

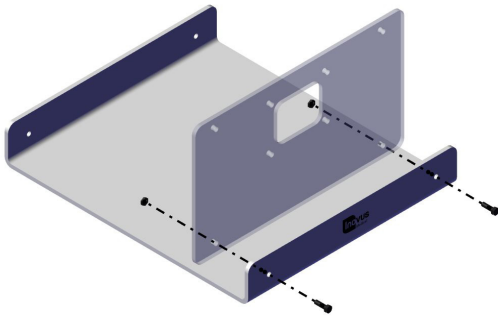
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a c c e s s i b l e a f f o r d a b l e f u n c t i o n a l

- 1 | Begin the assembly by taking out parts UHDM and BTM01. Using 2 x M5B8 bolts and 2 x WN18 nuts, screw the UHDM panel into position as shown.

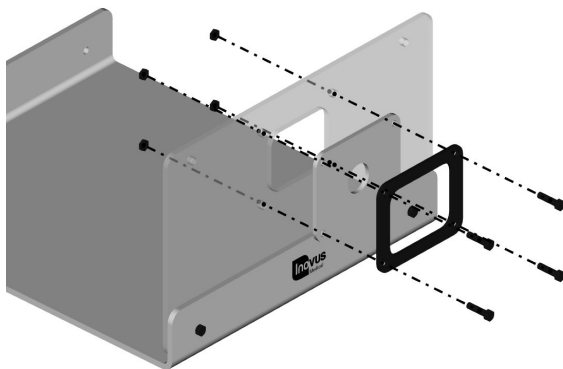


- 2 | You will now need the following parts:

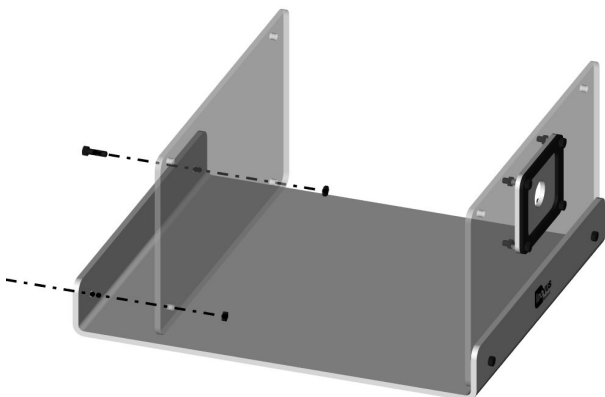
- SK02
- BKT02

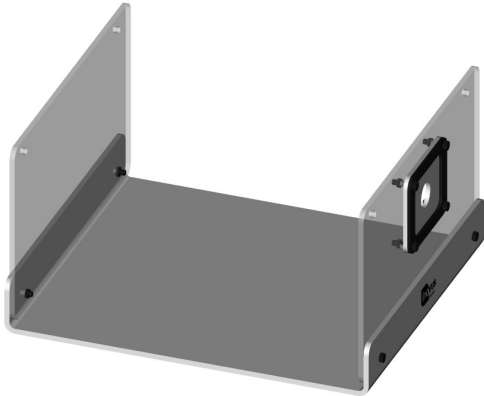
Using the M5B4 bolts and 4 x WN18 nuts, secure the white skin and black bracket to the UHDM panel.

Please note that the black bracket must be placed on the outside of the white skin as shown in the image.

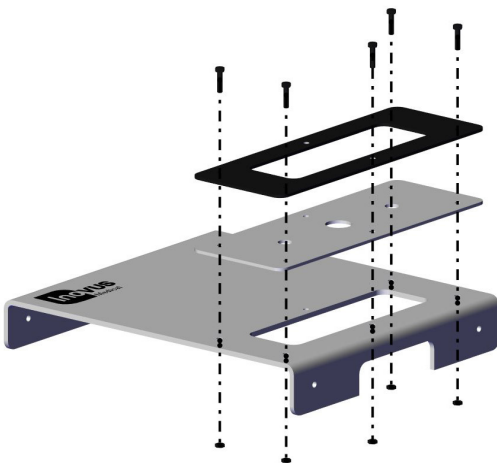


- 3 | Using 2 x M5B8 bolts and 2 x WN18 nuts, secure the rear panel U01.



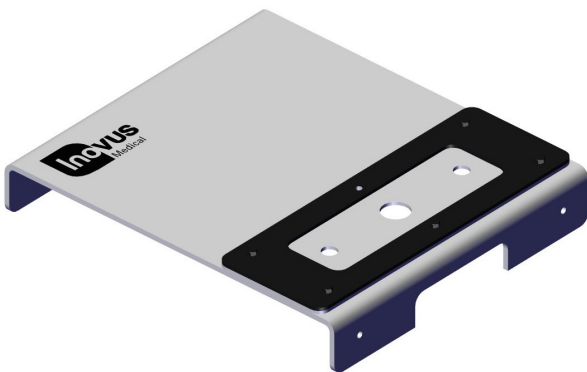


- 4 | Your simulator should now look like this, with both upright panels securely in position.



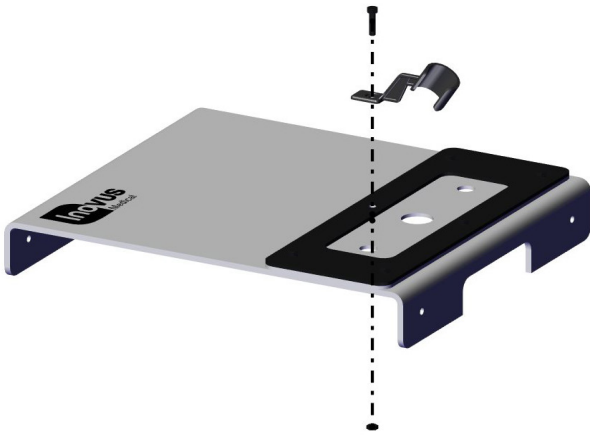
- 5 | You may now start the TPB02 sub-assembly. Taking TPB02, SK04 and BKT01, secure as shown using 5 x M5B6 bolts and 5 x WN18 nuts.

For the moment, leave the rear centre hole free.

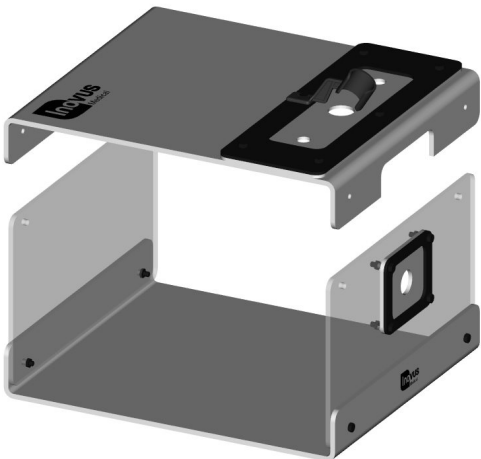


- 6 | You have now completed the TPB02 sub-assembly.

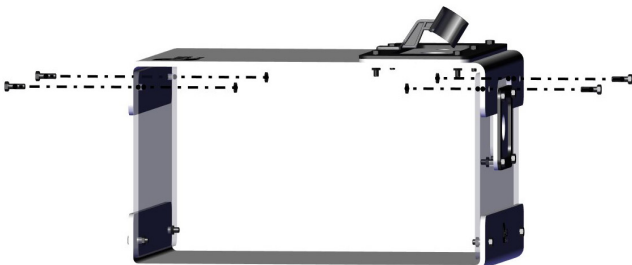
- 7 | Use the remaining M5B6 bolt and 1 x WN18 nut to position the camera bracket (IN0-HDMBKT).



- 8 | Having already completed the TPB02 sub-assembly, you may now position it over the pre-assembled base unit.



- 9 | Using 2 x M5B8 bolts & 2 x WN18 nuts, secure it to the upright panels.

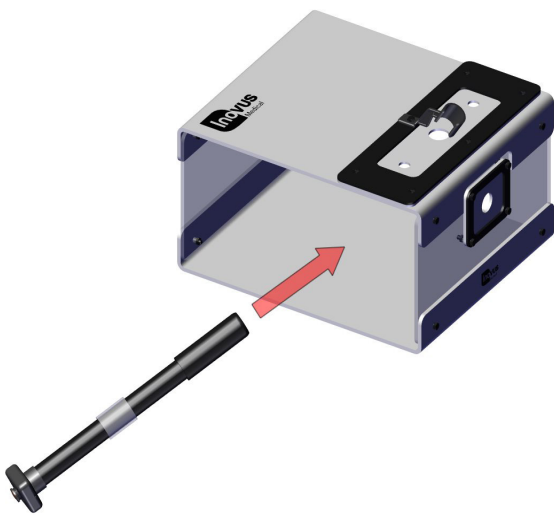


- 10 | Your simulator should now look like this and be structurally sound.

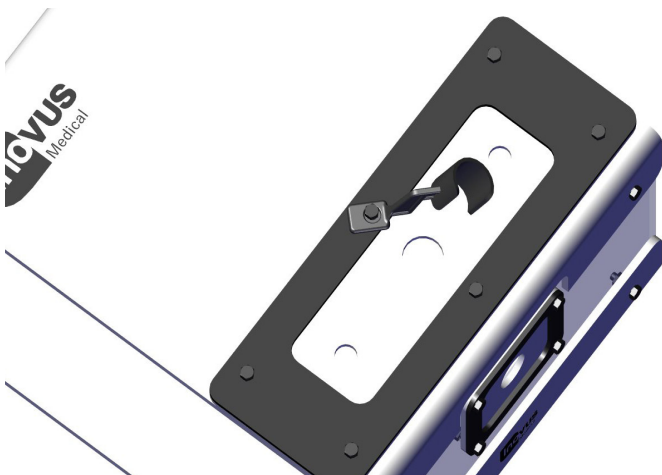


- 11 | You may now position the scope to begin training. The scope must be placed backwards through the ports, as illustrated. Positioning the scope in this way reduces the risk of skin tearing.

Please note you will need to thread the scope wire through the chosen port first.

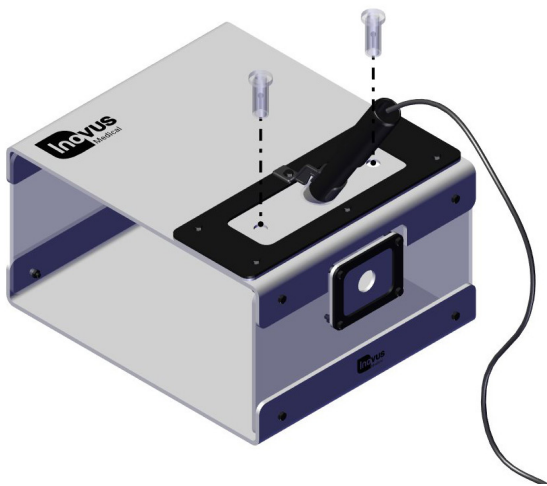


- 12 | You may wish to rotate the camera bracket to one side so that the scope has room to slide into position.

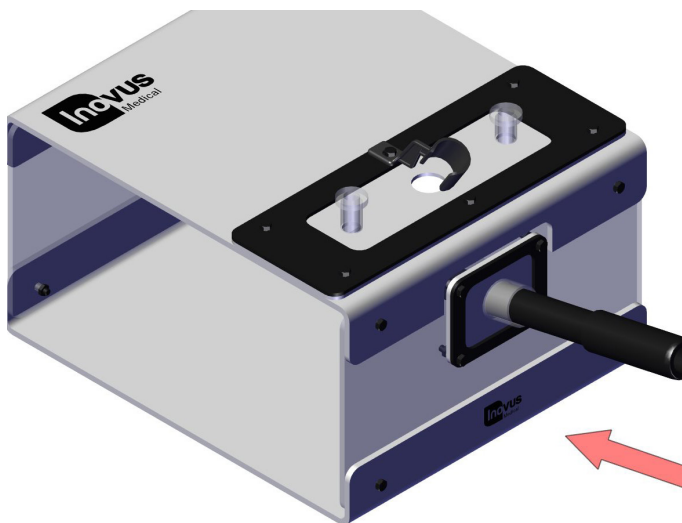




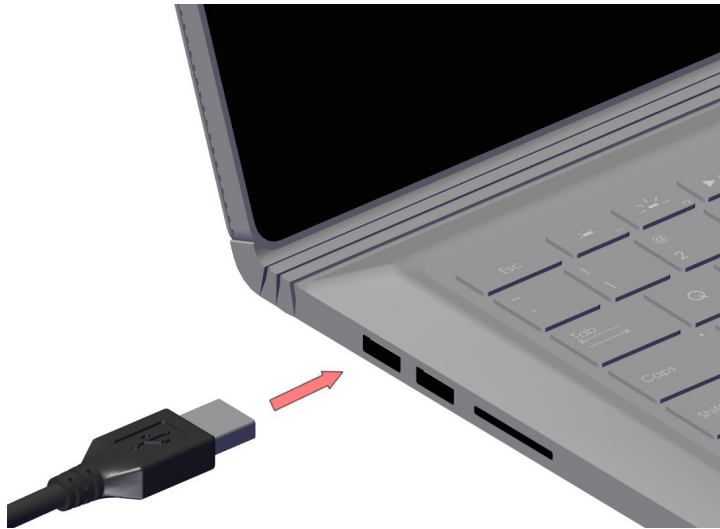
- 13 | You may now rotate the camera bracket back into position to hold the scope in place. The bracket is designed for solo training and may be removed for the purpose of training camera operators.



- 14 | Insert the two trocars provided into the openings in the SK04 skin. Using the trocars will reduce the likelihood of the skin tearing.



- 15 | Please note that the scope may be placed in the front port also. This will require a camera operator in most cases.



16 | Connect the USB cable provided to your laptop or PC.




17 | The setup should now look similar to this image. The lights on the scope should now be illuminated.



You should now be ready to start training. Should you have any problems during setup or something isn't quite working as you'd expected, please contact us at support@inovus.org or call 01744 752 952 to speak with an adviser. Opening times are Monday to Friday 9am - 5pm GMT.




Windows 8/10:

To start using your simulator immediately without the need to download software you will need to navigate to the start menu and type "camera" > Click the camera icon or symbol > At this stage your computers default camera may open up, in the event that it does look for the following icon  Click it to change the default camera to the > simulator camera. Once completed you can now begin to operate.



MAC OS X:

To start using your simulator immediately without the need to download software on your MAC you will need to click the search icon in the top right hand corner of the screen > Type Quick Time > Click the Quick Time icon > Once ready you should now have the Quick Time options appear in the top left hand corner of the desktop > Click File > New Movie Recording > At this stage the computers default camera may appear on screen > To swap the camera view to the simulator camera you must navigate to the record button > Click the down arrow the right of the button  > Select USB 2.0 Camera. Once completed you can now begin to operate.

Designed and manufactured by



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