Quick Start Guide

Installing

- Download the software package from the Pop Up Play website.
- Right click on the zip file and extract the files
- Copy the Pop-Up-Play folder to a location of you choice
- Run the quick time installer by double clicking
- Run the Bonjour installer by double clicking
- Run the Serial Drivers installer by right clicking on the file and selecting 'Run as administrator'
- If you are using the Kinectv1 use the KinectRuntimev-1.8 installer,
  if you are using the Kinectv2 (Windows 8 only) use the KinectRuntime-v2.0 installer

If using the Kinect, you will need a license for the Kinect library. You may purchase one here: https://hidale.com/product-category/software/ and then double click on the 'dp.kinectRegister.exe' file from the Pop-Up-Play folder to register it.

Setting up the equipment

Ensure that all devices are plugged in as stated and that the correct power adapters are used (see the example wiring diagram at the end of this document). If you need further details then please refer to the main user manual.

NB: This guide will assume you have installed the necessary drivers for your chosen webcam and any other equipment as per manufacturers instructions.

The Pop Up Play system is modular. Example of a simple setup:

Example of a full setup:
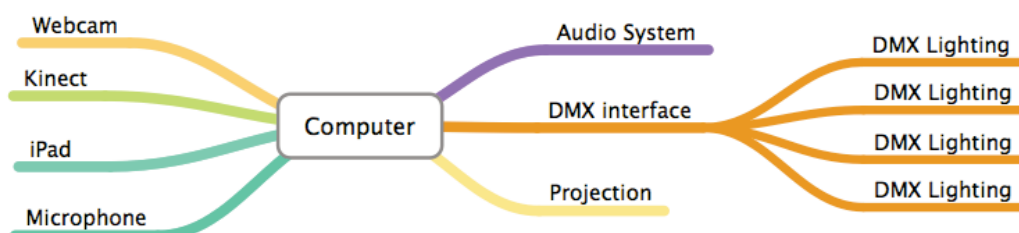
To use the capabilities of the system, you will need the following pieces of equipment and the relevant power and data cables.

For more detailed descriptions of the hardware and guidelines on the minimum system requirements, see the full user manual on the Pop Up Play website.

- Computer (with Wifi capability if using iPad)
- Kinect v1 or v2 camera/sensor
- Webcam
- Mains powered USB Hub if not enough ports on your computer
- DMX Lighting control box (Enttec DMX-USB Pro or Pro 2)
- DMX Lighting fixtures – 6 channel with Red, Green and Blue channels (RGB)
- Performer lighting – studio style lighting, eg 'softlight'
- Projector or large format monitor
- Audio device such as speakers
- iPad

Lighting notes

Set up your DMX lighting fixtures as shown below:

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

Using an iPad

To make use of these controls, you will need to download and install a paid third party app called MIRA which is available through iTunes. Details can be found here:

https://itunes.apple.com/gb/app/mira-controller/id649586480?mt=8

Note – You will need to have an iTunes account and a bank card associated with it to be able to purchase the app.

If your iPad and computer are connected to the same network, then on opening MIRA should connect to your computer and the PUP controls should open and be ready to use. If you are finding that the controls are not very responsive or that they frequently crash then it may be that your Wifi network is a little on the slow side and you may be better off making a direct connection to your computer, this is described as an 'ad-hoc' network.

Setting Up an Ad-Hoc Network

In Windows 7 setting up an ad-hoc network is fairly simple and you may want to manage this yourself, if so, follow these instructions: http://windows.microsoft.com/en-gb/windows/set-computer-to-computer-adhoc-network#1TC=windows-7. You will need to choose WEP encryption for it to work

However, in Windows 8 this is more problematic and would require typing DOS commands or using a third party piece of software such as 'Connectify' or 'Virtual Router'. For this reason we have included a helper file that will do this step for you on Windows 7 or 8.

Double click on the 'ad-hocSetup' file to set up a network called 'LocalAdHoc' with a password of 'popupplay'. Find 'Settings' on your iPad and then go into the 'Wifi' section. Under 'Choose a Network', you should see this network pop up and you can click on it to connect and enter the password. You will need to wait for a minute or so before trying to open the MIRA app as it will need a chance to get an IP address. When you want to close this network you can double click on the 'ad-hocClose' file.

Opening the PUP Software

- From the Pop-Up-Play folder, double click on the Pop-Up-Play.exe file.

- 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 sensor on using the power button in the 'Visual System' Kinect section and have someone stand in front of the sensor. To ensure the user shows up well on the screen, use the studio lighting to illuminate them.

- Check to see if the Audio device is working by turning on your audio hardware and ensuring the volume is turned up. You may need to check the 'Audio Driver Settings' are set up correctly from the 'Audio System'

- Check to see if the Webcam is working by selecting the correct device from the list and turning it on. You may need to reload the menu if it was plugged in after the system was started.

- Check that the lighting is working by going to the lighting controls and selecting a colour from the colour panel. You may need to select the correct device by choosing from the 'Available ports' menu (ours shows up as 'COM4'). You may need to reload the menu if it was plugged in after the system was started.

- See 'Troubleshooting' section if anything is not working.

Troubleshooting

The following questions and answers can guide you through overcoming some of the issues that may be faced when setting up and using the software. If your issue is not covered here then you may be able to find some help on the discussion boards of the PUP website.

The Kinect isn't working

Check you have installed and setup as set out in the guidelines and that you have selected the correct Kinect model in the 'settings' window of the Kinect section of the visual system.
Ensure you are using a 'Kinect for Windows' device rather than a Kinect for Xbox.

The DMX lighting isn't working

This can happen when the correct port isn't selected. Ensure the DMX interface is securely attached and has a lit LED, then press the 'Reload Menu' button and try selecting another port. Ours normally shows up as 'COM4'

The Webcam Isn't working

The webcam may not like sharing a USB hub with another device, try it in a port by itself and see if it works.

Ensure you have installed the manufacturers drivers for the webcam and try it in another application Also, make sure you have pressed the 'Reload Devices' button and selected the correct device from the drop down menu.

The audio isn't working

Ensure you have selected the correct driver and output from the audio driver settings window in the audio system.

Ensure your audio system is on, turned up and correctly plugged in to the computer, perhaps unplug it and try through the computer speakers to make sure sound is coming out of the computer.

There are no controls on the iPad

To resolve this close the "MIRA" app 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.

Performance between the iPad and the computer can be restricted by the speed of your home network, creating an ad-hoc network may fix this.

My connected display is not showing up

Ensure that the cables are fully plugged in, if so try restarting your computer.

If this fails to show your connected display, check your display setting in the control panel of your computer or by right clicking on the desktop.

If problems persist refer to the manual for your display.

Example wiring diagram for a full system:

iPad —accompanying cable and adapter— mains socket for charging

Computer:
- USB A to USB B cable → Powered USB hub → mains socket
- USB extension lead → USB Webcam / TRIPOD
- built-in USB cable → Kinect → mains socket
- accompanying adapter → mains socket
- USB A to USB micro B → DMX interface → DMX cable → DMX fixture 1 → DMX cable → DMX fixture 2 → mains socket / mains socket
- 3.5mm jack to phono → Audio System → mains socket
- HDMI cable → Projector → mains socket

Studio Lighting —accompanying cable and adapter— mains socket