**Changing Places Demo Space Guidebook**

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**General TroubleShooting**

If you read this, you can probably troubleshoot most of the demos

**Projectors**

* + Try turning on the projectors manually, as they are all connected and sometimes the remote turns ones on and off when you didn’t want that
  + If the projector is having an error, its menu will project and the tables make it hard to read the menu, so feel free to use paper or physically angle it to a wall to troubleshoot
  + The orange light means the lamp is dying. You’ll notice a lot of these
  + You can adjust the zoom, brightness, and focus on the projectors themselves.

**Keyboard and Mouse**

* + Turn them off once you’re done :)
  + The monitors and the keyboard/mouse should have color coded stickers
  + If you can’t find the keyboard/mouse try under the table or under the big TVs

**Demo Scripts**

* + Most of the demos have two Processing Scripts that run; Colortizer (which does the Lego code recognition) and the demo itself. Make sure that they are both open and running
  + Run Colortizer and in the window check that these are false:
  + You can make sure Colortizer is working just by moving around a few pieces
  + For the demo itself, “Present” or “FullScreen” the script
  + Usually the ` key enables projection mapping
  + If there’s flickering, just click a bunch of times on both displays

**Computer and Table Hardware**

* + The computers run Windows 7 and Windows loves updates; turn them off to avoid restarts
  + Please be nice and patient with the computers; usually restarting does the trick, and they do get overheated at times because of how much we run them
  + The computers are under or above the tables associated with them (if stumbling under table, look for the blue light)
  + Make sure that the LED in22 the table is on and working and that the camera can see the whole table

**KeyStone and Projection stuff**

* + KeyStone is the projection mapping library that we use
  + Sometimes when you restart demos or run demos for the first time on a new computer, you have to configure the projection mapping on the table
  + When the script is running, just press ‘c’ and then you can drag the four green circles to the corners of the table. I usually get one aligned and then go from there
  + Also if you’re getting blue boundaries, make sure that the resolution/size of your screen and that of your sketch are compatible

Still not working? There is an emergency card under the Riyadh demo mouse pad with Ira and Nina’s contact info.

**Riyadh**

**Scripts:** Legotizer (present) and Colortizer (run)

* + The biggest thing with this demo is that the Colortizer can freeze/lag
  + Usually checking the booleans, restarting the script and computer does the trick
  + If it’s still not working try leaving it off for a few minutes, then restarting the computer and scripts
  + Select legotizer data for the Legotizer script

**Kendall Square**

**Scripts:** CityScope02

Just present the script CityScope02 and play the video on the desktop on the monitor and you should be ok.

This is a very stable demo; it’s just a projection mapped, looping script so it shouldn’t give you too many issues.

**BRT (in progress)**

**Scripts:**

This demo is perhaps the most finicky

* + Usually it glitches and freezes and adjusting the LED and mirror tends to work, because it’s the Colortizer freaking out
  + The projectors and displays are set up in a very particular way, ask someone like Ira or Ariel or another veteran if this is the issue

**Singapore and Last Mile**

**Scripts:** Demo Script (PedAccess for Singapore and Pixilizer for Last Mile) and Colortizer

* This demo has the standard Colortizer setup; so make sure that’s all working
* Besides that, also check that the main script is presenting and if there’s flickering with the projection mapping, just click back and forth
* Always check the key commands in the code to see what each key does, but c is to configure the keystone, ` is to project

**Center Projection Tables**

**Scripts:** Vary, no Colortizer, just standard 2D projection

* The displays are 1, 2, 3
* The big TV is display 2
* The table closest to the PEVs is display 1 and the other one is display 3
* Keep this in mind when projecting your scripts
* You can use the mouse and keyboard on all 3 displays, it’s just a tad tricky, but you get used to it once you do it enough

**City I/O**

* This demo is run with the tablet and two TV monitors
* For the monitor with the table anchored to it, if it’s off the power button is under the righthand corner
* It should display a static image
* Turn on the tablet and start the app City I/O (it’s black with white text)
* Give it a second to load
* On the shelf monitor, you can use the remote in the stand to switch the input between the thumb drive (a looping video about the app) or HDMI, which is connected to the tablet
* Operate the app with the CityMatrix table and see the real time changes. Maybe take a few minutes at some point to learn the application and see what it can all do. :)
* Make sure to return the tablet to its stand and leave the looping video on the shelf monitor when you’re done

**City Matrix (in progress)**

* This demo is a Rhino application and is usually very stable
* Just make sure that you are in the correct GitHub branch, run the applications and you should be ok