

omiVista User Manual



Table of Contents

User Manual Section 1 – Basic Operation.....	1
Getting Started with your omiVista System	1
Turning the System ON and OFF.....	1
omiVista Remote Control	4
The Navigation Buttons.....	4
The Volume Buttons	6
The Freeze or Stand-by Button	6
The Application Main Menu Explained.....	7
Navigating Your Applications ‘Suite Folders’	8
Using the omiRemote in Play mode	10
The omiVista Care Suite	13
Key Notes on using the omiVista Care Suite	13
Introducing the System/Assessing Progress	13
Planning Sessions	14
The omiVista Sensory Suite	15
Key Notes on using the omiVista Sensory Suite.....	15
Introducing the System/Assessing Progress	15
Planning Sessions	16
Types of Applications Explained	17
.....	20
Suite Folders – Applications divided into Category Folders	21
Slowing Down & Speeding Up Moving Objects.....	23
Delaying the Return of The First Image in Wipe	23
Delaying the Return of Scattered Images in Scatter.....	24
Delaying the Text Question in Quiz.....	25
‘Freezing’ the Action	25
Using Standby Mode.....	26
User Manual Section 2 – Content Editing and Creation.....	27
Getting Started With The Keyboard.....	27
Editable or Non-Editable Systems	28
Non-Editable System Options	28
Editable System Options	29
Organising Applications into Folders.....	32
How to Create a New Folder	32

Moving Folders	33
First Tutorial – Follow these Instructions as a useful Intro to Edit Mode	34
Changing the Background Image	34
Using a New Image from the OMI Library	36
To use one of your own Background Images	37
Changing the Music	38
Making New Wipe Applications	43
Wipe Image	43
Using your own Images	44
Background Image	44
Creating Colouring Application	45
Creating Multiple Background Images	45
Making New Scatter Applications	46
Scatter Settings	47
Spin, Change Colour, Look Transparent, Cast A Shadow, Screen Edge Etc.	48
Using Different Multiple Objects (in Scatter & Splat)	48
Making New Splat Applications	49
Info Objects Images Sounds Settings Goal	50
Splat Settings	51
Choosing Goal Image	52
Creating a PNG Object File in PowerPoint [Scatter & Splat]	54
Selecting Your Own Background Image	56
Making New Quiz Applications	56
Questions and Answers	57
Images Screen	58
Sounds Screens	58
Background Track	59
Quiz Settings Screen	59
Making New Water Applications	60
Water Settings	61
Water Sound	62
Making New Zones Applications	63
Images Screen	64
Sounds Screen	65
Making Ball Games Applications (Optional)	66
Getting Started (Settings)	66
Ball Games Images	68
Sounds Menu	71

Preparing Resources to Personalise Content Images: 72

Customising an Application Thumbnail 72

System Settings Explained 74

Auto-play Feature..... 75

User Manual Section 1 – Basic Operation

Getting Started with your omiVista System

Welcome to your brand new omiVista System

This manual is designed for use with all omiVista versions including: -

A – omiVista Install - Fixed Ceiling Installation System

B – omiVista Mobii – Portable Table and Floor System

C – omiVista Mobile – Portable Floor System

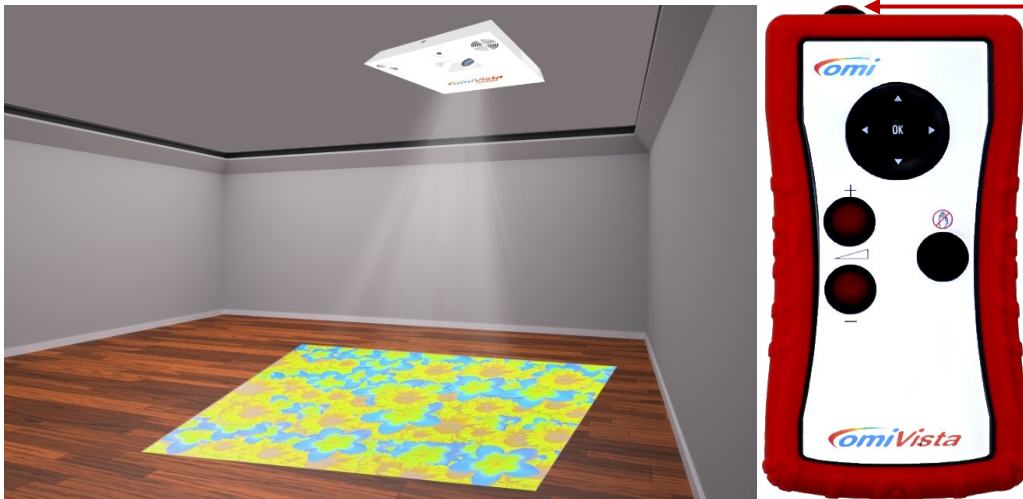
Turning the System ON and OFF

A omiVista Install - Fixed Ceiling Installation System

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 Applications Menu will display within 30 seconds.
3. The system is now ready to use, Navigate the menu using the remote control. (See page 4)



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.

B omiVista Mobii – Portable Table and Floor System

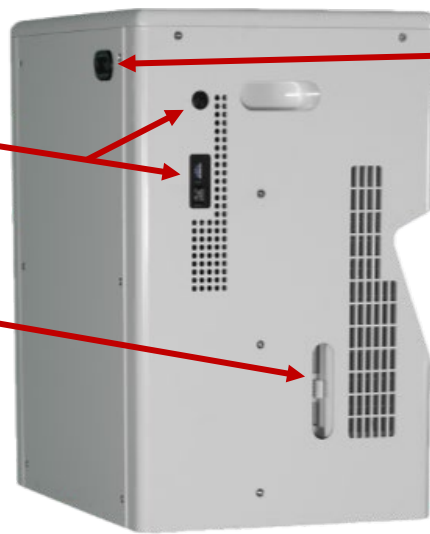
Turning ON

1. Ensure unit is adjacent to a clear surface and **plug in the IEC power cable**.
2. To turn the system on press the **Start-up** Button on the side of the unit.
3. **Adjust the height of the Mobii unit using the up & down arrow buttons** on the back so the **image fills the projection surface**.
4. **Adjust the focus lever as required to see the image clearly**.
5. The system is now ready to use, navigate the menu using the remote control. (See page 4)

Start-up and Shutdown Button.

The projection will appear within a minute. **USB Port for importing media.**

If your Application Menu requires re-focusing please adjust this lever.



This button adjusts the height of the unit (up for table/down for floor)

Turning OFF

1. Press the **Shutdown** button on the side of the unit.
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.**



C omiVista Mobile - Portable Floor System

Turning ON

1. Ensure unit is adjacent to a clear surface and plug in the IEC power cable.
2. To turn the system ON press the **Start-Up** Button once on the back of the unit.

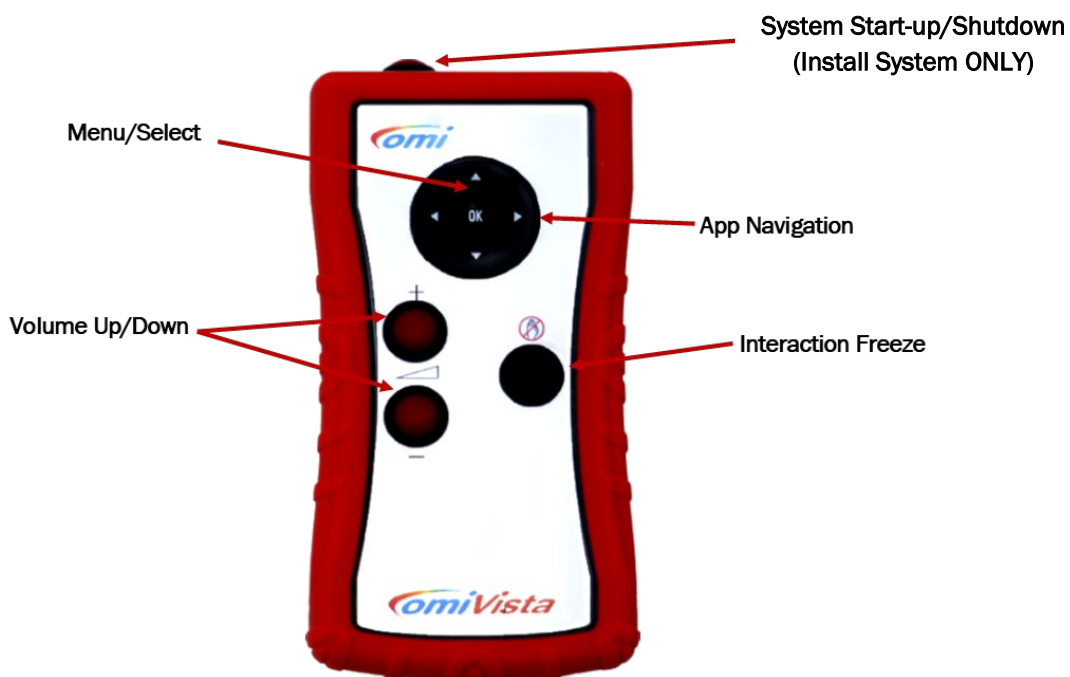


3. The projector will come on and the Applications Menu will display within 40 seconds. The system is now ready to use, **Navigate the menu using the remote control.** (See page 4)

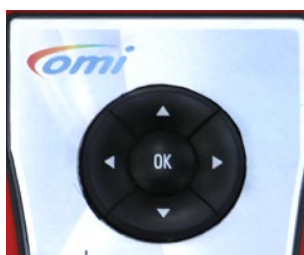
Turning OFF

1. Press the **Shutdown** Button once on the back of the Unit,
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.**

omiVista Remote Control



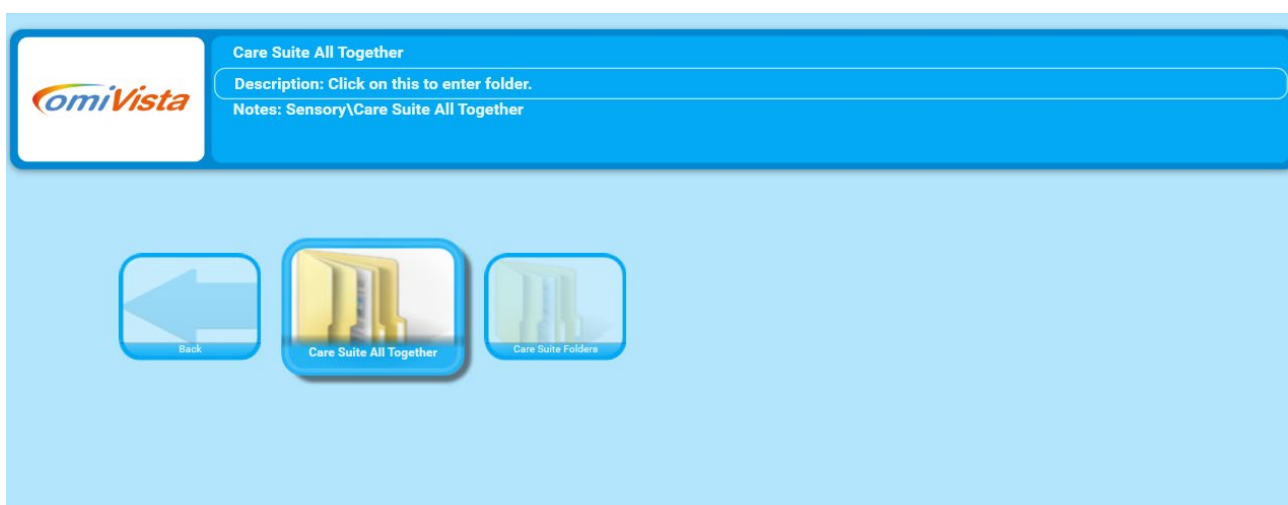
The Navigation Buttons



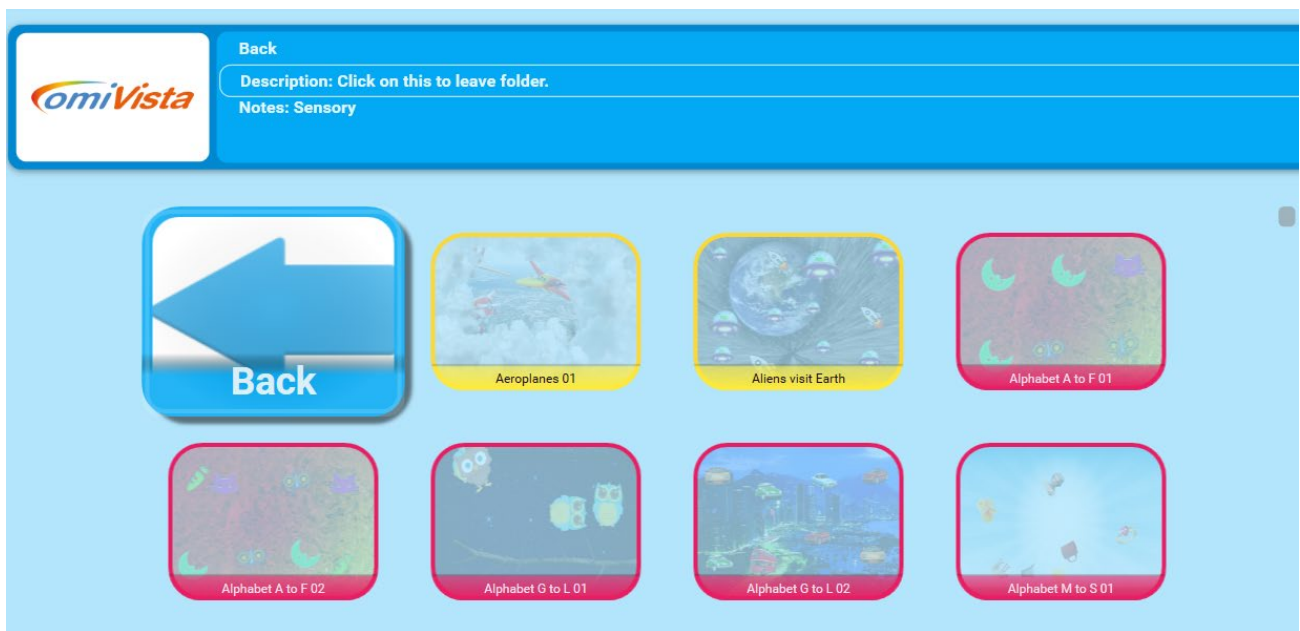
Use the up/down and left/right arrow buttons on the navigator to highlight objects within the Main Menu.

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

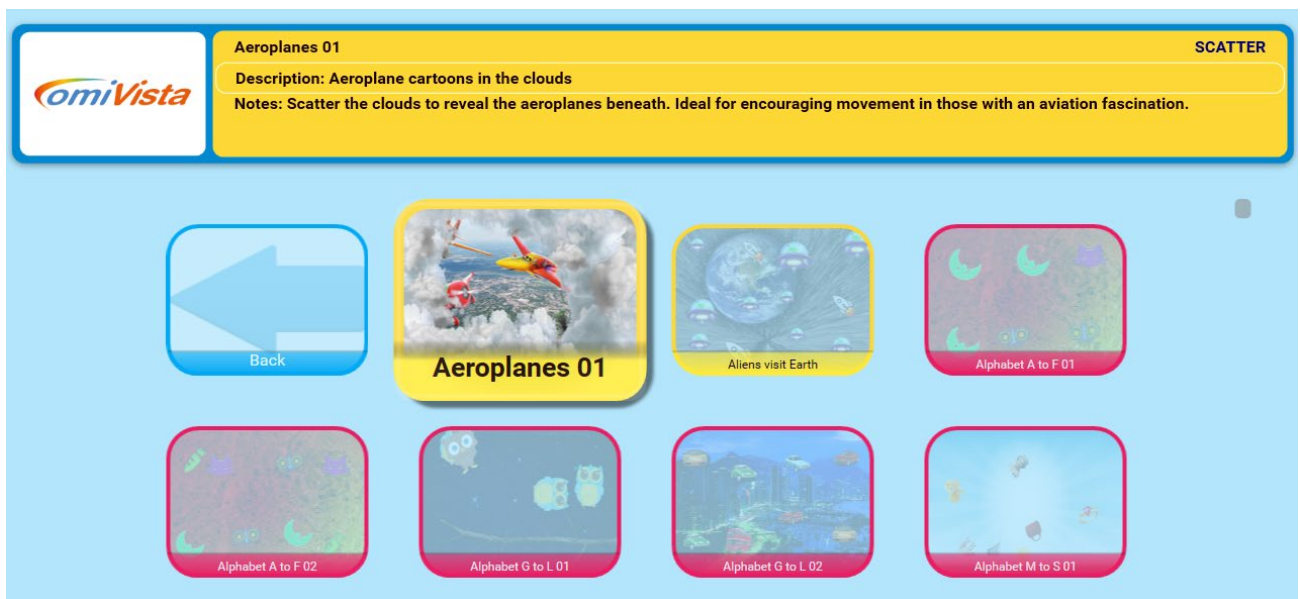
Selecting a **Folder** will browse into that folder.



Selecting a **Back Arrow** will browse out of that folder



Selecting an **Application** will run that specific application



Note: -

Use the OK button to exit an application and return to the Main Menu



Once an application 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.

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 surface.

The Freeze or Stand-by Button

When in the Main Menu, this button enables and disables system stand-by mode. (See Page 25)



When running an application, this button Disables and Enables interaction.

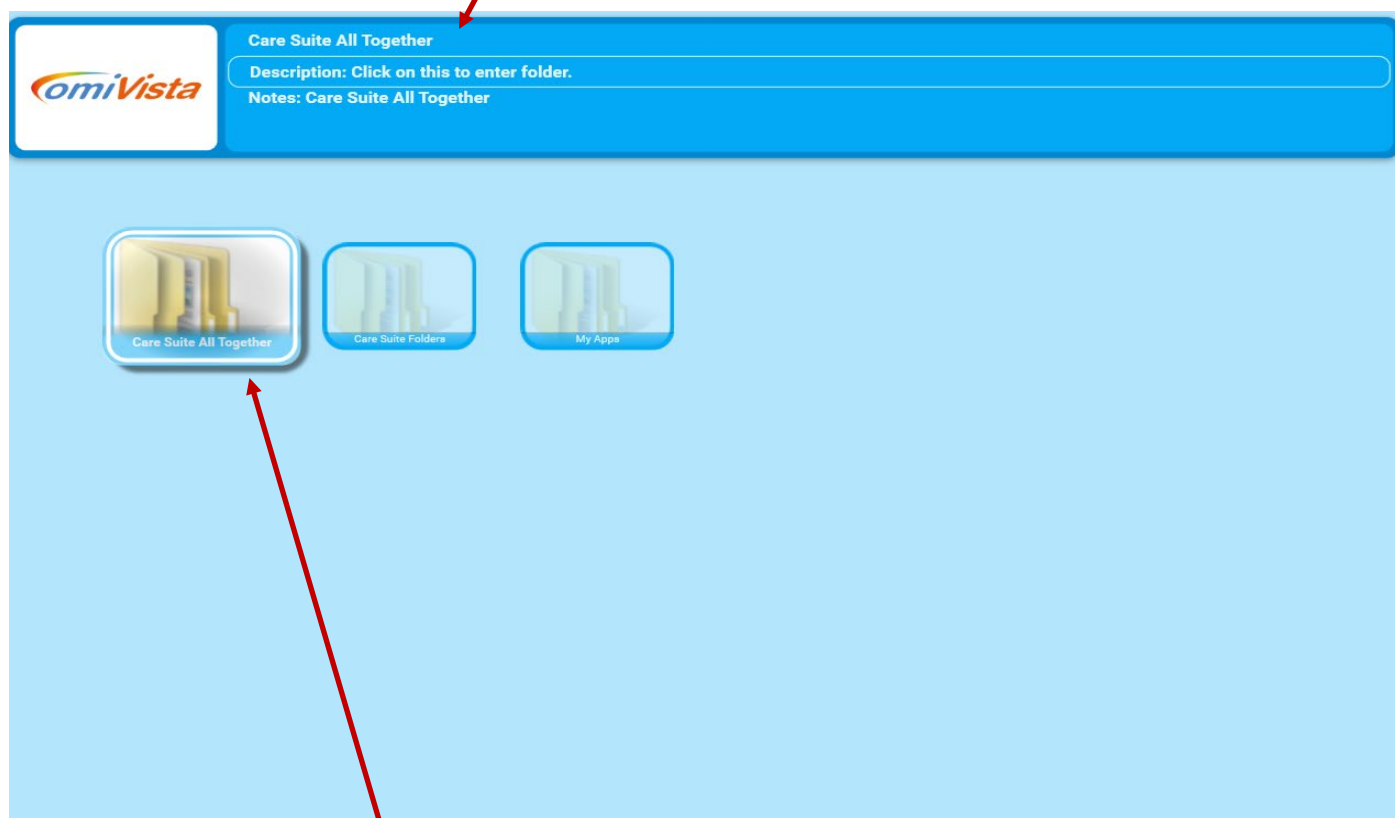
Eg. In quiz it allows the question to be read before an answer is attempted.

E.g. In Wipe it allows the original image to fully return uninterrupted before a second image in a sequence can be revealed.

The Application Main Menu Explained

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

Application Name/Description/Notes



The current folder is highlighted/enlarged e.g. 'Care Suite All'

Select 'OK' button on omiRemote to open this folder.

The main menu consists of three folders:

'Care/Sensory Suite All'	Contains all of the Suite Applications listed alphabetically.
'Care/Sensory Suite Folders'	Contains all of the Care/Sensory suite Applications but separated into Application ' Effect ' sub folders i.e Wipe, Scatter, Splat, Quiz, Water, Zones
'My Apps'	Contains your edited or Self-created applications. For further information, please see Section 2 - Editing & Creating Content

Navigating Your Applications 'Suite Folders'

Inside the '**Care/Sensory Suite All**' folders the Applications are displayed alphabetically.

Use the omiRemote function arrows 'Up' 'Down' 'Left' 'Right' to move to each application.

- Each Application has a name & corresponding notes that will appear in the window at the top
- To select an Application simply navigate to the Application you want and press the central 'Ok' button.
- A Loading screen will appear and a few seconds later the Application will be ready to use.

Note: By default, all Applications are arranged in alphabetical order. See section 2 of this manual for details on how to change

Use the folder 'Care Suite Folders' if you'd prefer to search by the 'type' of app e.g. Wipe, Splat or Quiz.



Name of the Folder currently open.

Number of Applications in the '**Care Suite All**' folder.

Use the Right Arrow on the omiRemote to highlight the 'Apple Blossom' Application. Press 'OK' to select this Application.



Once the Application is selected the loading screen will be displayed. Wait until the Application loads before using the omiRemote.



Using the omiRemote in Play mode

Volume Button

Once the Application is running use the + and – Volume buttons to adjust the volume of the garden sounds backing track.

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



The Left/Right Arrow Buttons

When the Application is in play the omiRemote arrow buttons can be used to control the way the Application performs.

In Wipe

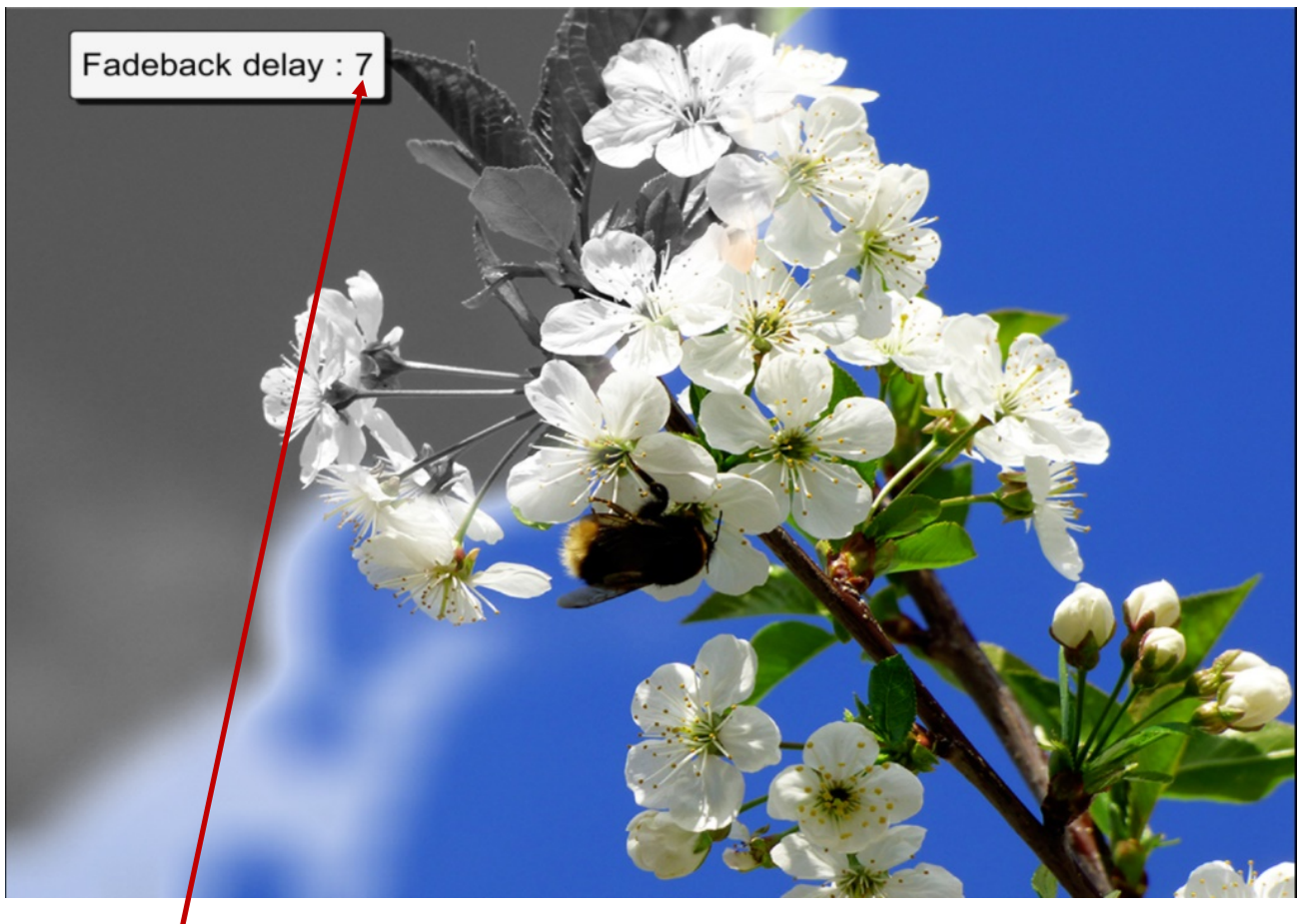
Using the **left/right** arrows will change either the **Fadeback Delay** or the **Wipe Radius**.

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

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

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

NB: The default setting for these will work well without any adjustment necessary.



The Fadeback Delay or Wipe Radius value will display here.

The omiRemote arrow buttons have different functions depending on the Application type.

In **SPLAT** the arrow buttons will control the Object Speed from 0-10

In **SCATTER** they control the Object Move back Speed and object Sensitivity to movement.

In **WATER** the arrow buttons control fish speed 0-20 and the option for fish to swim away/towards

In **QUIZ** the arrow buttons control the Interaction Delay (the delay before the next question appears)
The Result Timer dictates the number of seconds that the Quiz Score is displayed.

The omiRemote Freeze button.

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

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



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

The freeze button is particularly useful in Wipe. 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.

In Splat, objects cannot be splatted.

In Quiz it prevents an answer being revealed prematurely (allowing for question discussion etc.)

The omiVista Care 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 omiVista 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).

"When Applications are introduced creatively, with motivating activities and effective use of props, the rewards are far reaching."

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.

Many Applications are designed to be introduced slowly so that interaction can develop/increase over time. Some of the Splat Applications 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. E.g. 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 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 Applications that will appeal to a particular group or simply explore a relevant topic or theme, A reminiscence Application 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 Applications 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 share personal space with others.

The omiVista 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 omiVista 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.

“When Applications are introduced creatively, with motivating activities and effective use of props, the rewards are far reaching.”

Introducing the System/Assessing Progress

Knowing those you support will inform you're 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 Applications are designed to be introduced slowly so that interaction can develop/increase over time. Some of the Splat Applications 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 e.g. stretching to 'paint' or playing the glockenspiel with a ball or selecting a correct answer from a choice of answers in quiz.

“The Sensory Suite is a treasure trove of applications 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 Applications that will appeal to a particular group or help to explore a relevant topic or theme. E.g. A rock pool application 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 Applications with certain goals in mind will always make the sessions more focused and the transformative effect more measurable. Every app can have any number of aims e.g. 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.

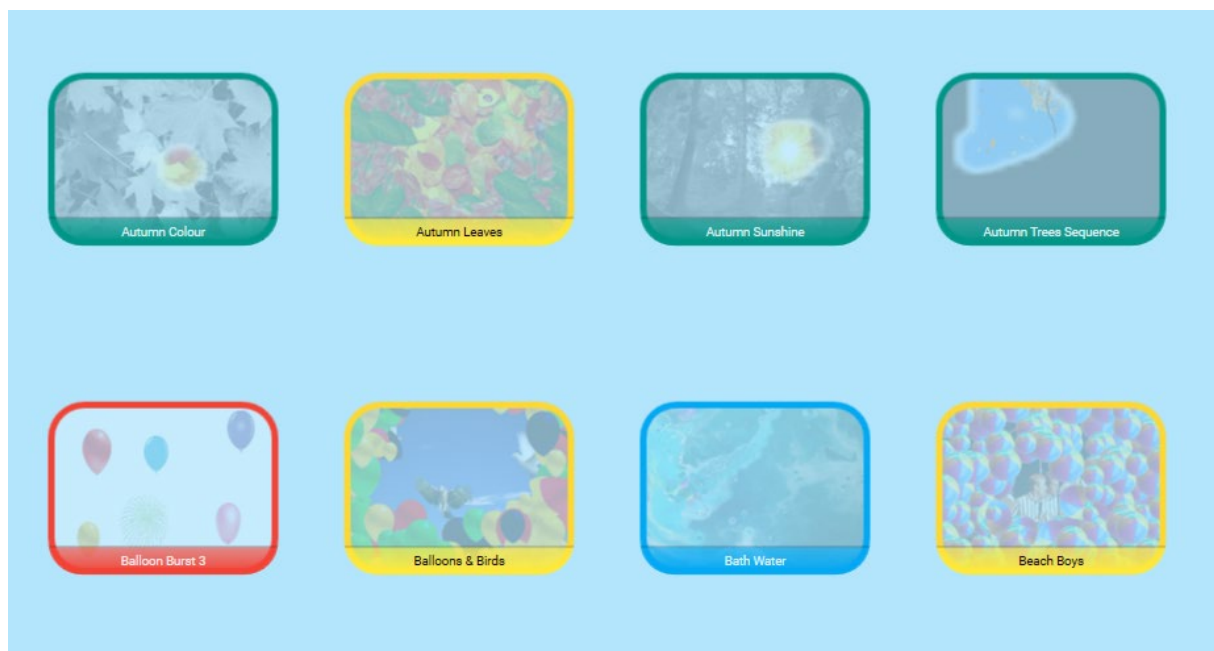
Enjoying a shared activity is also an achievement in itself for an individual who often struggles to share personal space with others.

The ability to adjust the settings (and to create your own personalised content - Editable version) enables facilitators to tailor applications 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 Applications Explained

Types of Application Effects & Their Colour

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



The colour indicates Effect being used and therefore the way an Application will behave.

	Green = Wipe Effect
	Yellow = Scatter Effect
	Pink = Splat Effect
	Red = Zones Effect
	Blue = Water Effect
	Purple = Quiz Effect
	Light Green = Ball Effect (Optional)

WIPE APPLICATIONS

The fifth group of Apps are the green Wipe Apps
These Apps have an image or layers of images that are hidden beneath a top image.
When interaction takes place the layer below is gradually revealed.



E.g. Nature discovery apps: 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 Apps are good for therapeutic colouring, maintaining observation skills and to encourage movement/discussion/socialisation.

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

SCATTER APPLICATIONS

The second group of Apps are the yellow Scatter Apps.



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.

The Apps 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 App notes will guide you.



E.g. The Autumn Leaves App involves scattering leaves to find little creatures and nuts beneath.

SPLAT APPLICATIONS

The third group of Apps are the pink Splat Apps



As in Scatter, one or more objects will move over the surface.

These objects will transform when interaction takes place.

E.g. A bubble will burst, a balloon pops, a chicken lays an egg, a caterpillar becomes a butterfly etc.
In some Apps 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.

ZONE APPLICATIONS

The Sixth Group of Apps are the red Zone Apps



These Apps 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 Apps provide a variety of cognitive opportunities including maintaining flexible thinking,

WATER APPLICATIONS

The fourth group of Apps are the blue Water Apps.



These Apps 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 apps 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.

QUIZZ APPLICATIONS

The first Apps listed are the purple Quiz Apps.



A question appears at the top of the screen (sometimes with an image)

The bottom of the screen presents a choice of 2, 3 or 4 different answers.

The user is encouraged to look at all the possible answers before selecting the answer they think is correct (the freeze button is very useful here to prevent false triggering).

A tick/yes and 'ding' sound or similar will indicate a correct answer.

Each Quiz App usually contains at least 3 questions one after another.

A final score is given after the last question. Good for testing knowledge/memory/recall/cognitive thought.

BALL GAMES APPLICATIONS (OPTIONAL)

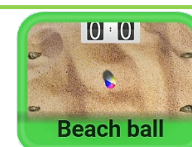
The seventh Group of Apps are the light green Ball Games Apps.

These Apps mimic traditional field and table games:

Air Hockey Basketball Beach Ball Football Rugby/American Football

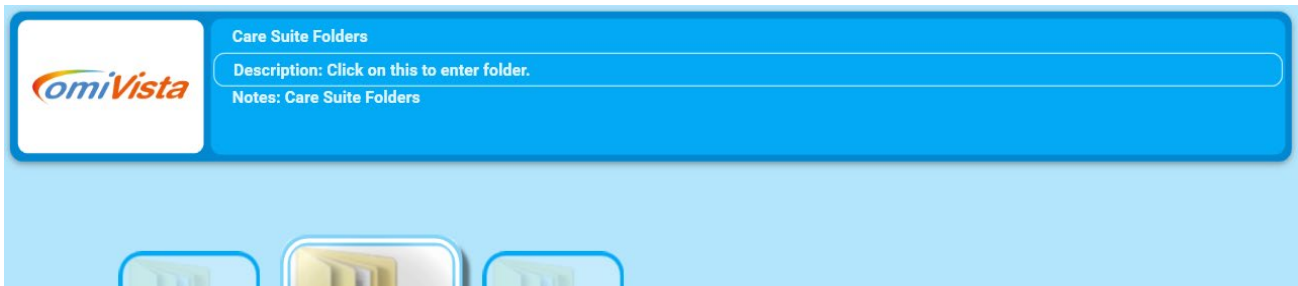
The ball (or puck) will move across the surface when movement is detected. There are options to play competitively with goals and scores or to simply practice passing the ball across the interactive area. Their speed and force (drag) can be controlled by the up/down, left/right navigation buttons on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

These Apps 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.



Suite Folders – Applications divided into Category Folders

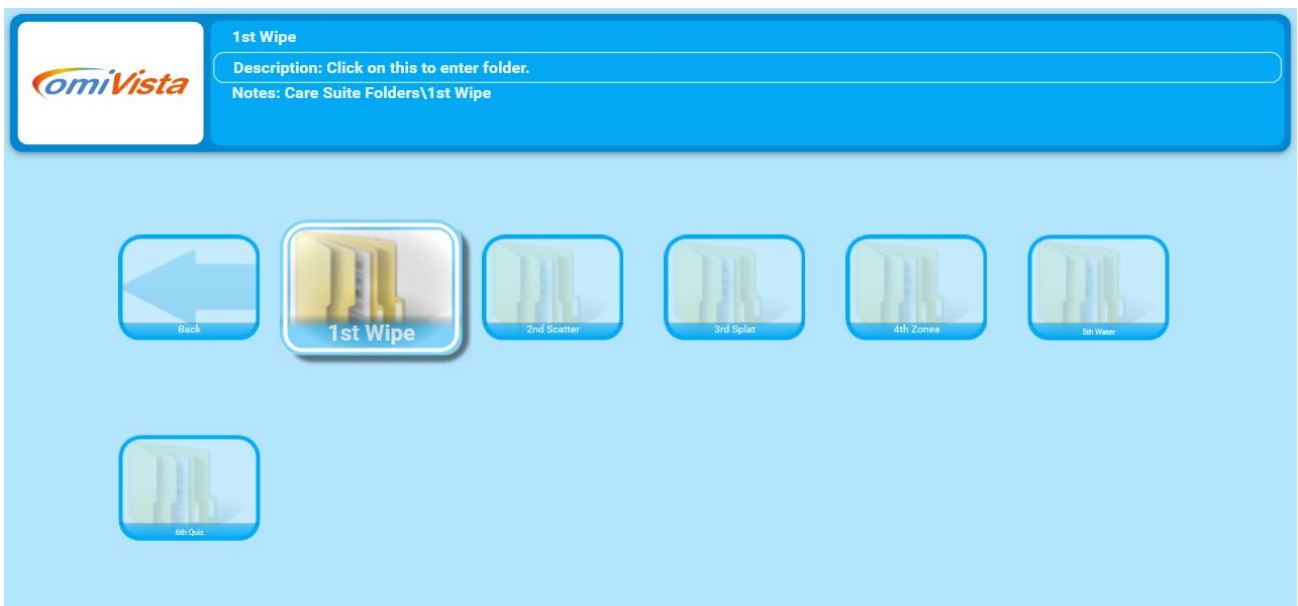
The Folder entitled 'Care Suite Folders' or 'Sensory Suite Folders' is the place to find all the Applications divided into subfolders based on their Category Type. i.e. it contains folders for **Wipe, Scatter, Splat, Quiz, Water, Zones**



To open this folder Select '**Care**' or '**Sensory Suite Folders**' and select '**OK**'

Inside 'Care Suite Folders' for example are the Six Category Folders.

Use the right arrow on the omiRemote to navigate to the '**1st Wipe**' folder and select '**OK**'.



Here are all the Wipe Applications inside the '**1st Wipe**' Folder.

In each category folder the Applications are listed in alphabetical order.



1940's Home

WIPE

Description: 3 black/white scenes to colour
Notes: Allow each scene to fully revert before the next scene will be revealed. Useful for childhood memories/reminiscence therapy.



Back



1940's Home



Apple Blossom



Arctic Colour 1



British Birds



Cornflower



Desert Jewels



Great Barrier Reef 1



Lavender Butterflies



Medicinal Remedies



Morecombe and Wair



Nasturtiums



Playground Games



Queen Elizabeth's Coronation



Rainforest Scene



School Day Memories



Seaside Memories



Shadow Painting 01

Care Suite Folders\1st Wipe

Table mode

Items - 33

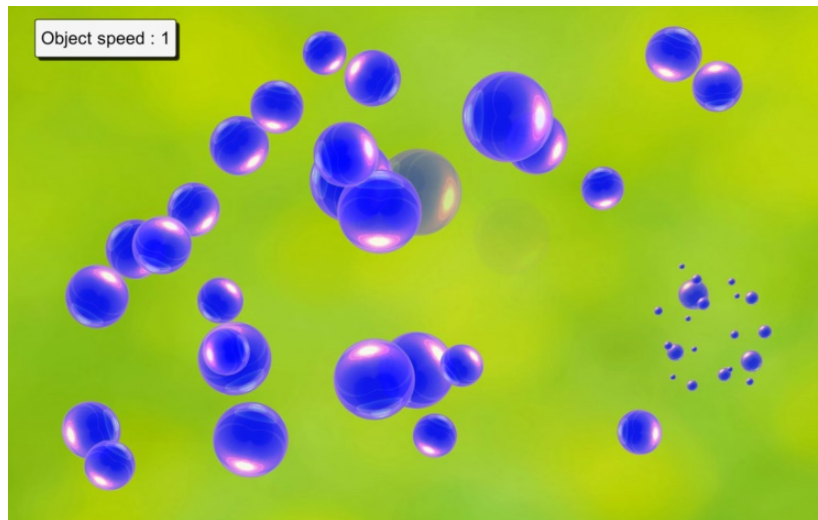
Hide

Use the omiRemote arrows to scroll through the grid of Wipe Applications.

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'



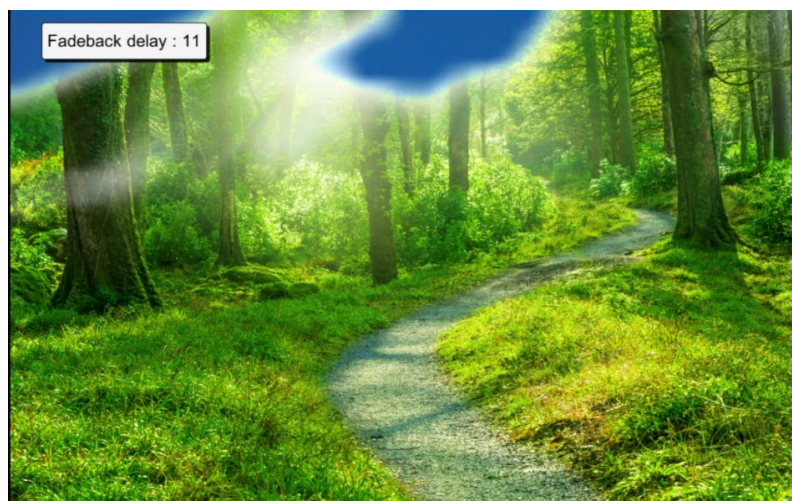
As above use the up/down navigation buttons. A numeric display will appear top left of the screen to indicate the speed of objects before the original image will re-appear.

Please note that the function responds differently according to the effect. (See page 6)

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.

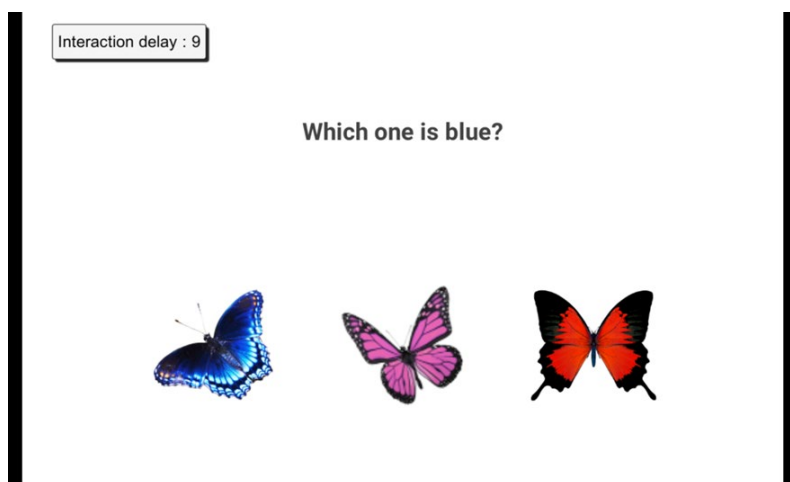


Delaying the return of these clouds allows the station scene to be enjoyed longer.



Delaying the Text Question in Quiz

Using interaction delay in quiz allows more time to discuss the correct answer before moving onto the next question. Click the Right Navigation button twice to see the Interaction Delay timer & use the 'up' arrow to increase the time in seconds.



Please note: When the correct answer is selected there will be a delay before the next question appears.

'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.



Which animal is a horse?



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

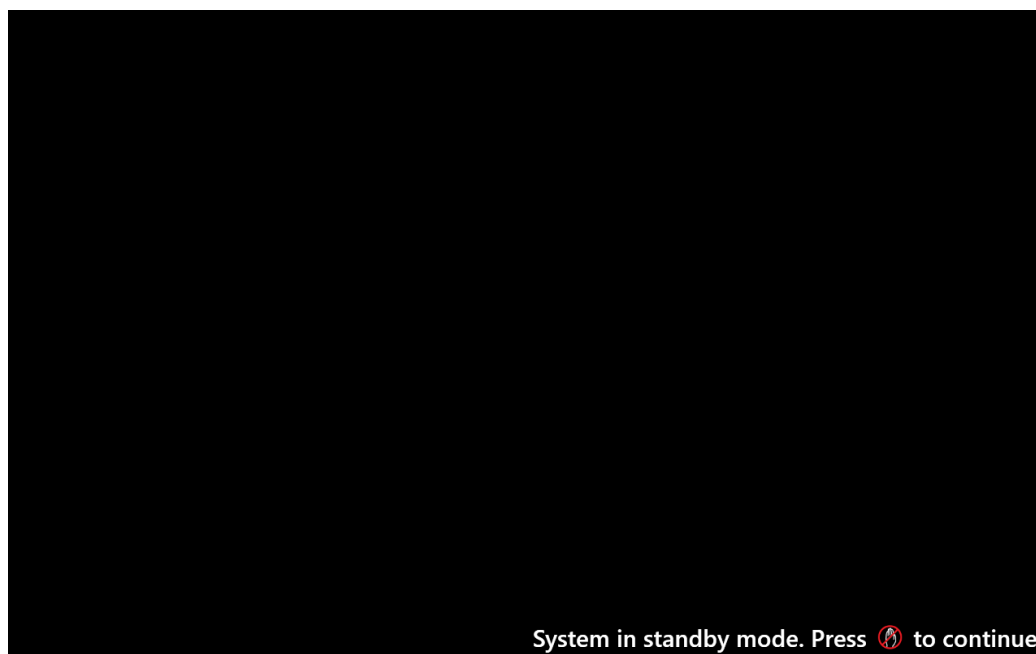
In Wipe sequence Applications, the Freeze button is particularly useful for allowing an image to recover (without movements interrupting the return) so the next image in a sequence of background images can be revealed beneath the wipe image.

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 omiRemote. 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 omiVista system off.

User Manual Section 2 – Content Editing and Creation

This section of the user manual is a guide to editing the omiVista 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 Applications or adapt existing content for the omiVista 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 Applications 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

Quick Hint: - Ctrl M from Menu 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 Applications and folders.

To see the **Toolbar Menu**, use the keyboard to press/hold **CTRL** key followed by the letter **M** (for Menu) See these keys highlighted in red in the image above.

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

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 system.

[If you want to change the images, music or create your own Applications 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 this **Toolbar Menu** screen simply press/hold **CTRL** & type **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 Applications (Content) and can **Import** new content created on other omiVista (Editable) systems.

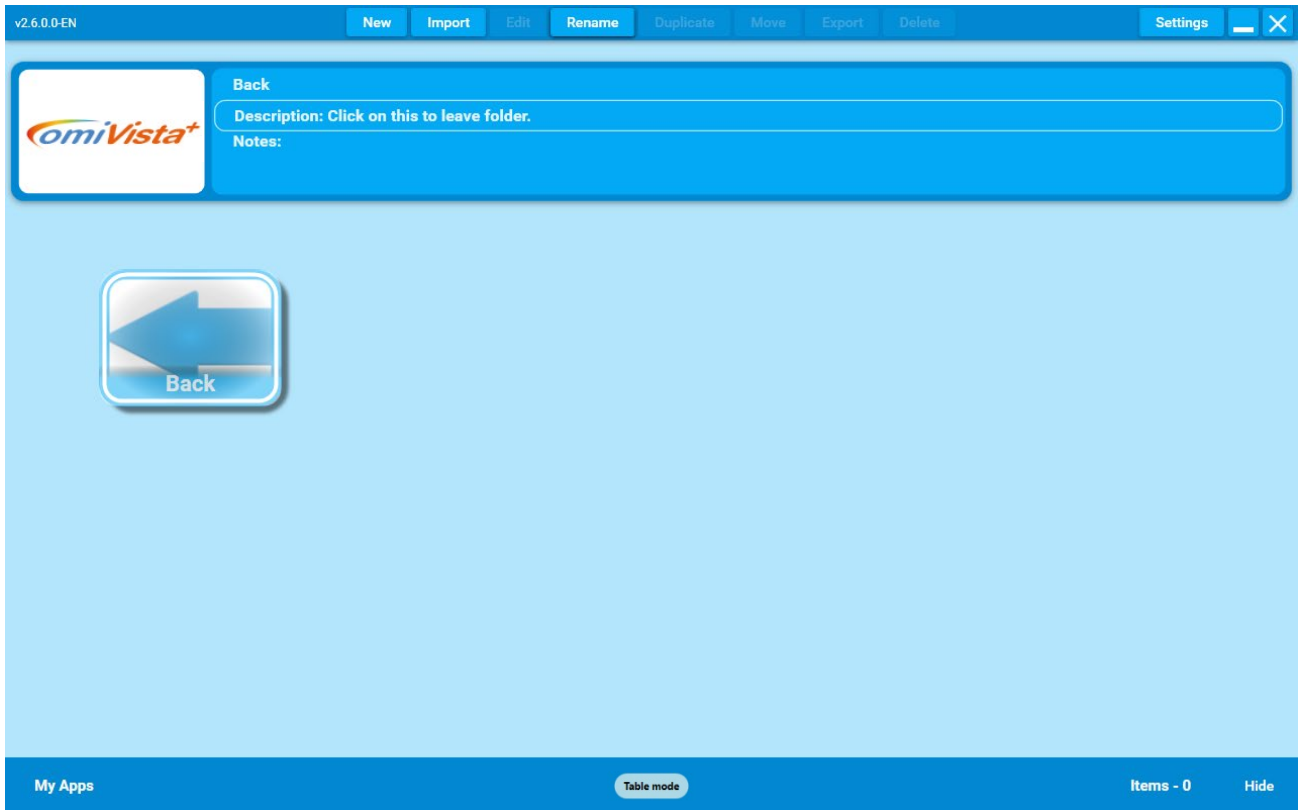
If your systems provider has purchased an **Application Creator License**, they will be able to create new Applications on their PC using the dedicated software and share them with you and any other homes/centres that have also purchased an omiVista system.

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

- | | |
|-------------------------|-------------|
| • New Folder | See Page 29 |
| • Import File or Folder | See Page 30 |
| • Rename | See Page 30 |
| • Move Applications | See Page 31 |

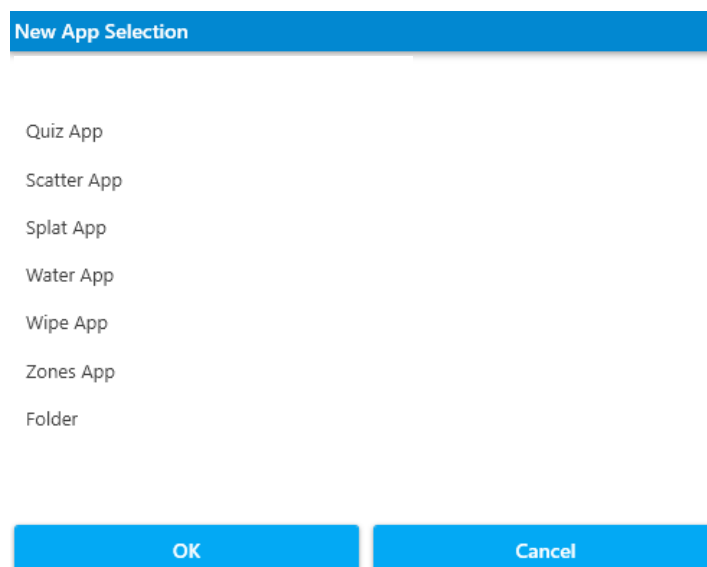
Editable System Options

In section 1 of the manual, within **'Application Main Menu'** we introduced the **'My Apps'** folder. This folder is a good place to store new and edited/duplicated Applications.



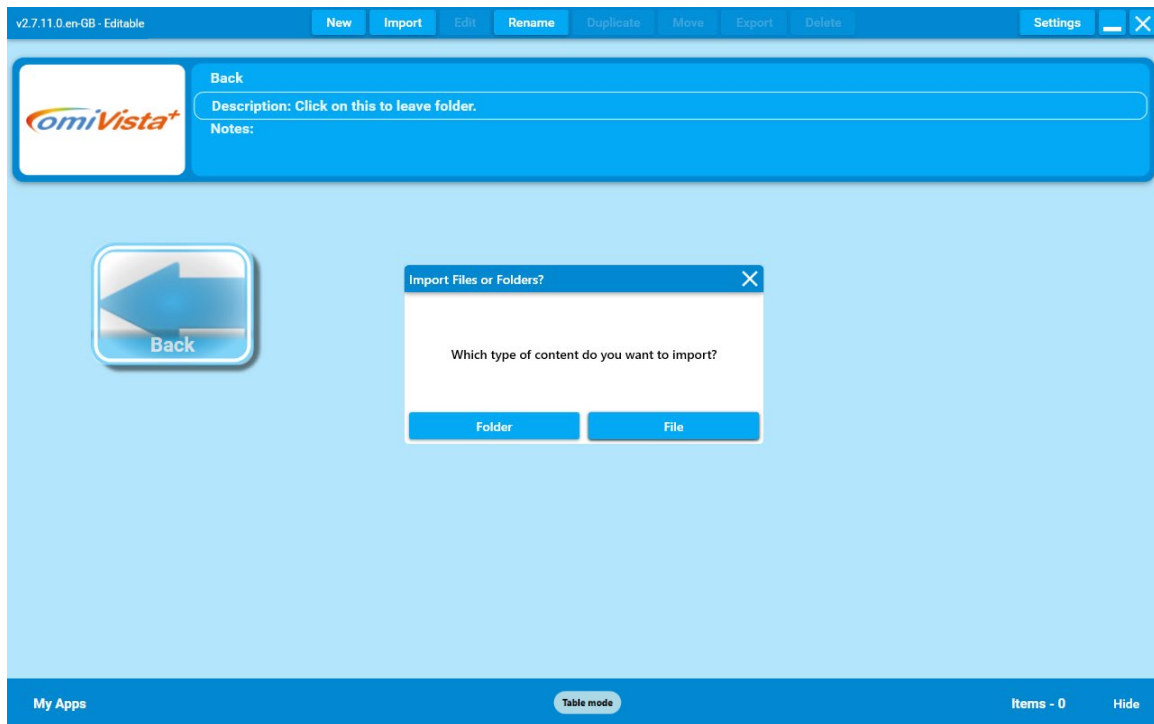
New

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



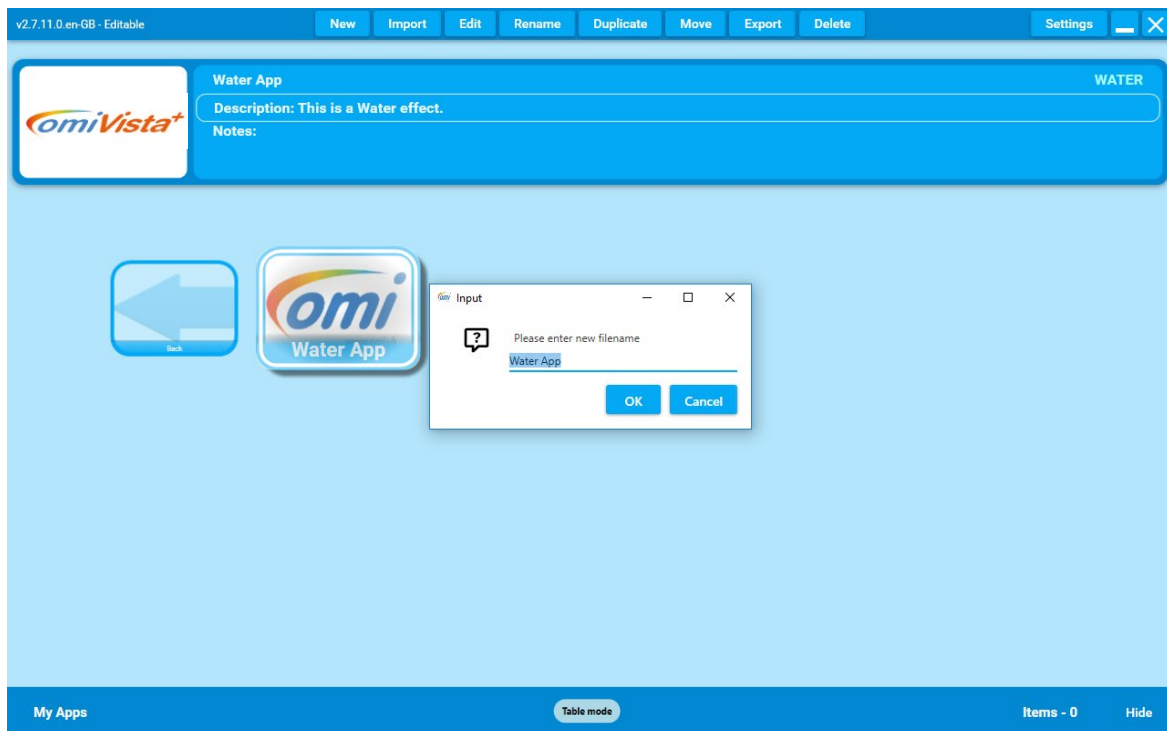
Import

The '**Import**' menu option allows you to load new complete applications from other omiVista systems. This might be from OM Interactive, your systems administrator or from other creative omiVista users.



Rename

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



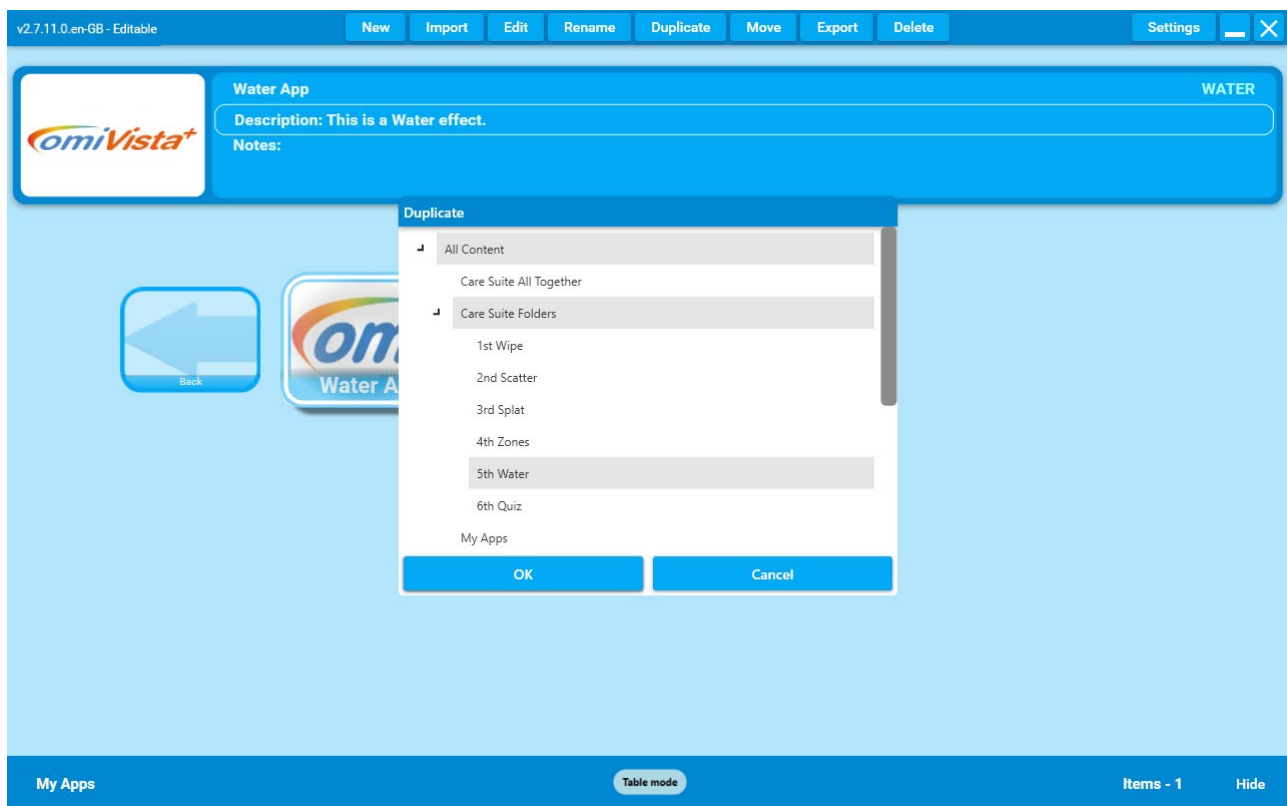
Edit

The **'Edit'** menu option allows you to change all the images, sounds and settings of the application that is highlighted.



Duplicate & Move

The **'Duplicate'** menu option allows you to make a copy of the application that is highlighted in to a different folder.



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

Organising Applications into Folders

Organising Applications into Folders

It is very easy to create new folders and to make duplicates of Applications to go in them. A folder can be made for every individual user, containing all their favourite Applications, 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

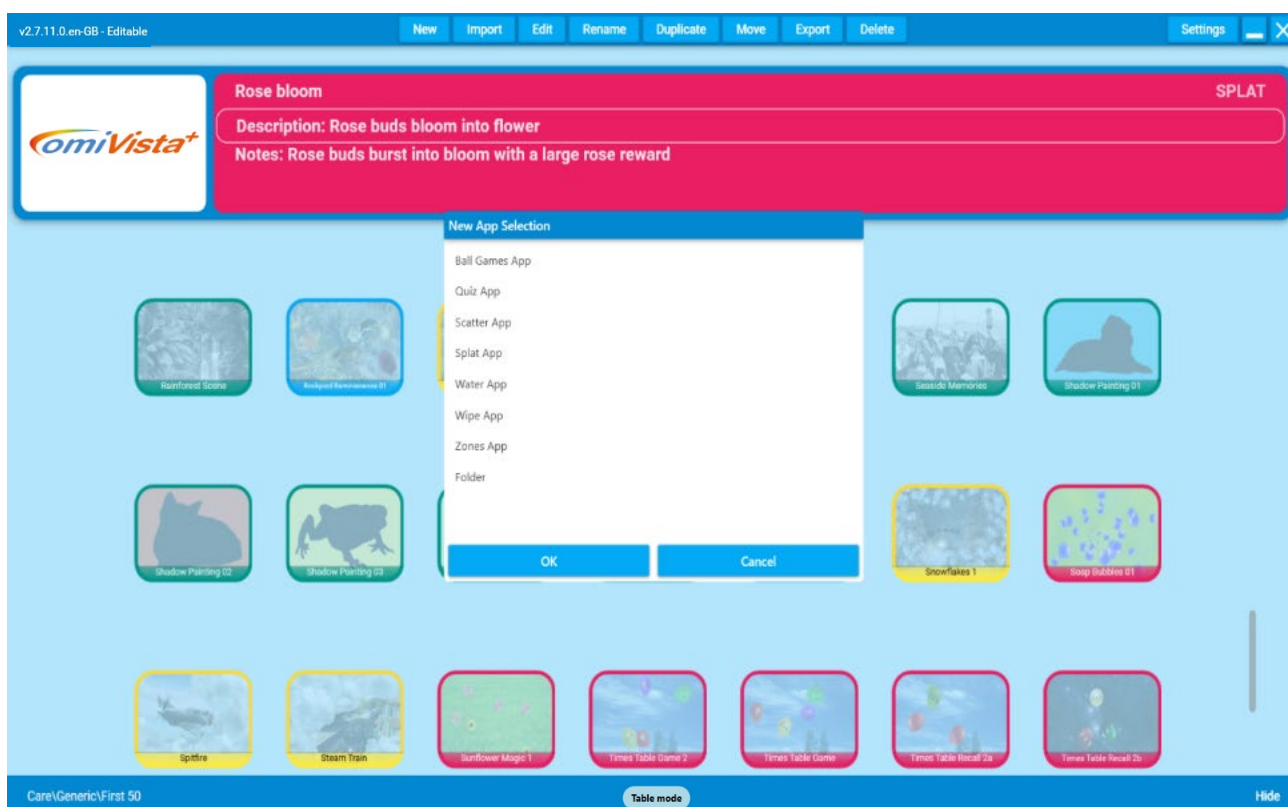
Quick Hint: - Right Click Background

Firstly, decide where you would like this Folder to be.

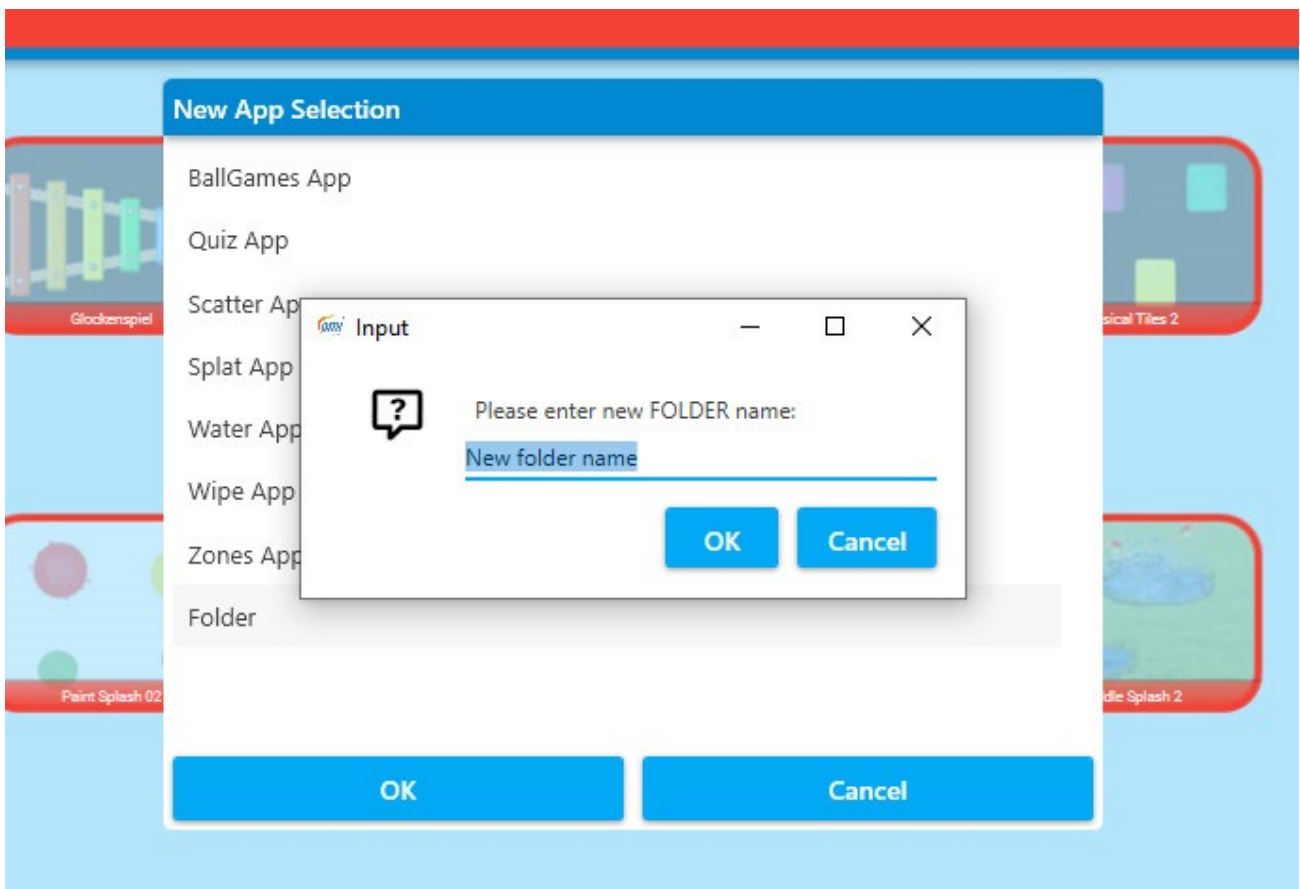
It can exist on the main menu screen or can be created inside an existing folder.

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**.'



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

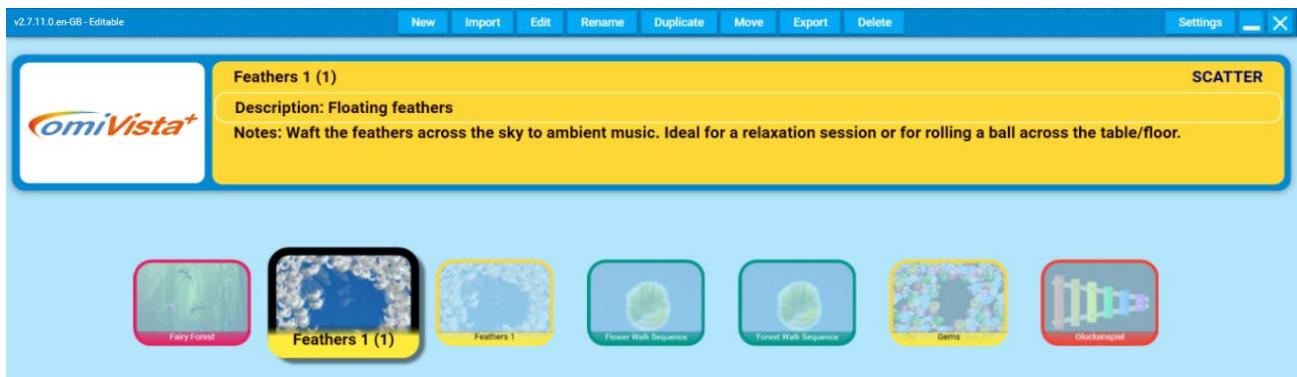
If you want to move a Folder, simply click on the Folder then click the MOVE button on the menu toolbar.



A dropdown menu will show you a list of all the Content/Folders on the system. Simply highlight one to select it & click **OK**.

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





The New Application will appear in the Folder you have selected with the name 'Feathers 1 (1)'

Now select the **EDIT** tab from the menu tabs along the top.

This will open an Editing screen like this:

There are four grey tabs beneath the blue toolbar that are the **Four Editing Screens**.



In **Scatter** these are:

Information Images Sounds Settings

The first screen is the **Information** text about the Application

Simply click the field you want to alter and Type using the keyboard.

There are three fields to enter information:

Name

Here you can type a new name for your Application e.g. Feathers 2

Application Description

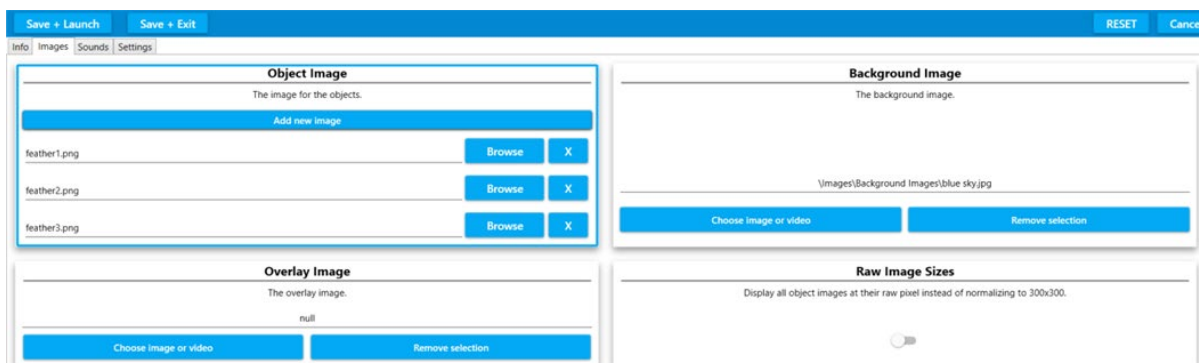
Here you can describe the Application e.g. Feathers over starry sky

Application 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 tab is **IMAGES**



Select this and you will see a screen divided into two halves.

The Left side contains the **OBJECT** image

This is the .png image that moves around over the surface.

In this Application there are 3 different feather .png images.

We are going to leave them as they are for this first editing challenge.

On the right side is the field for the **BACKGROUND** image

You will see the name of the existing background image. '\\images\\Background Images\\blue sky.jpg

Using a New Image from the OMI Library

Firstly select the lower left blue button '**Choose image or video**'

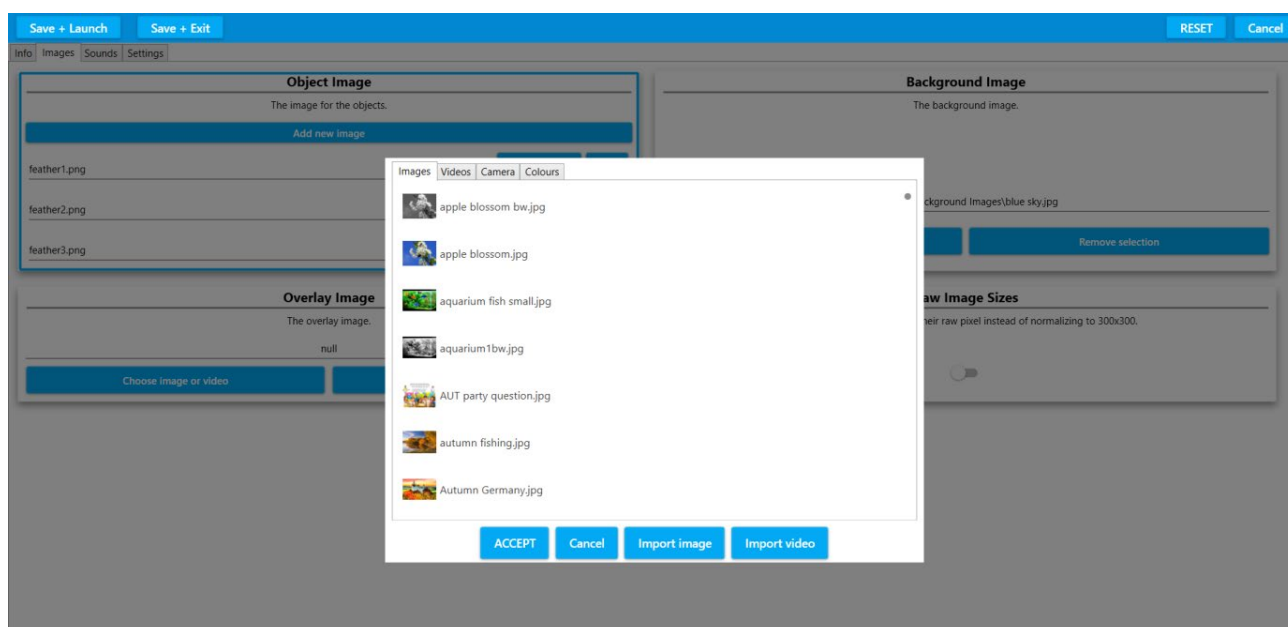
The library of images will open in a dropdown screen (the background will be greyed out)

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.

(For the purposes of a first edit select an image from the list like 'Starry Night' or another Sky image)



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 omiVista system & double click on it to open its contents and select the image you want.



The screenshot shows a software window titled 'APP INFORMATION' with a blue header bar containing 'Save + Launch' and 'Save + Exit' buttons, and 'RESET' and 'Cancel' buttons on the right. Below the header is a tabbed interface with 'Info', 'Images', 'Sounds', and 'Settings' tabs. The 'Info' tab is active, displaying a form with three sections: 'App Name' with the text 'Feathers 2', 'App Description' with the text 'Floating feathers stair night', and 'App Notes' with the text 'Waft the feathers across the sky to ambient music. Ideal for a relaxation session or for rolling a ball across the table/floor.'

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

Select **SAVE + LAUNCH** from the top blue MENU bar to preview your Application with this new background:

Once you close this previewed Application 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 Applications screen.

The first time you 'play' your new Application 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 click **CTRL + M**.

Use the above method to change the Background image of all other effects.

Changing the Music

The background music or sound effects used in any Application have a huge impact on how the Application is received. Changing a piece of lively 'singalong' music to something more meditational or nature inspired or vice versa will change the whole feel of an Application 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 as before holding **CTRL** and tapping '**M**' on your keyboard.



Make sure the Application you want to edit is highlighted (it will look larger)

NB The safest way to do this is to **DUPLICATE** the Application you want to edit so that you end up with two versions of the same Application with different music e.g. Feathers Rock and Roll

- Select the **DUPLICATE** tab. This will open a drop down menu.
- Select the folder where you want the duplicated Application to appear.



The New Application will appear in the Folder you have selected with a (1) in brackets after it.

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

This will open an Editing screen like this:



There are four grey tabs beneath the blue toolbar that are the Four Editing screens.

In **Scatter** these are:

Information Images Sounds Settings

The first screen is the **Information** text about the Application
Simply click the field you want to alter and Type using the keyboard.
There are three fields to enter information:

Name

Here you can type a new name for your Application e.g. Feathers 2

Application Description

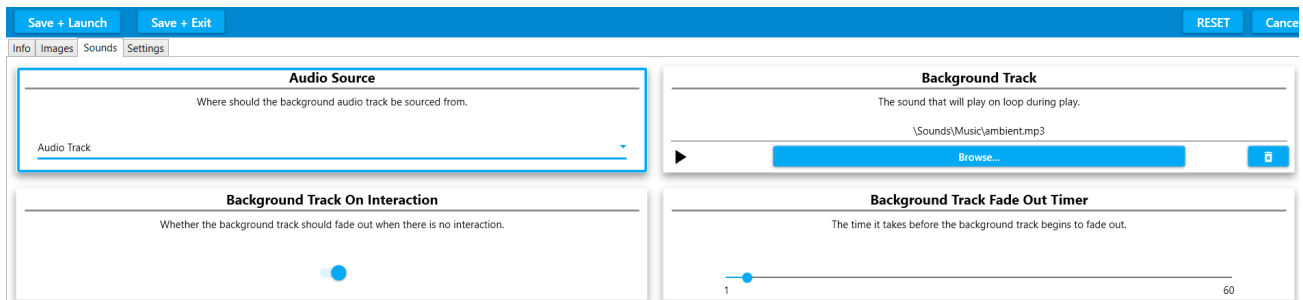
Here you can describe the Application e.g. Feathers over starry sky

Application Notes

Use this field to write helpful notes about the purpose of the Application, how best to use it;

Eg. Uplifting music for a singalong passing activity

Click on the **SOUNDS** tab. This will open a window like this:



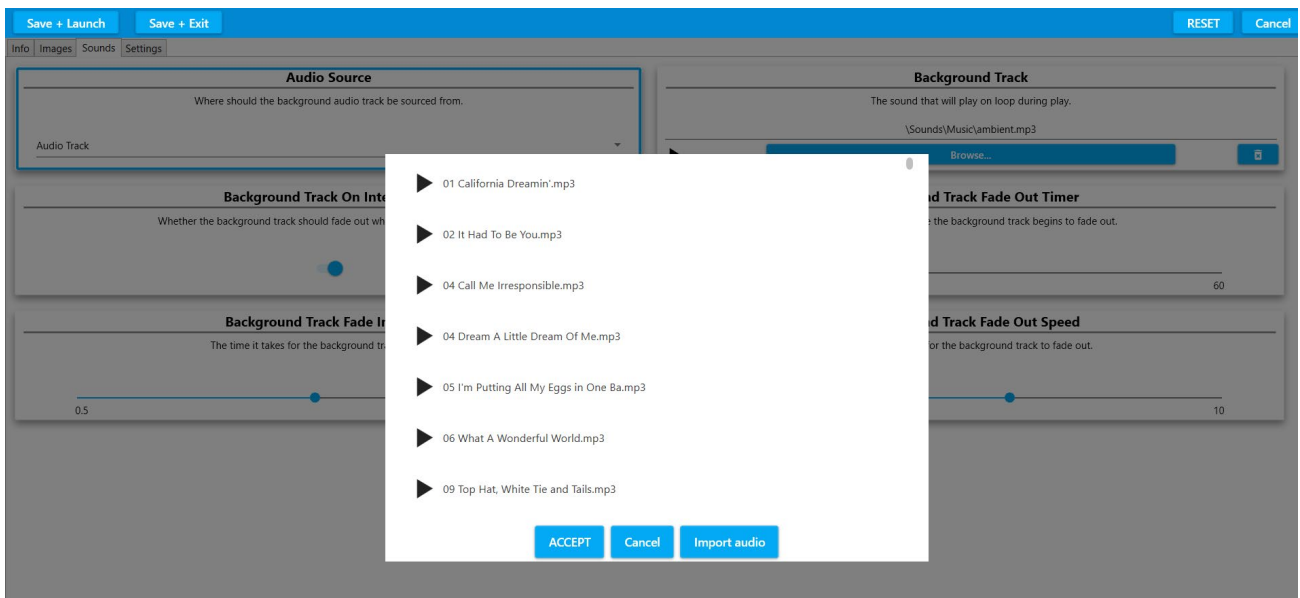
Here you control everything to do with how the background music plays.

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 black 'play' arrow button next to each title.

Once you have chosen a song simply highlight it and click **ACCEPT**

The song will automatically upload to the Application.

If you wanted to choose your own piece of music from a USB stick

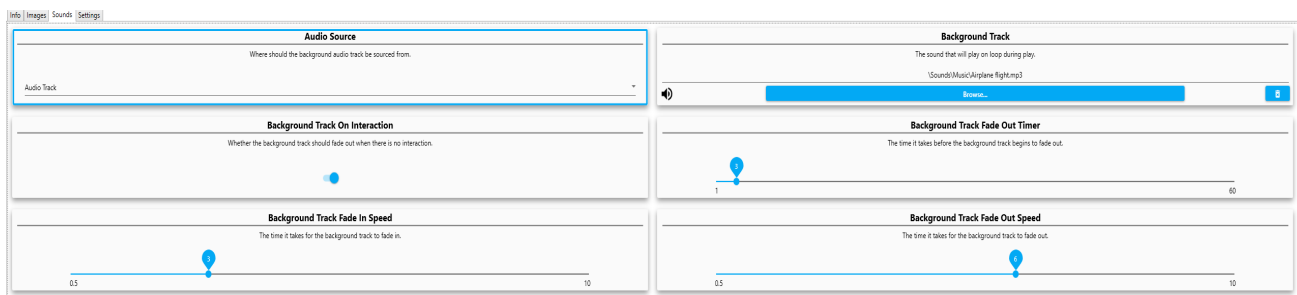
Simply choose the **'IMPORT AUDIO'** button and open your USB stick.

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**.

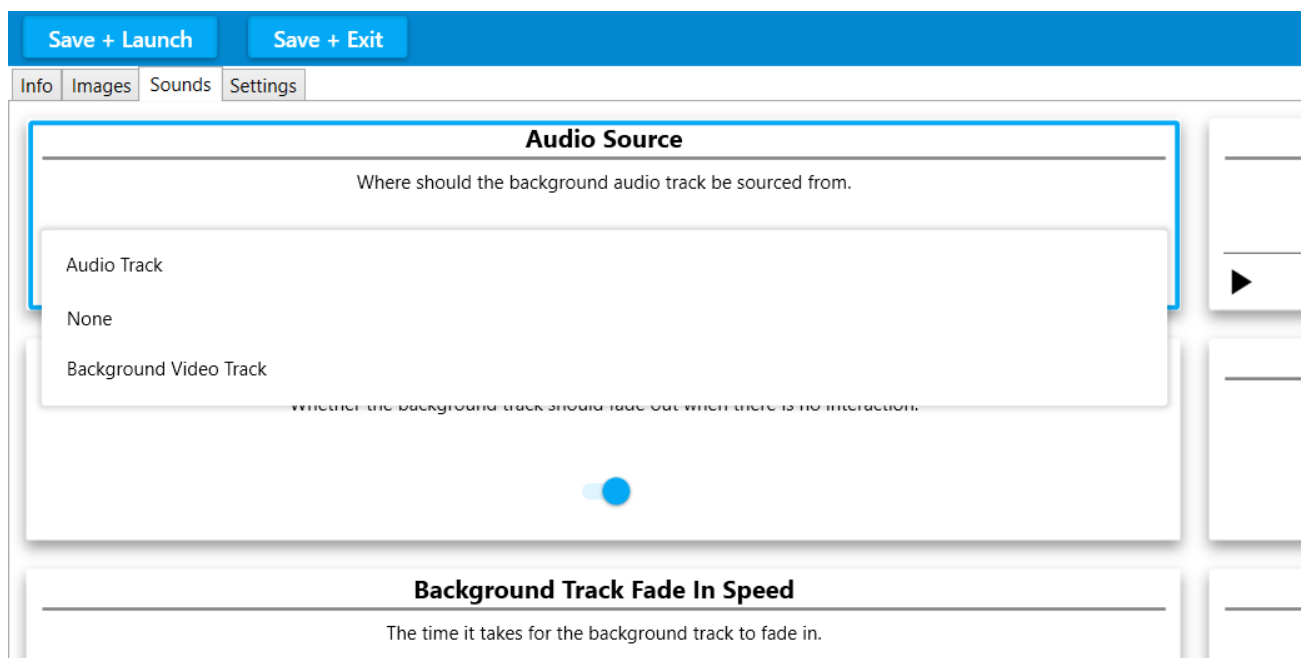
(When a song is imported into the song library it is automatically selected from the list even though you may not see it highlighted)

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 screenshot shows a software interface with a blue header bar containing two buttons: 'Save + Launch' and 'Save + Exit'. Below the header is a navigation bar with tabs: 'Info', 'Images', 'Sounds', and 'Settings'. The 'Settings' tab is active, displaying three settings panels. The first panel, 'Audio Source', has a subtitle 'Where should the background audio track be sourced from.' and a dropdown menu currently set to 'Audio Track'. The second panel, 'Background Track On Interaction', has a subtitle 'Whether the background track should fade out when there is no interaction.' and a toggle switch that is currently turned 'ON' (blue). The third panel, 'Background Track Fade In Speed', has a subtitle 'The time it takes for the background track to fade in.' and a slider bar.

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.

Making New Wipe Applications

Wipe Applications are the simplest Applications 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

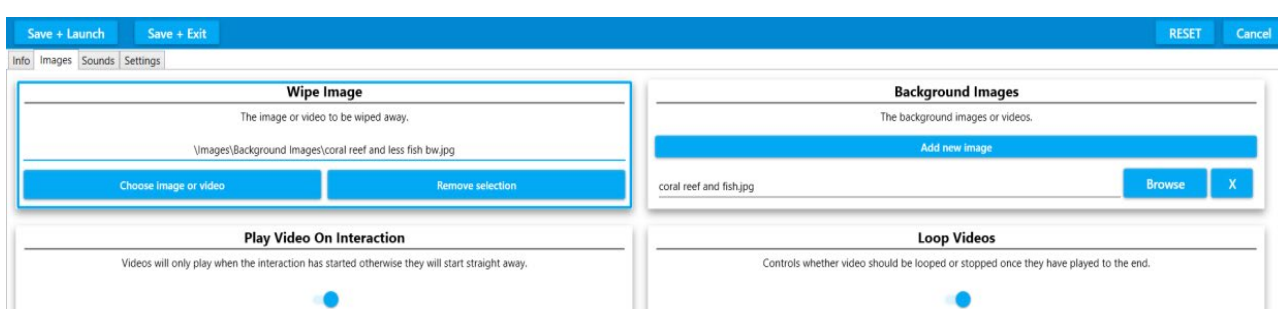
You will need a minimum of two JPEG images and a background track.

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

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 easy option.

Getting Started

Open your blue Edit menu toolbar as before and **DUPLICATE** a Wipe Application of your choice. Click on **EDIT** and give it a new name. Click **IMAGES** on the grey tab:



The first box on the left is the **Wipe Image** field.

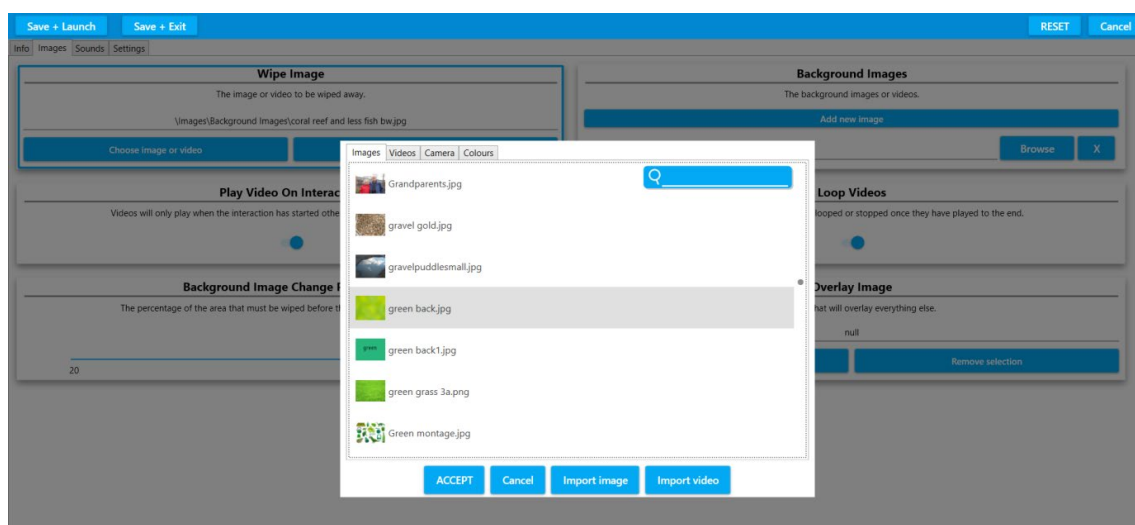
Wipe Image

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 a dropdown OMI library of images.

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



Once you have chosen (grey highlighted) an image click **ACCEPT**.

This will automatically be loaded into the Application and return you to the IMAGES edit screen.

Using your own Images

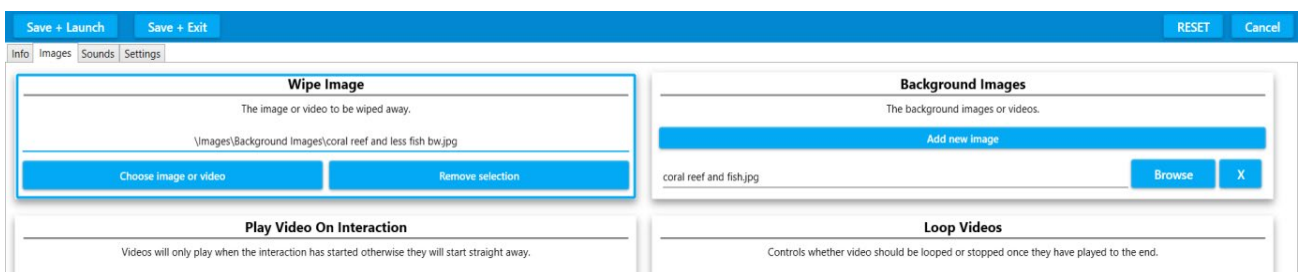
If you wanted to import one of your own images then ignore the dropdown list and click 'IMPORT IMAGE' (3rd button along the bottom of the pop up window) You will need to insert your USB stick of images into your omiVista system. Double click it to open it and select the image you want to use. NB: Please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

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).

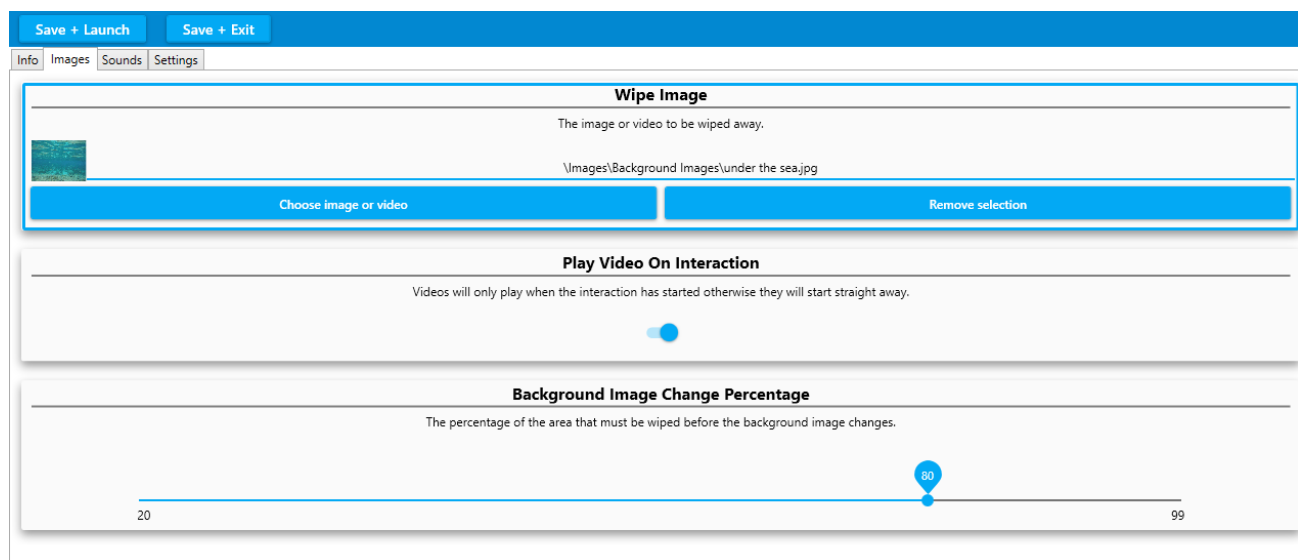
Background Image

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 uploaded a new background image the Application 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)

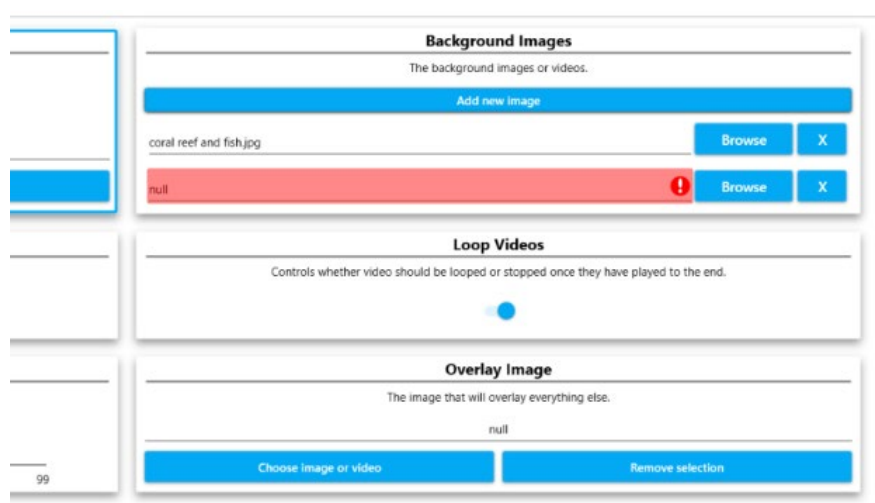
To create a black and white image see notes above re phone filters, Powerpoint or Photoshop options etc.

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

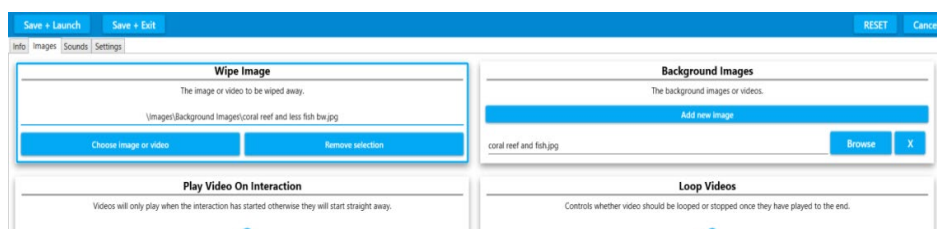
Wipe allows you to have more than one background image to be revealed in a sequence. To add multiple images simply click the 'Add New Image' bar.

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).



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 Applications

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.

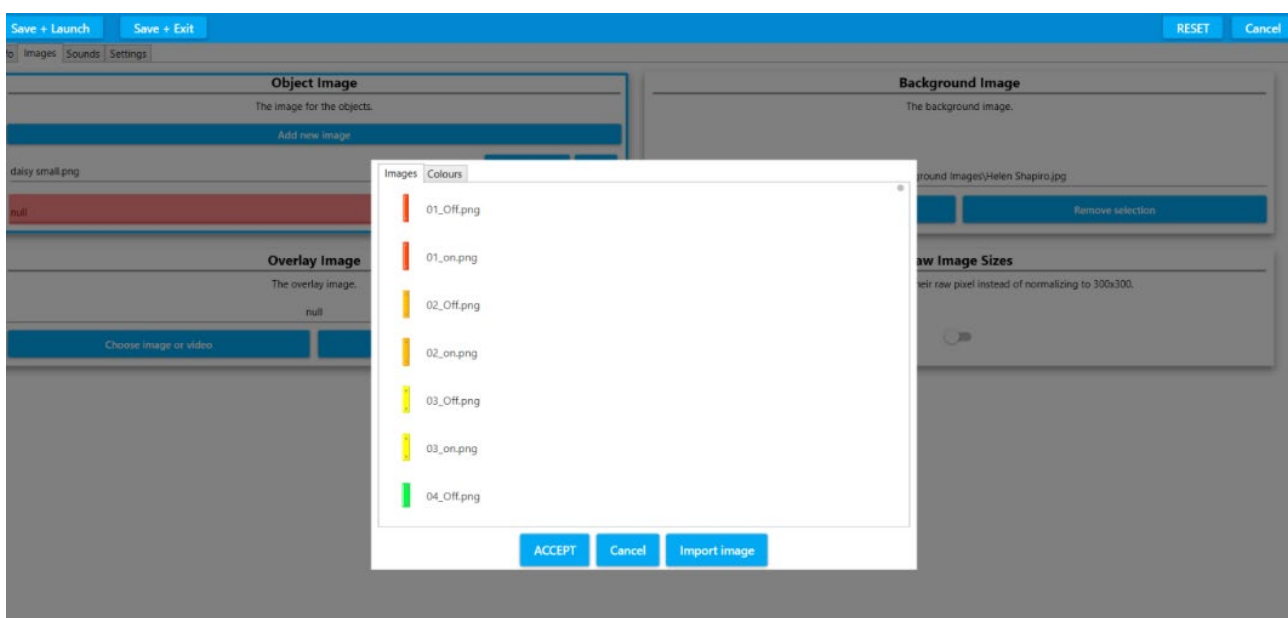
We have already learnt how to name an Application & add a Background Image. (see pages 30 & 34)

For a scatter Application 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 dropdown list – 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 Application.

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 of objects floating on the surface open the grey **SETTINGS** tab. There you will see a large selection of variables.

The top boxes in both columns dictate the **number of object images** that will appear on the screen. The fields 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 by the remote control)

There is a slider on the right hand side which will reveal all the other fields that can vary the behaviour of the objects in scatter:

These are 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 see the effect of each change (auditioning it) 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 Applications can be created using one single object image duplicated many times or use a variety of object images.

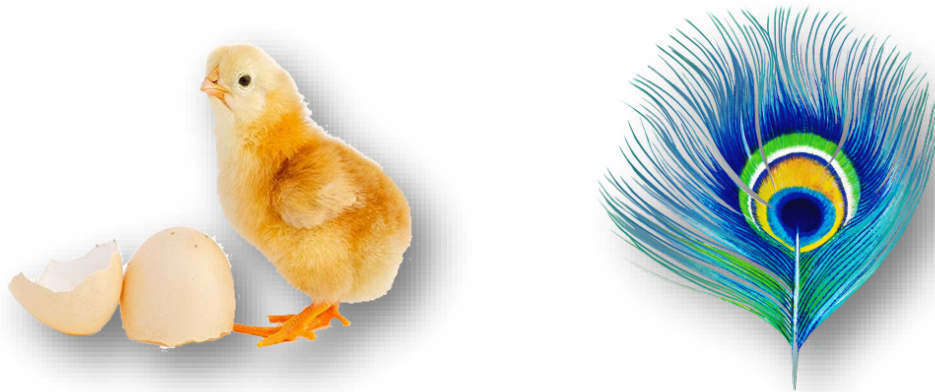
Eg The identical eggs in the Baking Day Splat Application or the varied leaf shapes and colours in the Autumn Leaves Application.

Here is the list of object images for the Hot Air balloon Application:

Each balloon is a different image. 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.

NB Remember **.png** object files need to be:

Square i.e. 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 suite 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 Application.

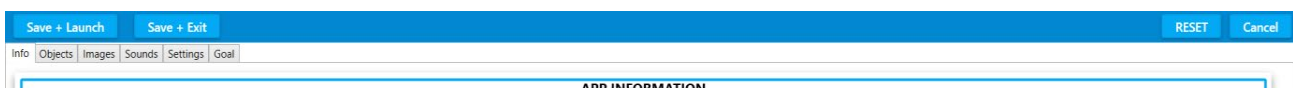
Making New Splat Applications

Splat Applications 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 Application.

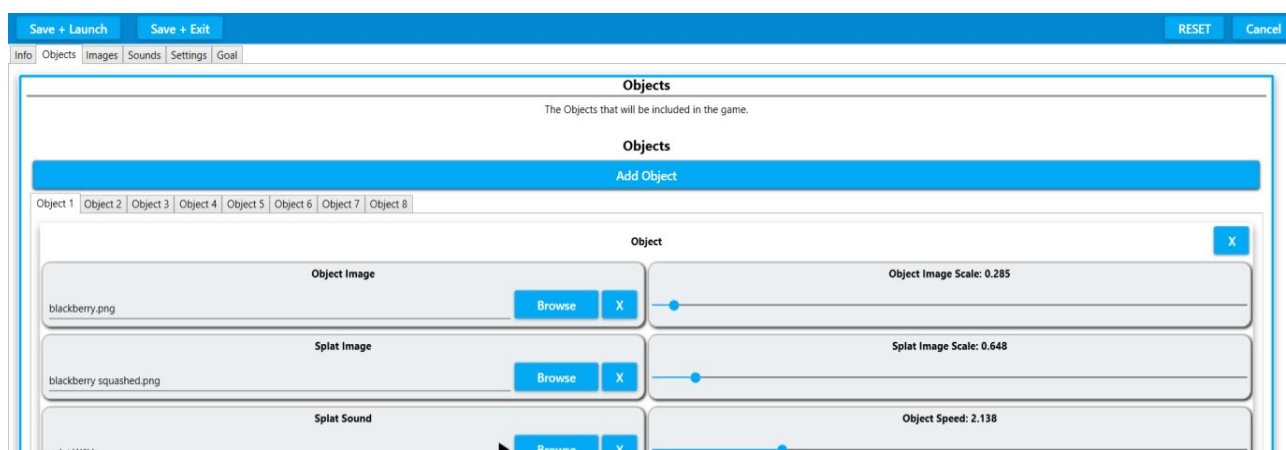
Once the Application has been duplicated select the Edit button to make changes.

The Edit Screen in Splat looks like this:



The **Info** screen has the same 3 fields as in Wipe – simply Type to enter a name & Application description/notes.

The **OBJECT** screen looks like this:



The three fields on the left hand side are:

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'

On the right hand side of the screen are some corresponding sliders.

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)

Each field is populated in exactly the same way as before.

NB 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**.

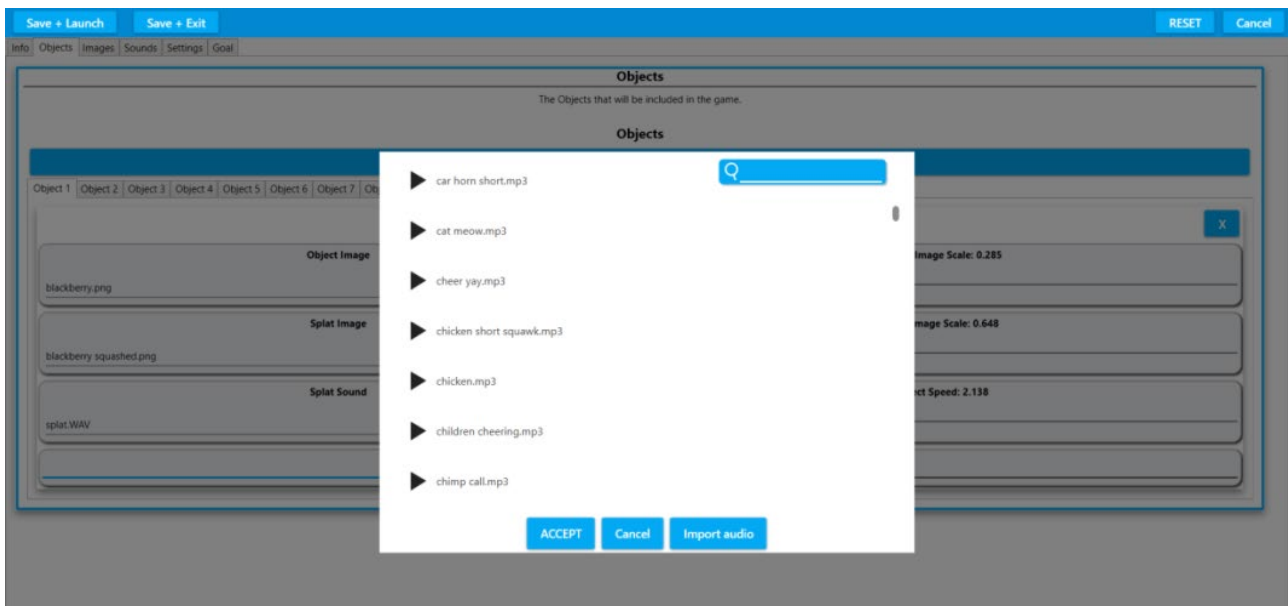
See the section on making .png object files in Powerpoint in the Scatter section. (see pages 54-56)

Simply click **Browse** to see the Object/Splat Image or Splat Sound library window pop up.

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.

Here is the sound library pop up window:



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)

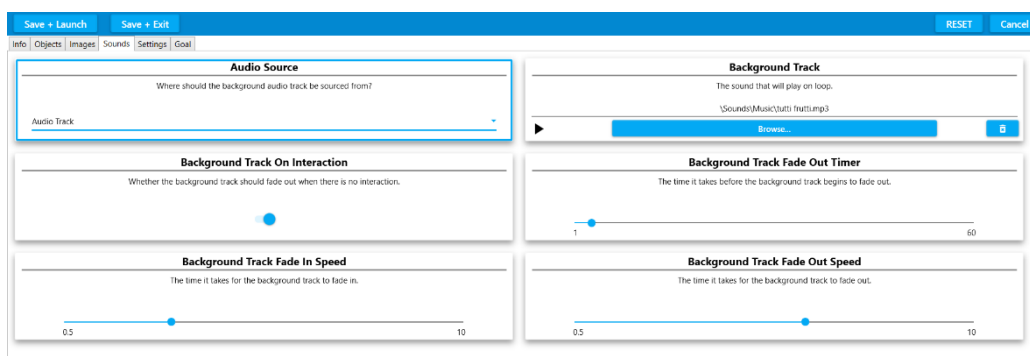
Click the black ‘play’ button next to each sound to hear it before selecting. Highlight the sound you want and Click **ACCEPT**.

Importing your own sounds

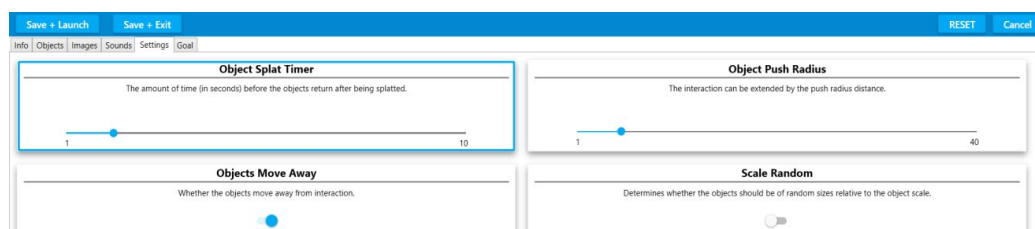
Sound files can be uploaded as .mp3 or .wav files.

Choosing a Background Track.

This process is identical to that detailed on pages 38-42.



Splat Settings



Click the **Settings** tab from the grey menu in Edit mode. The Settings Edit screen looks like this:

These are the additional settings available in Splat:

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 – This 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

This feature is unique to the Splat effect.

A **Goal image** is a reward for splatting all of the objects.

Click on the ‘**Goal**’ tab in the grey Edit menu.

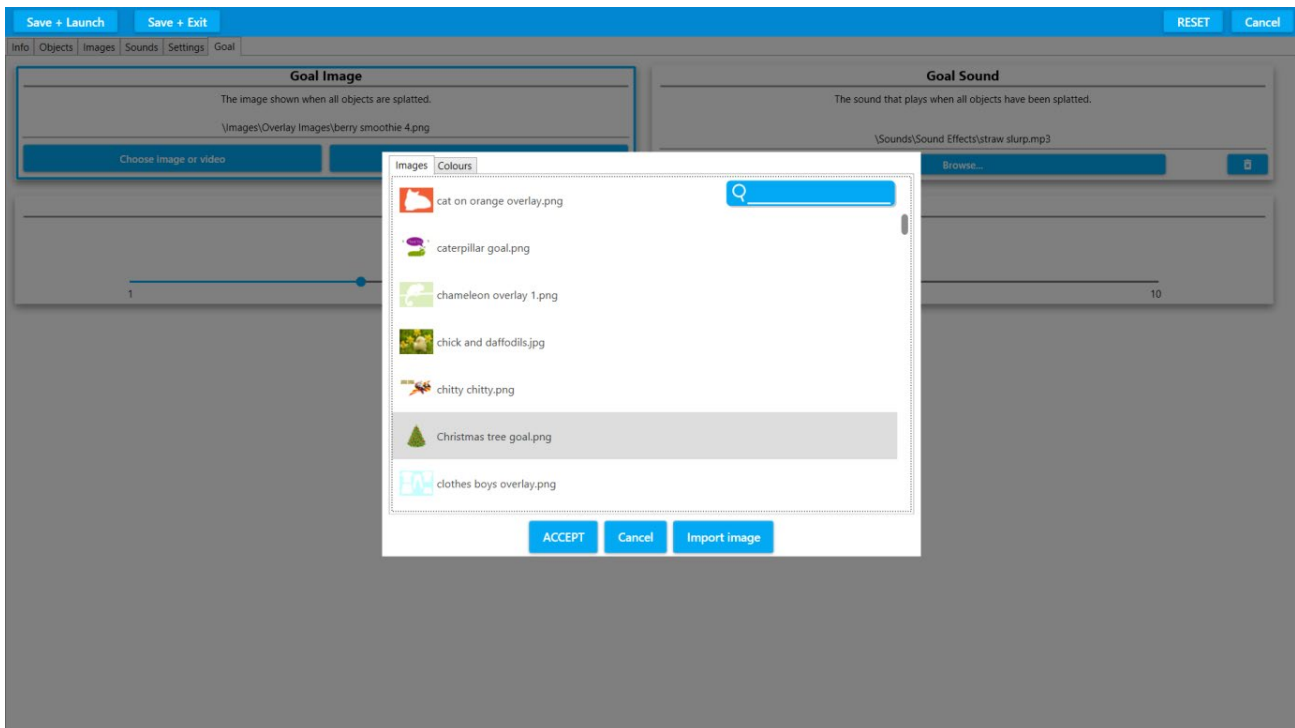
The Goal Edit screen looks like this:



Choosing Goal Image

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

This will open a dropdown library of OMI 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 from the list and click **ACCEPT**.

This goal image will be uploaded to your Application.

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

This will open a dropdown library of OMI sounds and music (.wav or.mp3 files).

The **Goal sound** should be short and sound fairly triumphant.

Examples include 'Brring', 'ta-da', ' cheers', 'yay' etc.

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

The sound will be immediately uploaded to the Application.

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!

A goal image needs to be:

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 54-56* for making a PNG file in PowerPoint (but omit the square crop stage)

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

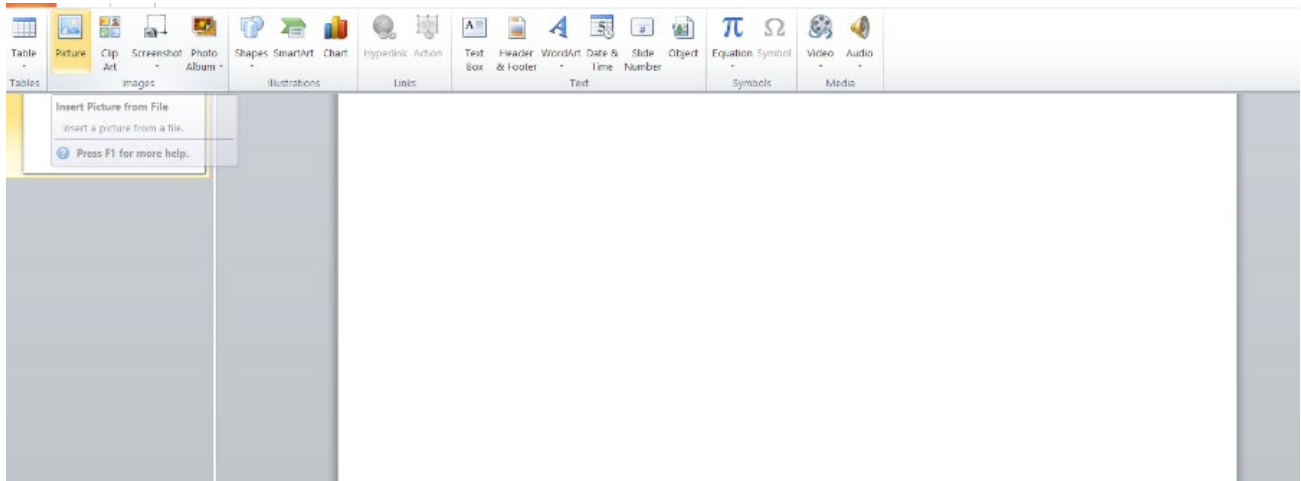
Find the sound you want from your USB stick and **ACCEPT**. Goals sounds are usually .wav and .mp3 files.

(The system will convert some other formats)

Creating a PNG Object File in PowerPoint [Scatter & Splat]

Open a new slide in **PowerPoint**

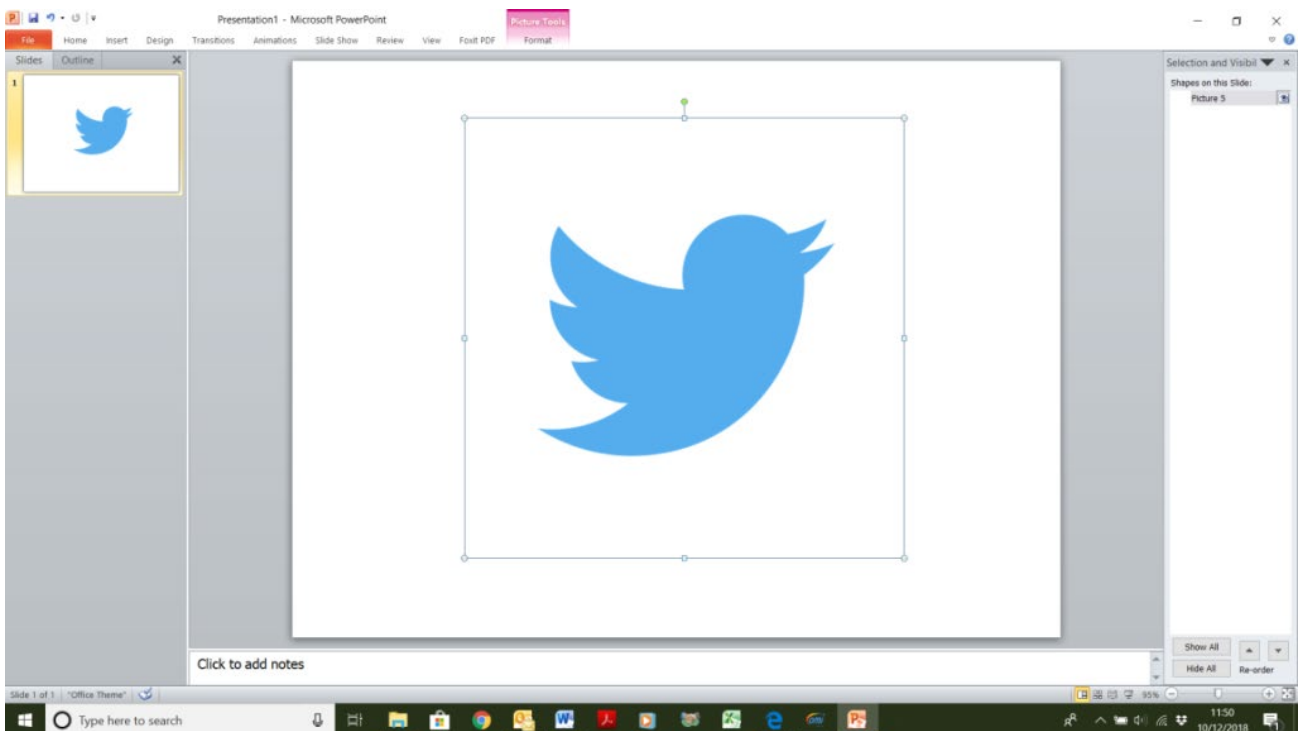
Click '**Insert**' from the top toolbar menu and then choose '**Picture**' from the icon toolbar Menu below:



Insert a picture from your File.

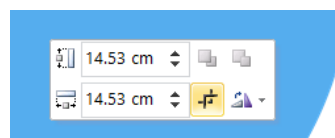
Ideally choose an image that has been drawn/sits on a plain one colour background.

Insert your chosen image into the slide:



This is a square jpeg image of the blue twitter bird on a white background
If your image is not square then crop it now.

Crop each side until you have a square image.

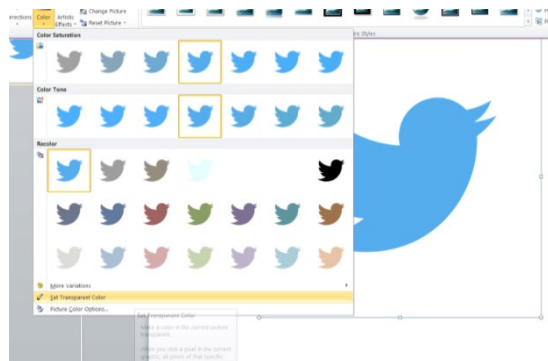




Click '**Picture Tools Format**' highlighted in pink on the top menu toolbar.

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

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



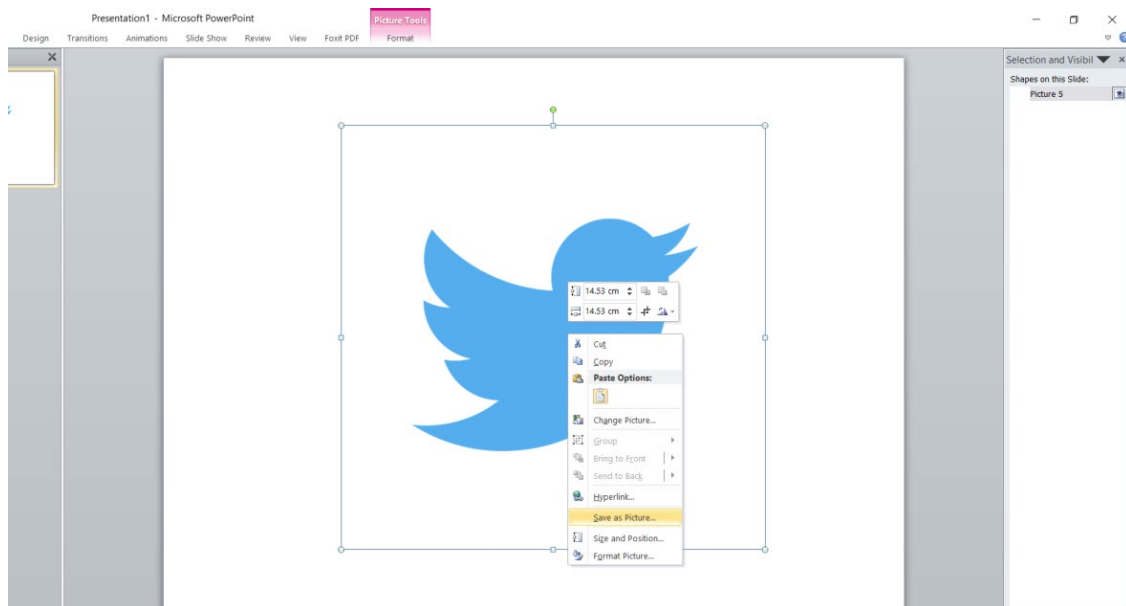
IMPORTANT

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 bird.

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. Bluebird and **Save it as a PNG** File (Portable Network Graphics Format)

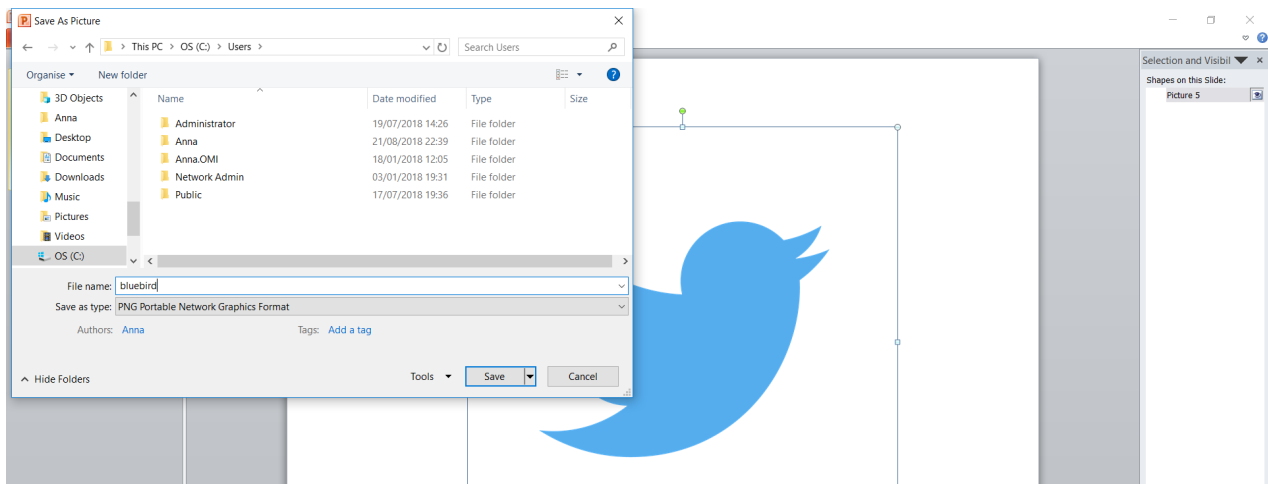


This image can now be used as an object in a Scatter or Splat effect Application.

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 Quiz Applications

Quizzes are an effective way of encouraging social participation and a sense of achievement. They can be personalised to individual interests, be used to explore tastes and preferences as well as being used to help keep brains active.

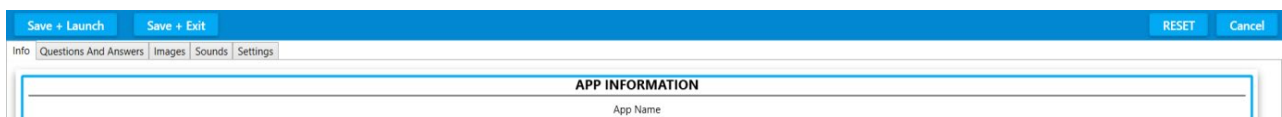
To create a new quiz Application click **CTRL + M** to enter Edit mode.

Select a quiz Application you would like to edit/personalise.

Click **DUPLICATE** from the menu toolbar.

The new Application will have a (1) after it.

Click **EDIT** on the menu toolbar to open the Quiz Edit screen.



Here you can name your Quiz. The Application notes and information can always be added later.

Questions and Answers

This is the Question and Answers Edit screen:

Here you can add as many questions and answers as you want. (In play, the quiz Application will automatically take you to the next question when a correct answer has been given). Simply click the blue bar '**ADD A QUESTION**' to start adding your questions and answers.

The Question Image

This will be the image at the top of your Quiz screen that your question will be about. EG in Childrens' TV questions, the question image is a picture from the programme. Simply browse to the library or your own USB stick to load and **ACCEPT** the question image.

The Question Music

Using a piece of music as a question allows everyone to participate regardless of visual difficulties. This is the music that will play whilst the question image is viewed. It is entirely optional. EG In the Application Childrens' TV questions, the question music is the theme tune to the programme. Simply browse to the Song library or your own USB stick to load and **ACCEPT** the question music.

The Question Text

This is where you type the text for your question which will appear across the top of the screen. EG. Which picture below is blue?

Answers

For each quiz question you will supply a number of answers simply by clicking **ADD ANSWER**
The Answer has:

Top Image – the image you see first

Top Text – the text above the top image (optional)

EG. A series of different coloured objects

Bottom image – the image revealed on interaction

Bottom Text - text revealed below

EG. The image of a tick or cross and the name of each colour

Activation Sound –the sound you hear when you select that answer

This needs to be a very short sound to indicate if the answer is correct or not.

Eg. 'Pop Cork' for incorrect and 'Briinnng' for correct.

Correct Answer – place a tick in this box if this answer is the correct one.

Continue to add a Question and corresponding answers 2- 4 answers per screen is ideal.

NB. The more answer options you choose the smaller the images will appear, therefore the more precise the interactions will need to be to when moving to select an answer.

The **Images screen** is the tab after 'Questions and Answers'.

Images Screen

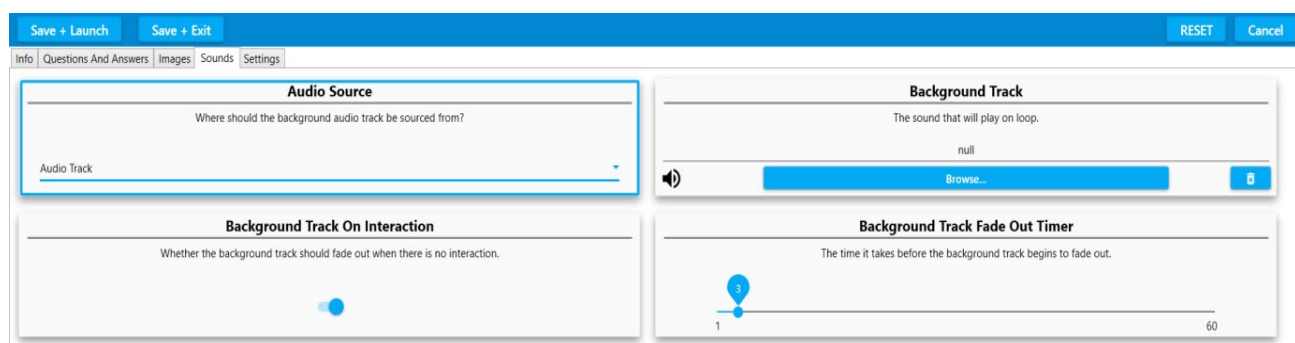


This screen is for the **Background Image** only. The default background image is White.

If you want an alternative background colour then simply '**Choose Image or Video**' and load an image from the OMI Image library.

Click **ACCEPT** to upload this screen to the background.

Sounds Screens



This screen controls how a piece of Background Music will play. It behaves the same as in Scatter, Wipe & Splat. (See pages 38-42)

Background Track

If there is no music assigned to your Questions you can choose a piece of background music here. Simply **BROWSE & ACCEPT** as before.

NB if you want music to be part of your question eg. Guess the theme tune? Then leave this background music field empty and load it into **QUESTION MUSIC** instead.

The background music can play on interaction or fade out when there is no interaction. This is toggled on/off.

There are options to fade the music in/out simply by moving the slider bar.

Quiz Settings Screen

The Quiz Settings Screen handles timings, question behaviour and text view.

The screenshot shows the 'Quiz Settings' screen with a blue header bar containing 'Save + Launch', 'Save + Exit', 'RESET', and 'Cancel' buttons. Below the header is a navigation bar with 'Info', 'Questions And Answers', 'Images', 'Sounds', and 'Settings' tabs. The main content area is divided into four sections: 1. 'Show Result on completion' with a toggle switch set to 'on' and the text 'Should the result screen be shown?'. 2. 'Result Timer' with a slider bar ranging from 1 to 600 seconds, currently set at 5 seconds, and the text 'The time (in seconds) that the result screen is shown for (before restarting)'. 3. 'Dark Text' with a toggle switch set to 'on' and the text 'Should the text be dark? If disabled the text will be white.'. 4. 'Result Text' with a text input field containing 'The text that is displayed with the score on the result screen.'.

Show Result on Completion

Leave this toggled 'on' if you want the score or result to be displayed eg. You scored 3/5

Dark Text

Leave this toggled 'on' if you want the question text to be black.

NB If you have selected a different colour image background you may want this to be white 'off'.

Interaction Delay

This is the number of seconds that a correct answer will be displayed before the quiz jumps to the next question. Use the slider to increase the delay.

NB Clicking the *Right navigation button x 2 on the Remote Control* will also access the **Interaction Delay Timer**. (See remote control functions in Section 1)

[The Remote control **Freeze** button also allows users a lot more time to consider the question because it prevents an answer being revealed/triggered prematurely]

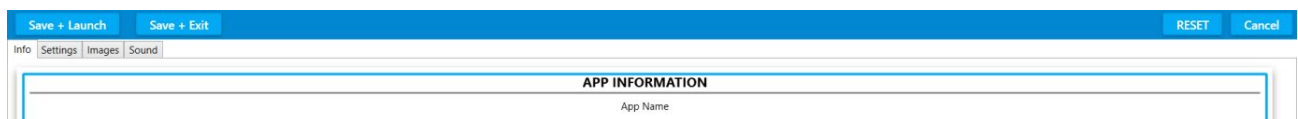
Making New Water Applications

Water Applications 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 Application that you like.



It will appear as a duplicate Application with a (1) after it.
Now Click **EDIT** on the Menu Toolbar to open the Water Edit Screen.



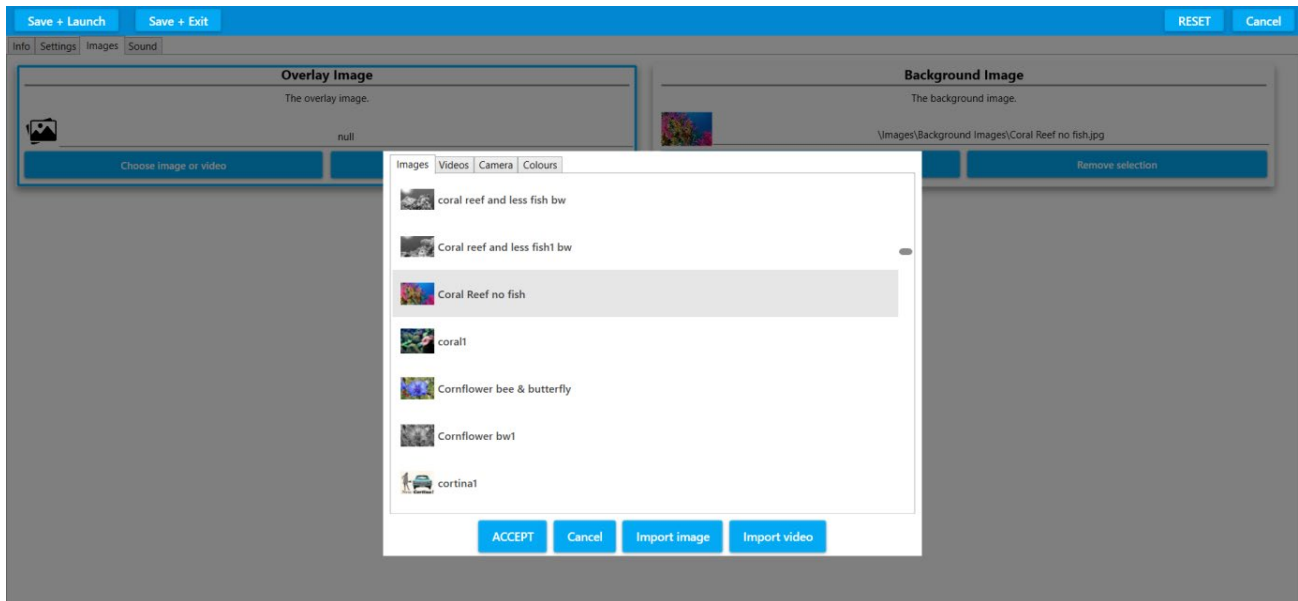
Here you can type a new **App name**, **App description** & **App Notes** as with other effects.

Select **IMAGES** from the grey tab menu

This will open the Images Edit Screen:



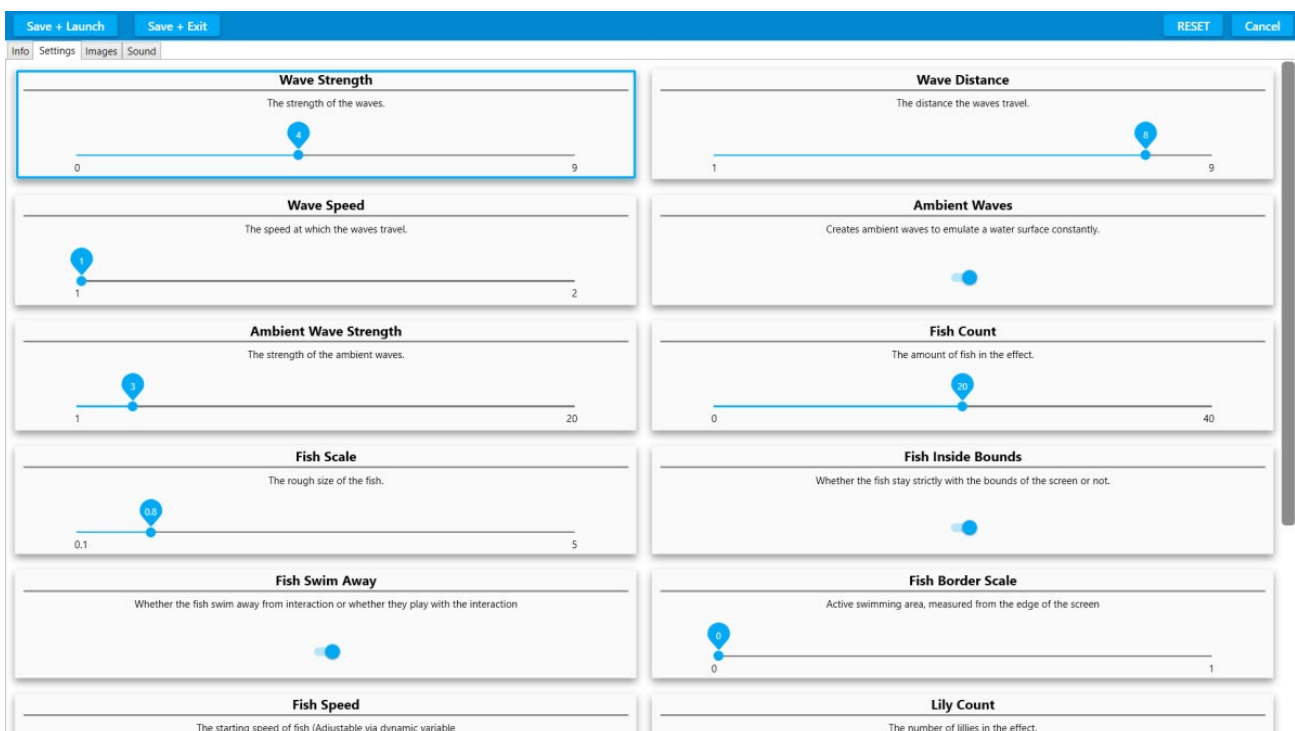
The **Background Image** is on the right of the screen.
Click '**Choose Image or Video**' to select a new Background Image.
A drop down Image library will appear as in other effects.



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 upload this image into the Application. NB. Please See the first Tutorial at the beginning of this Edit manual 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

This is the Water Settings Edit Screen



Here 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: Eg. 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 grey slider at the right hand side of the screen and scroll down:

The screenshot shows the 'Water Sound' edit screen with a blue header bar containing 'Save + Launch', 'Save + Exit', 'RESET', and 'Cancel' buttons. Below the header is a tabbed interface with 'Info', 'Settings', 'Images', and 'Sound' tabs. The 'Settings' tab is active, displaying a grid of controls:

- Fish Scale:** A slider from 1 to 20, with a value of 3.
- Fish Inside Bounds:** A toggle switch set to 'on'.
- Fish Swim Away:** A toggle switch set to 'off'.
- Fish Border Scale:** A slider from 0 to 1, with a value of 0.5.
- Fish Speed:** A slider from 0 to 20, with a value of 5.
- Lily Count:** A slider from 0 to 20, with a value of 5.
- Lily Scale:** A slider from 0.1 to 5, with a value of 1.
- Lilies Stay Inside Bounds:** A toggle switch set to 'on'.
- Lillies have shadows:** A toggle switch set to 'on'.

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.

The screenshot shows the 'Water Sound' edit screen with a blue header bar containing 'Save + Launch', 'Save + Exit', 'RESET', and 'Cancel' buttons. Below the header is a tabbed interface with 'Info', 'Settings', 'Images', and 'Sound' tabs. The 'Settings' tab is active, displaying a grid of controls:

- Audio Source:** A dropdown menu showing 'Audio Track'.
- Background Track:** A text field showing the path '\\Sounds\\Music\\Water.mp3' and a 'Browse...' button.
- Background Track On Interaction:** A toggle switch set to 'on'.
- Background Track Fade Out Timer:** A slider from 1 to 60, with a value of 5.

Background sounds/music are uploaded to 'Background Track' using **Browse & Accept** as in the introductory Tutorial. (see pages 38-42)

Making New Zones Applications

Zone Applications 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

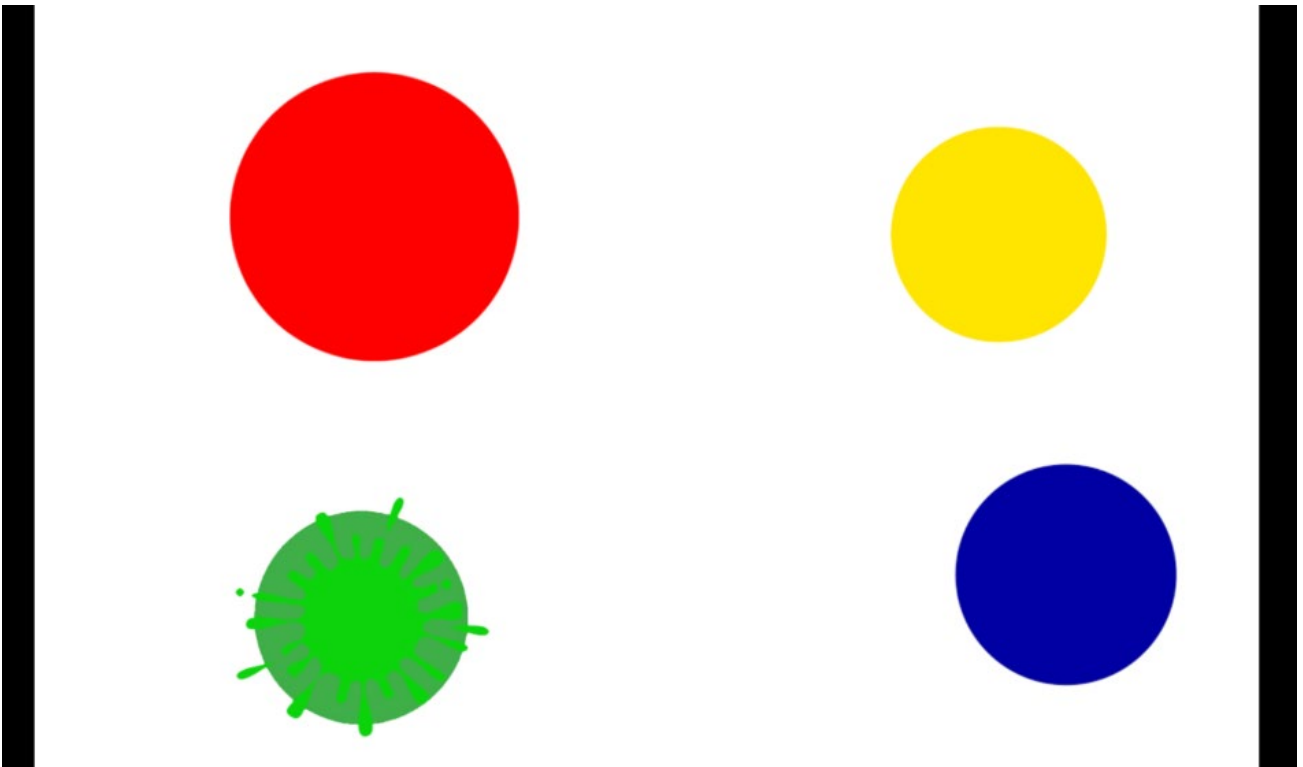
Then Select **EDIT** from the menu

Enter a New Application 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:



There are four zones in use here 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 and remains for a set amount of time or until the sound effect 'splash' stops playing.

To see how this looks in EDIT mode:

Select **ZONES** from the grey tab menu

This is the Zones Edit screen:

Here are the four zone tabs. (You can add as many as you want)

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

The **Top Image** – this is the green circle image

Top Image scale – how big this image is

The **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

Y – Vertical axis

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

As in other effects 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.

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

The screenshot shows the 'Zones' configuration window. At the top, there are tabs for 'Info', 'Zones', 'Images', and 'Sounds'. The 'Zones' tab is active, displaying a list of 15 zones. Below this, a detailed configuration panel for 'Zone 10' is shown. The panel includes the following settings:

- Top Image:** silver-star.png (with a 'Browse' button and a close 'X' button)
- Top Image Scale:** 0.5 (with a slider)
- Highlight (when selected, bottom image cannot be used):** ☒
- Bottom Image:** null (with a 'Browse' button and a close 'X' button)
- Bottom Image Scale:** 1 (with a slider)
- Activation Sound:** Magic Wand Noise.mp3 (with a 'Browse' button and a close 'X' button)
- Position X (Horizontal):** 0.3 (with a slider)
- Position Y (Vertical):** 0.8 (with a slider)
- Hit Duration (if set to 0, will activate for duration of sound file):** (with a slider)
- Trigger ID:** 0 (with a slider)

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 from your USB stick.

The screenshot shows the 'Sounds' configuration window. It has tabs for 'Info', 'Zones', 'Images', and 'Sounds'. The 'Sounds' tab is active. The configuration is divided into four sections:

- Audio Source:** A dropdown menu currently set to 'Audio Track'.
- Background Track:** A text field showing the selected track: '\\Sounds\\Music\\Winter Wonderland 2.mp3'. Below it is a 'Browse...' button and a close 'X' button.
- Background Track On Interaction:** A toggle switch currently turned on.
- Background Track Fade Out Timer:** A slider control with a value of 3 seconds.

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 Ball Games Applications (Optional)

The ball games Applications 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 OMI remote control allows the user to slow down the **Speed** of any ball in a Ball Games App 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 OMI remote control. For all other changes to the Ball Games an Editable Plus System is required.

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.

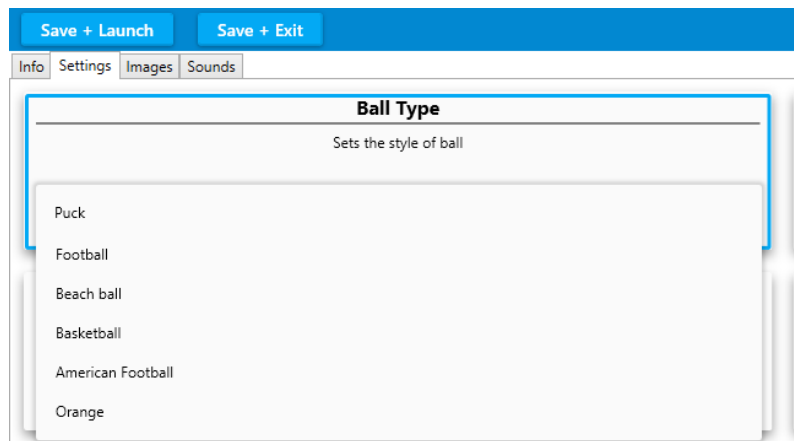
Select **EDIT** from the Menu Toolbar to make changes to this duplicate (1).

As before the Application 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 Apps.

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

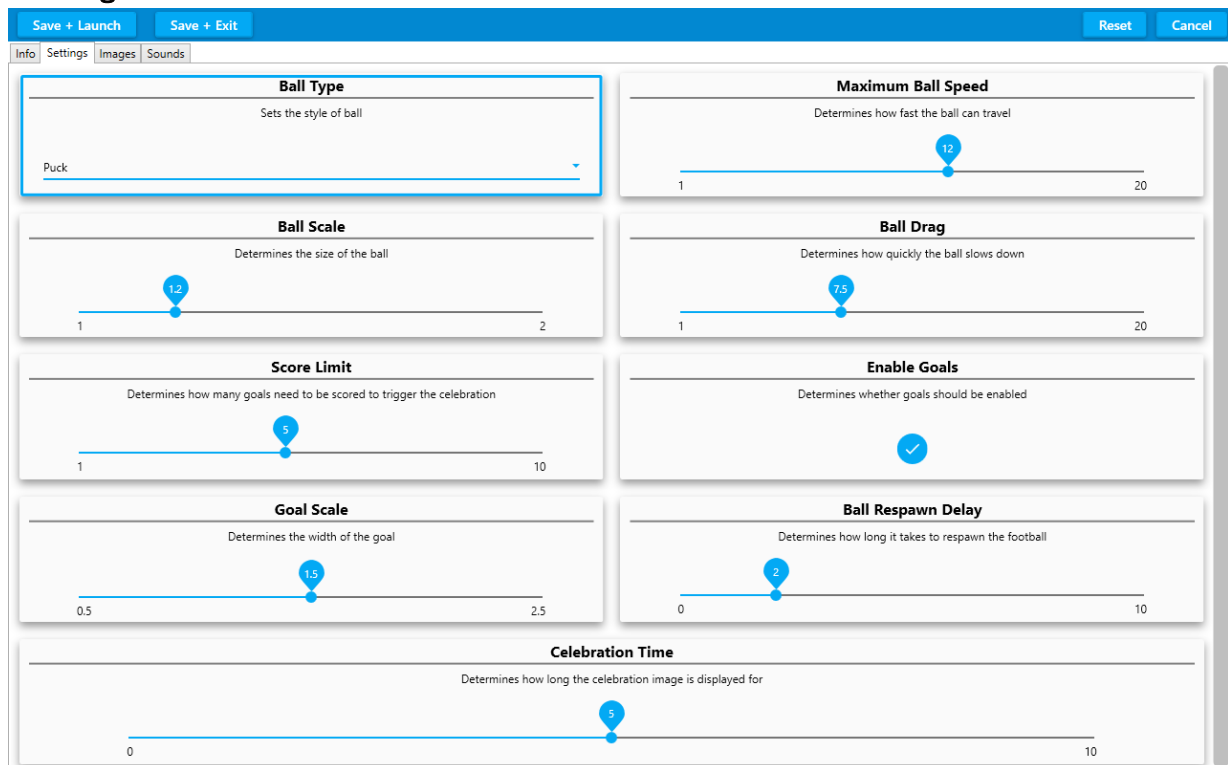
Ball Drag - how quickly the ball slows down after being 'pushed' 1-20

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

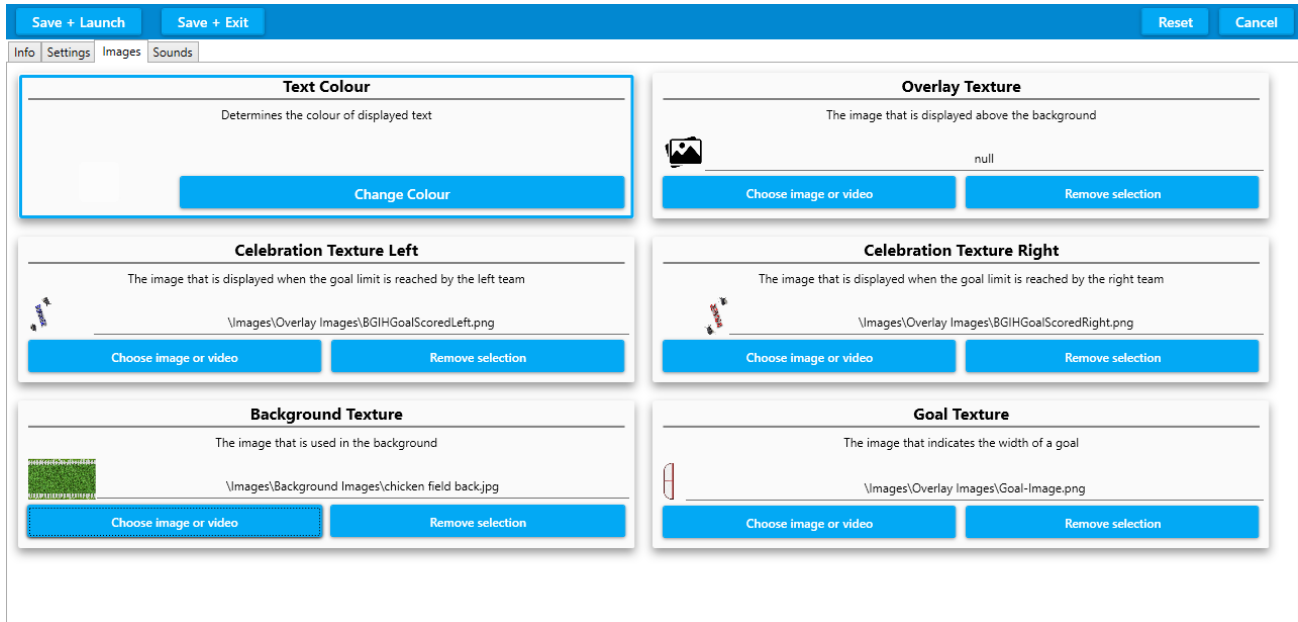
Celebration Time - the length of time the celebration image displays for (0-10 secs)

The Settings Screen:



Ball Games Images

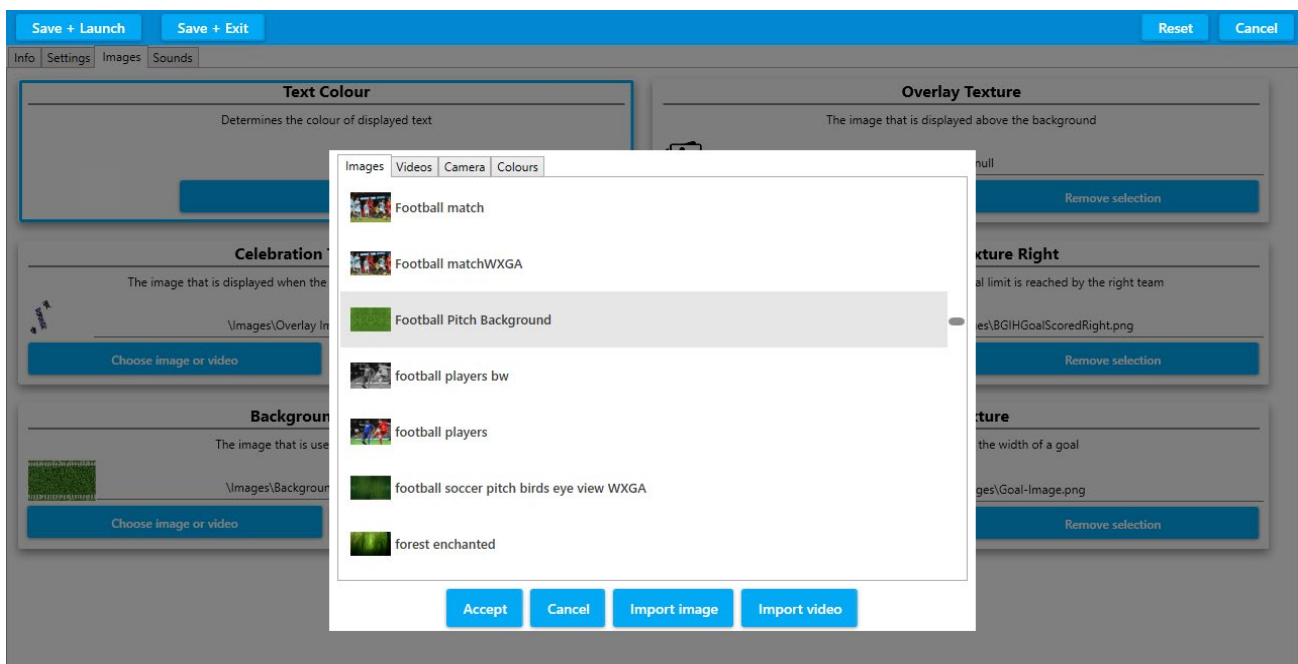
The **IMAGES** tab is where **all the graphics for the game are stored**. The Game Text colour, Background image, Goal overlays and Celebration reward images can all be edited here.



Choosing a Different Background Image (Texture) i.e. a different Playing venue/ 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** blue button.

A drop down menu will appear:



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

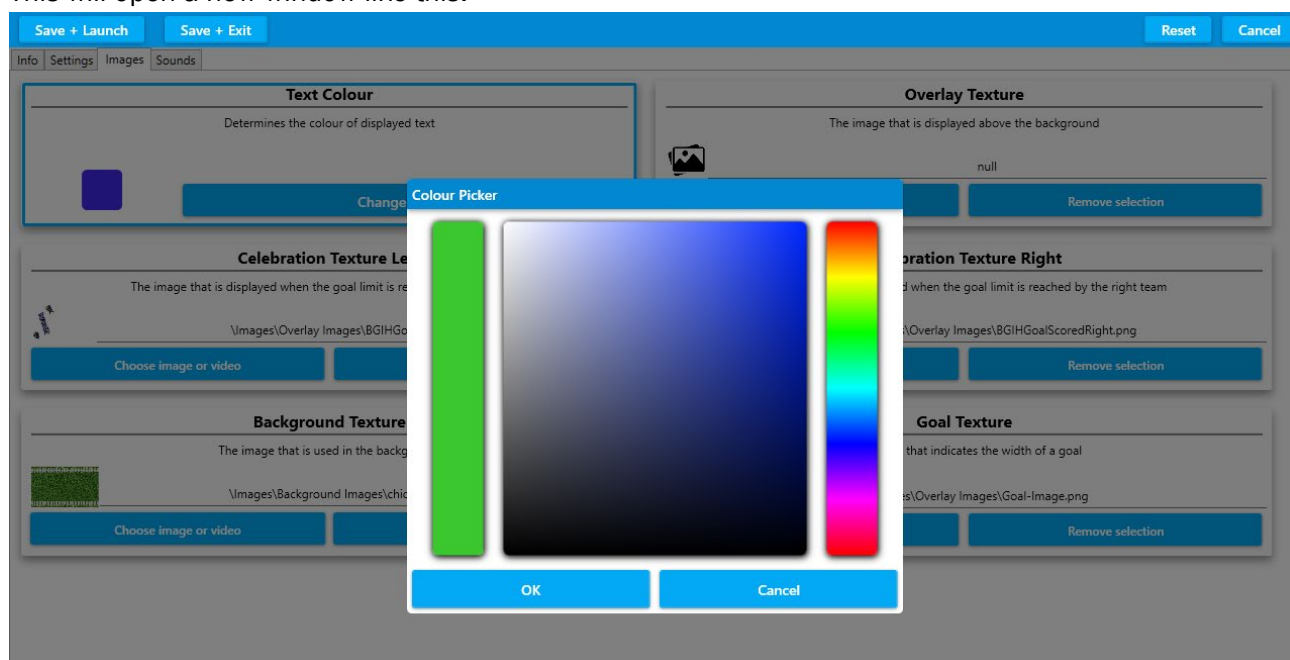
NB to Load one of your own Background images simply choose **IMPORT IMAGE** and browse to your USB stick (or Image Gallery on your PC) to import your own image. Click **Accept** as above.

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.'

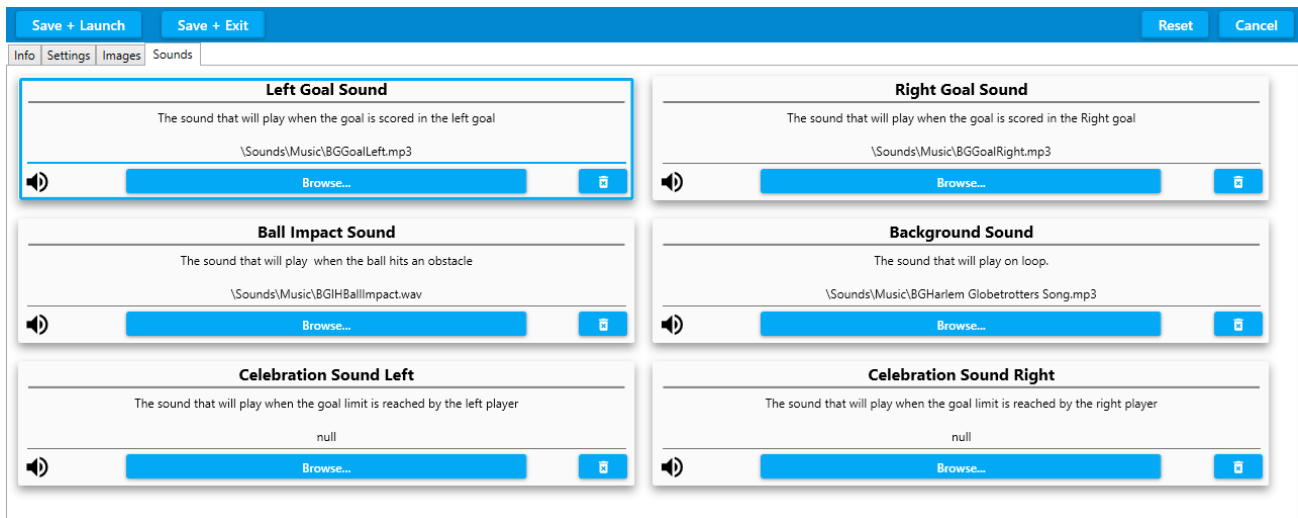
NB If you would like the goal area to be larger (i.e. making it easier to score) **INCREASE** the **GOAL SCALE** slider in **SETTINGS**. This will automatically stretch the goal image to a maximum of 2.5.

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

Changing the Background Music in Sounds

See page 38-42 for some thoughts on the use of Background Sounds in applications

Sounds Menu



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**.

A new thumbnail will be created when the Ball Game launches for the first time.

Preparing Resources to Personalise Content Images:

Selecting images for any omiVista 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 Application Thumbnail

You can easily personalise any Application thumbnail if you wish.

The Screenshot below shows a highlighted 'Dolphins' application in its default state



Next, with the Application running, interact with the projection until you create an image you would like as your new thumbnail.



When happy, press 'P' on the keyboard.

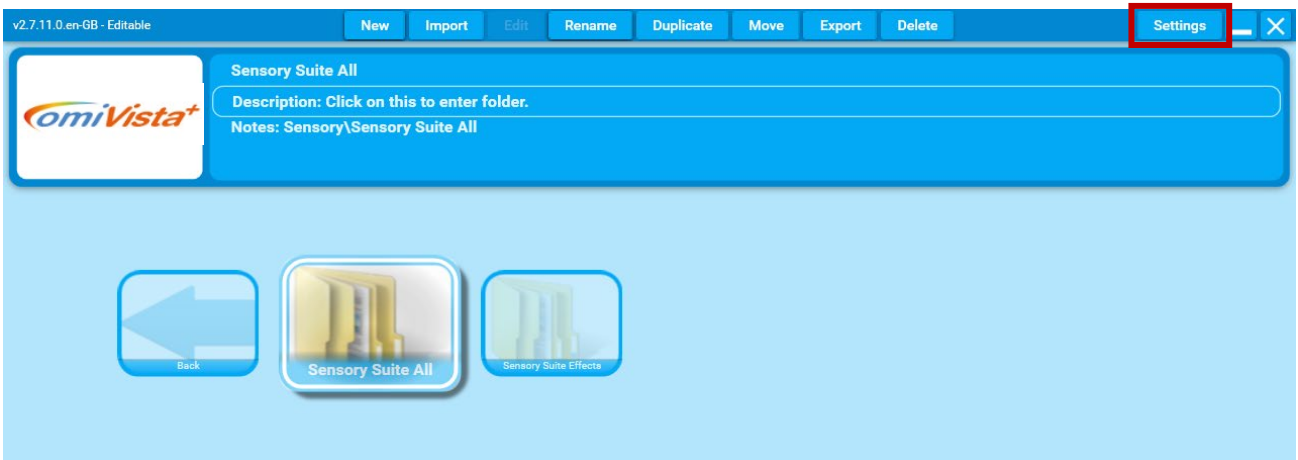
A message – "Thumbnail Updated" will appear for a few seconds at the top left of the screen.

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 settings menu



Sets the overall screen size & aspect ratio

Enables Display of the frames per second. For performance diagnosis

Sets the omiSurface software to launch on PC start-up

Enables Autoplay feature

Enables Autoplay feature to start on system start-up

Enables a pulsing highlight effect on the current item selected in the Main Menu

Settings

Icon Size: Medium

Resolution: WXGA : 1280 x 800

System Type: omiVista

Show Frame Per Sec: ☐

Mouse Always On: ☐

Run on startup: ☒

Autoplay Enable: ☐

Autoplay Duration(sec): 30

Autoplay auto-start enable: ☐

Sort icons by Effects: ☒

Enable Pulsating Highlight ☐

Camera always on ☒

Camera Configuration

Generate Licence Information

Apply New Licence

Copyright, OM Interactive Ltd
 OMI Host Version: 2.7.11.0
 Language: Default
 Licence Type: Editable

OK

Sets the display size of the Main Menu Icons

Sets the displayed omi System type

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

Sets the duration of each Application when in Autoplay

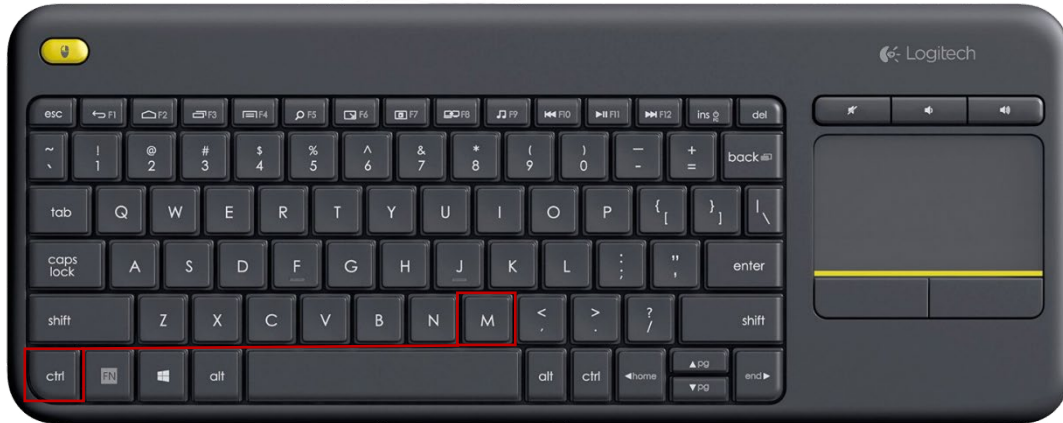
Sorts Main Menu icons either alphabetically by effect or just by name

Enable this feature on Mobile & Mobii systems. Disable this feature on omiVista Install Systems.

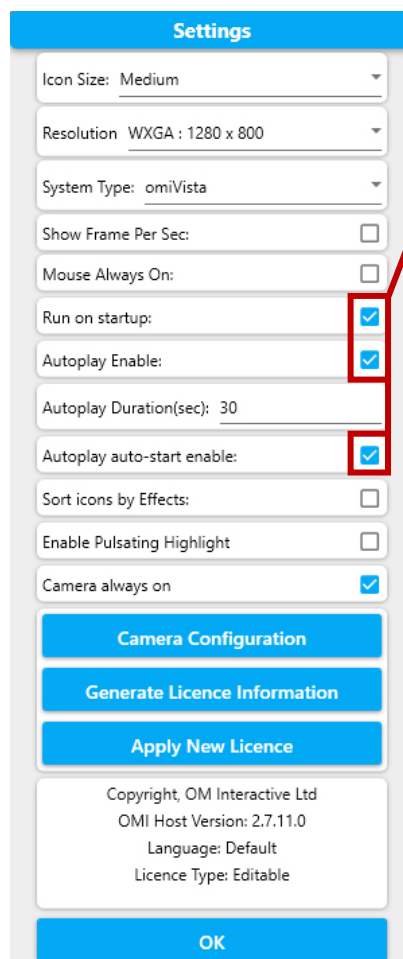
Auto-play Feature

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

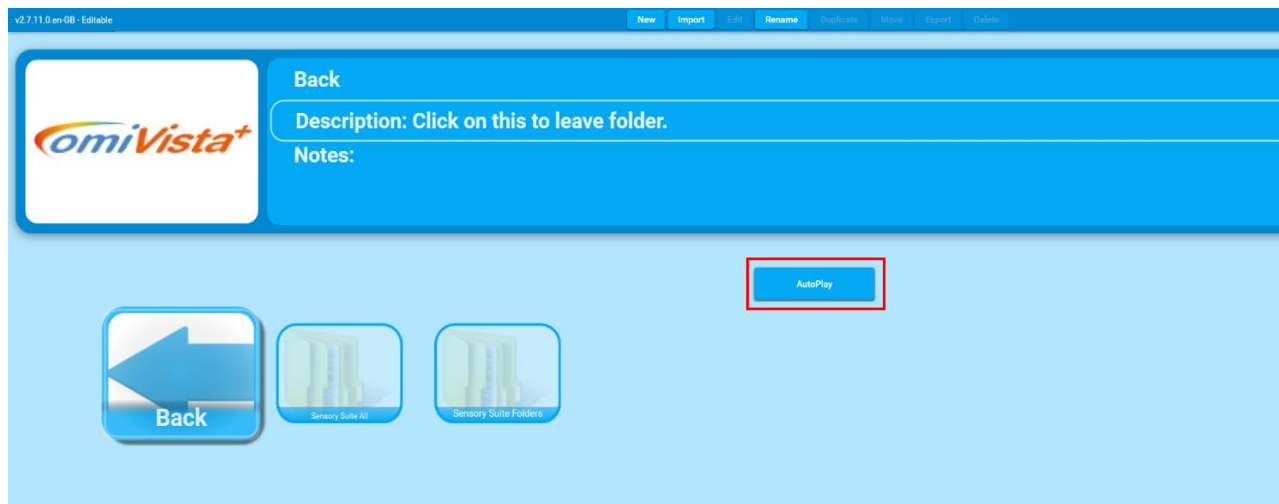
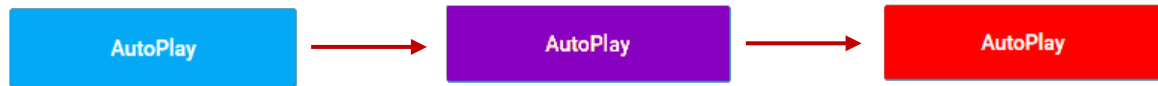
1. Ensure that the software is running and that you have the wireless keyboard ready and turned on.



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



Please feel free to contact us with any questions
or issues relating to your omiVista system.

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omiVista mobii

The **Mobii** is our alternative **omiVista** mobile system designed for table use. It is height adjustable so can project onto different sized tables and glides effortlessly between rooms. It creates an interactive surface at the touch of a button ready for all ages and abilities to enjoy. This system comes pre-loaded with the Sensory Suite, a treasure trove of 300 Apps with audio-visual effects designed to stimulate, engage and relax.

omiVista+

The **omiVista+** version maximises creative use of the system as it enables staff and students to create their own Apps with their own visuals/sounds. The user-friendly Content Creator & Editor Software is available with all of our omiVista systems.

Elevate engagement with our Mobii Packages!

Mobii Mobii+ Gold Platinum

Features	Mobii	Mobii+	Gold	Platinum
Product Code	8381	8382	8382-G	8382-P
 Activity Suites Wellbeing, SEND, or ASN	✓	✓	✓	✓
 Effects Quiz Scatter Sort Splat Trail Water Wipe Zones	✓	✓	✓	✓
 Editability Personalise activities		✓	✓	✓
 Smart View Connect a suitable external HDMI device to view video clips, movies, photos, and more.			✓	✓
 Games Catch Games Ball Games Double Splat			✓ OR	✓
 Memory Bundle Puzzle Sort Pro Match Games			✓	✓



Self-contained portable & height adjustable laser system projecting onto a table.

8381 omiVista Mobii

- Sensory Fun Suite with 300+ activities
- Manuals with session guidelines
- Remote Control
- Handover training (applies in England & Wales)
- System size: W 60 x D 55 x H 69 /135cm
- Weight: 28Kg
- Laser Projection
- Image projection size on table: up-to 1m x 1.5m
- Image projection size on floor: 2 to 2.6m wide

8382 omiVista+ Mobii

- Complete omiVista mobii system as above
- Content Creator & Editor Software
- Access to a Library of Tutorial Videos
- Optional additional half day training £395 – (applies in England & Wales)



Unleash the Fun:
Dive into the World of OMi Games