



# Quick Start Guide

## Setting up the equipment

Ensure that all devices are plugged in as stated and that the correct power adapters are used for the devices (see the example wiring diagram at the end of this document).

To use the full capabilities of the system, you will need the following pieces of equipment and the relevant power and data cables. (NB the system is in fact modular and can be used in a more limited way without all listed items present)

- MacBook Pro
- Kinect v1 camera/sensor
- Webcam
- Mains powered USB Hub
- DMX Lighting control box (Enttec DMX-USB Pro)
- DMX fixtures – 6 channel with RGB on the first 3 channels
- Performer lighting – LED lighting panel or studio style lighting
- Projector or screen
- Audio device such as speakers
- iPad

## Connecting the equipment to your computer

Connect the USB hub to the left USB port on your Mac and then connect the power lead for the USB hub.

N.B. - When connecting devices to the USB use the USB data ports and NOT the USB charging ports, these can be differentiated by the lightning icon above the charging ports.

The USB hub uses a 5V 4 amp Power lead to provide power to the ports.

Place the “Kinect” on a stable surface central to the viewing screen, plug the device into a power socket, the USB lead into the hub and adjust the angle so that it will be able to see a user's full body.

Next, connect the Webcam directly to the right hand USB port on the MacBook (do not use the USB hub for the webcam). You can use a USB extension for extra reach, but if you go beyond 5m you will need an active cable.

Using a micro USB lead connect the DMX control box into the USB hub. The breakout cable should have a silver 5 pin to 3 pin adapter on one of the plugs labelled 'DMX1', connect a XLR lead to this. Connect the other end of the XLR cable into the 'DMX in' port of the first DMX lighting fixture, to connect the other lighting fixtures connect an XLR cable from the DMX out of the first light to the DMX in of the second. Continue this process to daisy chain further DMX lighting fixtures.

To enable the DMX lights to function correctly you may need to select the channel on which they will operate, for the models provided it is done in the following way.

Press the function button on the fixture so that it displays ADDR and then press enter, the first light fixture should be set to number one.

Repeat this process for the other fixtures, remember that the lights provided are six channel lights, this means that the second fixture will need to be set to channel 7. Below is a table showing the channel numbers if several six channel lights are used.

Fixture Number	1	2	3	4
Channel Number	1	7	13	19

In fact, you can use more than 4 DMX fixtures, but you will need to use the same addresses. For example, we could use 4 fixtures alone set to channel 1, but they would all go the same colour.

### Connecting a display

To connect the computer to an external display, either:

1. Connect an HDMI cable to the HDMI port on your computer and then connect it to the display
2. Connect the mini-display-port to VGA/ DVI adapter and connect a relevant lead to the display

On the display you will need to select the correct input source, probably 'Computer'.

### Connecting audio device

Connect the MacBook to your audio system using a 3.5mm jack lead and plug it into the computer. Alternatively you can send the audio through the HDMI lead and use the speakers on your display device.

To change the audio output device between HDMI and the built-in output you can click on the 'Audio Driver Settings' button in the computer based 'Audio System' section of the 'Pop Up Play' software.

## Setting up the computer

When booting up the MacBook up hold down the "ALT" key, this will bring up the boot manager and allow you to select the 'Mac HD' option, this will select the OSX operating system that is needed (the Macbook is booting into Windows by default, so if this happens by mistake just restart and hold 'alt' down)

Log into the MacBook using the password "Puppies" ensure that the first "P" is a capital letter.

To enable the use of an iPad with the system you will need to configure the WIFI settings to create an "AdHoc" network.

Click on the Wi-Fi symbol along the menu bar in the top right of the screen, click "Create Network" this will open a window, use the default settings and click "Create" this should create a computer symbol in the menu bar where the Wi-Fi symbol was.

## Opening the PUP Software

On the desktop should be a file called "PUP" double click this file to open it. When the file opens it should open the software control window and a black viewer window.

Drag the viewer window onto the connected display by clicking and dragging on the top of the viewer window and moving it off the screen towards the right.

When the window is fully on the correct display, press the "Esc" key to allow it to go into full screen mode.

Proceed to test that the software is running by selecting a background image from the background media library drop down menu.

Turn the “Kinect on using the power button on the control window and test that the video is coming through by having someone stand in front of the “Kinect”. To ensure that the “Kinect” can clearly see the subject, use the LED lighting panel to illuminate the front of the subject, adjust the brightness using the controls on the back of the device so that the subject can be clearly seen.

Check to see if the Audio device is working by turning on your audio hardware and ensuring the volume is turned up.

Check to see if the Webcam is working by selecting the correct device from the list and turning it on.

Check that the lighting is working by going to the lighting controls and selecting a colour from the colour panel.

See 'Troubleshooting' section if anything is not working.

## Connecting and using the IPad

Turn on the IPad and log in using the code “6975”, go to “settings” and select “WI-FI” and connect to the AdHoc network “Spark MacBook pro”, **it may take up to a minute for the IPad to connect to the network properly so be patient before proceeding.**

Proceed to open the app “MIRA” and the controls should appear.

## Troubleshooting

### The DMX lighting isn't working

This can happen when the correct port isn't selected, to do this press “cmd+ M” when the control window is selected to open the “max window”. Click “Print Ports” to display what ports are there and select the port letter that the device “ENVX4” is on. You should get a message saying “connected to device, status 1” and the LED on the DMX control box should be alternating between green and blue.

### The Webcam Isn't working

The DMX control box and the webcam can cause a conflict, to resolve this issue, ensure that the webcam is plugged into the computer directly and not through the USB hub and that the DMX control box is plugged into the USB hub.

Also, make sure you have pressed the 'Reload Devices' button and selected the correct device from the drop down menu.

### There are no controls on the IPad

To resolve this close the “MIRA” and re-open it. In extreme cases, restart the MIRA app on the iPad and the PUP app on the computer, if you still have issues then restart both devices.

