

## **Mobile Interactive Floor Projection 22589**

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®.

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## 1. Product Name

Mobile Interactive Floor Projection

## 2. Product Code

22589

## 3. Colour

Mostly white with a single colour trim (likely to be yellow)

## 4. Brief Description

Brilliant manoeuvrable and extremely flexible version of this popular system!

## 5. Contents

- 1 x mobile unit with
  - PC (with a USB dongle supplied taped to the inside of the white panel above the PC)
  - wireless keyboard (connected via Bluetooth) inside
  - projector remote inside
- 1 x vinyl floor mat (supplied rolled up)

## 6. Snoezelen® Stimulations

- Sight
- Sound

## **7. Best Use**

Use in a darkened environment on a flat and stable floor, in a space free of obstacles. If you are not using the included vinyl floor mat, make sure your floor is a light colour.

## **8. Compatible ROMPA® Products**

See [www.rompa.com](http://www.rompa.com) for an extensive range of multi-sensory resources to complement the Mobile Interactive Floor Projection in the Snoezelen® Multi-Sensory Environment.

## **9. Starting Up**

- Remove from crate
- Plug in and power on the PC and Projector
- Check the unit moves up and down
- Choose the appropriate height of the unit
- Check the software and run an App

## **10. Detailed Description**

Brilliant manoeuvrable and extremely flexible version of this popular system!

- Interactive and highly responsive
- Real-time multi-sensory experiences
- Meaningful and engaging activities to promote understanding of cause and effect
- Height-adjustable for variable image size – for projection onto table tops as well as large floors
- Multi-access for peer inclusivity including via eye-gaze
- Multi-platform control including devices such as Apple iOS and Android
- Compact and installation-free
- Includes 500 applications and 35 templates
- Easily customisable to create person-centred content
- Includes the highest quality and clarity short-throw projection available
- Perfect where ceiling access is limited or unwanted
- An incredibly powerful tool that engages a wide scope of users in a variety of applications, ranging from relaxing sensory cause and effect, games, to learning and educational themes. It even has the ability to test students using a wealth of built in Quiz applications

## **11. Safety**

- Always supervise the use of this product
- Use in a flat and stable area that is free of obstacles.
- It is important to fully lower the unit before attempting to move it.
- Move the unit by wheeling it along a flat and stable surface. If it is necessary to lift the unit, two suitably able adults should lift the unit together as it is heavy.

## **12. Technical Specification**

### **Overall**

Image size: 1.3m to 3.6mW subject to height of frame  
Unit size: 490mmW x 510mmD x 720mmH (1350mm at full height)  
Weight: 53kg  
Packed weight: 90kg (on a pallet)  
Packed dimensions: 580mmW x 580mmD x 900mmH

### **Software**

Includes:  
Pre-loaded Apps: 500  
App builder: 35 templates  
Playlists and schedules  
Media library: 5000 royalty free images and sounds to use in Apps

### **Hardware**

Frame: main shell and base are mild steel  
Input: 230-240V, 50/60Hz, 10A

#### **Projector:**

DLP Display Technology  
Resolution/Brightness: XGA (1024x768) 4000 Lumens  
Lamp: 260 watts. Lamp life up to 10,000 hours  
Throw ratio: 0.33:1, distance 0.47m – 0.68m, fixed zoom

#### **PC:**

Processor: Intel Core i5-8500, speed 3.1 Ghz  
Installed memory: 8GB DDR4 RAM  
Hard Drive: 500GB 7200 rpm HDD  
Optical Drive: SuperMulti DVD Drive  
Video Capture Hardware: VCAP303 USB 2.0 Video Capture Card  
Video Card: Geforce Nvidia GT1030 2GB PCI-E  
Operating System: Windows 10 Pro 64 Bit

#### **Camera:**

Sensor: 1/2.7" 1080P Full HD Image Sensor  
Lens: 3.6mm fixed lens  
IR LEDs: 24  
IR range: 25m  
Resolution: 2.4MP/1080P  
IP Rating: IP66  
Power Supply: 12V DC 1a

#### **Speakers:**

2 x 5" 35W 80HM rated IP35

Connectivity: Wireless Control via IOS / Android App

Router: TP Link TL-MR3020; Power supply 5VDC 1.0A / USB; Frequency band 2.4Ghz

## **Components**

The following components are housed within the mobile unit:

- A: USB Video Capture Device – enables the analogue video signal from the camera to communicate with the software
- B: Software Licensing Dongle – allows the software to run
- C: Audio Cable – provides sound output and is usually plugged into an amplifier or stereo system
- D: HDMI cable – carries the image signal from the PC to the Projector
- E: IEC Cable – PC power lead
- F1: BNC Connector – camera video feed cable connector
- F2: RCA Connector – connects the camera to the mains adapter
- F3: RCA mains adapter
- G: PC
- H: Wireless Keyboard
- I: Projector
- J: Camera
- K: IEC Cable – projector power

Everything is contained within the body of the unit and is accessible via the rear door and an internal hatch inside.

The main components are accessed via the rear door, which has a lock and key or wing nut style latch system.

Use the 2 finger holes to hold the panel.

Undo the 2 plastic screws to release the hatch and access the inner compartment. The 2 finger holes (B) help to steady the panel and stop it from dropping once the screws are fully undone.

## Set Up

The inside of the upper and lower compartments. The lower compartment containing the PC, and the upper compartment containing all other crucial components.



Do not attempt to access the inside of the system unless specifically advised to do so by the product manufacturer.

*Note:* Components may vary but are essentially the same in functionality.

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). Using wired connection will remove the remote functionality of the device.

The product is not normally connected to the internet as the anti-virus software on the computer is deactivated.

### Connecting the Mobile Interactive Floor Projector to the Internet

1. Using the keys provided, open the rear door on the unit.
2. Remove the white panel by unscrewing the two screws by hand (circled in the image below).





3. Remove the WiFi Dongle from the plastic bag taped to the back of the white panel (pictured below).



4. Insert this dongle into one of the available USB Ports on the side of the unit (pictured below)

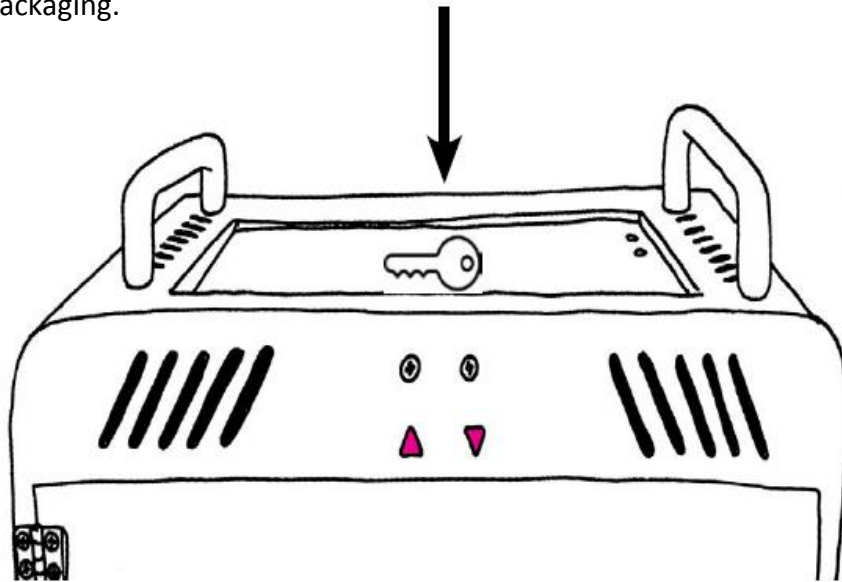


5. To exit the Interactive Floor's software, simply press ESC on the keyboard to window the software then close using the cross in the top right hand corner.
6. You can then select the internet icon in the bottom right hand of the screen and see the Wireless networks that are available to you;



## 13. Installation

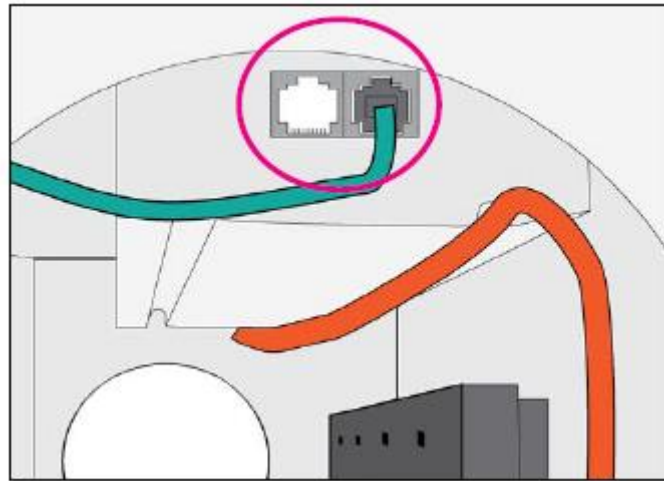
1. Remove the packaging.
2. Check the unit to make sure that there is no visible damage to the unit. In the unlikely event of any signs of damage, contact ROMPA®.
3. Locate the keys on top of the frame. Open the back door and remove the protective packaging.



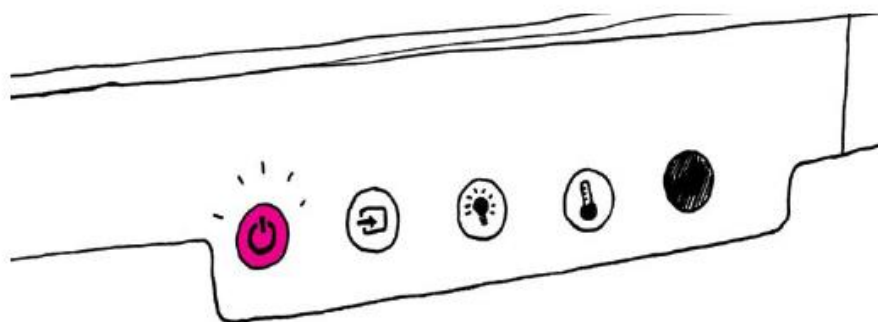
4. Place the floor mat in front of the unit, making sure it is in a safe and stable place.
5. Plug the system into the mains supply. Underneath the main body of the system you'll find a power cord with a standard plug on the end. Plug this into a suitable mains socket near to where you intend to use the system. Switch the power on.



6. Check the height adjustment to make sure the frame moves up and down. The height adjustable riser is powered by a motor via a cable with an Ethernet style connector in the top part of the unit. If the riser is not working, check that the cable is connected.

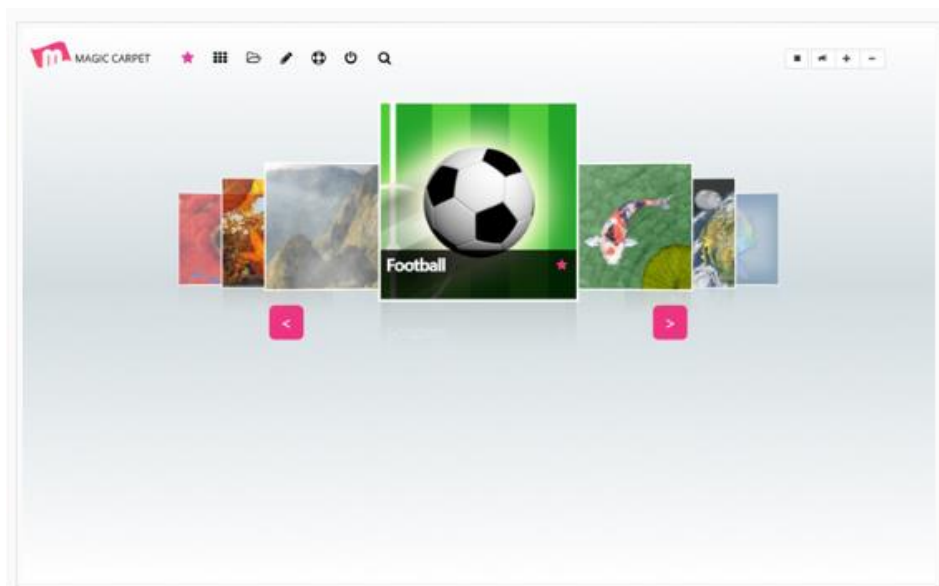


7. Switch on the PC. Switch on the projector using the remote control, or the button on the projector at the front of the system. You should now see the Windows™ logo on the floor.



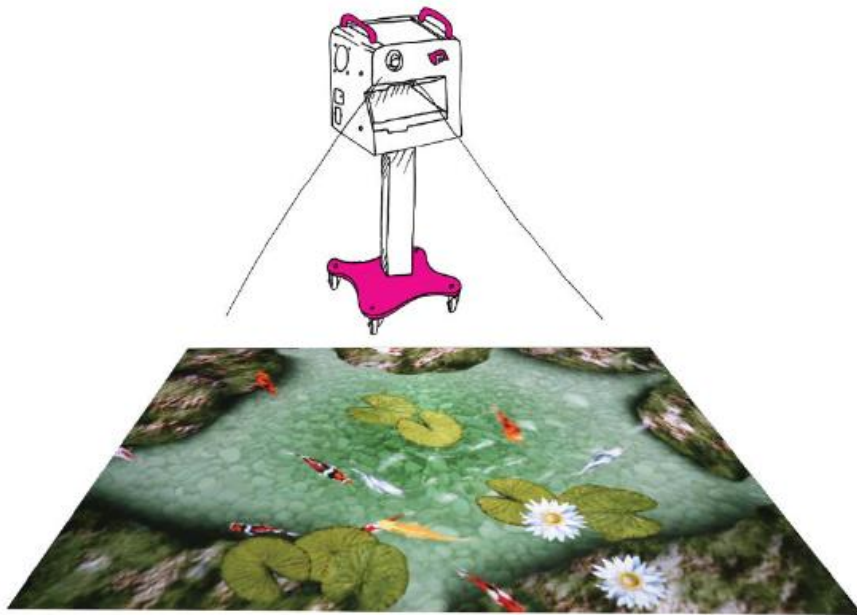


8. The software will initiate and you will see the manufacturer's logo on the floor. You will see the Favourites section which acts as a sort of 'home page'.





9. Run an App and check that you are able to interact in all areas of the floor.



Should there be areas of the floor that do not respond to movement, see our Troubleshooting section and advice regarding Calibration.

## Software

### 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.

### Control app

If you have a suitably configured iPhone, iPad, Android device or tablet, simply find the App and press it.



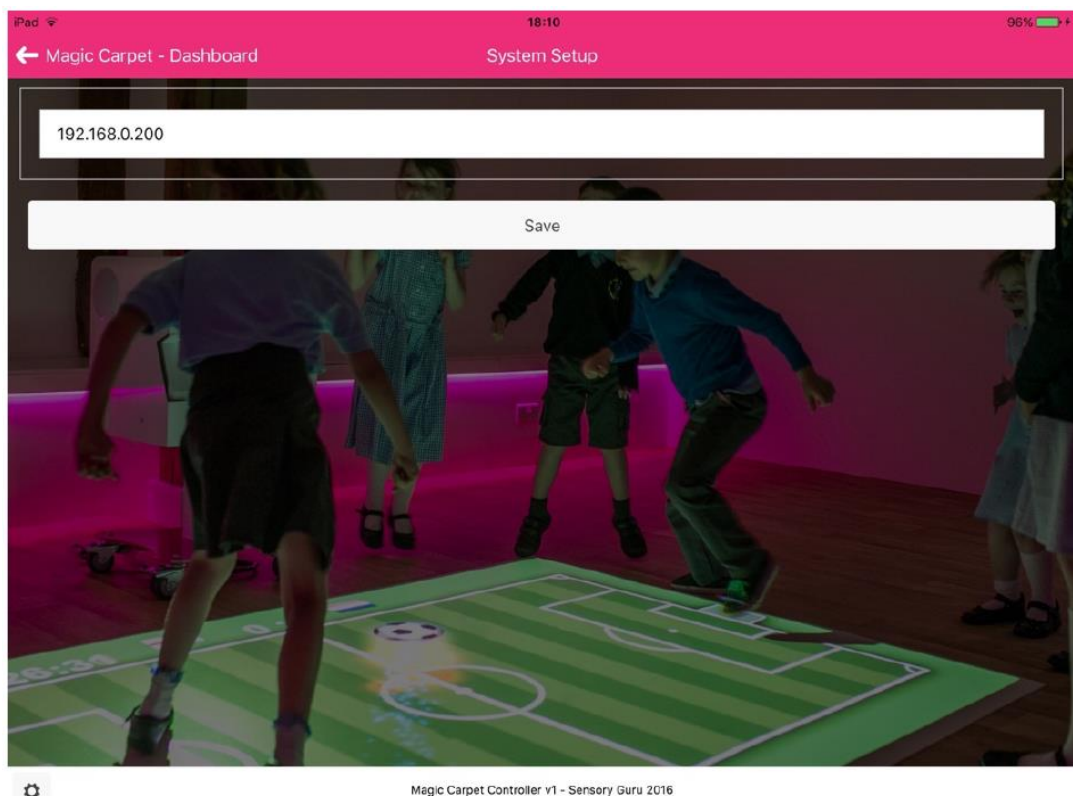
10. You will see the following on your device:



### How to connect the App to the system using the supplied default router

Once the App has installed onto your device, you will need to pair it with the system:

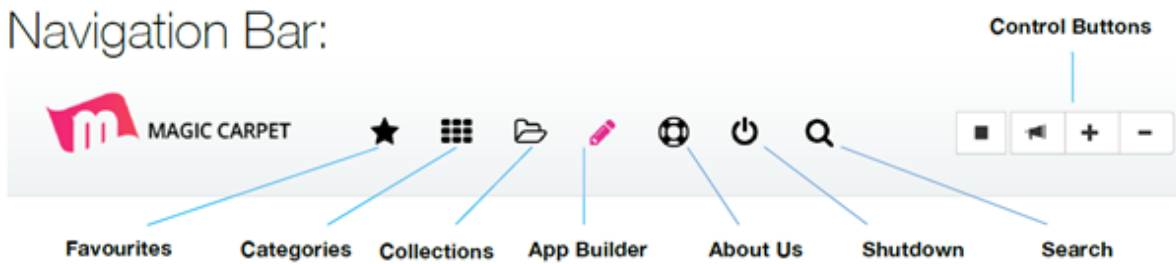
1. Locate the Magic Carpet Wireless Network (*SSID: Magic Carpet*) and connect to it.
2. Open the Wifi Settings on your device (click the settings cog on the bottom left) and enter the IP Address for Magic Carpet: *192.168.0.200* as shown below (ensure that the dots are in the correct place) then click save. When the IP is recognised the app will let you know.





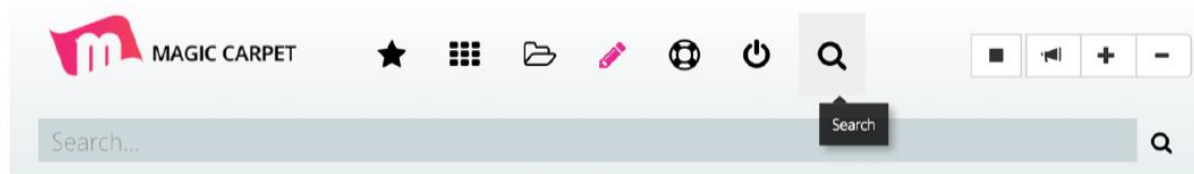
## User Interface

### 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:

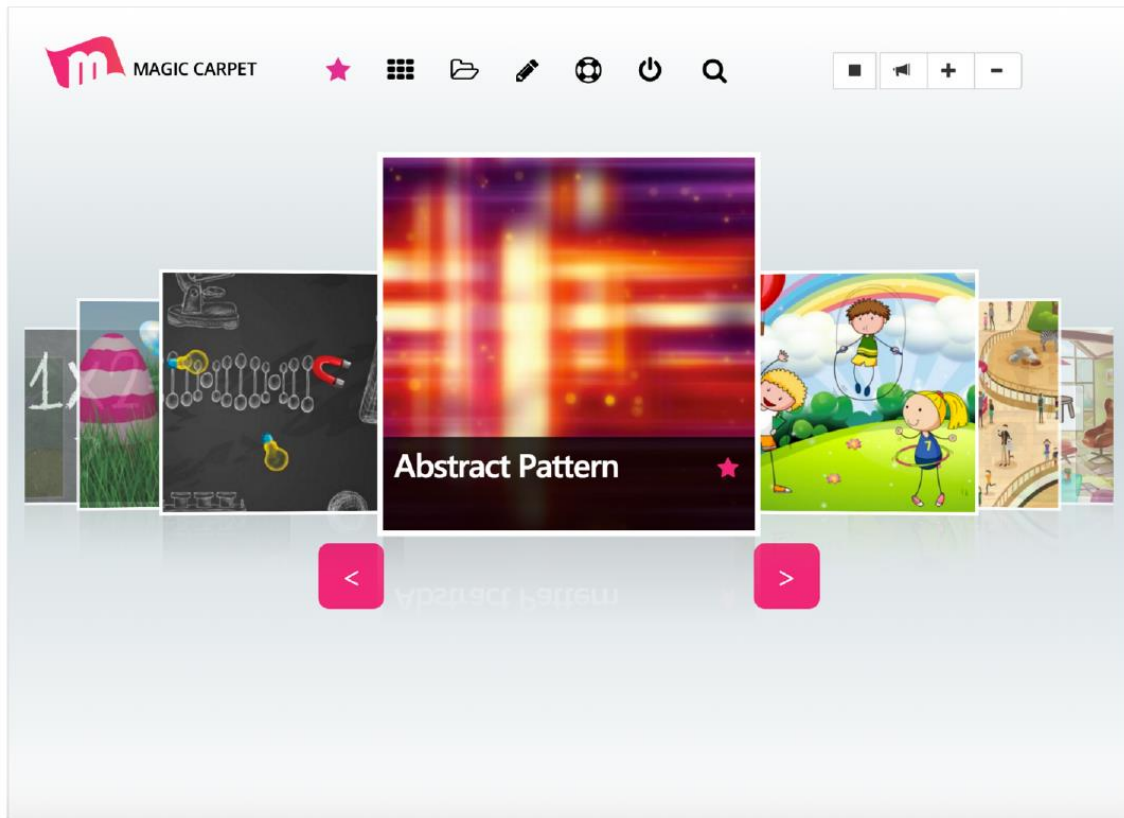


### Shutdown

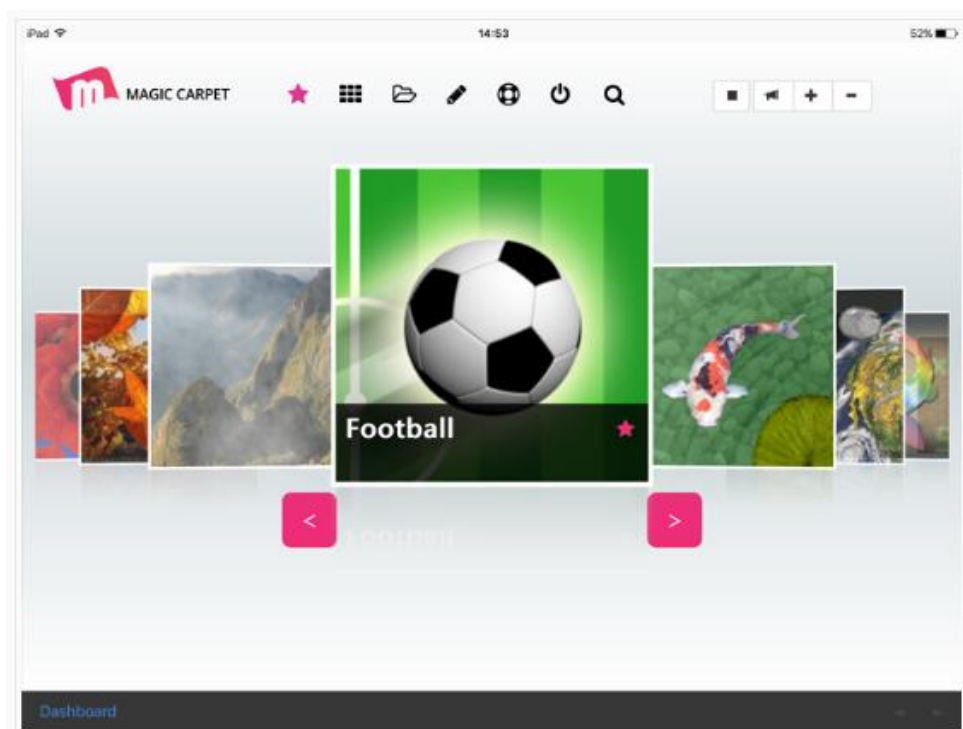
The system can be shutdown by simply clicking the Shutdown button. Once clicked a prompt window will appear to ask you to confirm that you want to shutdown. Click 'Continue' to shutdown the system.

## ★ Favourites

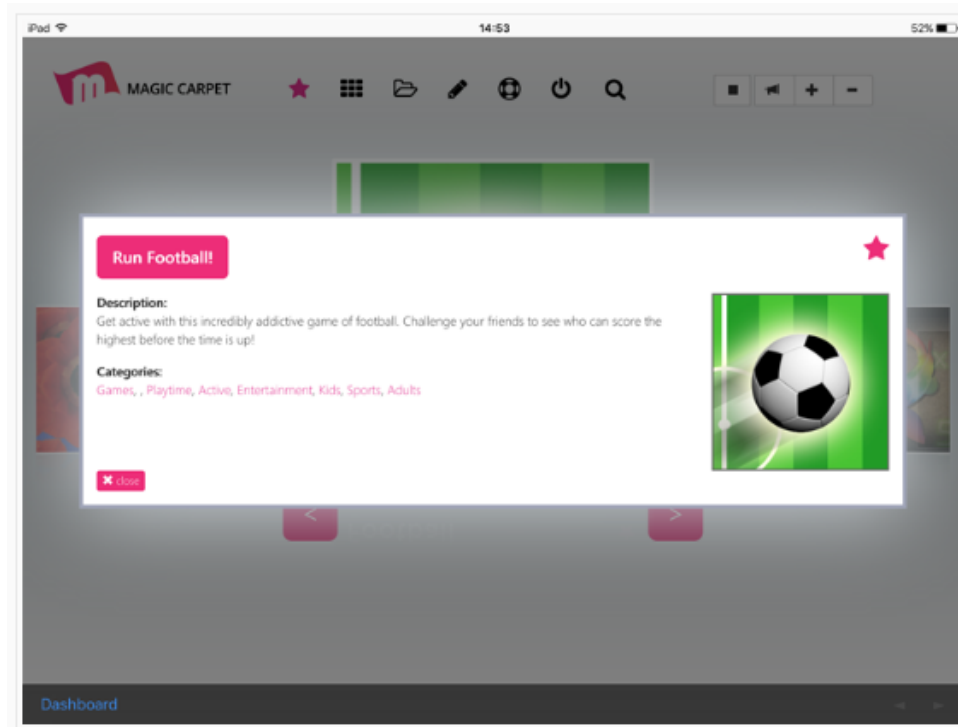
The Favourites screen acts as the home page of the software. Use the arrow buttons or click left/right of the centre to browse and run your favourite apps without having to navigate anywhere else.



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.

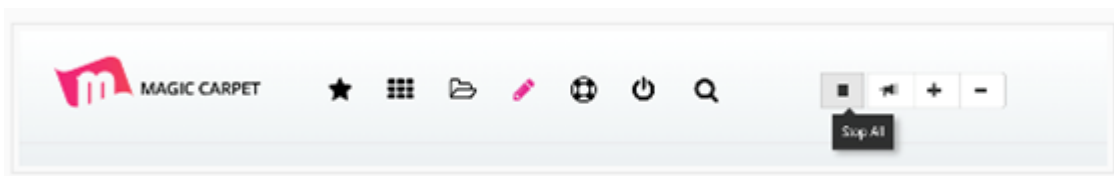
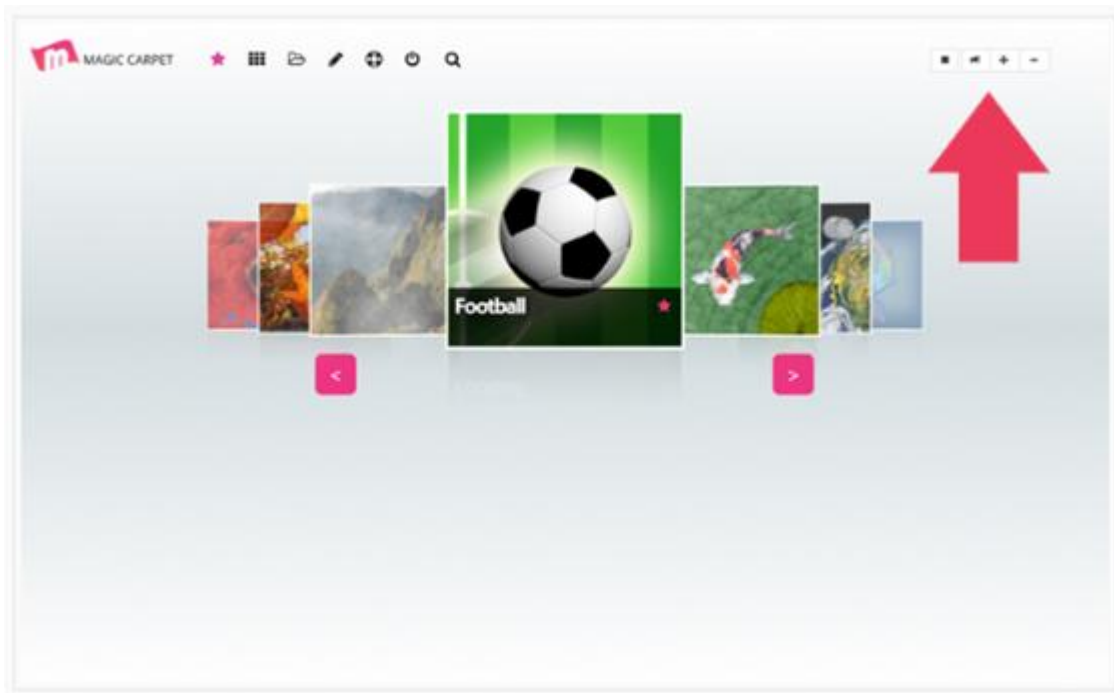


4. This will bring up the Run dialogue. From here simply press the pink button that says 'Run *name of App*' e.g. 'Run Football' below.



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.

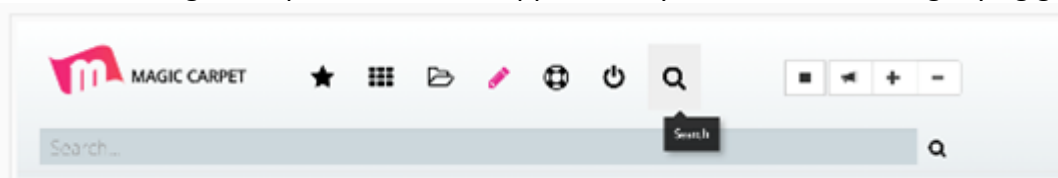
5. The App is up and running and ready for use.  
To stop an App, press the Stop button in the controls at the top right of the screen of your device:



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.

6. 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 turn 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.

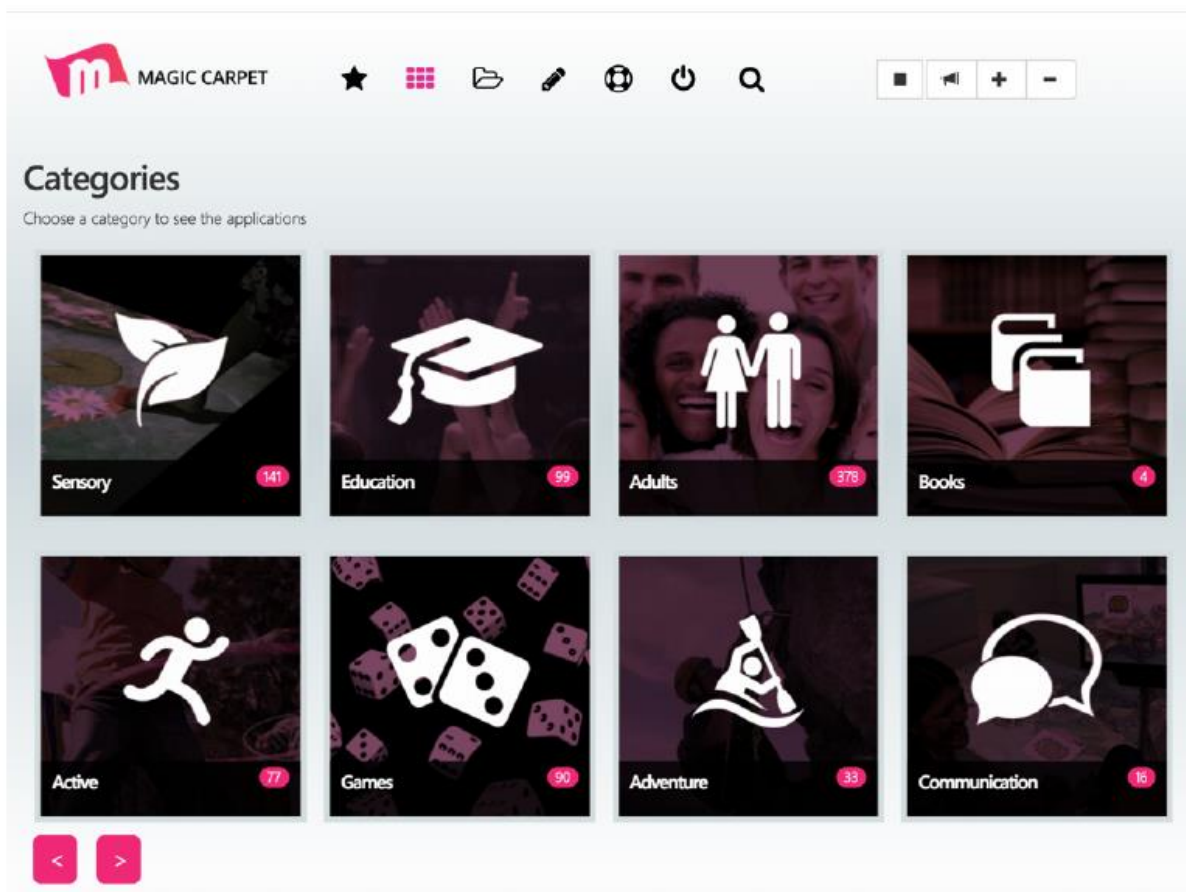
## Categories

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

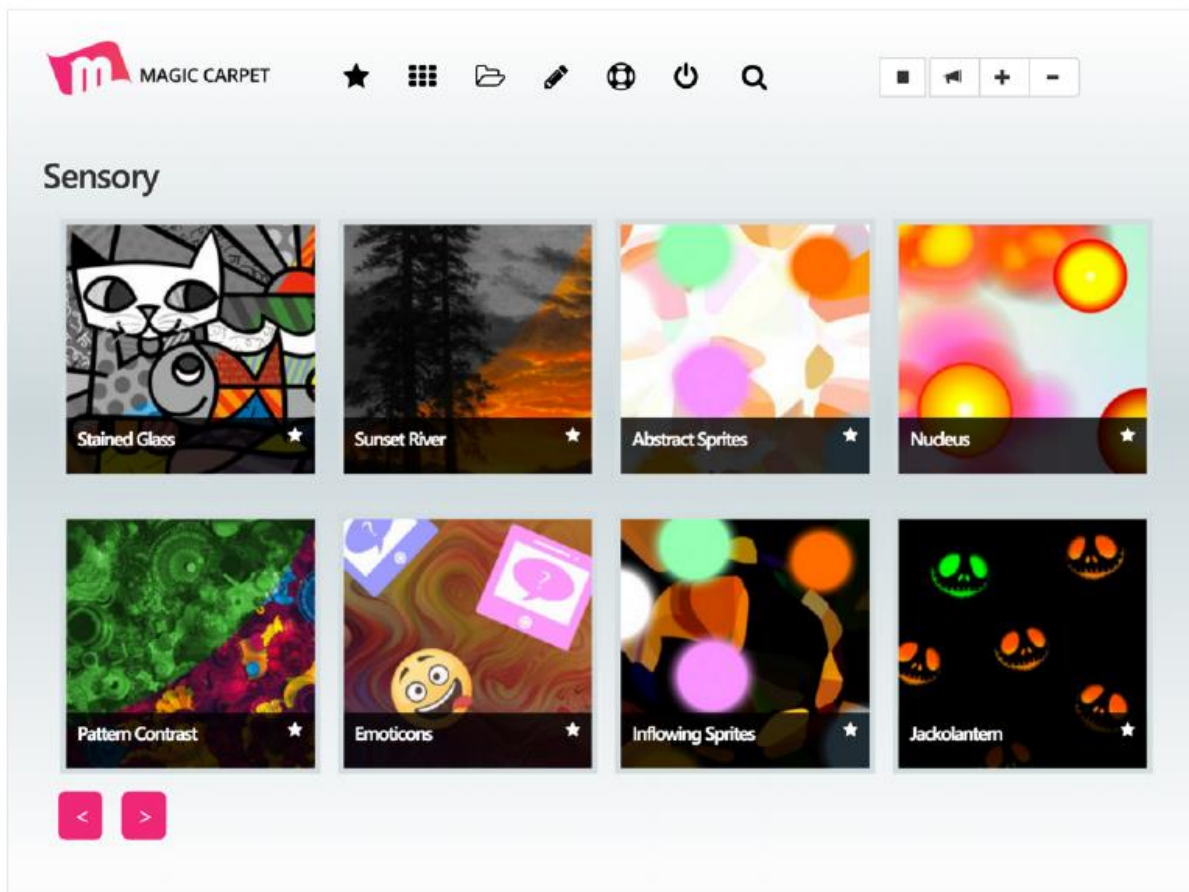


The number of available Apps in a specific category are shown in the pink app count notification field next to the category name.

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



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

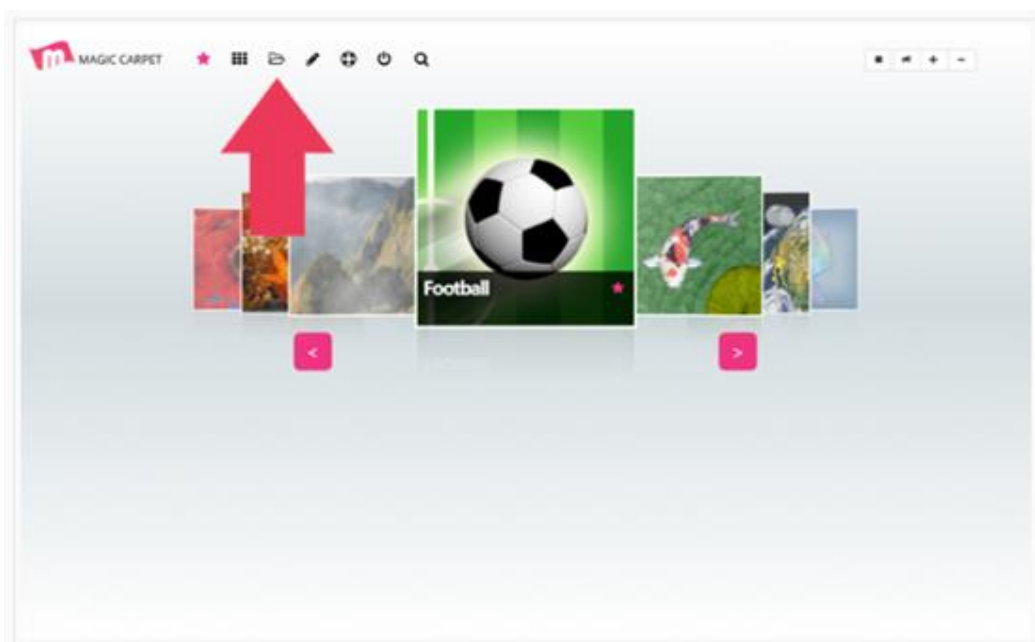


### My Collections

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.

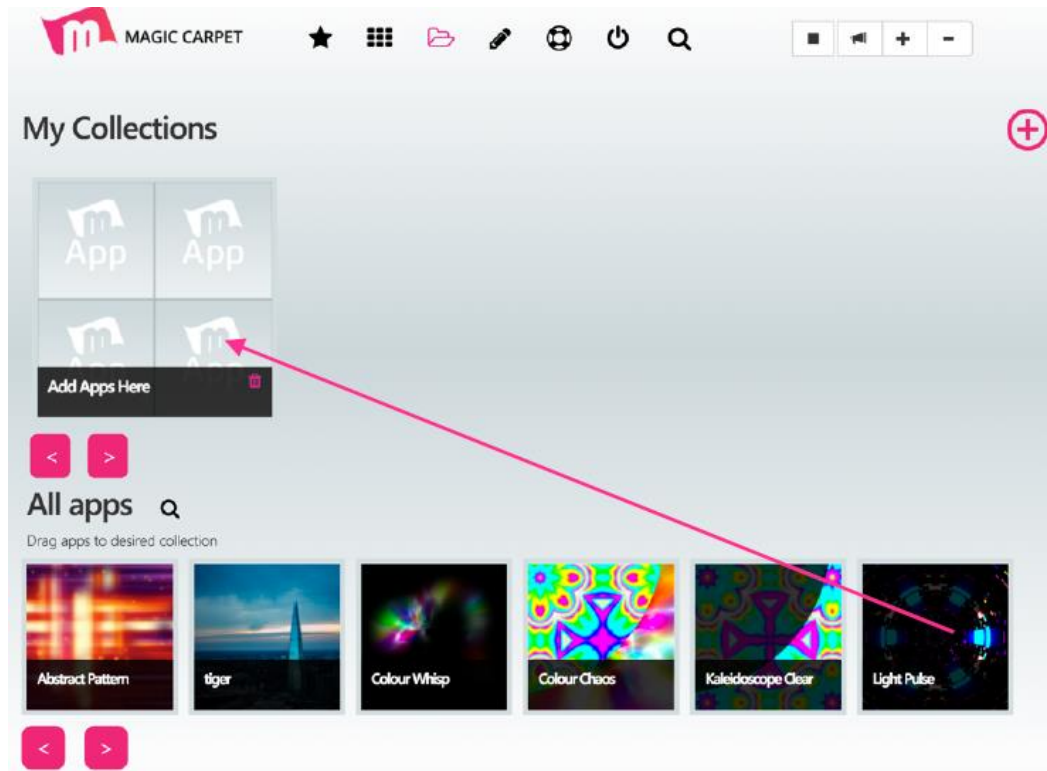
These are known as a Collection, and you can create as many of these as you like.

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



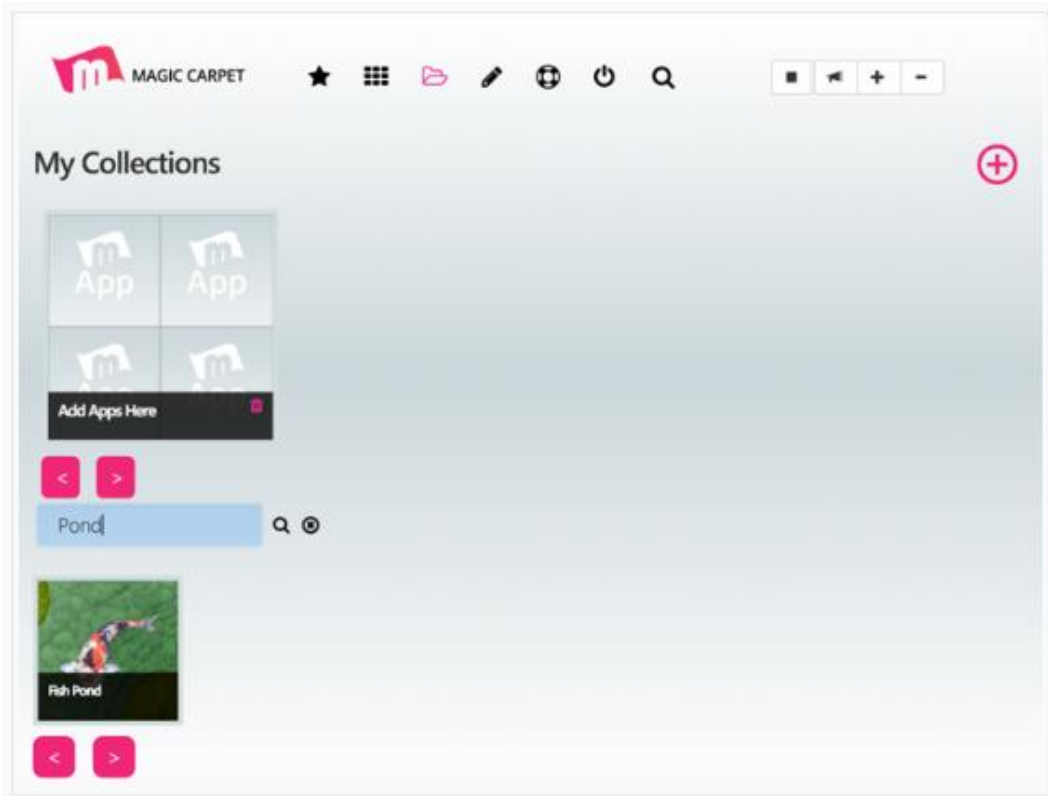


To add Apps to a Collection, simply click/touch and drag the App icons from the All Apps section at the bottom into the empty Collection frame. You can place as many Apps as you like into your collection.



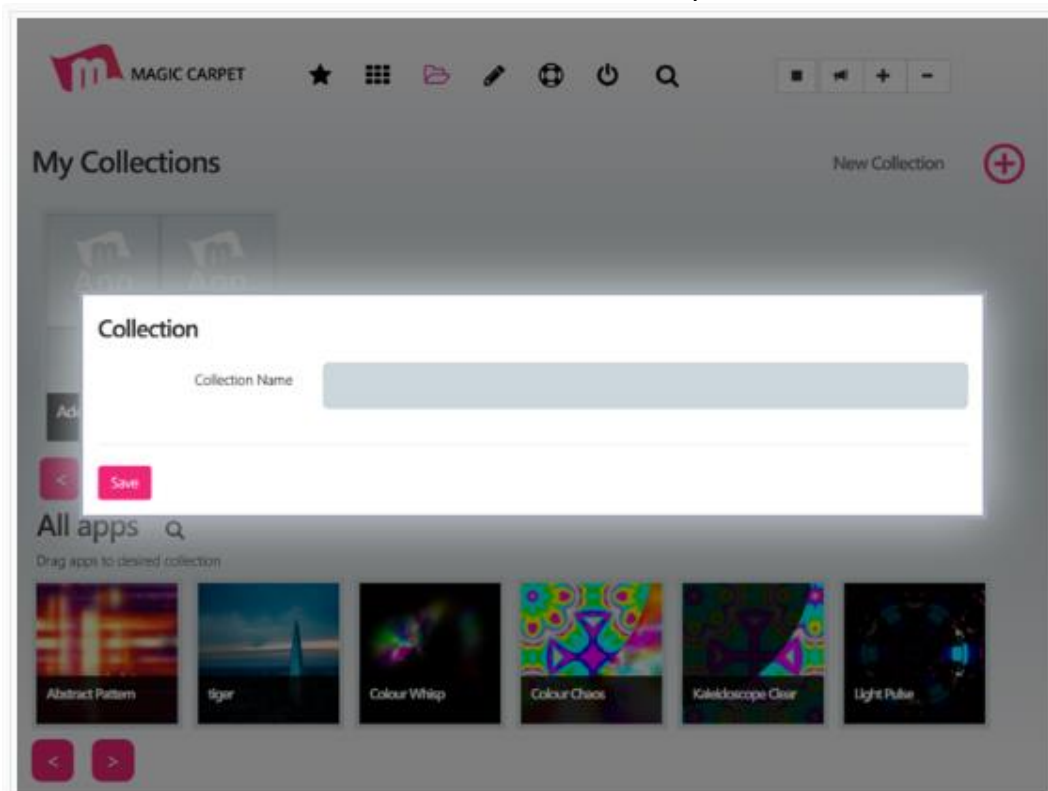
## Search

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.



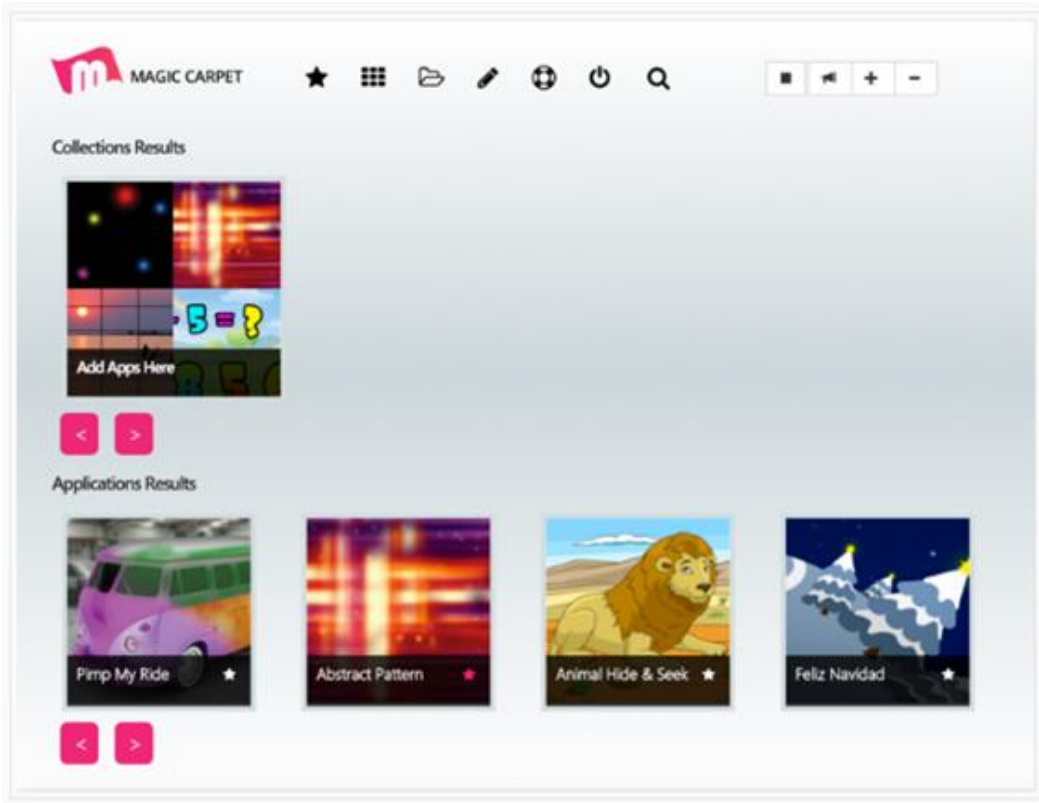
## Collections

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.



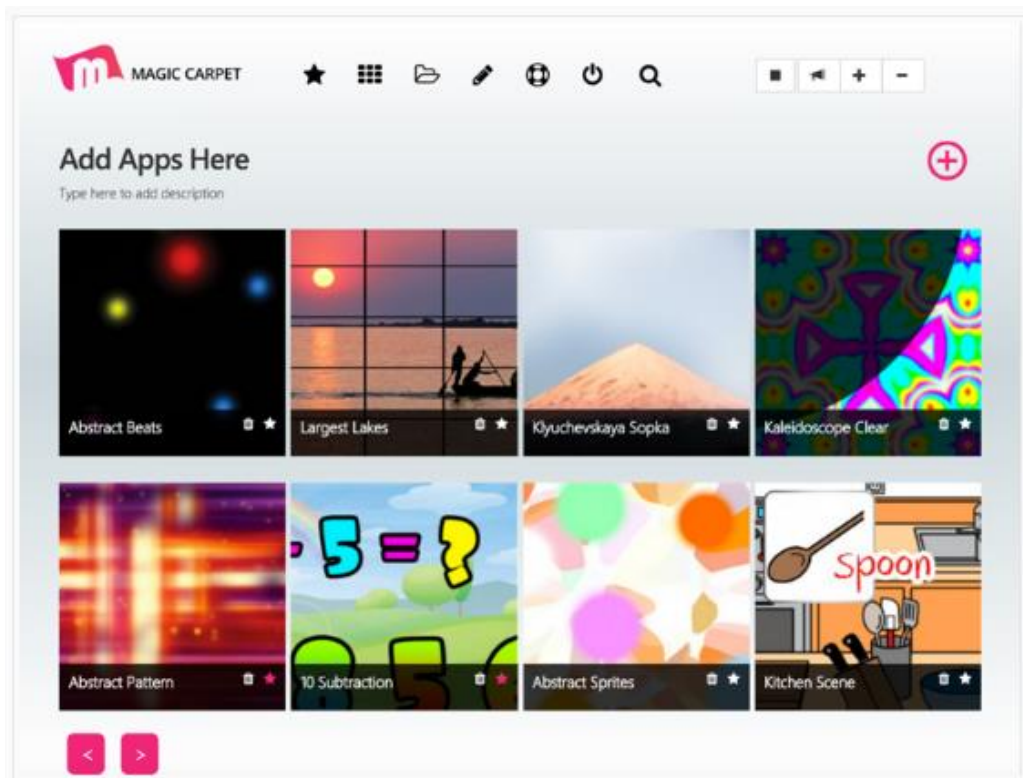


When you have added Apps into a Collection, the Collection window will display the four most recently added App icons.

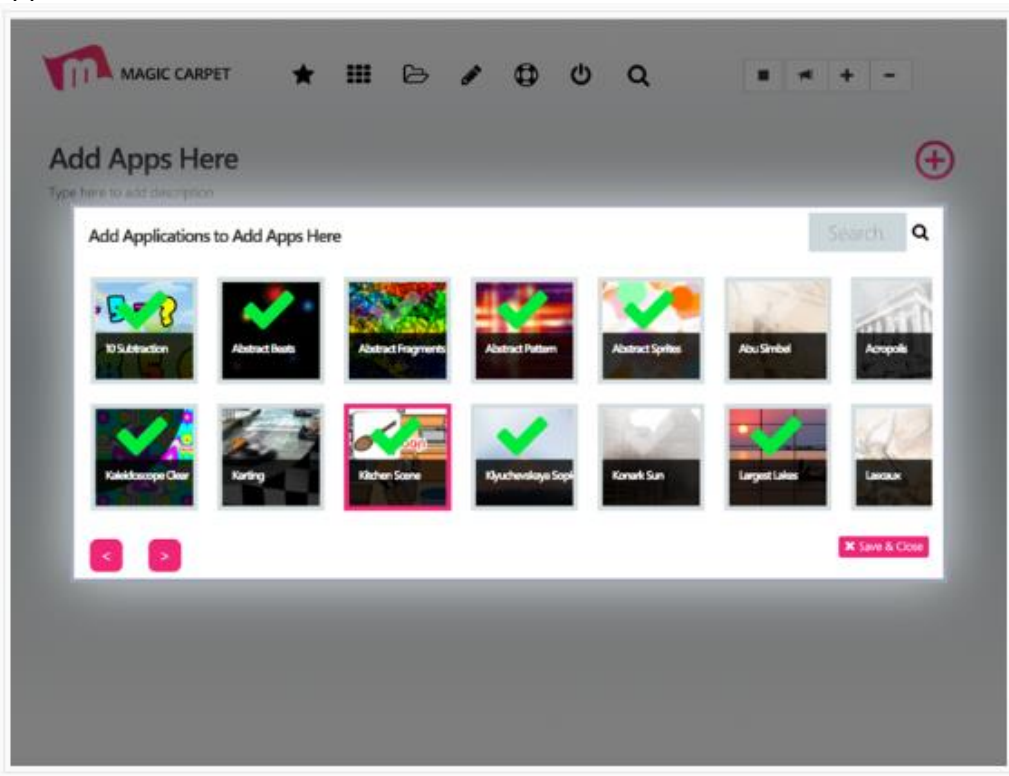


Enter the Collection to see and run the Apps you have added.

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.



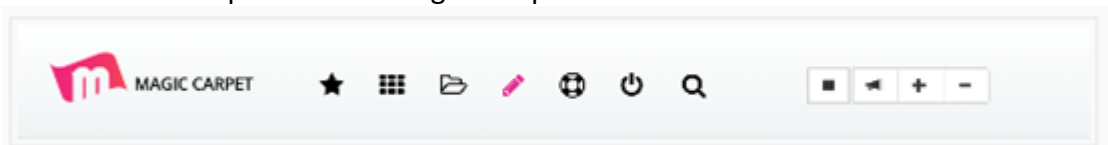
To add more Apps to the Collection, touch/click the App icons. When selected you will see the tick light up as shown. Select Save & Close when you have finished and the Apps will appear in the Collection.



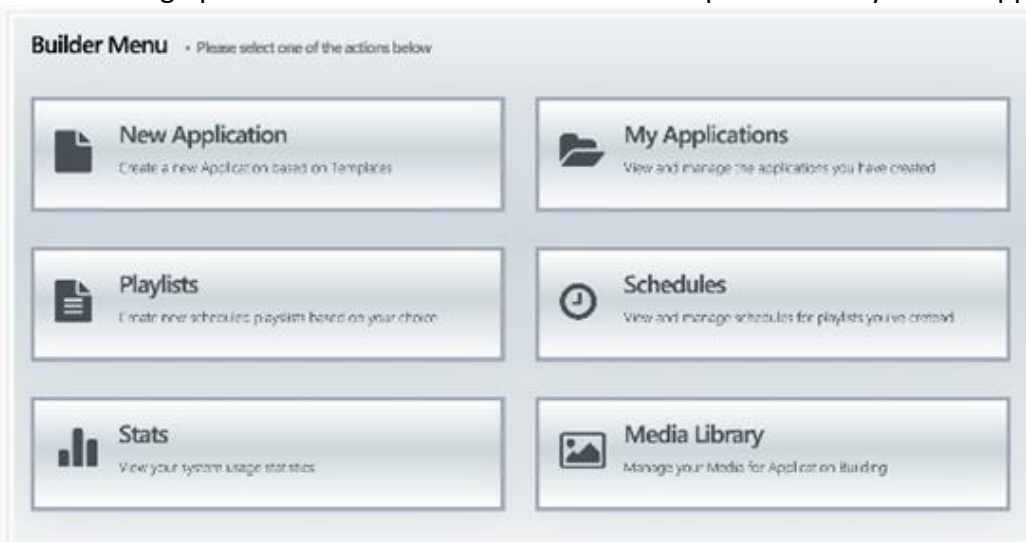
## Creating Apps – App Builder Menu



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



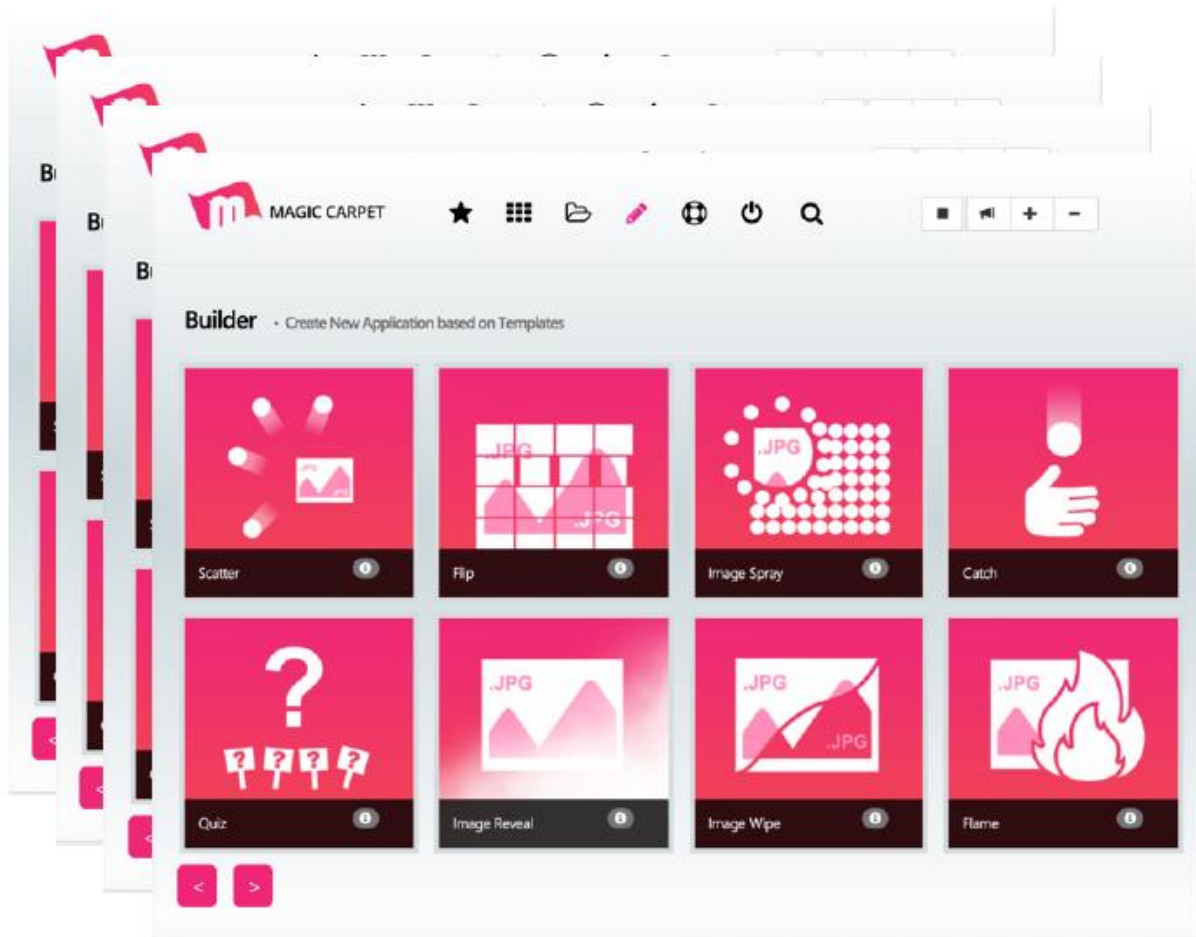
This will bring up the Builder menu. Click on the first option that says 'New Application'.



## 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.

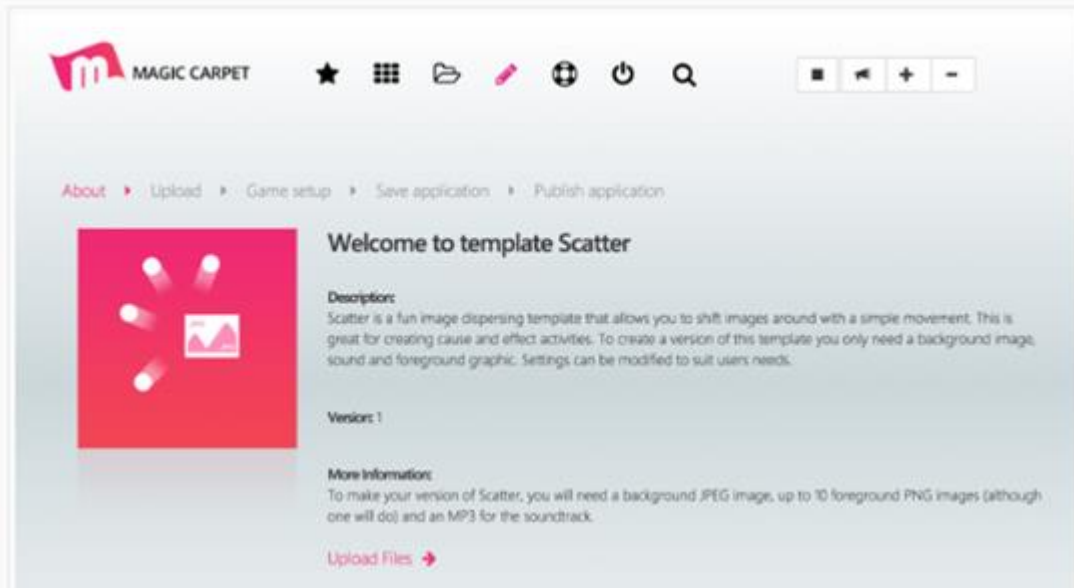
For example, the 'Poppies' App was built using the 'Scatter' theme. Based around a background image, several foreground images can be 'scattered' around.

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

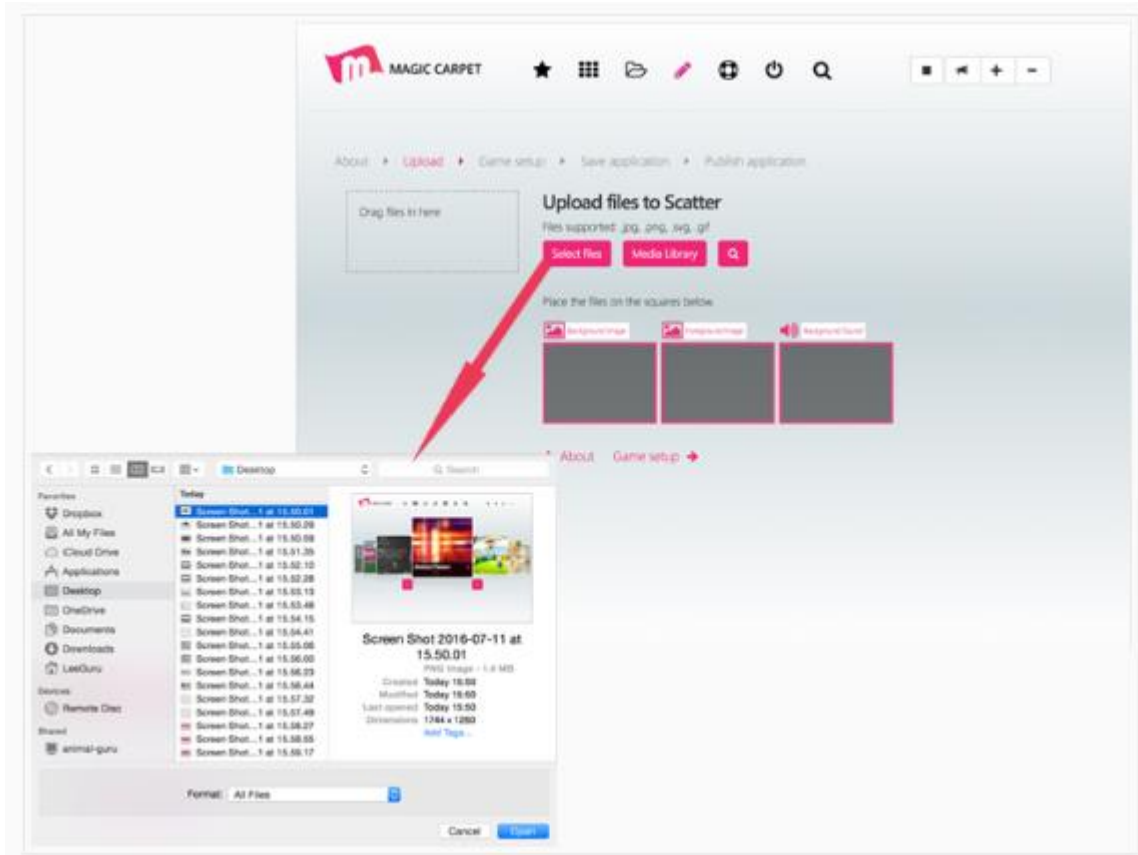
Below is an example using the Scatter Template, although the process is the same for the other Templates. The only differences will be the number of media assets required and the behaviour of editable parameters.

## To build a Scatter App

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



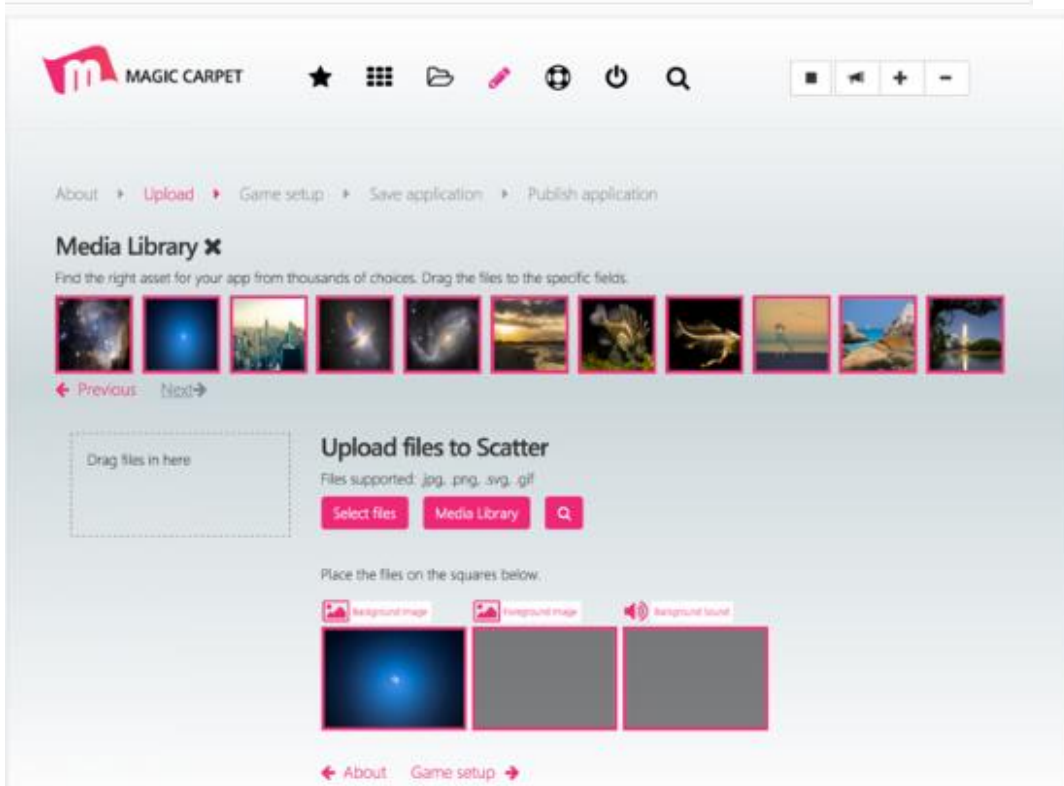
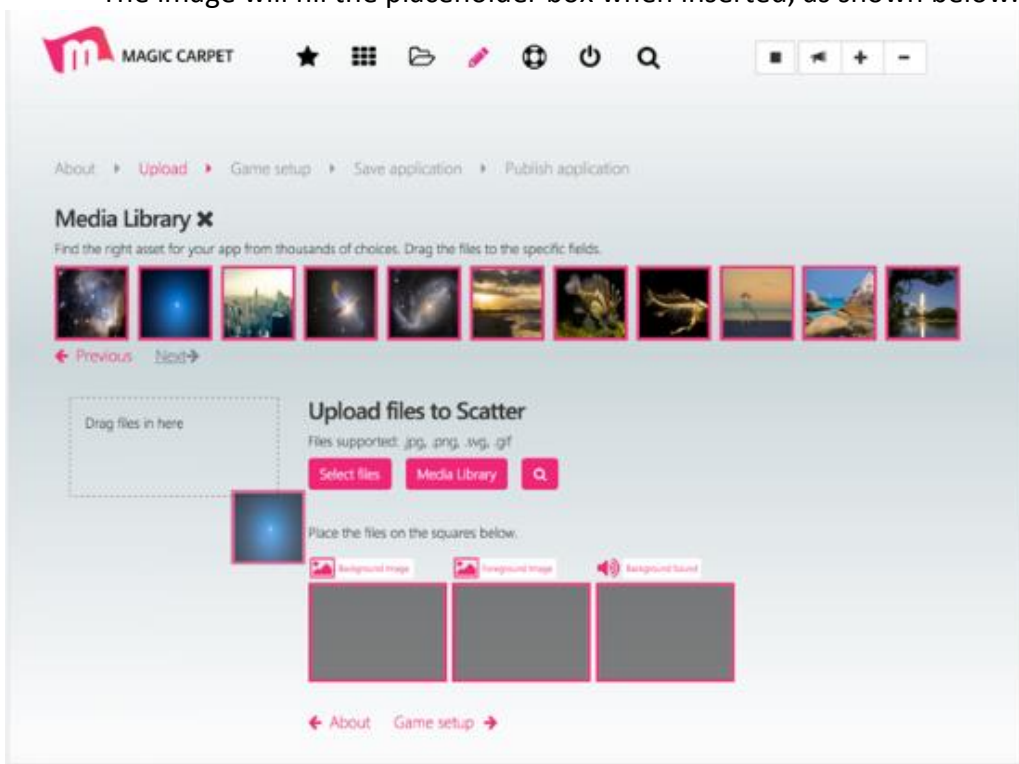
2. Upload files by dragging and dropping from your PC into the 'Drag files in Here' box or using the 'Select Files' button to open the image browser on your PC as shown below. The software will automatically resize the images to the optimum size.



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.

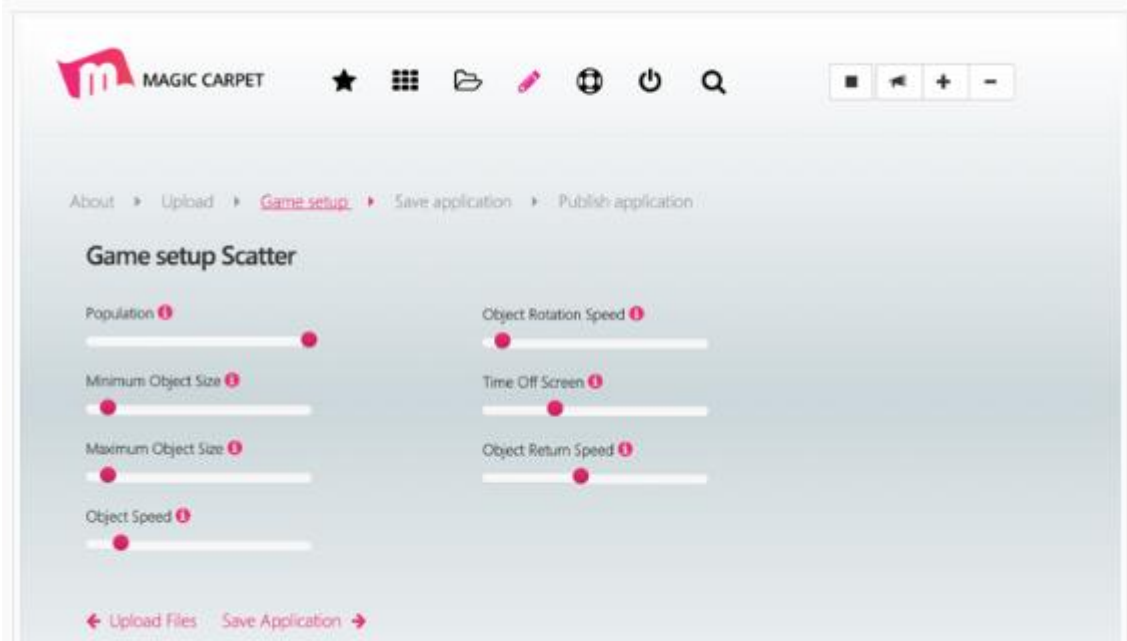
The image will fill the placeholder box when inserted, as shown below.





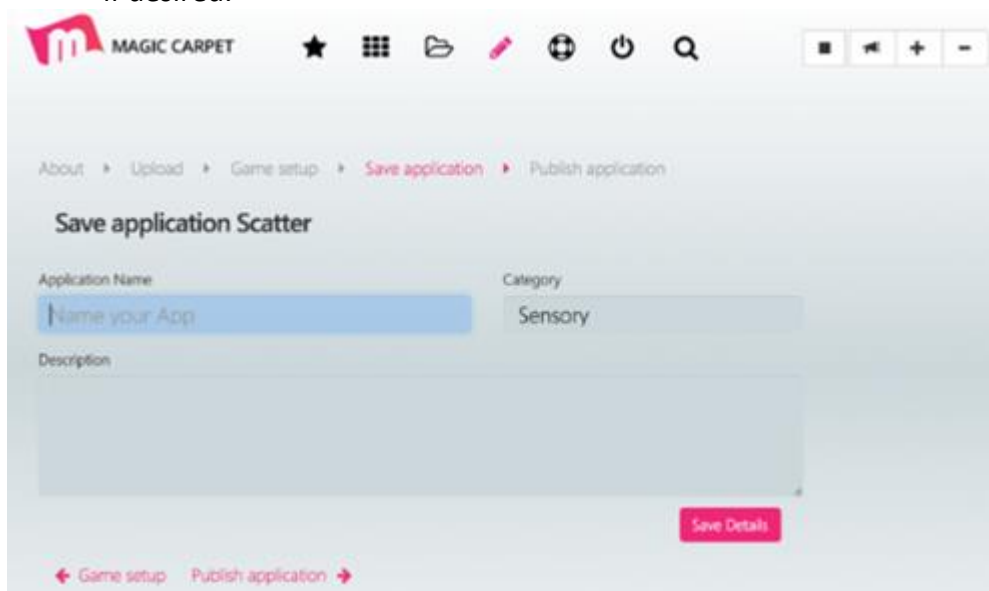
## Game Setup

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.

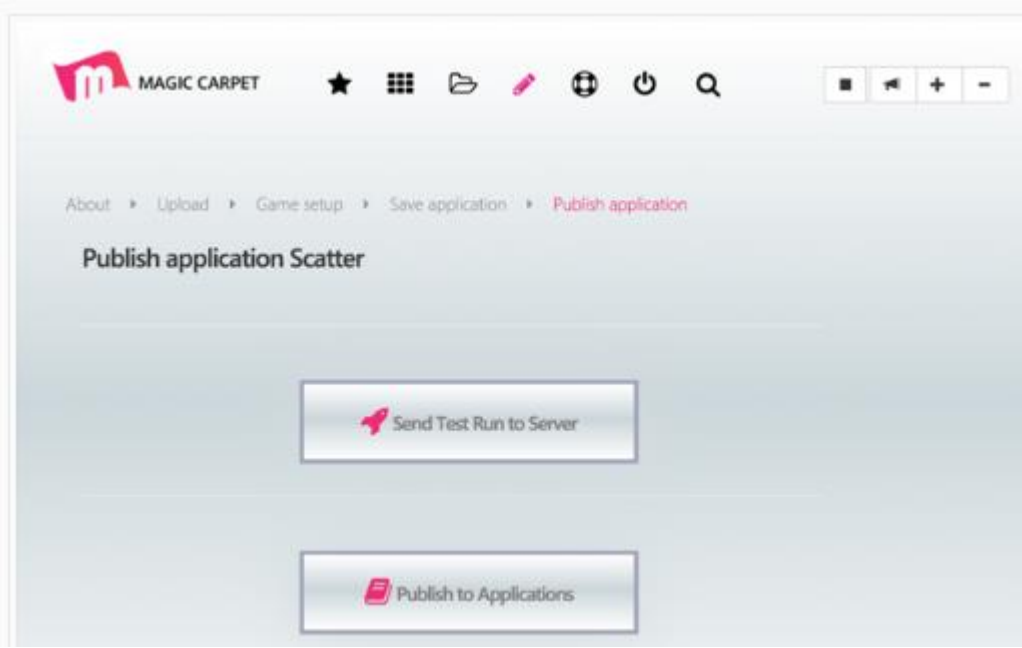


#### 4. Save Application Scatter

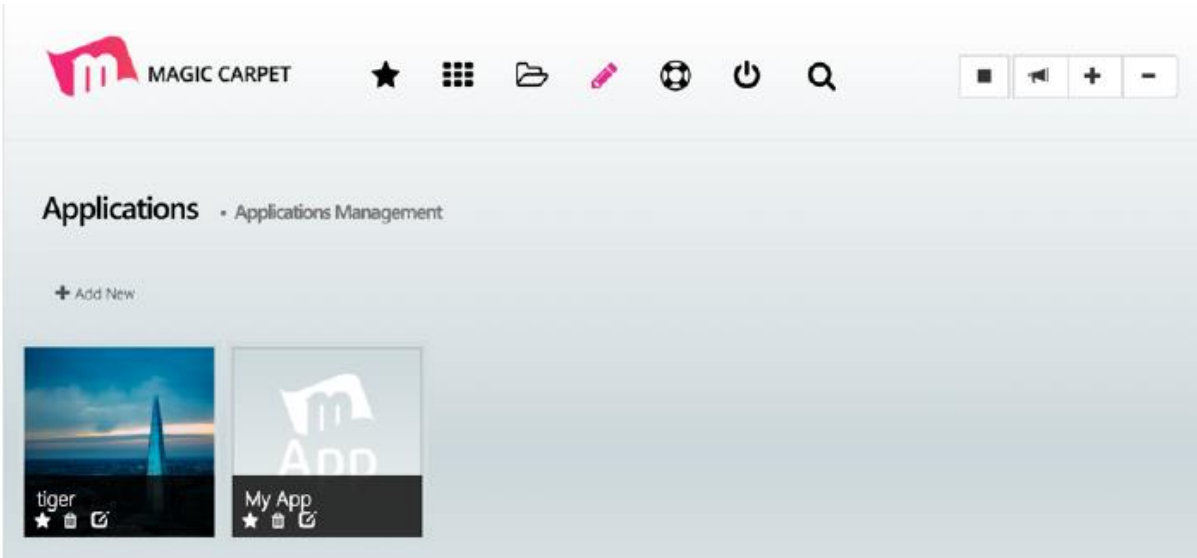
Before you test your App it needs to be saved. Give it a name, description and choose a category for it. The name, description and category can be amended later if desired.



- 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.
- 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 cannot 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 - 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 - Applications Management

### Application #My App

General Info Categories Images

No records to display

Drag & drop files here ...

Browse ...

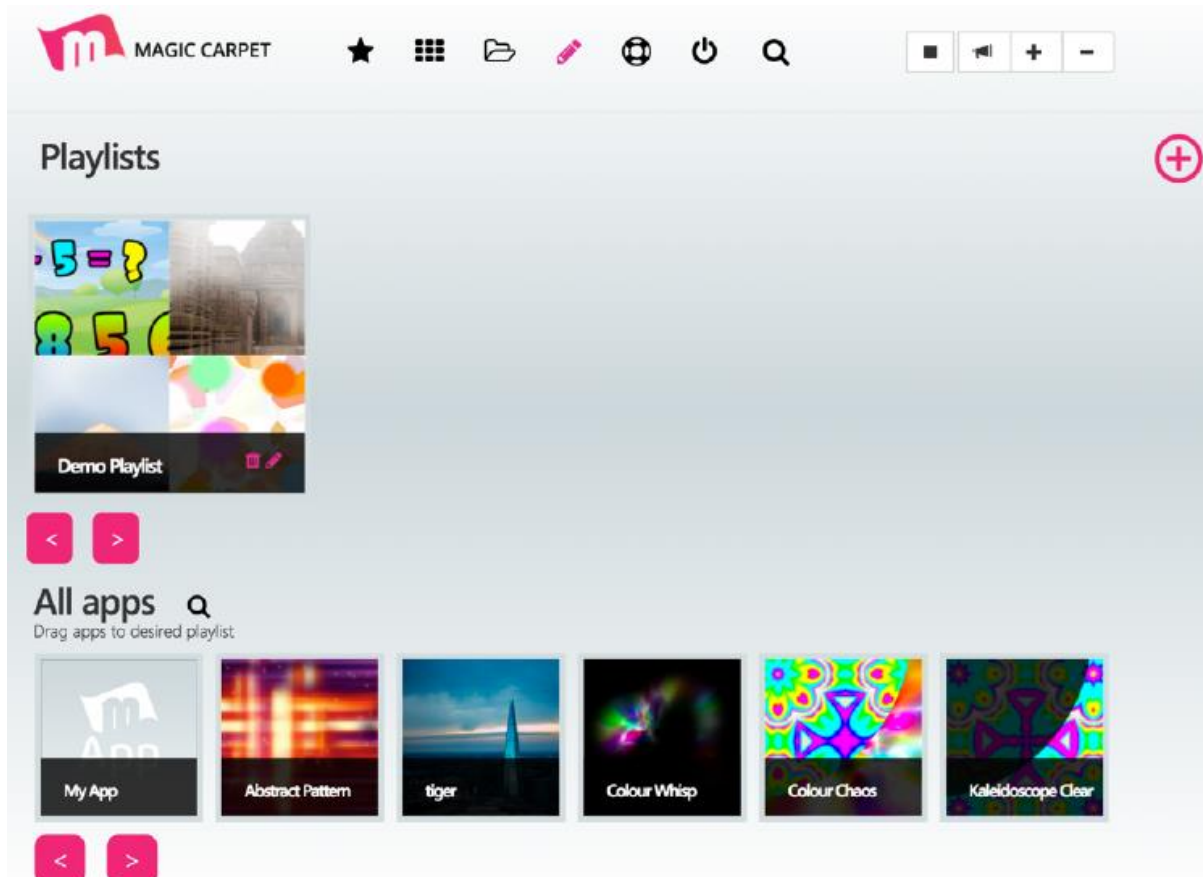


## Playlists - running Apps automatically



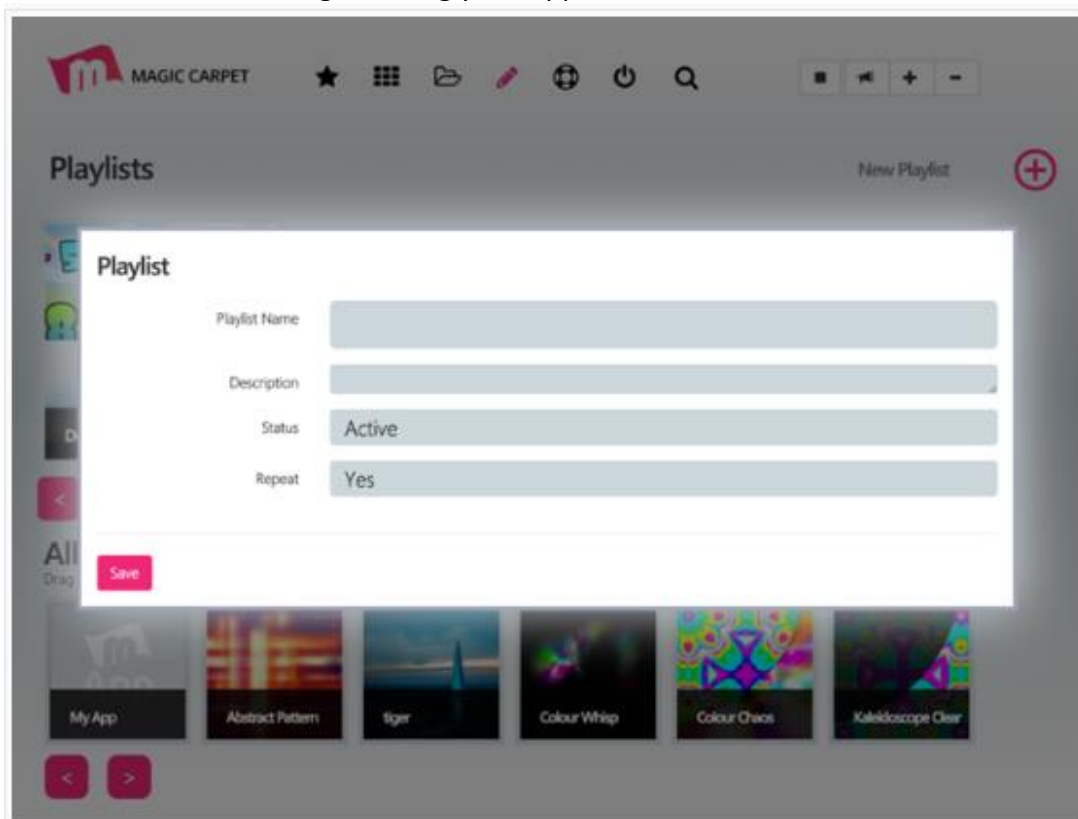
This is useful in play centres, hospital receptions, trampoline parks, commercial centres or any site requiring automated use – where you don't want to choose specific Apps for specific users.

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.

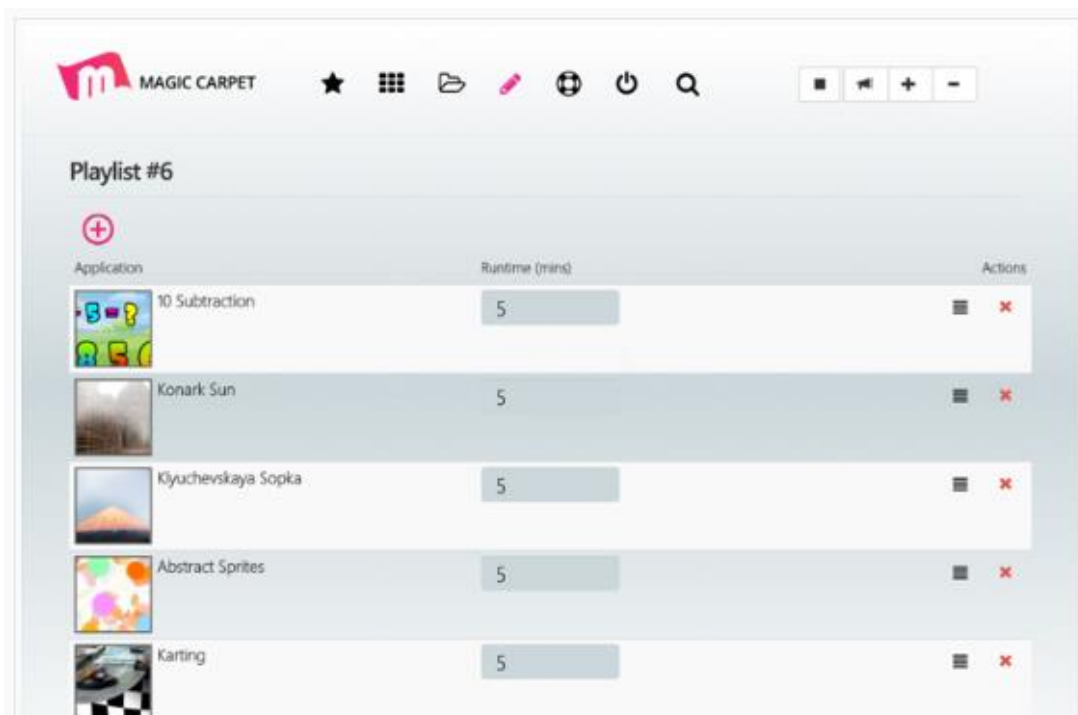


## To create a new Playlist

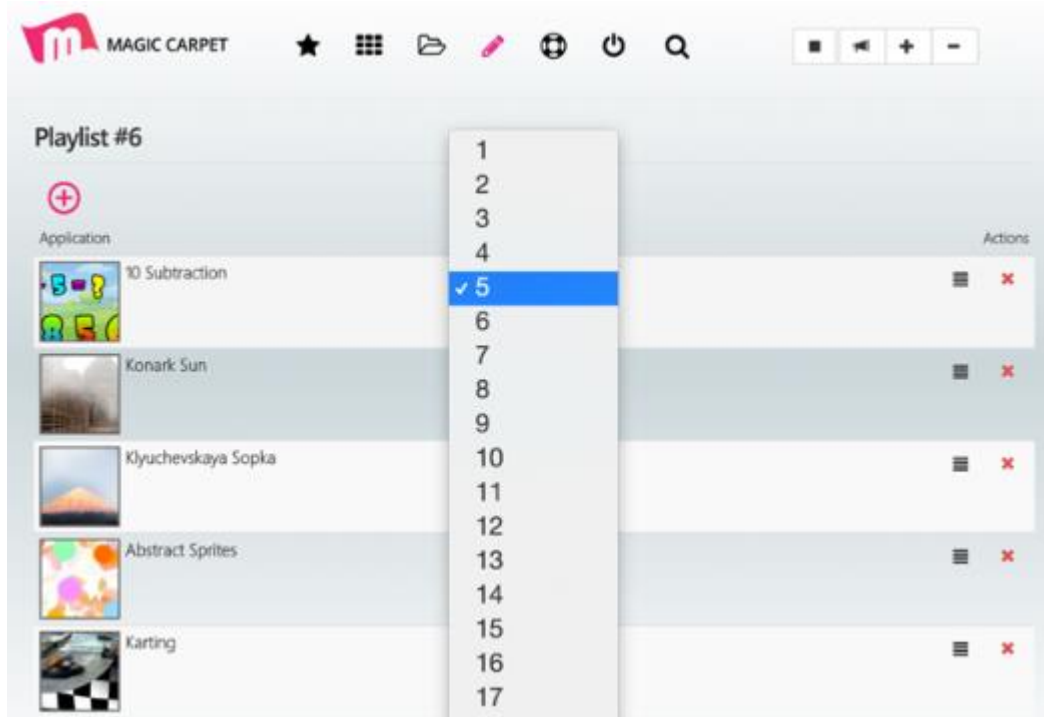
7. Click the pink 'New Playlist' button on the top right of the software. Here you can name your Playlist, provide a description and set the run status and repeat options.
8. Click 'Save' to begin adding your Apps.



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.

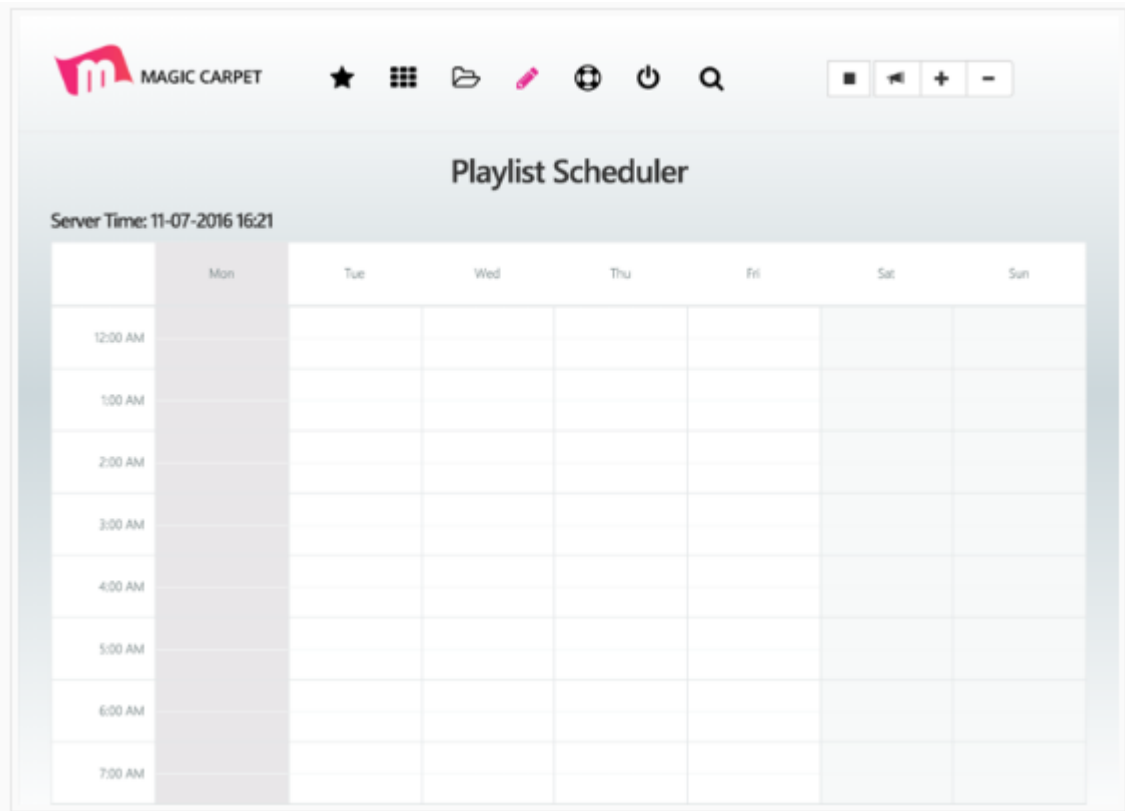


## **Schedules**

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**

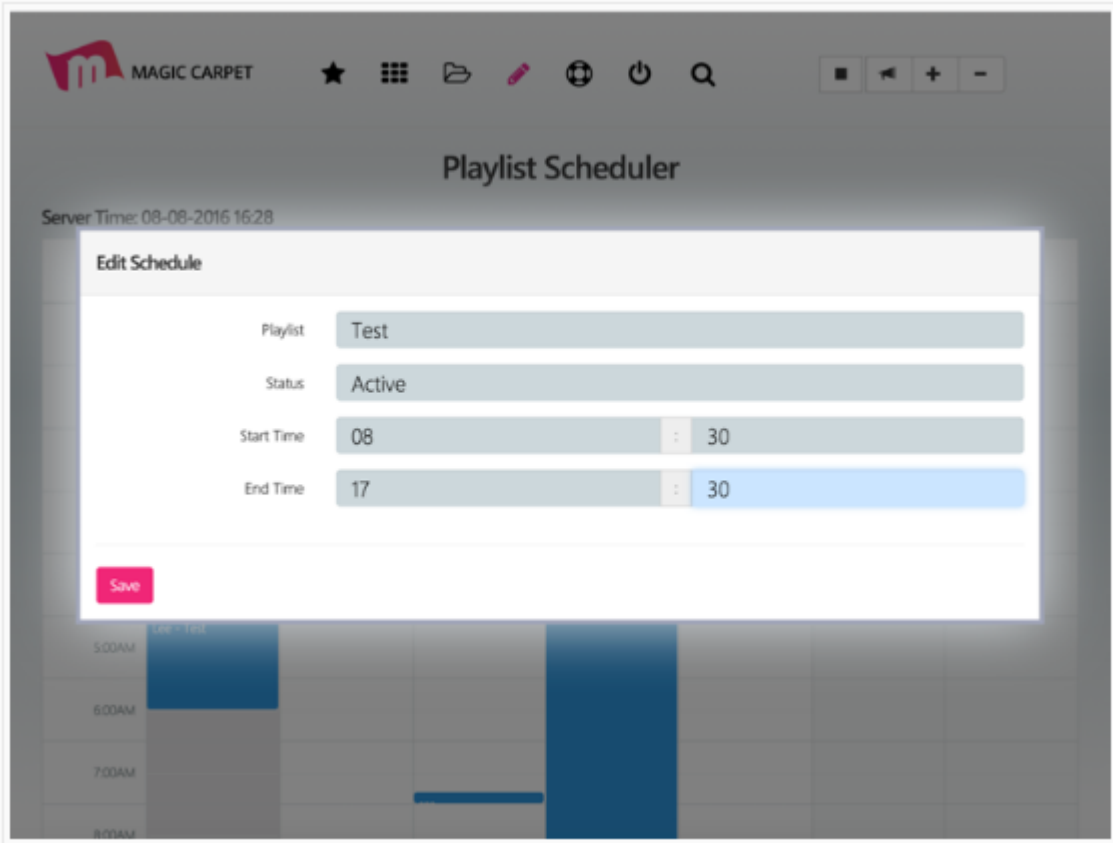
Choose the times you wish the playlist to run (choose the start and end time – choose an approximate time to start with if necessary).

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.

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

Select Active from the Status drop down menu.

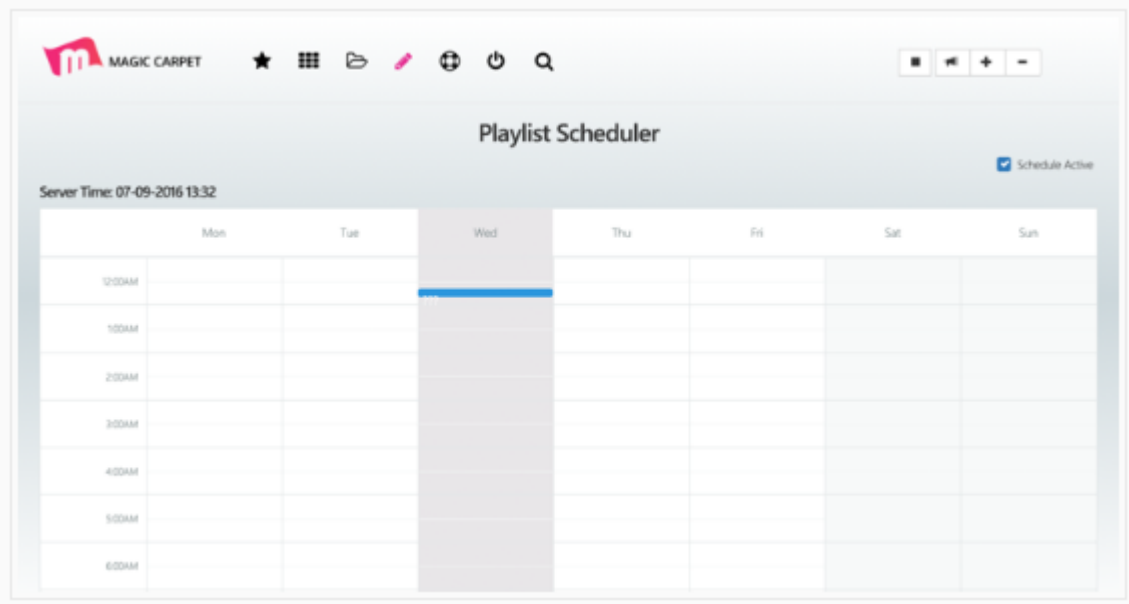
Shutdown on Finsih option will shutdown the system when your Schedule comes to an end.



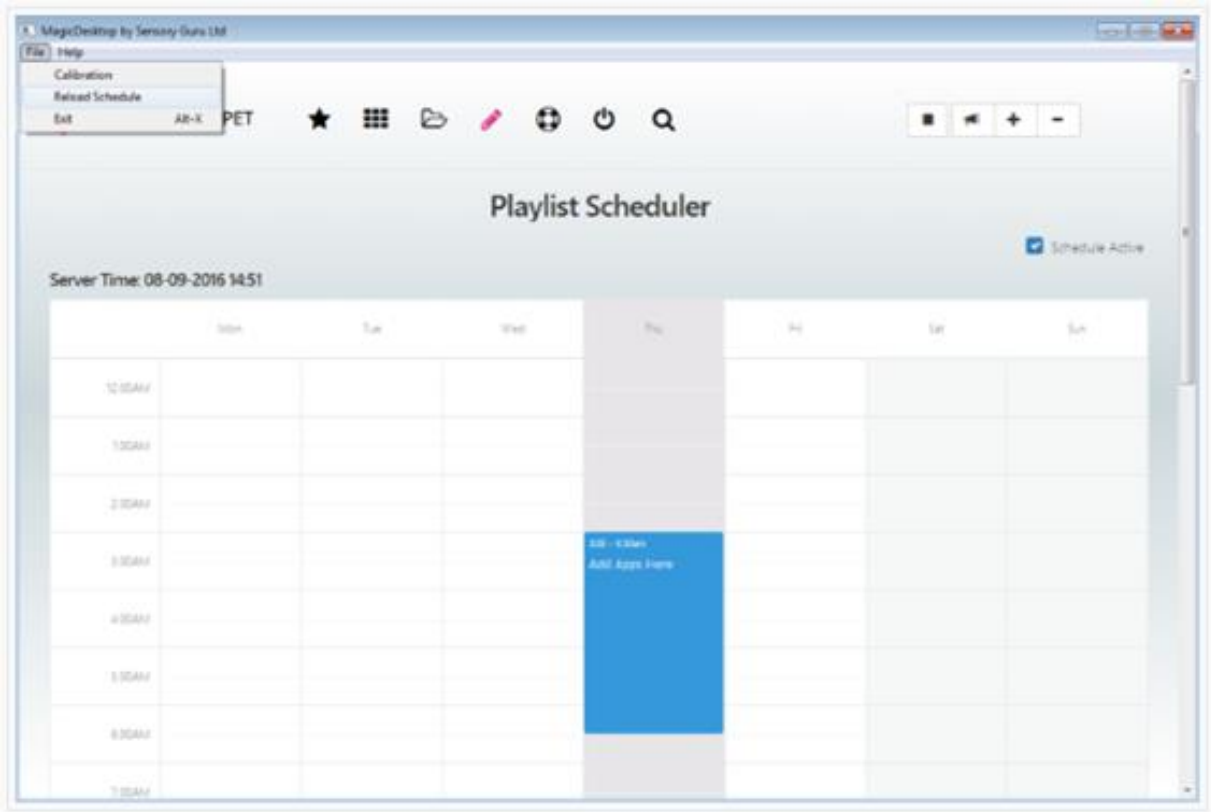
**Activate Schedule**

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.

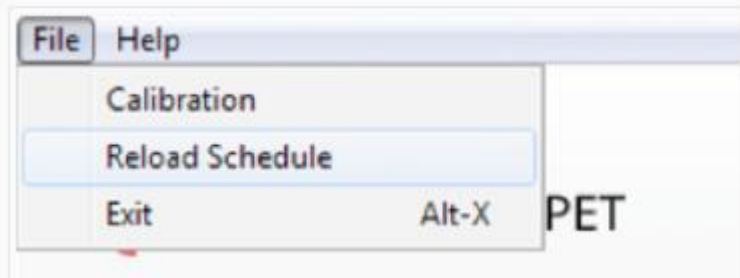
To do this check the Schedule Active box:



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 set.

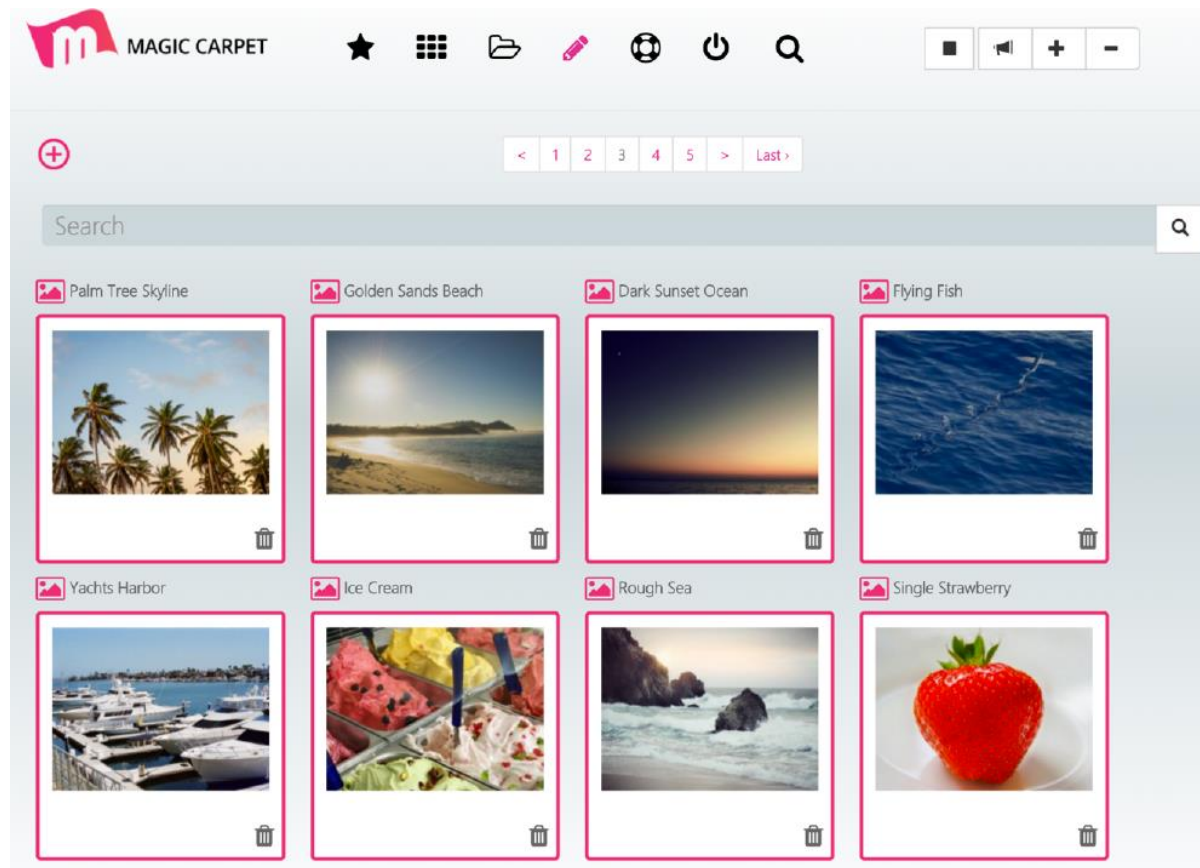


## Media Library - getting media to create your Apps



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.

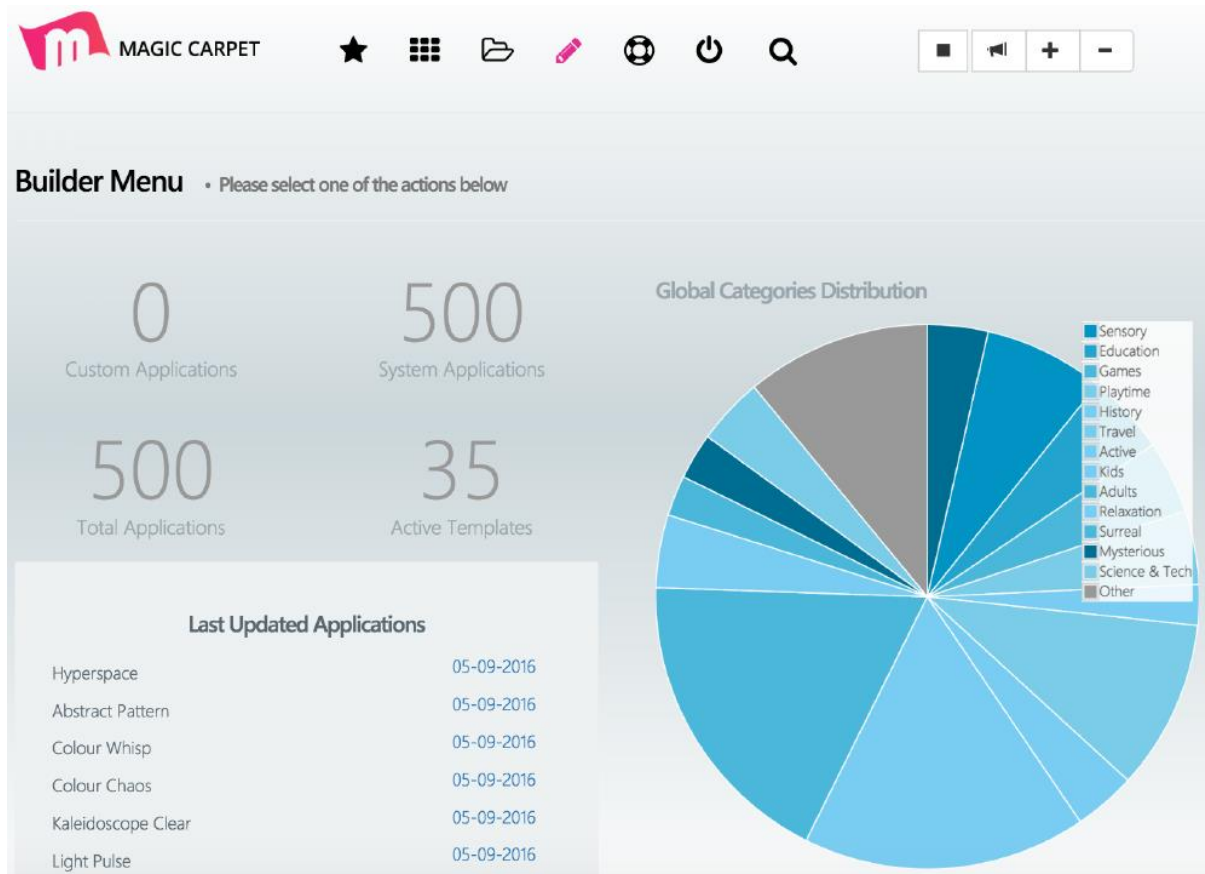


The ability to add your own Apps is available because we all want Apps that are personal to us. You could:

- *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.



## To turn the system off

1. Navigate to the 'Shut Down Server' option at the top of the software's user interface. This will initiate the PC shutdown.



2. Turn off the projector. Using the remote control, press the ON/OFF button **twice** – once to tell it to turn off and a second time to confirm. You will see a message displayed on the floor projection to reflect this).





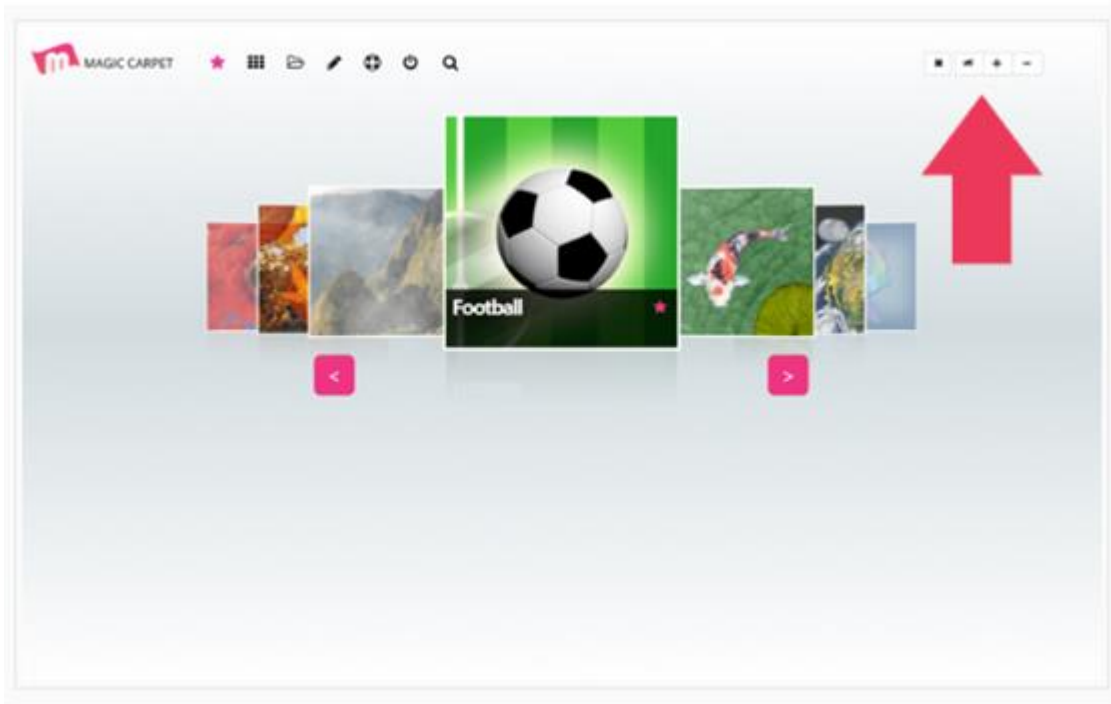
3. Fully lower the unit. Before removing the power adapter, press the button to lower the body of the system and make sure it is fully down. A raised unit should not be pushed around from one location to another.



## Sound

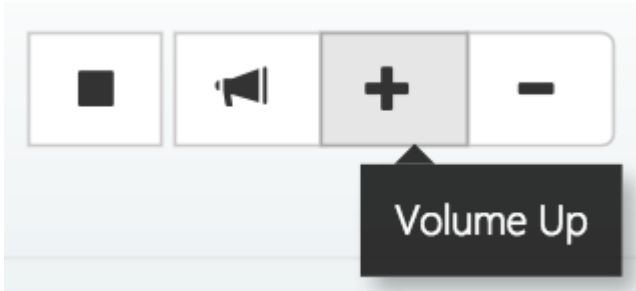
The system comes complete with sound. It has its own built in amplifier that can produce loud and clear audio. Before attempting to adjust the sound, make sure the system's amplifier is on and set to the correct channel. *Insert text here*

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

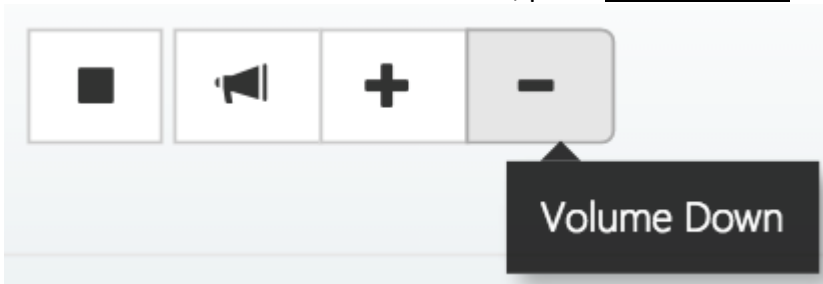


To use the Mute On/Off function, press once to mute, and once again to un-mute.

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



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



## 14. Care and Maintenance

1. For indoor use only. Use and store in a dry indoor environment.
2. Only move the unit when it is completely lowered.

## 15. Troubleshooting

*In case of problems, please check the following:*

- Make sure the unit is plugged in
- Make sure the PC is switched on
- Make sure the projector is switched on
- Make sure the keyboard is switched on
- Make sure the USB Capture Device (shown right) is plugged into a USB port at the back of the PC. This has several wires attached to the back of it. The only wire to check is the video signal wire (the wire is usually yellow but sometimes the plug is black) – this should have the video signal plug from the camera plugged into it. This USB Capture Device enables the analogue video signal from the camera to communicate with the system software.
- Make sure power is getting to the camera. The camera is powered by a 12V power supply. If you are having problems with connectivity or the system appears to be unresponsive to user interaction, check that the LED on the camera is glowing red. If it is not, make sure the camera's power supply is plugged in and switched ON. If the light is still not red, despite the power supply being ON and the connections being good, establish if the problem is with the power supply or the camera. Try an alternative 12V power supply with a 1A 2.1mm DC plug. If this doesn't work either, contact ROMPA® to obtain a new power supply.



If the keyboard has stopped working, unless it has been damaged or the batteries depleted, it has most likely unpaired from the PC. The wireless keyboard supplied is connected via Bluetooth. As well as the keyboard, there is a USB dongle plugged into the PC. To re-establish a connection, plug the USB dongle into the PC. Switch the keyboard on using the switch at the back.

If the system is on, but you can't see a projected image, there is an input error of some kind. The system has an Optoma X320UST projector installed. First make sure the PC and projector are on. Look for the power light on each of these. If these are on, but there's still no image, the projector could be set to the wrong input channel. By default, the system makes use of the HDMI 1 input channel. Using the remote control for the projector, press the VGA button, wait a couple of seconds and the image should load.



If there is no sound from the system, check that the system is not set to mute. Try to adjust the Volume Up button or try toggling the Mute button on the keyboard.

The system includes a Lepy Amp (found inside the upper case).





Make sure this amplifier is switched on; is on the correct channel and has an appropriate volume level set.

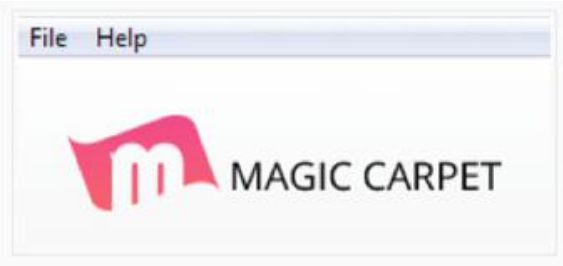


If the amplifier is not on, press and hold the ON button for a short while.  
By default, the amplifier is set to 'Input 1'.  
Make sure the correct input source is set by toggling the 'Input' button.  
Make sure the volume is set to a suitable level.  
You can see how high the volume is set by the blue blocks on screen.

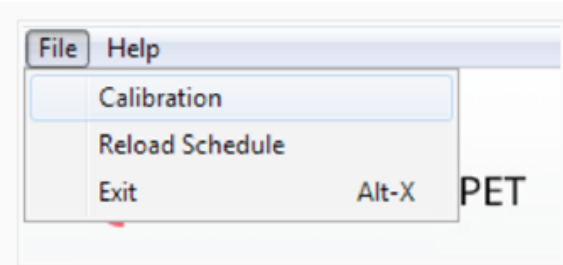
### Calibration

The product is calibrated before it reaches you, so it is unlikely that you will need to re-calibrate or adjust the settings. It can be a handy tool should the system stop responding properly (or if calibration has been affected by long-distance transit).

To access Calibration, the software must be running. First make sure that no Apps are running and press the ESC key. This will bring up the toolbar at the top of the screen:

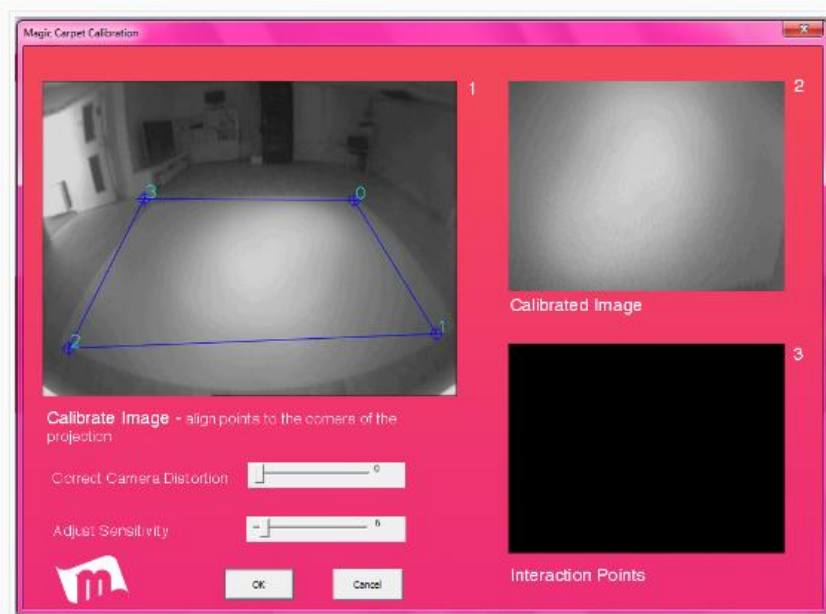


From the File menu, select Calibration:



This will open up the Calibration window:





You will see 3 windows and 2 settings slider bars.

The first window is named Calibrate Image. This shows us the current Camera Feed status. Here you should see video feed of the current space you are in. Notice the blue box frame that is superimposed over the feed. This box is used to map the projection image area so that the image is contained within it. Take particular notice of the numbers on each corner. The image above shows the order in which they should be laid out – 0 at the top right and then clockwise round to 3.

The next window is the result of the settings in the previous window and can be largely ignored.

The third window, 'Interaction Points', outputs the current interaction response. On the left you can see the settings sliders. Correct Camera Distortion should always be set to 0.

'Adjust Sensitivity' should be set between 3 and 8. The optimum value for most environments is 6.

To test the interaction, move over the surface and watch the Interaction Points window. This will display yellow dots in the area of motion detected.

If the above information does not suffice in the unlikely event of any difficulties, TeamViewer is already installed on the system so that we can remotely connect to your Interactive Projection system if required.

Further copies of these instructions can be downloaded at [www.rompa.com](http://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](mailto:producthelp@rompa.com)