



# Knowla BOX User manual



www.knowla.eu

# **Table of Contents**

What's in the kit?	3
Explanation of device elements	3
How to properly set up the device?	4
How to turn the device on/off?	5
Connecting to wireless internet	6
Language selection	7
Knowla start screen	7
Updates	8
Settings	8
License key activation	9
Planets	9
Inactive/Active planet	10
Starter Planets	11
Interaction methods	11
Application - Knowla Remote	11
Ball calibration	12
Displayed image sharpness	13
Cleaning the device	13
Cleaning the filter	14
Proper use	15



2

Knowla₀

# What's in the kit?

- Knowla Box with Starter Planets
- Power cable
- 40 balls

1.

2.

3.

4. 5.

6.

7.

- Ball basket and accessory bag
- Wireless keyboard
- Epson projector remote control

Projection source

• 2 interactive pens (with spare tips)

# **Explanation of device elements**

Interactive pens receiver Speakers Gniazdo zasilania (IEC C14) On/Off button Handle SB and HDMI ports smart to play 3. Knowla. to pla



Carefully remove or slide the device out of the box. Be careful, the Knowla Box weighs about 30 kg, so it's a good idea to do this with two people.

# How to properly set up the device?

The device can display an image on both the floor and the wall. Depending on the purpose, you can easily change the image display method by simply changing the device's position.

#### For floor display:

The device should be placed on its wheels and supports. In floor mode, the operation of the balls may be incorrect on soft or uneven surfaces. Objects in the display area may interfere with interaction. For floor mode, a light, hard, and even surface is recommended. In pen drawing mode, the surface has no structural limitations, but a light, smooth, and uniformly colored surface without objects on the image is preferred. Scattered toys or blocks can significantly hinder operation. A Knowla mat dedicated to floor work is optionally available.

#### For wall display:

Position the device horizontally, with the wheels towards the wall and the projector facing up. In screen interaction mode (e.g., during a game), the recommended distance from the wall is up to 10 cm – a greater distance may reduce interaction precision. When displaying without interaction (e.g., a movie), the device can be moved further away to enlarge the image, although interaction may be less accurate. Adjust the projector's focus.

#### Size of the displayed image:

EPSON EB-725Wi: width 182 cm / height 113 cm (diag. 84 inches) EPSON EB-735Fi: width 192 cm / height 108 cm (diag. 86.5 inches) EPSON EB-760W: width 180 cm / height 112.5 cm (diag. 83.5 inches) EPSON EB-760Wi: width 180 cm / height 112.5 cm (diag. 83.5 inches) EPSON EB-770Fi: width 192 cm / height 108 cm (diag. 86.5 inches)

The wall for image display should be smooth, even, preferably light, and of a uniform color. Plasters with high hardness are recommended. Do not use surfaces covered with carpet, brick, rough plaster, or patterned wallpaper. The surface should be free of posters or hard veneers that could interfere with the device's operation.

#### **Epson Projector User Manual**

Please familiarize yourself with the user manuals for the selected Epson EB series projector models. The link to download the "User Guide" is below:



Download the EPSON projector user quide

### How to turn the device on/off?

Connect the power cable to the device's socket (IEC C14) and the plug to a grounded electrical outlet (230V), following the safety rules from the manual and general standards. Turn on the device with the On/Off button by the projector. After starting, use it according to the instructions.



Turn off the device by pressing the button on the projector (**do not shut it down from the Windows** system level).



#### Connecting to wireless internet

Connecting the device to the network during the first startup is crucial for configuration, allowing the application to be updated to the latest version and the license to be activated, which are necessary for proper operation. Without a network connection, license activation and downloading activities will not be possible. After configuration, the application works offline, but it is recommended to connect to the network at least once a month for regular updates, which eliminate errors and adapt the application to users' needs. At each startup, the user can decide whether to update Knowla if an update is available.



Pressing the 'Skip' button will bypass the internet connection and go to the Knowla start screen. Activity updates and license activation will not be possible. Only the Fruu Planet and EduMini Planet activities will be available. If the device is not connected to the network, a prompt to connect will appear once a month. To connect to the network, click the "Network connection status" button.



# **Knowla**

# Language selection

You can select the application language from the drop-down list of available versions.

Knowla	O ACTIVATE LICENSE	XA SELECT LANG	GUAGE	C KNOWLA REP	BETA MOTE	BALL CAL	BETA IBRATION	DIAGNOSTICS F	09:33	
										0
			Српски	<b>×</b> A						0
>			Deutse Eesti k English	ch ceel						<b>Q</b> <b>(2)</b>
			Españ França	ol						
				~						

# Knowla start screen

After the updates have loaded, the Knowla start screen will launch.



# Updates

The application loading screen will appear. If activity updates are available, they will begin downloading and installing automatically, which may take a few minutes. At each subsequent startup, a window may appear asking for permission to update the application – we recommend using the latest version. An internet connection is required for updates.



### Settings

After clicking on settings, you can set the application language again, calibrate the balls, use the Knowla Remote application, or activate the license key for a purchased planet.

Knowla.	O+ ACTIVATE LICENSE	Â SELECT LANGUAGE	KNOWLA REMOTE	BALL CALIBRATION	DIAGNOSTICS PANEL	
						<ul><li></li><li></li></ul>
			0=			0
>		E	nter license key			0
						<ul> <li>K.</li> </ul>
				,		

Knowla₀

# License key activation

- 1. Start the device, making sure it is connected to the internet for the duration of the installation.
- 2. Prepare the pen and wireless keyboard included in the kit.
- 3. Wait for the Knowla application to launch.
- 4. Click the gear icon on the right side of the displayed image.
- 5. Wait a few seconds for the key activation to be confirmed. After confirmation, a message will be displayed that the planet has been unlocked..
- 6. Enter the key for the next planet or click the home icon to return to the start screen to use the application.
- 7. Once the Planets have finished downloading and installing, enter another code in the activation window or click the home icon to return to the start screen. Your Planet is ready.
- 8. If you have problems with the installation, contact service:

XA   Cpron   Deutsch   Eesti keel   Erglish   Kannold   François	Knowla₀	C- ACTIVATE LICENSE	XA SELECT LAN	SUAGE	KNOWLA REMOTE	BALL CA	Elibration	CO:SC DIAGNOSTICS PANEL	ন (
English V Expañda Français	>			Cpncso Deutse Eesti k	Â a ch				
				English Españ Franço	n ol is	~			<ul> <li>(1)</li> <li>(2)</li> <li>(3)</li> <li>(4)</li> <li>(4)</li> <li>(5)</li> <li>(4)</li> <li>(4)</li></ul>

#### service@knowla.eu

WhatsApp: +48 576 177 776 or +48 660 778 275

Planets

This is a collection of activities dedicated to vertical and horizontal display and for interaction using balls and pens.



#### Inactive planet

An inactive planet does not allow you to preview its activities, but it does allow you to read its description. The button redirects to a website with company contact information and a store where you can purchase it.



# Active planet

Each planet offers a unique set of applications and activities. Most buttons work as they do on the start screen. A single click on an application displays its description; a double click opens the collection of activities.



#### Knowla<sub>•</sub>

# **Starter Planets**

Two starter planets are available with the device - Fruu Planet and EduMini. More about the starter planets here:



knowla.eu/planety/planet-fruu/



knowla.eu/planety/planet-edumini/

#### Interaction methods

You can interact with the device using interactive pens, balls, or a keyboard with a touchpad. The device detects the movement of the interactive pen across the image and the sound of a ball hitting the displayed image. The keyboard with a touchpad works the same as in standard computers. You can use the Epson remote to set additional image display options. For the initial setup, we recommend preparing the interactive pens and the keyboard.

#### **Knowla Remote**

Use the Knowla Remote app on your smartphone, tablet, or laptop to easily manage the device, share your screen, camera, and microphone from anywhere.

#### Download the app by scanning the QR code.



# **Ball calibration**

To correctly configure the device in the Ball Calibration application, specify the distance of the device from the wall using the following steps:

- 1. Place the device in the desired location, as shown in the diagram.
- 2. Select the appropriate distance from the wall using the available options: 0 cm, 10 cm, 20 cm, 30 cm, 40 cm or 50 cm.
- 3. Confirm your choice by clicking the " $\checkmark$ " button.
- 4. If you need more advanced settings, click "Show advanced options."
- 5. Adjust the focus using the lever next to the air filter.





# **Displayed image sharpness**

To adjust the focus of the Epson EB-760Wi projector, follow these steps:

- 1. Open the projector cover.
- 2. Find the focus adjustment lever inside the housing.
- 3. Gently move the lever up or down to adjust the sharpness of the displayed image.
- 4. Once you achieve optimal sharpness, close the projector cover.

#### Make sure the projector is on and an image is being displayed during adjustment.



# Cleaning the device

- The perforated cover with sensors, which is the top plate during wall projection, should not be cleaned with a wet cloth.
- · The entire device should be cleaned with a soft, dry, lint-free cloth. For heavier dirt, it may be slightly damp. Do not pour liquid directly onto the device.
- To remove dust or smudges on the sensors and lamp, gently wipe the projector's glass with a lens cleaning paper.
- · Remember to clean the projector's filter.



Do not clean the device with a wet cloth. This may cause damage to the device. There is a risk of electric shock.



Before cleaning the device, unplug it from the power outlet.



Do not clean the device with flammable substances. This may cause it to ignite.

# **Cleaning the filter**

- 1. The cover on the side of the device, on the side of the On/Off button, must be unscrewed and removed by pulling it upwards.
- 2. To unlock the filter, push the wire guard downwards. You can then remove the air filter from the projector.
- 3. The front of the air filter (the side with the tabs) should be cleaned to remove any remaining dust.
- 4. After cleaning, place the air filter back into the projector and secure it again with the wire guard.
- 5. The metal plate must be inserted into the appropriate place and then tightened.

▲ If the dust is difficult to remove or the air filter is damaged, the air filter must be replaced.



# **Proper Use**

- The device may be operated by children, persons with reduced physical, sensory or mental capabilities, or persons with no experience and technological knowledge, provided that they have been supervised or instructed on how to use the device safely and understand the risks involved. The equipment should only be used with the consent and under the supervision of an adult.
- Nothing should obstruct the projector lamp while it is in operation.
- Do not use the device in a space 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 or other liquids.
- The device should not come into contact with fire.
- The device should not be thrown, dropped from a height, or subjected to violent impacts.
- Do not stand on the device or place heavy objects on it.
- Do not use, disconnect, or connect the device from/to the mains with wet body parts. Do not pull on the power cord.
- Do not dismantle the device or tamper with its components yourself, as this may be grounds for refusal of warranty repairs and may endanger your health or life. The exception is access to the projector filter and the focus slider, as described in the manual.
- Make sure that the parameters on the nameplate correspond to the rated parameters of the power source.
- All standard guidelines for the use of electronic equipment should be followed.
- Appropriate precautions and principles for securing the shipment with the device should be observed.
- The manufacturer is not responsible for damage resulting from improper securing of the shipment by the user.
- Caution and appropriate safety measures should be taken when moving the device.
- Before carrying out maintenance, disconnect the device from the mains.
- It is mandatory to read the rules for using the projector, which are contained in the projector's manual on the Epson manufacturer's website.
- The device must be connected to a grounded electrical installation.
- Make sure the device is installed correctly. A loose, damaged, or improper power cord or plug can be a source of danger and damage. If the electrical outlet is damaged, do not plug the device into it.
- The warranty period is 24 months. It does not cover mechanical damage.
- Improper use or incorrect handling of the product will void the warranty.
- A user inspection of the structure and cables must be carried out before each use. Any non-conformities shall render the device unusable, and this fact must be immediately reported to the official technical support department.
- In case of technical problems or questions, please consult the official technical support department (email: support@knowla.eu, tel.: +48 576 177 776).

- Owners of the device from abroad should contact the service via e-mail or WhatsApp, while users from Poland should use the dedicated service telephone number or e-mail communication.
- In case of any failures or mechanical damage, immediately disconnect the device from the electrical network and contact the official Knoocker support department.
- It is recommended to use a surge protector.
- It is recommended to disinfect the set components after each use.
- The responsible person should supervise the use, pay attention to the possibility of mental and physical fatigue, and pay attention to the safety of users.
- To prevent danger, do not open the device housing. Repairs or procedures concerning the device may only be carried out by qualified personnel from the appropriate official department of the manufacturer or a person authorized by the manufacturer. Warranty repairs do not include activities related to cleaning, valuation, and maintenance of the device.
- The warranty does not cover mechanical damage to the equipment, defects, and damage resulting from:
  - improper or inconsistent with the instructions for use and storage of generally accepted standards for electronic equipment,
  - improper or inconsistent with the instructions for installation of the device,
  - interference by an unauthorized service, unauthorized repairs and structural changes,
  - use of non-original or improper consumables,
  - damage resulting from external natural phenomena (weather phenomena, power surges, improper power supply, etc.)

A worn-out device is subject to mandatory disposal in accordance with applicable regulations. After the end of its service life, the user is obliged to hand over the device to entities that collect waste electrical and electronic equipment (WEEE). The collection system, including local collection points, retail outlets, and municipal organizational units, ensures the possibility of proper equipment handover.

Before using the device, please read the user manual carefully.

Α

Warning! Possible 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 failure to comply with the above warnings.



Warning! Some people are prone to epileptic seizures or loss of consciousness after prolonged staring at flashing lights or light patterns. While looking at the screen, e.g. watching a video or playing games, they may experience symptoms of epilepsy.

People with epilepsy, neurological diseases, or other conditions sensitive to light and sound stimuli should exercise caution when using the Knowla Box device. In case of symptoms such as dizziness, visual disturbances, tremors, fainting, disorientation, or convulsions, stop using the device and consult a doctor. The manufacturer is not responsible for health damage resulting from non-compliance with the warning. Before use, read the user manual.



Knowla₀



Knoocker sp. z o.o., ul. Głogowska 216, 60-104 Poznań, Poland | www.knowla.eu