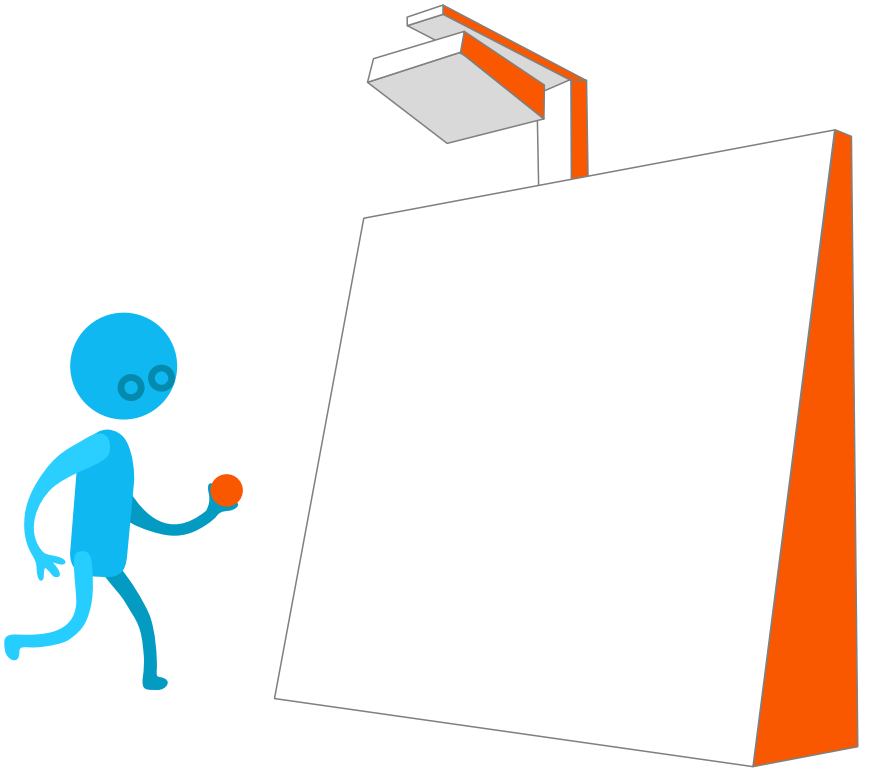
knoocker

Instruction for interactive wall



Model: Knoocker 2.0

Version: EN

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1. Components of set

Knoocker wall

System unit

Pointer 2D

Multimedia projector
EPSON
EB-670 or EB-680

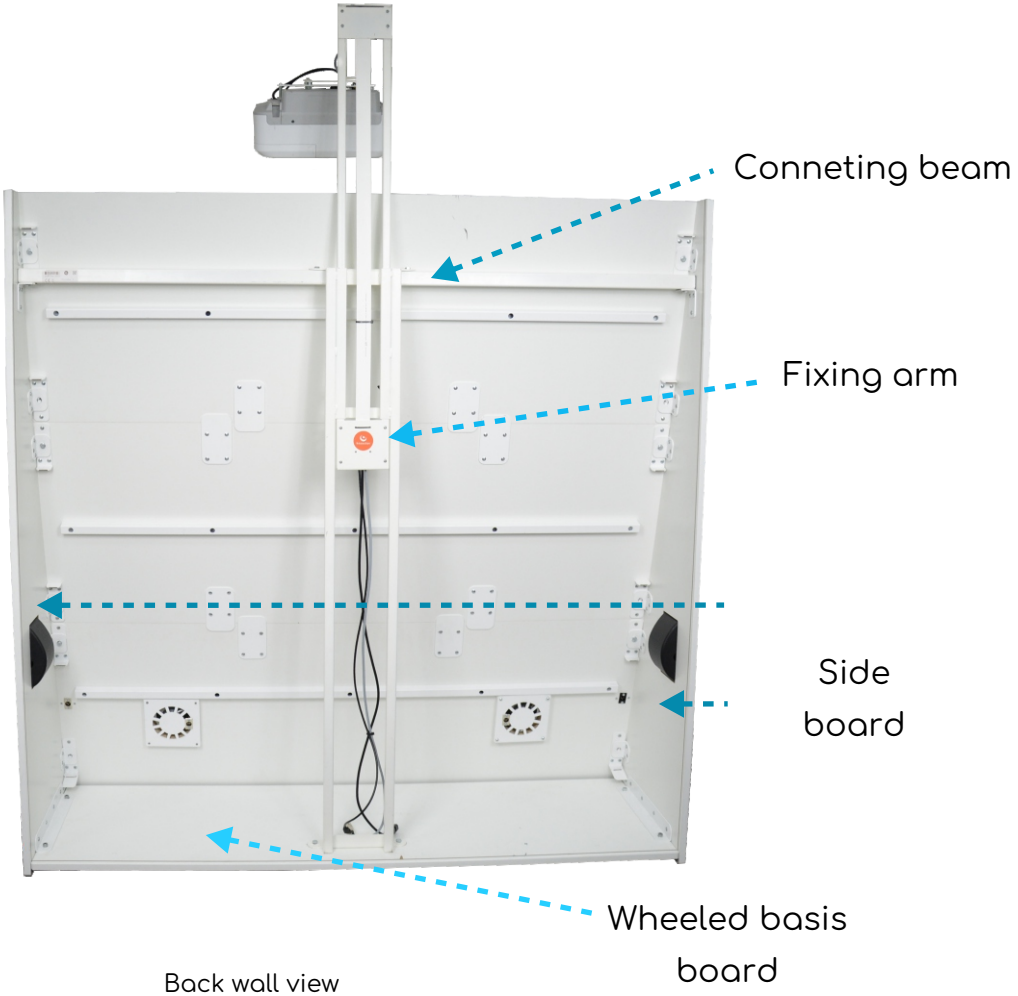
Wiring

Plastic balls glowing
in UV light

Basket
for balls

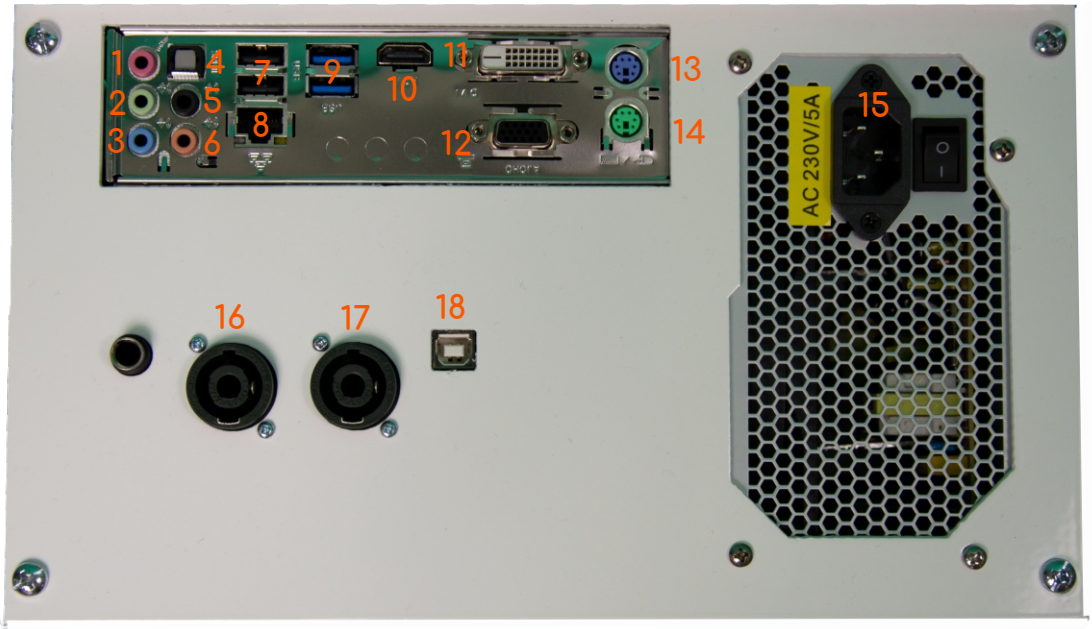
2. Construction of the device

Front wall view



Back wall view

3. Computer box

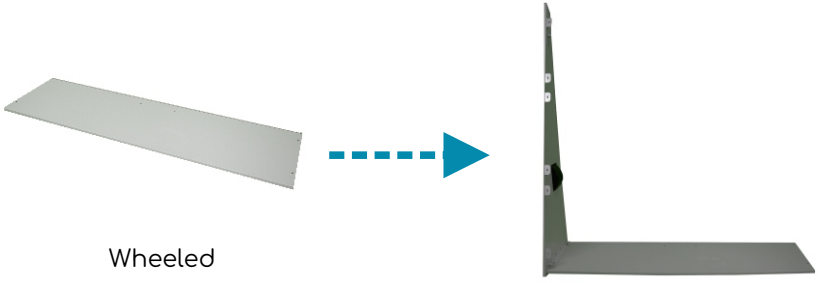


1. Microphone Input
2-3. Speaker Output
4. Port S/PDIF
5-6. Speaker Output
7. USB 2.0 Port
8. Ethernet Port
9. USB 3.0 Port
10. HDMI Port
11. DVI Port
12. VGA Port
13-14. PS/2 Port
15. Power Cord Socket
16-17. SPEAKON Port
18. USB-B Port

4. Assembly

4.1. Installation of the construction

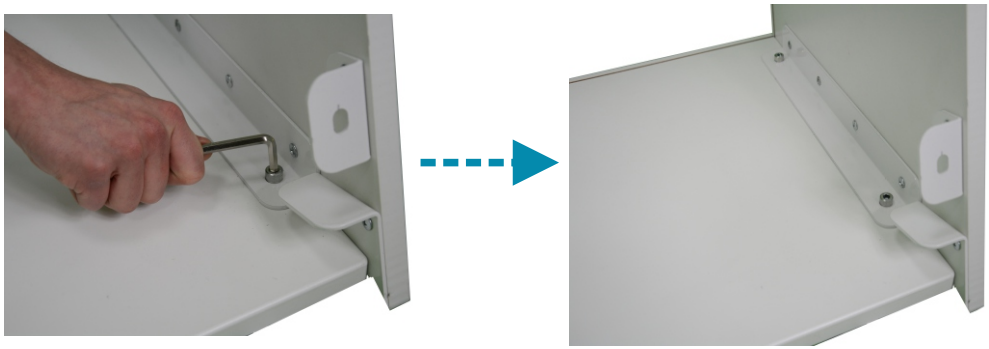
a. Put the basis board on stable surface
b. Take one of the side boards close to plcace where it connected with basic board



Wheeled basis board

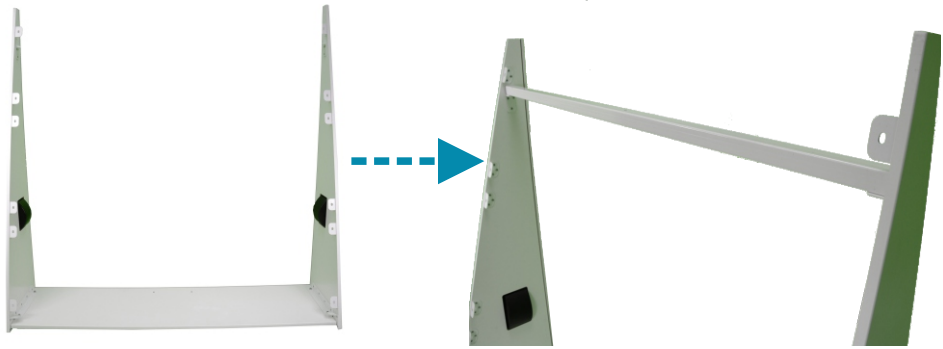
Side board next to the basic board

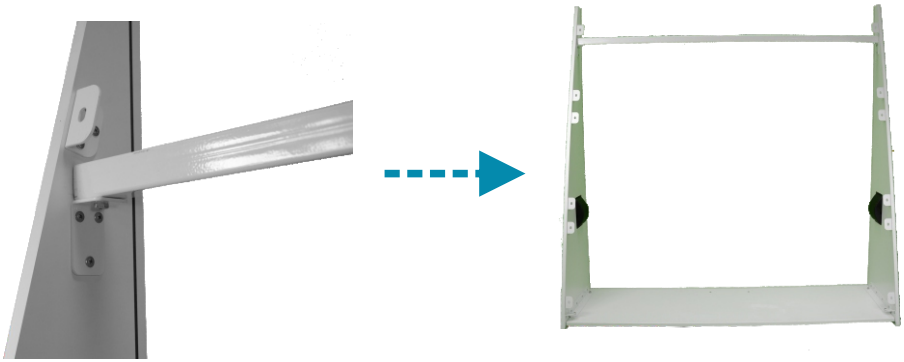
c. Twist both boards with allen screws



d. Do the same on the other side.

e. Montage the connecting beam with side walls by screwing it with two M8 screws from the bottom





f. The next step is to put three frontal boards and twist it with M8 screws using wrench size: 13

Montage of
bottom frontal board

Montage of
middle frontal board

Montage of
top frontal board

g. Build up Epson projector on fixing arm by twisting it with four M4x10 screws

Projector's fixing arm

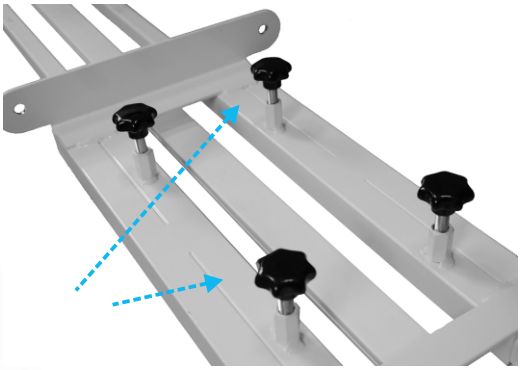
That's how should you place projector to screw it to fixing arm

Montage of Epson projector with four M4x10 screws

h. Connect wiring to projector and XLR port in handle of the projector

Connection of HDMI, USB and power cables

i. Spread fixing arm to maximum lenght and twist firmly four blocking black taps to immobilize projector against fall down



Here are shown blocking taps on fixing arm

h. Using wrench size: 13, twist fixing arm with four M8 screws to connecting beam and basis board of construction (see the picture below)

Bottom view of the wall

View of top crews to twist
at connecting beam

Contruction basis
with screwed fixing arm

View for intalled projector's fixing arm

4.2. Instalation of the ultrasonic sensors

a. The set includes 4 ultrasonic sensors: 2 left and 2 right. Each of them is marked with the appropriate letter L or R.

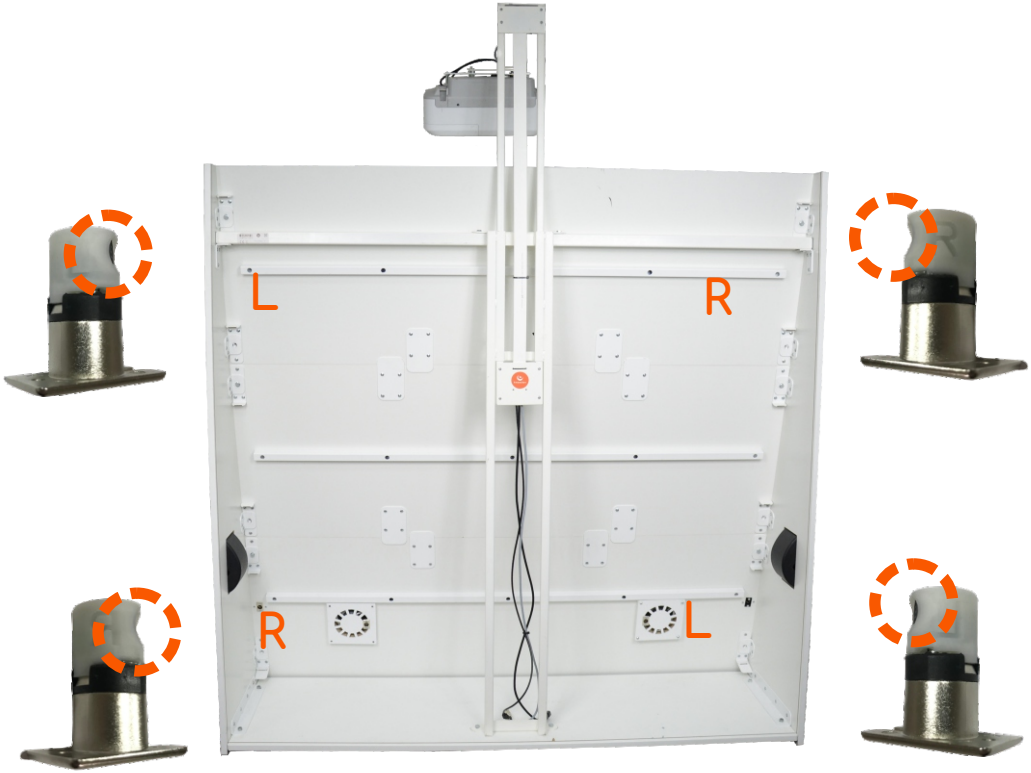
Left ultrasonic sensors

Right ultrasonic sensors

b. The sensors should be placed in the four holes on the inside of the wall. Their position is suggested by white caps protruding from the front.

For example, shown right bottom hole for a sensor.
On the front view, it is seen a white cap.

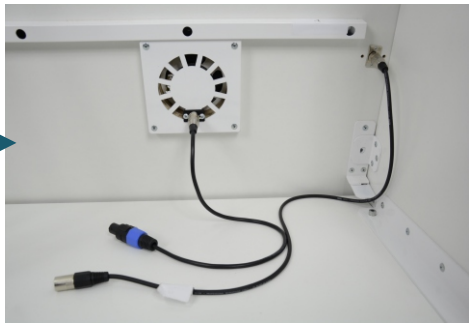
c. Put the right and left sensors into the holes according to the diagram below. Each sensor has a microphone notch. It should face inside the wall. After placing the sensor, screw it to the wall.



4.3. Connecting the speakers

a. connect wires for speakers (2 cables) and sensors (4 cables) to plugs in bottom board

Plugged cable to single speaker

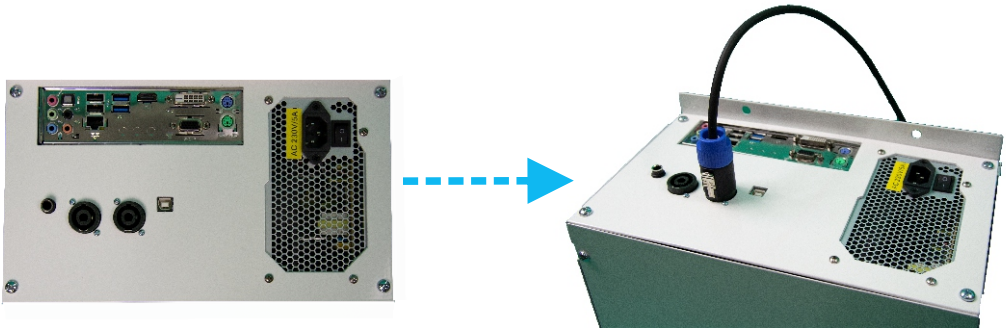


Pluged cables to speaker (left) and ultrasonic cable (right down)

Overall look of wall with cableś conected on both side in bottom part of Knoocker

b. Connecting the ultrasonic sensors (4 cables) with XLR male-female wire to the computer box with the appropriate INPUT endings

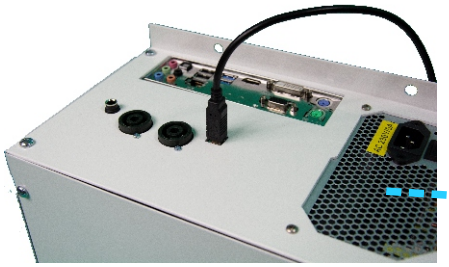
c. Plug speakers cables to SPEAKON port



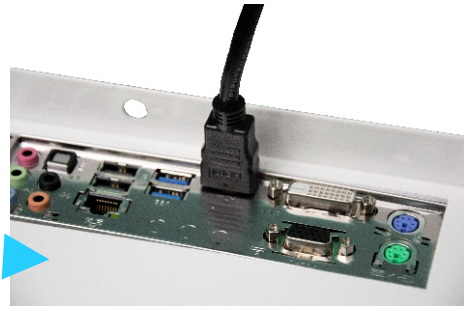
Speakers cable connected

Final view of connected cables to system unit
on both side in bottom part of Knoocker

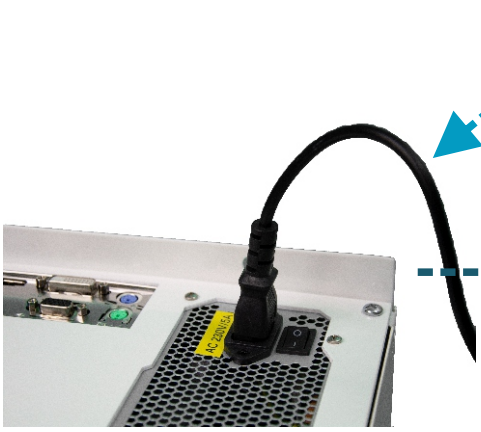
d. Connect cables from fixing arm's slat and power cables



Plugged USB-B cable



Plugged HDMI cabel



Plugged computer's power cable

Plugged computer and projector cables to power

5. Turning on/off the device

5.1. Turning on

Option 1

Press start button of projector (when lamp was in use, it need to warm up 2 minutes)

Option 2

Please press start button on remote control for Epson

5.2 Turning off

Option 1

Press twice launch button on projector

Option 2

Please press start button on remote control for Epson

6. Conneting to the Internet

6.1. Wireless connection

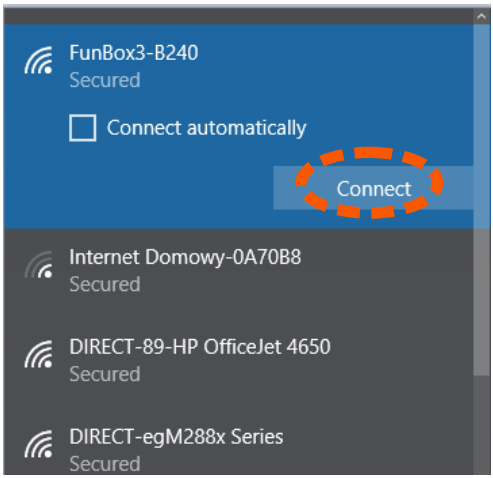
a. Plug WIFI USB card to the computer box

b. Exit games platform by pressing ESC button on keyboard

c. Click Wi-Fi logo at the right bottom of your desktop

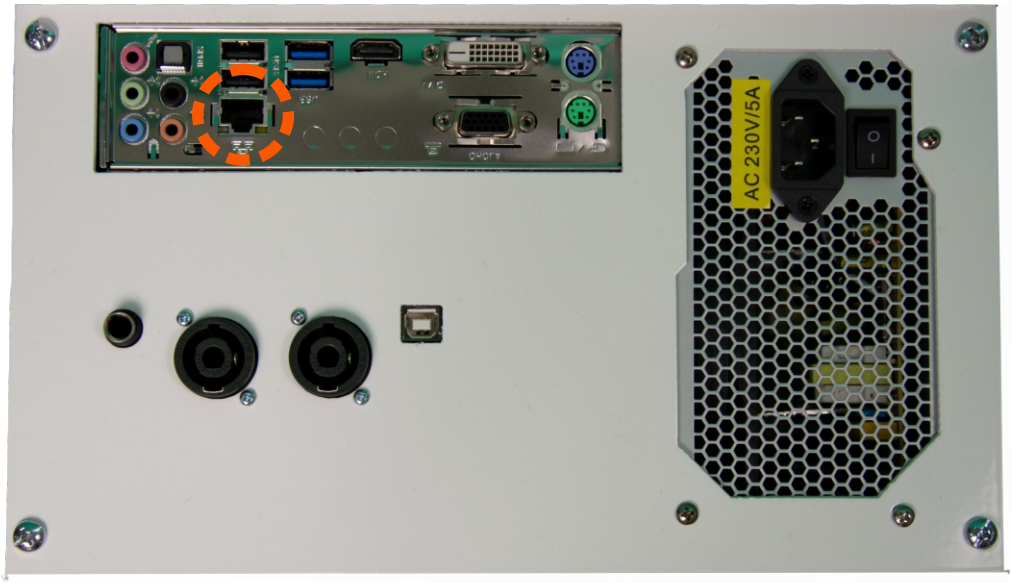
d. Find your net and connect it by pressing button Conect

e. If your net has security password, please write in on and then click remember network.



6.2. Wired connection

a. If you have internet cable, please plug it to system unit to place show on pic below



7. Calibrating Knoocker system

Thanks to calibration, the sensors are precisely set to hear pointer 2D and plastic balls.

Before doing calibration, please be sure to turn on your wireless keyboard and launch pointer pen by twisting firmly it's ending.

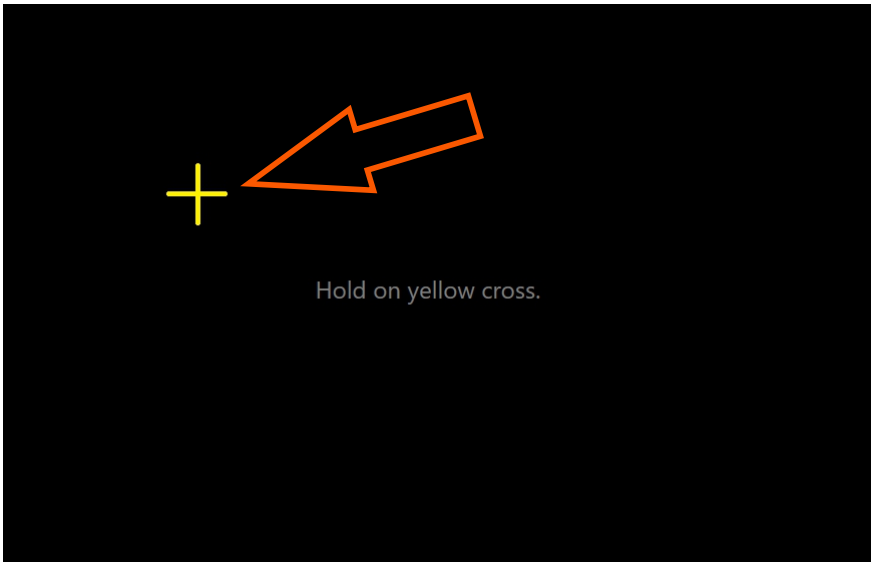
a. Turn on Knoocker system

b. Games will go automatically. Please back to the desktop using your keyboard

c. By holding left ALT on your keyboard, press key C. After a minute there should appear calibrating app (see on next page).

e. Hold the center of the yellow cross with an interactive pen which is currently torque on the screen, until it move. Continue the activity until the calibration does not finish.

If a cross does not want to move further, you will have to do little circles around middle of the cross. You can also slightly push one side towards you and hold the cross again.



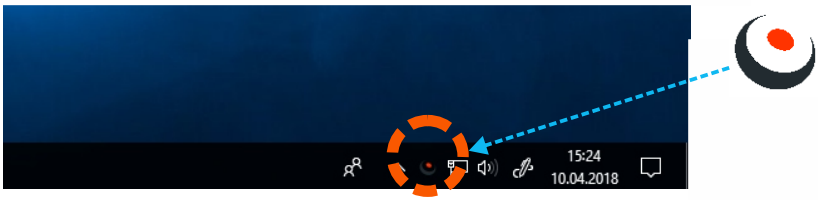
A calibration screen with an example of a yellow cross

8. Turning on/off the sensors

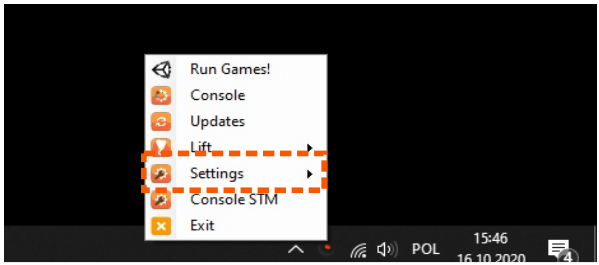
KnoockerEngine

8.1 Turning on the sensors

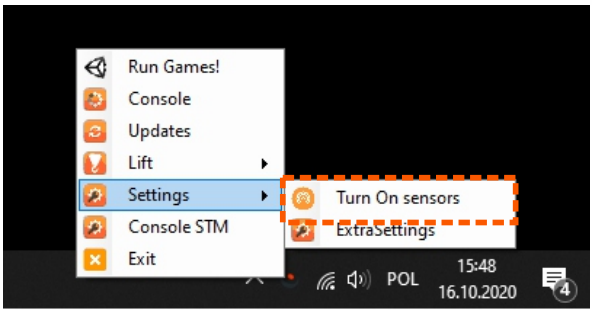
a. Click on Knoocker logo icon at Taskbar



b. Go on Settings



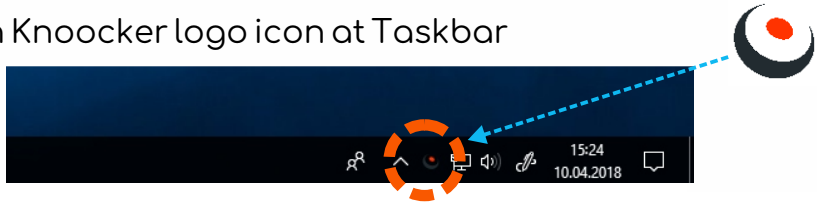
c. Then press 'turn on the sensors'



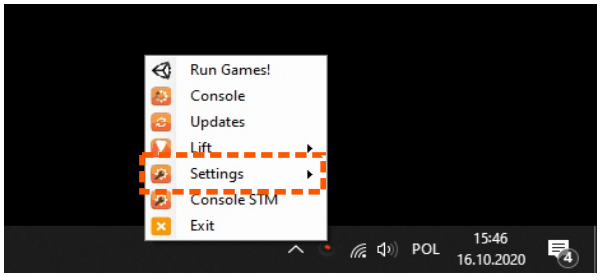
8.2. Turning off the sensors

This option is available and recommended for those users, who want to use the computer or surf the Internet but don't want to be disturbed by balls thrown at screen by kids.

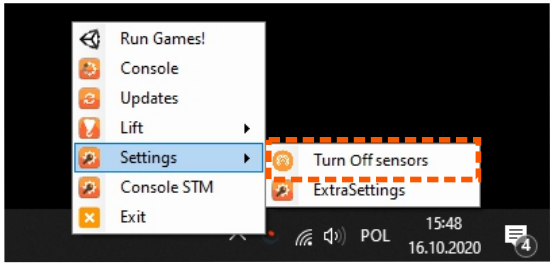
a. Click on Knoocker logo icon at Taskbar



b. Goon Settings

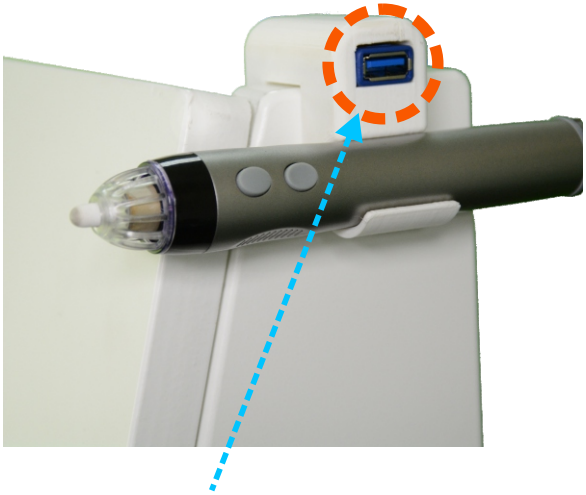


c. Then press 'turn off the sensors'



9. Connecting the external drive

In Knoocker v2.0 you can plug your own memory discs toinstall your own programs or files. To make it possible, you must plug your own device to USB 3.0 port, which is ready to serve at fixing arm for Pointer 2D.



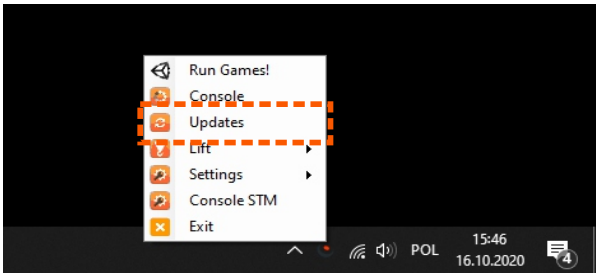
USB 3.0 Port

10. Knoocker system update

You can update your Knoocker system yourself (without service assistance) by following the steps below:

a. Press Knoocker logo icon at Taskbar

b. Go on „updates" All new contents will be



11. FAQ

How much space do I need to use Knoocker system freely?

Around 3 square meters are needed to loosely use the Knoocker interactive wall.

How big is all Knoocker wall?

Total size is: 173 cm wide, 211 cm tall, 60 cm has the distance from the wall. It weights about 90 kg.

Can the device be moved?

Yes, Knoocker has built-in wheels thanks to which the construction can be moved freely. You can also lower projector's fixing arm to transport it through the doors. Therefore, you can arrange your entire space as you prefer.

How Knoocker is stable and resistant against factors?

Thick MDF joinery boards guarantee durability and safety of usage. Knoocker is very resistant to damage and humidity.

Can I use Knoocker outdoors?

Yes, Knoocker's projector gives strong image on the wall, but it is recommended to place a manual roof or event tent 3^3 sq above the device to protect from sunbeams or rain.

What is estimated life span of the multimedia projector's lamp?

Depending on the operating mode of projector and how long it is in use, the average life span of lamp is minimum 2 years (approx.5000 hours).

Does the device require to keep an eye on when turned on?

Knoocker is very intuitive in operating. Pressing two buttons to turn on, whole system is being launched, and the game platforms launch automatically. Choosing menu is very simple when the game is over, menu backs to the main interface. Even the youngest users can choose the game he/she wants to play. So Knoocker don't need to be supervised by freetime animator.

Warning!

Some people are prone to epilepsy or blackouts after staring at flickering lights or patterns of light for a long time. They may develop epilepsy symptoms while staring at the screen, for example while watching videos or playing games. For this reason, people with diagnosed disease should be careful when playing Knoocker. However, also people with no known epilepsy should stop playing and see a doctor if the following symptoms occur: dizziness, visual disturbances, twitching of the muscles or eyeball, fainting, confusion, involuntary movements and convulsions.

www.knoocker.com