Molecular Playground Setup Instructions

IMPORTANT: Steps 3 and 6 must be repeated any time the Kinect is moved or repositioned even slightly!

1. Connect the Kinect to the Mac Mini and power on the Mac Mini. The Playground software should run automatically once the computer has booted up. You should see an animation playing once this has happened. To access the setup and control module (**MPControlHub**), move the cursor to the bottom center of the screen to show the dock, and click on the MPControlHub icon. A new window should be visible.

2. Click on the **Open Debug View** button. A new window will open that should display the live video output of the Kinect. If the live video is visible, then the Kinect is operating correctly. If an empty, white window is displayed, the Kinect will need to be disconnected and plugged back in and/or the computer rebooted. Click **Close Debug View** once you have verified that the Kinect is working.

3. Click **Configure Kinect** to open the configuration window. You should see the Kinect's current view; if not, click on the **Refresh Image** button. Next, you will draw a box in the image to indicate the active interaction area. This box should at least overlap the projection area, and probably be a bit larger than it. To draw the box, click and drag from the top left to bottom right of the area that you want to select. A transparent red box should appear as you are drawing. You can repeat this process until you are satisfied with the area you have selected.

4. Enter appropriate values for the **Min Distance** and **Max Distance**. These values indicate the minimum and maximum distances away from the surface that the Kinect is pointing at that a person can be located in order to interact with the Playground. For example, values of 0.1 and 2.0 mean that someone standing between 0.1 meters and 2 meters from the wall that the Playground is being projected on will be able to interact with the Playground, assuming the Kinect is pointing at that wall and the active area has been set appropriately per step 3. The recommended minimum value is 0.1 meters, and the maximum distance will depend on the installation.

5. If the Kinect is installed in an upside-down position, make sure that the **Upside down Kinect** box is checked.

6. Once you are happy with the settings, click the **Save Config** button once. The button will indicate that it is saving, and the window will close when it is done. You must click the Save Config button any time any of the settings in steps 3-5 are changed. **IMPORTANT: No people or other moveable objects should be in view of the Kinect during this save process! In other words, the Kinect should only be looking at what it would normally see when the exhibit is empty.**

7. At this point, the system should be properly configured. Minimize or hide the MPControlHub window so the animation is visible, and try interacting with it. If the Playground is responsive to interactions, you are done. If not, you may need to adjust some of the values from steps 3-5 and try again.