



# Inkling™



## User's manual for Windows® & Macintosh®

Inkling (model MDP-123)

Before you start

Setting up

Sketching

Saving your work

Sketch management

Troubleshooting





Inkling™

User's Manual for Windows® & Macintosh®

Version 1.0, Rev K1010

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# CONTENTS

About the manual	4	Identifying and opening a sketch file	25
<b>YOUR INKLING</b>	5	Editing and working with layers	26
Inkling digital pen	6	Saving a sketch	29
Inkling receiver	7	Converting a sketch file	29
Inkling charging case	8	Exporting layers	29
Battery and power management	9	Sharing a sketch	29
Battery installation for pen	9	Managing Inkling settings	30
Receiver battery information	10	Uninstalling the software	34
Charging batteries	11	<b>TROUBLESHOOTING</b>	35
Battery life information	12	Test your Inkling	36
Power saving features	12	Troubleshooting tables	37
Status lights	13	General problems	37
Replacing the pen cartridge	14	Technical support options	39
<b>WORKING WITH INKLING</b>	15	Obtaining software downloads	40
Preparing to sketch	16	<b>APPENDIX</b>	41
Attaching the receiver to paper	17	Care for Inkling	41
Sketching	18	Online mode	42
Holding the pen	18	Product information	43
Sketching with pressure and tilt	19	Available parts and accessories	43
Adding layers	19	Ordering parts and accessories	44
Changing pages	19	<b>GLOSSARY</b>	45
Viewing and uploading a sketch	20	<b>INDEX</b>	46
<b>INKLING SKETCH MANAGER</b>	21		
Installing the software	21		
Working with the Sketch Manager	22		
Toolbar options	23		
Right-click options	23		
Control buttons	24		






## ABOUT THE MANUAL

This manual provides quick access to information about Inkling. The information is common to Windows and Macintosh computers and Windows screen captures are shown, unless otherwise noted.

- Go directly to [contents](#) or [index](#) topics by clicking on them.
- [Your Inkling](#) is the introductory chapter. It describes the Inkling components and available features.
- [Working with Inkling](#) will help you to understand how to create digital sketches with Inkling.
- Use the [Inkling Sketch Manager](#) to work with your files and customize settings for Inkling.
- See [Troubleshooting](#) for answers to most common questions.
- The [appendix](#) provides information on product care, available parts and accessories, and more.

See the Important Product Information guide for Inkling (found in the same location as this manual, and also accessed from the Inkling Sketch Manager HELP menu). It includes product safety precautions, specifications, and your license and warranty.

Use the navigation controls to move through the manual.

			Go to front page.
Contents	Go to table of contents.	 	Page back, or page forward.
Index	Go to index.		Go back to previous view.
<a href="#">topic</a>	Go to topic.		Topic continued.

- You can use your .pdf viewer zoom-in tool to increase the size of the manual on your display screen. Most .pdf viewers include additional tools for using and printing the manual. See the viewer application help for more information.
- SMALL CAPITAL LETTERS are used to identify the names of keyboard keys, dialog boxes, and software options.
- The following information is not included with this product: information about your specific computer hardware or operating system, or information about your application software. Your best source for this information is the set of manuals and discs that came with your hardware, operating system, or application.

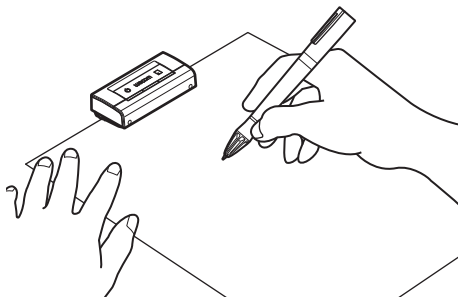
Wacom’s philosophy is to continually improve all of its products. As a result, engineering changes and improvements are made from time to time. Therefore, some changes, modifications, and improvements may not be covered in this manual.

## YOUR INKLING

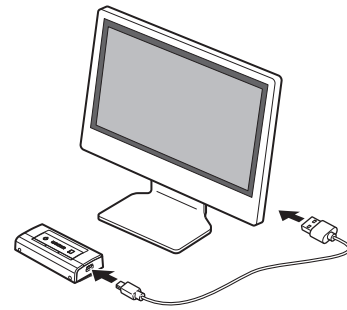
Inkling can be used anywhere you might use a regular pencil, pen, and paper. As you sketch on any kind of paper, Inkling digitally captures your sketches and saves them for uploading to your computer at a later time.

Inkling consists of two basic elements: the [Inkling digital pen](#) and the [Inkling receiver](#). The pen works with the receiver to digitally capture your sketches. Together, the pen and receiver act like a portable digital sketchbook.

Inkling saves your information in one place for quick access. Use the [Inkling Sketch Manager](#) to organize and prepare your work for editing in vector- or raster-based applications.



Digitally capture your sketches.



Transfer your sketches for further editing.

The quickest way to learn about Inkling is to become familiar with its appearance and features.

[Inkling digital pen](#)

[Inkling receiver](#)

[Inkling charging case](#)

[Battery and power management](#)

[Status lights](#)

[Replacing the pen cartridge](#)

## INKLING DIGITAL PEN

Use the digital pen to write and sketch on regular paper. See [sketching](#). As you work, the [Inkling receiver](#) digitally captures your sketches and saves them for uploading to your computer at a later time.

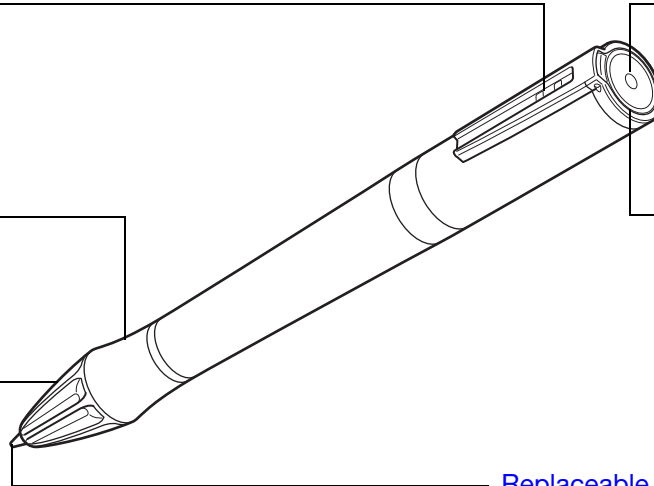
Charging contacts  
See [charging batteries](#).

Pen LED  
See [status lights](#).

Grip area

Battery compartment  
See [battery installation for pen](#).

Pen tip cone  
See [holding the pen](#).



[Replaceable cartridge](#) (pen tip)  
Uses standard Mini Ballpoint Ink refills.  
See [available parts and accessories](#).

## INKLING RECEIVER

The receiver can digitally store hundreds of multiple-layer sketches that you create with the [Inkling digital pen](#). The receiver also functions as a standard USB flash drive. See [working with Inkling](#).

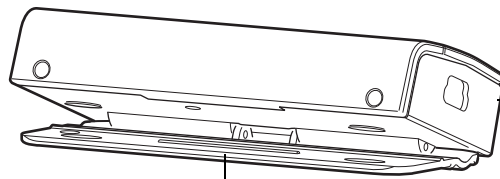
**Power button**  
Press to turn on or off. See also [power saving features](#).

**Power, status, and new layer LEDs**  
See [status lights](#).

**Sensor lens**  
As you sketch, keep a clear line of sight between the lens and the pen tip cone. See [holding the pen](#).

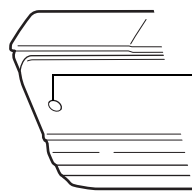
**New layer button**  
Press to create a new layer. See [adding layers](#).

**USB port**  
See [charging batteries](#) and [viewing and uploading a sketch](#).



**Receiver clip**  
(with new file button located beneath the clip)  
A new sketch file is created when you open and close the clip. See [attaching the receiver to paper](#).

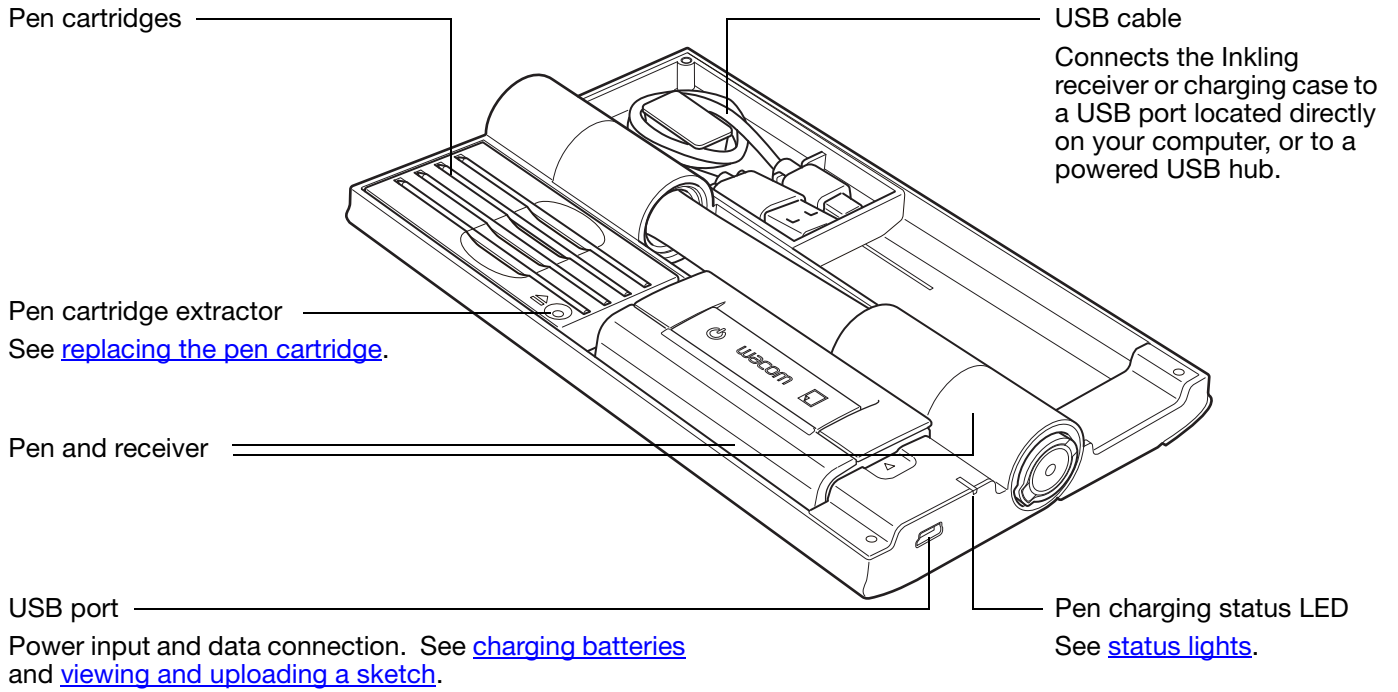
**Battery compartment**  
Located at back of unit. See [receiver battery information](#).



**Reset button**  
Located on bottom of receiver. Use the end of a paper clip or other pointed object to press button. This returns the receiver to factory default conditions.  
Examples of when you may need to use the reset button are described under [general problems](#).

## INKLING CHARGING CASE

Store your Inkling components within the charging case. The case is used to charge the pen and receiver.



**Tip:** You can work with sketch files when the Inkling charging case is connected to your computer and the receiver is located within the case.



## BATTERY AND POWER MANAGEMENT

The Inkling digital pen uses a rechargeable Nickel Metal Hydride (Ni-MH) battery. The Inkling receiver uses a rechargeable Lithium-Ion Polymer (Li-Ion Polymer) battery. The batteries have a long life span, but should be replaced when they have exceeded their life span and no longer hold an adequate charge or cannot be charged. See [available parts and accessories](#).

**Important:** Be sure to use only the correct Wacom batteries specified for your product.

Many communities offer voluntary or mandatory recycling programs for batteries. Promptly recycle old batteries. Recycle them properly by following all applicable laws, and in accordance with the safety precautions listed within the Important Product Information guide, accessed from the Inkling Sketch Manager HELP menu.

Keep batteries out of the reach of children.

[Battery installation for pen](#)

[Receiver battery information](#)

[Charging batteries](#)

[Battery life information](#)

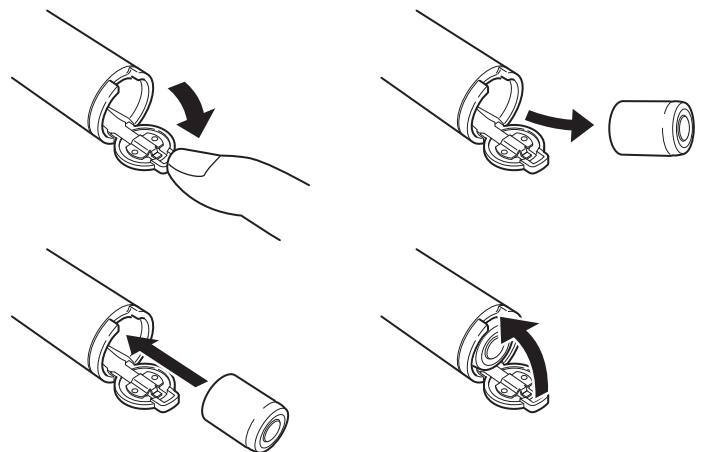
[Power saving features](#)

## BATTERY INSTALLATION FOR PEN

You will need to install the pen battery before using the pen.

To install or replace the pen battery:

1. Use your finger to flip open the pen cap. Be careful not to over-extend the cap when opening it.
2. If replacing, carefully remove the old battery.
3. Insert the battery into the battery compartment. The “+” terminal should face outward toward the rear of the pen.
4. Close the pen cap and press to snap it into place.



**Warnings:** Choking hazard. Prevent children from swallowing the battery.

See the battery safety precautions listed within the Important Product Information guide, accessed from the Inkling Sketch Manager HELP menu.

## RECEIVER BATTERY INFORMATION

Your Inkling receiver comes with the battery pre-installed.

**Important:** Fully charge the receiver battery before using Inkling for the first time. See [charging batteries](#).

Under normal conditions the rechargeable receiver battery will have a long life span. If the battery fails unexpectedly or has outlived its useful life and must be replaced, please contact your local Wacom service provider.



**Warnings:** Choking hazard. Prevent children from swallowing the battery.

See the battery safety precautions listed within the Important Product Information guide, accessed from the Inkling Sketch Manager HELP menu.

## CHARGING BATTERIES

**Important:** Before using Inkling for the first time, you should fully charge the pen and receiver batteries.

The pen and receiver can be charged separately, or together within the Inkling charging case. The receiver can be charged independently of the charging case, and will charge whenever it is connected to your computer or other powered USB source. When charging, the case or receiver can be connected to a computer, powered USB hub, or AC adapter with USB connector.

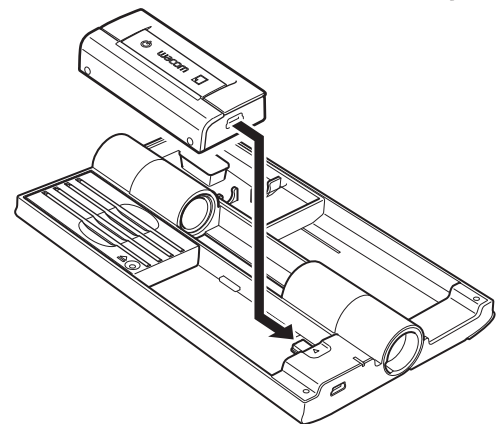
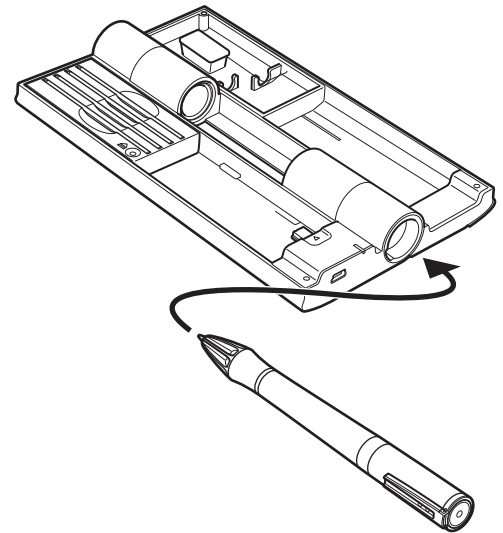
To charge the pen and receiver batteries:


1. If charging through a computer, turn it on and wait until the system has fully loaded.
2. Insert the pen and receiver into the charging case.
3. Attach the provided USB cable between the charging case and a primary USB port located directly on your computer, or other powered USB source.
  - The pen charging status LED will glow red to indicate the case is connected to powered USB source and the pen battery is charging.
  - The power LED on the receiver will glow red to indicate the receiver battery is charging.

See also [status lights](#).

4. Depending on the battery charge:
  - It may take approximately 2 hours for the pen battery to fully charge. When fully charged, the pen charging status LED glows green.
  - It may take approximately 3 hours for the receiver battery to fully charge. When fully charged, the power LED on the receiver glows green.
5. When charged:
  - Remove the pen from the case.
  - Remove the receiver from the case. The receiver will turn off automatically when removed.
  - If you like, disconnect the case from your computer.

Before removing the receiver from the charging case or disconnecting the case from your computer, use the SAFELY REMOVE HARDWARE (Windows) or EJECT (Macintosh) system option.



 **Warning:** See the battery safety precautions listed within the Important Product Information guide, accessed from the Inkling Sketch Manager HELP menu.

Note: To charge the receiver battery while you are sketching, connect the receiver to an AC adapter that provides 500 mA USB power.


## BATTERY LIFE INFORMATION

All batteries age over time and gradually lose their ability to hold a charge.

- When you are done working, turn off the Inkling receiver to conserve battery power.
- Always charge the receiver when the receiver power LED glows red. Always charge the pen when the pen LED glows red. See [charging batteries](#).
- When a battery is no longer capable of holding an adequate charge, it should be replaced. See [battery installation for pen](#) or [receiver battery information](#).
- The Inkling digital pen battery can be purchased from Wacom or is available at most major electronics outlets. The Inkling receiver battery is a custom battery, and can only be replaced by Wacom. See [available parts and accessories](#).

Lithium-Ion Polymer (Li-Ion Polymer) and Nickel Metal Hydride (Ni-MH) batteries:

- Battery life and performance is not improved by cycling (discharging and recharging).
- Elevated temperatures can reduce the service life of batteries. For example, placing batteries near heat sources or prolonged exposure to direct sunlight may shorten the battery life span.
- Cool storage when not in use can slow the aging process of batteries.

 **Warning:** See the battery safety precautions listed within the Important Product Information guide, accessed from the Inkling Sketch Manager HELP menu.

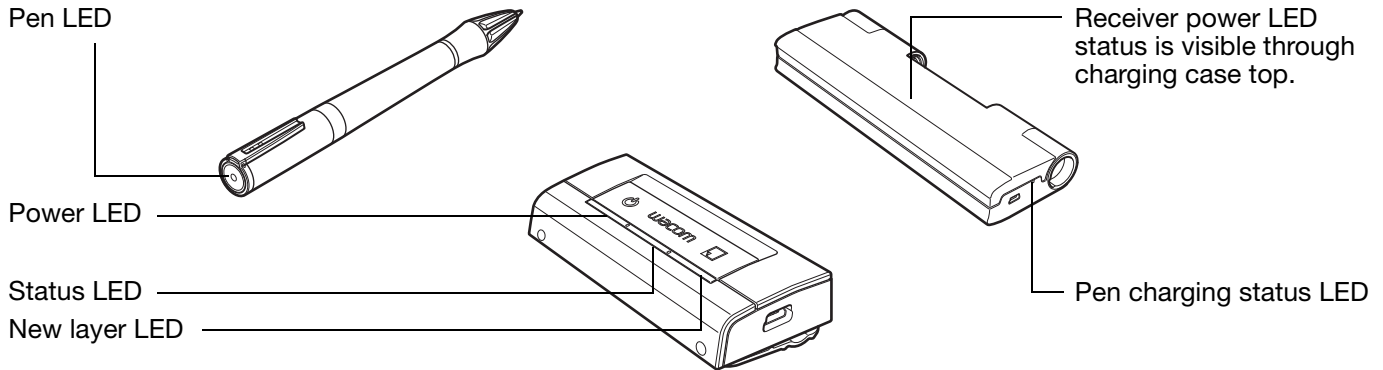
## POWER SAVING FEATURES

Inkling uses the below power saving features to conserve the battery charge levels:

Pen	Enters sleep mode after 30 seconds without use. Pen wakes as soon as you begin sketching.
Receiver	Saves the last opened file and shuts down when any of the following occur: <ul style="list-style-type: none"><li>• 30 minutes without pen activity</li><li>• Battery is in low charge state for 10 minutes</li><li>• Memory is full.</li></ul>

## STATUS LIGHTS

LEDs indicate the operational status of your Inkling:



### INKLING DIGITAL PEN

### LED INDICATIONS

Pen LED

**Off:** Pen not in use, in sleep mode, or battery has fully drained.  
**Green:** Pen in use, battery charge okay.  
**Red:** Low battery charge.

### INKLING RECEIVER

### LED INDICATIONS

Power LED

**Off:** Receiver is powered off, or battery has fully drained.  
**Blinking:** During initial power-up, the power LED will blink until the receiver is ready.  
**Green:** Receiver is powered on and ready for use. When connected to USB source, indicates battery is fully charged.  
**Red:** Battery charge is low. When connected to a powered USB source, indicates battery is charging.

Status LED

**Off:** Pen not in use or no pen reception.  
**Green:** Pen in use and data reception is good.

New layer LED

**Green** (1 second duration):  
 Lights when new layer button is pressed. Indicates creation of new layer.  
 Lights when paper is clipped into receiver. Indicates creation of new sketch file.

### INKLING CHARGING CASE

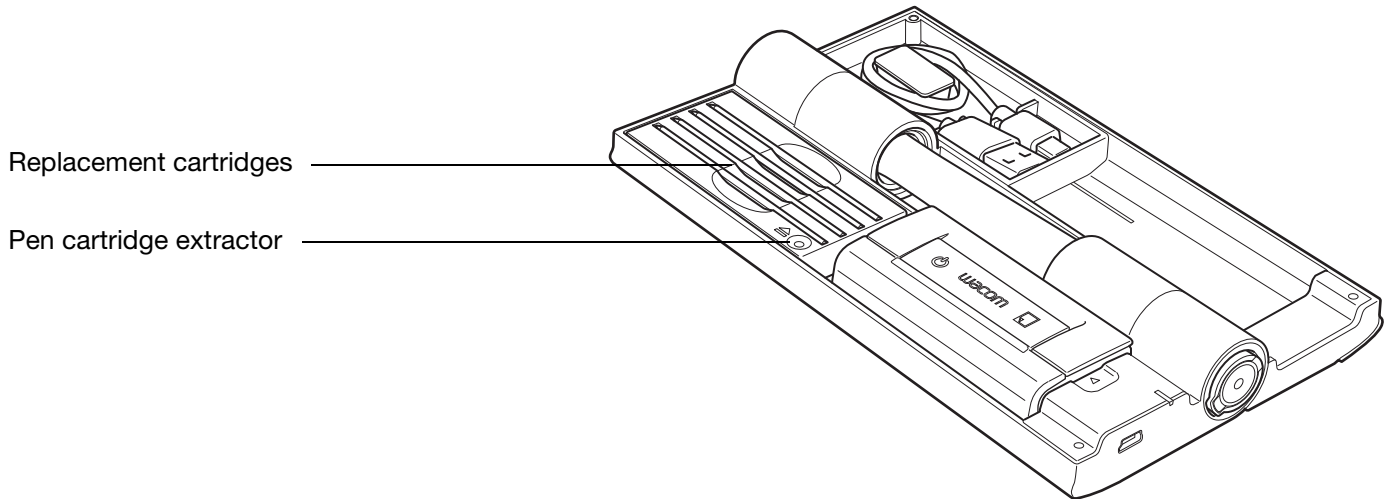
### LED INDICATIONS

Pen charging status LED

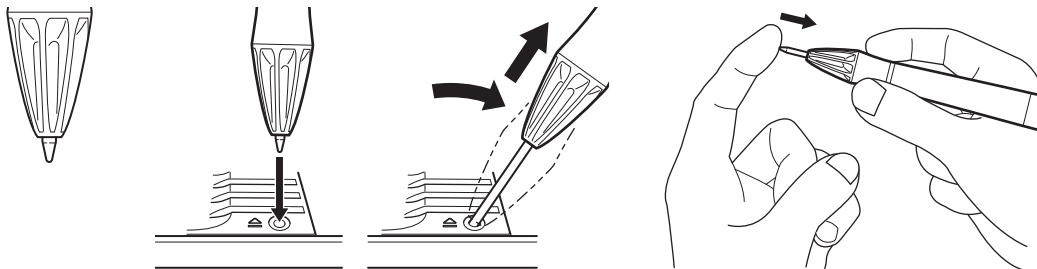
**Off:** Not connected to powered USB source or the pen is not in the charging case. If both the pen and receiver are in the case and it is connected to a low-power USB port (100 mA or less), they will not charge and the LED will be off.  
**Green:** Pen fully charged.  
**Red:** Pen charging.


## REPLACING THE PEN CARTRIDGE

The pen cartridge will eventually run out of ink with normal use and need to be replaced. See [available parts and accessories](#).



1. Remove the pen cartridge by first placing the pen tip in the cartridge extractor. Lever the pen slightly to one side. When you feel tension on the pen tip, lift the pen away from the charging case to remove the pen cartridge. (You can also clasp the cartridge tip with a pair of tweezers and pull it out of the pen.)
2. Select a replacement cartridge. Remove the small end cap from the cartridge tip.
3. Slide the new cartridge straight into the barrel of the pen. Firmly push the cartridge until it stops.



 **Warning: Choking hazard. Prevent children from swallowing the pen cartridge. The cartridge may accidentally be pulled out if children are biting on them.**

## WORKING WITH INKLING

Inkling gives you the power to create sketches on paper and digitally capture them at the same time. You can use the [Inkling Sketch Manager](#) to view, organize, and prepare your sketches before exporting and editing them in your favorite applications.

This chapter describes how to use Inkling. It includes information to help you work more comfortably, and to better understand how Inkling interacts with your computer.

[Preparing to sketch](#)

[Attaching the receiver to paper](#)

[Sketching](#)

[Adding layers](#)

[Changing pages](#)

[Viewing and uploading a sketch](#)

## PREPARING TO SKETCH

It is easy to create sketches with Inkling:

- Start by [attaching the receiver to paper](#).
- Turn on the receiver. The power LED blinks briefly, then glows green when the receiver is ready.
- Begin [sketching](#) with the pen.
- Whenever you feel like [adding layers](#) to the sketch, press the new layer button (located on the receiver). Continue to sketch, adding new layers as you desire.
- To create a new sketch, remove the finished page from the receiver and add a new page. A new sketch file is created each time you open and close the receiver clip. See [changing pages](#).
- When you are done sketching, turn off the receiver. Then connect the receiver to your computer in preparation for [viewing and uploading a sketch](#).

For best results, be sure to [adjust the click threshold](#).

### Tips:

- Inkling can be used on most relatively smooth, flat surfaces. Use a gentle grip when working with the pen.
- As you draw, maintain a direct line of sight between the pen tip cone and receiver. Digital recording will not occur if your fingertips, hand, or other object blocks the line of sight.
- Inkling can be used in most environments. Although uncommon, an exceptionally noisy environment may interfere with the ability of Inkling to accurately record your sketches.
- If you are in a group setting where other people are using an Inkling, you can still sit beside each other and not interfere with one another's work.

Note regarding RSI: Wacom makes no representation, promise or guarantee that Wacom products will cure or prevent, in whole or in part, mouse-induced repetitive stress symptoms, injuries or conditions. Individual results may vary. Always obtain competent medical advice to determine the most appropriate treatment for your specific situation.

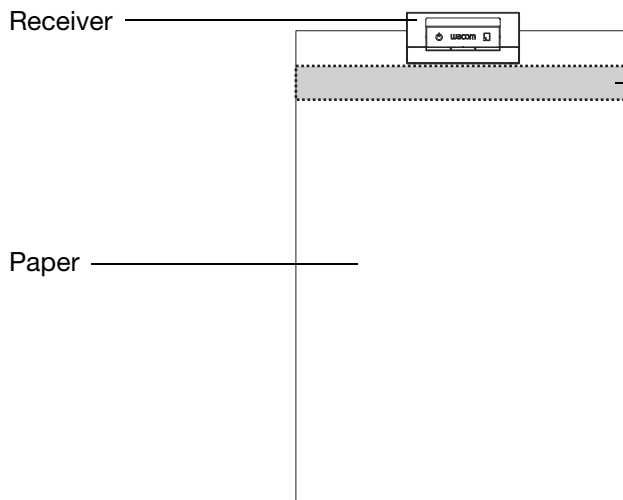
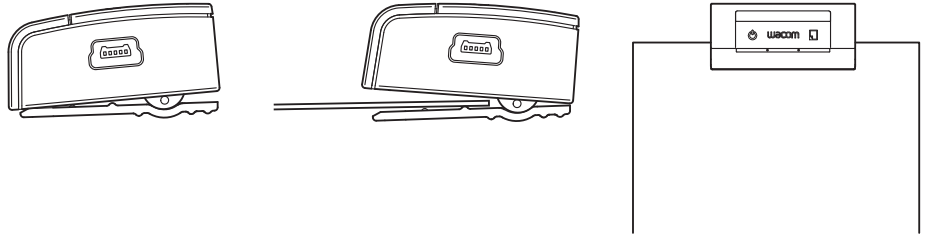


## ATTACHING THE RECEIVER TO PAPER

A new sketch file is created whenever the receiver clip is opened and then closed as you attach the [Inkling receiver](#) to a sheet of paper. Attach the receiver to loose sheets, or to pages in a notebook or drawing pad. The receiver can accept up to 10 pages (1 mm or 0.04 inch total thickness) at a time.

The Inkling default condition is for placement of the receiver at the top center of an A4/letter sized page in portrait orientation. However, you can orient the receiver on any side of the paper, depending on your preferred handedness or sketching style. See [managing Inkling settings](#) for details.

1. Squeeze the receiver clip slightly and insert paper into the opening. Release the clip. Be sure to center the receiver on the page edge.
2. Press the receiver power button. Wait until the power LED stops blinking and glows green.
3. Begin [sketching](#).



There is a limited performance zone below the receiver. Within this narrow zone the receiver cannot reliably record your pen strokes.

Always write or sketch below this zone.

The limited performance zone is approximately 2.0 cm (0.8 inch) on A4/letter size paper. It may vary slightly for larger or smaller paper sizes.

### Tips:

- After you attach the receiver, leave it in place until you are done sketching. If you remove and then replace the receiver, the new pen strokes you make on paper will be mis-aligned with the previous strokes when recorded in digital form.
- When you change pages and the receiver is on, the new layer LED lights momentarily to indicate the creation of a new sketch file.

## SKETCHING

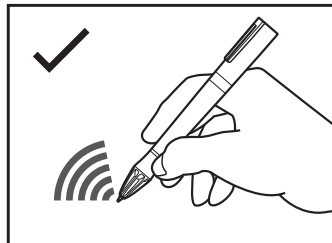
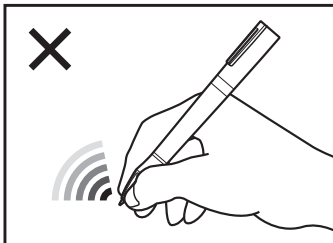
The [Inkling digital pen](#) is cordless and pressure sensitive. As you write and sketch on regular paper with the pen, the [Inkling receiver](#) digitally captures your sketches and saves them for uploading to your computer at a later time.

[Holding the pen](#)

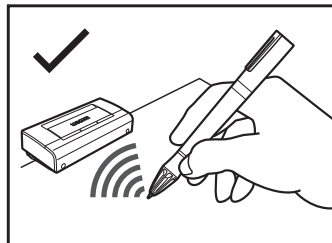
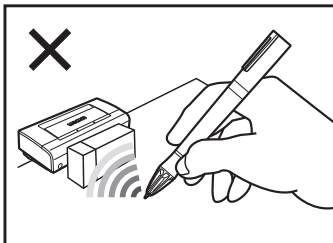
[Sketching with pressure and tilt](#)

## HOLDING THE PEN

Hold the pen at a comfortable angle like you would a normal pen or pencil.



Proper position shown, with fingers on the grip area above the pen tip cone.



When sketching, always maintain a direct line of sight between the pen tip cone and receiver. Digital recording will not occur if your fingertips, hand, or other object blocks the line of sight.

As you draw, apply pressure to the pen tip on paper. The status LEDs on the pen and receiver will glow green to indicate the pen strokes are being recorded.

### Tips:

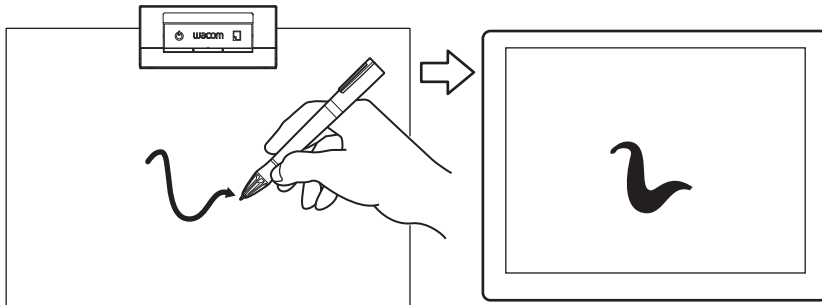
- Remember that there is a limited performance zone below the receiver where the receiver cannot reliably record your pen strokes. See [attaching the receiver to paper](#).
- For optimum performance, avoid sketching on uneven surfaces.
- As you sketch, be sure your hand does not block the line of sight between the pen tip cone and receiver.
- You cannot record sketches when the Inkling receiver is connected to your computer.

**Important:** To maintain the battery charge and click threshold of your pen, place the pen in the charging case or lay it flat on your desk when not in use. Do not place it in a container where it will rest on its tip.



## SKETCHING WITH PRESSURE AND TILT

As you sketch on paper, Inkling will digitally capture the variations in pen tip pressure and tilt.



**Tip:** The receiver will automatically turn itself off and save the currently open file after 30 minutes without pen activity. See also [status lights](#).

If you make a mistake you can delete unwanted strokes in the [Inkling Sketch Manager](#) or export to another application and make changes there.

**Important:** To maintain the battery charge and click threshold of your pen, place the pen in the charging case or lay it flat on your desk when not in use. Do not place it in a container where it will rest on its tip.

## ADDING LAYERS

As you write or sketch, press the new layer button (located on the receiver). The new layer LED glows momentarily to indicate the creation of a new layer in your sketch. Continue to sketch, adding layers as you desire.

- Layers can be used to segment a sketch into discrete pieces.
- Create many small “thinking” sketches on a single page by creating a new layer after you complete each item.
- When working on a larger sketch, create layers to simplify the editing process later, or to try different approaches or styles in the same sketch.
- Enhance your work flow by creating layered sketches ready for viewing and upload to your computer.
- After uploading, use the [Inkling Sketch Manager](#) for [editing and working with layers](#). Your layered sketches (or individual layers) can be quickly saved to different formats, or exported to your favorite applications for further editing.

Experiment. Discover how easy it is to create layers as you draw, and the many ways in which they can be used.

## CHANGING PAGES

Squeeze the receiver clip to open and remove the finished page. Add a new page and release the clip over the paper. See [attaching the receiver to paper](#). When you change pages, the new layer LED lights momentarily to indicate the creation of a new sketch file.



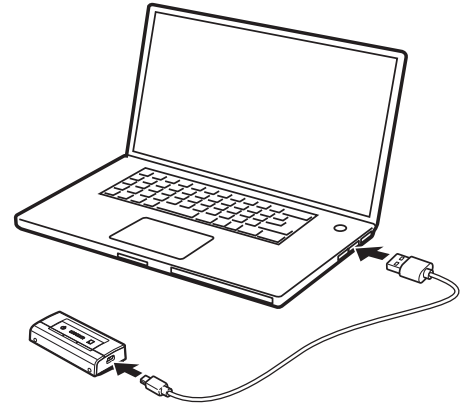
## VIEWING AND UPLOADING A SKETCH

After you have finished sketching, connect the Inkling receiver to your computer. Upload the files to your computer for further editing.

1. Attach the small end of the provided USB cable to the receiver. Connect the other end to a primary USB port located directly on your computer, or to a powered USB hub. The power LED will glow green or red, depending on battery charge.

The Inkling Sketch Manager will open automatically. The folder tree will show the MY SKETCHES folder, located on the receiver. This is where your sketch files are located.

2. Use the [Inkling Sketch Manager](#) to work with your sketch files.
3. Move files from the Inkling receiver to your computer.
  - Drag file thumbnails to a folder tree location.
  - In the toolbar, choose FILE and select a SAVE option.
  - Right-click on a thumbnail and choose the COPY TO... option.
4. When you are done working, close the Sketch Manager.
5. Before disconnecting the receiver, use the SAFELY REMOVE HARDWARE (Windows) or EJECT (Macintosh) system option. Then disconnect the receiver from your computer. The receiver turns off automatically when disconnected.



**Tip:** You can also work with sketch files when the Inkling charging case is connected to your computer and the receiver is located within the case.

## INKLING SKETCH MANAGER

The Inkling Sketch Manager is a software application that enables you to view and work with the sketch files you create using Inkling.

This chapter describes how to use the Sketch Manager, and includes information about some of the more difficult concepts.

[Installing the software](#)

[Working with the Sketch Manager](#)

[Identifying and opening a sketch file](#)

[Editing and working with layers](#)

[Saving a sketch](#)

[Converting a sketch file](#)

[Exporting layers](#)

[Sharing a sketch](#)

[Managing Inkling settings](#)

[Uninstalling the software](#)

### INSTALLING THE SOFTWARE

Your product software is stored on the Inkling receiver.

To view and work with your sketches, you must install the Inkling software.

To install the software:

1. Using the provided USB cable, properly attach the Inkling receiver to your computer or to a powered USB hub.  
Note that you can also install the Inkling software while the Inkling charging case is connected to your computer and the receiver is located within the case.
2. Open the receiver icon or folder that appears on your desktop.
3. Open the installation folder for your operating system, then double-click on SETUP.EXE (Windows) or INKLING SKETCH MANAGER.PKG (Macintosh) to start the installer. Follow the prompts.
4. For best results, [adjust the pen click threshold](#). If needed, review [attaching the receiver to paper, sketching](#), and [viewing and uploading a sketch](#).

Notes:

You can view the user's manual (this manual) or the Important Product Information guide before installing your product. They are located within the installation folder.

If you delete the Inkling software from the receiver, you can always download the latest version from the Wacom web site for your region.

After logging in you can customize your personal settings.

## WORKING WITH THE SKETCH MANAGER

The Inkling Sketch Manager opens to the PREVIEWER when you connect the Inkling receiver to your computer. You can also open the Sketch Manager by clicking on the Inkling icon. The icon will be located on the Windows taskbar or Macintosh menu bar.

Use the PREVIEWER to quickly identify and select your sketches for further action.

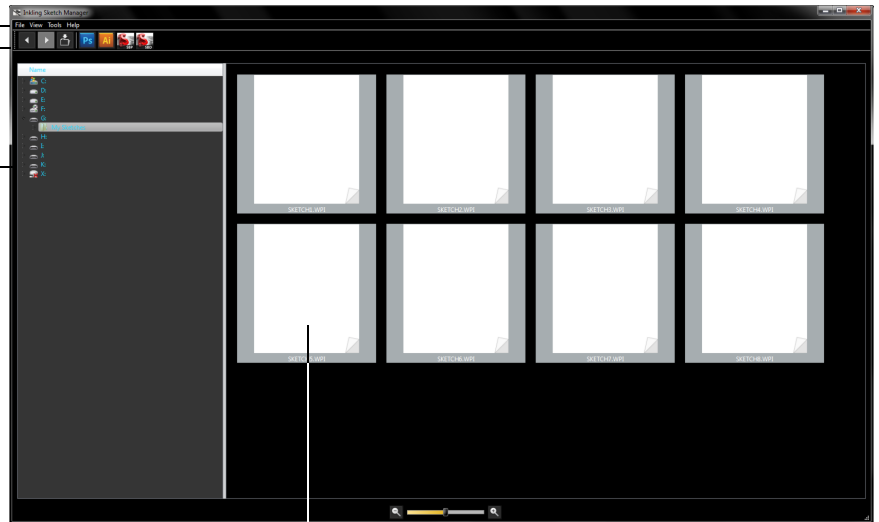
- Tool tips are available for most Sketch Manager controls. Position the screen cursor over an item and let it rest there; in a few moments the tool tip will appear.
- Your keyboard tab and arrow keys can be used to navigate some portions of the Sketch Manager.

[Toolbar options](#)

[Control buttons](#)

Folder tree

Navigate the tree to locate your sketch files. See [identifying and opening a sketch file](#).



File thumbnails

Quickly preview your sketch files. Double-click on a thumbnail to begin [editing and working with layers](#).

You can also work with thumbnails using the toolbar options, control buttons, or [right-click options](#).

## TOOLBAR OPTIONS

Within the Inkling Sketch Manager, use the upper toolbar to work with your files, change Inkling settings, and view the user's manual.

### UPPER TOOLBAR OPTIONS

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FILE	Access file commands, such as OPEN FILE, SAVE, EXPORT TO, and PRINT.
EDIT	Access common editing commands.
VIEW	Toggle the folder tree on or off and change how the sketch file is previewed.
TOOLS (Windows)	Select SETTINGS to work with your <a href="#">Inkling settings</a> .
SKETCH MANAGER (Macintosh)	Select PREFERENCES... to work with your <a href="#">Inkling settings</a> . Choose ABOUT INKLING SKETCH MANAGER to view information about the Sketch Manager.
HELP	Choose to view the Inkling user's manual, Important Product Information guide, or information about the Sketch Manager (Windows).

## RIGHT-CLICK OPTIONS

To display context-sensitive options, use your mouse or other input tool to right-click on sketch thumbnails, layers, or the expanded file view. Right-click options are available in all Inkling Sketch Manager views.

Right-click options may also be available for working with some Sketch Manager controls.















## CONTROL BUTTONS

Use the Inkling Sketch Manager controls to operate the software and work with your files.

### CONTROL BUTTON OPTIONS

---

Available options may vary, depending on the current Sketch Manager view.

-  Move back through folder tree navigation history.
-  Move forward through folder tree navigation history.
-  Zoom in.
-  Zoom out.
-  Rotate selected file counter-clockwise around virtual paper center.
-  Rotate selected file clockwise around virtual paper center.
-  Redo previous action.
-  Undo previous action.
-  Export selected file to Adobe® Illustrator®.
-  Export selected file to Adobe® Photoshop®.
-  Export selected file to Autodesk® SketchBook® Pro.
-  Export selected file to Autodesk® SketchBook® Designer.
-  Save file.
-  Save file to different name and/or format.

Note: The Inkling Sketch Manager will only show export buttons for those applications found on your computer.



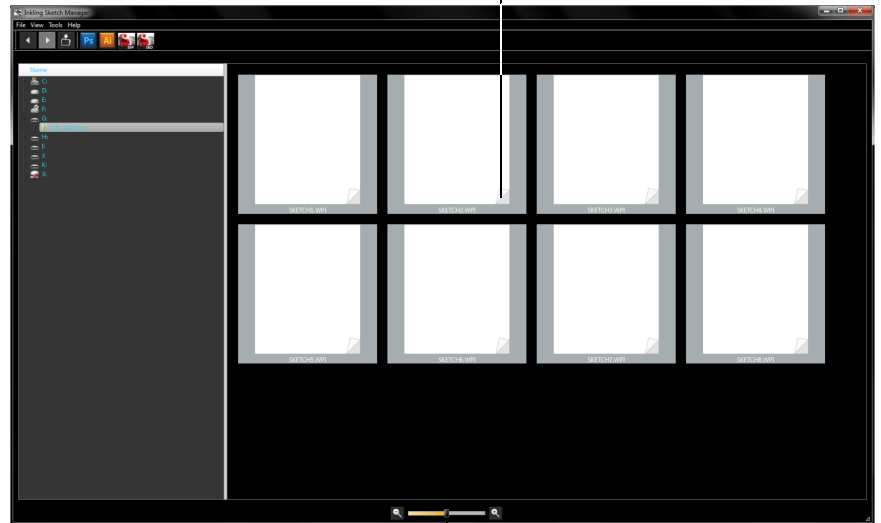
## IDENTIFYING AND OPENING A SKETCH FILE

1. Within the Inkling Sketch Manager, navigate the folder tree to locate sketch files on the Inkling receiver, or on your computer.

- New sketch files you have created are saved to the MY SKETCHES folder, located on the receiver. They are sorted by date.
- You can browse all directories listed in the tree to locate and work with sketch files in Inkling readable format. Inkling readable file formats include: .wpi and .wac.
- Individual files are not shown within the tree. When you click on a folder, any files that can be read by the Sketch Manager will appear as thumbnails in the PREVIEWER.

2. Double-click on a thumbnail to begin [editing and working with layers](#). All layers that were defined as you made the sketch are available within the open document.

Note: MY SKETCHES is the flash drive section of the Inkling receiver, and can be used for saving music, picture, and other data files. Other folders and files on the receiver are associated with the operational and sketch management functions of the receiver. They should not be overwritten or deleted.



Increases or decreases thumbnail size.

## EDITING AND WORKING WITH LAYERS

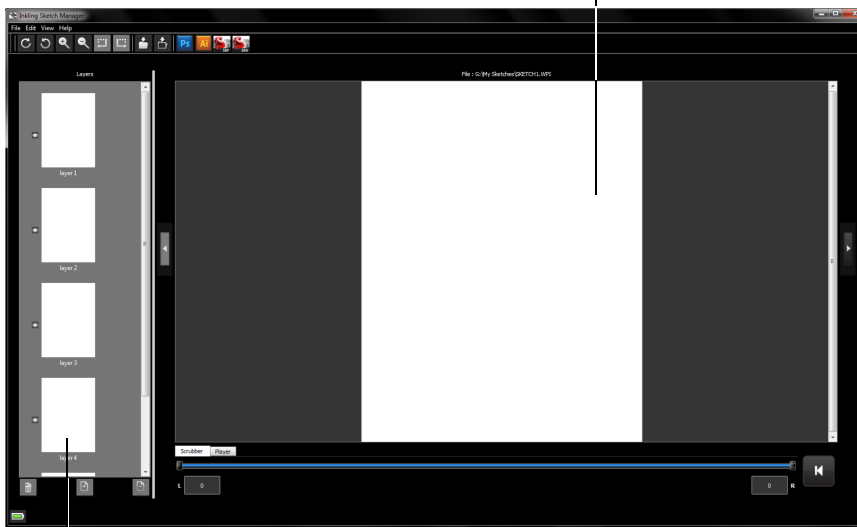
Sketches you create with the Inkling digital pen and receiver are composed of pen strokes, and can include layers. See [adding layers](#). Use the Inkling Sketch Manager EDITOR to fine-tune a sketch:

- Delete pen strokes or layers. Create new layers by splitting or merging existing layers.
- Save the modified sketch. Save as or export to another application for further editing.
- For more information, visit the Inkling web site for your region.

Note: Some applications may take more or less advantage of the data and features within your Inkling sketch files, depending on the application. See your application user’s manual for details on working with layers.

Expanded view of selected file layer(s).

- Work with the selected file layer(s) using the LAYER MANAGER, [toolbar options](#), [control buttons](#), or [right-click options](#).
- Use the scroll bar to view hidden portions of the sketch.
- Use the left and right arrow buttons to view other files in the location folder without having to return to thumbnails view.
- Click the Back button to return to thumbnails view.



LAYER MANAGER

### LAYER MANAGER CONTROLS



Split selected layer(s).



Merge selected layers. Only consecutive layers can be merged.



Delete selected layer.

- Scroll to view the layers in your sketch.
- Click on a layer to see an expanded view. Use SHIFT+click, CTRL+click (Windows), or COMMAND+click (Macintosh) to view multiple layers.
- To activate a layer for editing, click to select it. Multiple layers can be selected. For example, select two or more layers before using the merge function.
- Click the “eye” icon next to the layer to toggle the layer’s visibility.
- Use the control buttons to work with the selected layer(s). See also [exporting layers](#).
- Click the Undo button to return to the previous condition. You can also select EDIT and UNDO.



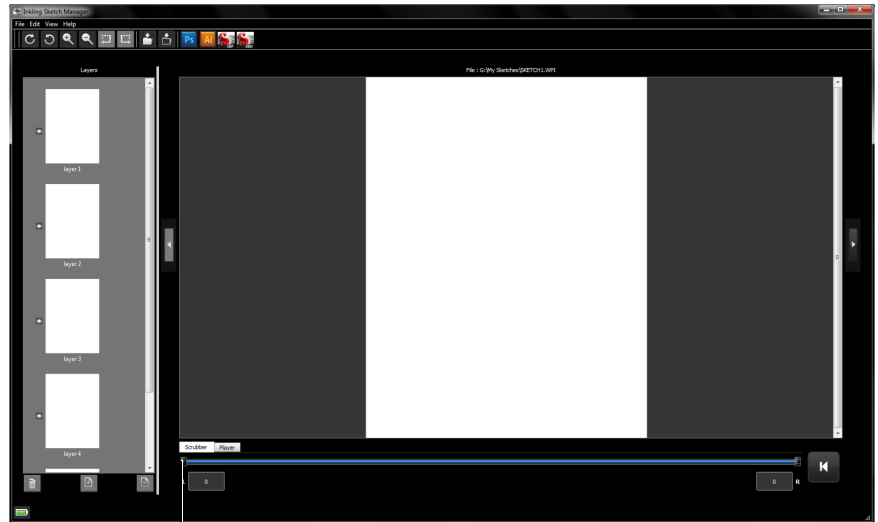
Use the SCRUBBER to isolate strokes within the selected layer(s).

To isolate any combination of strokes, move the left or right scrubber heads along the bar.

As you move a scrubber head, the pen strokes selected by that scrubber will change color to indicate a grouping of strokes. The number of strokes you have selected are displayed in the left (L) or right (R) strokes counter boxes.

For example, when you click on the split layers button the current layer will be split at the position of the scrubber heads. This enables you to isolate a portion of your sketch into a layer for further action.

Be sure to experiment with the scrubber bar. It provides much variation in the way you select strokes within a layer.



Scrubber bar

A scrubber head is located at each end of the bar.







Enter a numerical value into the left (L) or right (R) STROKES COUNTER boxes to select strokes.





- Zoom in or out of PLAYER view. \_\_\_\_\_
- Use the PLAYER toolbar controls to see how your sketches were created. \_\_\_\_\_
- Increase or decrease PLAYER speed. \_\_\_\_\_
- Return to PREVIEWER screen. \_\_\_\_\_

**PLAYER TOOLBAR CONTROLS**

-  Go to first stroke.
-  Go to previous stroke from current playback location.
-  Play selected file, showing your pen strokes.  
 Note: Strokes may be shown on a stroke-by-stroke basis, or combined and shown in small clusters, depending on how the Inkling software interprets the sketch file.
-  Stop playback.
-  Go to next stroke from current playback location.
-  Go to last stroke.

## SAVING A SKETCH

To save a sketch in Inkling compatible format, click on the Sketch Manager Save Document button. Your files are saved to .wac format.

## CONVERTING A SKETCH FILE

To convert your sketch or a selected sketch layer to a different file format, click on the Sketch Manager Save Document As button. From the upper toolbar you can select FILE and SAVE DOCUMENT AS. Your files are saved to .wac format.

You can also select FILE and SAVE DOCUMENT AS DIFFERENT FORMAT. A variety of file formats are supported, including: .bmp, .jpeg, .pdf, .png, .svg, and .tiff.

## EXPORTING LAYERS

Sketch files and file layers can be exported to Adobe Illustrator, Adobe Photoshop, and other popular applications.

To export your sketches to another application for further editing, click the appropriate Sketch Manager Export button option. From the upper toolbar you can also select FILE and choose an EXPORT TO option.

The Sketch Manager will open the selected export to application, along with your selected file and layer(s) for editing within the application.

Note: All or some of the information contained within your sketch layers will be maintained, depending on what makes the most sense for the export target application.

## SHARING A SKETCH

To share a sketch in .pdf format with your colleagues, first select the sketch file you want to share.

- Select a sketch by clicking on the desired PREVIEWER thumbnail.
- You can also share a sketch that is displayed in the EDITOR.

From the upper toolbar select FILE and EMAIL. A new message window will open with the selected sketch attached in .pdf format. Complete and send your message.

Note: The Inkling Sketch Manager can work with most Email applications, including:

Windows. Windows Mail, Microsoft Outlook, and other MAPI compliant applications.

Macintosh. Mail.

## MANAGING INKLING SETTINGS

Use the Inkling Sketch Manager to change your Inkling settings. From the upper toolbar choose **TOOLS** and **SETTINGS (Windows)** or **SKETCH MANAGER** and **PREFERENCES...** (Macintosh). Within the **SETTINGS** dialog choose a tab and make your changes. Click **APPLY** or **OK** to save your changes. All options are available from the **PREVIEWER**. The **GENERAL** options are also available when in **EDITOR** view.

### SETTINGS TABS

#### MAPPING

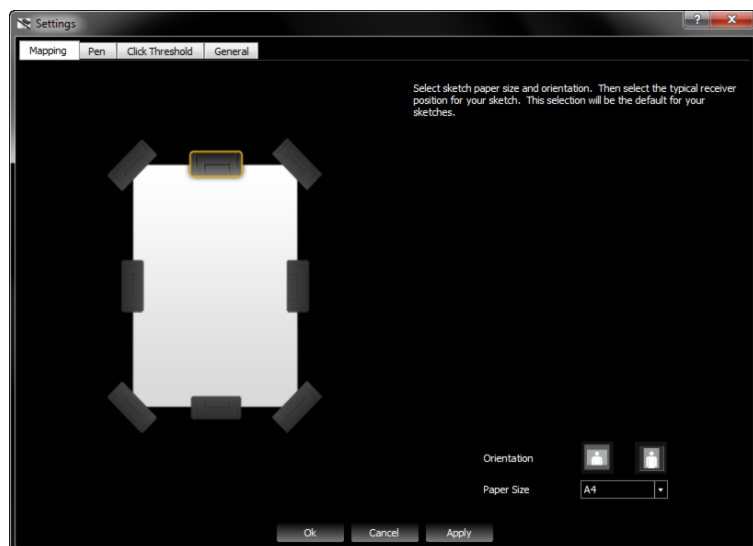
Inkling automatically detects your pen strokes as you sketch. Inkling is optimized for a page size of A4/letter, portrait orientation.

Choose the **PAPER SIZE** you typically use, and the **ORIENTATION** in which you like to sketch. Then choose the position where you will clip the receiver onto the page.

Supported paper sizes include:

- A4, A5, A6, and A7
- Letter, legal, and junior legal (8.5 x 11, 8.5 x 14, and 8.0 x 5.0 inches, respectively)

**Tip:** If you sketch with the receiver in a different position, the digital sketch file may appear rotated in the Sketch Manager. Use the Rotate controls to adjust the sketch orientation.



## SETTINGS TABS

## PEN

Choose options in the PEN tab to define how the pen strokes you make on paper will appear in digital form.

- Choose the **BALLPOINT DIAMETER** of the cartridge that you will use in the Inkling digital pen. This serves as a baseline ink width. Different ball sizes affect the presentation of your strokes in digital form.
- **DEFAULT BRUSH SIZE** sets the size of the pen stroke width in digital form, and is based on the **BALLPOINT DIAMETER**.
- **DEFAULT BRUSH COLOR** sets the color that your pen strokes will appear when viewed on your computer's display screen or monitor.
- **LAYER HIGHLIGHT** sets the **COLOR** and **WIDTH** of the stroke lines in the selected layer.
- **SCRUBBER'S COLOR** enables you to define the highlight colors that are used to isolate pen strokes within the Sketch Manager EDITOR.



## SETTINGS TABS

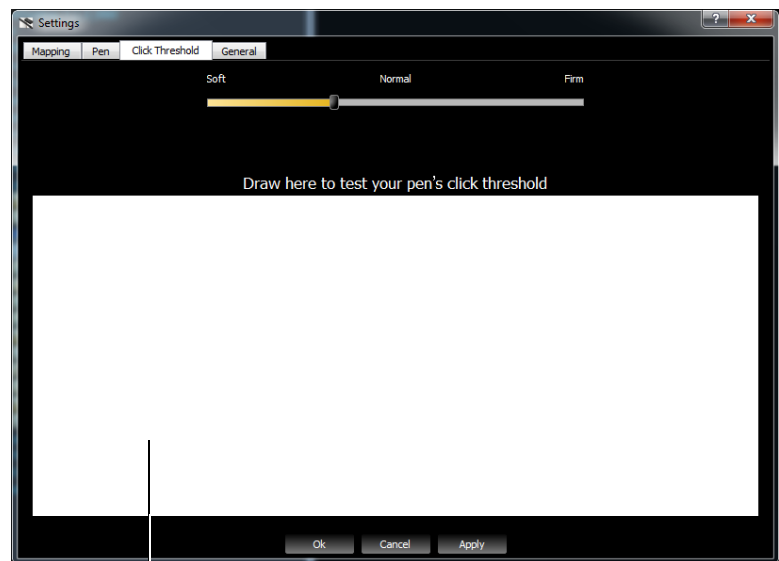
## CLICK THRESHOLD

Use this tab to calibrate your pen click threshold to the inking cartridge.

1. To adjust the click threshold, clip the Inkling receiver to a typical piece of sketching paper and then connect the receiver to your computer using the included USB cable or any other USB to USB Mini-B cable (commonly available).
2. As soon as you connect the receiver to the computer, the pen will start moving the screen cursor.
3. Find the area on your paper that moves the screen cursor within the test area on this tab.
4. Then sketch a couple of typical lines in that area and compare them with the digital lines in the test area on this tab.
5. If needed, use the slider to adjust the click threshold until the start and end of the digital lines correspond to the start and end of the ink lines on the paper.

Tips:

- Wacom recommends you calibrate the click threshold before using a new pen, and when switching to inking cartridges of a different brand or ball size.
- If you accidentally set the setting too soft for your pen, the tip will draw even when it does not touch the paper. Use a mouse or trackpad to change the click threshold slider to a harder setting and try again.



Sketching area





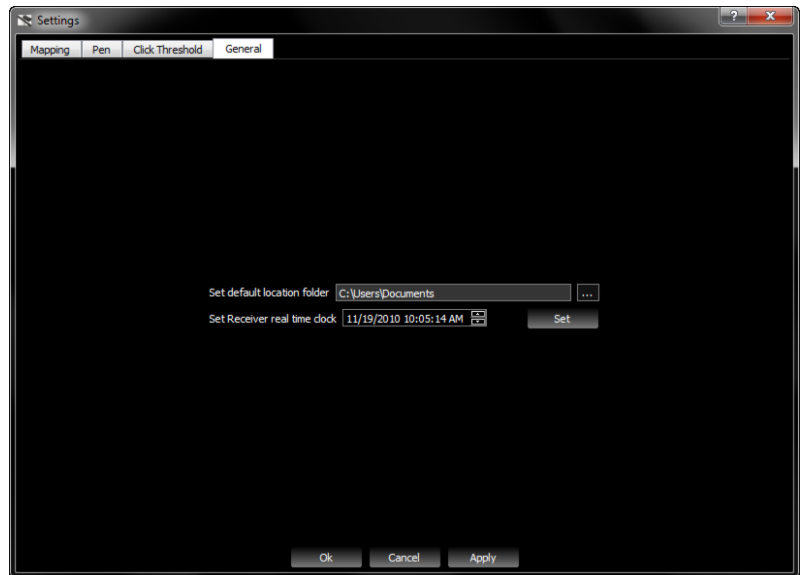
## SETTINGS TABS

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### GENERAL

You can modify general Inkling settings.

- SET DEFAULT LOCATION FOLDER allows you to change the location to which the Inkling Sketch Manager automatically navigates when the application is open and the receiver is not connected to your computer.
- SET RECEIVER REAL TIME DOCK is used to set the local date and time of the receiver. The receiver date and time are used in sketch file naming, and can be useful when you want a time record associated with your sketches.





## UNINSTALLING THE SOFTWARE

If you previously installed the Inkling software and would like to remove it from your system, follow the appropriate procedure below.

Windows 7 and Vista: Click on the Windows START button and choose CONTROL PANEL. In the CONTROL PANEL window, click on UNINSTALL A PROGRAM. In the dialog box that appears, choose INKLING SKETCH MANAGER. Click UNINSTALL and follow the prompts to remove the software. (If prompted, enter your administrator login name and password.)

Windows XP or XP x64: Click START. In the start menu, select CONTROL PANEL. Then select ADD OR REMOVE PROGRAMS. In the ADD OR REMOVE PROGRAMS window, choose INKLING SKETCH MANAGER and click on the REMOVE button. Follow the prompts to remove the software.

Macintosh: From the GO menu, choose APPLICATIONS. Send the APPLICATIONS/WACOM folder to the trash to completely uninstall the Inkling Sketch Manager software.



## TROUBLESHOOTING

Most of the time Inkling will work flawlessly. But if you are having trouble, Wacom recommends you do the following:

1. First perform the recommended action in any error message that may appear on your screen. If that does not solve the problem, review the troubleshooting procedures in this chapter.
2. Look in the [troubleshooting tables](#). Your problem may be described there and you can try the solution offered.
3. Open the Inkling Read Me file and check for any information updates.
4. [Test your Inkling](#).
5. If you are having a compatibility conflict between Inkling and a new hardware or software product, see [obtaining software downloads](#) for information on downloading updated software. Wacom periodically updates the software to maintain compatibility with new products.
6. Check the FAQs (Frequently Asked Questions) on the Wacom web site for your region.
7. If you have tried the suggestions in this manual and still cannot resolve the problem, then contact Wacom for Technical Support. See [technical support options](#) and the Read Me file for information on where to obtain support for your region.

[Test your Inkling](#)

[Troubleshooting tables](#)

[Technical support options](#)

[Obtaining software downloads](#)

## TEST YOUR INKLING

1. Verify the pen and receiver are communicating. As you use the pen on paper, the pen LED and the status LED on the receiver should both glow green to indicate correct functionality. See [status lights](#). If not, then check that you have turned the receiver on by pressing the power button. Go to the next step.
2. Check the receiver.
  - If the power LED is red or off, charge the receiver battery. See [charging batteries](#). For best results when troubleshooting no power (LED does not light), properly connect the receiver to the system USB port on your computer.
  - With the pen in use, the status LED located on the receiver should glow green. This indicates good data reception between the pen and receiver.
  - Press the new layer button. The new layer LED should momentarily light green to indicate the creation of a new layer. The LED should also light green whenever you clip a new sheet of paper into the receiver.
3. Check the pen.
  - If the power LED is red, charge the pen battery. See [charging batteries](#).
  - Press the pen tip against paper. The LED on the pen should glow green to indicate the pen is in use and that the battery charge is okay.
4. Verify that you can upload files from the receiver to your computer. See [viewing and uploading a sketch](#).
5. Check the product in online mode.
  - Properly connect the receiver to your computer. If a receiver status LED does not illuminate, your USB port may be disabled. Verify that you have connected Inkling to an active USB port. If you are connecting to a powered USB hub, be sure the hub is properly connected to your computer and is active.
  - Move your pen across the page. The screen cursor should move in the corresponding direction on your monitor or display screen.
6. Check the charging case.
  - Insert the pen and receiver into the charging case. See [charging batteries](#).
  - Properly connect the case to an active USB port on your computer. If connecting to a powered USB hub, be sure the hub is properly connected to your computer and is active. For best results, connect the case to the system USB port located on your computer.
  - The pen charging status LED should be green or red, depending on the pen battery charge. See also [status lights](#).
  - The receiver power LED should be red or green, depending on the receiver battery charge.
  - Determine if you can work with sketch files when the charging case is connected to your computer and the receiver is located within the case.
7. If these tests fail, you may have a defective component. See [technical support options](#).

## TROUBLESHOOTING TABLES

If you encounter problems with Inkling, refer to the following tables. Your problem may be described here and you can try the solution offered. Be sure to check the Read Me file for the latest information updates. For additional information, visit Wacom's web site at <http://www.wacom.com/productsupport>.

### GENERAL PROBLEMS

The receiver power LED is red or off.	The receiver battery charge is low. Charge the battery. For best results, properly connect the receiver to the system USB port on your computer. See <a href="#">charging batteries</a> .
The computer does not have an available USB port.	Inkling requires that you connect to a primary USB port (located directly on your computer) or to a powered USB hub. If not available you will need to add a powered USB hub or USB card. If you are connecting Inkling to a powered USB hub, be sure the hub is properly connected to your computer and is active.
The receiver battery does not charge.	Verify that the USB cable is properly plugged into the receiver, and that it is plugged directly into a powered USB port on your computer or a powered USB hub. Try charging the receiver <a href="#">within the charging case</a> , or connecting to a different powered USB port. The battery may need replacement. See <a href="#">receiver battery information</a> .
Receiver status LEDs are off. An LED does not illuminate when using the pen.	Be sure the receiver is turned on. Press the receiver power button. If the LED does not light, the battery may need to be charged. See <a href="#">charging batteries</a> .
After connecting the receiver or charging case to a USB port, a message appears indicating that the USB device needs more power than is available.	Make sure the Inkling component is plugged into a primary USB port on your computer or into a powered USB hub attached to your computer.
The battery charging process seems to stop whenever the computer enters sleep mode.	As required, adjust your system power or energy saver settings so that the computer does not enter sleep mode while Inkling components are charging.
The receiver does not record pen strokes.	Be sure you are using the pen and receiver correctly. See <a href="#">preparing to sketch</a> .



When working in <a href="#">online mode</a> , double-clicking is difficult.	Be sure you are quickly tapping the paper twice in the same place with the pen tip. <u>Windows</u> : Try setting your system to launch programs with a single click.
The pen does not draw on paper.	Change the pen cartridge. See <a href="#">replacing the pen cartridge</a> .
The pen writes on paper, but does not seem to communicate with the Inkling receiver.	Be sure there is a direct line of sight between the pen tip cone and the receiver. When the pen is in use, a status LED should glow on both the pen and receiver. <a href="#">Test your Inkling</a> if not. If necessary, <a href="#">adjust the pen click threshold</a> .
Sketches are not always recorded, or some strokes are missing.	The receiver needs a direct line of sight to the pen. Digital recording will not occur if your fingertips or hand block the line of sight. To correct this, ensure you are correctly <a href="#">holding the pen</a> . You can also change the placement where you are <a href="#">attaching the receiver to paper</a> . If necessary, <a href="#">adjust the pen click threshold</a> .
Some strokes or portions of strokes are missing from the sketch closest to where the receiver was located on the paper.	There is a limited performance zone where the receiver cannot reliably record your pen strokes. See <a href="#">attaching the receiver to paper</a> . Begin your sketches below this zone.
The computer does not go to sleep when working with Inkling in <a href="#">online mode</a> .	When you are not using the pen, move the pen away from receiver proximity or Inkling may continue to send data, keeping the computer awake.
The computer does not recognize the receiver.	Try connecting to a different USB port. Reset the receiver to its factory default condition. Using the end of a paper clip or other pointed object, press the reset button (located in the small hole on the bottom of the receiver).
All receiver LEDs are constantly on or blinking, and the receiver does not respond.	Reset the receiver. Press the reset button using the end of a paper clip or other pointed object.
Receiver does not turn on, even when connected to USB source.	Reset the receiver. Press the reset button using the end of a paper clip or other pointed object.
Receiver shuts down unexpectedly.	The receiver will save the last opened file and shut down when any of the following occur: <ul style="list-style-type: none"> <li>• 30 minutes without pen activity</li> <li>• Battery is in low charge state for 10 minutes</li> <li>• Memory is full.</li> </ul>



## TECHNICAL SUPPORT OPTIONS

If you have a problem with Inkling, first check the installation guide to be sure Inkling is installed correctly. Then review the [troubleshooting](#) procedures.

If you cannot find the answer in this manual, you may find updated information about your problem in the appropriate Read Me file for your platform (located on the Inkling receiver). You can also check the product FAQs (Frequently Asked Questions) on the Wacom web site for your region.

If you have an Internet connection you can download the latest software from the Wacom web site for your region. See [obtaining software downloads](#).

If you cannot solve the problem and you believe Inkling is not working properly, contact the Wacom support staff for the area where your product was purchased. See the Inkling Read Me file, located on the Inkling receiver, for contact information.

When you call, you should be at your computer with the following information available:

- This manual.
- Inkling component serial and model number.
- Inkling Sketch Manager software version number.
- The make and model of your computer, and operating system version number.
- A list of peripheral devices attached to your computer.
- If applicable, the software application and version you were using when the problem occurred.
- The exact wording of any error message that appeared on your screen.
- What happened and what you were doing when the problem occurred.
- How you tried to solve the problem.

You can also contact the Wacom Customer Care Center by visiting the Wacom web site for your region and completing an Email Inquiry form.



## OBTAINING SOFTWARE DOWNLOADS

Wacom periodically updates the Inkling software to maintain compatibility with new products. If you are having a compatibility problem between Inkling and a new hardware or software product, it may be helpful to download the latest Inkling software (when available) from the Internet.

### USA, Canada, Central and South America

Worldwide Web: <http://www.wacom.com/productsupport> Software updates

### Europe, Middle East and Africa

Worldwide Web: <http://www.wacom.eu/downloads> Software updates

### Japan

Worldwide Web: <http://tablet.wacom.co.jp> Software updates (Japanese)

### Asia Pacific (English)

Worldwide Web: <http://www.wacom-asia.com> Software updates (English)

### China

Worldwide Web: <http://www.wacom.com.cn> Software updates  
(Simplified Chinese)

### Hong Kong

Worldwide Web: <http://www.wacom.com.hk> Software updates  
(Traditional Chinese)

### Korea

Worldwide Web: <http://www.wacomkorea.com> Software updates (Korean)

### Taiwan

Worldwide Web: <http://www.wacom.com.tw> Software updates  
(Traditional Chinese)



## APPENDIX

This section contains tips on caring for Inkling, instructions on how to use Inkling as a computer navigation tool, and more.

[Care for Inkling](#)

[Online mode](#)

[Product information](#)

[Available parts and accessories](#)

[Ordering parts and accessories](#)

### CARE FOR INKLING

Keep your Inkling components clean. Regular cleaning with a soft, damp (not wet) cloth will help to prolong the life of your product. You can also slightly dampen the cloth using a very mild soap diluted with water. Do not use volatile liquids, such as paint thinner or benzene, because they may damage the plastic casings.

Keep your Inkling in a clean, dry place and avoid extremes in temperature. Room temperature is best. Your Inkling digital pen and other components are not made to come apart, except as indicated within this manual to change the batteries or pen cartridge. Twisting the pen body can break the pen. Taking apart the product will void your warranty.

**Important: Take care to never spill liquids onto your Inkling components. All components contain sensitive electronic parts that will fail if liquids enter them.**

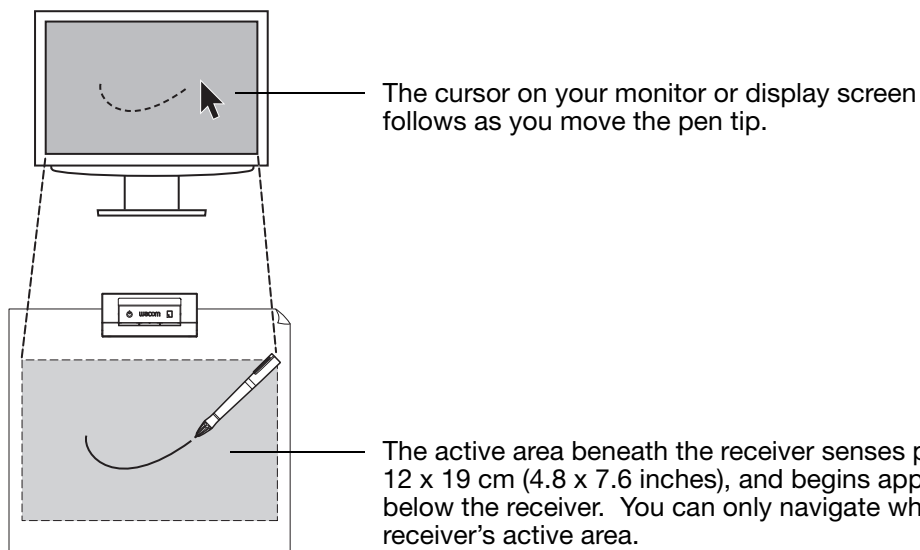
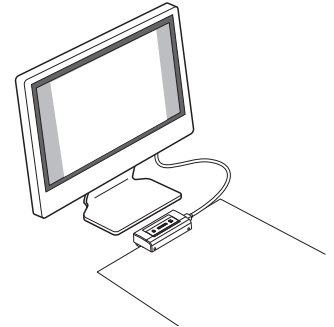
## ONLINE MODE

Whenever the [Inkling receiver](#) is properly connected to your computer, you can use the [Inkling digital pen](#) to point, click, double-click, and navigate your computer.

1. Clip the receiver to the top center of a single or notepad sheet of paper.
2. Using the provided USB cable, properly connect the receiver to a primary USB port located directly on your computer, or to a powered USB hub.

If an autorun dialog opens, dismiss the dialog.

3. Hover the Inkling digital pen slightly over the paper to navigate your computer. (If the pen is in sleep mode, first touch the pen tip to the paper. This synchronizes the pen to the receiver.)
  - Tap once to click.
  - Tap twice to double-click.
4. When finished, disconnect the receiver from your computer. Before disconnecting, use the SAFELY REMOVE HARDWARE (Windows) or EJECT (Macintosh) system option. The receiver turns off automatically when disconnected.



**Tip:** Leaving the Inkling digital pen within the receiver active area may interfere with screen cursor positioning when using other pointing devices, or may prevent your computer from going to sleep.

## PRODUCT INFORMATION

To learn more about Inkling, visit the Wacom web site for your region:

USA, Canada, Central and South America	<a href="http://www.wacom.com/productinfo">http://www.wacom.com/productinfo</a>
Europe, Middle East and Africa	<a href="http://www.wacom.eu#">http://www.wacom.eu#</a>
Japan	<a href="http://tablet.wacom.co.jp">http://tablet.wacom.co.jp</a>
Asia Pacific (English)	<a href="http://www.wacom-asia.com">http://www.wacom-asia.com</a>
China (Simplified Chinese)	<a href="http://www.wacom.com.cn">http://www.wacom.com.cn</a>
Hong Kong (Traditional Chinese)	<a href="http://www.wacom.com.hk">http://www.wacom.com.hk</a>
Korea	<a href="http://www.wacomkorea.com">http://www.wacomkorea.com</a>
Taiwan	<a href="http://www.wacom.com.tw">http://www.wacom.com.tw</a>
Thailand	<a href="http://www.wacom-thai.com">http://www.wacom-thai.com</a>

## AVAILABLE PARTS AND ACCESSORIES

To purchase the following items, visit Wacom's web site at <http://www.WacomDirect.com> (USA only). See also [ordering parts and accessories](#).

DESCRIPTION	PART NUMBER
<u>Replacement cartridges, for pen</u>	
Mini Ballpoint Ink refill, 1 mm ballpoint, qty 4 (black ink)	ACK-20307
Mini Ballpoint Ink refill, 1 mm ballpoint, qty 12 (black ink)	ACK-20317
Pen battery, 1/3 length AAA, rechargeable (Nickel Metal Hydride)	ACK-40303

The following items can be replaced by contacting the Wacom support staff for the area where your product was purchased.

DESCRIPTION	PART NUMBER
Inkling digital pen	BU-100
Inkling receiver	MDP-123/K
Inkling charging case	BU-200
USB cable (USB to USB Mini-B), 24.4 cm (10 inch)	STJ-A302
Receiver battery, rechargeable (Lithium-Ion Polymer)	ACK-40304



## ORDERING PARTS AND ACCESSORIES

To purchase [available parts and accessories](#), refer to the Inkling Read Me file and see who to call for your region. You can also do the following:

- In the USA or Canada, call 1.888.884.1870 (toll-free) or visit Wacom's web site at <http://www.WacomDirect.com> (USA only).
- In Europe, call +49 (0)180.500.03.75 or send an Email to [spareparts@wacom.eu](mailto:spareparts@wacom.eu). Or, visit <http://shop.wacom.eu>. You can also contact your local dealer, distributor, or technical support using the appropriate number for your region.
- In Australia, Singapore, Taiwan and Korea, please visit: [www.BuyWacom.com.au](http://www.BuyWacom.com.au), [www.BuyWacom.com.sg](http://www.BuyWacom.com.sg), [www.BuyWacom.com.tw](http://www.BuyWacom.com.tw) and [www.BuyWacom.co.kr](http://www.BuyWacom.co.kr), respectively.
- In other countries, please contact your local dealer or distributor.

Not all parts and accessories are available in all regions.





## GLOSSARY

Cartridge. The replaceable pen tip.

Click force. The amount of force you must apply to the pen tip for a click to occur.

Inkling digital pen. The Inkling digital pen is a cordless, pressure-sensitive drawing instrument that works with the Inkling receiver.

Inkling receiver. The Inkling receiver works with the Inkling digital pen to digitally capture your sketches.

LED. Light Emitting Diode. LEDs are used to indicate the operational and battery charge status of Inkling.

MAPI. Messaging Application Programming Interface. A messaging architecture used by many Email applications.

Online mode. An operational mode that enables you to use Inkling for navigation input.

Pressure sensitive. A quality of the Inkling digital pen that senses the amount of pressure being applied to the pen tip.

Screen cursor. The pointer on the display screen. Screen cursors come in different shapes (such as an I-beam, arrow, or box), depending on which application you are running.

Tilt sensitive. A quality of the Inkling digital pen that senses the amount of tilt between the pen and page.

USB. Universal Serial Bus. A hardware interface standard for connecting computer peripheral devices. USB ports support hot-plugging, which allows you to disconnect a USB device without turning off your computer.





## INDEX

About the manual	4	LEDs, status	13
Accessories and parts		Manager, sketch	21
available	43	Managing settings	30
ordering	44	Online mode	42
Batteries		Opening a sketch file	25
charging	11	Ordering parts and accessories	44
installation for pen	9	Pages, changing	19
life, information	12	Paper, attaching receiver to	17
management	9	Parts and accessories	
receiver, information	10	available	43
Care, for Inkling	41	ordering	44
Cartridge, replacing	14	Pen	
Charging case, features	8	cartridge, replacing	14
Converting a sketch file	29	features	6
Drawing	18	holding	18
preparing to	16	Power management	9
with pressure	19	Power saving features	12
with tilt	19	Pressure, sketching with	19
Editing, files	26	Product information	43
Exporting layers	29	Receiver	
Features, power saving	12	attaching to paper	17
General problems, troubleshooting	37	features	7
Identifying a sketch	25	Saving a sketch	29
Information, product	43	Selecting a sketch	25
Inkling		Settings, managing	30
about	5	Sharing a sketch	29
care	41	Sketch Manager	21
Sketch Manager	21	control buttons	24
storing	41	right-click options	23
testing	36	toolbar options	23
Layers		working with	22
adding	19	Sketches	
creating	26	creating layers	26
editing	26	editing layers	26
exporting	29	exporting layers	29
working with	26	file conversion	29



identifying	25	Status LEDs	13
opening a file	25	Technical Support, contacting	39
saving	29	Testing	36
selecting	25	Tilt, sketching with	19
sharing	29	Troubleshooting	35
uploading	20	general problems	37
viewing	20	tables	37
Sketching	18	Uninstalling software	34
preparing to	16	Uploading a sketch	20
with pressure	19	Viewing a sketch	20
with tilt	19	Wacom international offices	48
Software		Working with Inkling	15
downloads, obtaining	40		
installing	21		
uninstalling	34		

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