

## Operational Note: 203

### Sensor Placement

The Body Sensor requires movement in two axis', perpendicular to each other as shown in Figure 1. Placement of the Body Sensor\* is a important to receiving good system performance from your tilt sensor based system. This Operational Note will discuss placement of the sensor, and will aid in diagnosing undesired movements.

(\* Body Sensor equivalent resides inside LaZee Mouse units)

#### Where do I place the sensor?

Select a location that provides a comfortable at rest position that can be used as Home. This is so the user can rest & relax when not desiring to move the cursor. From here, movement must be available individually, in the four directions shown in Figure 1.

Direction of Movements

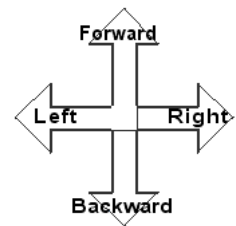


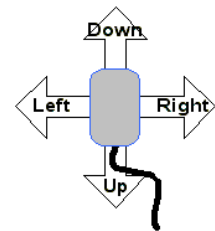
Figure 1

#### How do I position the Body Sensor?



After a location has been chosen, the sensor would **ideally** be firmly attached in a level position with the cable pointing backward<sup>1</sup>. The Body sensor is very flexible in its definition of "level" meaning that it will operate effectively as long as it is within 60° of level, and can operate up to 80° with reduced performance.

#### Correct



Sensor Orientation

Figure 2

#### How do I orient the Body sensor?

The most important part of sensor placement is the orientation, or direction it points. Figure 2 shows the Correct sensor orientation with cable pointed directly in line with the up/down movements. If the sensor is rotated from this direction, unwanted cursor movements can occur.

#### Incorrect

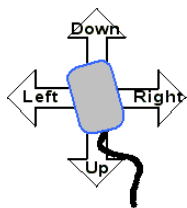


Figure 3

Figure 3 shows a sensor rotated such that when attempting to move the cursor straight up or down it moves;  
**-UP & to the left**  
**-DOWN & to the right**

Figure 4 shows a sensor rotated such that when attempting to move the cursor straight up or down it moves:  
**-UP & to the right**  
**-DOWN & to the left**

#### Incorrect

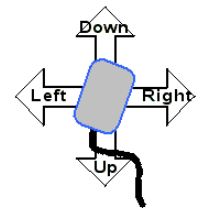


Figure 4

<sup>1</sup> Special order Body Sensors can be requested which have the cable point a different direction.