Sensory Room Quick Start Guide
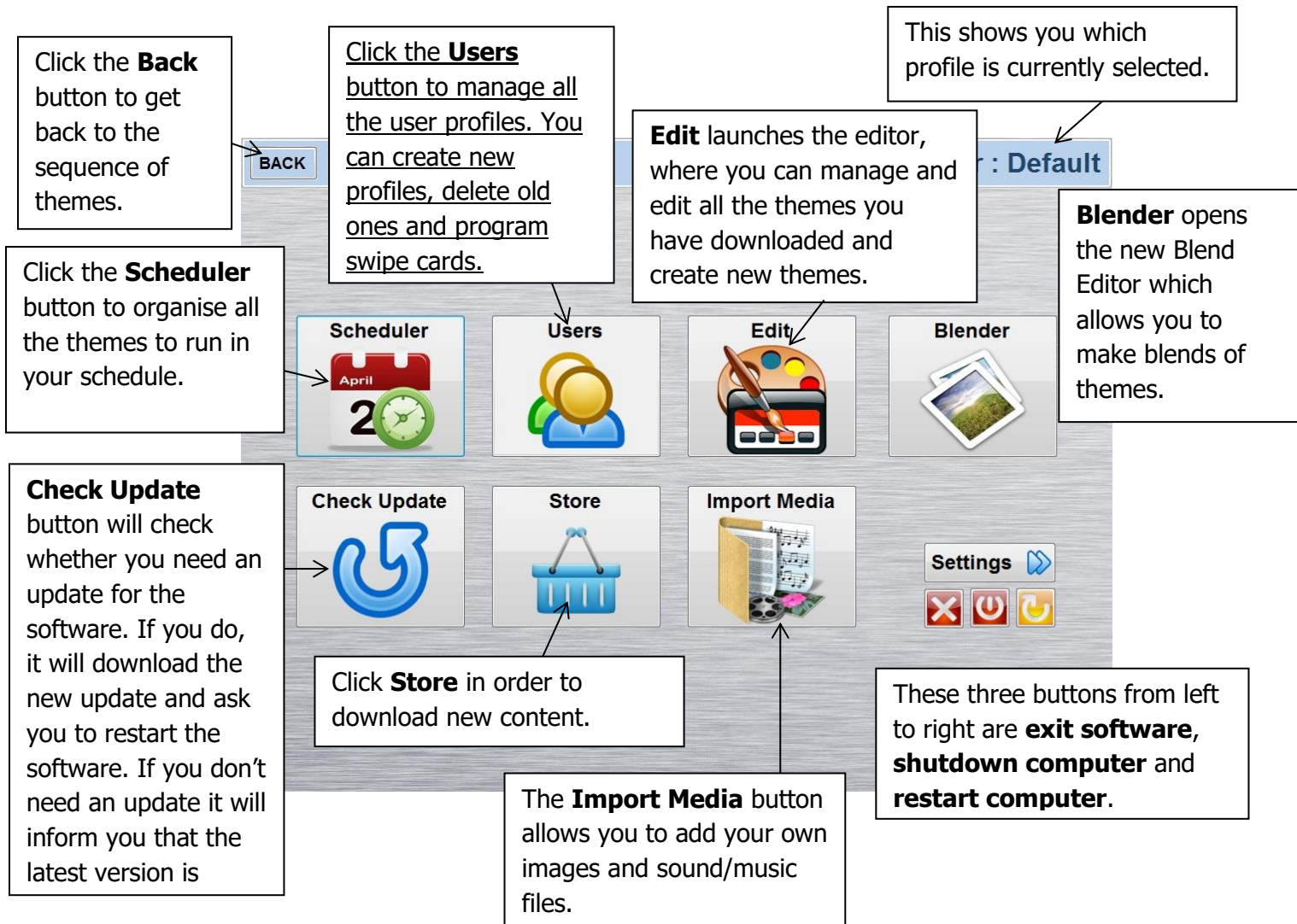
Overview

The aim of this guide is to familiarise you with all aspects of the Integrex Sensory Room software to allow you to get the most out of it.

Start up

When you start the software the default profile will load and the first theme in the schedule for the default profile will load. Press the **escape key** to get to the main menu.

The Main Menu.

Click the **Back** button to get back to the sequence of themes.

Click the **Users** button to manage all the user profiles. You can create new profiles, delete old ones and program swipe cards.

This shows you which profile is currently selected.

Edit launches the editor, where you can manage and edit all the themes you have downloaded and create new themes.

Blender opens the new Blend Editor which allows you to make blends of themes.

Click the **Scheduler** button to organise all the themes to run in your schedule.

Check Update button will check whether you need an update for the software. If you do, it will download the new update and ask you to restart the software. If you don't need an update it will inform you that the latest version is

Click **Store** in order to download new content.

The **Import Media** button allows you to add your own images and sound/music files.

These three buttons from left to right are **exit software**, **shutdown computer** and **restart computer**.

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Users Window

To get to the users screen you click on the user's button on the main menu.

This is the List of users. A different user can be selected by clicking on the username.

BACK ?

Current User : Guide

Users

Andrew
Guide
Joe
Matt
Richard

Add New +

Add new allows you to add new users to the list.

Remove ✖

Remove allows you to delete old or unwanted users. You will be prompted before you do delete to prevent accidental deletion.

Update Card ⊟

Update Card allows you to link a user to a swipe and update your swipe card when you make changes to your schedule.

Notes

Notes allow you to add notes to a particular user.

User Creation

To create a new user, click the **Add New** button and type in the name you want for the user then click return. After you click return you will be prompted to link the user to a swipe card. Linking the user onto a swipe card is optional but will allow you to seamlessly switch users without going to the users menu.

To add notes, click the **Add Note** button, type what you want and either click the **Save Note** button or **Cancel** button to cancel the note. All notes are date and time stamped.

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Scheduler

In the scheduler screen you are able to organise all the themes you want to use, you can get to the scheduler menu by clicking on the scheduler button on the main menu

These buttons allow you to add and remove themes from your schedule.

Choose which type of theme you want to use from the dropdown menu.

This is the menu of choices you have for a given theme.

The box here gives you an active preview of what you have chosen allowing you sample it.

These two buttons control the order at which the themes play.

Here you can set the duration of theme.

This allows you to set the colour of the room lights.

BACK ?   Current User : Guide

Available Themes
Image Painter

Available Content
Aeroplane
Air Ambulance
Ambulance
American
Autumn Forest
Burger
Butterfly Fish
Clown Fish
Coral Reef
Fire Engine
fjgjg
French
Galaxy

Add

Remove

Scheduled Themes

Theme	Type	Duration
Clown Fish	Fade	60
Fireworks In A...	Fireworks	60
Grey Pepples	Fish	120
Mole	Fixed	60
Toy Cars and ...	Flip	60
Solar System	Hotspots	30
Green Grassl...	Image Painter	60
Spectre	MediaPlayer	90
Coral Reef	Particles	60
Maths Level 2	Questions	90
Rugby	Repel	60
Deers with Sn...	Retract	60
		60

Up

Down

Preview

Instant Play   ☑ Speech Enabled   **Theme Duration (S)** 90   **Set Room Colour** Select

The **Instant Play** button allows you to fully preview any of the themes in the left themes menu as if you were running your schedule. The box to the right allows you to set the colour room lights when you are using instant play.

The **Speech enabled** option turns on a feature in the new **Hotspots** theme which turns the text used in the labels to speech.

Editor

In the editor screen you are able to create new themes, edit already existing ones and remove themes you don't want, you can get to the editor screen by clicking on the edit button on the menu.

The drop down menu here allows you to choose which type of theme you want to use.

BACK

Leaf Scatter

Autumn forest
Bonfire
Field Landscape
Field Sunset
Green Grasslands
Integrex
Leaf Scatter Video

Add New

Edit

Remove

Rename

Preview

Instant Play

Add New allows you create new themes.

Edit allows you to edit already existing themes.

Remove allows you to delete existing themes.

This is the menu of choices you have for a given theme.

This button allows you to rename existing themes.

The box here gives you an active preview of what you have chosen allowing you sample it.

The **Instant Play** button allows you to fully preview any of the themes in the themes menu as if you were running your schedule.

Creating New Themes

This section explains how to create your own content.

Image Painter, Reveal, Fade, Flip, Water Ripple and Repel themes all have very similar creation processes: the different screens will be explained here.
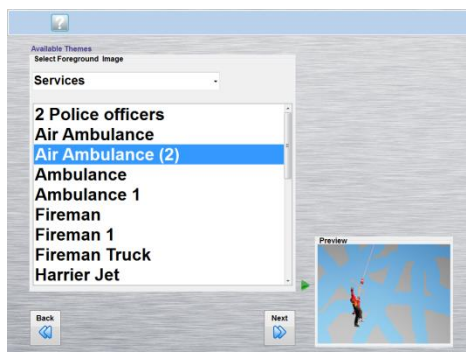
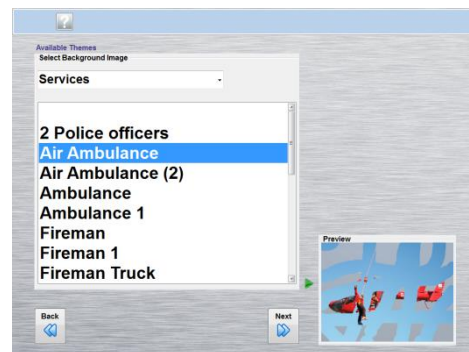To begin creating a new theme you need to click on the **Add New** button on the editor screen.
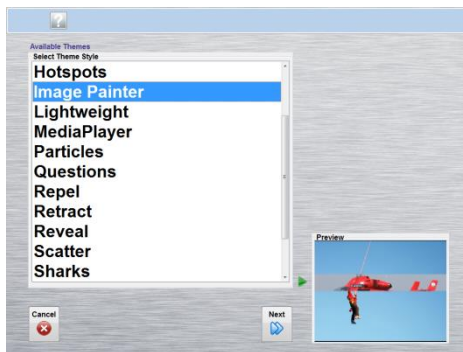
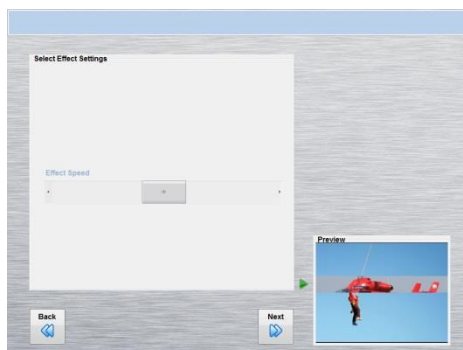First select the theme we want to create new content for. This is the same for all themes. There will be a small preview of the theme for you to see.
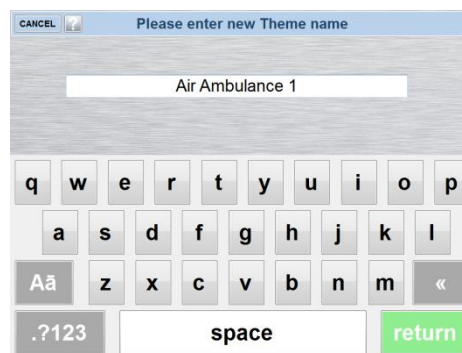
Next name our theme.

After naming, select the foreground image. There will be a preview image of what you have selected.

Then select the background image this image will be revealed when you interact with the theme.

The reveal, fade, flip and repel are the only themes that have the speed effect option: this changes how fast the animation runs during interaction with the theme. Moving the slider to the left reduces the speed and moving it to the right increases it.

This is the final screen you will see. On this screen you can apply sound or music to your theme. You can preview the music by selecting it from the list, then save, share or export your theme. Saving the theme will save the theme to the editor; sharing the theme will save it and send a copy to the store for others to download.

When you share a theme, you will get two credits to spend in the store. Exporting your theme will save the then allow you export it for transfer to software on another machine.
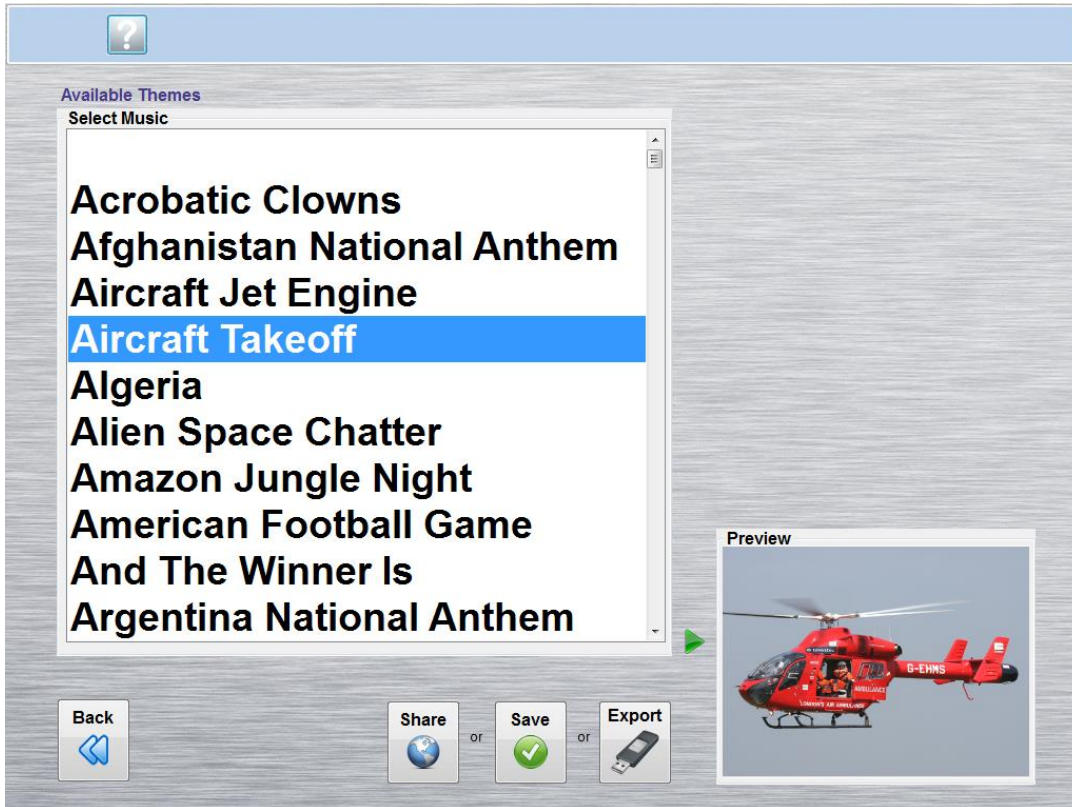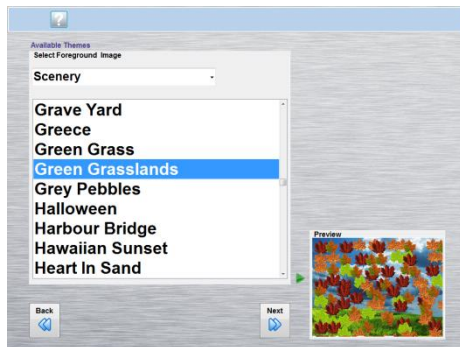

This is what you will see in the editor when you have completed your theme.
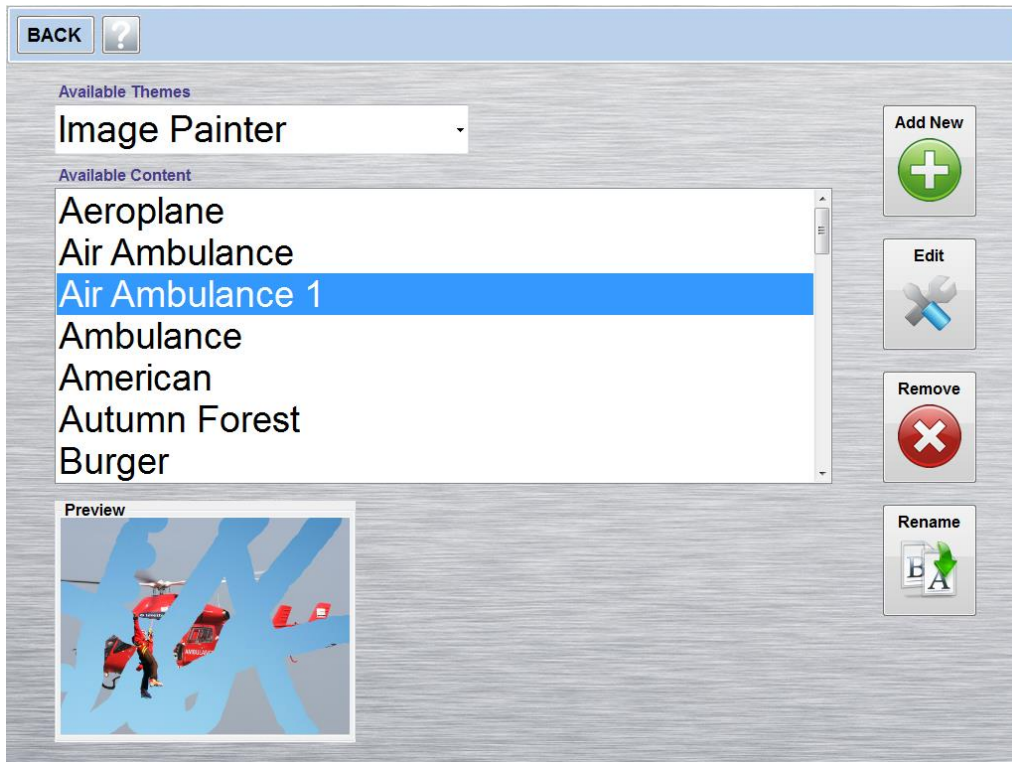
Creating new themes *continued*

Each of the **Scatter** themes has the same creation process, similar to the above themes.

Pick the theme you wish to create and then name it.

Scatter themes differ from the above themes because you only need to choose one image for the theme. You will be provided with an active preview of the scatter theme and image you have chosen.

Finishing a scatter theme is the same as all others: pick the music you wish play with the theme and either share the theme or save it.

The **Splat** and **Particles** themes have a similar creation process as all other themes: start by picking either theme, naming it and selecting the image you want. These two themes are different from the others because of the effect that you can apply.
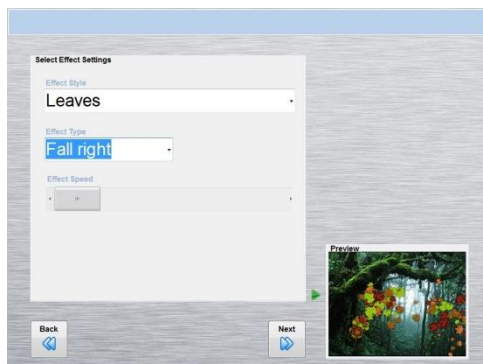
On the particles theme you can choose which effect you want to appear from interaction with the theme, you can also choose the way in which the effects move and the speed at which they move.

On the splat theme the only extra option is to choose what type of effect you want to fly around the image.
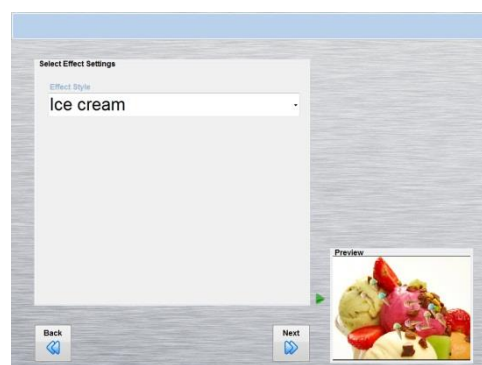
Both of the themes are finished in the same way as all the others: pick the music you wish play with the theme and either share the theme or save it.

The **Hotspot** theme differs significantly; this section details the creation process of a hotspot theme.

First, pick the theme from the menu, choose a name for the theme and choose the background image for the theme.

Set the total number of hotspots you want for the theme.

Next button switches you to the next hotspot you want to place.

This drop down box allows you to switch between the different touch modes.

Type in **Label** for the text you want the hotspot to display.

The **Sound** button allows you to add sounds to individual hotspots. The box below lets you set the priority of the sound, if it is set to high and the hotspot is triggered all other sounds are stopped and the sound is played.

Here you can place the boxes for where you want the interaction to happen on the image. **Left click** adds a box, **right click** removes a box.

The **Picture** button lets you add an image/video popup to the hotspot.

You can see a preview of the theme you are creating.

Finishing the hotspots theme is the same as all the others. You can add sound or music to the theme and share or save the theme you have created.

Touch Modes

There are four different touch modes to choose from in the hotspots theme. The modes determine what will happen when the hotspot has finished.

- **Stop on touch** lets you manually stop the hotspot by touching the triggered hotspot
- **Stop on complete** will stop the hotspot after ten seconds or after the audio/video of the hotspot has finished.
- **Storyboard mode** will move on to the next theme in the schedule when the hotspot is triggered.
- **Storyboard on complete** will move on to the next theme after ten seconds or after the audio/video of the hotspot has finished.

The final theme we will be looking at the creation of will be the **Questions** theme, which is an interactive questions and answer theme.

First you pick the theme from the menu, choose a name for the theme and pick the background image for the whole of the theme.

Set the number of questions you in the theme.

The **Next** button allows you to move on to creating the next

Enter the question you wish to ask.

These buttons allows you to set the picture and sound or music for each question

These boxes allow you set the multiple-choice answers to the question: tick the radio button next to the correct

A preview of the question screen is shown here

Finishing the questions theme is the same as all the others. You will be able to set music for the whole theme, if you have set music on the question it will be played instead of your music choice at the end. Finally you will be able to either share or save the theme you have created.

Using custom cut outs

The custom cut outs are used in the Scatter, Splat and Retract themes. When you are creating themes that have a custom cut out you will find the cut outs in the custom selection from effect style drop down box.

Blender

The new blender feature allows you mix and match themes into one theme that can be played across multiple screens. If two identical themes are placed across two consecutive screens then the theme will stretch across those screens, with the exception of Question themes, Hotspot themes and any fixed themes which can only be played on one screen and will not stretch.

Themes can be selected here.

Once you have selected a theme you can place it in any of the boxes by left clicking on the desired box.

Content for the selected theme can be chosen here.

The **play sound** option allows you to choose whether to play the audio of the individual themes or not.

The Store

The store screen can be accessed by clicking the store button on the main menu

This box shows an inactive preview of what you have selected from the store.

Pick from available themes on the store.

Choose from the available effects and images.

This box shows you how many credits you have. You can earn credits by sharing content you have created in the editor. Each shared theme earns you two credits to spend in the store.

BACK

Current User : Default

Available Themes
Particles

Bees
Snow Globe

Preview

Download Theme: Bees

? Are you sure you want to download this theme, it will use 1 credit

Yes   No

Download Theme

Credits
160

Download Theme allows you to download the selected item from the store. When you click the button you will be prompted to confirm the download and the cost, which is one credit.

Import Media

From the import media window you will be able to import your own sound or music, pictures, videos and videos from youtube, themes from other machines and cut out images for the creation of splat, scatter and retract objects. These will be imported into the software to use in the editor for creation of your own content.
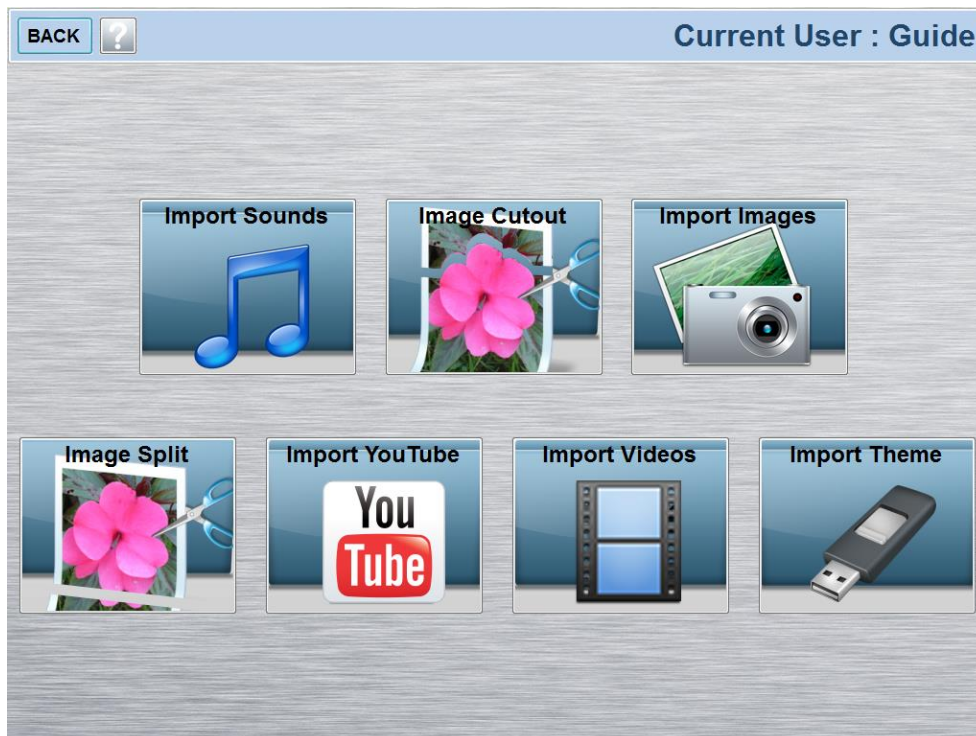
When you click on either of the buttons apart from the youtube button a dialogue box will appear allowing you to find the content you want to add to the software. You can use almost any kind of image or video file type, but only MP3 files are supported for sound or music. The imported image files will appear in the editor under the imported category when you are looking for the image.
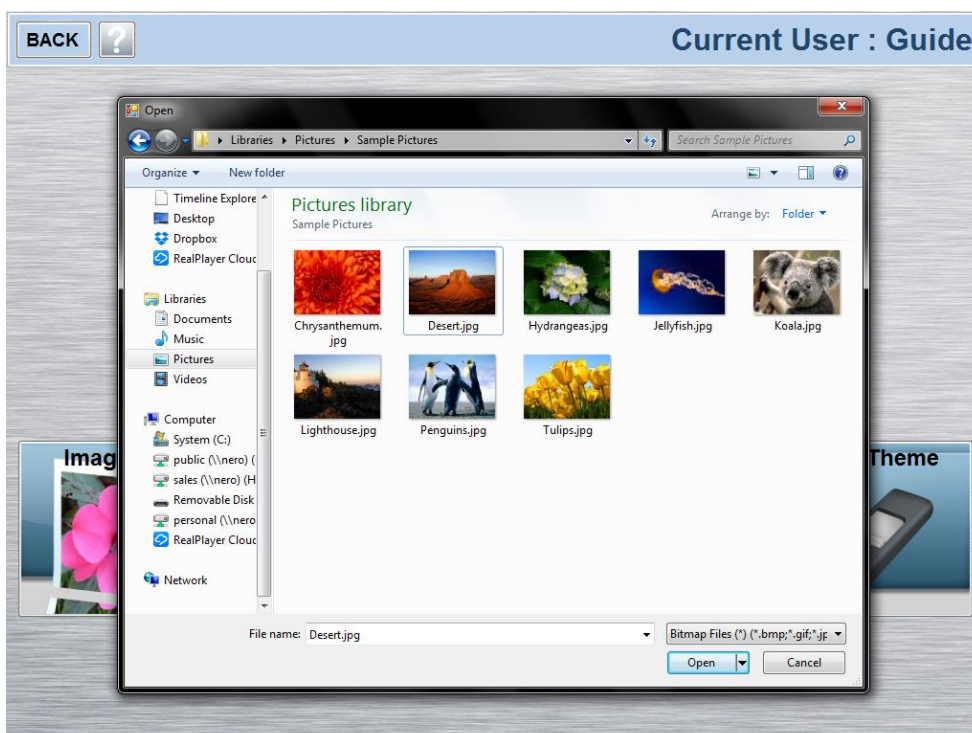
Image Split

The Image split is a new feature that allows you split an imported image into as many as four pieces. The main function of the image spilt is to create seamless images that can be used to create themes to be used in the blender. Split images are saved in a category called Splits for use in creating themes and are numbered sequentially.

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Current User : Default

Number Of Cuts

1 2
3 4

The numbers here let you decide how many cuts to apply to the image.

This is the preview of the image being split.

These arrows allow you to position the boxes in the preview so you can decide where to split the image.

Save

The Numbers here show you the size of image being split and the quality of the image after it has been split.

Width =   4096
Height =   768
Quality =   100

Image Cut out

Image split gives you option to add your own content to the scatter, splat and retract themes.

When you click on the image split Icon and you select an image you want to cut out you will see this screen.

The mouse is used to select what part of the image you want to cut out.

The buttons on the right allow you to choose from a predefined shape or free hand when it comes to cutting out the image you want.