QUIKRULER III™ USER’S GUIDE

THE PORTABLE MEASURING SYSTEM FOR USE WITH A DIGITIZER
# Table of Contents

**QuikRuler III Overview**

**Set Up**
- Components
- Connecting the Components
  - Digitizer Connections
  - QuikRuler III Display Module Connections
  - Optional PC Connections
- Starting QuikRuler III
- Making Selections
  - Stylus
  - 16-Button Cursor

**Configuring QuikRuler III**
- The QuikRuler Menu
  - Relocating the Menu While Working with QuikRuler III
  - If You Lose the Menu Location
- Using the Configure Function
  - Setting Fractional Digits
  - Setting Tone Options
  - Selecting Your Language
  - Setting the Decimal Point Character
  - Setting the Last Output Character

**Setting the Units and the Scale**
- First, Identify the Unit of Measure
- Set the Units
- Manually Setting the Scale
- Automatically Setting the Scale
  - Set the Scale Automatically
  - Setting the Counting Scale
  - Change the Counting Scale

**Measurements**
- Measuring the Size of an Area
  - Area Shortcut
  - Adding or Subtracting Areas
- Measuring the Length of a Perimeter
- Counting Drawing Elements
- Measuring a Straight Segment
- Measuring a Continuous Length
- Adding or Subtracting Lengths

**Using QuikRuler III as a Calculator**

**Editing Data on the Display**
- Correcting Mistakes When Accumulating Measurements
QuikRuler III Overview

QuikRuler III is a portable measuring system that is perfect for estimators, builders, contractors, surveyors, scientists, planners, designers and appraisers who need to take measurements from blueprints, maps, diagrams and other drawings. QuikRuler III quickly and accurately automates blueprint takeoff and drawing measurement processes.

With QuikRuler III, you can easily measure areas, perimeters and lengths using any scale and unit of measure. Perform more complex measurements by adding or subtracting areas and lengths. The built-in measurement functions, combined with QuikRuler’s calculator, make QuikRuler III an indispensable tool. And with the optional PC interface, you can send results directly from the QuikRuler III display to your PC, for use in a spreadsheet or estimating package.

Best of all, you do not need any special experience or training. QuikRuler III is compatible with all leading estimating software. Simply select a function from the QuikRuler Menu, click the stylus or cursor on the drawing and view the results on the LCD display.
Set Up

**Components**

QuikRuler III combines a digitizer, stylus or cursor, and portable display into a single system that is easy to move and set up as needed.
Connecting the Components

1. Connect the 8-pin mini-DIN end of the digitizer interface cable to the QuikRuler III Display Module.
2. Attach the RJ12 end of the digitizer interface cable to the digitizer.
3. Join the stylus or optional cursor to the digitizer when using a corded pointing device.
4. Connect the power supply to the digitizer.

Optional: If you are inputting data to the computer, link QuikRuler III to the computer, using the USB cable.

Digitizer Connections

QuikRuler III Display Module Connections
**Optional PC Connection**

To send data directly from QuikRuler III to a PC, connect the keyed end of the supplied USB cable to the QuikRuler Display Module and the USB connector end to an available USB port on the computer. Contact Technical Support regarding computers that do not support USB communications.

**Starting QuikRuler III**

QuikRuler III starts when you apply power to the digitizer. If the startup is successful, you will hear four short beeps from the digitizer and after the sign-on messages, Follow this steps:

Place menu in desired location on Digitizer. Tape down sides.

Connect Corded pointing device- stylus or cursor to Digitizer.

Connect QR3 to Digitizer.

Connect power to Digitizer. Use only wall mount Power Supply (GTCO CALCOMP APPROVED).

QR3 will run a SELF TEST.

SYSTEM PASSED is displayed

PRESS SWITCH TO RELOCATE MENU message is displayed.

At this point press down on the lower button or tip on Stylus or the upper left button on the cursor.

QR3 prompts you to SELECT POINT 1 –click on POINT 1 o Lower left on menu.

QR3 prompts you to SELECT POINT 2 –click on POINT 2 o lower right on menu.

QR3 will display SELECT from MENU. Menu location is set.

Line 1 of the Display Module will read **Select from Menu.** Line 2 of the display will show the current X-axis and Y-axis position of the stylus and a number indicating the status of the stylus switches. If the stylus is positioned over the menu, the numbers will be replaced by

(-----,-----). If the stylus is not in prox of (close to) the digitizer’s measuring area, the numbers will be replaced by asterisks (** *****,*****).

Position your plans or blueprints on the digitizer’s active area. You can use tape to hold them in place.
Making Selections

Use either a stylus or cursor to trace and measure drawings. You can also use either device to make selections from the QuikRuler Menu. This manual assumes you are using a stylus.

**Stylus**

To make a selection with the stylus, press the tip down.

Press the black button to Send data to the computer via the optional USB connection.

Press the gray button to use the Count function. For more information, see Counting Drawing Elements later in this manual.
16-Button Cursor

Crosshairs for tracing or selecting.

Press any button on the top row to make a selection — same as stylus tip-down switch.

Press any button on the bottom three rows to activate a QuikRuler Menu function without clicking on the menu (see Appendix A: Transducer Button Functions).
Configuring QuikRuler III

The QuikRuler Menu

The QuikRuler Menu is used to select QuikRuler III functions and to determine settings.

Relocating the Menu while Working with QuikRuler III

You can change the location of the QuikRuler Menu at any time while working with QuikRuler III.

1. In current position - Click on the button.

2. Put the menu where you want it to be relocated and tape it down. QuikRuler III prompts you to Select Point 1.

3. Click the stylus on the left point of the menu. QuikRuler III then prompts you to Select Point 2.
4. Click the stylus on the left point of the menu. The Select from Menu prompt displays to indicate the QuikRuler Menu relocation has been successful.

If You Lose the Menu Location

If you inadvertently move the QuikRuler Menu, unplug Quikruler cable, plug back in, and follow initial menu set up steps page 6.

Using the Configure Function

QuikRuler III provides a number of user preference settings. Use the Configure button to set:

- Number of digits to the right of the decimal point
- Tones you want to hear when you perform specific functions
- Language preference
- Character selections

The steps below describe how to select a specific configuration preference. The sections that follow describe how to select a setting for each configuration preference.

1. Select the button to activate the Configure function.

QuikRuler III displays a preference option and its current setting.

2. Click on the button repeatedly or click on the [↑] or [↓] button to display the option you want to change. The Configure options include:
   - Digits Rt of ‘.’
   - Select Tones
   - Select Language
   - Decimal Pnt Char
   - Last Character

3. Click on the [←] or [→] button to change the current setting of the displayed option. See the following sections for details on each option.
Setting Fractional Digits (Digits to the right of the period \([.\])

QuikRuler III can display from 0 to 8 digits to the right of the decimal point. Use this Configure option to set the number of digits to the right of the decimal point.

1. Display the Digits Rt of \(\cdot\) Option on line 1.
   The current setting for the number of digits is displayed on line 2 beneath the flashing cursor.

2. Change the current setting by clicking on a number from 0 to 8 on the QuikRuler Menu.

3. Click on the \(=\) button to save your setting, or choose another configuration option or QuikRuler function to save your setting or activate the selected function.

Setting Tone Options

QuikRuler III can sound a tone when you make a selection from the QuikRuler Menu, or when you press the stylus tip on the digitizer surface, or both. You can opt to turn off the tones entirely.

1. Display the Select Tones option on line 1.
   The currently selected tone option is displayed on line 2.

2. Click on the \(<\) or \(>\) button repeatedly until you see the tone setting that you want to use. Choose from the following options:
   - Menu + Tablet
   - Menu Only
   - Tablet Only
   - Disabled

3. Select the \(=\) button to save your setting, or choose another configuration option or QuikRuler function to save your setting or activate the selected function.

Selecting Your Language

The QuikRuler III display supports a variety of languages. You can select your language preference by:

1. Displaying the Select Language option on line 1.
The currently selected language is displayed on line 2.

2. Click on the or button repeatedly until you see the language setting you want to use.

3. Select the button to save your setting, or choose another configuration option or QuikRuler function to save your setting or activate the selected function.

Choosing the Decimal Point Character

QuikRuler III can display either a period (.) or a comma (,) as the decimal point character when numeric values are shown.

1. Display the Decimal Pnt Char option on line 1.
   The currently selected character, followed by a flashing cursor, is displayed on line 2.

2. Click on the or button to move the cursor to the character you want to use.

3. Select the button to save your setting, or choose another configuration option or QuikRuler function to save your setting or activate the selected function.

Setting the Last Output Character

When a numeric value is present on line 2 of the display and the button is clicked, the value is sent to the computer. You can use this option to specify which character you want to use to indicate the end of the numeric value being sent. Your selection may be predicated on the destination of the data. For example, you may want to choose the Tab character as the Last Character if you are sending data to an Excel spreadsheet. The tab character will move the cursor to the next cell, where it will be ready to receive the next numeric value.

1. Display the Last Character option is shown on line 1.

2. Click on the or button until you see the last character you want to use. You can choose from the following terminator characters:

   *Enter   *Tab   *down Arrow <↓>   *Right Arrow <→>
3. Select the \( \equiv \) button to save your setting, or choose another configuration option or QuikRuler function to save your setting or activate the selected function.

**Setting the Units and the Scale**

Use the \( \mathbf{\text{Units}} \) and \( \mathbf{\text{Scale}} \) functions to tell QuikRuler III the units in which you want measurements to be displayed and the scale of the drawing being measured.

**First, Identify the Unit of Measure**

Use the \( \mathbf{\text{Units}} \) function to indicate the units in which you want measurements to be displayed. You will then set the \textit{scale} of the measurements.

**Example:** Suppose you’re working with a map where 1 centimeter represents 3 kilometers. You would use the \( \mathbf{\text{Units}} \) function to tell QuikRuler III that you want to measure your drawing in centimeters and to display the results in kilometers. You would then use the \( \mathbf{\text{Scale}} \) function to set a 1:3 scale.

**NOTE:** Use the \( \mathbf{\text{Units}} \) function at any time to convert the current measurement, shown on the second line of the display, to a different unit of measure.

**Set the Units**

1. Click on the \( \mathbf{\text{Units}} \) button.

QuikRuler III displays:

\[
\text{Measured (cm)}  \\
\text{Displayed (km)}
\]

Using the previous example, centimeters are the units of measurements from your drawing, and kilometers are the units you want to display. The flashing cursor follows the unit that can be changed.
2. Click on the up or down button to move the flashing cursor to the unit you want to set. Select the left or right button until you see the unit of measurement you want to use displayed. Select from:

- mm
- in
- cm
- ft
- m
- yd
- km
- mi

3. Click on the equals button to save your setting, or choose another option or function to save your setting and activate the selected function.

**Manually Setting the Scale**

If you know the scale of the drawing you are working with, you can enter the measurement scale manually.

1. Use the units button to select the unit of measure for the first part of the scale. For example, if 1 centimeter equals 3 kilometers, select cm as the unit of measure and km as the displayed unit.

2. Click on the scale button to activate the Scale function.

QuikRuler III displays the current scale setting on line 2. For example, if the current scale is 1 cm = 3 km, QuikRuler III displays 1:3 on line 2 with the flashing cursor positioned over the 3.

3. Change the scale by clicking on a number on the QuikRuler Menu. For example, click on 5 if the desired scale is 1 cm = 5 km.

4. When the drawing scale is larger than 1:1, use a decimal value. If the scale were 5:1, you would divide both sides of the ratio by 5 and click on the buttons so the scale reads 1:2.
In another example, if the drawing scale is given as 1/8 in = 1 ft, you would multiply both sides of the equation by 8 and click on the button so that the QuikRuler scale reads 1:8.

5. Click on the button to save your setting, or choose another option or function to save your setting and activate the selected function.

**NOTE:** See Appendix B for a list of commonly used scales and their decimal equivalents.

**Automatically Setting the Scale**

On maps and many other types of drawings, a scale diagram can be found in the drawing's legend. You can use this type of diagram to set the measurement scale automatically. Simply mark the starting and ending points of the legend and tell QuikRuler the distance between the two points.

On other drawings, you can set the scale automatically using a straight surface in the drawing that is of a known length. Simply mark the starting and ending points of the surface and tell QuikRuler III the distance between the two points.
1. Click on the button to activate the *Auto Scale* function.
2. Follow the prompts that QuikRuler III displays to select the starting and ending scale points.

For example, using the illustration of the map legend shown below, you would select the point just below 0 as the *starting point* and the point just below the 4 as the *ending point*.

*To set the scale automatically from the legend...*

![Map Legend Illustration]

One centimeter equals approximately 1 kilometer

0 1 2 3 4 kilometers

QuikRuler III prompts you for **Distance** (units).

3. Use the number buttons on the QuikRuler Menu to indicate the distance between the two points you selected.

Referring to the map legend above, you would click on to tell QuikRuler III that the distance between the two points is 4 kilometers having been previously established as the unit of measure.

**NOTE:** You must first use the function to specify that your measured values are in *centimeters* and displayed values are in *kilometers*.

4. Click on the button to save your setting, or choose another option or function to save your setting and activate the selected function.

5. To view the current Auto Scale setting, click on the button.
Setting the Counting Scale

You can use QuikRuler’s function to count areas or other components on your drawing. For example, if you are using QuikRuler III to estimate how much electrical wiring will be required for a building, you could use the function to count how many electrical outlets will be needed. Normally, QuikRuler III counts by ones. However, you can change the scale to something else using the function. For example, you can use the function to tell QuikRuler III to count by fives, tens or some other value – even fractions.

Change the Counting Scale

1. Click on the button to activate the Count Scale function.

QuikRuler displays the current counting scale under the flashing cursor.

2. Select the appropriate number on the QuikRuler Menu. For example, click on the and buttons if you want to count by tens.

3. Click on the button to save your setting, or choose another option or function to save your setting and activate the selected function.

Measurements

The following sections can describe how to use QuikRuler III to measure the components of your drawing.
**Measuring the Size of an Area**

QuikRuler III can instantly calculate the size of an area on your drawing. Follow these steps:

1. Click on the **Area** button on the QuikRuler Menu to activate the *Area* calculation function.
2. Press and hold down the stylus tip on the outer edge of the area you want to measure.
3. While still holding the stylus tip down, trace around the perimeter of the area with the stylus.
4. Lift the stylus tip when you have finished tracing the area.

QuikRuler III displays the size of the area in the units you specified.

**Area Shortcut**

If the area you are measuring has some straight edges, you can use a shortcut when calculating the size of the area:

1. Trace the curved portion of the area, as previously described, by pressing the stylus tip down and following the area's perimeter.
2. When you reach a straight edge, lift the stylus tip at one end of the edge and press it back down at the other end.

Adding or Subtracting Areas

After calculating the size of an area, you can add an additional area to it, or subtract another area from it. For example, suppose you are estimating the amount of paving material that will be needed for a parking lot. You would first measure the size of the entire lot, and then subtract the sizes of the areas within the lot that will not be paved.

1. Measure the entire area, as described in the previous sections.
2. Click on the + or − button to indicate an area is going to be added or subtracted, respectively.
3. Measure the area to be added to, or subtracted from, the first area.
4. If necessary, repeat the previous two steps to add or subtract additional areas.
5. Click on the = button to calculate the total.

**Measuring the Length of a Perimeter**

QuikRuler can instantly calculate the length of an area’s perimeter.

1. After measuring an area, click on the button to display the length of the area’s perimeter.

**NOTE:** Only the perimeter of the most recently measured area is displayed. Perimeters of multiple areas are not summed unless the areas are measured in Perimeter Mode.

**Counting Drawing Elements**

Use the function to count the elements of your drawing, such as rooms, or walls, or electrical outlets. You can count at any time, even while you are using another function. Use the function to set the counting scale.

1. Click on the gray button on your stylus if you want to increment the current count in the background while you are using another function.

   **OR**

1. Click on the button on the QuikRuler Menu to activate the Count function. QuikRuler III displays the current count.

2. Continue the current count either by touching the pen tip to the elements you are counting in the drawing, or by clicking on the gray buttons on your stylus.

3. To initiate a new count, click on the button to zero out the count, and then click on the first element on the drawing to be included in your new count. Continue counting by clicking the stylus gray button, or by clicking directly on the elements in the drawing with the pen tip to add them to the count.

**Measuring a Straight Segment**

Use the function to measure the length of a straight segment.

1. Click on the button.
2. Follow the prompts that QuikRuler III displays to select the starting and ending points of the segment.

QuikRuler III displays the length of the segment.

3. To measure another segment, click on its starting and ending points. You do not have to click on the button first.

**NOTE:** Each measured segment is automatically summed with previously measured segments when in Length Segment Mode.

4. To start a new sum, click on the button.

### Measuring a Continuous Length

Use the function to measure a curved length.

1. Click on the button.
2. Press the stylus tip down on the starting point of the length and hold.
3. Trace along the length of the segment until you reach the ending point.
4. Lift the stylus tip.

QuikRuler III displays the length of the line.
To measure the curved line below...

1. Press the stylus tip down on the starting point.
2. Hold down and trace along the length until you get to the ending point.
3. Lift the stylus.
4. If the segment you are measuring is a straight line, click on the starting point of the line, lift up the stylus and click on the ending point.

Adding or Subtracting Lengths

To add or subtract lengths, follow these steps:

1. Measure the first length.
2. Click on the + or - button.
3. Measure the next length.
4. If necessary, repeat the previous two steps to add or subtract additional lengths.
5. Click on the = button to display the length total.
Using QuikRuler III as a Calculator

You can use the arithmetic operations and the numeric keypad buttons on the QuikRuler Menu to perform calculator functions.

You can use the calculator to transform your measurements in various ways. For example, suppose you are using a drawing to estimate the amount of carpeting that will be required for an entire floor of an office building. You want to add 5 percent to the measurement, to account for waste, mistakes and so on. You would follow these steps:

1. Measure the area where carpeting is required.
2. Click on the buttons.
3. Select the button to display the total.
You can also use the QuikRuler Menu numeric keypad as a traditional calculator to add, subtract, multiply and divide numbers independently of your measurements. You can do this at any time, even while you are using QuikRuler III functions.

**Editing Data on the Display**

QuikRuler III provides several ways of editing and correcting the data on the display.

**Correcting Mistakes When Accumulating Measurements**

When you are accumulating measurements for areas and lengths, use the function to clear the current measurement. In addition, you can use this function to correct mistakes made while accumulating measurements.

Follow the steps below when you need to fix a mistake that occurred while you were adding the measurements of several areas. You can use the same procedure to fix mistakes made while accumulating measurements for lengths.

1. Click on the button to clear the area you are currently measuring from the QuikRuler III display.

2. Select the button.

   QuikRuler III displays the size of the area you have already calculated.

3. Measure the rest of the area or areas. Click on the button to display the total when you are done.

**Clearing the Total**

You can clear the total that is on the second line of the display at any time. Click on the button to clear the total.

**Correcting Numeric Entries**

When you are entering numbers, you can delete the last number you entered by clicking on the button. It will delete the last digit you entered.
Sending Data to Your PC

You can send data directly from the QuikRuler III display to your computer via a USB connection. The data can be input to any program running under Windows 7, 8 and 10.

**Send Data from QuikRuler III to PC**

1. Make sure the cursor is positioned in the application where you want to insert the measurement from QuikRuler III.

2. Click on the **Send** button on the QuikRuler Menu, or on the black button on your stylus, or the 7 button on the 16-Button Cursor to send the number shown on line 2 of the QuikRuler III display to the computer. The value will be entered into your application as it would if you had actually typed the value on your keyboard.

To simplify data entry to your spreadsheet, use the **Last Character** option from the function. The option is used to set the last character sent, terminating the numeric value on line 2 of the QuikRuler III display. For example, select the **Down Arrow <↓> or Enter** option as the last character when you want to enter a column of values to your spreadsheet. This will enter the value in a cell and move the cursor to the cell immediately below the entry, where it will be ready for the next value.
You can navigate around in your spreadsheet application by selecting the cursor-movement buttons. For example, click on the button to move up one line or cell in your spreadsheet application.

Messages

QuikRuler III displays a variety of messages as you use its functions. Most of the messages are indicative of normal operation, such as prompts that instruct you how to perform the next step in a process. Other messages can signal a problem.

<table>
<thead>
<tr>
<th>Message</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>No Digitizer</strong></td>
<td>QuikRuler III is not attached to the digitizer. You must attach it before you can proceed. See instructions for Connecting the Components.</td>
</tr>
<tr>
<td><strong>Memory Failure</strong></td>
<td>The power on test detected a memory failure. QuikRuler III will attempt to continue normally with all operations, if you click the stylus tip or cursor anywhere on the digitizer surface.</td>
</tr>
<tr>
<td><strong>Bad Ref Point</strong></td>
<td>This message will appear during a Relocate Menu operation when an incorrect lower left or lower right reference point is entered. Make sure that the entire QuikRuler Menu is within the digitizer’s measuring area. Repeat the Relocate Menu operation when this message appears.</td>
</tr>
<tr>
<td><strong>Menu Off Tablet</strong></td>
<td>This message will appear during a Relocate Menu operation when the QuikRuler Menu is not positioned entirely within the digitizer’s measuring area. Move the menu and repeat the Relocate Menu operation when this message appears.</td>
</tr>
<tr>
<td><strong>Number Too Big</strong></td>
<td>The number on line 2 of the display is too large for QuikRuler III. Try changing units to reduce the number size when this message appears.</td>
</tr>
</tbody>
</table>
If you receive any of these messages and the above suggestions do not correct the problem, contact GTCO CalComp Technical Support.

### Appendix A:

**Transducer Button Functions**

<table>
<thead>
<tr>
<th>Transducer Element</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Stylus</strong></td>
<td></td>
</tr>
<tr>
<td>Tip switch</td>
<td>QuikRuler Menu selections</td>
</tr>
<tr>
<td>Gray button</td>
<td>Increment Count accumulator</td>
</tr>
<tr>
<td>Black button</td>
<td>Send</td>
</tr>
<tr>
<td><strong>16-Button Cursor</strong></td>
<td></td>
</tr>
<tr>
<td>0 button</td>
<td>QuikRuler Menu selections</td>
</tr>
<tr>
<td>1 button</td>
<td>QuikRuler Menu selections</td>
</tr>
<tr>
<td>2 button</td>
<td>QuikRuler Menu selections</td>
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<td>3 button</td>
<td>QuikRuler Menu selections</td>
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<td>4 button</td>
<td>Increment Count accumulator</td>
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<td>5 button</td>
<td>Clear</td>
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<tr>
<td>6 button</td>
<td>Relocate Menu</td>
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<tr>
<td>7 button</td>
<td>Send</td>
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<tr>
<td>8 button</td>
<td>Area</td>
</tr>
<tr>
<td>9 button</td>
<td>Length Segment</td>
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<tr>
<td>A button</td>
<td>Length Continuous</td>
</tr>
<tr>
<td>B button</td>
<td>Perimeter</td>
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<tr>
<td>C button</td>
<td>Count Mode</td>
</tr>
<tr>
<td>D button</td>
<td>Left Arrow</td>
</tr>
<tr>
<td>E button</td>
<td>Right Arrow</td>
</tr>
<tr>
<td>F button</td>
<td>Total (=)</td>
</tr>
</tbody>
</table>
## Appendix B:

### Conversion Table

<table>
<thead>
<tr>
<th>Fraction (In inches)</th>
<th>Decimal Equivalent</th>
<th>Ratio 1&quot;=X</th>
<th>Fraction (In inches)</th>
<th>Decimal Equivalent</th>
<th>Ratio 1&quot;=X</th>
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</thead>
<tbody>
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<td>1/2</td>
<td>0.5000</td>
<td>2.0000</td>
<td>1/64</td>
<td>0.01563</td>
<td>64.0000</td>
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<td>1/3</td>
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Scale to convert: 3/16”=1’

Make both sides the same unit of measure (inches): 3/16” = 12”

Multiply both sides by the denominator (16) to eliminate the fraction:

\[\frac{3}{16} \times 16 = 12 \times 16\]

Result: 3 = 192

Divide both sides by the numerator (3) to get the ratio: \[\frac{3}{3} = \frac{192}{3} = 64’\]

Divide the value by the number of inches in a foot (12) to convert the value to feet: \[\frac{64}{12} = 5.33\]

So, in 3/16” scale, 1 inch is equal to 5.33 feet.

Appendix C: Regulatory Statements and Warranty

Radio Frequency Energy Notice

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee the interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Reorient or coo cables.
- Consult the dealer or an experienced Radio/TV technician for help.

NOTE: Any cables the user adds to the device must be shielded to be in compliance with the FCC standards. Any unauthorized modification to this device could result in the revocation of the end user’s authority to operate this device.
Canada

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

Le present appareil numerique n’emet pas bruits radioelectriques depassant les limites applicables aux appareils numeriques de Classe B prescrites dans le reglement sur le brouillage radioelectrique edicte par le Ministere des Communications du Canada.

JAPAN

この装置は、情報処理装置等電波障害自主規制協議会（VCCI）の基準に基づくクラスB情報技術装置です。この装置は、家庭環境で使用することを目的としていますが、この装置がラジオやテレビジョン受信機に近接して使用されると、受信障害を引き起こすことがあります。
取扱説明書に従って正しい取り扱いをして下さい。
Bescheinigung des Herstellers/Importeurs

Heirmit wird bescheinigt, dass der/die/das 3036R (Gerät, Typ, Bezeichnung) im Übereinstimmung mit den Bestimmungen der Vfg 1046/1984 (Amtsblattverfügung) Funk-Entstört ist.

Der Deutschen Bundespost wurde das Inverkehrbringen dieses Gerätes angezeigt und die Berechtigung zur Überprüfung der Serie auf Einhaltung der Bestimmungen eingeraumt.

GTCO CalComp, Inc.

(Name des Herstellers/Importeurs)

Dieses Gerät wurde einzeln sowohl als auch in einer Anlage, die einen normalen Anwendungsfall nachbildet, auf die Einhaltung der Funkentstörbestimmungen geprüft. Es ist jedoch möglich, dass die Funkentstörbestimmungen unter ungünstigen Umständen bei anderen Gerätekombinationen nicht eingehalten werden. Fuer die Einhaltung der Funk-entstörbestimmungen seiner gesamten Anlage, in der dieses Gerät betrieben wird, ist der Betreiber verantwortlich.

Einhaltung mit betreffenden Bestimmungen kommt darauf an, dass geschirmte Ausführungen gebraucht werden. Fuer die beschaffung richtiger Ausführungen ist der Betreiber verantwortlich.

European Union WEEE Directive

The manufacture of this equipment required the extraction and use of natural resources. It may contain hazardous substances that could impact health and the environment.

- In order to avoid the dissemination of the hazardous substances into the environment and to diminish the pressure on our natural resources, GTCO CalComp encourages you to return this product to the appropriate take-back system facility. These facilities reuse or recycle most of the materials in this equipment in a responsible way.

- The crossed-out wheeled bin symbol below invites you to use these take-back systems.

- If you need more information about the collection, reuse and recycling systems in your area, please contact your local or regional waste authority.

- Further information about the responsible end-of-life management of this and other GTCO CalComp products is available on our website at www.gtcocalcomp.com.
Appendix D

Limited Warranty for QuikRuler III

GTCO CalComp warrants these products to be free from defects in material and workmanship under the following terms.

Coverage
Parts and labor are warranted for two (2) years from the date of the first consumer purchase for the digitizer tablet, controller, transducers and tablet accessories. Power supply and cables are also warranted for one (1) year. This warranty applies to the original consumer purchaser only.

Within the European Union, the warranty period is two (2) years, as mandated by the EU. Contact your local dealer or distributor for additional warranty information.

Warranty is only valid if original consumer’s purchase date is less than 2 years. This information will be captured by the system serial number and confirmed by the reseller’s purchase order.

A nominal Diagnostic Fee will be charged after 2 years of use and calculated from the date of original consumer purchase or from the Serial Number.

Conditions
Except as specified below, this warranty covers all defects in material or workmanship in the products. The following are not covered by the warranty:
1. Any product on which the serial number has been defaced, modified or removed (if applicable).
2. Damage, deterioration or malfunction resulting from:
   a. Accident, misuse, abuse, neglect, fire, water, lightning or other acts of nature, unauthorized modification for any purpose, unauthorized product modification, or failure to follow instructions supplied with the product.
   b. Repair or attempted repair by anyone not authorized by GTCO CalComp.
   c. Any damage in shipment of the product (claims must be presented to the carrier).
   d. Any other cause which does not relate to a manufacturing defect.
3. Any product not sold by an Authorized Dealer of GTCO-Calcomp.

GTCO CalComp will pay all labor and material expenses for covered items, but will not pay for the following:
1. Removal or installation charges.
2. Costs for initial technical adjustments (set up), including adjustment of user controls.
3. Certain shipping charges. (Payment of shipping charges is discussed in the next section of this warranty.)
4. Packaging costs. (Customers should keep their boxes.)
Warranty Service Procedures

1. To obtain service on your GTCO CalComp product, contact the Technical Support Department to receive a Return Material Authorization Number (RMA#) and shipping instructions by calling: 800.220.1137.
2. Ship the product to GTCO CalComp with the RMA# marked clearly on the outside of the box. Without a clearly marked RMA# on the shipping box, GTCO CalComp reserves the right to refuse the shipment.
3. Although you must pay any shipping charges to ship the product to GTCO CalComp for warranty service, GTCO CalComp will pay the return shipping charges for ground shipment. Other shipping options are available at an additional fee.
4. Whenever warranty service is required a copy of the RMA needs to be included in shipment of the product, and written on outside of package.
5. If GTCO CalComp determines that the unit is not defective within the terms of the warranty, the consumer shall pay the cost of all freight charges, as well as any repair charges.

Technical Support
Web-based Technical Support is available free of charge at: support@gtcocalcomp.com where current driver releases and Legacy Drivers can be found.

Technical Support is also available free of charge to the original consumer by calling: 800.220.1137

Disclaimer of Unstated Warranties
The warranty printed above is the only warranty applicable to this purchase. ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. Assuming the warranty above stated is otherwise applicable, it is expressly understood and agreed that GTCO CalComp sole liability whether in contract, tort, under any warranty, in negligence or other shall be for the repair or replacement of the defective parts and under no circumstances shall GTCO CalComp be liable for special, indirect or consequential damages. The price stated and paid for the equipment is a consideration in limiting GTCO CalComp liability.

Notice
Some states and provinces do not allow the exclusion or limitation of incidental or consequential damages, so the above exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state, or province to province.