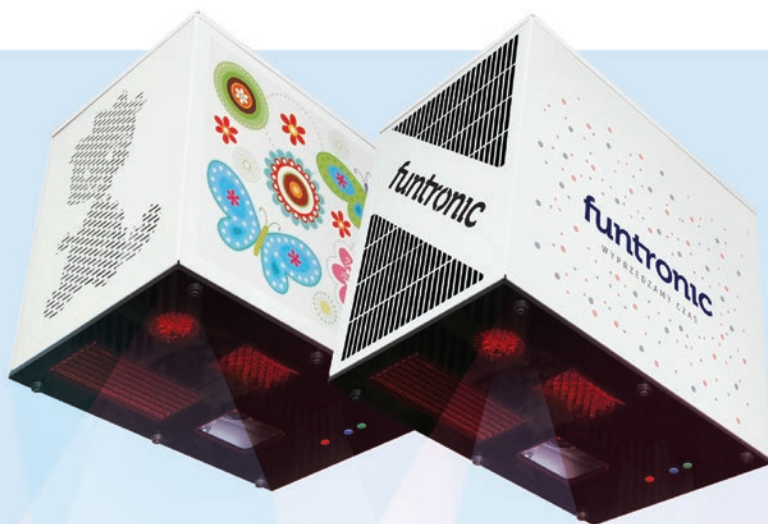


# funtronic

AHEAD OF TIME

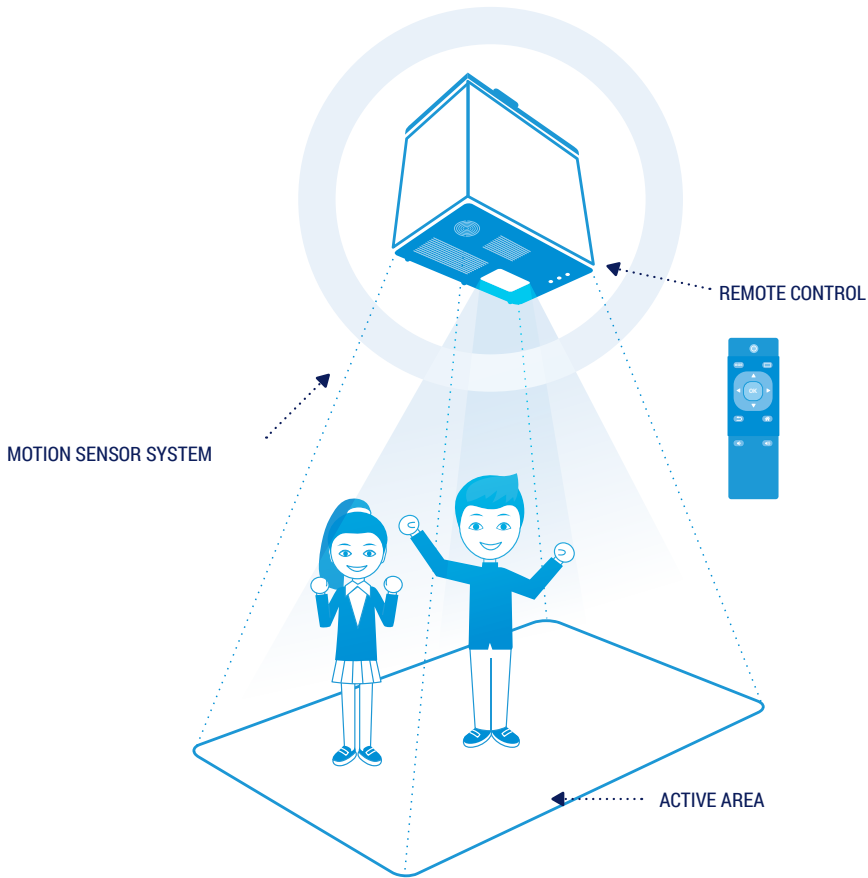


funtronic **floor**

## User manual 2.1

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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.

#### DANGER

- 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.

#### WARNING

- Use batteries only of the type which fulfils 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, the pen and projector light attached to the product (very important for children).



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

## 1.1 — Product description

**Funtronic Floor** is an unusual interactive tool dedicated to education, rehabilitation, exercises and motion games. Fun and learning with it develops in children large motility, visual-motion coordination, perception and responsiveness.

**Funtronic Floor** is an integrated motion sensor system which includes a projector, a computer and an 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 device over the floor. The advantage of this unique on the market educational tool is extraordinary easiness of use just with a remote control - similar to handling the household TV.

More information on [www.funtronic.eu](http://www.funtronic.eu).

## 1.2 — Package

- Magic „eye“ (including motion detection system, short throw projector, Intel PC and set of interactive games)
- Power cord
- Ceiling hanger
- Pilot with battery
- User manual with warranty card

## 1.3 — Surface (floor)

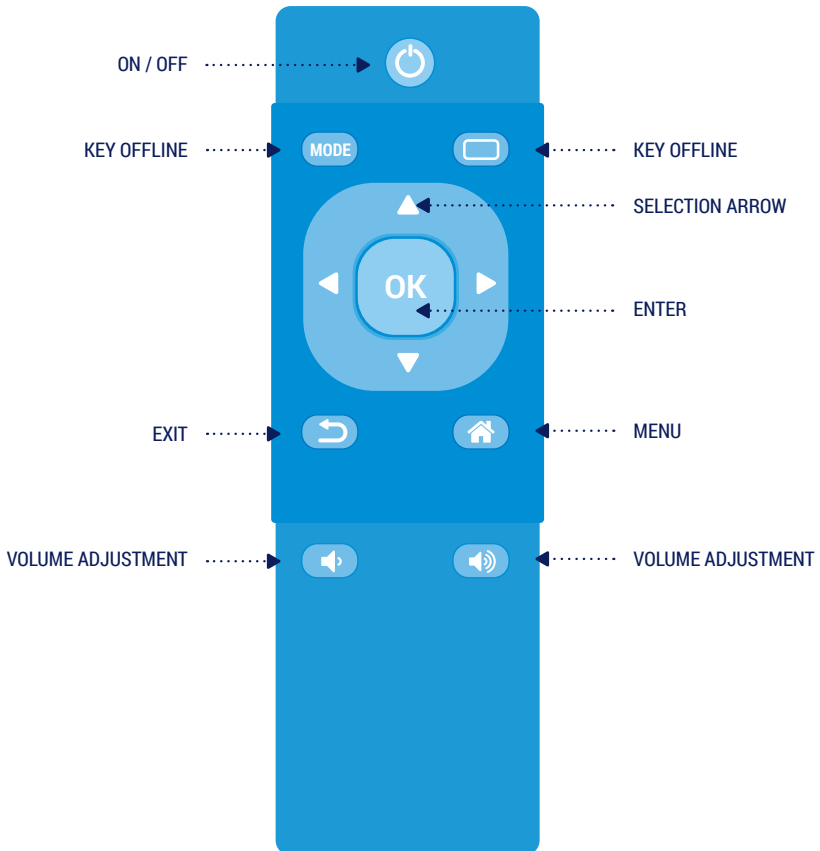
**Funtronic Floor** works on any flat surface. It is recommended that the ground is smooth and bright-colored. For optimum comfort usage it is possible to order dedicated carpet (optional).

## 1.4 — Room

Room, where **Funtronic Floor** is going to be used, must have curtains or roller blinds allowing overshadowing in case of sunny day.

## 1.5 Remote control

The remote control pilot is delivered with the package. Remote control functionality is described on the picture below.



## Installation

**Funtronic Floor** is designed for the installation done by the user himself. To make it properly the user should proceed 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 empty space under the **Funtronic Floor** in the shape of a square, with dimensions of 350 X 350 cm.

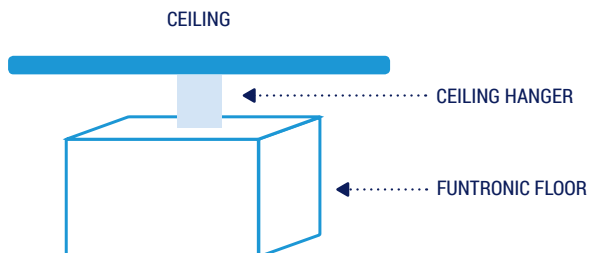
### 2.2 ——— Device mounting

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

STEP 1 Provide 230 V AC voltage and terminate them with grounded electrical outlet mounted on the ceiling next to the **Funtronic Floor** location.

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

STEP 3 Hang the **Funtronic Floor** on the mounted ceiling hanger. In the case of suspended ceiling the 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 position „1“. On the front panel red LED will light.

## ATTENTION

- The size of the image depends on the height at which the device will be hanged. The higher **Funtronic Floor** is mounted the bigger image will be obtained. Optimal working conditions provide 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 ceiling's construction. Before mounting the unit, check the type of the ceiling and choose the safe way to install.

## 2.3 — Optional installation of Audio and LAN

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

Therefore we recommend additionally:

- to connect **Funtronic Floor** to the internet via LAN cable terminated with RJ-45 port located on the top panel of the unit or via optional WiFi wireless USB network adapter (to be purchased optionally),
- to connect **Funtronic Floor** to the external loudspeaker system (to be purchased optionally) via audio cable terminated with Jack 6,3 mm port located on the top panel of the unit.

## 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

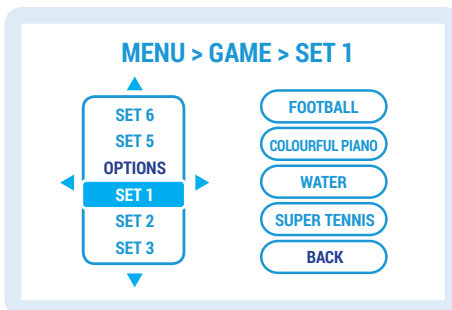
In order to switch on the unit one should pick up the attached remote control, point it towards the device hanging under the ceiling, press on/off button and wait for the startup screen. In order to switch the unit off one should pick up the attached remote control, point it towards the device and press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

#### ATTENTION

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

### 3.2 — Game selection

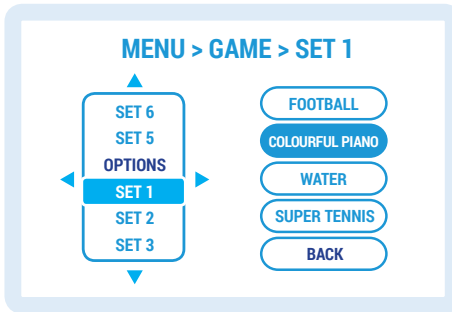
The MENU window will be displayed after the device is switched on.





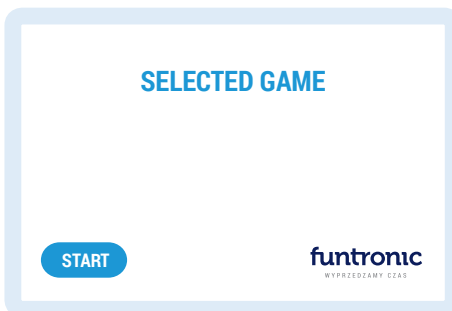
The selection of a set is made using the remote control. Take the remote control, point it towards the device and pressing arrow (left, right, up, down) select the desired option. Press **OK** to confirm selection. Press **BACK** to return to the previous screen.

Next choose a game using arrow keys (left, right, up, down) to select desired position. Click OK to confirm. Press **BACK** to return to the previous screen.



Once the game is selected the startup screen will appear and the speaker will talk about game rules. To **START** the game user can make a move over the **START** field (eg. stamp the feet, wave the hand or just jump on it) or press **OK** button in the remote control.

The game will be displayed on the floor after **START** field is activated.



**EXAMPLE** Below please find an example of the “Football” game board below:



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

#### ATTENTION

- Blinking that occurs during the transition from the START screen to the GAME screen is natural and is used for automatic sensitivity calibration.
- Volume is adjusted with „+” (louder) or „-” (quieter) buttons located on the left side of the remote control. The option is available at any time. There is possibility to connect to the unit external loudspeaker system (AUDIO input).

### 3.3 ————— 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.

## 3.4 — Option menu

Select OPTION window to go to the option menu:

ADJUST HEIGHT	Setting the height of the unit
NETWORK	Connecting unit to Ethernet network
VGA INPUT	Connecting external PC
SYSTEM	Setting operation mode, language and lector

The selection is 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.

- Option **ADJUST HEIGHT** allows 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.
- Option **NETWORK** allows to connect unit to the Ethernet network:

In case of cable (wired) Ethernet network the connection will be established automatically if network supports dynamic IP addressing (DHCP). Otherwise connection to the cable (wired) Ethernet will not be possible.

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 Network menu press the button EXIT.

- Option **VGA INPUT** allows to connect external PC to the projector built-in in the device. In order to activate this feature, you must connect your PC to the VGA port of the device with a VGA cable, and then select VGA input icon.

### WARNING

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

- Option **SYSTEM** allows:

Language changing:

to change the language toggle available options with the **LEFT ARROW** button, select the language and then press the OK button.

Mode changing: **AUTO** mode or manual mode:

to activate AUTO mode, toggle available options with **LEFT** or **RIGHT ARROW** button, select **AUTO** time for each game to be active (3 min, 6 min or 10 min) or manual mode and then press the **OK** button.

#### WARNING

After selecting AUTO mode the unit will go through short calibration process. Nobody can stand on the active area at that time otherwise unit will not work properly. If this happens calibration process must be repeated (exit to MENU and enter AUTO mode again). Similar procedure should be taken once lighting conditions in the room change (f.e. light on or off).

Lector on/off:

option **LECTOR** allows to switch on/off the lector talking about game rules. To make changes, select **ON** option with the **LEFT ARROW** button and press the **OK** button after selection.

Remote Scheduler for unit uptime programming

to allow remote unit uptime programming, switch ON the option. To make changes, select **ON** option with the **LEFT ARROW** button and press the **OK** button after selection.




#### WARNING

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

To exit 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 colored buttons on the front panel:

-  Switch on/off button.  
Equivalent of the ON/OFF button of the remote control.
-  Switching between the options of choice.  
Equivalent of the RIGHT ARROW button of the remote control.
-  Selection button.  
Equivalent of the OK button of the remote control.

## 4.2 ——— Battery replacement

The only element of the **Funtronic Floor** which need 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

The only element of the **Funtronic Floor** which need 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.

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 battery in the remote control.
The device does not switch on with to the remote control.	Replace battery in the remote control.
The projected image is barely visible (it is much brighter than the surroundings).	Close 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
- Size of the projected image

HEIGHT ABOVE 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 ration: 13000:1

### PC computer

- Intel platform

### Other elements Funtronic Floor

- USB 2.0 interface
- VGA (D-sub 15) interface
- AUDIO output (Jack 6,3 mm)
- LAN (RJ-45)
- Power: 220 V AC
- Max power consumption: 375 W
- Sizing (h x w x d): 340 X 380 X 240 mm (without hanger)
- Wight: 11 kg
- Ceiling hanger: 120 mm, 430-590 mm

Warranty is covered by

**funtronic**  
AHEAD OF TIME





## Contact us

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