

## Getting Started with HeadMouse® Nano

The HeadMouse Nano must be mounted with a clear view of the target dot that is placed on the forehead, glasses, cap or headband.

The included universal mount can be used for most desktop computers, laptop computers, iPad and Android tablets, and speech generating devices. There are custom mounts for some specific devices. Please call for the available options.

For some monitors, the HeadMouse Nano can be mounted "connectors-up" to a Dual Lock fastener adhered to the top front edge of the monitor's bezel. Optimal placement would be at the top and center of the display bezel. If you have two monitors, the HeadMouse should be as close to the center between the two monitors as possible.



*Use the included universal mount on most devices.*



*Use the included Dual Lock and mount direct to the device bezel.*

*Remember, the HeadMouse Nano has a roughly 70-degree horizontal and 45-degree vertical field-of-view and your target dot must stay within its FOV to function. Also, as you rotate your head the HeadMouse view of your target goes from a circle, to an ellipse to a line. At some point between an ellipse and a line it can no longer see enough of the target to function.*

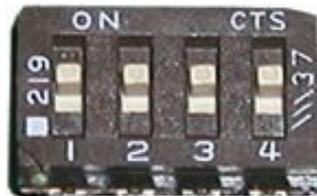
**Stable mounting and seating are essential.** Mount the HeadMouse on a stable base or table. Shaking or bumping the HeadMouse or whatever the HeadMouse is mounted on will cause the mouse cursor to shake on your computer display. HeadMouse measures the relative motion between it and the target. HeadMouse cannot tell if it or the target dot is moving.

Plug the USB cable into your computer and then plug the opposite end into the HeadMouse Nano. Your device should automatically recognize a new USB mouse device. It may take a moment to complete this process. Next, a red or green status light will appear on your HeadMouse Nano. Red means the unit is ON, but is not tracking a target. Green means the unit is actively tracking a target.

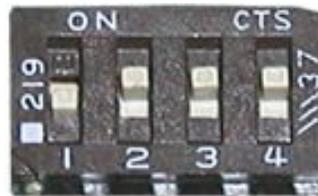
You will probably want to adjust the mouse pointer sensitivity. There are two ways to make this adjustment. One is using a HeadMouse mode switch for a factor of two increase in sensitivity and the other is using the device's mouse driver. On Windows, the sensitivity adjustment is found on the "Mouse Properties" window under the "Pointer Options" tab. You get there by clicking on the following: Windows Button/Settings/Bluetooth & Devices/Mouse page. For Mac users, this is on the System Preferences/Mouse page. *On iPad and iPhone the adjustment is found after the HeadMouse is plugged in on the Settings page – a mouse must be plugged in for the option to appear on the Settings page. On*

an iPhone the mouse settings show up after the iPhone is in Assistive Touch mode. It's important that the mouse speed be set high enough so that you can comfortably move the mouse pointer to all parts of the display, but not so fast that it's difficult to control the pointer.

If you change a mode switch unplug/plug the HeadMouse – this tells HeadMouse to read the mode switches. The factory default mode switch positions are all ON.



*Default Mode Switch Settings*



*Mode Switch Setting for Doubling the Sensitivity*

However, if you need more sensitivity, set Switch 1 OFF and leave the others ON. This will effectively increase mouse speed by a factor of two.

At times a desktop mouse needs to be repositioned to maintain proper ergonomics. Similarly, the on-screen pointer will need to be repositioned periodically when using HeadMouse Nano. This is often referred to as centering, or "calibrating" the pointer. Keep in mind, you are not necessarily centering the pointer in the center of the computer screen but in the center of your "on-screen" work area. Repositioning is best understood by walking through an example.

Assume the pointer is at the bottom of the screen, you are comfortably seated in front of the display and looking at the center of the screen. To reposition the pointer to the middle, rotate your head down until you are looking straight at the pointer, it will not move past the bottom screen edge. Now rotate your head to look at the middle of the screen. The pointer should follow your head rotation and will now be in the center of the screen. This re-centering technique applies to all screen edges – top, bottom, left and right. It will become second nature within a few minutes.

For mouse button clicks, you can plug one or two adaptive switches (3.5mm) into HeadMouse, or use the optional Beam for up to three wireless switches. Alternately, you can install optional mouse button software, like Origin Instruments' Dragger for Windows, that can automatically enter mouse clicks when you hover the mouse cursor for the programmable dwell time.

HeadMouse Nano is a perfect access solution for Apple iPad and iPhone, Windows computers and tablets, Apple Mac computers, Android tablets and phones, Chromebooks, and communication devices.