Eyeplay™

Operation Manual

EyePlay– Premium Interactive Playground by EyeClick will entertain and engage families while dining at your restaurant. The interactive system presents endless hours of fun, smiles and entertainment for the entire family. You can step on firecrackers and watch them explode or challenge your siblings to a game of virtual soccer, guaranteed to be fun and memorable experiences. The EyePlay virtual playground captivates both children and adults in an entertaining, exciting and innovative way. It is a highly advanced gaming platform with motion activated games that everyone can play with their entire body. Multiple players can run, twist and dance using their hands and feet to activate sounds and colorful graphics projected onto the floor.

EyePlay is safe, easy to assemble, simple to control, intuitive, easy to use and enjoyable for all ages. It's the ultimate recreational solution! It will **lure** potential clients into your place, **entertain** them while they are there, **keep** them in your venue for longer and **leave with a memorable impression**. It will have them coming back again and again!

Advantages

- **Wide range of exciting, fun, engaging games**

- **Safe –** Since the entire display consists of video projection and motion-detecting cameras, there are no moving parts for children to trip on.

- **Tamper proof –** All display parts are cleverly hidden high above the floor or in a concealed area, making them virtually tamper-proof.

- **Single or multi-user players –** EyeClick's systems are designed to involve up to twelve children in a wide range of single or multi-user games and educational activities.

EyeClick Support

EyeClick Support can be reached by:

Email: support@eyeclick.com

Phone North America: 1-888-864-1730

Contents

Modes

There are two modes for EyePlay Express, the User Mode and the Advanced Mode.

The **User Mode** allows the user to launch **Applications** as well as create **Events**. This is the most basic mode and allows you to operate the system, but will not allow you to change more of the advanced options. Additional information on the **Advanced Mode** can be found on page 19.
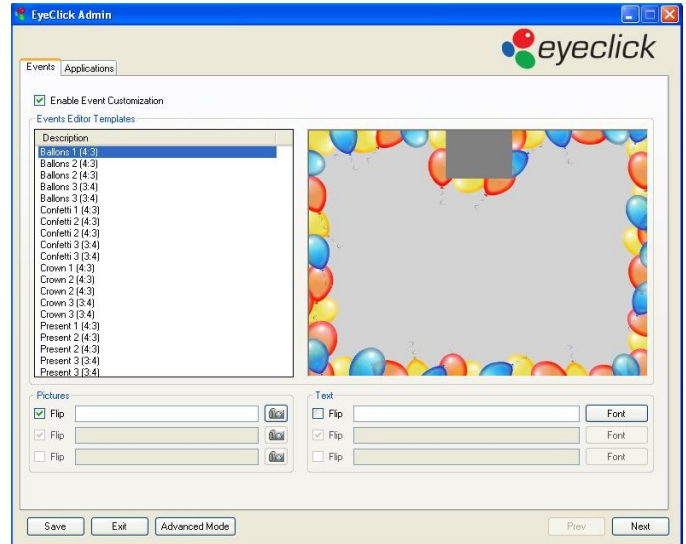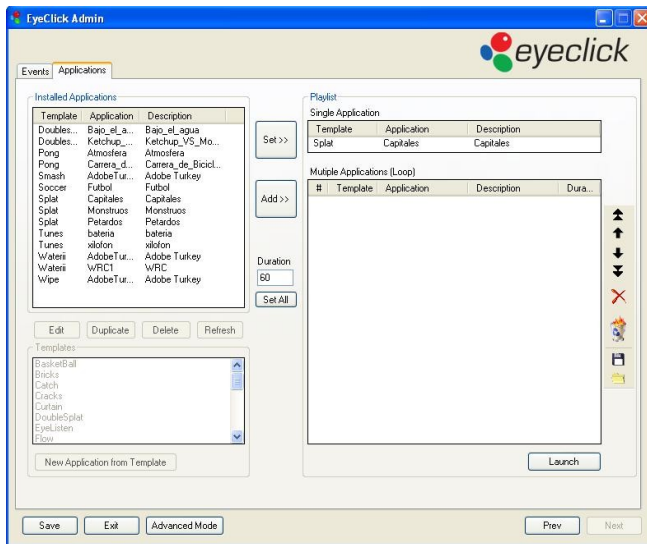
User Mode

Projectors

Projectors are set to turn on and off automatically. If you need to turn the projectors on or off during irregular hours or the projector fails to turn on or off automatically, contact EyeClick Support.

*Notice: There is additional information about turning on and off projectors in the Advanced Mode Manual.

Changing and scheduling content

Need to change the order of the games displayed? Want to adjust the timing of an individual game to last longer than the rest? Need to modify content to adapt to a holiday or an event?

EyeClick's user friendly content editor allows you to easily change the order of the games, adjust timing, or create a new set of games to play. When EyeClick's software is open press on **[Applications]** tab. This will be your most used tab.

General overview of applications tab –
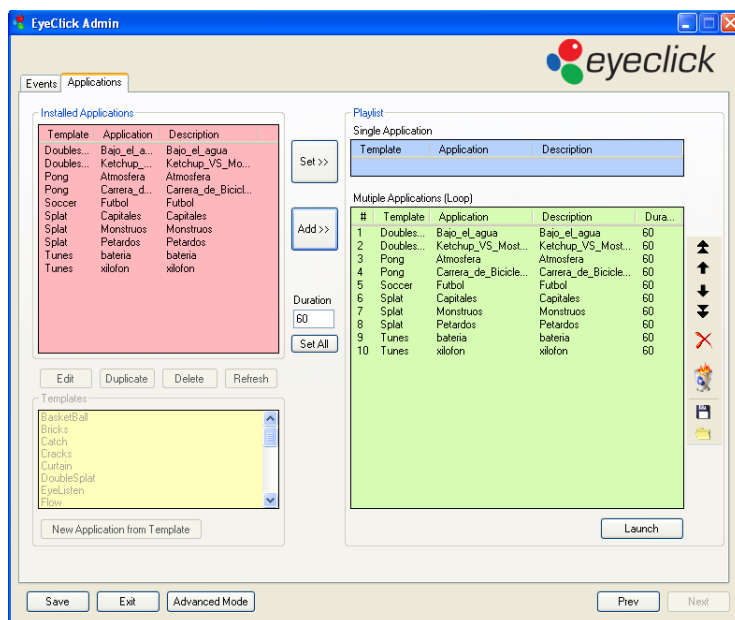
Red – Installed application window lists all applications that were created with the system.

Yellow – Templates window lists all templates that are supported by the system.

Blue – Single Application is essentially a playlist of a single application that will endlessly run.

Green – Multiple applications window lists the order and number of games that will be running in a loop.

Changing the order of games

Click on an application/game so it is highlighted in blue.
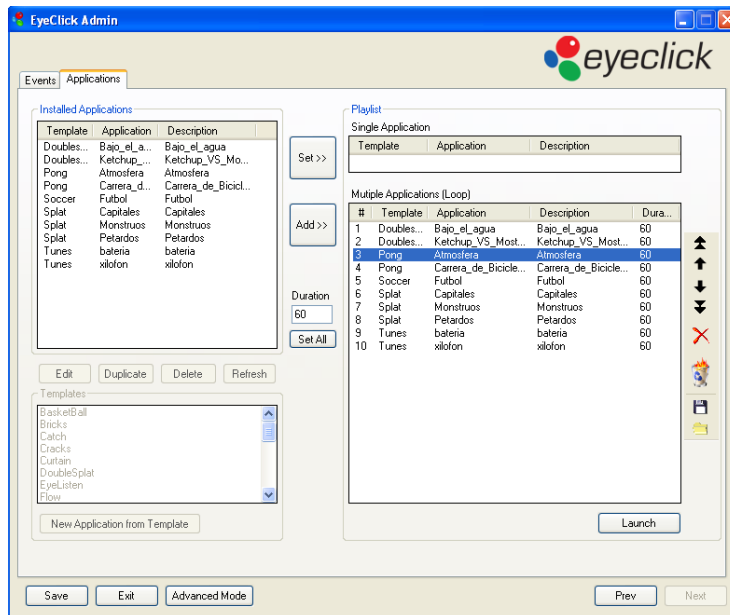
Use the ⬆ or ⬇ to move the game either one place down or one place up the list accordingly.

Use the ⬆ or ⬇ button to move the game to the top or bottom of the list accordingly.

Click the ✕ button to delete the game from the playlist. This does not remove the game from the system.
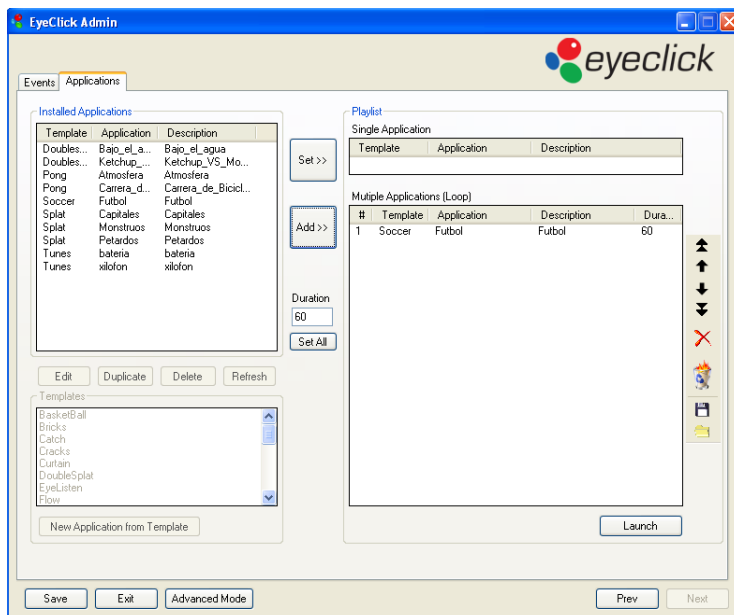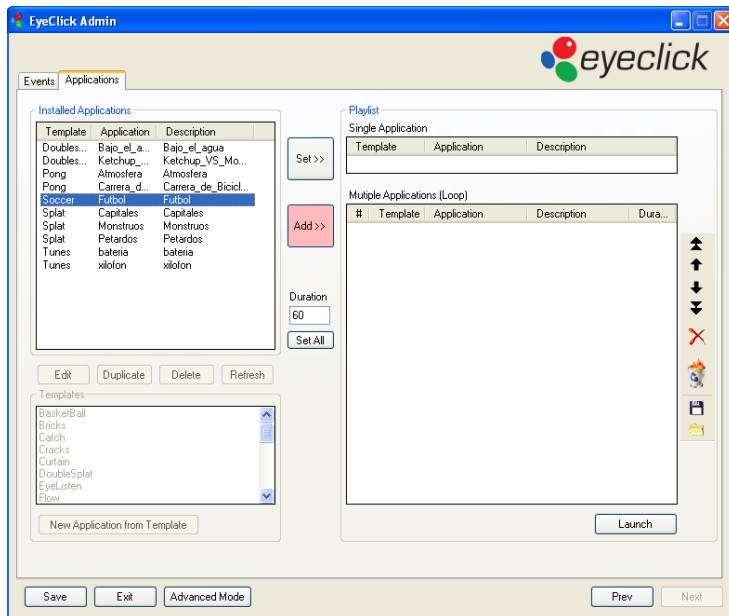
Click the 🔥 button to delete all games from playlist. This does not remove the games from the system.

Building a new list of games to play

In the **Installed Applications** window on your left, click one of the games to highlight it in blue.

Click on the **[Add>>]** button. (Highlighted in red)

The game should now be visible in the **Multiple Applications (loop)** window.

Repeat with as many games as you want in the loop (there is no limits on the number of games that can be added to the list).

Click the ![save icon] button to save the playlist.

A new window will open. Type the name of the playlist and click **[Save]**.
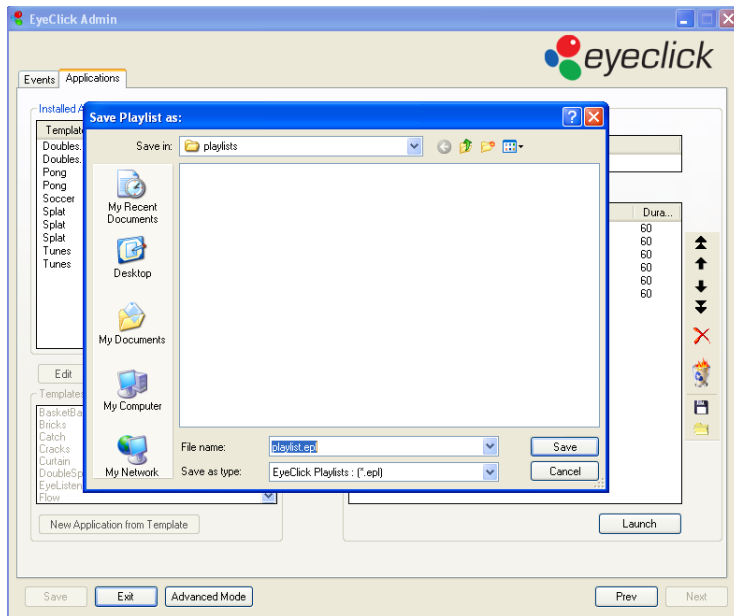
Once saved the playlist you created will be available for use. Click ![open icon] to open an existing playlist. A new window will open. Choose the playlist you wish to open and click **[Open]**.
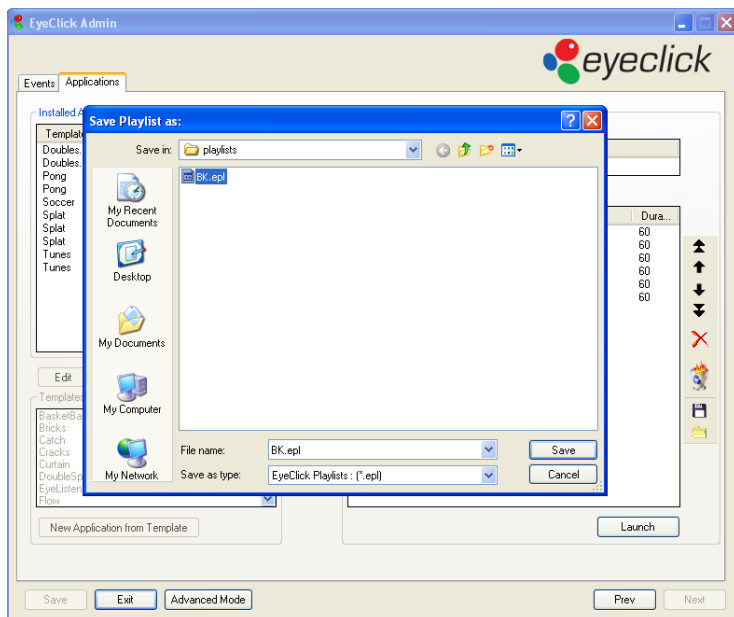
Changing the time each game is played

Notice that in the **Multiple Applications (loop)** window the duration of the game is visible. The default duration of a game is 60 seconds. Meaning the game will run for 60 seconds and then the next will begin.
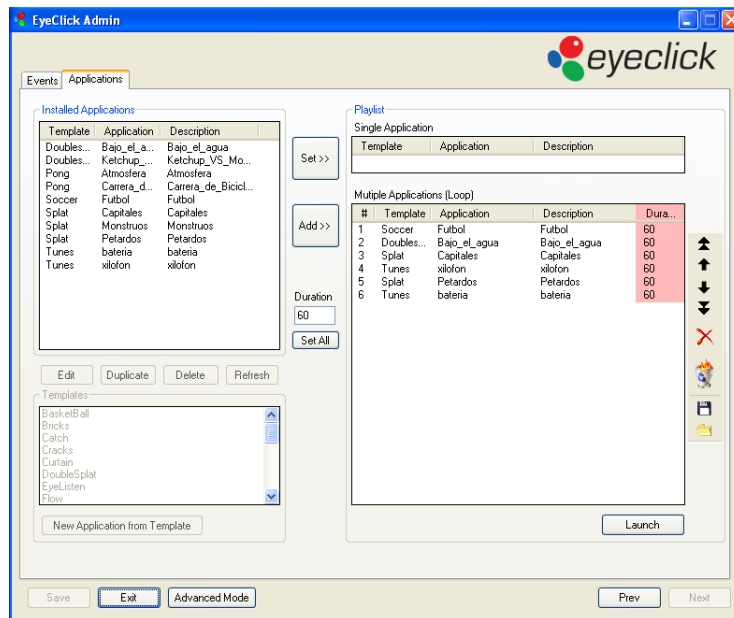
Changing the time duration of an individual game

In the **Multiple Applications (loop)** window choose the game you wish to determine a different time for so it is highlighted in blue.
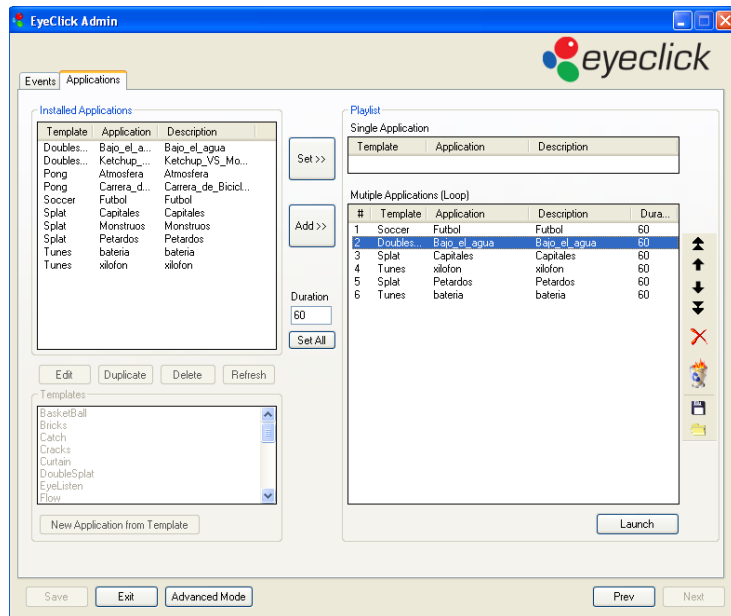
Double click where the time in seconds is defined. An editable field will be visible. Type the new duration you wish the game to play, then hit **[Enter]** on the keyboard. You can do this for every game as you see fit.
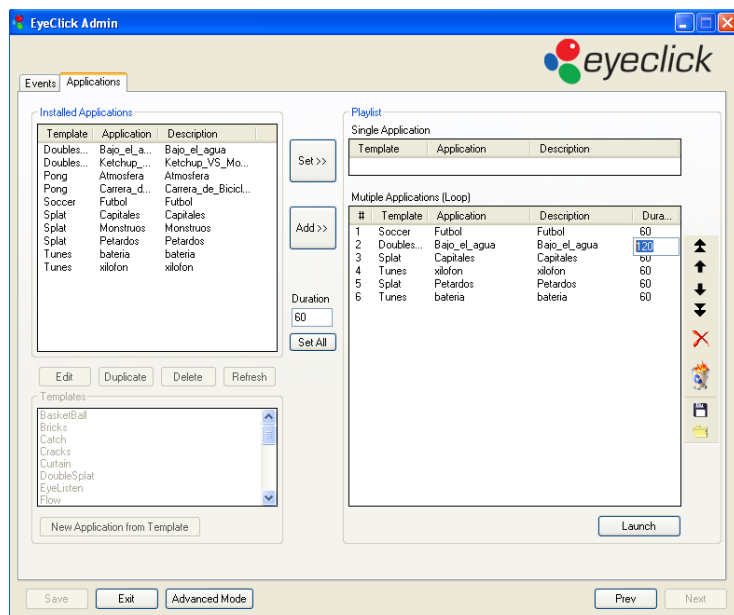
Changing the time duration for all games

In the **Duration window** (in picture highlighted in red) set the time duration (in seconds) then click **[Set All]** button.
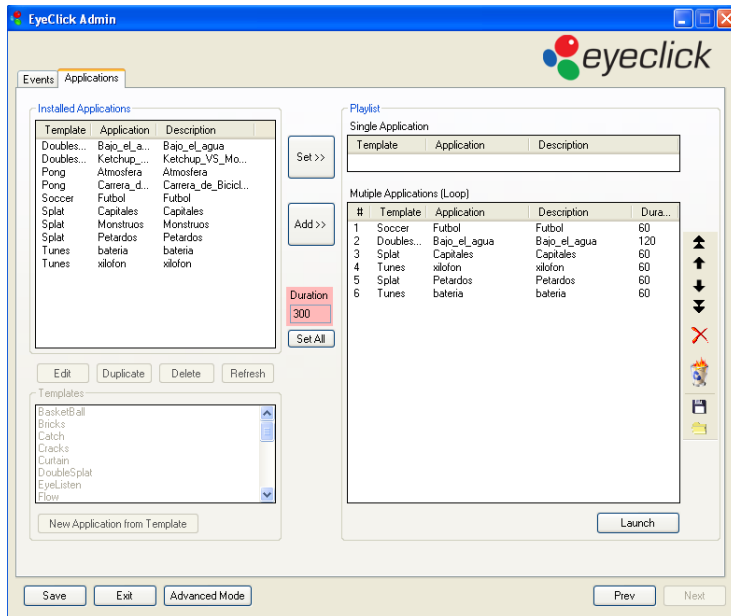
Notice that the time duration of all games changed to the time you just defined.
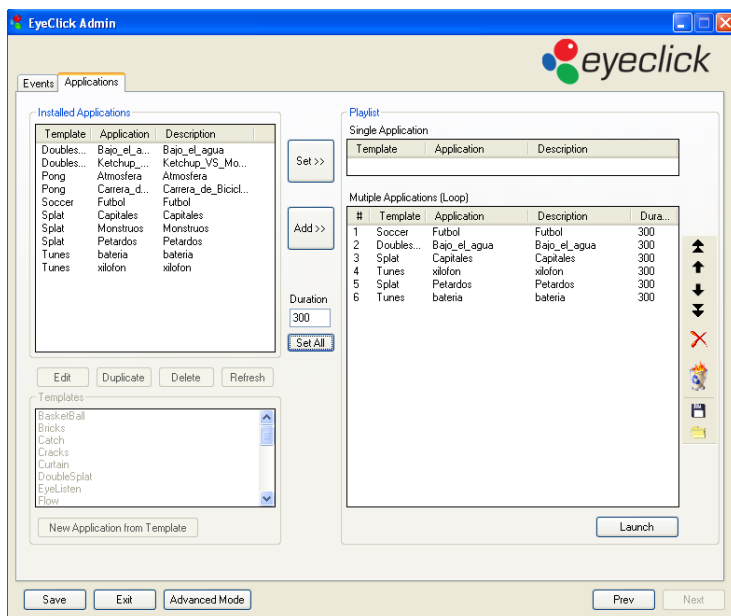
Useful Keyboard Shortcuts

When playlist is running and games are visible, use these shortcuts to navigate between games or quit.

Keyboard Commands	
Keystroke	**Action**
Ctrl + Q	Quit or Exit Games
Ctrl + +	Advance to the next game in the playlist
Ctrl + -	Go back the previous game in the playlist

Advanced Mode

The Advanced Mode should only be used with the assistance of EyeClick support or appointed personnel.

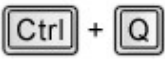The Advanced Mode reveals other settings tabs for EyePlay Express. In addition to the Events and Applications tabs in the User Mode, you will see the System, Engine, License, Hardware, Cameras, Projector and Display tabs. As discussed on page 3, click on the System tab to enable a password. The other tab in the Advanced Mode that will be coved is the Projector tab. All other tabs, settings, and options not discussed in this manual should not be altered without contacting EyeClick Support.

Enabling Advanced Mode

To enable the **Advanced Mode**, click on the [Advanced Mode] button on the bottom of either the **Events** or **Applications** windows then the additional tabs will appear.

To enable the password requirement for accessing the **Advanced Mode**, click on the **System** tab. In the **Administration** section click on the **Create Password** button and enter at least 8 characters.
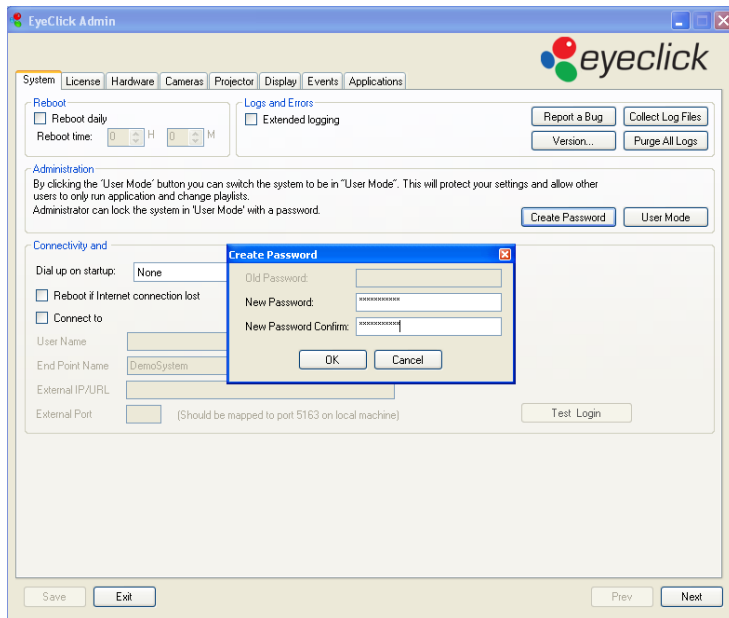
You may also change the password. Once a password has been created, you may click on the same button which will now read **Change Password**. If you need to remove the password requirement or forget your password, contact EyeClick support.

Projector and motion detection setup

After you have assembled the EyePlay mount and all required hardware, the system will now need to be configured. Firstly, you want to make sure the projected image is set up clearly (in focus), in the correct location and an adequate size. To adjust the projected image you will need to adjust the mirror on the mount (via wing nuts) and lock it in place.

Once the image is in the correct position you will adjust the keystone, if needed. To adjust this you need to point the BenQ remote at the projector or mirror and select up or down. Once you have gotten the mirror into the proper position and the keystone adjusted you need to make sure that the motion detection camera can see all of the projection. This is crucial as the projected image is adjustable, but the motion detection camera is in a fixed position.

Most of the time it will be, but occasionally it may not. To test this, open the EyeClick Admin and select the Camera tab. Select recalibrate and the system will calibrate the camera. If all goes well, the display will flash a checkerboard like pattern and go away. You should confirm that it did calibrate by opening Windows Explorer and navigating to C:\Program Files\EyeClick\Server. You should see a file named **AutoCalibrationRes** with the current date and timestamp. If you do not see that file then you should have a file named **AutoCalibFail**, which means the calibration has failed. Also, if the calibration failed you should have received a pop up message after the system tried to calibrate.

For more details, see the few images below:

Folder showing calibration files:
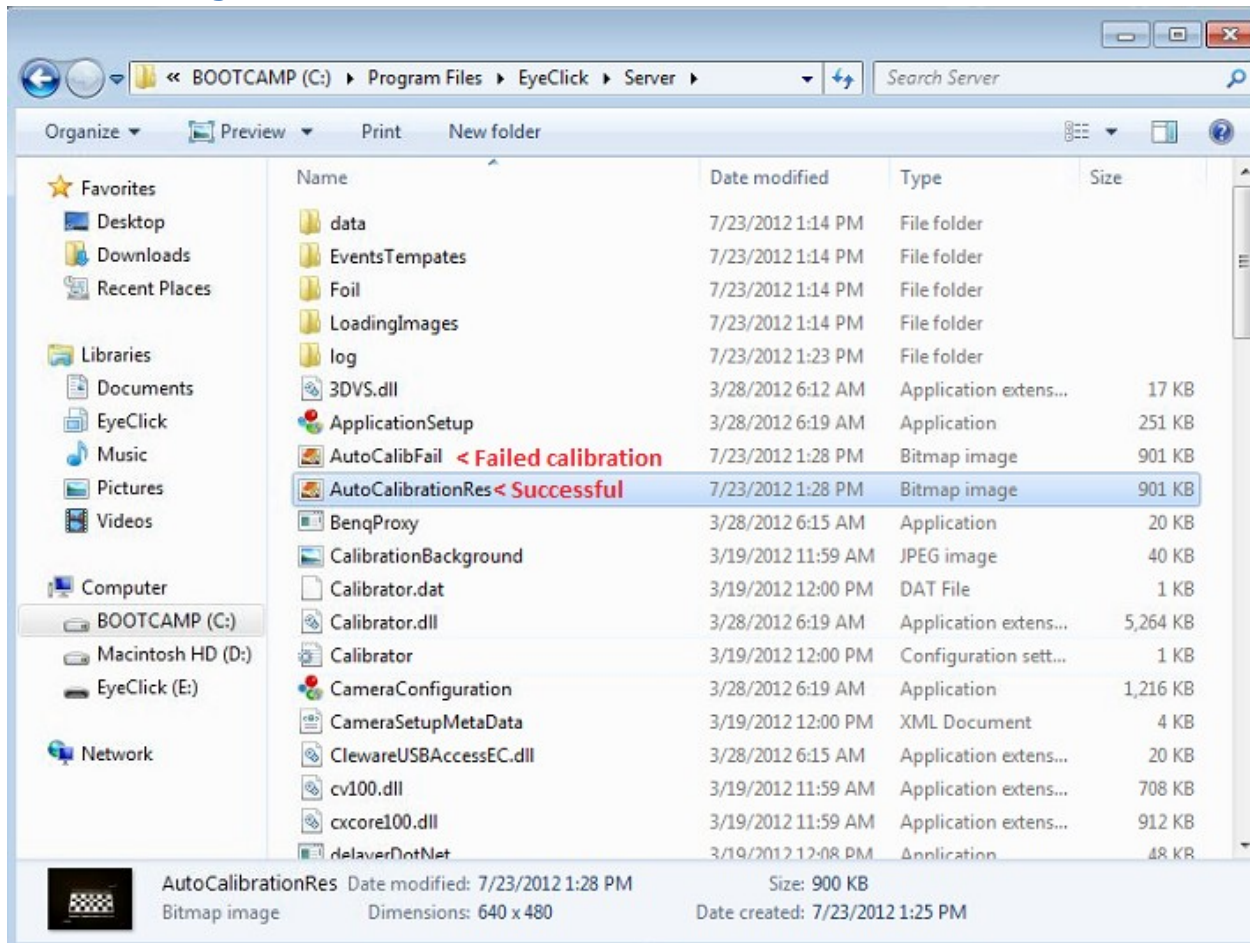
If you open these images you will see exactly what the camera is seeing. A failed calibration will not show calibration points on the image where as a successful one will show this. See the two images below for more detail.

Failed Calibration picture:

As you can see, the camera cannot see the entirety of the projection. Because of this the calibration failed and you will see the following message:
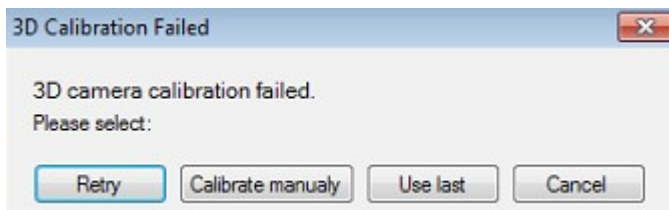
At this point you should review the AutoCalibFail file in the C:\Program Files\EyeClick\Server as shown above on how to correct the calibration issues.

Successful Calibration picture:

As you can see here, there is a small circle in each corner of the image as well as in the middle at 8 separate calibration points (4 corners of projection and 4 points in middle of projection). This confirms that the camera can correctly see the projected image.
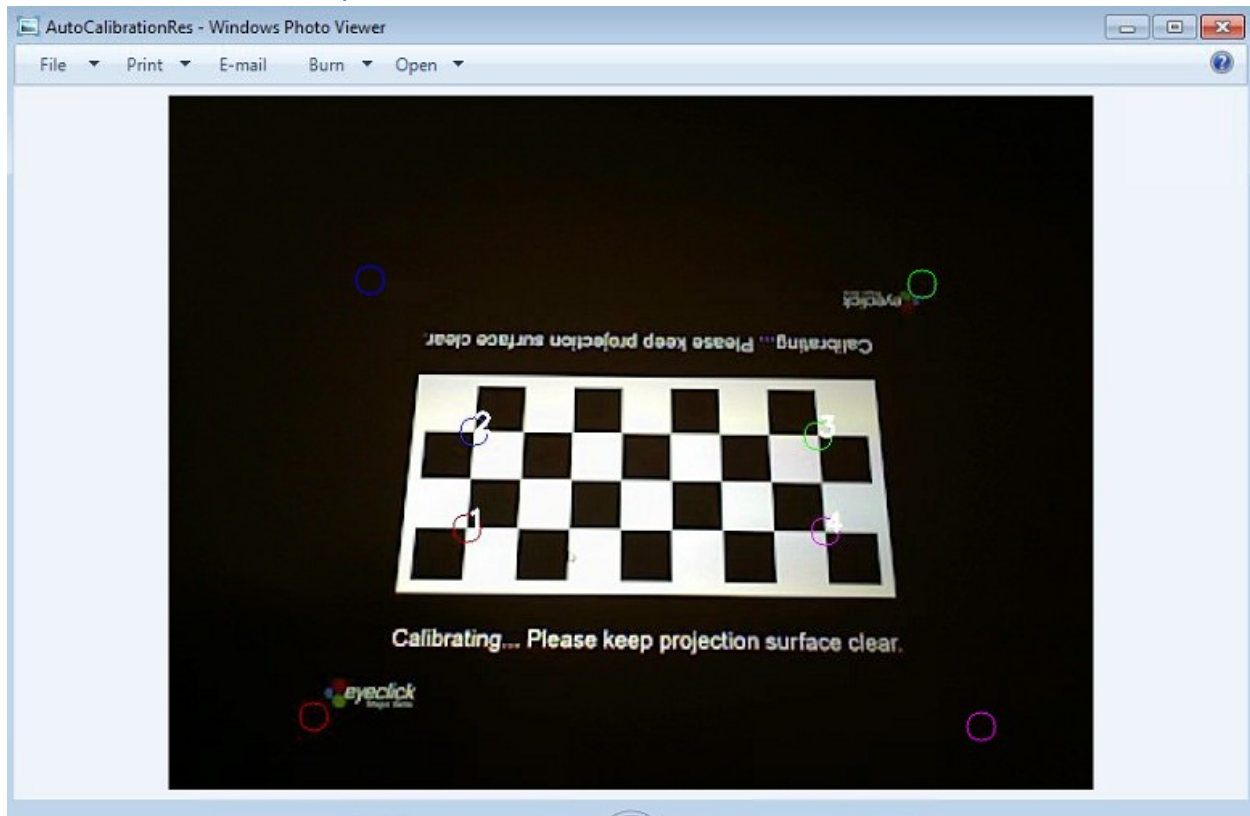
If the calibration was successful, you can continue on with the setup guide. If it was not, you will need to view the AutoCalibFail image and you can see why the image did not calibrate. If you cannot see all calibration points it is likely that you need to adjust the mirror so that the system can. Again, you will need to adjust the keystone and focus of the projector and repeat the calibration steps above. If you are still having difficulty, please contact EyeClick Support. You can reach EyeClick Support at support@eyeclick.com for the entire support team.

Software Configuration:

System Tab
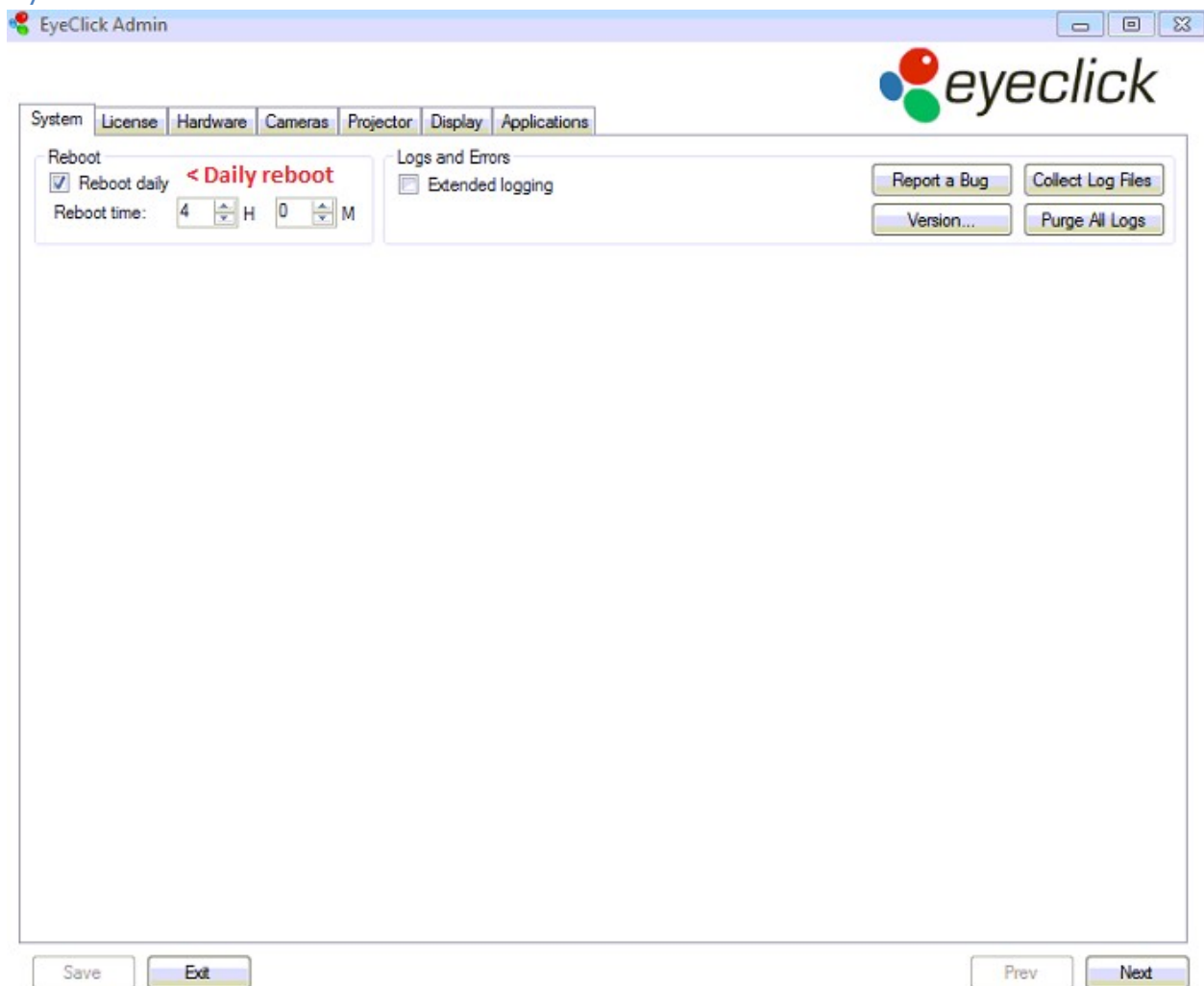
After the projector and motion camera have been set up you will now need to configure the system. This starts at the System tab, see the image above. The only option that needs to be selected is "Reboot daily". The system should restart every day, preferably in the early morning.

The rest of the options on this tab are used for troubleshooting by the EyeClick Support team and the end user does not need to use them. It is best if they ignore them.

Note: The PC should <u>never</u> be powered off. The PC controls the projector and system schedule. If for whatever reason that the PC is powered off manually, you will need to power it back on manually. If there is a power outage and the system is shut down, it will power back on automatically when power is restored.

License Tab
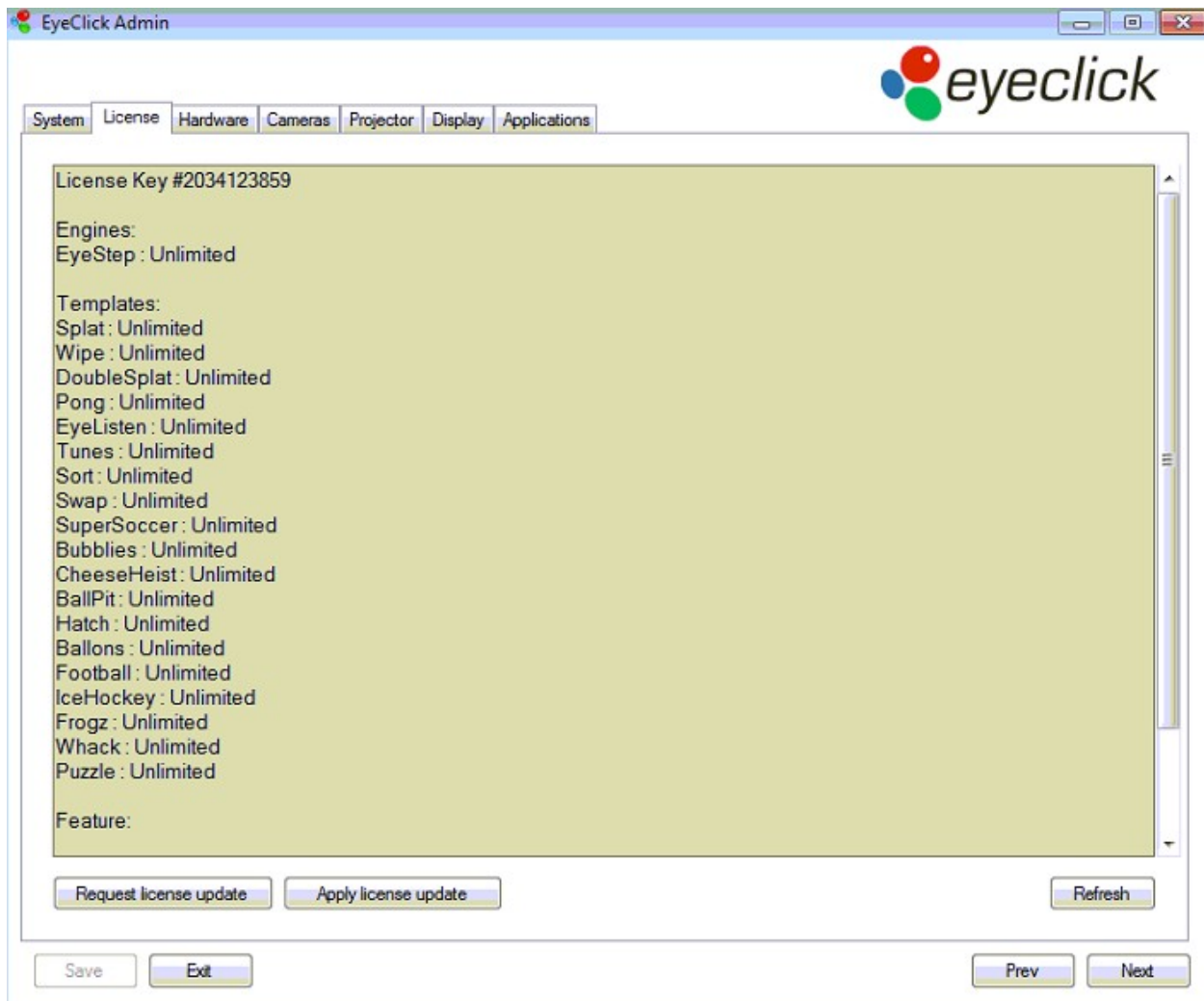
The License tab displays what templates (application types) and options that are included with the system. Also, there may be an expiration date on EyePlay engine, but this is uncommon.

Note: This tab is not used by the customer, but rather EyeClick Support for updating licenses and displaying what options are currently installed. Under the "Engines" title you will notice it shows EyeStep: Unlimited. This means that they have access to the EyeClick application for an unlimited amount of time. This, or other options below, may show an expiration date if the system was purchased for a specific time period.
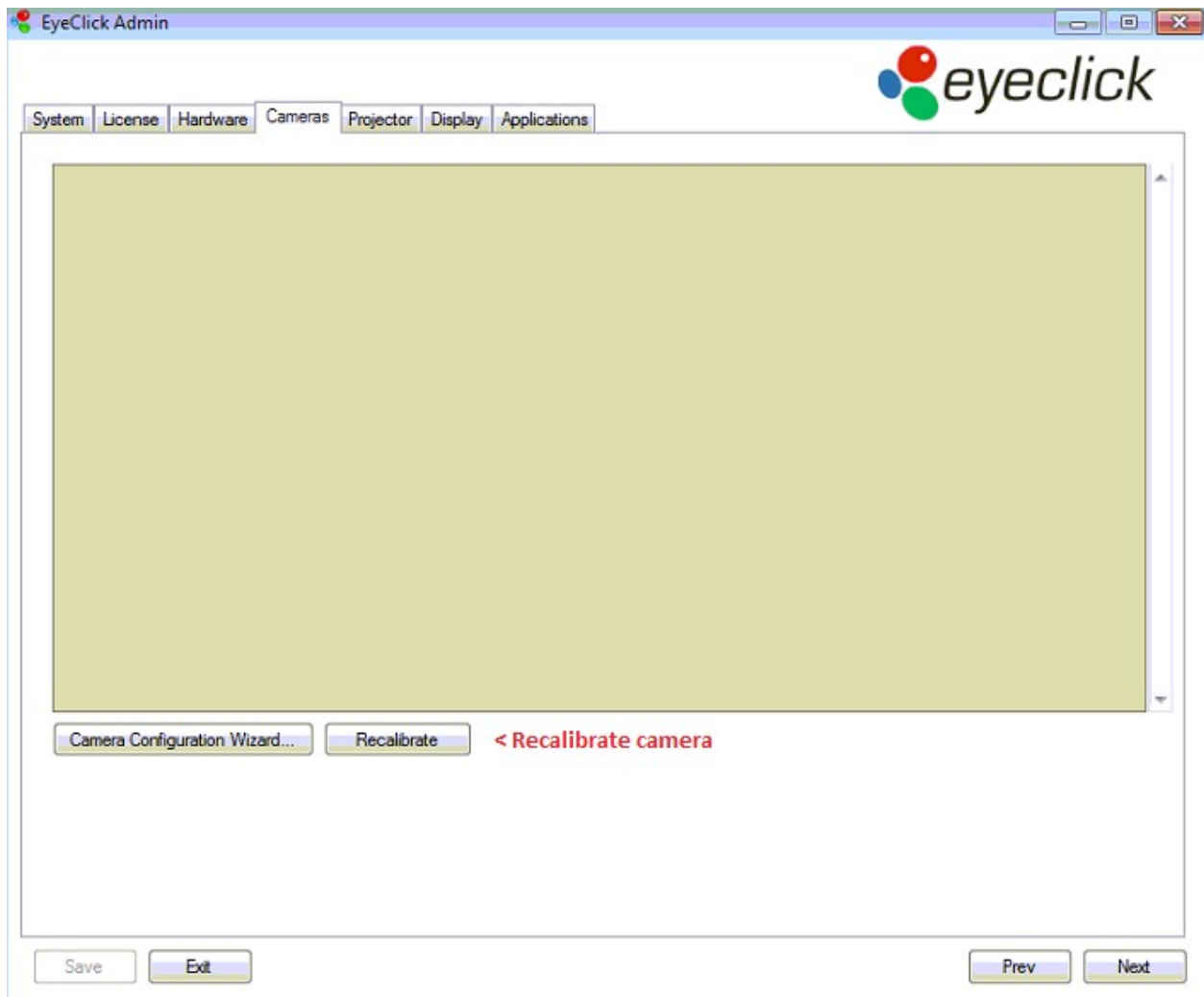
Also, if under the "Engines" title there is nothing, then the license has expired. This is something you will need to contact EyeClick Support to resolve.

Hardware Tab:
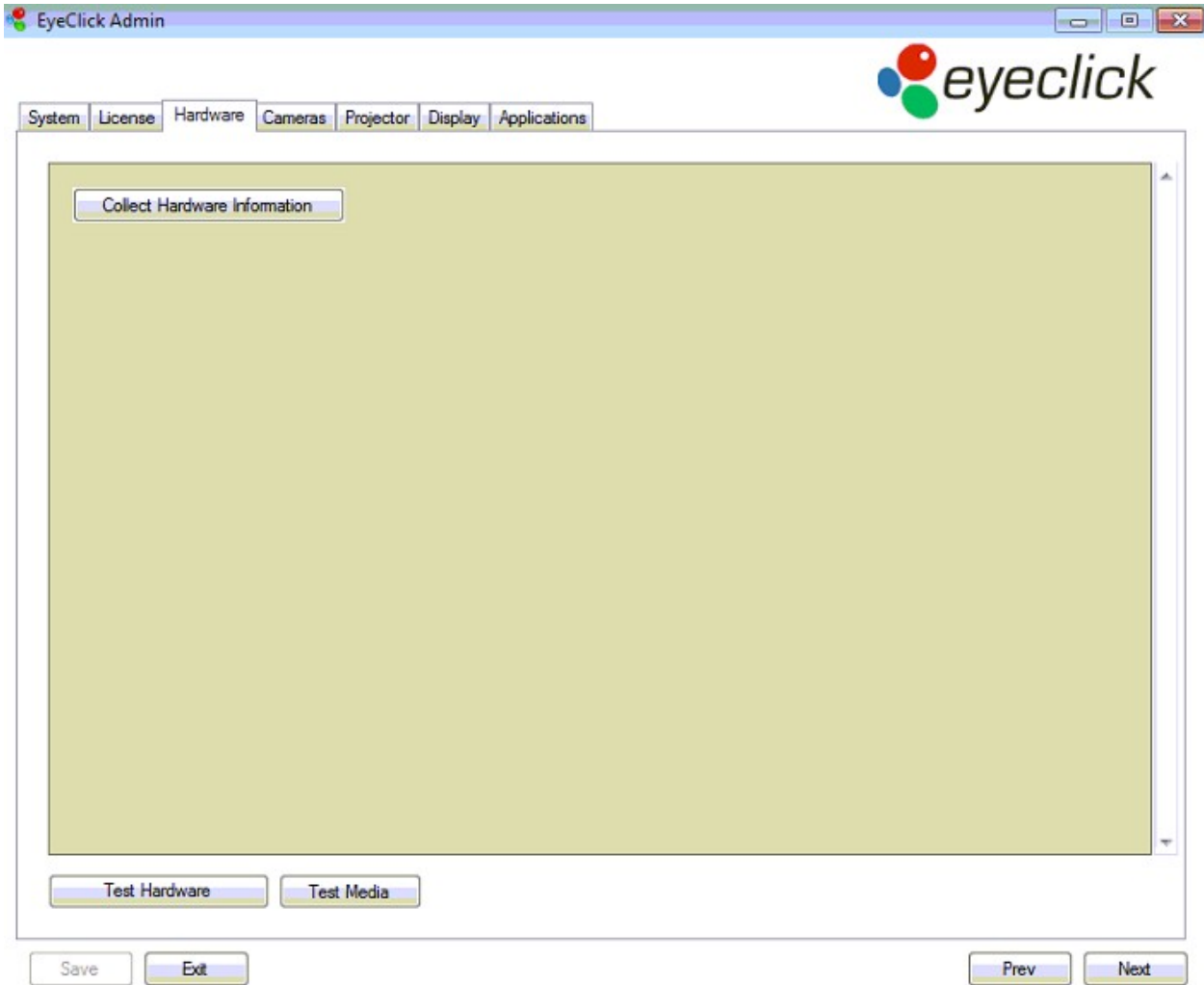
The Hardware tab is also for troubleshooting. It is not used by the end user or installer. You can disregard this tab.
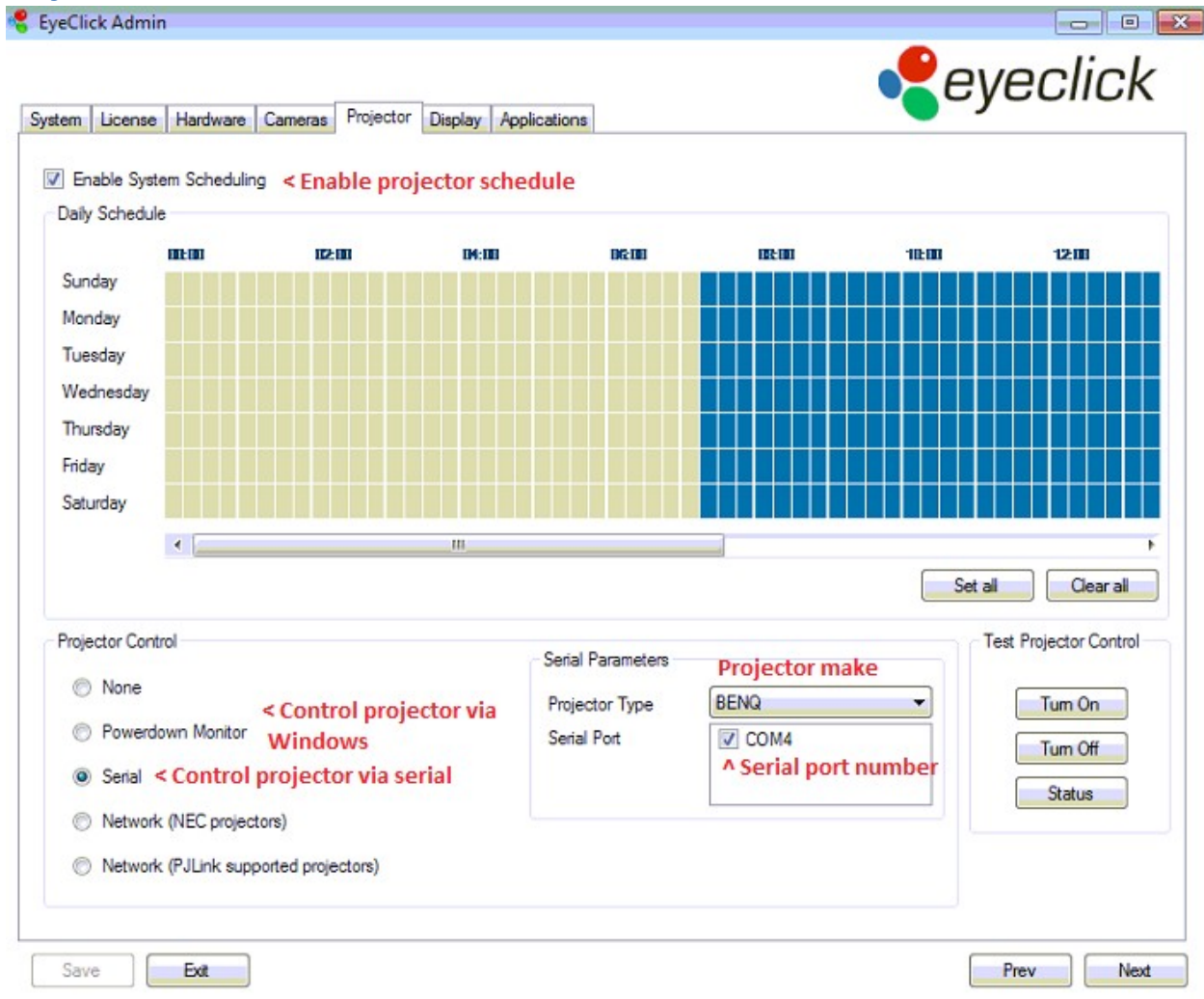
Camera Tab:

The Cameras tab is used for calibrating and configuring the camera. The system will automatically calibrate when the application is launched (more on that later), so this tab is mainly used for system setup or troubleshooting. After installing the hardware and mounting it you should calibrate the camera. This is done by selecting "Recalibrate". Do not stand on the projection area when the system is calibrating as it needs to see the floor. There is more about this at the beginning of the document. If you are still having issues getting the camera calibrated, please contact support@eyeclick.com.

Note: The option "Camera Configuration Wizard" is for troubleshooting and used with older model cameras. You will most likely not need to use this option.
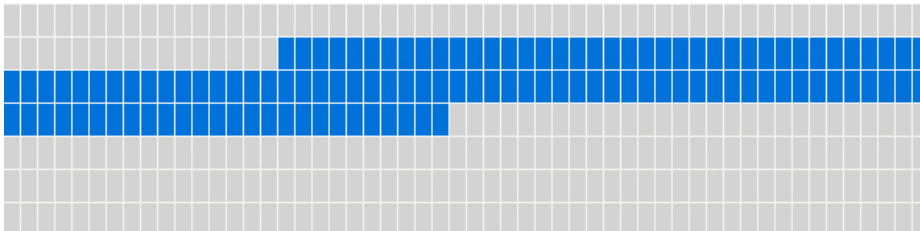
Projector Tab:

The Projector tab is used for scheduling when the system is used or when it is in standby mode. To enable the scheduler check the "Enable System Scheduling" checkbox. Once you enable this the daily schedule will become editable.
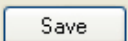
Define active time period

Each grey/blue rectangle stands for a 15 minute time period.
Click on a rectangle or Left click + drag mouse to mark the time you want the projector and system to be active.
Use the Right click + drag mouse to un-mark fields and have the projector powered off.

Click on the [Save] button to save changes.

Projector Control

In the Projector Control select the method of control, which normally will be Serial. If there is no included USB-to-Serial, then you will select the Powerdown Monitor option.

Once you select serial on the left, you will need to select the projector make and check the COM port box. Now select "Status" on the far right side of the screen. You should receive a pop up message stating that projector 1 is powered on and how many hours are on the lamp bulb. You should see:
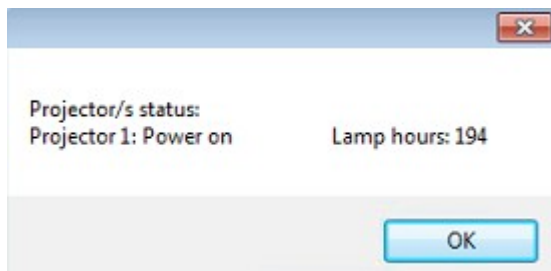
If you do not receive this message or receive an error message, do the following:

- Shut down the system

- Disconnect/reconnect the USB-to-Serial adapter from the PC and projector

- Power on the system

If you still are unable to get the status pop up to show the projector status, contact EyeClick Support.

In the Daily Schedule area you will define the time frame for when the projector and system are active. The blue areas indicate when the projector and games will be active. The gray areas indicated when the projector will be powered off.

Important – if you turn the projector off manually and system stops it might take a few moments for the system to stop after the projector has turned off. Don't worry if you hear the music and sound effects for a little while after the projector turned off.

Display Tab:
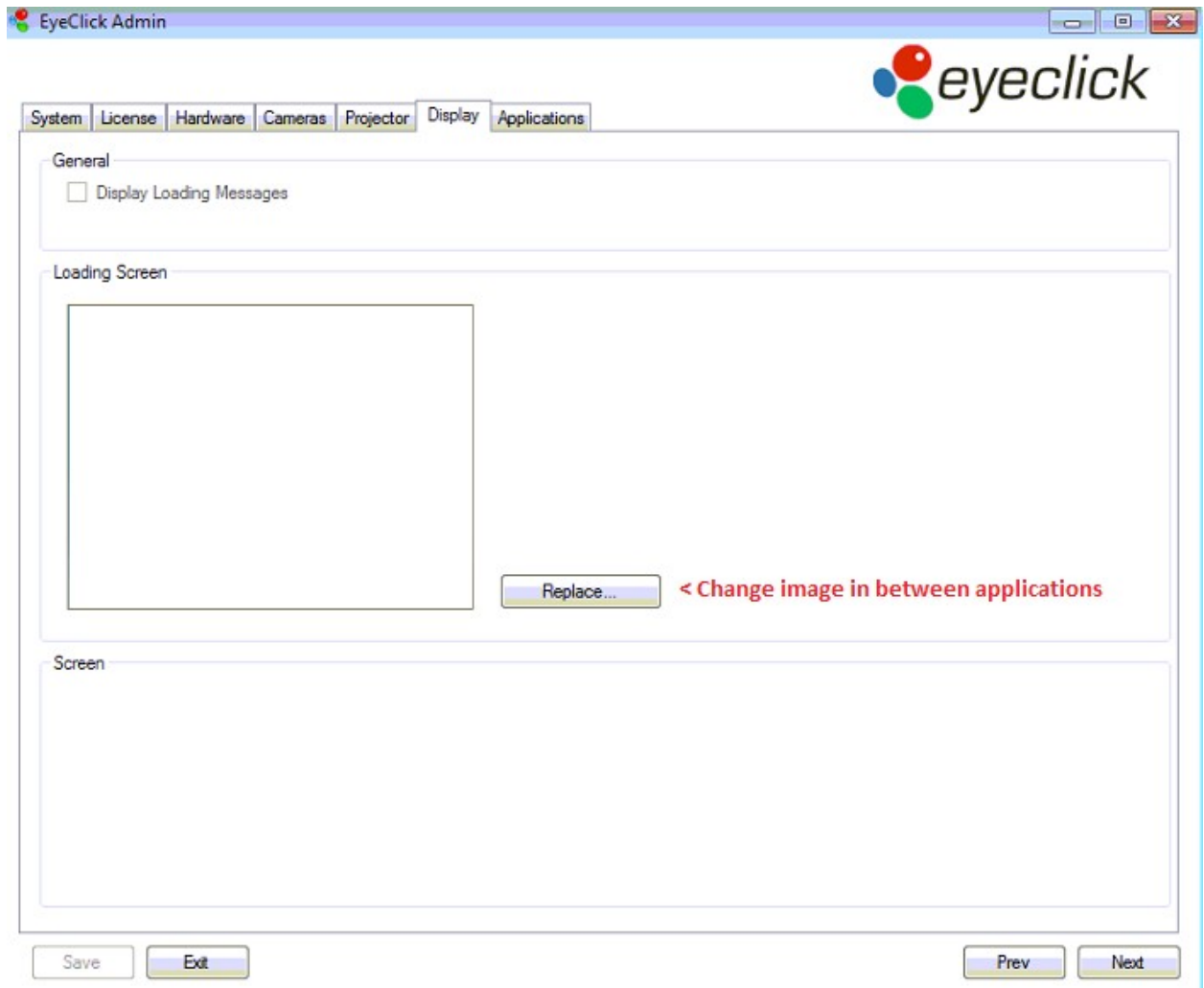
In the display tab, you only need to change the Loading Screen. This is the image that will show in between applications. Normally this is the customer's logo, but can be anything. Also, usually this is preloaded. If the image is not preloaded, select replace and browse to the image and open it. See the image below, this is what you will see after selecting replace.
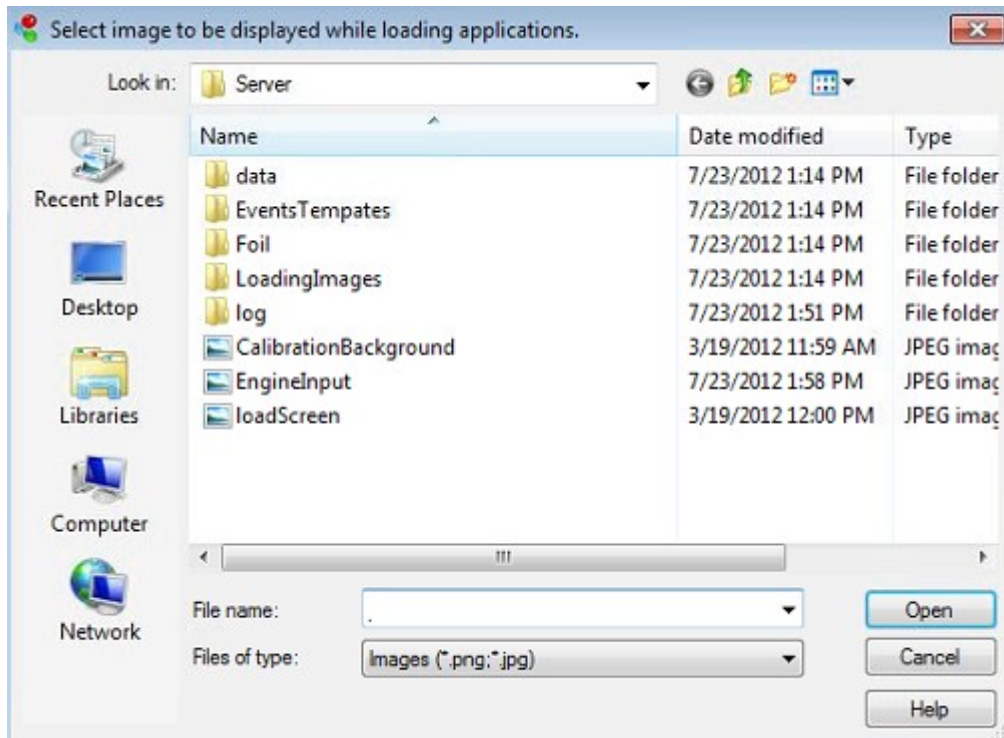
The image should be large so that it does not look pixelated. The ideal size would be 1024x768.

Applications Tab:
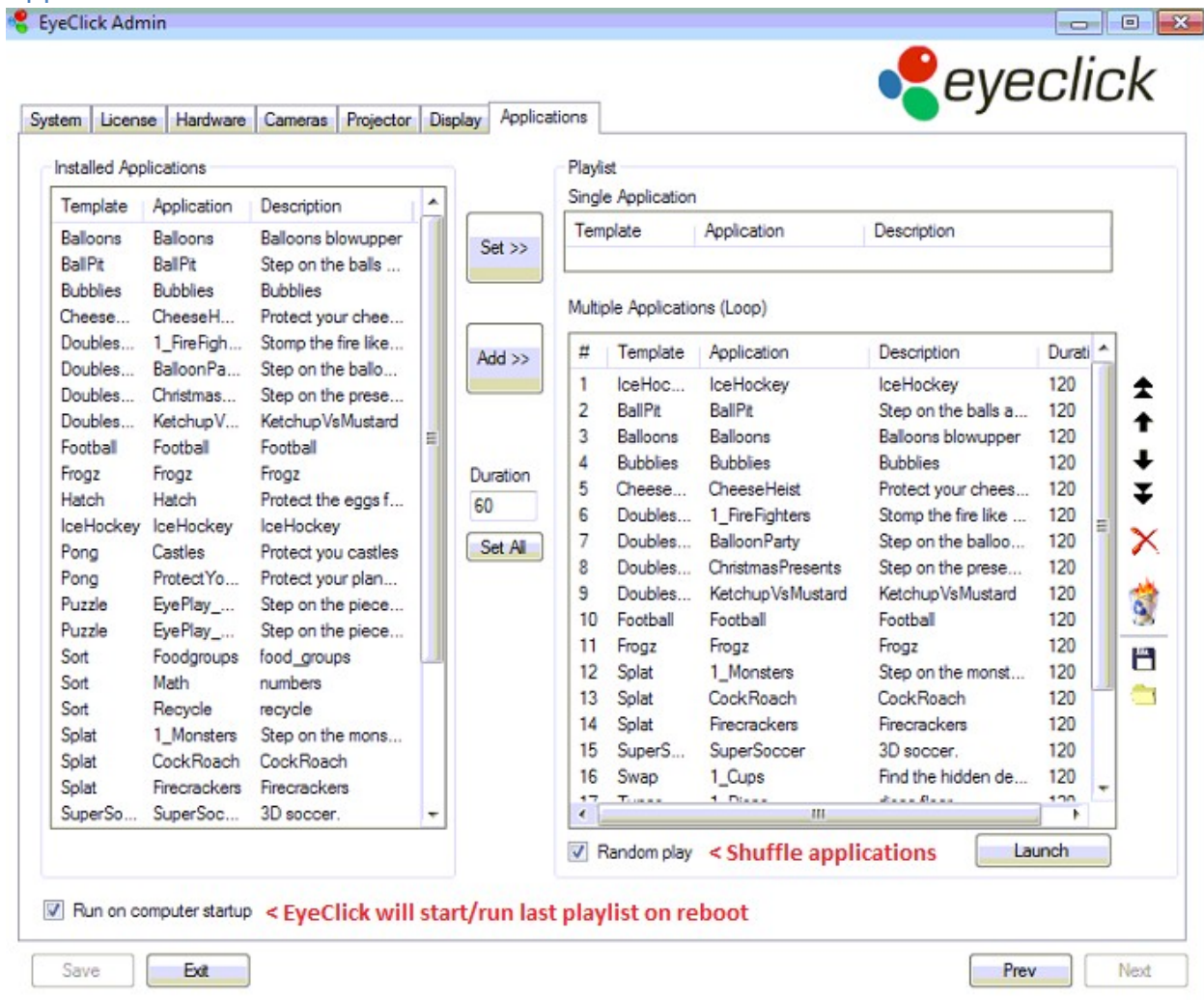
The applications tab is the primary tab for end users. This is where you select which games are playing, for how long, and the order in which they run.

On the left side, it shows the installed applications. This is all of the applications that are available to the end user.

- To play a single application continually, select an application from the installed list and select "Set". This will add the application to the Single Application list on the top right. To run the application, click "Launch" in the bottom right corner.

- To play multiple applications and switch between them, select an application or applications from the installed list and select "Add". This will add the application(s) to the Multiple Applications (Loop) list. To run the application, click "Launch" in the bottom right corner.

When launch is selected the system will calibrate the camera. Again, do not stand on the projection so you do not block the camera's view.

Also, you can change the duration of each game individually or all games. To change the duration of one game double click on the duration on the far right column, change the number and hit enter. To change the duration of <u>all</u> games change the duration in the center box and select "Set All".

At the bottom of the Multiple Applications list you will see a check box label "Random Play". If the end user wants the games to shuffle instead of playing in numerical order then check this box.

Template Editor:

The template editor will allow you to create your own games. Some customers will have this and some will not. If you do have it, it will appear on the bottom left corner of the applications tab below the Installed Applications.

To create your own games you first need to select which template you will be using to create your game. If you are making a puzzle game, use the puzzle template. If you wish to create a splat game, use the splat template. Once you have decided which template to use you will highlight that template and select **[New Application from Template]**.
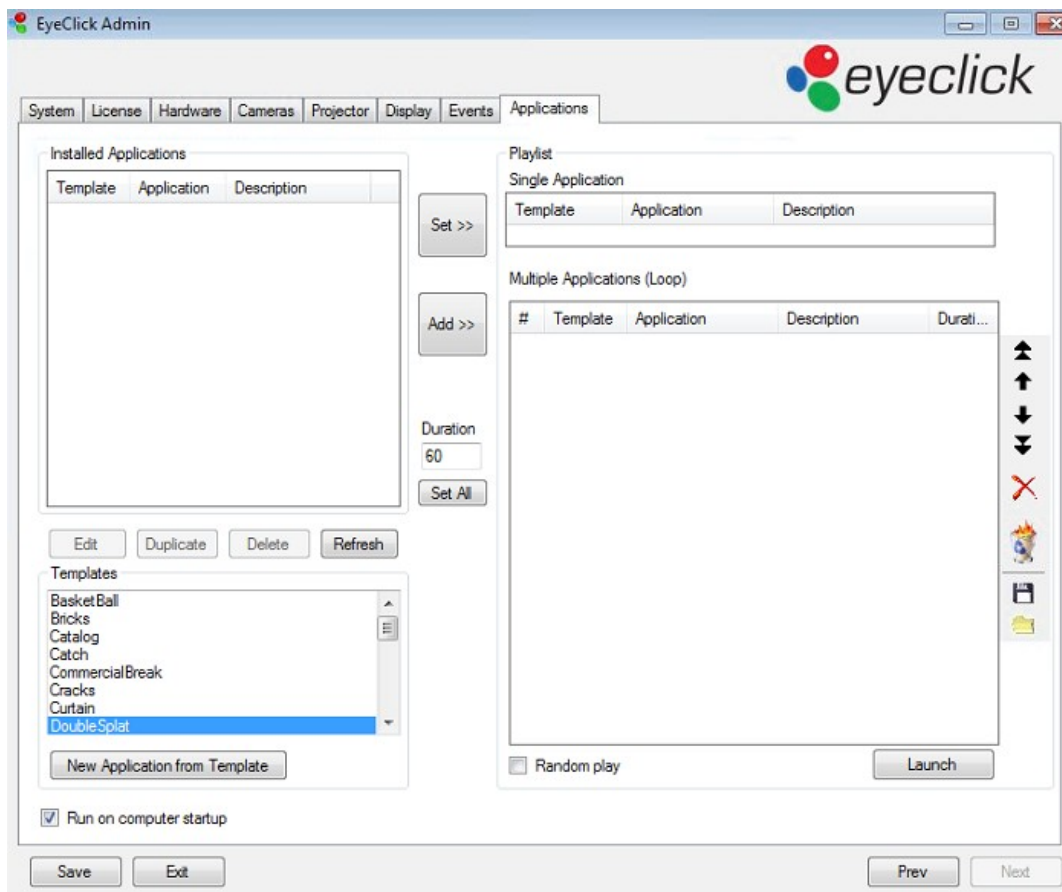
To create a new application from a template, highlight this template name and select "New Application from Template". Depending on the template, you will receive different options, but you will always have the following options:

- General – Name the application

- Behavior – How objects interact with each other and the end user

- Media – Change sounds, images, and video (if applicable)
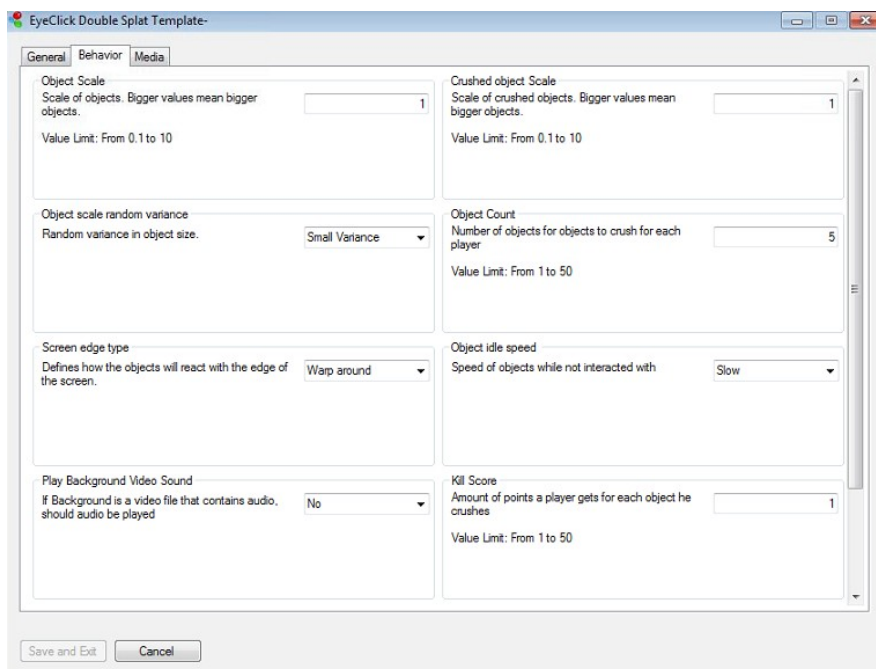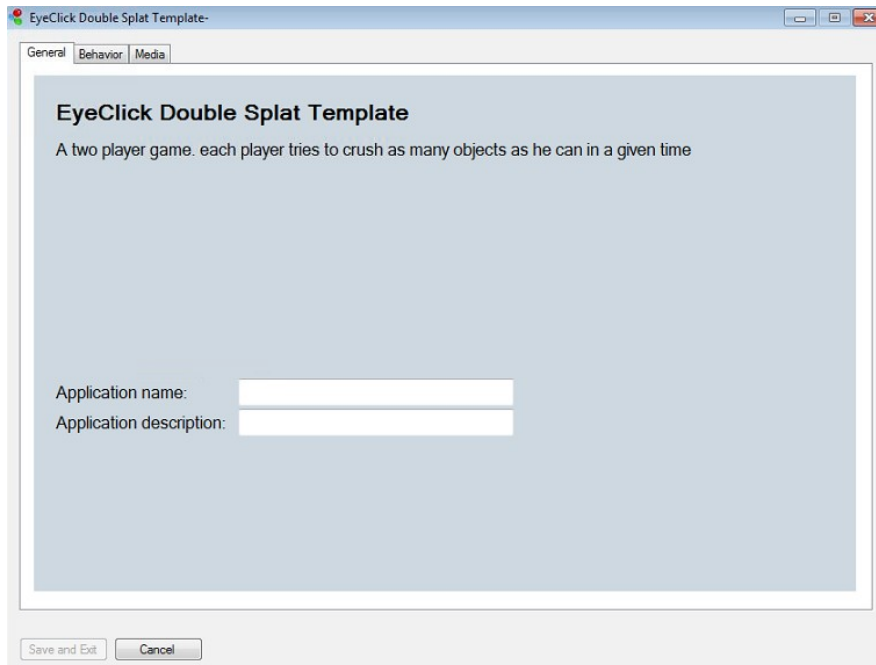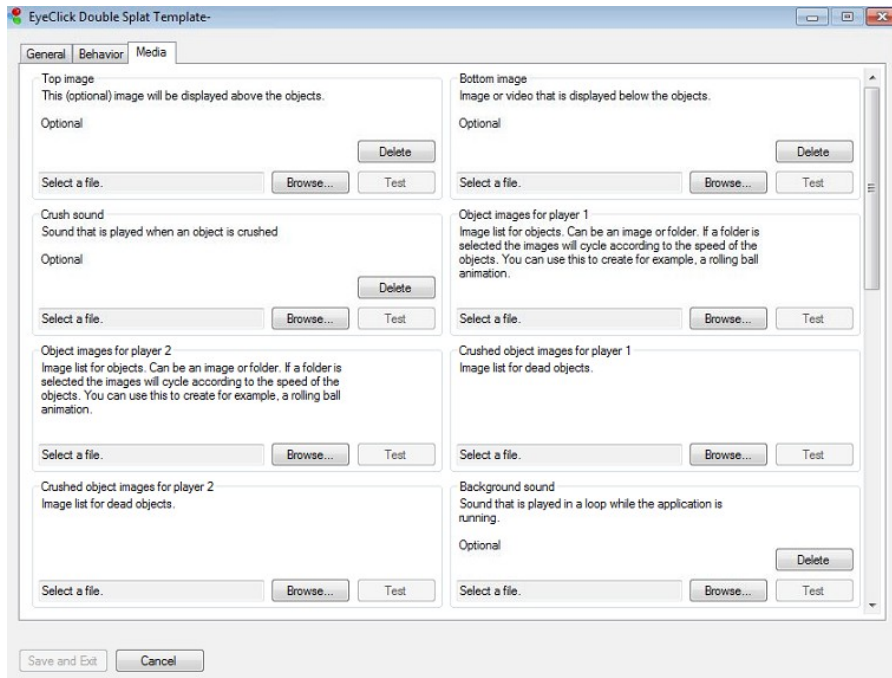
For each option there will be instructions directly below the option telling you what it does and the value range.

For example, in the Media screenshot directly above you can see the Bottom Image in the top right corner. Directly below the text for "Bottom Image" it says "Image or video that is displayed below the objects." You will browse to the file you wish and that image or video is now the background.

One thing to remember is that each template type (bricks, catch, crack, doublesplat, etc.) will have its own options and each option will have information about that option directly below or next to it. It will also let you know if this is an optional setting.

It is also possible to leave all Behavior settings the same and only change the Media. This will select that template's default behavior options intact and you are only changing the visuals.

Final settings:
Select "Run on computer startup" so that after the system reboots every morning it will automatically launch the last playlist. When this option is used and the system reboots the projector does not have to be on, it will use the last good system calibration.
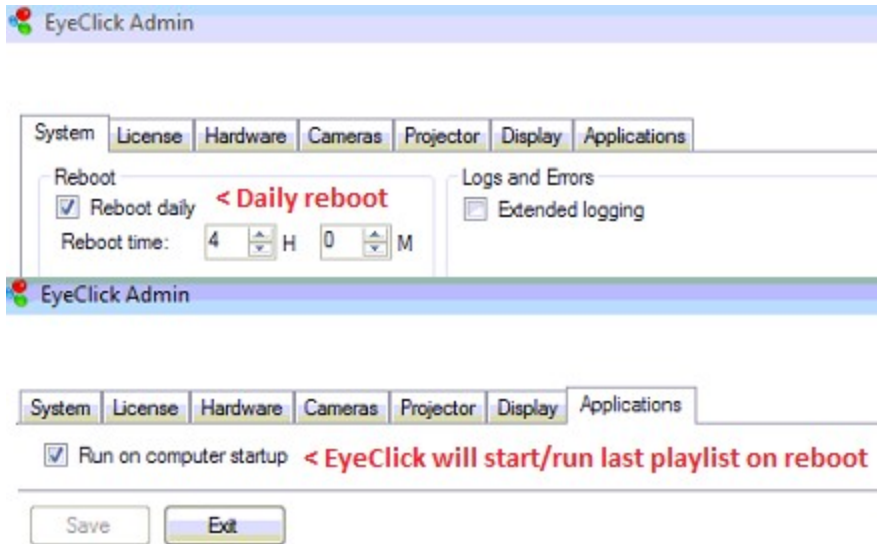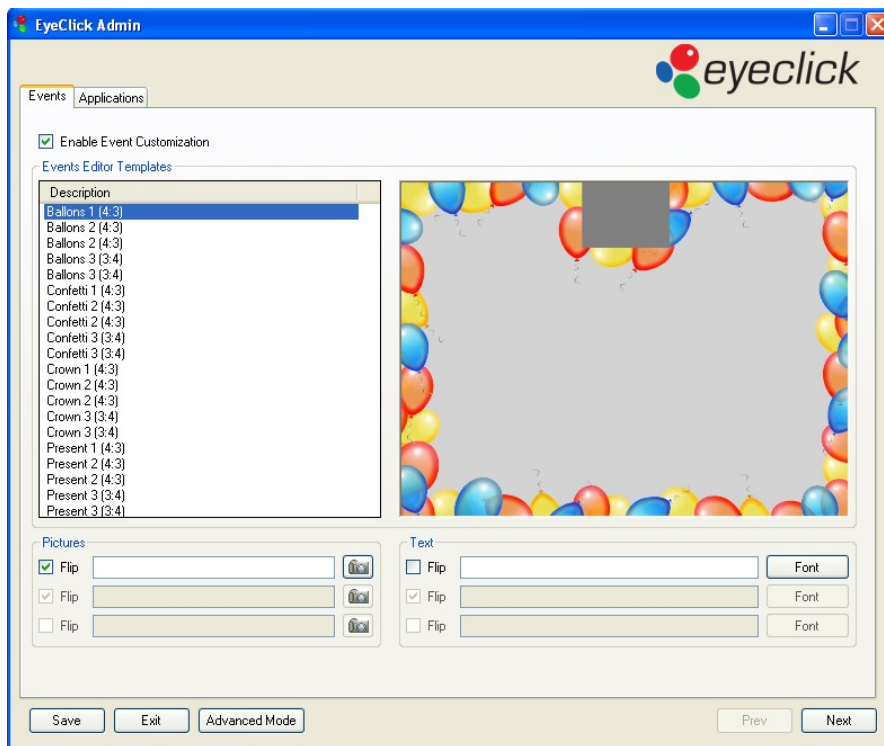
Event Mode

Activating and choosing a template:

EyeClick allows you to customize all your templates for a special event (such as a birthday) or holiday. Click the **Enable Event Customization** if you wish to encase all of the games in a specific theme or holiday greeting.
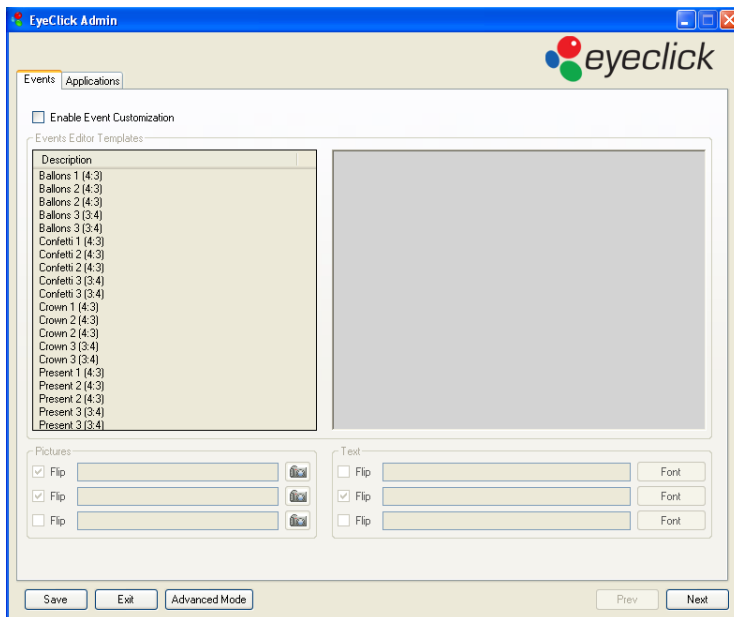
Once you clicked on the check box the first template will be visible in the window to your right.

Choose the template you wish to use. Notice that each template allows you to use a different number of pictures and text inputs and has different overlays.

Notice: Some of the templates are designed for landscape pictures and others for portrait ones. Pictures taken with the camera fit best with landscape templates. Some of the templates can hold two different pictures whilst others utilize the same picture in two places.

Notice: Even after the picture is inserted you can choose a different template and the images will still be displayed. Use this feature to choose the template that best fits your image(s).

Taking and Adding Pictures from the Camera

In the picture area click the **Camera Icon** button and the camera window will automatically open. You will need to select the camera from the drop down in the top left, there should only be one. The top left corner will show the live camera allowing you to set up the picture. To take a picture, stand in the middle of the projection area, look up at the

EyePlay device (red dot) and click on the large **Camera Icon** button . Use the red arrows to define the displayed picture on the bottom of the window.

Note: You cannot upload pictures from a USB flash drive. We are required (by law) to only allow pictures that are taken with the system to be used. A customer cannot provide you with their own pictures.
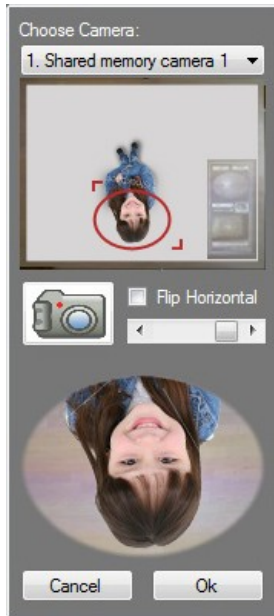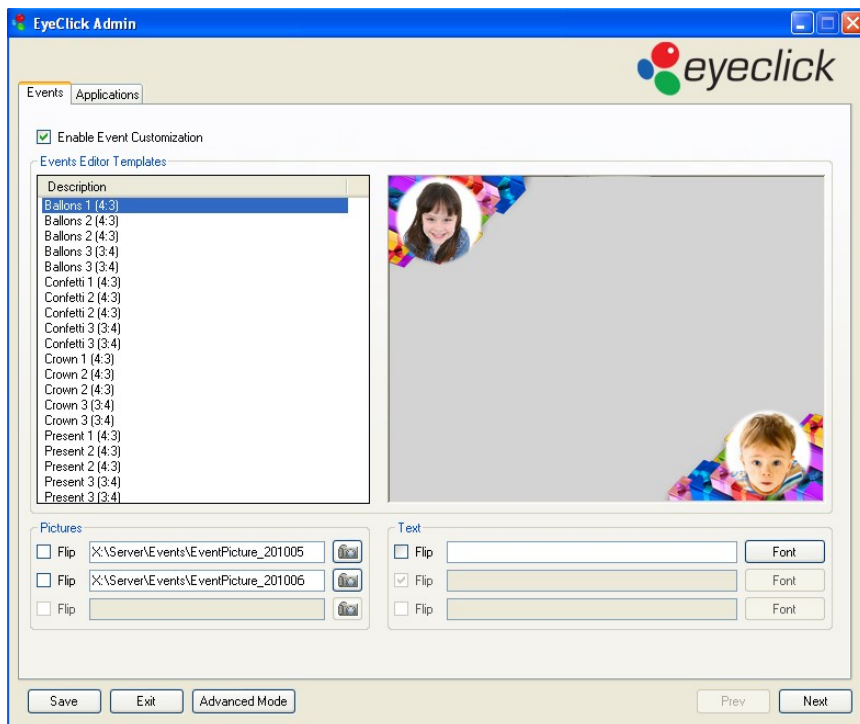
To keep the picture, click okay and the picture will be inserted.
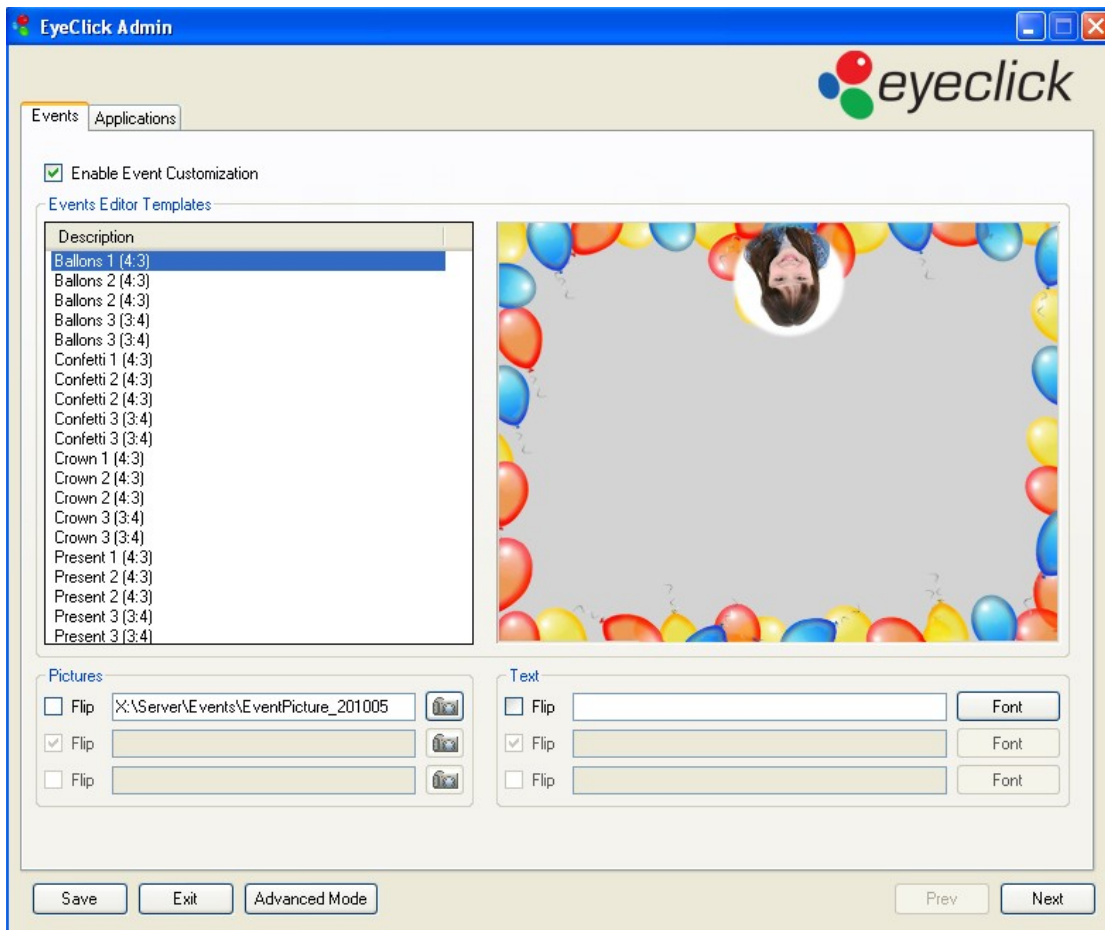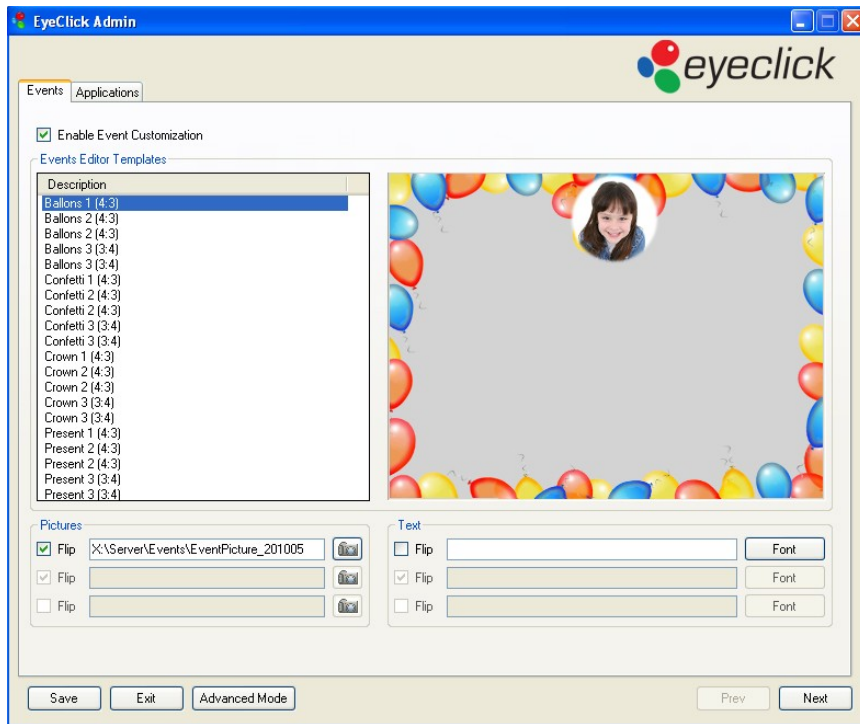
Click on the check box next to flip to rotate the pictures if you would like them to face the players.

If you chose a template that can use two different pictures, click the **Camera Icon button** below the one you previously pressed to take the second picture.
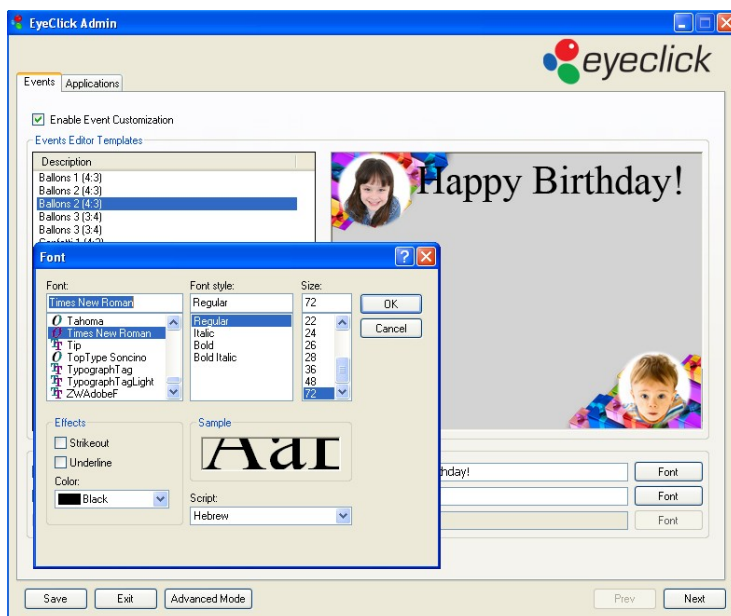
Notice: The picture(s) will be erased after 2 hours and the entire event will be disabled. After the 2 hours has expired the system will disable the event and restart the playlist without the event mask.

Notice: The system starts the countdown from when the event mask was created and not from when it was launched.
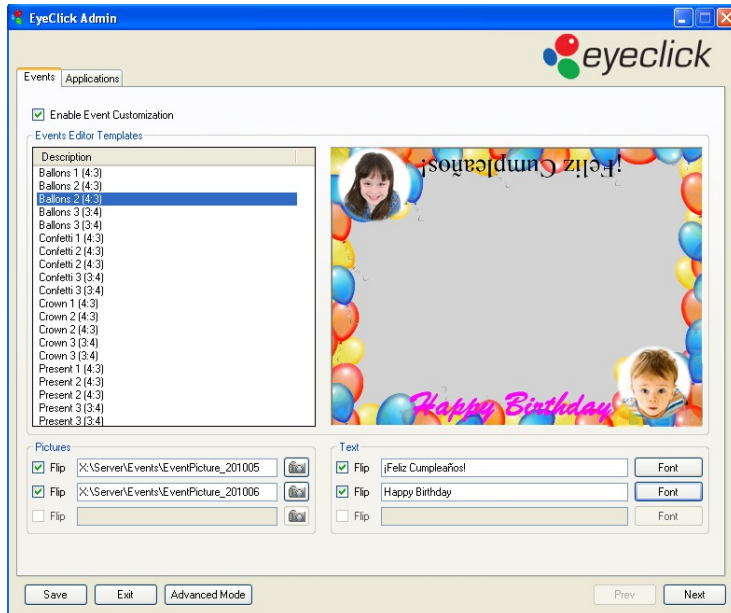
Adding text:
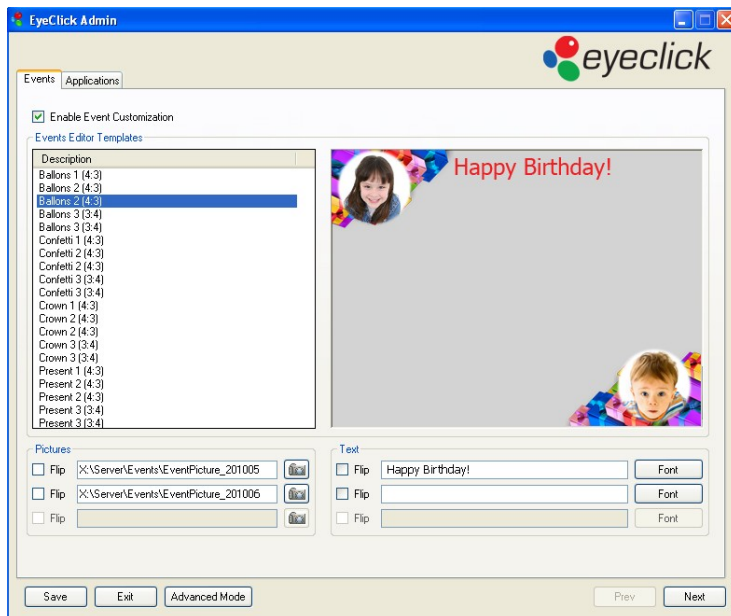
In the text zone, enter text in the text field.

Click on the font button to define the font style, size and color, and then click OK.

If you chose a template that can use two different text messages, enter text in the second text field and click the **font** button to choose the font style, size and color. Click the box next to flip if you wish to rotate the text to face the players. **Note: both sentences do not have to be designed the same.**

Click **Save** then go to **[Applications]** Tab and click **Launch** to watch your templates. All settings you have chosen (flip, fonts, text, pictures, etc.) are saved and will be restored if you reopen the application.

Troubleshooting

Can't see an image on the floor but I can hear sound from the games

- Make sure the projector is turned on. Use the Projector's remote control to turn it on. Look upwards and make sure that light is shining from the lens. If there is not light please contact **EyeClick Support**.

Keyboard is not working and nothing responds when I press on the keys

- Replace batteries. Turn the keyboard over and remove the battery cover to replace batteries. If after replacing the batteries keyboard is still not responding, please contact **EyeClick Support**.

- Make sure the keyboard is powered on. Some keyboards will have an off/on switch on the top.

Can see the games on the floor but can't hear sound

- Hit the mute buttons on the keyboard or press the + and – buttons on the keyboard

  to check volume levels.

Can't see an image on the floor and can't hear any sound from the games

- Press the [Projectors] tab and check how the projector and system are scheduled. Check the **Turning On/Off Projectors** chapter of this document.

When I open the system there is no playlist to launch

- Click the **[load playlist]** button and choose a list from the available ones (refer to building a new list of games to play chapter of this document)

For additional assistance, feel free to contact us at support@eyeclick.com or at our helpdesk at http://www.eyeclick.com/helpdesk.