



Ceiling-Mounted Interactive Floor Projection 21758

This product is Windows-based and allows you to choose an appropriate Windows Operating System password for your own security if you wish.

If you choose to apply one, please choose a password carefully, making sure that you and any colleagues who will also need this, have a failsafe way of remembering the password.

Please be aware that recovery of forgotten passwords in these products is not straight-forward nor speedy.

Password recovery for Windows is not covered under the terms of our standard customer support, and as such is a chargeable service.

Should you require additional information please contact ROMPA®.



1. Product Name

Ceiling-Mounted Interactive Floor Projection

2. Product Code

21758

3. Colour

Not applicable

4. Brief Description

All the functionality of the Mobile Interactive Floor Projection system in a permanent location. Perfect for dedicated Snoezelen® multi-sensory rooms, for environments where infection control is an issue or where users have challenging behaviours.

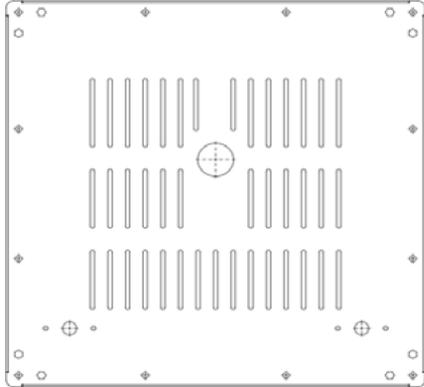
5. Contents

See *Components* and *System Hardware* below

Components

Ceiling Installation Kit & Wall Rack

1.



Projector Fixing Plate

1 x Ceiling Fixing Plate 600x600mm to mount projector, camera and the Front Surface Mirror. Designed to fit into a 600x600 ceiling grid tile opening.

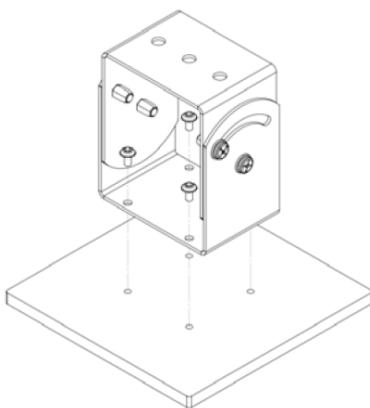
2.



Z-Bracer Supports

2 x Z-Bracer plate ceiling supports for installation to concrete and plaster ceilings

3.

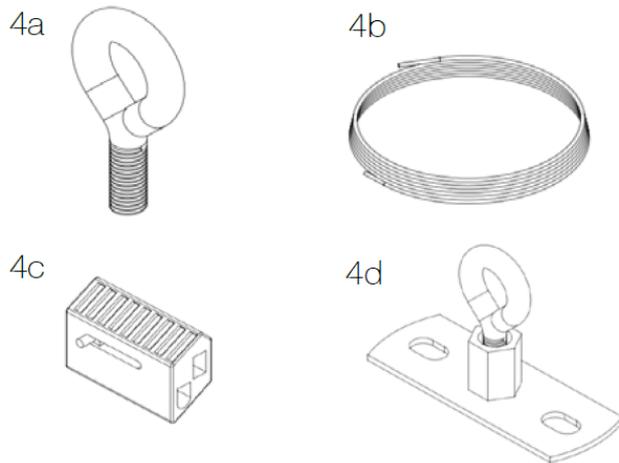


Mirror Bracket Assembly

1 x Mirror Fixing Bracket - sits in front of projector lens at 45 degree angle to direct the image to the floor
3 x M5 Bolts, M5 Nuts and M5 Flat Washers
4 x No.8 x 5/16" Flange Pan Pozi No.2 Self Tapping Screws
1 x 200x200x3mm Front Surface Mirror*
1 x 200x200x9mm Mirror Board and Safety Bracket

*Front Surface Mirror must be handled with care. Finger marks will damage the mirror coating and reduce the clarity of the projected image. Keep covered until mounted.

4.



Above Ceiling Plate Support Kit

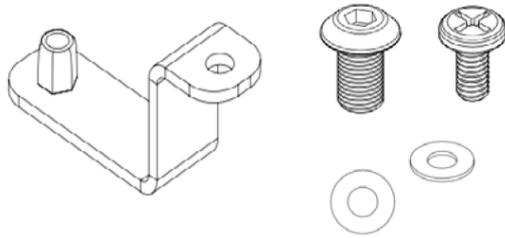
4a = 8 x M6 Eye Bolts

4b = 2 x 2M Steel Wire

4c = 4 x Zipclips

4d = 4 x Eye Bolt Nut Fixings

5.



Projector Angle Bracket Fixings

4 x Angle Bracket Fixings

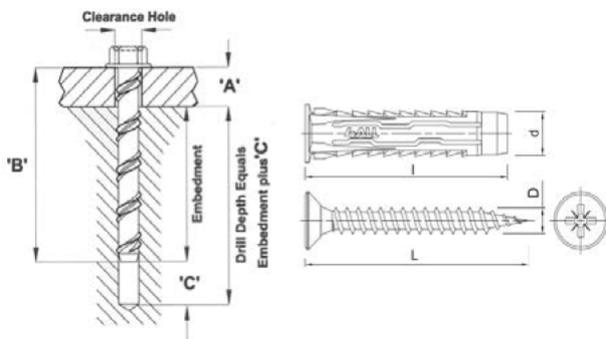
4 x M5 Hex Bolts (fix Bracket to Plate)

4 x M4 Cross Head Bolts (fix Bracket to Projector)

4 x M5 Flat Washers

4 x M4 Flat Washers

6.



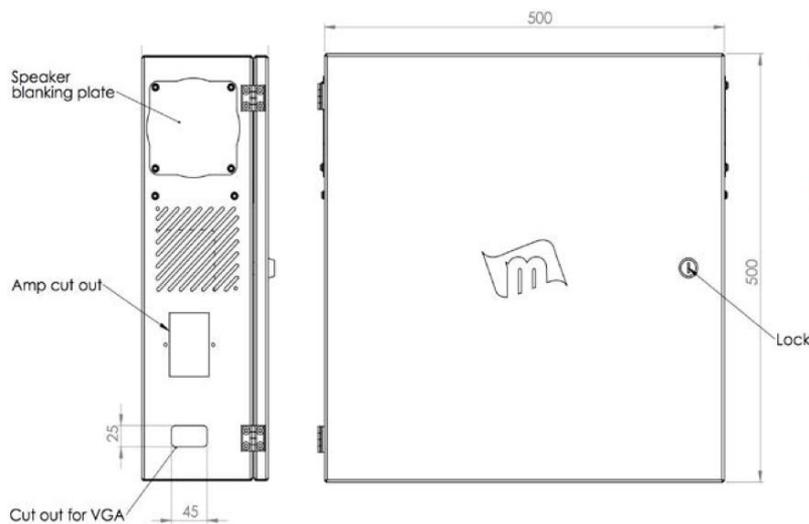
Z-Bracer Wood & Masonry Fixings

4 x RAWL Plugs

4 x No 10 1 1/2" Screws

4 x Masonry Screw Bolts

7.



Magic Carpet PC Wall Rack

1 x Wall Rack

1 x 4 Way Power Extension

6 x RAWL Plugs

6 x No 10 1 1/2" Screws

System Hardware

- Dell OptiPlex SFF PC (Loaded with Magic Carpet Software and USB Dongle)
- Projector (NEC M271X / M311X) (Panasonic VX600)
- IR Camera and 12V 1A PSU
- Front Surface Mirror with backboard and safety bracket
- Wireless Keyboard
- Micro Amplifier with Power Supply
- TP-Link Router and Wireless Adapter
- 1 x 1.8M IEC Power Cable (power to PC)
- 1 x 10M IEC Power Cable (Power to Projector)
- 1 x 10M VGA Cable (Image from PC to Projector)
- 1 x 10M BNC Coaxial Cable with Composite RCA Adapter
- 2 x 10M Lengths of Speaker Cable
- 3.5mm stereo jack plug (audio from PC to AMP)
- 1 x Pair of Stereo Speakers (JBL Control 1 / Ceiling Mountable Speakers)
- 1 x Roll of Non-slip White Vinyl Flooring

You will require the following equipment that is not included:



Ladder / Podium Steps / Tower - when working at heights exceeding 3M



Screwdrivers



Tape Measure



Pliers



Wire Cutters



Cordless Power Drill



SDS Power Drill (if drilling into concrete)



2M+ Straight Edge / Cutting Ruler



Knife (suitable for cutting vinyl)



Adjustable Wrench



Pencil

Please carry out an appropriate risk assessment before beginning installation.

Example job description of the installation of the Ceiling-Mounted Interactive Floor Projection system:

Projector plate to fix into timber joists on the underside of plaster ceiling using Z -Bracer configuration at a height of 2.4M. Cables from projector to PC will run in surface mounted conduit and terminate above the wall rack where it has been agreed that the PC and control equipment will be situated. PC, Amp, Projector and 12v Camera to be powered from 4 way power extension cable connected to a single existing 13AMP socket outlet. Maximum current drawn for all equipment running will be no more than 8AMPS. Vinyl flooring to be cut to the size of the image and left loose for customer to roll out when required. Demonstration of system to be provided to the client and a sign off sheet completed prior to leaving clients premises.

The following risks have been identified with the undertaking of the above installation example:

- Risk 1: Working at Height
- Risk 2: Use of step ladders
- Risk 3: Use of power tools
- Risk 4: Use of Portable Electrical Equipment
- Risk 5: Installation of Conduit
- Risk 6: Installation of AV Equipment
- Risk 7: Manual Handling
- Risk 8: Testing Audio and AV Systems
- Risk 9: Locating Fixings and Hanging Equipment

A detailed assessment for each identified risk is beyond the scope of this document, but it will be useful for the installer to think about how each of these risks may affect them and others around them, and to take preventative measures to ensure risks are adequately addressed. The extent to which all of these risks have the potential to do serious harm, if not considered thoughtfully, should not be understated. It is possible that negligence in any area could cause serious injury or even death.

For advice from the system's manufacturer's technical regarding installation, please contact ROMPA® and we can put you in contact with the system manufacturer.

Before beginning installation please make sure you:

- Have received all the contents
- Have collated all the equipment you need
- Check cable routes and the fixing location for the PC wall rack
- Decide on a ceiling fixing method for the projector ceiling plate

6. Snoezelen® Stimulations

- Sight
- Sound

7. Best Use

Use in a darkened environment. Use with props to enhance your favourite themes e.g. brushes to sweep away leaves and so on.

8. Compatible ROMPA® Products

Contact us for information about Tobii eye-gaze products

9. Starting Up

There are no short cuts to setting this system up carefully and thoroughly. This system requires installation by a competent audio-visual engineer. Please read this whole document before beginning installation.

10. Detailed Description

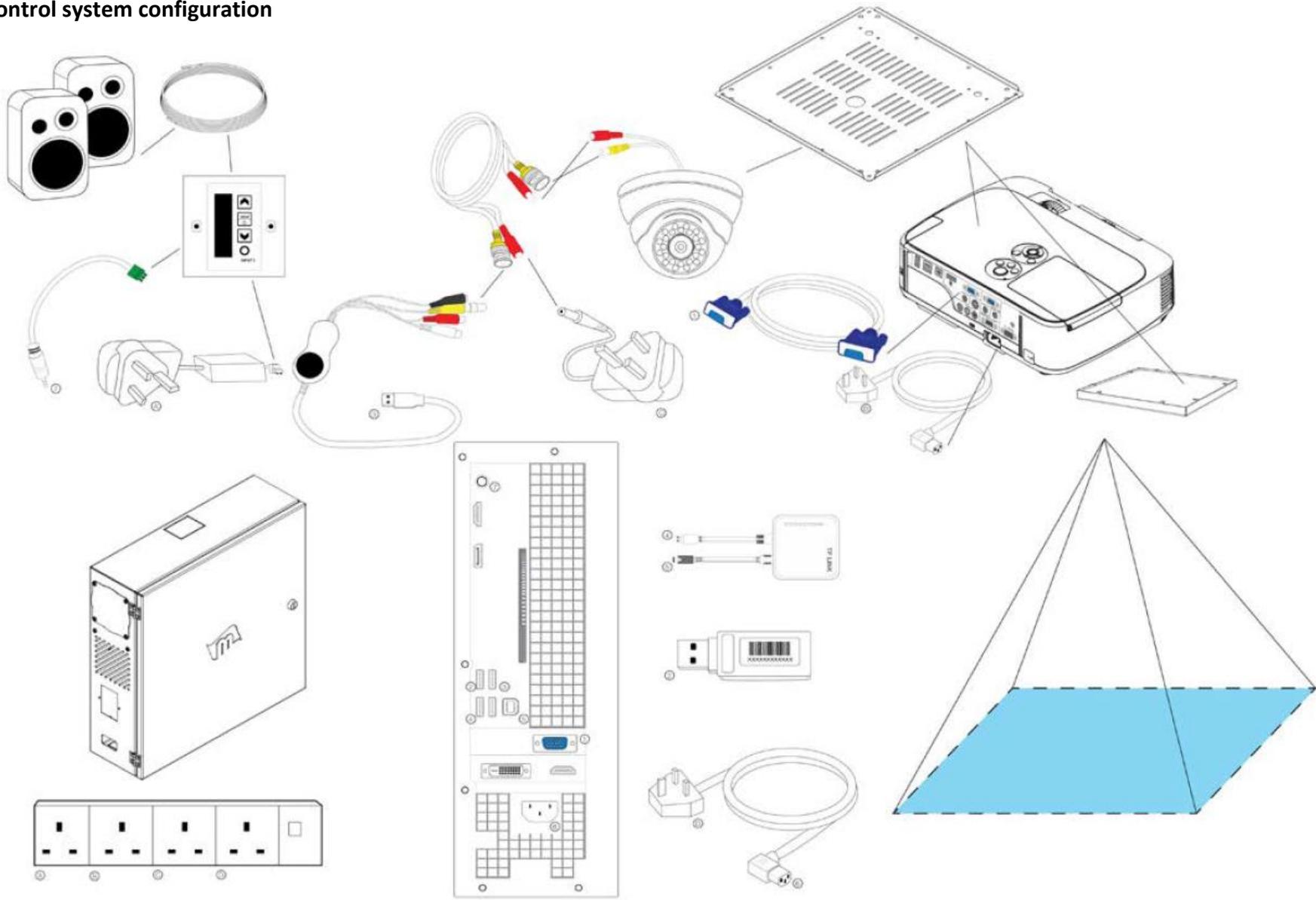
All the functionality of the Mobile Interactive Floor Projection system in a permanent location. Perfect for dedicated Snoezelen® multi-sensory rooms, for environments where infection control is an issue or where users have challenging behaviours.

In most instances, the projector is installed on or above the ceiling to project onto the floor. It is also possible to install the system to project onto walls or other vertical surfaces. An infra-red camera is required to detect movements. This camera is installed on the ceiling next to the projector. The camera feeds the live real-time video image stream into the system Apps via a coaxial cable which connects to a Composite Video USB Capture Card. ROMPA® can install this system for you – please contact us for a quotation.

Control dynamic interactive displays using gesture and movement.

- Swipe your foot across the floor to kick a virtual football, walk through a pond to make fish swim, run through leaves to scatter them all in different directions or step on the correct answer buzzer in a multiple choice quiz.
- Visual, audible and super-responsive
- The opportunities for learning, imagination, interaction and enjoyment are endless
- Empowering and encourages choice and control
- Easy to use and customise

Control system configuration



11. Safety

- Always supervise the use of this product.

12. Technical Specification

Projector: 5000 hours lamp life

Mat: The size of the mat the size is determined by the ceiling height and projector lens throw ratio.

The standard projector throw is 1.3:1 – that means that you can work out the image size by dividing the ceiling height by 1.3

For example: if a ceiling height is 2.4M – you would simply punch $2.4/1.3$ in your calculator and get 1.846mm as the answer: this is the width of the image. To get the height of the image you just multiply the previous answer by 0.75 – which in this example will provide an image height of 1.384mm

The Interactive Projection system can be connected to the internet to download content from there (either via a wired connection or using the wifi dongle stored away inside the unit).

13. Installation



The kit supplied is intended to accommodate the safe installation of the projection system on many of the ceiling types which might be found.

1. **Plate Installation for Suspended Ceilings**

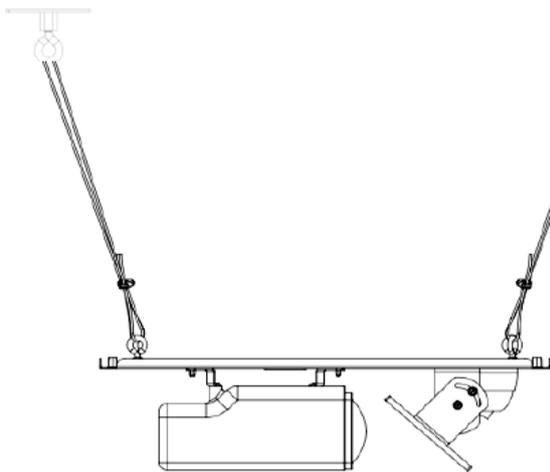
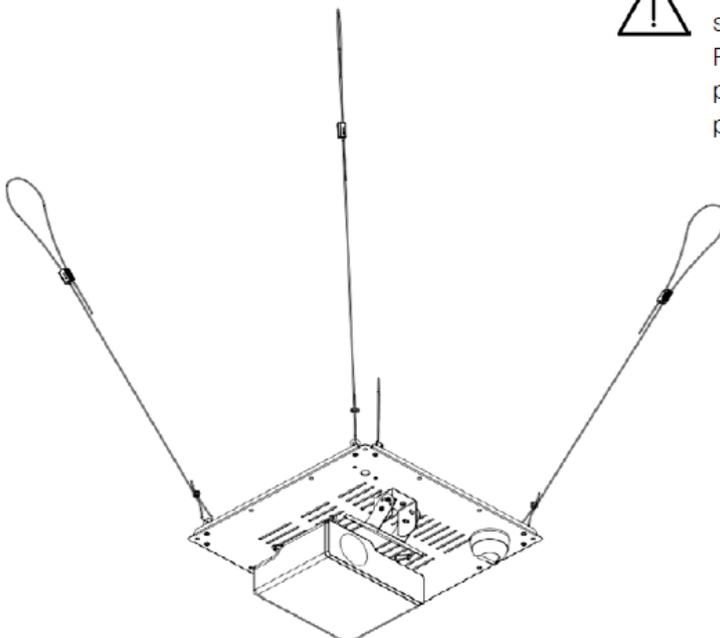


Plate Installation for Suspended Ceilings

The fully populated plate fits into a 600x600mm ceiling grid tile opening. M8 Eye Bolts are screwed into the welded M8 nut on the top side of the plate. Steel Wire is threaded through the Eye Bolt and fixed using Zip Clips (each rated to support 80KG's). The Steel Wire is used to support the weight of the plate above the ceiling. The wire can be run over RSJ Beams or fixed to concrete or timber using the Eye Bolt Nut Fixings.



Always ensure that the plate is securely supported above a suspended ceiling. Failure to comply with this requirement could prove fatal, should a user grab hold of the projector and the ceiling fall in.



2. Plate Installation for Plaster / Concrete Ceilings

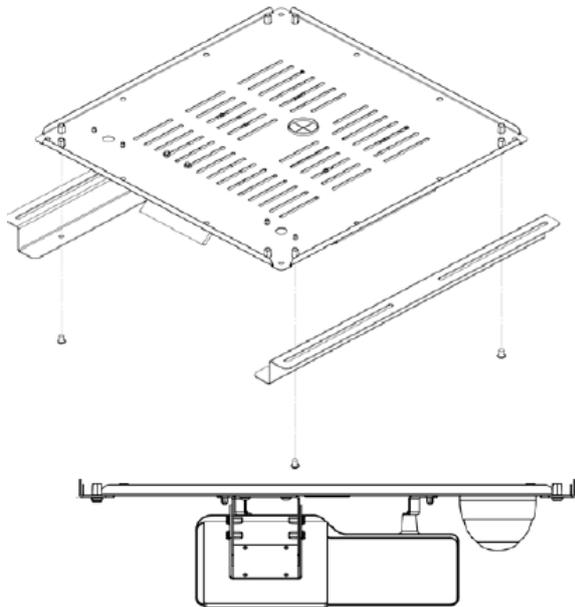
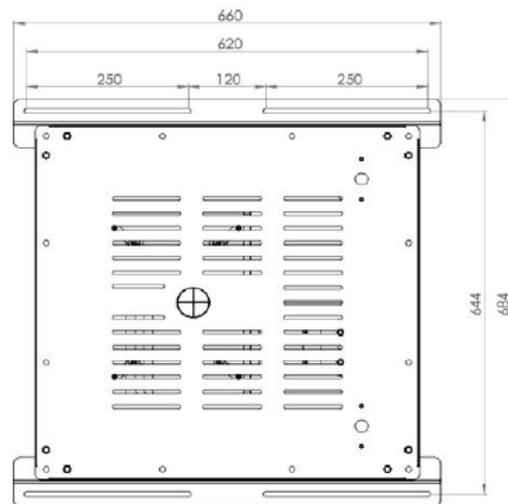
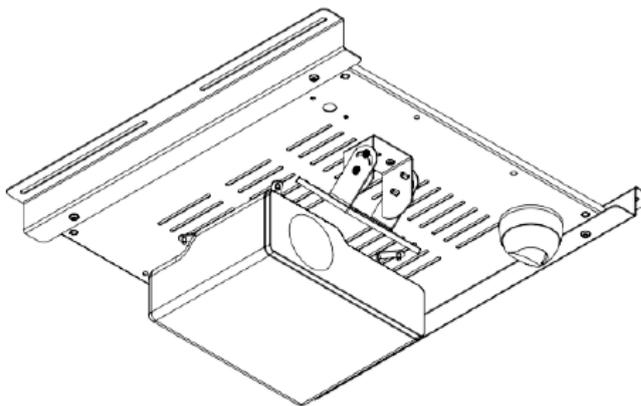


Plate installation for Plaster / Concrete Ceilings

Prior to populating the plate with the projector, mirror and camera, you will need to fix the plate to the Z-Bracers using the M6 Bolts and Washers. At this point you only need to nip the bolts up as you will be removing the plate once you have fixed the Z-Bracers to the ceiling.



In the drawing on the right you can see 2 x 250mm slots on each side of the Z-Bracer. This allows you to locate suitable fixings into timber / concrete. You need to ensure a minimum of 4 secure fixing points are established.



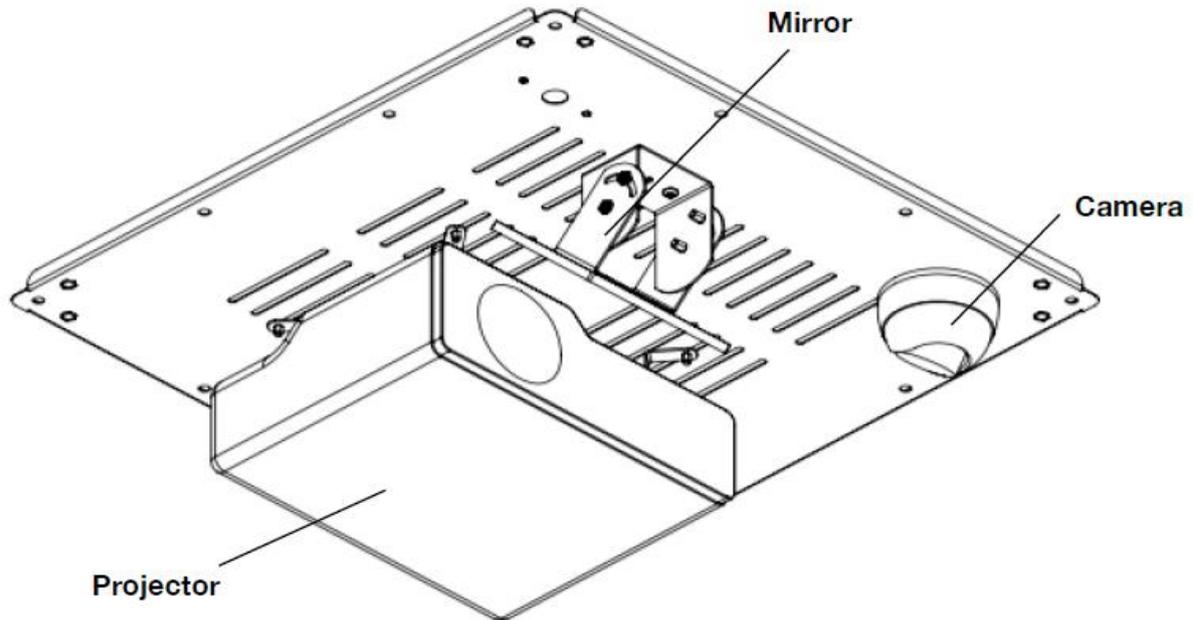
Once the Z-Bracers are fixed to the ceiling, you can remove the plate by undoing the bolts and sliding the plate out. The populated plate can be slid back into place when completed. Remember to tighten up the M5 Bolts when the plate is in place.



Always ensure that the Z-Bracers are fixed into timber when installing on to a plasterboard ceiling.

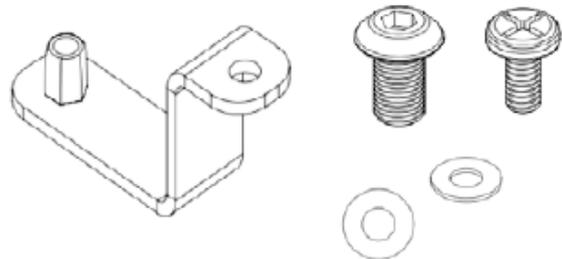


3. Plate Assembly



Mounting the Projector

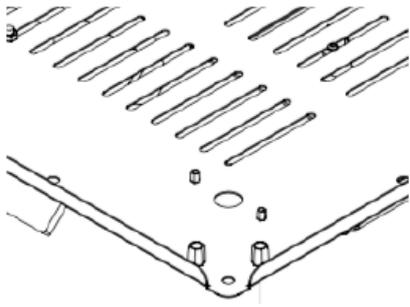
Fix the brackets to the underside of the projector using the M4 Bolts and nip them up finger tight allowing them to rotate slightly. The long side of the Projector Angle Bracket Fixings sit flush to the underside of the projector mounting plate, as shown in the image above. Fix brackets using M5 bolts and washers from the topside of the plate.



Projector alignment

The projector needs to be straight, otherwise you will have problems when you try to line up the mirror later on. Make sure your spacing matches the image above with the projector sitting within the middle and rear set of slots. This leaves the front row of slots available for the mirror.

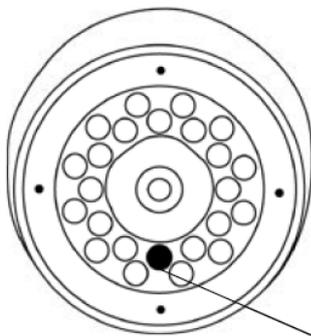
Mounting the Camera



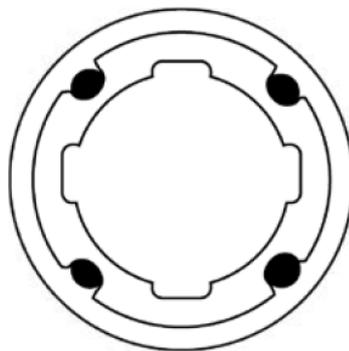
The camera can be mounted on either side of the plate. Detail on the left shows a 20mm hole with and 2 x 5mm holes. The camera cable threads through the 20mm hole and the Mounting Ring fixes to the plate using 2 x M4 15mm Bolts.

The Camera separates into 3 parts as shown below.

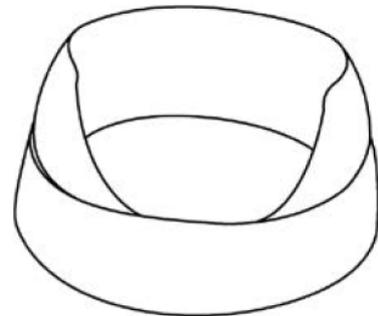
Eye Ball Camera



Mounting Ring



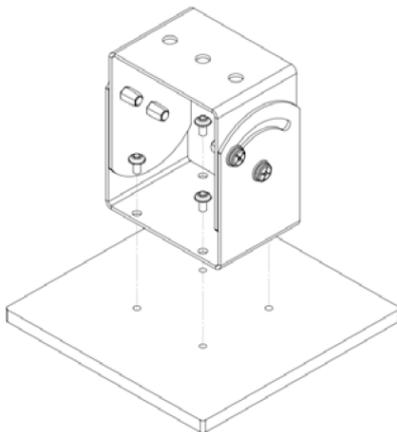
Outer Casing



Camera Orientation

Make sure you orientate the camera correctly. The black Photo Resistor should be positioned at the point furthest from the projector.

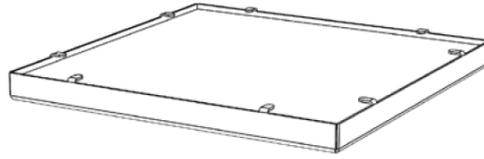
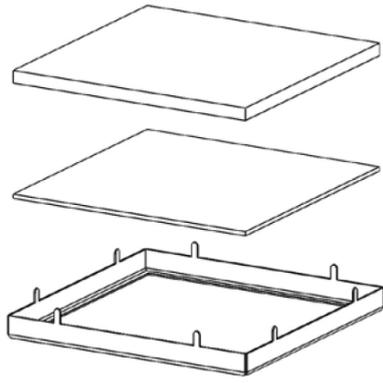
Mirror Bracket Assembly



The Mirror Bracket fixes to the Mirror Board with 4 x No.8 x 5/16" Screws and then to the plate using 3 x M5 Bolts, Nuts and Washers. The centreline of the mirror needs to be on the centreline of the projector lens. It is important that you keep the bracket straight to prevent the image from warping or skewing.

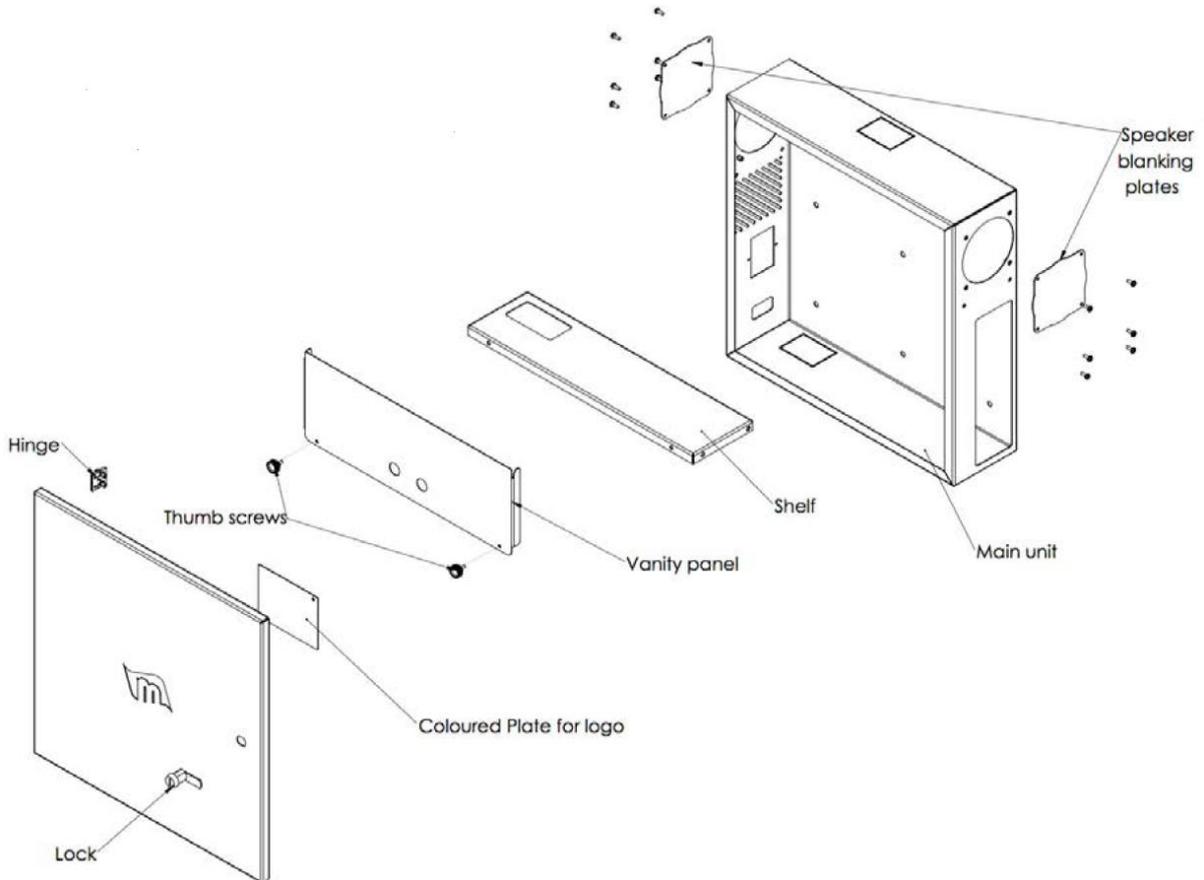
Mirror Safety Frame

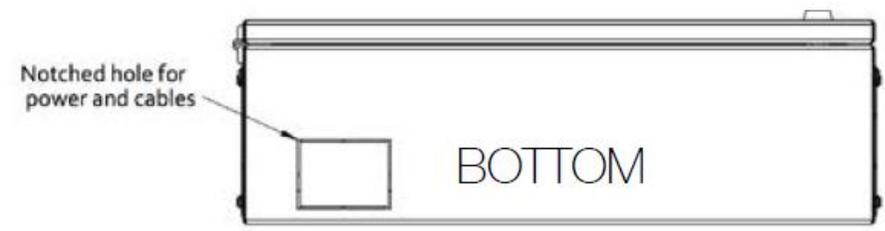
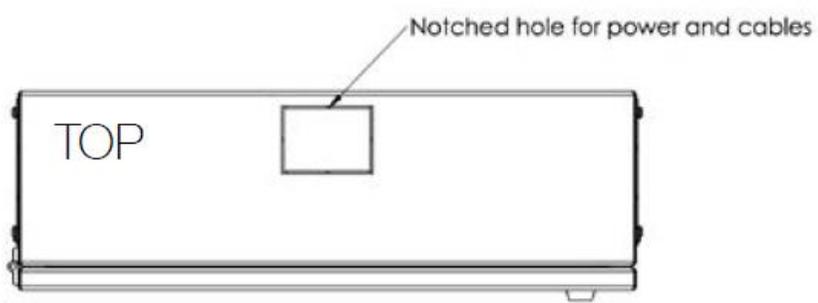
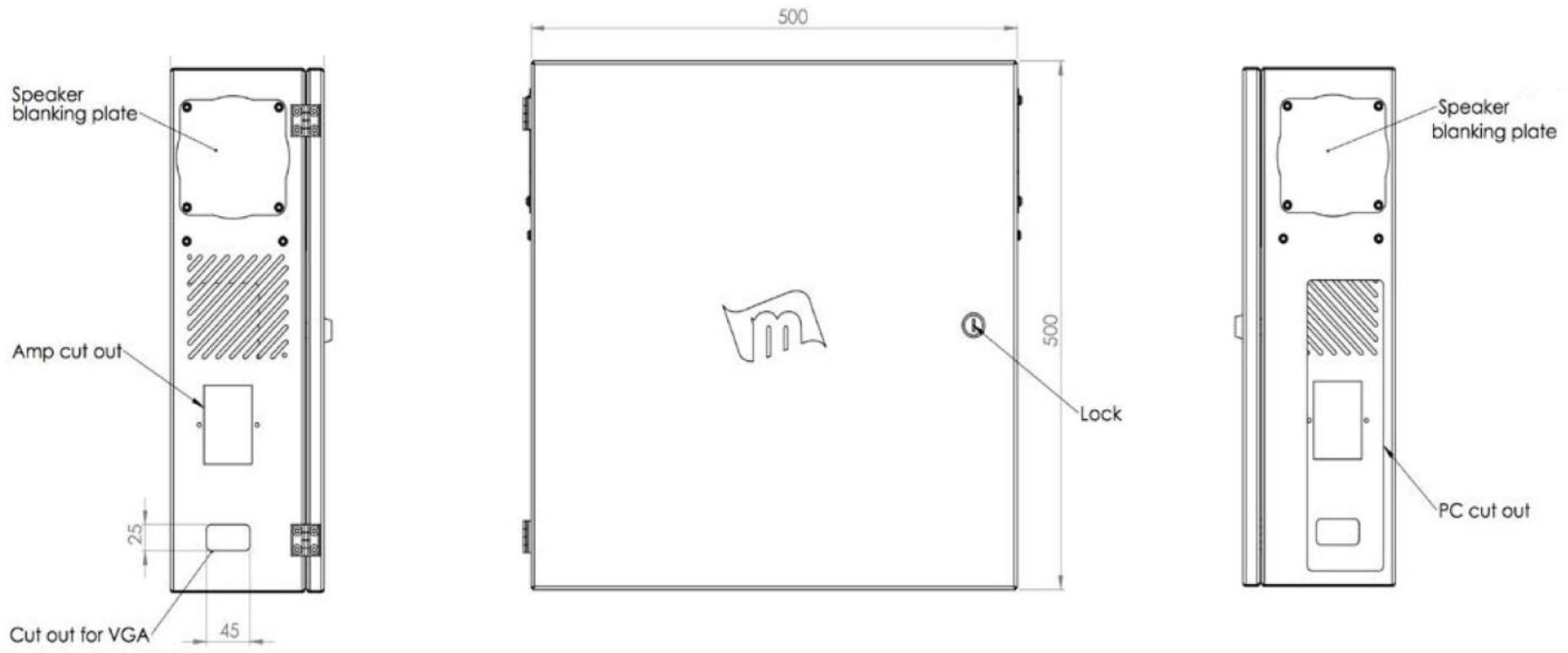
The Mirror is attached to the wooden board using 8 adhesive pads and fixed with the mirror frame as shown below:



Do not remove the protective film on the mirror until you have securely fixed it to the plate

Wall Rack



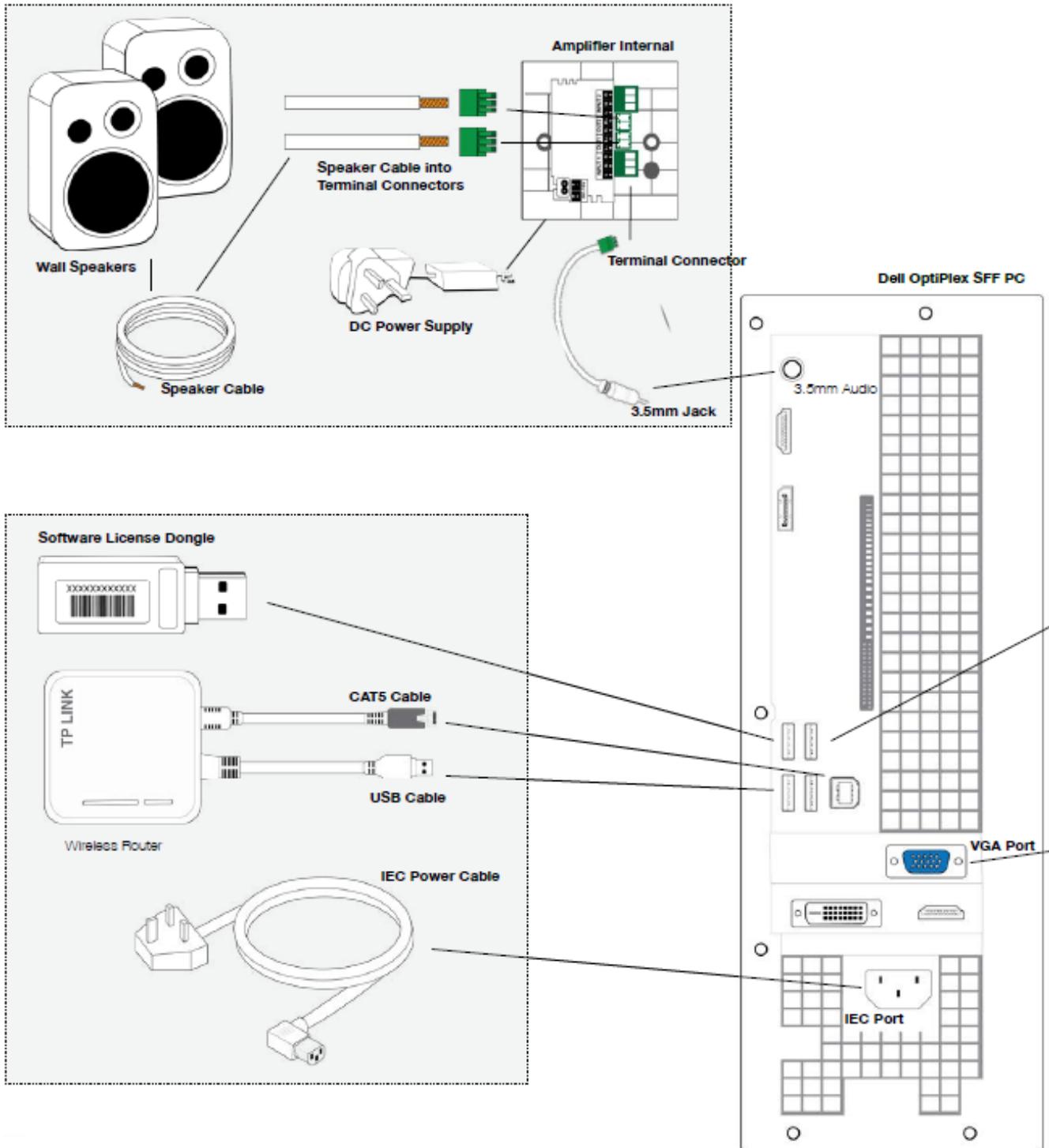


Fixings

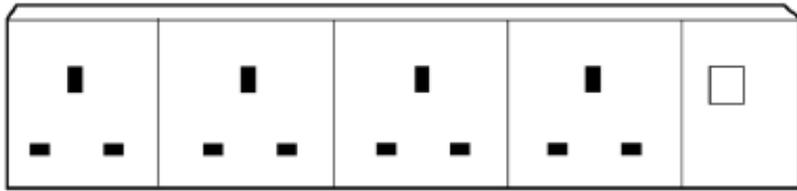
Ensure that you use the correct fixings.

Cabling

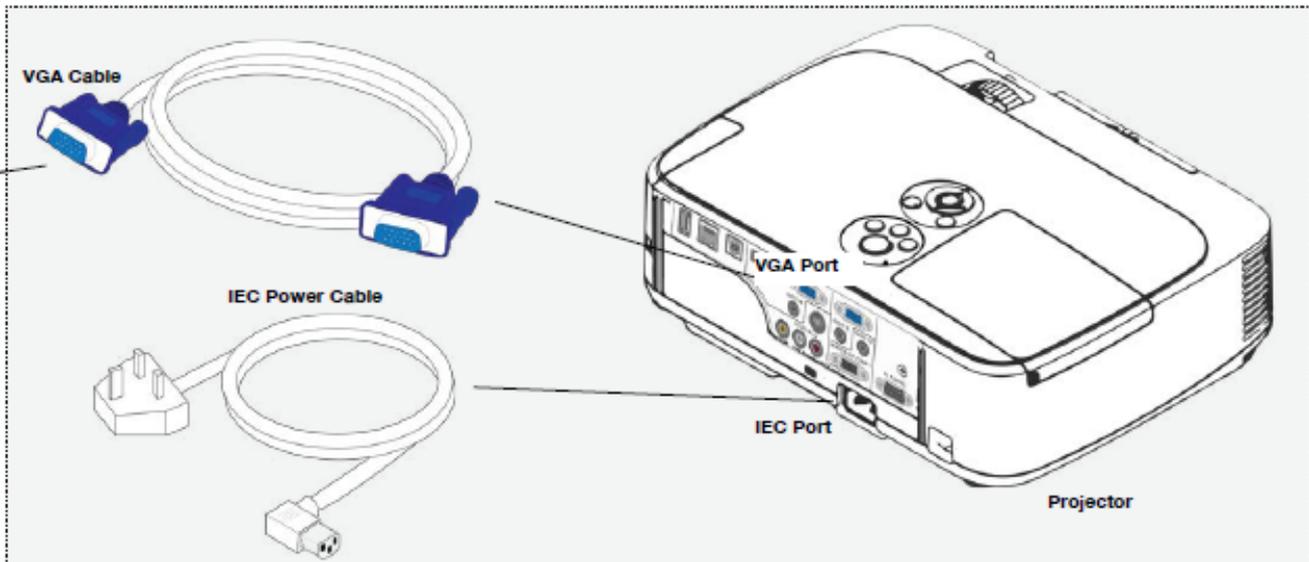
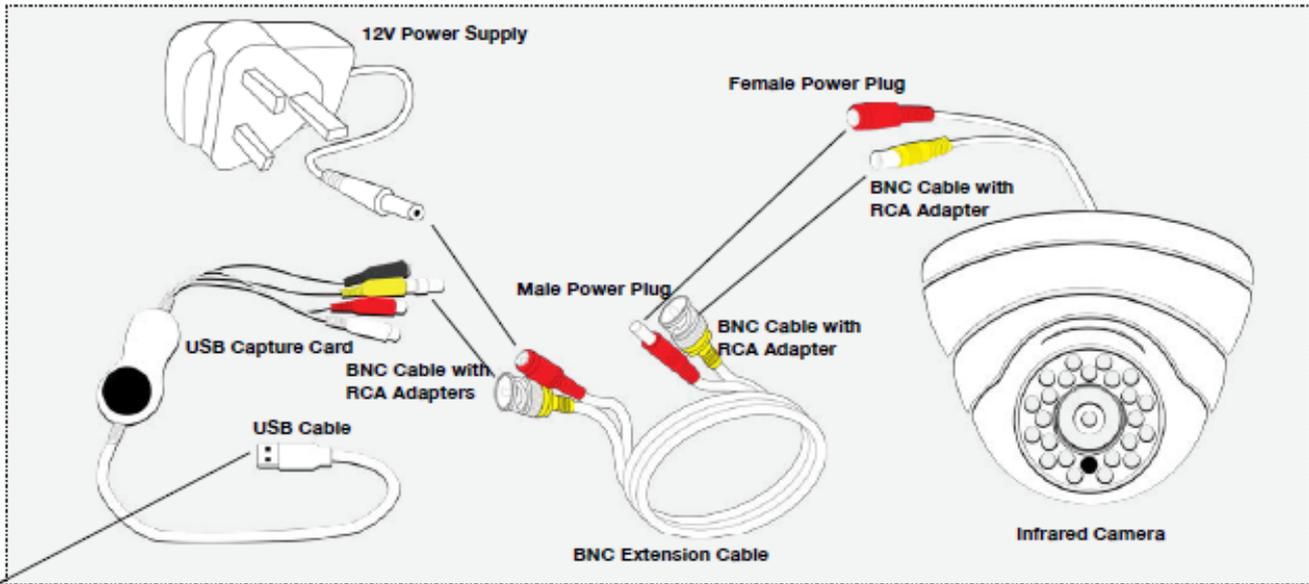
N.B. Place this page to the left of the next page to see the complete set up



NB Please ensure all cabling is neat and tidy, using surface mounted conduit



4 Way Extension Cable



Commissioning

Power On

Power on all hardware plugged into the 4 way. When PC boots make sure projector aspect ratio is set to 4:3.

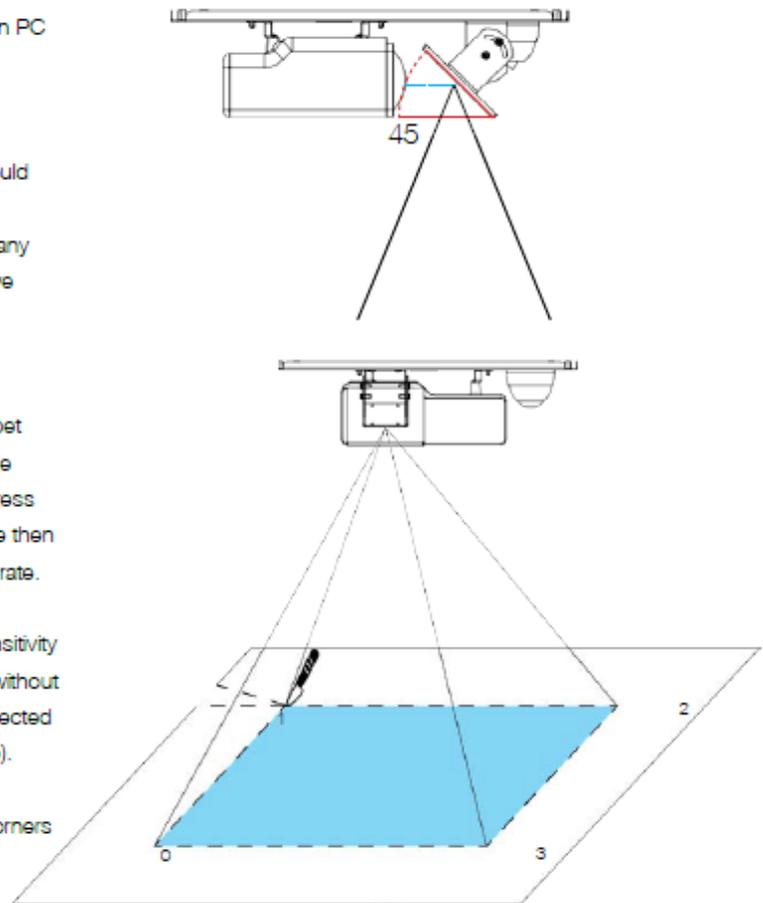
Align the Mirror

Tilt the mirror into position. The projected image should hit the mirror at a 45 degree angle so the projection falls directly below it. This will avoid keystoneing and any unwanted outer edge haloing as a result of excessive keystoneing.

Calibration

When the PC boots it loads straight into Magic Carpet software. At this point you will be able to calibrate the system and align the camera in the MC software. Press ESC on Keyboard to window Magic Carpet software then click File to open drop-down menu and select Calibrate. This will load the calibration window where you can calibrate corners to match the projected image. Sensitivity should be between 3-8 (system should not trigger without interaction so watch for motion in the interaction detected window) Camera correction should be set to 0 (zero).

NB: Retro-reflective material can be placed in the corners helping to reflect the IR Light and make it easier to precisely match the corners. Think high-vis jacket!



Run a couple of apps to check interaction is responsive on the surface, pay attention to the edges. The system should respond immediately.

Cut Vinyl

Once all in place, you can commit to cutting the vinyl. Layout vinyl so you can see projected image. Align to nearest edge of the vinyl to minimise the number of cuts needed. When vinyl is aligned, using a straight edge and knife, cut accurately using moderate pressure. There should be approx 5mm edge all the way around the image to allow for movement over time. If you cut to the exact edge you run the risk of having the image spill over.

The vinyl should be left flat following installation so it adjusts to the flat surface.



Trip Hazard

Edge of the vinyl is a potential trip hazard.

Testing

- Test iOS/Android App Connectivity: Connect your phone/tablet to the Magic Carpet to ensure the router is working and that you can control the system.
- Router SSID: MagicCarpet: Password: magiccarpet.
- Default IP for IOS APP: 192.168.0.200
- Test Run Magic Carpet Apps: Football, Fish Pond and a couple of other apps from your Phone or Tablet to make sure the software is responding as expected and that you can hear the audio, as well as see the image.
- Run through a full system shutdown including, PC, Projector etc. Once powered down kill power to 4 way. Now turn on power and restart PC and Projector. Software should again load on start up.

Operation

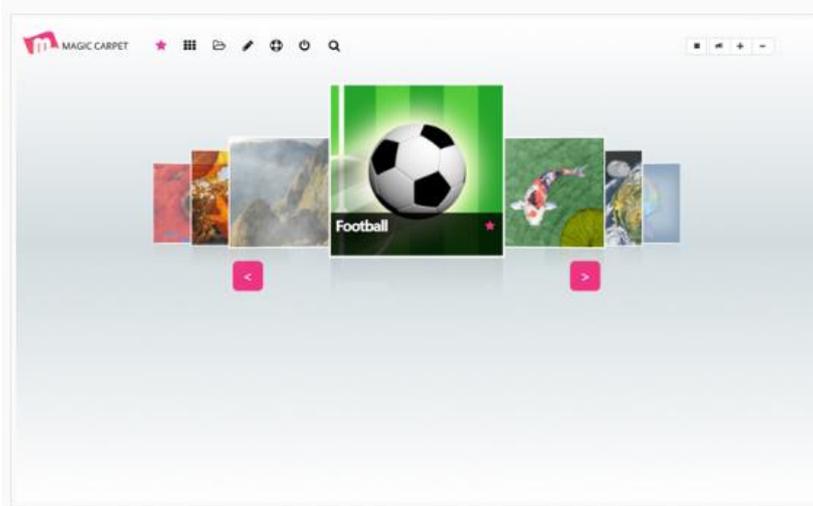
1. Press the power button on the PC.



2. Using the ON/OFF button on the remote control, turn the Projector on. You may have to press and hold the button for a second or two for the projector to respond.



3. The system will now turn on. First the PC will boot up and then the floor projection will appear. You will see the system user interface - the Favourites section which acts as a kind of "home page".



4. Switch the keyboard on. Remember to switch this off after use to preserve battery life.



5. If you try to step on one of the buttons on the floor, it will not work yet. You can control the system through a device such as a phone or an iPad. If you have a suitably configured iPhone, iPad, Android Device or Tablet, simply find the App and press it. This is an optional (not necessary) way to control the system.



Controlling the Software

The system is easy to work with and allows different devices to be used to control the software. For admin/support reasons a wireless keyboard is supplied with every system, but there are better ways to control the system. The control options are:



Control app for Android and iOS Devices (Magic Carpet Control App). Download the free app from the App Store / Google Play Store. This app provides full control over your system from any tablet or phone.



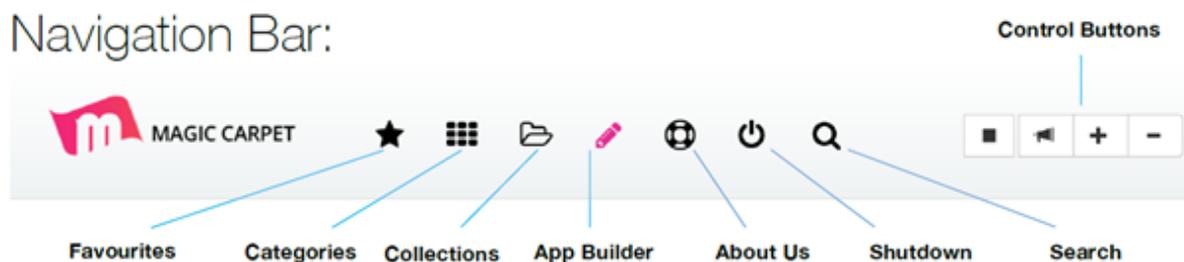
From a web browser on a PC / Laptop / Windows Tablet connected to the same LAN/WLAN network as the system's PC. This involves connecting to the system's PC via the machine's IP address.



Wireless keyboard connected directly to the system's PC – this is included with every system. This provides direct access to the system and allows you to control all aspects of the software. To EXIT a running App, press the ESC key.

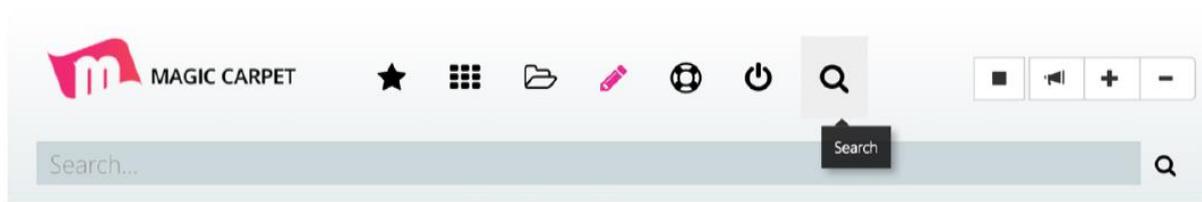
User Interface

Navigation Bar:



The Navigation Bar remains visible no matter where you are in the program. Clicking one of the icons will open the corresponding page or activate the function.

Search



'Search' helps you to find something specific in the apps and collections. Type in the search box and the software will begin filtering your search.

Control Buttons:



Close a running app!



Mute sound on/off



Increase the volume



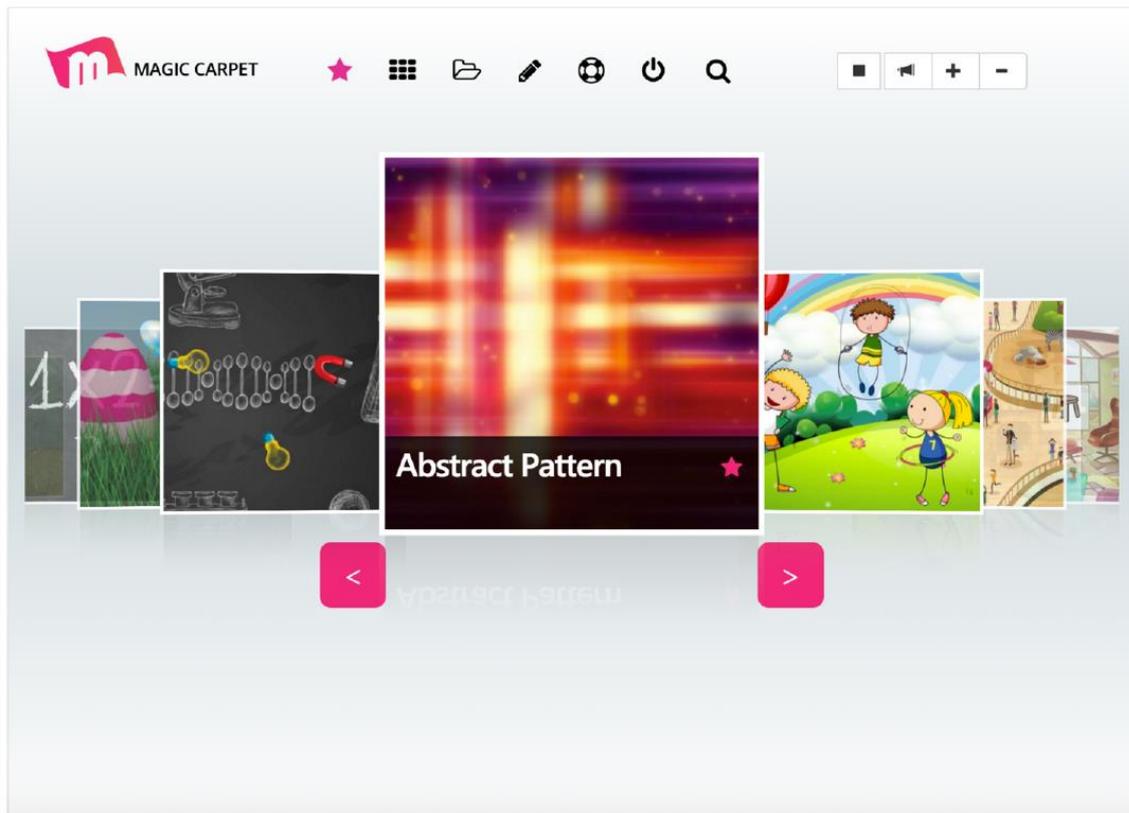
Decrease the volume

Shutdown

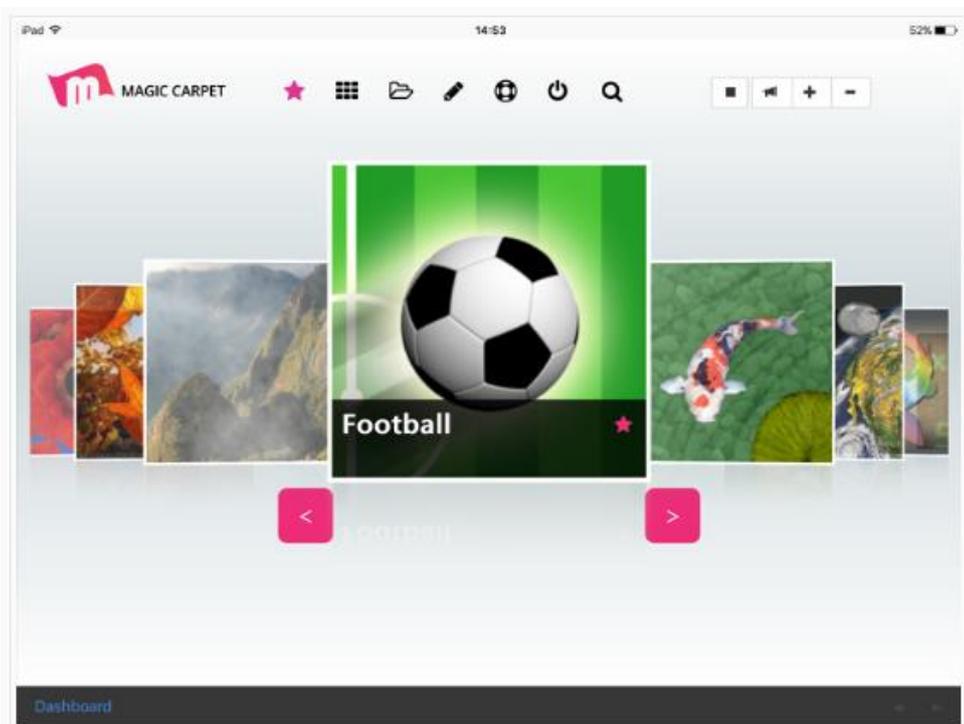
The system can be shutdown by simply clicking the Shutdown button. Once clicked a prompt window will appear to ask you to confirm that you want to shutdown. Click 'Continue' to shutdown the system.

Favourites

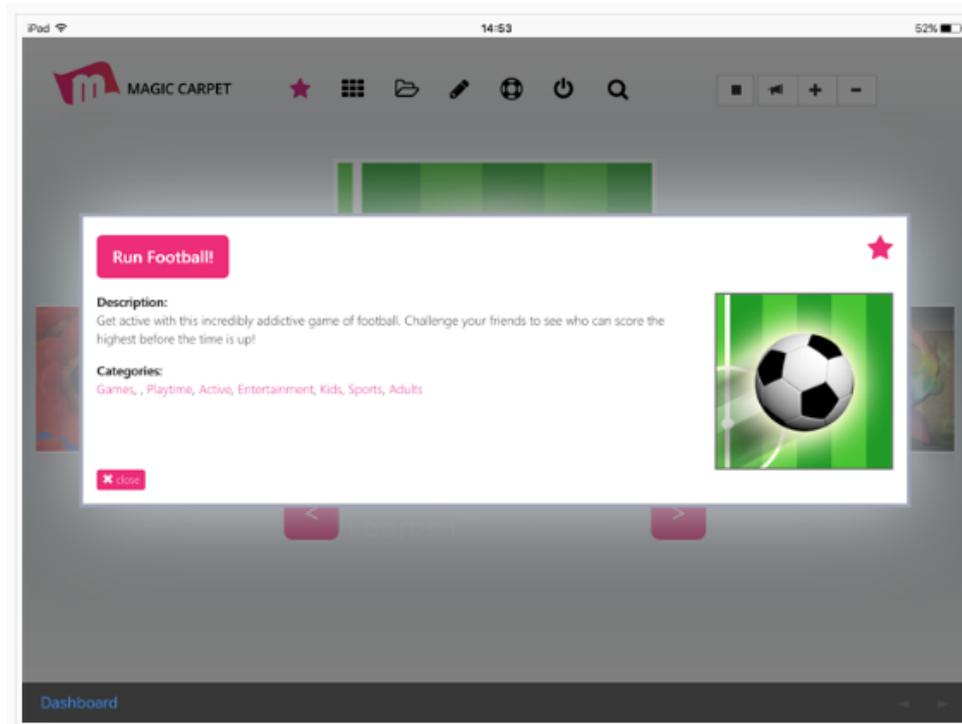
The Favourites screen acts as the home page of the software. Use the arrow buttons or click left/right of the centre to browse and run your favourite apps without having to navigate anywhere else.



3. The App will load a new screen like the one above. Click the largest shown App square in the case above 'Abstract Pattern'. In the case below, Football.

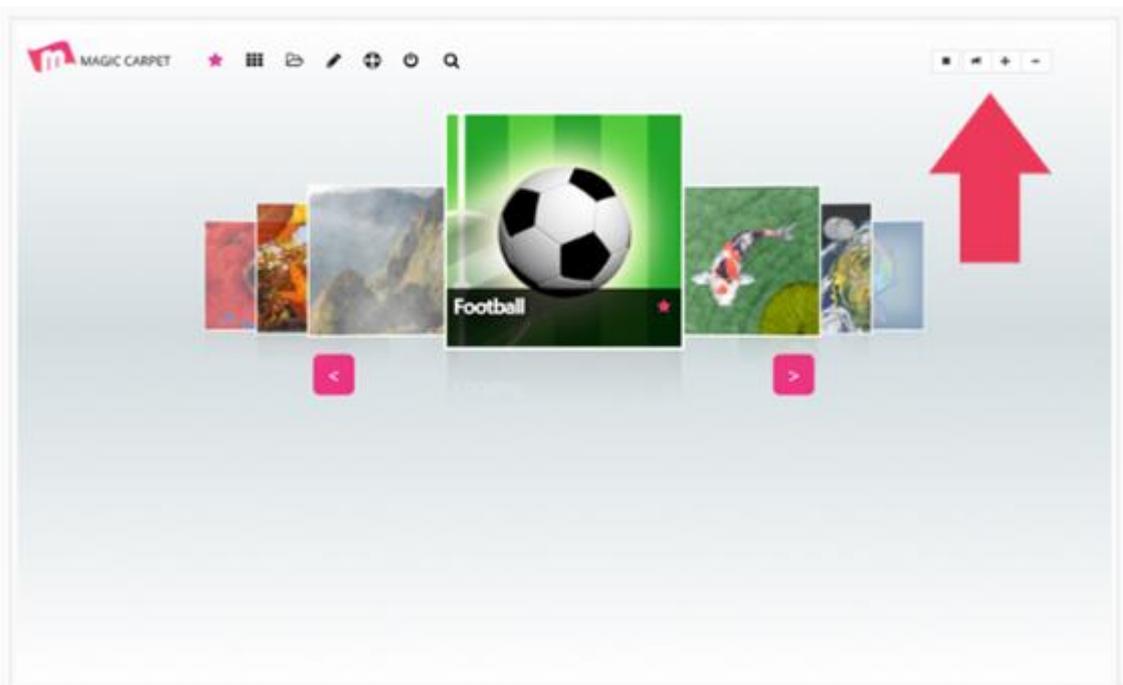


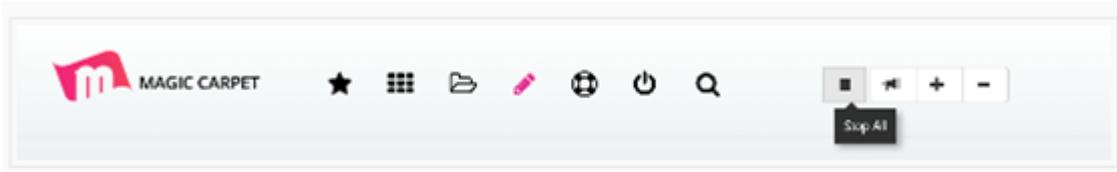
4. This will bring up the Run dialogue. From here simply press the pink button that says 'Run name of App' e.g. 'Run Football' below.



An App is a program that users can control and interact with using movement on the surface of the projected image. There are more than 500 Apps to choose from, and each one has a description to help you decide which one you want to use. When you start creating your own Apps this description will become a helpful tool for helping you and your colleagues to find Apps as you can add an overview of what each App does.

5. The App is up and running and ready for use.
To stop an App, press the Stop button in the controls at the top right of the screen of your device:

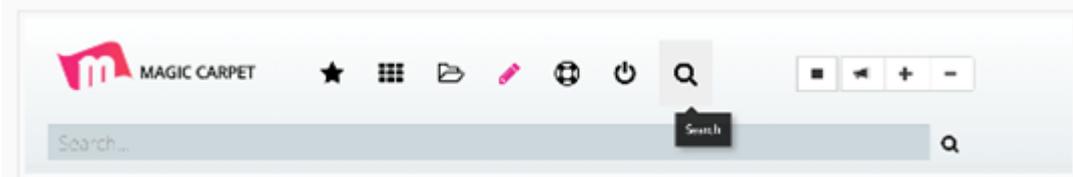




You will notice that after the App stops, the floor projection displays a logo instead of the user interface that was displayed before. This is because all the control is now carried out using the system controller App on your device. You control which App plays and stops using the control App. You will see the logo between Apps.

- Throughout the system notice the use of pink stars to allow Apps to be quickly added to Favourites. Apps can be added to Favourites from anywhere in the software. Click a star and the App will be added to the home page Favourites. To remove an App, click on the pink star and it will become grey.

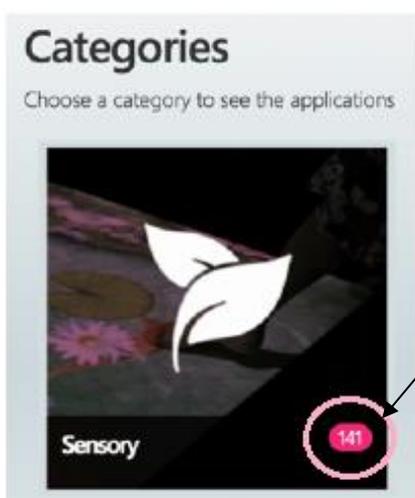
To find the Apps you want amongst all the ones available on the system, make use of the Search function. Along the top of the Control App screen, you'll see a small magnifying glass icon:



Click on this to reveal the search bar. Enter your search into this bar to bring up matching results. When you find the App you want, simply run it as described earlier.

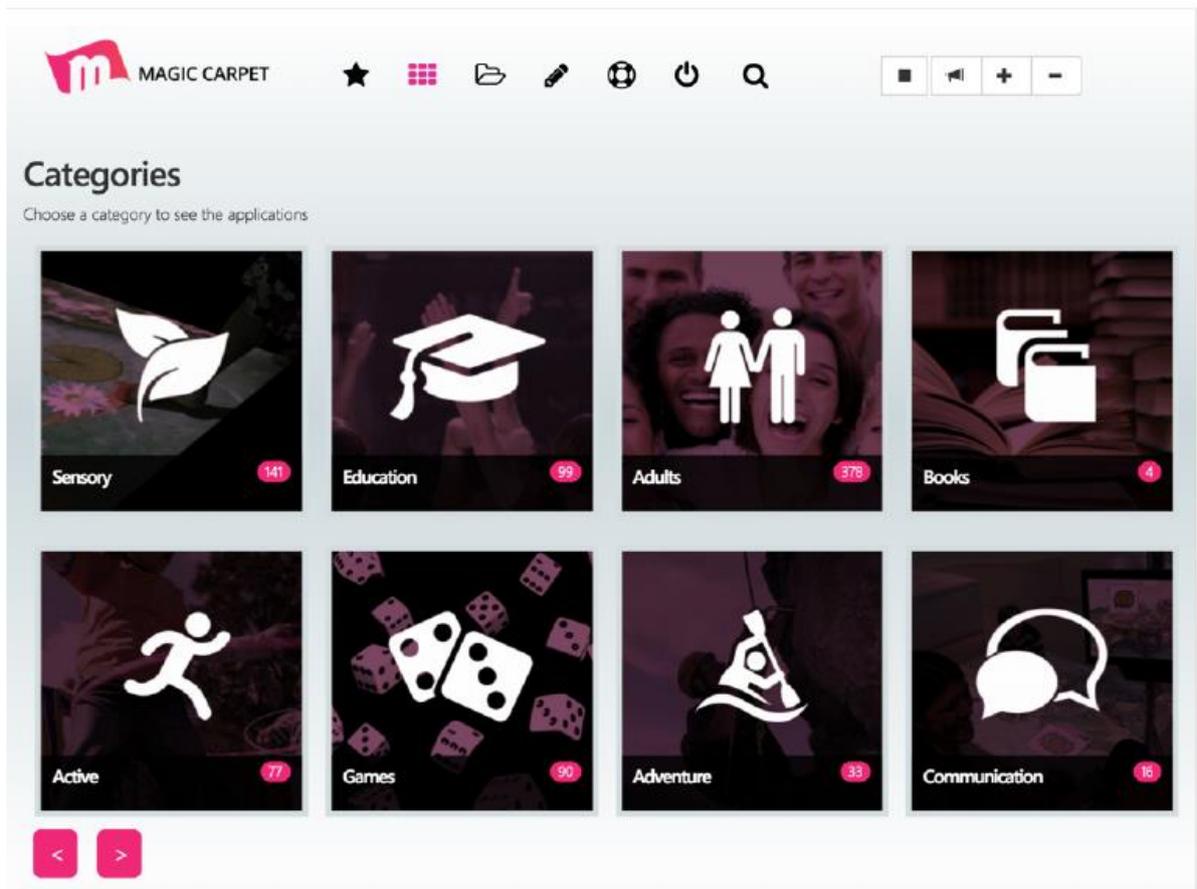
Categories

The system has 25 App categories to make it easy to classify and group Apps. Apps can appear in more than one category.

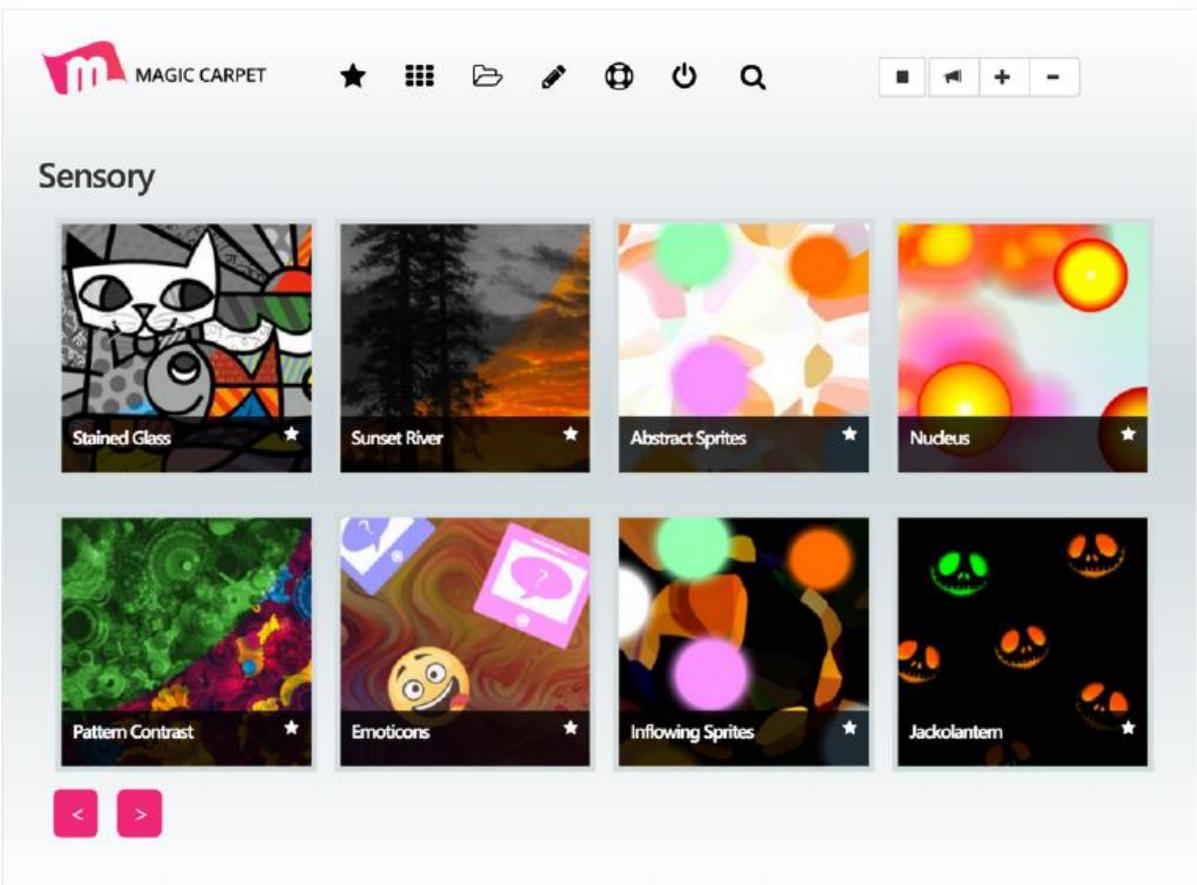


The number of available Apps in a specific category are shown in the pink app count notification field next to the category name.

To browse categories, use the arrow buttons to view the 25 App categories.



Once the category is open, browse the Apps in that category using the arrow buttons.

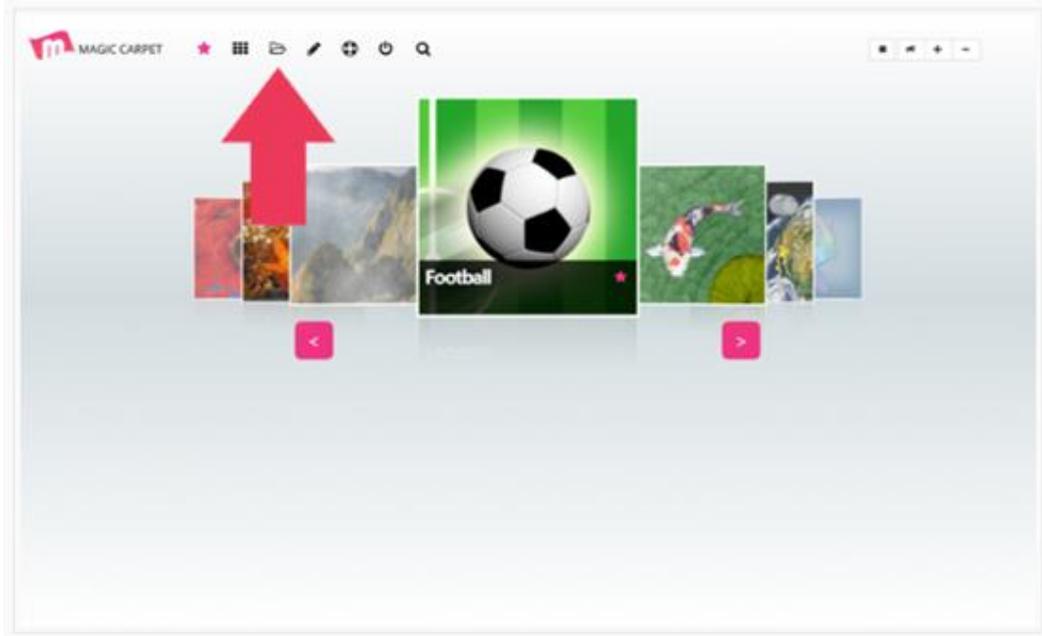


My Collections

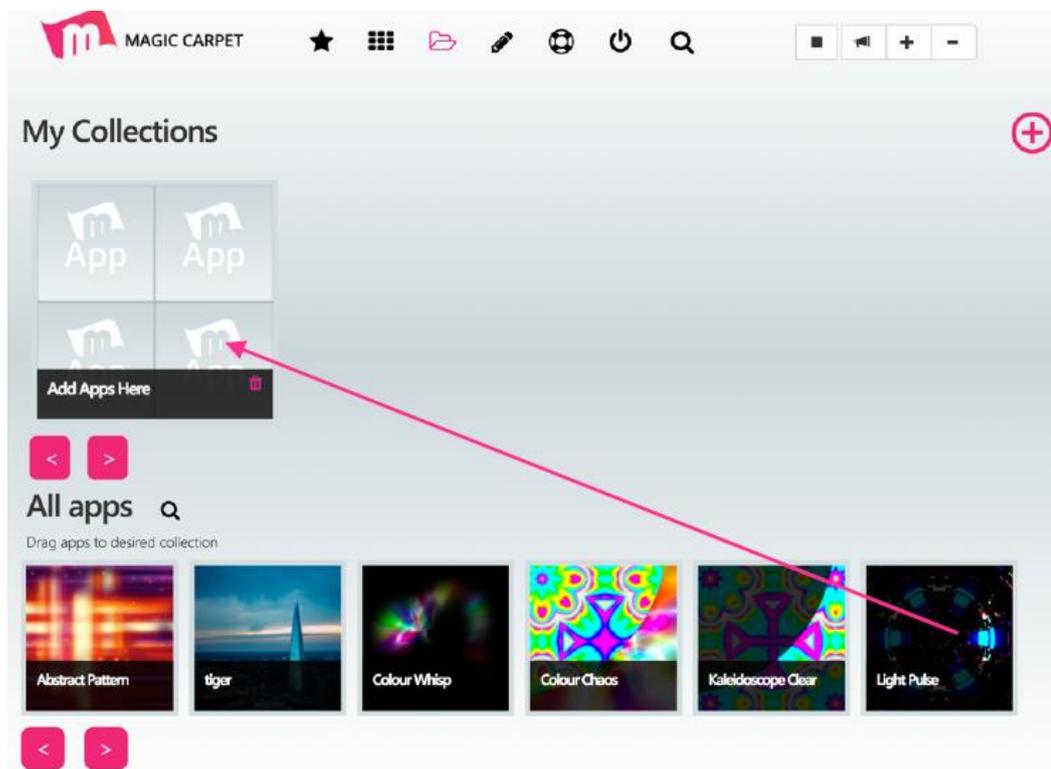


This is to help you group Apps so you can easily retrieve them. In other words, to 'bookmark' an App that you really like, you can gather all your favourite Apps in a common place unique to a particular person, group, class, time of year or session. These are known as a Collection, and you can create as many of these as you like.

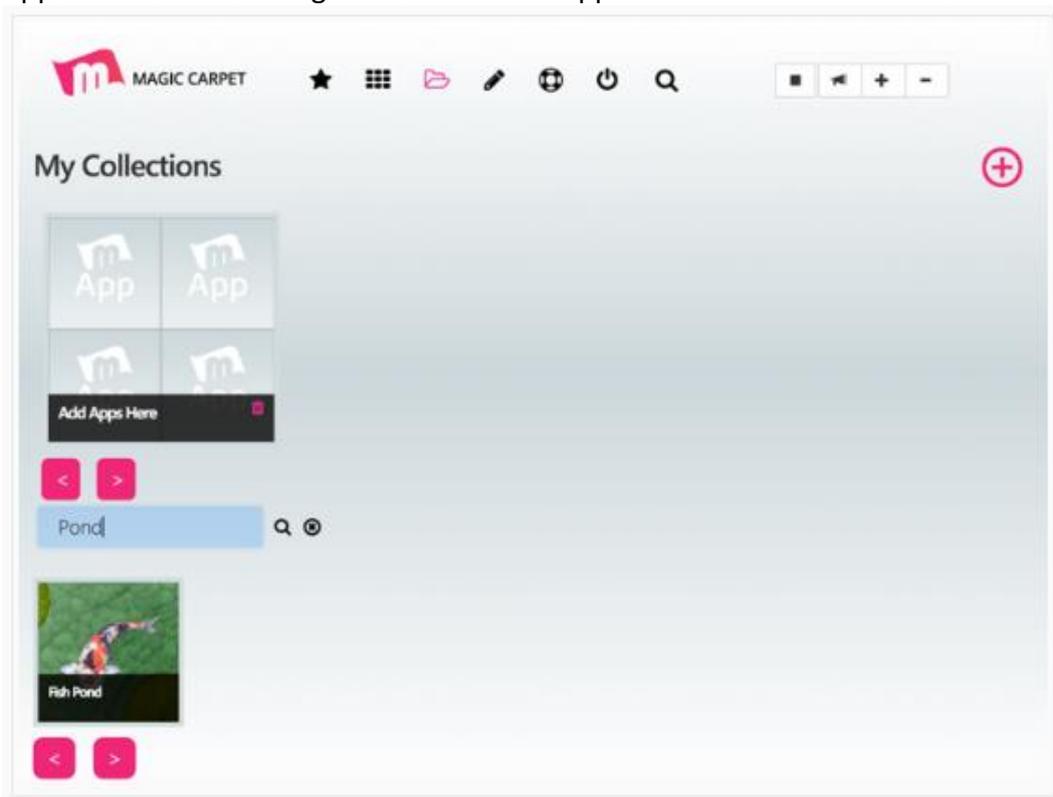
Load the Collections section by clicking on the small Folder icon along the upper part of the screen:



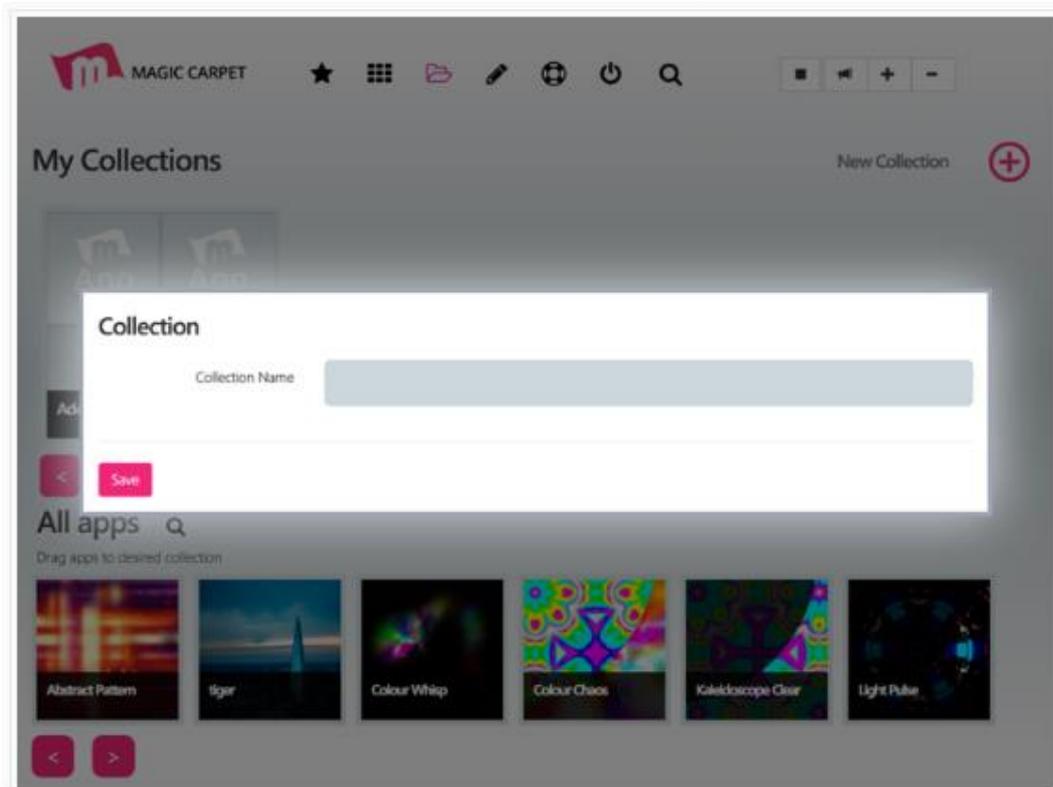
To add Apps to a Collection, simply click/touch and drag the App icons from the All Apps section at the bottom into the empty Collection frame. You can place as many Apps as you like into your collection.



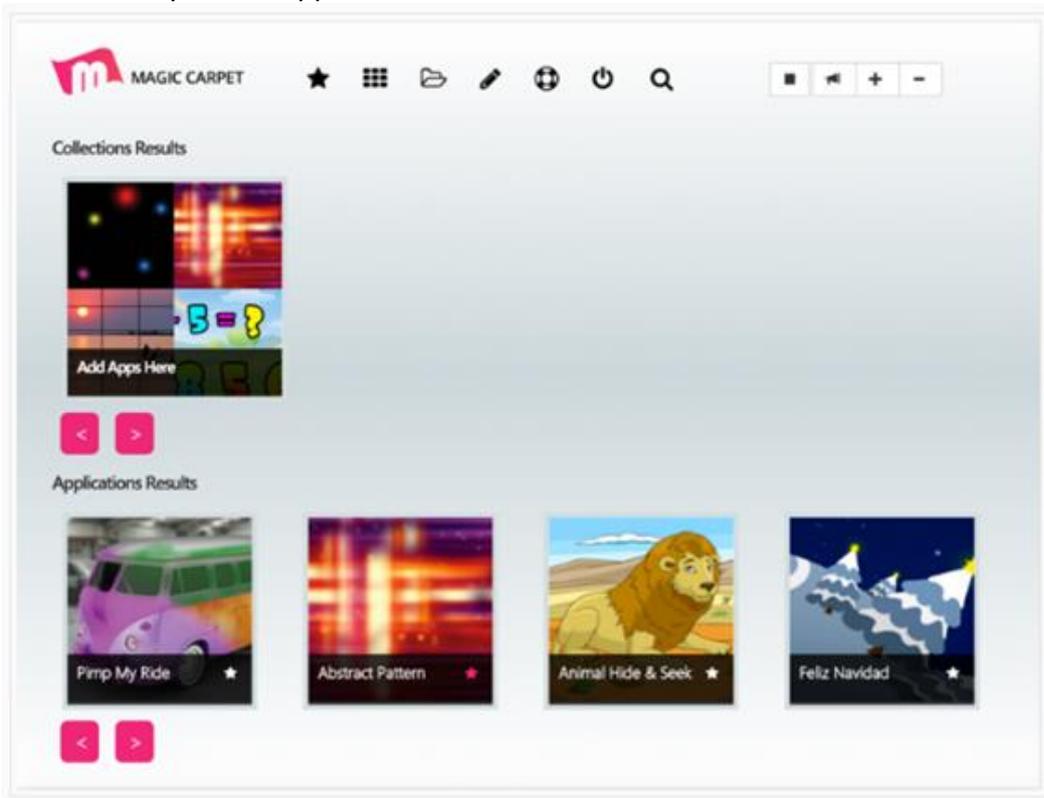
The Search icon next to All Apps will open an App search bar to make it easy to find specific Apps. You can then drag the search result Apps into the Collection frame.



To create a new Collection, click the pink + icon on the right of the screen. This will open the Collection name window as shown below. Enter your chosen Collection Name and Save.

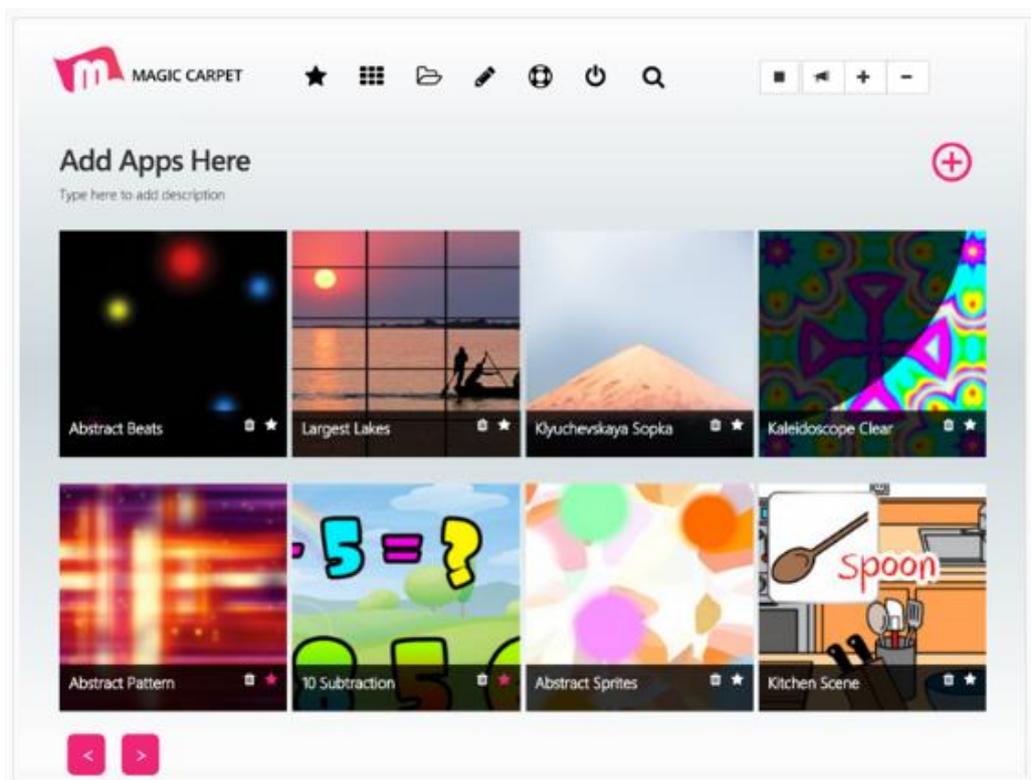


When you have added Apps into a Collection, the Collection window will display the four most recently added App icons.

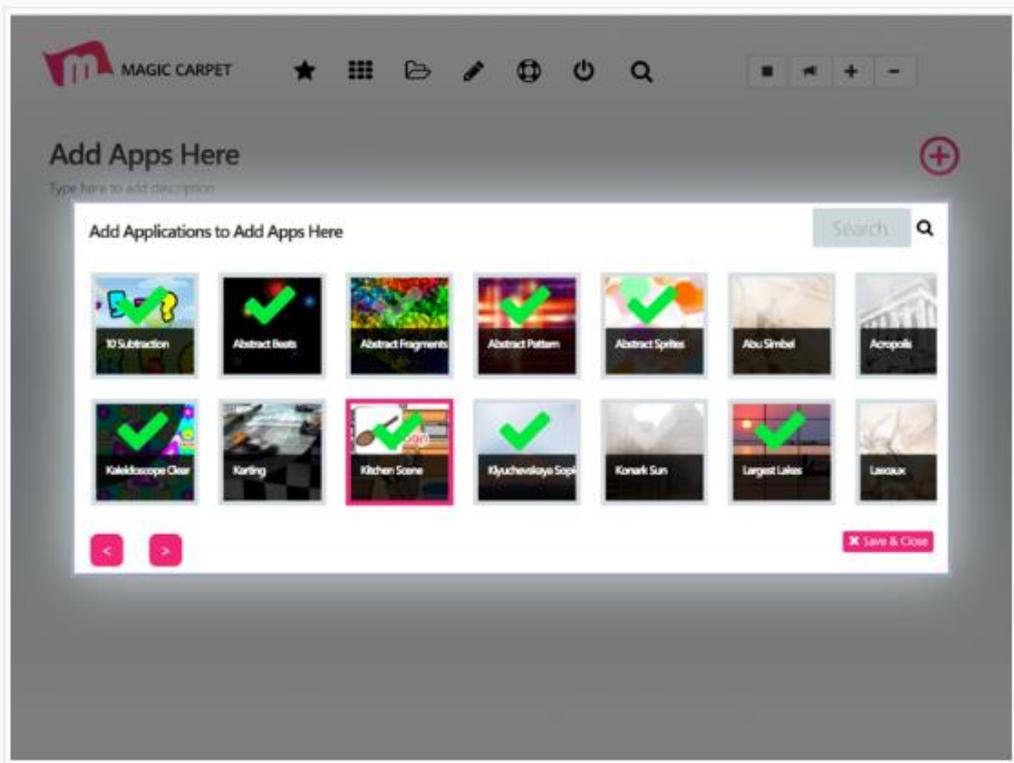


Enter the Collection to see and run the Apps you have added.

It is possible to add more Apps into a Collection by opening the All Apps Modal window as shown below. This is opened by clicking the pink 'New Application' button at the top right of the screen.

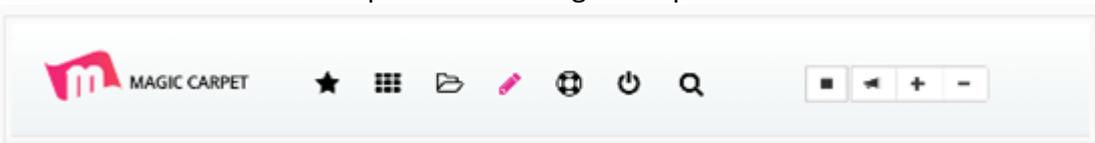


To add more Apps to the Collection, touch/click the App icons. When selected you will see the tick light up as shown. Select Save & Close when you have finished and the Apps will appear in the Collection.

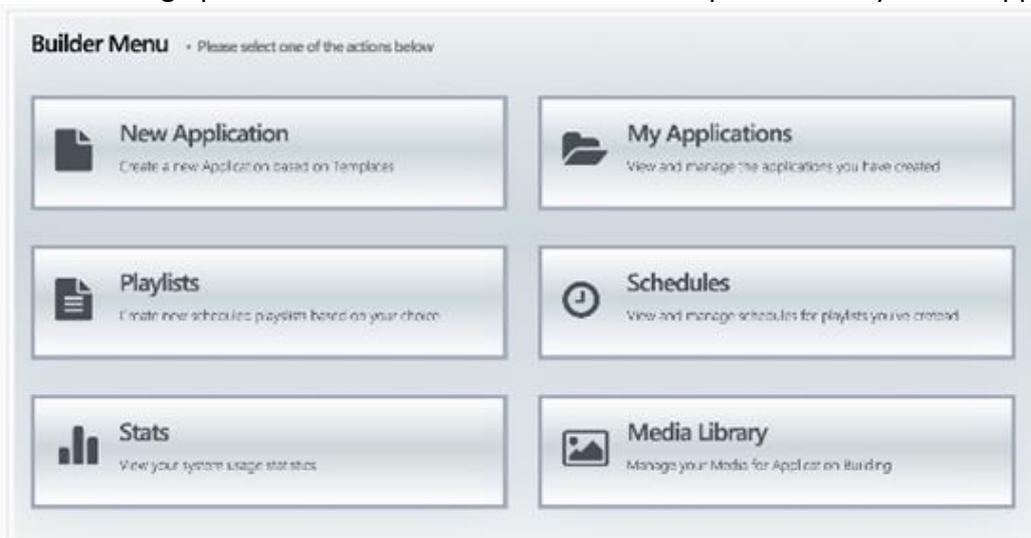


Creating Apps – App Builder Menu

Use the system's App Builder to make your own custom Apps easily. Click on the little pencil icon along the top menu bar:



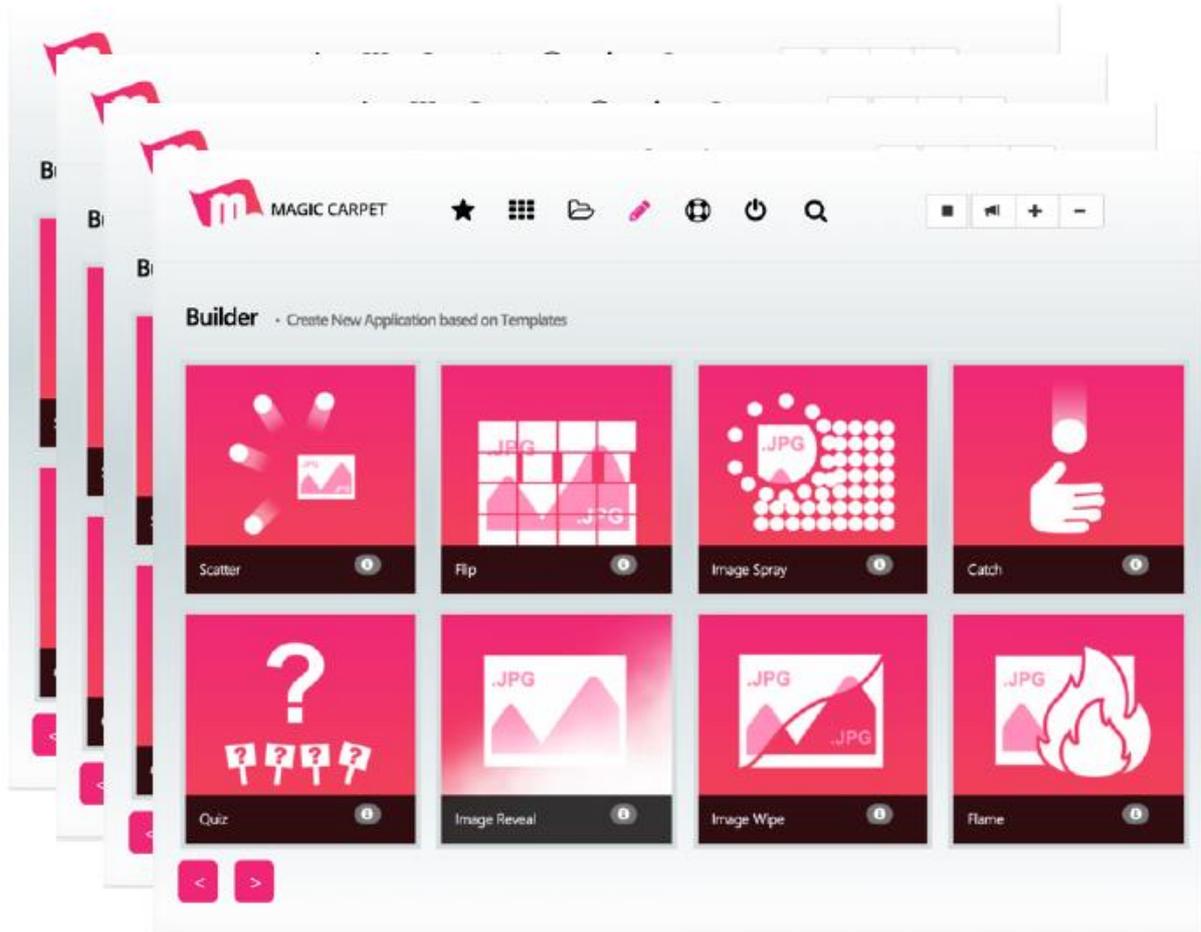
This will bring up the Builder menu. Click on the first option that says 'New Application'.





New Application from Template

Use any one of the 35 included templates to make your own Apps. There is a convenient drag and drop wizard that walks you through each step in a clear way. To open a template, click on the template icon.



Each App in the system has a theme that it is built from.

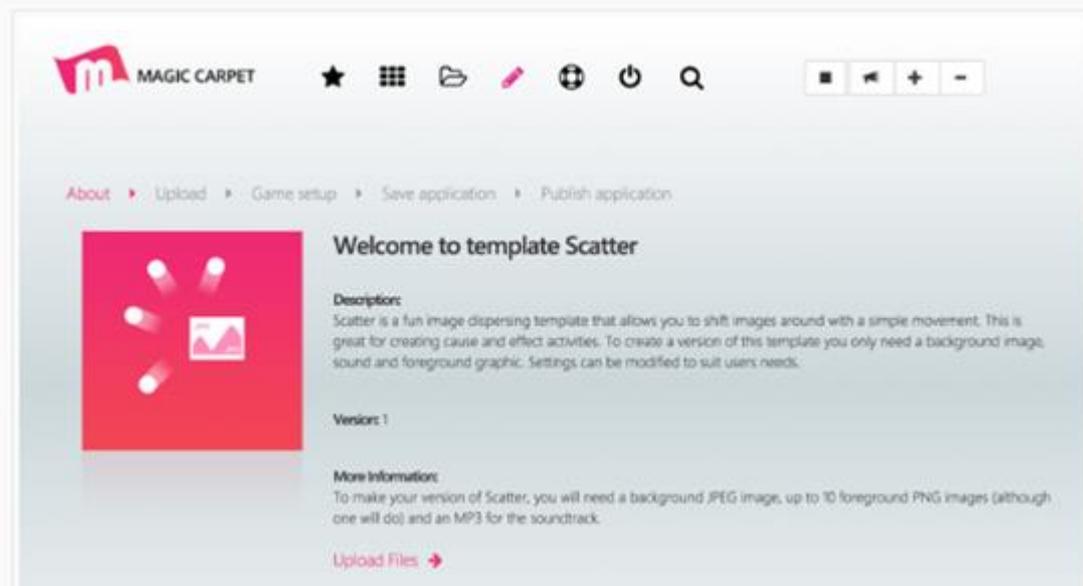
For example, the 'Poppies' App was built using the 'Scatter' theme. Based around a background image, several foreground images can be 'scattered' around.

You can create your own version of these Apps using any of the 35 themes available which are known as 'Templates'.

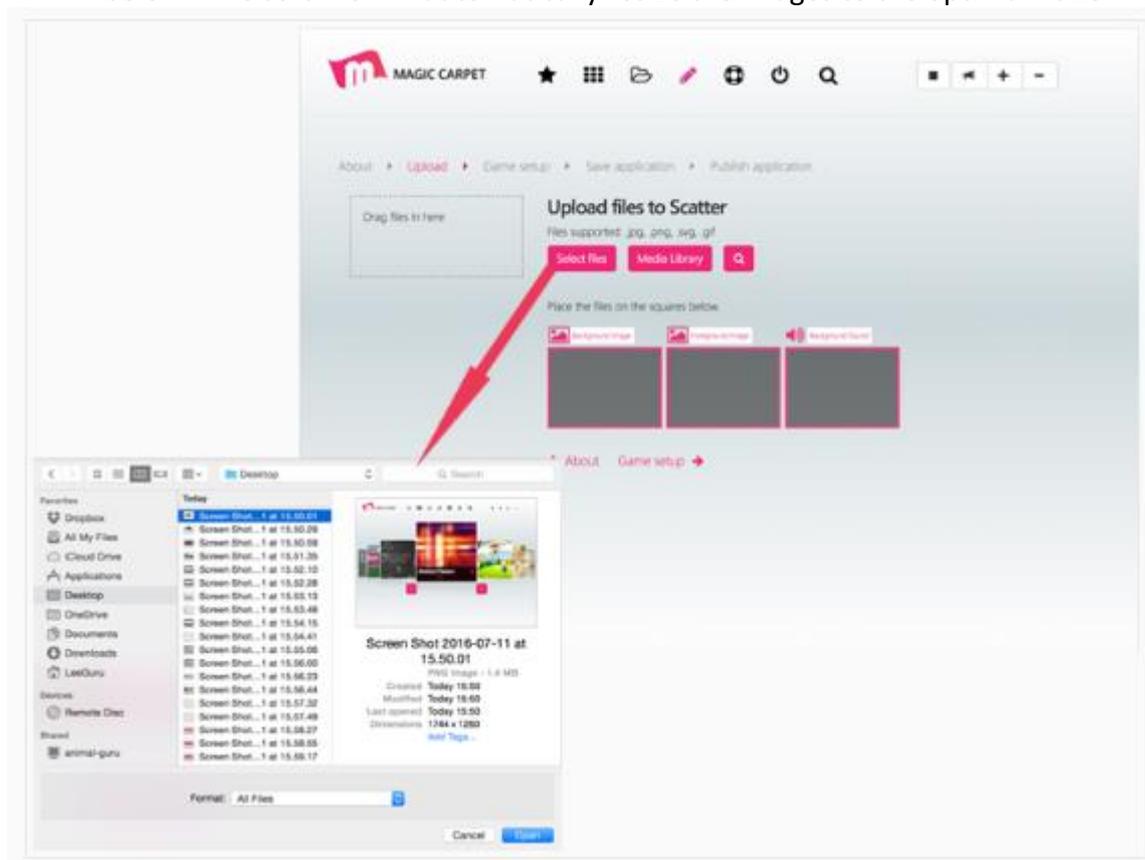
Below is an example using the Scatter Template, although the process is the same for the other Templates. The only differences will be the number of media assets required and the behaviour of editable parameters.

To build a Scatter App

1. Read the information about the Template, and when you are ready click on 'Upload Files'.

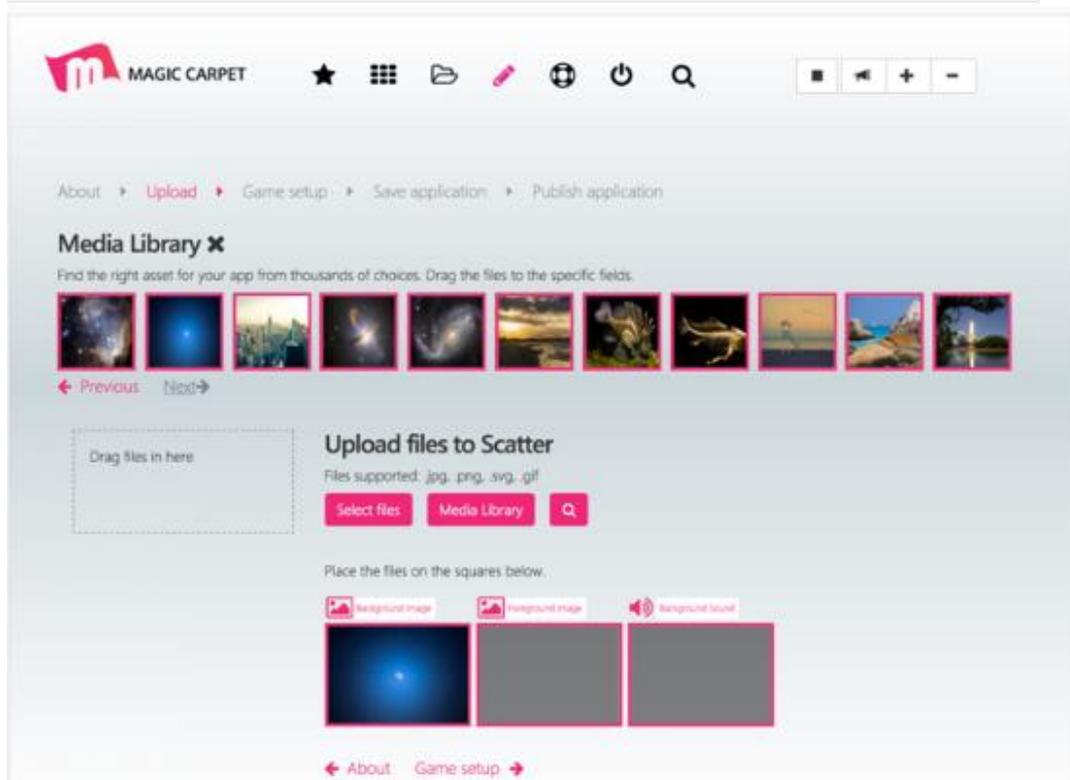
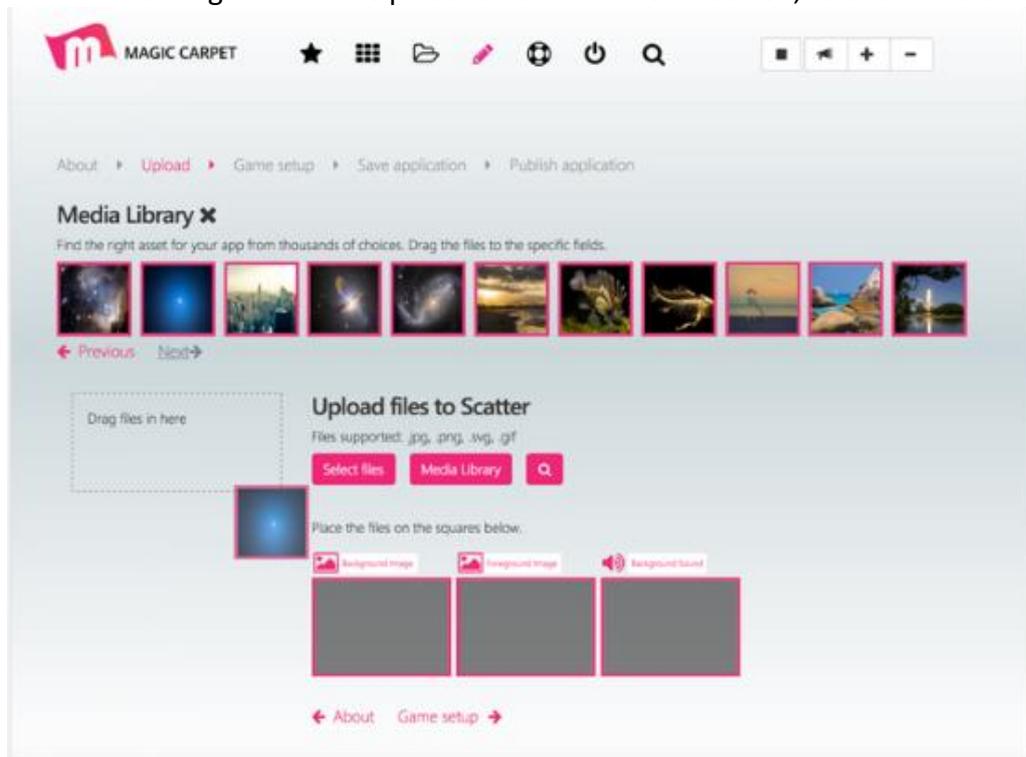


2. Upload files by dragging and dropping from your PC into the 'Drag files in Here' box or using the 'Select Files' button to open the image browser on your PC as shown below. The software will automatically resize the images to the optimum size.



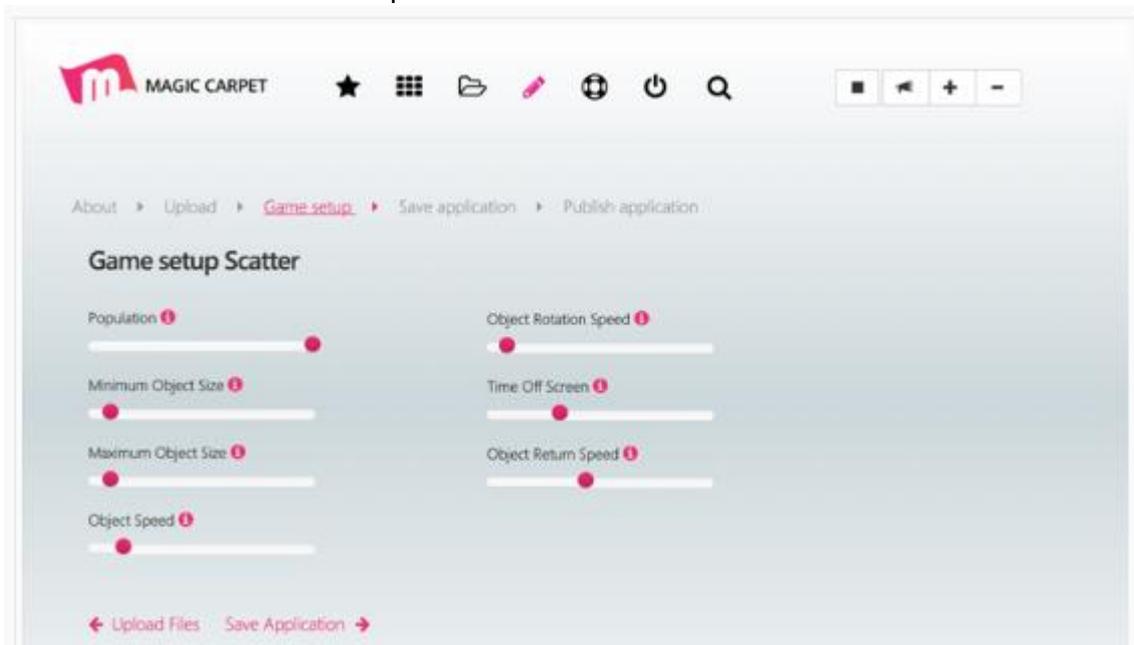
3. Select the media assets from the media library.

Click the Media Library button to open it. To select an image or sound simply drag it to the media placeholder boxes. The 'Scatter' Template requires a Background Image, Foreground Scatter Image and a Sound. The image will fill the placeholder box when inserted, as shown below.



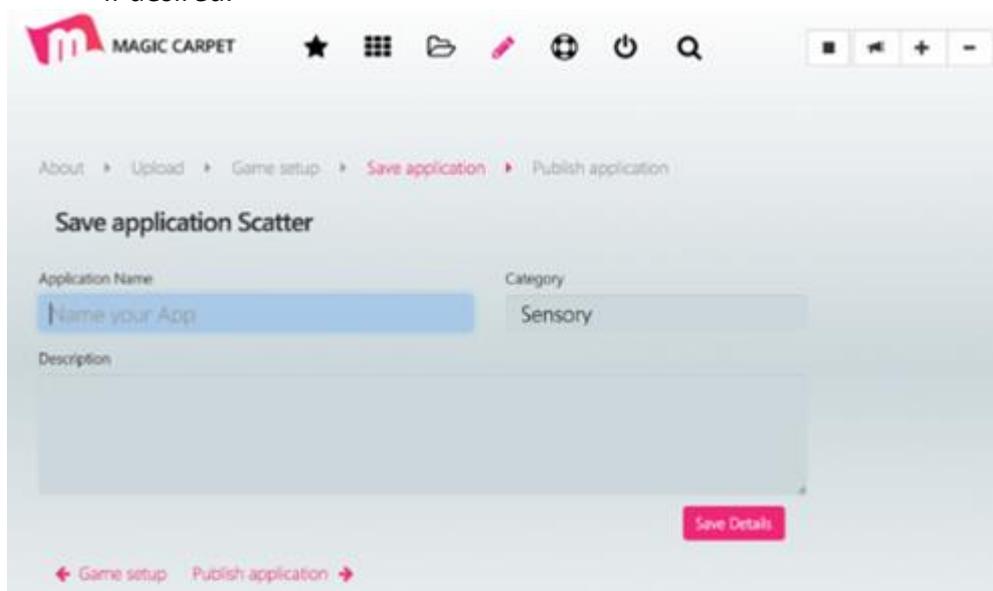
4. Game Setup

Adjust the parameters to alter the behaviour of your App. For a detailed explanation of each parameter slider, click on the information icon. Game Setup parameters are different for each template.



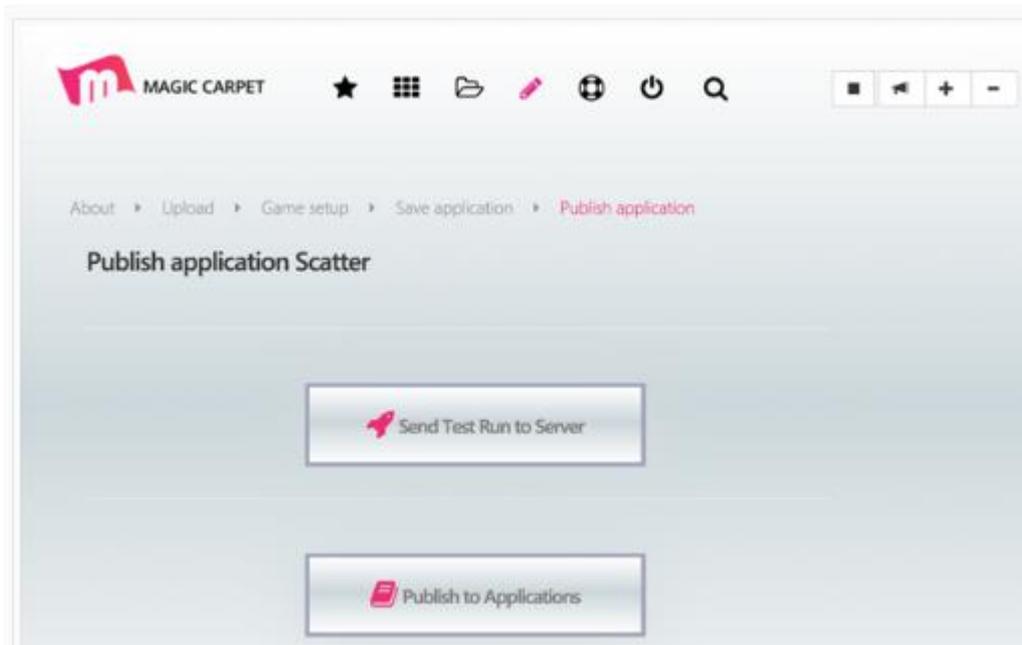
5. Save Application Scatter

Before you test your App it needs to be saved. Give it a name, description and choose a category for it. The name, description and category can be amended later if desired.

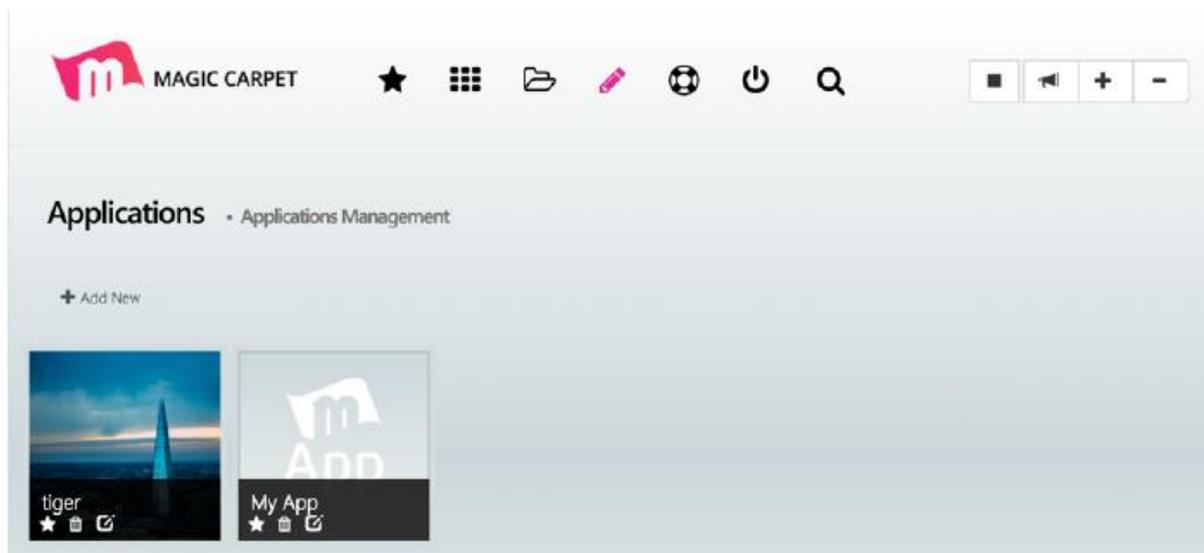


6. To preview your App, click the 'Send Test Run to Server' button. Your App will then run on the interactive floor system. You can make adjustments to the media or parameters by clicking the links to move back to the required step.

7. The 'Publish to Applications' button will publish your App on the system. You can find your published Apps in 'My Applications'. Once an App has been published it can't be edited further.



Browse to 'My Applications' to find all the Apps you have created. To run the App click on the icon and the standard App launch window will appear showing your description and category links.



To edit your App, click the 'Edit' button in the black bar on the App icon. You can choose an image for your App and edit the name, description and categorisation.

MAGIC CARPET Applications Management

Application #My App

General Info | Categories | Images

Title: My App | Status: Active

Description: My App Description

Visits: 1 | Total Runs: 0

Save | Save & Exit

MAGIC CARPET Applications Management

Application #My App

General Info | Categories | Images

No records to display

Drag & drop files here ...

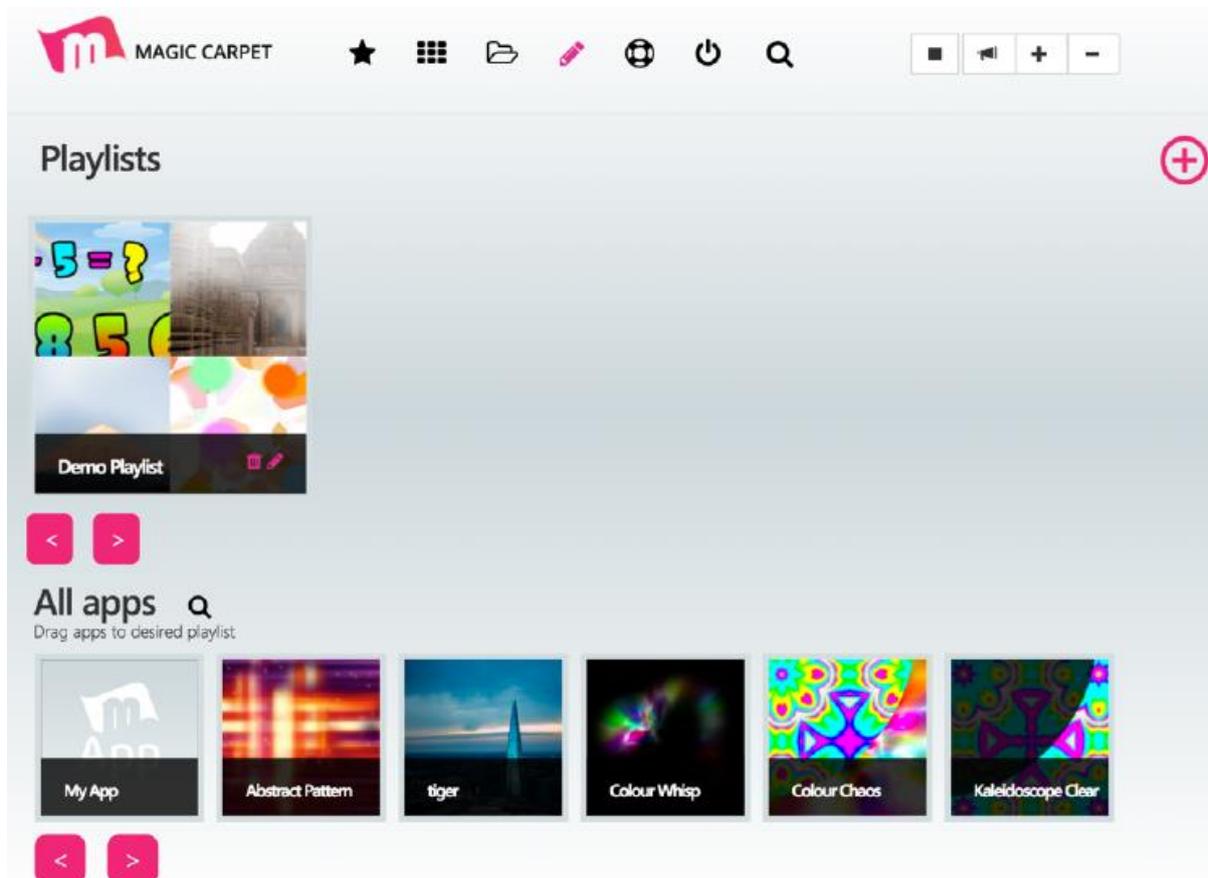
Browse ...



Playlists - running Apps automatically

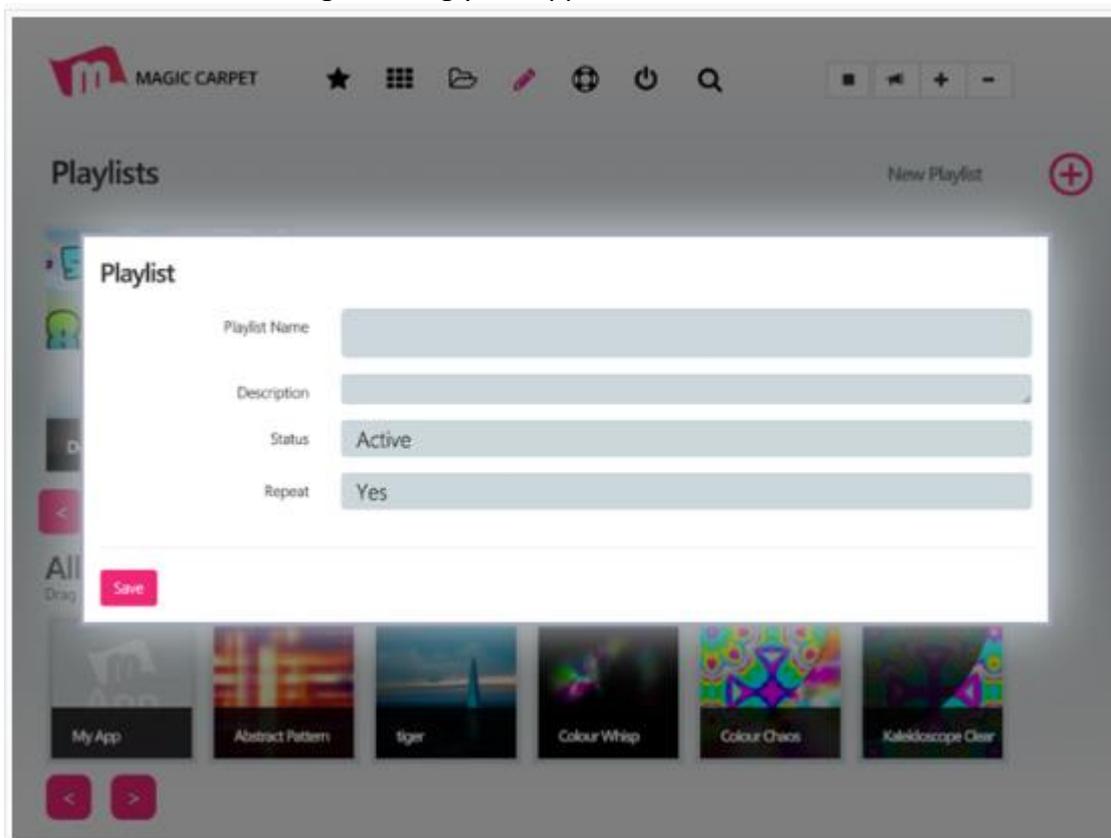
This is useful in play centres, hospital receptions, trampoline parks, commercial centres or any site requiring automated use – where you don't want to choose specific Apps for specific users.

Playlists are similar to 'Collections' in that they are essentially group of Apps. As with 'Collections', you only need to drag Apps from the All Apps section at the bottom of your Playlist.

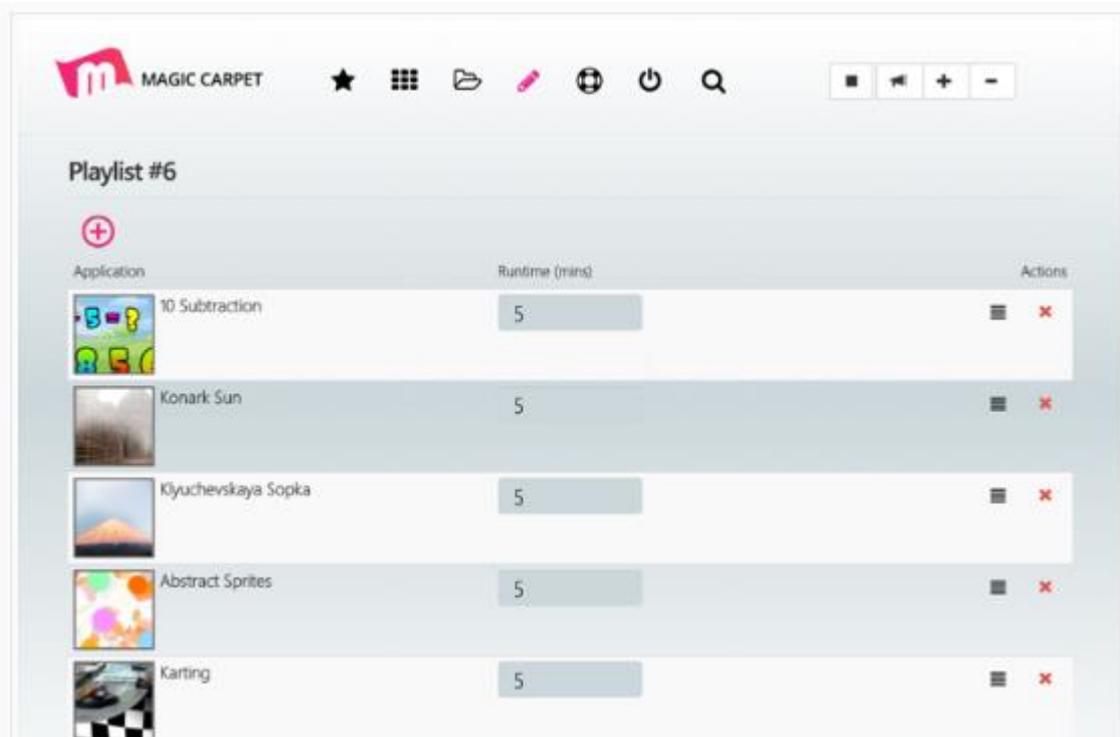


To create a new Playlist

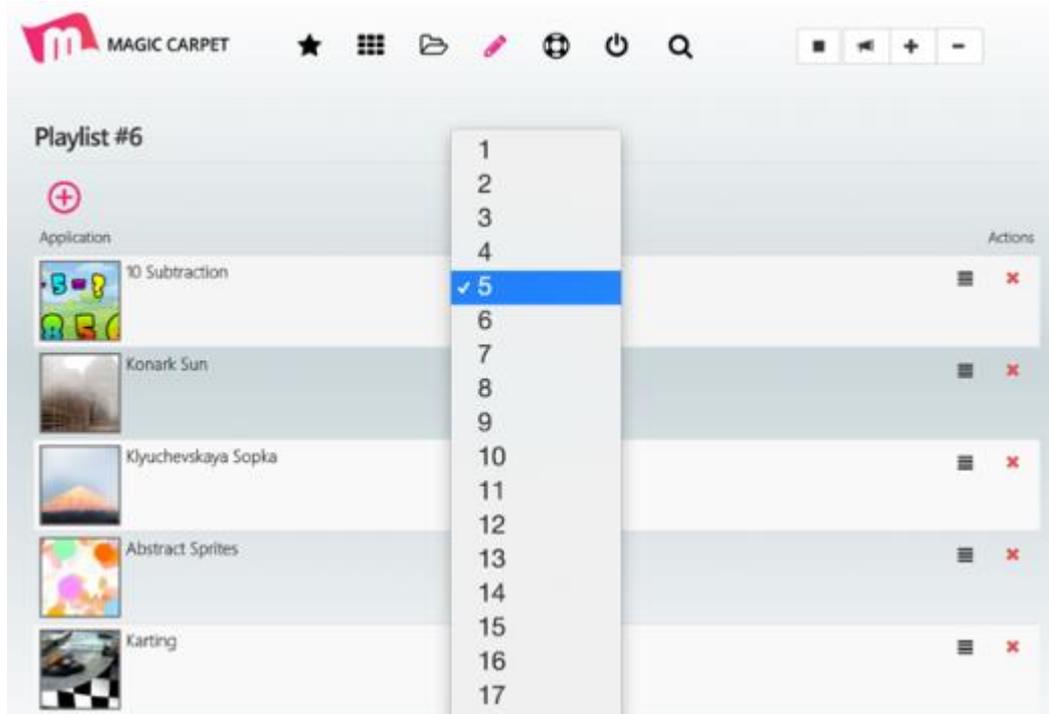
7. Click the pink 'New Playlist' button on the top right of the software. Here you can name your Playlist, provide a description and set the run status and repeat options.
8. Click 'Save' to begin adding your Apps.



9. Once your Playlist is created, it will appear in the same way as a Collection. Simply drag and drop Apps into it using the same method.
10. When you have added Apps to your Playlist, enter the Playlist so you can set timings and arrange the order of your Apps. Click the move handles (next to the delete action) to move Apps up and down the Playlist.



11. Alter the duration of each App (the time it plays for) by clicking on the runtime numerical field. This will determine the timeframe that each App runs for before moving to the next App in the list.
12. When the Playlist has been arranged to your liking you can select the Playlist in the Schedule.

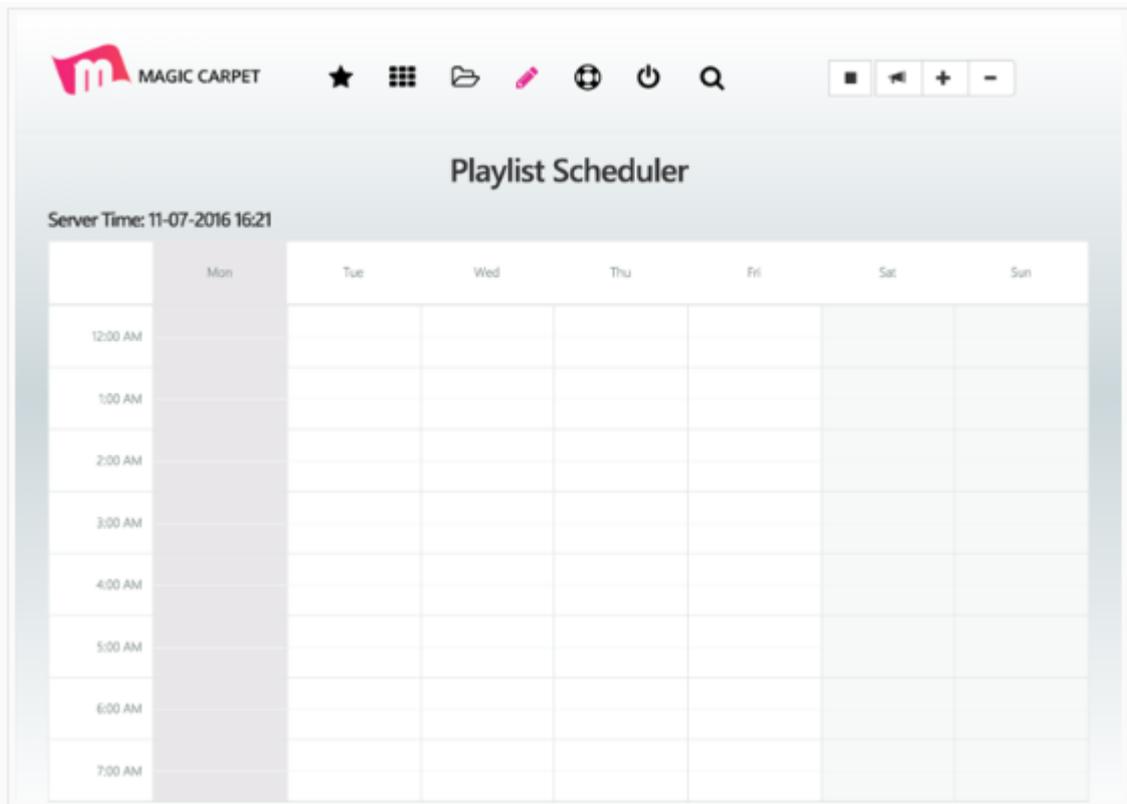


Schedules

Schedules allow you to select and define auto play Playlists that will run at certain time throughout the week.

To create a schedule

Simply click or touch the rough time of day you would like your Playlist to begin. This will open up the Schedule Edit window. In this window you can define the status and duration in hours and minutes.



To edit the schedule

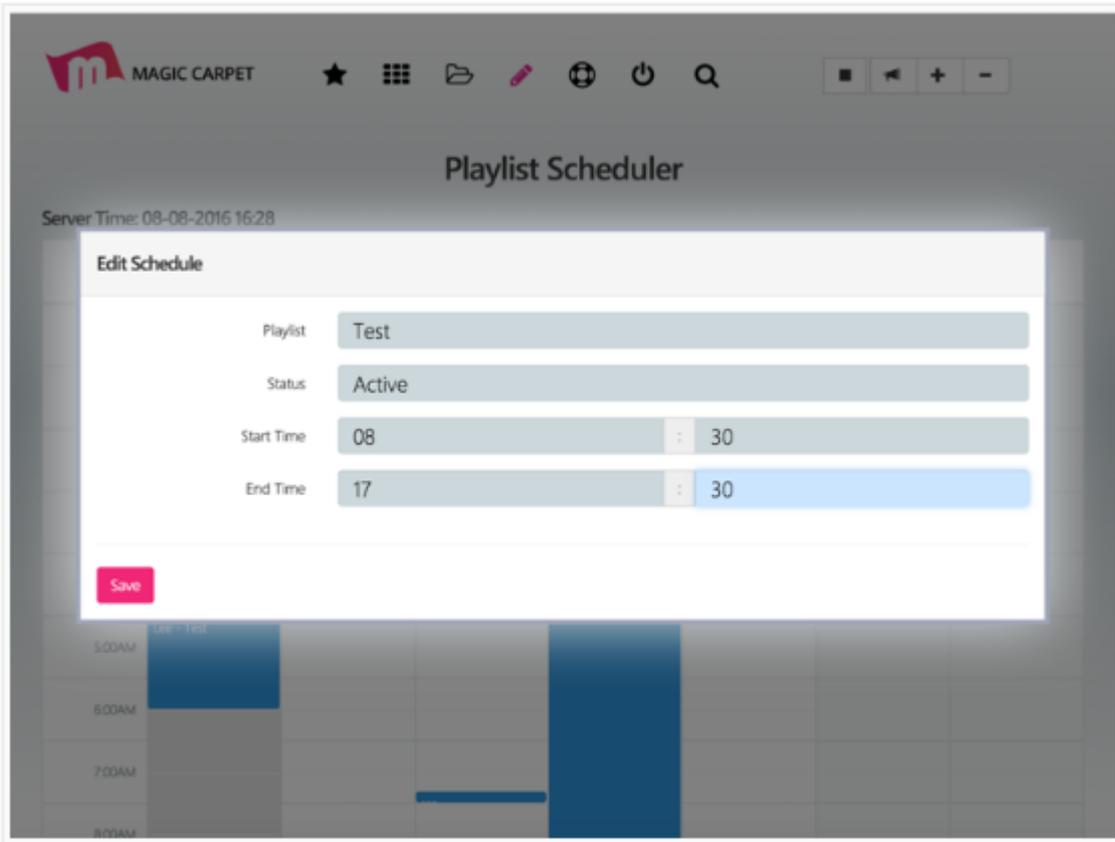
Select the Playlist you wish to schedule from the Playlist drop down menu.

Select Active from the Status drop down menu.

Choose the times you wish the playlist to run (choose the start and end time).

For example, if you want a Playlist to run at 8.30am, select 08 from the Start Time left drop down menu, and 30 from the Start Time right drop down section. Choose a time for the Playlist to automatically stop running in the lower drop down menus.

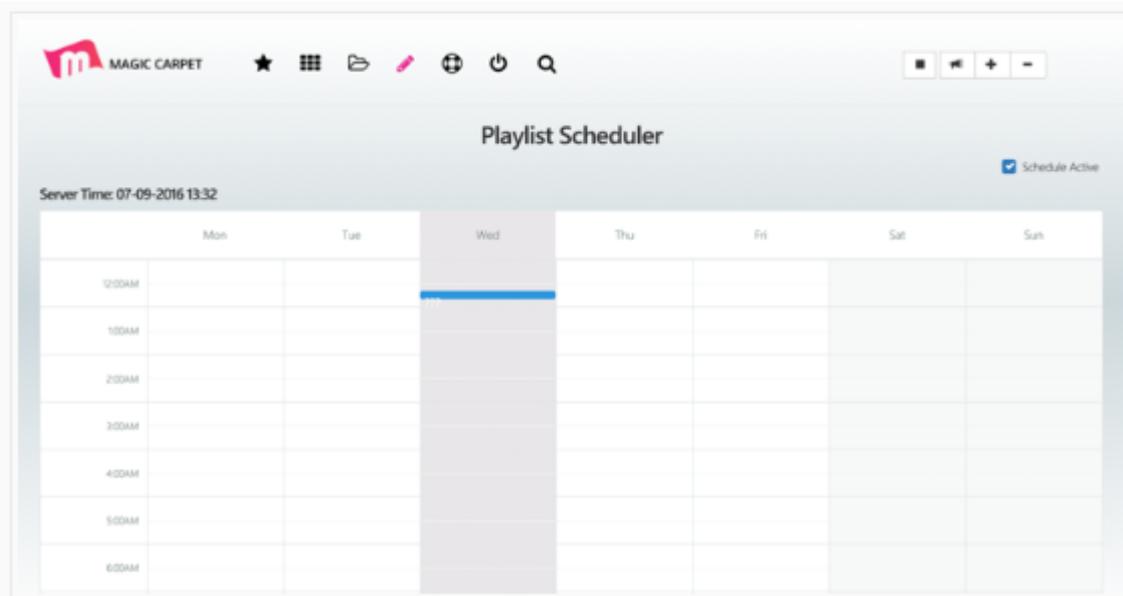
Shutdown on Finish option will shutdown the system when your Schedule comes to an end.



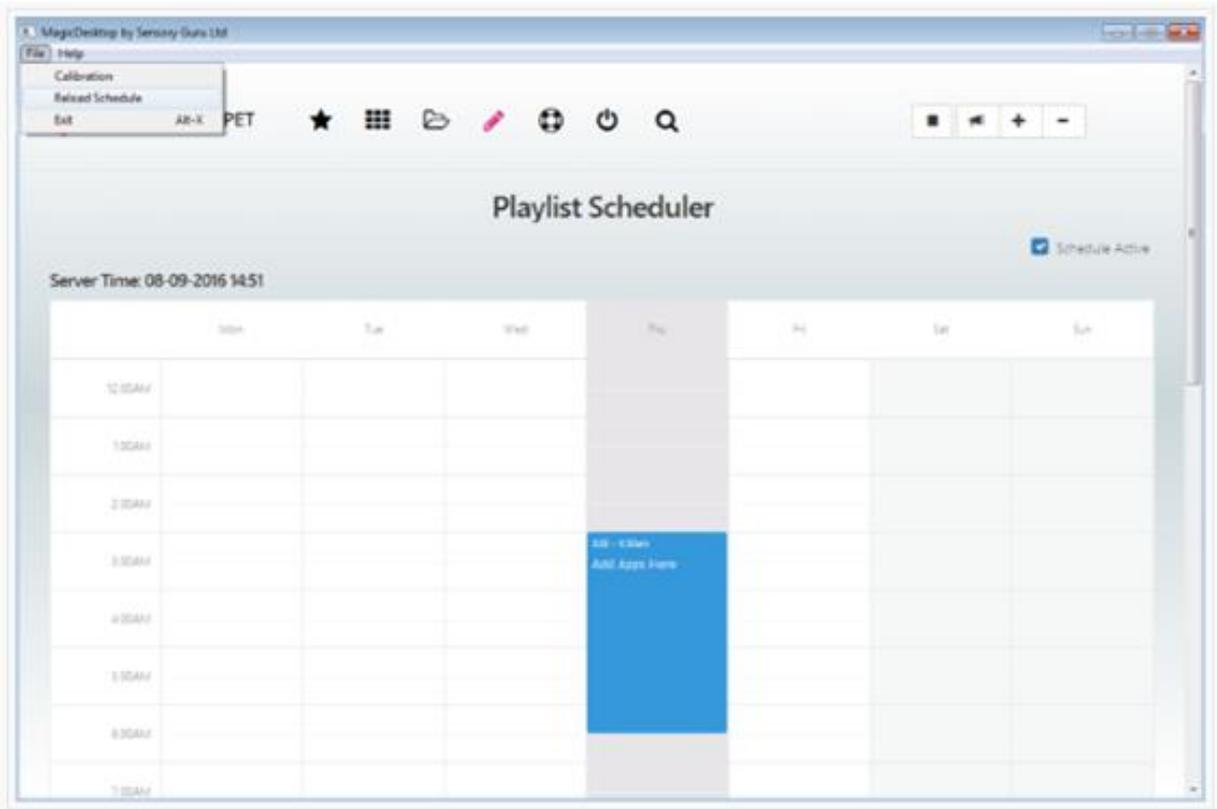
Activate Schedule

Now you have a basic scheduled Playlist, you need to let the software know that you want to activate it. This feature allows you to activate and deactivate all scheduled playlists globally. This is useful if you decide that you would like to take over with manual control of the system.

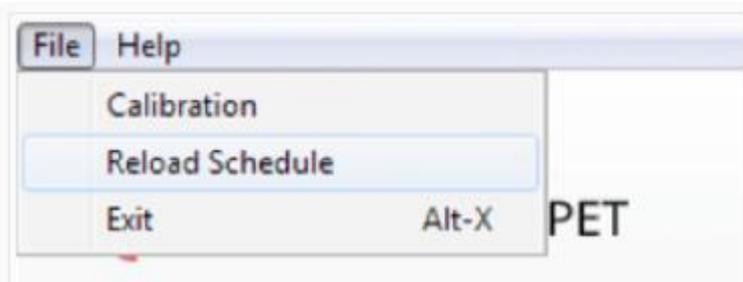
To do this check the Schedule Active box:



Reload the Scheduler to invoke the changes. To do this call up the menu options by pressing the ESC key on the wireless keyboard. This will bring up the tool bar at the top of the screen.



From the File menu, select 'Reload Schedule'. This will update the database and set your Schedule to run at the time you have set.

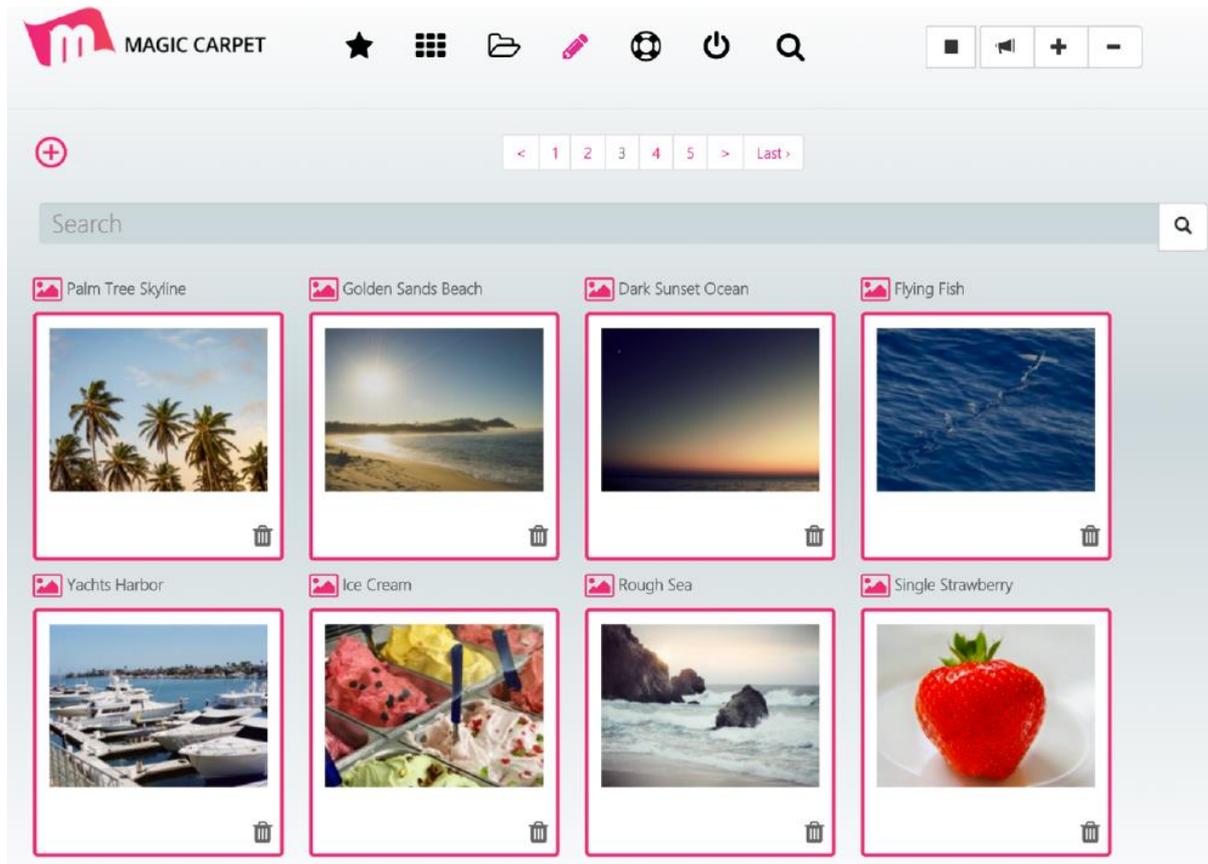




Media Library - getting media to create your Apps

The system is supplied with over 4GB of pre-prepared image and audio files ready to use in your own applications. You can browse the library or add your own images to create your own unique Apps. Every image or sound file that you upload will be placed into the Media Library where you can rename the file without the extension i.e. JPEG, PNG etc.

All of the images that you upload from a device when making Apps will be resized and stored in the Media Library automatically to make it easier to find them.

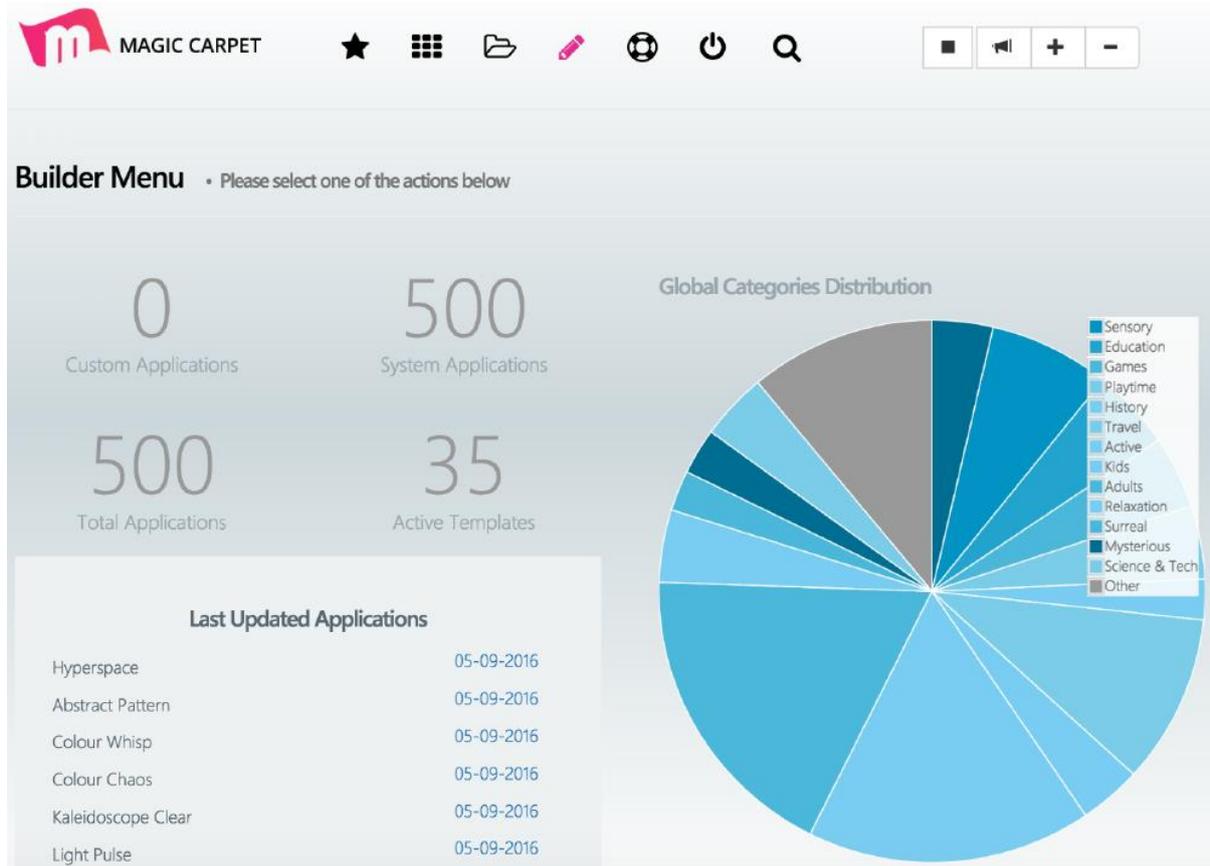


The ability to add your own Apps is available because we all want Apps that are personal to us. You could:

- *Place a photo of your client in an App*
With the App Builder, take some real time photos and build them right into your App. Using your iPhone, iPad or similar device to build your App, simply take a photo and load it into the appropriate media box.
- *Make an App around the interests of a client*
If your client/student likes trains, build an App around trains. Either prepare some good images before hand using a search engine like Google Images; place the images on a memory stick and transfer them onto the system using one of the USB ports on the system's PC. Sounds would also work in the same way. Alternatively, look at the Media Library provided with each system. This is visible at step one of each Template within the App Builder. Click on the 'Media Library' button. This brings up a little preview bar showing the first batch of media within the Media Library. Search for specific things using the magnifying glass button.

System Stats

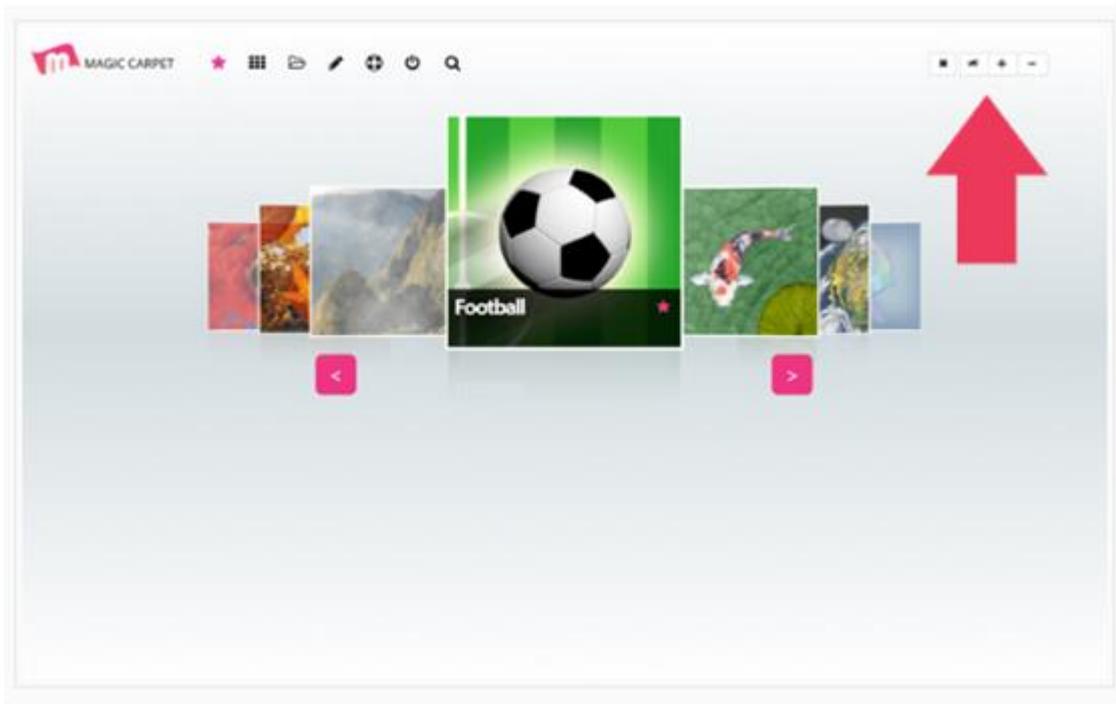
The system keeps track of the number of installed Apps and Templates on your system and provides details about the Apps that are most recently updated. This feature makes it easy to see what is installed on the system at a glance.



Sound

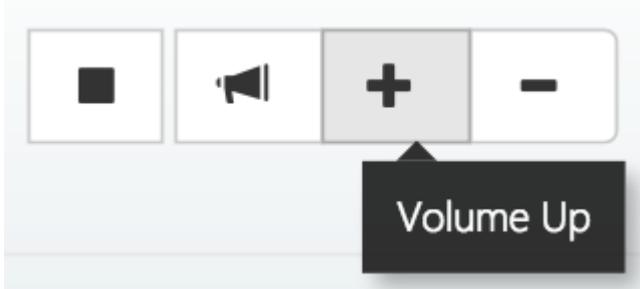
The system comes complete with sound. It has its own built in amplifier that can produce loud and clear audio. Before attempting to adjust the sound, make sure the system's amplifier is on and set to the correct channel. *Insert text here*

Sound is controlled using the Volume Up/Down and Mute ON/OFF buttons as shown below:



To use the Mute On/Off function, press once to mute, and once again to un-mute.

To increase the Volume one increment, press Volume Up once.



To decrease the volume one increment, press Volume Down once.



After use

After use, make sure the PC has shut down.

Using the Projector Remote, press OFF - ONCE

14. Care and Maintenance

1. Switch the components off after use.

15. Troubleshooting

*Problem: **difficulty turning the system ON***

- Ensure the mains power supply to each component is switched on
- Check the Projector Remote and the keyboard batteries
- Carefully check the power connection at the back of the PC, ensuring that you do not dislodge any other cables or connectors in the process.

*Problem: **an App doesn't launch or a different one than selected appears***

- If the problem persists, contact ROMPA

*Problem: **the PC will not start up***

- Make sure the PC is plugged in and powered on
- Try using another IEC cable to rule out a blown fuse
- Check the main circuitry – a circuit breaker may have tripped and may need resetting
- If the problem persists, contact ROMPA

*Problem: **it seems like the camera is not working***

- The physical connection to the camera needs checking – make sure BNC is secure at the projector and the PC end.
- The video codec may have a problem (telephone or remote assistance may be needed, please call ROMPA)
- Faulty 12V PSU to Power Camera (check LED array is glowing in the face of the camera)
- Faulty camera

Troubleshooting Guide

The software won't launch, or you get the error message "Magic Carpet cannot find the camera. Please ensure that the video capture device is correctly installed." (Img16)

You have turned the system on and the Magic Carpet software will not run - it is more than likely that there is a problem with the Camera. The software requires the Camera tracking system to be active in order for it to open. If the Capture Card has been disconnected or the power is off, it will not be detected. With the system powered on, follow these steps until the problem is resolved;

- Check the status of the Camera by looking at the LED Array (Img 17). If it is lit red, this indicates that the Camera has power. If not, then check the Camera's power supply is connected properly (Img 18), plugged into the mains power supply and switched on. Once the connections are reinstated, try reopening the software.
- If the Camera appears to be powered, make sure the Capture Card is correctly plugged into a USB port on the PC. Check that the RCA connection into the capture card is sound (Img19).
- Check that the Software Licensing Dongle is plugged into a USB port on the PC. If there is an issue with the dongle you will see an error stating 'System cannot find USB Dongle'



Img 16



Img 17



Img 18



Img 19

The keyboard has lost connection

The wireless keyboards supplied with the Magic Carpet system are connected via Bluetooth technology. As well as the keyboard unit, there is a USB pairing device plugged into the PC. The procedure to establish a connection between the PC and keyboard (pair) depends on what model you have. Before attempting to pair your keyboard, check the batteries.

Model A (img 20) - has "(Fn+) ID" as pictured

- Press the button on the dongle (img 23), if fitted with a green light, it will begin to flash.
- With your left hand, hold down the Fn key (bottom left of the keys).
- While still holding Fn down, with your right hand, hold down ID for 2 seconds (top left above keys).

Model B (img 21) - has "ID" only as pictured

- Press the button on the dongle (img 23), if fitted with a green light, it will begin to flash.
- Hold down ID for 2 seconds

Model C (img 22) - uses a track pad in place of the roller ball mouse

- Plug the USB dongle into the PC
- Switch the keyboard on using the switch at the back (img 22)
- There is no pairing process required with this keyboard - it happens automatically!



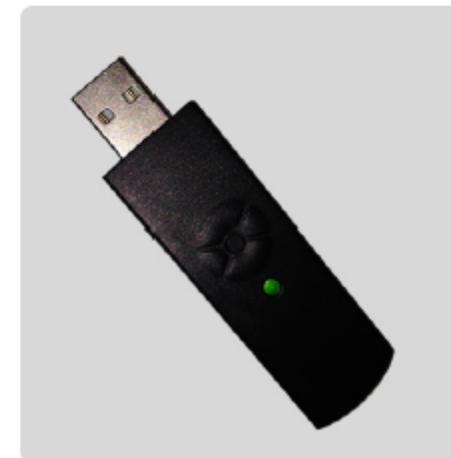
Img 20



Img 21



Img 22



Img 23

If the above information does not suffice in the unlikely event of any difficulties, please download TeamViewer from www.teamviewer.com/en so that we can remotely connect to your Interactive Projection system.

Further copies of these instructions can be downloaded at www.rompa.com

We hope you find our instructions invaluable. If you have any suggestions for improving them further your comments will be greatly received – please contact us at producthelp@rompa.com