

Important information

LightRaise™ interactive projectors

Read the following warnings carefully. Failure to read the warnings below or to follow the installation instructions included with your SMART product could result in **personal injury or product damage** and may void your warranty.



WARNING

- Failure to follow the installation instructions shipped with your SMART product could result in personal injury and damage to the product.
- Ensure that any cables extending across the floor to your SMART product are properly bundled and marked to avoid a trip hazard.
- Make sure an electrical socket is near your SMART product and remains easily accessible during use.
- To reduce the risk of fire or electric shock, do not expose the SMART product to rain or moisture.
- Refer to the safety warnings and precautions published by the projector manufacturer. Do not stare (or allow children to stare) directly into the projector's beam of light.
- Do not attempt to service the projector other than performing routine lamp replacement. Service should only be performed by an authorized service provider. Aside from the lamp module, there are no user serviceable parts inside the unit.
- Do not remove any screws other than those specified in the lamp replacement instructions.
- Do not climb on, hang from or suspend objects from the projector boom or the projector mount.
- The external power supply (when required) needs to meet the Limited Power Source (LPS) requirements of CSA/UL/IEC/EN 60950-1.

IMPORTANT INFORMATION

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- You must connect the USB cable that came with your SMART product to a computer that has a USB compliant interface and that bears the USB logo. In addition, the USB source computer must be compliant with CSA/UL/EN 60950 and bear the CE mark and CSA and/or UL Mark(s) for CAS/UL 60950. This is for operating safety and to avoid damage to the your SMART product.
- To attach the wall tether, use the appropriate hardware for your wall type. Failure to do so could result in injury if the unit detaches from the wall.
- Do not touch or replace the projector lamp (which will be very hot) for at least an hour. Failure to do so can cause severe burns.

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