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Operating instructions



The appliance complies with the relevant EC directives.



Fig. 1: 12810-99 SMARTfloor Mobile

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1 SAFETY NOTES



Caution!

- Before using the appliance, read the operating instructions carefully and completely. This will protect you and prevent damage to your appliance.
- Do not operate the appliance if damage is visible.
- Only use the device for its intended purpose.
- Do not open the electrical connection box (SMARTfloor PlayBox) or the sensor fields.
- Protect the connection box (SMARTfloor PlayBox) and the sensor fields from dust, moisture and vapours. Only clean the device when it is disconnected from the mains.
- Ensure that there is sufficient distance between the sensor fields and other objects such as televisions, doors or walls.
- Avoid exposed connecting cables to the sensor fields, the TV/monitor and the mains connection of the SMARTfloor PlayBox. These can lead to falls.
- Ensure that the television is mounted securely.
- Ensure that the appliance is stable and secure the castors during assembly and operation.

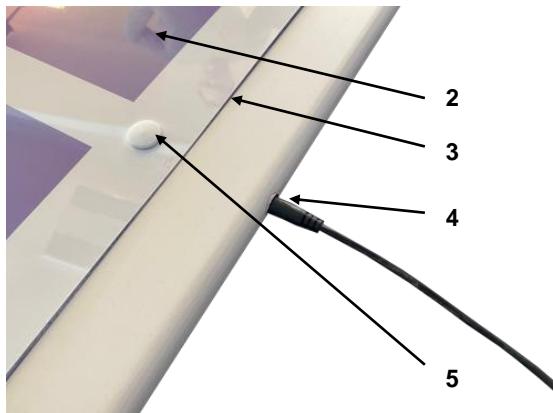
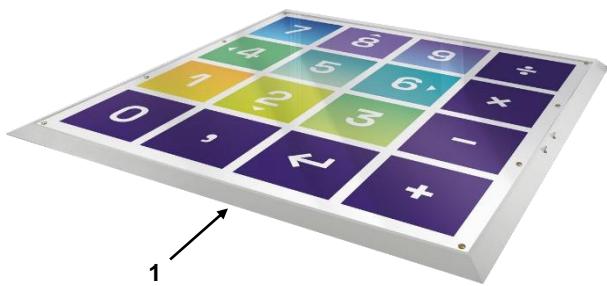
Definition of used symbols	
	Caution! Risk of danger. Observe operating instructions
	Complies with relevant European directives
	Old appliances must be disposed of separately from household waste
	Class II appliance with functional earthing

2 PURPOSE AND PROPERTIES

SMARTfloor Puzzle is an interactive sensor floor in combination with digital data acquisition and evaluation. The system records movements and body reactions and transforms them into analysable information using the latest technologies. Depending on the application, the data is output to various end devices, from televisions/monitors to tablets and smartphones.

3 FUNCTION AND OPERATING ELEMENTS

The playing field consists of 4x4 inputfields. The layout of the input fields can be changed.



1. Playing field
2. Input fields
3. Cover disc with keyboard mat underneath
4. Power Supply
5. Fastening the cover disc

3.2 Partition

The partition is used to mount the TV and the PlayBox at the rear. It can be positioned as required using the sturdy transport castors.



Do not place the movable wall directly next to the playing field in order to ensure safe freedom of movement on the playing field and to avoid injuries. Once correctly positioned, secure the transport castors.



1. Playfield interlock
2. Television
3. Transport castors

3.2 SMARTfloor PlayBox

The PlayBox is attached to the back of the partition wall



1. SMARTfloor PlayBox
2. Connection cable for connection to the playing field
3. Touch pen for easier display operation
4. Receiving antenna
5. Power supply cable

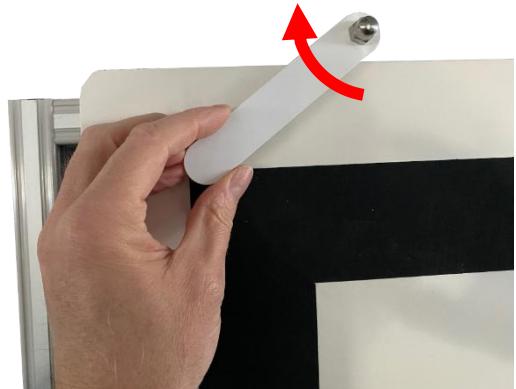


1. Mains switch, fuse and mains connection. Fuse 1.6A slow-blow
2. Connection of the sensor mats via the supplied adapter cable
3. HDMI for connecting a TV/monitor using the HDMI cable supplied.
4. Antenna connection.

Now unlock the playing field holder on the partition wall by turning the playing field lock and tilt the playing field slightly forwards until the lock is free.



Caution: Make sure that both handles are held firmly so that the playfield does not tip over and can be placed safely on the floor.



Now remove the playing field upwards from the lower holder and lay it flat on the floor.

Ensure that the surface or floor is level.

4 HANDLING

4.1 Setting up the playing field



Caution: Always carry the playing field with at least 2 people to avoid injuries..

Hook the carrying handles supplied into the holding openings provided on the right and left of the playing field and then push them upwards.



Unlock and remove the handles.

To dismantle a play area, proceed in the opposite order.

4.2 Installing the SMARTfloor Play Box

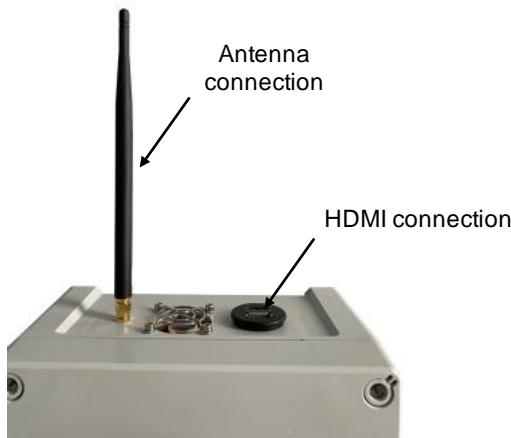


The SMARTfloor PlayBox may only be opened for installation on a wall by authorised specialist personnel. The screw holes next to the housing cover screws must be used for this purpose. The mains plug MUST be disconnected before opening the housing, otherwise there is a danger to life!

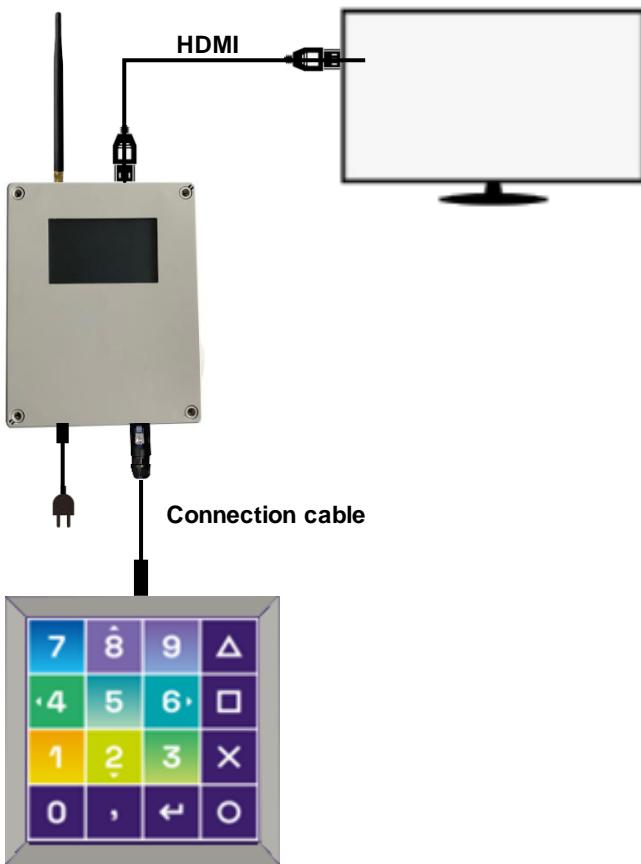
Screw the supplied antenna onto the corresponding threaded socket on the top of the Play Box.

The display on the Playbox can show all applications and games without an additional TV/monitor.

However, if you require a larger display, we recommend connecting an external TV or monitor. To do this, plug the HDMI connection cable into the top of the SMARTfloor PlayBox and connect the HDMI cable to the TV or monitor.



Connect the SMARTfloor PlayBox to the playing field using the supplied connection cable as shown. Make sure that the connection cable audibly clicks into place when plugging it into the PlayBox.



4.3 Setting up the pitch for the first time

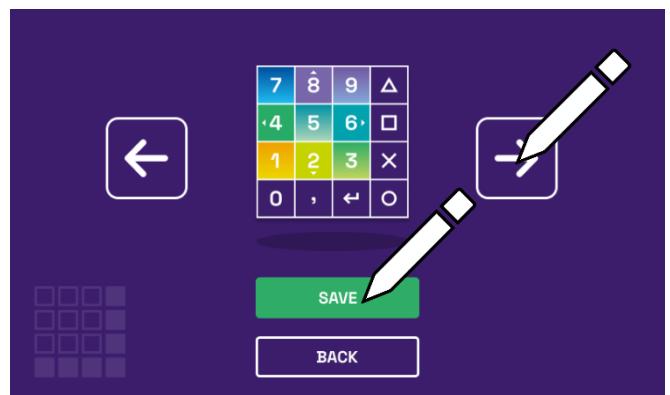
Switch on the SMARTfloor PlayBox. We recommend using the supplied stylus to swipe and operate the display.

After switching on, the main menu appears after approx. 1 minute.



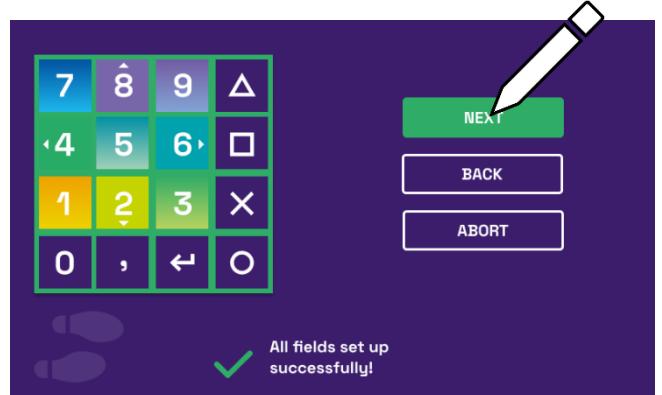
Select the "LAYOUT" area.

Please select the layout you require here, depending on which film you have placed on the sensor mats. Use the arrows to make your selection.



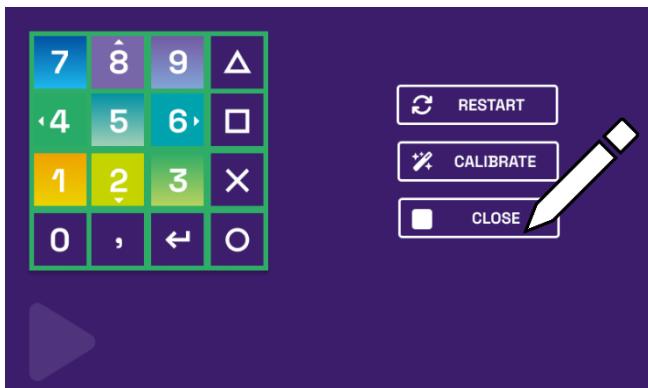
Then confirm with "SAVE".

A setup manager will then start and guide you through setting up the sensor fields. Follow the instructions on the screen.



You can now switch to the game selection a connected TV. Navigation now takes place via the corresponding fields on the playing field.

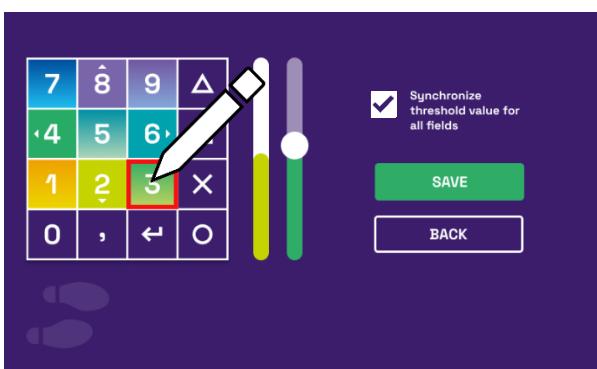
While the game is running on the TV, the game can be stopped or restarted on the PlayBox screen at any time. Calibration can also be carried out. See chapter 4.4



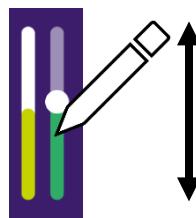
To check whether the setup is correct, you have the option of testing the sensor fields in the layout under "Settings/Device/Test".



4.4 Calibrating the sensor fields

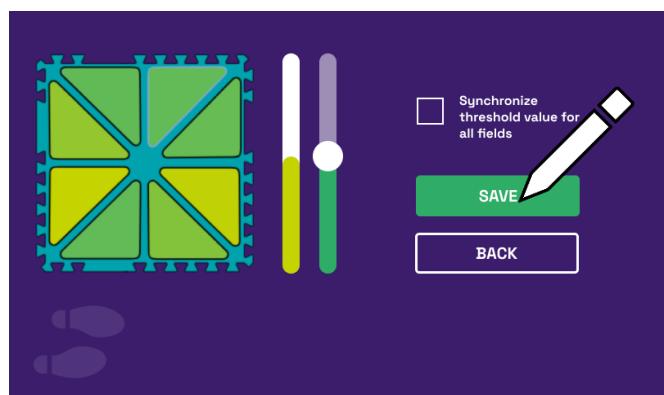
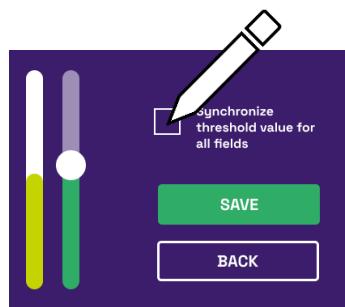


Select a field. Next to the field is a level indicator and a slider.



Move the slider to the position where the switching threshold is to be reached. This means that if the level is exceeded (light green level display), the sensor hero is recognised as "pressed".

Remove the tick for synchronisation to carry out a detailed calibration of individual sensor areas within the input field.

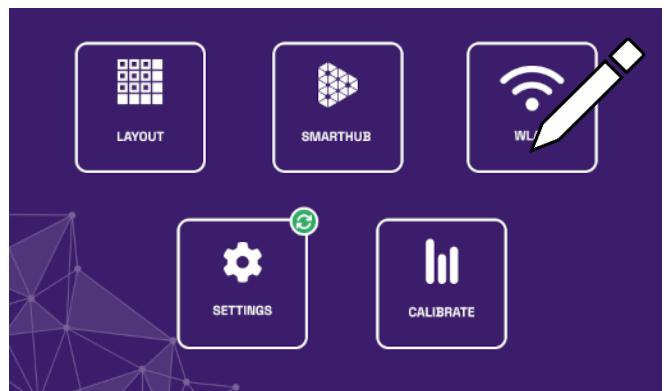


Click on the individual sensor areas and set the threshold value using the slider. Then accept the calibration with "SAVE".

4.5 Using the SMARTfloor Hub to load your own games and applications.

The SMARTHub allows you to create and test your own games, e.g. with Scratch, and then store them in the hub. To do this, you need to register on the hub.smartfloor.io page.

If you want to play the games you have created on your sensor field, connect the SMARTfloor PlayBox to the WLAN.

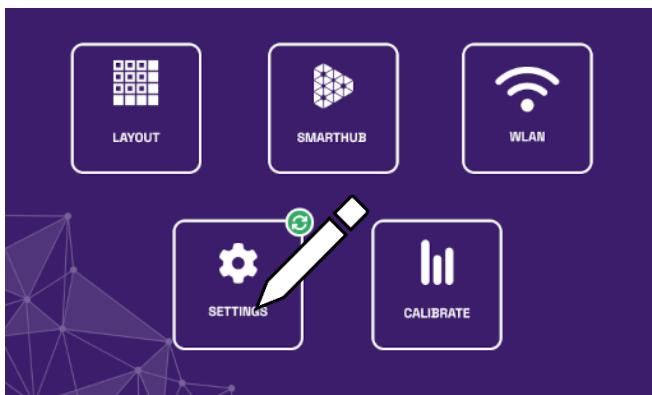


Then select your network (SSID) and enter your password for the network. Then click on "CONNECT".

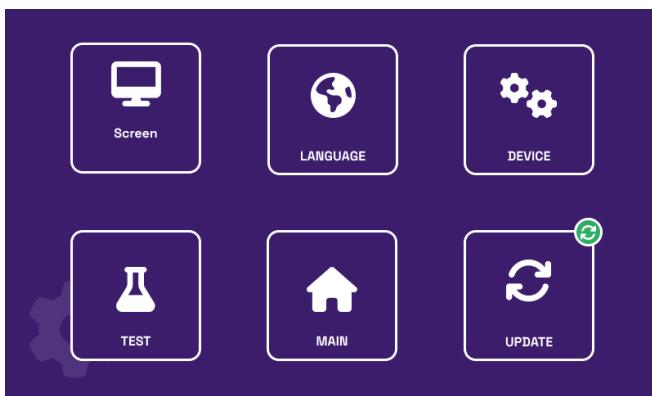
Now click on "SMARTHUB" and enter the access data that you specified when you registered in SMARTfloor Hub.



4.6 Miscellaneous settings



You can make device-specific settings under 'SETTINGS'.



Setting the resolution of a connected TV



Setting the used language



Testing the connected playing field
See also chapter 4.3



Perform a firmware update. If the green symbol  appears, a new firmware update is available.

appears, a new firmware update is available.



Resetting the SMARTfloor PlayBox to the factory settings and licence information with links to the licence texts.

5 OPERATING INSTRUCTIONS

This quality appliance fulfils the technical requirements summarised in the current directives of the European Community. The product characteristics entitle it to CE-labelling.

This device may only be operated under expert supervision in a controlled electromagnetic environment in research, teaching and training centres (schools, universities, institutes and laboratories).

Electrostatic charges or similar electromagnetic phenomena (HF, burst, indirect lightning discharges, etc.) can influence the device so that it no longer operates within the specified data. The following measures will reduce or eliminate the disturbing influence: Avoid carpeted floors; ensure potential equalisation; install on a conductive, earthed surface, use shielding, shielded cables.

6 TECHNICAL DATA

(typical for 25 °C)

Operating temperature range

5...40°C

Playing Field:

Supply voltage: 12V

Dimensions (WxHxD) 193x185x72 cm

Mass per sensor field 35 kg

Play Box:

Supply voltage: see type plate

Power consumption: 43 VA

Mains fuse: see rating plate

Radio

Frequency: 868.3 MHz

Max. Transmission power + 10dBm

Communication range 0... 15m

Housing dimensions (WxHxD) 191x240x107 mm

Mass 1.4 kg

Total mass 115kg

7 SCOPE OF DELIVERY

The scope of delivery includes:

- Playfield with keyboard mat and 16 sensor fields
- Movable wall with transport rollers
- SMARTfloor PlayBox
- Playfield connection cable
- Touch pen
- Receiver antenna
- 65" 4K UHD TV
- TV remote control
- Power Supply cable 1.5m
- Replacement fuse 1.6A slow-blow
- HDMI connection cable
- 5x pre-installed games
- Operating instructions

8 CONFORMITY



Hereby, PHYWE Systeme GmbH & Co KG declares that the radio equipment type 12810-99 is in compliance with Directive 2014/53/EU. The full text of the EU Declaration of Conformity is available at the following internet address:
www.phywe.com/en/ec-declaration

9 DISPOSAL

The packaging consists mainly of environmentally friendly materials that should be disposed of at local recycling centres



This product does not belong in the normal waste disposal (household waste).

If this appliance is to be disposed of, please send it to the address below for professional disposal .

PHYWE Systeme GmbH & Co. KG
Customer Service Department
Robert-Bosch-Breite 10
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Phone+49 (0) 551 604-0
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10 OPEN SOURCE LICENCE INFORMATION

The product contains software components that are licensed by the rights holders as free software or open source software. The corresponding licences or links to the licence texts can be accessed via the Playbox graphical user interface. (see chapter 4.6)