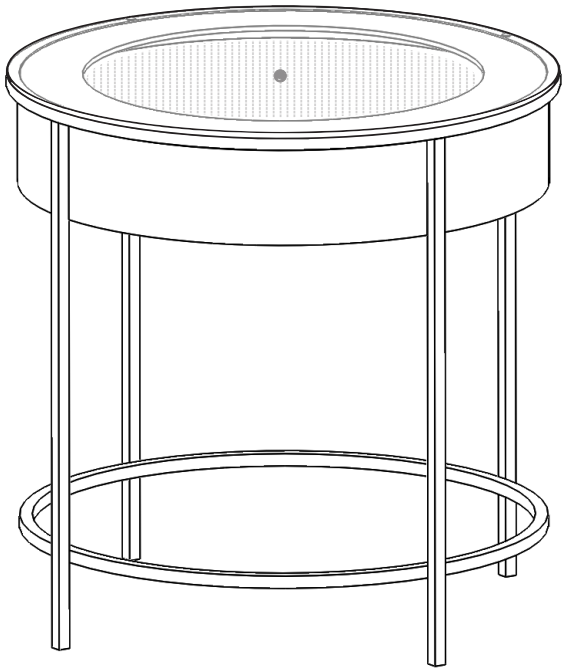
SISYPHUS



METAL SIDE TABLE

USER MANUAL

SISYPHUS

TABLE SET UP 1

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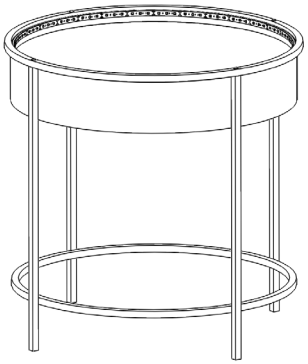
For the latest version of this manual, additional tutorials, and troubleshooting, please go to:

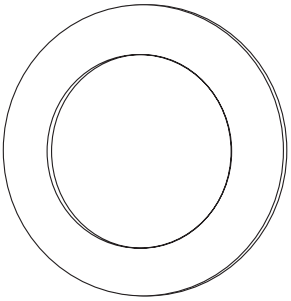
sisyphus-industries.com/support

TABLE SET UP

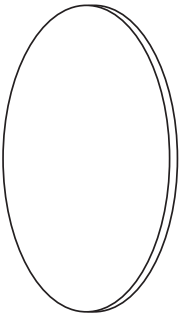
CONTENTS



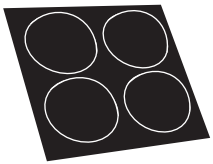
TABLE



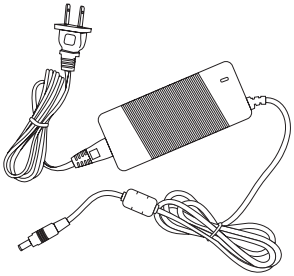
RING



GLASS TOP

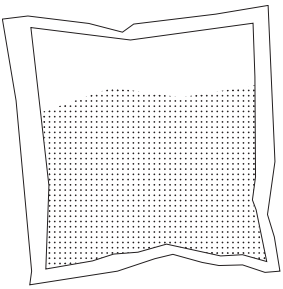


RUBBER
BUMPERS



POWER SUPPLY

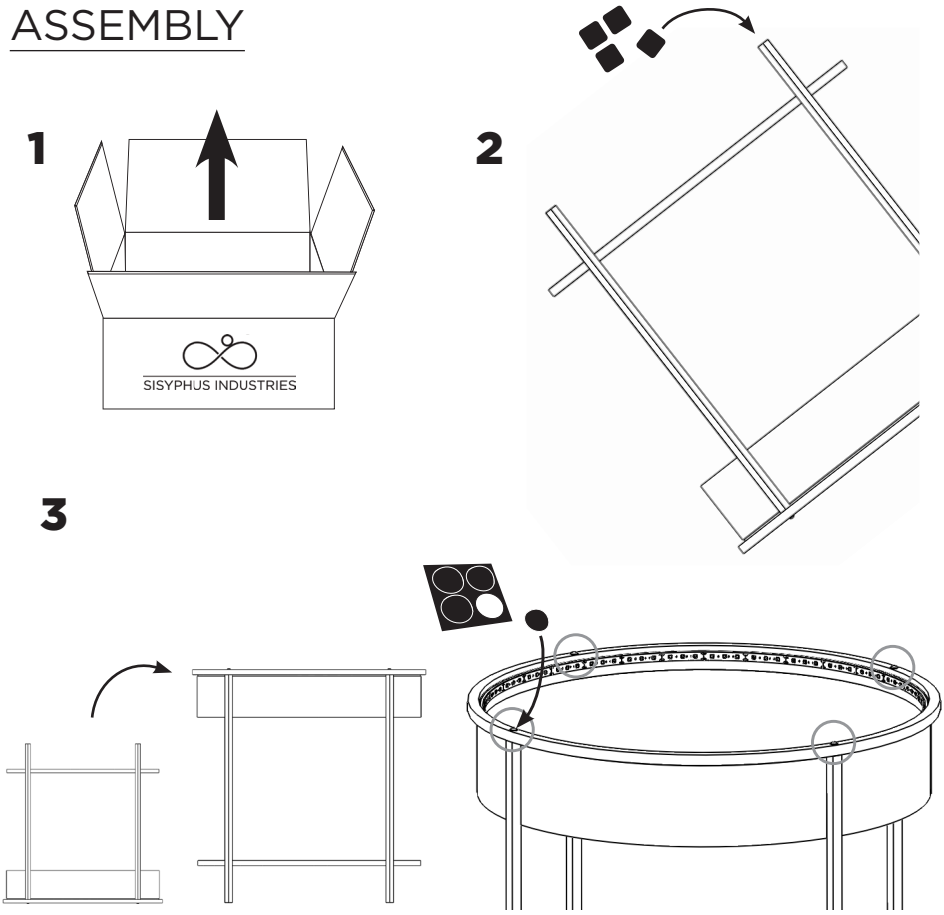
FELT FEET



SAND

STEEL BALLS
**second ball optional*

ASSEMBLY

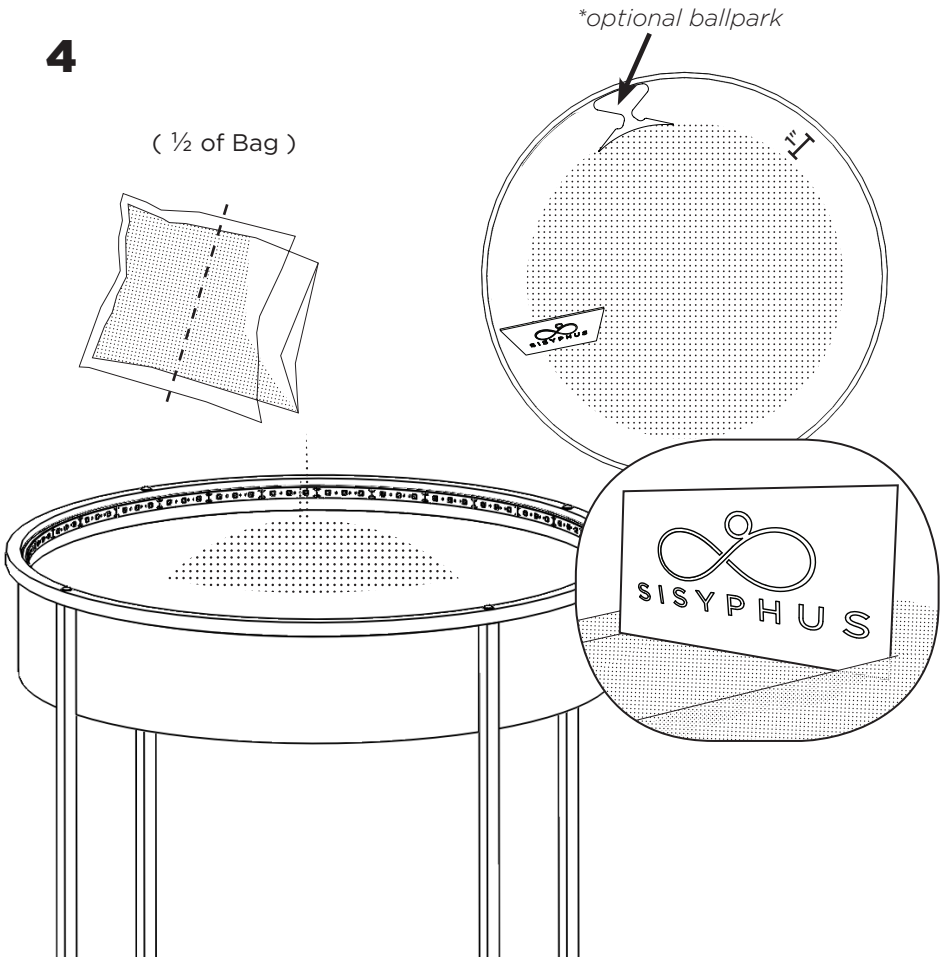


1. Unpack and identify all of the parts for your Sisyphus table.

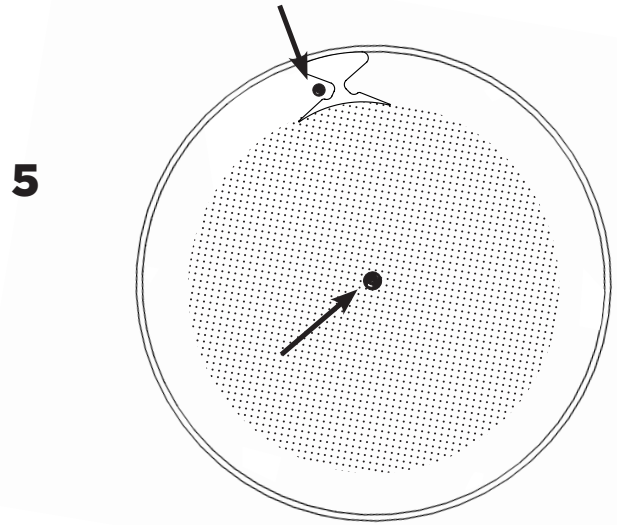
2. To avoid damage to hard flooring, flip your table upside down an apply the provided felt feet to all four of the metal legs. Make sure the bottoms of the legs are clean before applying and refrain from sliding the table around for the first 24 hours to give the adhesive time to cure.

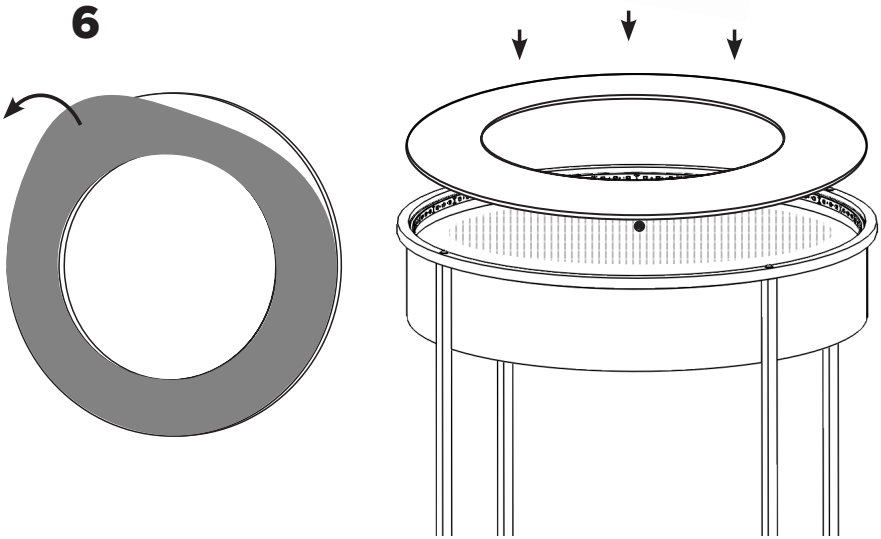
3. Flip you table upright in its desired location. Place the four rubber bumpers evenly spaced on the top edge of you table, centering them on each of the four legs.

ASSEMBLY (cont.)



4. Start by pouring about half of your sandbag onto the fabric surface and roughly level the sand with a flat object such as a business card or envelope. The sand should be spread to within 1 inch of the walls. If you upgraded to two ball mode, spread sand to edge of ballpark as shown above. *See* ***Adjusting the Sand Depth page 7*** *for more detailed instruction on how much sand you will prefer in your table.*



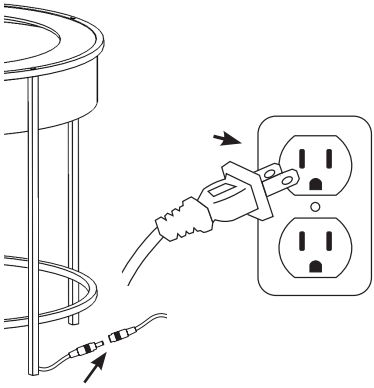


5. Place the steel ball in the center of the table. If you upgraded to the two ball option, place the smaller ball in the pocket of the plastic ballpark as shown above

6. Remove the protective film from the back side of the ring and set on the table as shown. (*For black rings, remove the protective film from both sides*).

ASSEMBLY (cont.)

7



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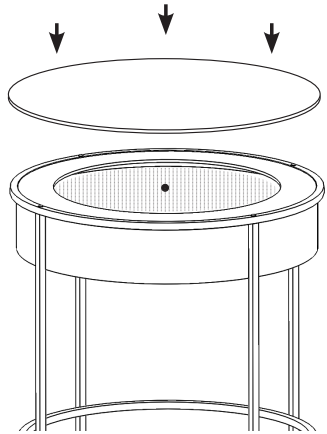

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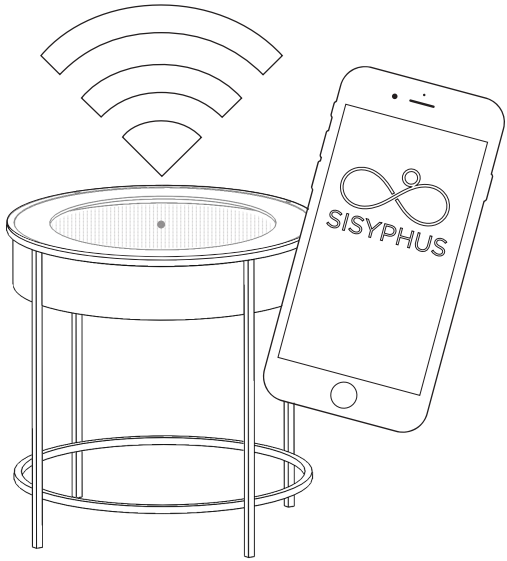

7. Plug the power supply into the wall outlet first and then into the plug at the base of your table. Wait up to 90 seconds for your table to power on and calibrate itself.

8. Once the ball begins to move, set the glass on top so it rests on the rubber bumpers

9. Download the *Sisyphus App* from Google Play or the Apple App Store to unlock more features of your table.

CONTROLLING YOUR TABLE

Your table will start making designs when you plug it in with no phone or computer needed! To unlock all the features, you will need to connect to your table using a mobile device, tablet, or computer. Once connected, you will be able to connect to wifi, change or add new tracks, adjust the speed, lights, and update your table's software.

CONNECTING TO YOUR TABLE

Connecting with a Mobile Device (recommended)

1. Plug in your Sisyphus table and wait for the ball to start moving.

2. Download the ***Sisyphus app*** from the Apple App Store or Google Play Store.

3. Open the app and follow the directions on the screen.

4. The app will first ask you to connect to the table's own wireless network. In the WiFi settings of your mobile device, connect to the network ***sisyphus.***

5. Once connected, the app will begin walking you through the necessary steps to personalize your table and connect it to your home wifi (*this is strongly recommended*).

6. After setting up your table, it will restart itself and disconnect from the Sisyphus app. If your mobile device does not automatically do so, reconnect to your home Wifi network. ***Do not unplug your table while it is rebooting, setting up your table takes time and unplugging it early can damage the software.***

If you are unable to use the mobile application, see ***Connecting with a Computer,*** *page 7*

Connecting with a Computer

If you've never connected to you table before or it's not on your home WiFi:

1. Plug in your Sisyphus and wait for the ball to start moving.

2. Connect your computer to the ***sisyphus*** WiFi network.

3. Open a browser and enter the following into the address bar: *192.168.42.1:3001* and press enter.

4. Continue to Step 5 of ***Connecting with a Mobile Device.***

ADJUSTING SAND DEPTH

Your table comes with more sand than you need! How much sand you put in your table is a matter of personal preference; deeper sand will give you more dynamic contrast in the designs while a thinner layer of sand will show thinner lines and more detail. Your table will work with more or less sand, feel free to adjust the depth to your own personal preference.

Note: Adding too much sand can cause the ball to get "stuck." If this happens, see ***Removing Sand****, page 8.*

1. Pour about ½ of your sand bag onto the flat, fabric surface of your table to start. It's easier to add more sand than to take some out so start small! If you see any white clumps in the sand, simply crush them with your finger or blunt object to break them apart

2. Use a flat object such as a business card or folded piece of paper to push and level the sand to within an inch of the wall (steps 6-7)

3. Your table will do a good job leveling itself off over time, so don't stress! Getting the sand exactly level is not necessary.

INSTRUCTIONALS

REMOVING SAND

If you need to remove the sand from you table, begin by removing the glass top and ring and setting them aside. Using a piece of thick paper or cardstock, push the sand into a single pile in the center of your table and carefully scoop as much sand as you can into a plastic bag or container.

Once you have scooped out all then sand you can, some will still remain in the fabric fibers of your table. If you plan on flipping your table over, packing, or transporting your table, it is necessary to use a small vacuum to fully remove the sand from the fabric. This will prevent excess sand from damaging the electronics or scratching the glass and furniture.

TWO-BALL MODE

Follow the steps at the beginning of this manual for instructions on where to place the second ball on startup

1. To access two ball mode, you must be connected to your table with the Sisyphus App (see ***Controlling your Table*** page 6)

2. Once connected, find the “Attach” and “Detach” tracks located in the ‘Library’ section of the app. Find and play “Attach,” your table will move the first ball back to the center and pick up the second ball. Your table will remain in 2-ball mode until the “Detach” track is played or your table reboots.

3. “Attach” and “Detach” can be inserted into any playlist

Note: *This feature is still under development and may cause minor issues that may require removing the glass top to fix. Use at your own discretion. (See* ***Common Two Ball Issues*** *page 9)*

Common Two Ball Issues:

Sand Build-up:

After switching between 2-ball and 1-ball mode several times, you may notice a build-up of sand in and around the ballpark. Over time, this may cause the ball to improperly detach and cause issues.

If excess sand build-up occurs, it may become necessary to remove the glass top and manually clear out the pile of sand from the ball park.

Two balls stuck together:

If one of the balls become unintentionally detached from the magnet (see ***Sand Build-up*** above), it is possible for two balls to attach to the same magnet and appear "stuck" to each other. Simply unplug your table and replace the balls in their startup position (see page 4) and restart your table.

LIGHTING MODES

If you purchased or upgraded your Sisyphus to have RGBW lights, you have several different lighting modes to choose from. You can find these different options under the Settings menu in the app. Some lightning modes allow you to select Primary and Secondary color options; after tapping on Primary or Secondary, select your prefered color and use the sliders below to adjust the color intensity and white level. See below for a description of the different modes.

White: Turns the lights white. Use the slider to change from warm to cool lighting options.

Solid: Turns the lights to a solid color of your choice. Select the light color by tapping the *Primary* color option.

Rho Fade: Changes the color of the lights as the ball approaches the center of the sand field. Customize the light colors by selecting them under the *Primary* and *Secondary* color options.

*__Spread:__ This will change the lights based on the position of the ball. The *Primary* color will follow the ball and expand as the ball gets closer to the center. (Try it out with the *Sine* track!).

*__Paint__: Changes the color of the LEDs as the ball rotates. The changed LEDs will remain the same until the ball rotates back around. The color the LEDs change to changes over time.

*__Comet:__ The *Primary* color will track you ball as it circles around the sand field. The faster the ball is circling, the longer the tail of the comet will be. (Try it out with the *Erase* track!).

__Rainbow:__ A rainbow of colors will circle around the sand field, following the ball as it moves.

*__Demo:__ This will cycle through a demo of several of the lighting options.

These lighting modes follow the position of the ball as it moves around the sand field. For the best results, you may need to calibrate your lights (see **__Light Calibration__ below)*

LIGHT CALIBRATION

Some of the more advanced routines available with your Sisyphus' colored lights may require calibration to accurately track the position of the ball. After connecting to your Sisyphus, play the Sine track from the Tracks menu in the Library. Next, go to the Settings menu and select Advanced, then Advanced Lights. Tap Calibrate Pattern and adjust the slider so that the lights "meet" the ball when it reaches the outside of the field.

TROUBLESHOOTING

If your table appears frozen or is behaving oddly, the first thing to do is to restart the table:

1. Unplug the tabe from power and replace the ball(s) to the starting position

2. Reconnect the table to power and wait up to 90 seconds for it to recalibrate and restart

If the problem persists, check that the table is up to date

3. Connect to the table and make sure it is connected to the internet (connecting and controlling the table)

4. Under Settings tap on Firmware Update. The app will tell you if there is an update available

If your table is still not working properly or you cannot connect to it, please visit our support page for more advanced troubleshooting or to contact customer support:

sisyphus-industries.com/support