



Magic Eye FX

Software Manual

Welcome

Magic Eye FX software is easy to use and packed full of useful features. Magic Eye FX is designed to help develop access and communication skills through creative play and gaming. The software supports eye gaze, speech, switching, touch, game controllers, mouse and keyboard inputs and offers a number of thoughtfully designed premade activities.

This software manual details all aspects of working with the software from launching premade activities through to creating your own visual stimulation activities and scenes. The manual features screenshots of the software, illustrated with explanations highlighting the functionality. We hope you enjoy using Magic Eye FX and Magic Eye FX Pro. Both versions of the software are covered in this manual.



Magic Eye FX software is
developed in the UK by
Sensory Guru Ltd





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GETTING STARTED

Take time to read through the getting started information as it introduces several concepts that are essential to know in order to get the most from Magic Eye FX.



Magic Eye FX – Getting Started

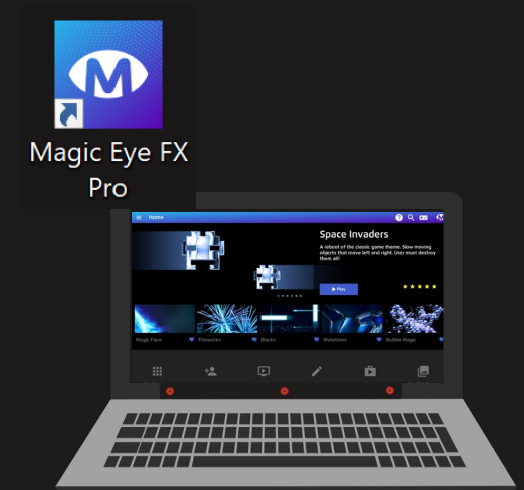
1 Start PC and Eye Tracker

Connect your USB Eye Tracker to a compatible Windows laptop/PC and load calibration profile in Tobii Experience/ Eye Tracking Setting . If your device has integrated tracker it will be there already: I-13/I-16 etc.



2 Run Magic Eye FX

Assuming the software is installed, Run Magic Eye FX from the desktop shortcut. When loaded, Magic Eye FX will open the Home screen and start the eye tracker with the current user gaze settings configured.



3 Start a Magic Eye FX App

Launch one of the activities in Magic Eye FX. Your gaze input will be working in the app and you will see an effect or a cursor on the screen moving as your gaze shifts.



INFO: If the software is not yet installed and you need to install it, check out Page X for details on installing Magic Eye FX.

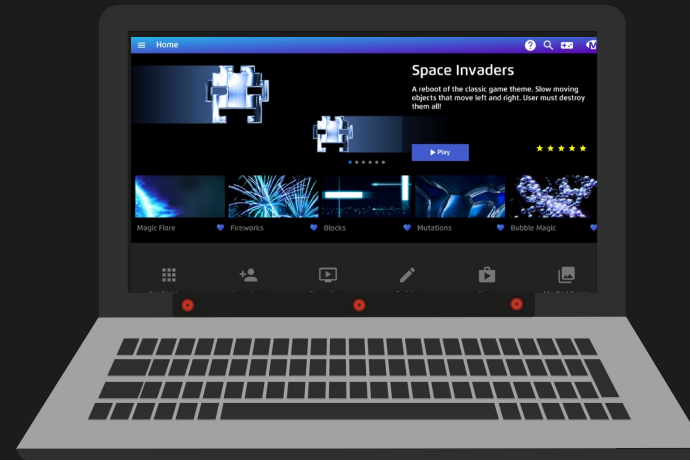


How to control Magic Eye FX

Magic Eye FX runs on a Windows PC and can be controlled direct on the device, or remotely using our Magic Eye FX app:

1 On the PC/Laptop

Magic Eye FX software can be controlled using mouse, trackpad or touch screen to navigate the software. Change to the Gaze Menu mode to select apps using Eye Gaze.

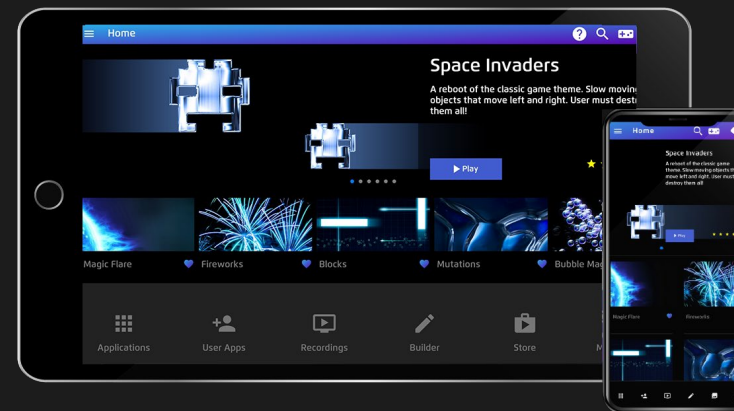


Tip:

Magic Eye FX apps can respond to multiple inputs. It can be useful to have a wireless keyboard and mouse to activate a second cursor in the screen for collaborative exploration

2 Using a Tablet / Smartphone

Download our app on to your iOS / Android device and control Magic Eye FX remotely over a WIFI network.



Troubleshooting Tip:

Magic Eye FX PC and your device need to be on the same WIFI network!



Download Control App



Download on the
App Store







GET IT ON
Google Play



Connect Device

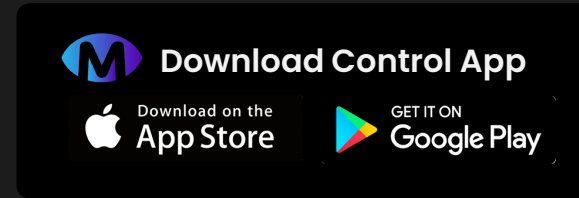
Magic Eye FX can be controlled from a Smartphone or Tablet using the Magic Eye FX Controller App for iOS and Android. This means instructors can navigate a session with minimal interruption as they transition apps.

How to do it:

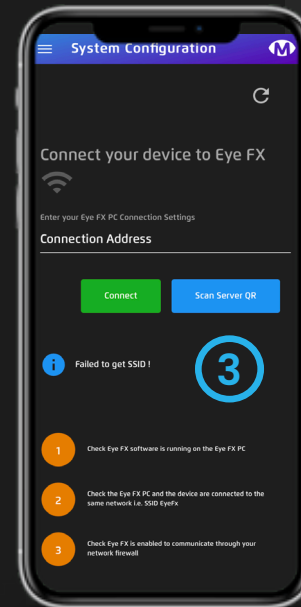
-  Download the controller app onto your device.
-  On Magic Eye FX software; select Connect Device from the side menu.
-  Open the control app on your device and select Scan Server QR.
-  Scan the QR Code. When connected, you will see the home screen on your device. Test by selecting an app and pressing play

Troubleshooting Tip: If your device does not connect to Magic Eye FX, check it is connected to the same WIFI network!

1



2



Tech Info: the QR code is your machines IP Address. You can enter it manually. The IP will be displayed below the QR. Multiple connected networks can be displayed. Swipe left to show different IP's. If there is more than 1 you will see 1/2 or more below the IP Address.


Starting and Stopping Apps

Magic Eye FX is supplied with a range of interactive apps and the tools needed to create your own. Apps can be loaded from the Magic Eye FX Control App or from the Magic Eye FX software.


Starting Apps


- 1 Click an app button to open the app launch window
- 2 Click the play button app icon to start the app.
- 3 To capture the in-game interaction in a video, start the app using the red Play and Record button instead of the Play button in the app icon.

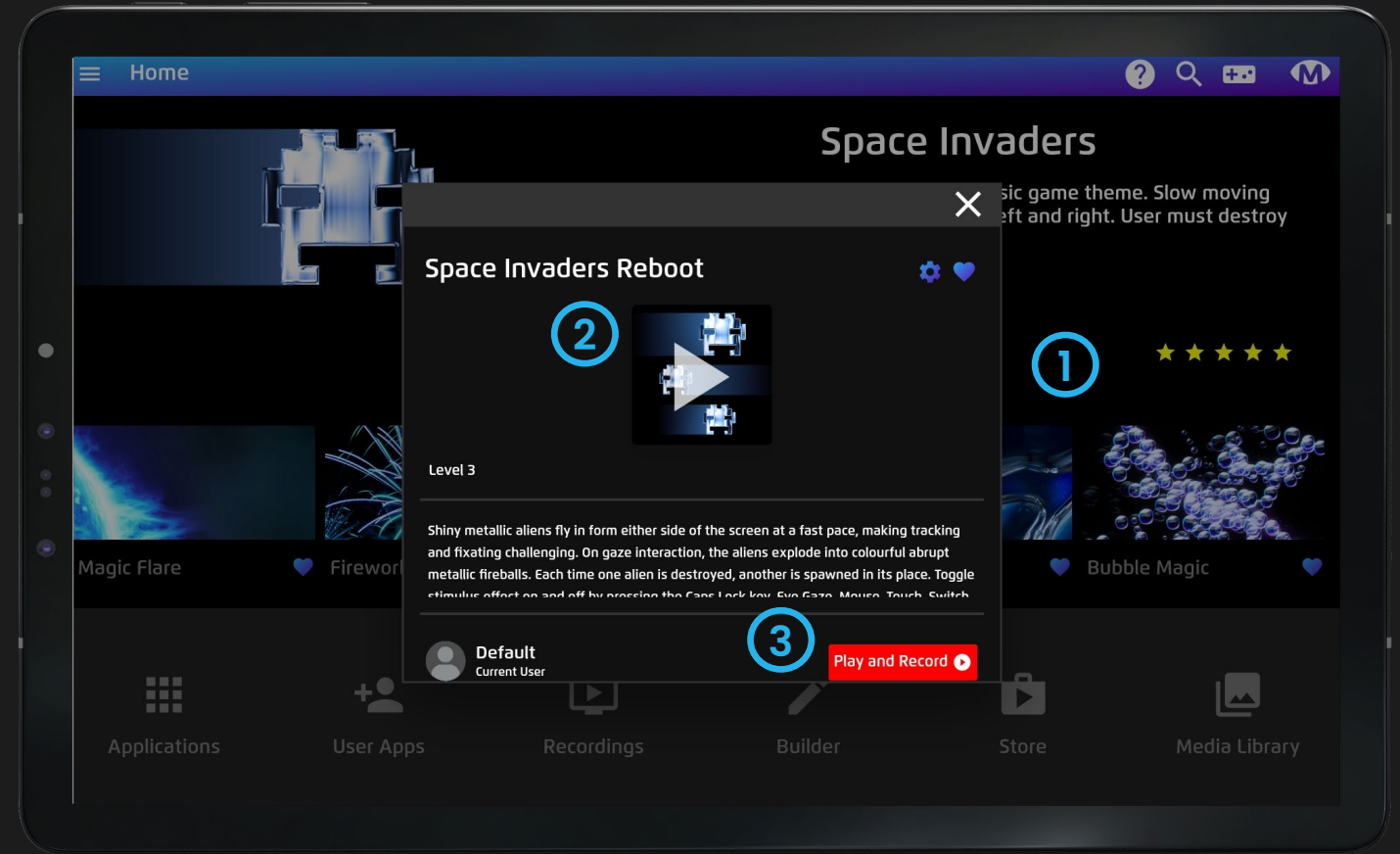
Stopping Apps

 Press ESC key – top left of keyboard

Open the in-app access menu choose 'Exit' [see how](#)

 Using a device: click Stop All in control panel [see how](#) or start another app


 With mic connected say: "Exit App" speech command




INFO: It is not necessary to stop the app if you are using a tablet, just start any other app and the new app will load

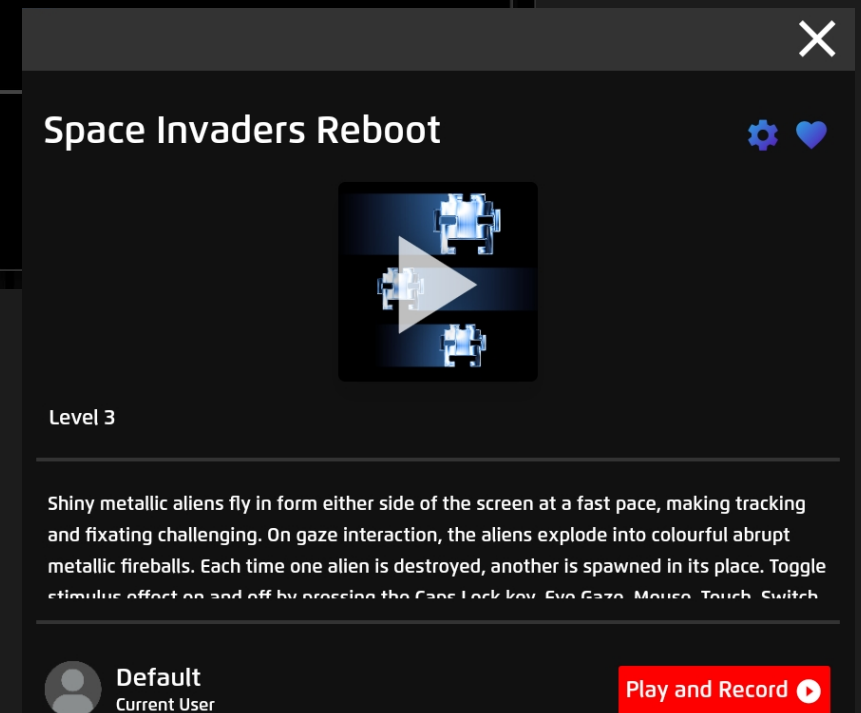
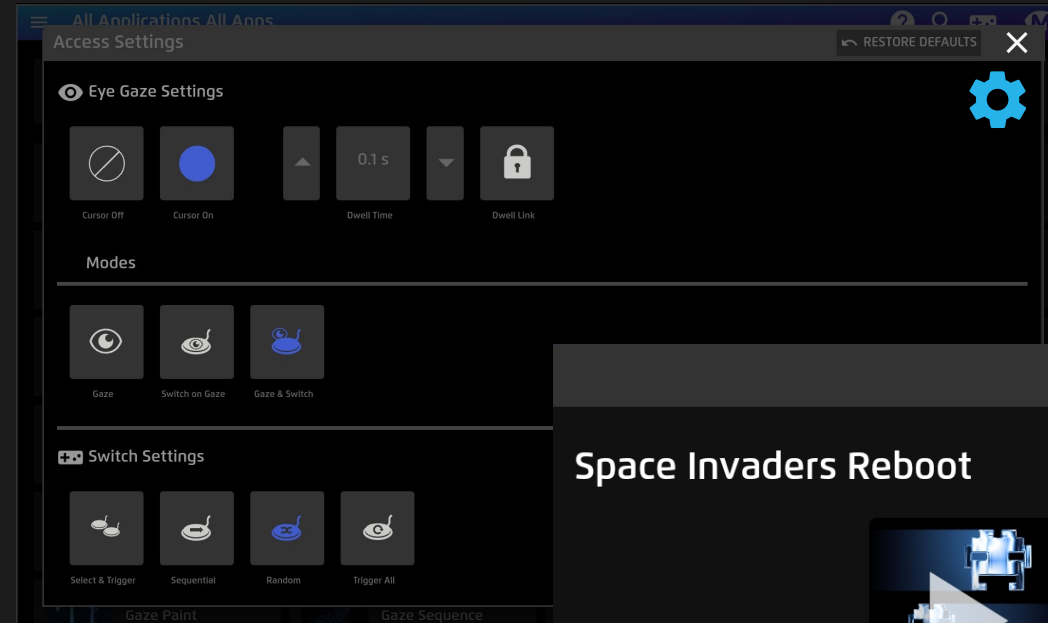
In-App Access Settings

The app start window provides additional options to tailor the in-game interaction using the following icons:

 **Access Settings** – Enable and edit Eye Gaze and Switch access settings. Find more detail on access settings on [page 24](#)

 **Favourite App** – Toggle Heart on/off, favourited apps will appear on the Home Screen Slider

Tip: If you make changes to the Access Settings they will be saved. If you want to revert to default settings, click the Restore Defaults button at the top of the access settings window





Eye Gaze



Switches



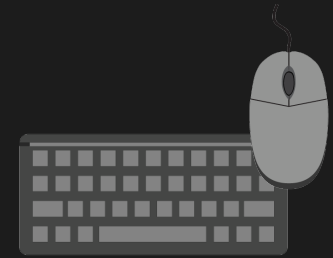
Gamepads



Sound



Speech



Keyboard/Mouse

ACCESSIBLE INPUTS

In addition to Eye Gaze, Magic Eye FX also supports a wide range of accessible input devices. It is possible to use any USB switch interface that maps switch inputs to keyboard keys. This means many legacy switch devices can be used with Magic Eye FX. By assigning keyboard keys, adding voice commands and enabling sound input, it is possible to interact with any Magic Eye FX app.

Using Multiple Inputs Together

Magic Eye FX can have 3 concurrent cursors in the screen at once: Gaze, Touch or Mouse and Game Pad Joystick.



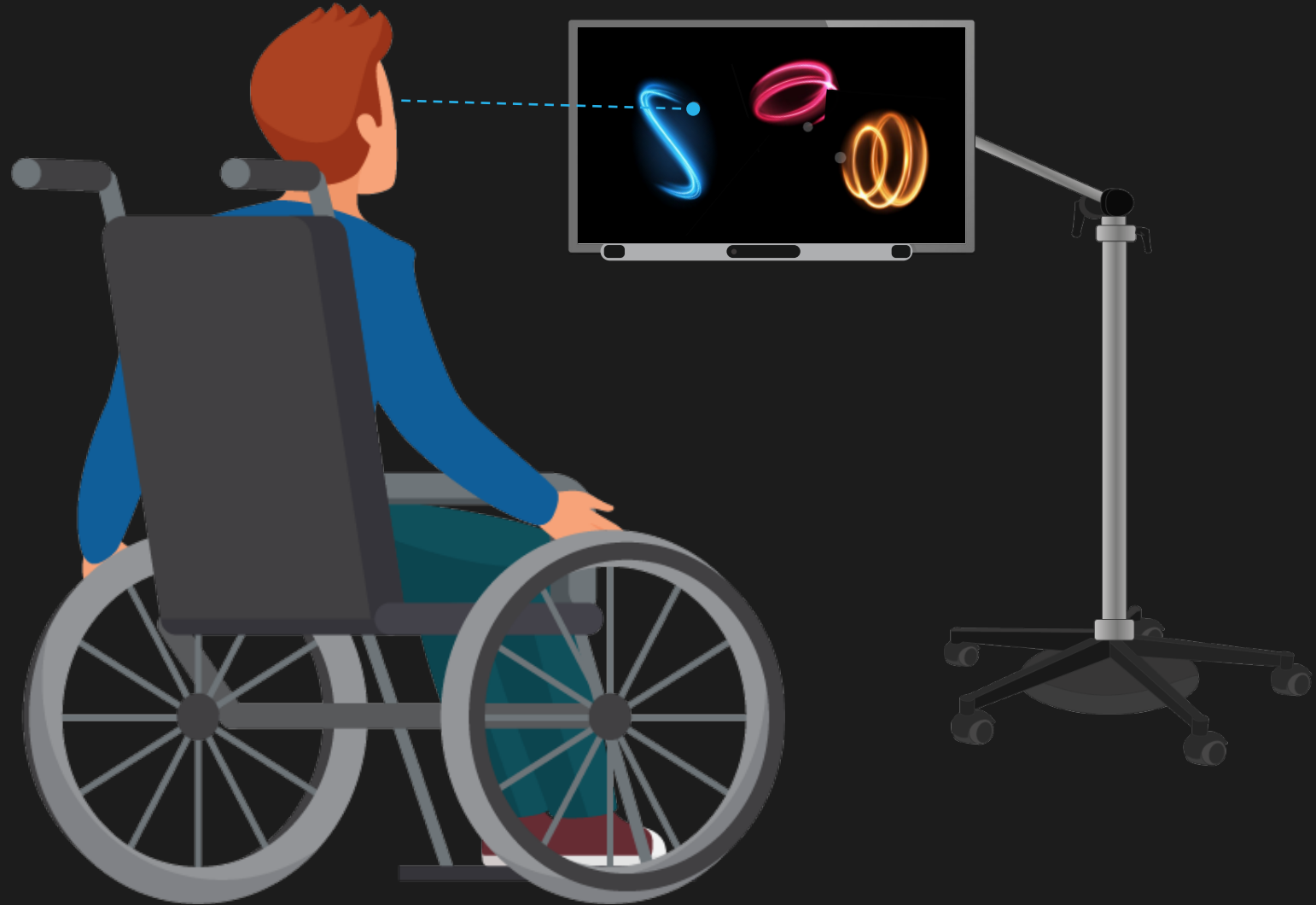
Gaze Input



Mouse Input



Joystick



Note: You can have 4 cursors but only 3 in the screen at once! Mouse and Touch use same input but can have different effects assigned.



MAGIC EYE FX SOFTWARE

Magic Eye FX Software is easy to use and packed with useful features. The following section of the manual breaks down the different functions of the software UI using screenshots and easy to understand descriptions.

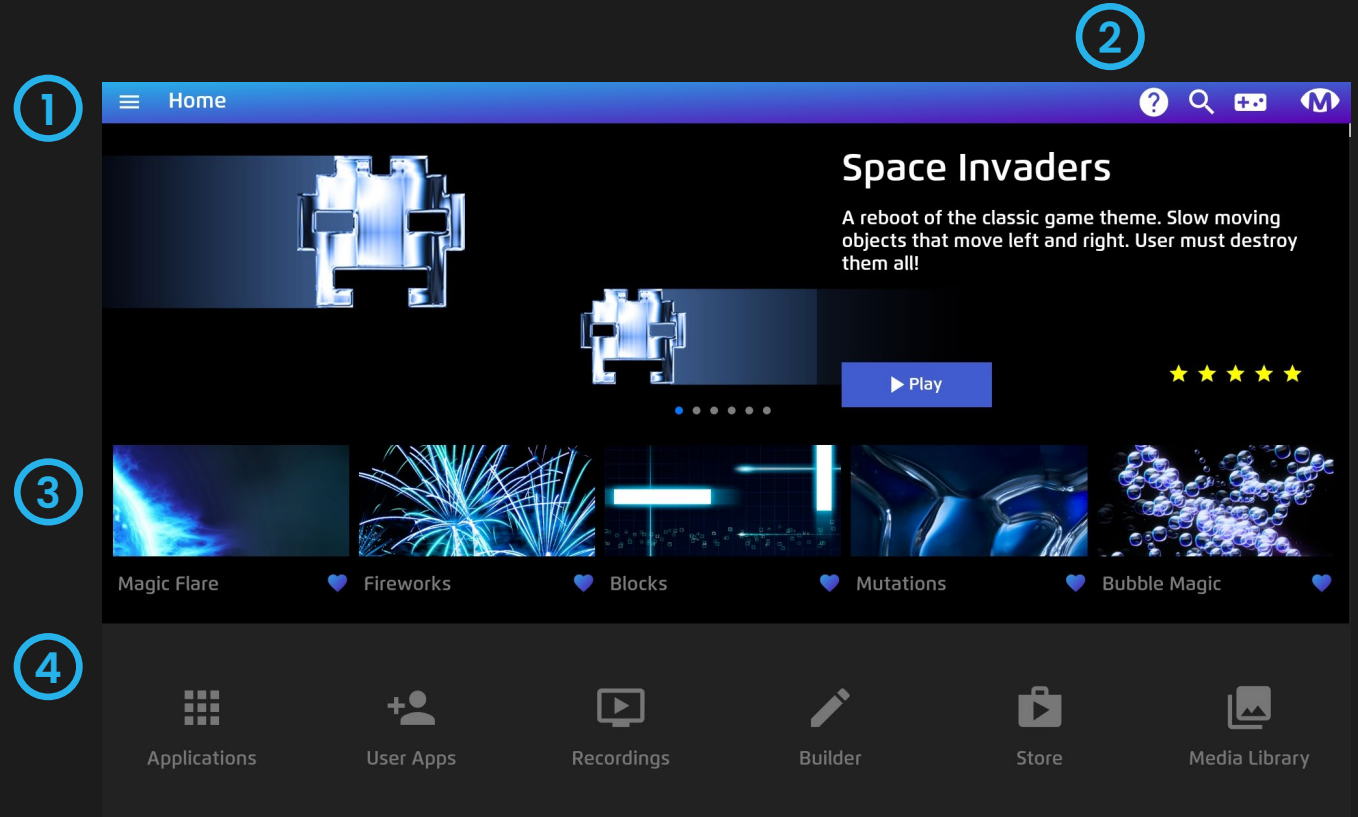
Home Screen

When Magic Eye FX starts this is what you see!

The **Home Screen** interface is divided into 4 areas, providing a simplified navigation with favourited apps and software shortcuts.

How to use it

- 1 Side Menu** – The side menu provides full software navigation; click to open. [See page 15.](#)
- 2 Top Bar** – Opens Help Tips, App Search Bar and Control Panel
- 3 Favourites Slider** – shows apps that have been favourited. To favourite an app, click the heart icon in the app launch window, turning it blue.
- 4 Shortcuts** – Navigate to applications, custom app builds, recordings, app builder, store and media library from the shortcuts bar.



INFO: If you want to find out more about a function in Magic Eye FX select the icon in the top bar. This will overlay helpful explainer text.



☰ Side Menu

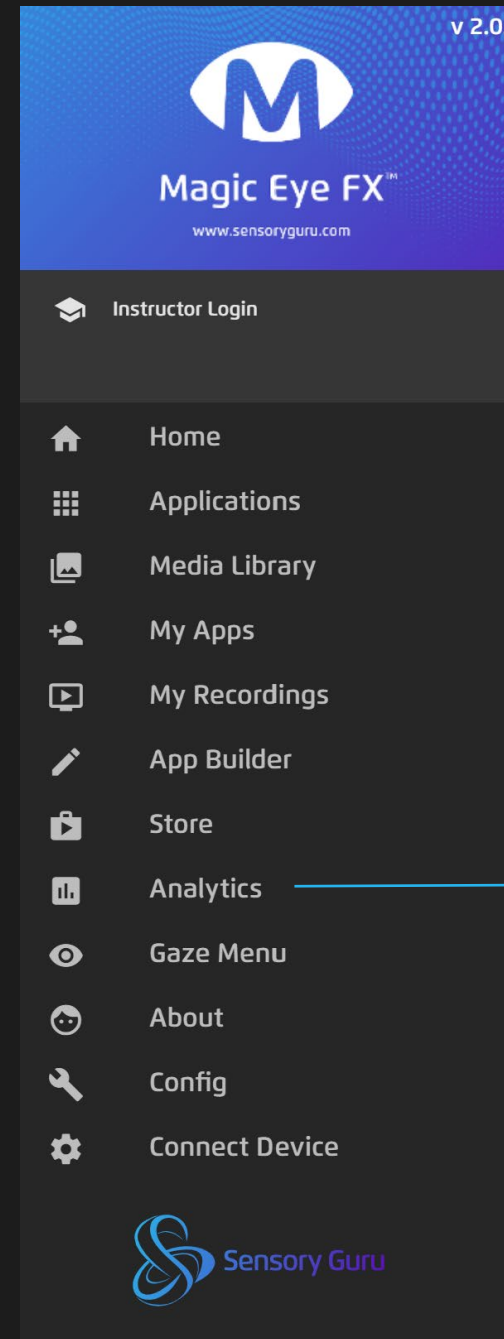
The hamburger icon located at the top left of header menu opens the side menu.

The side menu is the primary navigation menu used to access the different areas of the software. Simply touch or click on a menu item to navigate.

Instructor Login

Magic Eye FX has an Instructor login system. Click Instructor Login at the top of the side menu to create a new account or to login to an existing account. [See page 62 for full details on Instructors and Users.](#)

INFO: It is not necessary to have multiple logins. The system has a default setup that means you do not need a login unless it is desirable





INFO: If you are using Magic Eye FX and not Magic Eye FX Pro, you will not have the analytics option in the sidebar. That is the only difference between the versions.


Control Panel


The Control Panel is opened by selecting the control panel icon in the header bar. This is accessible when using a smartphone or tablet running Magic Eye FX control app.


How to use it


 **Shutdown PC** – closes software and shuts down PC

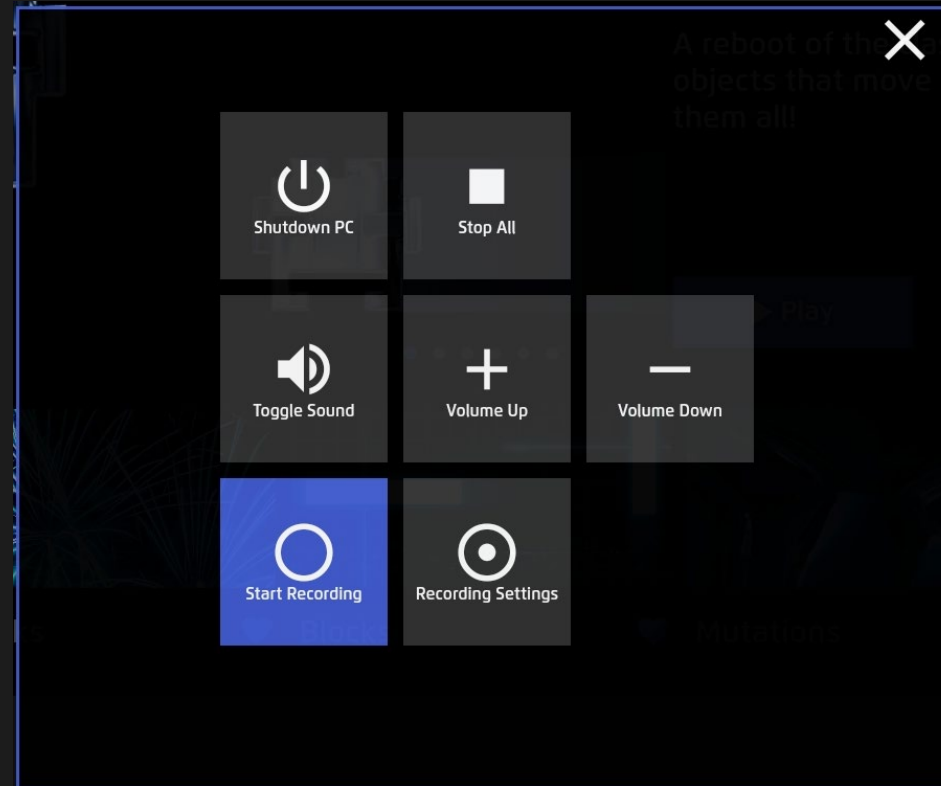
 **Stop All** – Exit running app and displays a holding screen. Typically a looping logo animation

 **Toggle Sound** – Mute/unmute sound

 **Volume + / -** – Turn system volume up / down

 **Start/Stop Recording** – Start/Stop a screen recording on the fly while an activity is running

 **Recording Settings** – See recording settings on [page 72](#) for details



INFO: When a tablet is connected to Magic Eye FX the software enters tablet mode. If you press Stop All you will see a looping logo screen. This is to prevent having the UI displayed on the projector. The same thing is seen between app transitions. Press ESC on the keyboard to go back to PC mode with the full UI visible on projector.

? Help Tips

Unsure of what part of the Magic Eye FX software is for? Use the built-in help tips to guide you through using the interface. It is like having a software manual accessible whenever you need it.

How to use it

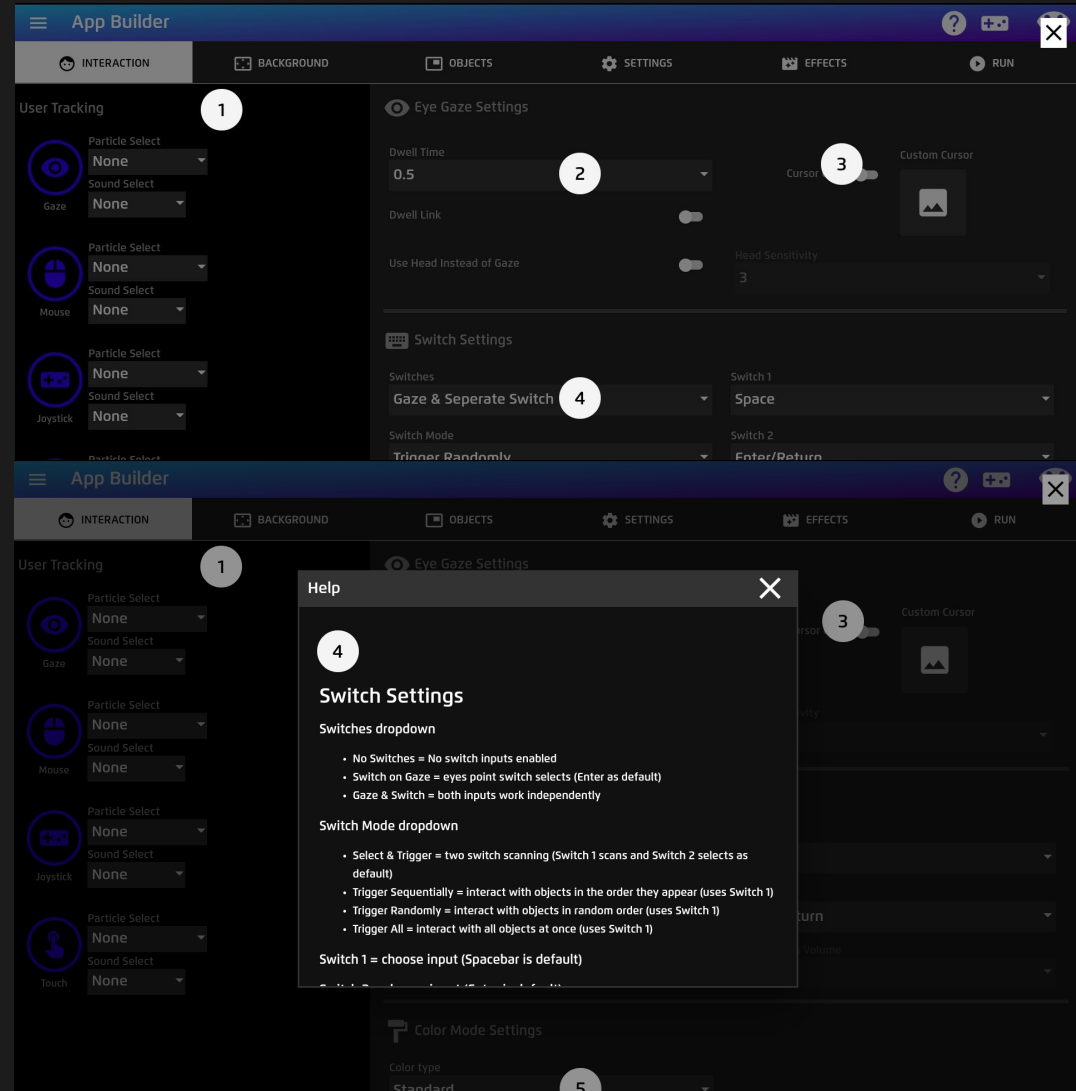
? **Open Help Tip Overlay** – Select the help tip icon

Help Tip Overlay – You will see numbered dots overlay the Magic Eye FX interface.

1 **Select Help Tip** – Click or touch a number to open the help tip for that segment of the software.

X **Close Help Tip** – Press the X icon in top right of the pop-up.

X **Escape Help Tip Overlay** – Press the X icon to the top left of the screen,



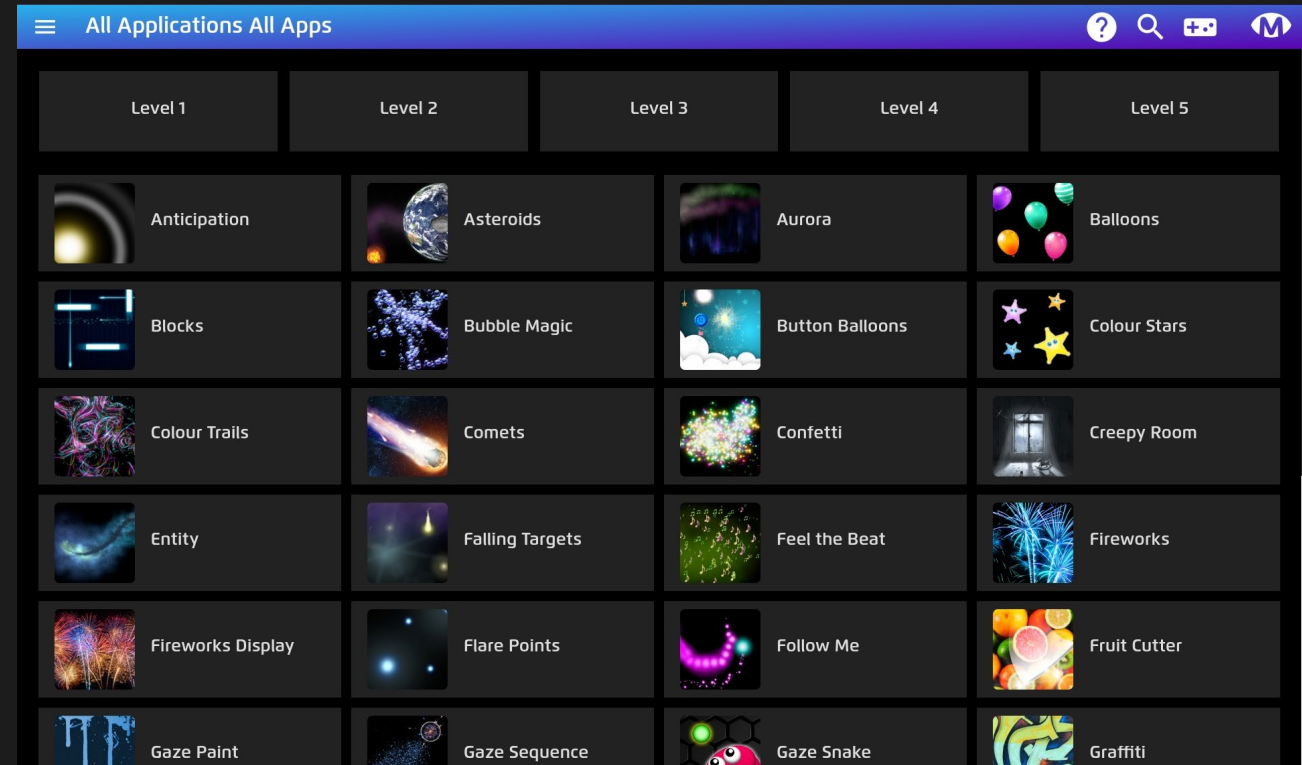
☐☐☐ All Applications – Browse Apps

How it works

Magic Eye FX comes with 40 interactive activities and games. The All Applications section is where you browse all pre-made applications.

How to use it:

- 1 Navigate** – to All Applications from the Home Screen Shortcuts or via the Side Menu.
- 2 Search** – Use the search function in the top bar to search All Applications.
- 3 Filter** – Filter apps by exploration levels.
- 4 Play** – Select an app to open the Play App launcher.





☰ All Applications – Level Grouping

MAGIC EYE FX LEVELS

Activities are grouped into 5 levels of exploration with each level introducing a slightly more advanced mode of gaze interaction and game play

01



SCREEN ENGAGEMENT

The eye creates the stimuli – Screen Engagement activities allow users to explore cause and effect; when they look, something happens! When they look away, it stops!

02



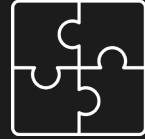
OBJECT INTERACTION

Object Interaction activities introduce some of the interaction methods of eye gaze such as dwell activation and targeting. These apps allow users to explore how their gaze can trigger a response from the objects in the screen



☰ All Applications – Level Grouping

03



REGION PRECISION

Region Precision activities stimulate visual attention by encouraging users to target specific areas of the screen to improve gaze control skills. Level 3 activities help to develop the targeting and attention skills necessary to achieve a robust calibration.

04



ACTIVE EXPLORATION

Active Exploration activities are designed to promote exploration and play, encouraging engagement with a wider area of the screen.

05



CONTROLLED TARGETING

Controlled targeting activities can help users achieve greater control, a higher degree of accuracy and a more detailed understanding of the dwell and switch activation functions



ACCESS MENU

Magic Eye FX features a simplified UI design that can be used with eye gaze. This menu is designed to radically simplify working with Magic Eye FX as it only allows apps to be selected and launched. It also works with keyboard and is good for anyone who wants to keep things simple.



Access Menu – Apps Screen

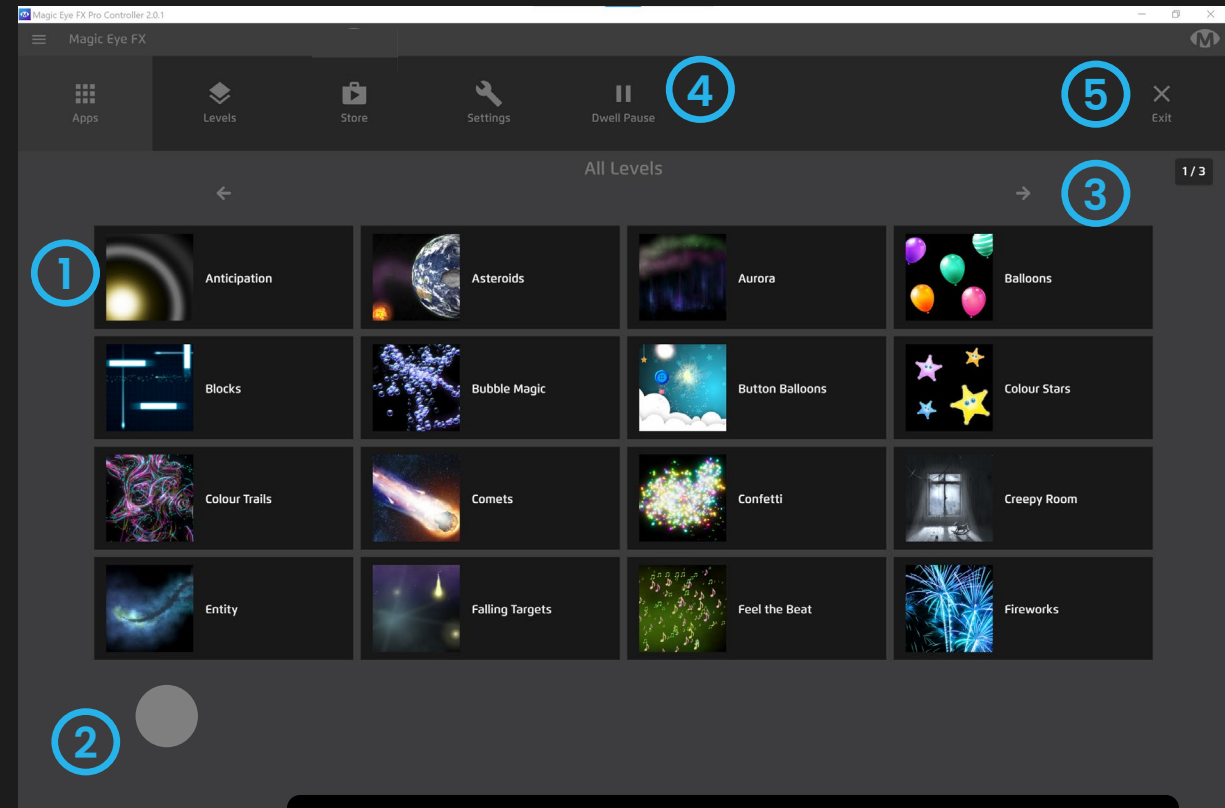
How it works

When you select Access Menu from the sidebar, the UI transforms into the simplified layout as shown in the adjacent image. This menu is responsive to mouse and eye gaze.

How to use it:

- 1 Launch an App**– click / dwell on an app icon – app opens direct without second stage options
- 2 Cursor**– appears as round dot
- 3 Navigate apps**– 16 apps per page – use the arrows to view apps. When clicking or dwelling on button it will highlight blue. Apps arranged alphabetically
- 4 Pause Gaze**– Pause and Un-pause the eye gaze selection
- 5 Exit**– Opens option to Exit to Home or Close Magic Eye FX

TIP: Press F9 to switch between Gaze Menu and the standard view



INFO: If you quit Magic Eye FX in Access Menu view, it will reopen in Access Menu view – last known state is recalled.



Access Menu – Settings

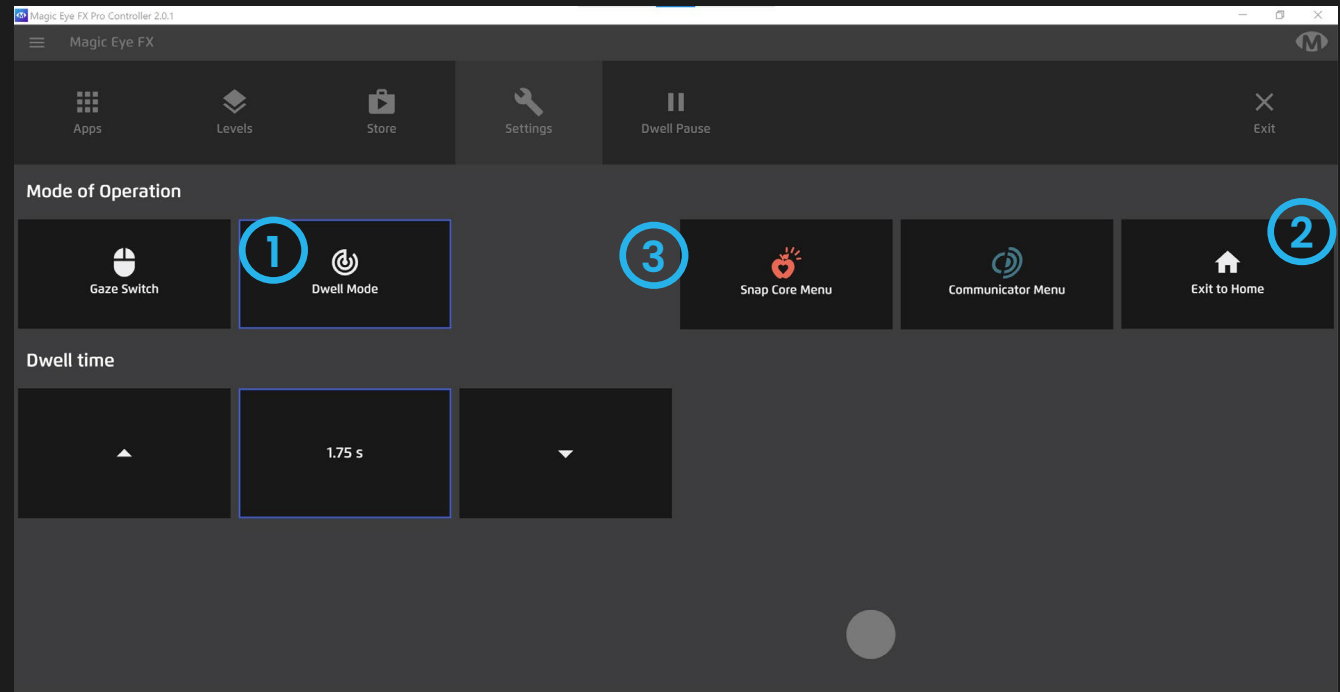
How it works

In settings you can assign Dwell Time for the user interface. This is the duration that a user needs to look at a button for it to select. It is possible to use Gaze Switch mode whereby the eyes point at the button and a Switch input selects it.

How to use it:

- 1 Gaze Switch OR Dwell**– if Dwell is selected you can configure the Dwell Time below
- 2 Exit to Home**– changes the UI back to Standard view. Once back in Standard view it is not possible to return to the Access Menu using eye gaze
- 3 Open Snap Core / Communicator** – Launches Snap Core or Communicator software if installed on machine.

TIP: Press F9 to switch between Gaze Menu and the standard view



INFO: If you quit Magic Eye FX in Access Menu view, it will reopen in Access Menu view – last known state is recalled.



IN-GAME ACCESS SETTINGS

Magic Eye FX features an in-game, off-screen access settings menu that allows instructors and users to change many parameters while an app is running.





The access menu is gaze, touch, voice and mouse controllable.

In-Game Access Settings

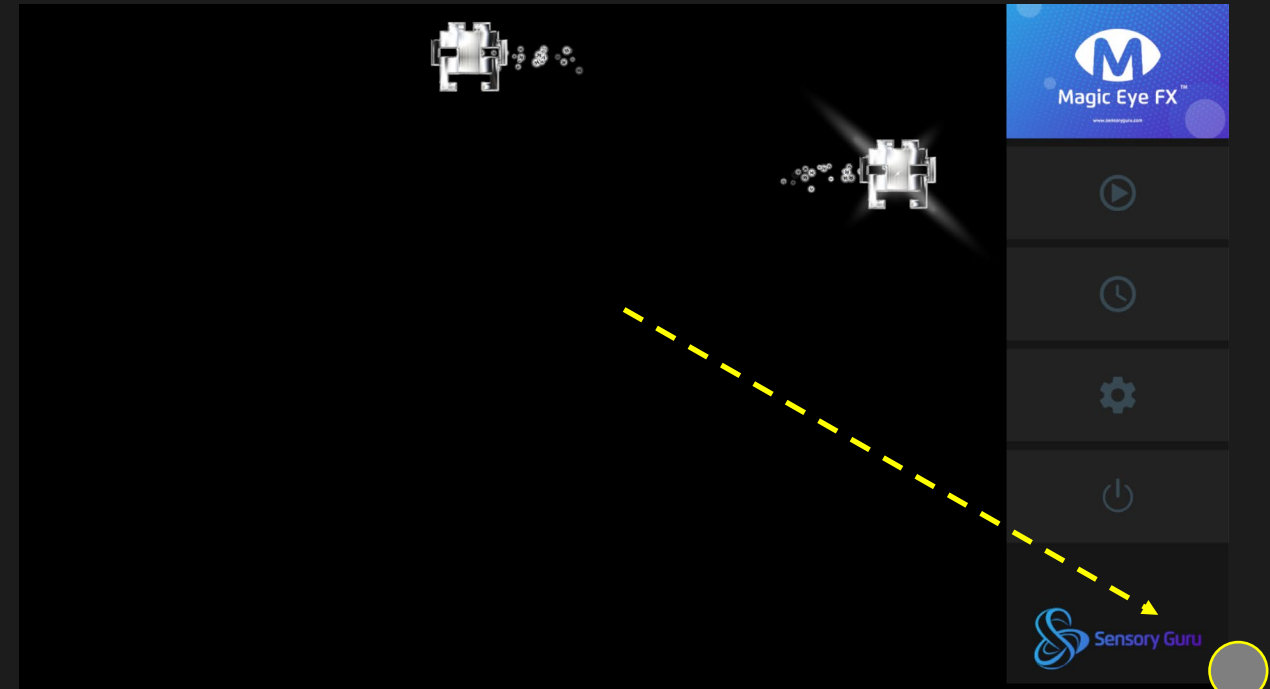
How it works

While an app is running – move mouse/gaze cursor to the bottom right corner and the menu will open, as shown in the adjacent image. If using speech, use commands “open menu” and “close menu”. If using keyboard press F8 to toggle menu on/off.

How to use it:

-  **Toggle Gaze Interaction Button** – play/pause Eye Gaze interaction.
-  **Dwell settings** – increase and decrease dwell time
-  **Settings button** – access and edit cursor, gaze and switch settings.
-  **Exit button** – exit app and return to your previous location in the software


TIP: Press F7 key to deactivate the side menu from gaze control while app is running. This can prevent unintended distractions




INFO: Control the Access Menu using voice commands. See sidebar – config – voice commands




In-Game Access Settings – Gaze, Dwell and Exit

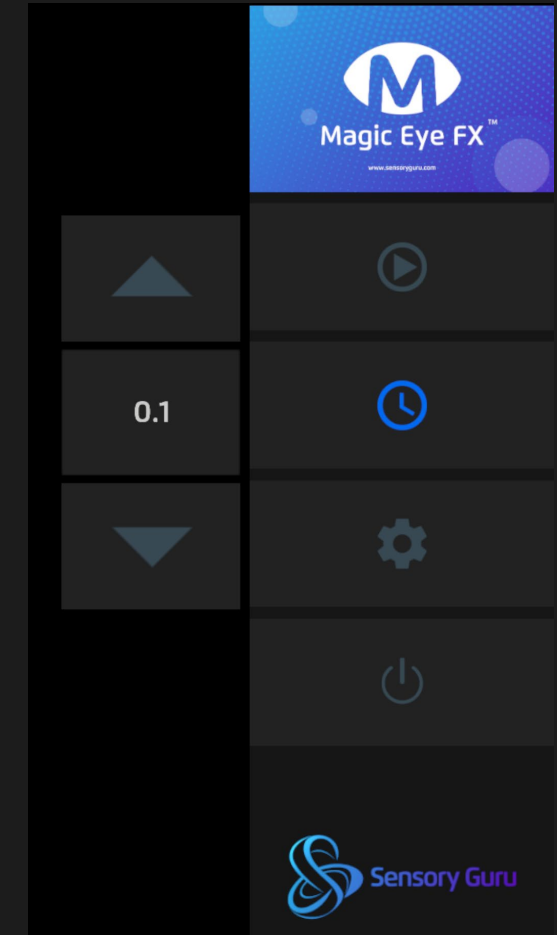
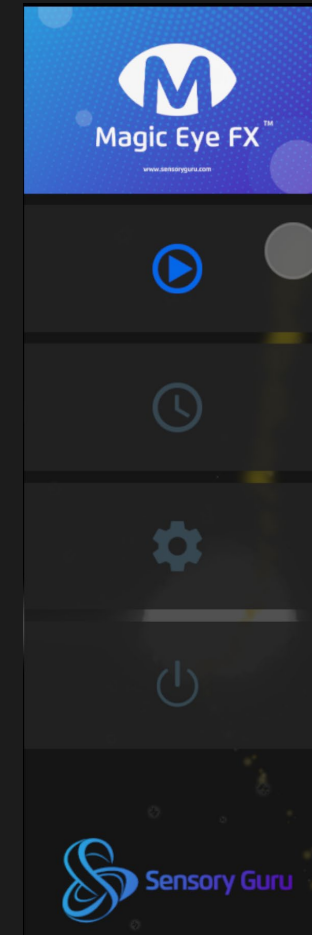
-  **Toggle Gaze Interaction Button** – When set to pause, gaze interaction will be temporarily deactivated, or paused.

To reactivate gaze interaction, open the access menu and select the pause button to toggle it to play.

-  **Dwell Settings** – The dwell time can be increased and decreased by increments of 0.1 seconds, allowing the gaze interaction time to be tailored to user requirements.

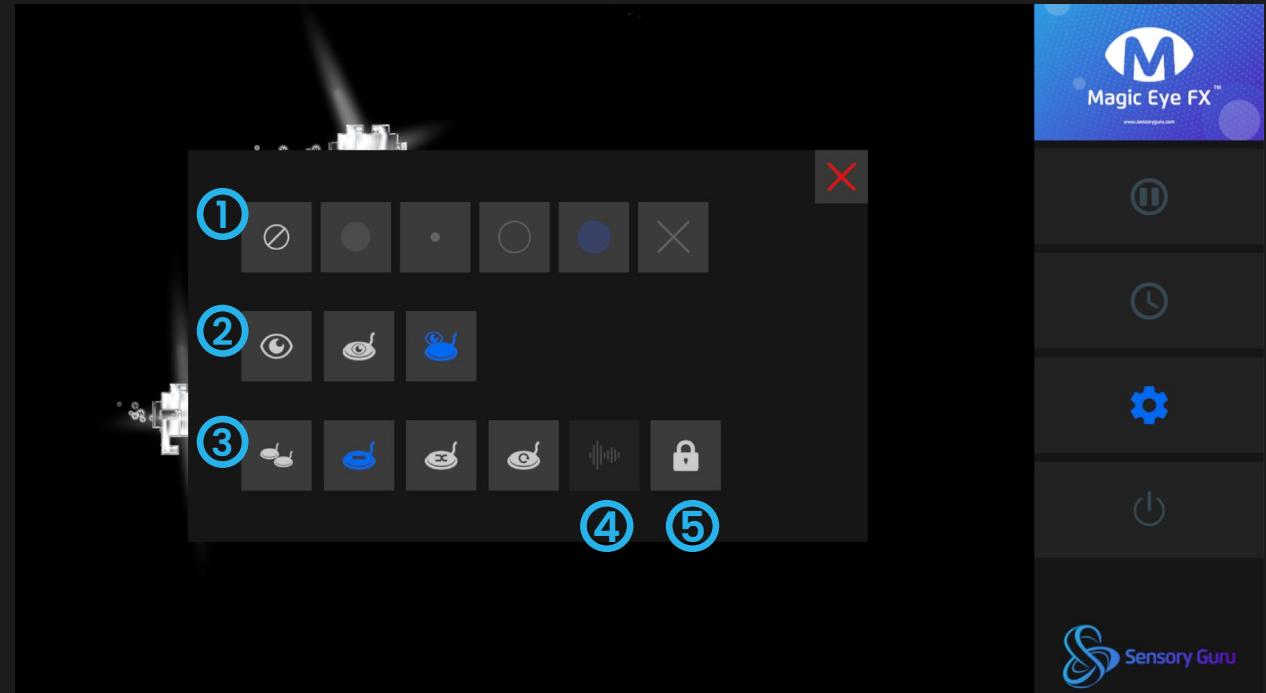
Dwell setting will reset to default once app has been closed.

-  **Exit App** – When selected, the software returns to the screen you were on before running the app.



⚙️ In-Game Access Settings – Cursor & Switch Settings

- ① **Cursor Settings** – Toggle Cursor on/off and select cursor style
- ② **Gaze Modes:**
 1. **Gaze Only** – objects only interacted with using gaze.
 2. **Switch on Gaze** – objects triggered when user gazes on object and activates switch
 3. **Gaze and Switch** –interact with objects using gaze or switch independently.
- ③ **Switch Modes**
 1. **Select and interact** – uses two switches; one to scan objects, the second to trigger the object.
 2. **Sequential** – single switch mode; switch triggers objects in order of appearance.
 3. **Random** – single switch mode; switch triggers objects in random order.
 4. **Select All** – trigger all object with one switch all at once. Good for maximum single action impact!



④ **Sound Switch**– If enabled in Config with a Mic setup in Recording Settings, this button activates sound interaction using the mic. This is advanced functionality so read the tech notes about sound switch on [page 69](#)

⑤ **Dwell Lock** – applies the eye gaze dwell time to all cursors . This means mouse, joystick and gaze will all have same dwell time for object interactions



APP BUILDER

The Magic Eye FX App Builder is a useful tool for creating accessible interactive games and activities. With just a few taps you can create stunning immersive experiences tailored to the needs of the people you support. Magic Eye FX can bring your ideas to life and open-up new possibilities for user interaction.



App Builder – Create an App

How it works

All activities made with Magic Eye FX are called apps. The App Builder allows you to create highly personalized interactive activities and games using a step-by-step process.

How to use it:

- 1 To start creating an app, select START from the App Builder splash page to open the builder.



App Builder – User Tracking

Turn inputs on and off and apply particle and sound effects to inputs, enabling differentiation of inputs during gameplay.

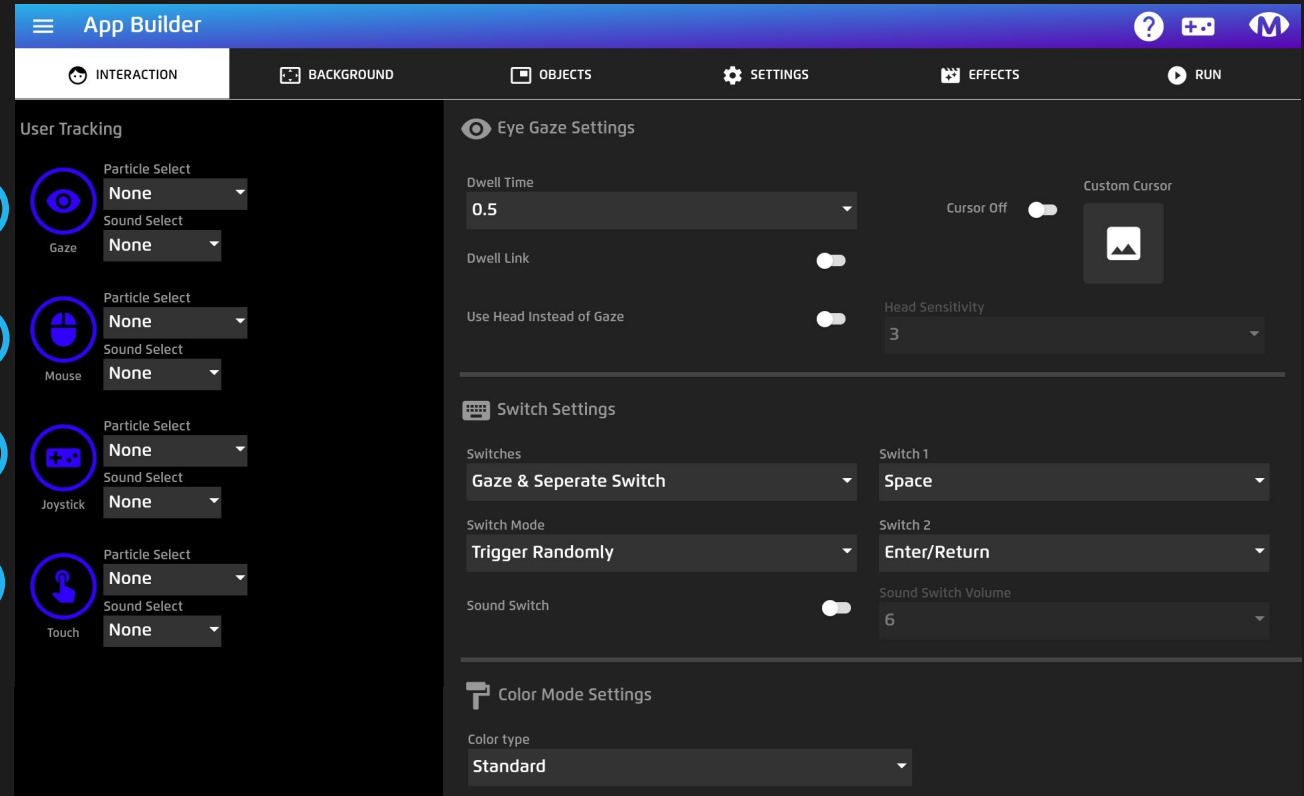
- 1 Gaze** – Turn on to make app gaze accessible. Click gaze icon to disable.
- 2 Mouse** – Turn on to make app mouse accessible. Click mouse icon to disable.
- 3 Joystick** – Turn on to make app Joystick accessible. Click joystick icon to disable.
- 4 Touch** – Turn on to make app Touch accessible. Click touch icon to disable. Screen must be touch screen for touch input to be detected.

1

2

3

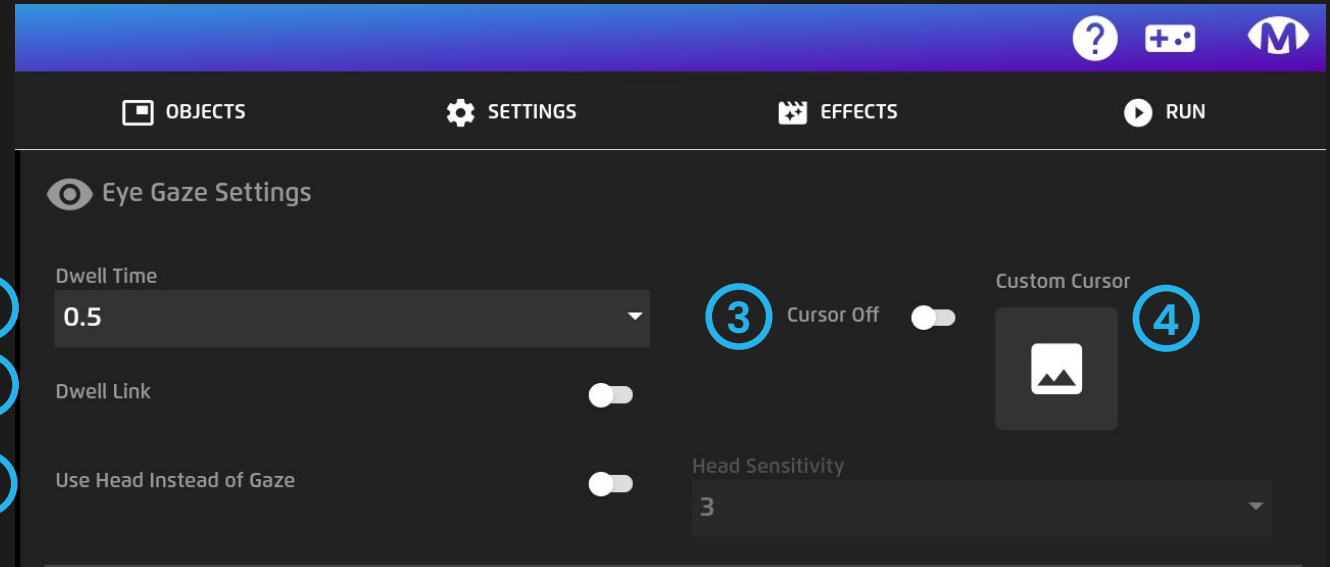
4



Note: Inputs need to be connected to the PC that Magic Eye FX is installed on.

App Builder – Interaction: Eye Gaze Settings

- 1 Dwell Time** – set default dwell time for interaction objects. Dwell time can be changed from Access Menu when an app is running, but will revert to default when app is restarted
- 2 Dwell Link** – all cursor types inherit dwell time. If set to OFF, other cursors will react immediately.
- 3 Cursor Off** – Set cursor to OFF to hide all cursors
- 4 Custom Cursor** – Select image icon to open cursor library. Selected custom cursor image is applied to all inputs.
- 5 Use Head Instead of Gaze** – This option will override eye tracking to and enable head tracking. Move the head to control cursor position. It needs playing with to find the sweet spot for sensitivity – try using it so you know what it feels like



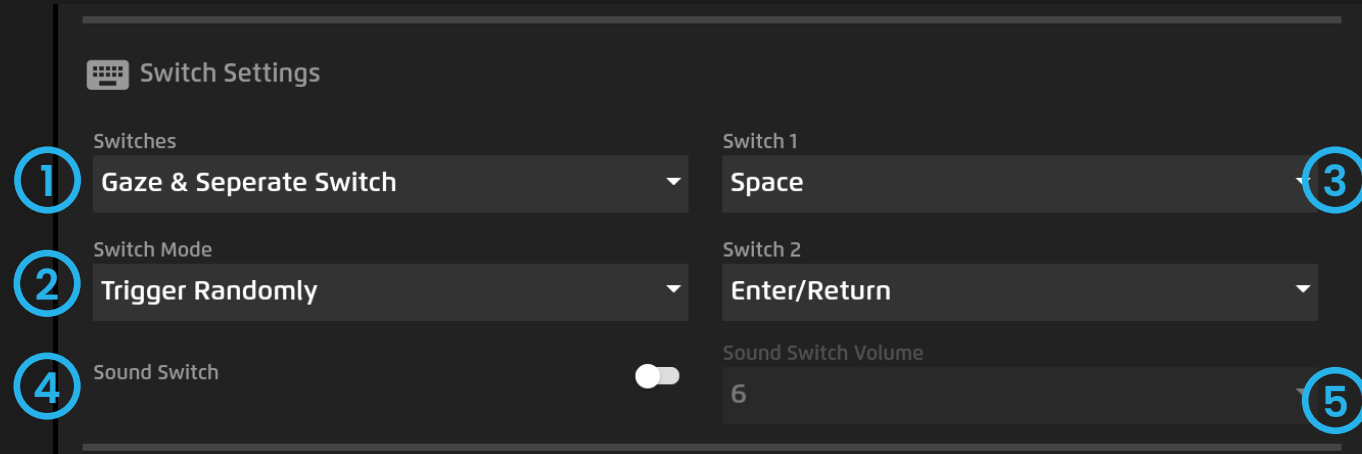
Top Tip! Assigning different particle effects and sounds to different cursors allows for easy differentiation of input types.

App Builder – Interaction: Switch Settings

- 1 Switches** – There are 3 switch options:
 1. No Switches = No switch inputs enabled
 2. Switch on Gaze = Eyes point, switch selects
 3. Gaze & Separate Switch = Both inputs work independently

- 2 Switch Mode** – There are 4 switch mode options:
 1. Select & Trigger = two switch scanning (Switch 1 scans and Switch 2 selects as default)
 2. Trigger Sequentially = Interact with objects in order they appear (Switch 1)
 3. Trigger Randomly Interact with objects in random order (Switch 1)
 4. Trigger All = interact with all objects at once (Switch 1)

- 3 Switch 1 / Switch 2** – Select input for Switch 1/2. Default inputs are Spacebar/Enter.



- 4 Sound Switch** – Sound Switch enables the system microphone to be used as an input for object interaction. This means any sound can interact. Turn on to enable.

- 5 Sound Switch Volume** – Activated when Sound Switch is on. Volume setting relates to sound sensitivity. Level 1 = most sensitive. In order to set mic to right level for environment, trial and error is required.

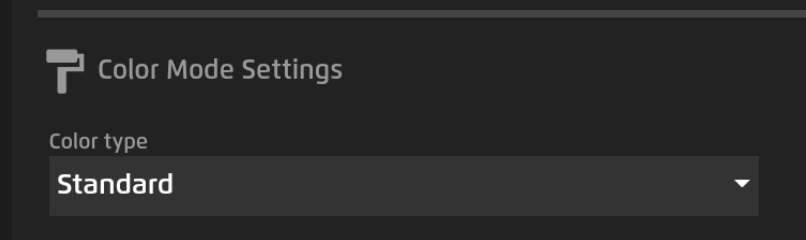
Top Tip! Sound on Gaze; if you would like objects to be interactive to sound only when user is looking at object, set 'Gaze as Switch' on switch mode. This allows user to make sound at any time but only interact when looking at object.

App Builder – Interaction: Colour Mode Settings

Colour type – allows you to output the app build with a colour filter to illustrate how the graphics may appear to someone who is colour-blind. There are 4 options:

Options:

- 1 **Standard** – normal colour mode (default)
- 2 **Protanopia** – Lacking red cones for long-wavelength, those with this condition are unable to distinguish between the green-yellow-red section of the spectrum
- 3 **Deuteranopia** – Lacking green cones for medium-wavelength, those affected are unable to distinguish between the green-yellow-red section of the spectrum
- 4 **Tritanopia** – Lacking the short-wavelength cones, those affected see short wavelength colours (blue, indigo and spectral violet) greenish and drastically dimmed, some of these may appear black.



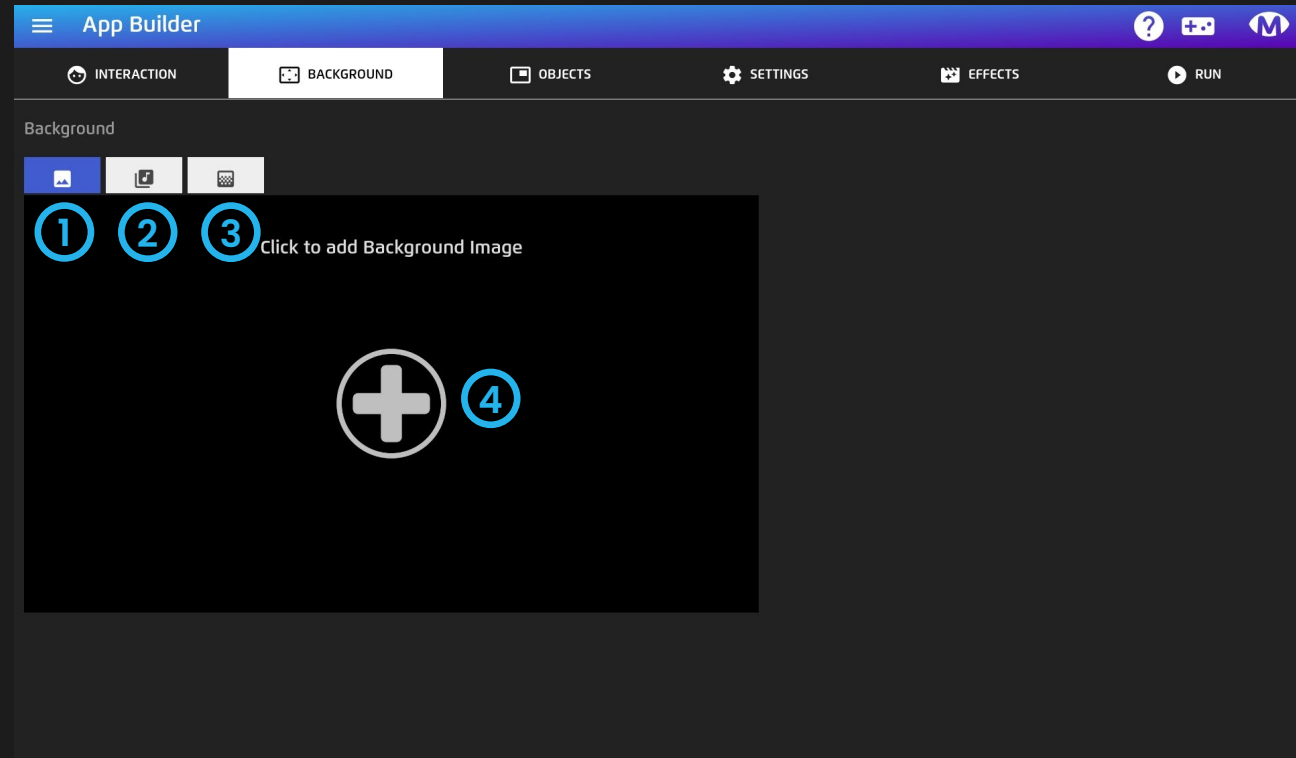
NB: this feature is provided for informative reasons. It is not envisaged that apps get created with these filters applied.

App Builder – Background

How it works

The Magic Eye FX App Builder provides a range of options to create a canvas for your app on the background tab. There are 3 background media types, each assigned with their own tab:

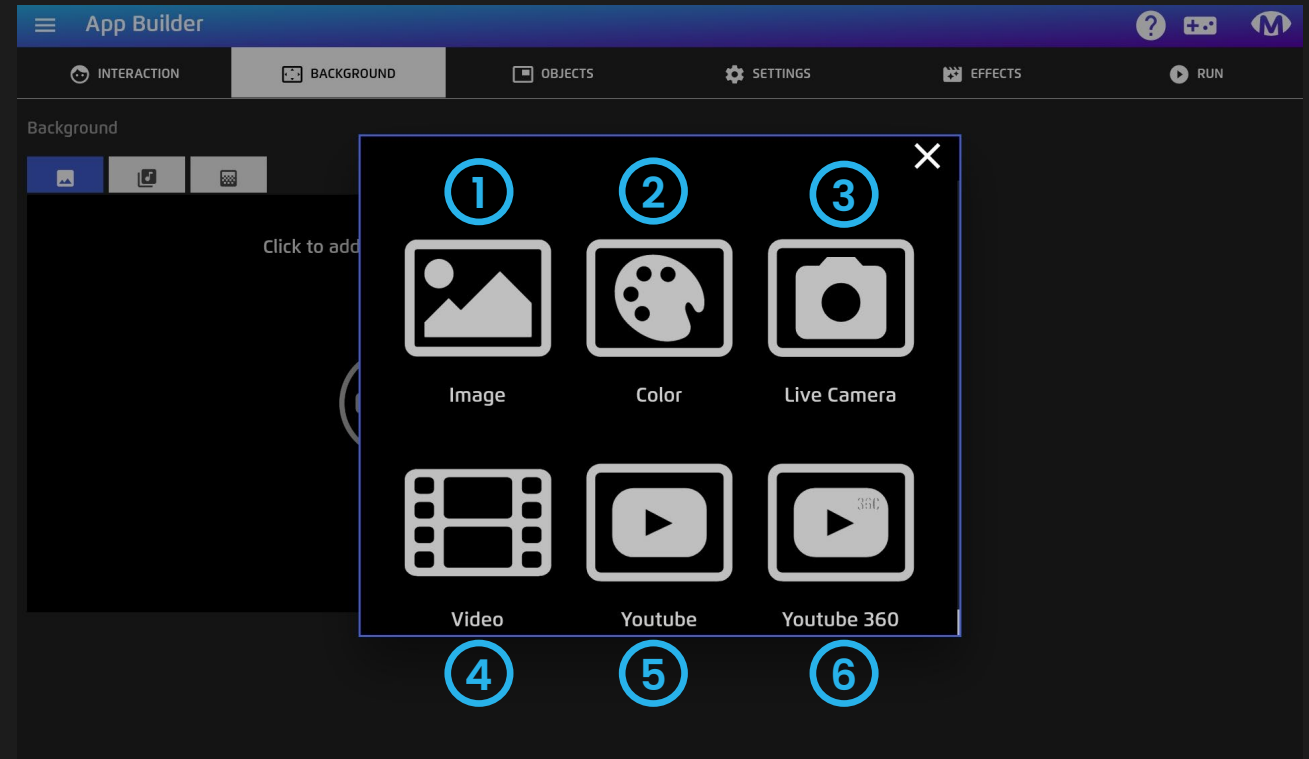
- 1 Background Image** – Add a visual background to your app.
- 2 Sounds** – Add background music, sounds and ambience
- 3 Image Mask** – appears over the top of the background image, players and objects
- 4 Add Background Media** – Select the + icon to load a background media type. Assigned media can be removed by click the trash icon to the top right of the preview window.



App Builder – Background: Image Types

There are 6 types of background media that can be loaded as a background canvas for an app including images, colours and videos.

- 1 **Image** – PNG/JPEG
- 2 **Colour** – select hex colour from colour picker
- 3 **Live Camera** – set front or rear camera as background
- 4 **Video** – MP4
- 5 **YouTube** – YouTube Video URL pasted into the URL field
- 6 **YouTube 360** – YouTube 360 URL pasted into URL field. The 360 video can be controlled using head movements if an eye tracker is connected



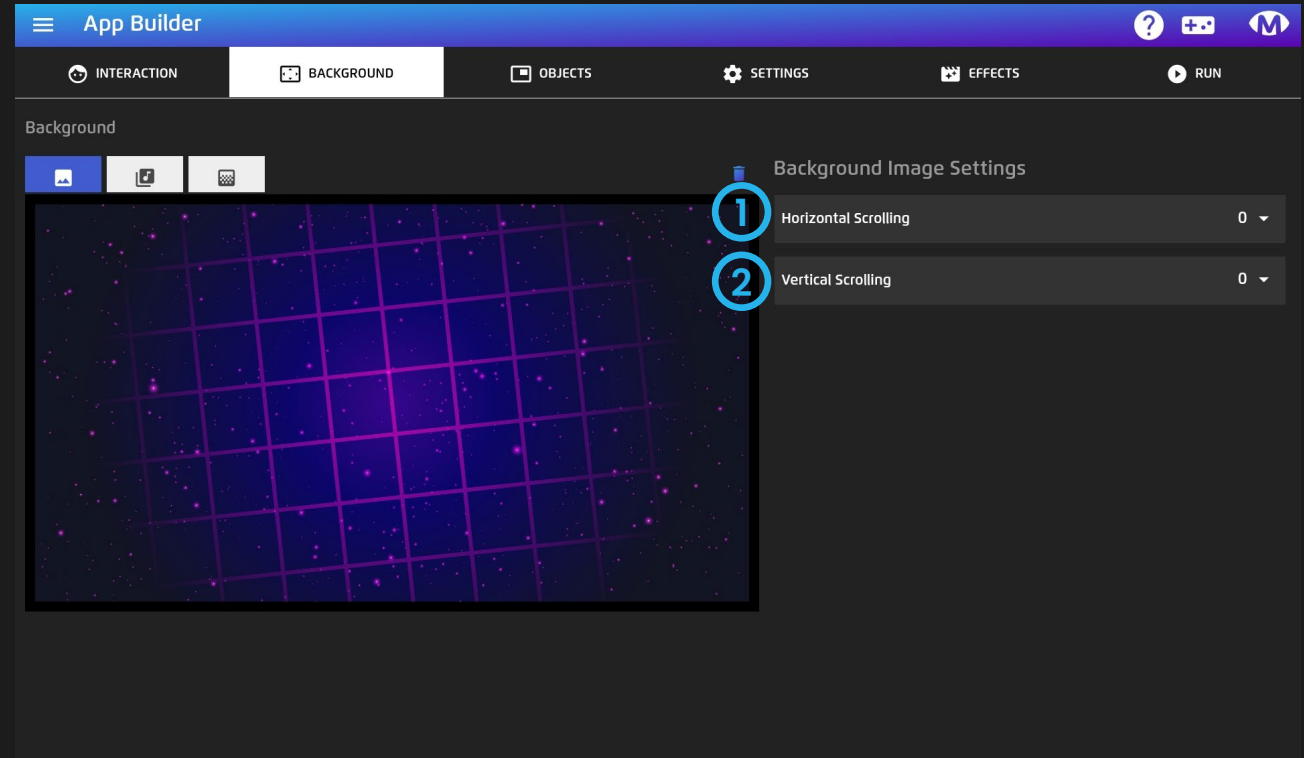
App Builder – Background: Image Scrolling

Background scrolling adds motion to a background image and can be used to create dynamic gaming environments.

- 1 Horizontal scrolling** – makes image move left or right; select positive value to make image scroll left and negative to scroll right.
- 2 Vertical scrolling** – makes image move up or down; select positive value to make image scroll down and negative to scroll up.

Note - Number relates to speed of scrolling 1 = fastest 0 = static.

Top Tip! Use seamless images to create an infinite scrolling effect. Type 'Seamless' into media library search field to locate background images optimised for this purpose.

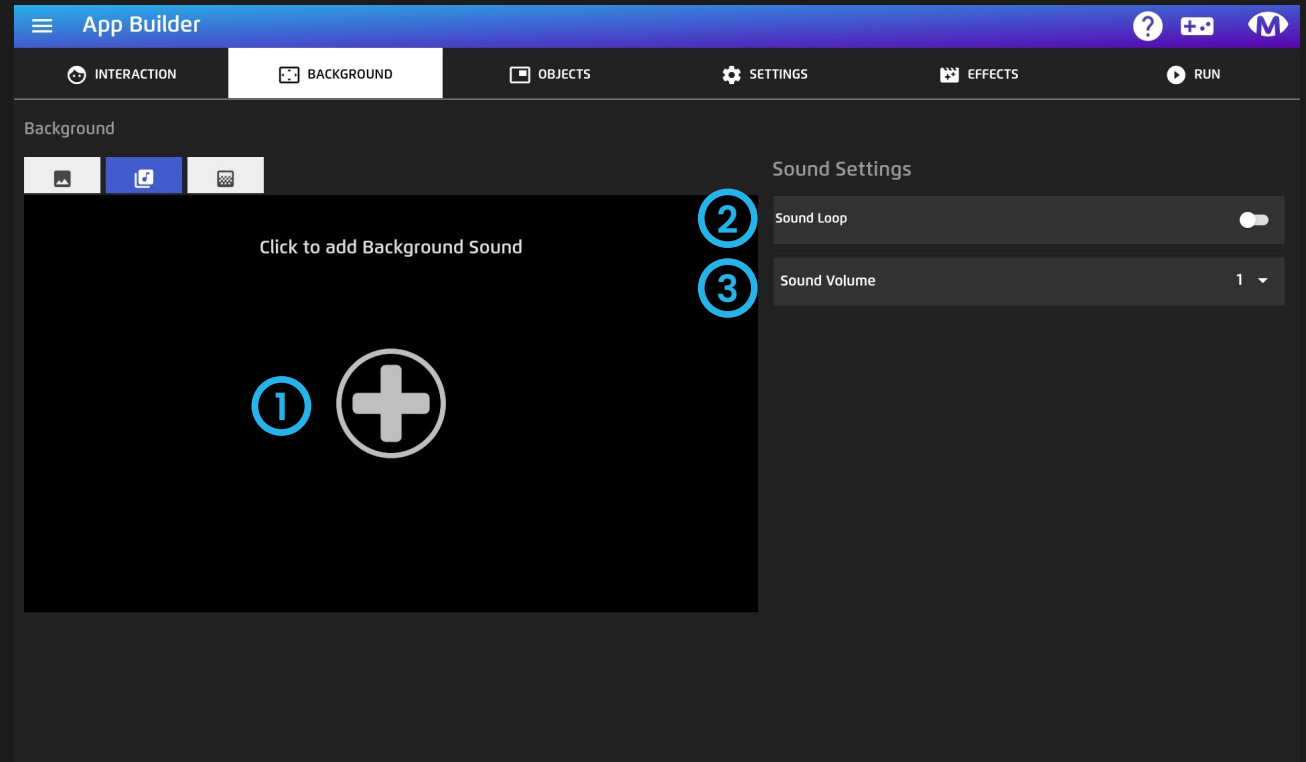


App Builder – Background: Sound

Add a background soundtrack or audio ambiance to your app

- 1 Add Sound** – Select + icon to open Media Library and select a sound.
- 2 Sound Loop** – Sound Loop is ON as default. Turn OFF to make the background sound only play once.
- 3 Sound Volume** – adjust background sound volume as required; 1 = loudest.

Supported sound formats



Top Tip! Use MP3 sound files to keep file sizes down.

App Builder – Background: Foreground Mask

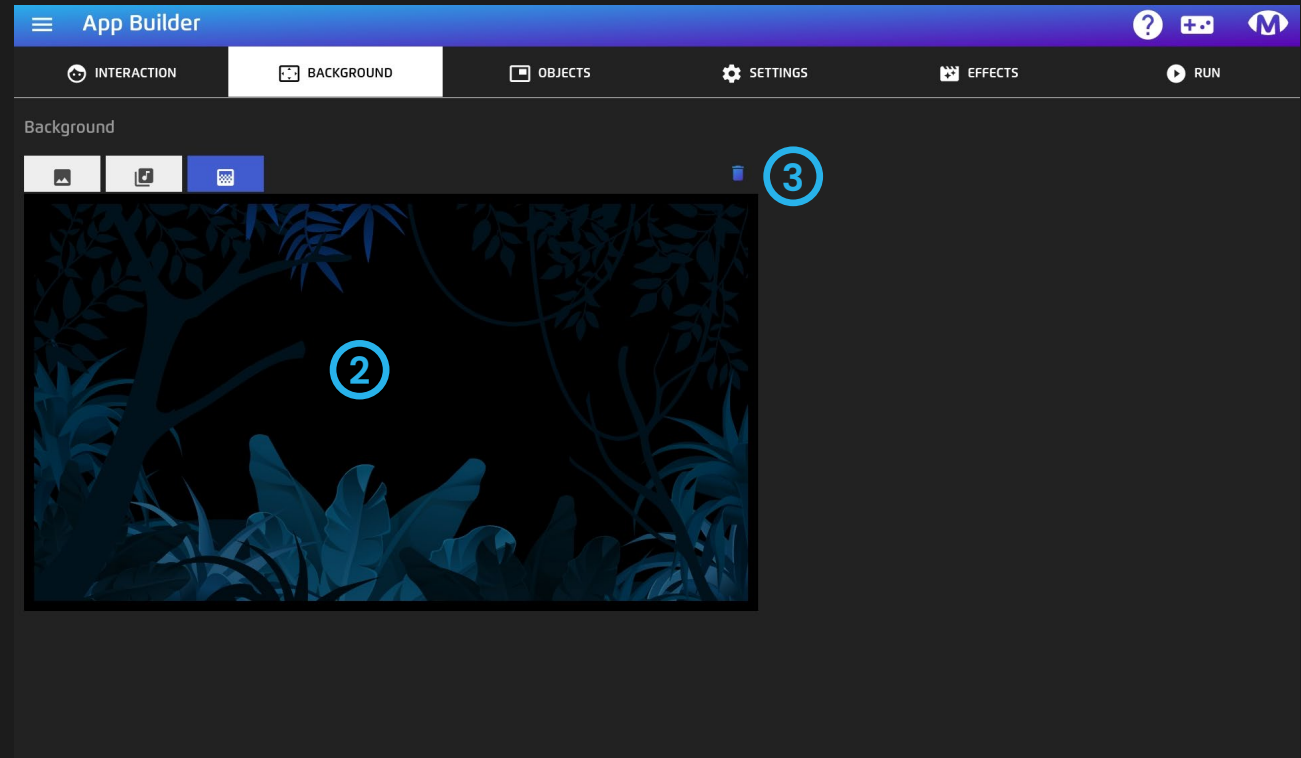
Foreground Masks add depth to the app canvas by overlaying the background, players and any objects in gameplay.

- 1 Click + icon to add foreground mask. Opens media library.
- 2 Click on existing foreground mask to replace with an alternate from media library.
- 3 Select trash icon to remove selected mask.

Supported formats



Foreground masks must be a PNG file format to preserve transparencies.



Top Tip! Foreground masks can be highly effective when exploring anticipation, occlusion and depth perception.

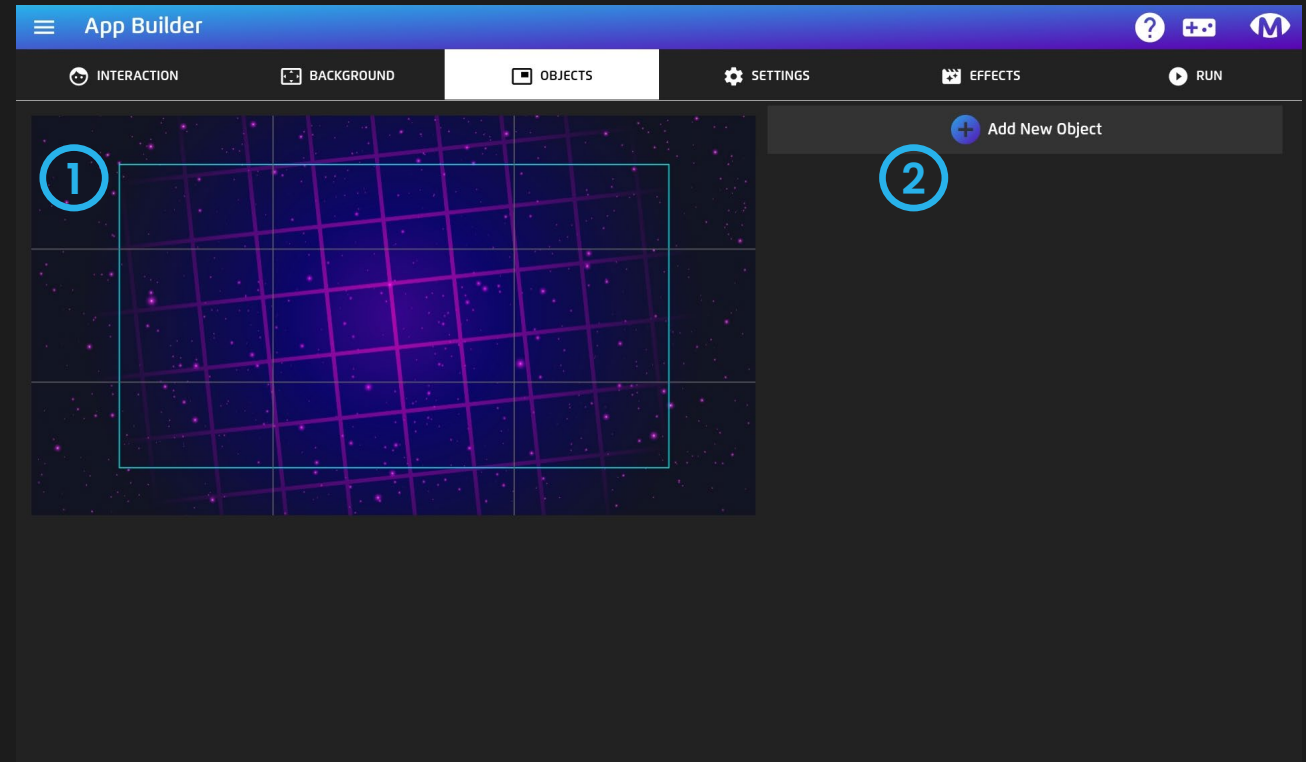
App Builder – Objects

What are objects?

Objects are images or animations that can be interactive or non-interactive; you can blow them up, move them and get them to do things by interacting with them; or they can be non-responsive.

Objects can be loaded in a sequence, or appear at random; they also can be manually interacted with using speech commands and switch inputs. You can display a single object or several.

- 1 Design Canvas** – The canvas displays assigned background media and allows objects to be manipulated and arranged as you choose.
- 2 Add New Object** – Opens pop-up to select object type and adds selected object to the canvas, ready for editing.



INFO If an image mask has been assigned, it will show semi-transparent over media so you can position objects that will start behind the mask (occluded).



App Builder – Objects: Object Types

When 'Add New Object' is selected, a pop-up will appear with 5 Object Types to choose from;

Object Types

Standard – Interacted with using eye gaze and touch

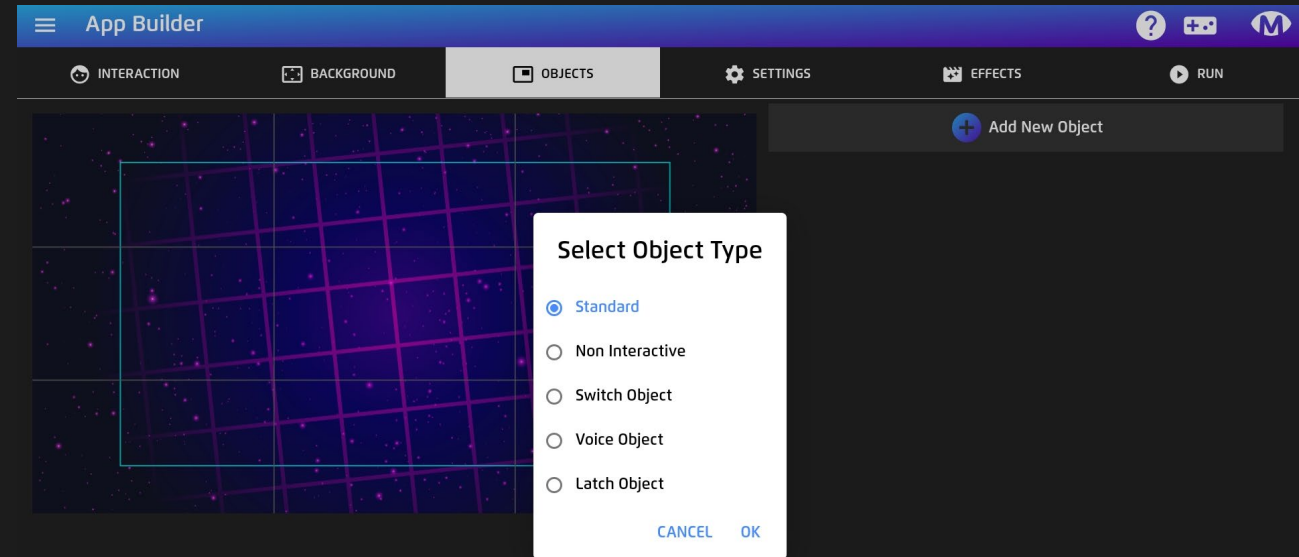
Non-interactive – this object is non-responsive

Voice – object appears to a defined speech command

Switch – object appears when a switch (keyboard key) is activated

Latch – has its own dwell time and can be selected, moved and dropped.

When an object type has been select, a numbered square will appear in the top left corner of the canvas, ready for editing.



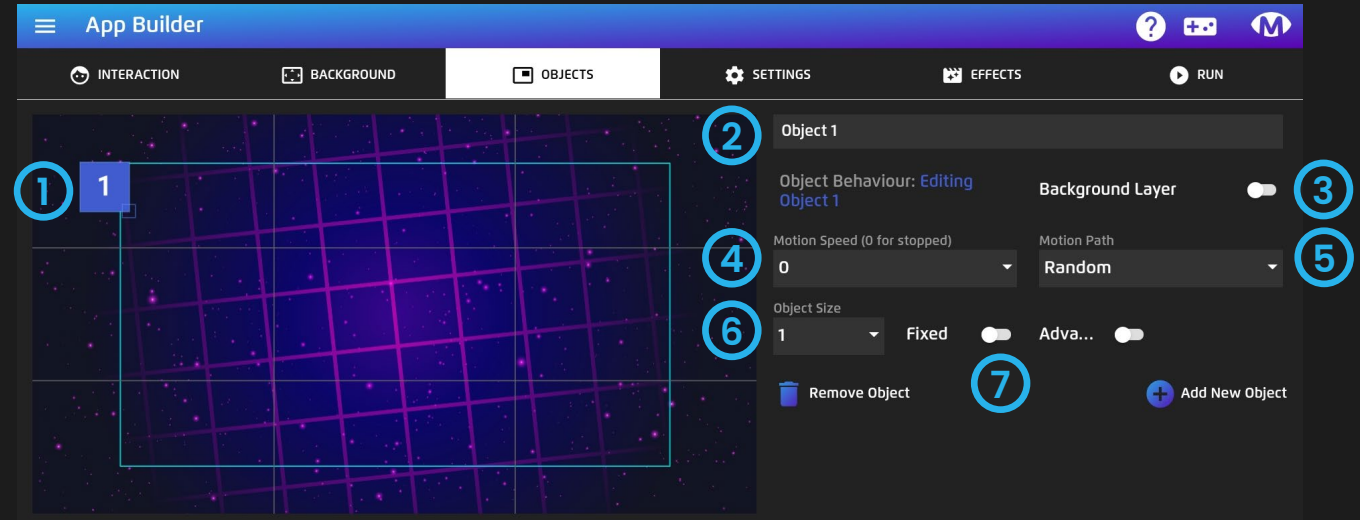
TECH TIP: Standard objects are the objects you want to use if you are looking to add logic to your interaction such as, one object appears, when one is triggered a second appears and so on. Standard objects comply with sequential game logic. Non-interactive object behave the same. Latch objects work with Standard and Non-Interactive objects.

Voice and Switch objects can only be used on their own.

App Builder – Objects: Object Behaviour

Adjust the speed, movement path, size and name of objects created in the app builder;

- 1 **Object** – When you add an object it will appear as a numbered square on the canvas.
- 2 **Object Name** – Assign a name to identify an object. This is particularly useful if using analytics. Default naming convention is Object 1, Object 2 etc
- 3 **Background Layer** – If ON object appears behind other objects
- 4 **Motion Speed** – speed that object travels; 0 = static
- 5 **Motion Path** – path that object takes after appearing.
- 6 **Object Size** – Adjust size of object. Object can also be adjusted by using object handles on the canvas.
- 7 **Fixed** – the pre-interaction image remains visible all of the time. Post interaction setting is ignored if fixed setting is on.



- Remove Object** – Use bin icon to delete object from canvas
- Add New Object** – Creates a new object and inserts on the builder canvas.



App Builder – Objects: Object Behaviour Advanced Settings

Toggle Advanced ON to open additional object behaviour settings. When toggled on, advanced settings will bring up time fields where you can input time (seconds) settings.

Settings

- 1 Appear Time** – initial interval before object appears for first time. Subsequent object appearances combine this value and return delay value
- 2 Out Time** – time it takes for object to disappear after interaction
- 3 Return delay** – period an object is off screen following interaction
- 4 Auto Destroy** – time interval that object remains visible if not interacted with.

Object 1

Object Behaviour: **Editing**
Object 1

Background Layer

Motion Speed (0 for stopped) **0**

Motion Path **Random**

Object Size **1** Fixed Adva... Appear Time **0.0**

2 Out Time On

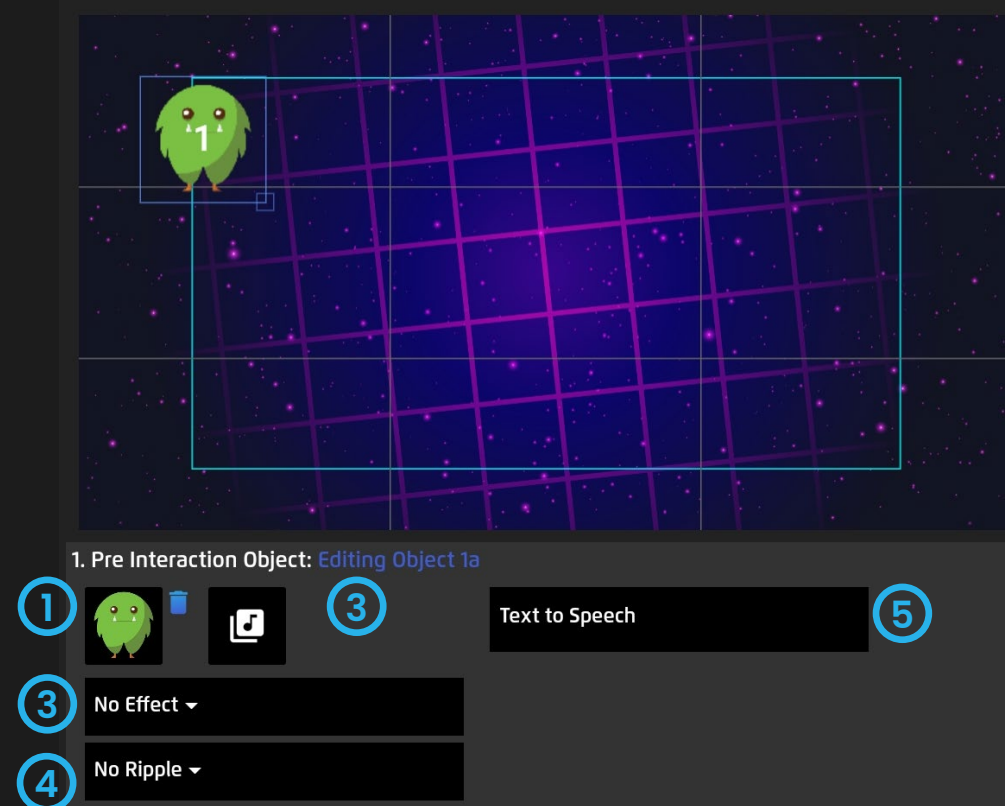
3 Return Delay On

4 Auto Destroy

1

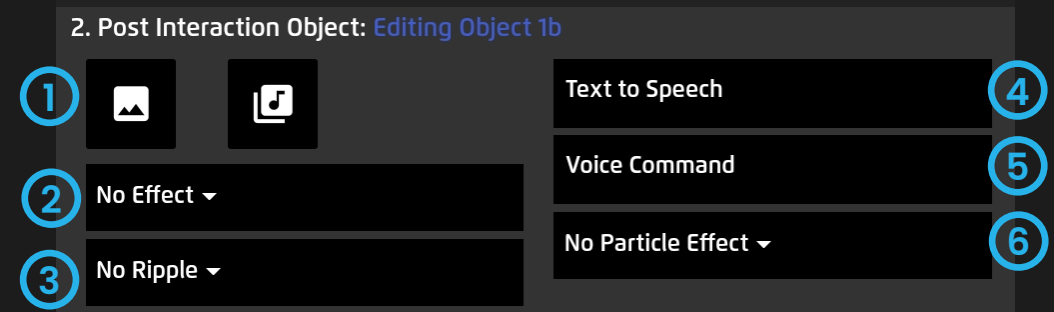
App Builder – Objects: Pre Interaction Object Settings

- 1 Object Image** - Click on image icon to assign image. This image will be seen as soon as the object appears on the display
- 2 Object Sound** - Click on sound icon to assign sound from media library. This sound will be heard as soon as the object appears on the display
- 3 Image Effects** - Opens effects list to apply image effects that change look of object.
- 4 Ripple Effects** - The ripple options distort the screen creating a wave like ripple effect at end of animation sequence.
- 5 Text to Speech** - Type a word in the field and the system will speak the word when object appears



App Builder – Objects: Post Interaction Object Settings

- 1 Object Image and Sound** – Click on image and sound icons to assign media. This image and/or sound will be seen and heard when user interacts with the object.
- 2 Image Effects** – Opens effects list to apply image effects that change look of object.
- 3 Ripple Effects** – The ripple options distort the screen creating a wave like ripple effect at end of animation sequence.
- 4 Text to Speech** – Type a word in the field and the system will speak the word when object is destroyed.
- 5 Voice Command** – Word or phrase which when spoken into microphone activates object interaction
- 6 Particle Effect** – Open particle effects list and assign particle effect to trigger interaction



Top Tip! If you want an object to explode with a particle effect, do not assign a post interaction image, otherwise the image will appear in front of the effect.

App Builder – Objects: Non-Interactive Objects

How it works

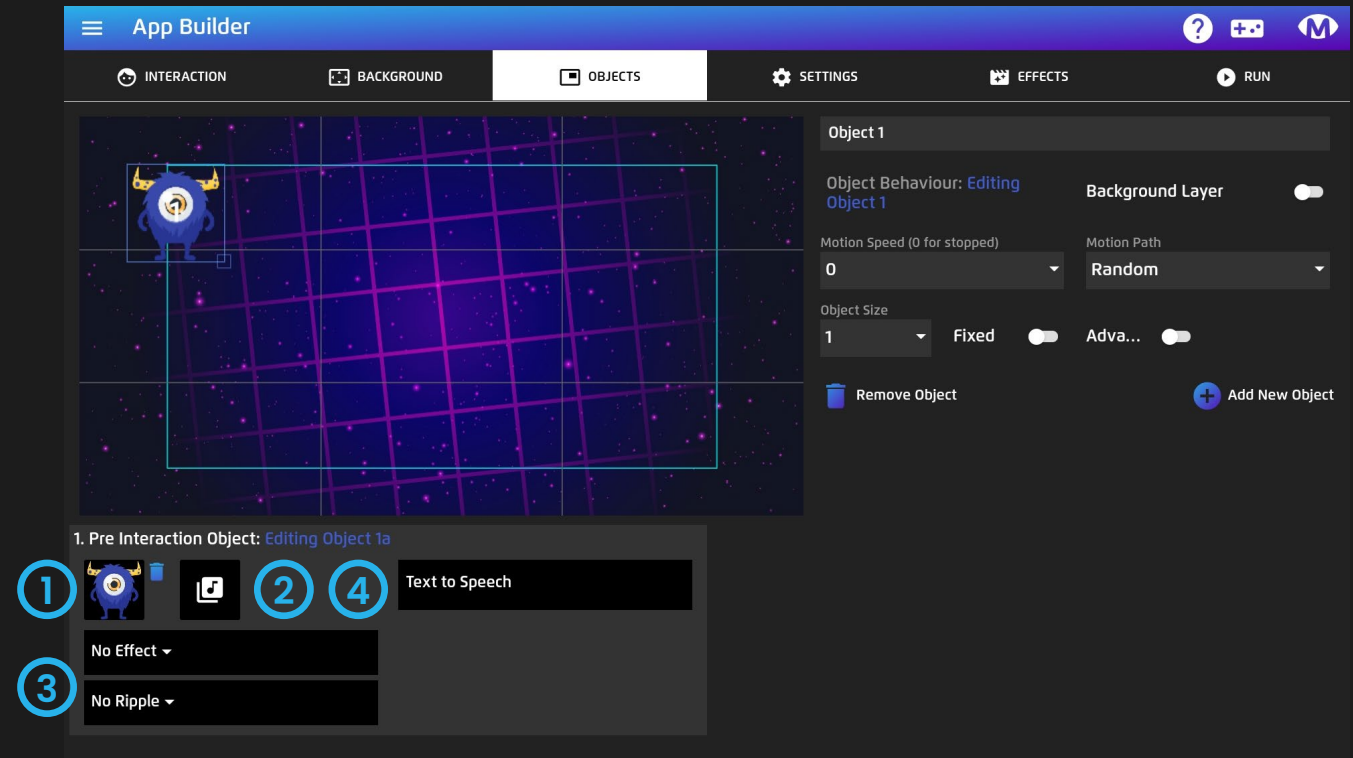
Non-Interactive Objects are objects that appear, but are not interactable. They have only the pre-interactive state.

They can be assigned object behaviours and object properties but do not respond to interaction.

Settings

Non-Interactive Objects have a smaller number of settings with options for:

- 1 Object Image** – Set image for the object
- 2 Object Sound** – Set a sound for when the object appears
- 3 Effects and Ripples** – Set effect and/or ripples to change look of object when it appears
- 4 Text to Speech** – Assign a TTS string that will trigger when the object enters the display.



App Builder – Objects: Switch Objects

How it works

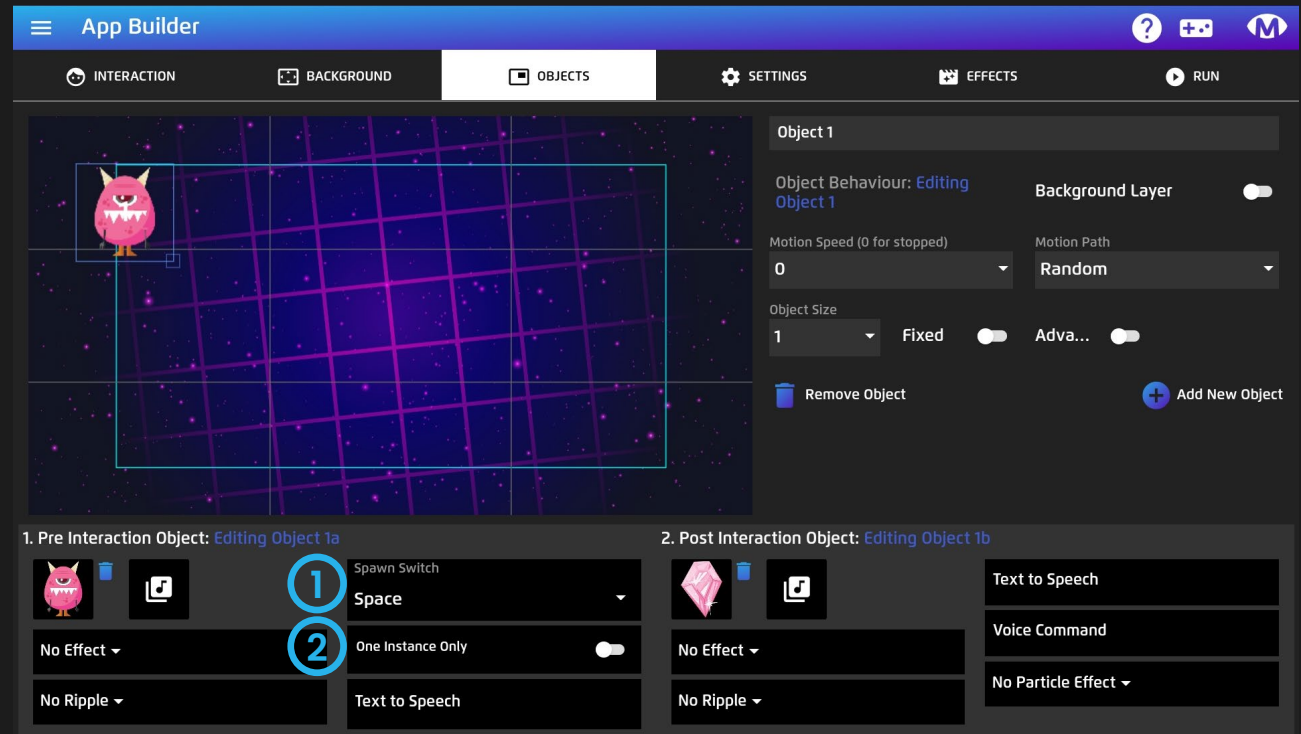
Switch Objects are called into a scene when a switch is activated. You can call one instance of the object into the scene, or multiple objects. Switch objects cannot work with other object types.

Settings

1 **Spawn Switch** - provides a list of switch inputs that when assigned, will make object appear on the display. Default is Space key.

2 **One Instance Only** - Every time the switch is activated, a new object instance will appear.

If One Instance Only is toggled ON, only one instance of object can be called into the scene.



Top Tip! This feature is useful if you want objects to appear in known locations on command, such as when directing attention to specific areas of the screen



App Builder – Objects: Voice Objects

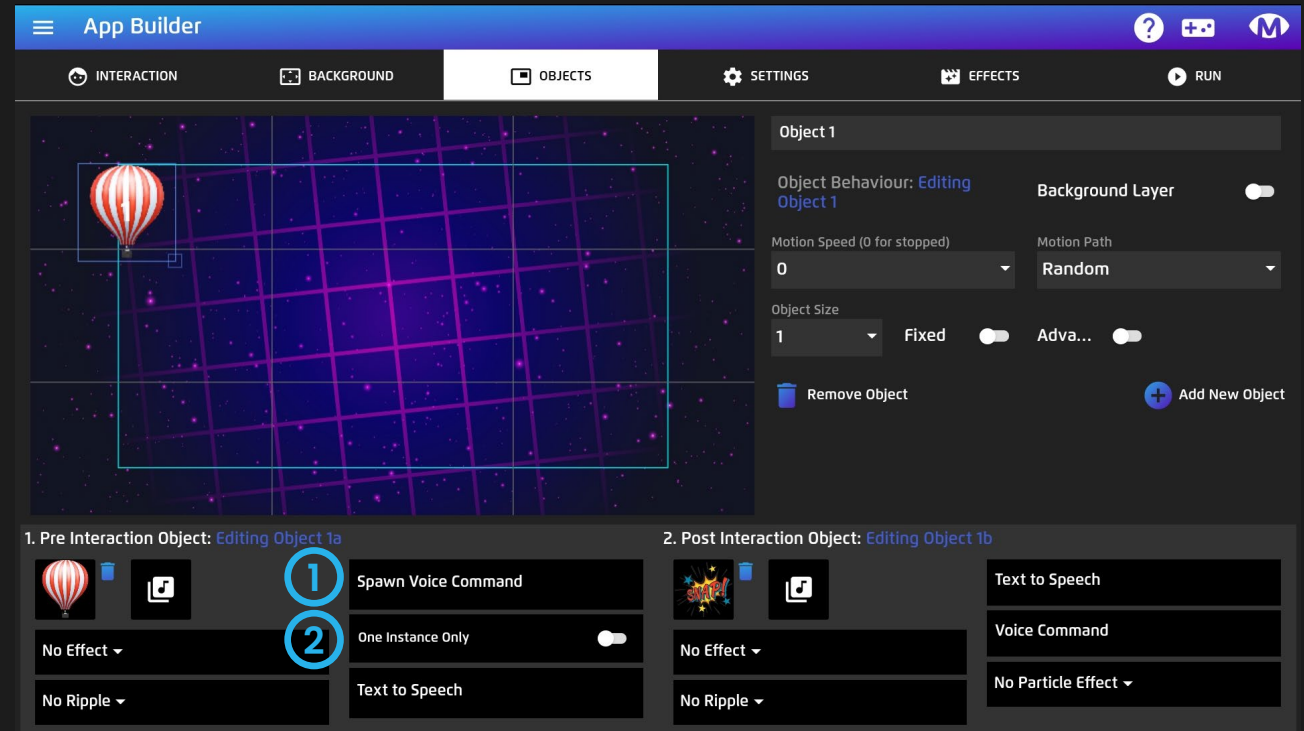
How it works

Voice objects are called into a scene when an assigned word is detected by the microphone. You can call one objects instance of the object into the scene, or multiple objects. Voice objects cannot work with other object types.

Settings

- 1 Spawn Voice Command** – input field where you can assign a word that will make the object appear on the display when spoken and detected by the microphone.
- 2 One Instance Only** – Every time the speech command is detected, a new object instance will appear.

If One Instance Only is toggled ON, only one instance of object can be called into the scene.




Top Tip! This feature is very useful for pairing word sounds to objects. For example, every time you say "Dog" a dog image appears in the screen.


App Builder – Objects: Latch Objects

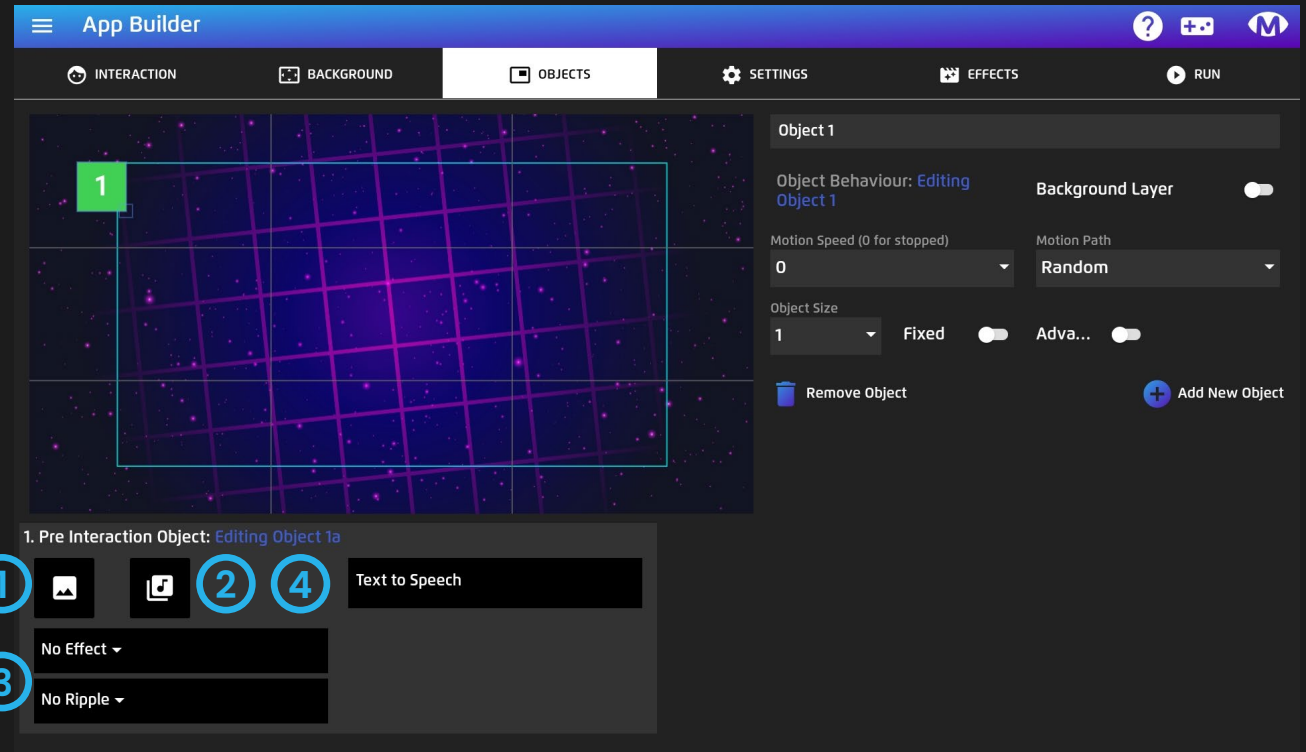
How it works

Latch Objects interact differently to the other object types. Objects can be selected, moved and dropped across the display. They can also work alongside Standard and non-interactive objects.

How to use it

 **Gaze Interaction** – When using gaze interaction, latch objects are selected with dwell and released when the gaze is within a defined area. This is set in app builder settings, see [page 31](#) for more.

 **Mouse , touch, gamepad**– When using mouse, touch or game controller objects are latched by keeping the cursor inside the object for the gaze dwell time



Settings

Latch Objects have reduced settings, with options for:

- 1 Object Image
- 2 Object Sound
- 3 Effects and Ripples
- 4 Text to Speech



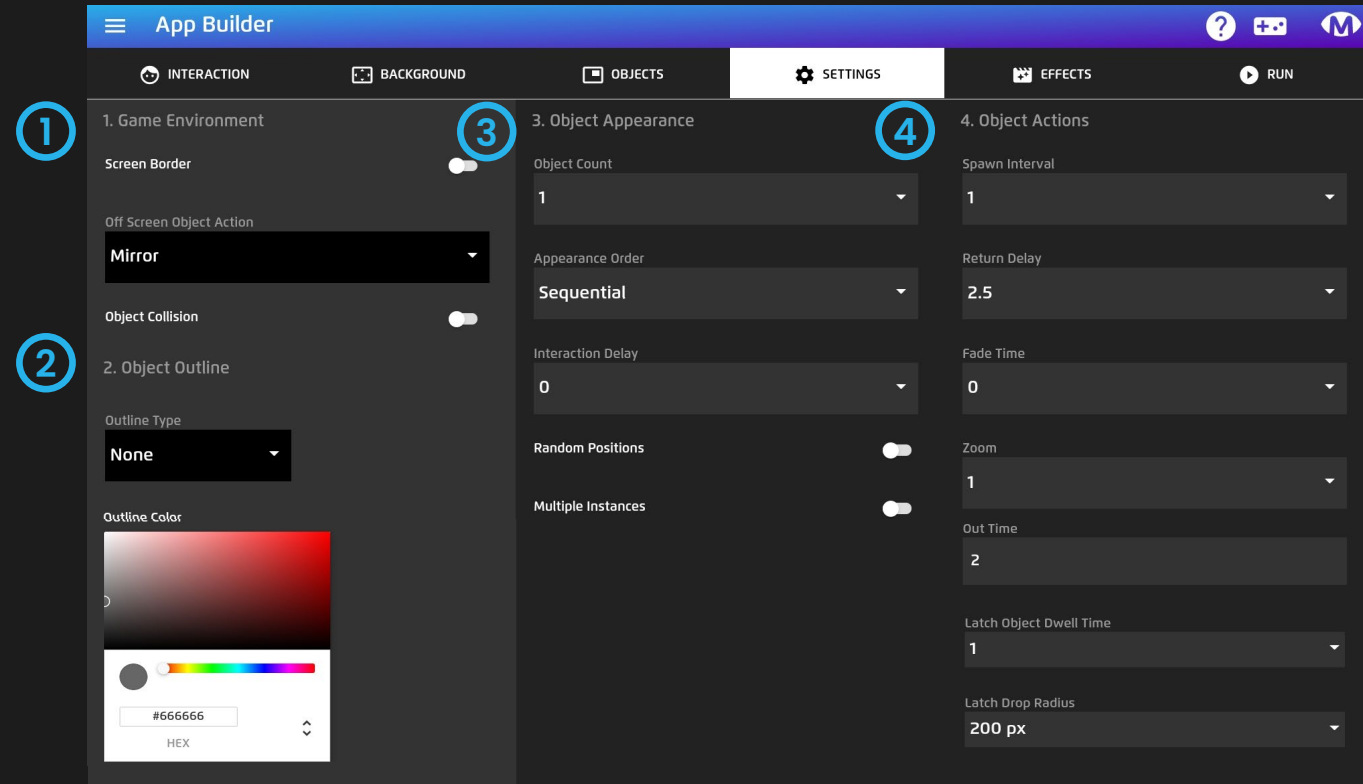
⚙️ App Builder – Settings

App Builder Settings allows you to edit the game environment and how objects behave and interact with each other.

Sections

There are 4 sections to the App Builder Settings;

- 1 Game Environment** - Settings for physics in the game environment, affecting how objects behave in the display and with each other.
- 2 Object Outline** - Settings to add an outline to objects
- 3 Object Appearance** - Settings for how many objects can appear on the display and how they appear.
- 4 Object Actions** - Settings for how objects behave when interacted with.

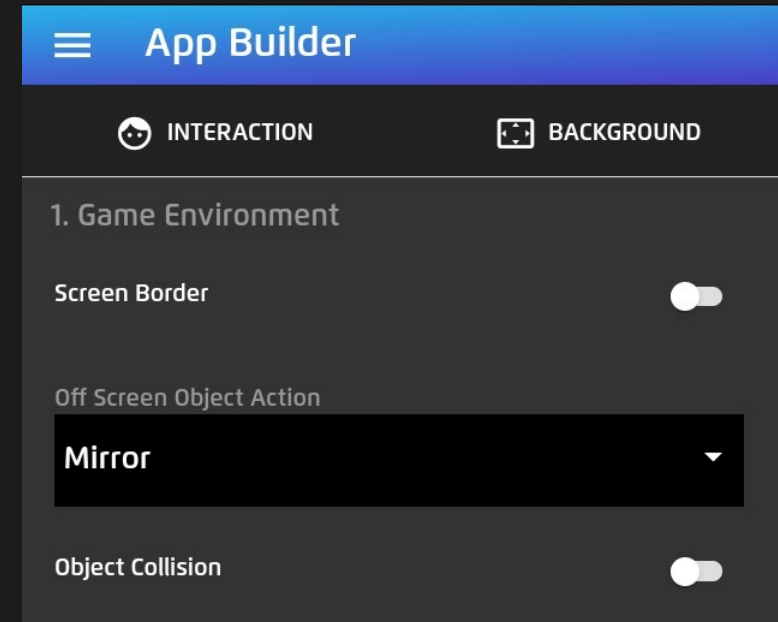


TECH INFO: above you can see Latch Object Dwell Time and Latch Drop Radius, this indicates a latched object is selected. If there is no Latch Object in the scene, these options will not appear!



⚙️ App Builder – Settings: Game Environment

- 1 **Screen Border** – When turned on objects collide with the screen borders, else the objects move outside the border and wrap to appear to from the other side of the screen.
- 2 **Off-Screen Object Action** – When objects leave the screen they can either:
 1. Mirror – appear on the other side of the screen
 2. Destroy – not appear again
- 3 **Object Collision** – When object collision is on, physics is applied causing objects to collide and bounce off in different directions.

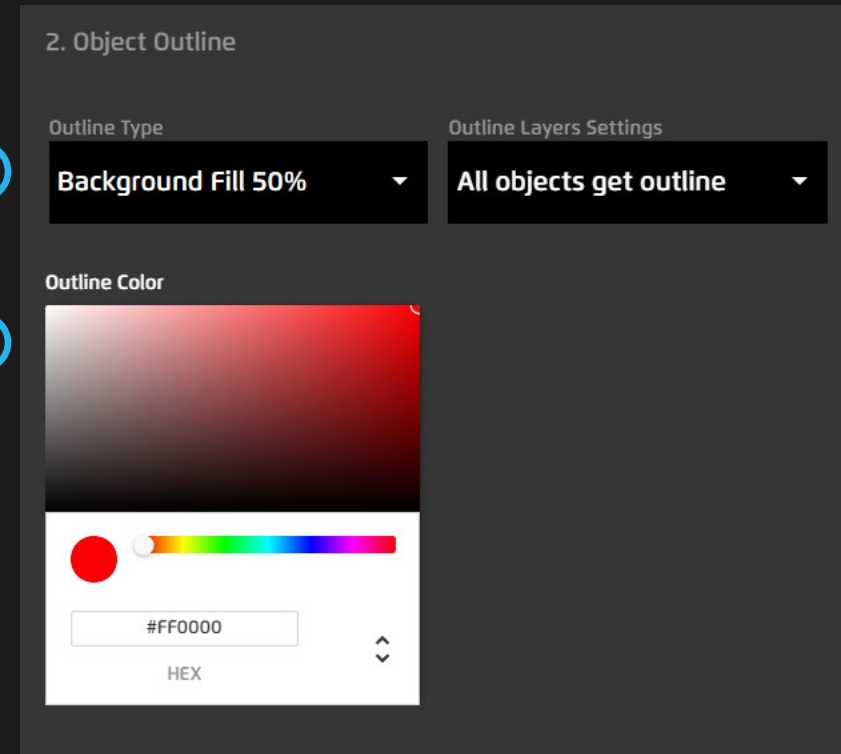


Tip: If you have Object Collision enabled and use latch objects – the objects that are latched will push the other objects around. Think catching butterflies in a net etc.

⚙️ App Builder – Settings: Object Outline

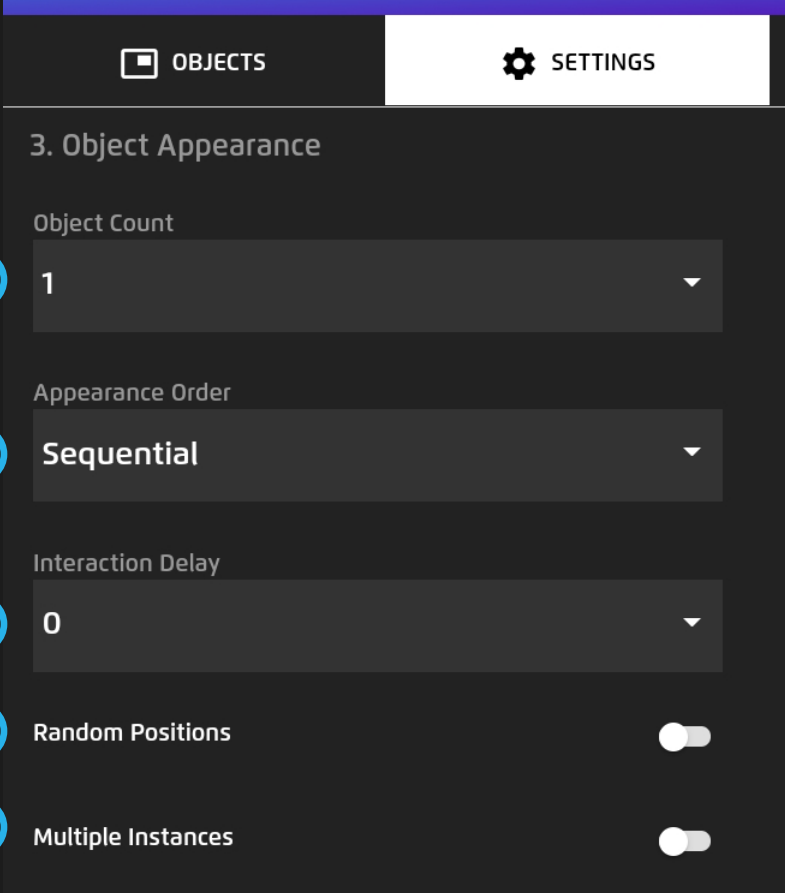
- 1 Outline Type** – Choose to show an outline around the object when it is in an active state. Dropdown options for show outline width and fill opacity level.
- 2 Outline Layers Settings** – The Outline Layers Settings dropdown, here you can choose outlines to All Objects or objects that appear only on the Foreground or Background.
- 3 Outline Colour** – Using the colour picker, select a colour for object outlines.

Tip: Outlines are most useful when used with eye gaze and switches. They highlight around the object to indicate which object is currently selected. Use Select & Trigger switch mode with outlines else they won't appear. Select and Trigger is also known as switch scanning.



App Builder – Settings: Object Appearance

- 1 Object Count** – Sets the number of concurrent object instances visible on screen at any one time. If it is set to 1, you will only ever see 1 object at a time.
- 2 Appearance Order** – Sequential means objects appear in order of creation 1,2,3 etc. Random applies a random order selection to object appearance.
- 3 Interaction Display** – Time that the object appears and remains visible before it can be interacted with. Applies to all objects.
- 4 Random Positions** – Applies random positioning to all objects globally. This means no two objects appear in the same place twice.
- 5 Multiple Instances** – With multiple instances 'ON' it is possible to have several of the same object appear on the screen (number is set with the object count). If this setting is on you need to turn on Random Positions or the objects will stack up.



OBJECTS SETTINGS

3. Object Appearance

Object Count

1

Appearance Order

Sequential

Interaction Delay

0

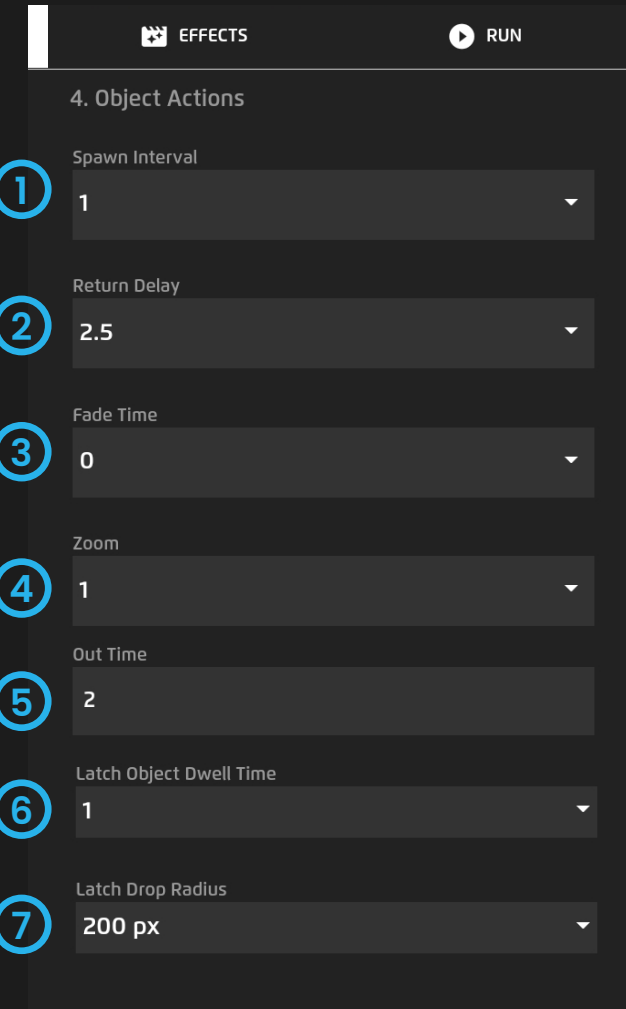
Random Positions

Multiple Instances

⚙️ App Builder – Settings: Object Actions

- 1 **Spawn Interval** – Time interval between each object appearance. 0 = all objects appear at the same time.
- 2 **Return Delay** – Time interval before all objects reappear after interaction.
- 3 **Fade Time** – The time period the destroyed image is visible after interaction.
- 4 **Zoom** – a visual effect that scales the interacted image up – like zooming in.
- 5 **Out Time** – Time it takes for the object to disappear after interaction. Fade Time takes priority over Out Time.
- 6 **Latch Object Dwell Time** – Set Dwell Time for selecting and moving a latch object when using Eye Gaze
- 7 **Latch Drop Radius** – The drop radius is the area that eye needs to remain still in to release a latch object.

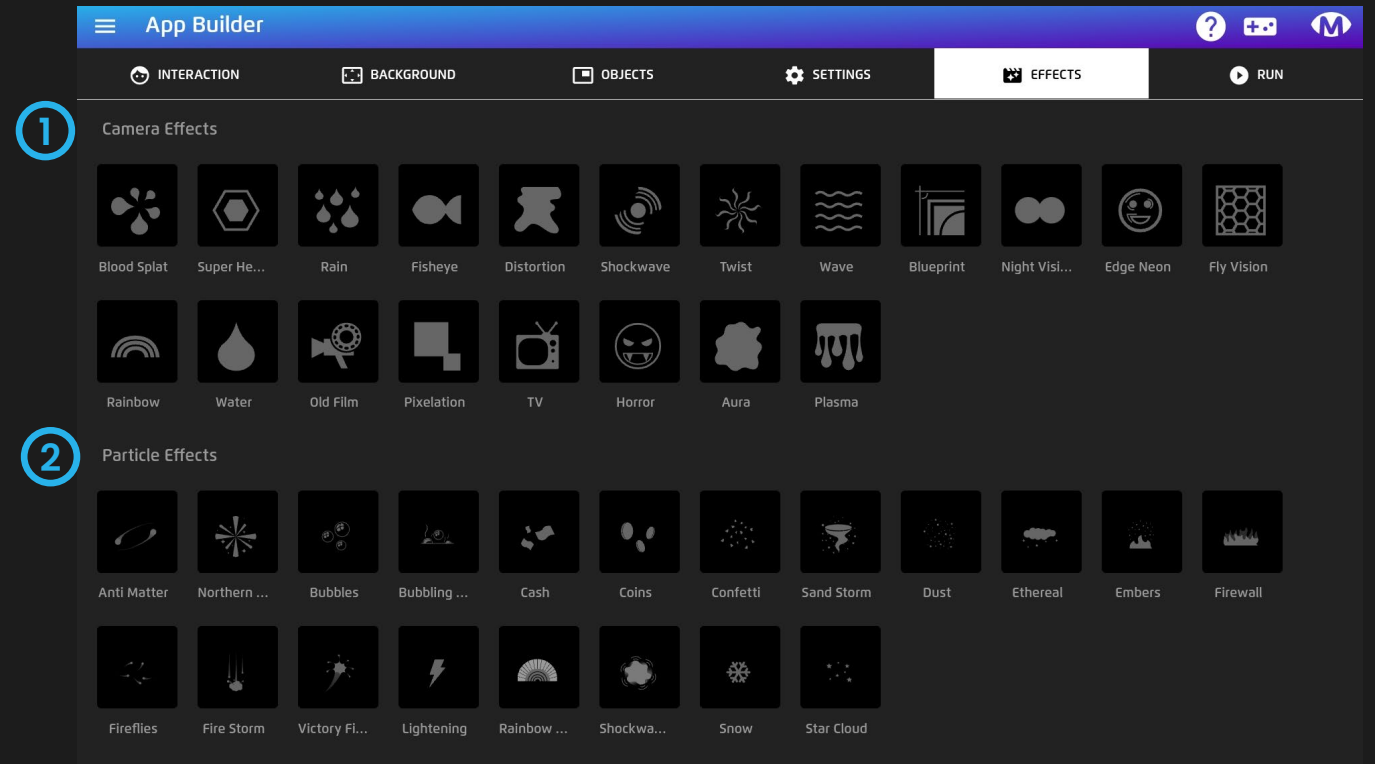
Only visible if a latch object is in the scene



App Builder – Effects

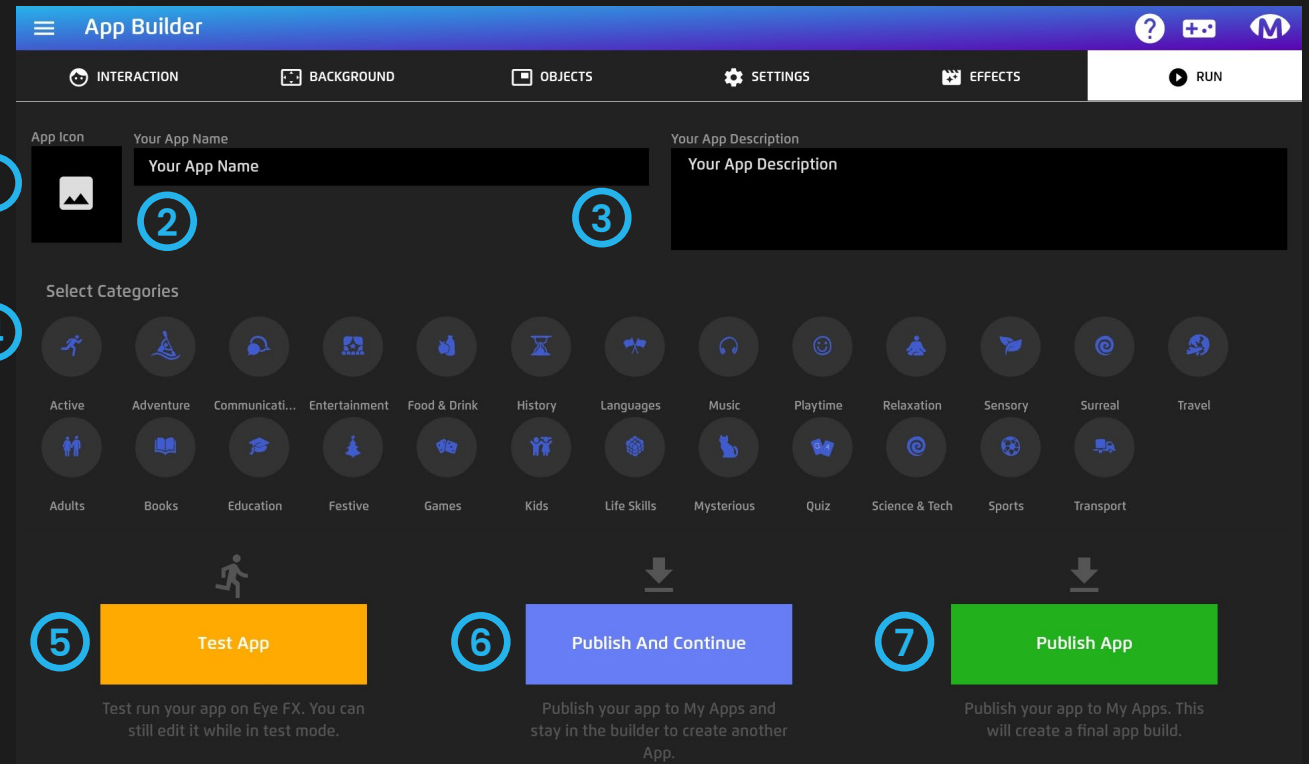
- 1 Camera Effects** – Choose a camera filter effect to be applied to the graphics when the game is run. It is possible to have several effects running at the same time.
- 2 Particle Effects** – Choose particle effects that will appear as non-interactive animated particles when the game is run. It is possible to have several particle effects running at the same time.

Tech Tip: Best not to use more than a few at a time as each additional effect adds more power draw on the GPU, which slows things down and can create lag. If you turned all on – expect to see a system crash.



▶ App Builder – Run

- 1 **App Icon** – Click image icon to open media library and assign an app icon. (Required)
- 2 **App Name** – Give your app a name (Required)
- 3 **App Description** – Write a description of your app.
- 4 **Category** – Select a category for your app. (Required)
- 5 **Test App** – This option will run the app in preview mode. Press esc key when the app is playing to return to the same place in the builder.
- 6 **Publish and Continue** – This option will save the app into My Apps and remain in the current build so you can make alternative versions of the same app.
- 7 **Publish** – This option will save the app into My Apps and navigate to My Apps, where you will find your completed app. It is possible to edit your app later.



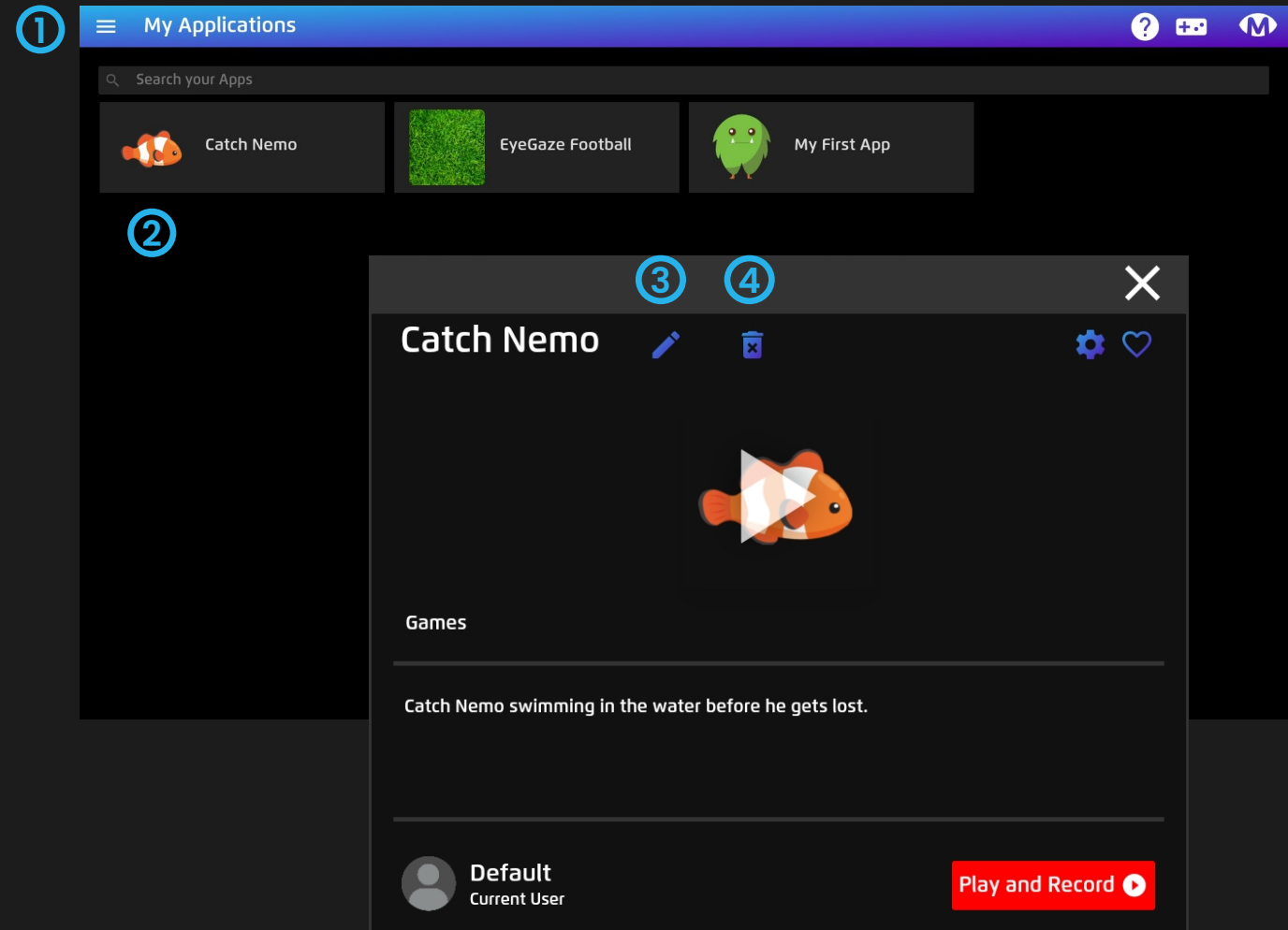
+ My Applications

How it works

My applications collates all apps that have been published using the App Builder. From My Applications, apps can be run and edited.

How to use it:

- 1 When an app is published from the App Builder they will automatically be saved into My Applications.
- 2 Select the App Icon to trigger the App Launcher window to run it or edit it.
- 3 **Edit App**– Open your app back in App Builder, modify, tweak parameters and save again and again.
- 4 **Delete App** – Delete your app from the system





MEDIA LIBRARY

Magic Eye FX Media Library is loaded with images, videos and sounds ready to use in your own applications. It is also possible to add your own media to use in applications. Any media files you would like to load can be loaded into Magic Eye FX

Media Library


How it works

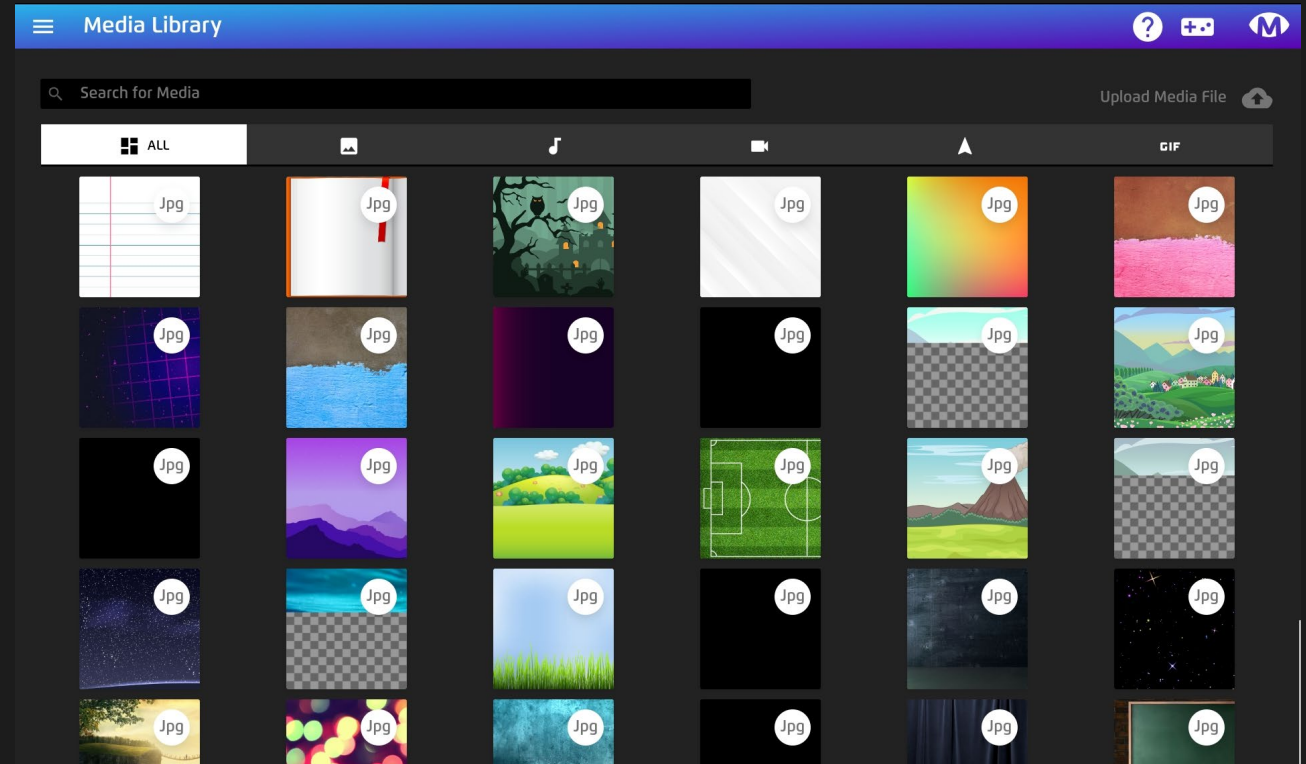
The Media Library has a range of media assets that can be used when creating apps.

How to use it

When looking for media, use the search function or the tabs at the top to browse different media types;

- Images
- Sounds
- Videos
- Cursors
- Animated GIFs (useful for animated objects)

 **Upload Media Files** – Tap the cloud icon and upload file from a Windows explorer window.



Top Tip! When uploading your own media, remember to save into the correct category for image type, obj, background etc.

Media Library – Object Images

How it works

Object Images are used as game objects when building apps.

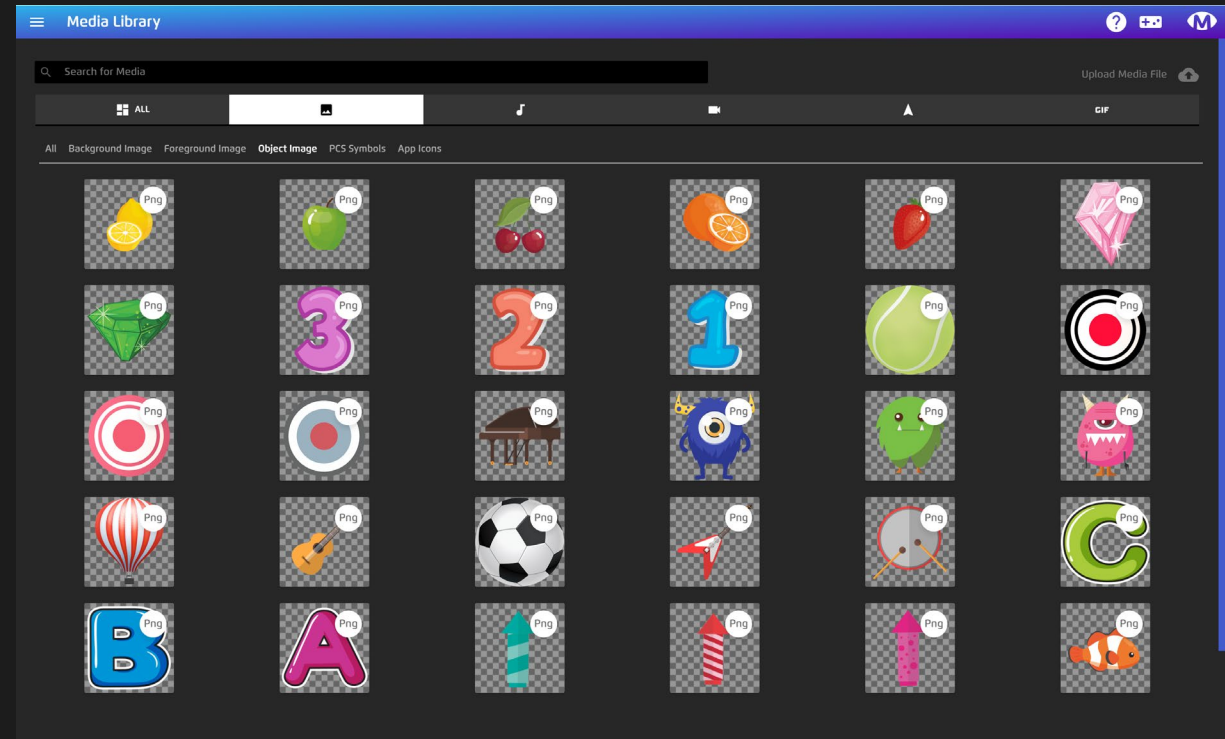
How to use it

When uploading object images, there are a few parameters that need to be met to ensure images look good:

Object Size – Objects should be square 1:1 aspect, best sizes 128x128px 256x256px and 512x512px

Object Type – Objects must be PNG files to preserve transparencies. If they are a .JPG, objects will have a white square background. Gifs can be used but do not always render nicely. GIF's are grouped in its own section

Supported formats



Top Tip! App Icons also need to be square and a 256 x 256, 512 x 512 or 1024 x 1024 resolution.



RECORDINGS

My Recordings contains the screen capture video sessions that have been recorded on the system. Videos can be invaluable when reviewing how users interacted during a session.

NB: If your organization does not like the idea of recording Magic Eye FX sessions, it is possible to turn off the option in the **Sidebar – Config – UI Settings – Recording: Set to inactive** and the Play & Record button will not be visible in the app launcher.



My Recordings

How it works

My Recordings stores all screen capture video sessions that have been recorded on the system. Here, you can playback, download and delete videos.

How to use it:

- 1 Open Video** – Click on a video to open it in the player.
- 2 Playback** – Click the play icon to playback video.
- 3 Download** – Download video using download icon.
- 4 Delete** – Delete a recording by clicking the trash icon.

Top Tip! If you are logged in as an instructor, only recordings associated with the selected user will show.

The image shows two screenshots of a web application interface for managing recordings. The top screenshot shows a 'Recordings Library' page with a search bar and a list of recordings: 'UFO', 'Follow Me', and 'Anticipation'. A circled '1' points to the 'UFO' recording. The bottom screenshot shows the 'UFO' recording selected in a player. A circled '2' points to the play button, a circled '3' points to the download icon, and a circled '4' points to the trash icon. The video player shows a night sky with a UFO and a progress bar at the bottom.



INSTRUCTORS & USERS

Magic Eye FX supports the creation of instructor accounts for the purpose of tracking information about specific named user activity. An instructor can create users and groups so they can add a degree of privacy as to who can access user videos etc.



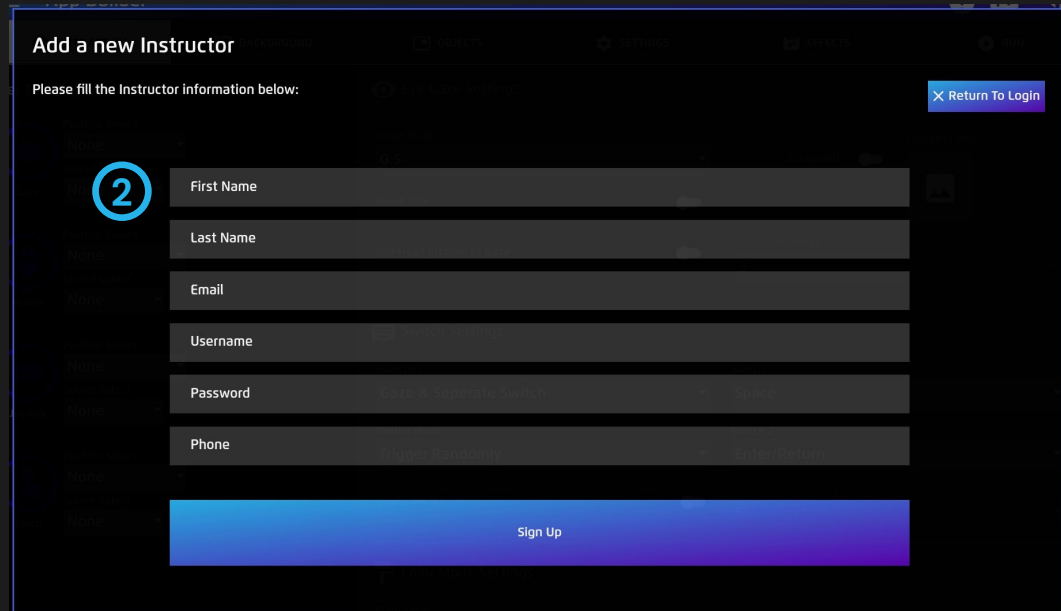
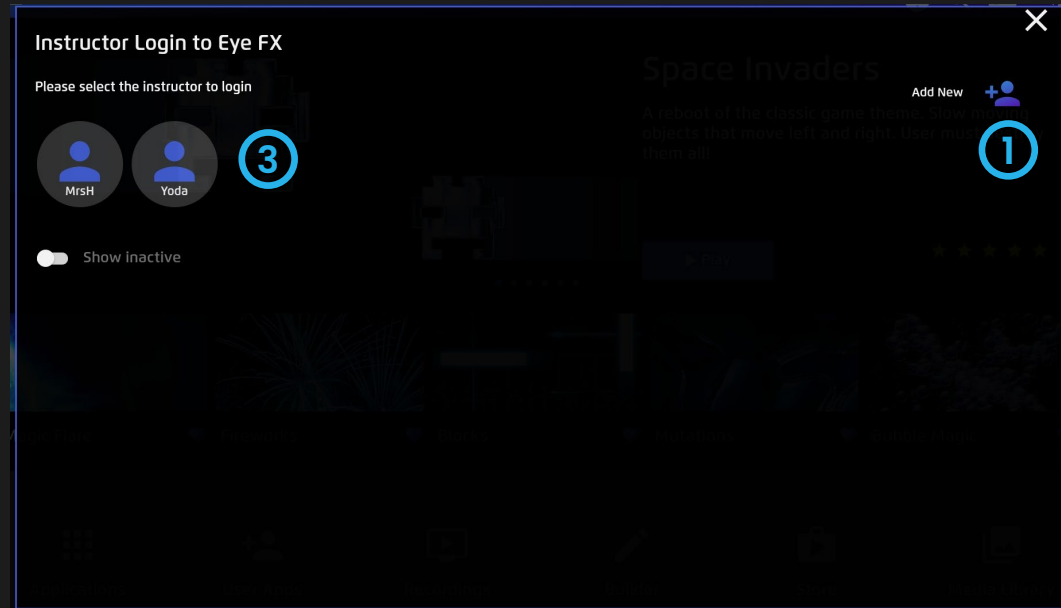
Instructor

How it works

Create instructor logins and assign users to instructors. When recordings are made under a user profile, they are only visible when that user is logged in.

How to use it:

- 1 Add an Instructor** –select Add New from Instructor Page, a pop-up window will open.
- 2 Create Instructor Profile** – Input instructor credentials details in the pop-up and select sign up.
- 3 Login Instructor** – Simply select instructor and input password, you will open the Users page where you can login and create users and access their recordings.





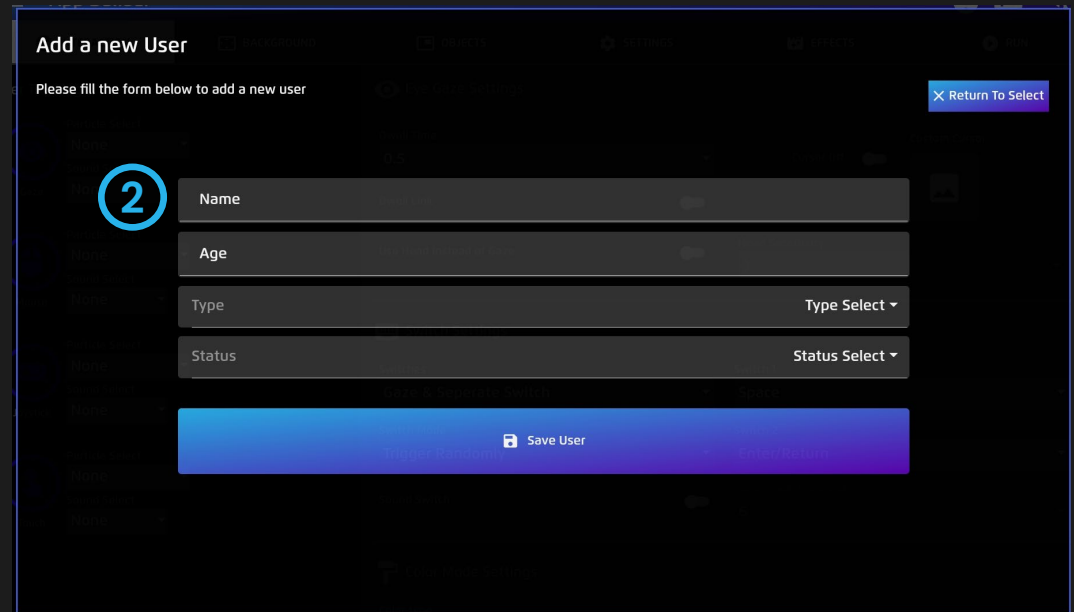
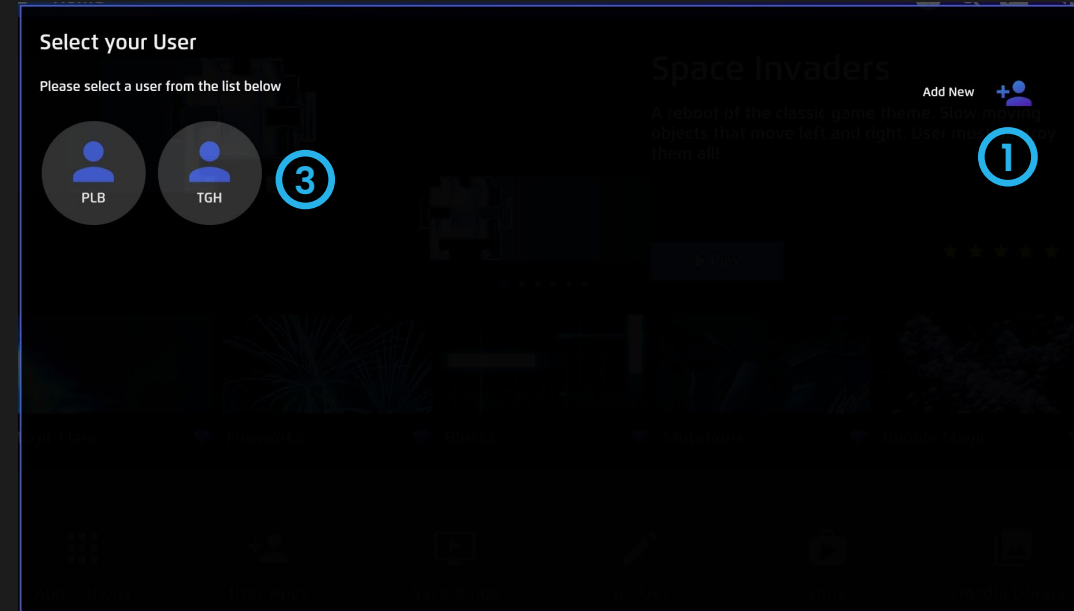
Users

How it works

It is possible to create as many users under an instructor as required. User recordings can only be accessed when their instructor is logged in to Magic Eye FX.

How to use it:

- 1 Add a User** – When logged in as an instructor, select Add New from User Page, a pop-up window will open.
- 2 Create User Profile** – Input user profile details in the pop-up and select save a new user.
- 3 Login Users** – Simply select a user and any recordings will be assigned under that User.





About Us

The About Us page includes contact details for Sensory Guru Ltd; the creators of Magic Eye FX.

From this page, you can send Sensory Guru a message. Whether that is to tell us about an idea you have to improve Magic Eye FX, questions about the software, reporting bugs or just to say "Hello!"

Have an app in mind?

If you have a specific use case that requires a specific app, let us know about it!

The screenshot shows the 'About Us' page of the Sensory Guru mobile application. At the top, there is a blue header with a hamburger menu icon, the text 'About Us', and a profile icon. Below the header is a map of the London Gatwick area, with the Sensory Guru logo (a stylized 'S' in pink and purple) overlaid on the map. Below the map, there are two columns of content. The left column is titled 'Get In Touch' and contains the text 'Get in touch with Sensory Guru Ltd via email, telephone or this on line form.' followed by three contact options: a location pin icon for 'The Barn, Hodore Farm, Parrock Lane, Hartfield TN7 4AR, UK', a telephone icon for '+44 1892 771381', and an email icon for 'info@sensoryguru.com'. The right column is titled 'Send A Message' and contains a form with three input fields: 'Full Name', 'Email', and 'Message'. A blue 'Send' button is located at the bottom right of the form.



CONFIG

Config is where we configure global software settings. Config allows us to set up the UI language, alter display and performance settings and change the access menu voice commands. Global Access settings for Eye Gaze, Switch, Voice and TTS can also be configured here.

Config- UI Settings

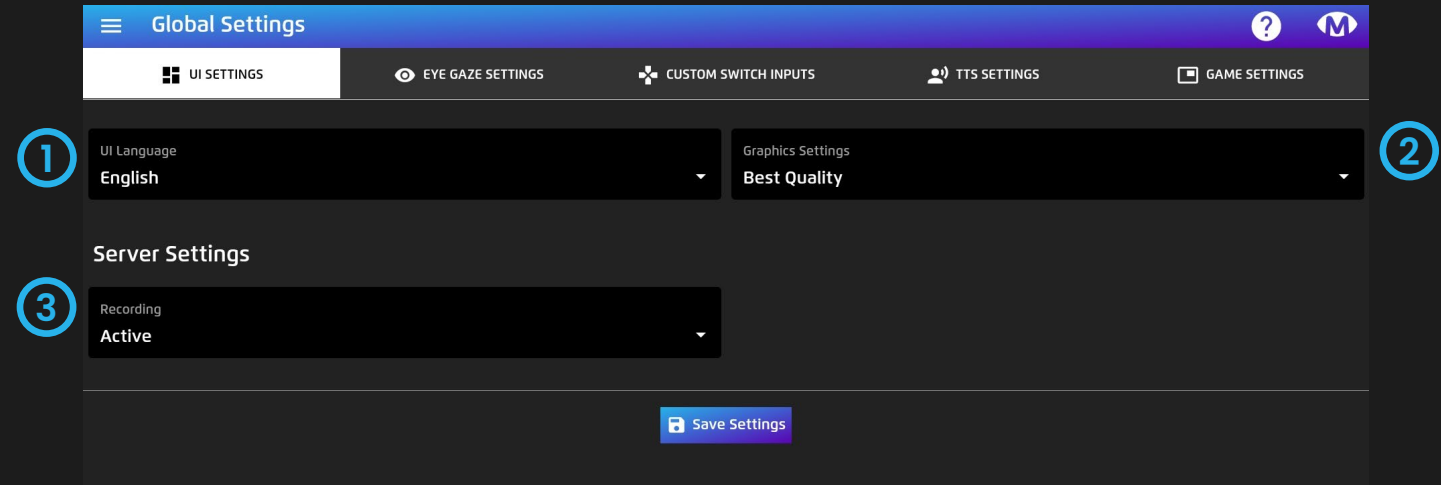
① **UI Language** - Set your preferred language from the dropdown.

② **Graphics Settings** - Optimise the graphics for your PC system.

1. Best Performance means graphics are optimised for lower power systems
2. Best Quality enhances graphic quality and effect, suitable for higher power systems.

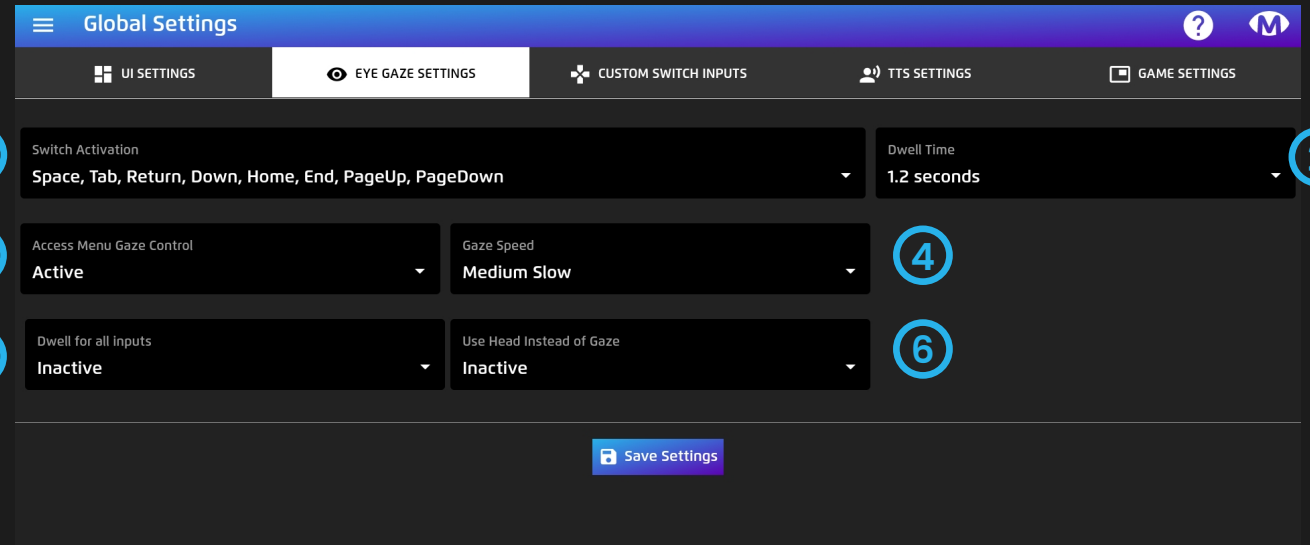
③ **Recording Settings** - Set recording to Active to enable the red Play & Record button functionality in app launch pop up.

If system is set to Best Performance mode, recording is automatically deactivated.



Config – Eye Gaze Settings

- 1 Switch Activation** – Set switch inputs you will use with switch selection when using click mode in the Gaze Menu
- 2 Dwell Time** – Set Dwell Time for selecting options in the Access Menu. Default set to 1.2 seconds.
- 3 Access Menu Gaze Control** – Activate/Deactivate the Gaze Menu from being opened by looking off bottom right corner of screen.
- 4 Gaze Speed** – 4 options; slow, medium slow, medium fast and fast.
If you are using screen recording, choose fast. This setting increases responsiveness of cursor and decreases easing.
- 5 Dwell for All Inputs** – Active means mouse, touch and joystick will inherit dwell time activation for object interactions and access menu.



- 6 Use Head Instead of Gaze** – Active means that Head Tracking will override eye tracking in all games.
When set to active, sensitivity settings will appear.
Note: Only use this setting if you do not intend to use Gaze input.

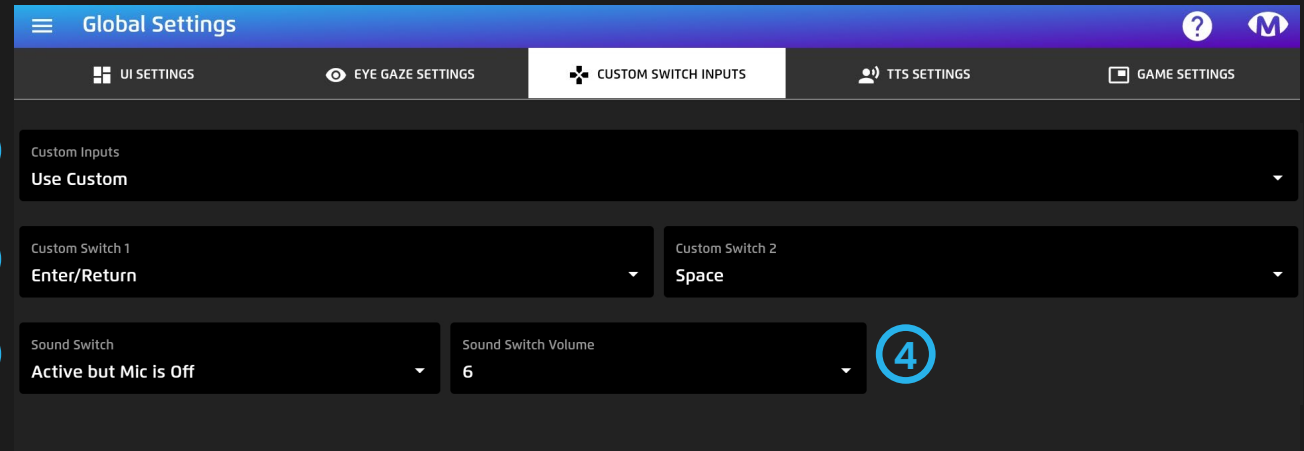
Config – Custom Switch Inputs

- 1 **Custom Inputs** – Dropdown options:
 1. **Use System** means Switch 1 is assigned to Spacebar and Switch 2 assigned to Enter.
 2. **Use Custom** allows you to assign your own inputs to switches.

- 2 **Custom Switch 1/2** – If custom inputs = Use Custom; assign inputs for Switch 1 and Switch 2 from dropdown menus.

- 3 **Sound Switch** – Active means microphone is enabled to detect sound as a switch input. Dropdown options:

1. **Off** = Microphone Not Active
2. **Active Mic Off** = Microphone is enabled in access menu, but games will not start with the mic responsive to sound.
3. **Active Mic Live** = All games start with mic input active with objects responsive to sound.



- 4 **Sound Switch Volume** – Visible when Sound Switch is set to ACTIVE. This is the sound threshold for detection: 1= sensitive.



Config– TTS Settings

- 1 TTS Voice** – Select TTS Voice you would like to use for text to speech.
- 2 TTS Volume** – allows you to adjust voice volume.
- 3 TTS Rate** – adjust TTS speed rate.
- 4 Voice Inputs** – Enabled means voice inputs are enabled for interaction.
- 5 Menu Voice Activation** – Activate/Deactivate TTS Voice menu control.
- 6 Access Menu Voice Commands** – Write voice commands you would like to use to control the access menu. Default voice commands appear as standard.
- 7 Speech Trigger Commands** – This word/phrase will interact with objects if you are looking at them as you say the word.

Global Settings

UI SETTINGS EYE GAZE SETTINGS CUSTOM SWITCH INPUTS TTS SETTINGS GAME SETTINGS

1 TTS Voice Microsoft Hazel 2 TTS Volume 0.8 3 TTS Rate 1

4 Voice Inputs Enabled 5 Menu Voice Activation Enabled

6 Open Menu Command Open Menu Close Menu Command Close Menu Toggle Cursor Command Toggle Cursor Open Settings Command Open Settings

Select Cursor One Cursor One Select Cursor Two Cursor Two Select Cursor Three Cursor Three Select Cursor Four Cursor Four

Select Cursor Five Cursor Five Select Dwell Time Time Dwell Time Decrease Decrease Dwell Time Increase Increase

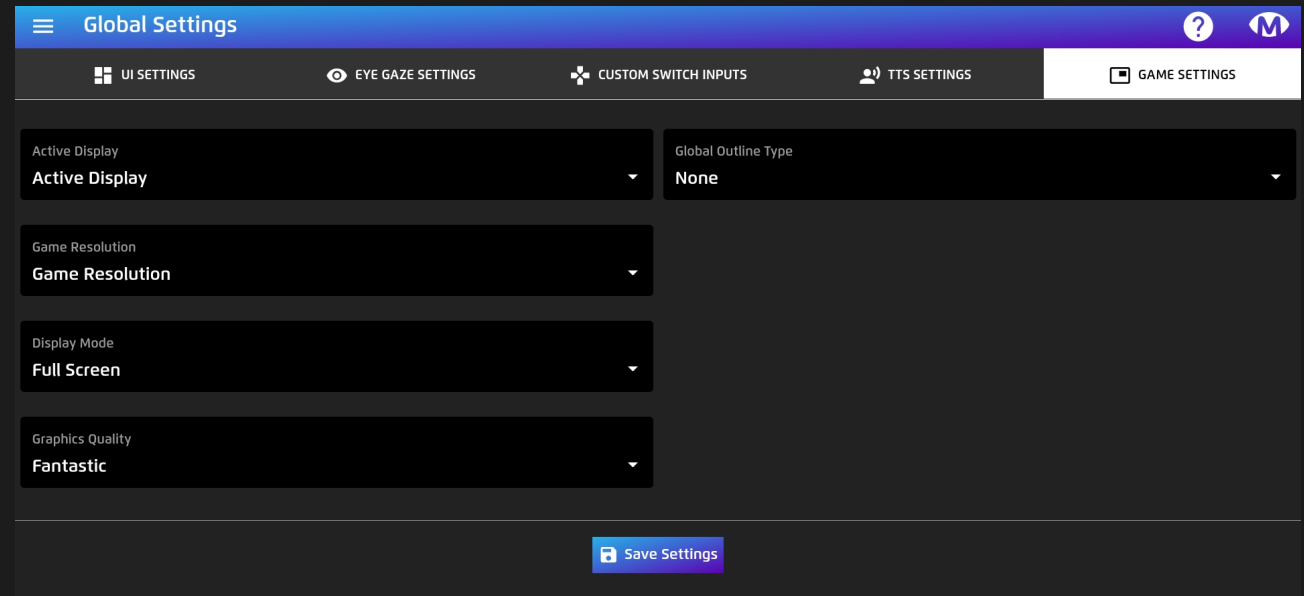
Exit Application Exit App 7 Speech Trigger Command Select

Save Settings

Config– Game Settings

- 1 Active Display** – If you have more than 1 display on your system, you can choose which display runs the Magic Eye FX games.
- 2 Game Resolution** – Set the resolution for Magic Eye FX games. Default is 1920 x 1080.

NB: Analytics recordings resolution must be 1920 x 1080
- 3 Display Mode** – Set game window to Full Screen (default) or Window.
- 4 Graphics Quality** – Set graphics quality to match machine performance. Fastest = lowest quality, Fantastic = highest quality.
- 5 Global Outline Type** – Choose an option from list to apply an outline type to interaction objects. When a type has been assigned, colour picker will appear so you can select colour.





RECORDING SETTINGS

Recording settings allows us to setup the cameras and microphones the system uses for recording. This part of the system will be configured and set for standard use. If you would like add additional cameras and mics to your system, check out the info on the next page

Recording Settings

- 1 Record Camera** – If YES, possible to record with device camera
- 2 System Camera** – Shows available system cameras and select one to use from dropdown.
- 3 Record Audio** – If YES, it will be possible to record audio using your microphone.
- 4 Record Sound Input** – Record Game Sound or Record Mic Sound – allows you to set which sound will be recorded.
- 5 System Microphone** – Shows available system microphones and select one to use from dropdown.
- 6 Video Scaling** – set video scaling at 25%, 50% or 100% (full HD). Higher quality videos require more system power when recording.
- 7 Use TTS** – If YES, it will be possible to access Windows TTS features.
- 8 Show Play and Record Button** – If YES, red Play & Record button will appear in app launch popup.

The screenshot shows the 'Recording Settings' window with the following configurations:

- 1** Record Camera: Yes
- 2** System Camera: Microsoft Camera Front
- 3** Record Audio Microphone: Yes
- 4** Record Sound Input: Record Game Sound
- 5** System Microphone: System Microphone
- 6** Video Scaling: 50% Quality (Smaller file)
- 7** Use TTS: Yes
- 8** Show Play and Record: Yes

A 'Save Recording Settings' button is located at the bottom right of the window.



SOFTWARE INSTALLATION

With every purchase of Magic Eye FX software, you are emailed a download link along with a license code, which will require a fresh installation onto your Windows device. Occasionally, there are software updates that are rolled out to owners of Magic Eye FX software licenses. The following pages detail the installation and update process.

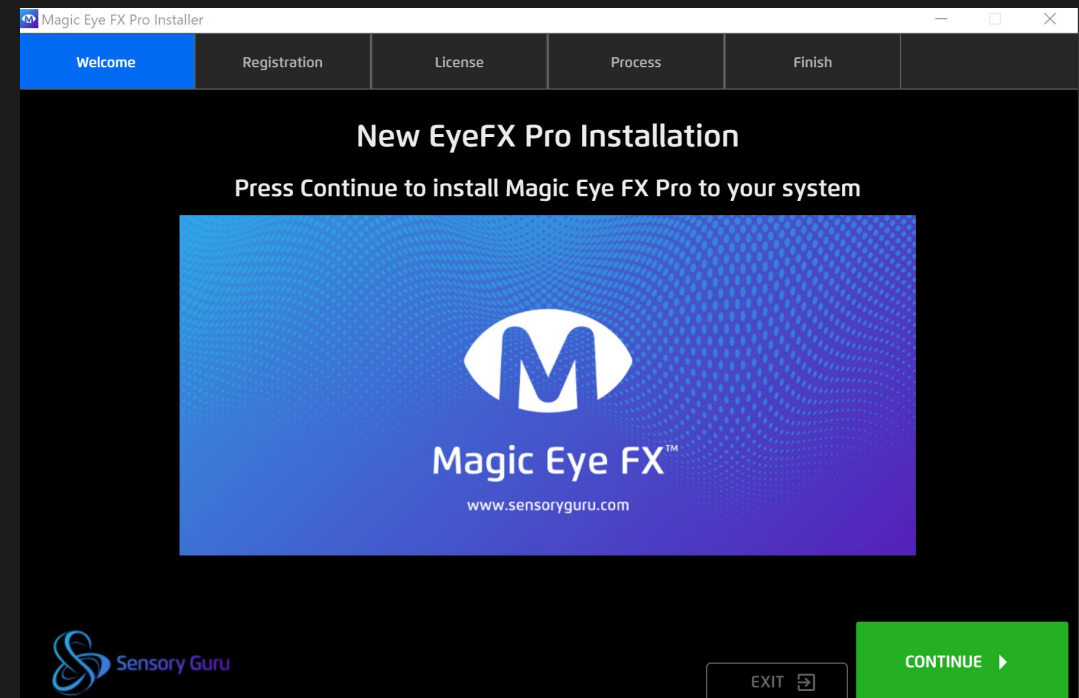


Fresh Installation Steps

- 1 When a purchase of Magic Eye FX software has been processed, you will be sent a license code and download link for Magic Eye FX. Download the Magic Eye FX installer from:



- 2 Open the downloaded Magic Eye FX Installer file to open the installer. Select CONTINUE to begin install process.





Fresh Installation Steps

3 Enter details to register the Magic Eye FX software

Magic Eye FX Pro Installer

Welcome Registration License Process Finish

Eye FX Registration

First Name * Last Name *

Email *

Mobile Phone Office/Home Phone

Company

City * Country *

Sensory Guru

EXIT SUBMIT

4 Enter License Code Read and accept Magic Eye FX Software License Agreement Terms

Magic Eye FX Pro Installer

Welcome Registration License Process Finish

License Required

Please check out your license information

License Code

Sensory Guru Limited - Magic Eye FX Software Licensing Agreement

Important - Read this carefully before installing this software

SENSORY GURU LIMITED IS WILLING TO LICENSE THE ENCLOSED SOFTWARE TO YOU ONLY IF YOU ACCEPT ALL OF THE TERMS IN THIS LICENSE AGREEMENT. PLEASE READ THE TERMS CAREFULLY BEFORE YOU INSTALL THIS SOFTWARE, BECAUSE BY INSTALLING THE SOFTWARE YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THESE TERMS, LICENSOR WILL NOT LICENSE THIS SOFTWARE TO YOU, AND IN THAT CASE YOU SHOULD RETURN THIS PRODUCT PROMPTLY, INCLUDING THE PACKAGING, CD-ROM, AND ALL WRITTEN MATERIALS, TO THE PLACE OF PURCHASE FOR A FULL REFUND.

I/we accept the terms of this License Agreement

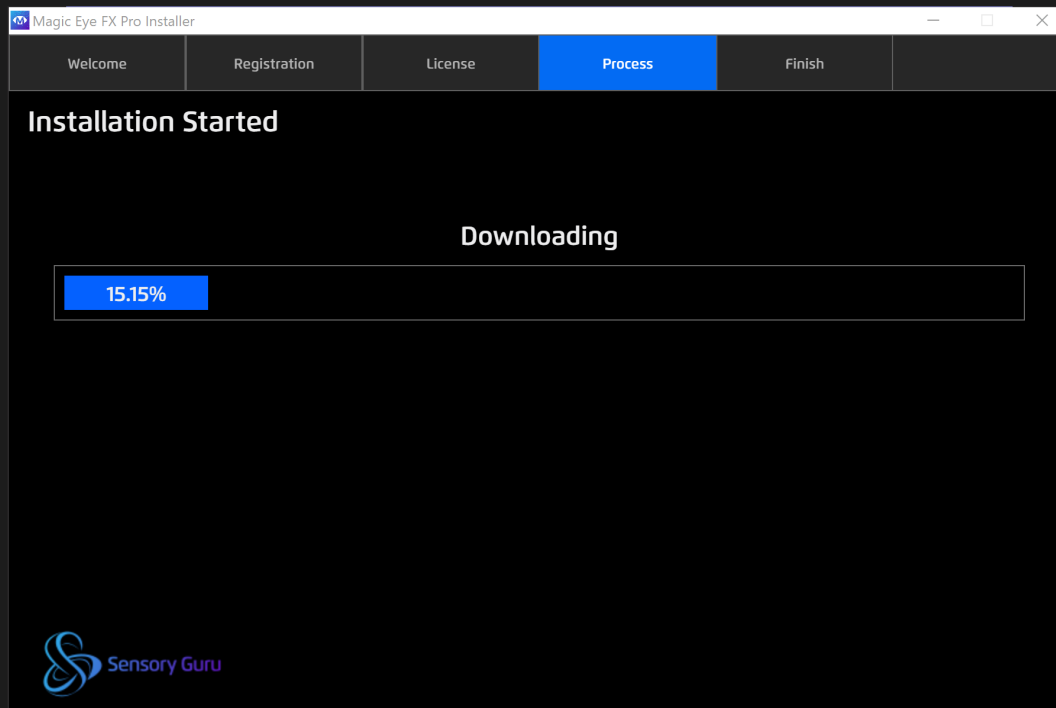
Sensory Guru

EXIT SUBMIT

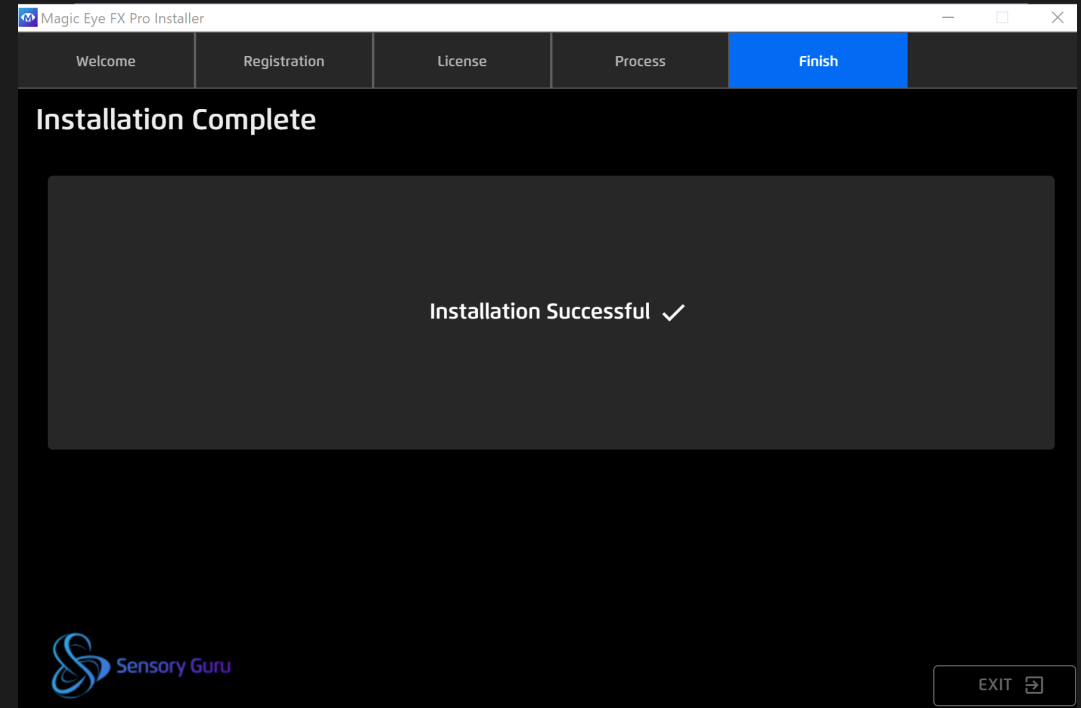


Fresh Installation Steps

- 5 **Magic Eye FX will begin installation process.** This will take some minutes.



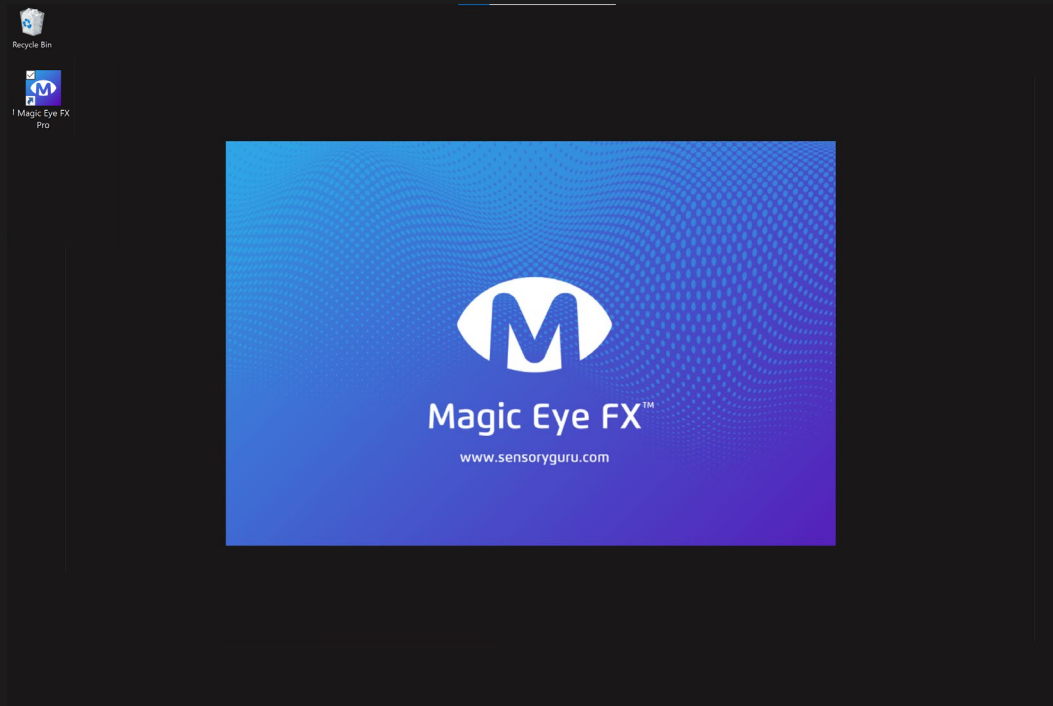
- 6 The installer UI will let you know when the installation has been completed. Select Exit to exit the installer.



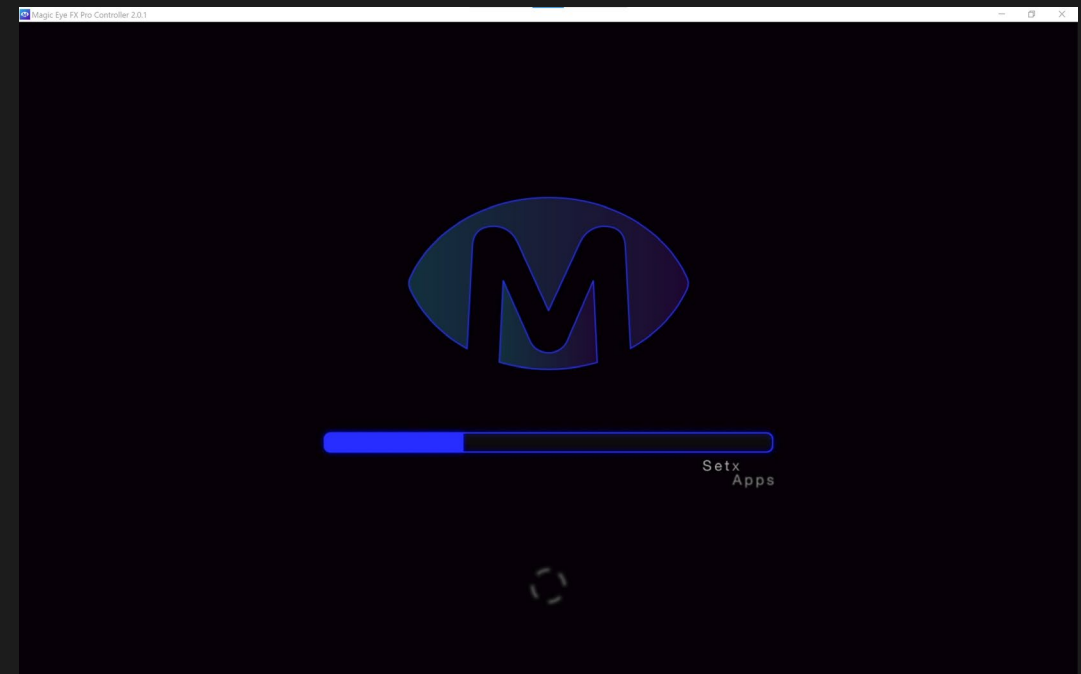


Fresh Installation Steps

- 7 A Magic Eye FX shortcut will appear on your desktop. Select to launch Magic Eye FX



- 8 The first time you launch Magic Eye FX, it will go through a configuration process that will take a couple of minutes.

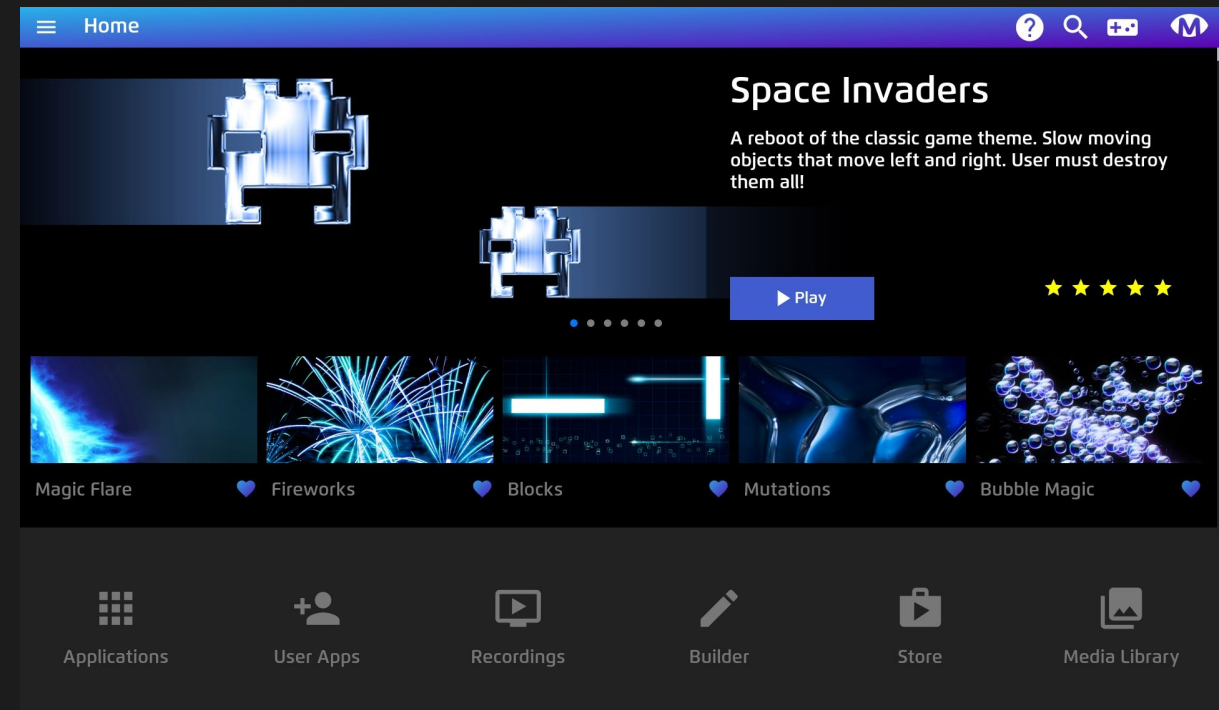
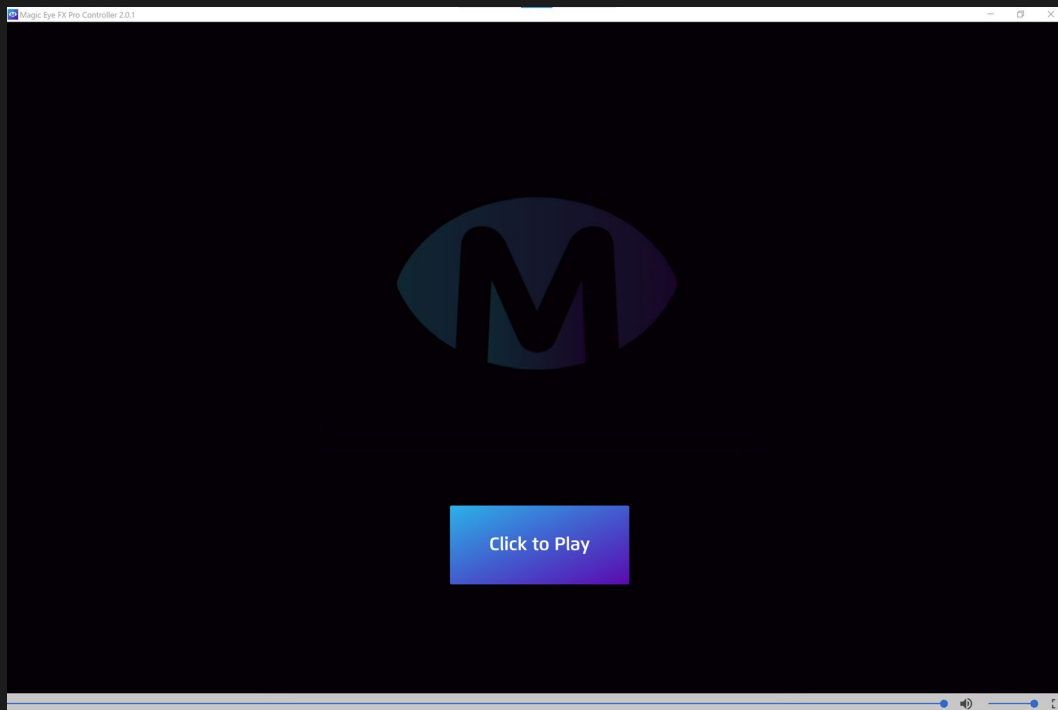




Fresh Installation Steps

9 Once Magic Eye FX has configured, select Click to Play

10 Magic Eye FX will open on the Home Screen; you are ready to play.

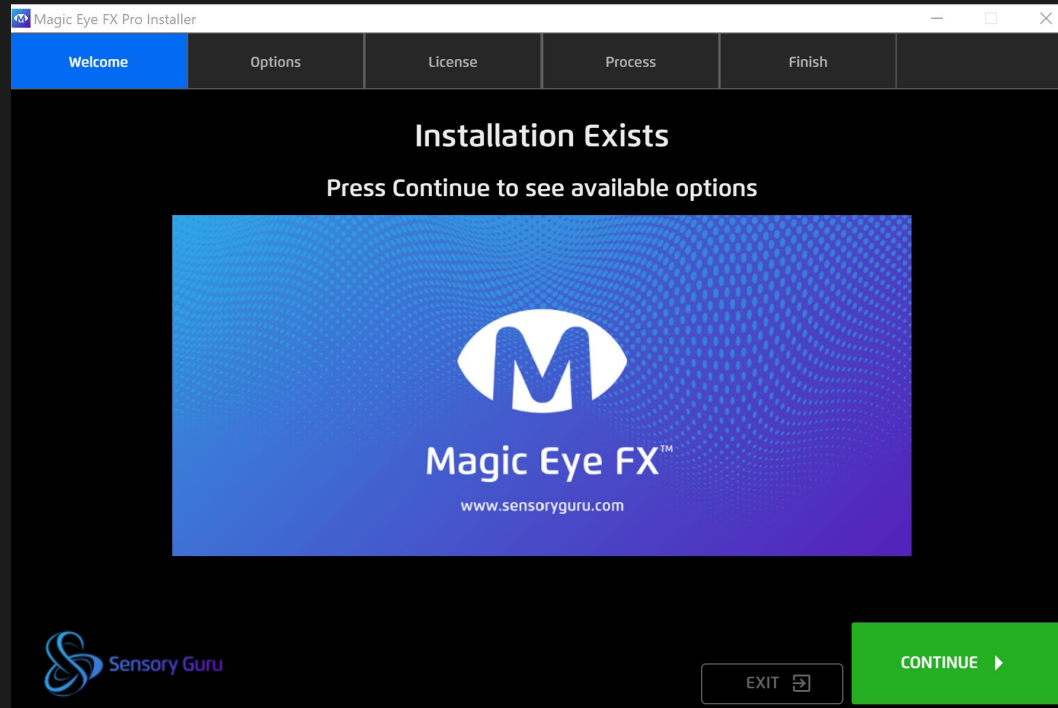




Update Existing Installation

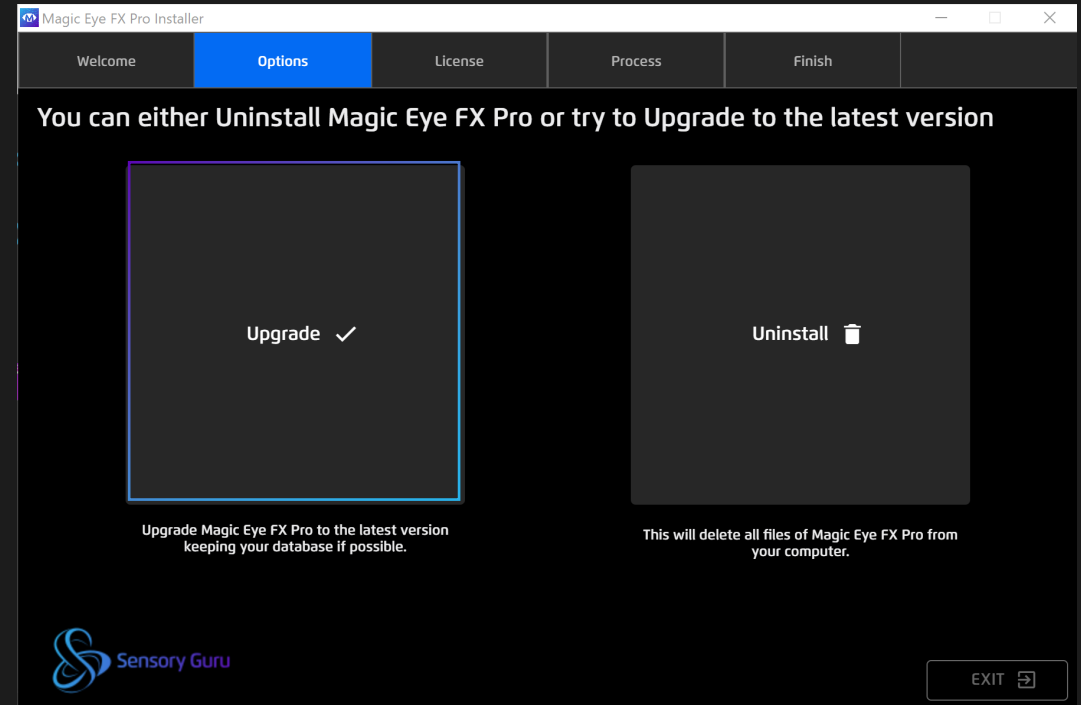
- 1 Run the **uninstall.exe** located in C:\Users\User Name\MagicEyeFX OR click uninstall from Add/Remove programs Magic Eye FX entry.

The Magic Eye FX installer window will open, and detect whether an installation exists. Select Continue.



- 2 Select Upgrade – Installer will check for the latest update and pull the latest software distribution from our server.

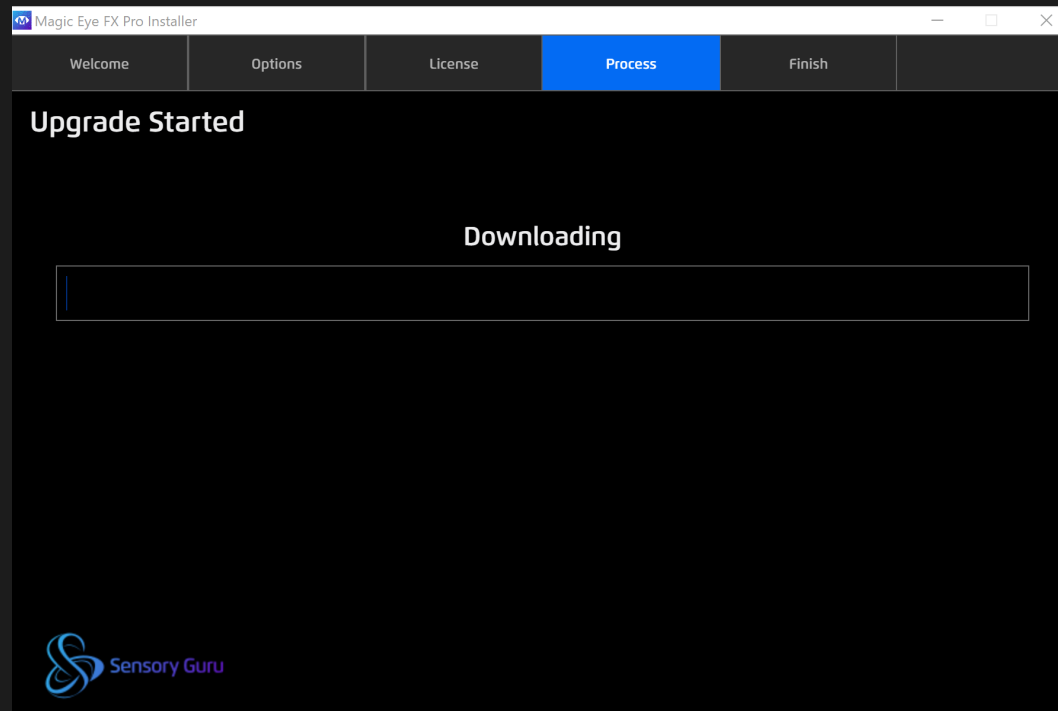
If the software is pre-installed you will not be prompted to enter a code or accept license details. The Install will start immediately.



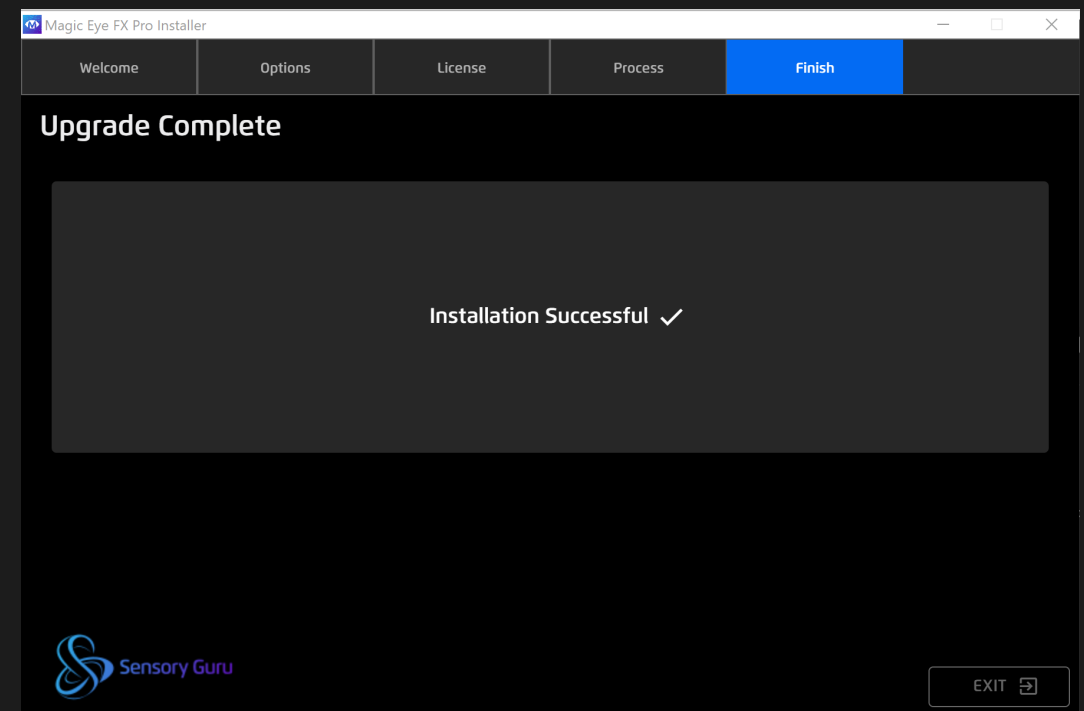


Update Existing Installation

- 3 Magic Eye FX package will download and replace the existing installation when complete



- 4 When the software has completed you will see the Installation Successful message. Click Exit and start Magic Eye FX from the desktop shortcut

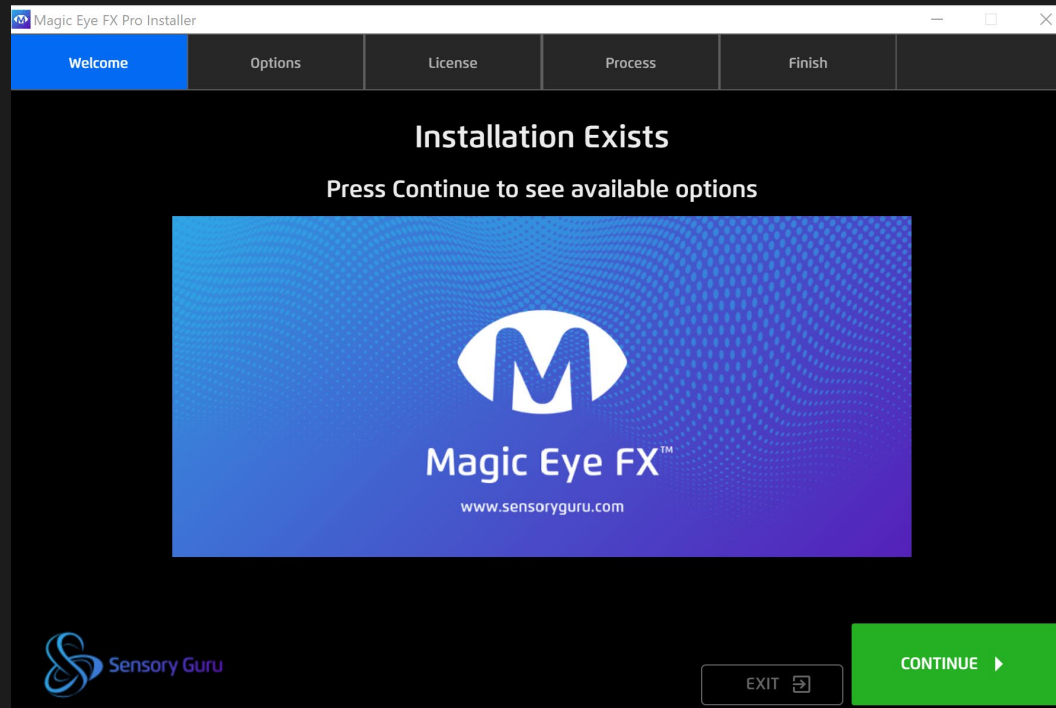




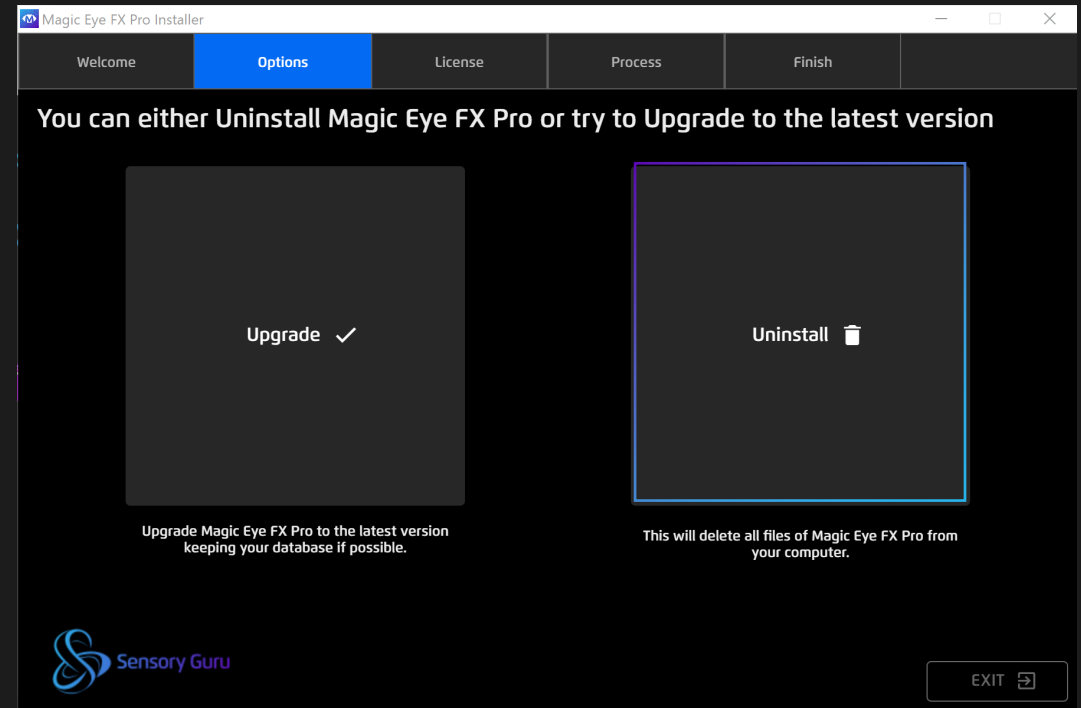
Uninstall Magic Eye FX

- 1 Run the **uninstall.exe** located in C:\Users\User Name\MagicEyeFX OR click uninstall from Add/Remove programs Magic Eye FX entry.

The Magic Eye FX installer window will open, and detect whether an installation exists. Select CONTINUE.



- 2 Select Uninstall – this will completely remove the existing installation of Magic Eye FX from you system.





Technical Information



Magic Eye FX – Minimum PC Specification

	Magic Eye FX	Magic Eye FX Pro
Operating System	Windows 10	Windows 10
CPU	Intel Core I-5 7200U	Intel Core i7 -8650U @1.90Ghz
Memory (RAM)	8GB	16GB
Graphics	Intel HD Graphics 620	Nvidia GeForce GTX 1060 6GB
Hard Disk Space	6GB installation	6.2GB installation
Screen Resolution	1920x1080 (Full HD)	1920x1080 (Full HD)



Magic Eye FX – Compatible Eye Trackers

Magic Eye FX is compatible with Tobii and Tobii Dynavox Eye Trackers built on the IS4 and IS5 gaze platforms. At the time of publication Magic Eye FX works exclusively with Tobii and Tobii Dynavox Eye Trackers.

What devices are not supported

Older devices like Tobii C-Series, i12.i15, i12+/i15+, PCEye One, PCEye GO that require Tobii Gaze Interaction Suite (TGIS) cannot support Magic Eye FX

NB: Magic Eye FX will use the currently calibrated user profile that is configured in Tobii Experience software. There is no requirement to recalibrate for Magic Eye FX or start any external process. If you want to load a new calibration profile while Magic Eye FX is running, open Tobii Experience and switch user.

Peripheral USB Trackers	Device with Integrated Trackers
Tobii Dynavox PCEye 5	Tobii Dynavox I-Series i-13/i-16
Tobii Dynavox PCEye Plus	Alienware m15, m17, m17R3, Area 51m, Alienware 17,
Tobii Dynavox PCEye Mini, Explore	Acer Aspire v17 Nitro
Tobii Eye Tracker 5	Acer Predator 21x
Tobii 4c, EyeX	MSI GT 72

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The End! You made it! 
Now go make the Magic