omi
www.omi.uk

omiReflex
install

omiReflex
mobile

omiReflex
User Manual
For carers, therapists and enablers.

INCLUDES
omiSky

omiSky users

Please note that throughout this manual we refer to your **omiSky** system as **omiReflex**, and only identify specific differences for omiSky when appropriate.

For installation, setup and configuration information please refer to the omiReflex Product Manual.

Contents

Section 1
Basic operation

Welcome to your brand new omiReflex System!

This manual is designed for use with all omiReflex versions including:

 A. **omiReflex Install** - Fixed Ceiling Installation Wall Projection System

 B. **omiReflex Mobile** – Mobile Wall Projection System

 C. **omiSky** – Wall mounted ceiling projection system

Turning the system ON and OFF

A. omiReflex Install

Turning ON

The unit is designed to be continuously powered ready to use in stand-by mode.

1. To turn the system on simply Double-Press the RED button on the end of the Remote control.

2. The projector will come on and the Activity Menu will display within 30 seconds.

3. The system is now ready to use, Navigate the menu using the remote control. (See page 6)

Turning OFF

1. Double-Press the same red button at the end of the remote control.

2. The projector will shut down and return to stand-by mode.

3. Please do not attempt to turn the system back on again for at least 2mins

To startup and shutdown the system, click both button at the same time.

Camera

Start-up / shutdown button. The projection will appear within a minute.

Focus Lever.
If your projected image requires re-focusing please adjust this lever.

USB ports for importing media.

Turning ON
1. Remove the dust cover and position your omiReflex unit adjacent to a clean, light coloured or white vertical surface and plug in the IEC power cable..
2. Wait 10 seconds before pressing the **Start-up Button** on the front of the unit. (Do not use the power button on the projector, the projector will be turned on and off automatically by the system.)
3. The projection image should appear within 30 seconds.
4. Once the image appears you can adjust the distance to the wall to adjust the image size and position.
5. Adjust the **focus lever** as required to see the projected image clearly.
6. The system is now ready to use. Navigate the menu using the remote control. (See page 6)

Turning OFF
1. Press the **Shutdown button** on the side of the unit. (Once, briefly)
2. The projector will shut down and cool itself for a minute.
3. **Please do not move the system or attempt to turn it back on again for at least 2mins.**
4. Remove the IEC power cable and replace the dust cover, ready for moving the unit and storage.

Adjusting the omiReflex camera

The omiReflex camera has a small amount of angular adjustment to account for the depth available in the room and in order to capture as much of the user as possible.

Adjust the camera to an angle which captures the best image of the user.

Camera

omiSky

Start-up / shutdown button. The projection will appear within a minute.

USB ports for importing media.

Turning ON

The unit is designed to be continuously powered ready to use in stand-by mode.

1. To turn the system on simply **Double-Press the RED button** on the end of the Remote control.
2. The projector will come on and the Activity Menu will display within 30 seconds.
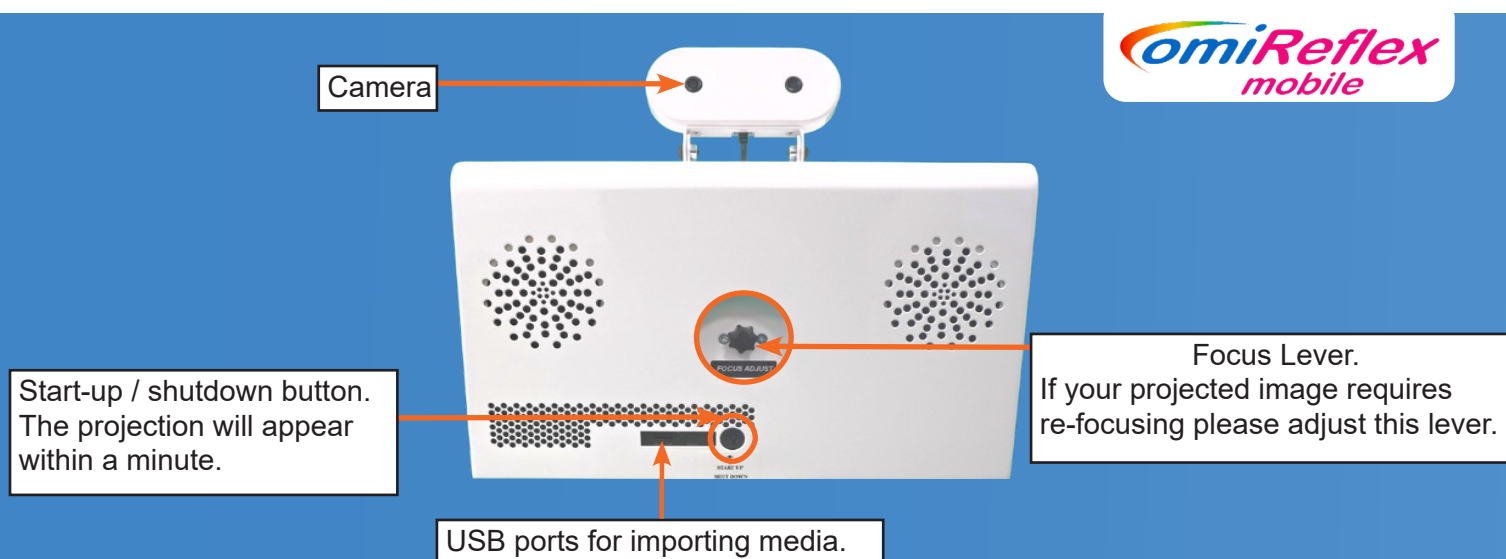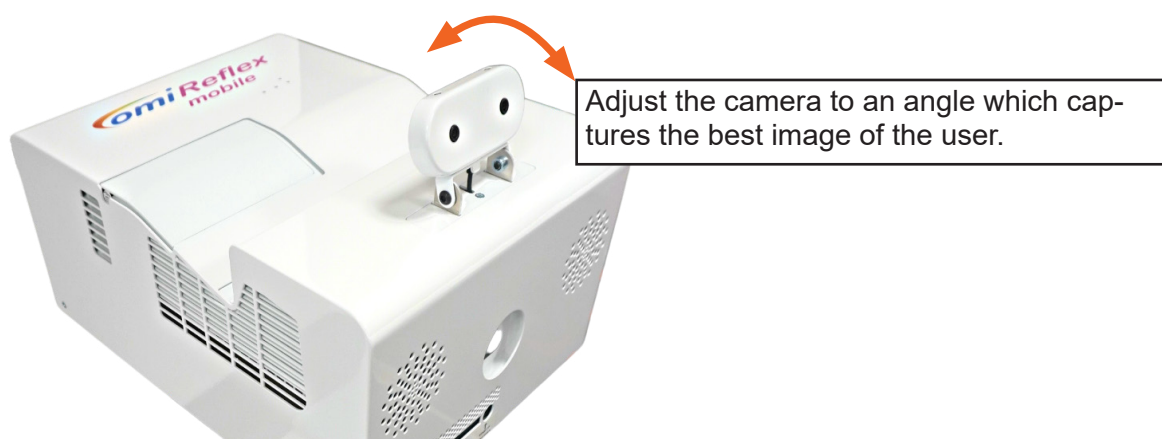3. The system is now ready to use, Navigate the menu using the remote control. (See page 6)

Turning OFF

1. Double-Press the same red button at the end of the remote control.
2. The projector will shut down and return to stand-by mode.
3. **Please do not attempt to turn the system back on again for at least 2mins**

Adjusting the omiSky camera

The omiSky camera has a small amount of angular adjustment to account for the depth available in the room and in order to capture as much of the user as possible.

omiReflex remote control

Menu / select

To startup and shutdown the system, click both buttons at the same time.

Activity navigation

Interaction

Volume Up / Down

The Navigation Buttons

Use the **up/down** and **left/right arrow buttons** on the remote to highlight objects within the Main Menu.

Use the **OK button** to Select an item.

Selecting a Folder will open that folder.

Selecting a Back Arrow will browse out of that folder

Selecting an Activity will run that specific Activity

Note: Use the **OK button** to exit an Activity and return to the Main Menu

Once an Activity is running, use the **up/down arrow buttons** to control:
- the speed of return of pictures or objects in wipe or scatter
- the speed of objects in splat
- the delay between questions in quiz or return delay in tunes
- the speed of the fish in Water etc.

E.g. Fish in WATER effect, Berries, Eggs, Bubbles or Paint balls in SPLAT Effect.

Start-up / shutdown

The **omiSky** remote is identical in functionality as the omiReflex install, with a power button on the top edge of the controller.
Double clicking the button will power up and power down the omiSky system.

The Volume Buttons

Use the **+ and - buttons** to adjust the volume (operates in the same way as a TV remote)
The current volume will display briefly as a numerical slider in the top left corner of your interactive display.

The Freeze or Stand-by Button

When in the Main Menu, this button enables and disables system stand-by mode. (See Page 12)
When running an activity, this button Disables and Enables interaction.
Eg. In Wipe it allows the original image to fully return uninterrupted before a second image in a sequence can be revealed.

The Activity Main Menu Explained

This is the main Activity Menu displayed on system start up:

The current folder is highlighted/enlarged Eg. 'Reflex 2021 XGA'

Select OK button on the Remote to open this folder.

Please note that the current folder displayed will vary depending on the activity suite installed with your system.

Opening the selected Activity Suite, "Reflex 2021 XGA" in this example, will then display all of the activities available.

Activity or folder

Discription

Reflex2021 XGA
Description: Click on this to enter folder.
Notes: omiReflex\Reflex2021 XGA

Back

Reflex2021 XGA

Notes

The current folder name is highlighted.
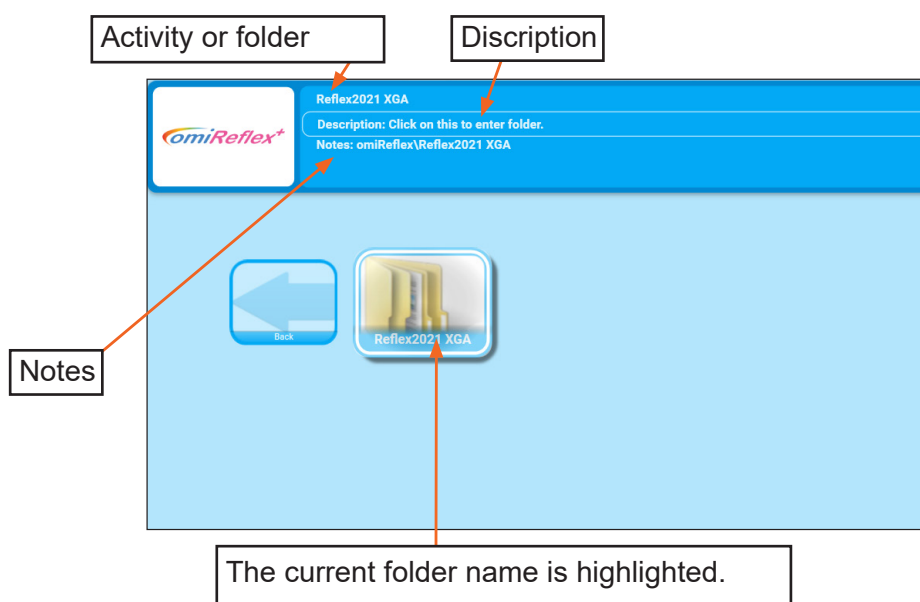
Naming your activities suite folders

Name of the folder currently

Number of activies in the selected
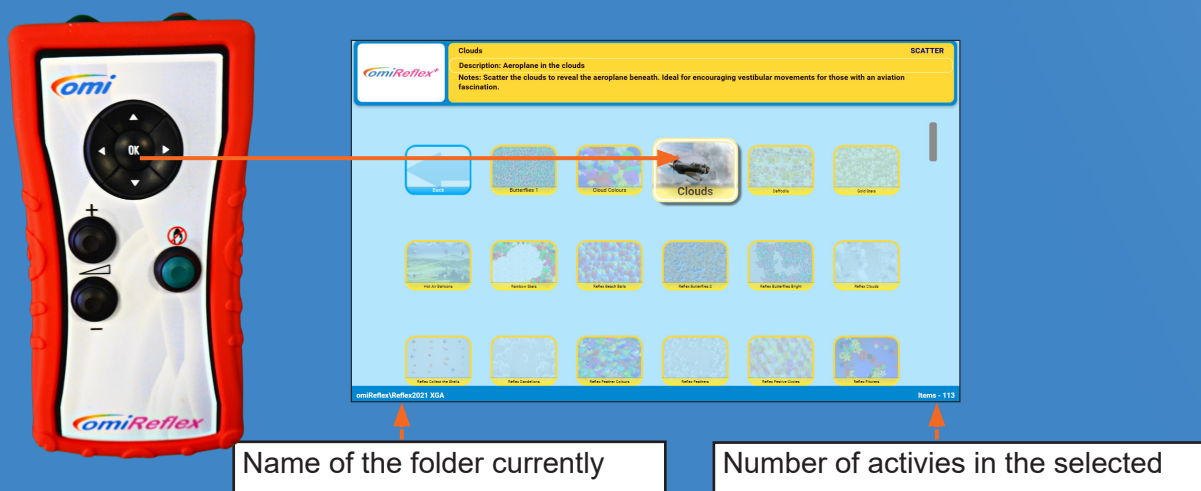
Inside the Activity Suite folders the Activities are displayed alphabetically.

Use the Remote function arrows '**Up**', '**Down**', '**Left**' and '**Right**' to move to each application.

● Each Activity has a name & corresponding notes that will appear at the top of the main menu.
● To select an Activity simply navigate to the Activity you want and press the central 'OK' button.
● A loading screen will appear and a few seconds later the Activity will be ready to use.

Note: By default, all Activities are arranged in alphabetical order.

Using the Remote Control to start an Activity

Use the **Right Arrow** on the Remote to highlight the '**Apple Blossom 1**' Activity.

Press '**OK**' to start this Activity. Starting the activity will run it in "Play mode"

Once the Activity is started the omiReflex loading screen will be briefly displayed.
Wait until the Activity loads before continuing to use the Remote

Type of activity select-
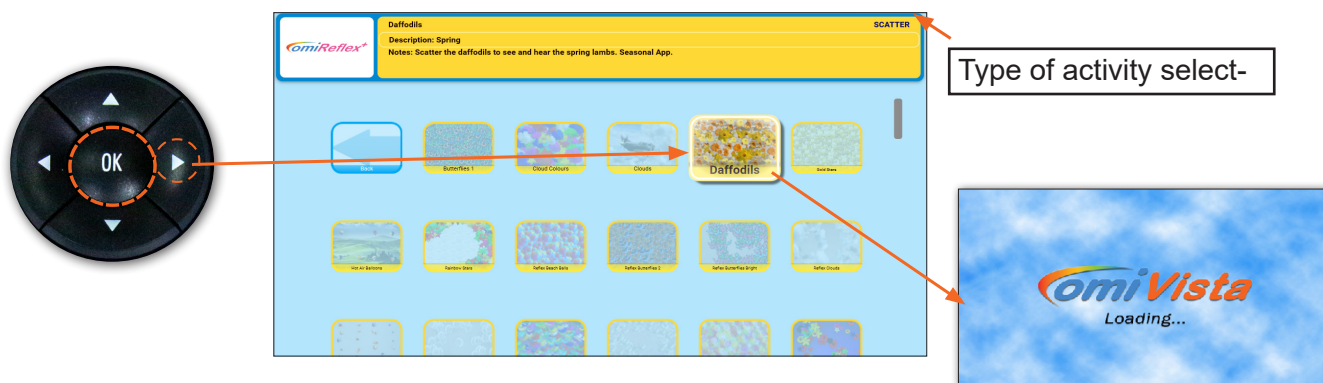
Reflex Activities

Activities that have names starting with **Relfex,** are activities which use the omiReflex's forward facing camera to project the users image onto the wall interacting with the obejcts.

Using the remote control in play mode

Volume Button

Once the Activity is running use the **+** and **– Volume buttons** to adjust the volume, in the Apple Blossoms Activity the garden sounds backing track volume is adjusted.

A numerical volume display will appear in the top left corner of the screen.

The Left/Right Arrow Buttons

When the Activity is in play mode the Remote **arrow buttons** can be used to control the way the Activity performs. This will vary depending on the type of Activity selected.

In Wipe Activities

Using the **left/right arrows** will change either the Fadeback Delay or the Wipe Radius.

Play mode activites settings control.

Left/ right navigation

Up/ down adjust selected setting value.

The feedback delay or wipe radius value will display here.

Fadeback delay : 7

Fadeback Delay is the time in seconds before the original image returns.

Wipe Radius determines how much image is revealed in one wipe action.

The **up/down arrows** on the omiRemote will adjust these values.

Note: The default setting for these settings will work well without any adjustment necessary

The Remote **Arrow Buttons** have different functions depending on the Activity type.

Activity Type	Settings
Splat	Object Speed from 0-10
Scatter	Object Move back Speed Object Sensitivity to movement.
Water	Fish speed 0-20 Fish to swim away/towards

The Remote Freeze button.

The **'Freeze button'** is used to temporarily stop interaction.

When selected it displays a hand inside a red circle. In Wipe activities the **Freeze button** halts the reveal of the second image.

Note: To bring back interactivity simply select 'Freeze button' again.

In **Splat Activities**, objects cannot be splatted.

The **Freeze Button** is particularly useful in **Wipe Activities**. It promotes discussion of an image before hidden objects are found and allows the first image to return uninterrupted so the next image in a sequence can be revealed.

Slowing Down & Speeding Up Moving Objects

The option to adjust the speed of an object enables those with different reaction times to engage at their own level and still achieve.

It often adds to a sense of achievement if a user begins interacting on a slow speed and then gradually increases this speed over time. It also helps develop reflexes and observation skills which can spill over into other aspects of daily life.

The **Object Speed** will be numerically displayed in the top left corner of your screen 0-10 with 0 being 'barely moving at all' to 10 'moving very fast'

Use the **up/down navigation buttons**. A numeric display will appear top left of the screen to indicate the speed of objects before the original image will re-appear.

Please note that the function responds differently according to the effect. (See page 9)

Delaying the Return of The First Image in Wipe

Delaying the return of the original image **(Feedback Delay)** allows the revealed image to remain in view longer. This can aid a sense of achievement and allow for greater discussion opportunities.

As above use the **up/down navigation buttons**. A numeric display will appear top left of the screen to indicate the number of seconds delay before the original image will re-appear.

Delaying the Return of Scattered Images in Scatter

Delaying the return of the scattered images allows the revealed image to remain in view longer. This can aid sense of achievement and allow for greater discussion opportunities.

As above use the **up/down arrows** on the navigation control. A numeric display will appear top left to indicate the number of seconds delay before the scattered objects cover the background image.

Delaying the return of these clouds allows the station scene to be enjoyed longer.

'Freezing' the Action

Freezing the action temporarily disables interaction.
E.g. Allowing time to point at/discuss a quiz question before the answer is revealed, to discuss where hidden objects may be in an image before finding them, to allow a Wipe image to return, without interruption (so the next image in a sequence can be revealed) or to simply pause interactivity in a '**Splat**' game part way through.

In **Quiz Activities**, the Freeze button is particularly useful because it gives quizzers time to point at/consider all possible answers before the correct answer is revealed.

In **Wipe sequence Activities**, the Freeze button is particularly useful for allowing an image to recover (without movements interrupting the return) so the next image in a sequence of background images can be revealed beneath the wipe image.

Using Standby Mode

The standby mode function allows the user to temporarily blank the screen and disable all the buttons on the remote.

In order to enter standby mode from any menu screen press the '**Freeze interaction**' button on the Remote. To return to the menu press the '**Freeze interaction**' button again.

Note: *Only use standby mode as a momentary freeze session function, not as means of turning the omiReflex system off.*
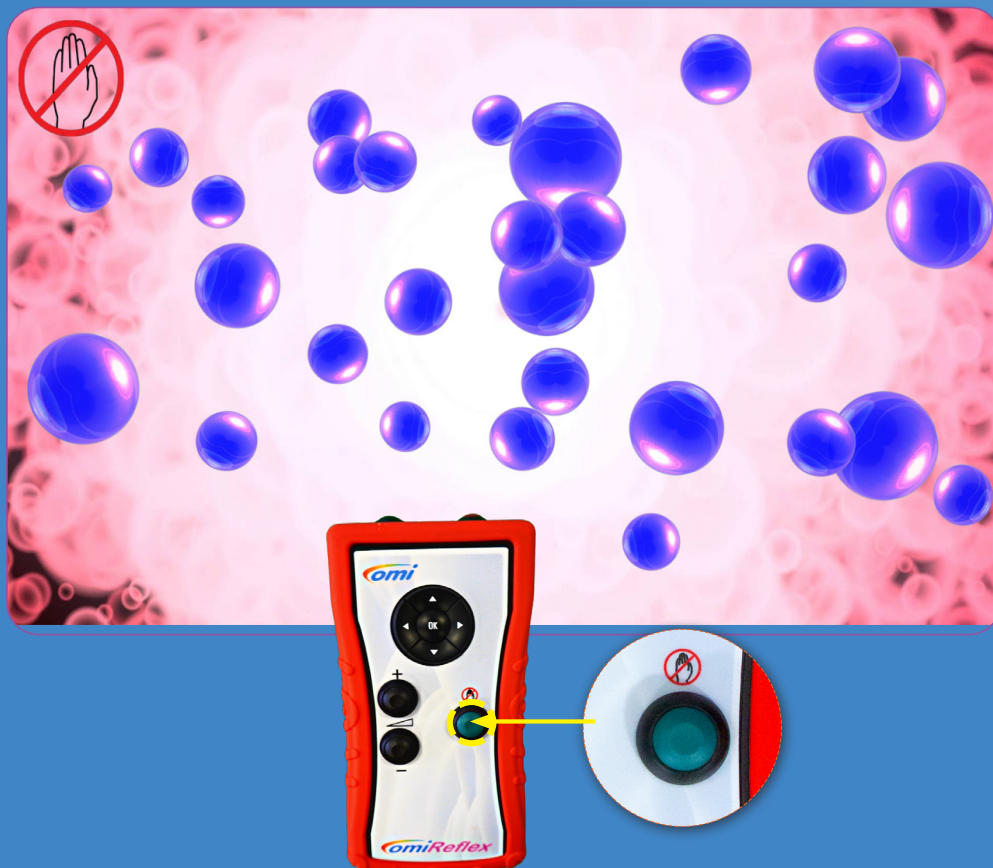
omiReflex and omiSky suite

This suite has been designed for all adults in care, to encourage social participation, maintain cognitive thought, promote physical welfare and enhance emotional wellbeing. It is a powerful tool for inclusivity and has the potential to have a transformative effect on those in your care if used effectively.

Key Notes on using the Older Care Suite

Firstly, it is important to remember that this system has been bought for those in your care. When used imaginatively it can be a powerful tool for maintaining social skills, encouraging discussion and stimulating physical coordination/mental agility as well as supporting emotional well-being.

It is vital that those using the system are able to:

✓ Access it in a safe, comfortable space

✓ Be encouraged to use it as independently as possible

✓ Interact without striking the surface (so movements don't harm the hands/arms)

✓ Be given equal opportunities to interact, regardless of ability or vocal strength

✓ Explore the content at their own pace.
(without staff revealing too much too soon or 'doing' it for them).

Introducing the System/Assessing Progress

Knowing those in your care will inform you're the best way to introduce the system. Perhaps an interest or hobby would be a good starting point, a favourite piece of music, colouring scenes from nature, a trip to the seaside. Sometimes it is the mental or physical challenge that can be the hook, or the opportunity to share a fun game with peers or family again.

Introducing the System/Assessing Progress (continued)

Many Activities are designed to be introduced slowly so that interaction can develop/increase over time. Some of the Splat Activities have increasing numbers of objects so that users can improve their response/reaction times. The speed of the objects can be controlled using the up/down buttons on the remote so that objects can be slowed for those with slower reflexes and increased in speed when necessary.

Assessing progress requires staff noting/being aware of social communication/cognition/ physical dexterity of individuals before they begin use of the system. Progress can include anything from smiling again to developing reflexes, joining in social conversation, spontaneously singing along to the music or recalling a memory from their past.

Eg. Playing the Blackpool ice cream catch game unlocked a memory for one lady with dementia who surprised staff by recalling a visit to her Grandad's biscuit factory in Blackpool as a child. A memory that then opened up further conversations about childhood holidays.

"The Older Care Suite is a treasure trove of different 'visual/aural keys' that can enable memories and abilities to be unlocked as well as opening a virtual window for those who "The Older Care Suite is a treasure trove of different 'visual/aural keys' that can enable memories and abilities to be unlocked as well as opening a virtual window for those who have become withdrawn and isolated. Actively playing with colourful images enables staff and residents to interact together without the pressure to make small talk.
It transports imaginations whilst removing a sense of 'us and them'"

Planning Sessions

A well-planned session should be centred around the needs and interests of the participants with aims that will support their ongoing care plan.

With a little planning it is possible to pre-select Activities that will appeal to a particular group or simply explore a relevant topic or theme, A reminiscence activity that explores the sweet shops of their childhood would be even more effective if a few of those traditional sweets were brought in to touch, taste and smell. Keeping equipment like balls/beanbags/batons nearby will enable the activities to be varied and more inclusive for those who maybe aren't as dexterous.

Remember: Using the Activity with certain goals in mind will always make the sessions more focused and the transformative effect more measurable.

Enjoying a shared activity is an achievement in itself for an individual who often struggles to

The CSEN and ASN sensory suite

This suite has been designed for young people with additional needs to encourage social participation, improve cognitive thought, promote physical welfare and enhance emotional wellbeing. It is a powerful tool for inclusivity with the potential to transform the educational environment.

Key Notes on using the CSEN and ASN Sensory Suite

It is important to remember that this system has been bought to benefit those you teach/support. When used imaginatively it can be a powerful tool for maximising all aspects of learning.

It is vital that those using the system are able to:

✓ Access it in a safe, comfortable space
✓ Be supported to make choices and explore the content
✓ Be given equal opportunities to interact, regardless of ability
✓ Experience the content using a variety of activities
✓ Provide sound/speed levels at a surface height that meets personal needs.

Introducing the System/Assessing Progress

Knowing those you support will inform you the best way to introduce the system. Perhaps a topic of interest, a favourite piece of music, colouring scenes from nature, a trip to the seaside. It may be a mental or physical challenge that will appeal most, or the opportunity to share a ball passing activity with friends.

Many Activities are designed to be introduced slowly so that interaction can develop/increase over time. Some of the Splat Activities have increasing numbers of objects so that students can improve their response/reaction times. The speed of the objects can be controlled using the up/down buttons on the remote so that objects can be slowed for those with slower reflexes and increased in speed where necessary.

Assessing progress requires session facilitators to be aware of entry abilities across a range of skills. Monitoring changes in communication/cognition and physical dexterity may include smiling more, coordinating reflexes, joining in social conversation, moving without prompting

Eg. stretching to 'paint' or playing the glockenspiel with a ball or selecting a correct answer from a choice of answers in quiz.
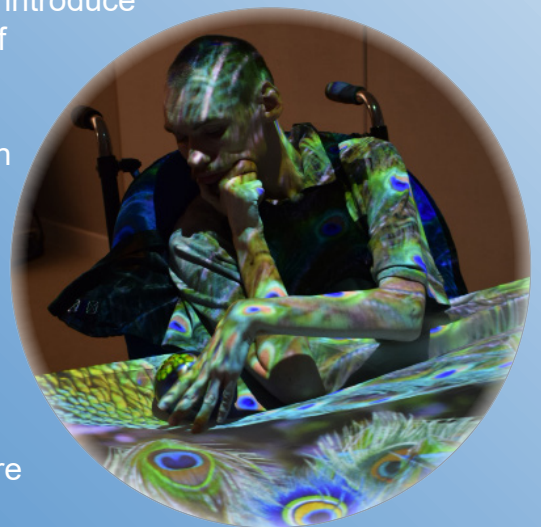
"When Activities are introduced creatively, with motivating activities and effective use of props, the rewards are far reaching."

"The Sensory Suite is a treasure trove of activities designed to engage, stimulate and broaden experiences. From interactive nature scenes to musical instruments the suite unlocks potential in language and communication skills, coordination and physical ability, cognitive and emotional development and independent thinking/self-awareness."

Planning Sessions

A well-planned session should be centred on the needs and interests of the participants with aims that will support their ongoing individual learning plans.

With a little preparation it is possible to pre-select Activities that will appeal to a particular group or help to explore a relevant topic or theme.

Eg. A rock pool activity that explores the sights and sounds of the seashore would be even more atmospheric if a few shells were introduced for touch/tactile feedback or a sea aroma scent for aural stimulation to extend the sensory nature of the activity. Keeping equipment like balls/beanbags/batons nearby will also keep the activities varied making them more inclusive for those who have limited movement.

Remember: Using the Activities with certain goals in mind will always make the sessions more focused and the transformative effect more measurable. Every activity can have any number of aims Eg. The coloured musical tile apps on the floor work well as…

● A throwing beanbag activity - students can name the colour they are aiming for and a successful target hit could perhaps be linked to a matching coloured question or reward.

● A tool to develop aural/vocal awareness - students can echo each note as they step.

● A physio balance/walking activity e.g. to encourage bigger spaced steps across the floor using the bright colours as a guide.

● A direction game –learning positional language e.g. step left/right forwards/backwards

● A way to teach recognition of colours – can you jump on the blue square?   Etc.

Enjoying a shared activity is also an achievement in itself for an individual who often struggles to share personal space with others.

The ability to adjust the settings (and to create your own personalised content - Editable version) enables facilitators to tailor activities so that learning is relevant, task specific and ultimately creates a journey of discovery that is unique for everyone, recognising different learning styles, personalities and abilities.

Types of activities explained

Types of Activities & Their Colours

The menu screen shows each Activity as a screenshot thumbnail (pic) of the Activity in play, with a name and a coloured border surround.

The colour indicates the effect being used and therefore the way the Activity will behave.
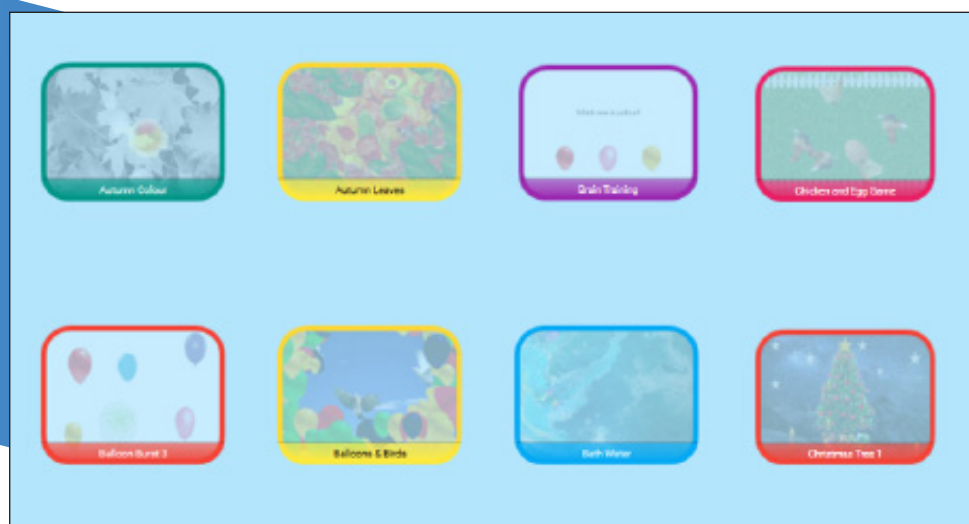
🟩	Green	Wipe Effect
🟨	Yellow	Scatter Effect
🟥	Pink	Splat Effect
🟥	Red	Zones Effect
🟦	Blue	Water Effect
🟩	Light Green	Ball Games Effect (optional)
🟧	Orange	Trail Effect

WIPE ACTIVITIES

Wipe Activities have an image or layers of images that are hidden beneath a top image. When interaction takes place the layer below is gradually revealed.

Eg. Nature discovery activities: Sand is brushed away to reveal buried gems, black/white scenes become full colour, hidden butterflies are revealed in the lavender, shadow pictures are coloured or a video plays behind a still image. Reminiscence apps: black/white pics of an old shop wipe to reveal their familiar products in full colour. In Care, Wipe Activities are good for therapeutic colouring, maintaining observation skills and to encourage movement/discussion/socialisation.

In Sensory Education the Wipe activities also reward movement with colour, encouraging discovery and developing sequencing skills,

SCATTER Activities

An object or multiple objects will move across the surface when movement is detected. Their speed and return can be controlled by the up/down navigation buttons on the remote.

Scatter activities encourage: Finding hidden objects/observation skills Revealing a background image Dispersing objects with sweeping arm movements Creating a virtual 'path' across the surface by using a ball

The Activity notes will guide you. Eg. The Autumn Leaves Activity involves scattering leaves to find little creatures and nuts beneath.

SPLAT Activities

As in Scatter, one or more objects will move over the surface. These objects will transform when interaction takes place.

Eg. A bubble will burst, a balloon pops, a chicken lays an egg, a caterpillar becomes a butterfly etc. In some Activities a pop up visual & aural reward appears when the activity is 'completed'. These apps are ideal for social/cooperation activities. physical stretching & as a fun reflex challenge

ZONES Activities

These Activities have specific zones or areas of interaction, but they are not moving. When interaction takes place, an area will instantly transform.

E.g. A puzzle piece will disappear to reveal part of a picture, a star will shoot across the sky, a fish will jump out of a pond or a chime bar will play & light up on a glockenspiel. These Activities provide a variety of cognitive opportunities including maintaining flexible thinking,

WATER Activities

Water Activities imitate the surface of water with ripples and fish. When interaction takes place, the image will ripple, and fish will react to any movement.

Water Activities include the sea, coral reefs, sandy pools, rivers, puddles, rock pools and reflections. The sights and sounds of water can transport users to a place that's very calming and rewarding. All are good for creating a sense of place and for gentle sensory relaxation but be aware some users may find it disorientating.

TRAIL Activities

An object or multiple objects that will follow your motion in a trail across the surface.

Their scale, growth, hold and fade time can be controlled by the navigation buttons on the remote.

Trail activities encourage: Filling an area with objects, covering a background image and creating a virtual 'path' across the surface. Use a ball and watch objects pop up after the ball.

This effect is great for gross motor movement, team working and visual response.
See the activity notes for details.

BALL GAMES Activities (OPTIONAL)

These Activities mimic traditional field and table games:

- Air Hockey
- Basketball
- Beach Ball
- Football
- Rugby/American Football

The ball (or puck) will move across the surface when movement is detected. There are options to play competitively with goals and scores or to simply practice passing the ball across the interactive area. Their speed and force (drag) can be controlled by the up/down, left/right navigation buttons on the remote.

These Activities are a great way to engage users in a variety of physical coordination activities using sweeping arms and leg kicks. With options to play individually, in teams or in pairs they also offer many opportunities for social participation, shared enjoyment and a sense of achievement.

Reflex Coconut Smash

Reflex Activities

Activities that have names starting with **Reflex**, are activities which use the omiReflex's forward facing camera to project the users image onto the wall interacting with the obejcts.
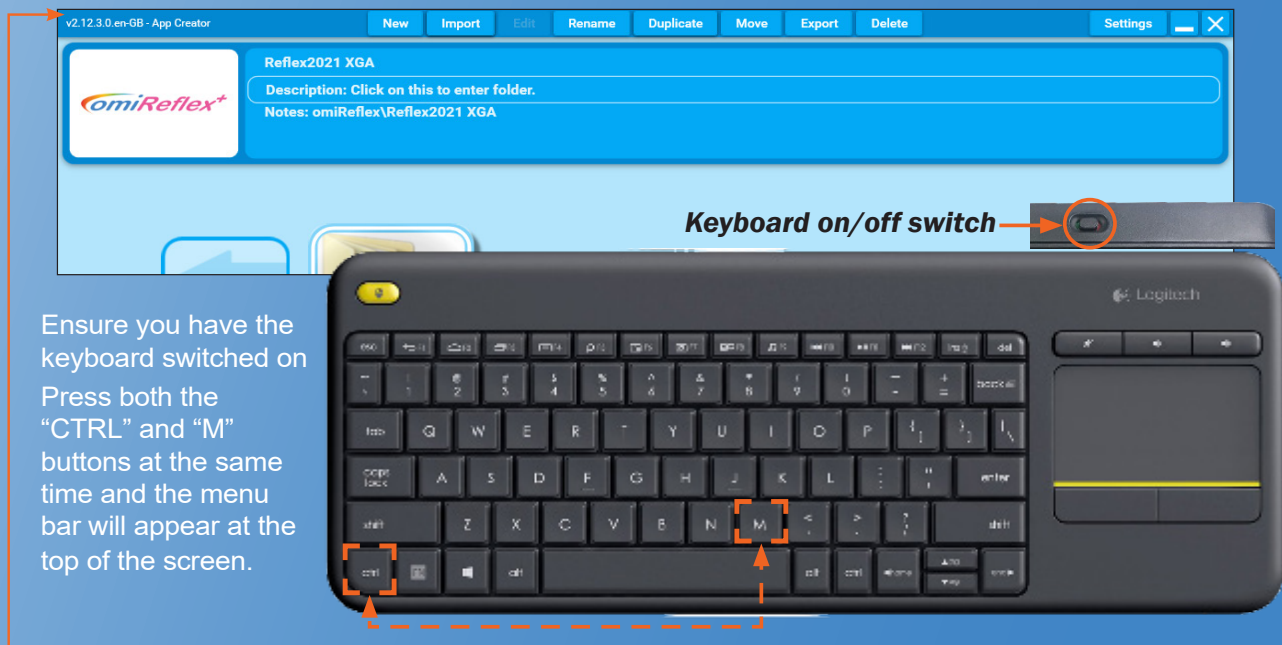
Section 2
Content Editing and Creation

This section of the user manual is a guide to editing the omiReflex system and assumes you are familiar and fluent with all the basic features of the system covered in Section 1.

There are many reasons for wanting to create new Activities or adapt existing content for the omiReflex system but generally the purpose is to make content that is more tailored or personal to those in your care. Using your own images and music can really help users to connect with the activity, engaging them on a deeper level and holding their attention for longer.

If you want to change the images, music or create your own Activities you will need to have access to an Editable system. If you have bought a Non-Editable system and would like to upgrade to an Editable, then please contact the OMi team to find out how easy it is on **01442 215 555**.

Getting Started With The Keyboard

Keyboard on/off switch

Ensure you have the keyboard switched on

Press both the "CTRL" and "M" buttons at the same time and the menu bar will appear at the top of the screen.

Once the system is turned on and ready to be used, locate the keyboard and make sure it is turned on. There is a small on/off switch on the back edge of the keyboard.

Once the keyboard is on you can begin to Edit. If you have an Application running use the ENTER or ESCAPE key to return to the main menu. The screen will show the grid of Activities and Folders.

To see the Toolbar Menu, use the keyboard to press/hold CTRL key followed by the letter M (for Menu)

You should now see a mouse cursor and a Toolbar Menu at the top of the screen with the Tab options.

Quick Hint:

Ctrl M from Menu Screen to show/hide Toolbar

Editable or Non-Editable Systems

If your system is "Editable" (with a + as part of the product code) your Toolbar Menu will be:

If your system is "Non-Editable" (without a + in the product code) your Toolbar Menu will be:

This will depend on which type of license was purchased with your omiReflex system.

If you want to change the images, music or create your own Activities you will need to have access to an Editable system. If you have bought a Non-Editable system and would like to upgrade to an Editable, then please contact the OMi team to find out how easy it is on 01442 215 555.

If your system is owned by a group there is also the option to purchase an Applicator Creator License with dedicated software for a PC, so applications can be made centrally and shared with the non-Editable systems in your group.

When you want to exit the Toolbar Menu simply press/hold **CTRL & M** again.

Non-Editable System Options

The non-Editable system has a limited number of features enabled so that users can manage the layout and presentation of their Activities (Content) and can Import new content created on other omiReflex (Editable) systems.

If your systems provider has purchased an Application Creator License, they will be able to create new Activities on their PC using the dedicated software and share them with you and any other homes/ centres that have also purchased an omiReflex system.

The following features are available within a non-Editable system.

- **New** – Folder only   See Page 22
- **Import** - Application or Folder   See Page 22
- **Rename** - Application or Folder   See Page 23
- **Duplicate** - Application or Folder   See Page 23
- **Move** - Application or Folder   See Page 24
- **Delete** - Application or Folder   See Page 24
- **Settings** - Application   See Page 56
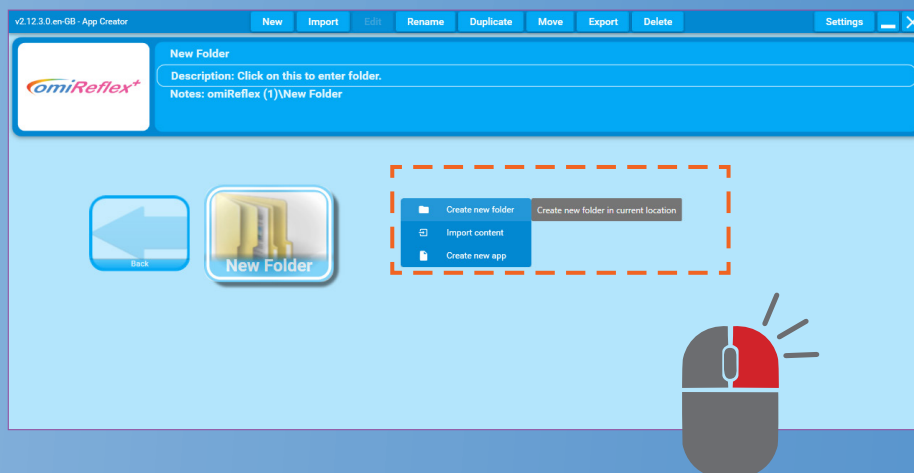
Editable System Menu Options

New

The '**New**' menu option allows you to create either a new folder for keeping activities or new activities.
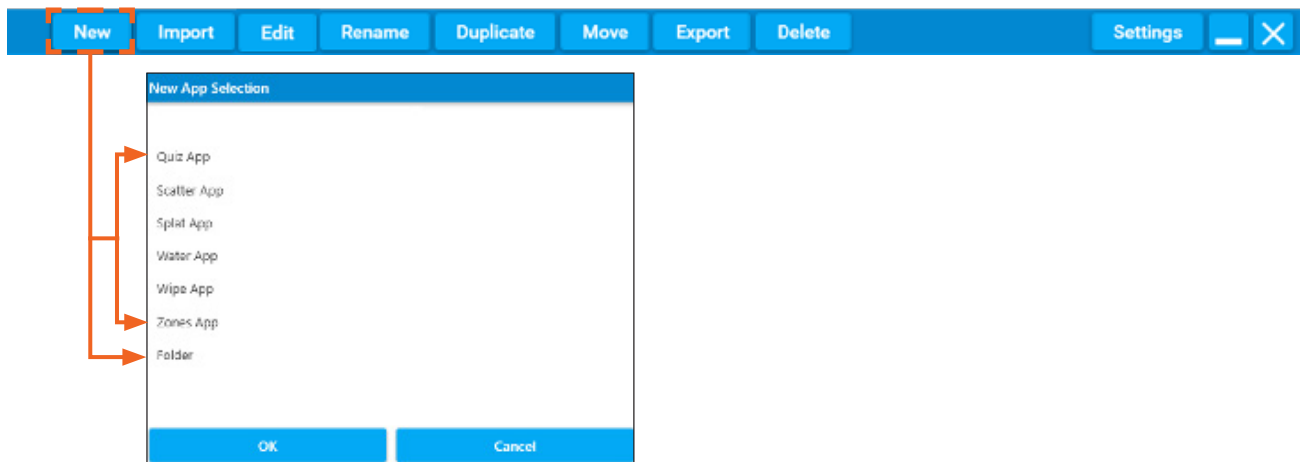

Non-Editable New Folder

To create a New Folder using a Non-Editable system, browse to the location you wish to create your new folder, right click the background and select **"Create New Folder"**.


Import

The '**Import**' menu option allows you to load new complete activities or folders of ACTIVITIES from other omiReflex systems. This might be from OM Interactive, your systems administrator or from other creative omiReflex users.
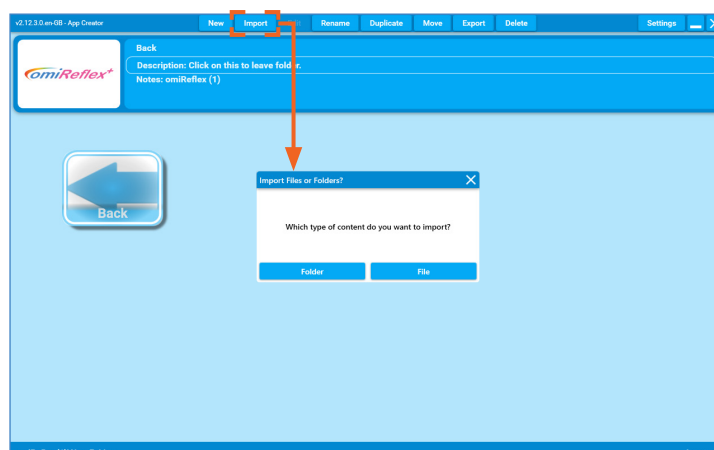
Edit

The '**Edit**' menu option allows you to change all the images, sounds and behaviour settings of the activity that is highlighted. See page 27 for an introduction to editing all applications.
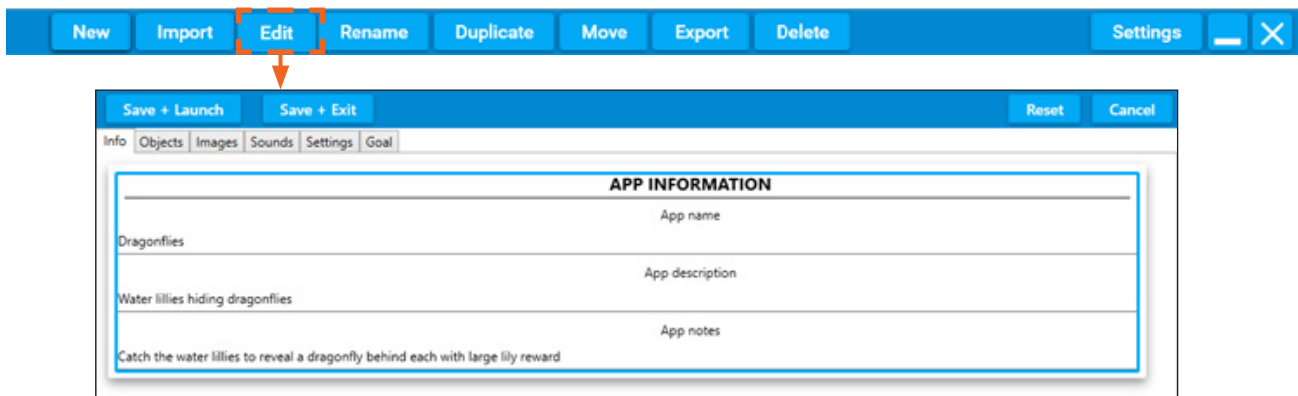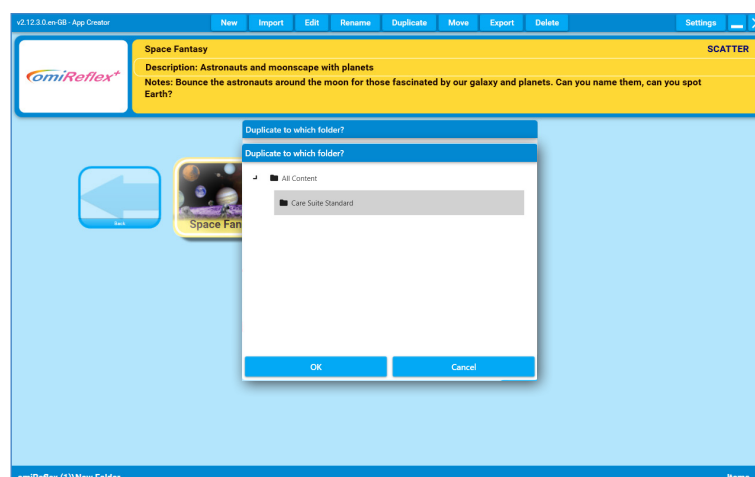

Rename

The '**Rename**' menu option allows you to change the name of the activity or folder that is highlighted.
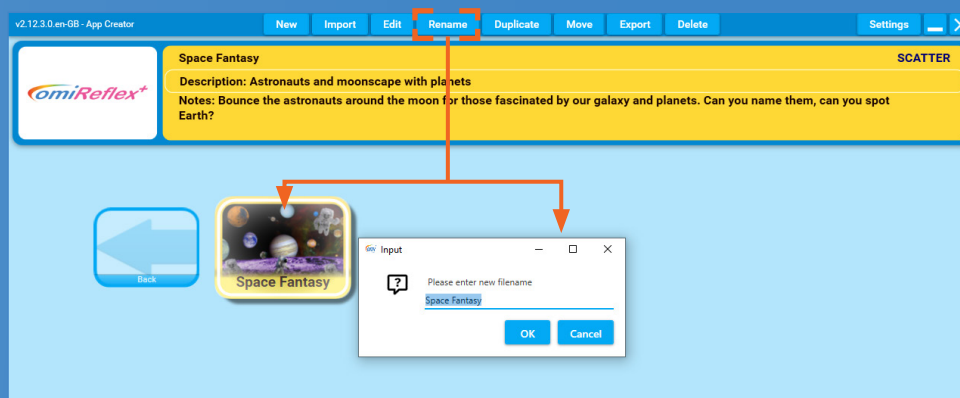
Duplicate

The '**Duplicate**' menu option allows you to make a duplicate copy of the activity or folder that is highlighted and save it in a different folder.

Move

The '**Move**' menu option allows you to change the folder location of the activities or folder that is highlighted to a different folder location.
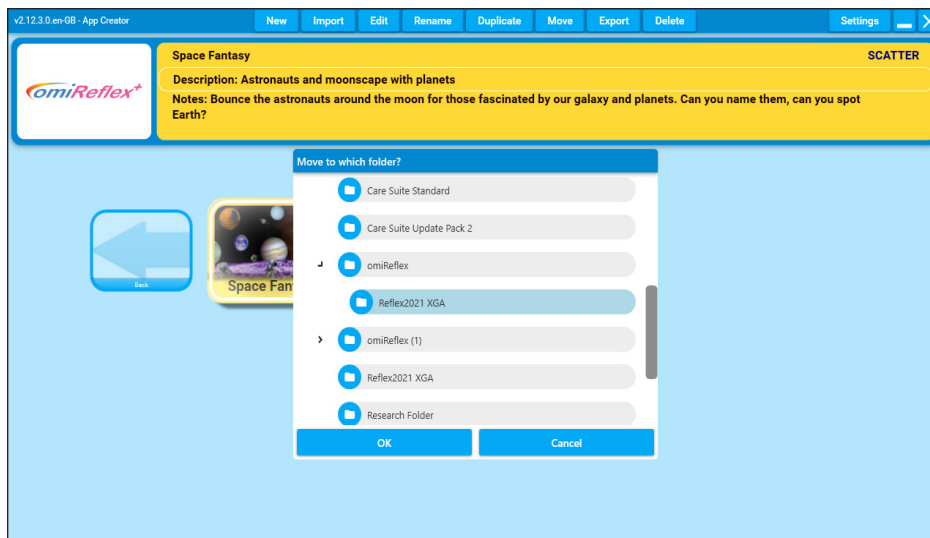
Export

The **Export** Menu option allows you to copy on to a memory stick the activities, or folders of activities that are highlighted. These ".omiapp" files can then be imported on to another omiReflex system. An Export of your content is also a backup of your data.

Quick Hint:

Hold down **Shift** to click and select multiple items to Export.
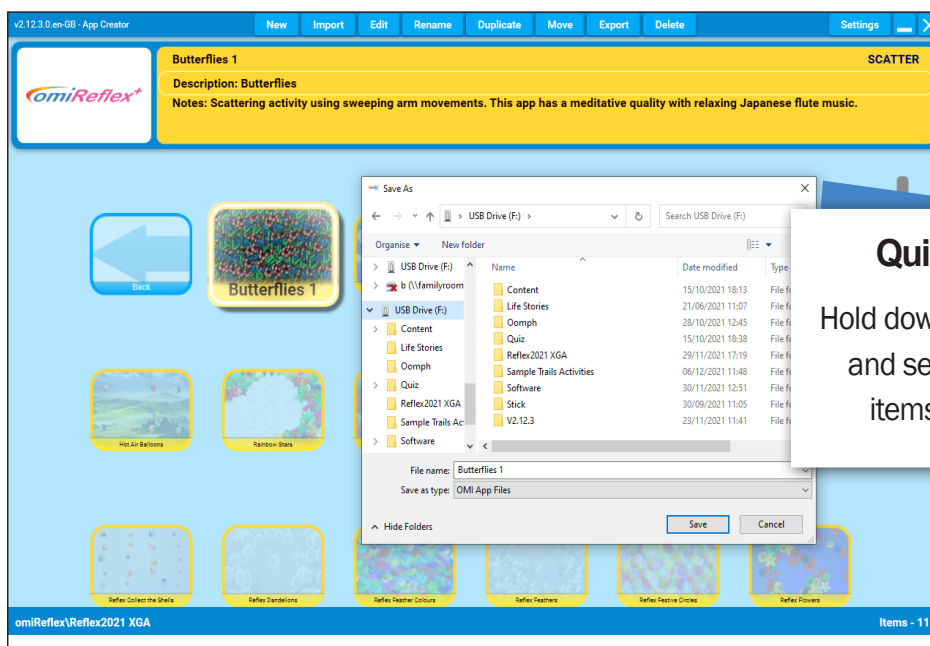
Delete

The '**Delete**' menu option allows you to delete the activity or folder of activity that is highlighted. This action cannot be undone or reversed.

Quick Hint:

Do an "**Export**" of any content you wish to delete **BEFORE** you delete it

Organising Activities into Folders

It is very easy to create new folders and to make duplicates of Activities to go in them. A folder can be made for every individual user, containing all their favourite Activities, as well as new ones created with their own images, photos and music. This way a Folder can act as a 'personal playlist'.
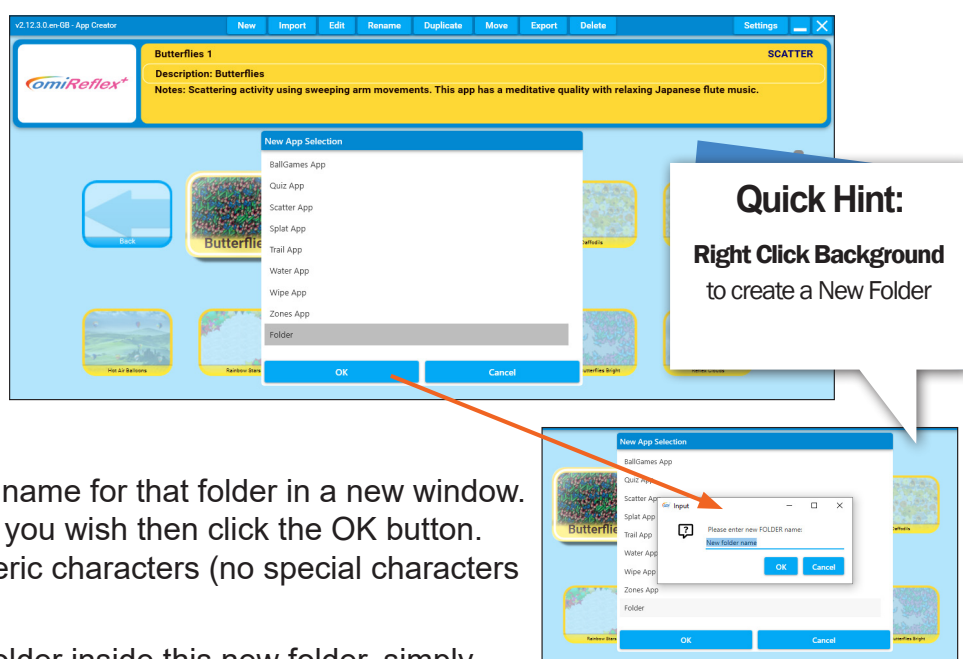
How to Create a New Folder

Firstly, decide where you would like this Folder to be.
It can exist on the main menu screen or can be created inside an existing folder.
It might be helpful to consider creating a Group Folder first then create individual folders within it. This way all personal folders are all stored in the same place.

From the **Edit Menu** toolbar select '**NEW**' or Right-Click the background and select "**Create New Folder**"

A new window will pop up. From the dropdown list titled 'New App Selection' highlight and click "Folder" (it will turn dark grey) then click the blue button '**OK**.'

Quick Hint:

Right Click Background
to create a New Folder

It will now ask you for a name for that folder in a new window. You can type any name you wish then click the OK button. NB Only use alphanumeric characters (no special characters or symbols)

If you wish to create a folder inside this new folder, simply double click on the folder you want to be inside. Once opened you can repeat the process as above and make a new folder and name it.

Click **New** again then **Folder** then **OK** and type in a new name.

You can do this as many times as you want and create as many folders within folders as you wish. It's a good idea to discuss with your team how you would like to organise/name these folders i.e. by Facilitator/Teacher/Carer, Group, Personal names.

Moving Folders

If you want to move a Folder, simply click on the Folder then click the MOVE button on the menu toolbar.

A dropdown menu will show you a list of all the Content/Folders on the system.

Simply highlight one to select it & click OK.

Tutorial 1: Introduction to edit mode

This tutorial will cover duplicating a preinstalled Scatter Activity, to create a new activity. Changing the background image and background music from either the examples provided with the system or using your own images from a USB stick.

Changing the Background Image

NB: It's always best to Duplicate an existing Activity in order to create a brand new one because all the settings are done for you. This also avoid making unwanted changes to the first copy of the Activity.

Creating a new Activity to edit

Open a Folder that contains an Activity you'd like to change.

We will be using the activity **Hot Air Balloons** as an example throughout the tutorial. duplicating the Activity to create a new activity and then changing the background image and music.

Select **Ctrl + M** on the keyboard to display the Menu Bar.

The menu tabs will appear along the top of the screen:

Select **DUPLICATE**

This will open the **Duplicate to Which Folder** Menu. Select the Folder where you want the duplicated Activity to appear. (NB The bottom left of the screen will indicate which folder you are currently in).

The New Activity will appear in the Folder you have selected with the name '**Hot Air Balloons (1)**'
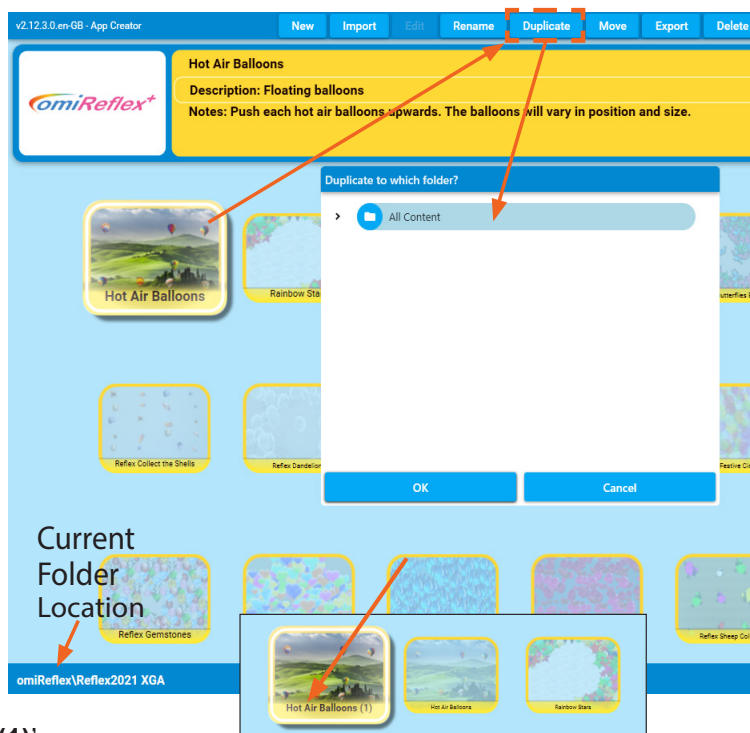
Editing the new Activity to change settings

Now select the EDIT tab from the menu bar along the top of the screen.
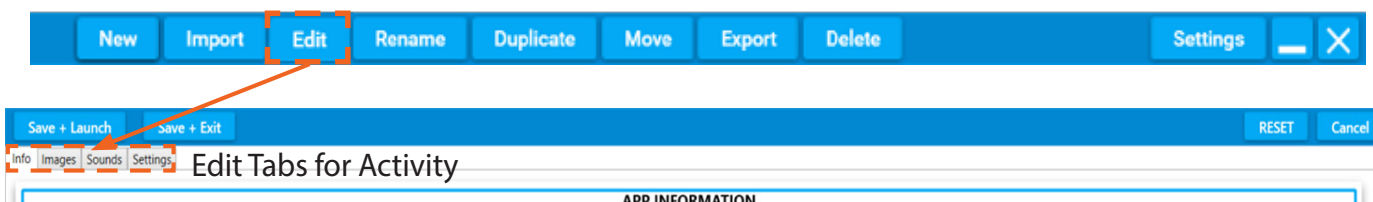
This will open the Editing screen for the selected Activity

Below the blue toolbar are the Four Editing Tabs.

In Scatter type Activities the Editing Tabs are: Information, Images, Sounds, Settings

Editing App Information

The first screen of edit settings displays the App Information for the selected Activity

App Name: Here you can type a new name for your Activity e.g. **Hot Air Balloon 2**

App Description: Here you can describe the Activity e.g. Seasonal Cherry Trees and Leaves

App Notes: Use this field to write helpful notes about the purpose of the Application, how best to use it: E.g. Effective for coordination when used with a ball

The second editing tab is IMAGES

Editing Object Image

Object image is on the left of the screen This displays the .png image or images that move around over the surface of the Scatter Activity.

In the selected **Hot Air Balloons 1** Activity there are 4 different leaf.png object images displayed alongside a small thumbnail. We can add additional Object images to an activity if required, but in this tutorial we will not be adding or changing the Object images. If you want to add new images simply click Add new image and select a .png type image

Editing the Background Image

Background image settings are on the right of the screen.

You will see the name of the current background image. '\Images\Background Images\ **Tuscan Fields 1** and a small thumbnail preview image.

Understanding Type of Images

Images can be used differently depending on the image file format .png or .jpg

.png these images can be cut-out and used as image objects in scatter activities for example

.jpg these images are more common, and can be used as background images or wipe images

Using a New Image from the OMI Library

Select the '**Choose image or video**' button at the bottom of the Background Image settings.

The library of images will open in a new screen (the background will be greyed out)

This is a list of .jpeg images in alphabetical order.

To scroll through the list, click on the grey dot slider in the far right hand corner and hold the keyboard mouse pad to slide it down.

When you see an image you like simply hover over it (so it's highlighted) and click the **ACCEPT** button bottom left.
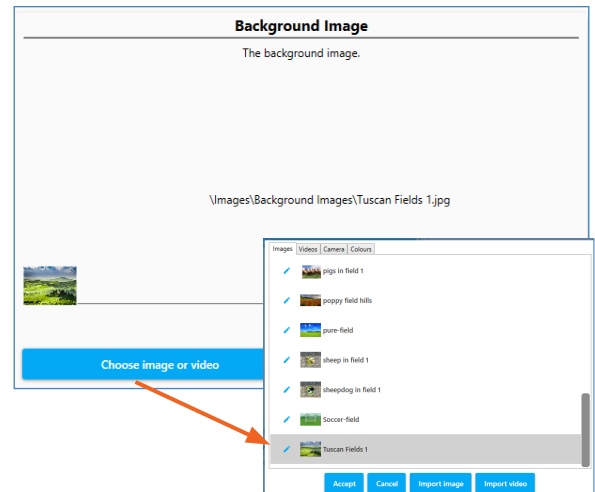
To use one of your own Background Images

If you wanted to use one of your own landscape images then ignore the library list and click the **IMPORT IMAGE** blue button at the bottom of the pop up window.

Insert your **USB stick** into the side of your omiReflex system & double click on it to open its contents and select the image you want.

Once you have clicked on the image simply click **ACCEPT** and the image will be automatically loaded into your Activity.

Select **SAVE + LAUNCH** from the top blue Menu Bar to preview your Activity with the new background image:

Once you close this previewed Activity it will return you to the Edit screen.

If you are happy with your changes simply click '**SAVE+EXIT**' to finish and save.

This will return you to your main Activities screen.

The first time you 'play' your new Activity a thumbnail icon will be created for your Applications menu.

If you want to change this thumbnail icon at any time simply click **CTRL & 'P'** when the Application is in play to take a new screenshot.
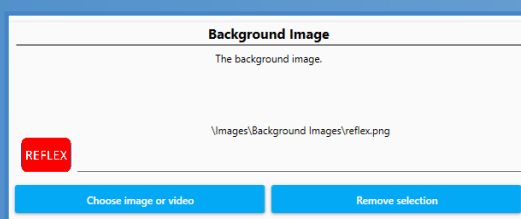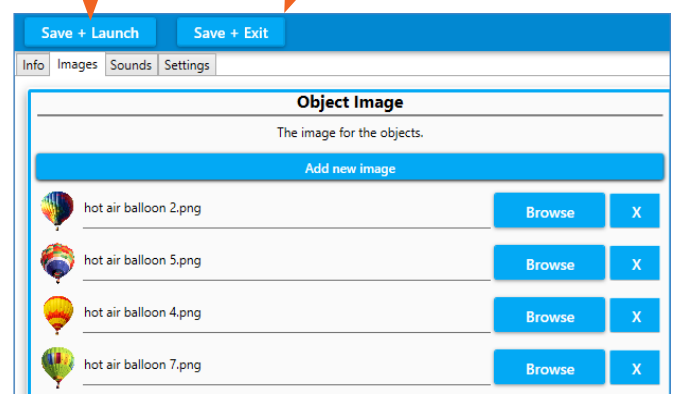
To come out of Edit mode simply hold down CTRL + M on the keyboard.

Quick Hint:

start typing to display the text search field while in the image library

Save + Launch to preview new activity

Save + Exit to save and return to the main screen

---

Reflex camera background image

the omiReflex system can generate a background image using the forward facing camera, this allows the images of the user to be displayed on the wall interacting with the activity. Activities making use of the forward facing reflex camera will display a red reflex icon.

Setting the Reflex camera as the background

When creating or editing activities for the omiReflex system, the forward facing camera can be used to capture the users image and project it as part of the diplayed activity.
The relflex camera can be selected as the background image by clicking on the background image option in the image settings, from there find the camera tab, and select the reflex option. The red reflex icon is displayed when the front facing camera is selected.
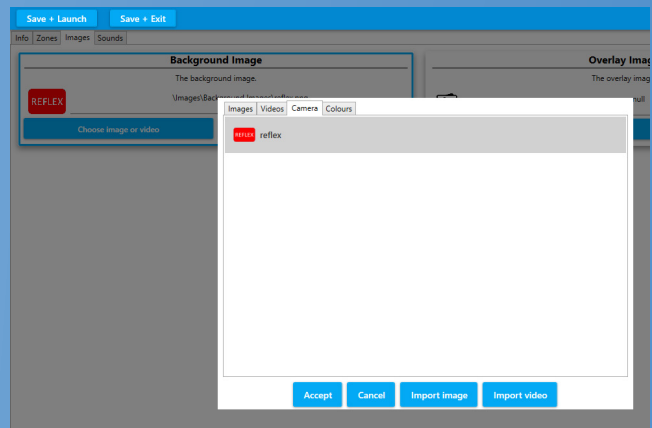
Changing the Music

The background music or sound effects used in any Activity have a huge impact on how tit is received. Changing a piece of lively 'sing-along' music to something more meditational or nature inspired or vice versa will change the whole feel of an Activity and can transform the responses from those using the system. Music is known to reach people in a way that nothing else can, so using personal music to encourage participation is particularly effective.

Access the Edit Menu Bar as before holding **CTRL + M** on your keyboard.

Make sure the Activity you want to edit is selected (it will look larger and highlighted)

Note: The safest way to do this is to **DUPLICATE** the Activity you want to edit so that you end up with two versions of the same Activity with different music.

Now select **EDIT** from the Edit Menu toolbar.

Click on the **SOUNDS** tab to display all the sounds settings for the selected Activity.
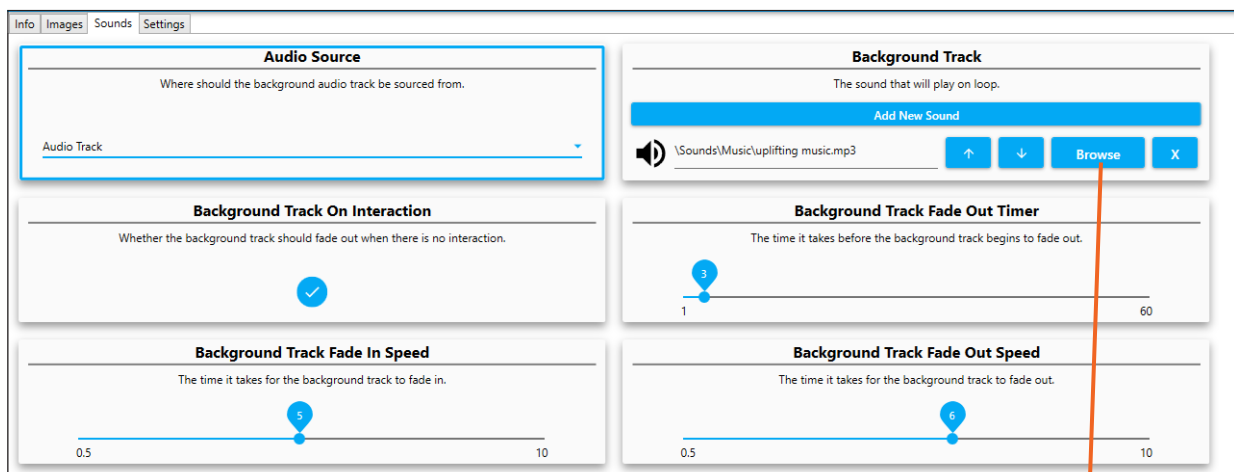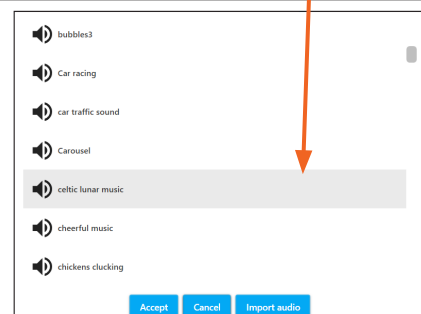
Here you control everything to do with how the background music plays.

The top right box is the **BACKGROUND TRACK** currently selected.

You will see the name of the track.

Click on the blue button to **BROWSE** for a new track.

A window will pop up listing the OMI library of sounds and music.

Here you can scroll down the list of songs by clicking on the grey slider button on the right hand side and holding down the mouse pad on your keyboard.

To listen to a song simply click the preview audio icon next to each title. Once you have chosen a song simply highlight it and click **ACCEPT**. The song will automatically upload to the Activity.

If you wanted to choose your own piece of music from a USB stick. Simply choose the '**IMPORT AUDIO**' button and open your USB stick. Double click to see the contents of your USB stick and select the song you want. It will be uploaded to the library, then simply click **ACCEPT**.

(When a song is imported into the song library it is automatically selected from the list even though you may not see it highlighted)

Once the new background song has been imported to the Application simply **SAVE +EXIT**.

There are some other settings in SOUNDS which don't need to be altered but here's a brief summary of each Sound Setting available on this Edit screen:
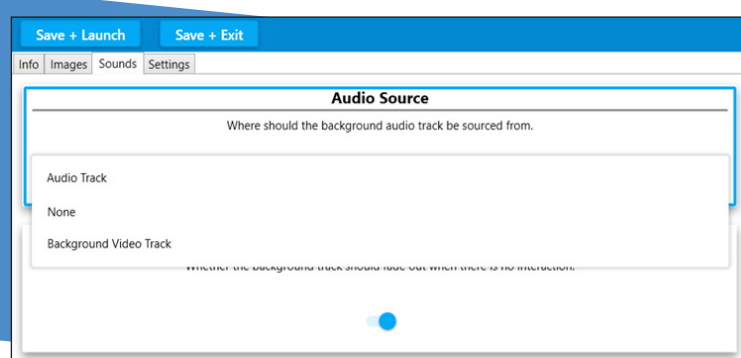
Audio Source

This dropdown menu is only needed if you want to use a video soundtrack as the background track instead of an Audio Track.

Background Track on Interaction

The default setting for this is switched 'ON' which means the background track will only play when someone interacts with the system.

If you wanted the track to play without interaction then this button should be toggled 'off'

Background Track Fade In Speed + Background Track Fade Out Speed

These two slider bars control the number of seconds before a background track fades in or fades out, simply slide them left or right if you want to adjust how the background track behaves.

Background Track Fade Out Timer

This simply dictates how long before the fading out of the music begins.

You can find a selection of helpful video tutorials on the OMi website at
www.omi.uk/video-tutorials/
including a selction of introductory tutorials and tutorials for the different activities.

Making new wipe activities

Wipe Activities are the simplest to create and one of the best ways to personalise content for those in your care. Try using photos, artwork and images with personal significance.

Image Selection

You will need a minimum of two images and a background track.

If you want to make a simple 'colouring activity' then you can use a colour image and simply create a black and white version of it, so that the colour version is revealed beneath.

To create a black and white version of your image either use a colour filter on your phone or change your image in Powerpoint using the dropdown 'Colour' menu under 'Picture Tools Format' and selecting the black and white option. Photoshop is another option, or if you are not familiar with Photoshop the Photos App which is available in Windows is simple to use.

Getting Started

Open your blue Edit menu toolbar as before and **DUPLICATE** a Wipe Activity of your choice. Click on **EDIT** and give it a new name using the App Information tab.
Click **IMAGES** on the grey tab: The first box on the left is the Wipe Image field.

Wipe Image

This is your 'top' image - the image that will be wiped away.

In the top left box simply select the blue button '**Choose image or video**'

This will open the OMI library of images.

To make a very simple Activity you could simply select a plain colour from this library e.g. 'green back'

Once you have chosen (grey highlighted) an image click **ACCEPT**. The chosen image will automatically be loaded into the Application and return you to the IMAGES edit screen.

Using your own Images

If you wanted to import one of your own images then ignore the dropdown list and click '**IMPORT IMAGE**' (3rd button along the bottom of the pop up window) You will need to insert your USB stick of images into your omiReflex system. Double click it to open it and select the image you want to use. Please see notes about image quality/orientation/pixel size on page 54.

ACCEPT will upload this new image into your Application and return you to the Images edit screen.

NB You do not have to hunt for this new image file name in the library, it will be automatically selected once you have imported it (it won't appear highlighted).
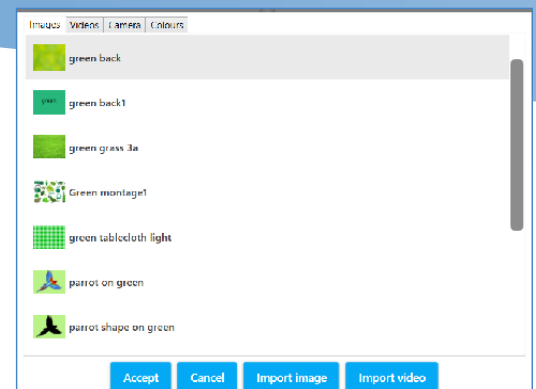
Background Image

This is the image that will be revealed when you wipe.

The Background Images are listed in the box on the right hand side of your screen.

Select the '**Browse**' button to choose a new image and follow the same process as above.

Once you have specified a new background image the Activity is now ready to be tested.

Simply '**SAVE + LAUNCH**' to test it works OK.

On finishing your 'test' you will be returned to the edit screen.

SAVE+EXIT to fully save it in your designated folder.

Creating Colouring Application

Mindful colouring Application are very effective as a tool for sensory stimulation and active calming. Typically they use a black and white scene as the Wipe Image and a colour version of the same image as the Background Image. Use of a paintbrush to encourage the physical movements of painting also works well.

A colouring Applications like 'Apple Blossom' uses a black and white image as the Wipe Image with a colour version of the same image as the Background Image (with some parts of the black/white image removed i.e. no bees until it is coloured)

To create a black and white image see Page 32 re phone filters, Powerpoint or Photoshop options etc.

Once you have your two images you are ready to create a new colouring Application.

Follow the sequence of uploading a Wipe Image & Background image as above.
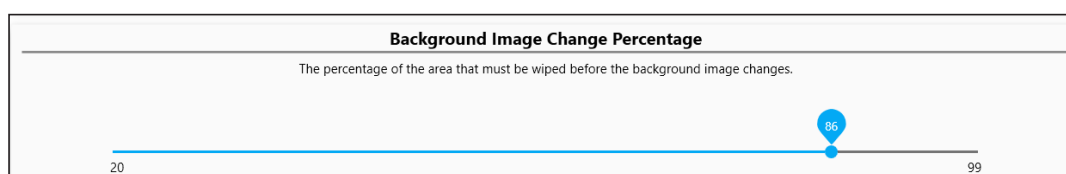
Creating Multiple Background Images

Wipe allows you to have more than one background image to be revealed in a sequence. To add multiple images simply click the '**Add New Image**' button.

The field will appear in red to show it is currently empty 'null'

Follow the same process as before to upload each new image.

NB: In order to see each background image when you return to play mode you must let the original Wipe Image fully return before the second image will be revealed. (The Freeze button on the remote control is very useful for this purpose).original Wipe Image fully return before the second image will be revealed. (The **Freeze button** on the remote control is very useful for this purpose).

One of the other useful variables when working with multiple background images is the **Background Image Change Percentage**. This slider from 1-100 allows you to lower the amount (%) of image that needs to be revealed before the image changes and the next image in the sequence can be revealed.

# Making new scatter activities

A scatter Application can be a great way of motivating someone to engage physically. The action of scattering objects is fairly dynamic and works particularly well with a ball or baton (or wheelchair on the floor). Creating a scatter application that is personal to a group or individual can be very powerful. E.g. A favourite photo covered in rose petals or a favourite pastime or pop group.

Use the keyboard and press **CTRL + M** to access the Edit menu.

Select DUPLICATE to make a copy of a scatter Application that you like.

We have already learnt how to name an Activity & add a Background Image. (see page 27)

For a scatter Activity to work we need an **'Object' image** to 'float' on the surface.
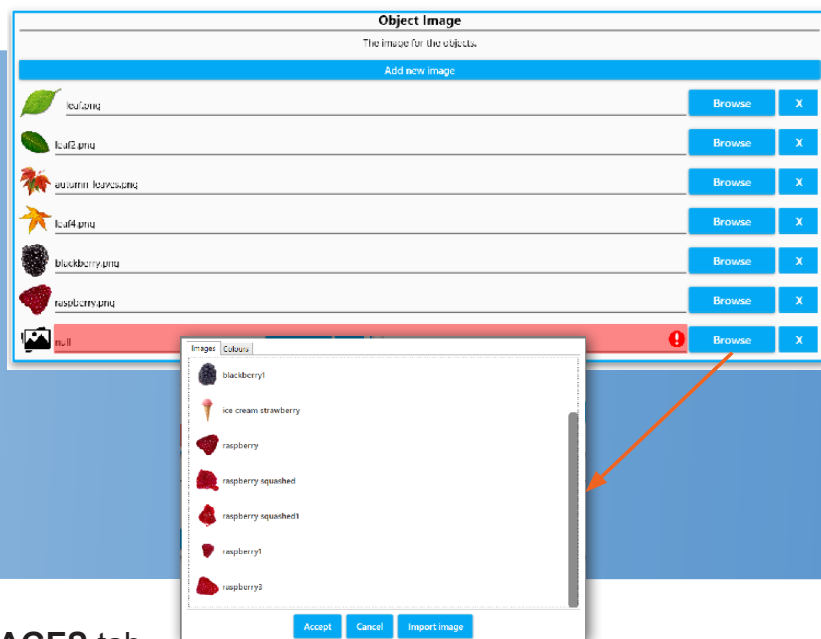
Click on the **IMAGES** tab.

Click **BROWSE** to add a new image from the OMI object library.

Here you can choose from leaves, flowers, balloons, stars, animals etc.

Scroll down through the list using the grey dot right hand slider & keyboard mouse.

Once you have selected an object (.png) image click **ACCEPT** and it will be loaded into the Activity.

At this point you can **SAVE + LAUNCH** to see how well it works before returning to the Edit screen.

Scatter Settings

If you want to change the number or size of objects floating on the surface of the Scatter activity open the grey SETTINGS tab.

The top boxes in both columns dictate the number of object images that will appear on the screen.

The scatter settings that are most commonly used are:

Object Count Wide: How many objects that will be across the screen 1-20 e.g. selecting 1 will mean only 1 object will scatter across the screen

Object Count High: How many objects that will appear top to bottom of the screen 1-20

Object Scale: This determines how large your objects will be

Random Sizes: The objects will be a range of sizes if this is toggled 'on'

Return Delay:: The number of seconds before the objects return (this dynamic can also be controlled
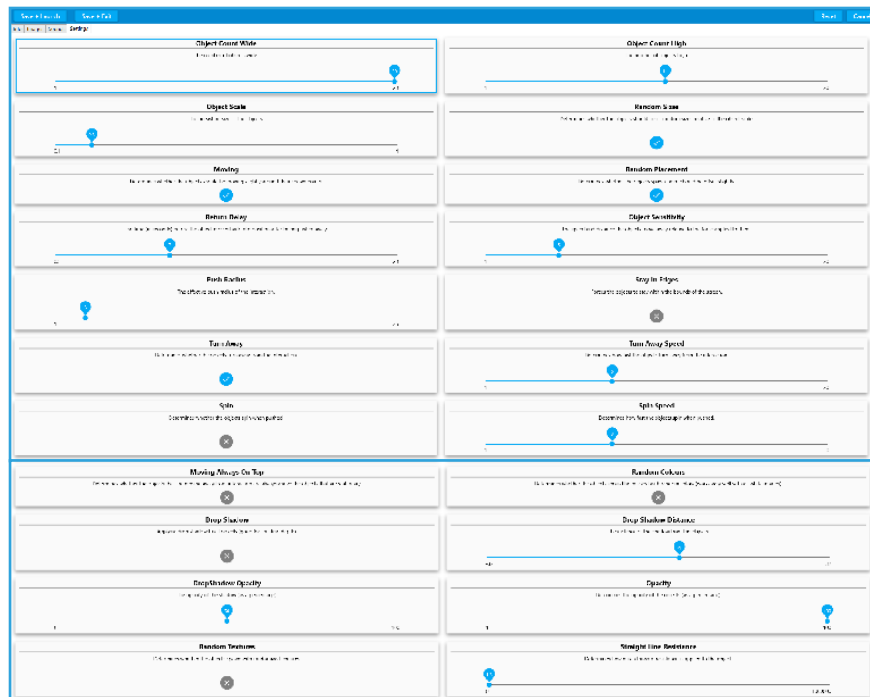
Other settings all fairly self-explanatory and include the ability to make the object:

Spin, Change Colour, Look Transparent, Cast A Shadow, Screen Edge Etc.

Making a change in any field and then clicking '**SAVE+LAUNCH**' allows you to preview the effect of each setting change without committing to save it that way.

The '**Random Colours**' option works best on light objects, creating brightly coloured versions of the object you have selected.

Using Different Multiple Objects (in Scatter & Splat)

Scatter & Splat Activities can be created using one single object image duplicated many times or use a variety of object images.

Eg The identical eggs in the Baking Day Splat Activity or the varied leaf shapes and colours in the Autumn Leaves Application.

To upload more than one object image simply click 'Add new image' and load another object from the library of png images or from your own USB stick.

PNG Object image file requirements:

•   Square: the canvas the image is on needs to be square otherwise the object will be distorted.

•   The image size needs to be a minimum of 300 x 300 pixels.

•   These images must be transparent i.e. no white/coloured background.

To create your own transparent png images you can either use Powerpoint or a photo editing app like Photoshop. It involves removing the background colour from an image and saving it as a png file.

This can be particularly effective if your group are encouraged to make their own scatter objects by painting leaves, flowers or creatures which can be photographed or scanned and added as .png files in a Scatter or Splat Activity.

Making new splat activites

Splat Activities offer a physical challenge that can encourage teamwork and social cooperation. They are particularly effective for creating a light-hearted mood and a sense of achievement. In care settings especially, they offer a fantastic inter-generational activity as all players are equal and any age/ability can play.

Access the Edit Menu using **CTRL +M** on the keyboard and click **DUPLICATE** to copy an existing Splat Activity.

Once the Activity has been duplicated select **Edit** to make changes.

The Edit Settings available in Splat looks are: Info Objects Images Sounds Settings Goal

Info has the same 3 fields as in Wipe – simply type to enter a Name, Application description or notes.
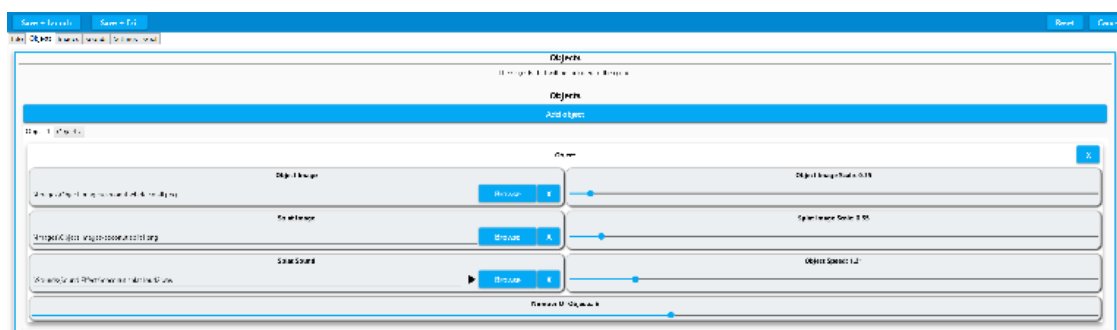
The Splat OBJECT controls include:

Object Image: the image that moves around the surface

Splat Image: the image that the object becomes when it is splatted

Splat Sound: the sound you hear when the object is splatted.

   So using Berry Squash Application as an example the:

  - Object is a 'blackberry'

  - Splat Image is a 'blackberry squashed

  - Splat Sound is 'splat.WAV'

Object image scale: this determines the size of the moving object

Splat Image Scale: this determines the size of the splatted image

Object Speed: this determines the default speed that the objects will move (this can also be altered in play using the remote)

Remember that the Splat image is the image that is revealed when the Splat object is 'splatted'. It can also be text saved as a square png image. Eg. A moving splat object – a number '3' could be splatted to reveal the word 'three' as a splat image.

Add additional Splat objects using the Add object button, each object will have individual Object controls as seen above.

See the section on making .png object files in Powerpoint in the Scatter section. (see pages xxx)

Simply click Browse to see the Object/Splat Image Library or Splat Sound library..

Select from the list provided or import image or import sound to select one of your own from a USB stick. Click **ACCEPT** when you have selected the image or sound you want.

A splat sound needs to be a very short sound – a few seconds is more than enough (unlike a Background track which can be up to 4/5 mins long)
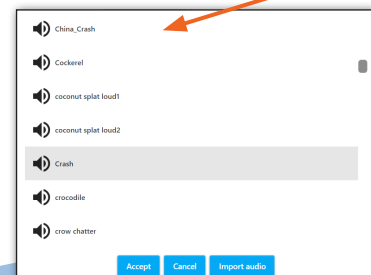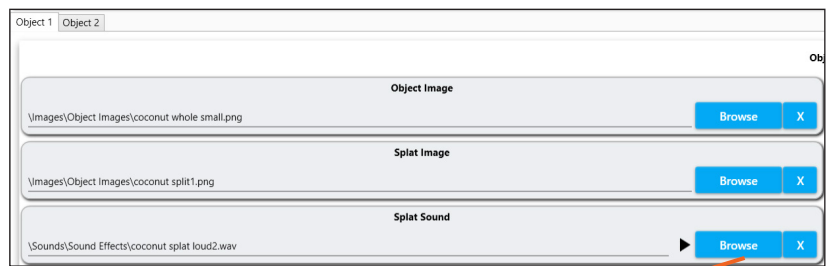
In the sounds Library click the black speaker icon next to each sound to hear it before selecting. Highlight the sound you want and Click **ACCEPT**.

Importing your own sounds

Sound files can be uploaded as **.mp3** or **.wav** files.
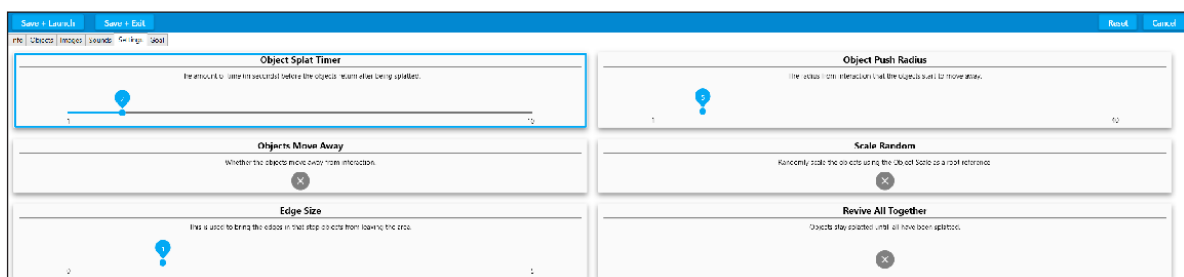
Choosing a Background Track.

This process is identical to that detailed on pages xxx.

Splat Settings

Click the Settings tab from the grey menu in Edit mode.

Additional settings available in Splat include:

Object Splat Timer: the number of seconds before the objects return after being splatted.

Objects Move Away: whether objects move away on interaction. Toggled on/off

Edge size: this limits the area the objects move in by creating a boundary

Object Push Radius: a higher value means objects will move further away on interaction. If someone has limited movement this feature can extend the response.
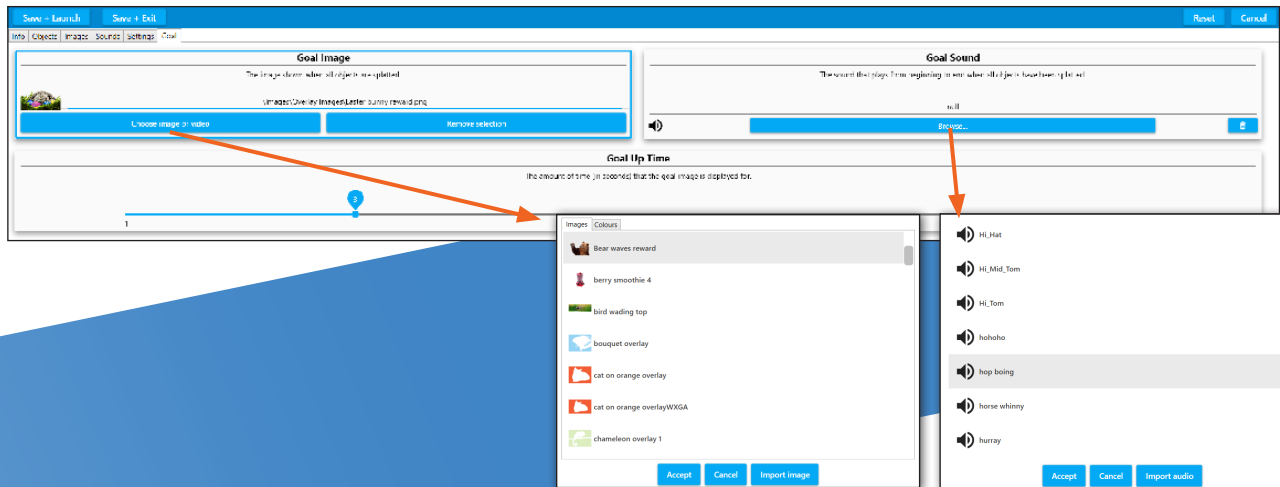
Scale Random: creates objects of random sizes. Toggled on/off

Revive All Together: each object stays 'splatted' until they have all been 'caught'. Toggled on/off

The Goal Setting in Splat

A Goal image is a reward for splatting all of the objects. This feature is unique to the Splat effect.

Click on the 'Goal' tab in the grey Edit menu.

Select a new Goal Image   Select a new Goal Sound

Choosing a Goal Image

To choose a new goal image click the **'Choose image or video button'**

This will open the library of Goal images and overlays:

Goal rewards include images and text.

Scroll through the list using the grey slider on the right or type in the name of the image you want to find.

Select a goal image from the list and click **ACCEPT**.

This goal image will be added to your Activity, and will be displayed once all the objects have been successfully splatted.

Choosing a Goal Sound

The Goal Sound is the sound that will be heard when all the objects have been splatted and the Goal Image appears.

Click '**Browse**' in the Goal Sound box to open the library of available sounds and music .

The Goal sound should be short and sound fairly triumphant. Examples include 'Brring', 'ta-da',' cheers', 'yay' 'hurray'.

You can preview any of the sounds before selecting one and clicking **ACCEPT**.

The sound will be immediately added to the Activity.

The Goal Up Time

This feature allows you to choose how many seconds the goal image is visible on the screen before it disappears.

Creating your own Goal Image

Creating your own goal is a good way of giving personalised praise.

A goal image could be a favourite image to make the reward more meaningful.

The goal could also include personal text e.g. *Well done John!*

Goal image requirements:

✓ A **.png** transparent image file

✓ The canvas needs to be rectangular rather than square (it will stretch to fit the screen)

✓ Ideally 1200 x 800 pixels

Follow the instructions on pages xxx for making a PNG file in PowerPoint (but omit the square crop stage)

Simply choose **IMPORT AUDIO** when browsing for a new sound.

Find the sound you want from your USB stick and **ACCEPT**. Goals sounds are usually .wav and .mp3 files. (The system will convert some other formats)

Creating a PNG object image in Powerpoint

A quick and simple way to create .png image files with transparent background For Quiz, Scatter, Splat or Tunes

Open a new slide in PowerPoint
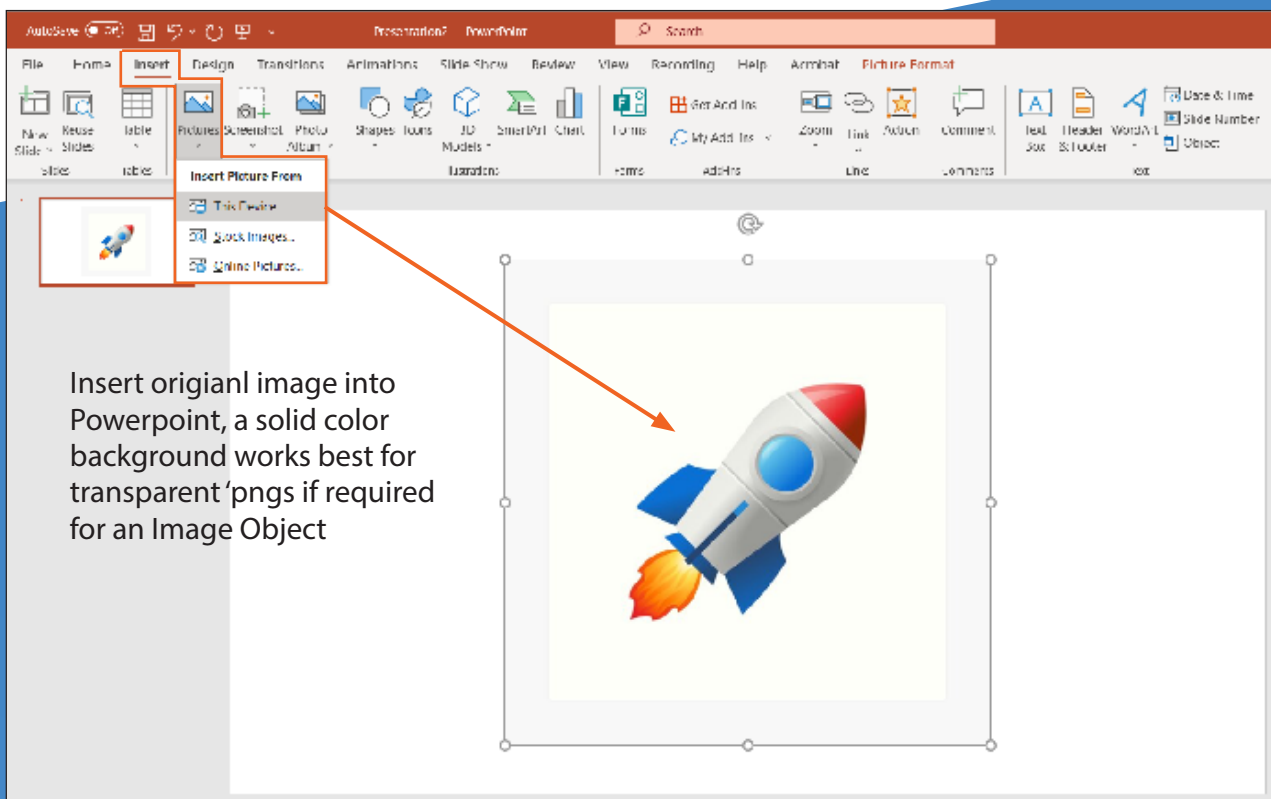
Insert origianl image into Powerpoint, a solid color background works best for transparent 'pngs if required for an Image Object

Click 'Insert' from the top toolbar menu and then choose 'Picture' from the icon toolbar Menu below:

Insert a picture from your Device.

Ideally choose an image that has a plain one colour background for Image Objects.

Insert your chosen image into the slide: The example above is a square jpeg image of a rocket on a white background

If your image is not square then crop it now (Image Objects only).

In the Picture Format menu either choose to crop to a square 1:1 aspect ratio, and then position the image as needed.

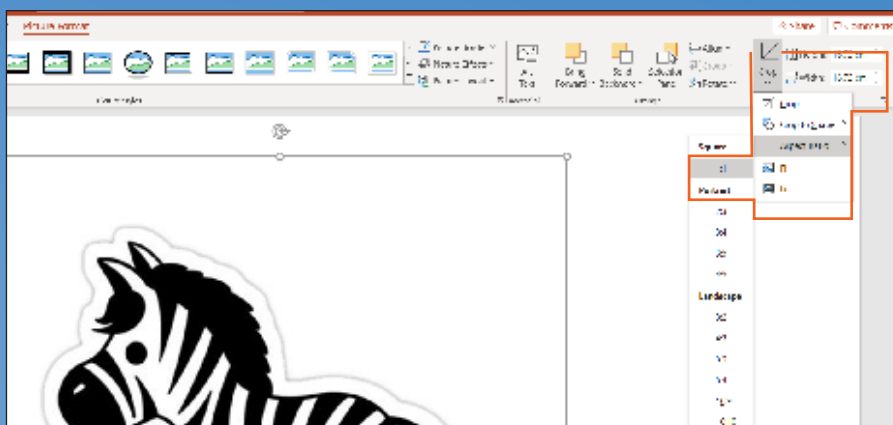The Height and Width values should now be identical.

Image objects must be square, crop the image to a 1:1 aspect ratio if needed.

Click '**Picture Tools Format**' highlighted in pink on the top menu toolbar.

Select '**Colour**' from the menu below. This will open a dropdown menu of colour options:

Here you can recolour the image if you wish and then you must click on '**Set Transparent Colour**' near the bottom of the pop up window.

IMPORTANT: Once you have selected 'Set Transparent Colour' you must click on the part of the image that you want to be transparent. i.e. the background colour, in this case the white area around the rocket.

Once you have made the background transparent Right Click the mouse over the picture.

Choose '**Save As Picture**' from the drop down menu:

Give it a file name eg. rocket and **Save it as a PNG File** (Portable Network Graphics Format)

This image can now be used as an object in a Scatter or Splat effect Application.

Click on the images background color to make it transparent

Save the image as a .png

Selecting Your Own Background Image

This could be a landscape painting created by the user or a photo of their garden or another more personal picture from a family album.

There is also the option to add an overlay image which may be a frame to define/minimise the scatter area. This also needs to be a transparent PNG file and will mask parts of the background image.
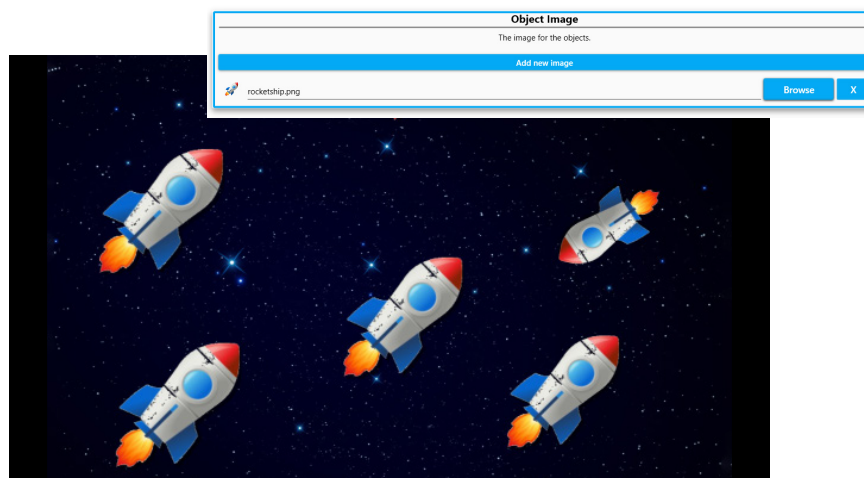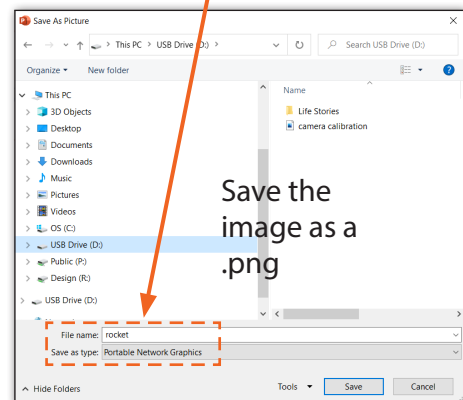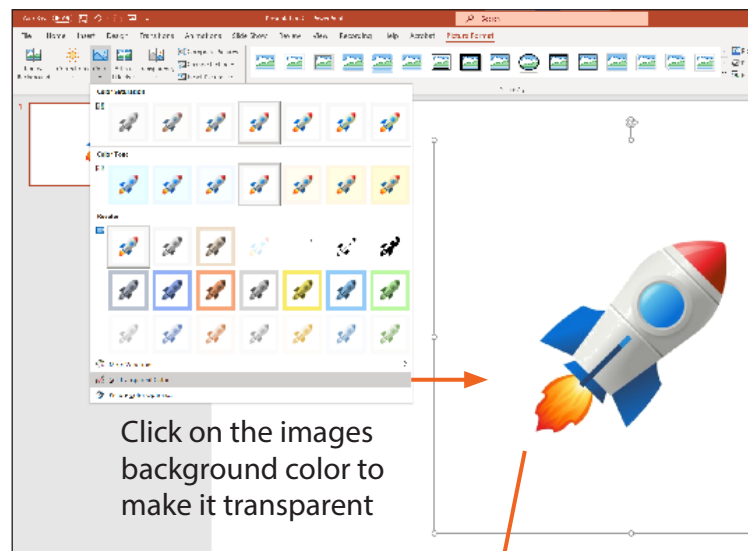
# Making new water activities

Water Activities are particularly beneficial for calming and lifting mood by 'transporting' users to a natural world beyond their surroundings. The virtual water can encourage movement and the swimming fish can either be chased away or will follow the movement on the water's surface. There is also the option to scatter lilies floating on the surface.

Use the keyboard and press CTRL + M to access the Edit menu.

Select **DUPLICATE** to make a copy of a Water Activity that you like.

It will appear as a duplicate Activity with a (1) after it.

Now Click **EDIT** on the Menu Toolbar to open the Water Edit Screens.
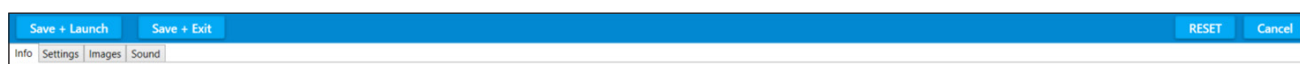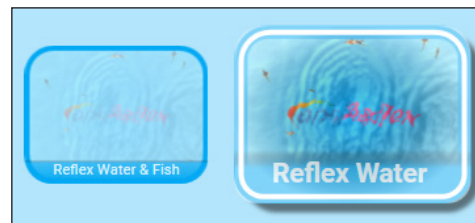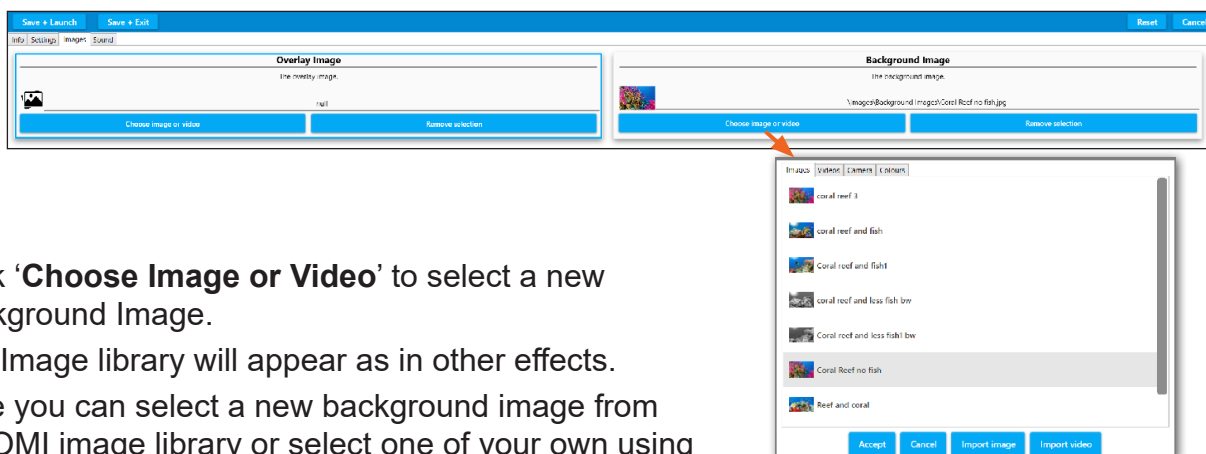

Here you can type a new App name, App description & App Notes as with other effects.

Select **IMAGES** from the grey tab menu

This will open the Images Edit Screen:

The Background Image is on the right of the screen.

Click '**Choose Image or Video**' to select a new Background Image.

The Image library will appear as in other effects.

Here you can select a new background image from the OMI image library or select one of your own using IMPORT IMAGE and navigating to your own USB stick.

Click **ACCEPT** to load this image into the Activity.

NB. Please See the Tutorial on page 27 to follow this step by step.

A small icon of the new image will appear in the Background Image field. Any image will work underwater but obviously think about those you are working with before selecting personal photos as seeing images of people underwater may be potentially disturbing.

Water Settings

In Water Settings there are options to:

Increase the strength, distance and speed of the waves, the size, number and direction of the fish and the option to have a number of lilies floating on the surface etc.

All of these variables are either controlled by slider bars Eg. Fish can be sized/scaled frm 1-5

Or toggled on/off. Switching the 'Fish swim Away' to 'off' means the fish will now follow or 'play' with any movements on the water surface rather than swimming away from them.

To access the lower fields on this Edit screen eg. The Lily options, hold the scroll barat the right hand side of the screen and scroll down:

The Lilies can also be sized, increased in number, stay within the surface boundary and have shadows.

Water Sound

The Water Sound Edit screen is identical to those in other effects.

Here there is the option to choose new water sounds, e.g. dolphin noises or your own water recordings e.g. rivers/streams/a bath tap.

Background sounds/music are uploaded to 'Background Track' using Browse & Accept as in the introductory Tutorial. (see page 27)

Making new zones activities

Zone Activities enable you to create areas of interactivity. E.g. Lighting candles, playing notes, hearing animal sounds. The image change can be used imaginatively to animate aspects of the screen. E.g. a static star can turn into a shooting star or a flower can burst into bloom with an accompanying sound effect.

Access the Edit menu using **CTRL + M** on your keyboard

Select a Zones Application & select **DUPLICATE** from the EDIT menu

Then Select **EDIT** from the menu

Enter a New App Name

The default Background Image for Zones is a white background.

As Zones is a little more complex we advise creating Applications with a plain background first.

For example this 'Paint Splash' Application:

Zone 1 has a green circle as a top image, and a green splash as a bootm image which is displayed on interactivity with the zone.
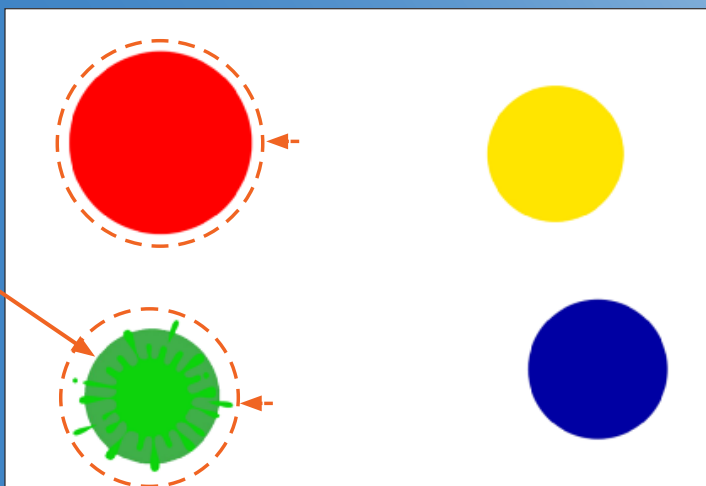
There are four zones active in this activity i.e. Four areas of interactivity.

The **top images** are four different sized coloured circles on a white background.

The **bottom images** are four 'paint splash on circle' images

The bottom image is revealed on interaction with that zone and remains for a set amount of time or until the sound effect 'splash' stops playing.
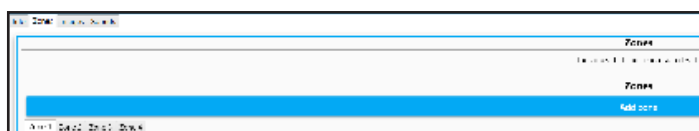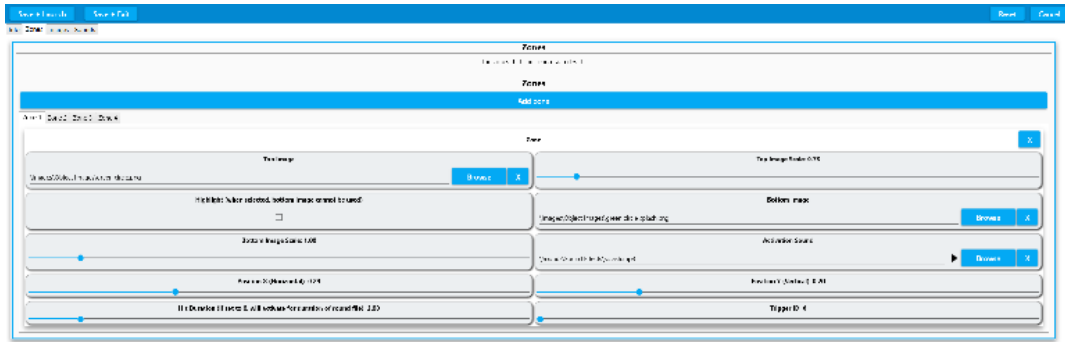
Zone Edit Settings

To change Zone setting in EDIT mode:

Select ZONES from the grey tab menu.

There are the four zone tabs in the example Paint Splash Activity. (You can add as many Zones as you want)

Zone 1 is for the green circle and its corresponding splash image & splash sound:

Top Image: this is the green circle image

Top Image scale: how big this image is

Bottom image: the green splash image to be revealed on interaction

Activation Sound: the sound file that is heard on interaction.

There are separate X & Y positions to decide where this circle image will appear on the screen in play mode.

X: Horizontal axis zone positioning

Y: Vertical axis zone positioning

Hit Duration: this sets the amount of time that the bottom image will stay revealed.
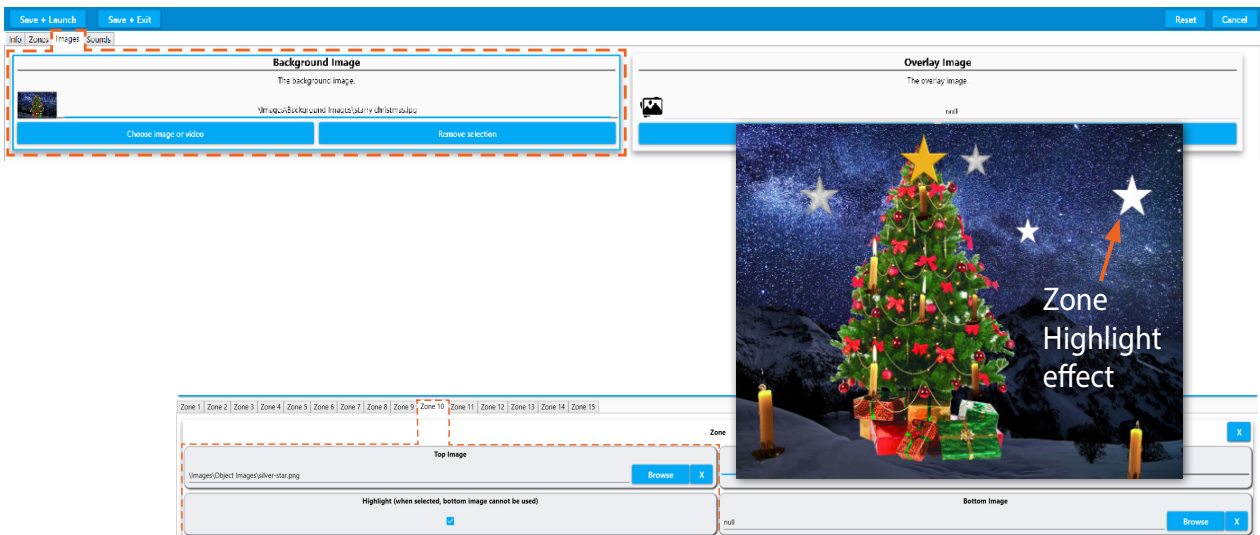
If it is set at 0, the bottom image will stay on view until the sound effect stops.

To add another Zone simply click the **ADD ZONE** bar along the top.

Images Screen

This is where changes can be made to the Background Image and any Overlay image:

This is the *Christmas Tree* background image.

The Zones in this Application are stars and candles that light up different parts of the tree.

Zone Highlight

In the ZONES screen there is an option to Highlight an image rather than have a separate Bottom image.

Here you can see in Zone 10 the silver star.png file has a tick in the '**Highlight**' field. This means the star image will effectively 'light up' on interaction.

NB This works best if the top image is created as a fairly dark image so that the act of 'lighting up' doesn't overexpose the image.

Sounds Screen

As in all other effects this screen allows you to change the Background Music using **BROWSE** and **ACCEPT** to load a song from the OMI library or one form your USB stick.

To preview your Zones Application use **SAVE+LAUNCH**.

If you are happy with your Application when you return to the Edit screen use **SAVE +EXIT.**
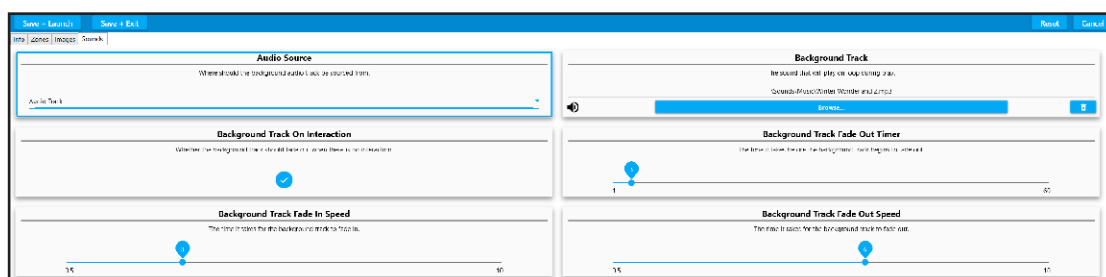
Making new trial activities

A Trail activity can be a great way of motivating someone to engage physically, even those with very limited movement and physical ability. Small movements or gestures can be translated to large responses over the surface of the projected area.

Use the keyboard and press CTRL + M to access the Edit menu.

Select DUPLICATE to make a copy of a Trails Activity that you like.

We have already learnt how to name an Activity & add a Background Image. (see page 27)

Trail Images

For a Trail Activity to work we need to select one or more Trail images that will appear in the wake of interactive motion across the surface.

Similar to Scatter & Splat, Trail Activities use a single object image duplicated many times or a variety of different object images.

Click on the IMAGES tab to add, remove or change the Trail of object images.


Add an new Trail Image using Add New image, or Browse to change the image.
The Image Editor will be displayed, from where a new image Object can be

Click **BROWSE** or **ADD A NEW IMAGE** to add a new image from the OMi image library.

Once you have selected an image, click **ACCEPT** and it will be loaded into the Activity. Trail Images are object images and need to be .png files.

To upload more than one object image simply click '**Add new image**' and load another object from the library of png images or from your own USB stick. At this point you can **SAVE + LAUNCH** to see how your new images work in the activity.

When the Trail activity is launched, multiple Trail Images will be displayed following detected motion in the same order from top to bottom.

Change the Background image
by clicking Choose image or video
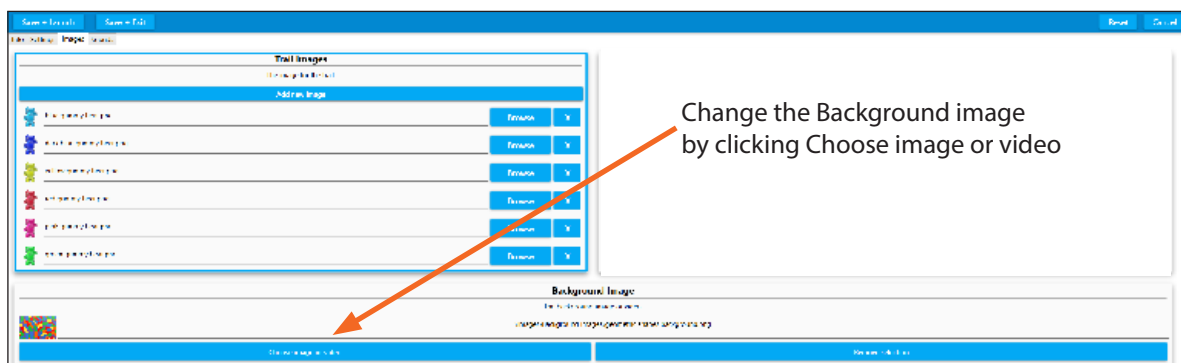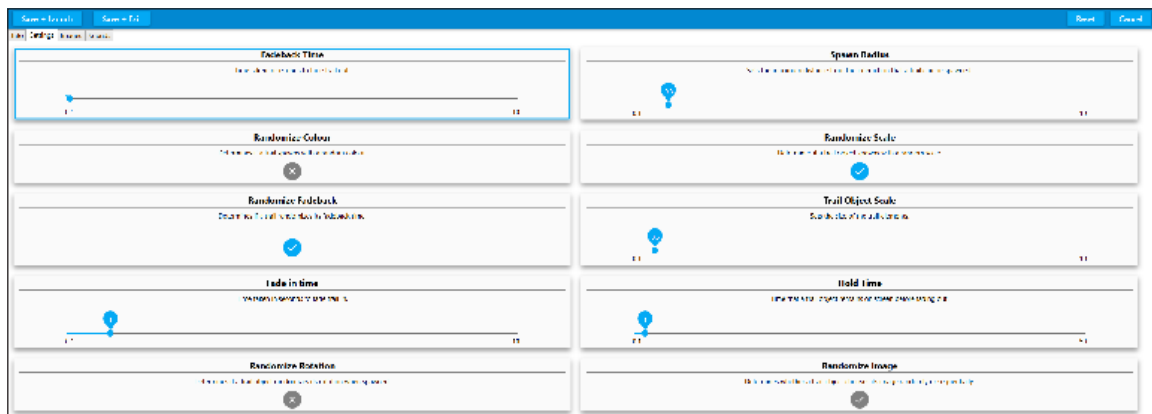
Trail Settings

If you want to change the size or persistence of the Trail images in your Trail activity open the grey **SETTINGS** tab..

The Trail settings that are most commonly used are:

Fadeback Time: How long it takes in seconds for the images in the trail to disappear, ranges from .1 to 10 seconds. Can also be set in activity using the remote control.

Trail Object Scale: The base scale of the Trail objects displaying along the trail, 1 will be the original image size, this can be changed dynamically in the activity using the remote

Spawn Radius: Determines how far from the detected motion the trail objects will appear, for those with limited physical movement the radius can be set high to create larger areas of interactivity from small movements.

Fade In Time: Time in second taken for trail images to fade in. Ranges from .1 to 10 seconds.

Hold Time: Time the Trail Image remains or holds on the trail before it starts to fade out, from .1 to 10 seconds.

Randomize Colour: The Trail Image will be displayed in different colours - can be useful if using only one trail image for variety. Works best on light objects, creating brightly coloured versions of the object you have selected.

Randomize Rotation: Image orientation can either follow the direction of motion or be randomly rotated along the path

Randomize Scale and **Randomize Fadeback** will create greater variety of object image size and fade back time based on the image scale and fadeback set in the setting tab

Randomize Image: The Trail Images will be placed in a random order following the motion trail rather than in the order of the images tab
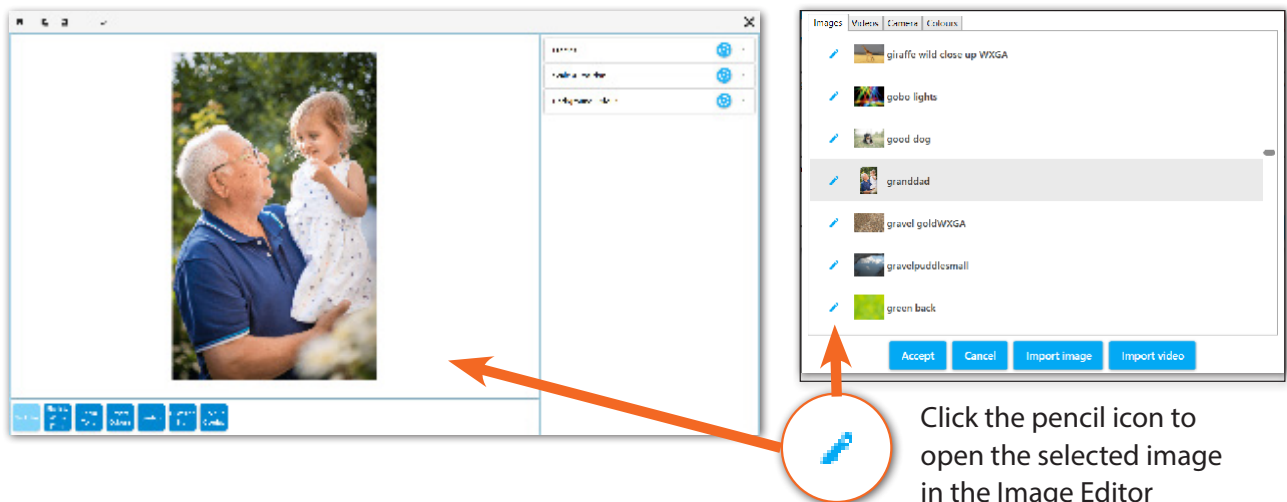
Making a change in any field and then clicking '**SAVE+LAUNCH**' allows you to preview the effect of each setting change without committing to save it that way.
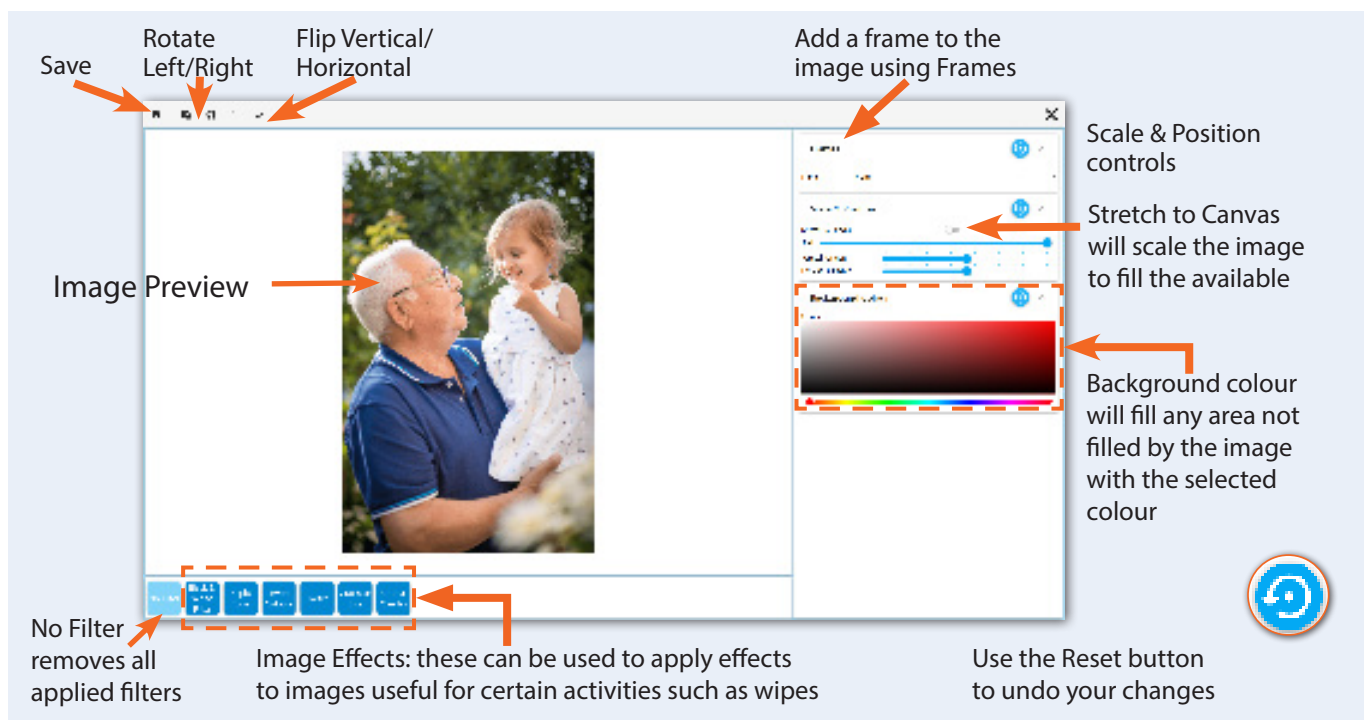
Using the image editor

omiReflex systems come with a built in Image Editor which allows you to make creative changes to your images as well as to change orientation or how the image scales on the projected display area.

Any time you work with the image library you will have access to the **Image Editor**. Clicking on the small blue pencil icon to the left of any image thumbnail will open the selected image in the Image Editor. **Note**: This does not apply to object or overlay images.

Click the pencil icon to open the selected image in the Image Editor

The Image Editor will show a preview of the selected image as well as the settings detailed below.

Save

Rotate Left/Right

Flip Vertical/ Horizontal

Add a frame to the image using Frames

Scale & Position controls

Stretch to Canvas will scale the image to fill the available

Image Preview

Background colour will fill any area not filled by the image with the selected colour

No Filter removes all applied filters

Image Effects: these can be used to apply effects to images useful for certain activities such as wipes

Use the Reset button to undo your changes

Changes made to any of the settings will be reflected in the image preview. When you are happy with your changes; click **Save** in the upper left hand corner. You will be asked to create a new name for your edited image. Type a name which is similar to the original image, this makes it easier to locate in the Image Library when building activities.
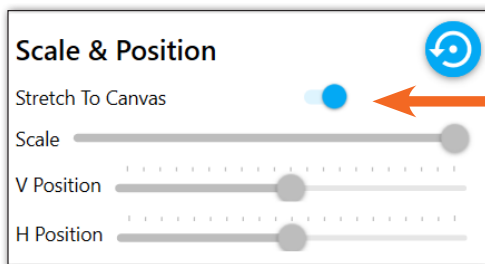
Stretch To Canvas

When importing a new image into an activity, the image will stretched to the canvas size by default, this means that the image will be stretched to display on the whole projected area, if using portrait images (images with a vertical orientation) this can have the effect of making the image appear distorted and squashed.

If you wish to use the image in its original proportions **Stretch to Canvas** can be switched on and off using the Image Editor.

An image may seem distorted if it is being stretched to the canvas

Clicking the **blue pencil icon** will open your picture in the Image Editor; Notice that **Stretch To Canvas** is automatically turned off. If you were to **Save** this image, it would now retain its original proportions but would not fill the projected surface area.

When Stretch To Canvas is turned off, it allows for the image to be positioned and scaled if needed. These controls are greyed out and unavailable when 'Stretch To Canvas' is on.
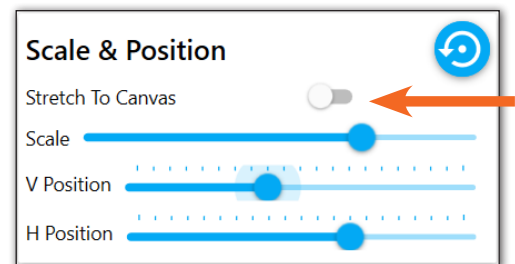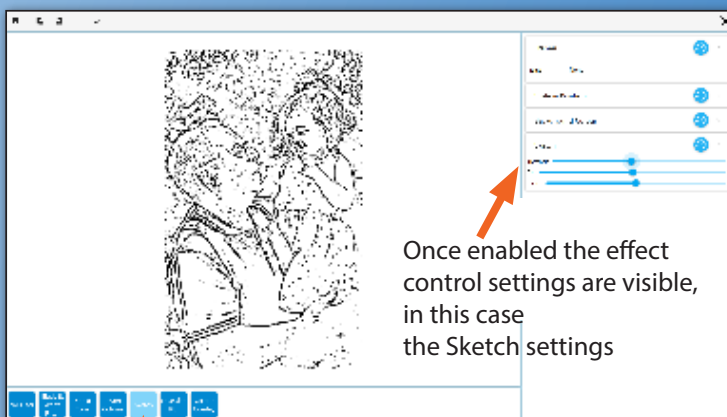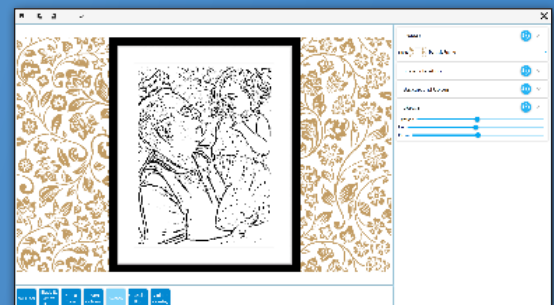

Image Effects

There is no end to the way effects may be applied to your image for use in an activity. To apply an effect click on the button below the image preview, Effects can be stacked, in other words multiple effects can be applied at the same time, Clicking on the effect button will turn on the effect and the settings will be visible in the left panel of the Image Editor. An effect button will be highlighted when the effect is on, simply click the button again to turn off the

Once enabled the effect control settings are visible, in this case the Sketch settings

Clicking the Sketch Effect button applies the effect to the image

Multiple Effects can be stacked

Use the Reset Button to undo your changes

To use your image with the effects applied click the **Save Button**, you will be asked to save your image with a new name into the Image Library, again choose a name which will make it easy to locate, select the image in the Library and it will be loaded into your activity ready to use.

The **No Filter button** can be used to remove all applied filters.

Making ball games activites (Optional)

Ball Games Activities are a great way to make physical sports themed activities accessible for all. With options to play individually, in teams or in pairs they also offer many opportunities for social participation, shared laughter and a sense of achievement. The action of pushing a ball across a surface to score a goal is one that is universally understood, this makes it particularly powerful as a motivational tool for all generations.

Firstly, it is important to remember that the remote control allows the user to slow down the Speed of any ball in a Ball Games Activity simply by using the **up/down navigation buttons.**

The distance the ball travels from one push can also be changed on the OMI remote using the left/right up/down arrows to change the 'Drag' amount.

The volume of the backing track/game sound effects can also be adjusted using the remote control. For all other changes to the Ball Games an Editable Plus System is required.

Control Ball Speed using up and down navigation buttons

Creating personalised ball games allows users to add their own sports venue, change the ball/goal settings, the background music and the winners' rewards. This can be particularly beneficial for those who have a passion for a certain team, might benefit from a different coloured background or would like a rousing anthem or a calmer piece of music to accompany a game.

Getting Started (Settings)

Use the keyboard and press **CTRL + M** to access the Edit menu.

Select **DUPLICATE** to make a copy of a ball games Application that has a play style you'd like to replicate and choose a Folder from the list to store it in.

Select **EDIT** from the Menu Toolbar to make changes to this duplicate (1).

As before the Activity can be re-named and a description added under the INFO tab.

Ball Game Settings & Behaviour

The SETTINGS tab contains all the information about the Ball, its behaviour and the way the game is played.

To select a different ball open the Dropdown list for Ball Type:.The choices include the addition of an orange (fruit) which doesn't appear in the other ball games Activities.
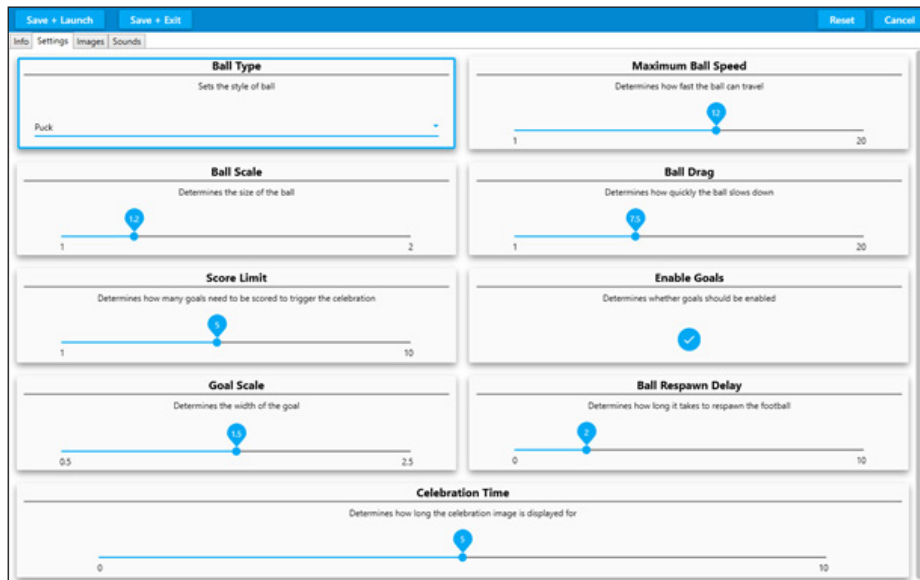
The other fields that can be edited in SETTINGS are:

Ball Scale: this slider changes the size of the ball

Score Limit: how many goals are needed to win from 1-10

Goal Scale: The width of the goal can be increased from 0.5 to 2.5 (the Goal image stretches to fit)

Maximum ball speed: 1-20

Ball Drag: how quickly the ball slows down after being 'pushed' 1-20

Enables Goals: ticked on for yes or disabled for a no goal version.

Ball Respawn Delay: the length of time (0-10 secs) before a ball reappears after a goal is scored

Celebration Time: the length of time the celebration image displays for (0-10 secs)

Ball Games Images

The **IMAGES** tab is where all the graphics for the game are stored. The Game Text colour, Background image, Goal overlays and Celebration reward images can all be edited here.

Choosing a Different Background Image (Texture) i.e. a different Playing Venue or Ground view.

To choose a different background image for your game go to the Background Texture box and click on the **Choose image or video** button.

Browse through the list to select the image you want from the OMI library of background images.

(Scroll down using the grey dot right hand slider & keyboard mouse as before).
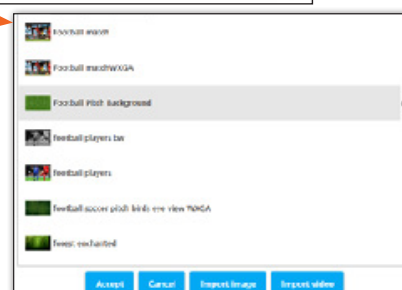
Once you have selected an image (JPG) click **ACCEPT** and it will be loaded into the Activity.

At this point you can **SAVE + LAUNCH** to preview it as a background image before returning to the EDIT screen.

NB to Load one of your own Background images simply choose **IMPORT IMAGE** and browse to your USB stick (or Image Gallery on your PC) to import your own image. Click **Accept** as above.

If the new Background Texture (Image) is a different colour from the original you may want to adjust the Text Colour so the scores can still be seen.

Changing the Text Colour

This can be particularly beneficial for users who are struggling to read the score numbers because the colour contrast is not strong enough.

Simply click on the Change Colour button in the first Text Colour box.

This will open a new window like this:

Select a colour from the rainbow bar on the right. Then click on the exact shade you want in

the main square. The 'colour picker' bar on the left will display the shade you have selected. Click **OK** to accept this colour.

Changing the Celebration reward images (Celebration Texture box)

There are two celebration images – one left and one right for the opposite goal ends of the game. These only appear when one side/team/player reaches the goal target and wins.

To change these reward images simply click the **Choose image or video** button in the relevant Celebration Texture box and scroll through the library of PNG files.

If you want to create your own PNG celebration images you will need to make a PNG file which has canvas space to the left for the right goal celebration image and a PNG file with canvas space to the right to appear over the left goal.

If you select one of the standard PNG files from the OMI library this will appear as a reward in the middle of the game play area (rather than offset over a goal).

Changing the Goal overlay images (Goal Texture box)

This is the graphic that is visible at all times as the two goals.

The goal can be any PNG image but it works best if it has some transparency (like a goal net) so the ball can be seen passing under it. The programme will double and flip this single goal image so it appears at both ends of the game play area.

Creating a new goal image for a new ball game

For example, to create a croquet lawn instead of a football pitch, an image of a hoop could be used instead of a goal net. This would automatically appear at both goal ends.

In **SETTINGS** the orange 'ball' could be selected to roll through the hoops and the background image choice could be similar to the grassy garden jpg 'chicken field back.'.

NB If you would like the goal area to be larger (i.e. making it easier to score) **INCREASE** the **GOAL SCALE** slider in **SETTINGS**. This will automatically stretch the goal image to a maximum of 2.5.

After any changes use **SAVE + LAUNCH** to see them in action.

Changing the Background Music in Sounds

See page 30 for some thoughts on the use of Background Sounds in applications

Sounds Settings

To change the background sound of any ball game application simply click **Browse** in the **Background Sound** window and scroll through the OMI music sound library.

To select your own backing track import a sound file from your USB stick as described on p.38

Sound Editing options

Left Goal Sound: the sound the left goal will make when a goal is scored

Ball impact Sound: the sound the ball makes when it hits an obstacle

Celebration Sound Left: the sound that will play when the winning goal score is reached by the left player

Right Goal Sound: the sound the right goal will make when a goal is scored

Celebration Sound Right: the sound that will play when the winning goal score is reached by the right player.

To preview your changes use **SAVE + LAUNCH**

If you are happy with your Application when you return to the Edit Screen use **SAVE + EXIT.**

Preparing resources to personalise content images

Selecting images for any omiReflex system requires a basic understanding of image 'quality'. An image that is out of focus, pixelated (grainy), poor colour or badly contrasted will only worsen when expanded and projected onto any interactive surface.

There are two main types of images:

1. **Background or Full Screen images** need to be:

   Landscape orientation

   Not less than 1200 x 800 pixels

   Good quality and in focus.

   Usually in .jpeg format

   Saved onto a USB stick

2. **Object images** (those that are scattered/splatted etc.) need to be:

   On a square 'canvas'

   A minimum of 300x300 pixels

   Good quality and in focus

   Saved onto a USB stick

   Ideally in a .PNG format
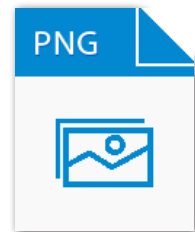
Customising an activity thumbnail

The activities thumbnail, is a small preview image which can be customised

Press P in Play Mode to generate new thumbnal

You can easily personalise any Activity thumbnail if you wish.

The Screenshot below shows a highlighted 'Sharing Sand' activity in its default state

Next, with the Activity running, interact with the projection until you create an image you would like as your new thumbnail.
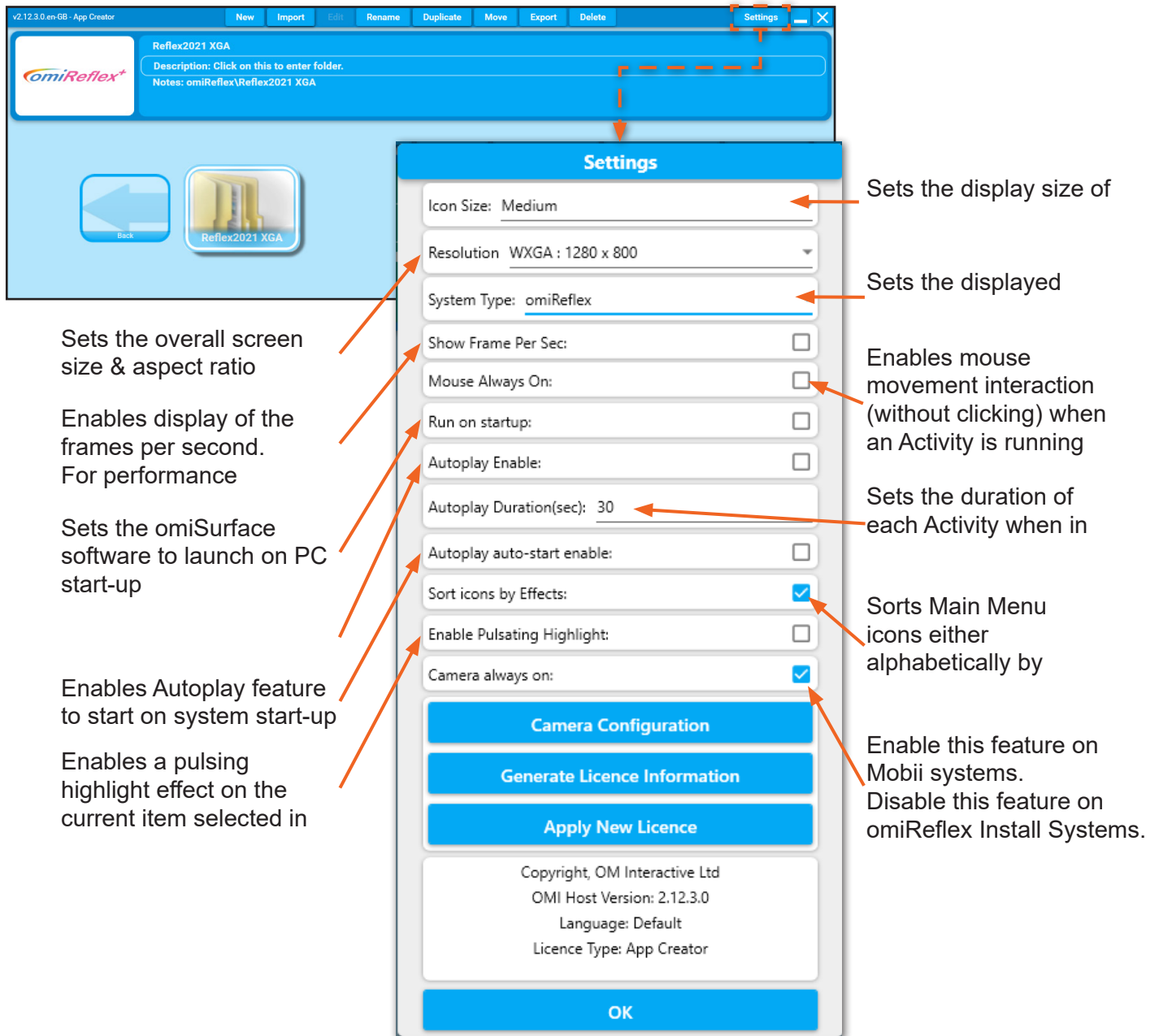
When happy, press 'P' on the keyboard.

A message – "Thumbnail Updated" will appear for a few seconds at the top left of the screen.

Finally, go back into the Application menu to check if happy with the thumbnail created.

System settings explained

Click on the setting button to bring up the omiReflex settings menu

Settings

Sets the display size of

Sets the overall screen size & aspect ratio

Sets the displayed

Enables display of the frames per second. For performance

Enables mouse movement interaction (without clicking) when an Activity is running

Sets the omiSurface software to launch on PC start-up

Sets the duration of each Activity when in

Enables Autoplay feature to start on system start-up

Sorts Main Menu icons either alphabetically by

Enables a pulsing highlight effect on the current item selected in

Enable this feature on Mobii systems.
Disable this feature on omiReflex Install Systems.

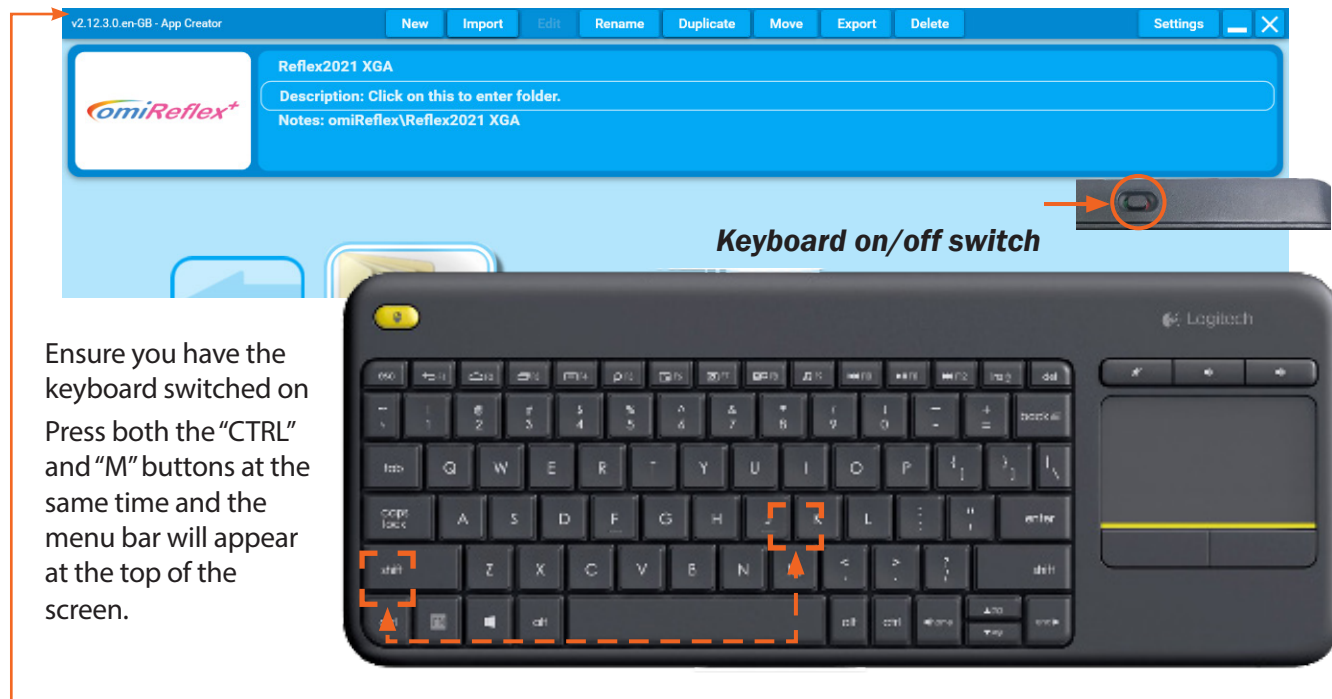## Forward Facing Camera Troubleshooting

In order to ensure the forward facing relfex camera is functioning, make sure the **System Type** setting is set to **omiReflex**, (or to omiSky for an omiSky system). The Reflex camera will not function if omiVista is set as system type.
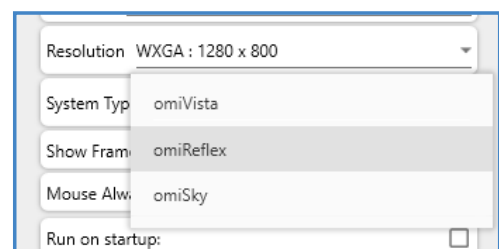
Auto-play feature

To enable the omiSurface software Autoplay feature please follow the steps detailed below:

1. Ensure that the software is running and that you have the wireless keyboard ready and turned on.

2. Press **CTRL+M** on the keyboard which will allow you to display the settings icon at the top right of the screen.

Keyboard on/off switch

Ensure you have the keyboard switched on

Press both the "CTRL" and "M" buttons at the same time and the menu bar will appear at the top of the screen.

3. Ensure the '**Run on Startup**', '**Autoplay Enable**' and '**Autoplay auto-start enable**' are all ticked

4. Once you have ticked these options click OK at the bottom of the settings menu.

Now you will see the blue Autoplay button at the top of the main Application Menu
Select this using the remote control by pressing the up button. This will highlight it in purple and will turn red when clicked on to show it is active.

Please refer to your product manual for further information on **Licensing** and **Camera configuration.**

Personal Activity Monitoring Template

omi www.omi.uk
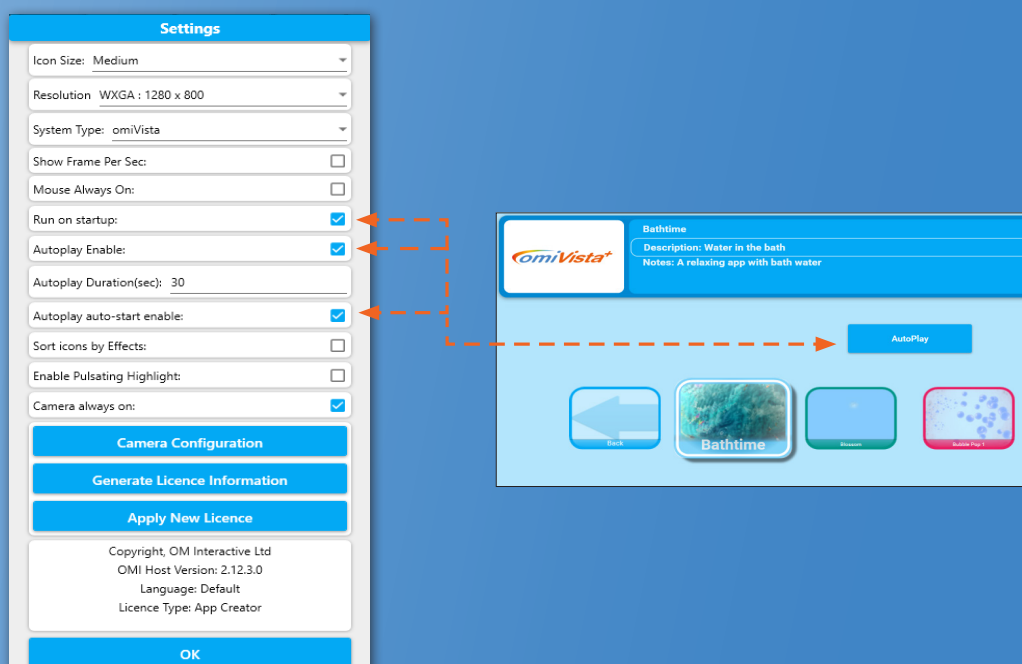
Name:_____

Single Session

Mood before session (eg: Sleepy, withdrawn, quiet, anxious, content, talkative, smiley)

_____

_____

Session date:_____

Session themes/ aims/ duration

Apps used:

Accessing levels of:

	Little				Full
	1	2	3	4	5
Physical engagement	◯	◯	◯	◯	◯
Social engagement	◯	◯	◯	◯	◯
Cognitive response	◯	◯	◯	◯	◯
Enjoyment	◯	◯	◯	◯	◯

Mood during session

Mood improved during session?

Yes:_____   No:_____

Comments

Mood after session

Mood improved after session?

Yes:_____   No:_____

Session conducted by: _____

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Please feel free to contact us with any questions
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