Eyeplay™

Operational 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.

- **Single or multi-user players –** EyeClick's systems are designed to involve up to fifteen 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) 631 615 7361

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Modes

There are two modes for the EyePlay user interface, the **User Mode** and the **Advanced Mode**.

The **User Mode** is the basic mode that allows you to operate the system main features like launch **Applications** as well as create **Events**. The **Advanced Mode** allows a full control of all EyePlay features. Additional information on the **Advanced Mode** can be found on the Event Mode section.

User Mode

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.
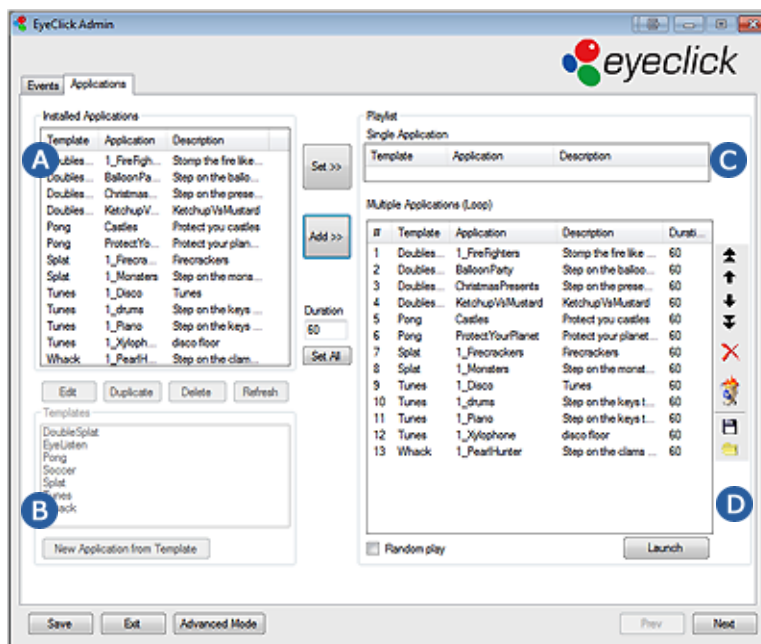

General overview of applications tab

A Installed application window lists all applications that were created with the system.

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

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

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

Changing the order of games

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

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

3. Click the ✗ button to delete the game from the playlist. This does not remove the game from the system.

4. Click the 🧨 button to delete all games from playlist. This does not remove the games from the system.
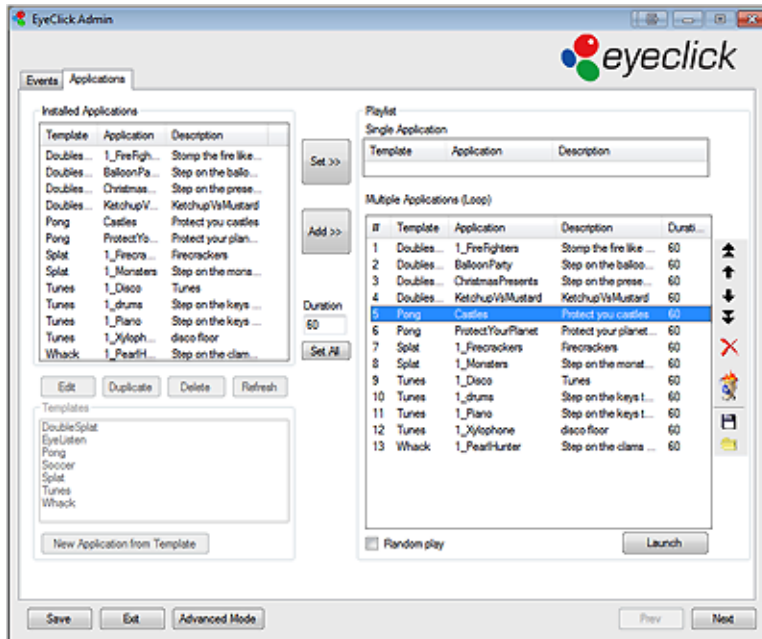
Building a new list of games to play

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

2. Click on the **[Add>>]** button. (Highlighted). The game should now be visible in the *Multiple Applications (loop)* window.
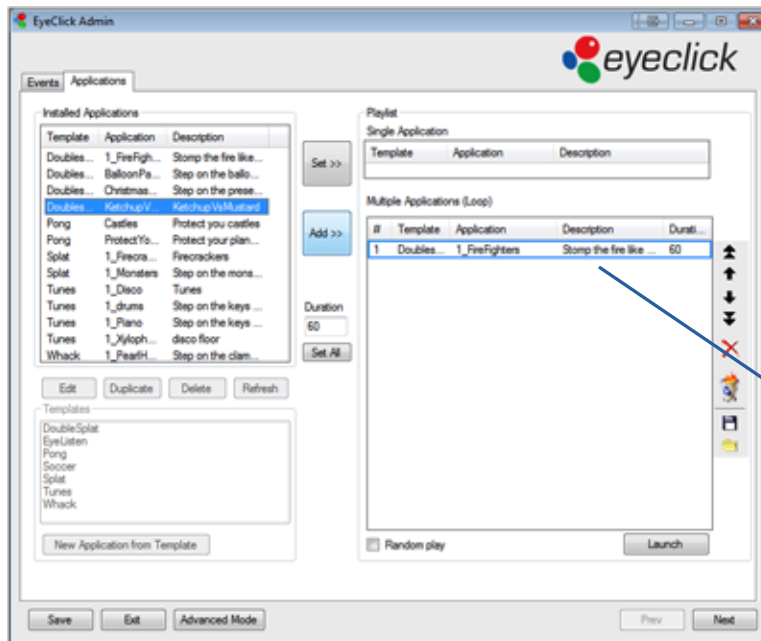
New game added to the multiple applications list

3. 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).

4. Click the 💾 button to save the playlist.

5. A new window will open. Type the name of the playlist and click **[Save]**

6. Once saved the playlist you created will be available for use. Click to open an existing playlist. A new window will open. Choose the playlist you wish to open and click **[Open]**.
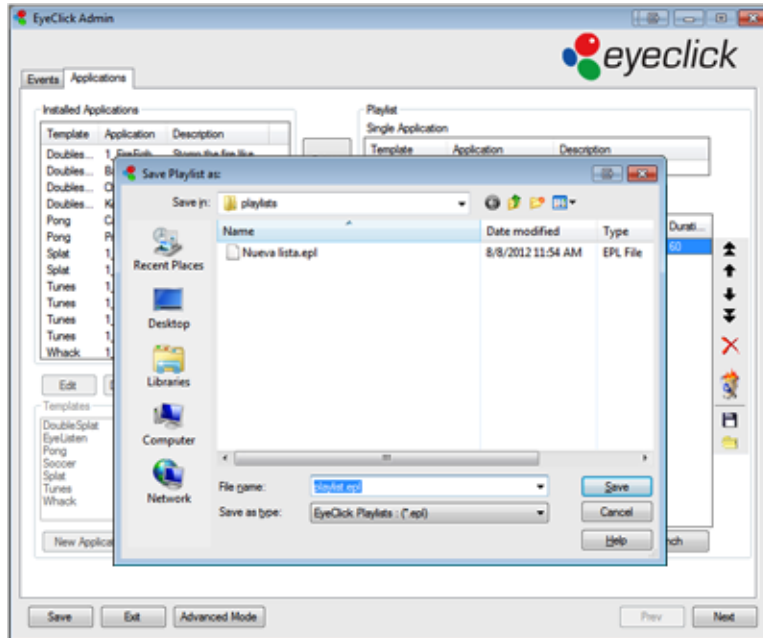
Changing the time duration of an individual game

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.

1. In the *Multiple Applications (loop)* window choose the game you wish to determine a different time for so it is highlighted in blue.

2. 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.

3. Notice that the individual game duration has changed. Repeat the process to every other game and define durations as you see fit.
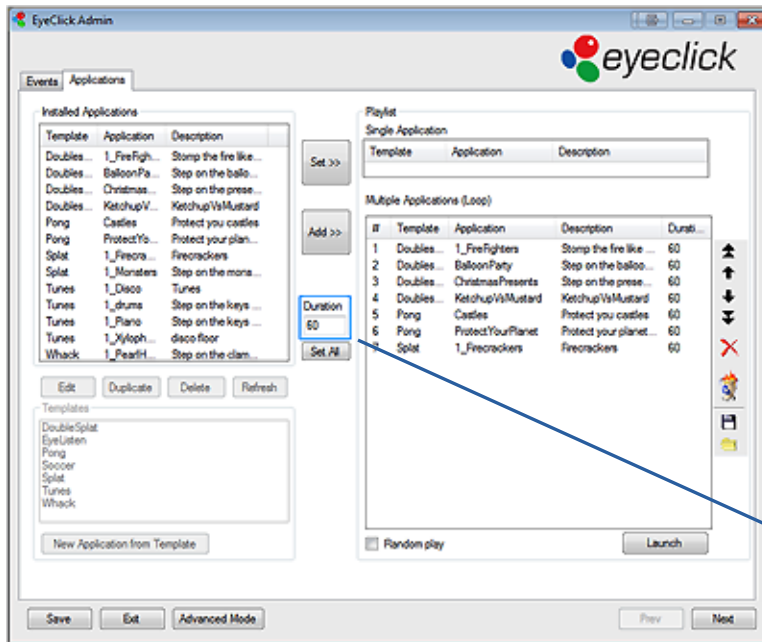
Changing the time duration for all games

In the **Duration window** set the time duration (in seconds) then click **[Set All]** button.

Duration Window

Notice that the time duration of all games was changed to the time you just defined.

To begin running the games click

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.

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

Event Mode

Activating and choosing a template

EyeClick allows you to customize all your templates for a special event or holiday. Click the **Enable Event Customization** check box if you wish to encase all of the games in a specific theme or holiday greeting.

Notice: **Some of the templates can hold two different pictures whilst others utilize the same picture in two places.**
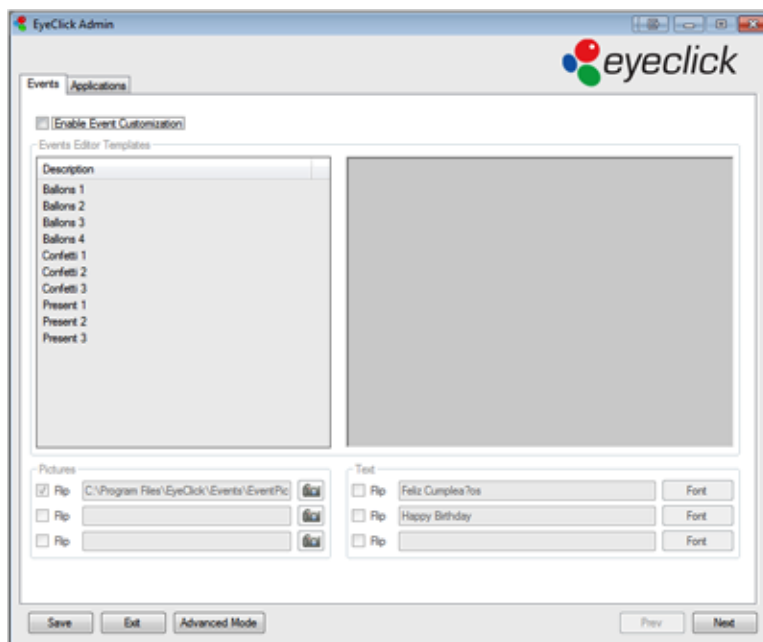
Once you clicked on the check box the first template will be visible in the window to your right.

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

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).
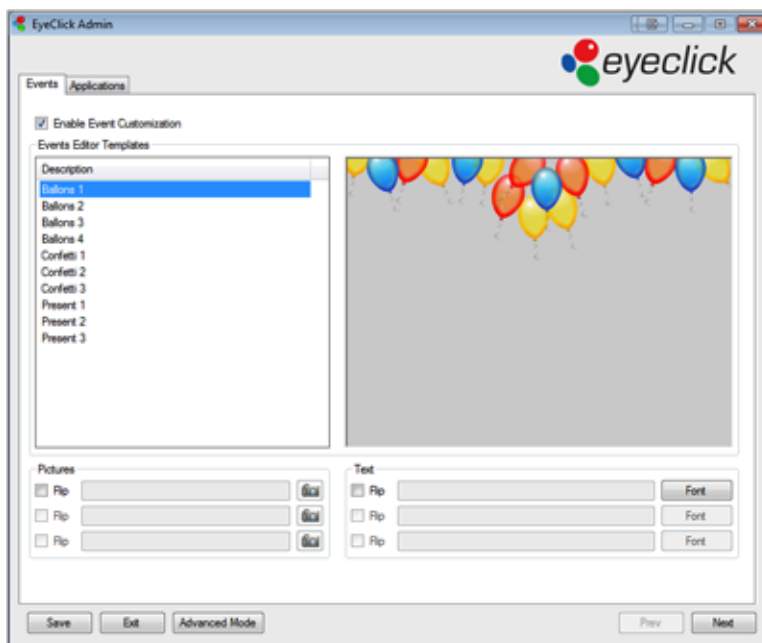
Taking and Adding Pictures from the Camera

In the picture area click the **Camera Icon** button and the camera window will automatically open. The top left corner will show the live camera allowing you to set up the picture. To take 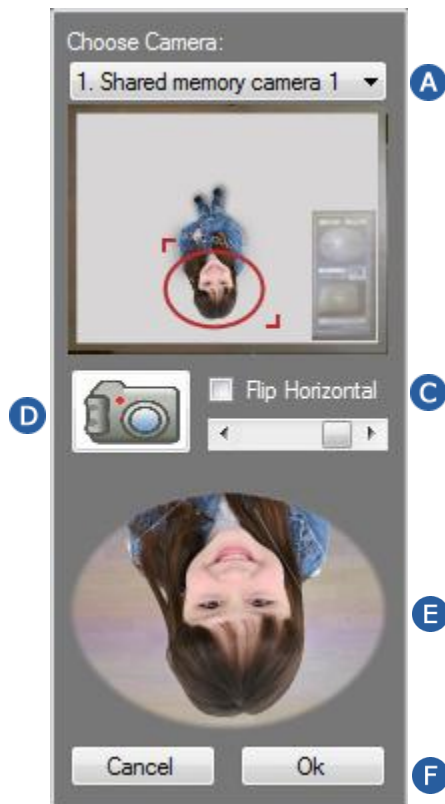a picture, stand in the middle of the projection area, look up at the EyePlay device (red dot) and click on the large **Camera Icon** button Use the red arrows to define the displayed picture on the bottom of the window.

A Name of the used camera, if there is more than one camera connected you may need to choose the correct one

B Preview of the camera image, select the picture area using the red dots.

C Allows you to flip the picture horizontally only

D Camera button to take the picture

E Photo

F OK to apply the picture; cancel to return with no picture

To keep the picture, click okay and the picture will be inserted.

Click on the ☑ Flip check box to rotate the pictures if you would like them to face the players.
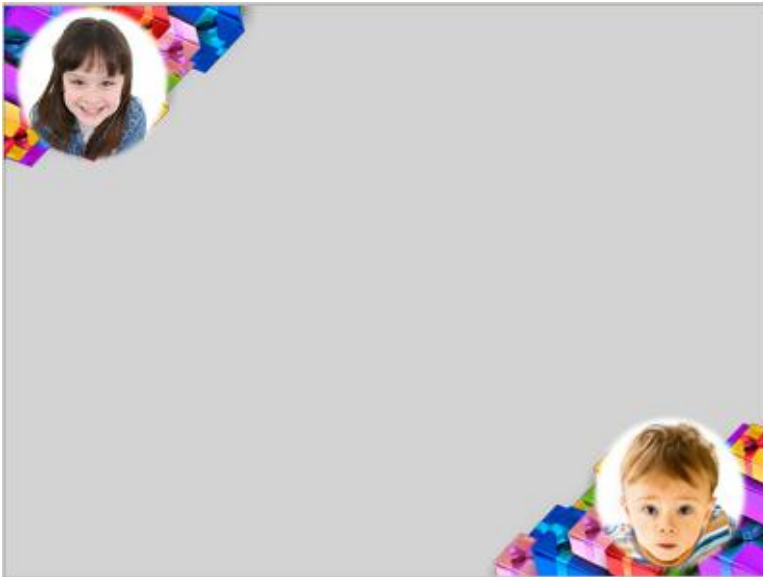
If you chose a template that can use two different pictures, click the **Camera Icon button** below the one you previously pressed to take the second picture.
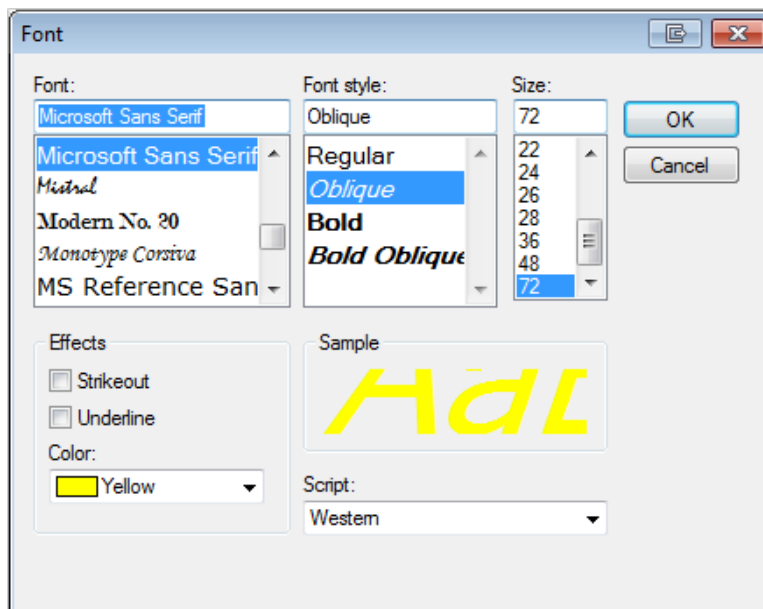
Adding text

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.

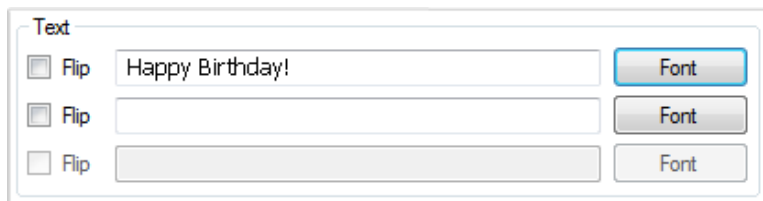If you chose a template that can use two different text messages, enter text in the second text field and click the *font* button to choose the font style, size and color. Click the box next to flip if you wish to rotate the text to face the players. **Note: both sentences do not have to be designed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

Click **Save** and go to the **[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.

Balloons game in event mode

Advance Mode

> **Important:** **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 Displa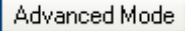y tabs. Click on the System tab to enable a password. The only tab in the Advanced Mode that will be covered is the Projector tab. All other tabs, settings, and options not specified in this manual should not be altered without contacting EyeClick Support.

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.
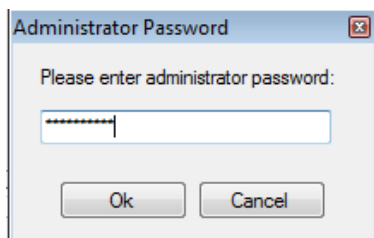
You may also change the password. Once a password has been created, you may click on the same button which will now read **Change Password**. If you need to remove the password requirement or forget your password, contact EyeClick support.

Projector Tab

> **Important:** **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.**
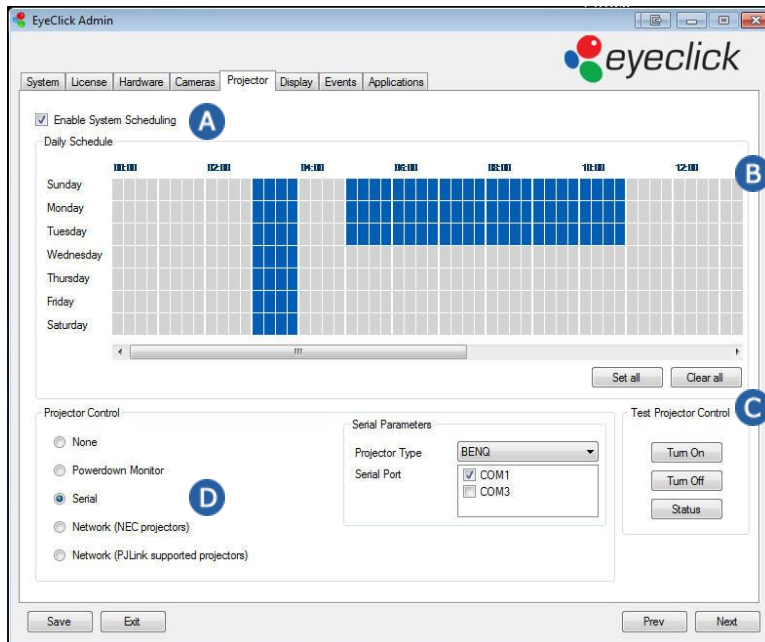

A Enable projector scheduling

B Scheduler. blue selection means ON grey means OFF.

C Manual control of the projector

D Connection type

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. 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 (when the box is blue then the system is powered on). Use the Right click + drag mouse to un-mark fields. Use Ctrl + Click + Mouse drag to select squares.

The clock is in 24 hour format. Enable which hours the projector is powered on for each day, then go to the bottom of the page to the Projector Control area.

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:

Projector/s status:
Projector 1: Power on   Lamp hours: 194

OK
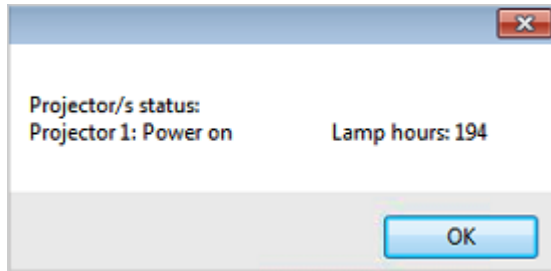
If you do not receive this message or receive an error message, do the following:

- 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.

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.

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.