



USER MANUAL

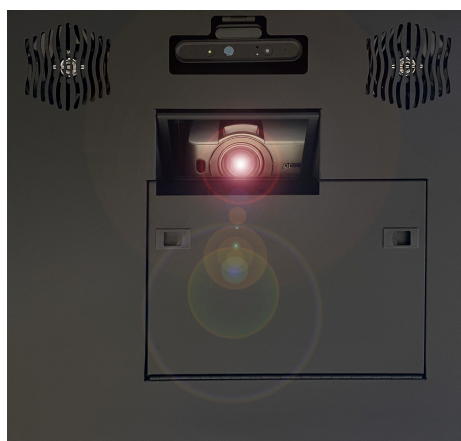
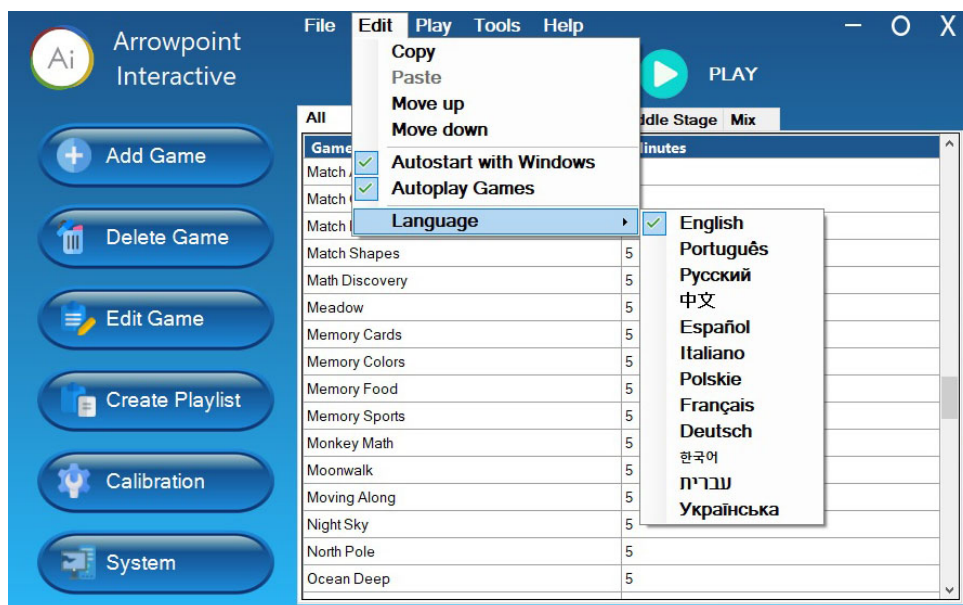
This manual references hardware information pertaining to the Pro version of FX. If you have purchased the Lite version, there will be items in this manual that do not apply to your physical configuration.

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Introduction

FX is a simple system to use and this manual will provide all the required information to operate the system properly. Installation is not covered in this manual since every installation is unique and one of our preferred service providers will have previously installed the FX capsule in the area chosen by the customer in the Installation Survey.

This software converts into twelve languages, please view the Admin menu and click on **Edit**, hover over the **Language** selection, then choose the appropriate language.



Capsule Components

The interactive system integrates a computer, projector, IR camera, speakers, and an amplifier. Since items may have come loose during shipping, we recommend checking all wires and connections to ensure that everything is firmly connected.

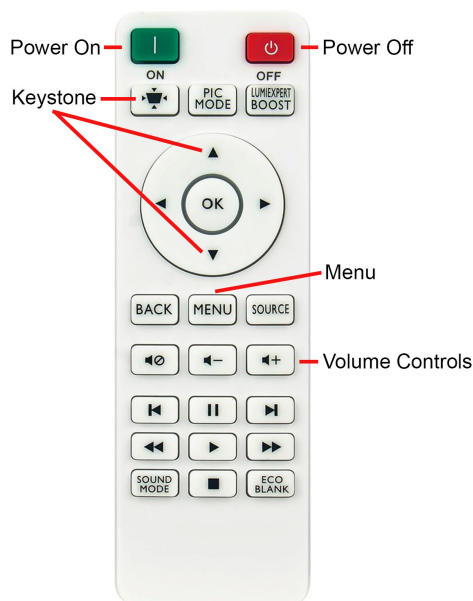
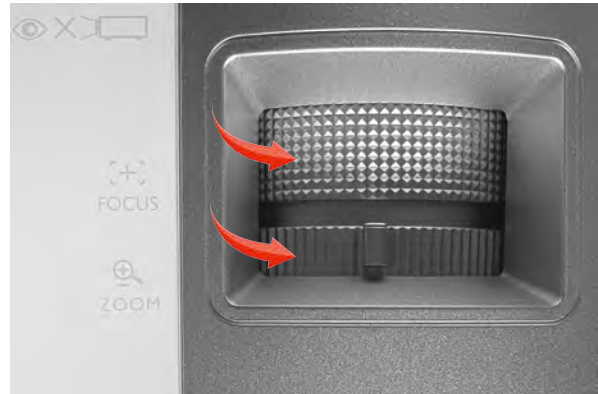
Additional items included with shipment

- Wireless keyboard
- Handheld remote for projector
- Mounting equipment (optional)

Powering Up FX

All the required software has been installed. Once the system is connected to a power outlet it will begin playing games. The small handheld remote controls the projector and you will need to press the **On** button to project games onto a surface.

Should you want to make changes to the projection size and/or focus of your play area, you can easily make these adjustments with the two rotating rings on the top of the projector, located directly above the lens.



Once the projector is turned on with the Power On button and the system has warmed up, you may notice that the projection is not square. If this is the case, simply point the remote at the FX unit and press the Keystone button followed by the Up or Down arrows.

To adjust the volume, use the Volume control buttons.

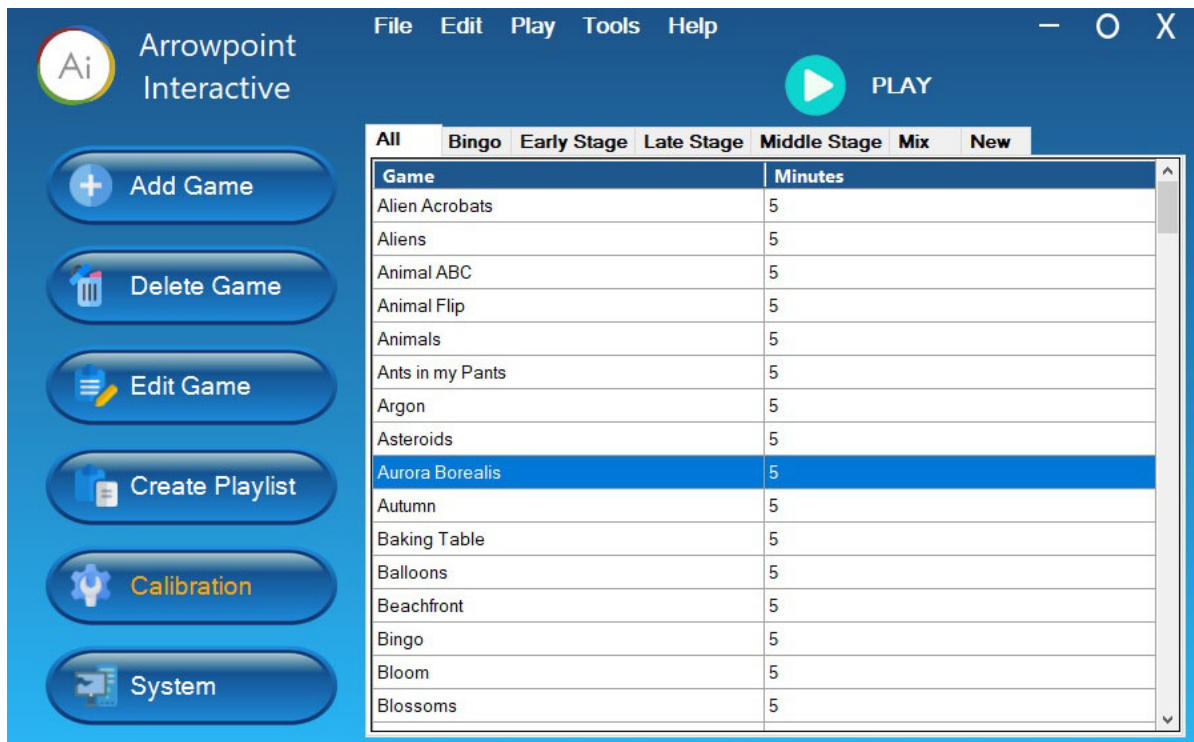
Now that the FX system is up and running, there are other options to be set for game choices and play times, plus, your system may require a bit of fine tuning to get the IR camera reacting properly.

To get to the **Administration Menu** simply press escape (**Esc**) on the keyboard to bring up the Admin Menu.

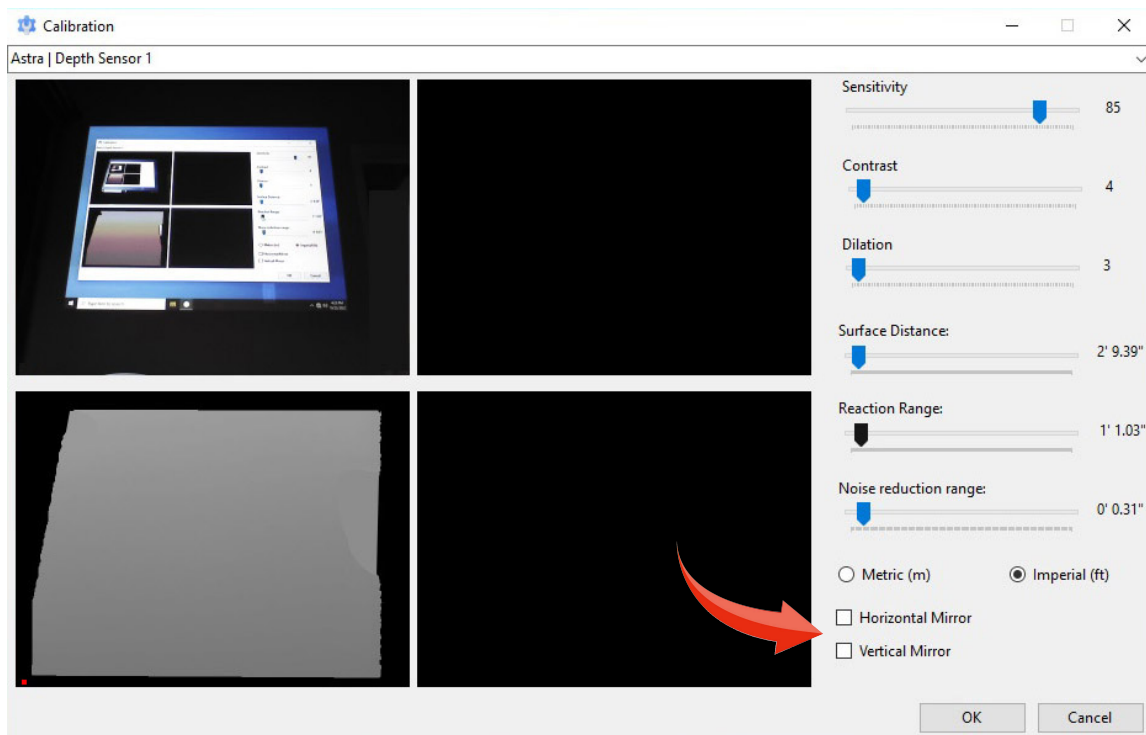
Camera Configuration

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.

1. Click on the **Calibration** icon.

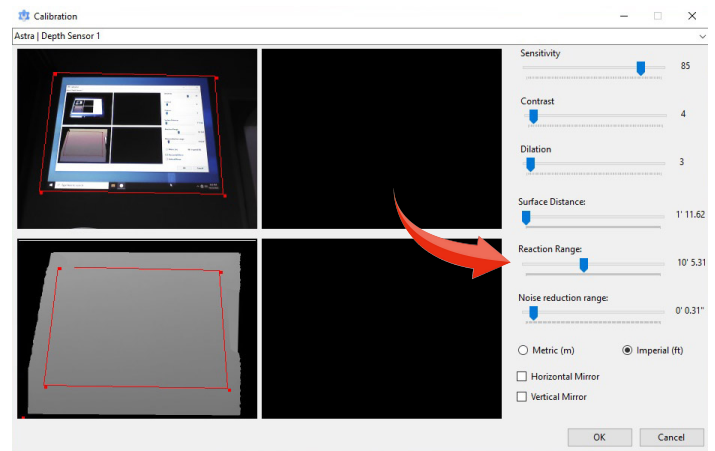
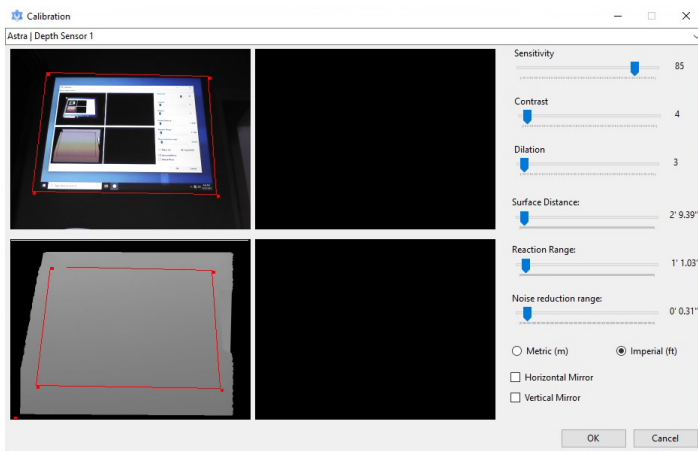


If the projected image is not completely contained within the upper left window, it will be necessary to physically move the IR camera so that it sees the projected image on the floor, wall, or table. If the image is backwards or upside down, check or uncheck the Horizontal Mirror and Vertical Mirror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

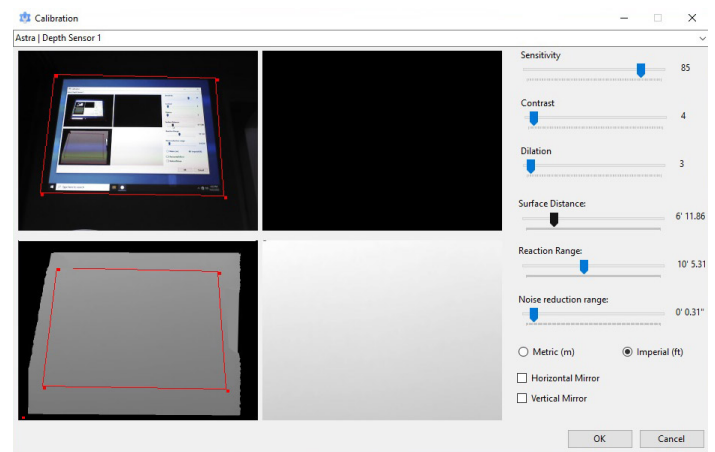
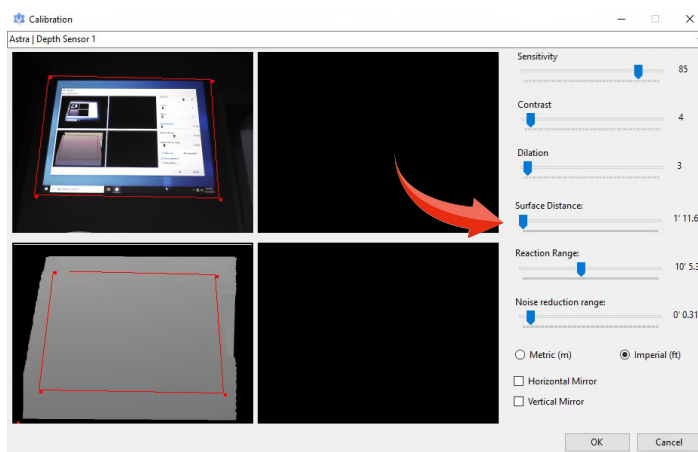


2. In the upper left window, use the mousepad to form a box around the projection. This will be done by left-clicking outside each corner of the image. When complete, there should be a red-lined box around the projected image. The box can be larger than the image, but not smaller.

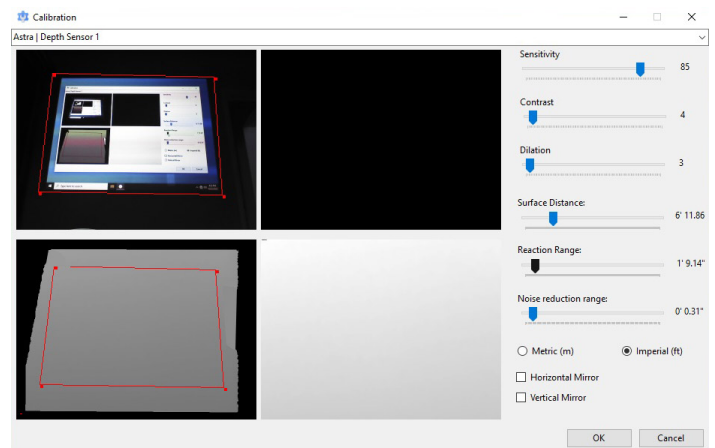
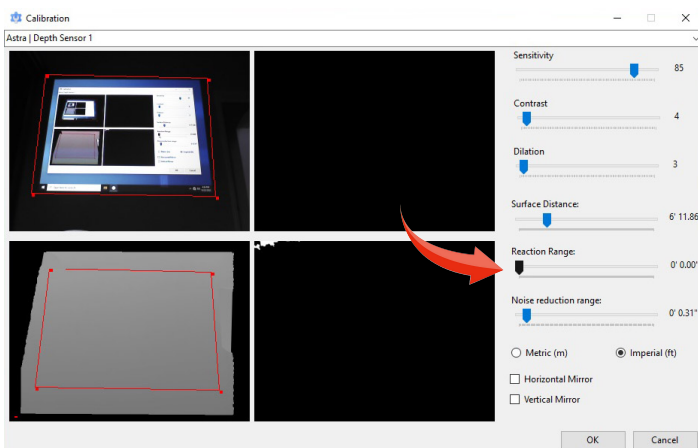
3. Slide the Reaction Range tab slider to the middle of the bar.



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 entirely white.

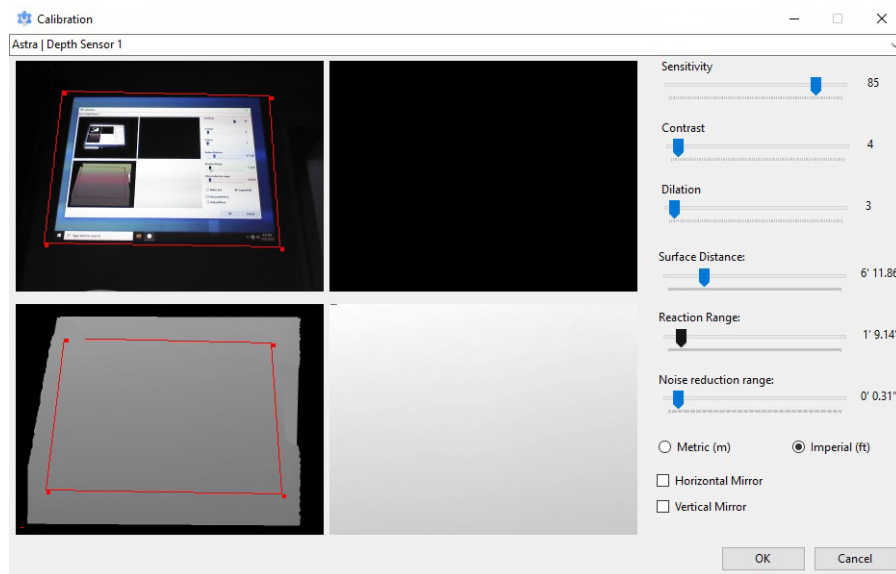


5. Slide the Reaction Range tab to the left, the lower right screen will turn black. Slowly move the tab to the right, until the lower right screen turns white. If a small corner remains black, that is okay. The important thing is to have the projected area entirely white.



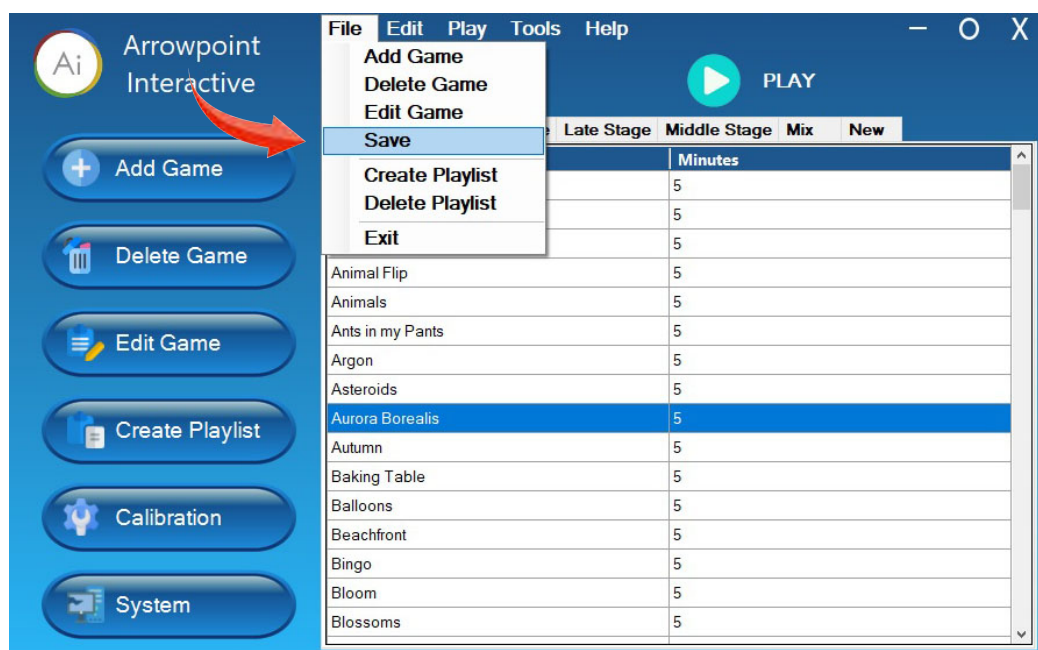
6. The Sensitivity, Contrast, and Dilation adjustments need never be touched and are preset at Sensitivity 85, Contrast 4, and Dilation 3.

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.



Playlists

We have preloaded your system with suggested playlists. These can be deleted or left as they are and it will not compromise your system performance in any way. The **All** playlist contains the entire catalog of games and they cannot be deleted, you are free to add them to other playlists or create your own playlist with a special heading. It is important to remember that every change must be saved for it to be permanently added or deleted. Simply click on the File heading and choose Save.



Creating a Playlist

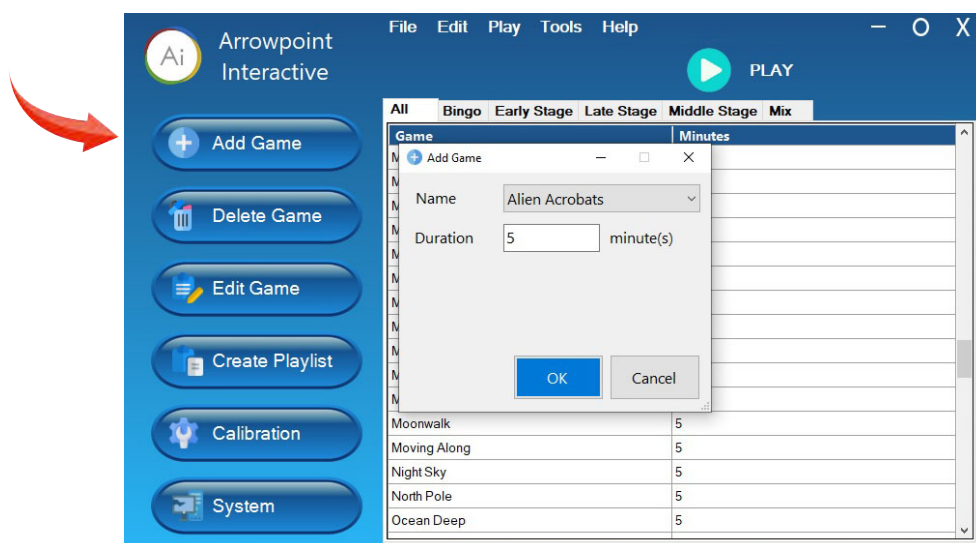
Click on the button **Create Playlist**. Enter the name of your desired list and click **OK**. The new list will be displayed and you may begin adding effects.

Deleting a Playlist

Click on the list you would like to delete, then click on the **File** heading and select **Delete Playlist**.

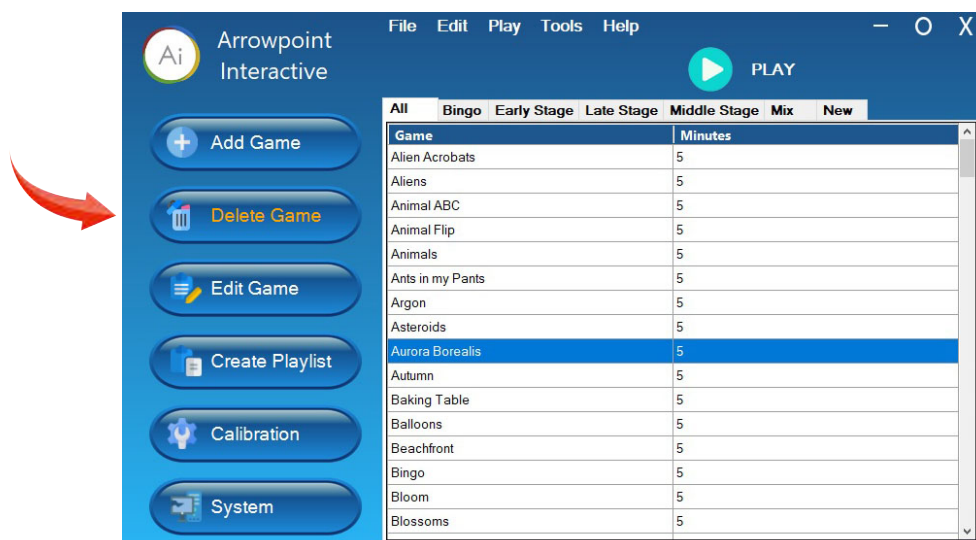
Adding Games to a Playlist

Select the playlist where you would like to add a game. Click on the **Plus** icon (Add) and select from the catalog of games from the **Name** drop down menu. You can also choose the duration of the game now, or at a later time. Click **OK** and you're done.



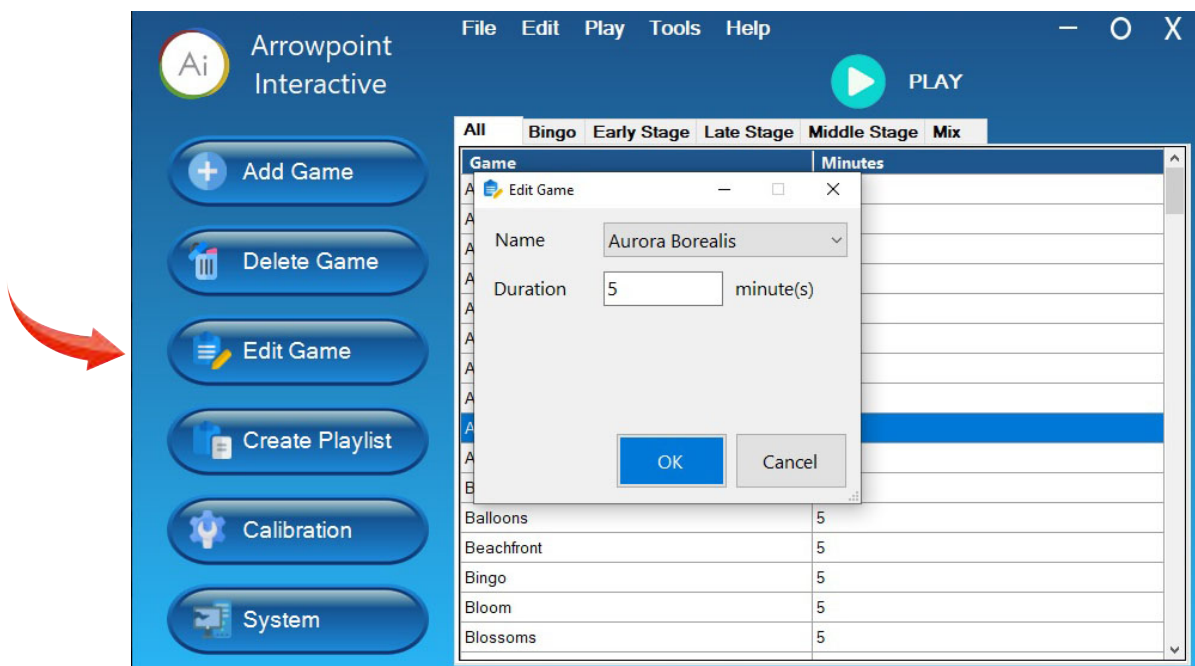
Deleting Games from a Playlist

Select the playlist from where you would like to delete a game. Click on the game to highlight it, then click on the **Trash** icon (Delete). Games can be deleted from any playlist with the exception of the **All** playlist.



Editing the Play Time of a Game

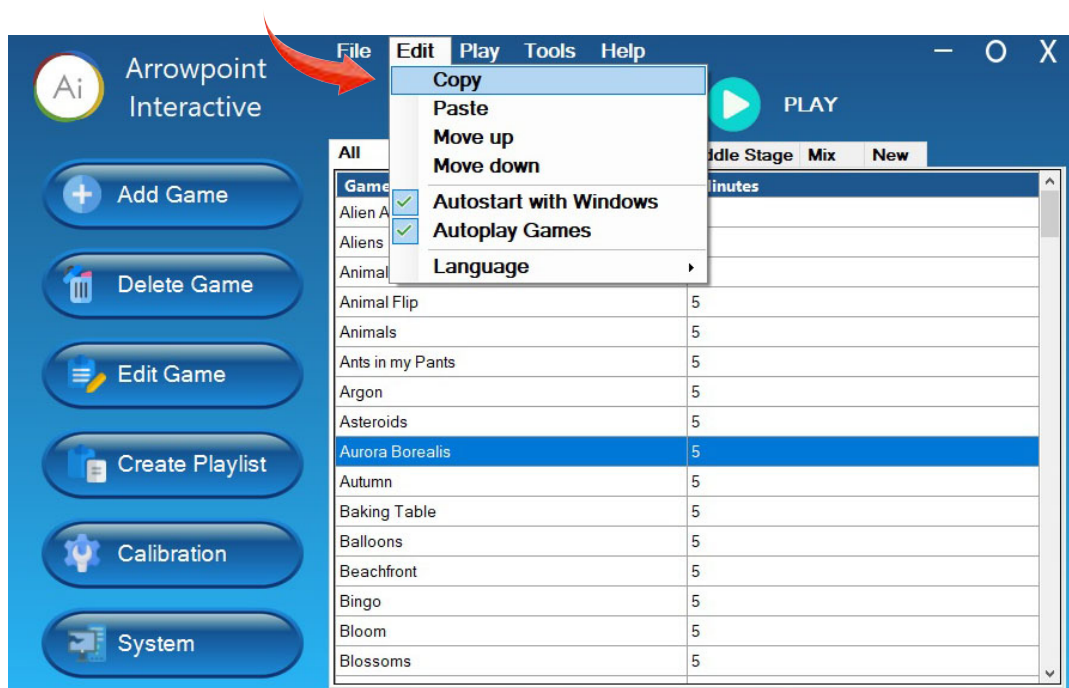
Select the playlist and highlight the game you would like to edit. Click on the **Edit Game** icon and highlight the duration field, type in the desired time, then click **OK**.

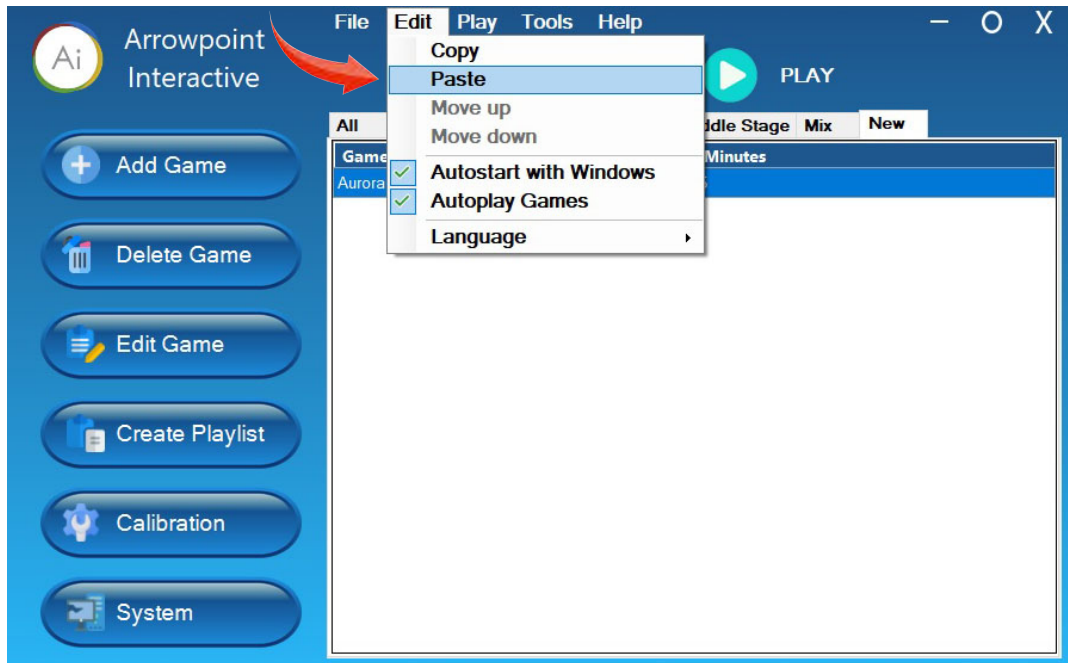


Copying Games to a Playlist

This option may be used instead of using the **Add** icon.

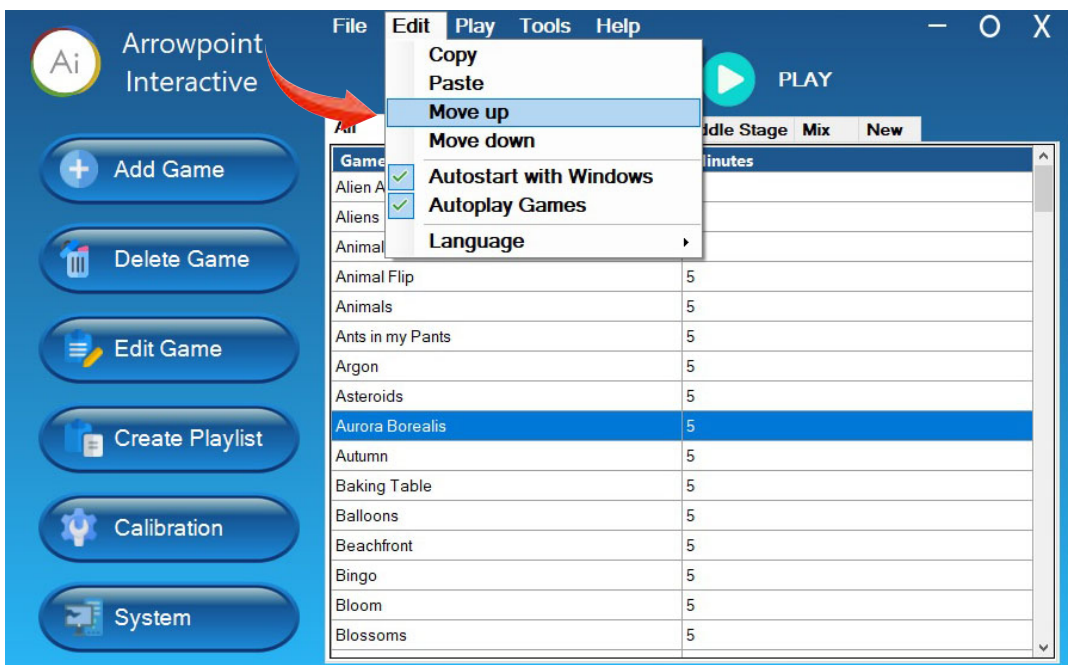
Select the playlist from which you would like to copy the game and highlight the game. Click on the **Edit** heading and choose Copy. Select the playlist you would like to add the game to, then click on the **Edit** heading and choose Paste.





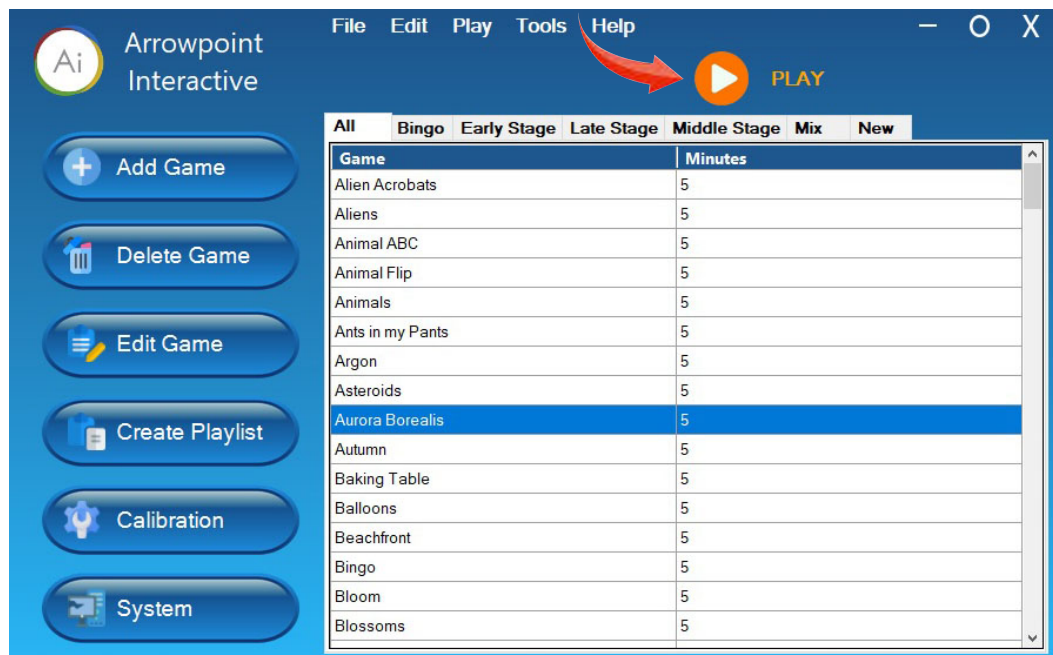
Moving Games within a Playlist

Highlight the game you would like to move, then click on the Edit heading and choose Move up or Move down.



Playing Games Manually

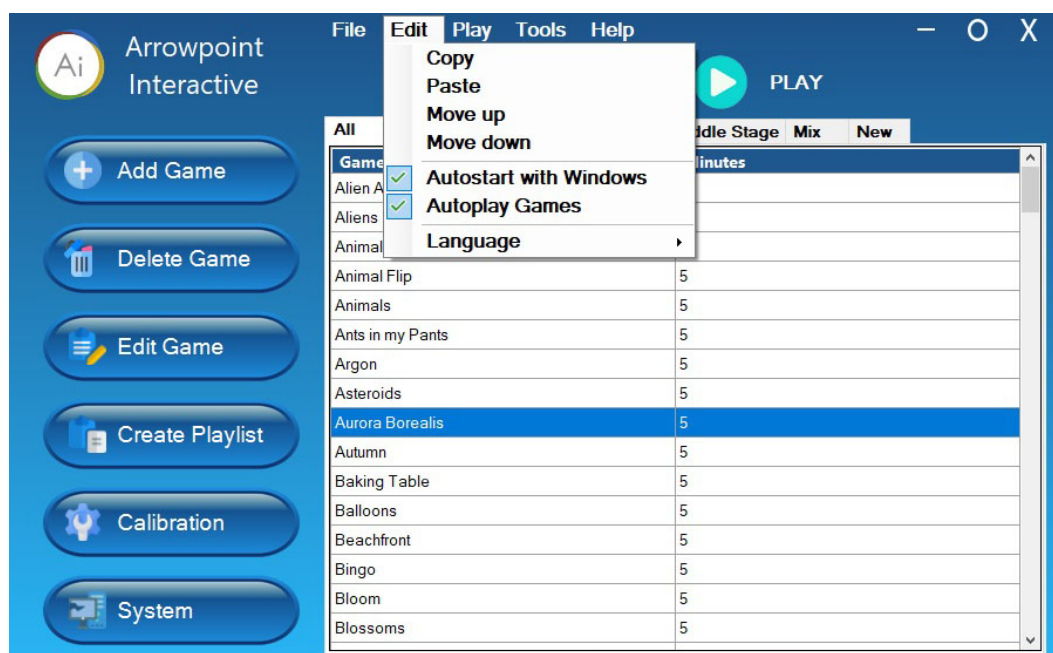
Highlight the game and click on the **Play** icon. Once the selection has played it will move onto the next game automatically.



Autostart and Autoplay

Click on the **Edit** heading, then click on **Autostart with Windows** to install a **check mark** next to this option and FX will start when Windows launches. The system is programmed with this option selected.

Click on the **Edit** heading, then click on **Autoplay effects** to install a **check mark** next to this option and FX will automatically play the last playlist selected. The system is programmed with this option selected.



Setting the Play Mode

The order in which games are played can be altered through the **Play mode** configuration. Click on the **Play** tab and scroll down to **Play mode**. There are four options that can be chosen by simply clicking on the desired method of play. The system is programmed with the **Repeat all** option selected.



Loading all Games into one Playlist

Should you choose to load the entire catalog of games into one playlist, simply select the desired playlist and click on the **Tools** header. Scroll down and click on **Load all games**, the entire catalog of games will be loaded into the selected playlist.

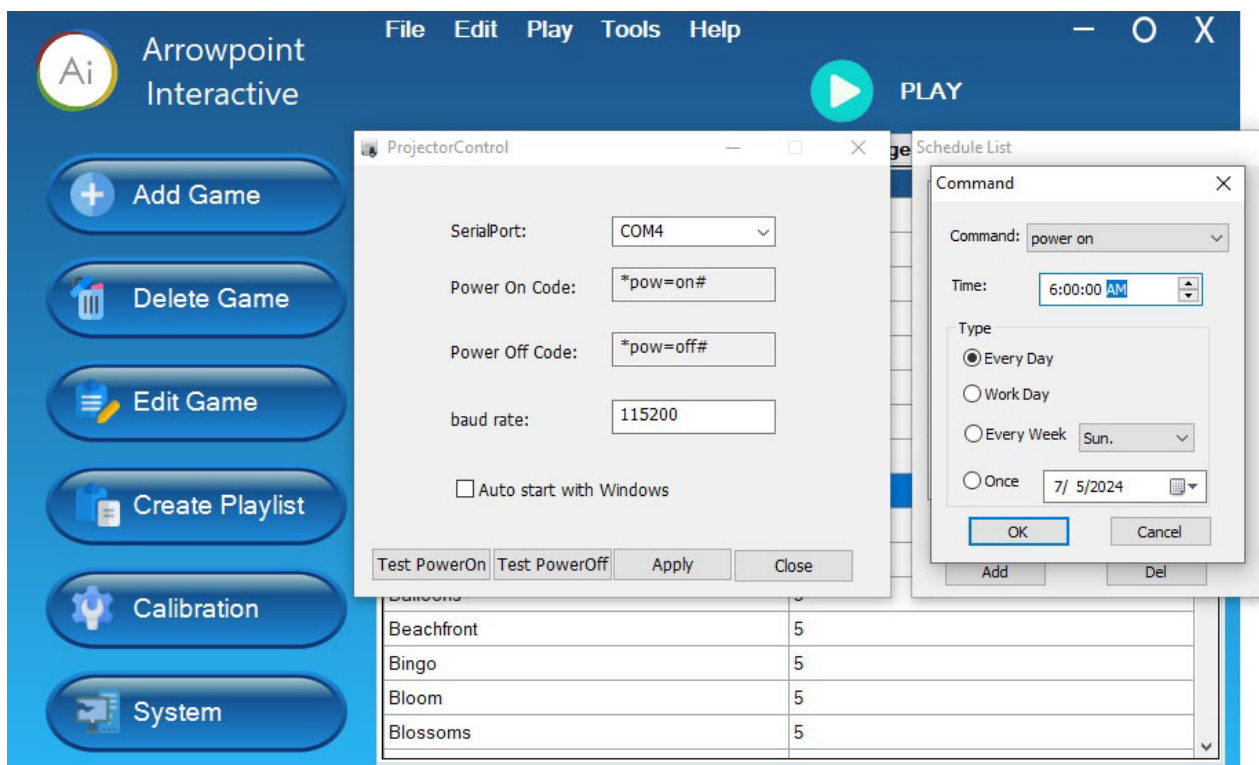


Auto Scheduling the Projector to Turn On and Off

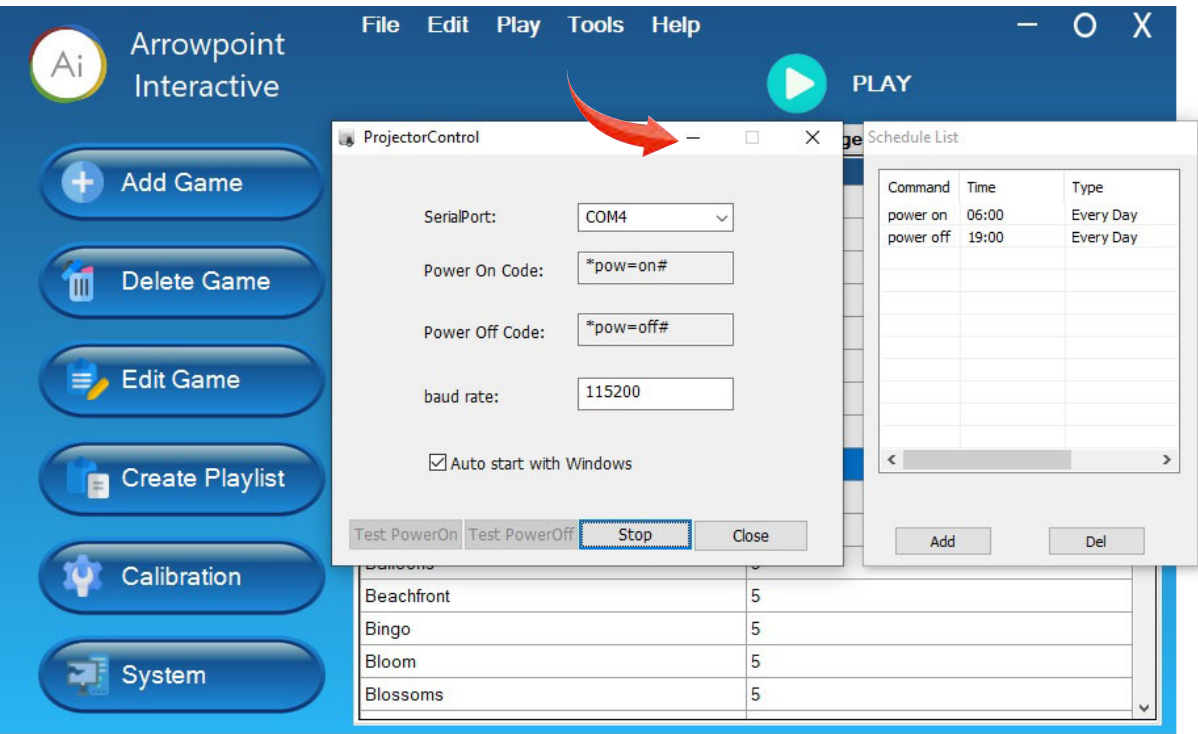
The projector can be programmed to turn on and off at scheduled times of the day or week with this feature. This is not a necessary function since the projector can be turned on or shut off with the handheld remote.

Caution: Do not change the settings for the SerialPort, Power Codes, or Baud Rate. These must remain as programmed or this feature will fail to operate.

1. Click on the **Tools** header and select **Projector Control**.
2. In the **Schedule List**, click **Add**. Use the **Command** dropdown menu to choose **power on**, then choose your desired time to turn it on. Under **Type**, choose when you would like it to turn on, then click **OK**. Click **Add** again and choose **power off**, then repeat the previous steps. If you would like to delete any of the power commands, simply highlight the desired command and click **Del** to delete it.



3. In the Projector Control window check the box next to **Auto start with windows**, click **Apply**, then minimize the window, **do not click Close**. The **Close** option shuts off the projector control panel, preventing the schedule from running.



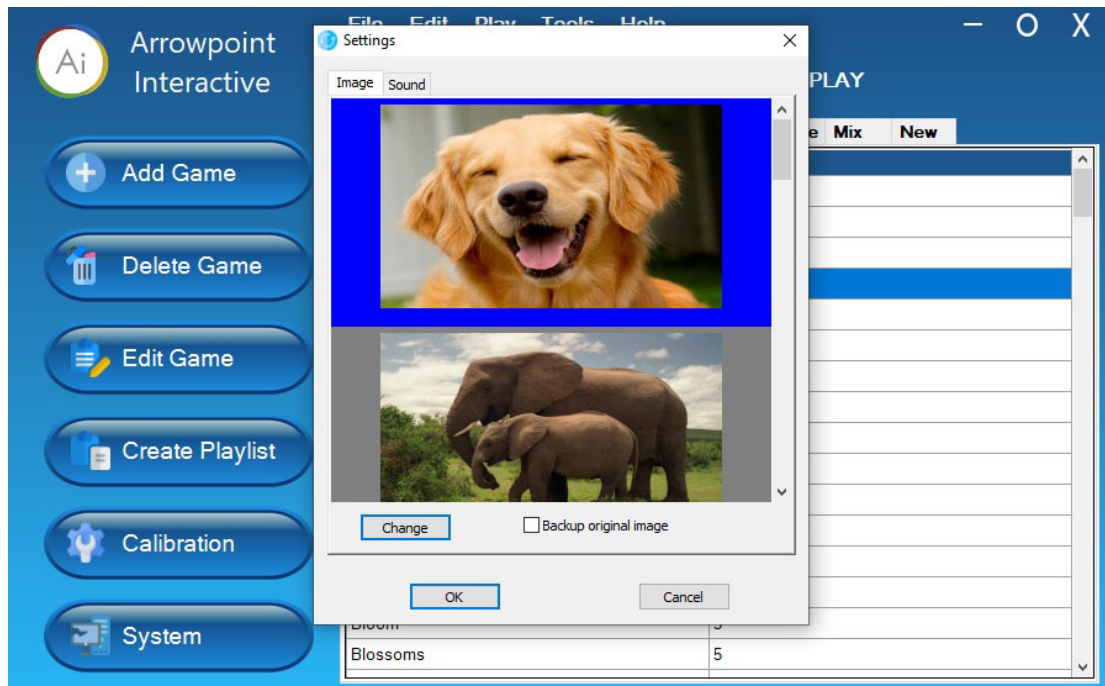
Creating a New Game

Many of the games have the capability to change the music(mp3 files)and pictures(jpeg, preferably 1024 x 768 pixels). Belect the game and then click the Play heading, followed by Settings. The Setting window will open if the game can be changed.

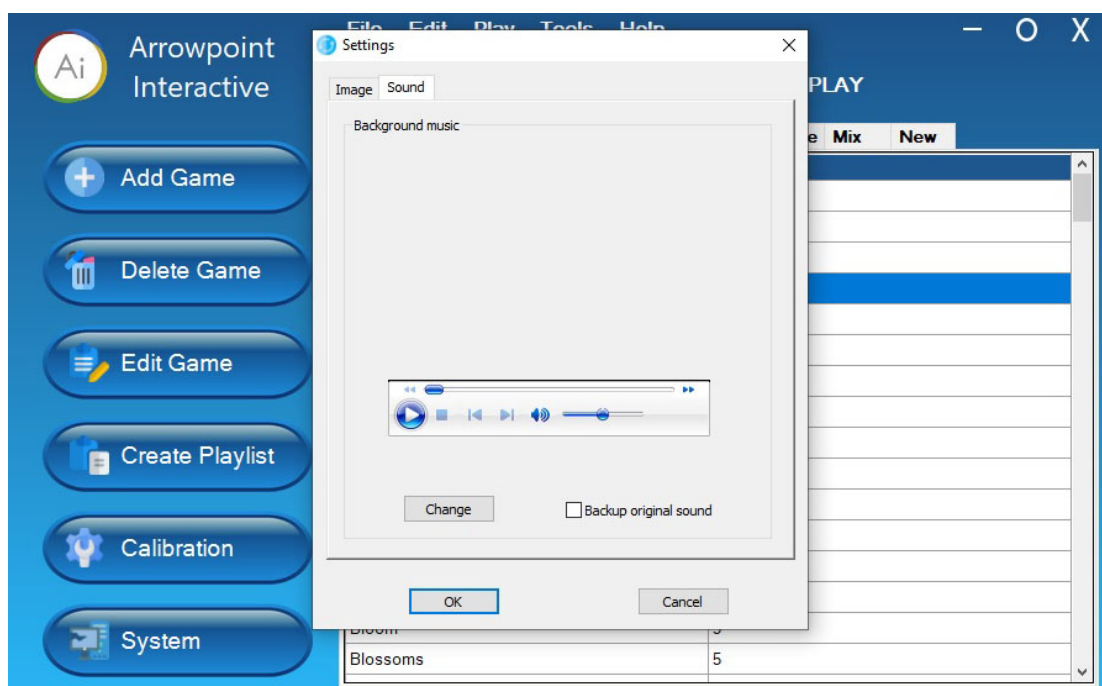


When the **Setting** window opens it will have tabs at the top indicating which items may be changed.

Image: Click on the image to be changed. If multiple images are in the game, the surrounding frame will turn blue. Next, click on the **Change** button and search your database for the image you would like to insert in the game. This can be put in your pc through Dropbox, Google Drive, or with an email account. If you would like to save the image being replaced for future use, click on the **Backup original image** check box.



Sound: Click on the **Change** button and search your database for the music you would like to install in the game. If you would like to save the sound being replaced for future use, click on the **Backup original sound** check box.



Keyboard Operation

The wireless keyboard performs several functions shown below. The keyboard has a built-in power saving mode, so it may be necessary to press the space bar to activate the keys.

Administration Menu - To reach the Admin Menu simply press the escape **Esc** key on the upper left corner of the keyboard.

Play next game - By holding down the **Alt** button and pressing the **forward arrow** button on the lower right hand side of the keyboard, the next game in the playlist will start playing.

Play previous game - By holding down the **Alt** button and pressing the **reverse arrow** button on the lower right hand side of the keyboard, the previous game in the playlist will start playing.

Technical Support

Should you have any questions on the operation of the system please contact your sales representative or customer service.

If you are having technical difficulties with your system please contact technical support at **support@fxgamezone.com**. Tech support may also be reached at www.fxgamezone.com by selecting the Support tab.



Arrowpoint Interactive 8400 E. Prentice Ave., Ste. 1500 Englewood, CO 80111