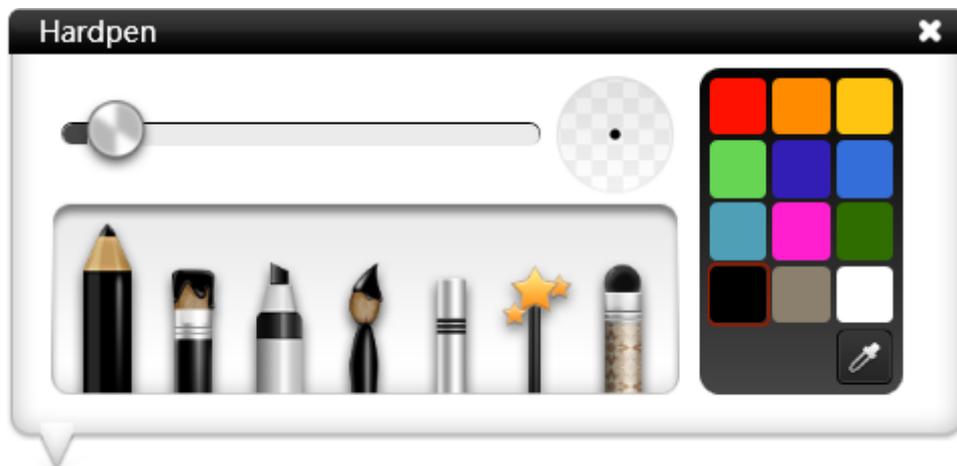


Figure 3-1-7-1 Paintbrush

- ① Hard-tipped pen: Click to use the hard-tipped pen. The default color is black and the handwriting is thin.
- ② Highlighter: Click to use the highlighter. The default color is black and the handwriting is thin.
- ③ Writing brush: Click  to use the writing brush. The default color is black. When you write using the writing brush, the thickness will change in real time according to the writing speed. The handwriting will be thin when the writing speed is high and be thick when the writing speed is low. Intuitive writing experience is delivered.
- ④ Brush: Click  to use the brush. The default color is black. When you write using the brush, the thickness varies according to the writing angle. Lateral lines are thick and vertical lines are thin. Intuitive writing experience is delivered.
- ⑤ Laser pen: Click  to use the laser pen. The default color is black. When you write using the laser pen, the handwriting will fade away.
- ⑥ Signature pen: Click  to use the signature pen. The handwriting of the signature pen is graph. There are totally eight types of graphs. You can define graphs as required.
- ⑦ Texture pen: Click  to use the texture pen. You can choose pictures as the handwriting of the texture pen. You can also define pictures as the handwriting of the texture pen.
- ⑧ Thickness: After selecting a pen, you can slide the thickness bar to adjust the handwriting thickness. See Figure 3-1-7-2.



Figure 3-1-7-2 Adjusting handwriting thickness

- ⑨ Color: After selecting a pen, click the color picker on the right and select any color. There are totally 12 colors. A dropper is provided. You can select any color on the software interface or color picker.
- ⑩ Multipoint writing: EasiNote allows you to perform multipoint writing based on the number of operation points supported by the touch frame.

### 3.1.8 Eraser

Click  to select the eraser. By default, **Point Eraser** is selected, as shown in Figure 3-1-8. The options **Point Eraser**, **Selective Erasing**, and **Slide to Erase All** are available.



Figure 3-1-8 Eraser

- ① Point Eraser: click  to select the **Point Eraser** mode. In this mode, you can erase handwriting of common pens, including the hard-tipped pen, highlighter, writing brush, and brush.
- ② Selective Erasing: Click  to select the **Selective Erasing** mode. In this mode, you can erase the selected handwriting of common pens (hard-tipped pen, highlighter, writing brush, and brush), lines, graphics, three-dimensional graphics, texts, images, video and audio.
- ③ Slide to Erase All: slide  to the right to clear all content on the current page.

- ④ **Gesture Erasing:** Touch the screen with a three-finger-sized touch area to enable the gesture erasing function and call the eraser. In this mode, you can erase the handwriting of all types of pens.

### 3.1.9 Shape



Click  to display the shape screen. By default, the Smart Recognition mode is selected, Line Weight is set to Thin, and Line Color is set to Black, as shown in Figure 3-1-9. You can set the shape type, frame/line thickness, frame/line color, and filled geometric figures. The figure types include Smart Recognition, Circle, Ellipse, Parallelogram, Right Triangle, Trapezoid, Isosceles Triangle, Rectangle, Rubber Band, Dotted Rubber Band, Dotted Line, Wave Line, Arrow, and Line Segment.

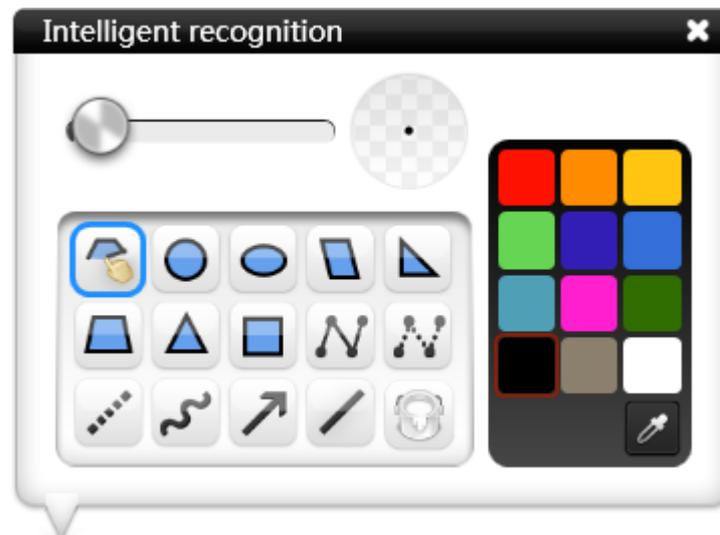


Figure 3-1-9 Figure tools

#### 3.1.9.1 Geometric Figures

The geometric figures include Smart Recognition, Circle, Ellipse, Parallelogram, Right Triangle, Isosceles Trapezoid, Isosceles Triangle, and Rectangle.



- ① **Smart Recognition:** Click  to enable the smart recognition function that can recognize line segment, angle (closed angle and obtuse angle), arrow, triangle, quadrilateral, ellipse, and circle. Figures drawn on the screen can be automatically recognized, as shown in Figure 3-1-9-1. When no figure is

recognized, the system displays a prompt dialog box indicating that no figure is recognized, and this prompt dialog box is automatically closed in 1s.

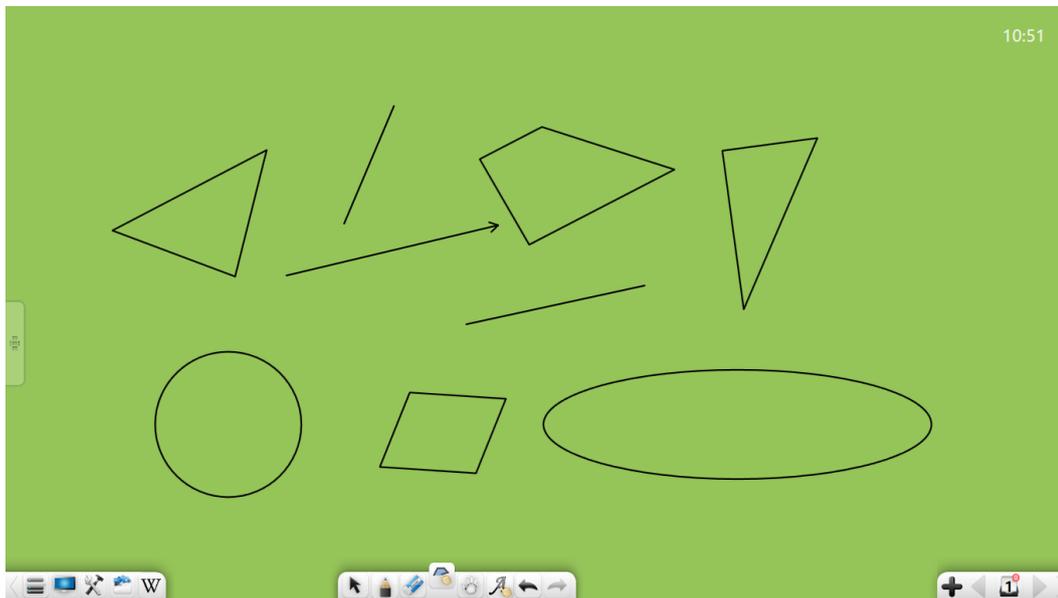


Figure 3-1-9-1 Figure recognition effect

- a) Line segment: When you draw a line on the screen, it is automatically recognized as a line segment.
- b) Angle: When you draw a figure with its two sides in any angle, it is automatically recognized as an angle.
- c) Arrow: When you draw a line segment with a recurvature at each side to any direction (complete this operation at a time), it is automatically recognized as an arrow.
- d) Triangle: When you draw a closed triangle (including the closed angle, right angle, and obtuse angle), it is automatically recognized as a triangle.
- e) Quadrilateral: When you draw a closed quadrilateral, it is automatically recognized as a quadrilateral.
- f) Ellipse: When you draw a closed ellipse, it is automatically recognized as an ellipse.
- g) Circle: When you draw a closed circle, it is automatically recognized as a circle.

- ② Circle: Click  to draw a circle. After the drawing is completed, the circle is selected by default.
- ③ Ellipse: Click  to draw an ellipse. After the drawing is completed, the ellipse is selected by default.
- ④ Parallelogram: Click  to draw a parallelogram. After the drawing is completed, the parallelogram is selected by default.
- ⑤ Right Triangle: Click  to draw a right triangle. After the drawing is completed, the right triangle is selected by default.
- ⑥ Isosceles Trapezoid: Click  to draw an isosceles trapezoid. After the drawing is completed, the isosceles trapezoid is selected by default.
- ⑦ Isosceles Triangle: Click  to draw an isosceles triangle. After the drawing is completed, the isosceles triangle is selected by default.
- ⑧ Rectangle: Click  to draw a rectangle. After the drawing is completed, the rectangle is selected by default.

### 3.1.9.2 Line

The lines include Solid Rubber Band, Dotted Rubber Band, Dotted Line, Wave Line, Arrow, and Line Segment.

- ① Solid Rubber Band: Click  to draw a solid rubber band.
- a) Drawing a line segment: Click the screen. When a blue operation point  is displayed, drag the blue operation point to draw the line segment.

- b) Adjusting the line segment: Click the blue operation point. The operation point is changed to a black operation point , which can be used to adjust the length and position of the line segment.
- c) Switching over the operation point: Click the black operation point again, so that it is changed to the blue operation point. Operation points are available on both ends of the line segment, as shown in Figure 3-1-9-2-1.

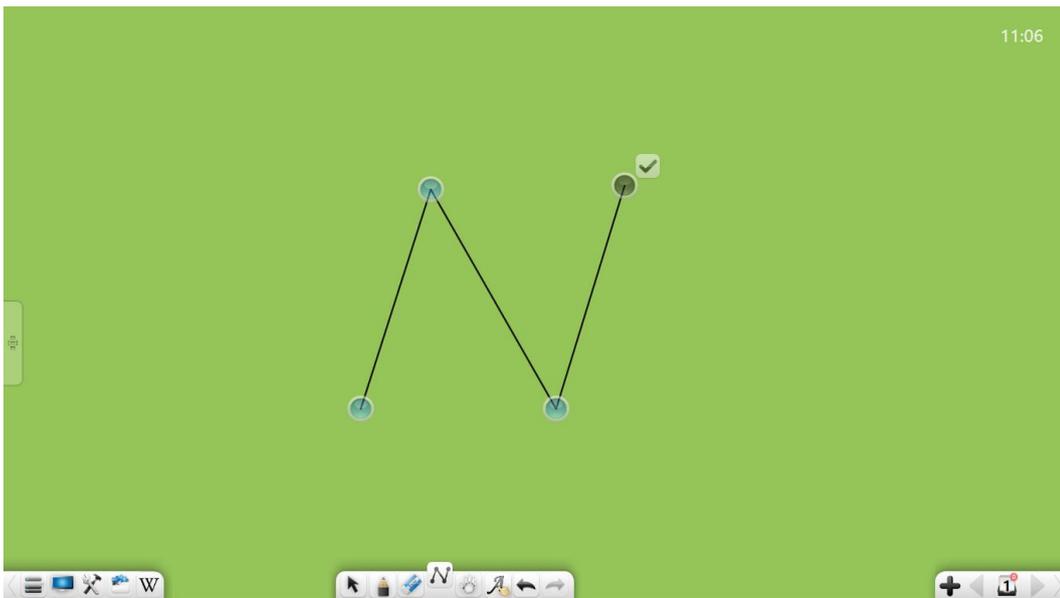


Figure 3-1-9-2-1 Rubber band tool

- d) Magnifier: When drawing a line segment, the magnifier is displayed at each endpoint. You can view the connection between lines clearly. See Figure 3-1-9-2-2.



Figure 3-1-9-2-2 Magnifier displayed in drawing line segments using a rubber band

e) Completing the drawing: Click  to complete the drawing. After the drawing is complete, the drawn figure cannot be modified.

② Dotted Rubber Band: Click  to draw the dotted rubber band. For details, see the drawing steps in "① Solid Rubber Band".

③ Dotted Line: Click  to draw a dotted line. After the drawing is completed, the dotted line is selected by default.

④ Wave Line: Click  to draw a wave line. After the drawing is completed, the wave line is selected by default.

⑤ Arrow: Click  to draw an arrow. After the drawing is completed, the arrow is selected by default.

⑥ Line Segment: Click  to draw a line segment. After the drawing is completed, the line segment is selected by default.

### 3.1.9.3 Properties

Before drawing, you can set the thickness and color of the lines or frame. Then you can set the fill color of a drawn geometric figure. After the object in which the geometric figure is applied, you can change the thickness and color of its lines or frame.

- ① Thickness of lines/frames: After you select a figure type, you can slide the slider for the line/frame thickness to change the thickness of the line/frame.
- ② Color of lines/frames: After you select a figure type, you can click the color palette on the right to set the line color. There are totally 12 colors. A dropper is provided. You can select any color on the page or the color picker.

- ③ Filled color: Click  to select the filled color. There are totally 12 colors. A dropper is provided. You can select any color on the page or the color picker.

### 3.1.10 Roaming

After you click , click the current page (or left-click the page) and move the current page. Then, click  again to display the navigation chart. You can quickly locate the positions, browse the location information on the current page and adjacent pages, and adjust the percentage on the navigation chart. See Figure 3-1-10.



Figure 3-1-10 Navigation chart

- ① Browse: Click at any position in the navigation window. The corresponding position is displayed automatically.
- ② Adjust the display proportion: Drag the scrollbar in the page roaming navigation window to resize the page.
- ③ 100% display: Click  to display the page in the 100% proportion.
- ④ Restore full screen: Click  to restore full screen.
- ⑤ Touch: You can zoom the screen by touching two points in the roaming state.
- ⑥ Gesture roaming: Long touch the screen at two points for 0.5s. The page jitters twice to enable the gesture roaming function, which allows you to roam the current page. If there is no operation in 0.5s, the page jitters twice to disable the gesture roaming function.

### 3.1.11 Handwriting Recognition

Click  to enable the handwriting recognition function and a quill-pen is displayed. After writing on the page, the handwriting is automatically recognized and displayed on the page. See 3.1.1.2.3 "Handwriting Recognition."

### 3.1.12 Cancel

Click  to cancel the last operation. This option is unavailable when no drawing operation is performed on the selected object.

### 3.1.13 Redo

Click  to restore the last cancel operation. This option is unavailable when no cancel operation is performed on the selected object.

### 3.1.14 Add Page

Click  to add a new page when the current page is the last page.

### 3.1.15 Previous Page

Click  to go to the previous page of the current page when the current page is not the first page.

### 3.1.16 Page Management

Click  to view all the page information of the file, as shown in Figure 3-1-15.

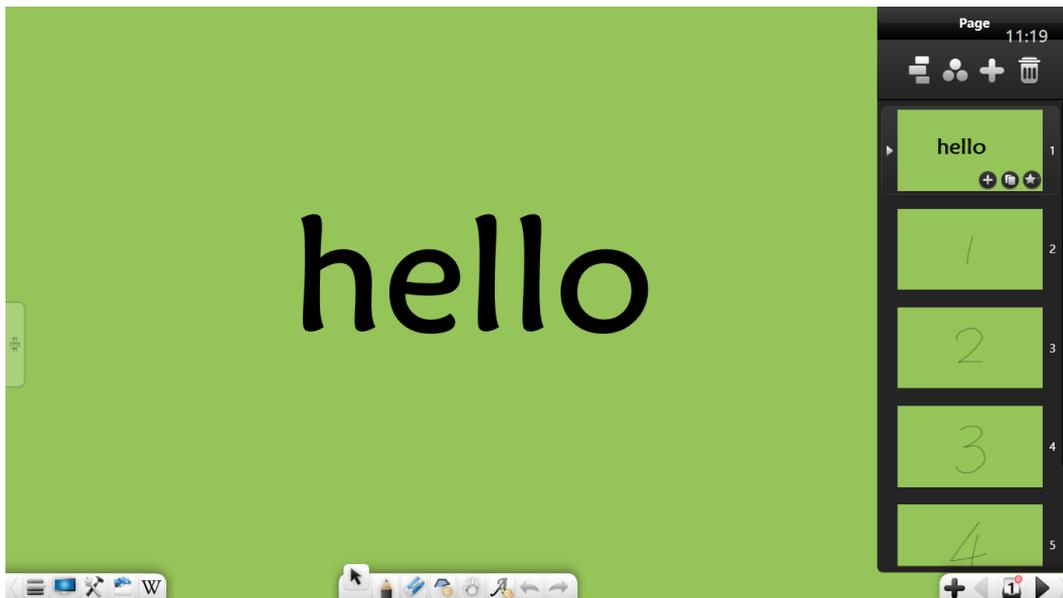


Figure 3-1-15 Page management interface

#### 3.1.16.1 Crescent Mode

On the page management interface, click  to enable the crescent browse mode. See Figure 3-1-16-1-1.

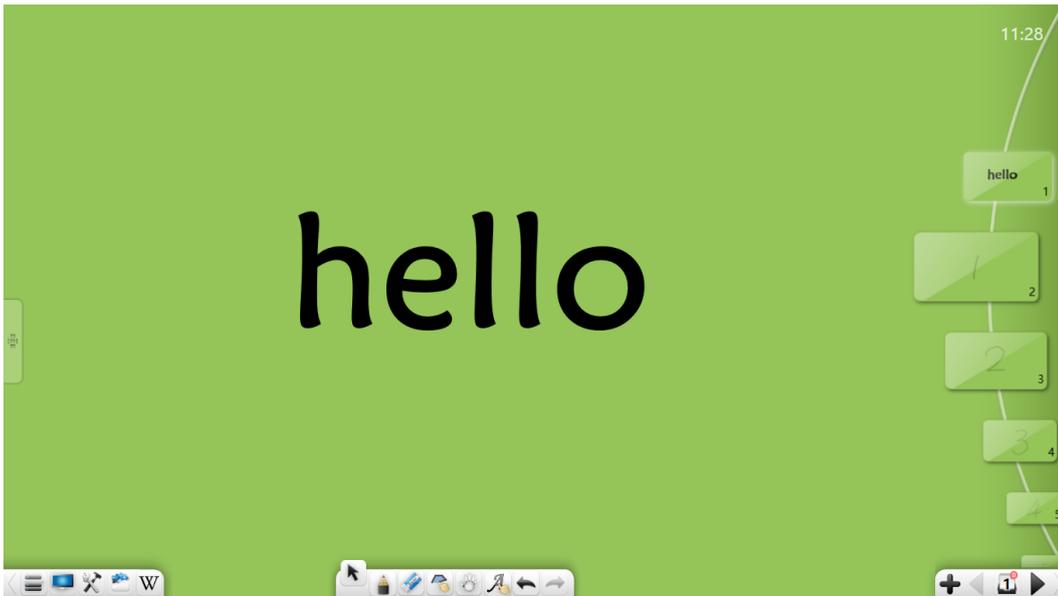


Figure 3-1-16-1-1 Page management interface

- ①. Browse pages: When there are many pages, you can scroll up and down to browse the thumbnails of the pages.
- ②. Display pages: In crescent mode, click or drag a page to display it. After the page is displayed, the crescent mode is collapsed to the rightmost of the screen. See Figure 3-1-16-1-2.

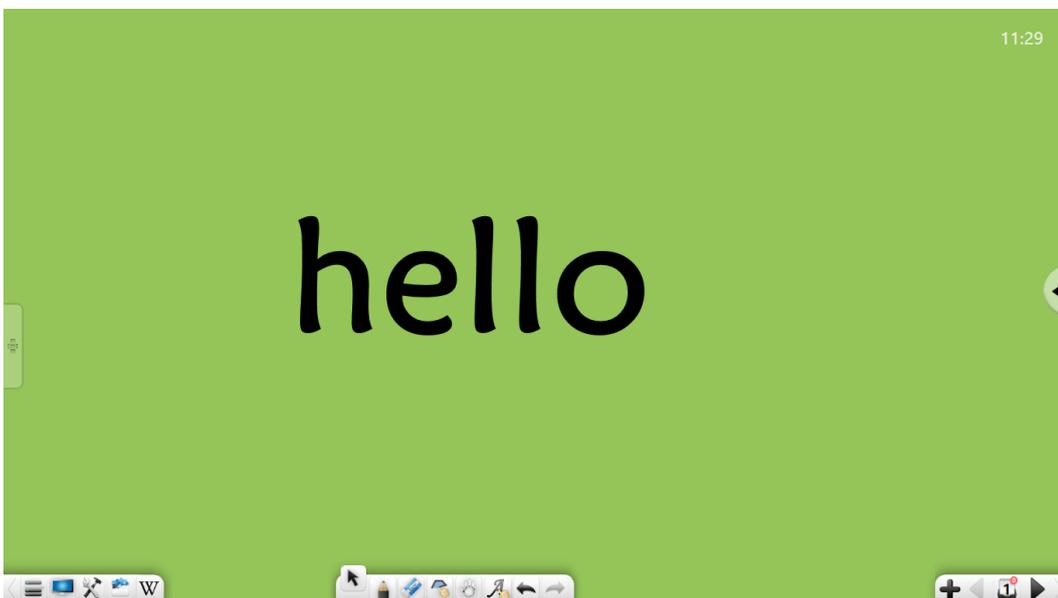


Figure 3-1-16-1-2 Page management interface

- ③. Show the crescent mode: Click  to show the crescent mode.

- ④ .Exit: Click  to exit crescent mode and access the page management interface.

### 3.1.16.2 Page Ball Mode

Click  to enable page ball mode. Page balls can be collapsed or expanded. You can click or drag a page ball to display the corresponding page. See Figure 3-1-16-2-1. Page balls are grouped in the same way as pages.

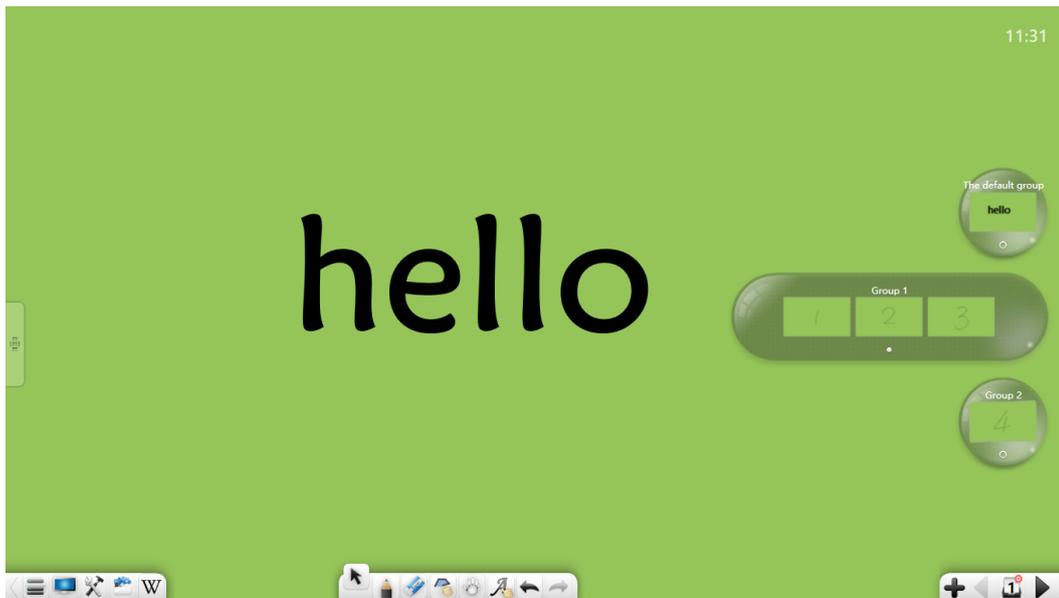


Figure 3-1-16-2-1 Page balls

- ① Expand page balls: Click  to expand page balls. On an expanded page ball, you can scroll leftwards and rightwards to view page thumbnails.
- ② Collapse page balls: Click  to collapse an expanded page ball.
- ③ Display pages: On a page ball, select a page and drag its thumbnail to the interface to display it.
- ④ Switching between page thumbnails: On a collapsed page ball, you can click any page thumbnail to go to the corresponding page.
- ⑤ Browse page balls: When there are many groups (page balls), you can scroll up and down to browse the page balls.

- ⑥ Exit: Click  to exit page ball mode and access the page management interface.

### 3.1.16.3 Page Grouping

Click  to enter the page grouping interface. You can conduct group management on the current page as required, including adding, deleting, and renaming groups, grouping and sorting pages, and collapsing and expanding pages in groups. See Figure 3-1-16-3-1.



Figure 3-1-16-3-1 Page grouping management

- ① Add groups: On the grouping interface, click  to add a group.
- ② Delete groups: Click  to delete a group.
- ③ Rename groups: Click  to rename a group.
- ④ Group and sort pages: Click and drag a page to any group or position.

- ⑤ Collapse/expand pages in groups: Click ▼ to collapse an expanded group or ► to expand a collapsed group.

3.1.16.4 Others

- ① Delete pages: Click  to delete pages (you can delete a page or click the select all button to delete all pages. By default, the current page is selected, as shown in Figure 3-1-16-4-1). When all pages are selected to delete, the deleted pages cannot be restored.

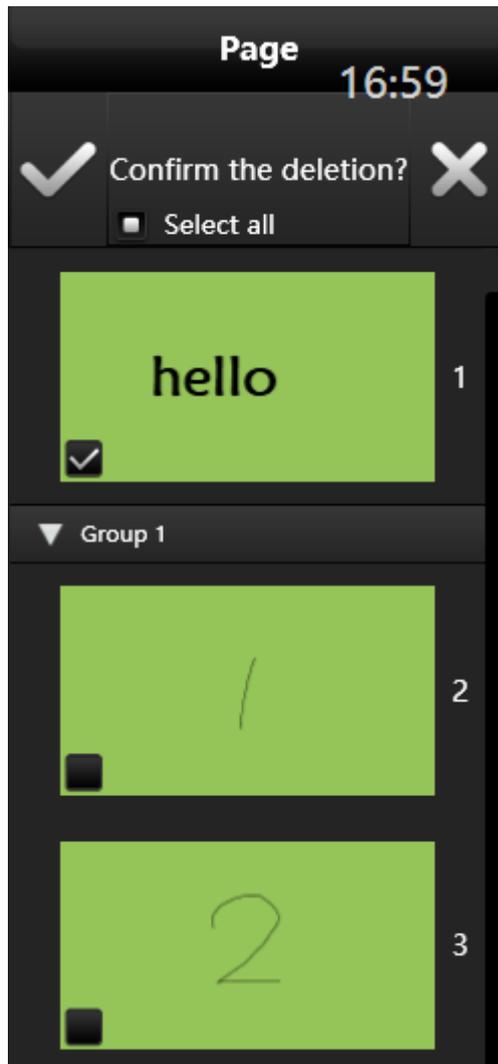


Figure 3-1-16-4-1 Deleting pages

- ② Add pages: Click  to add a new page as the next page of the current page.
- ③ Copying pages: Click  to copy the current page on the next page (this option is unavailable when templates are used in various scenarios).

- ④ Special effect in page flipping: Click  to set a flipping special effect for the current page, including audio and animation effects. See Figure 3-1-16-4-2.

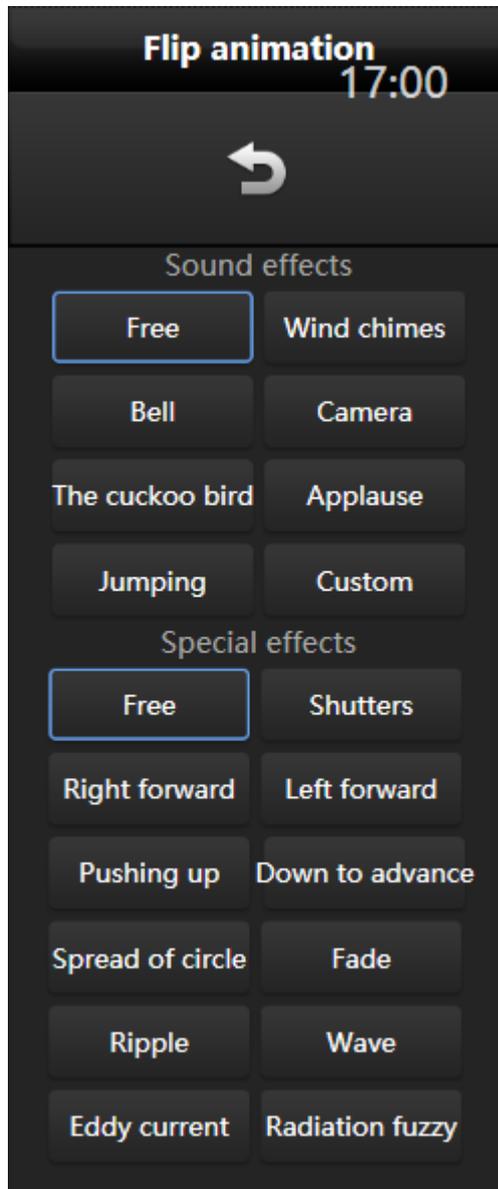


Figure 3-1-16-4-2 Special effect for page flipping

- ⑤ Browse pages: Scroll the scroll wheel up and down to browse the pages.
- ⑥ Multiplex pages: In lection preparation mode, you can drag a page to another opened program.

### 3.1.17 Next Page

Click  to go to the next page of the current page when the current page is not the

last page.

### 3.1.18 Shortcuts

You can use the compound keys to call the keyboard or an external keyboard.

Teaching mode (with toolbars): Shift+F5

Teaching mode (without toolbars): F5

Lecture preparation: Esc

Selecting mode: Alt+S

Writing mode: Alt+P

Erasing mode: Alt+E

Roaming mode: Alt+M

Previous: ←/PgUp

Next: →/PgDn

Copy: Ctrl+C

Paste: Ctrl+V

Cut: Ctrl+X

Cancel: Ctrl+Z

Redo: Ctrl+Y

Select all: Ctrl+A

Cancel selection: Ctrl+D

Insert text: Ctrl+T

Import files: Ctrl+I

Delete: Delete

New: Ctrl+N

Open: Ctrl+O

Save: Ctrl+S

### 3.1.19 Others

- ① **Toolbar prompt:** Click at a blank position on the toolbar to display the text prompt of an icon, and click again to hide the prompt.

② Switch toolbar buttons: On the toolbar, click the left and right edges or the

and  buttons to move the toolbar buttons leftwards or rightwards. Figure 3-1-19-1 shows the interface after switching toolbar buttons.



Figure 3-1-19-1 Switching toolbar buttons

### 3.2 Functions in Various Modes

EasiNote supports multiple modes: lecture preparation, teaching, desktop, classic, and simplified. By default, the system enters the teaching mode after it is enabled, as shown in Figure 3-2.



Figure 3-1 Teaching mode

### 3.2.1 Lecture Preparation Mode

Choose **Menu > Mode > Lecture Preparation** to switch to the lecture preparation mode. See Figure 3-2-1. In lecture preparation mode, you can resize the window and adjust the display proportion. Other functions are the same as those in teaching mode.

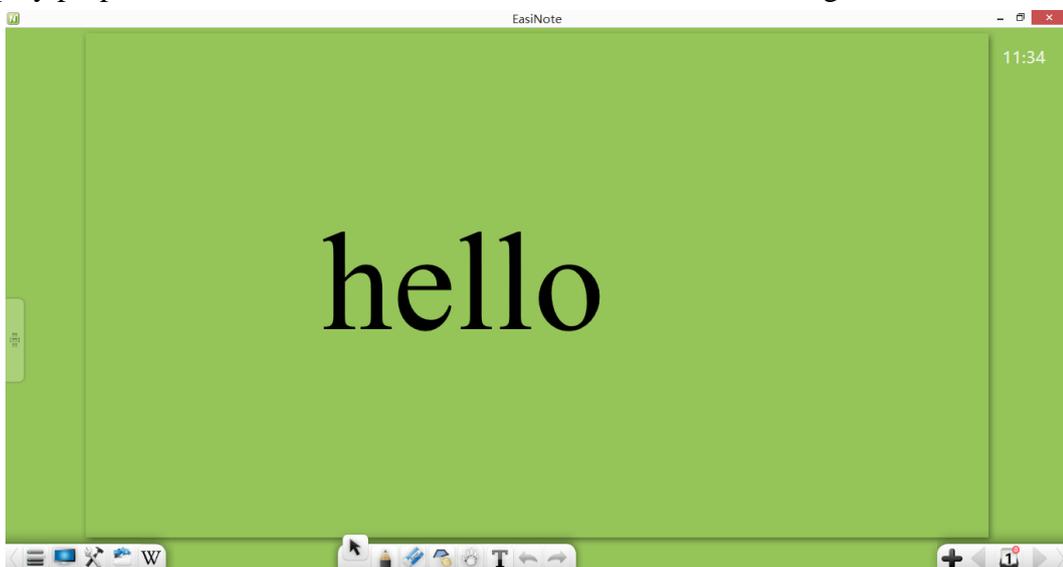


Figure 3-2-1 Lecture preparation mode

Note:

- ① In lecture preparation mode, the text editing function is available on the toolbar.
- ② In lecture preparation mode, you can drag a picture from the browser to the software to insert the picture into a page on EasiNote.
- ③ You can edit hyperlinks and animation effects only in lecture preparation mode.

### 3.2.2 Teaching Mode

Choose **Menu > Mode > Teaching** to switch to the teaching mode. In the teaching mode, the pages are displayed in full screen, and the toolbar is suspended at the bottom of the screen. The options on the toolbar from left to right include: Menu, Desktop, Treasure Chest, Resource Library, Encyclopedia, Select, Write, Eraser, Roam, Handwriting Recognition, Cancel, Redo, Previous Page, Pages, Add Page, and Next Page. For details, see section 3.1.

### 3.2.3 Desktop Mode

Click  to switch to the desktop mode, as shown in Figure 3-2-3-1. In the desktop mode, only the following functions are available: mouse operations, pen, eraser, tools, and returning to the teaching mode/lecture preparation mode/classic mode.

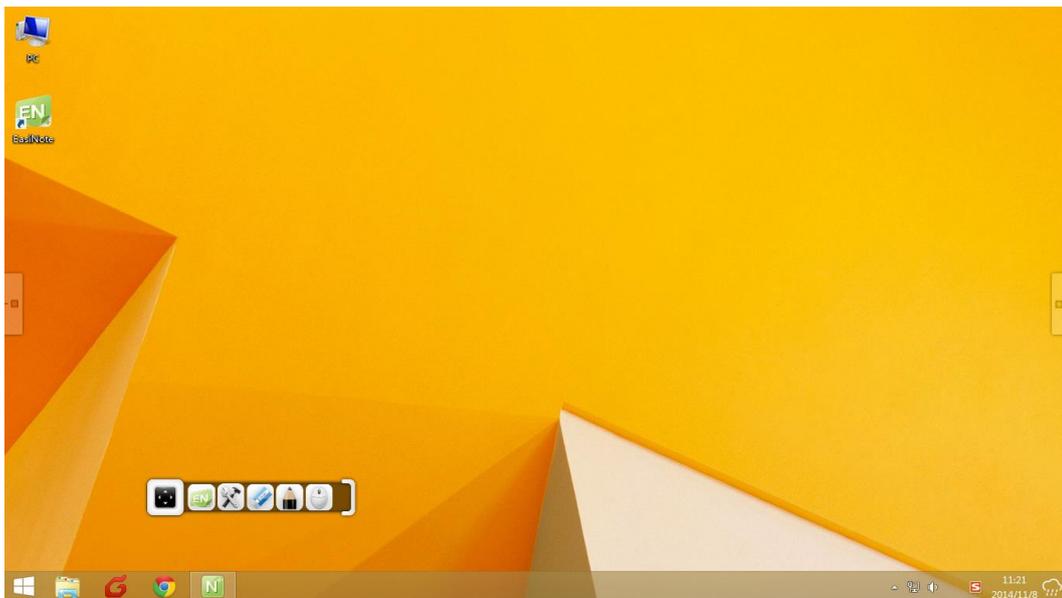


Figure 3-2-3-1 Desktop mode

① Desktop operations: Click  to exit the comment or eraser state and return to the desktop operations.

② Pen: Click  to enter the desktop comment state. You can use the hard-tipped pen to make comments on the current screen. Then, click 

again to display the level-2 menu. You can select the color and thickness for the current hard-tipped pen, as shown in Figure 3-2-3-2.

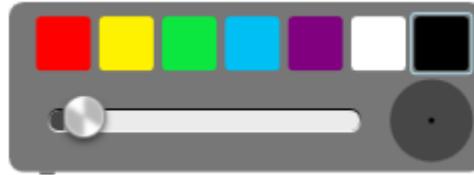


Figure 3-2-3-2 Desktop comments

- ③ Eraser: Click  to erase the comments on the desktop.
- ④ Tools: Click  to invoke the tools such as PinP, Magnifier, Record Screen, Spotlight, Print Screen, Calendar, Clock, Veil, Calculator, and Material Object Stand. For details, see section 3.1.3.3.
- ⑤ Back: Click  to return to the full screen/lecture preparation mode.
- ⑥ Scale: Click  to scale the toolbar.
- ⑦ Quick move: Click  and  (up and down) to quickly move the toolbar to the edges of the desktop.

### 3.2.4 Classic Mode

Choose **Menu > Mode > Classic** to switch to the classic mode. See Figure 3-2-4. In this mode, the toolbar is completely displayed on the bottom line of the main screen.



Figure 3-2-4 Classic mode

### 3.2.5 Simplified Mode

Long press the mouse or right-click the toolbar to switch to the simplified mode, as shown in Figure 3-2-5-1.



Figure 3-2-5-1 Simplified mode

In this mode, simplified tools are provided on the right upper corner of the screen. You can perform simple operations on the whiteboard, including page up and down, writing, selecting, and exit, as shown in Figure 3-2-5-2.



Figure 3-2-5-2 Toolbar in simplified mode

- ① Page up: Click  to go to the previous page.
- ② Page down: Click  to go to the next page.
- ③ Select: Click  to select objects on the page.
- ④ Pen: Click  to write on the pages.
- ⑤ Exit: Click  to show the simplified mode.

### 3.3 Subject Mode

Different scenarios are set for different subjects including English, math, chemistry, and physics. Different teaching tools are provided for different subjects. You can choose an appropriate teaching scenario based on the current subject. In each mode, click the buttons on the left of the pages to display the subject selection interface, as shown in Figure 3-3. The subject modes are mutually independent and co-exist. Only the page list of the current scenario is displayed on the page list of each subject mode. Including the standard mode, the modes can be mutually switched to each other. After the switchover of the modes, text prompt is displayed on the toolbar by default.

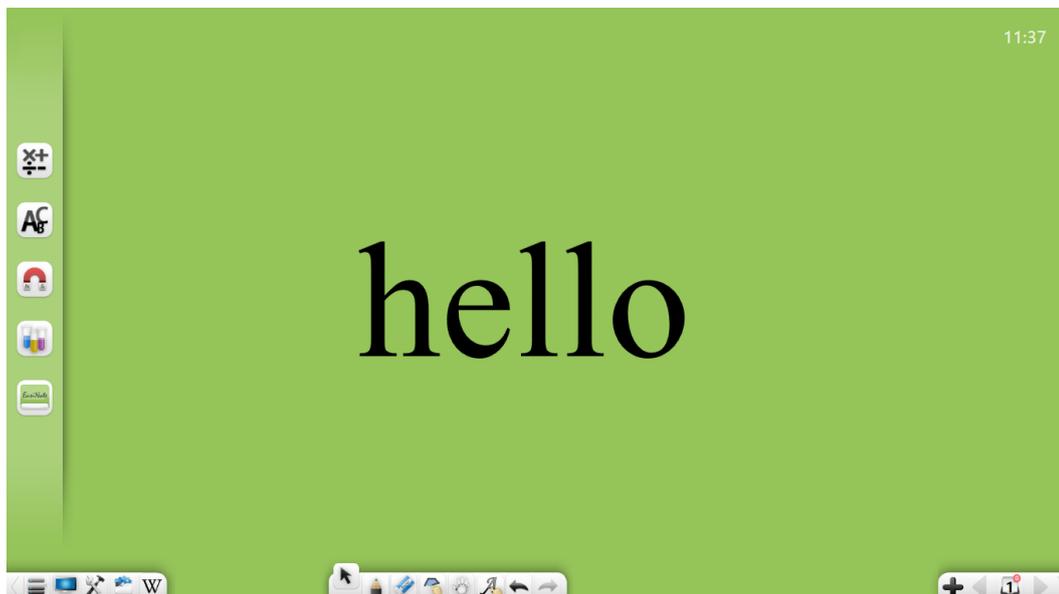


Figure 3-3 Mode switchover interface

### 3.3.1 Math Mode

Click  to enter the math mode, as shown in Figure 3-3-1.

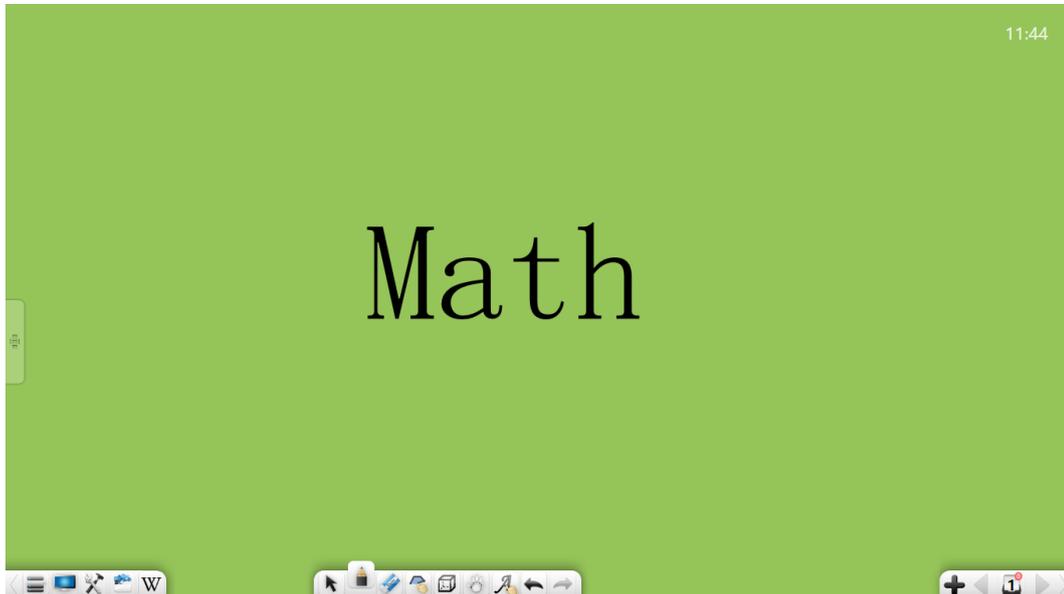


Figure 3-3-1 Math mode interface

#### 3.3.1.1 Basic Functions

In the math mode, basic math tools are provided on the toolbar, including Menu, Desktop, Treasure Chest, Resource Library, Encyclopedia, Select, Write, Eraser, Shape, 3D Shape, Roam, Handwriting Recognition, Cancel, Redo, Previous Page, Pages, Add Page, and Next Page.

- ① 3D Shape: Click  to display the 3D Shape menu, as shown in Figure 3-3-1-1. The 3D shapes include Cuboid, Triangular Pyramid, Rectangular Pyramid, Cylinder, Cone, Circular Truncated Cone, Hemisphere, Sphere, and Dihedron. By default, Cuboid is selected.

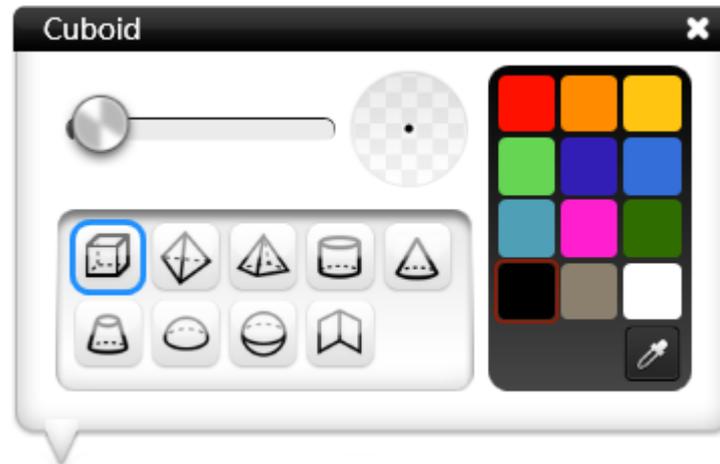


Figure 3-3-1-1 3D Shape tools

- a) Frame thickness: After you select a 3D shape type, you can slide the slider to change the thickness of frames.
- b) Color of frames: After you select a 3D shape type, you can click the color palette on the right to set the line color. There are totally 12 colors. A dropper is provided. You can select any color on the page or the color picker.

c) Cuboid: Click  to draw a cuboid. After the drawing is completed, the cuboid is selected by default.

d) Triangular Pyramid: Click  to draw a triangular pyramid. After the drawing is completed, the triangular pyramid is selected by default.

e) Rectangular Pyramid: Click  to draw a rectangular pyramid. After the drawing is completed, the rectangular pyramid is selected by default.

f) Cylinder: Click  to draw a cylinder. After the drawing is completed, the cylinder is selected by default.

g) Cone: Click  to draw a cone. After the drawing is completed, the cone is selected by default.

h) Circular Truncated Cone: Click  to draw a circular truncated cone. After the drawing is completed, the circular truncated cone is selected by default.

i) Hemisphere: Click  to draw a hemisphere. After the drawing is completed, the hemisphere is selected by default.

j) Sphere: Click  to draw a sphere. After the drawing is completed, the sphere is selected by default.

k) Dihedron: Click  to draw a dihedron. After the drawing is completed, the dihedron is selected by default.

② For other functional buttons, see section 3.1.

### 3.3.1.2 Math Tools

Click  to display the **Treasure Chest** interface. Click the subject tools and select **Math**. The math tool interface is displayed. The tools include Mathematic Formula Recognition, Function Drawing, Compasses, Calculator, Rectilinear Scale, Triangular Plate 30°, Triangular Plate 45°, and Protractor.

#### 3.3.1.2.1 Mathematic Formula Recognition

Click  to enable the Mathematic Formula Recognition tool. This tool can recognize the manually-entered mathematic formula, as shown in Figure 3-3-1-2-1. The system can automatically recognize the manually-entered mathematic formula. If a formula matching error occurs, you can manually select the corresponding part for correction. Click **Insert**. The recognized formula is inserted to the current page.

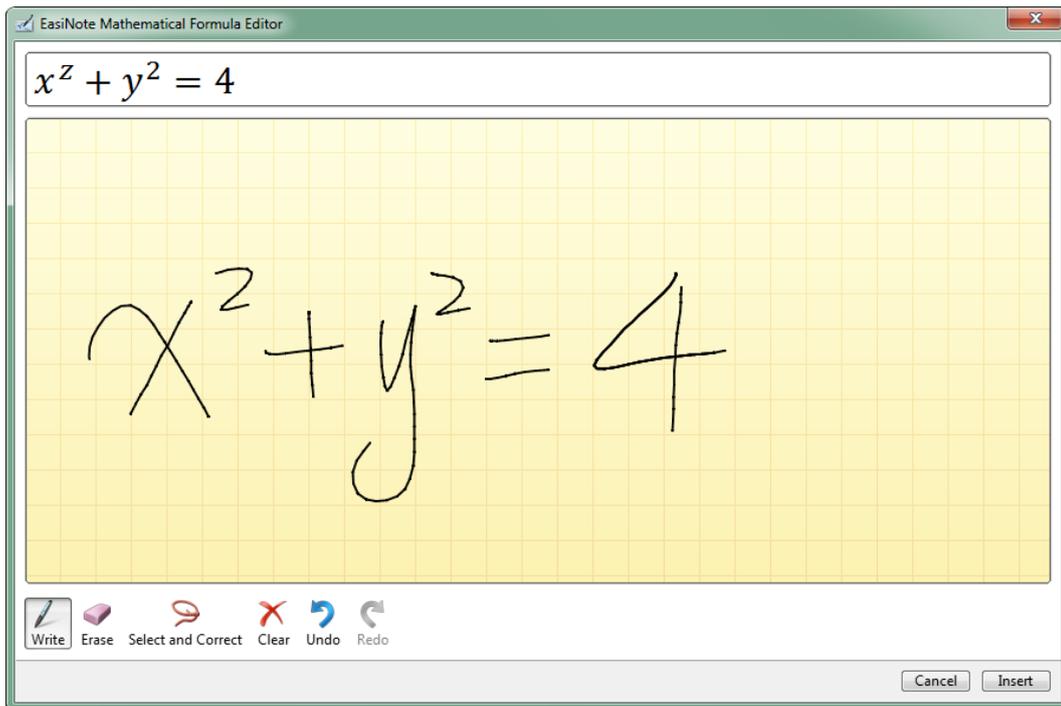


Figure 3-3-1-2-1 Handwriting formula recognition

### 3.3.1.2.2 Function Drawing



Click  to enable the function drawing tool. This tool can help you draw graphs of functions, as shown in Figure 3-3-1-2-2-1.

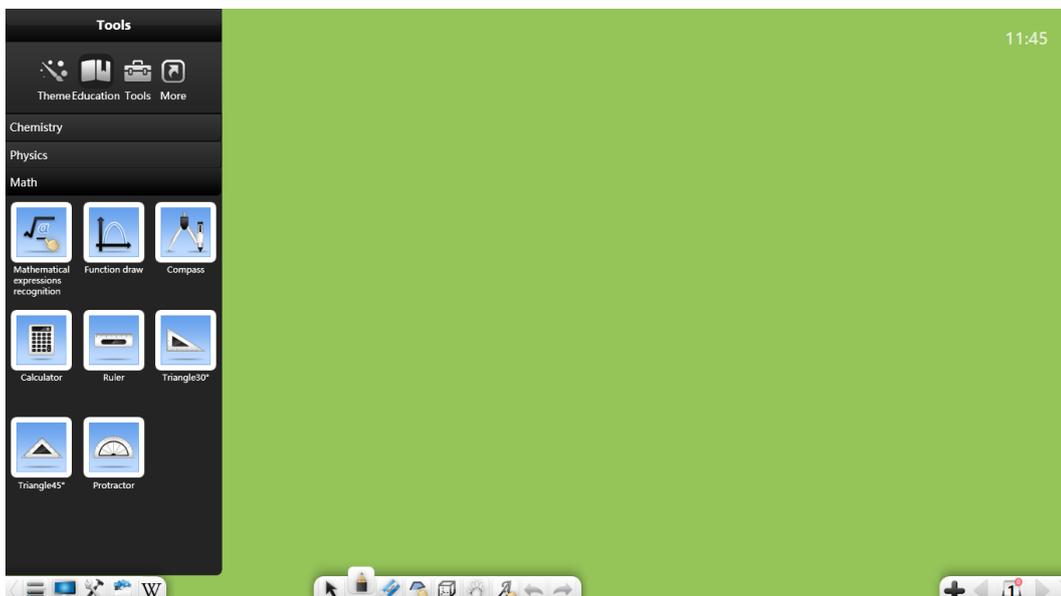


Figure 3-3-1-2-2-1 Drawing graphs of functions

- ① Click  to call the mathematical function editor. By default, the editor enters the advanced function mode, as shown in Figure 3-3-1-2-2-2.

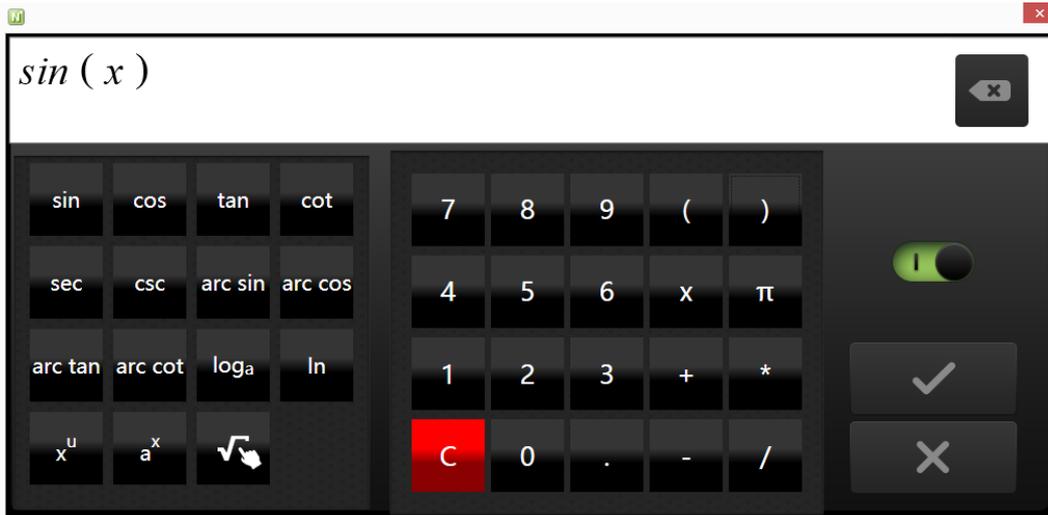


Figure 3-3-1-2-2-2 Mathematical function editor – advanced mode

- a) Enter the corresponding function keys and parameters. Click  to complete the function editing. The corresponding graph of function is automatically displayed on the number axis, as shown in Figure 3-3-1-2-2-3.

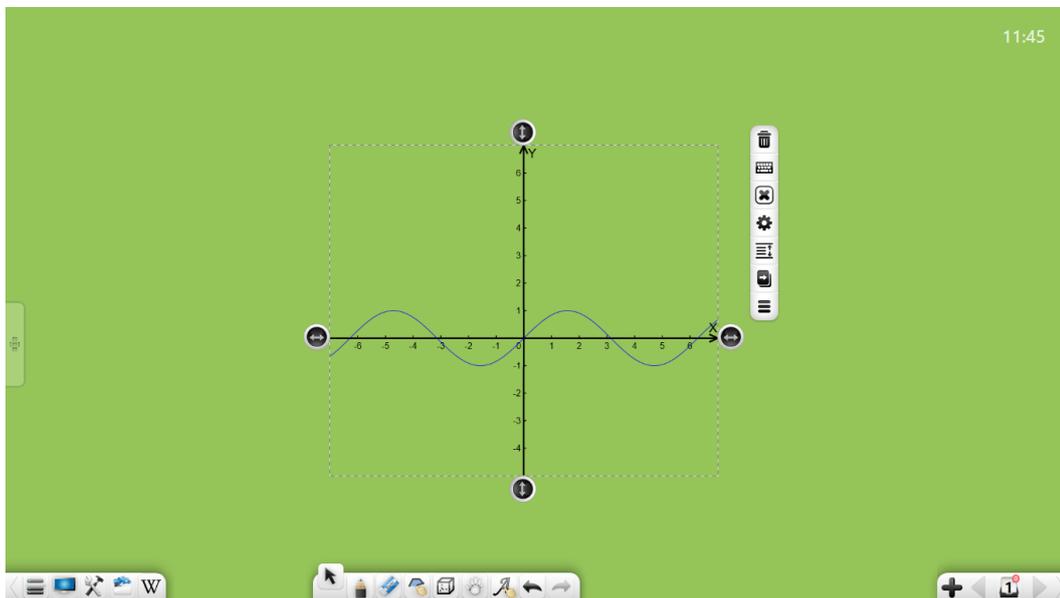


Figure 3-3-1-2-2-3 Graph of mathematical function

- b) Click  to insert a handwriting recognition formula, which is similar to the mathematical formula recognition.

- c) Drag  to the left switch over to the primary function mode, as shown in Figure 3-3-1-2-2-4. In this mode, you can directly select the corresponding simple functions.

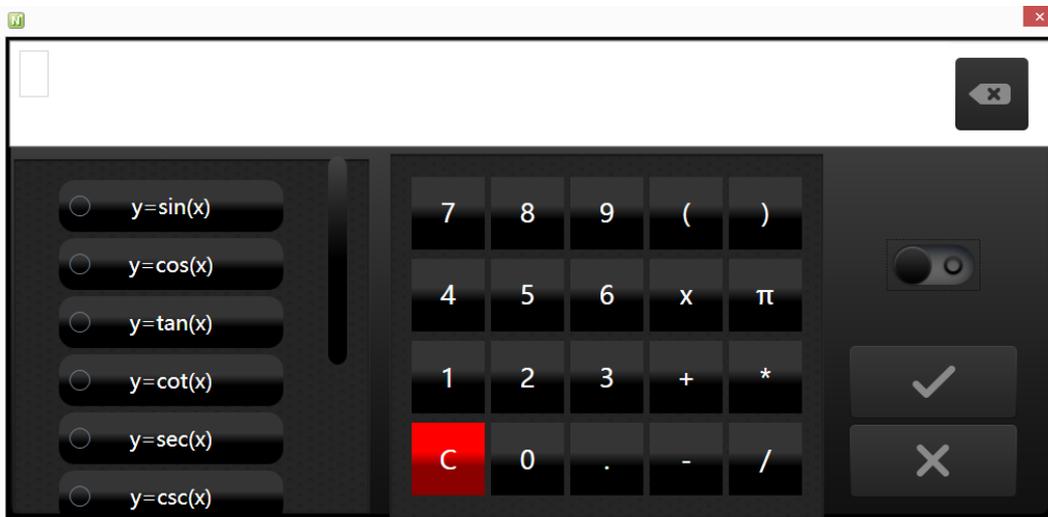


Figure 3-3-1-2-2-4 Mathematical function editor – primary mode

- ② Click  to delete the graph of function on the axis.
- ③ Click  to enable the mathematical coordinate system tool. The setup window is displayed, as shown in Figure 3-3-1-2-2-5.

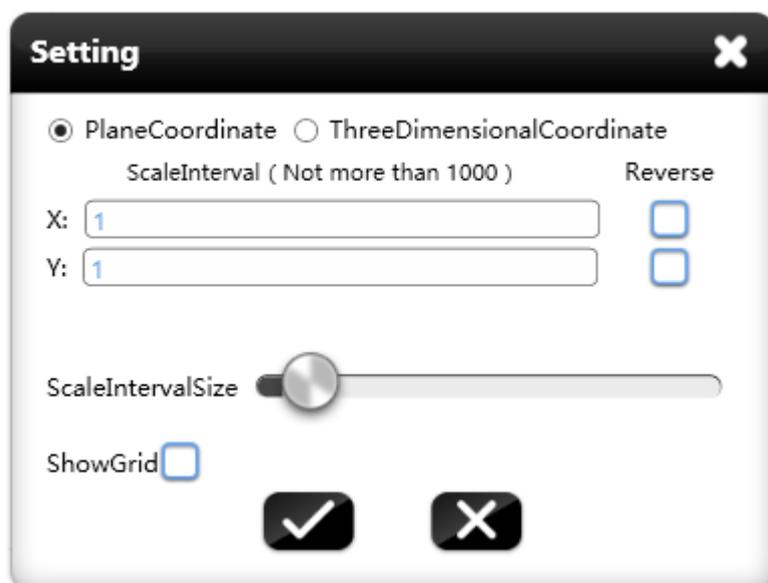


Figure 3-3-1-2-2-5 Setting the parameters of mathematical coordinate system

- a) Dimensionality: Select the plane-coordinate system or 3D coordinate system according to actual requirements.
- b) Scale interval: Set the scale interval of x, y, and z axes.
- c) Direction of coordinate axis: Select the reverse direction of the coordinate axis to switch over the positive and negative directions of the coordinate axis.
- d) Interval width: Drag the interval width icon to change the interval width of scales.
- e) Show grid: Select the Show Grid option to display the grid of the coordinates.
- f) After the settings are complete, insert the mathematical coordinate system to the whiteboard page, as shown in Figure 3-3-1-2-2-6.

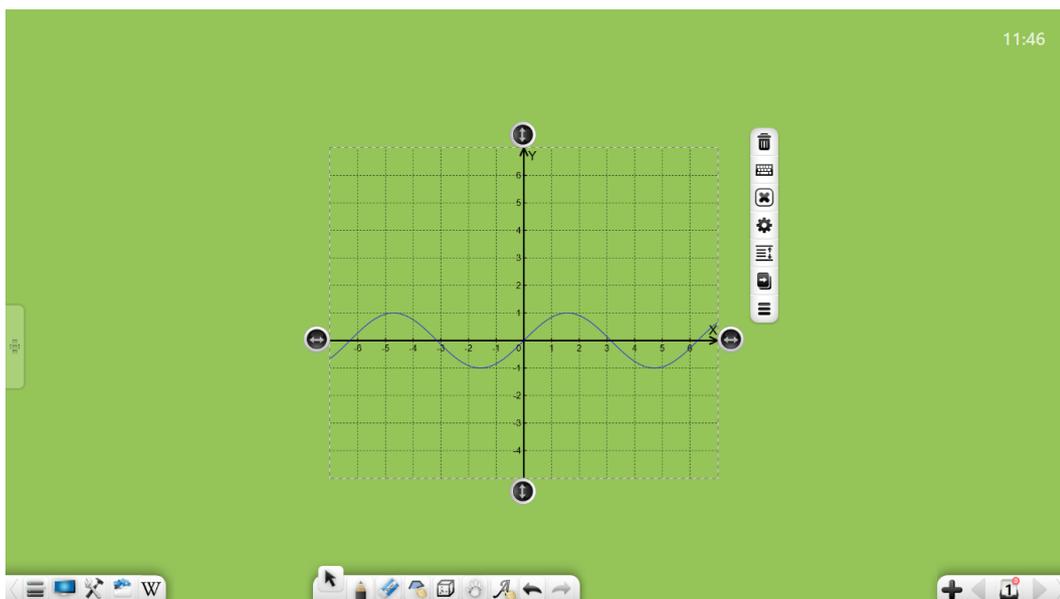


Figure 3-3-1-2-2-6 Mathematical coordinate system

- ④ Click and drag  or  to adjust the length of the coordinate axis.
- ⑤ Besides the above functions, you can also perform other functions such as move, delete, sort, animation effect, drag to clone, lock, combine (for multiple objects), cancel combination (multiple objects are combined), add to resource library, edit hyperlink, copy, and cut. For details, see section 3.1.6.1.

### 3.3.1.2.3 Compasses



Click  to enable the Compass tool, which allows you to move and rotate an object, adjust the radius, and draw the circle, arc, and sector.

- ① Click  and drag the compass to move the compass.
- ② Click  and drag the cuppino to adjust the radius of the circle and display the current radius length. Meanwhile, you can rotate the direction of the compass.
- ③ Click  to switch over the drawing effects of the compass, including the arc and sector.
- ④ Drag the compass to draw a circle, as shown in Figure 3-3-1-2-3.

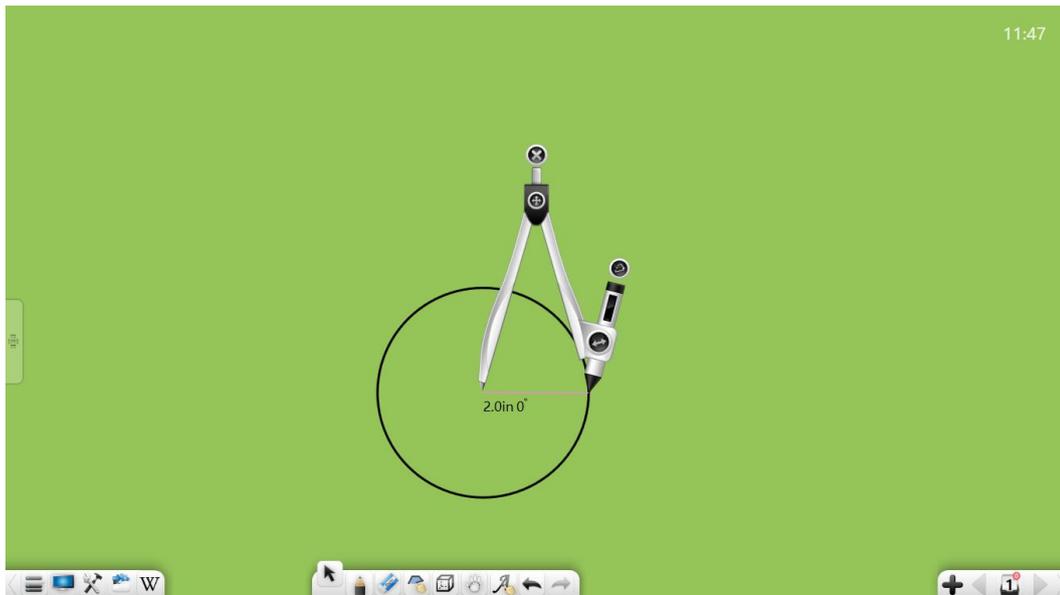


Figure 3-3-1-2-3 Drawing by using the compass

- ⑤ Click  to close the compass tool.

#### 3.3.1.2.4 Calculator



Click  to enable the calculator tool, which allows you to do simple mathematical calculations, as shown in Figure 3-3-1-2-4.

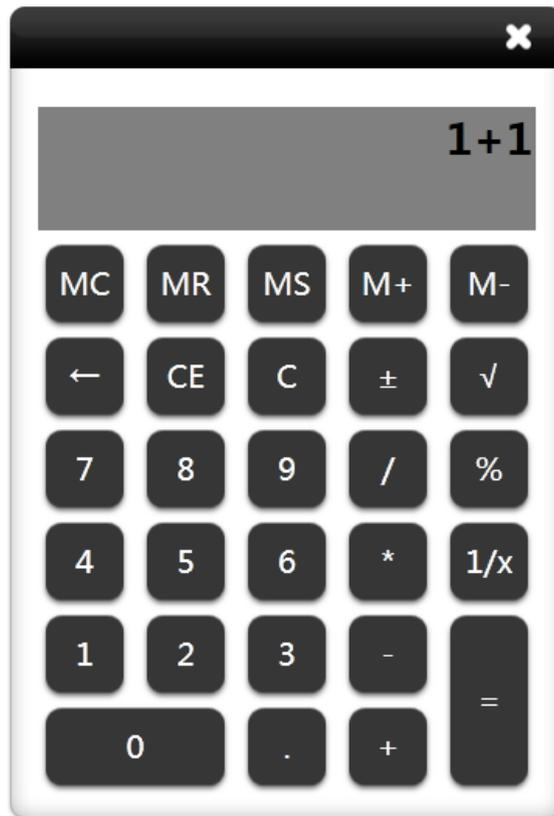


Figure 3-3-1-2-4 Calculator

### 3.3.1.2.5 Rectilinear Scale



Click  to enable the Rectilinear Scale tool, which allows you to draw, stretch, and rotate lines. Click the scale and drag forwards or backwards along the scale to draw a line. The length of the line is displayed in the middle part of the rectilinear scale, as shown in Figure 3-3-1-2-5.

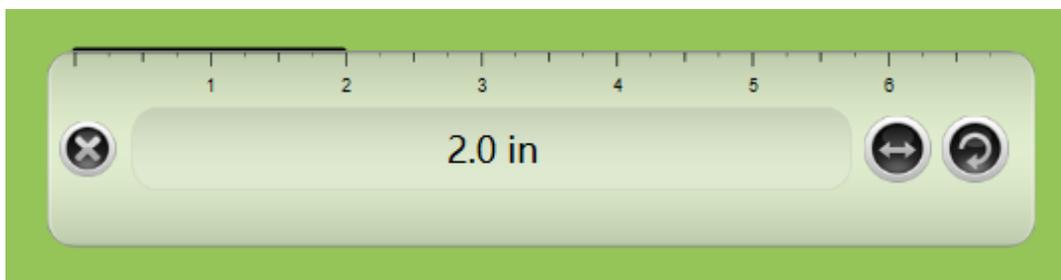


Figure 3-3-1-2-5 Drawing lines by using the rectilinear scale

### 3.3.1.2.6 Triangular Plate 30°



Click  to enable the Triangular Plate 30° tool, which allows you to draw, stretch,

and rotate lines. The drawing operations are the same as those by using the rectilinear scale.

### 3.3.1.2.7 Triangular Plate 45°



Click  to enable the Triangular Plate 45° tool, which allows you to draw, stretch, and rotate lines. The drawing operations are the same as those by using the rectilinear scale.

### 3.3.1.2.8 Protractor



Click  to enable the protractor tool, which allows you to rotate, measuring, and drawing angles. Align two vernier scales with the sides of the angle. The protractor automatically displays the angle, as shown in Figure 3-3-1-2-8-1.

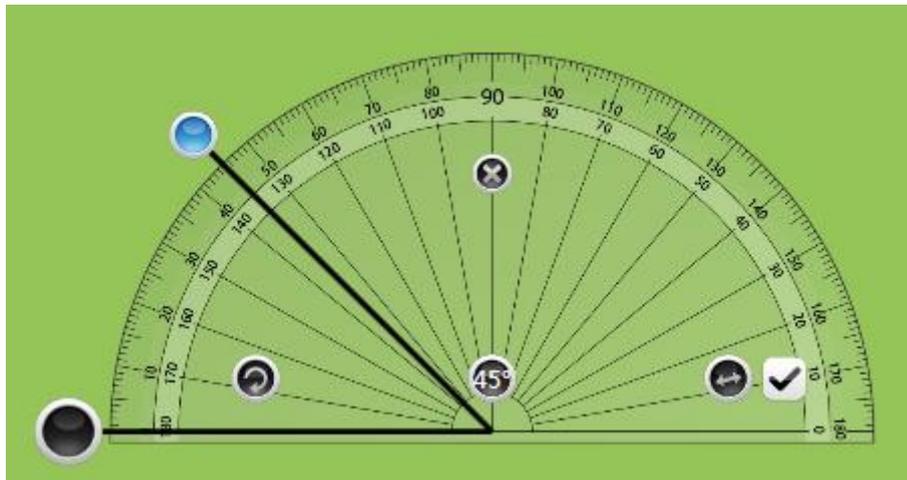


Figure 3-3-1-2-8-1 Measuring angles by using the protractor

Drag the vernier scales to make them positioned with a certain angle. Click  to insert the formed angle to the current page, as shown in Figure 3-3-1-2-8-2. If the angle between the vernier scales is 0°, no angle is drawn by default. (Note: you can change the length of the angle by changing the length of the vernier scales.)

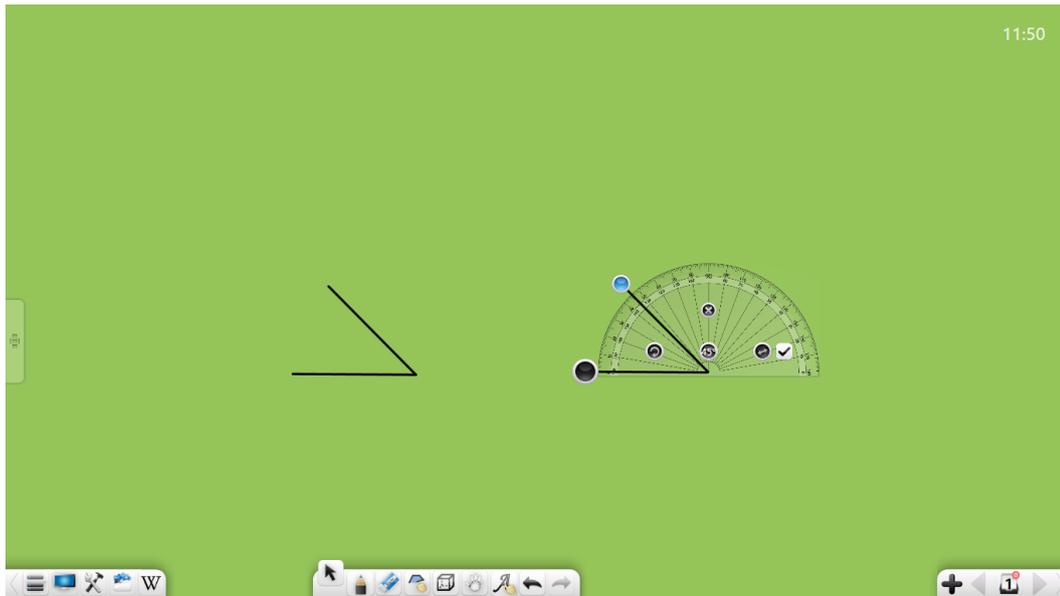


Figure 3-3-1-2-8-2 Drawing angles by using the protractor

### 3.3.2 English Mode

Click  to enter the English mode. The options on the toolbar from left to right include: Menu, Desktop, Treasure Chest, Resource Library, Encyclopedia, Select, Write, Eraser, Roam, Handwriting Recognition, Instructional Template, Cancel, Redo, Previous Page, Pages, Add Page, and Next Page, as shown in Figure 3-3-2-1.

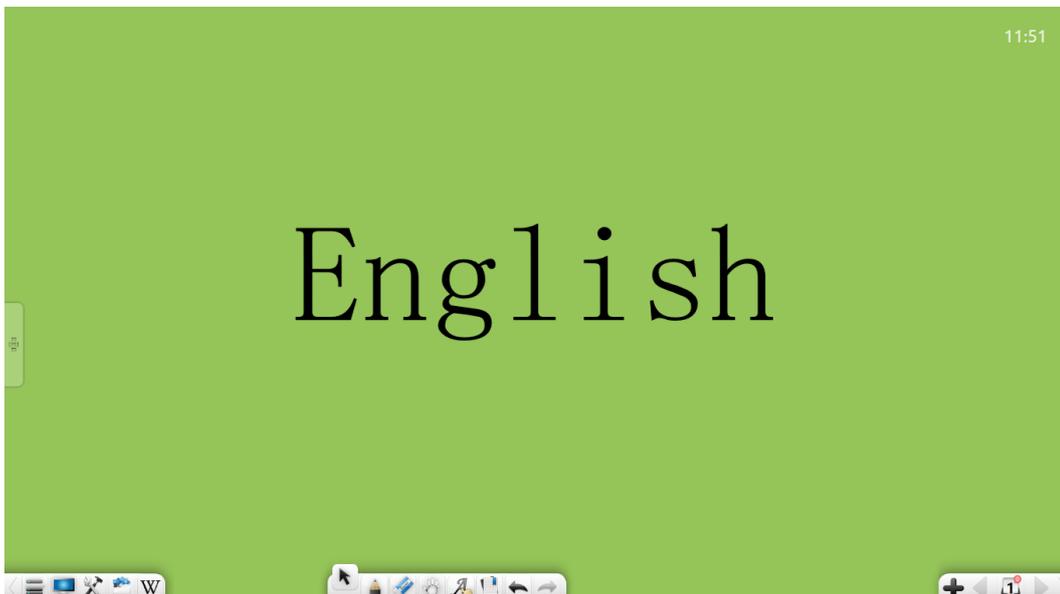


Figure 3-3-2-1 Interface in English mode

- ① Click  to select the ruled paper teaching template. The ruled paper is used to demonstrate the writing of the letters. Click  and write letters. The system automatically recognizes the letters on the ruled paper, as shown in Figure 3-3-2-2.

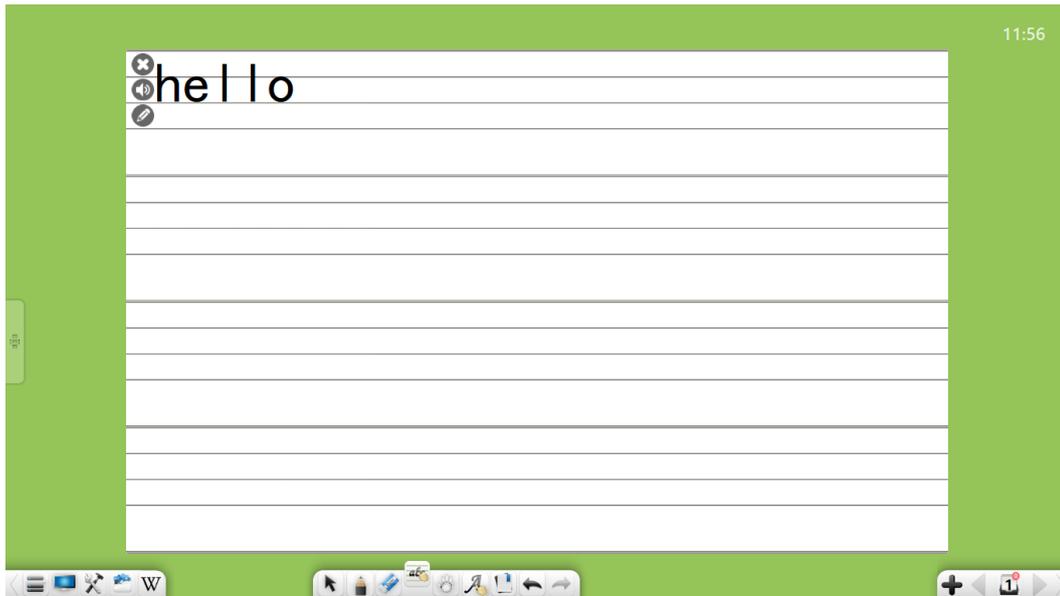


Figure 3-3-2-2 Ruled paper interface

- a) Click  to delete the entire line of letters or words on the current ruled paper.
- b) Click  to read the letters or words.
- c) Click  to re-edit the letters, as shown in Figure 3-3-2-3. For details, see section 3.3.1.1.

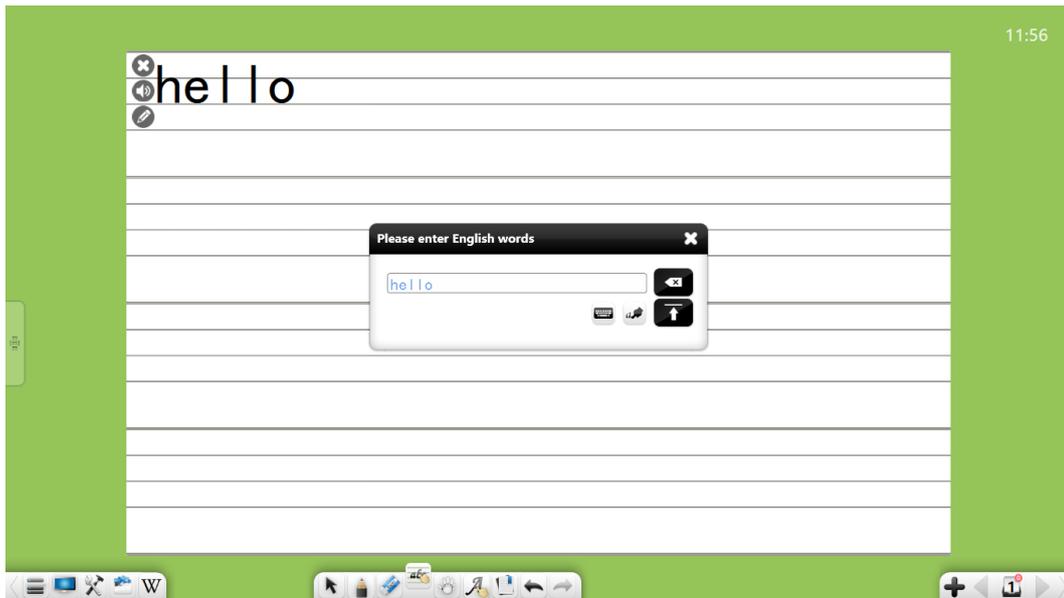


Figure 3-3-2-3 Editing letters

- ② For other functional buttons, see section 3.1.

### 3.3.3 Physics Mode

Click  to enter the physics mode, as shown in Figure 3-3-3.

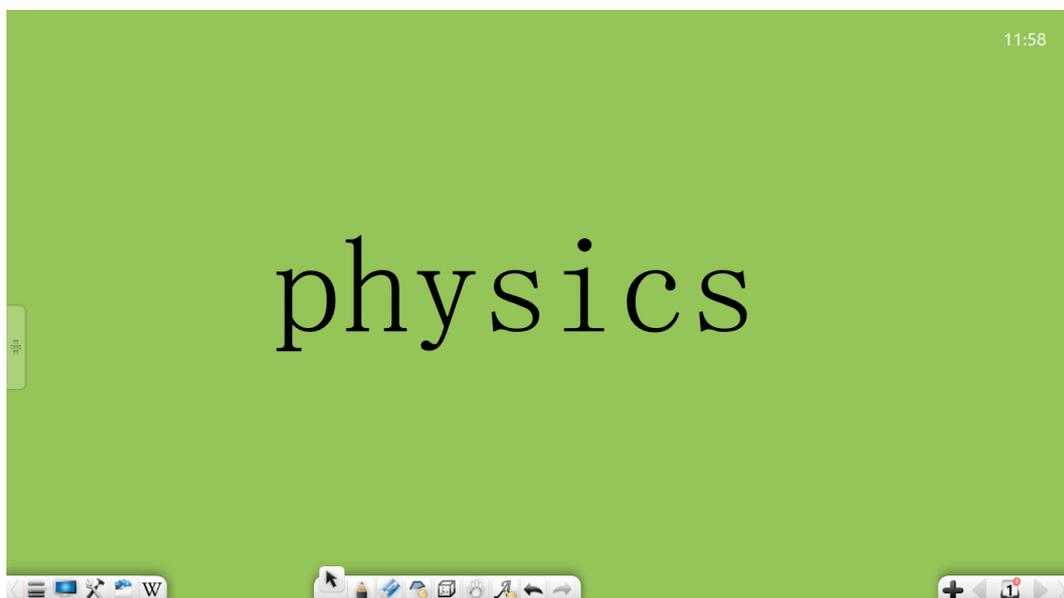


Figure 3-3-3 Physics mode

#### 3.3.3.1 Basic Functions

In the physics mode, basic physics tools are provided on the toolbar, including Menu, Desktop, Treasure Chest, Resource Library, Encyclopedia, Select, Write, Eraser, Shape, 3D Shape, Roam, Handwriting Recognition, Cancel, Redo, Previous Page, Pages, Add

Page, and Next Page.

The shape and 3D shape tools in Physics mode are similar to those in the Math mode. For details about other functional buttons, see section 3.1.

### 3.3.3.2 Physics Tools



Click  to display the **Treasure Chest** interface. Click Subject Tools and select Physics to display the physics tools interface. The options include mechanics and electricity.

#### 3.3.3.2.1 Electricity

The electrical instruments include ammeter, bulb, power supply, power switch, voltmeter, and slide rheostat, as shown in Figure 3-3-3-2-1.

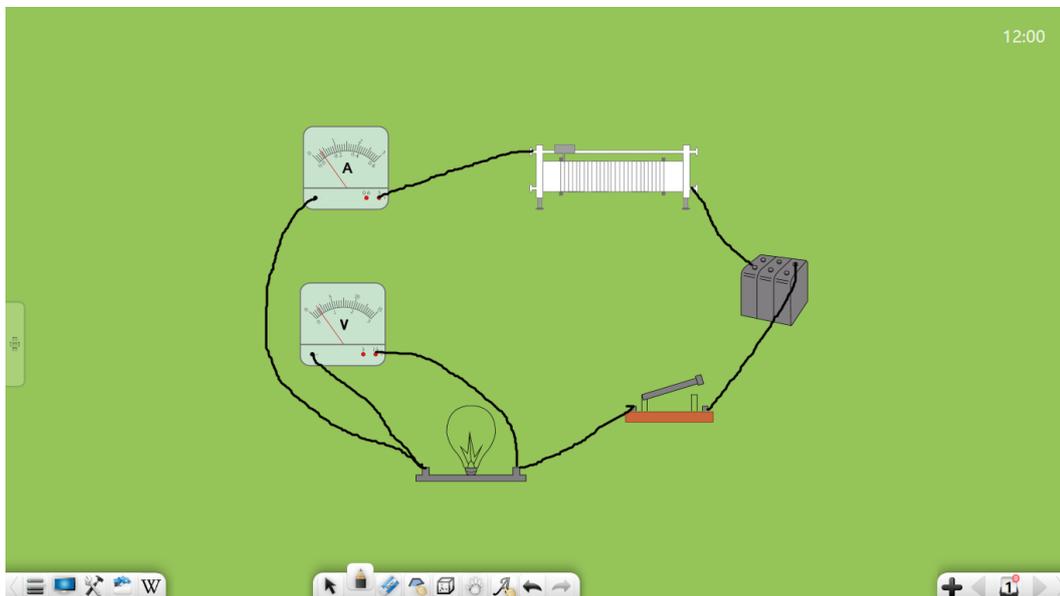


Figure 3-3-3-2-1 Electricity

- ① The power instrument can be used for circuit demonstrative tests.
- ② The ammeter and voltmeter can be connected to the circuit. The pointers can be adjusted to change the values.
- ③ The resistance of the slide rheostat can be manually adjusted.
- ④ The bulb can be turned on by clicking .
- ⑤ Selected power switches can be combined by clicking .

#### 3.3.3.2.2 Mechanics



Click  to enter the physical resultant force mode. You can directly draw lines on the whiteboard to form the physical component forces. Two or more component forces can be automatically composed as a resultant force, as shown in Figure 3-3-3-2-2.

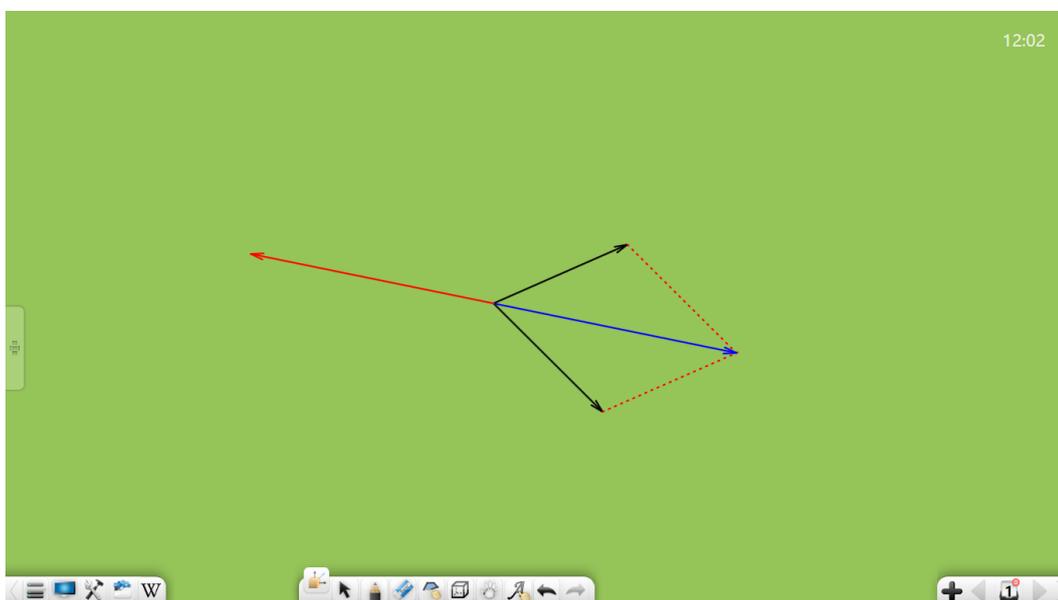


Figure 3-3-3-2-2 Physical resultant force

### 3.3.4 Chemistry Mode



Click  to enter the chemistry mode, as shown in Figure 3-3-4.

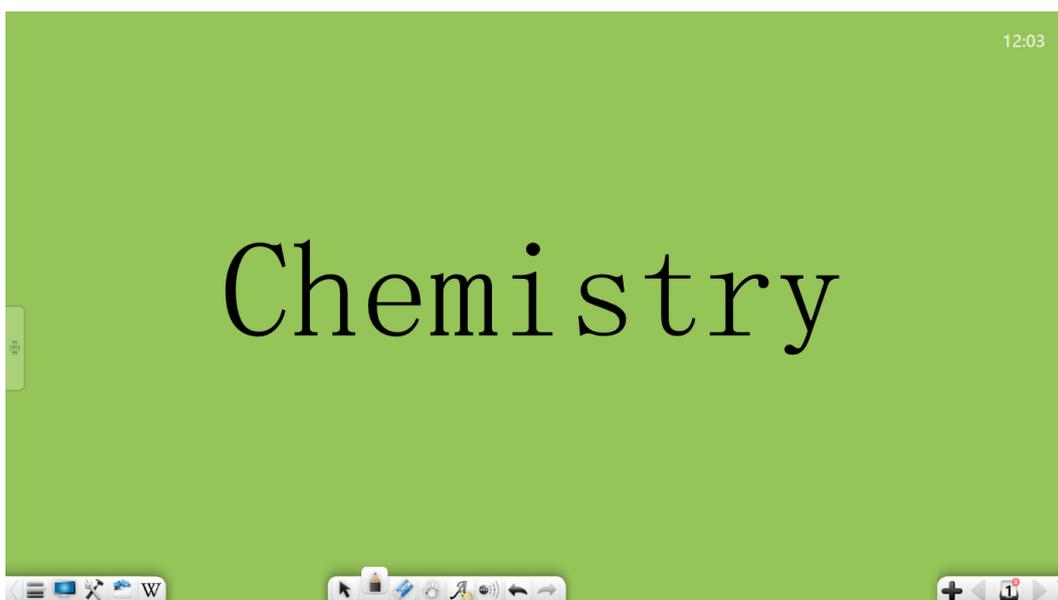


Figure 3-3-4 Chemistry mode interface

#### 3.3.4.1 Basic Functions

In the chemistry mode, basic chemical tools are provided on the toolbar, including Menu, Desktop, Treasure Chest, Resource Library, Encyclopedia, Select, Write, Eraser, Roam, Handwriting Recognition, Chemical Formula, Atomic Structure Diagram, Cancel, Redo, Previous Page, Pages, Add Page, and Next Page.

For details about the Chemical Formula and Atomic Structure Diagram, see section 3.3.5.2. For other functional buttons, see section 3.1.

### 3.3.4.2 Chemical Tools



Click  to display the **Treasure Chest** interface. Click the subject tools and select Chemistry. The chemical tools interface is displayed, including Atomic Structure Diagram, Periodic Table of Chemical Elements, Chemical Formula, and Chemical Experiment Instruments.

#### 3.3.4.2.1 Atomic Structure Diagram



Click  to enable the chemical atomic analyzer. By default, the Calcium analyzer is enabled, as shown in Figure 3-3-4-2-1-1.

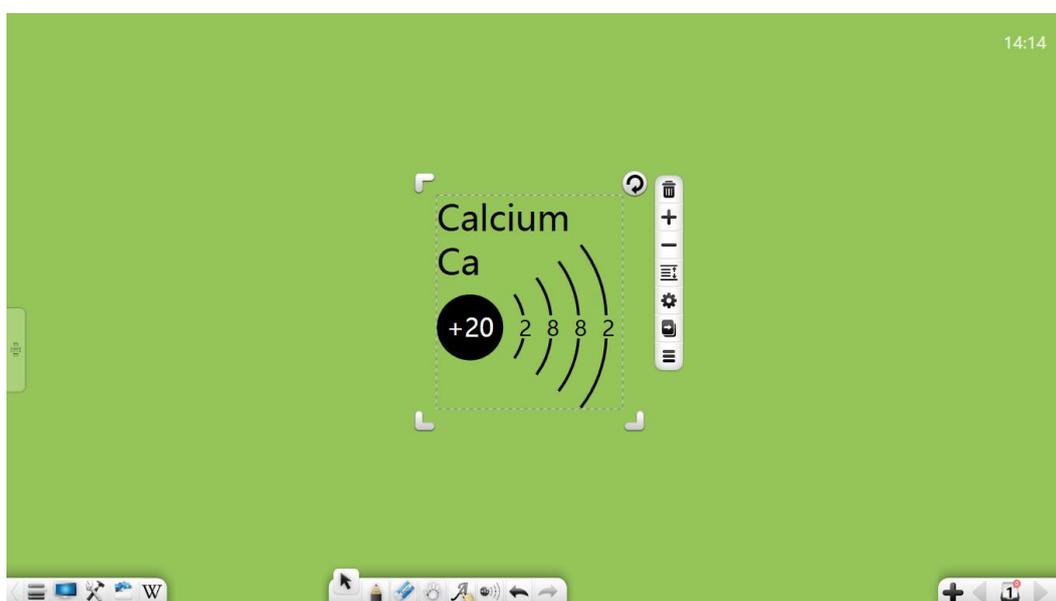


Figure 3-3-4-2-1-1 Chemical atomic analyzer

- ① Click  to close the chemical atomic analyzer.
- ② Click  to view the next chemical atom.
- ③ Click  to view the previous chemical atom.

- ④ Click  to select the elements from the periodic table of chemical elements. When different atoms are selected, the analyzer displays the distribution diagrams of different atoms, as shown in Figure 3-3-4-2-1-2.

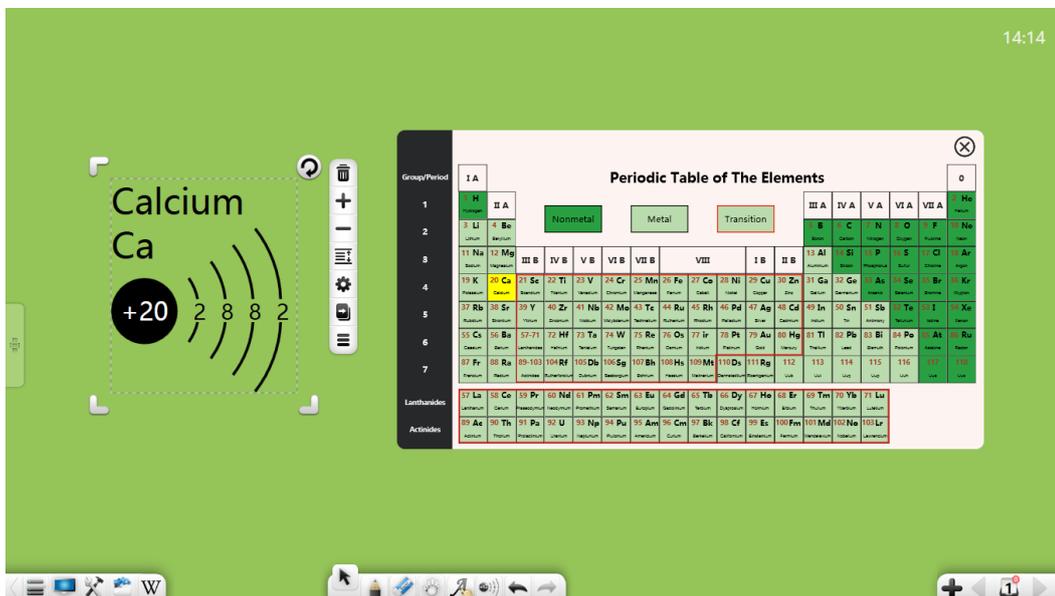


Figure 3-3-4-2-1-2 Periodic table of chemical elements

- ⑤ Click  to drag the current atom to directly clone the atom.

### 3.3.4.2.2 Periodic Table of the Elements



Click  to open the periodic table of the elements, as shown in Figure 3-3-4-2-2. When you click "×", the window of the periodic table of the elements is closed. When you click "□", the periodic table of the elements is displayed in full screen. On a multi-point touch screen, you can perform the two-point zooming and moving operations.



locking, grouping (multiple objects), ungrouping, adding the object to the resource library, editing a hyperlink, copy, and cutting are similar to those in the handwriting operations. For details, see section 3.1.6.1.

- ② Height of liquid level: Click and drag  above the liquid level in the container to change the height of the liquid level.
- ③ Rotation: Click  to rotate the container. The system can simulate the actual liquid flow according to the rotation of the container. When the inclination reaches a certain angle and the liquid level is higher than the top edge of the test tube, the liquid automatically outflows. Meanwhile, when another container is placed below the current container, the liquid can be poured into that container, as shown in Figure 3-3-4-2-3-2 (the liquid in the Kipp's apparatus, separation funnel, and thermometer do not outflow with the rotation of the container.)

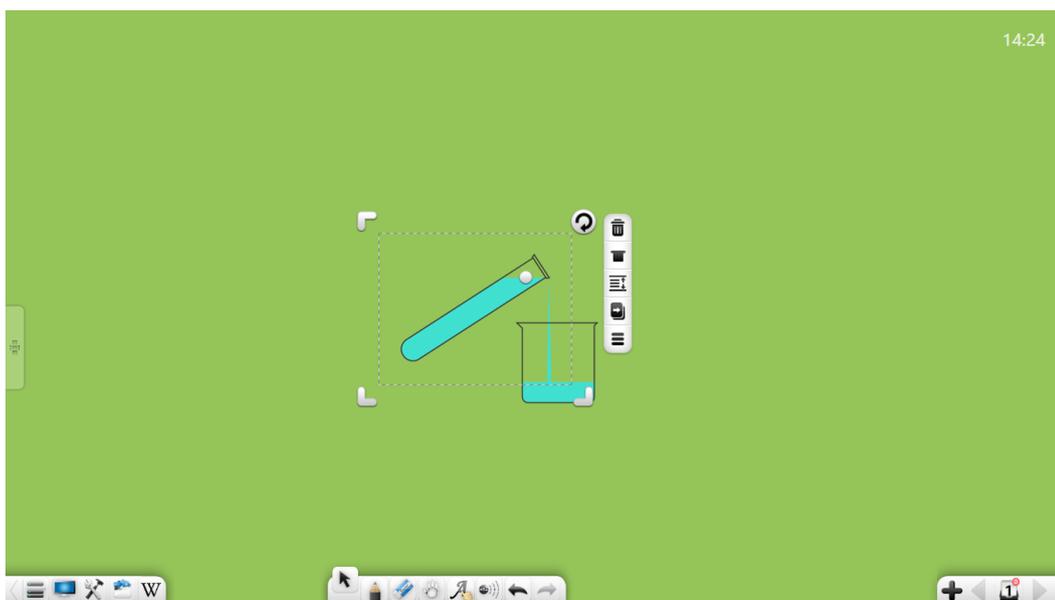


Figure 3-3-4-2-3-2 Pouring out liquid from the test tube

- ④ Plug: Click  to cover the container with the plug. At this time, the liquid does not outflow from the container if you rotate the container, as shown in Figure 3-3-4-2-3-3 (no plug is configured for the beaker, water channel, acid buret, and base buret).

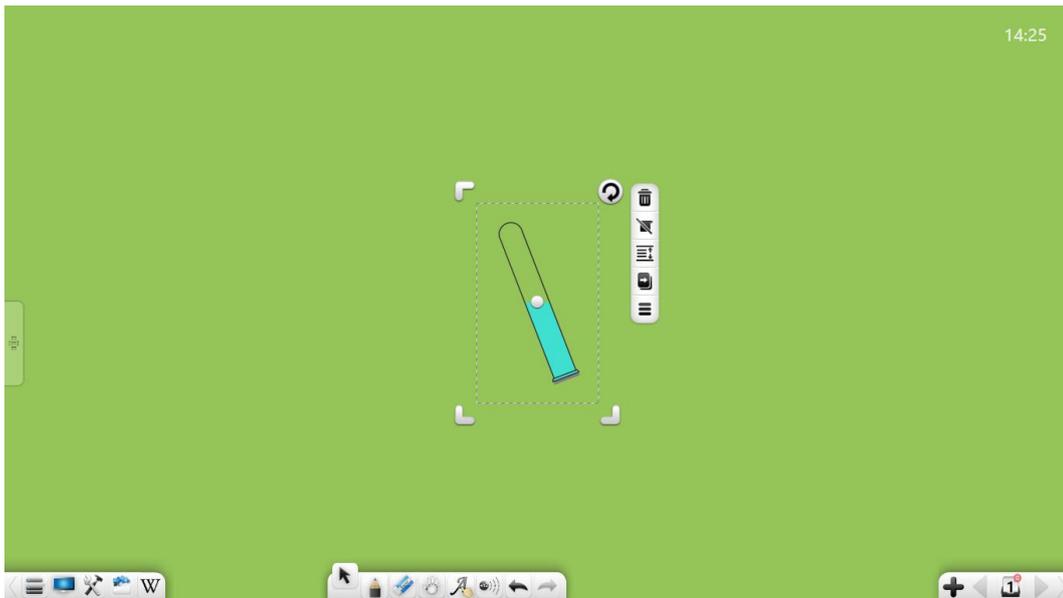


Figure 3-3-4-2-3-3 Inserting the plug into the test tube

- ⑤ Liquid color: click  to select the liquid color.

**(2) Instrument stand**

The instrument stand includes the test tube stand and beaker stand, as shown in Figure 3-3-4-2-3-4.

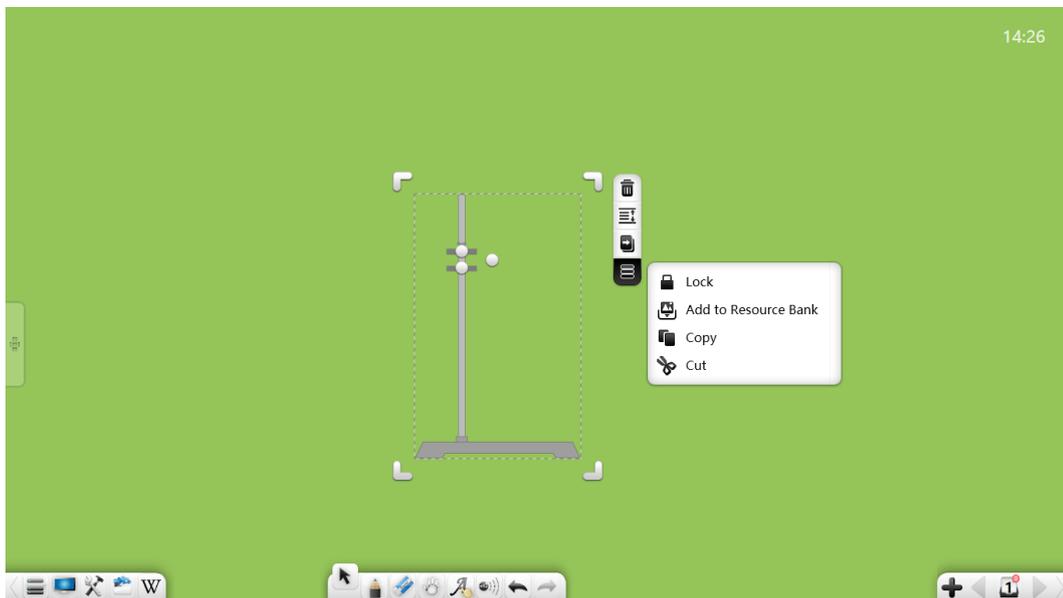


Figure 3-3-4-2-3-4 Test tube stand

- ①.. Width of the test tube stand: Press  to adjust the width of the test tube stand.

- ②.. Angle of inclination of the test tube clamp: Press  to adjust upwards and downwards to adjust the angle of inclination of the test tube clamp, as shown in Figure 3-3-4-2-3-5.

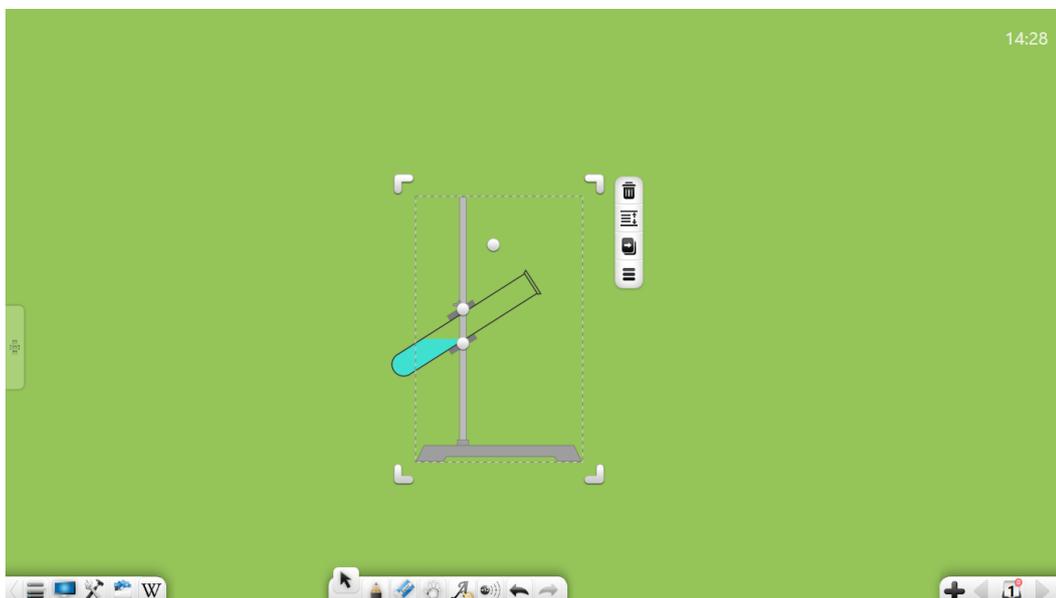


Figure 3-3-4-2-3-5 Adjusting the test tube stand

- ③.. Beaker standard: Press  to adjust the height of the beaker mat and beaker clamp.

### (3) State adjustment instruments

The state adjustment instruments include the alcohol lamp, glass pipe, and air collector.

- ①.. Alcohol lamp: Click  to light the alcohol lamp.
- ②.. Glass pipe: Select the glass pipe and click  to add plugs to both ends of the glass pipe.
- ③.. Air collector: Select the air collector and click  to cover the air collector with frosted glass.

### (4) Conduit

Press and drag  to adjust the length and angle of the conduit, as shown in Figure 3-3-4-2-3-6.

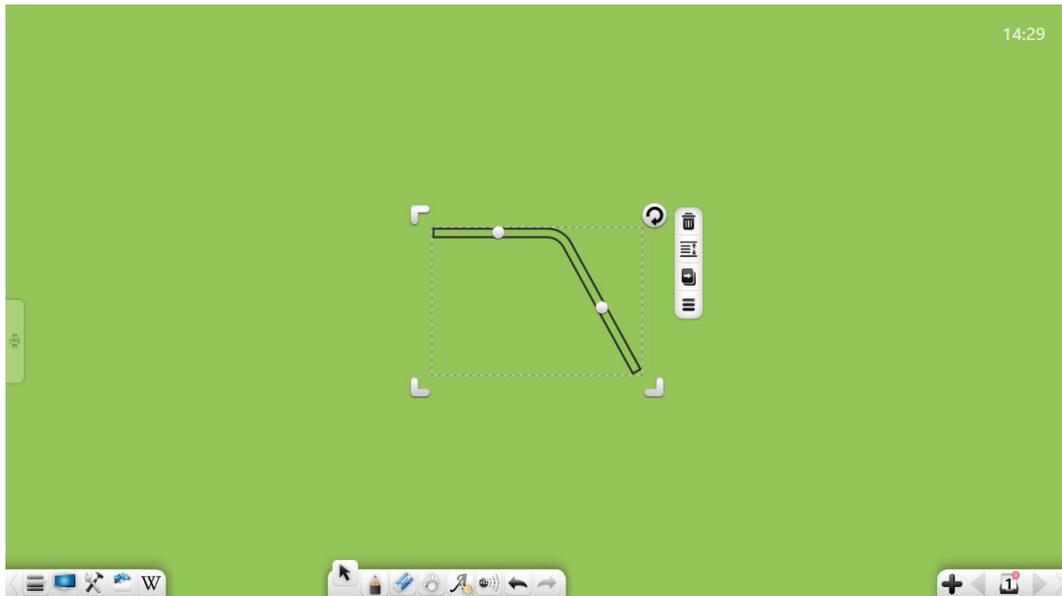


Figure 3-3-4-2-3-6 Conduit

**(5) Balance**

Press and drag  to adjust the balance.

**(6) Others**

For details about the operations of the wood bricks, horn pipe, drying pipe, condenser pipe, spherical funnel, funnel, tripod, rubber hose, and weights, see section 3.1.6.6.

**Above are all the contents of the user guide of EasiNote. The document is subject to change without notice.**

Thanks for choosing our product!