

funtronic

AHEAD OF TIME

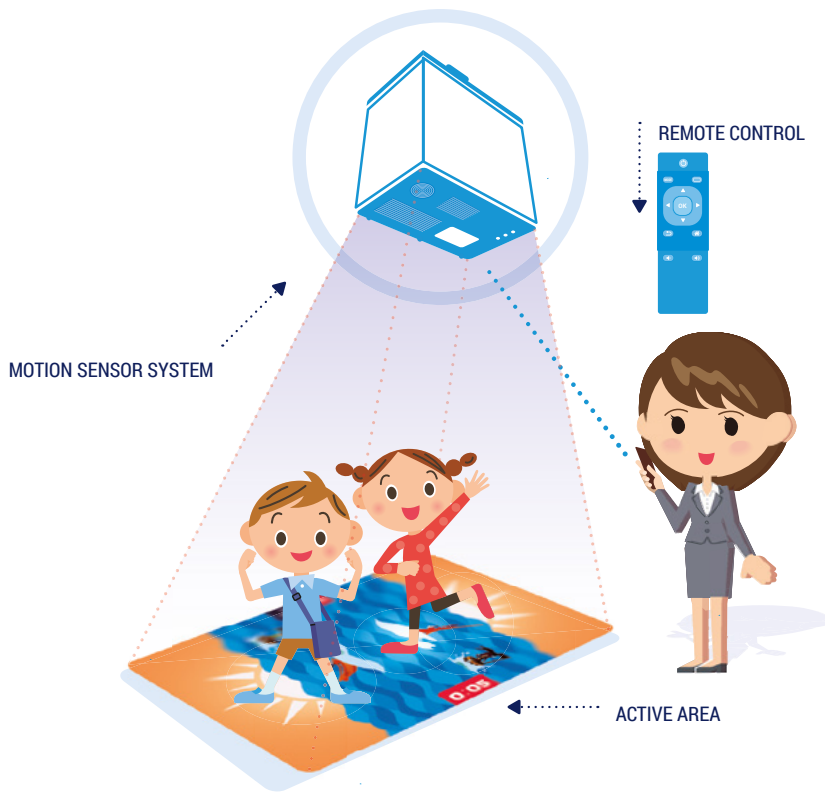


funtronic **floor**

User Manual 2.5

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IMPORTANT SECURITY RULES

- Please, read this manual thoroughly in order to use this product effectively.
- Should you need any servicing help contact the Funtronic Service Centre.
- The **Funtronic** company is not responsible for any lost benefits or losses caused by the product inefficiency.
- All brand names and names of products appearing in this manual are registered trademarks and belong to their owners.
- Technical data given in this manual can be changed without previous warning.

DANGERS

- Do not try to modify this device in any way. You may cause fire, injury, electrical shock or serious damage of this device. All testing and servicing can be done only by the Funtronic Service Centre.



A worn out device should not be thrown away, it should be returned to the producer or a utilization company

WARNINGS

- Use batteries only of the type which fulfills technical requirements of this device. Do not connect cables in a forbidden way, do not heat or burn batteries. Do not install batteries with incorrect polarity.
- The product cannot be placed close to a source of fire or direct sunlight. Avoid electrical discharge and short-circuits, they may damage this device.
- Be careful and do not look for a longer period of time straight into the lens (very important for children).

1.1 — Product description

Funtronic Floor is an innovative interactive tool dedicated to education, rehabilitation, exercises and motion games. Fun and learning with it develops in gross motor skills, visual-motion coordination, perception and responsiveness in children.

Funtronic Floor is an integrated motion sensor system which includes a projector, a computer and a magic eye. The image displayed on the floor creates a virtual „**Funtronic Floor**“, where pre-school and school children are going through the great adventure, starting with games and motion activities till cognitive education from all areas of knowledge.

Funtronic Floor operates in any room, on light and smooth surface. The size of the displayed image depends on the height of the suspension of the device over the floor. The advantage of this unique on the market educational tool is extraordinary ease of use, just with a remote control - similar to handling the household TV.

More information on www.funtronic.eu.

1.2 — Package

- The Funtronic Floor device (including a motion detection system, short throw projector, Intel PC and set of interactive games)
- Power cord
- Ceiling hanger
- Remote control with batteries
- User manual with the warranty card
- Installation manual

1.3 — Surface (floor)

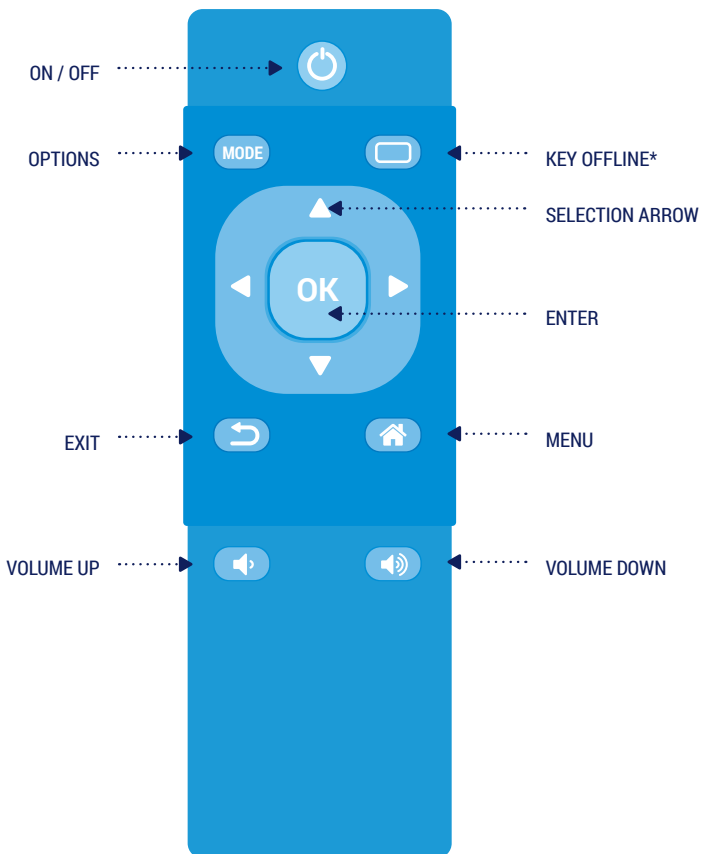
Funtronic Floor works on the floor or the table. It is recommended that the surface be smooth, non-reflective, non-glossy and bright-colored.

1.4 — Room

The room where **Funtronic Floor** is going to be used must have curtains or roller blinds allowing for overshadowing in case of a sunny day. For optimal results system should be installed in a shaded but not completely dark area.

1.5 Remote control

The remote control is delivered with the package. The functionality of the remote control is described in the picture below.



* or display size change on the table.

Installation

Funtronic Floor is designed to be installed by the users themselves. To install properly the user should proceed with the following steps:

STEP 1 Select the appropriate place

STEP 2 Mount the unit

2.1 ——— Appropriate place selection

Choose the right place for **Funtronic Floor** installation. The area should be kept away from windows and walls so that there is an empty space under the **Funtronic Floor** in the shape of a square, with dimensions of 350 X 350 cm.

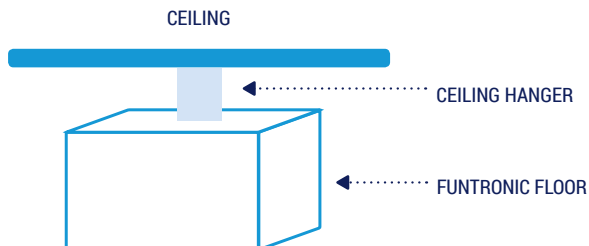
2.2 ——— Device mounting

Funtronic Floor should be hung on the supplied ceiling hanger. To install the **Funtronic Floor** properly, the user should proceed with the following steps:

STEP 1 Provide voltage with a grounded electrical outlet mounted on the ceiling next to the **Funtronic Floor** device location.

STEP 2 Mount the provided hanger on the ceiling using 4 (four) anchors. For different types of ceilings it may be necessary to use different mounting methods of the hanger.

STEP 3 Hang the **Funtronic Floor** on the mounted ceiling hanger. In case of a suspended ceiling, an extension arm hanger can be used. Fix the hanger with screws so the unit is parallel to the floor.



STEP 4

Plug the power cord into the socket located on the rear panel of the **Funtronic Floor** and turn the power switch into the position „1“. A red LED light will go on the front panel.

ATTENTION

- The size of the image depends on the height at which the device will be hung. The higher Funtronic Floor is mounted the bigger image will be obtained. Optimal working conditions assume the installation at heights between 3.0 m - 3.5 m. The sample image size is described in the Chapter 6, „Technical Specifications“
- The method of mounting the hanger to the ceiling depends on the construction of the ceiling. Before mounting the unit, check the type of the ceiling and choose safe way to install.
- Please read the Installation Manual delivered with the unit carefully.

2.3 — Optional installation of Audio and LAN

Funtronic Floor has a built-in Audio port (for external loudspeaker system) and a LAN port (for the internet access).

Therefore we recommend additionally:

- to connect Funtronic Floor to the internet via a LAN cable ending with a RJ-45 port located on the top panel of the unit or via an optional WiFi wireless USB network adapter (to be purchased optionally).

Operation

In order to operate **Funtronic Floor** the user should proceed with the following steps:

- STEP 1 Switch on the device using the supplied remote control
- STEP 2 Select the game

3.1 ——— Turning on and off the device

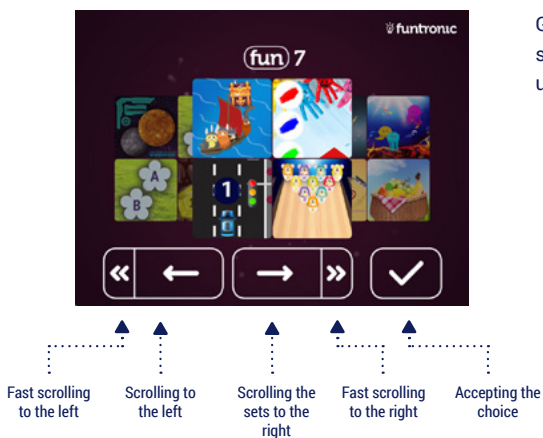
In order to switch on the unit one should pick up the attached remote control, point it towards the device hanging under the ceiling, press on/off button and wait for the startup screen. In order to switch the unit off one should pick up the attached remote control, point it towards the device and press on/off button.

ATTENTION

- While the unit is switched off the projector's lamp will be cooling. It may take several minutes. The device can be switched on again only after finishing the process of cooling the projector's lamp.

3.2 ——— Set selection

Once the device has been turned on, the game selection screen will be displayed on the floor. You can scroll through the following sets using legs or hands to press the arrow. The choice must be confirmed by pressing the „check” mark. Once accepted, you will proceed to the chosen level set of games.



3.3 — Game selection

When the set of games has been selected, the choice of games is displayed. You can scroll through the following games until the chosen one has been activated by the movement of the leg or hand on the field with the arrow. The choice of the game must be confirmed by pressing the „check” mark. Once the game has been accepted, you will proceed to the chosen level of the game.

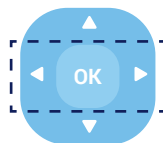


Return to the level of sets

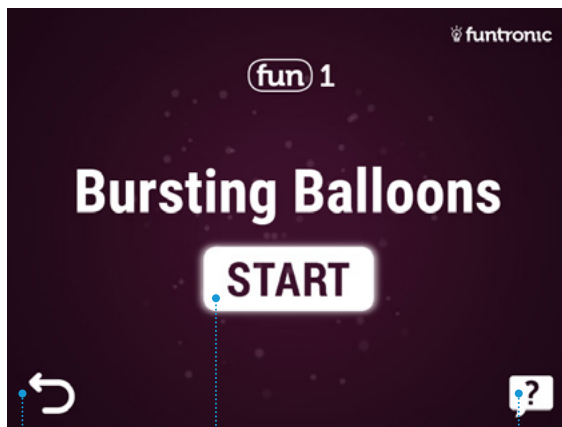
Scrolling sets to the right

Accepting the game

Game can also be selected with remote control, using these buttons:



By activating the „check” mark, the start screen of the game is displayed.



Return to the level of selection of the game

Press START to play

Instruction of the game

EXAMPLE Below please find an example of the “Balloons” game board:



Press **EXIT** to return to the game selection **MENU**.

ATTENTION

- Volume is adjusted with „+“ (louder) or „-“ (quieter) buttons located on the remote control. The option is available at any time. There is possibility to connect to the unit external loudspeaker system (AUDIO input).
- Game will exit automatically after no activity during 3 min.

3.4 ————— How to play?

Funtronic Floor is watching the image displayed on the floor and detects any movement in its background. The user should activate interactive elements by moving any part of the body (foot, hand, head) over them. User can do this standing up, lying down or on all fours. User can do this while staying on the board or standing outside. In short, user should move a lot and have fun.

3.5 Option menu

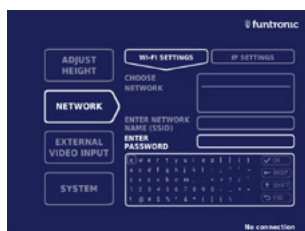
Selections are made using the remote control. Take the remote control, point it towards the device and pressing arrow (left, right, up, down) select the desired option. Press **OK** to confirm selection. Press **EXIT** to return to the previous screen.

3.5.1



Option **ADJUST HEIGHT** allows the user to choose the height of the device above the floor (distance between floor and front panel of the device). Confirm selection with **OK** button. This adjustment should be done only during device installation or physical re-installation.

3.5.2



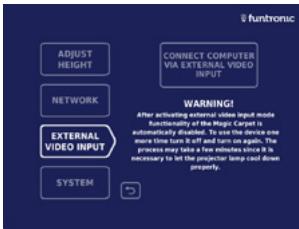
Option **NETWORK** allows the user to connect unit to the Ethernet network. In case of WiFi network, select required WiFi network in the field “Choose network” (selected network is marked with orange border) or type in its name in the field “Enter network name (SSID)” if the network name is hidden, then enter password in the field “Enter password” (via virtual keyboard) and finally select option **Connect**.

Network connection status is always visible at the bottom of the **NETWORK** window. To exit the Network menu press the button **EXIT**.

IP settings – IP protocol settings can be as follows:

- **AUTOMATIC** (default factory settings), if DHCP server is used
- **MANUAL** in which we must set an IP address, GATEWAY, the network mask, and the name server (DNS).

3.5.3



The Option **EXTERNAL VIDEO INPUT** allows to connect an external PC to the projector built-in in the device. In order to activate this feature, you must connect your PC to the HDMI port of the device with a HDMI cable, and then select a **CONNECT COMPUTER VIA EXTERNAL VIDEO INPUT** icon.

Warning!

After selecting **EXTERNAL VIDEO INPUT** the functionality of **Funtronic Floor** is automatically switched off. To re-use the functionality of the **Funtronic Floor** turn the device off and on again. This process may take several minutes due to the need to cool the lamp in the projector.

3.5.4



SYSTEM option allows to:

1. **CHANGE GAME SELECTION** (auto mode or manual mode) scroll available options with **LEFT** or **RIGHT ARROW** button, select time duration for each game to be active (3 min, 6 min or 10 min) or a manual mode ("Off" mode) and then press the **OK** button.
2. Enabling/disabling **GAME START SCREEN**: select requested option with **OK** button on the remote control.
3. Enabling/disabling **SCHEDULER**: to activate **SCHEDULER** select "On" option with **OK** button on the remote control
4. **REACT ONLY TO REMOTE CONTROL**: to disable interactive **MENU** select "On" option with **OK** button on the remote control

WARNING

Scheduler can be activated only by Funtronic Service Centre. If needed please contact us.

To exit the Option menu press the button **EXIT**.

4.1 — Optional device operating

In case of damage to the remote control Funtronic Floor can be operated using the coloured buttons on the front panel:



Switch on/off button.
Corresponding to the ON/OFF button on the remote control.



Switching between the options of choice.
Equivalent of the RIGHT ARROW button of the remote control.



Selection button.
Corresponding to the OK button on the remote control.

4.2 — Battery replacement

The only element of the **Funtronic Floor** which needs periodical checking is the remote control. When the battery is discharged the remote control stops working. In such a case the battery should be replaced.

FAQ

QUESTION	ANSWER
The LED on the front panel does not light up in red.	Check whether there is current in the main supply. Check whether the switch on button in the rear panel of the device is set to „1“.
The device does not respond to the remote control.	Replace the battery in the remote control.
The device does not switch on with the remote control.	Replace the battery in the remote control.
The projected image is barely visible (it is much brighter than the surroundings).	Draw the curtains in the room.

Technical specification

Operation conditions

- Recommended mounting height above the floor: 2,5 – 5 m
- Aspect ratio of the projected image: 4:3
- The size of the projected image are as follows

HEIGHT ABOVE THE FLOOR	IMAGE WIDTH	IMAGE HEIGHT
2.0 m	1.80 m	1.35 m
2.5 m	2.25 m	1.65 m
3.0 m	2.70 m	2.00 m
3.5 m	3.15 m	2.35 m
4.0 m	3.60 m	2.70 m
4.5 m	4.05 m	3.03 m

Projector

- Lamp life: 4000 hours
- Brightness: 3200 ANSI lumen
- Contrast ratio: 13000:1

PC computer

- Intel platform

Other elements of the Funtronic Floor

- 2 X USB interface
- HDMI interface
- AUDIO output (Jack 6,3 mm)
- LAN (RJ-45)
- Power: 110 – 240 V AC
- Max power consumption: 375 W
- Sizing (h x w x d): 340 X 380 X 240 mm (excluding the hanger)
- Weight: 11 kg
- Ceiling hanger: 120 mm, 430-590 mm

Warranty is covered by **funtronic**

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Contact us

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