



## Mobile Manual



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# Welcome

We recommend reading this entire manual to familiarize yourself with the FX mobile lift prior to assembly. Please take caution when handling the equipment, any damage occurring from misuse, mishandling, or improper installation will not be covered by the warranty.

If you have any questions about the installation process, please feel free to contact our support team at [support@fxgamezone.com](mailto:support@fxgamezone.com)

## Setup and Installation

Please count all the mounting materials prior to assembly, or before disposing of the carton/packing material. A USA style power cord is included with the system and is designed for 120-240 volt power. Should you require a different style power cord than the supplied version, you can purchase a C7 style plug to fit into the power block.



A - Legs



B - Lift



C - Tray



D - 'L' Arm



E - Capsule 8mm



Touchpad



3 Cable Ties

# Assembly

Spread the foam packing material across the floor to prevent damage or scratching of the lift components. For ease and safety, we recommend two people perform the assembly.

1. Using the screws from pouch A, attach the legs to the base. The longer portion of the leg must be towards the wider end of the base.



2. Screw a wheel into each end of the legs.



3. Using pouch B, attach the lift to the the base with two screws on each side, and two screws on the rear. The power cord must be towards the front (wide end) of the base.



4. Using pouch C, attach the tray to the rear of the base.



5. Using pouch D, attach the L support arm to the top of the lift. After the arm is installed attach the touchpad to the bottom of the arm with the threaded screws, and finger tighten.



6. Connect the power block to the lift cord, touchpad, and then to the power cord. Plug into a receptacle to power the unit on. Hold the down button on the touchpad until the unit beeps. Press the up button until the lift stops ascending, this is the highest setting.

NOTE: If the power block is not set flat on a flat surface, the touchpad will show an error and the lift will not reach its full height.



7. Place the shipping box from the capsule onto a table, and rest the capsule on top of it. The power cord from the capsule should be nearest you.

Lower the lift until the L support rests gently on top of the capsule.



8. Using pouch E, attach the capsule to the support arm with an 8mm hex key wrench.



9. Wrap a cable tie around the upper end of the lift to secure the capsule power cable.



9. Make certain the power block is laying flat and wrap a cable tie around it, to affix it to the tray. Use another cable tie to secure the power cord to the tray. Once the maximum height is set on the lift, it will most likely not need to be lowered again since this height is ideal for table projections.



10. Always use caution when moving the lift, it is recommended to firmly hold the lift arm as well as the capsule when moving the unit.

Always lock the wheels in place before operating the system.

Ensure the length of the power cords are accounted for when operating the unit. An extension cord may be required to prevent a tripping hazard.

If the unit is not level, the wheels may be unthreaded slightly to adjust for uneven floors.

This lift has an electric motor and is designed for indoor use, in dry areas only

Please provide this manual to to any users, installers, or support personnel operating this unit.

Under no circumstances should this unit be used for any other purpose other than which is warranted for use.

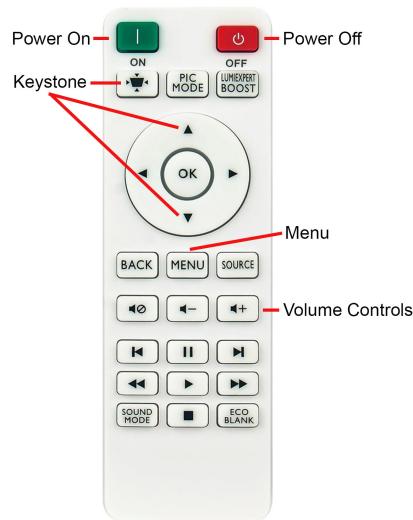
## Powering On

Connect the unit to a power source and make certain that there is no tension on the power cord.

The computer and amplifier will start automatically but the projector will need to be turned on with the white hand-held remote.

The image will most likely not be square, so it will be necessary to use the keystone function on the remote to square it. By pressing the up or down arrows it will adjust the keystone and make the image square.

Volume may be adjusted by using the left and right arrows.



## FLIPPING THE PROJECTED IMAGE

If you would like to flip the projection, making the top appear at the bottom, this can be accomplished by using the white hand-held remote.

- \* Press the Menu button.
- \* Use the left-right arrow buttons to navigate to SYSTEM SETUP : Basic
- \* Arrow down to Projector Position.
- \* Use the left-right arrow buttons to change your layout as desired.



## FOCUS AND IMAGE SIZE

To make changes to the projection size and/or focus of your play area, simply move the two rotating rings on the projector. These are located right behind the projector lens and can easily be reached through the projection opening.



## CENTERING THE PROJECTION

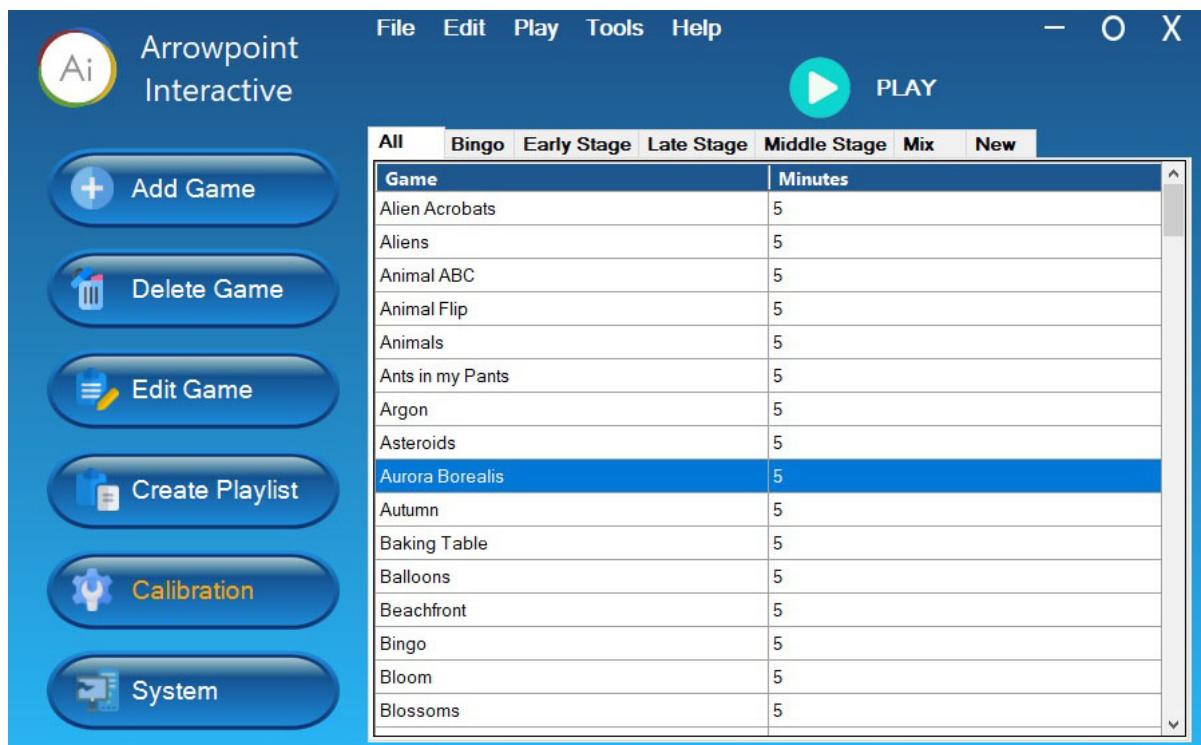
The projected image should be centered directly under the IR camera. If it is not, there are wing nuts on each side of the mirror that can be loosened, and the mirror moved back and forth to adjust the image location.

## Calibrating the Software

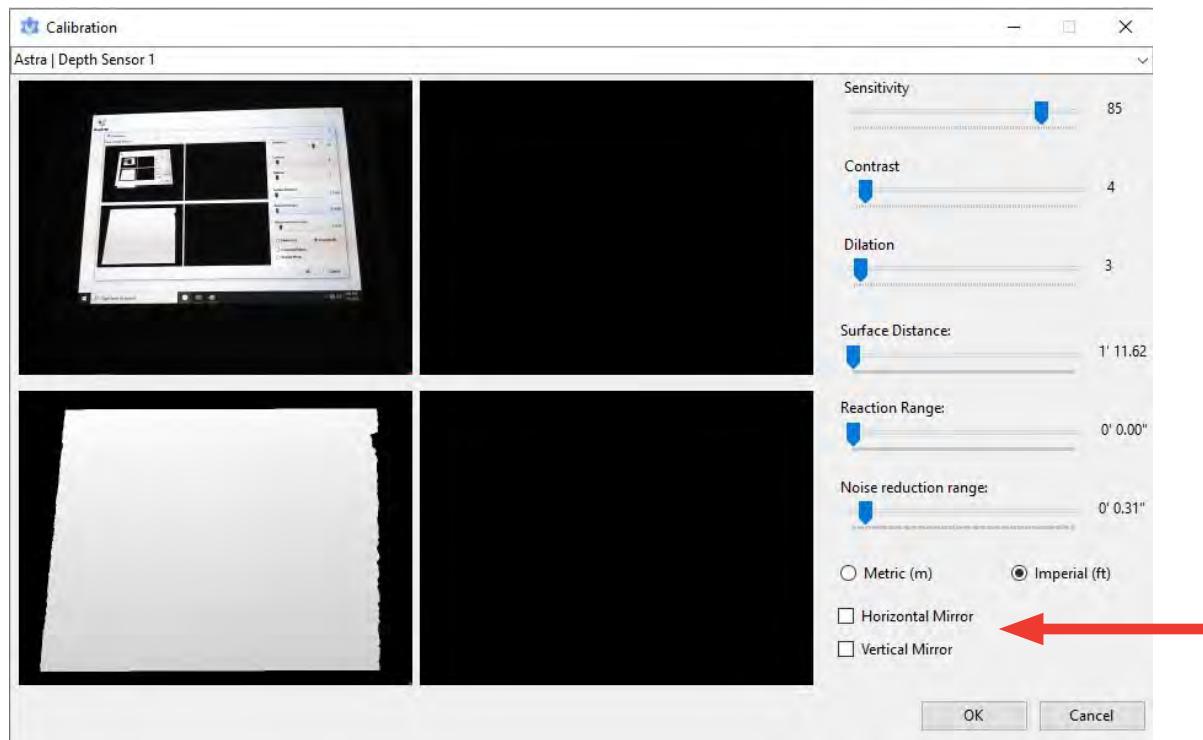
If the software is requesting an activation code, please contact support@fxgamezone.com

If the system is operating normally and you are satisfied with the reaction of a person's touch to the images, you may skip this section. Otherwise, press Escape on the keyboard to access the Administration menu.

1. Click on the Calibration icon.

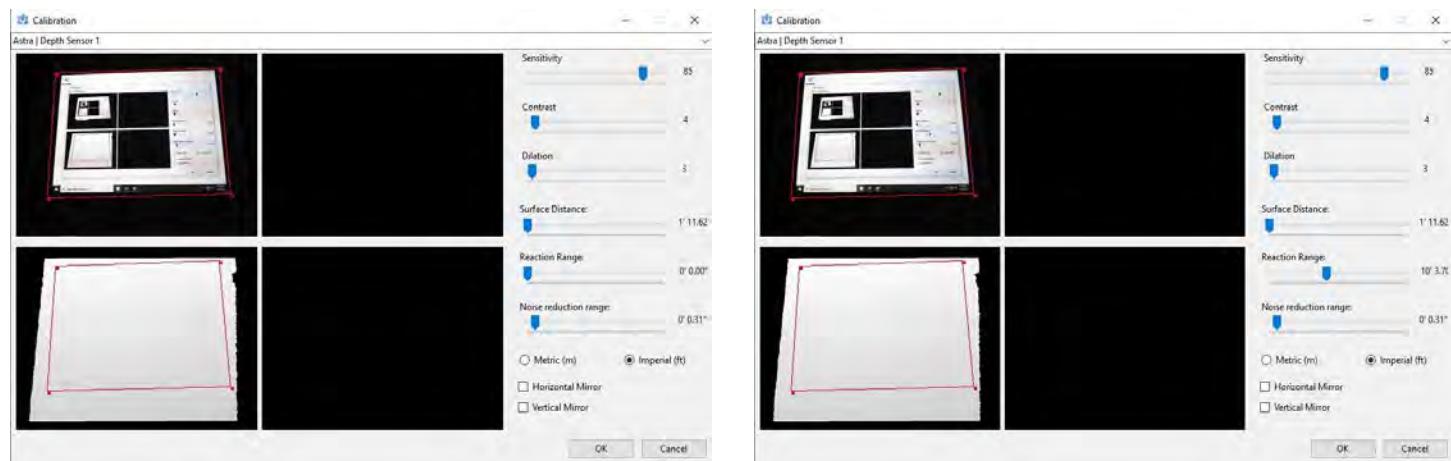


If the projected image is not completely contained within the upper left window, it will be necessary to physically move the IR camera so that it sees the projected image on the floor, wall, or table. If the image is backwards or upside down, check or uncheck the Horizontal Mirror and Vertical Mirror boxes until it appears correctly.

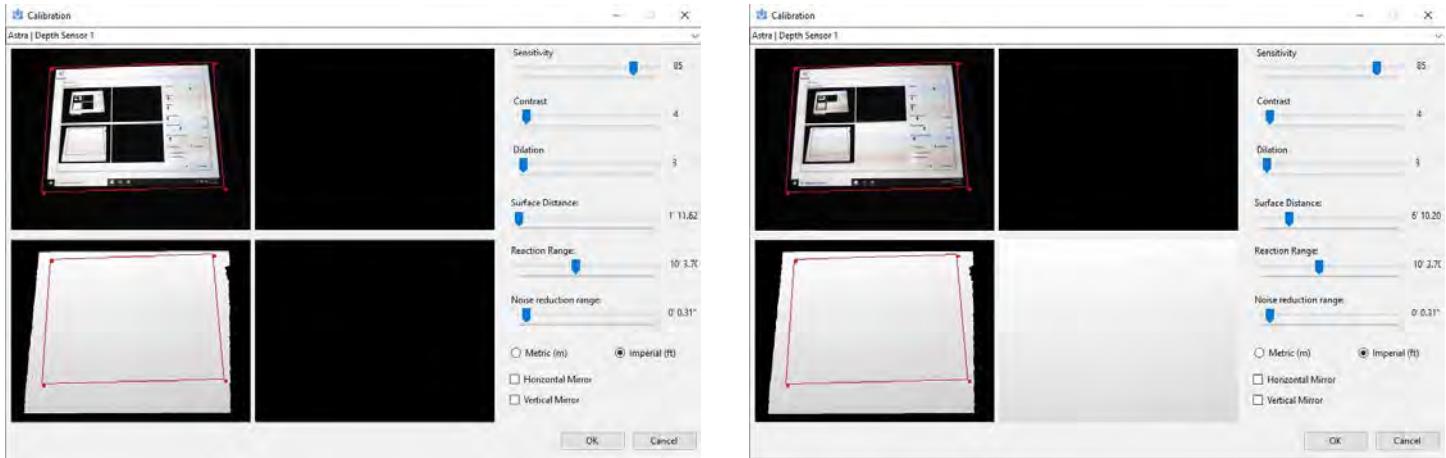


2. In the upper left window, use the mousepad to form a box around the projection. This will be done by left-clicking outside each corner of the image. When complete, there should be a red-lined box around the projected image. The box can be larger than the image, but not smaller.

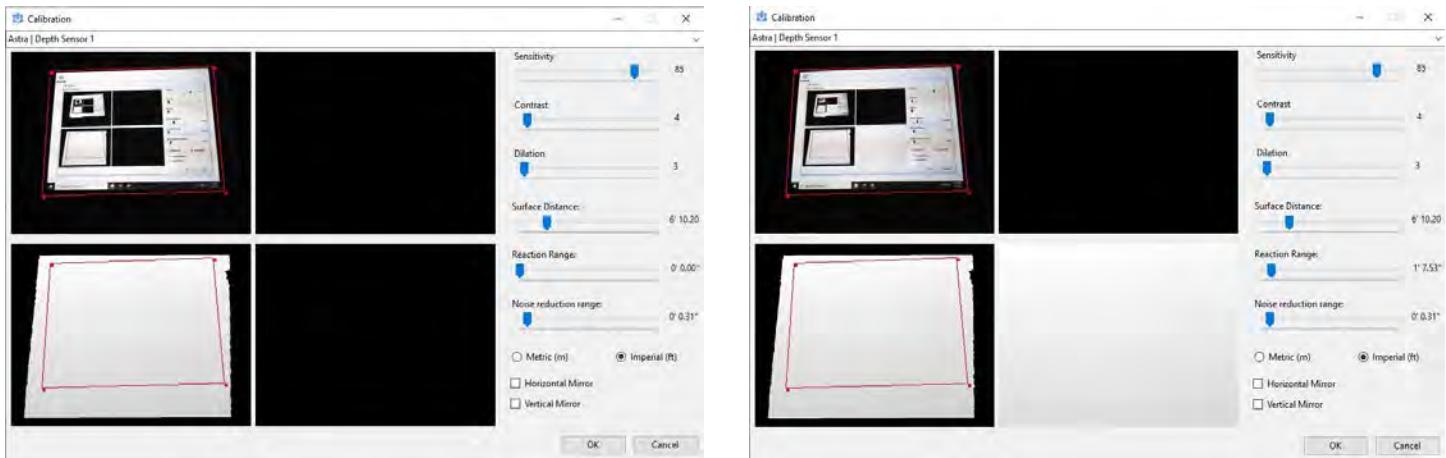
3. Slide the Reaction Range tab slider to the middle of the bar.



4. Slide the Surface Distance tab to the left, the lower right screen will turn black. Slowly move the tab to the right, until the lower right screen turns white, then stop. If a small corner remains black, that is okay. The important thing is to have the projected area white.

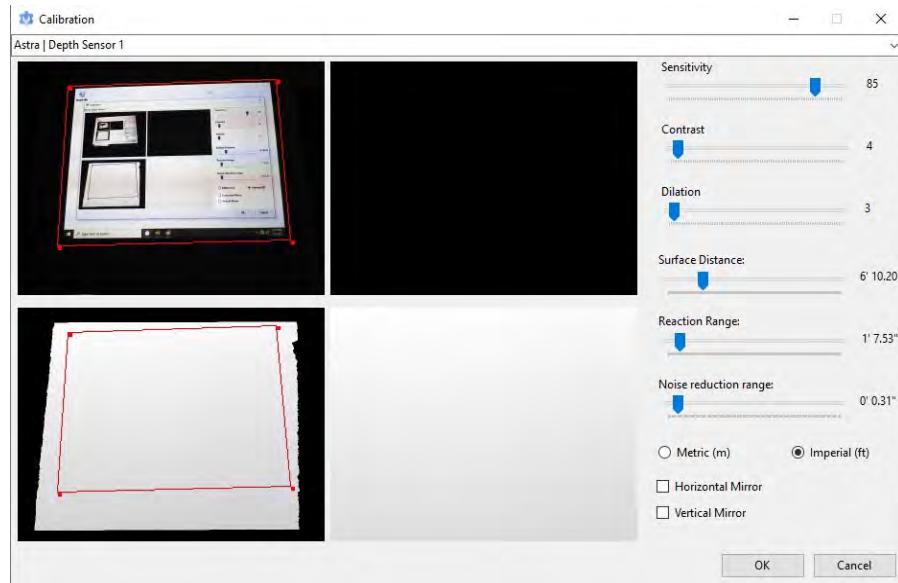


5. Slide the Reaction Range tab to the left, the lower right screen will turn black. Slowly move the tab to the right, until the lower right screen turns white. If a small corner remains black, that is okay. The important thing is to have the projected area entirely white.



6. The Sensitivity, Contrast, and Dilation adjustments need never be touched and are preset at Sensitivity 85, Contrast 4, and Dilation 3.

7. Noise Reduction Range is an advanced setting for fine tuning reactions. It is preset at .31 imperial (.008 metric). If this number is set too low, it may cause games to react without touch.



## Internet Connection

If the system is not connected to a hardline ethernet cable for internet service, it will need to be connected to wifi. This is performed by clicking on the globe icon in the lower right of the Windows toolbar. If you are unfamiliar with this operation, please perform an online search for Microsoft Windows wifi setup.

For additional programming options please read the User Manual, located under the Help tab on the Administration menu.

# Safety Instructions

- \* All precautions must be made to perform the installation in accordance with the instructions.
- \* Any deviations from the instructions will put the installer at risk for liability issues and voiding of warranty.
- \* Risk of fire and/or electric shock, do not get the system wet or install in a location where water is present.
- \* Never expose the capsule to water, rain, or exterior environments.
- \* Do not stare into the projected light, or the IR camera.
- \* Never block the ventilation ducts of the capsule.
- \* Do not place objects on, or hang objects from the capsule.
- \* Do not use the system near an open flame, or where explosive gases are present.
- \* Never block the projection lens. This may cause damage to the unit or fire.
- \* Prevent the power cord from being strained or pinched. Discontinue use if the cord is damaged or frayed.
- \* Unplug the system during lightning storms to prevent damage to the unit.
- \* Replace leaking and/or cracked batteries in the hand-held remote and wireless keyboard.
- \* Use only batteries that are of the proper size and voltage for the equipment.
- \* Do not use this system in any manner that is not intended, prescribed, or authorized.

## Cleaning and Maintenance

The unit does not require maintenance but should you decide to clean it, please disconnect it from power and use a soft, dry cloth, making certain not to leave fingerprints on the projector lens. Do not use any polishes, cleaning solutions, or abrasives on any part of the system.

## Legal Information

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## Contact Us

Questions about installation or any part if this manual should be directed to: [support@fxgamezone.com](mailto:support@fxgamezone.com)



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