

MANUAL for ACTIVEFLOOR

Ceiling models



INTRODUCTION

Read this manual before using ActiveFloor and keep it for future reference.

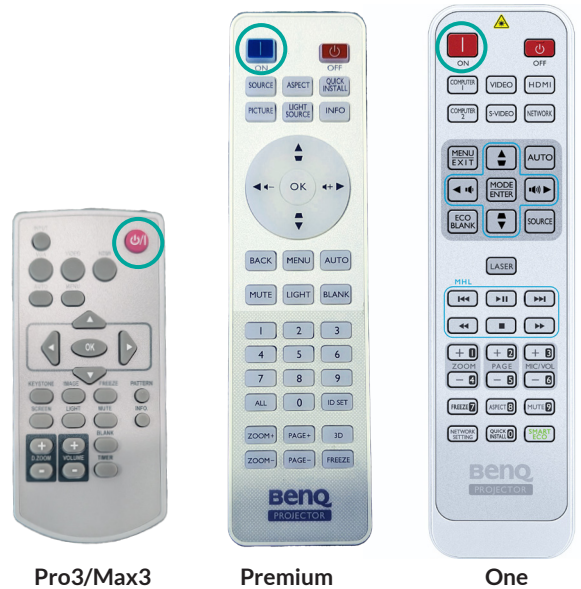
Be aware that the floor is primarily activated with the help of feet, hands or auxiliary objects such as hockey sticks, bean bags etc.

HOW TO START ACTIVEFLOOR

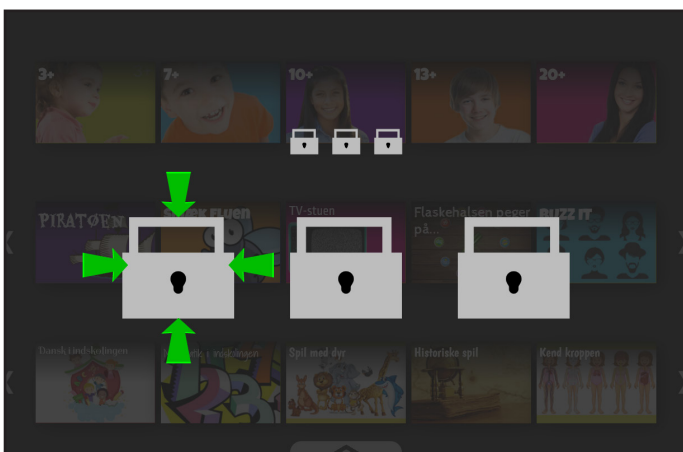
1. Turn on the projector

Press the power button on the projector's remote control to turn on the projector. The projector takes approx. 30 seconds to boot up. Only when it is switched on does an image appear on the floor.

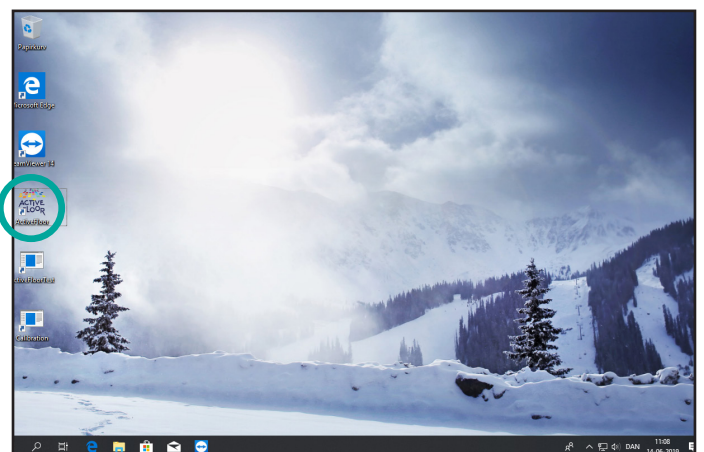
- I. The ActiveFloor program is set to start automatically. After startup, you will see a screen with three padlocks on your floor.
- II. If your ActiveFloor does not start automatically, after booting up you will see a standard computer desktop. Navigate using the keyboard's touchpad and click the ActiveFloor icon on the desktop. ActiveFloor will then start up, and three padlocks will appear on your floor.
- III. ActiveFloor Mobile must have access to the Internet before the program can start.



I.



II.



2. Unlock the padlocks

To unlock your ActiveFloor, you must activate the padlocks in the correct order. The green arrows indicate the order in which the locks must be activated.

Note: To activate something on the floor, keep your foot still for two seconds.

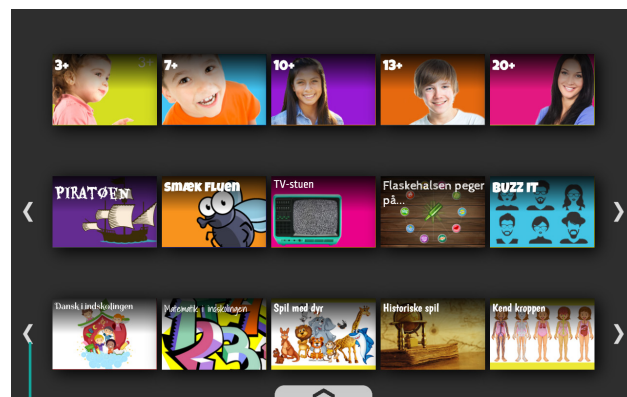
HOW TO NAVIGATE THE FLOOR

1. The floor's main menu

The floor's main menu consists of three rows, and each row consists of playlists or games.

Activate the arrows to the right and left of the rows to scroll. Open a playlist by stepping on it and keeping your foot on it for more than two seconds.

Pay particular attention to the fact that the camera must be able to see your foot, so it is therefore important not to block your foot in any way.



I.

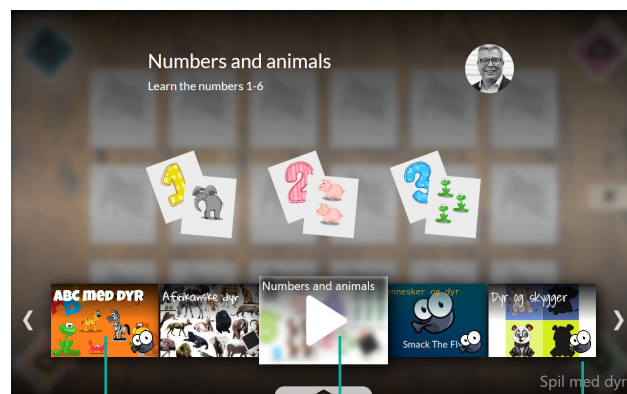
2. Pick a game

Each playlist consists of different games. Scroll through the games using the arrows to the right and left of the row.

I. When you activate a game by stepping on it, a preview of the game content will appear. The game is only ready to start when the game's preview is displayed.

II. In the lower right corner of a game title page image, you will see an icon that shows what type of game it is. This allows you to always see which type of game you are selecting.

III. Start the game with another tap on the play button.



I.

III.

II.

Read more about the different game types in the game manual.

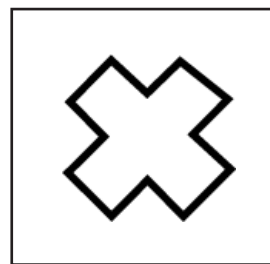
3. Sound adjustment

There are two options for adjusting the sound on your ActiveFloor:

- I. Step on the X in the game and four icons will appear. Step on the sound icon and you will then be able to turn the volume up or down.
- II. On the keyboard, there are three buttons just above the touchpad. Click on these to adjust the volume.

4. Leaving a game

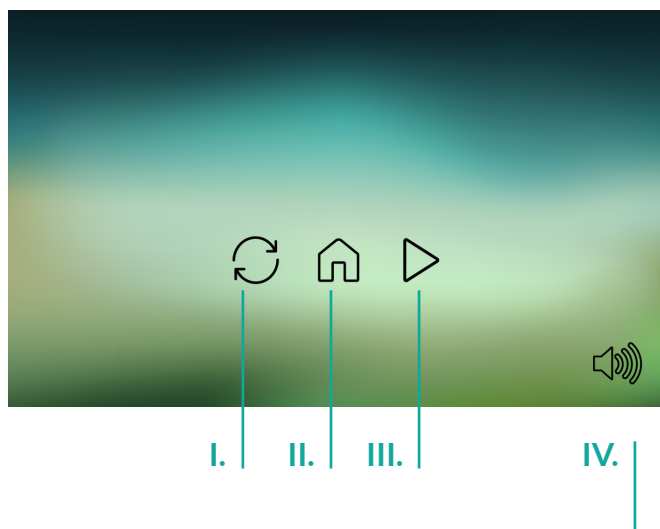
If you wish to exit a game, step on the exit button, X, on the floor. The X is found on one side of the game or in one corner of the game.



5. Exit screen

If you choose to leave a game, you will see an exit screen. Here you must activate the various buttons, depending on which action you want. .

- I. Restart the game.
- II. Exit the game and go to playlist/ menu.
- III. Resume Play.
- IV. Set sound level.

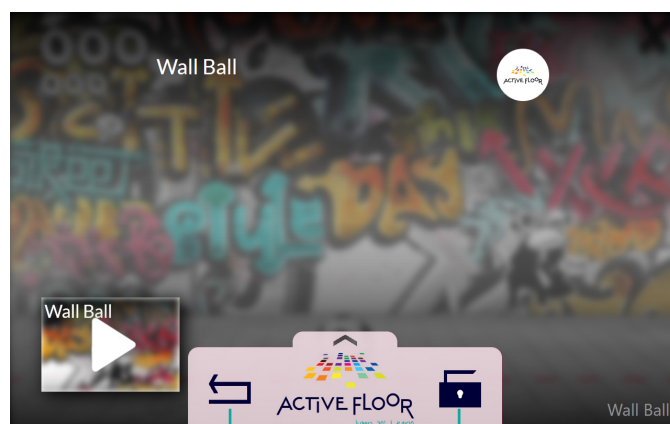
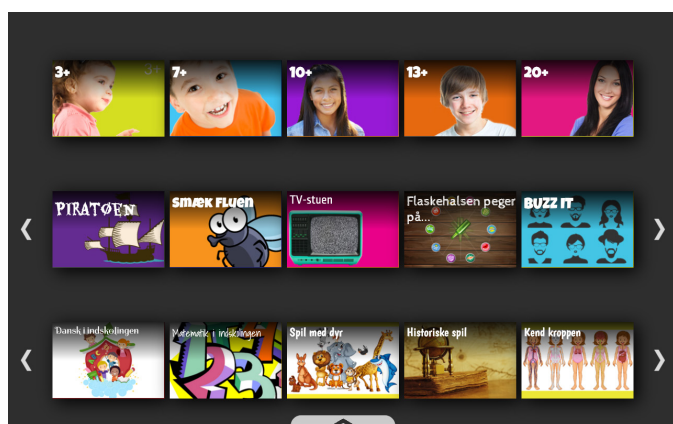


6. Slide menu in playlists

At the bottom of the playlist menu is an arrow. If the arrow is activated, a slide menu will appear. Use this menu to navigate back to the main menu and lock the floor.

Please note that you need to 'slide' your foot (or your assistive object) onto the selected icon to activate it. If you lift your foot, the slider will disappear.

- I. Go back to main menu.
- II. Lock the floor.

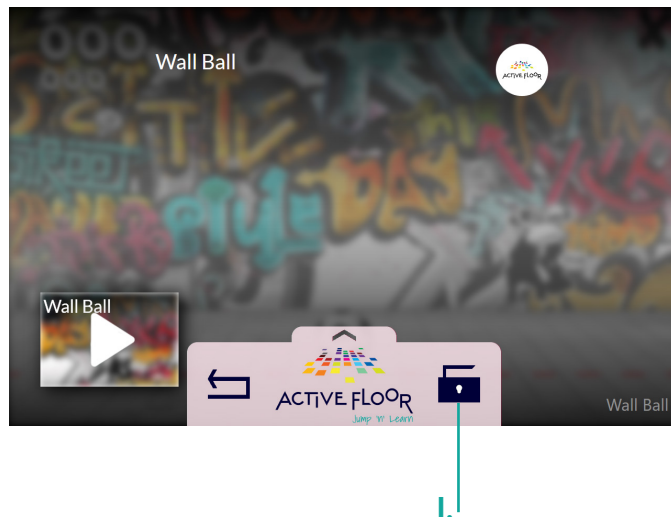


- I.
- II.

TURN OFF THE FLOOR

When you have finished using the floor and no longer want it to be on, you can lock or switch it off.

- I. Lock the floor via the slide menu so that it does not activate when you move across it when it is switched off.
- II. To turn off the image on the floor, the projector must be turned off using the remote control's on-off button.



ATTENTION: Be aware that the computer is still on. This means that the touch function is still active in the software even if you have switched off the projector.

- III. If you want to leave ActiveFloor's software, you can switch it off via the shortcut keys Ctrl + Enter.

We recommend that you do NOT turn off the computer manually.

III.



Ctrl

Enter



Pro3/Max3



Premium



One

COMMON PROBLEMS

1. Projector does not turn on

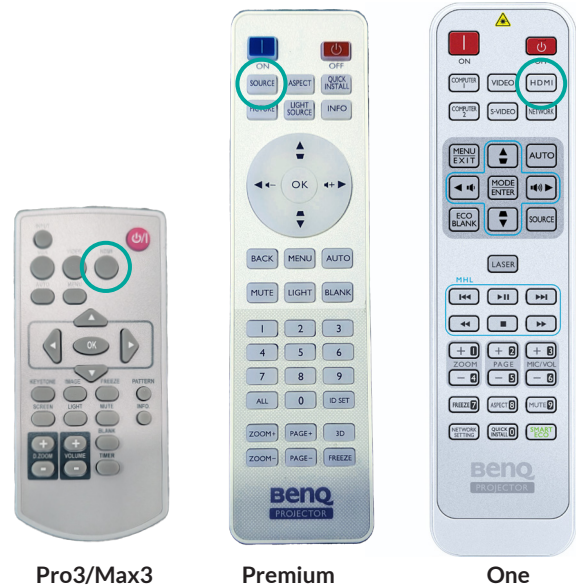
The power button may have been pressed several times. Press this only once and remember that the projector takes approx. 30 seconds to boot up.

Note: Check the remote for batteries.

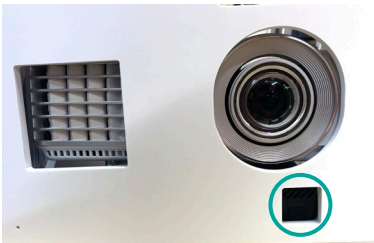
2. Blue screen

If your floor displays a blue screen, it could be due to:

- I. Wrong HDMI input. Press on the remote control's HDMI input button to select the correct input.
- II. The computer is turned off. This may be due to a Windows update, or that the computer has been turned off manually. Turn the computer back on via the computer's on-off button. The computer's on-off button can be accessed without removing the case, as shown in the picture.



II.



One

II.



Pro3/Max3

3. The image freezes

The image on the floor freezes and does not respond when you step on it.

- I. You can close the program using the keyboard shortcut keys Alt + FN + F4. After exiting to the computer desktop, you can restart the floor by clicking on the ActiveFloor icon. Using the keyboard's touchpad.

I.



4. The floor's touch function does not work

The floor's touch function can be (de)activated via the keyboard shortcut keys Ctrl + M

If this does not solve the problem, please call ActiveFloor Support on +45 31 700 729.

Please check first that the keyboard is turned on. You will find the power button on the side of the keyboard.

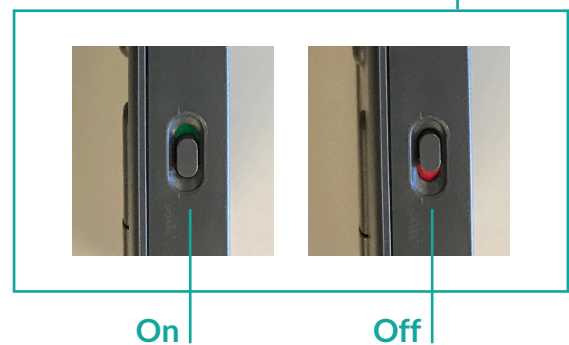


5. Disturbances on the floor (ghosts)

Your ActiveFloor activates buttons by itself or has difficulty registering your activity. This can be caused by two different errors:

- I. Spider webs. Carefully clean around the camera.
- II. Missing calibration. The sensor camera has been disturbed due to shocks or vibrations. You can either calibrate the floor yourself (see next page) or call ActiveFloor Support on +45 31 700 729.

Via our remote support, we will calibrate your floor so that you can be up and running again quickly



6. Projector switches off after 15 minutes

This is usually because the projector's lamp needs to be changed. Please call Active-Floor's support on +45 31 700 729 and we will book an appointment for a lamp replacement.

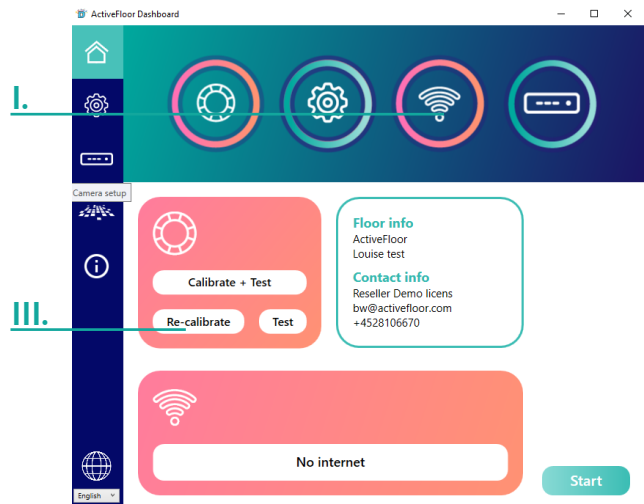


- I. Tracking camera

7. The program does not start

If the ActiveFloor program shuts down or the program will not start at all, it may be due to a lack of Internet connection.

- I. Check if there is an internet connection. This can be seen in the dashboard, which appears when ActiveFloor's program closes. There is a red circle around the internet icon.

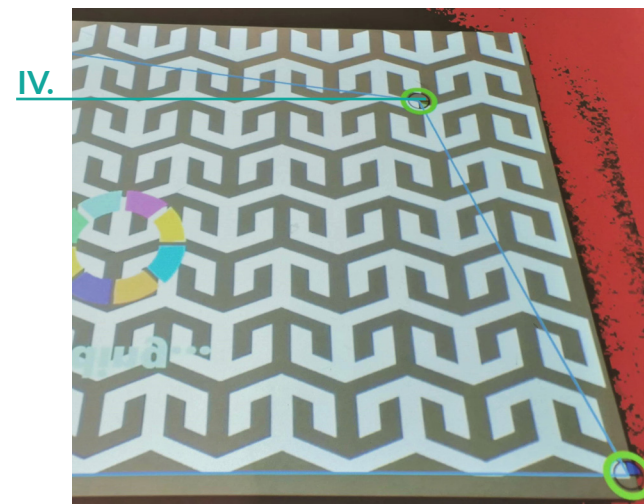


8. Calibration of ActiveFloor

To calibrate ActiveFloor, you must be on the main menu in the dashboard. Press Ctrl + Enter to open the dashboard when inside the ActiveFloor application.

- II. Click 'Cancel' to stop the ActiveFloor program from starting again.
- III. Then click on 'Re-calibrate' to calibrate. Wait five seconds or press 1 for normal calibration.
- IV. Drag the green rings to match the corners. When all four corners match, press 'CONFIRM'.
- V. To ensure that the calibration has been performed correctly, press 'TEST'. This will open the test programme. Here, you can test whether the touch function is in the centre of your foot - which it must be for the calibration to be correct. To close the test programme, step on the red x in the right corner.

Note: please pay particular attention to the 4th corner.



Should you need to calibrate while the game is in progress, it is possible to refresh the calibration via the keyboard hotkeys Ctrl + R (one press to start, two presses to finish).

SHORTCUT KEYS

FN + Alt + F4 – Closes ActiveFloor program

Ctrl + Enter – Closes ActiveFloor and displays the dashboard

Ctrl + R – Refreshes the calibration (one press to start, two presses to finish)

Ctrl + X – Removes the exit option inside a game

Ctrl + O – Turns off projector

Ctrl + P – Turns on projector

Ctrl + M – Removes touch from the floor so that only the mouse works

Esc – Close playlist or 2 taps to close game

ADAPT ACTIVEFLOOR TO SUIT YOU

ActiveFloor can be adapted in various ways to best suit you and your needs. Contact ActiveFloor Support on +45 31 700 729 so we can help you with this.

1. We can:

- I. Move the slide menu to the right or left of center
- II. Change the position of the slide menu so that it is at the top instead of the bottom
- III. Remove the sound icon so that users cannot adjust the sound themselves
- IV. Adjust the number of seconds that must pass before the three padlocks appear on the floor
- V. Adjust how many padlocks must be stepped on before the floor is unlocked and in which order they must be unlocked.
- VI. Change the language on ActiveFloor
- VII. Remove the exit button
- VIII. Display the floor's name on the main menu
- IX. Show explanation for lock screen when locked



ACTIVE FLOOR

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