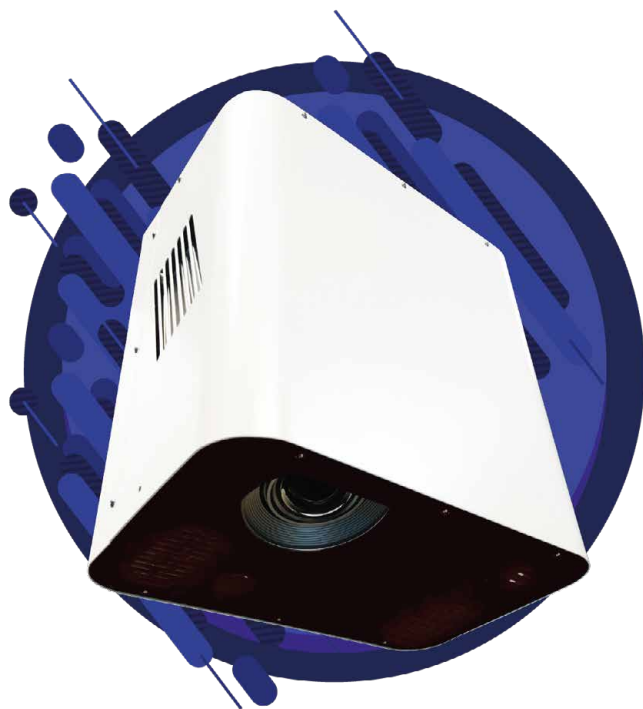


funtronic

AHEAD OF TIME



onevo

floor

User Manual

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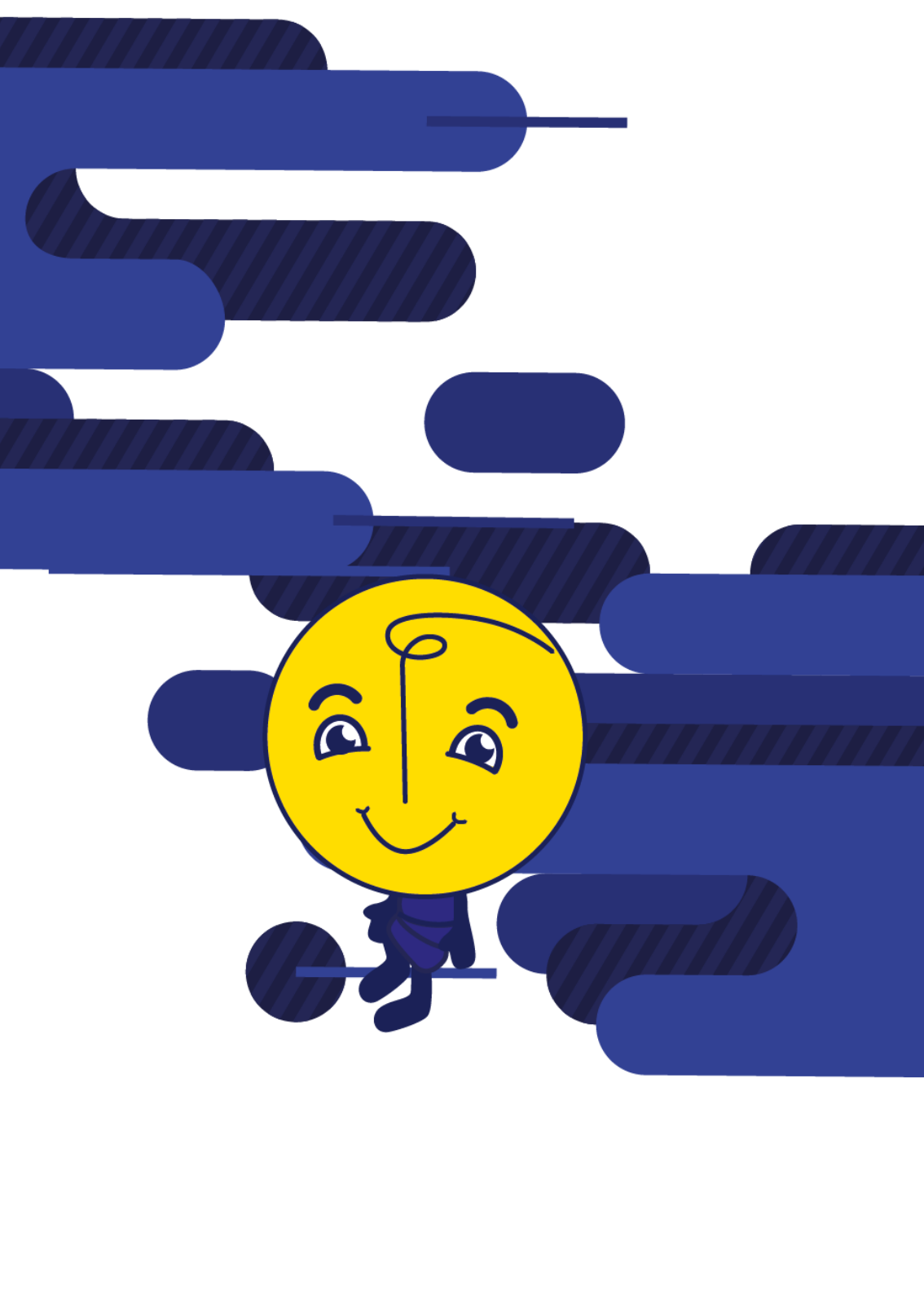
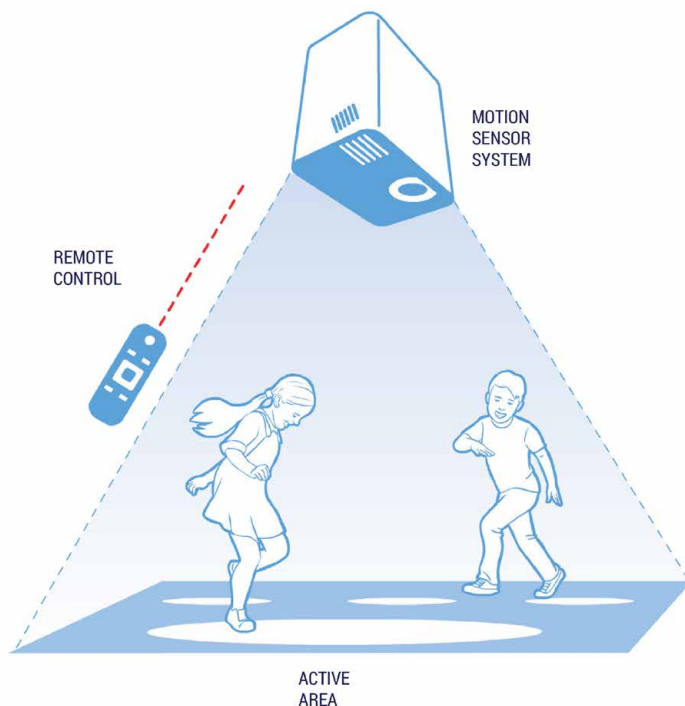


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General information



ADDITIONAL INFORMATION

- Use batteries compatible with the device technical specifications. Do not heat up or burn batteries. Do not install batteries with wrong polarity in the device.
- The product must not be placed near fire nor be exposed to direct sunlight.
- Avoid electrical discharge and short circuits – they may damage the product.
- Be careful and do not look directly at the light source of the projector for an extended period of time.

DANGER

- Do not make any attempts to modify this device. This can cause fire, injury, electric shock or serious damage to the unit. Technical inspections, maintenance and repairs should only be carried out by **Funtronic** technical service.

ATTENTION !

- Please read the manual carefully to be able to use product correctly.
- Contact the **Funtronic** Service Centre if you need extra support.
- **Funtronic** does not accept liability for any lost profits or damage caused due to product malfunction.
- All brands and product names featured in this manual are registered trademark and belong to their respective owners.
- The technical data given in this manual are subject to change without notice.



Do not discard the device in the bin.
Return the device to the manufacturer
or a specialised recycling company.

1.1 — Product description

The onEVO Floor is a breakthrough in entertainment, preschool and school education, and rehabilitation. The product combines a variety of functions and helps with overall children's development through physical, intellectual and entertainment activities. It offers high quality and reliability at an attractive price.

The onEVO Floor is an integrated motion detector system that includes a projector, a computer and educational game packages to support pre-school and school teachers and rehabilitation therapists. The games are intuitive as the onEVO Magic Carpet detects the movement of children walking or crawling around the image displayed on the floor, and hand movements within the area displayed on the table.

The onEVO Floor Magic Carpet is operated with the remote control. Once fixed to the ceiling, it displays the image from the projector on the floor or table. After turning the device on, simply select the game and start classes with the children according to the specific scenario.

1.2 — Set contents

- The onEVO Floor (including projector, built-in computer, stereo sound system and set of interactive educational games)
- Power cord
- Ceiling hanger
- 2 remote controls with battery pack
- User manual with warranty sheet
- Indoor installation instructions
- Wi-Fi antennas for signal boost
- Tronic mascot included with funtronic devices

1.3 — Base

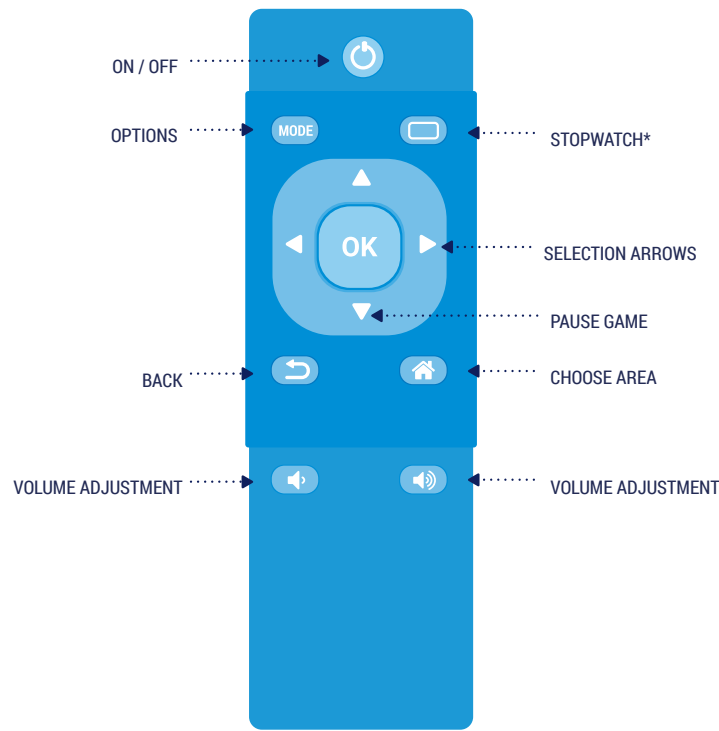
The onEVO Floor can be used on the floor or table. It is recommended that the base should be smooth, uniform, bright and non-slip.

1.4 — Room

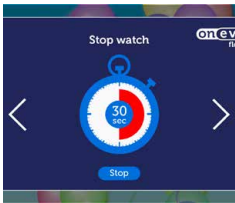
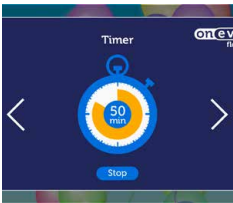
The room where **the onEVO Floor** will be used should be equipped with curtains or blinds to allow it to be darkened on sunny days. For the best working comfort, the device should be installed in shaded areas. The area should be far enough from the windows and walls so that an empty rectangular surface of 410 x 256 cm can be designated for that purpose on the ground below the appliance. The minimum safe distance from the walls is 1.5 m.

1.5 — Remote control

The set includes 2 remote controls. The remote control buttons have the functions described below.



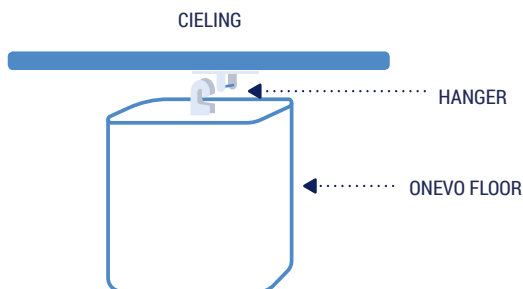
* By activating this option, an overlay will be activated which enables the user to set a timer for a break or a stopwatch to measure time while children perform additional tasks.



2.1 — Set installation (short description)

All the elements required to mount **the onEVO Floor** set are included in the box. The whole installation process is presented in the following several steps:

- STEP 1** Bring grounded power supply cable near **the onEVO Floor**.
- STEP 2** Attach the hanger bracket to the ceiling using the 4 (four) expansion bolts supplied. For different types of ceilings it may be necessary to use different methods to install the bracket.
- STEP 3** Hang **the onEVO Floor** on the mounted ceiling hanger bracket. In case of a suspended ceiling, the hanger should be fixed directly to the ceiling and extended with the adjustable arm (included). Level the whole unit and tighten the assembly with the enclosed fixing screws.



- STEP 4** Connect the power cord to the socket on the top panel of **the onEVO Floor** and switch the power button into position "1". A red light will light up on the front panel.

IMPORTANT !

- The size of the displayed image depends on the height at which the device is mounted. The higher **the onEVO Floor**, the larger the image projected. Optimal working conditions can be achieved by installing the device at heights between 2.0 m and 4.5 m. Example image sizes are given in Section 6 "Technical specifications".
- The method of mounting the hanger onto the ceiling depends on the type of the ceiling. Before starting the installation of the device, check the type of the ceiling and choose an appropriate (safe) method of installation.
- For a detailed description of the installation, please refer to the "Installation Manual" supplied with the unit.

2.2 — LAN installation

The onEVO Floor has a built-in LAN port (access to computer network).

During the installation, we suggest connecting the device to the Internet by connecting a LAN cable to the RJ-45 port on the top panel of the device or by using the built-in wireless Wi-Fi adapter.

- Please use a fixed LAN connection when it is impossible to use Wi-Fi.
- If you do not have access to the Internet, you can order a flash drive with an update. Connect the flash drive via the USB input port on the top panel of the device.

2.3 — Turning the device on and off

To switch on the device, press the switch on button on the remote control. To switch off the device, proceed in the same way by pressing the switch-off button.

IMPORTANT !

- While the device is switching off, the lamp in the projector cools down. It may take a few minutes. Turning the unit on again will be delayed by the time it takes to cool down the lamp in the projector.
- It is not allowed to disconnect the device from the power supply before it has cooled down (before hearing a double beep) at the risk of invalidating the warranty.
- For optimum durability and reliability, disconnecting the power supply or switching the device on with the main switch is allowed when the red signal light is constantly on.

3.1 — Area selection

When you start up the device, area selection screen will be displayed on the floor. Activate area selection by moving your leg or hand over the area icon or by using arrows on the remote control. Once the area has been accepted, the device will proceed to individual game packages selection.



There are three areas to choose from:



Basic – includes games that entertain and teach children in a natural and friendly way. It can be used for educational activities, gymnastics or speech therapy, learning a foreign language or just for fun. It is designed for day care centres, nursery schools, grades 1 to 3 of primary school, playrooms and other places where children spend their time. In addition, in the Basic area you will find 4 general knowledge quizzes, which also include four personalised mechanisms available with the EDU Quizzes Edit package, in which you can enter your own questions by logging into the designated website.



Edu – educational games are with educational packages for children from preschool to grade 8 of primary school.



Rev – games serving revalidation and rehabilitation functions for children with various degrees of dysfunctions.




Vip – package available only on devices with preordered dedicated applications.



Favourites – personalized package which enables to add favourite games and create custom work or event sets.

3.2 — Selecting and adding games to favourites

Selection of packages

After selecting the desired area, a board with packages containing individual games will be displayed. The field with arrows allows you to scroll at different speeds, depending on which of the arrows is prompted. The selection must be confirmed by activating the field .



Favourites

One of the available options is to create your own folder with your favourite games, accessible from the area selection panel. To add a game to this folder, activate the star in the upper right-hand corner of the screen that appears above your favourite game. To remove the game from your favourites, simply reactivate the star in the corner.



Games selection

Games are selected in a similar way to selecting packages. Once you accept your game selection, the game will be launched.

EXAMPLE

Below is a sample board from the “Balloons” game



Return to the game selection menu by using the ↩ button on the remote control.

ATTENTION !

- Volume can be adjusted using the buttons 🔊 (louder), or 🔇 (quieter) located on the remote control.
- After 3 minutes of no movement in the game area, the device will activate the screen saver, when you wake it up again, buttons will appear to exit or repeat the game.

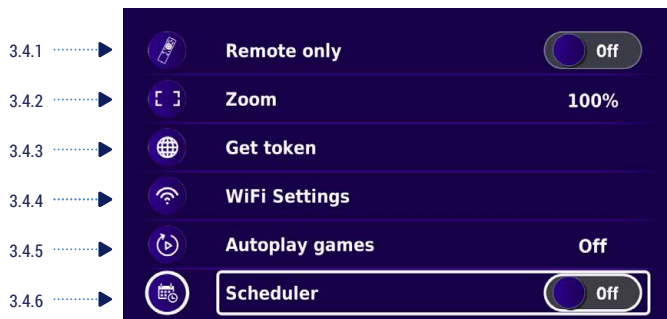
3.3 — How to play

The onEVO Floor detects movement against the background of the displayed image. This means that the device is operated by activating interactive elements by shading them with your hand, leg or other part of the body. The mechanisms detect both the movement of people on the board- standing or lying down - and outside its outline if they cast a shadow.

3.4 — Optional settings

When the MODE button on the remote control is selected, optional settings will be displayed.

Options can only be selected by using the remote control. Press the arrows (left, right, up, down) to select the desired option and press OK to confirm. To return to the previous screen, use the button ↶.



3.4.1 —

The **REMOTE CONTROL ONLY** option allows you to control the device only with the remote control. To deactivate the interactive menu, select “On” for this option using the OK button on the remote control.

3.4.2 —

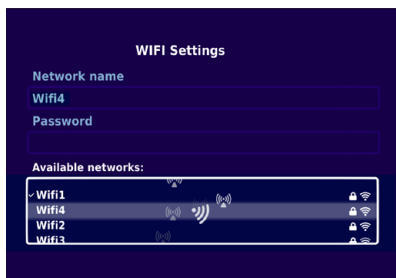
The **Zoom IN** option allows you to set the scale of the displayed image. You can use this option if you want to display the image on a table or if the image displayed is too large for the room.

3.4.3 —

The **COLLECT TOKEN** option allows you to generate an individual device token, which can then be used to enter your own questions into quizzes. For more information, please refer to the quiz entry guide supplied with your EDU Quiz package.

3.4.4

The **NETWORK option** allows you to connect your device to a Wi-Fi network. Use the remote control to select the desired network from the list of "Available networks" or enter the name of the network if it is a hidden network, then enter the password in the "Password" field (a virtual keyboard appears) and finally confirm with OK. The network connection status is always shown in the bottom right-hand corner of the displayed image.

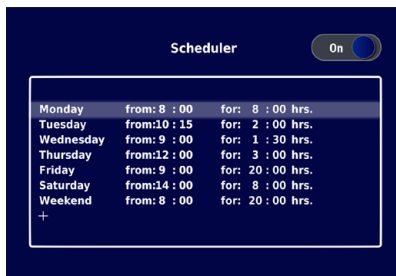


3.4.5

The **AUTOMATIC GAME SWITCH option** after entering options menu and enabling „Automatic game switch“ and proceed to game of chosen set, the device will be detecting any movement on the field. If the device will not detect any movement after one minute it will automatically change to next game (from same set which was chosen). This option is useful on events, exhibitions or any place that profits from activated device for long period of time and is usefull to showcase different games. Enabling this option will block screensaver display.

3.4.6

The **SCHEDULE OPTION** allows you to set the date and time for automatically switching the device on and off. To activate the Schedule, select the "On" option. Next, set day of the week, switch on time and working time in the selection panel.



4.1 — Diode functions

On the front panel of **the onEVO Floor** you can see a colour LED light indicating the current status of the device:



Light is off – the device is not connected to the power supply or it has been switched off using the main switch.



Red – the device is in standby mode and is ready to be turned on using the remote control. A red flashing light indicates that the device is starting up.



Green – the device is on but is not connected to the Internet. Flashing green light means that the device is in the process of switching off.



White – the device is on and connected to the Internet.

4.2 — Replacing batteries in the remote control

onEVO FLOOR remote control is battery-powered. If the batteries run out, the remote control will stop working. In such a case, replace the batteries with new ones – 2 x AAA.

Troubleshooting

PROBLEM	SOLUTION
The LED on the front of the unit does not light up red	Ensure the device's power outlet is live and the main switch of the device is in position "I".
The device does not switch on when using the remote control	Check that the red LED light on the front of the unit is on. If not, see point 1. Try to start the device with the second remote.
The LED light on the front of the unit does not light up red despite the power supply being connected and the switch being in position "I"	Check that the fuse in the power socket is not blown.
The device does not respond to the remote control when switched on	Check that the device responds to the buttons when you point the remote control exactly at the device. If the unit is still not responding, repeat the test with the other remote control. If the device works correctly with the second remote control, the cause of the problem is probably out of use batteries.
The image from the projector is barely visible (not much brighter than the surroundings)	Close the curtains in the room and switch off unnecessary light sources.
Game menu responds / does not respond to movement	Use the "Options" button and make sure that the "Remote control only" option is enabled.

Technical specifications

Operating conditions*

- Recommended installation height above the floor: 2 –4,5 m
- Proportions of the displayed image: 16:10
- Size of the displayed image:

HEIGHT ABOVE FLOOR	IMAGE WIDTH	IMAGE HEIGHT
2,0 m	2,35 m	1,45 m
2,5 m	2,90 m	1,80 m
3,0 m	3,50 m	2,20 m
3,5 m	4,10 m	2,55 m
4,0 m	4,70 m	2,90 m
4,5 m	5,25 m	3,30 m

Projector*

- Lamp life: 4000 hours
- Lamp brightness: 3200 ANSI lumen
- Contrast: 13000:1
- Resolution of the displayed image: 1280 x 800

Computer

- Intel platform

Other components of the onEVO Floor

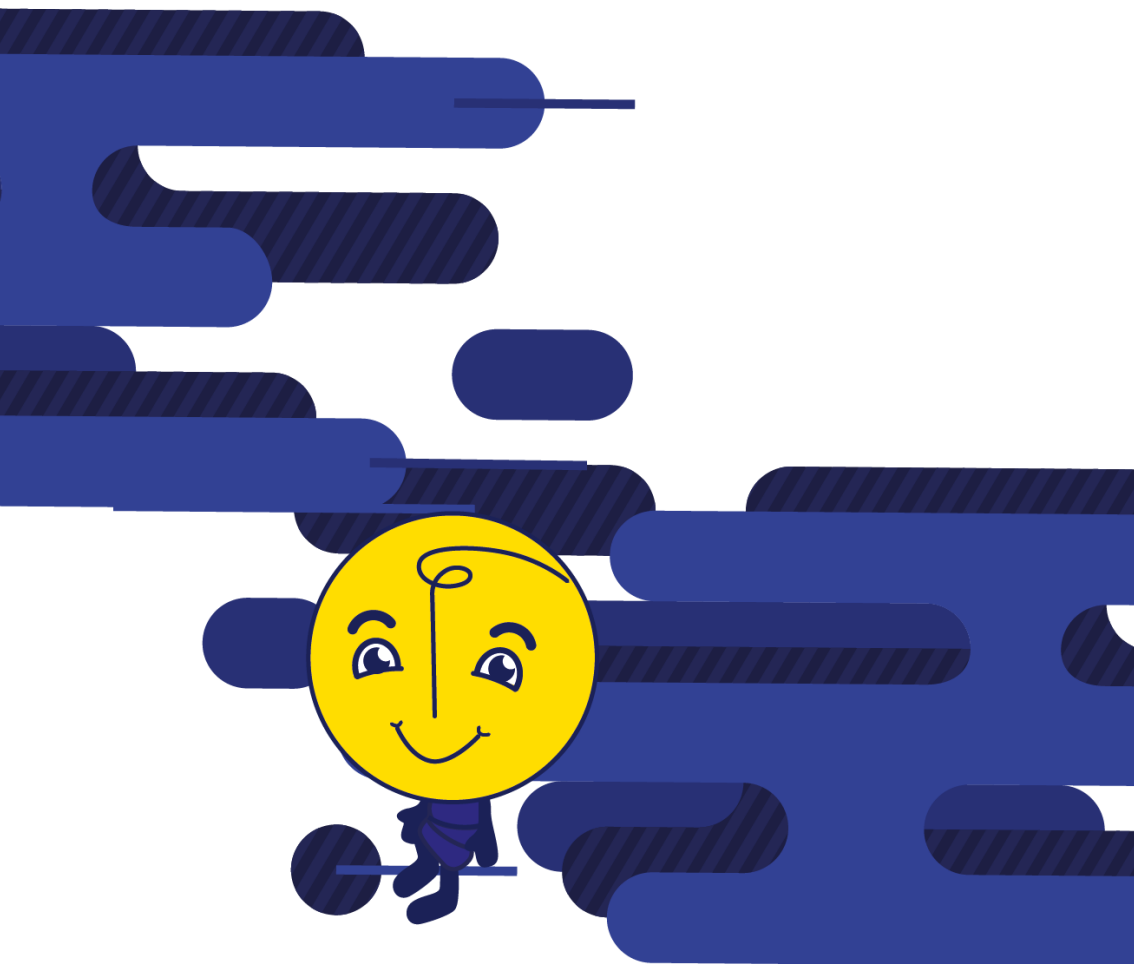
- 1 x USB-3.0
- LAN connector (RJ-45)
- Wi-Fi module (AC/B/G/N) with antennas
- Power supply 110 - 240 V
- Maximum power consumption: 375 Wat
- Dimensions (H x W x D) 330 x 310 x 205 mm (without handle)
- Weight: 8,3 kg
- Adjustable ceiling bracket: 90 mm, 400 - 500 mm.

* The image size and parameters may vary in the interactive table mode.

The warranty for the device
is provided by:

funtronic
WYPRZEDZAMY CZAS





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Funtronic Sp. z o.o. | Office: Kolumbijska 11, 01-991 Warsaw | Landline telephone: 22 610 02 30 | E-mail: biuro@funtronic.eu

www.funtronic.eu