

Digitizing Instructions

for use with Concepts V4.0



1) Complete your mold and prepare it as you would for any ContourU system. This includes a smooth seat to back junction and all of the required landmarks. Measure the landmarks on the molding bag and record these measurements on your order form. Next, measure for your system width and record it on your order. (We recommend using the 'on-screen' order form, in Excel format, so the order can be Emailed along with the finished digital file.)

2) Attach the Skribbl'r to either side of the molding frame using one of the adapters if necessary. It's been our finding that if you are left handed, it is more comfortable to mount the unit on the right and vise-versa.

3) Plug the hand control into the accessory port on the back of the Skribbl'r. Note that the hand control has two buttons. The grey button at the top, opposite the cord, is used to record data. The white button acts as an "undo" feature during certain applications.

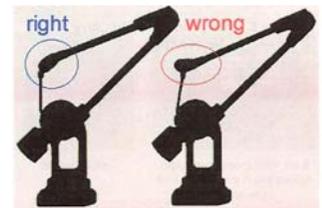


4) Attach the USB cable to the back of the digitizer and to USB port on your laptop. A red light should now appear on the top surface of the base. The USB port serves not only as the data connection, but also as the power source. Should your laptop not have power through the USB, an AC adapter is available.

5) Open the software and close the "did you know" box.



6) Position the digitizer with the tip resting in the mount, and positioned perpendicular to the molding frame with all 3 white dots pointing toward the front. Should you have one of the original units, without white dots, position the unit with the two large black circles and two small screws pointing toward the front.



7) On the rear of the Skribbl'r is a white button. While holding the unit in it perpendicular position, press and release the button. The red light should now turn green which indicates that you have successfully "homed" the unit.



8) Use the mouse and click on the 1st. Icon at the top center of the screen. You should see a message in top left corner which states "Specify Location of Origin"



9) Place tip of digitizer in the "O" home-point indentation and press the grey button (one click) on the hand control. Move to the "X" axis indentation and press the grey button again, then to the "Y" axis indentation and do the same.



10) The top left corner of the screen now asks you to mark the “point of model extents”. Determine the extents of shape to be digitized by holding the digitizing pen above, behind and to the outside of the client’s right shoulder. For best results, the digitizer arm should be fully extended. Press the grey button once, and move the pen to a point outside, in front of, and below the clients left knee. Again, full extension is recommended. Press the grey button.

11) Using the mouse, click on the second Icon. The prompt in the top left corner of the screen should instruct you to mark the centers, both at the bottom and the top. Position the pen at the front center of the molding frame. Extend the pen forward of the molding frame, on center and high enough so that if an imaginary line were drawn between this point and the top center of the molding frame, the line would not intersect any contours of the seating system. Then press the grey button. Move to the top center of the back frame and press the button again.



Note: If there is a significant difference between the seat depth measurement and the back height, for example an 8” seat and 20” back, move the pen (remaining on center) higher on the back or forward on the seat, to make the dimensions the same. They don’t need to be exact, just close.

12) Next, place the pen at any point on the molding bag, where the “A” surface of the mold intersects the “B” surface. The “A” surface is the part of the cushion that would contact the client. The “B” surface is any other visible part of the cushion, but which does *not* come in direct contact with the client.

13) While holding the grey button down, trace an outline of the “A” surface. Be sure to trace the outermost area, as anything outside of this line will be lost. When you are finished, with the ending point touching the starting point, release the grey button. During this operation, you should see a small, red seating system beginning to appear on your computer screen. When you have finished and released the button, you should see a complete single-dimension seating system. If not, you have probably made an error and need to start over.

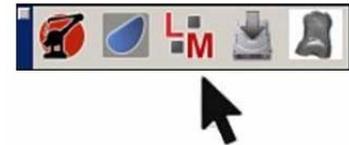
14) You are now ready to record the contours of the system. Click the 5th Icon until you see the view that is best for you to create the contoured surface. You may work in the solid plane or the lined view, or you may toggle back and forth as necessary to insure that you have captured the shape completely and accurately.



Place the pen in contact with the molding bag at any point. Press and hold the grey button while moving the pen across the surface of the bag. When it becomes necessary to remove the pen from the molding bag, release the button first and then lift the tip from the bag. Touch a new point, press and hold the button, and move the pen across the surface of the bag. Repeat this step until the desired contour has been recorded.

Although lines may be drawn in any direction and may intersect, the most productive and accurate way is to simply start at either the top of the back or front of the seat and draw parallel vertical lines. It is recommended that your lines be approximately 1/4” apart on average...closer where there is a greater concern for accurate contour, wider in areas not as critical.

If you make an error while scribing a line, the white button (closest to the cable) invokes the undo feature. Simply press the button once, and the last line drawn will be erased. Press it again to erase the previous line. Continue pressing until you have erased the undesirable contour line.



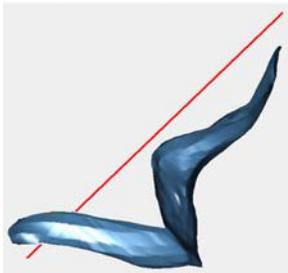
- 15) When you are satisfied that you have sufficiently captured your contours, click the third Icon, labeled L/M. You will be asked if you are ready to leave digitizing. Once you do this, you cannot go back so be sure. If you're sure, click yes and you will be taken to the landmarks section
- 16) Notice in the upper left that you can select seat, back, recess or softspot. Select seat as a starting point.
- 17) Identify the landmark that the software is asking for. Place the tip of the pen on that point and press the grey button. Should you error, use the mouse to click on the trash-can icon directly to the right of the data fields. Then you can reenter the point.
- 18) Most of the landmarks that you will be prompted to identify are the same as defined in your tech notes with just a few exceptions.
 - a. **Exceptions for the Seat:**
 - i. Pindot Molding Simulator: When doing alignment lines, you may not be able to reach the molding bag frame on the side opposite the digitizer. An easier way to record these four points is to use the metal plate that the digitizer is mounted on. Touch the front and rear corners of the right side for the right alignment line and front and rear corners of the left side for that line.
 - ii. Non-Pindot Molding Simulator: The mounting plate supporting the Skribbl'r may not be parallel or in the same plane with your seat frame. If this is the case, you will need to touch four points on the seat frame, two on the right and two on the left. If you cannot reach the frame, you may extend the points upward in space so long as all 4 points are extended equally.
 - iii. Lateral intersection refers to the point where the bottom of the laterals on the back bag intersect the top of the seat bag.
 - b. **Exceptions for the Back:**
 - i. Alignment lines can be achieved by touching two spots on the right side of the back frame and two on the left. If necessary, these may also be extended in space, so long as each point is extended equally.
 - ii. Lower back is asking for a point similar to the center line, but taken at the point where the back bag intersects the seat bag at the center of simulator.
- 19) If a Sofspot, recess or any other landmark is required, click on the Sofspot or Recess box at top left of screen. Use the pen to record enough points so that later, when we connect these points during design, the connected dots reflects the perimeter of the recess, sofspot, etc.
- 20) If multiple Sofspots or recesses are required, use fewer points per area. A maximum of 30 points are provided, 15 under the Sofspot tab and 15 under the Recess tab.



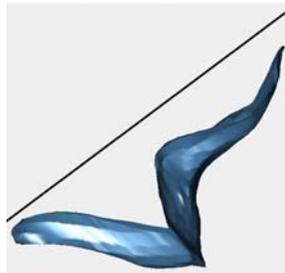
- 21) When finished with the landmark section, click on the 4th Icon to save your file. Use a file name that will correspond to a name you will be using on the order form.
- 22) It is recommended that you close the file and reopen it prior to releasing the molding bags, just to insure that you have saved a good file. Once again, view the solid model image, locating the top of back landmark and the two leg length marks. If they both appear on the solid model, you should be O.K.
- 23) Complete the remainder of the order form. E-Mail the digitized file and a completed order file to Pindot at ElyriaCustomSeating@Invacare.com If you are not using the electronic order form, complete a hand written order and fax it to Pindot at (800) 834-4153.

For help with technical or procedural questions, call Pindot Customer Service at (800) 451-3553.

Tip: When defining your center line, do not let the line intersect with any part of the seating surface. Use points out in space, as necessary, to keep the imaginary center line from passing through the mold surface.

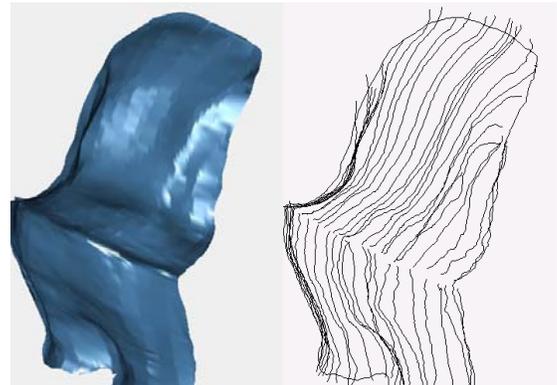
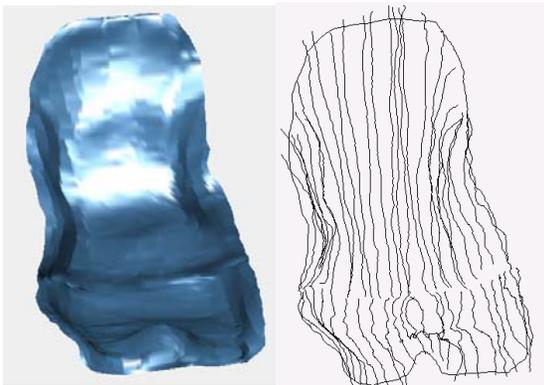


Do not let center line intersect seating surface



Keep center line above surface

Tip: No need to 'over Skribbl'. Keep lines about 1/4 inch apart and generally parallel to each other. Skribbl additional lines over areas with extreme changes in contour.



Pindot, 899 Cleveland St, Elyria, OH 44036

