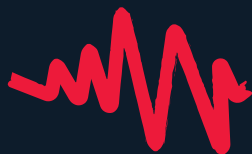


Knowla®



Knowla BOX User Manual



www.knowla.eu

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What does the set include?

- Knowla Box
- Power cable
- 40 balls
- Basket and bag for accessories
- Wireless keyboard
- Remote control for Epson projector
- 2 interactive pens (with spare tips)

Explanation of device elements

1. Projection source
2. Receiver for interactive pens
3. JBL speakers or equivalent
4. IEC C14 power socket
5. On/Off button
6. Handle
7. HDMI USB socket



How to properly set up the device?

The device can project images both on the floor and on the wall. Depending on the purpose and version owned, you can easily change the projection mode by adjusting the device's position.

For floor projection:

Place the device on wheels and supports. In floor mode, the balls may not function properly if the surface is not hard and uniform. Items within the display area can affect device interaction. For floor mode, a bright, hard, and even surface is recommended. For drawing with pens, there is no restriction on the surface's texture. However, it's best if the surface is relatively bright, smooth, and uniformly colored. No objects should be on the displayed image. Scattered toys or blocks can significantly impair operation.

Displayed image size: width 185 cm / height 118 cm

For wall projection:

Set the device horizontally. The wheels should face the wall, and the projector should face upwards. When interacting with the displayed screen (e.g., while playing), the recommended distance from the wall is up to 10 cm. Greater distances may worsen interaction performance. When displaying presentations/images without screen interaction (e.g., watching a movie), the device can be placed further from the wall, thereby enlarging the displayed image. Interaction functionality (using a pen or balls) may not be precise in this case. Remember to adjust the projector's focus. Displayed image size:

Knowla box next to the wall: width 178 cm / height 113 cm

Knowla box 15 cm from the wall: width 226 cm / height 144 cm

Image size for:

EPSON EB-760W: width 180 cm / height 1125 cm (diag. 835 inches)

EPSON EB-735F: width 192cm / height 108 cm (diag. 865 inches)

EPSON EB-770F: width 192cm / height 108 cm (diag. 865 inches)

The wall on which the image is displayed should have a smooth, even surface. Color – preferably bright and uniform. We suggest plasters of relatively high hardness. The wall should not be covered with carpeting, brick, very rough plaster, distinctive wallpaper. Ideally, the surface where the image is displayed should be empty. Posters or hard lining can affect the device's operation.

How to turn on/off the device?

Connect the power cable to the device's socket (IEC C14 socket symbol) and the plug into a grounded electrical outlet (230V), observing the safety rules provided in the manual and commonly accepted safety standards. Then press the On/Off button located by the projector. After turning on, use the device according to the manual. To turn off the device, press the power On/Off button and, after the message appears on the displayed image, press it again.

Connecting wireless internet

For Knowla to function properly, internet access is required. It is essential for the first entry into the application and the installation of license keys. Each time the device is turned on, the system checks for available updates; without an internet connection, they will not be available. Additionally, any remote device services require an internet connection. At the first startup, the following window may appear, indicating no internet connection. Click the green button: "I want to go out and connect to the internet." You will be taken to the Windows desktop, where you can connect to

a Wi-Fi network. If you press the red “Skip the step” button, the device will remain disconnected from the internet and will take you directly to Knowla’s application start screen. At this time, it will not be possible to create an account, update activities, or activate license keys. You will only have access to Planet Fruu activities within our application, and each time the device is turned on, you will be asked again to connect the device to the internet and set up an account. After switching to Windows, click on the “Internet Access” icon in the bottom right corner. Search for the network, connect to it by pressing the “Connect” button. If the network is secured with a password, enter it and remember the selected network. Return to the Knowla application, which will remain active on the taskbar (with the icon of a red ball of yarn) and can also be found on the desktop.

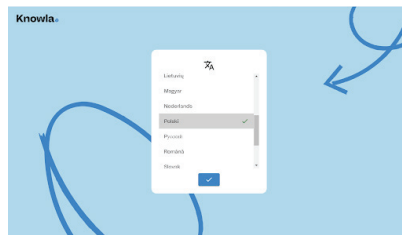
Initial Screen of Knowla

Fill in all the required data. Filling them out is mandatory at the device’s start. We make every effort to ensure they are secure and do not share them with other entities (in accordance with our privacy policy and GDPR). For changes or requests for deletion from the database, please contact: info@knowla.eu

An internet connection is required

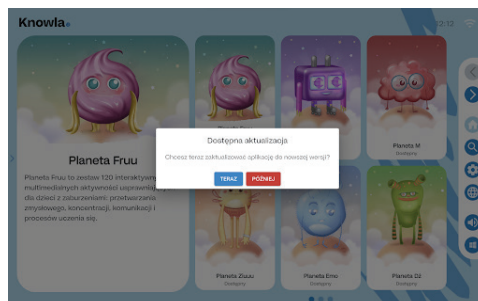
Language Selection

You can choose your application language from among 20 languages.



Updates

Your data has been saved on our secure server. You will notice the application loading on the screen. If there have been any activity updates in the meantime, they will also start downloading and installing, which may take a few minutes. A request for application updates may also appear after each subsequent activation. A window will appear asking for consent. We recommend always working on the latest version as we continuously strive to optimize the software’s performance. An internet connection is required for updates, although the activities themselves can work offline.



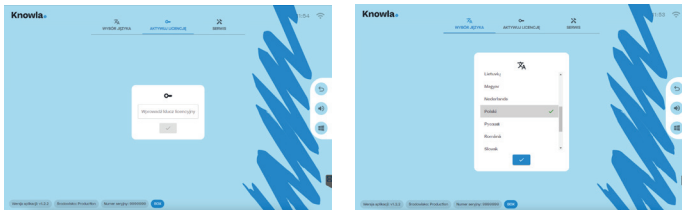
Knowla Start Screen

After loading updates, the Knowla start screen will launch.



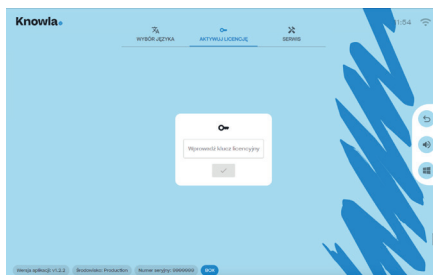
Settings

By clicking on settings, you can reset the application language or activate the license key for a purchased planet.



License Key Activation

1. Start the device and ensure it is connected to the internet for installation.
2. Prepare the pen and wireless keyboard included in the set.
3. Open or remain on the Knowla application's start screen.
4. Click on the Settings icon (gear) on the right side of the displayed image.
5. In the License Activation window, enter the license key and confirm with the button below.
6. Wait for the key activation (about 10-30 seconds). If everything goes correctly, you will see the activation board for the planet.
7. After activating the planet, you will be redirected to the menu, and your planet will become available.
8. In case of installation problems, consult our service: service@knowla.eu, tel.: +48 576 177 776.



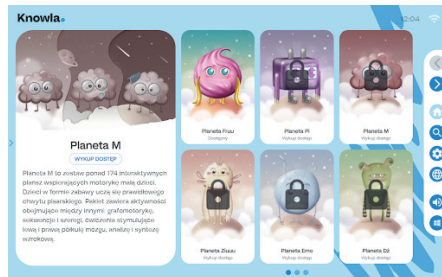
Planets

Only one planet (application package) - Planet Fruu - is available for free on the device. It is a collection of activities designed for vertical and horizontal display and interaction with balls and pens.



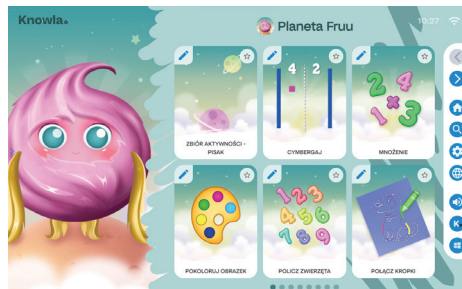
Inactive Planet

An inactive planet does not allow us to see its activities. However, we can read its description. A button provided will redirect us to the website. There you can find the company contact and an online store where it is possible to purchase it.



Active Planet

Each planet contains a different set of applications and activities. Most buttons perform the same function as on the start screen. A single click on an application will show its description. Double-clicking will take us to the set of activities.



Planet Fruu

One planet (application package) - Planet Fruu - is available for free on the device. It is a collection of activities designed for vertical and horizontal display and interaction with balls and pens. Learn more about the activities on Planet Fruu here:



knowla.eu/planety/fruu/

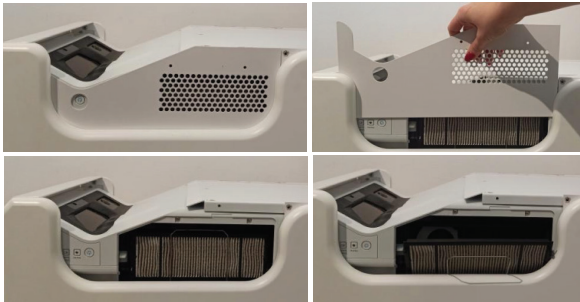
Cleaning the Device

- The perforated cover with sensors, which is the top plate during wall projection, should not be cleaned with liquid.
- The entire device should be cleaned with a soft, dry, non-fraying cloth. For more significant dirt, it may be slightly dampened. Do not pour liquid directly onto the device.
- To remove dust or streaks on sensors and the lamp, gently wipe the sensor glass with lens cleaning paper.
- Remember to clean the projector filter.
- Warning! Do not clean the device with liquid. There is a risk of electric shock. This can damage the device.
- Warning! Before cleaning the device, disconnect it from the power supply.
- Warning! Do not clean the device with flammable substances. It may cause it to ignite.

Cleaning the Filter

1. Unscrew and remove the plate from the side of the device, near the On/Off button, pulling it upwards.
2. To unlock the filter, push the wire safeguard downwards. Then, you can remove the air filter from the projector.
3. The front of the air filter (the side with protrusions) should be vacuumed to remove any remaining dust.
4. After cleaning, place the air filter back in the projector and secure it again with the wire safeguard.
5. Insert the plate back into its place and screw it in.

Note: If the dust is difficult to remove or the air filter is damaged, replace the air filter.



Proper Use

- The device can be operated by children, people with limited physical, sensory, or mental abilities, or those without experience and technological knowledge if they have received supervision or instructions on using the device safely and understand the associated risks. The device should only be used with the consent and under the supervision of an adult.
- Nothing should cover the projector lamp during its operation.
- Do not use the device in spaces with excessive humidity.
- Do not expose the device to adverse weather conditions (rain, snow, hail, strong wind).
- The device should not come into contact with water and other liquids.
- The device should not come into contact with fire.
- The device should not be thrown, dropped from a height, or subjected to severe impacts.
- Do not stand on the device or place heavy objects on it.
- Do not use, disconnect, or connect the device from/to the power supply with wet body parts. Do not pull on the power cord.
- Do not disassemble the device and manually manipulate its components, as this may be grounds for refusing warranty repairs. The exception is access to the projector and projector filter as specified in the instructions.
- Ensure that the parameters on the rating plate match the nominal parameters of the power source.
- Follow all standard guidelines related to the use of electronic equipment.
- Maintain appropriate caution and security measures when shipping the device.
- The manufacturer is not responsible for damages resulting from improper packaging by the user.
- Exercise caution and appropriate safety measures when transporting the device.
- Disconnect the device from the power supply before maintenance.
- It is mandatory to familiarize yourself with the projector usage rules contained in the projector's manual on the Epson manufacturer's website.
- The device should only be connected to an electrical installation with grounding.
- Ensure the device is correctly installed. A loose or improper power cord or plug may pose a hazard and cause damage. If the electrical socket is damaged, do not connect the device to it.
- The warranty period is 24 months. It does not cover mechanical damages.
- Improper use or handling of the product results in the warranty being voided.
- A user inspection of the construction must be performed before each use. Any discrepancies exclude the device from use, and this fact must be immediately reported to the official technical support department.
- In case of any malfunctions or mechanical damage, immediately disconnect the device from the power supply and contact the official Knoocker support department.
- To prevent danger, do not open the device casing. Repairs or procedures related to the device can only be performed by qualified personnel from the relevant official department of the manufacturer or a person authorized by the manufacturer. Warranty repairs do not cover activities related to cleaning, appraisal, and maintenance of the device.
- The warranty does not cover mechanical damage to the equipment, defects, or damages resulting from:
 - Improper or inconsistent use and storage according to the instruction manual and generally accepted norms for electronic equipment.
 - Improper or inconsistent installation of the device.
 - Interference by an unauthorized service, arbitrary repairs, and structural changes.
 - Use of non-original or improper consumables.
 - Damages resulting from external natural phenomena (atmospheric events, surges in the power network, improper power supply, etc.).
- Device owners abroad should contact the service via email or WhatsApp, while in Poland, they can use the service phone number or email. The device must be disposed of proper-

ly. After the device's use period, the user is obliged to hand it over to entities conducting the collection of used electronic and electrical equipment. These entities, including local collection points, stores, and municipal units, create a system enabling the disposal of this equipment. It is necessary to familiarize yourself with the user manual before using the device. Keep the manual in a place accessible to the user. **Warning!** There is a potential risk to health and life due to improper use! Knoocker sp. z o.o. disclaims all liability for damages and losses resulting from improper use and non-compliance with the above warnings.

- **Warning!** Some people are prone to epileptic seizures or loss of consciousness after looking at flashing lights or light patterns for an extended period. While looking at the screen, e.g., watching videos or playing games, they may experience symptoms of epilepsy. Therefore, individuals diagnosed with this condition should be cautious when using games and activities provided on the Knowla Box. Even those without diagnosed epilepsy should stop playing and consult a doctor if they experience the following symptoms: dizziness, visual disturbances, muscle or eyeball twitching, fainting, disorientation, involuntary movements, and seizures.



Knowla.