

# EZWrite 4.1 Lite User Manual



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### Introduction

EZWrite 4.1 is a writing and annotation application that allows you to treat the touchscreen like an interactive, multi-functional blackboard/whiteboard. EZWrite 4.1 supports 10-point touch.



Icon	Function	Description
(F)	Exit	Click to exit EZWrite 4.1.
	Save	Click to save the drawings or annotations shown on the screen. Refer to Saving files on page 18 for more information.
	Share	Click to share the file via <b>QR code</b> or <b>Print</b> . Refer to Wireless sharing on page 20 for more information.
4	Change Background	Click to change the background for EZWrite 4.1. Refer Wallpaper on page 19 for more information.
	Select	Click to select multi-objects. Refer to Selecting and modifying texts on page 10 for more information.
	Pen	Two pen types are provided: Brush and Dual Pen. Refer to Annotation on page 3 for more information.
	Eraser	Click <b>clear all</b> to erase all drawings/annotations on the screen. Click circle erase to erase the handwriting in the circle.

lcon	Function	Description		
	Tool Box	Click to choose from different tools. Refer to Tool box on page 11 for more information.		
	Import Files	Click to import an image or text file into EZWrite 4.1. Refer to Importing images on page 16 for more information.		
3	Undo	Click to undo the previous operation.		
C	Redo	Click to redo the cancelled operation.		
+	Add new page	Click to add a new page of writing image. Refer to Adding pages on page 17 for more information.		
<li>€ 1/1 →</li>	Page	Reveals the page number of the current picture. Click to view the list of pages. Refer to Adding pages on page 17 for more information.		
All functions in this manual vary by models. Details are listed on the last page.				

#### Annotation

Click in EZWrite 4.1 to set brush type, color, and thickness. Two other special types are provided: Dual pens and Brush mode.



• 12 color options are available: red, pink, orange, yellow, light green, green, sky blue, dark blue, purple, white, grey, and black.

• Dual pens allow two users to write or draw with different colors simultaneously. Teachers can create a more engaging learning experience by using two pens to write and highlight with two different colors, eliminating the need to change colors in a traditional classroom scenario.



• With brush mode, different stroke thickness based on different types of tools used to write or draw on the screen can be displayed. Strokes created with fingers, the IFP stylus, watercolor brush or even pencil can be detected. This unique feature is especially ideal for drawing or artistic creation in art classes.







#### Palm eraser

While you are writing with Pen on the display, you don't have to switch to Eraser to erase the contents. You can erase any contents just with your palm.



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### Handwriting recognition

Handwriting recognition allows you to easily write letters (English, French, Spanish, and German), or draw graphics and diagrams on the display. It fulfills most of the discussion scenarios like mind mapping, brain storming, organization charts...etc.

2. The main functions of handwriting recognition are as follows:



languages

3. You can choose the language or languages you want to use.



4. You can start using the tool, which can recognize handwriting letters, graphics, and diagrams.



5. Press Identify when your handwriting is not directly recognized.





6. Press **Complete** to export the digital annotation. The annotation can be exported as an object/picture and set as the main page.



### Selecting and modifying texts

Select function allows you to select, rotate, move, zoom in/out multi-objects. The written texts (English, French, Spanish, and German) can be recognized automatically.

I. Click and directly write texts on the display.



2. The texts can be recognized, rotated, and resized freely. The text color can be changed as well.



# Tool box

Tool box is a group of applications in EZWrite 4.1 that utilize the touchscreen allowing users greater collaboration and interaction with the display.

Click **E** in EZWrite 4.1 to launch the tool box menu.



lcon	Function	Description
ŧ	Calculator	Click to launch Calculator. A calculator will be presented on the screen which you can use for computation.
	Geometry Board	Click to launch Geometry Board. Geometry Board immediately transforms your hand drawings into geometric constructions.

lcon	Function	Description
٢	Stopwatch	Click to launch Stopwatch. Refer to Stopwatch on page 12 for more information.
3	Timer	Click to launch Timer. Refer to Timer on page 13 for more information.
9:7	Scoreboard	Click to launch Scoreboard. Refer to Scoreboard on page 14 for more information.
W/	Draw	Click to launch Draw. Refer to Draw on page 15 for more information.

#### Stopwatch

Stopwatch allows you to create interactive time-sensitive games/activities.

- I. Click => 🙆 in EZWrite 4.1.
- 2. The Stopwatch settings screen will appear on the display as shown below. Stopwatch allows you to have up to five groups run time-based activities.



ltem	Function	Description
I	Stopwatch	Displays the running time for the activity.
2	Start / Reset	Click to start/stop or reset the stopwatch.
3	Group laps	Displays the times for each lap recorded. The order of the laps is arranged from the fastest to the slowest.

#### Timer

Timer allows you to display a countdown timer for timed games/activities.

- I. Click EXVrite 4.1.
- 2. The Timer settings screen will appear on the display as shown below.



ltem	Function	Description
I	Time setting	Swipe up/down to set the amount of countdown time for the timer.
		The longest the timer can be set to is 99 minutes and 59 seconds.
2	Start	Click to start the timer.

3. Click **START** to begin the countdown timer as shown below.



#### Scoreboard

Scoreboard allows you to create 2 to 5 touchscreen scoreboards for use in interactive score-based games/activities.

- I. Click -> 💷 in EZWrite 4.1.
- 2. Select the number of scoreboards you want to use.



3. The scoreboards will appear on the display.



- 4. Swipe up or down on a scoreboard to increase or decrease the score.
  - Click  $\oplus$  /  $\oplus$  to increase/decrease the distance between scoreboards.
  - The team with the current highest score will have a crown ( $\checkmark$ ) above their scoreboard. If all teams have the same score, no crown will appear.

#### Draw

Draw allows you to randomly draw 1 to 5 participants from a pool of up to 99 candidates for interactive games/activities.

- I. Click in EZWrite 4.I.
- 2. The Draw screen will appear on the display as shown below.



ltem	Function	Description
I	Participants	Click to select the number of participants to be drawn.
		The maximum number of participants is five.
2	Candidates	Swipe up/down to set the pool of candidates from which the participants will be drawn.
		The number of candidates in the pool must be higher than the number of participants selected.
3	Draw	Displays the current participant drawn.
4	Start	Click to start the drawing process.
5	Participants List	Displays the total list of participants drawn.

### Importing images

Click 📓 to import images that are stored internally or on a connected storage device, which you can then edit on.



When an image has been selected and imported, it will appear in EZWrite 4.1 as shown below.

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2ar	1996 5. 4. 6. 4. 31 12 (2012) 2013 5. 503 1996 Vood Aug 19 (112, 22 2015) Dawlfor: (1296 116 195)
1	Non         Code         Device         Non         Non         Device         Non         Device <thn< th=""></thn<>
test:	
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•	🛛 🖹 🗮 🚍 📑 💿 ⓒ 🕀 🤆 1/1 🔅

- Click and drag on the image to move the imported image.
- Zoom in and out with two fingers moving on the imported image.
- Click  $\stackrel{\scriptstyle imes}{=}$  to delete the imported image.
- Click + to import another image.



- Click  $\blacksquare$  /  $\boxdot$  to add a new page to draw or create annotations on.
- Click on a thumbnail or click Image: Image between the pages.
- Select the thumbnail of a page and click  $\boxed{10}$  to delete the page selected.
- Click 🔲 to copy the page selected.
- To save multiple pages, delete all undesired pages then click 💷. Refer to Saving files on page 18 for more information.

The maximum number of pages is 30.

#### Saving files

The display allows you to save drawings or text files either in the internal memory of the display, in connected storage devices, or in the cloud for download by mobile devices.

I. Click 🔲 and select the page(s) of the drawings or annotations you want to save.

			es you want to save				
•		Select all	<ul> <li>Unselect all</li> <li>✓</li> <li>(7.2.3)</li> </ul>		5 pages selected		
	ſ	<ul> <li>As PDF</li> <li>As separate</li> </ul>	pictures Confirm	Cencel			

- 2. You can save the pages as PDF or separate pictures. Click Confirm to proceed.
- 3. You can save the file(s) in the internal memory of the display or connected storage devices.



- Click Internal storage to save the image in the User > Current Account > folder named with the date folder found in EZFinder.
- Click the name of any connected external storage device to save the image in the corresponding storage device.
- For saving files, the default storage is the personal folder. After you have saved a

file, the next file you want to save will be saved in the most recently used folder.



4. You can access files via internal storage (your personal folder) or external storage (at the root folder).

# Wallpaper

You can import a wallpaper from internal storage or USB. Supported file types are JPG and PNG. If the resolution is not FHD, it would keep the same ratio and be zoomed out to fit the screen. Due to the built-in ratio adjustment mechanism, it is recommended that you use up to 1920x1080 image resolution to fit the aspect ratio.



### Wireless sharing

You can wirelessly transfer contents to mobile devices via QR code, Email, or InstaQPrint.

#### QR code

1. To save the file in the cloud for download, click <a>and you can save the file via QR code.</a>

Share via		
QR code		
Print		

2. The image will be saved to the cloud with a corresponding QR code, and the image will appearing on the display as shown below.



3. Scan the QR code with a mobile device and the image will appear on the mobile device's default web browser. Follow the browser's image saving procedure to save the image in the mobile device.



Images saved to the cloud will be stored there for download for only 30 minutes.
When saving to the cloud in the Team Post tool a QR code will be created for each drawing board shown.

### InstaQPrint

I. You can save the file via **Print**.

Share via	
QR code	
Print	

2. Click **Print** to proceed. You can transfer files via WiFi, USB, or LAN without printer model, or brand limitation.





# Floating Annotation Toolbar

The Floating Annotation Toolbar is a convenient function that allows you to quickly write or create annotations on any screen that the display is showing. Under any input source or in the Android interface, touch and hold two fingers spaced about 20 - 50 mm apart on the screen for more than two seconds to launch the Floating Annotation Toolbar menu as shown below.



lcon	Function	Description		
EZ	Close and Move	Long press this button to drag and move the Floating Annotation Toolbar around. You can also click the button to close the floating toolbar and clear all the brushes.		
	Annotate	Click to switch the color of the brush. Color options are blue, red, green, and black. Palm eraser is provided for you to erase any contents on the display just with your palm while you are writing without switching to Eraser.		
Ín,	Whiteboard	Click to start EZWrite 4.1.		
$\bigotimes$	Clear All	Click to erase all annotations on the screen. You may also quickly erase any annotations made by wiping any writing or drawings on the touchscreen using a balled-up fist.		
	File Folder	Click to open the most recent file folder.		
രി	Screenshot	Click to take a screenshot of the entire screen, including the handwriting.		
¢	InstaQPrint	Click to start InstaQPrint.		

# Setting

I. Click 🔹 to access Setting.



- 2. The plam eraser is on by default. You can set the function to off.
- If you want to automatically start EZWrite as your IFP boots up, set the function to on. It is off by default.



# How to upgrade EZWrite

- 1. Open EZWrite 4.0/4.1, click 💠, and select About.
- 2. Click confirm and will start downloading. If complete, click install.



About					
i	EZWrite v1.xxxx Copyright © BenQ corporation. All Rights Reserved.				
	New version has released, upgrade?				
	CONFIRM				

About			
i	EZWrite v1.xxxx Copyright © BenQ corporation. All Rights Reserved. Downloading		

# Comparison Table

		EZWrite 4.1	EZWrite 4.0 Lite	EZWrite 4.1 Lite
Functions		RP654K / RP704K / RP750K / RP860K	RP553K / RP653K	RM5501K / RM6501K / RM7501K / RM8601K
	Pencil	10 pts	10 pts	10 pts
	Brush	N/A	N/A	Yes
	Dual Pen	N/A	N/A	Yes
	Eraser	Yes	Yes	Yes
Basic Tool	Circle eraser	Yes	Yes	Yes
Basic 100	Palm eraser	Yes	Yes	Yes
	Background	-6 colors and templates -Import wallpaper	6 colors	-6 colors -Import wallpaper
	Recording	Yes (720P)	N/A	N/A
	Image import	Yes	Yes	Yes
	MS Office Import	Yes (PPT, Word, PDF)	N/A	N/A
	Save to internal memory	Yes	Yes	Yes
File Open/ Save	Save to USB	Yes	Yes	Yes
	Share with QR code	Yes	Yes	Yes
	Share with Printing	Yes	N/A	N/A
	Share with Email	Yes	N/A	N/A
_	Pages preview	Yes	Yes	Yes
Page	Add page	Yes (Max: 30 pages)	Yes (Max: 15 pages)	Yes (Max: 15 pages)
Annotation	Handwriting recognition	Yes, Text (English, French, Spanish, German, number) and diagram	Yes, Text (English, number) and diagram	Yes, Text (English, French, Spanish, German, number) and diagram
	Floating tool (Making Notes on other apps)	Yes, with 2 fingers (full output capabilities to any display sources)	Yes, with 2 fingers No Palm eraser (full output capabilities to any display sources)	Yes, with 2 fingers No Palm eraser (full output capabilities to any display sources)

	Timer	Yes	Yes	Yes
	Buzzer	Yes	Yes	Yes
	Draw lots	Yes	Yes	Yes
	Scoreboard	Yes	Yes	Yes
Tool box	Team Post	Yes, no Palm eraser	N/A	N/A
	Geometry	Yes	Yes	Yes
	Calculator	Yes	Yes	Yes
	Advanced oneclick switch	Yes	N/A	N/A
	Advanced recording	Yes	N/A	N/A