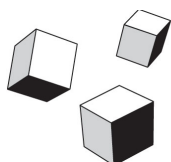


HeadMouse® Nano User Manual

Wireless Head-controlled Mouse



Origin
Instruments

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Legal Notices

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Origin Instruments is not responsible for any problems caused by unauthorized modification of the HeadMouse Nano and will not be responsible for direct or consequential damages associated with any use of the HeadMouse Nano product.

FCC / CE Notice



Products bearing the CE marking have been tested and are declared by Origin Instruments Corporation of 854 Greenvue Drive, Grand Prairie, Texas 75050, USA to be in conformity with the following standards or other normative documents and following the provisions of the Electromagnetic Compatibility Directive, 89/336/EEC:

- EN 55022 Class B Emissions (Radiated Emission)
- EN 61000-4-2, Electrostatic Discharge Immunity
- EN 61000-4-3, Radiated Immunity

Origin Instruments Corporation has tested the HeadMouse Nano and found that it complies with the limits for 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.

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Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

If this product is suspected of causing interference to a radio or television receiver, remove and apply power to the equipment and determine whether it is the cause of the disturbance. If a problem exists, the user is encouraged to try and correct the problem by one of the following measures:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and the receiver.
3. Reorient the equipment cables.
4. Consult the dealer or Origin Instruments for additional suggestions.

Information in this document is subject to change without notice and does not represent a commitment on the part of Origin Instruments Corporation.

Application Disclaimer

The HeadMouse Nano is a desktop mouse emulator and is designed for use by two classes of people. People with limited, or no use of their hands, and those who's hands are otherwise occupied. In these situations, hands free mouse pointer manipulation is possible. However, HeadMouse Nano shall not be used in an application where personal injury or property loss could occur if the HeadMouse Nano fails, or fails to accurately position the mouse pointer, for any reason. **Origin Instruments products are *not* authorized for use as surgical aids or as part of a system intended to support or sustain life.** The user assumes full responsibility for determining the suitability of HeadMouse Nano for the intended application.

Introduction

This manual is a guide to the operation and use of this head-controlled computer access system. Additional documentation may be shipped with your HeadMouse Nano.

HeadMouse Nano Key Features

- Fast and responsive cursor control
- Low power consumption
- USB mouse interface
- Bus powered: No power cable needed
- Pocket sized
- Automatically adapts to any mounting angle
- Standard 3.5mm input for one or two wired switches
- Built-in receiver for up to three wireless switches
- Mounting for laptops, tablets, smartphones, desktop computers, and communication devices
- Two-year warranty
- Origin Instruments' quality, reliability and support

Hardware Description

The HeadMouse Nano is an infrared optical sensor that tracks side-to-side and up-and-down head movements. It then filters and transforms these movements to control the mouse pointer position on a computer, tablet, smartphone or communication device screen. HeadMouse Nano is a modest power device and is usually supplied directly from the device USB port. HeadMouse Nano uses infrared light to track a tiny reflective dot that is placed on the user's forehead or glasses.

When used with mouse utility software, such as Origin Instruments' Dragger, mouse clicks are performed by positioning the mouse pointer and dwelling for a programmable period of time. Alternately, mouse clicks can be performed with an external switch, such as the Origin Instruments Sip/Puff Switch or Orby switches. One or two industry standard switches can be connected directly to HeadMouse Nano through a 3.5 mm stereo jack located next to the USB connector.

The HeadMouse Nano also contains an integrated infrared receiver for use with wireless switches. The optional Beam™ wireless switch transmitter supports wireless connections for up to three switches.

HeadMouse Nano is connected to the computer, tablet, smartphone or communication device with a standard USB cable.



Figure 1: HeadMouse Nano Front Panel. Optical tracking sensor in the middle, infrared receiver for available Beam on the left and status LED on the right.

The aluminum body of the HeadMouse Nano measures 2.1- by 1.5- by 0.35-inches, the optical transceiver extends another 0.15-inches. For best results and reliable long-term operation, do not touch the dark window. It is not necessary to clean the window as part of a regular maintenance program.

A red and green LED is located on one side of the optical transceiver. These LEDs indicate tracking status. The red LED indicates that search is in progress. The green LED indicates the HeadMouse has found and is tracking a target.

An infrared receiver for wireless switches is located on the other side of the optical transceiver. Direct the optional Beam wireless switch transmitter toward this receiver to communicate with the HeadMouse Nano.



Figure 2: HeadMouse Nano Top View. USB connector in the middle, and 3.5-mm jack for one or two adaptive switches.

Located on the top edge of the HeadMouse Nano are a USB connector (micro-B or USB-C) and a 3.5mm (1/8-inch) stereo microphone connector. Connect a mono adaptive switch into the microphone connector to provide a LEFT mouse button click. A dual-mono-to-stereo adapter is available if you need to directly connect mono adaptive switches for both LEFT and RIGHT mouse button clicks.

The HeadMouse Nano draws its operating power directly from the computer, tablet, smartphone, or communication device through the USB connector.

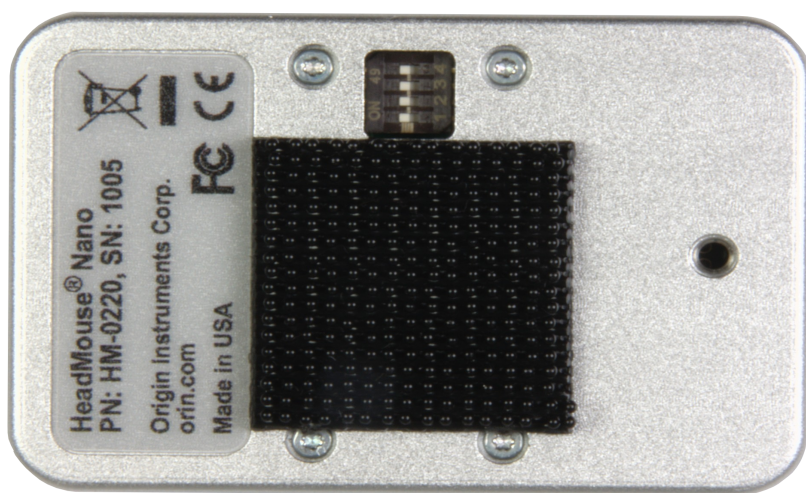


Figure 3: HeadMouse Nano Mode Switch is in the middle and an M3 threaded insert is on the right (Max Fastener Depth is 4-mm).

On the rear of the HeadMouse is an informational label and the sensor serial number. This information is needed for troubleshooting, repairs or warranty service.

A small piece of Dual Lock fastener is centrally located on the rear panel of the HeadMouse Nano for use in mounting. The high-density Dual Lock fastener is designed to mate with low-density Dual Lock fasteners on mounts or directly on the bezel of your computer's display. A kit of Dual Lock fasteners is included with your HeadMouse Nano.

Four small DIP switches are accessible through an opening on the rear panel of the HeadMouse Nano. These switches are factory set and only rarely need to be changed by the user.

The factory default switch settings are all in the *ON* position.

Setup and Installation

The HeadMouse Nano is a “plug-and-play” USB device and does not require any special software. Your device will recognize HeadMouse as a standard desktop mouse.

Mounting

Think of the HeadMouse as a camera that should be positioned and pointed so that you and your HeadMouse dot are nominally centered in its field-of-view.

Optimal HeadMouse placement would generally be at the top and center of the display bezel. Place the HeadMouse so that it does not obscure the screen. A good rule of thumb is to position the HeadMouse so that it is near eye level and pointing directly at the target dot on your forehead. This will provide the user with maximum range of motion.

The HeadMouse Nano is shipped with a Dual Lock mounting kit and one or more universal brackets. There are other brackets available from Origin Instruments, please visit <https://www.orin.com> or call for more information.

The Dual Lock kit, can be used for mounting to a variety of devices. Dual Lock has a strong adhesive backing on one side and plastic, snap-locks on the other. It can be thought of as a more secure and stable version of Velcro. Peel the backing off the adhesive, affix a piece of low-density Dual Lock on the bezel of your device and snap it to the piece on your HeadMouse. **Be aware, the pressure sensitive adhesive is very strong and not easily removed, especially if pressed firmly in place and allowed to set for several days.**

The best way to locate the mating piece of Dual lock on your device display is to “lightly” mate it to your HeadMouse and with the release paper in place experiment with different HeadMouse positions. When you determine the optimum placement remove the release paper and use the HeadMouse case to press the Dual

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Lock adhesive in place. Be careful not to damage your device display by pressing too hard. **Do not press on the HeadMouse window.**

The pressure sensitive adhesive used on Dual Lock is powerful and not easily removed. To remove, gently peel Dual Lock away from your monitor. Excess adhesive can then be removed with an appropriate adhesive removing solvent.

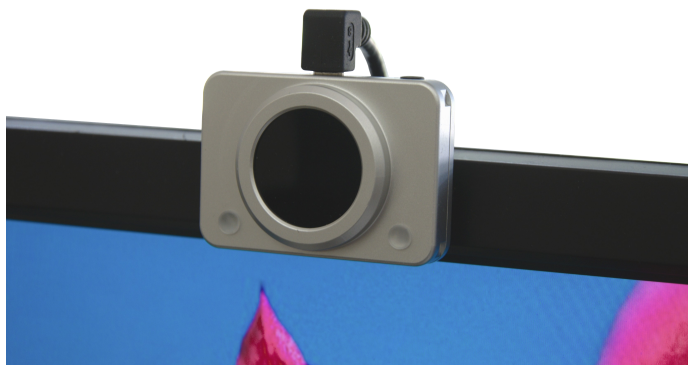


Figure 4: Use the included Dual Lock to attach HeadMouse directly to the monitor bezel.

Universal Mounting Bracket

The universal bracket is designed to attach the HeadMouse Nano to a variety of device displays – desktop, laptop, tablet and communication devices. The adjustable bracket can

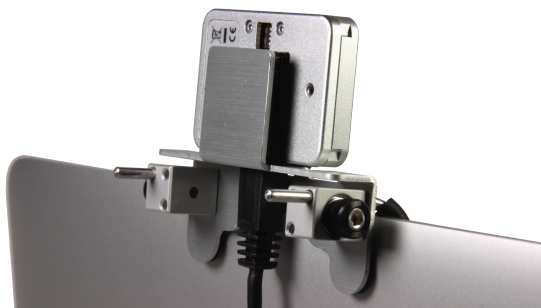


Figure 5: HeadMouse Nano with universal bracket.

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accommodate various thicknesses, and uses Dual Lock to secure HeadMouse to the bracket.

Longer legs are included for use with thicker desktop displays.

The bracket is held to the display using two adjustable rubber tipped legs that clamp to the display. The bracket is held in place by tightening individual thumbscrews on each mounting leg.

After attaching the mounting bracket to your device, simply snap the HeadMouse in place.

There are 3D-Printed brackets for specific devices available on



Figure 6: HeadMouse Nano with universal bracket on a laptop computer

the HeadMouse Mounts page (https://www.orin.com/access/hme_mounts/). You can purchase them for us, download the files to print them yourself or adapt them to your specific host device.

We provide a slide in cradle for the HeadMouse that has a simple interface for a host specific piece that adapts to your host

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computer, tablet, or communication device. That way you only have to make a piece for your device.



Figure 7: HeadMouse Nano on an 8-inch Tablet

Connection

After the HeadMouse Nano is mounted, use the appropriate cable and connect HeadMouse to the USB port on your computer, tablet or communication device. If an adaptive switch is being used to perform mouse clicks, connect it to the switch input jack on the HeadMouse Nano. (Dual switch users please refer to Dual and Multiple Switch section)

Turn on the computer or communication device. The status LED on the HeadMouse Nano will light and turn red to indicate that it is receiving power.

Once the HeadMouse begins tracking the status LED will turn green.

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NOTES:

1. Some computers can take more than 60 seconds to recognize HeadMouse Nano when it is first plugged-in to a USB port.
2. You may need to click in a dialog box to indicate that no special device driver is provided or needed.
3. When connecting through a USB hub, a powered hub is recommended. With some computers, a non-powered hub may be acceptable but connection through a non-powered hub can impact the operation and/or performance of the HeadMouse.
4. USB cables were delivered with your HeadMouse Nano, but commercially available cables will work.

Using HeadMouse Nano

Tracking Status

The red and green status LED on the front panel of the HeadMouse Nano indicates tracking status. When the red LED is on, it indicates that the HeadMouse is searching for a target dot. If a bright object or a reflective object moves into its field of view, the green LED may come on momentarily but HeadMouse will resume its search if the object is not a target dot. When the HeadMouse has located a target dot, the green LED comes on. After the HeadMouse has located a target dot it will lock on to the dot and will not be affected by another dot until something obstructs its view and breaks tracking lock.

NOTE: If both LEDs are off, the HeadMouse is not receiving power, the host is not loading the mouse driver, or the USB cable is bad.

General Use

Place a target dot on the user's forehead or glasses. The HeadMouse Nano will immediately locate the dot and the pointer

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will move with the user's head movements. The HeadMouse Nano offers very precise pointer placement. Optimally the user should be 18- to 24-inches (45- to 60-centimeters) from the HeadMouse Nano, but can be as far as 5-feet (1.5-meters). The greater the distance from the HeadMouse, the more head movement is required to move the pointer from one edge of the screen to the other. Clicking functions can be made by using an adaptive switch, or dwell software. Please see Dual and Multiple Switch section for details regarding using multiple switches.

Origin Instruments offers a variety of adaptive switches, a Windows on-screen keyboard with built-in dwell, and dwell selection software. Most devices include access software.

Pointer Position

It is best to take a few minutes to practice pointing. Just like the desktop mouse will at times need to be re-positioned to maintain comfort, the pointer on the screen will also need to be re-positioned periodically when using the HeadMouse Nano. This is often referred to as centering the pointer, or re-calibrating. When the pointer is in the center of the user's work area, the user is most comfortable. The pointer will need to be re-centered as the location of the work area changes. Keep in mind that you are not necessarily centering the pointer in the center of the computer screen but in the center of your work area. This is done by "pushing" the pointer against the screen edge opposite the side of your desired work area. It is best understood by walking through an example.

Exercise Example: Sit in a comfortable position and take note of where the pointer is on the screen. As an example, say the pointer is at the bottom of the screen. To move the pointer to the top of the screen attempt to move it past the bottom edge of the screen, or "push" it against the bottom edge. Then move your head back to the original comfortable position. The pointer will have moved closer to the top of the screen. This same technique can be used to reposition the pointer in the horizontal axis as well. This centering technique becomes second nature within a few minutes.

Pointer Control

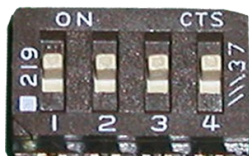
The mouse speed in the Control Panel/Preferences of the computer, tablet or communication device determines the amount of sensitivity the pointer has to movement. If the mouse speed is set too fast or high, the pointer will move a greater distance with less physical movement from the user. When the mouse speed is set to slow or low, the pointer will move a smaller distance requiring more physical movement from the user. Each user is the best judge of what is most comfortable for his/her particular abilities. Begin with the mouse speed settings at about $\frac{3}{4}$ of the way to maximum. Adjust from that point in small increments until the user is comfortable with the settings. If the mouse speed is still too slow for the user, additional adjustment can be made via the Mode Switch settings on the HeadMouse Nano. Turn mode switch one OFF to double HeadMouse sensitivity – the fast setting.

NOTE FOR MAC USERS: For those using the HeadMouse Nano to access a Macintosh, it is best to begin with the mouse speed in the fast setting as the mouse drivers in the Macintosh operate at a slower speed than standard Windows drivers so increased speed is often required.

Mode Switch Settings

Default Setting: All switches in the ON position.

Switch 1: On
Switch 2: On
Switch 3: On
Switch 4: On

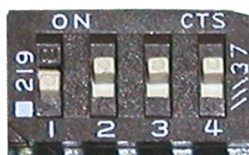


The mode switches adjust HeadMouse Nano operation as described below:

Switch 1: Mouse Gain (1x or 2x Speed)

This switch is useful when the range of available head motion is limited or when accessing a Macintosh computer. Setting Switch 1 OFF will increase the mouse speed by a factor of 2.

Switch 1: Off
Switch 2: On
Switch 3: On
Switch 4: On



Switch 2: Enable Infrared Receiver

This switch controls the infrared receiver. When the switch is OFF the infrared receiver is OFF.

Switch 1: On
Switch 2: Off
Switch 3: On
Switch 4: On

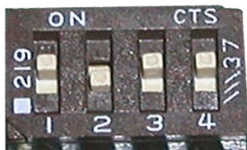


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Switch 3: Tilt Sensor On/Off

This switch can disable the built-in tilt sensor. For most applications, leave it ON. When OFF, you must use Switch 4 to set the orientation for HeadMouse Nano.

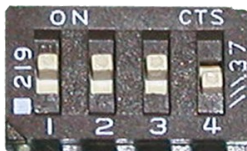
Switch 1: On
Switch 2: On
Switch 3: Off
Switch 4: On



Switch 4: Special Orientation

For most applications, leave switch 4 ON. If the tilt sensor (see Switch 3 above) must be disabled, such as for overhead mounting for a user lying supine, set Switch 4 ON for cables-up mounting and OFF for cables-down mounting.

Switch 1: On
Switch 2: On
Switch 3: Off
Switch 4: Off



Dual and Multiple Switches

The switch input jack can accept a stereo plug for emulation of both left and right mouse buttons. The primary switch (or “left” mouse button) should be connected to the “tip” of the plug. The secondary switch (or “right” mouse button) should be connected to the “ring” of the plug. For example, the Origin Instruments' Sip/Puff Switch can be connected to the HeadMouse Nano through a single stereo cable such that a “sip” produces a left click and a “puff” produces a right click.

A dual-mono-to-stereo adapter is available to connect two mono switches directly to the HeadMouse Nano. When using two such directly connected switches, activate the primary switch (left mouse button) at least one time before activating the secondary switch (right mouse button).

It is generally best to connect switches before connecting the USB cable. If you change from a stereo switch to a mono switch after the HeadMouse Nano is connected and operating, please allow 30 seconds for the HeadMouse Nano to adapt to the new switch connection.

Up to three switches can be connected to the available Beam Wireless Switch Transmitter, to emulate a 3-button mouse.

Technical Specifications

- Operating Wave Band: Near Infrared
- Power Consumption: 1/2-Watt (typical)
- Size: 2.1- x 1.5- x 0.375-inches (53- x 38- x 9.5-mm)
Lens barrel extends 0.175-inches (4.5-mm)
- Weight: 1-ounce (28-grams)
- Field of View: 72-degrees (H) by 45-degrees (V)
- Standard Target: Paper Thin, 0.275-inch (7-mm)
Diameter, with Adhesive Backing
- Measurement Rate: 80-Hz Nominal
- USB Interface: Full Speed

General Care and Maintenance

HeadMouse Nano may be cleaned with a damp cloth, but it should never be soaked with any water or cleaning solution. Do not allow any kind of liquid in or around the connector panel.

Customer Support

Customer support is provided by Origin Instruments during the hours of 8:30 a.m. to 5:30 p.m. Central Time (CT), Monday through Friday.

Please email support@orin.com or call 972-606-8740.

Warranty Information

Origin Instruments warrants that HeadMouse Nano will be free from defects in materials and workmanship for a period of two (2) years from the date of shipment. If the product proves defective during this warranty period, Origin Instruments will, at its option, repair or replace the defective product.

In order to obtain service under the foregoing warranties, the Customer must notify Origin Instruments of the defect prior to the expiration of the warranty period.

The foregoing warranties will not apply to any defect, failure, or damage caused by improper use, or improper or inadequate maintenance and care. Origin Instruments will not be obligated to furnish service under these warranties (a) to repair damage resulting from attempts by unauthorized personnel to install, repair, or service the product; (b) to repair damage resulting from improper use or connection to incompatible equipment; or (c) to service a product that has been modified or integrated with other products when the effect of such modification or integration increases the time or difficulty of servicing the product.

The foregoing warranties are given by Origin Instruments with respect to company products in lieu of any other warranties, expressed or implied. Origin Instruments disclaims any implied warranties of merchantability or fitness for a particular purpose. Origin Instruments' responsibility to repair or replace defective products is the sole and exclusive remedy provided to the customer for breach of any of these warranties. Origin Instruments will not be liable for any indirect, special, incidental or consequential damages irrespective of whether Origin Instruments has advance notice of the possibility of such damage.

Products no longer covered by warranty may be suitable for repair. Contact Origin Instruments for an estimated repair fee.

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Before returning a product for repair, please send an email to: support@orin.com or call 972.606.8740 to request a Return Materials Authorization (RMA) Number. Once a RMA number is assigned, product must be returned postage pre-paid with all components to:

Origin Instruments Corporation
ATTN: Customer Service – RMA (insert your number)
854 Greenview Drive
Grand Prairie, TX 75050-2438 USA

For repairs during the warranty period, Origin Instruments will pay for the return of the product to the Customer if the shipment is to a location within the United States. For non-warranty repairs and for warranty repairs outside of the United States, the Customer will be responsible for paying all shipping charges, duties, taxes, and any other charges associated with the return of the product.

Replacement Targets

Replacement reflective targets for use with the HeadMouse are available for purchase through Origin Instruments Authorized Channel Partners and directly from Origin Instruments.



Origin Instruments Corporation
854 Greenview Dr.
Grand Prairie, TX 75050
USA

Voice: 972-606-8740
Fax: 972-606-8741
Email: support@orin.com
Web: www.orin.com
Shop: <http://shop.orin.com>

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