

Lumo Play 4 Software Quick Start Guide

Set up an interactive installation in minutes.

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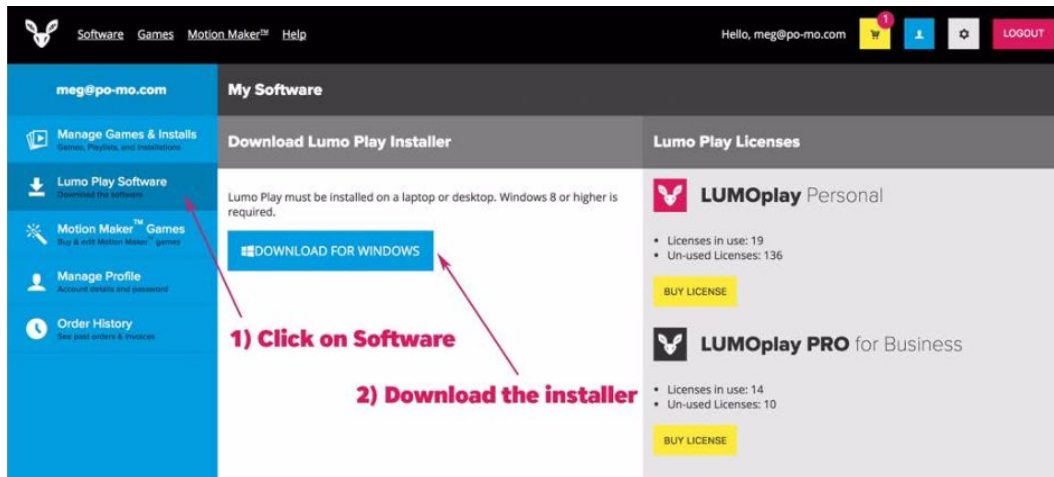
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Download the software

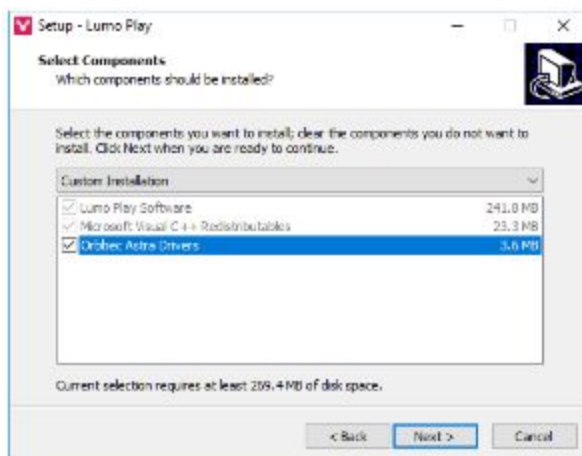
1. Log into your account on www.lumoplay.com and click on the 'Account' icon at the top right of the website.



Go to Lumo Play Software and Download the software

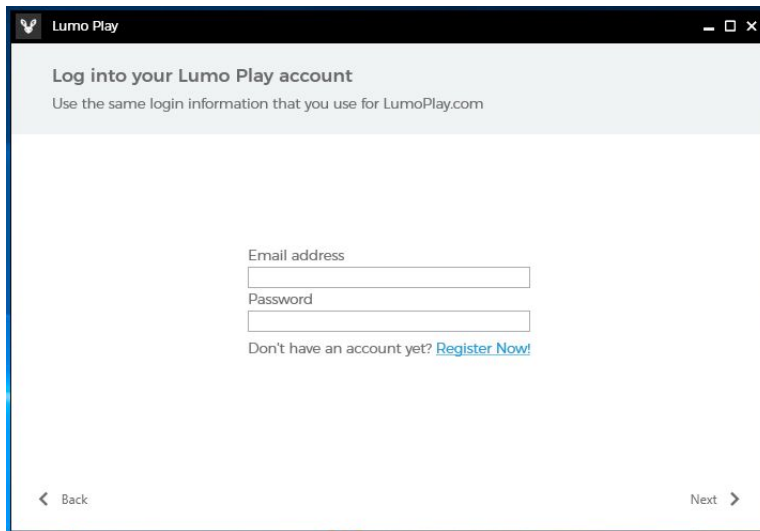


2. Locate the Lumo Play installer (it's usually in your Downloads folder)
3. Double-click the installer to start the install wizard. You might be asked for an admin password. You may also have to temporarily disable your firewall in order to run software downloaded from the internet – this is common for schools and libraries who have security in place to prevent guest users from installing malicious programs.
4. Follow the installation steps to install the Lumo Play software application and drivers. You will have the option to install the drivers for the Kinect for Xbox One and the Orbbec camera – this is only necessary if you plan to use these cameras.

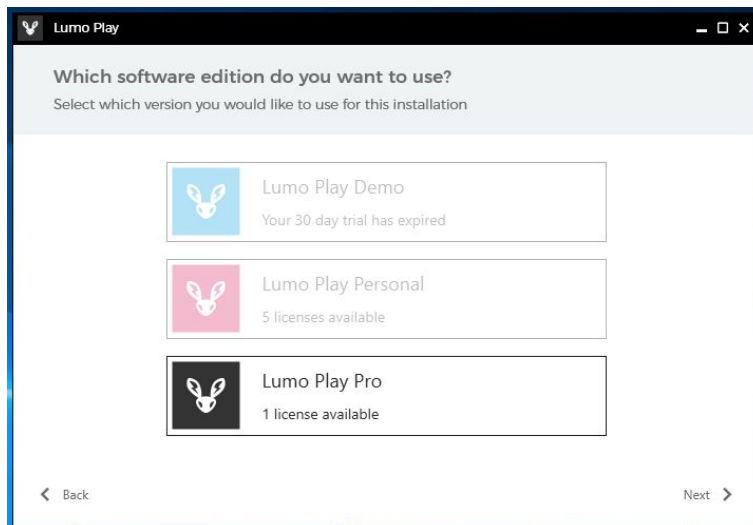


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- Once the installation is complete, you will be able to find the Lumo play software on your desktop or in Start > All Programs on Windows.
- Register the software using the same email and password that you use to log into the Lumo Play website.



- Select which version of the software you would like to activate: Lumo Play Personal, Lumo Play Pro, or the free 30-day Lumo Play Demo.
If you already purchased a license, you can choose the version that you purchased and continue.
If you haven't purchased a license yet, you will need to buy a license through the website before continuing.



- Give the Installation a name and description that will later help identify it when managing your account online. (e.g. company or brand name, event date)

Name your installation
This will be used later to help you identify your installation, so let's keep it descriptive

Installation name
Lumo Interactive Office Wall

Installation description
Interactive Wall installation at the Lumo Interactive office.

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9. Consent to allow diagnostic data to be collected. We collect information to better our software and the customer experience.

Personal Information Consent
Opt-in to allow diagnostic data to be collected

Knowing what cameras and types of computers our customers are using helps us improve this software.

Do you consent to this program transmitting information about your operating system and computer hardware?

Yes, you may collect this data
 No, I do not wish to share this data

[What exactly do you collect?](#)

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Setup your equipment

1. Connect your computer to the display (projector, TV or touchscreen) and sensor (USB Web Camera, 3D Camera or Touchscreen). Do not attempt to calibrate the software until your hardware is connected. Please review the Hardware Installation Guide to learn more about how to set up your hardware.

[Home Hardware Setup Guide](#)

[Pro Hardware Setup Guide](#)



a.

2. Launch your Lumo play software and follow the steps in the installation wizard to calibrate your software. Calibration is necessary for the games to react to motion properly.

Calibration

[Tutorial videos can be found here --->](#)

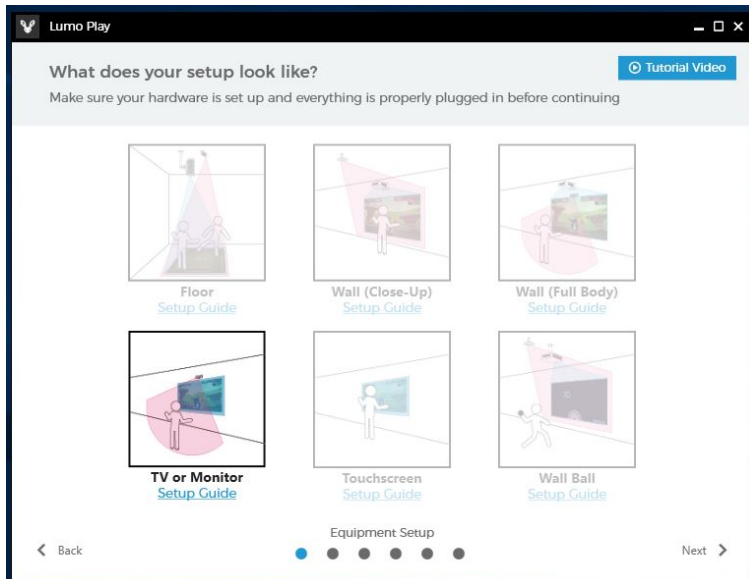
Choose your setup

At this point, your hardware and equipment should be set up, plugged in and ready to go. If you haven't already set up your equipment, please review the setup guide and get your equipment setup before continuing.

Do not attempt to calibrate Lumo Play until your equipment is connected.

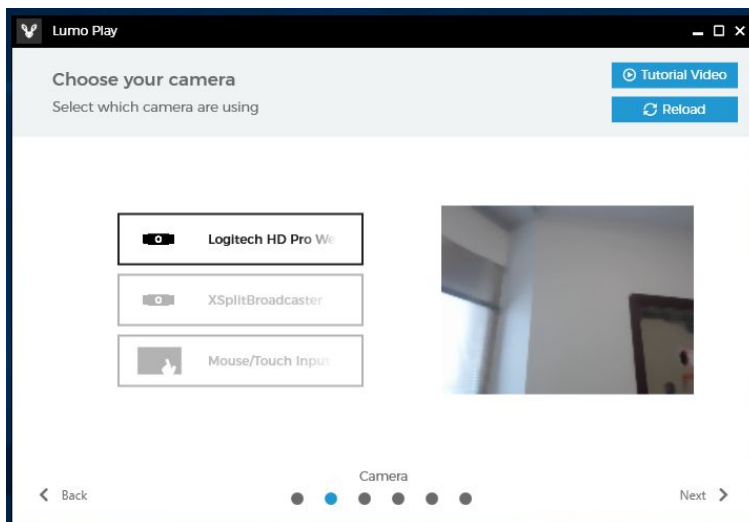
Once your equipment is set up, choose the option closest to what your installation looks like.

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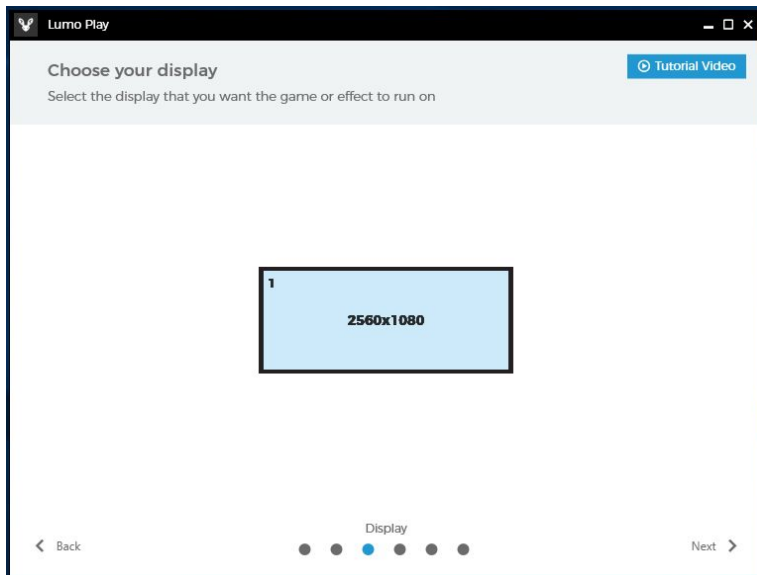
Choose your camera

1. Choose which camera you are using for your installation.



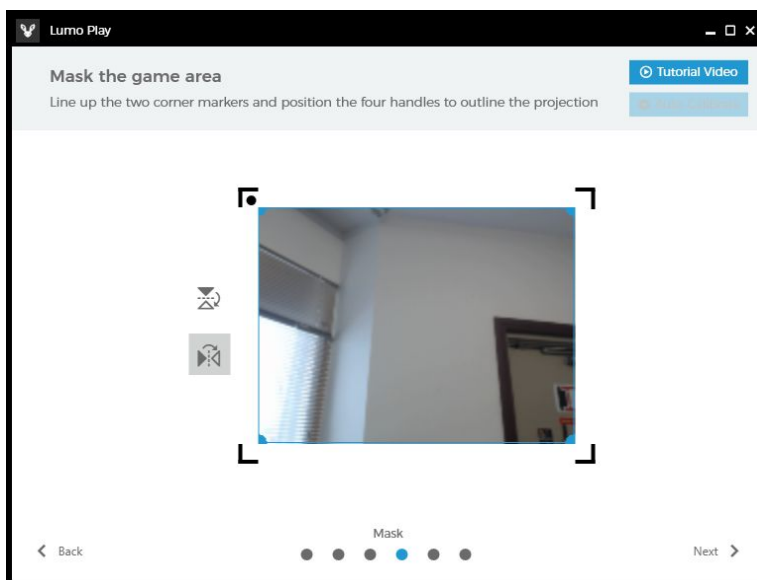
Choose your display

1. Choose the display that you want the game to appear on. If you are using multiple displays you will need to choose which display will display your games. If you are only using a single display (there is no laptop monitor or second monitor), you will only have one display available. The displays are identified by a number in the top left-hand corner of the display.



Mask the game area

1. This step allows you to draw an exact rectangle around the projection or display on a floor or wall so that only the area of the projection is tracked. If you are setting your camera up so that it points away from a wall, or so it tracks the widest range of motion available, you can leave the tracking area as it is.
2. You will see blue blobs and red lines appear on your chosen display when movement occurs. If the blue blobs are appearing on the side of the screen opposite of the movement, you can use the Flip Vertically and Flip Horizontally settings to properly align the movement with your camera input, so the game reacts to movement properly.

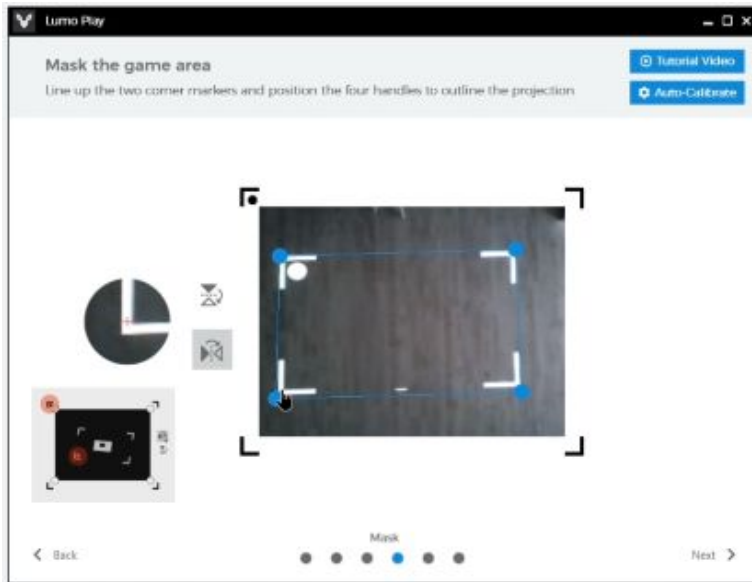


Masking for floor projection:

1. The Mask step is critical to the accuracy of the games. The mask area must match the game area as closely as possible, otherwise, it will not work correctly.

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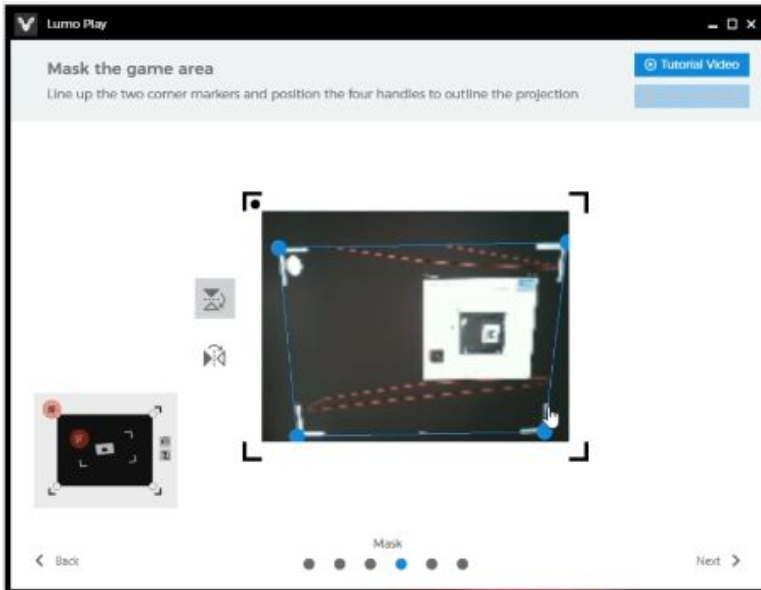
2. The first step is check see if the top left-hand corner marker matches up with the corner marker in the video feed. If it doesn't, rotate the video feed until it is in position.
3. Then, move the mask handles from the corners to meet the corner of the projection in the video feed.



Masking for wall projection:

1. If you are projecting on a wall and using a 3D camera like the Kinect to define a specific tracking area and depth in order to create games that react to movement directly in front of the wall (like the Wall Defenders game, where players interact by throwing balls at the wall rather than moving), you should mask your display area the same way you'd mask a floor, and use the depth settings in the next step (Calibration) to ensure that you are only tracking movement directly in front of the wall.

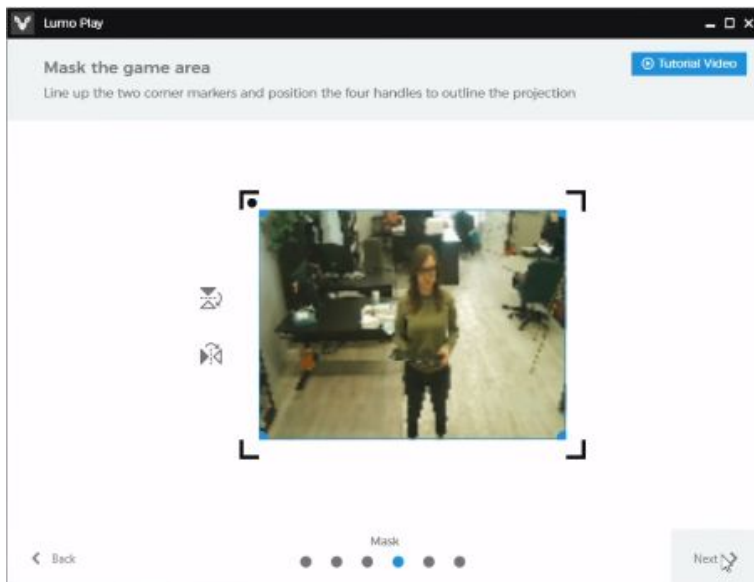
Check to see if the top left-hand corner marker matches up with the corner marker in the video feed. If it doesn't, rotate the video feed until it is in position. Then, move the mask handles from the corners to meet the corner of the projection in the video feed.



2. If you are simply tracking motion in front of a wall or screen, you don't need to mask your display (since you won't need to have the same level of precision as you would in a floor projection). Simply ensure that the Flip Vertical and Flip Horizontal settings are correct, so that if you move in the bottom right of the sensing area, you see colored blocks in the bottom right of your display.

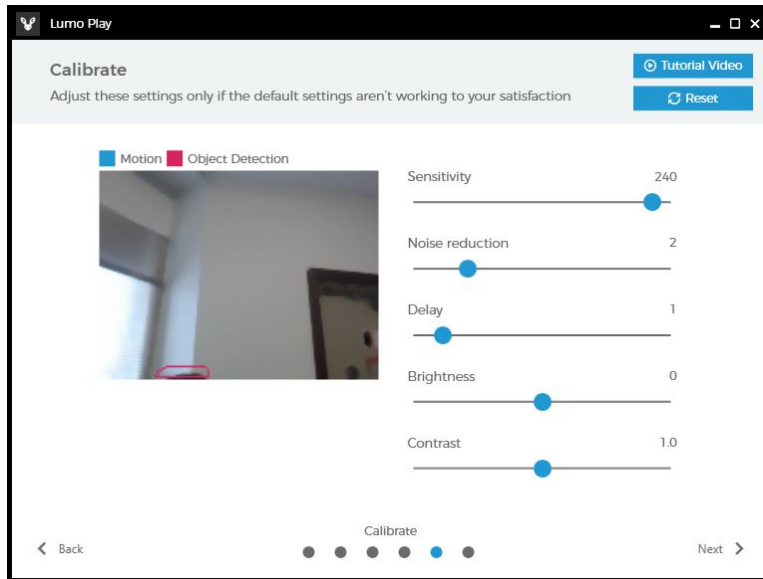
Your camera is set up so that it points away from the wall so it tracks a person's whole body and the widest range of motion available, you can leave this as it is.

If the camera feed is flipped you can use the Flip Vertically and Flip Horizontally settings to properly align the camera feed.



Calibrating a Web Camera

Web cameras work well in areas with plenty of light, but will not operate in darkness. Web cameras work well for wall installations where you point the camera at players. We do not recommend that you use a web camera for floor installations or any setup where the camera is pointing directly at the projection or display. Usually, the default settings already have good detection of movement and you won't need to recalibrate. If you need to make adjustments make sure you have a friend to help you during this process. Below you will find a list of the calibration settings and what they do:



Sensitivity:

Determines how sensitive the games will be to changes in depth (how near or far something is).

Noise Reduction:

Removes noise from the camera feed.

Delay:

Used for specific types of games. Unless you know that your game requires Delay, do not change this setting.

Brightness:

Determines how bright the camera feed is.

Contrast:

Move the slider to the right to add contrast to the camera feed. Move the slider to the left remove contrast in the camera feed.

Once you've completed setting up your calibration, click Next to launch the game player.

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Calibrating a 3D Camera

3D Cameras will work well in most lighting conditions, including the dark. We recommend using 3D Cameras for all commercial installations.

Usually, the default settings already have good detection of movement and you won't need to recalibrate. If you need to make adjustments make sure you have a friend to help you during this process. Below you will find a list of the calibration settings and what they do:

Sensitivity:

Determines how sensitive the games will be to changes in depth (how near or far something is).

Noise Reduction:

Removes noise from the camera feed.

Delay:

Used for specific types of games. Unless you know that your game requires Delay, do not change this setting.

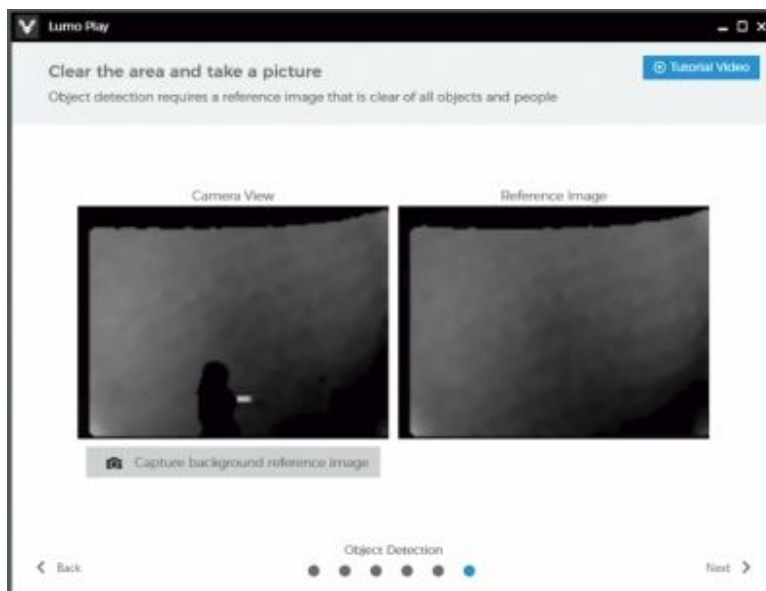
Detection Range:

Used to focus the sensing within a very specific area.

Once you've completed setting up your calibration, click Next to launch the game player.

Object Detection


Clear the area of objects and people and take a picture.

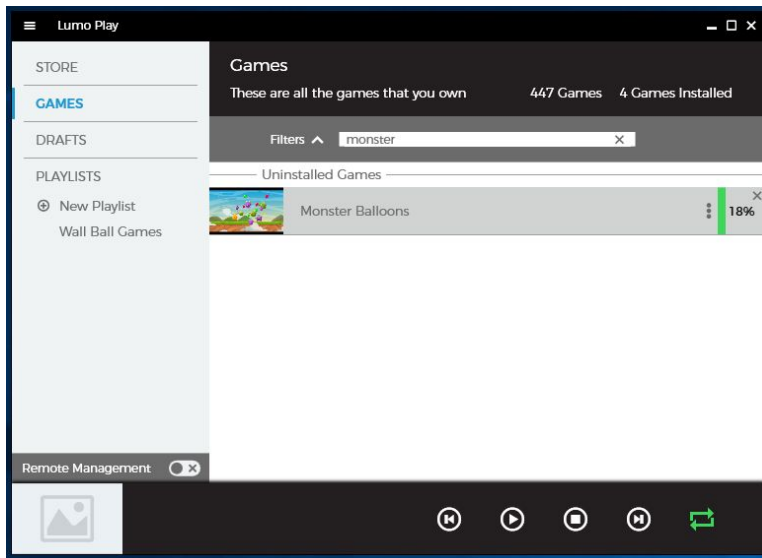


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Install Games

You'll see a list of all of the games that you own. Before you can run the games you need to install them.

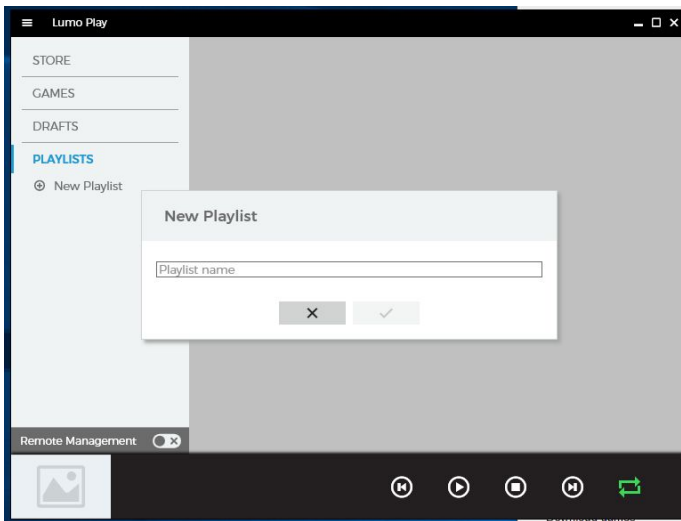
Click the **download** icon  next to the name of the game. Once it had been downloaded you can double click the game to launch it. Press the “ESC” key to close the game.



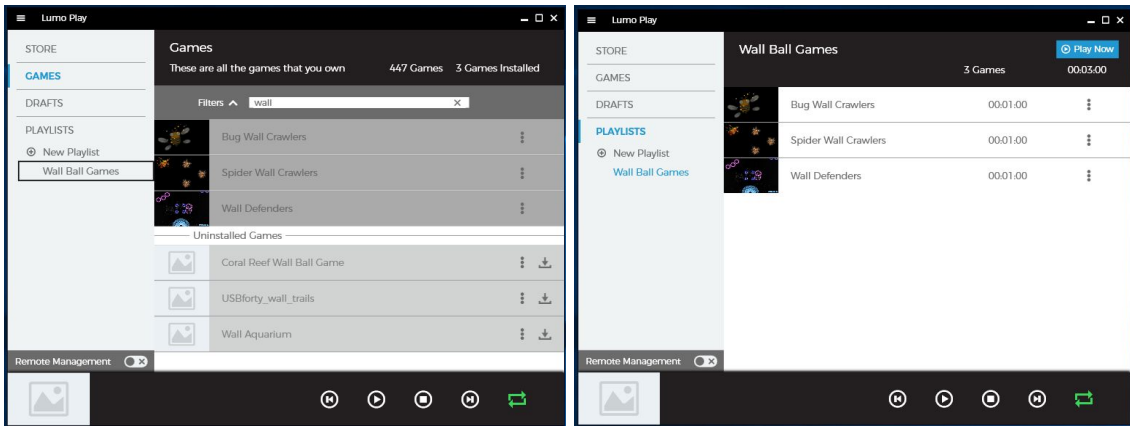
Local playlists (Pro only)

Local Playlists are created on your installation computer. To change them, you must have direct access to the computer.

You can create a Playlist to play multiple games on a schedule. To do this, click '**New Playlist**'. Enter a name and description for your playlist.



Once your playlist is created, click and drag games from **Games** to the **Playlist** name on the left side.

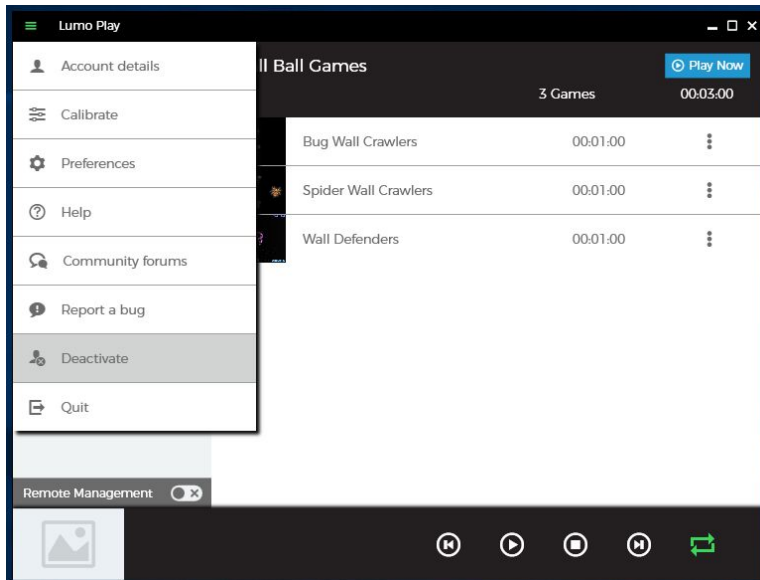


Open the Playlist that you just created by it in the left side menu, and start running the playlist by clicking the **'Play Now'** button in the top right.

Deactivating

Before uninstalling any version of the software you have to deactivate your license. Deactivating will free up your license and allow you to install it on a new machine.

Run your software on your computer. Click the Menu drop-down button and select Deactivate.



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