

Software Manual v3.0.1



Magic RoomTM

www.sensoryguru.com

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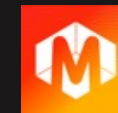
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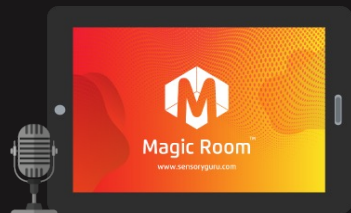
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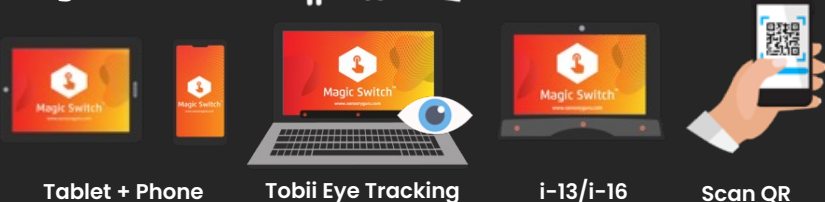
MAGIC ROOM ECOSYSTEM



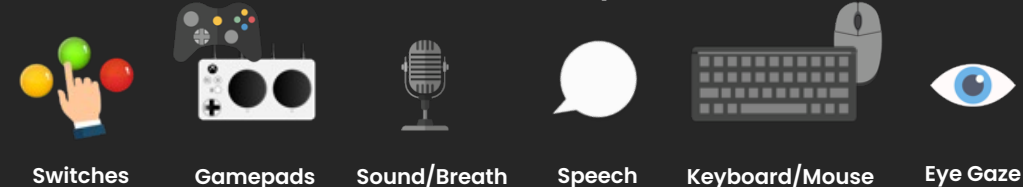
Magic Room Control



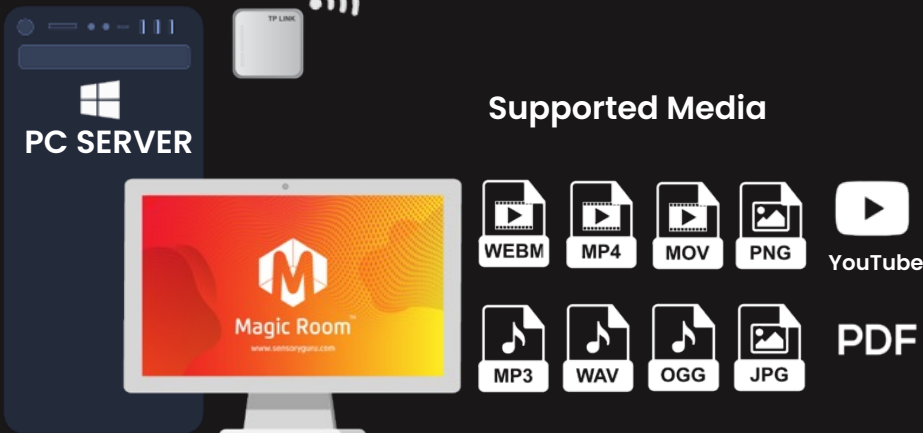
Magic Switch



Accessible Inputs



Supported Media



1-4 Visual Displays



Oculus/Vive



Sound



Vibration

Sensory Guru Systems



Magic Carpet

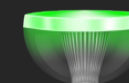


Magic Mirror

Sensory Equipment (DMX fixtures)



Phillips Hue + Smart Devices



GETTING STARTED

We advise you to familiarise yourself with system components like the PC, Projectors, Displays, and any lighting or sensory equipment that Magic Room interfaces with, in your space. The following pages provide a system overview, simplifying task identification and sequencing.

Getting Started Checklist

1

Displays

Turn on the projectors/displays



2

PC

Turn on Magic Room PC and make sure Magic Room software is running



3

Sound & Light

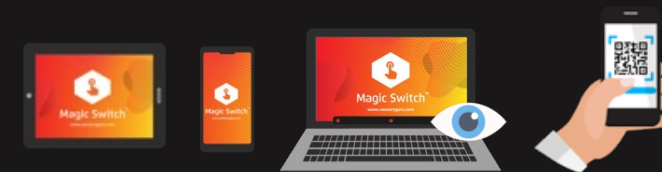
Make sure your sound system is on and that the lighting and sensory equipment is turned on at the plug



4

Devices

Ensure that Tablets are charged, connected to the same WIFI network as the Magic Room PC, and have the Magic Switch or Magic Controller apps installed.



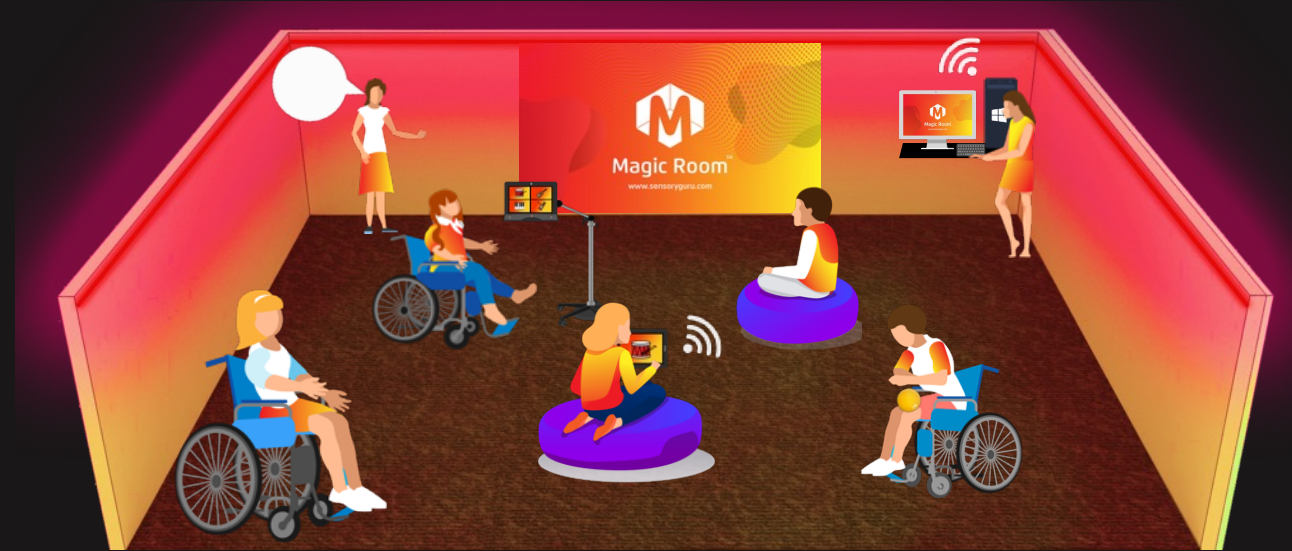
5

Switches & Mics

If utilising switches and other accessible inputs, verify that they have batteries, and their interfaces are connected to the PC. Also, ensure the mic is connected, powered, and detecting sound.



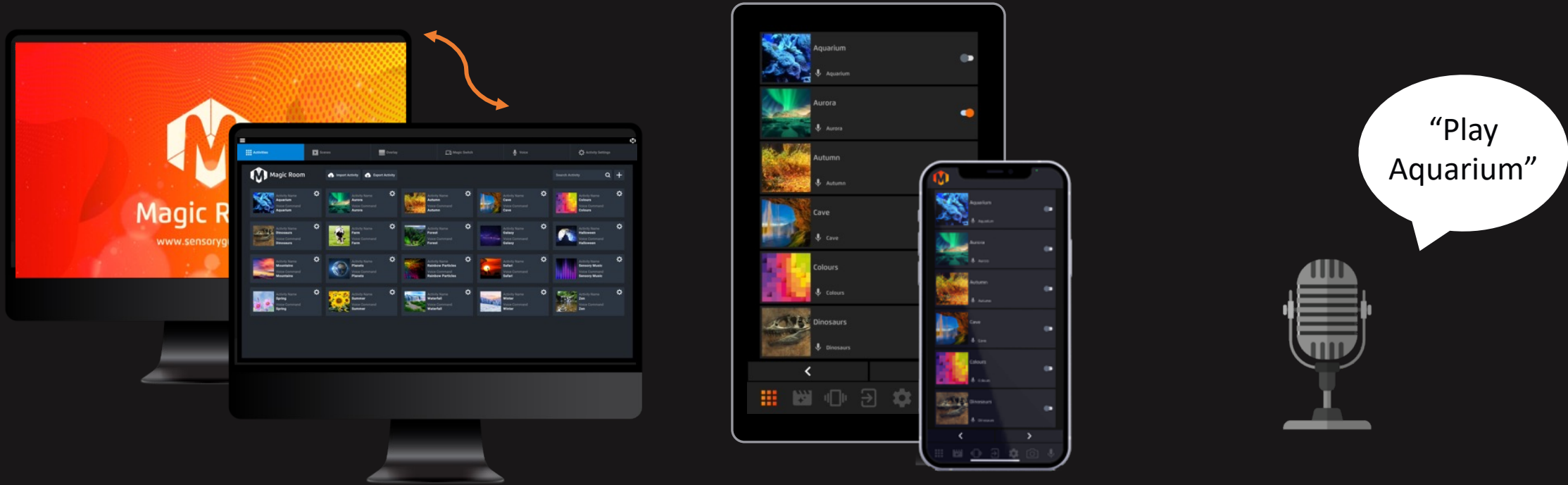
Play Mode: Magic Room Home Scene



PLAY MODE

When the software is set to start in play mode the default Magic Room home scene will load on the displays as shown above, lights will turn pink and the system will be ready to load an activity using one of the methods on the next page.

Play Mode: Play an Activity



Magic Room PC

Press "ESC" on the keyboard to enter the activity screen shown above. Click on an activity to play it in the room.

Magic Room™ Controller App

Using a paired device, select the activity you would like to play and it will load. [See how to pair a device on page 12.](#)

Speech

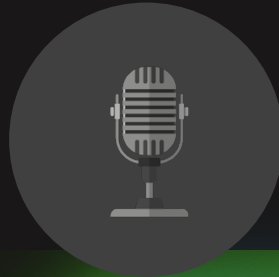
If you have a mic enabled, use speech commands. Simply say "Play [Activity Name]" and the activity will load.

Play Mode: Play an Activity

Control App



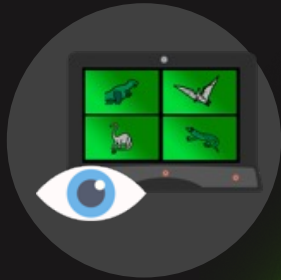
Speech Control



PC Server



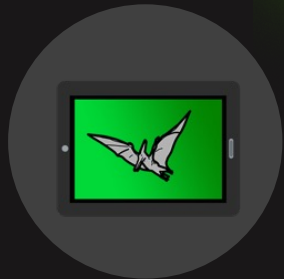
Tobii Eye Gaze



QR Codes to Events



Magic Switch



Switches



Dinosaur Activity Loaded

Upon loading the activity, the content and inputs will be configured, and the Magic Switch designs will be automatically synchronised to all paired devices, as depicted in the accompanying graphic.

Magic Room: **Connect a Device**

How it works

The Magic Room software operates on a Windows PC, which is connected to a wireless network. Upon launching the Magic Room software on the PC, it broadcasts to other devices such as iPads, tablets, smartphones, and laptops running our Magic Room Controller and Magic Room Switch apps. Once paired, these apps gain the ability to control and interact with the Magic Room system.

How to use it:

- 1 Turn on the PC and run Magic Room Software. PC should be connected to WIFI.
- 2 When the devices are connected to same WIFI network as the Magic Room PC, they can be paired to Magic Room. [See page 13.](#)



Internet Access Required:

Magic Room can display web content so it is very useful to have internet access to the Magic Room PC.

Tech Tip:

Magic Switch and Magic Room Controller for Windows, iOS and Android devices connect to the Magic Room PC via Port 44100. The PC Firewall must allow Magic Room traffic on this port or devices will not connect

Magic Room: Connect a Device

How it works

You can control and interact with Magic Room using your iOS, Android, and Windows devices. To do so, open the Magic Room side menu on your device, choose "Connect Device," and utilise the camera option within the app to scan the QR code provided. This establishes the connection between your device and the Magic Room system.

How to use it:

- 1 Download Magic Room Controller and Magic Switch apps onto your devices
- 2 Open Magic Switch / Magic Controller on your device, click + to pair a new system, and then open the camera to scan the QR Code shown in Magic Room Connect Device screen
- 3 At the bottom of the side menu, you will see the machines IP Address. You can manually enter this in the app if your camera is not working

1 Magic Switch

Download on the App Store | GET IT ON Google Play

M Magic Controller

Download on the App Store | GET IT ON Google Play

Magic Room v3.20

- Play Mode
- Activities
- Communication Boards
- Timetables
- Users
- Media & Read-in Library
- Product Settings
- Settings
- Support
- Shutdown Magic Room
- Connect Device** 192.168.1.83

Scan QR Code

Connect your device to same WIFI network as Magic Room PC

1. Install Magic Switch and Magic Room Controller apps on your device
2. Allow app to use the device camera and microphone
3. Scan the QR using the camera in the app!

IP Address: 192.168.1.83

Magic Switch (Apple, Android, Windows icons)

Magic Room Controller (Apple, Android icons)

Check your WIFI:

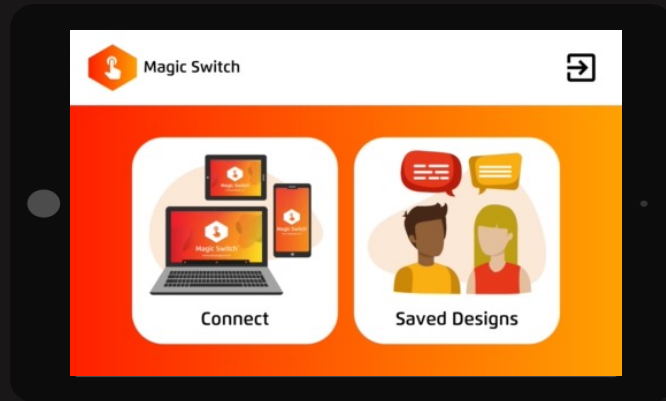
If your device does not connect to Magic Room, check that the device and Magic Room PC are connected to the same WIFI network!

Magic Room: **Connect a Device**



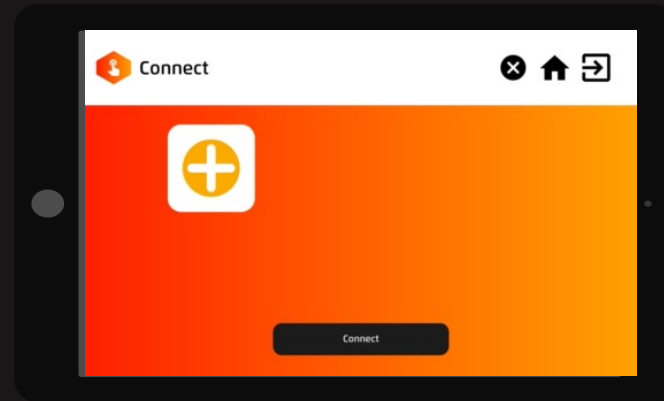
Magic Switch & Magic Room Controller

The same method is used to pair both Magic Switch and Magic Room Controller.



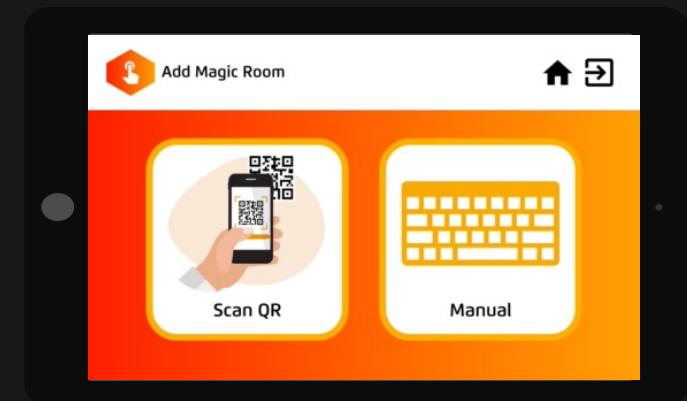
Home Screen

Click connect to pair to a new Magic Room PC Server. This only needs to be done once per device. After it has paired the app will remember the Magic Room ID and you can pair to it anytime.



Connect Device to Magic Room

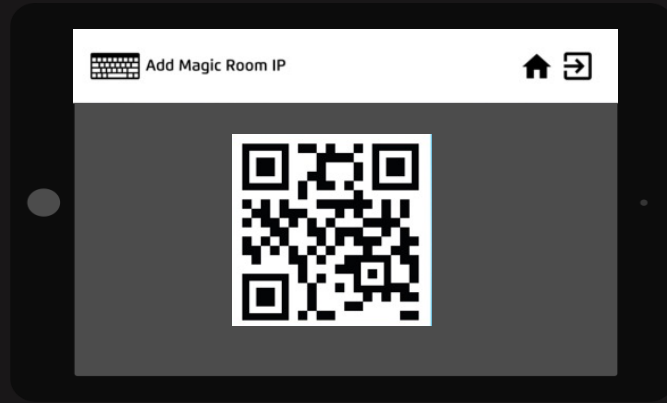
Click the + button to open the Scan QR and Manual connection options. If you have connected to any other Magic Room, these systems will be saved and available to select here.



Enable QR Cam

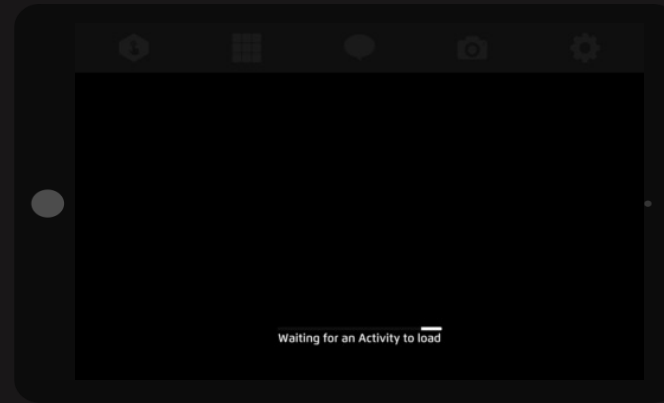
Click "Scan QR" to open the camera on your device. Alternatively, use Manual to type the Magic Room PC IP Address in the text field. It is advised that you fully restart the app after installing from the app store, before connecting for the first time.

Magic Room: **Connect a Device**



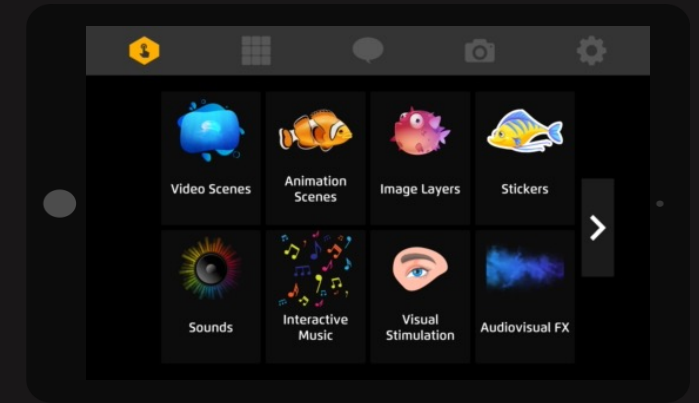
Scan QR on Magic Room Display

Here the image shows the camera scanning the QR code on the monitor and connecting to the Magic Room server.



Waiting for Activity

When the device successfully pairs with Magic Room, it will either show the message "Waiting for Activity to load" if there is no activity currently loaded, or it will display the active designs for the loaded activity.



Activity is loaded

In the Magic Switch App, the screenshot shows the home screen with switch designs. This indicates that a Magic Room Activity is loaded and ready to be played. Select a switch design from the available options to interact with Magic Room

MAGIC ROOM SOFTWARE

Magic Room software is packed full of useful features for creating sensory rich, accessible, interactive activities and experiences.

☰ Side Menu

The hamburger icon will open the side menu.

Play Mode/Edit Mode

Play Mode will load the default Magic Room Home Scene. Edit Mode shows when opening sidebar in Play Mode

Activities

Opens the activities screen (as seen behind menu in adjacent image)

Communication Boards

Opens the communication board designer

Timetables

Opens the timetable designer

Users

Opens the user creation page

Media & Read-in Library

Opens media & read in library

Product Settings

Opens the product manager options

Settings

Opens the global settings

Support

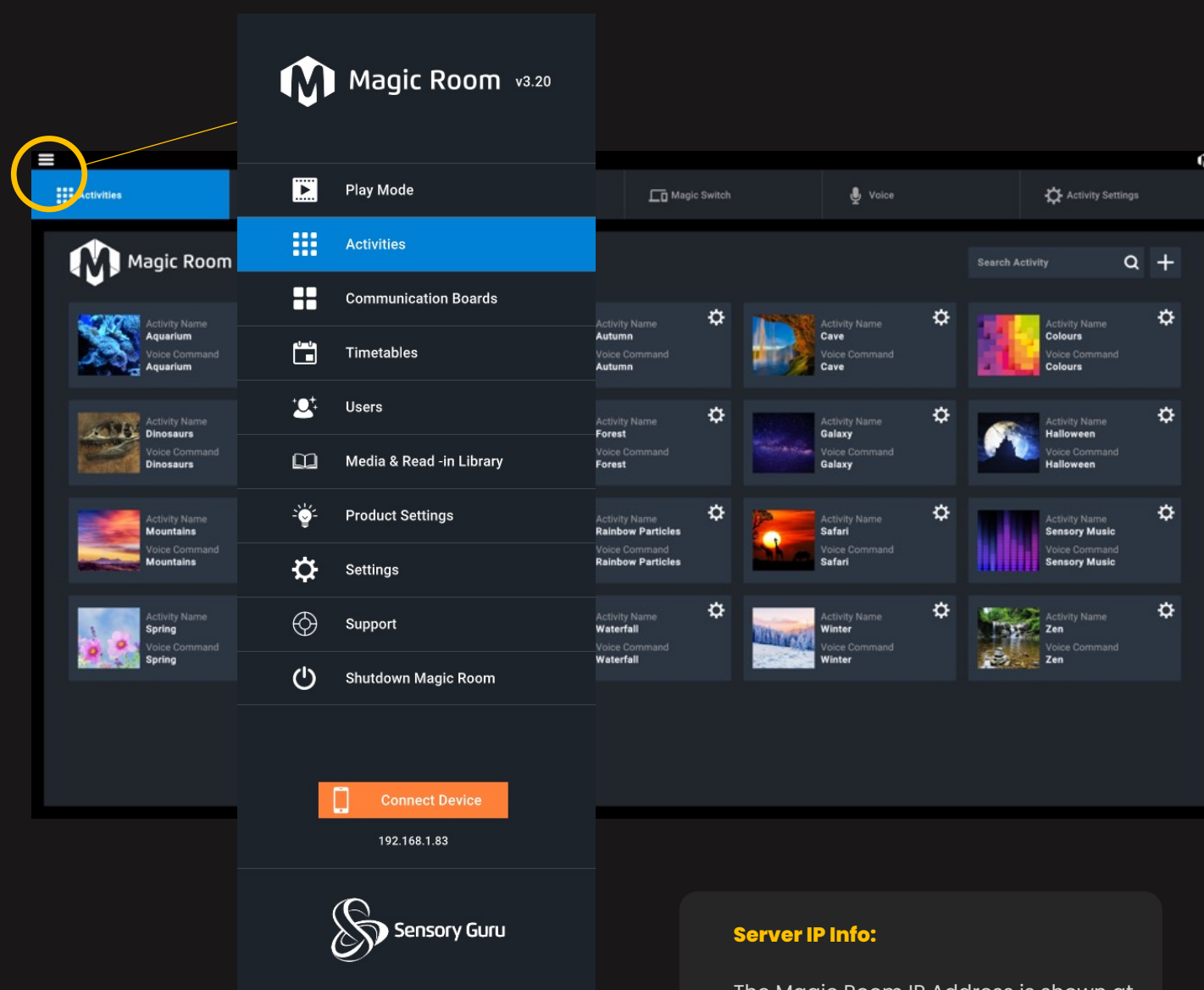
Opens the built-in support system for reporting issues

Shutdown Magic Room

This will close Magic Room Software.

Connect Device

Opens the Scan QR code to pair a device to Magic Room



Server IP Info:

The Magic Room IP Address is shown at the bottom of the side menu. This is the number encoded into the QR when you open the 'Connect Device' screen.



Activity Name
Aquarium
Voice Command
Aquarium



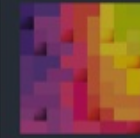
Activity Name
Aurora
Voice Command
Aurora



Activity Name
Autumn
Voice Command
Autumn



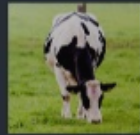
Activity Name
Cave
Voice Command
Cave



Activity Name
Colours
Voice Command
Colours



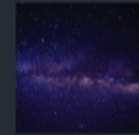
Activity Name
Dinosaurs
Voice Command
Dinosaurs



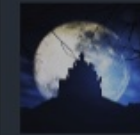
Activity Name
Farm
Voice Command
Farm



Activity Name
Forest
Voice Command
Forest



Activity Name
Galaxy
Voice Command
Galaxy



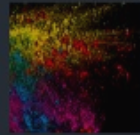
Activity Name
Halloween
Voice Command
Halloween



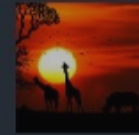
Activity Name
Mountains
Voice Command
Mountains



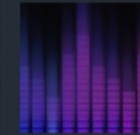
Activity Name
Planets
Voice Command
Planets



Activity Name
Rainbow Particles
Voice Command
Rainbow Particles



Activity Name
Safari
Voice Command
Safari



Activity Name
Sensory Music
Voice Command
Sensory Music



Activity Name
Summer



Activity Name
Waterfall
Voice Command



Activity Name
Winter



ACTIVITIES


'Activities' in Magic Room refers to the content that is created within the software. It encompasses various elements such as lessons, themes, subjects, presentations, and more. Activities can range in complexity, from a single event to intricate programs comprising hundreds of events. The Magic Room software provides a streamlined process for creating and managing these activities, enabling efficient organization and customization according to specific needs and objectives.

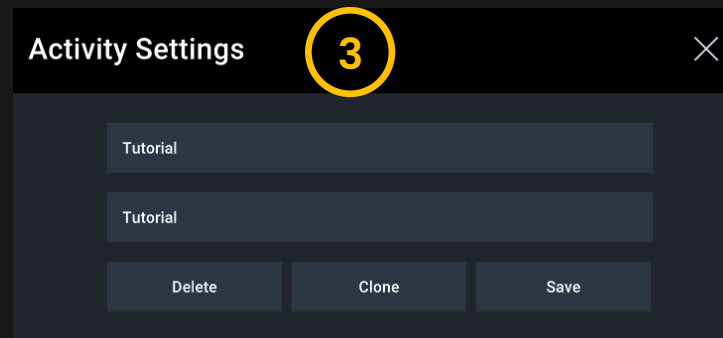
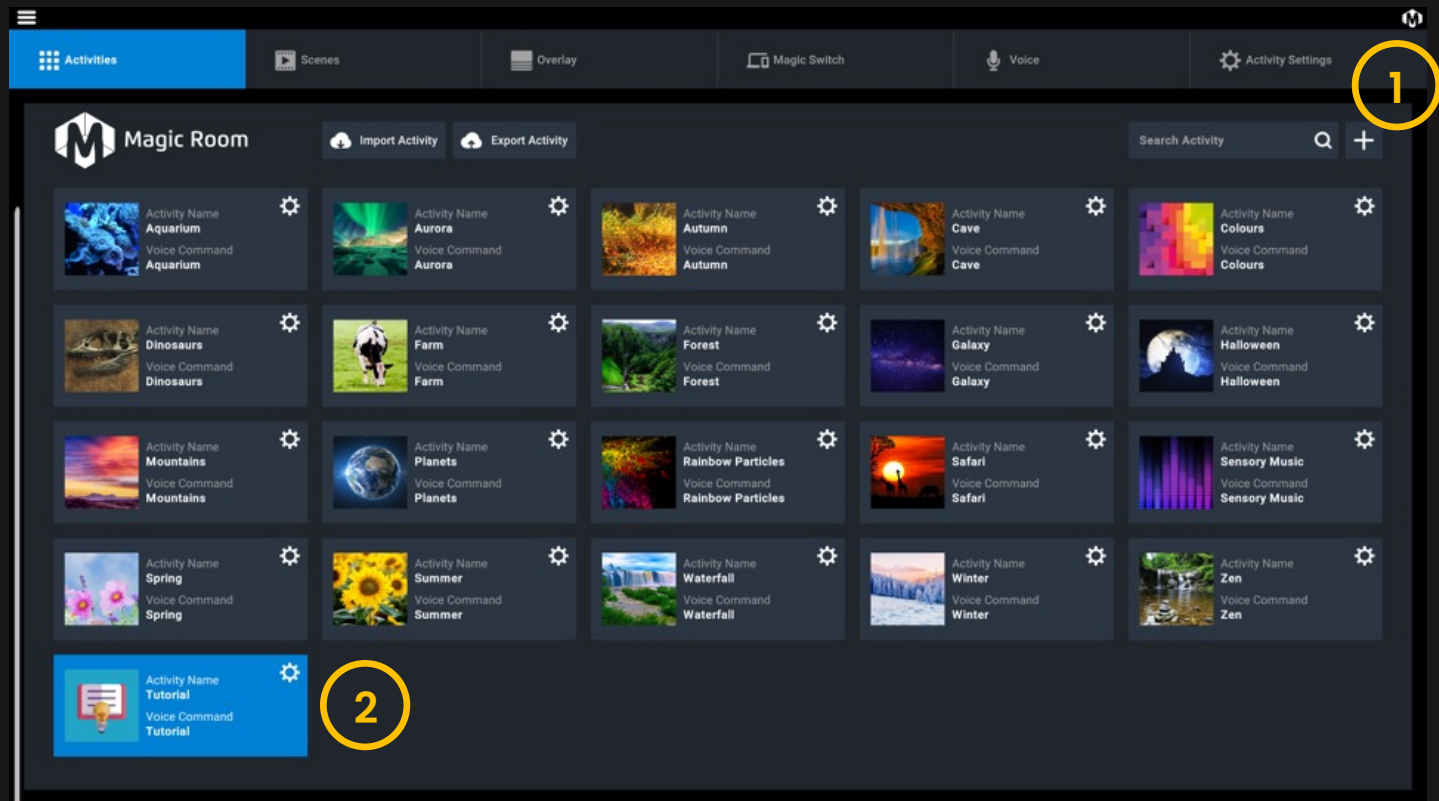
Create an Activity

How it works

When you generate content in Magic Room, it's termed an 'Activity'. New Activities can be initiated by selecting the 'create' button. Import and export functionalities are available for using activities across different Magic Rooms.

How to use it:

- 1 Click create '+' button to add a new activity template
- 2 Select the  icon on the activity element to launch the 'Activity Settings' pop-up. Here, assign a name and voice command for your Activity.
- 3 The 'Delete' and 'Clone' buttons enable the removal and duplication of activities, respectively.



Info: Adding activity icon

Upon clicking an activity, the 'Scene Arranger' opens, where you can append an icon to your activity. Refer to 'Scenes' for additional details.

Tutorial Tutorial ✓ Loop Reset ✓ Enable Mic ✓ Show Mic Bar

Tutorial Parallel Threshold Play

Tab 1 Tab 1 +

+ Create Scene < > Move Scene Show All Load Scene(s)

Scene 1

🗑️ ↻ +

+ + + + ✕

📷 🖼️ 🎵 📄 💡 ➡️ 🌐 📝 📶 🏠 📧

Videos 360 Videos Video Mask YouTube Search Video 🔍 📶

80s-retro-sci-fi-sy... 80s-retro-space-s... abstract-sci-fi-dar... atmospheric-light... atmospheric-space

atmospheric-wat... atomic-particles aurora-northern blue-covid...

SCENES

A 'Scene' comprises one or more events, including visuals, sounds, lighting, and more. In Magic Room, all content is organised into scenes and triggered using either accessible inputs or the Magic Switch and Controller apps.

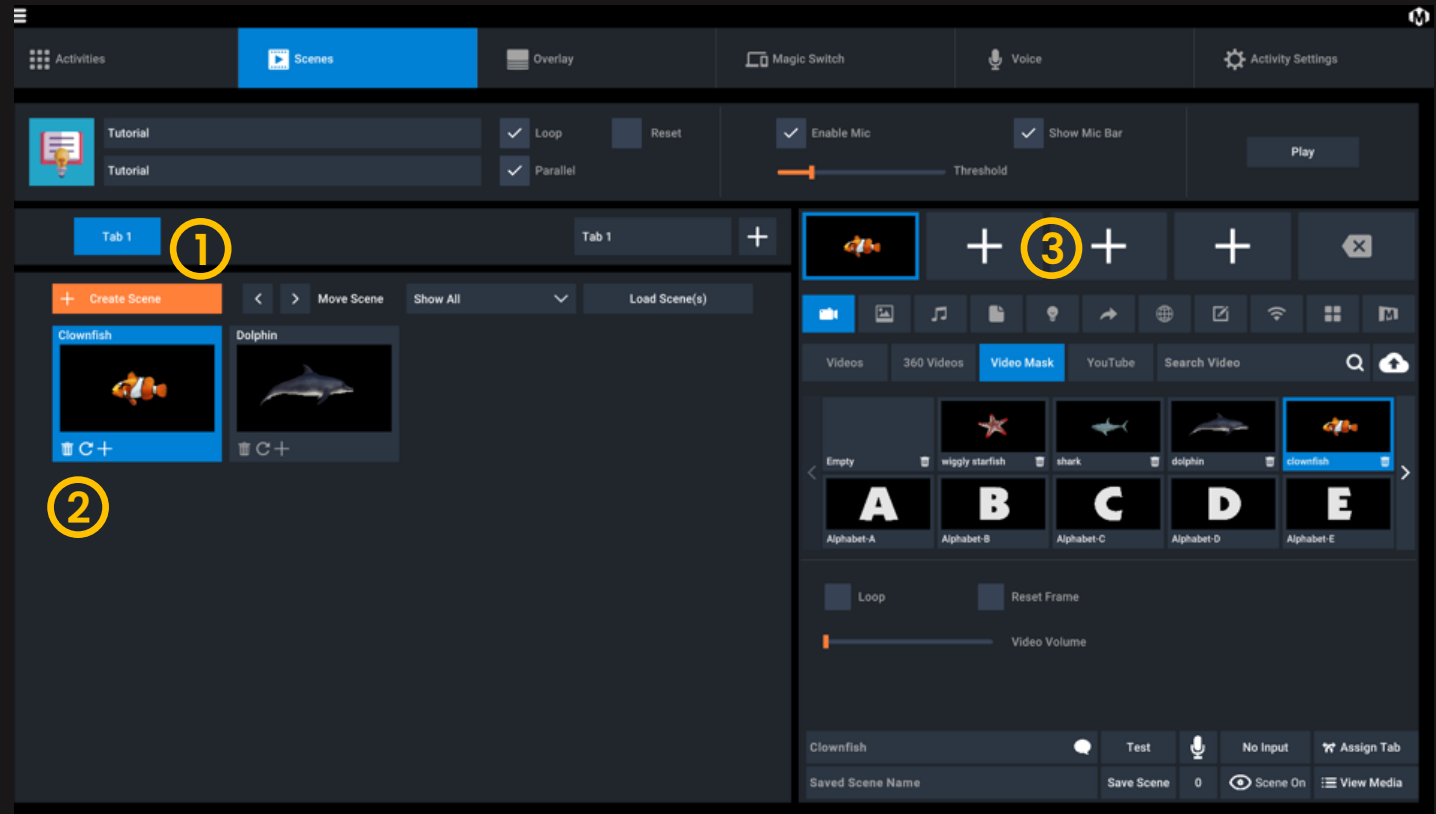
About Scenes

How it works

All Magic Room events occur when a Scene is activated. Scenes may encompass a single event or multiple ones. They're initiated using Accessible Inputs, or through the Magic Switch/Magic Controller apps.

How to use it:

- 1 Press the 'Create Scene' button to introduce a new Scene to the Scenes Arranger. You can add an unlimited number. Use the buttons on the scene to Duplicate or Delete a Scene.
- 2 Assign your Scene a distinctive name for easy recall of its function. Default names are provided like 'Scene 1', 'Scene 2', and so forth.
- 3 The Events Arranger – all properties displayed on the right side of the screen correspond to the currently selected scene.



Practice tip: When creating an activity, it's advisable to first add all necessary scenes, then proceed to arrange them and include events. Planning first is good practice!

Scenes Arranger

- ① Activity Icon – Opens the icon library for selecting an icon.
- ② Activity Name & Voice Command– Text fields to designate a name for the activity and voice command.
- ③ Tabs – Create new tabs to manage and organise scenes. The Tab name can be modified in the Tab name field.
- ④ Create Scene Button – Adds a new scene.
- ⑤ Scene – Scene Name Field - Delete Button – Duplicate Scene Button
- ⑥ Navigation Arrows – Alter the placement of a selected scene in the arranger. Filter
- ⑦ Dropdown – Options to display all, hidden, or active scene
- ⑧ Load Scene(s) – Load previously saved scenes from the media library.

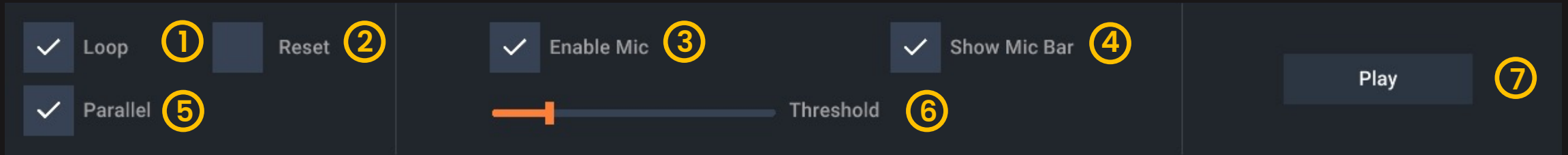
The screenshot shows the Scenes Arranger interface with the following elements highlighted by numbered callouts:

- ① Activity Icon: A small icon library button.
- ② Activity Name & Voice Command: Text input fields for 'Activity 22' and 'Enter Activity Voice...'. A plus sign is visible to the right of the second field.
- ③ Tabs: A tab labeled 'Tab 1' with a plus sign to its right.
- ④ Create Scene Button: An orange button with a plus sign and the text '+ Create Scene'.
- ⑤ Scene: A blue-bordered scene window titled 'Scene 1' containing a large empty rectangle. Below the rectangle are icons for delete, duplicate, and add.
- ⑥ Navigation Arrows: Left and right arrow buttons.
- ⑦ Dropdown: A 'Show All' dropdown menu with a downward arrow.
- ⑧ Load Scene(s): A button with the text 'Load Scene(s)'.

Scene Naming Info: The name assigned to your scene will be the identifier used when linking it to Magic Switch. Default names are 'Scene 1', 'Scene 2', and so on.

Scene Placeholder: The first visual element you assign to a scene will fill the scene window. If you have multiple visuals you can change which is shown from View Media

Scene play settings



- 1 Loop** – When turned on, the scenes will loop, allowing for non-linear triggering and revisiting of scenes at any time.

When turned off, the activity will cease at the final scene.
- 2 Reset** – When turned on, each scene is treated as unique, activating only its own events.

When turned off, events from different scenes can overlap and play concurrently.

- 3 Enable Mic** – Activates a connected Windows Mic, facilitating speech and sound activation.
- 4 Show Mic Bar**—displays mic level indicator on left side of screen shows the mic level.
- 5 Parallel** – When turned on, scenes sharing the same input (like ENTER or SPACE) will function sequentially, irrespective of their location in Scene Arranger. When turned off, if the sequence is interrupted by a scene not sharing the same input, the first scene with the matching input gets triggered.

- 6 Threshold** – This slider modifies the sensitivity of the mic. A lower level equates to increased sensitivity. For breath detection, a low threshold is recommended.
- 7 Play** – Play button will run the activity.

Default Scene Play Setting: When a new Activity is created, it is assigned the most frequently used settings by default: **Loop ON, Reset OFF, and Parallel ON.**

Events Arranger: Displays

How it works

Magic Room can support up to 4 displays. It is possible to arrange any configuration of events to play on any display. For example: YouTube video on Display 1, Image on Display 2, Internet on Display 3, 360 video on Display 4.

How to use it:

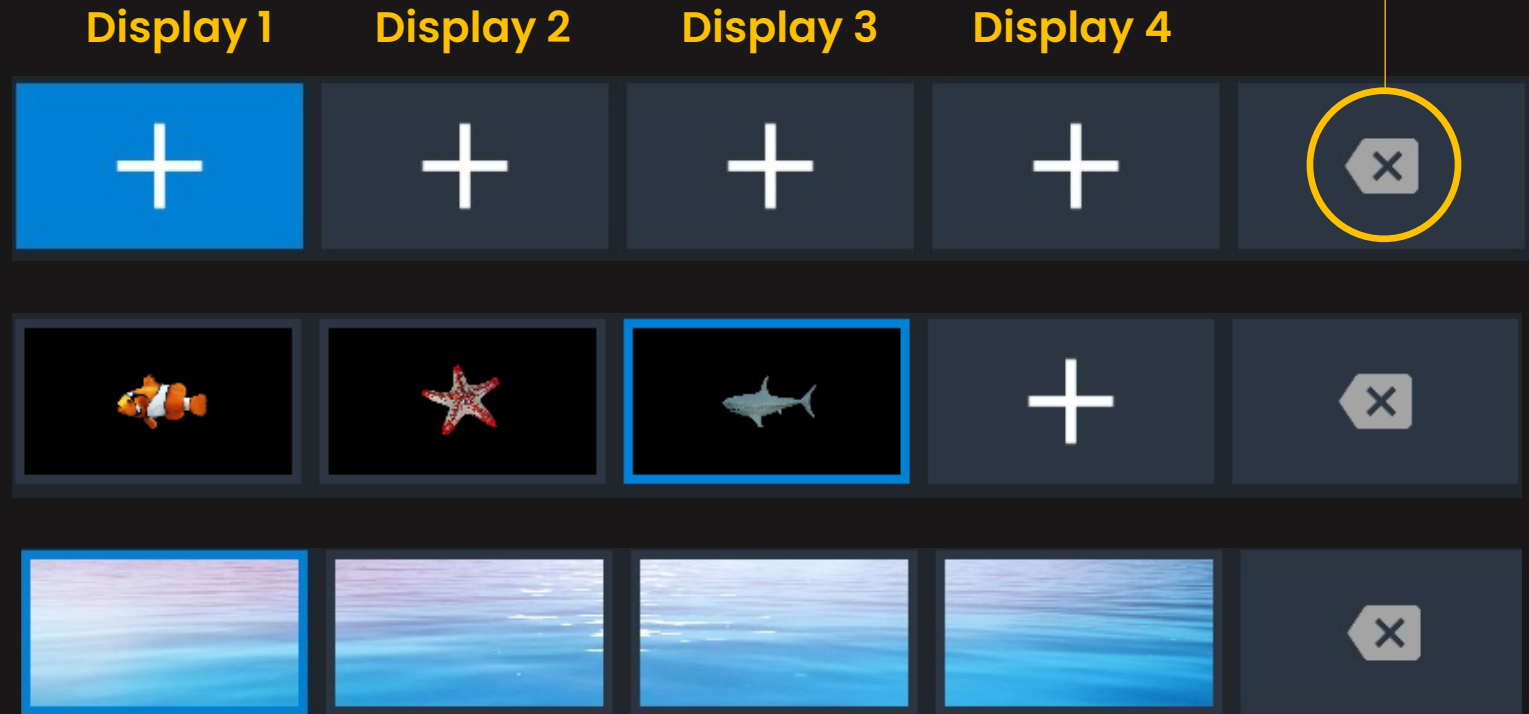
Displays are arranged 1-4 Left to Right. The selected display will highlight blue or display an image if a media asset is already assigned to it.

It is possible to assign a separate video or image to each display. To do so, click on the display you would like to assign a visual event to, then select your visual content.

The stretch options for video and image events will stretch visual content across all displays. This means one video can be mapped across all displays by assigning it to Display 1 and enabling Stretch On

Info:

The delete button will clear the visual content assigned to the currently selected display.



Virtual Reality: Display

Display 360 video in a VR headset and observe the video on a display at the same time.

How it works

Magic Room is compatible with Open VR. If you have an Oculus or HTC Vive headset connected to your PC, scenes that contain 360 content, such as 360 videos or YouTube 360, will be displayed within the headset when you run those scenes. This enables an immersive experience for users wearing the VR headset.

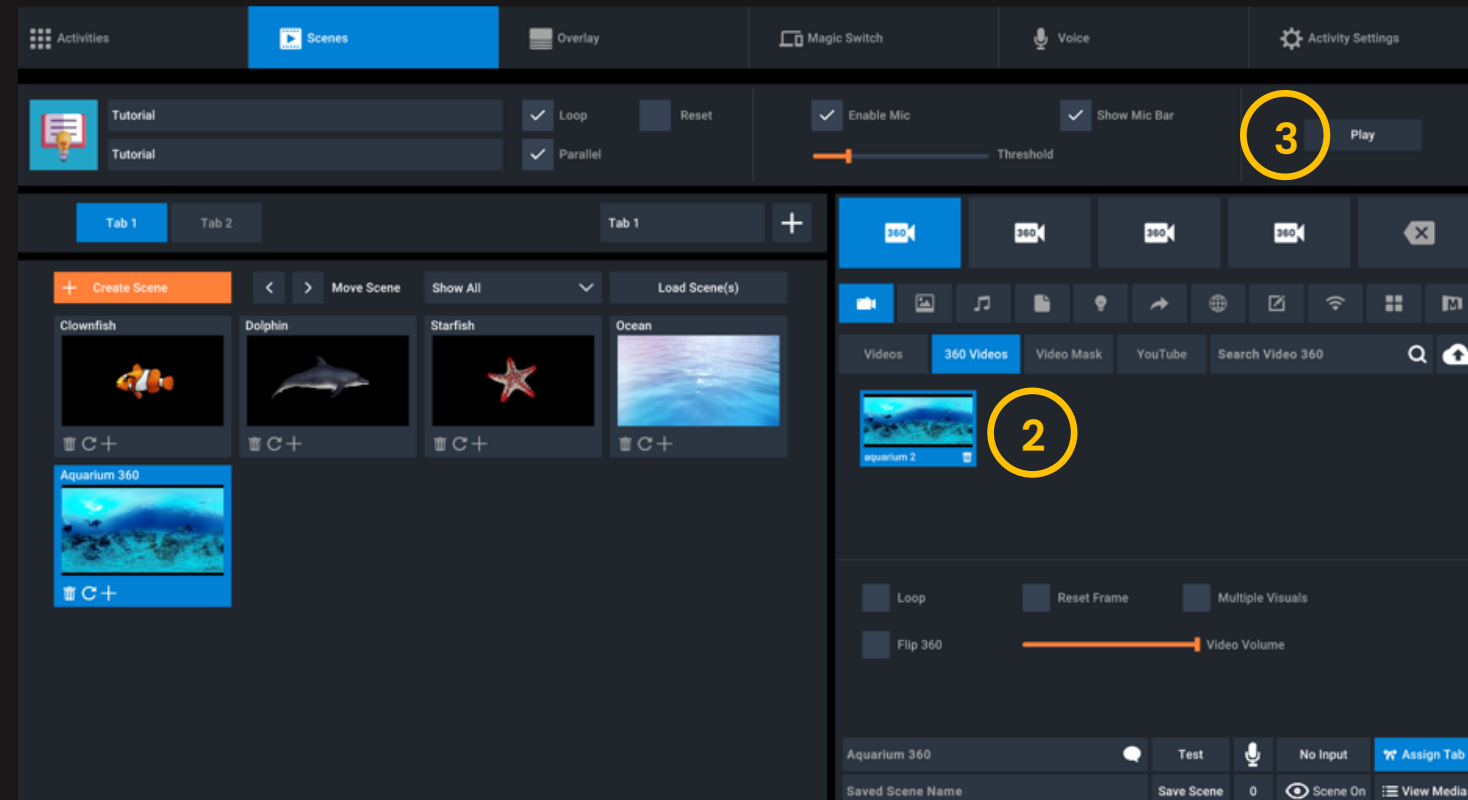
How to use it:

- 1 Connect a VR headset to HDMI output on PC.
- 2 Add 360 video / YouTube 360 link to a scene.
- 3 Run the scene to see the 360 content appear in the headset and the assigned displays.



Tip:

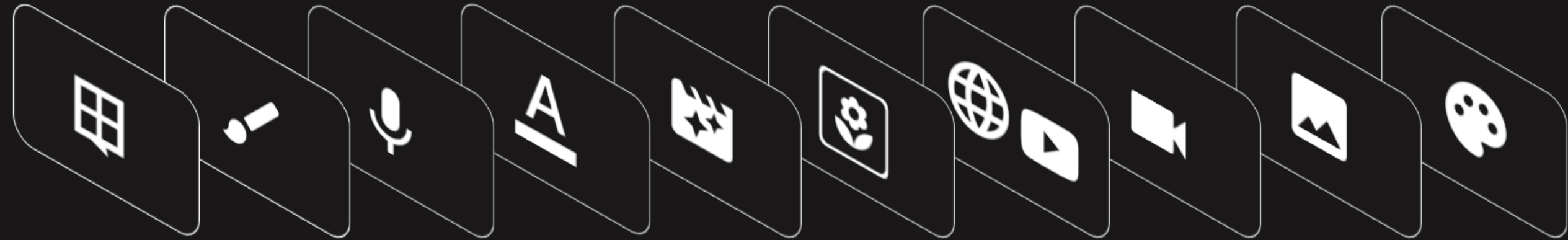
Use a VR headset stand as a controller to rotate the headset. The video content can be seen on the displays. No need to wear the headset in this case.



Visual Events Layer Hierarchy

Front

Back



1. Communication

2. Paint

3. Read-In

4. Text

5. Video
Mask

6. Image
Mask

7. URL /
YouTube

8. Video

9. Image

10. Colour

How it works

Magic Room provides support for the layering of visual media, allowing for various elements to be overlaid on top of each other. This means that video masks can be layered over videos, text can be placed over images, and communication elements can be displayed over the entire content, as demonstrated in the example provided. This feature offers flexibility in creating dynamic and visually appealing presentations or interactions within Magic Room.

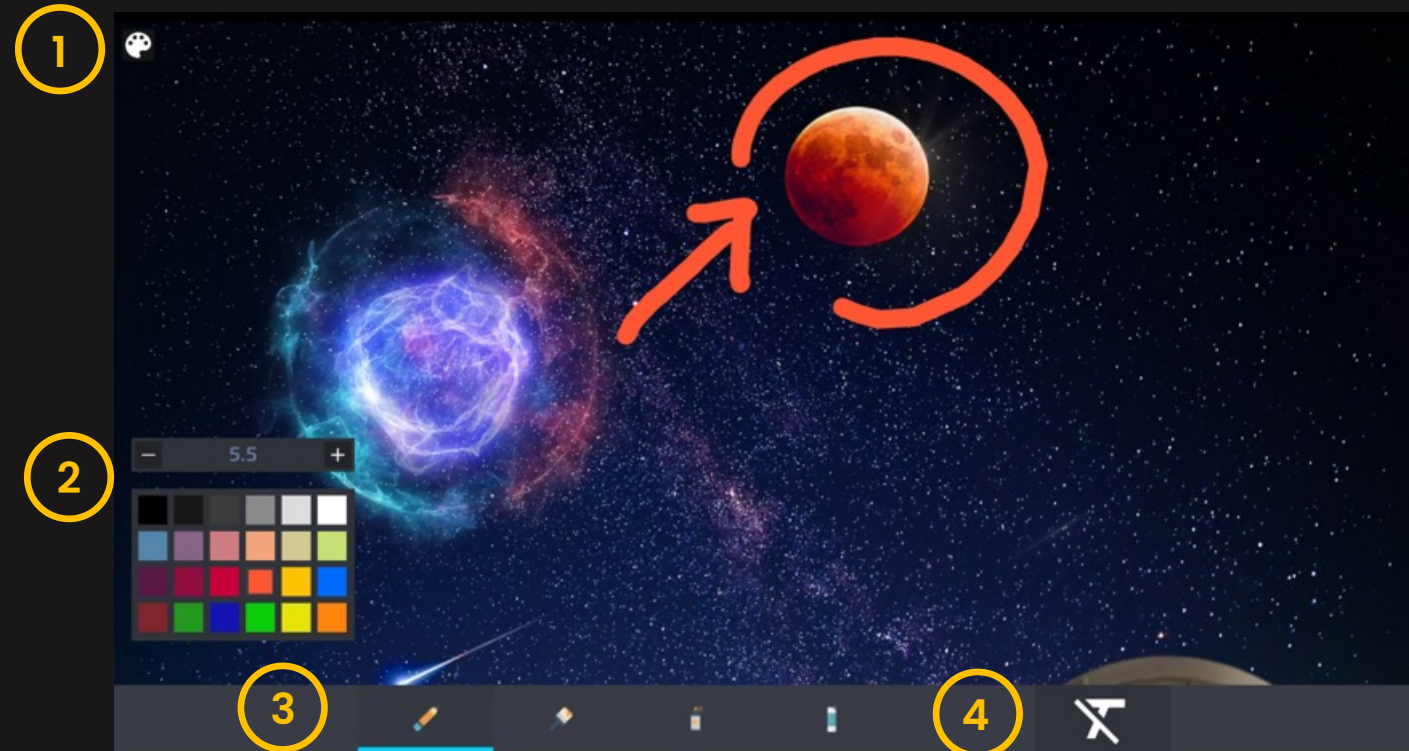
Magic Room Scenes: Paint Layer

How it works

The Paint feature in Magic Room enables you to add an interactive overlay over a running scene. Using a mouse or touch input (if using a touchscreen device), you can draw, paint, and annotate directly on the visual content. This allows for real-time interaction and customisation, enhancing the engagement and interactivity of the Magic Room experience.

How to use it:

- 1 Toggle paint on/off by selecting 'P' from the keyboard or use speech command 'Paint'
- 2 Select a colour and adjust pen/brush size
- 3 Select from pencil, brush, spray can and eraser. Use mouse or touch to draw on display.
- 4 Clear drawing from display



Touch Info:

If using a touchscreen, you can use touch to navigate the paint UI and draw onto the screen.

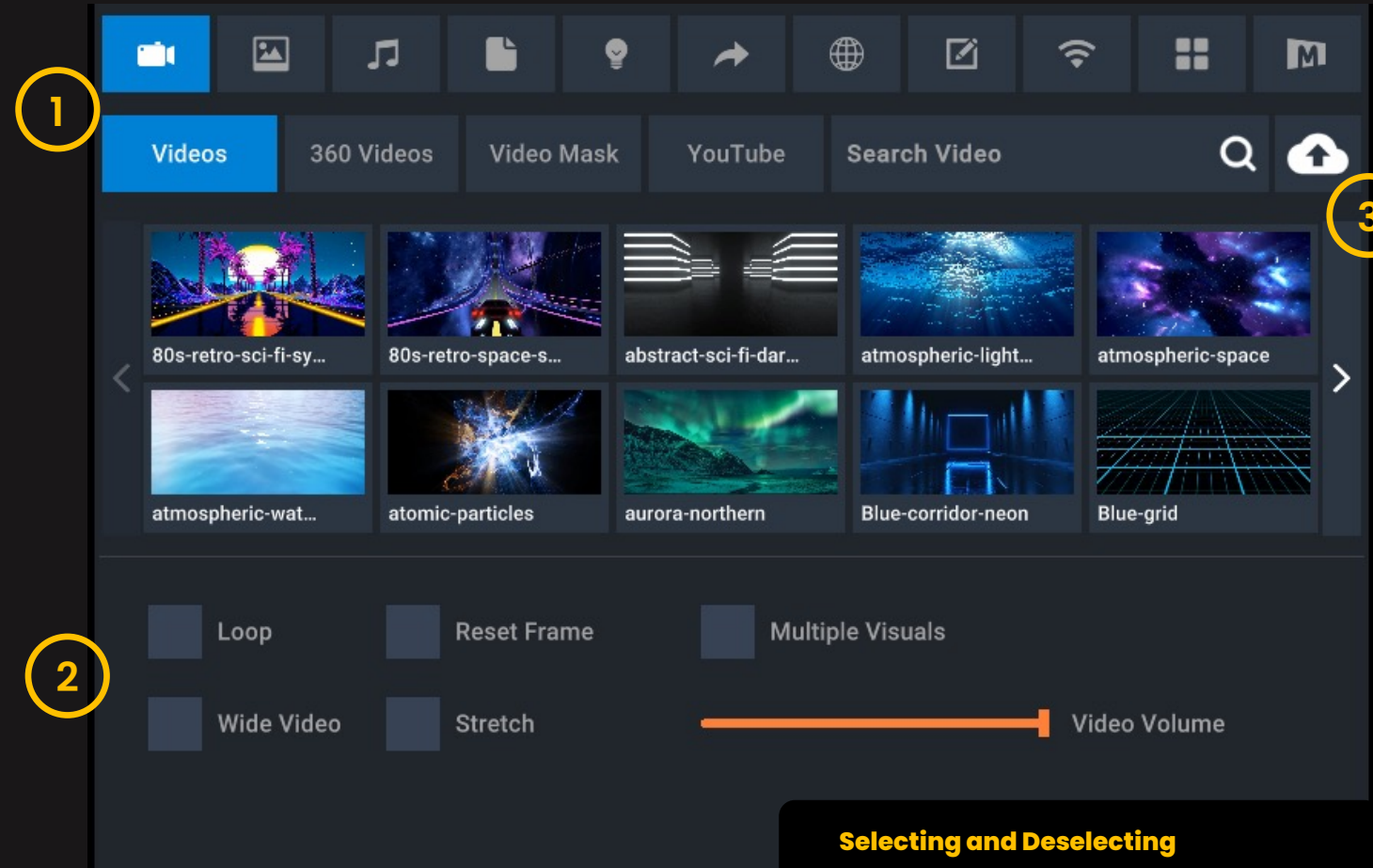
Events Arranger: Media

How it works

The Event media options in Magic Room provide the ability to assign different types of media to scenes. By leveraging a combination of these events, it becomes possible to craft awe-inspiring multisensory scenes. This allows for the integration of various sensory elements such as visuals, sounds, lighting, and more, resulting in a truly immersive and captivating experience within Magic Room.

How to use it:

- 1 Select a media type from the icon bar and the corresponding media library will be displayed. Image shows videos selected
- 2 Properties for the selected media type appear below the assets shown in the library
- 3 Media upload button allows new media assets to be loaded to the local media library.



Selecting and Deselecting

Select a media asset to assign it. If you would like to undo the selection simply select it again. ON/OFF

Supported Media

Magic Room supports the following media formats:

Video

MP4, MOV, WEBM, MP4 360, YouTube, YouTube 360

Image

PNG, JPEG

Sound

MP3, WAV, OGG

PDF

PDF files

Lighting Protocols

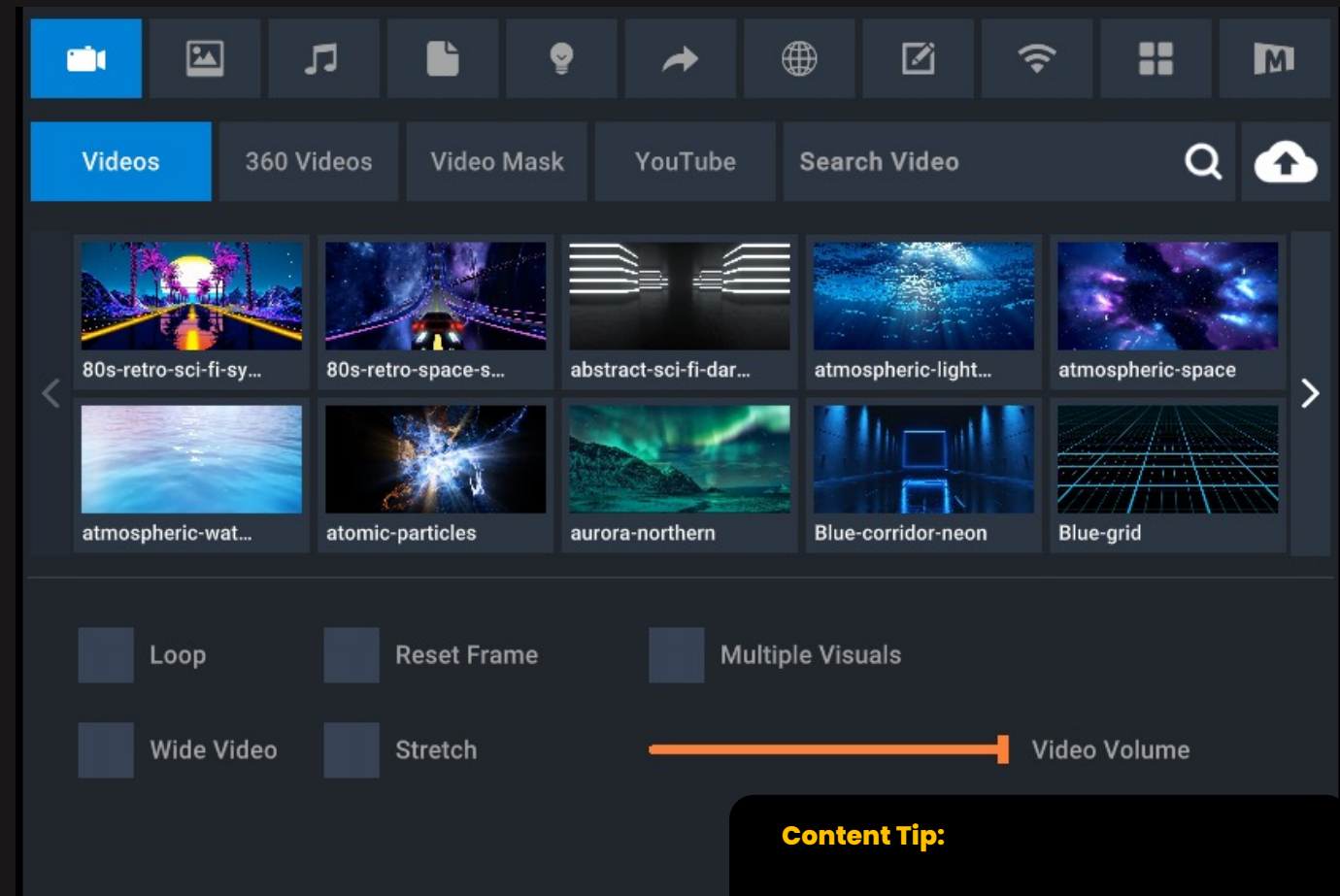
DMX, Philips HUE

Internet

Any website content can be displayed

Text & Text to Speech

Text editor / Text-to-speech



Content Tip:

If you are making an activity, it is good to plan out what media assets you will need before you start. Nothing more annoying than not having the specific ingredients!

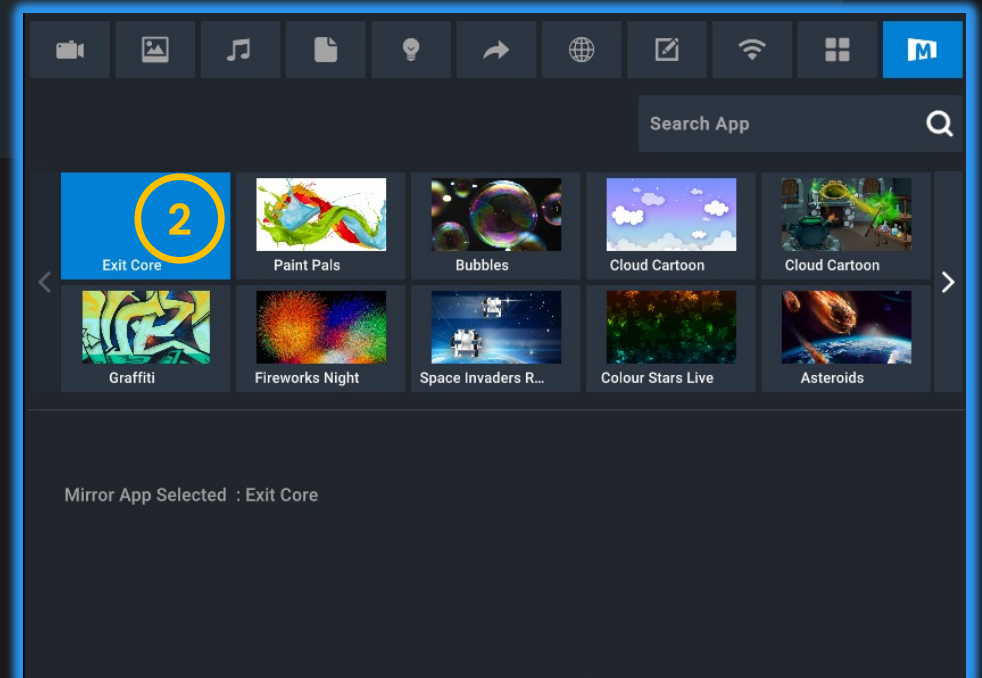
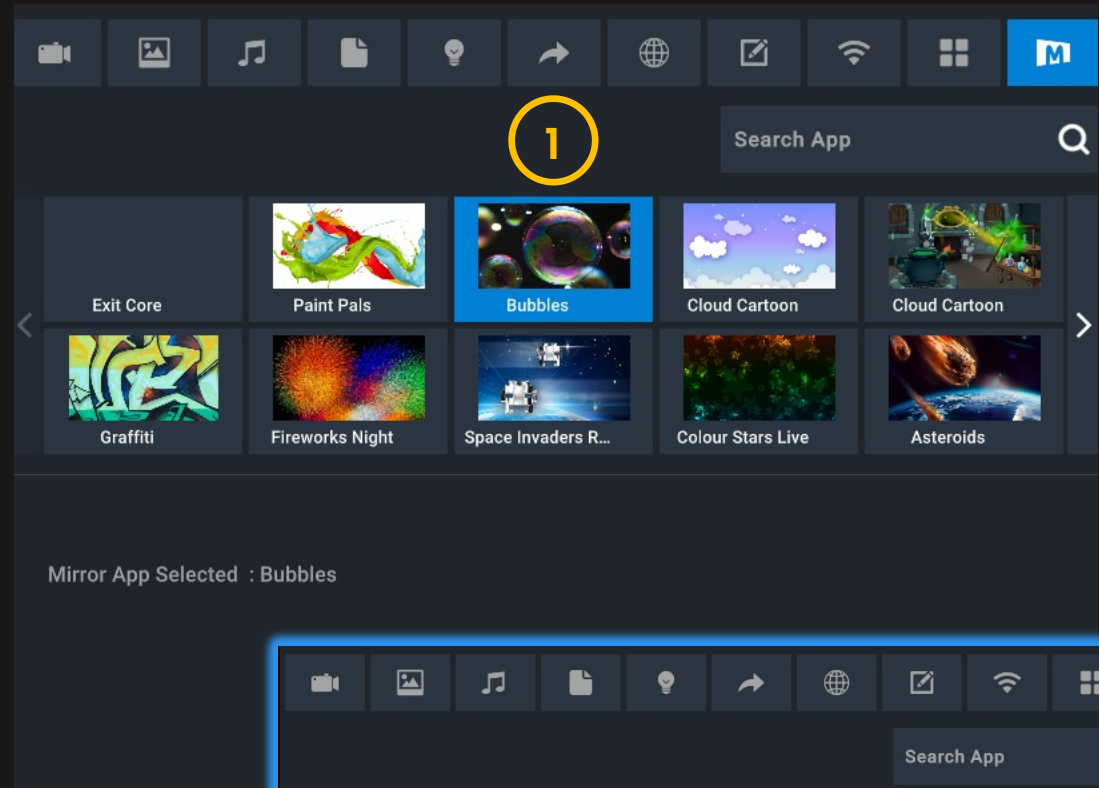
Sensory Guru Products Media

Magic Room can launch activities from other Sensory Guru products. Separate system licenses are required. Magic Room currently supports:

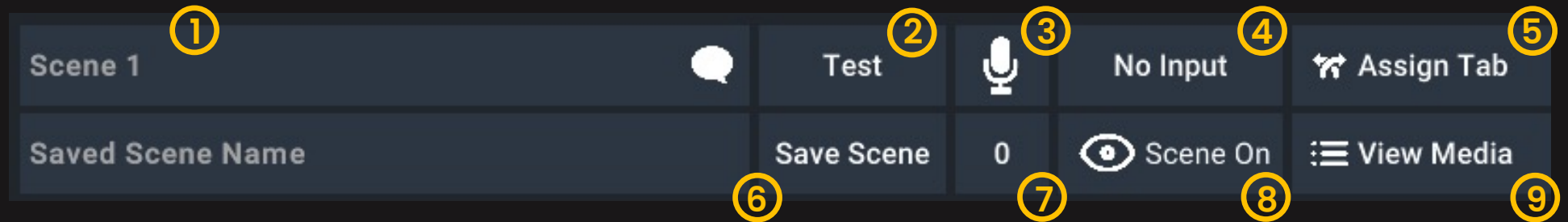
Magic Mirror 

Magic Eye FX 

- 1 Select an activity from the activity list to display on the default monitor.
- 2 First location is an Exit Core command – this stops the running Mirror or Eye FX app and needs to be assigned to a scene to control it from Magic Switch or by voice command.



Scene Activation, Test & Save Settings



- 1 Scene Speech Command** – Default is the Scene Number – add your own command by typing in the text field!
- 2 Test** – Plays the scene in isolation so it can be previewed with all assigned events.
- 3 Sound Input** – Turn on to enable sound interaction. When the mic picks up a sound, the scene will play.
- 4 Input Mapper** – Click keyboard icon to open input mapper. In the pop-up assign a key that will activate the scene.
- 5 Assign Tab** – Change to Tab Arranger view and move your scenes between tabs.
- 6 Save Scene** – Input a name and select ‘Save Scene’ to save the selected scene to Media Library. The scene can then be loaded into other activities.
- 7 Minimum Play Time** – Locks scene for a set time. Default is 0. For example, if you want a scene to play all of a 30 second video, set minimum play time to 30.
- 8 Scene on/off**– Toggle the eye icon to hide scene. Scenes won’t play when hidden.
- 9 View Media**– Opens the scene event list view and see all of the assigned media in a convenient list format. Change default image assignment for the scene and apply scene delay.

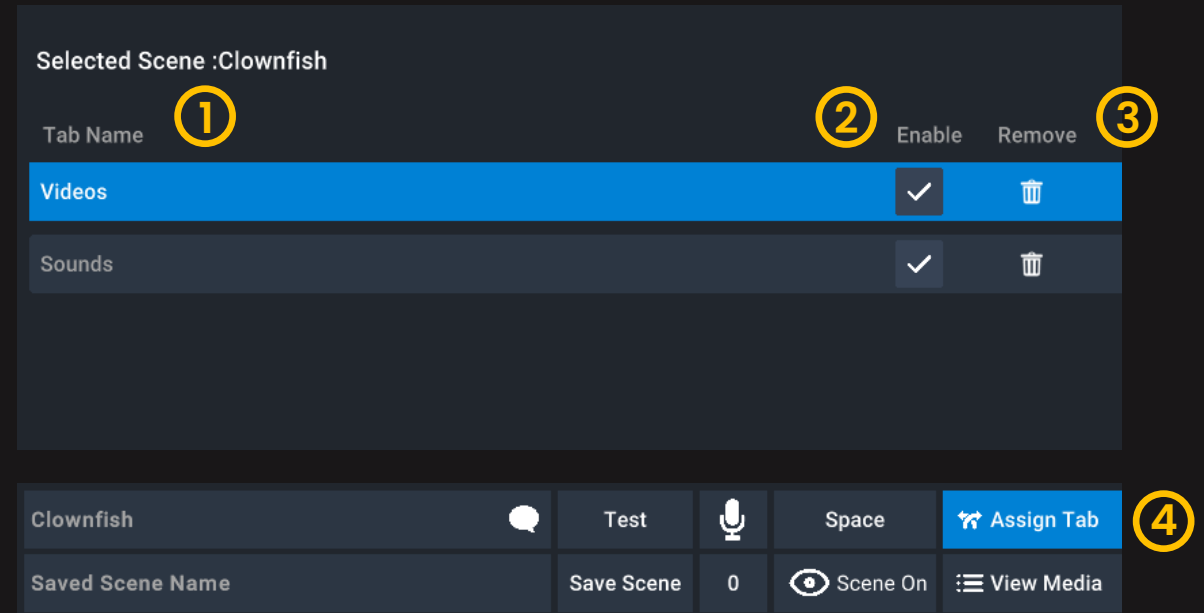
Assign Tab

How it works

Assign Tab shows all the events assigned to a selected scene. In Assign Tab you can change selected media to different tabs.

How to use it:

- 1 Tab name** – Shows the name you assigned to the tab. The default name is Tab 1, 2, 3 etc.
- 2 Enable**– Toggle all scenes in the tab on/off. Off means scenes grouped in Tab will not be activated.
- 3 Remove** – Click the trash icon to delete the tab. There is always one tab. Scenes from deleted tabs merge down to other tabs. No Scenes are deleted when you delete a tab.
- 4 Access / Exit Assign Tab** – Select Assign Tab icon to access and exit and return to events arranger.











View Media






How it works

View Media button opens the Scene Events list and displays all the events assigned to the selected scene. In list view, you can select the thumbnail for the scene and add time delays to events.

How to use it:

- 1 Media Type** – Icons are used to show event media type.
- 2 Media name** – shows the name of each media.
- 3 Display #** – shows which display the media is assigned to. It is possible to display to 4 screens in one scene.
- 4 Thumbnail** – select a thumbnail that you want to be displayed on the Scene Arranger.
- 5 Delay** – Input a sequence start time (seconds) for each event. If 0, all events will happen at the same time.

Scene Events List		Display #	Thumbnail	Delay	Remove
1 	2 1.dolphin-sea-ocean	3 1	4 <input checked="" type="checkbox"/>	5 0	6 
	2.Text1	1		0	
	3.Aquarium background music			0	
	4.shark	1		0	

Clownfish 	Test 	Space 
Saved Scene Name	Save Scene	0 
		7 

- 6 Remove** – Click the trash icon to delete the selected media.
- 7 Exit View Media** – Select the View Media button to exit and return to events view.

Delay Tip:

Use Delay to add time delays to events, this can be useful for story sequences or building anticipation into interactions.



Switches



Gamepads



Sound/Breath



Speech



Keyboard/Mouse

INTERACTING WITH SCENES

Magic Room offers extensive support for accessible input devices. You can utilise any USB switch interface that maps switch inputs to keyboard keys. This compatibility enables the use of various legacy switch devices with Magic Room. By assigning keyboard keys to switches, incorporating voice commands, and enabling sound/breath detection, it becomes possible to interact with any scene within Magic Room, ensuring accessibility and adaptability for users with diverse needs.

Switches, Keyboards & Gamepads

Assign inputs to control Magic Room scenes

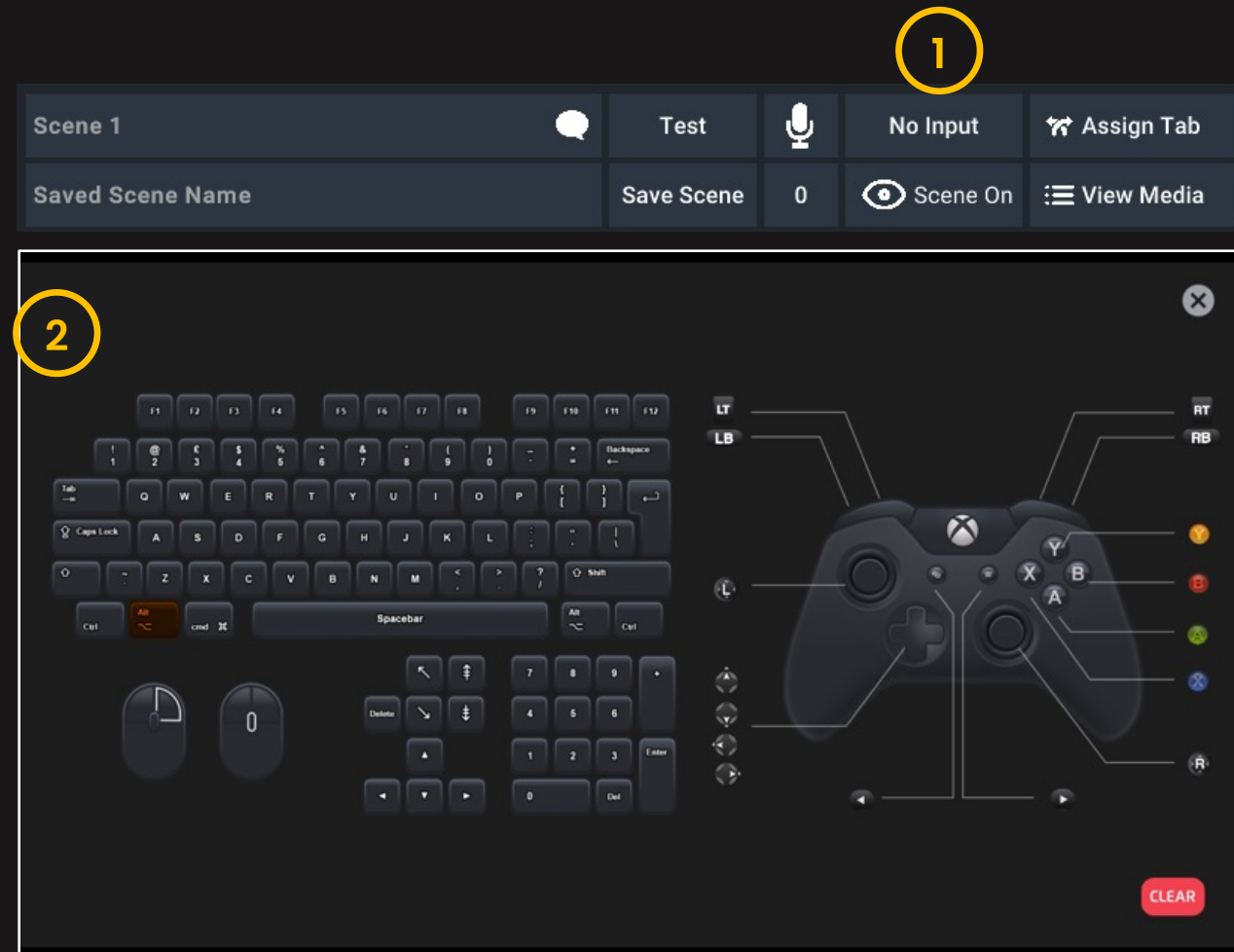


How it works

Scenes can have input keys assigned. If you had 4 scenes and used spacebar for all of them, they would appear sequentially in number order each time you press spacebar. Use any combination of input devices at the same time!

How to use it:

- 1 Click on a scene and open the input mapper using the 'No Input icon' in scene settings – when an input is assigned the chosen input will be displayed instead of 'No Input'.
- 2 Choose an input by clicking it or pressing the key on a physically connected keyboard / game pad.



The screenshot shows the Magic Room software interface. At the top, there is a control bar with a yellow circle containing the number '1' above it. The control bar includes a 'Scene 1' dropdown, a 'Test' button, a microphone icon, 'No Input' text, and an 'Assign Tab' button. Below this is a 'Saved Scene Name' field, a 'Save Scene' button, a '0' counter, a 'Scene On' button with an eye icon, and a 'View Media' button. The main area is a dark-themed input mapper. A yellow circle containing the number '2' is positioned at the top left of the input mapper. The input mapper displays a keyboard and a gamepad. The keyboard has several keys highlighted in orange, including the 'Alt' key. The gamepad has several buttons highlighted in orange, including the 'LT', 'LB', 'RT', 'RB', 'L', 'R', 'X', 'B', 'A', and 'Y' buttons. A red 'CLEAR' button is located at the bottom right of the input mapper.

Input Mapping Tip:

You can create switch sequences by assigning associated scenes with the same input. Example: Bubble Tube Colours all on Enter, Video Scenes all on Spacebar etc.

Speech control



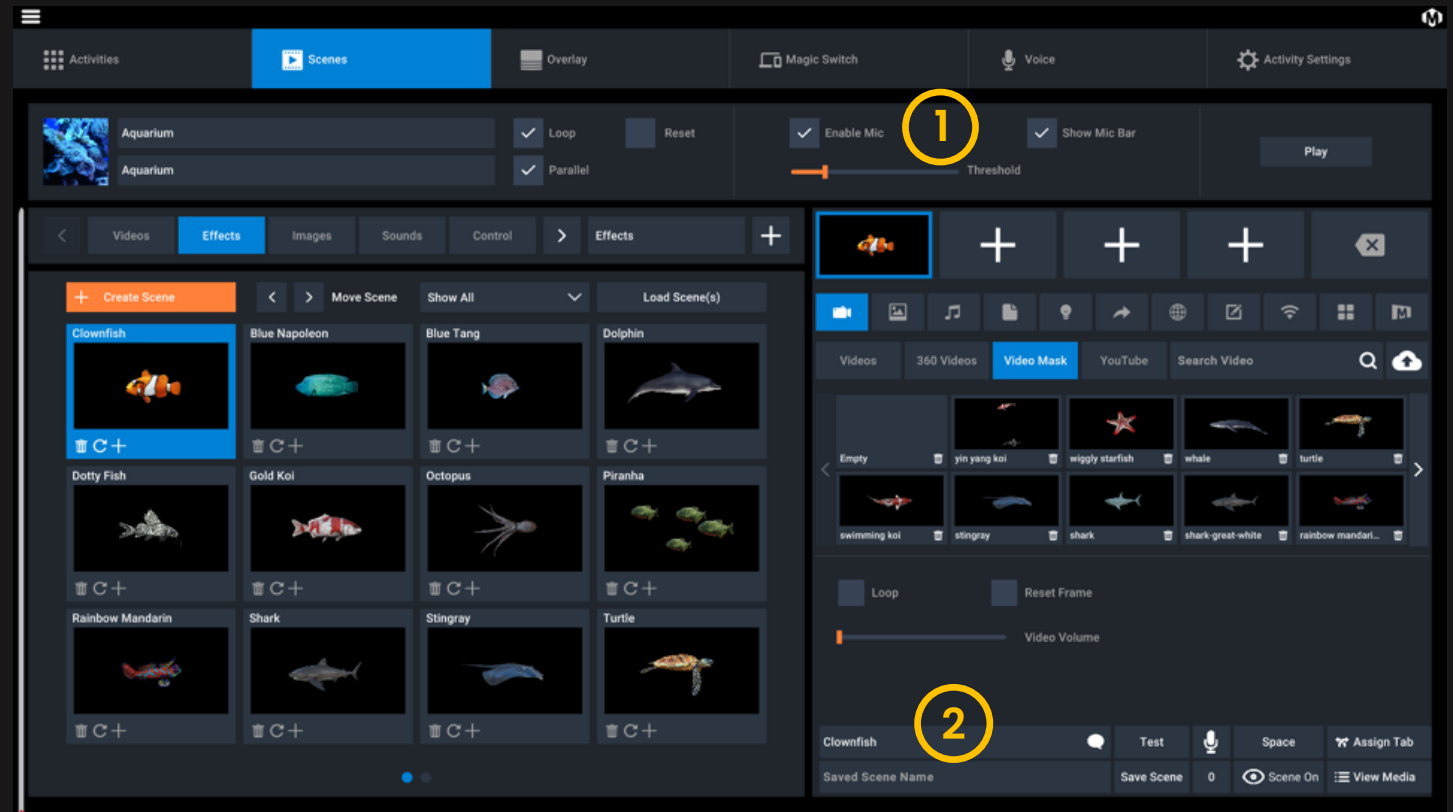
Use spoken words to trigger scenes!

How it works

Connect a USB microphone to allow sound to input into Magic Room. Select a scene and add a speech command. You can call any scene at any time using speech commands.

How to use it:

- 1 Enable Mic and Enable Mic Bar to see mic level indicator on left of screen
- 2 Select a scene and add a speech command to the scene by typing in the speech command text field.



Troubleshooting Tips:

If your mic is not providing a level, close Magic Room and open Sound Settings in Windows. Under Input make sure your mic is selected in the dropdown list. If not, remove and reconnect. If it is, talk into your mic to test mic level.

Sound control



Use sound/breath as an input to trigger scenes.

How it works

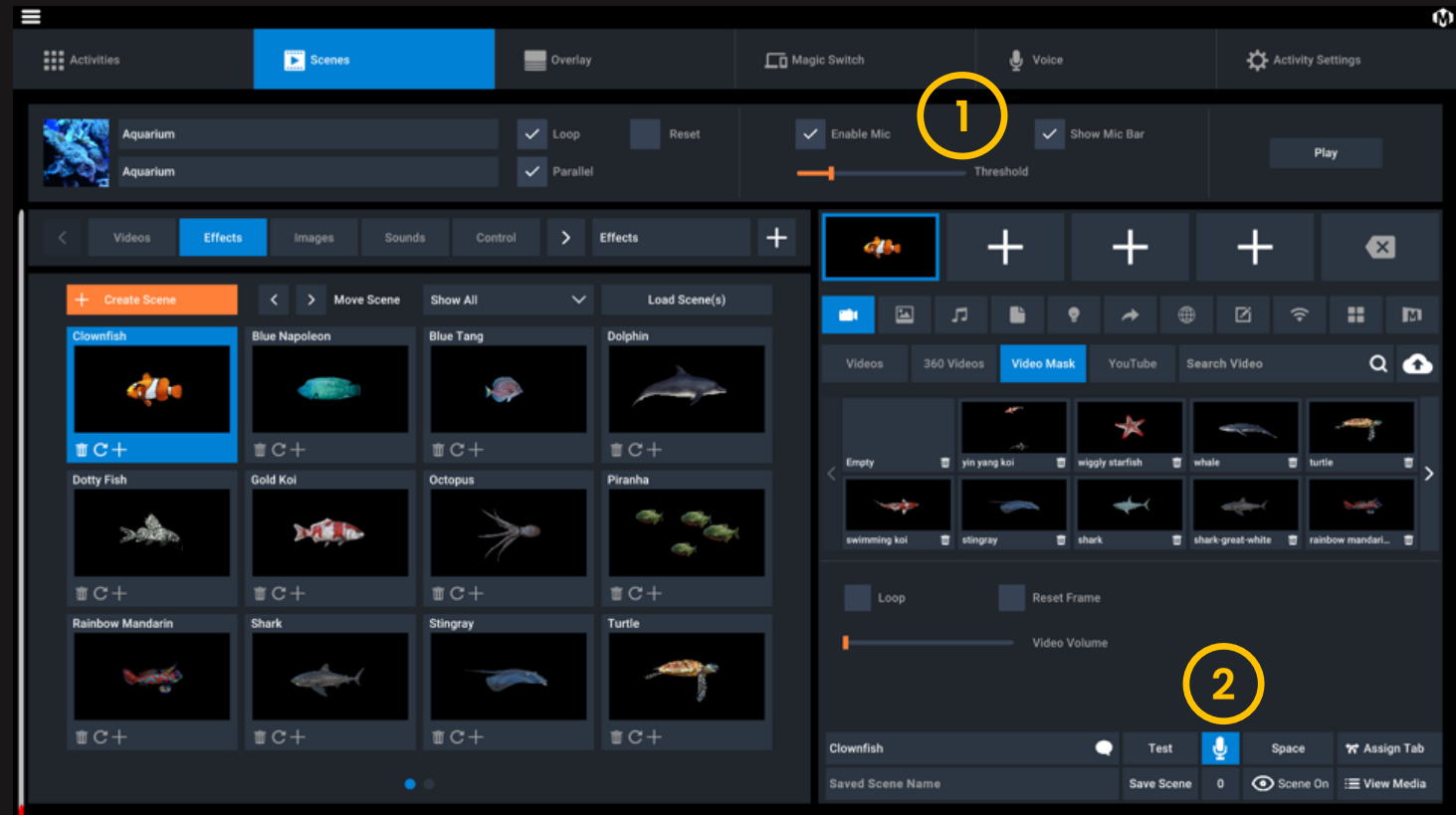
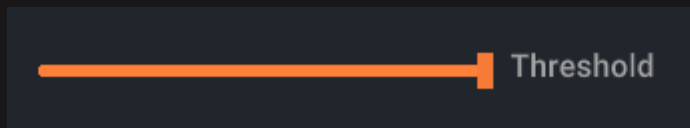
Connect a USB microphone to allow sound to input into Magic Room PC. Select a scene and activate the Mic icon for scene input. Each scene you enable will trigger sequentially when sound exceeds the threshold level.

How to use it:

1 Enable Mic and Enable Mic Bar to see mic level indicator on left of screen

2 Select a scene and toggle the mic icon

NB: The lower the threshold slider the more sensitive the mic level: if as shown below you will need to scream into the mic to trigger the scene.



Troubleshooting Tips:

If your mic is not providing a level, close Magic Room and open Sound Settings in Windows. Under Input make sure your mic is selected in the dropdown list. If not, remove and reconnect. If it is, talk into your mic to test mic level.

MEDIA EVENTS

Events in Magic Room are the actions that are assigned to scenes, allowing for dynamic and interactive content. There is a wide range of event types supported by Magic Room, including images, videos, sounds, webpages, YouTube videos, and more. These event types provide versatility in creating engaging and immersive experiences within Magic Room. The following pages will introduce and provide details on all the currently supported event types that can be played within the software.

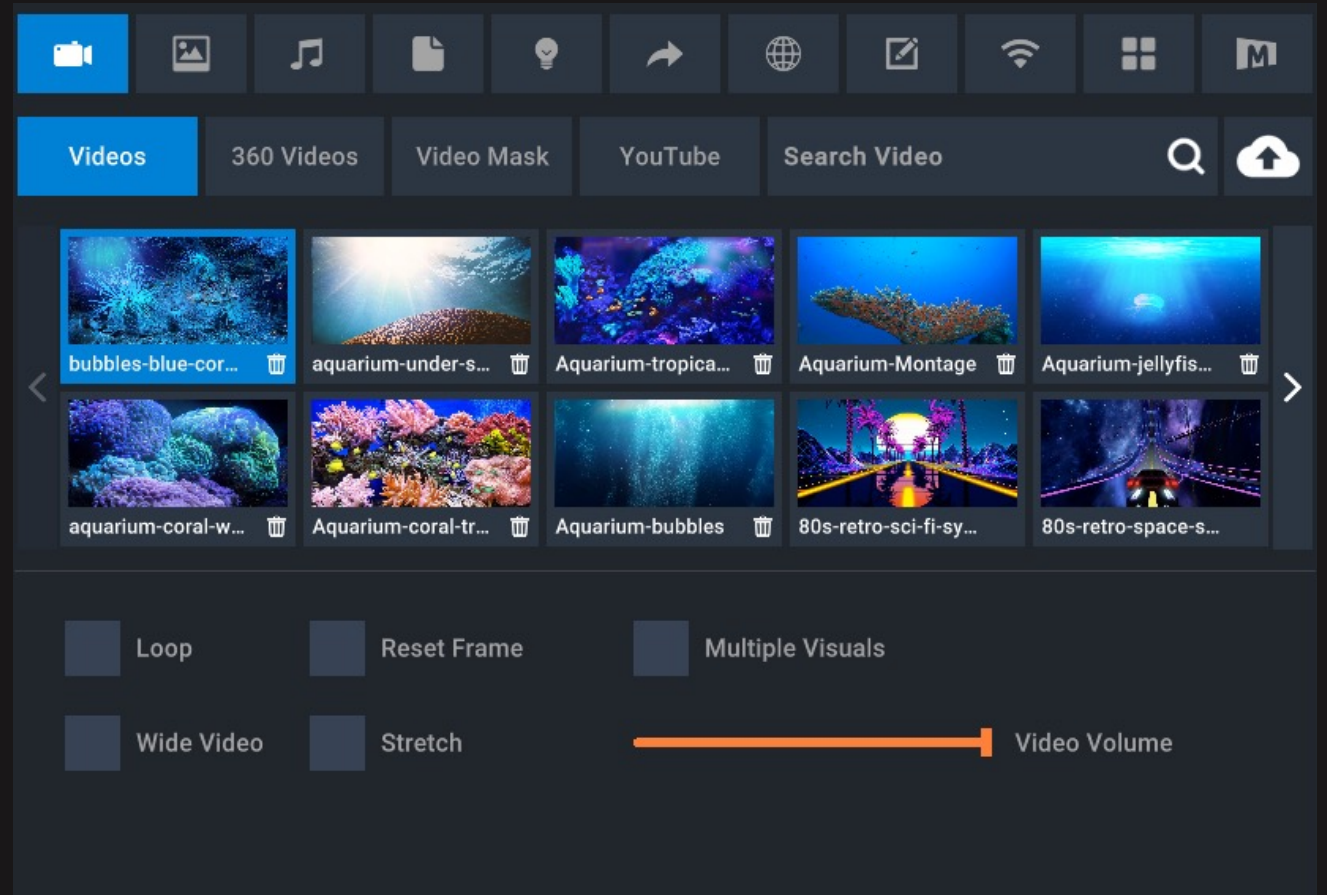
Video Events

How it works

1. Select a scene
2. In videos: Browse and select a video from the library. Thumbnails show preview of video.
3. A selected video will be highlighted in blue

Video settings

- Loop** When toggled on, video will loop
- Reset Frame** Clears the last frame if not set to loop
- Multiple Visuals** Create queue of videos to play after each other
- Wide Video** If the video has a wide aspect ratio, this setting will scale the video accordingly: 5760x1080 etc
- Stretch** If you have multiple displays, video will stretch across all displays
- Video Volume** Adjust volume of video sound



Supported formats



Media Upload Tip:

The cloud upload button allows media to be loaded locally to the activity in only the specific formats accepted by the media type selected.

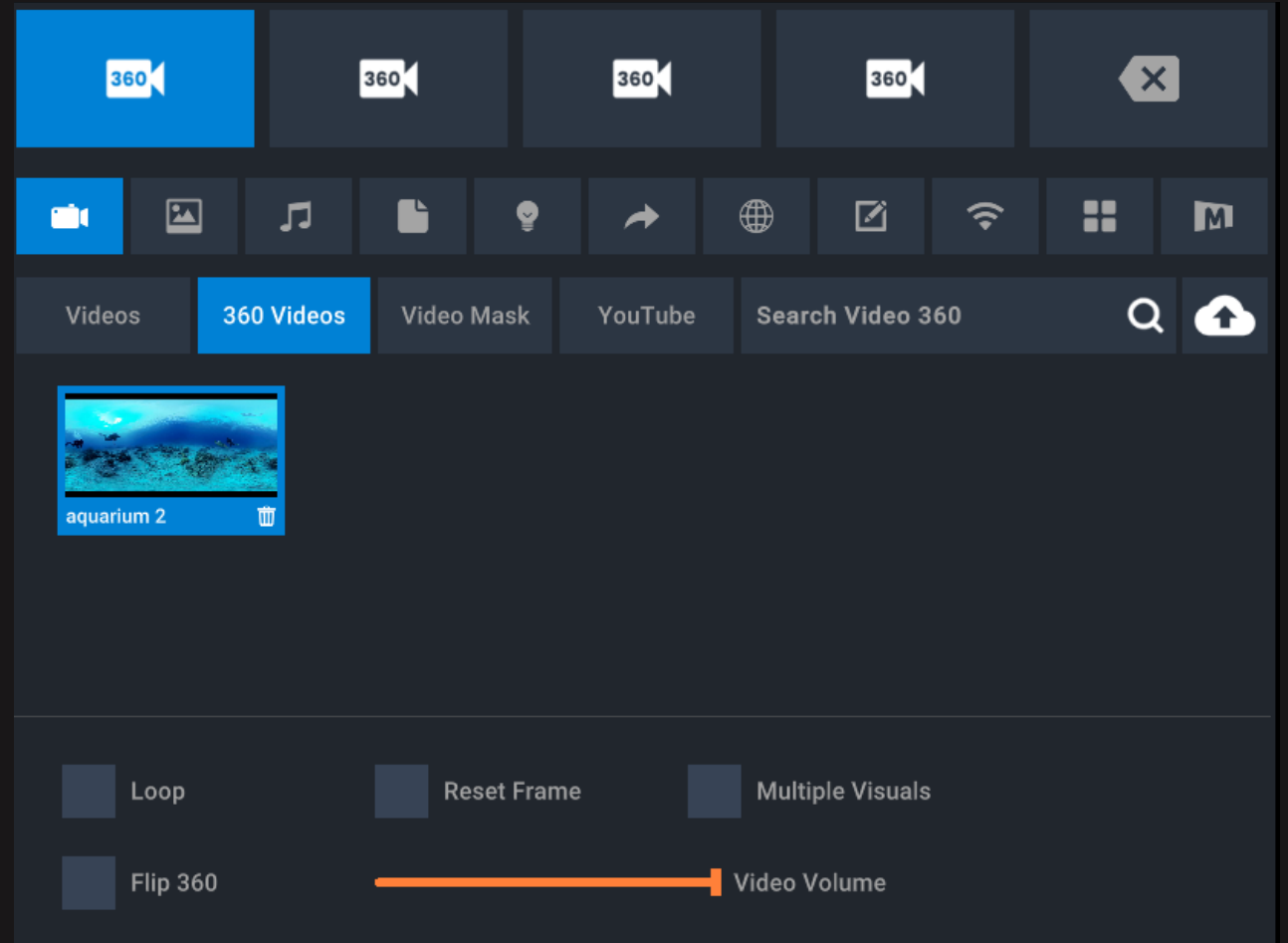
360 Video Events

How it works

1. Select a scene
2. In 360 videos: Browse and select a video from the library. Thumbnails show a preview of video.
3. A selected video will be highlighted in blue

360 Video settings

Loop	When toggled on, video will loop
Reset Frame	Clears the last frame if not set to loop
Multiple Visuals	Create queue of videos to play after each other
Flip 360	There are different stitching methods for 360 video – this option will correct 360 videos that appear flipped
Video Volume	Adjust volume of video sound



360 Video Tip:

If your 360 video looks back to front or inverted test it with Flip 360 option. NB – some proprietary 360 formats may not be supported so test and convert if needed.

Video Mask Events

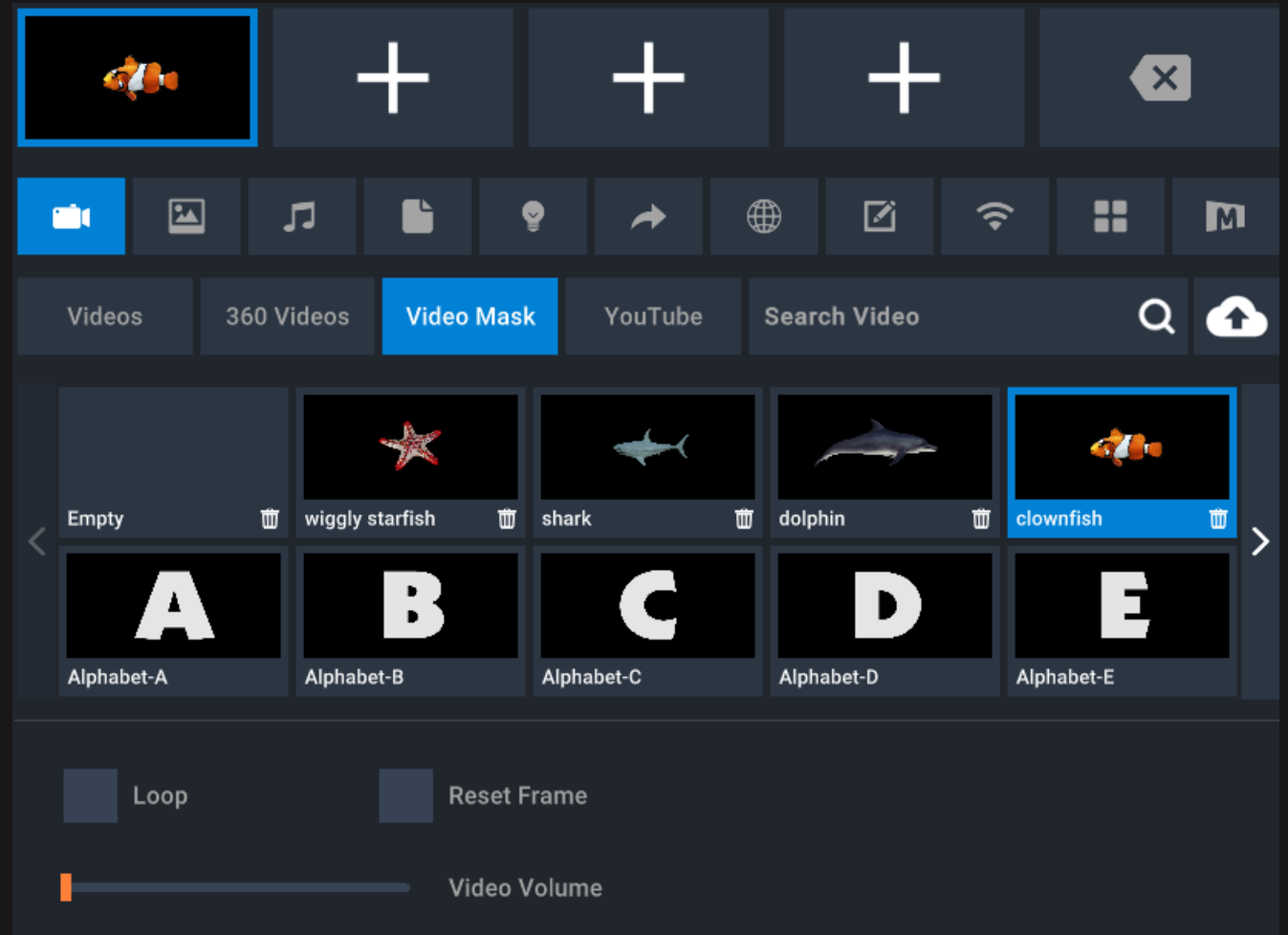
A video mask in Magic Room is a transparent video file that overlays other background videos and images. It can be used to create animated visual effects or serve as standalone visual stimuli. Video masks are instrumental in producing various effects within Magic Room.

How it works

1. Select a scene
2. In Video Mask: Browse and select a video from the library. Thumbnails show a preview of video.
3. A selected video will be highlighted in blue

Video Mask settings

Loop	When toggled on, video will loop
Reset Frame	Clears the last frame if not set to loop
Video Volume	Adjust volume of embedded sound



Empty Mask Event Tip:

Top left video shows 'Empty' – this is actually a command to remove a video mask. You would add this to a scene to clear a displayed video mask

Media Format Tip:

The format needed to encode Video Masks is WebM VP8 Alpha + Vorbis audio codec



YouTube Events

Magic Room supports YouTube videos.

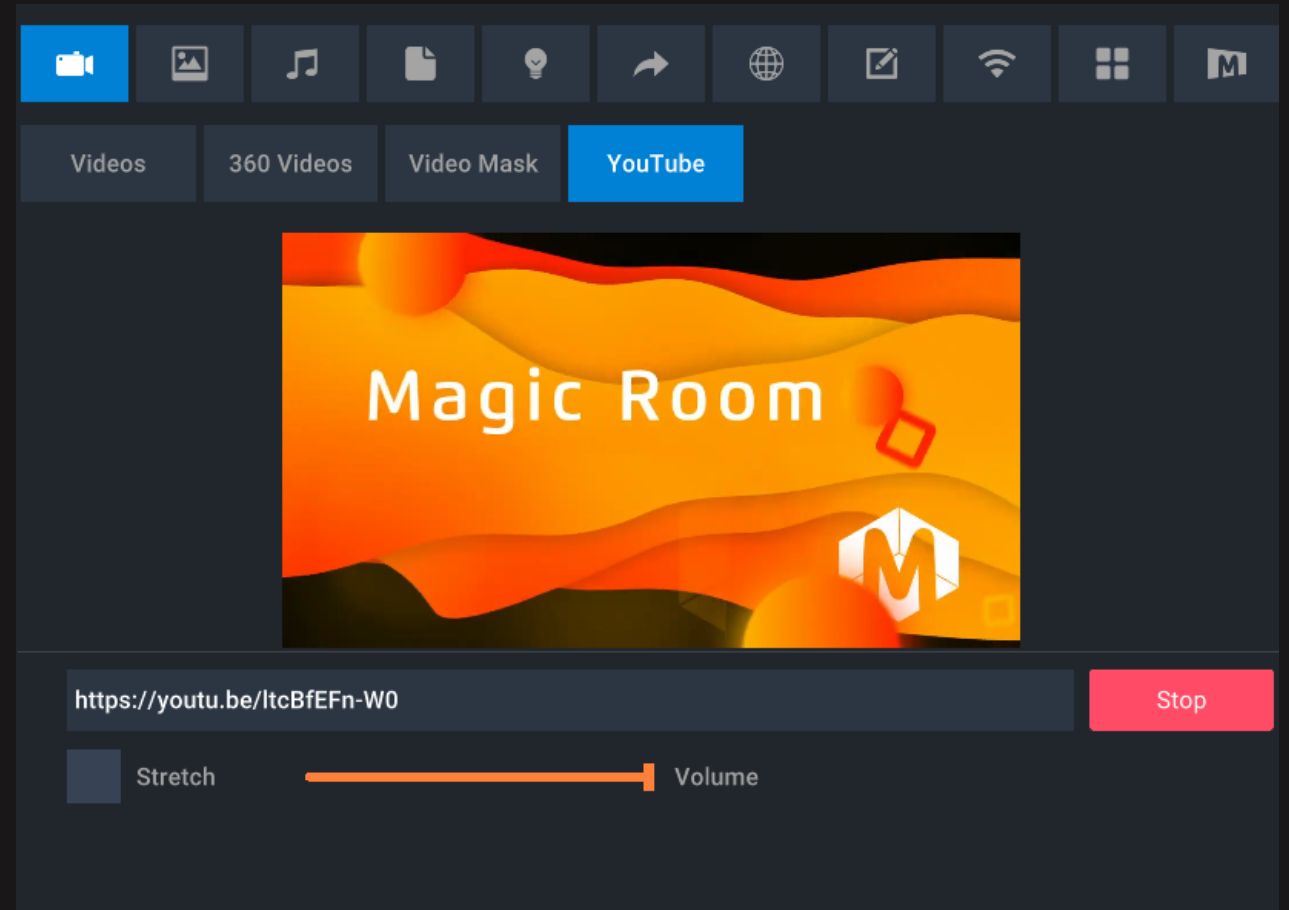
How it works

1. In your web browser; copy URL of YouTube video
2. In Magic Room Scenes Tab; Select a scene to edit
3. In Videos > Youtube > Paste the URL into the YouTube URL field. To preview the video press play in the preview window.

YouTube settings

Stretch

If your Magic Room has multiple displays, video will stretch across all displays



Preview Tip:

Preview the YouTube video in the player. If your internet connection is slow, it may take a while to buffer video

Disclaimer:

There is no pre-programmed YouTube content in Sensory Guru designed activities. We only provide the functionality!

Image Events

How it works

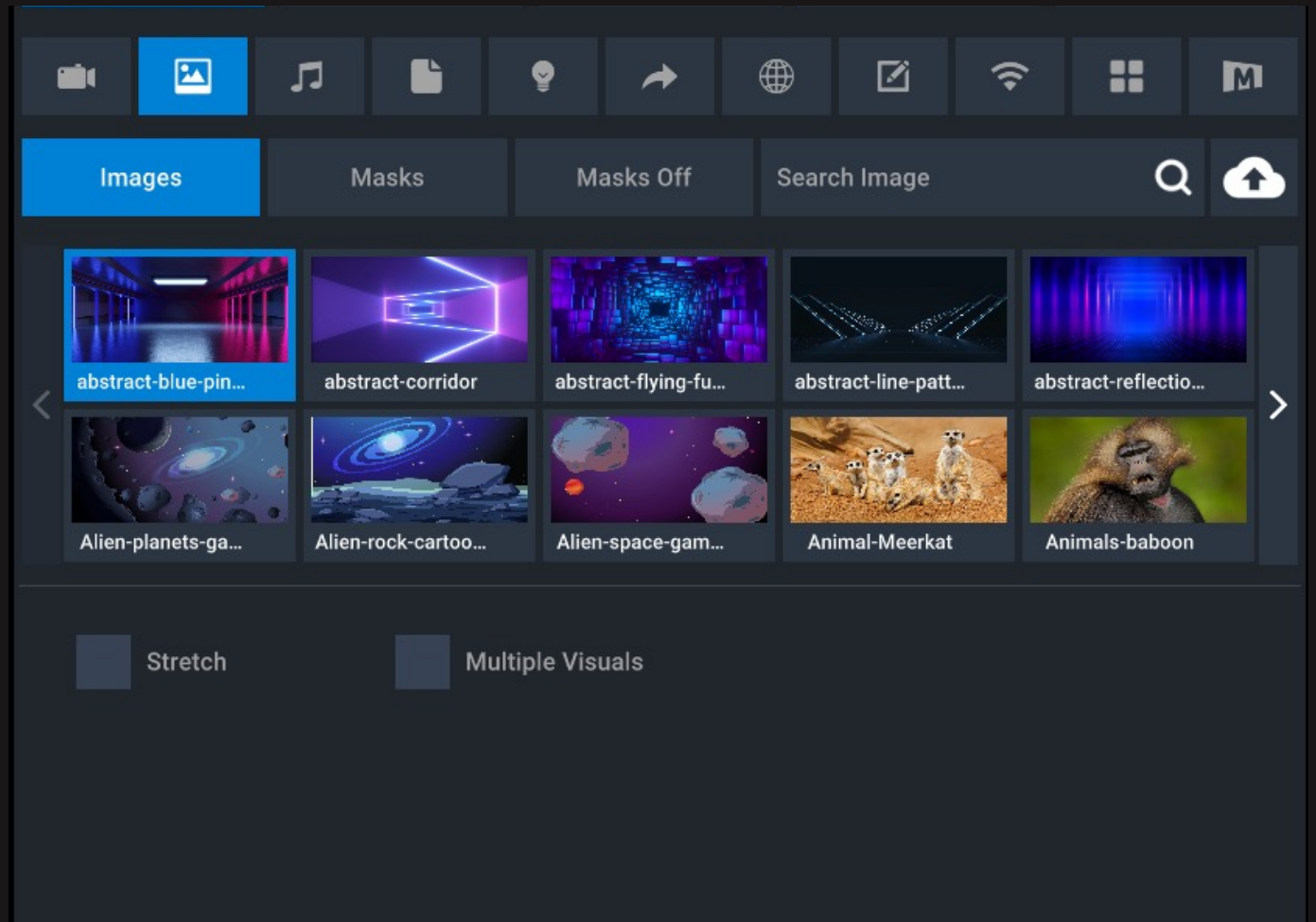
1. Select a scene
2. In Images: Browse and select an image from the image library. Thumbnails show preview of image
3. A selected image will be highlighted in blue

Image settings

Multiple Visuals Create queue of videos to play after each other

Stretch If you have multiple displays, video will stretch across all displays

Supported formats



Multiple Visuals Tip:

When using Multiple Visuals you can assign how long each image shows for in the Event List view! [See page 32 for more.](#)

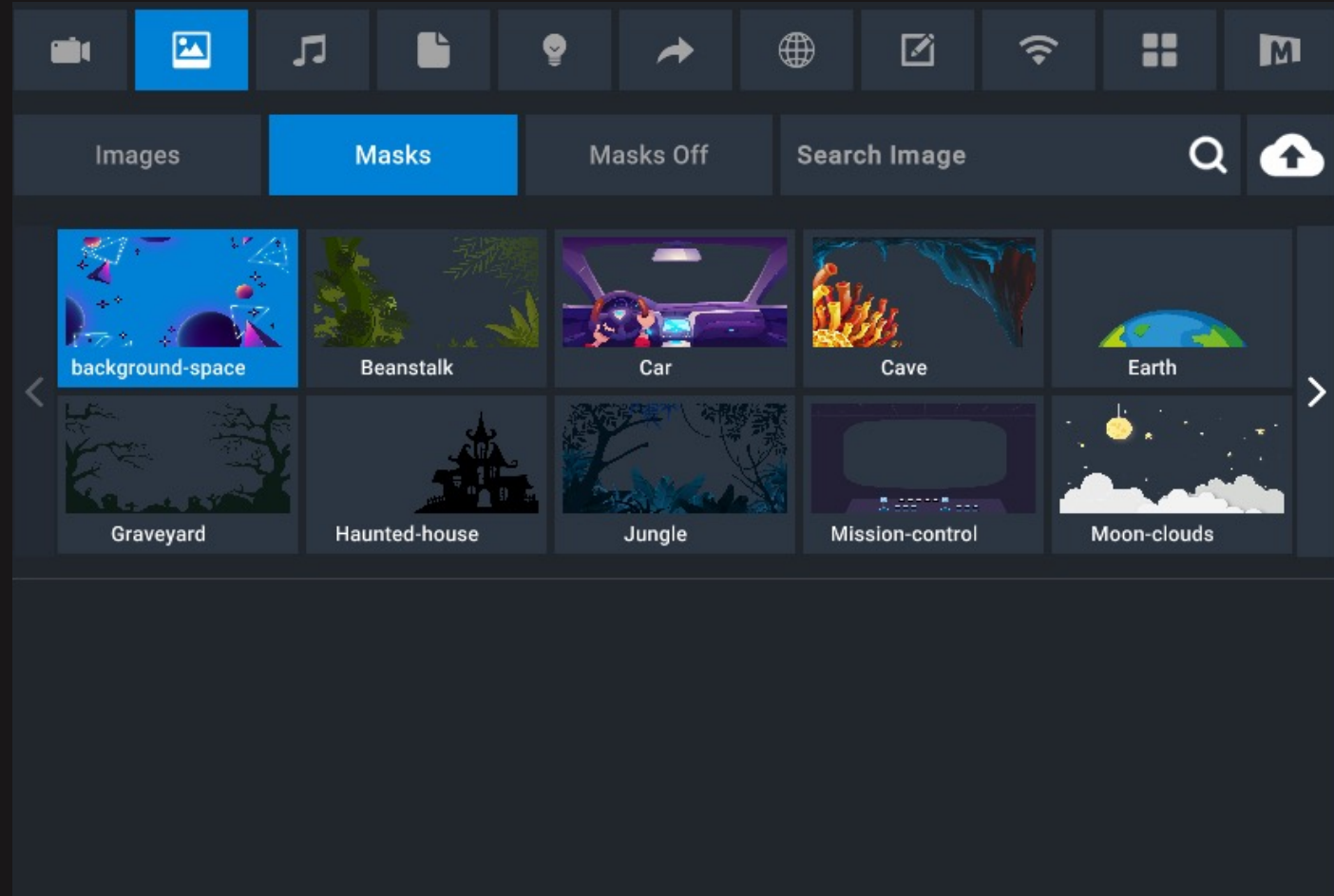
Mask Events

Masks are images with transparencies that can be layered over background images, videos and other masks.

How it works

1. Select a scene
2. In Masks: Browse and select a mask from the mask library. Thumbnails show preview of image
3. A selected mask will be highlighted in blue

Supported formats



Mask Layering Tip:

It is possible to layer multiple masks allowing you to build a scene. An example of mask content designed by Sensory Guru are activity stickers.

Mask Off Events

Masks Off Events allow masks to be turned off. This is useful for building visual scenes and creating on/off transitions from Magic Switch.

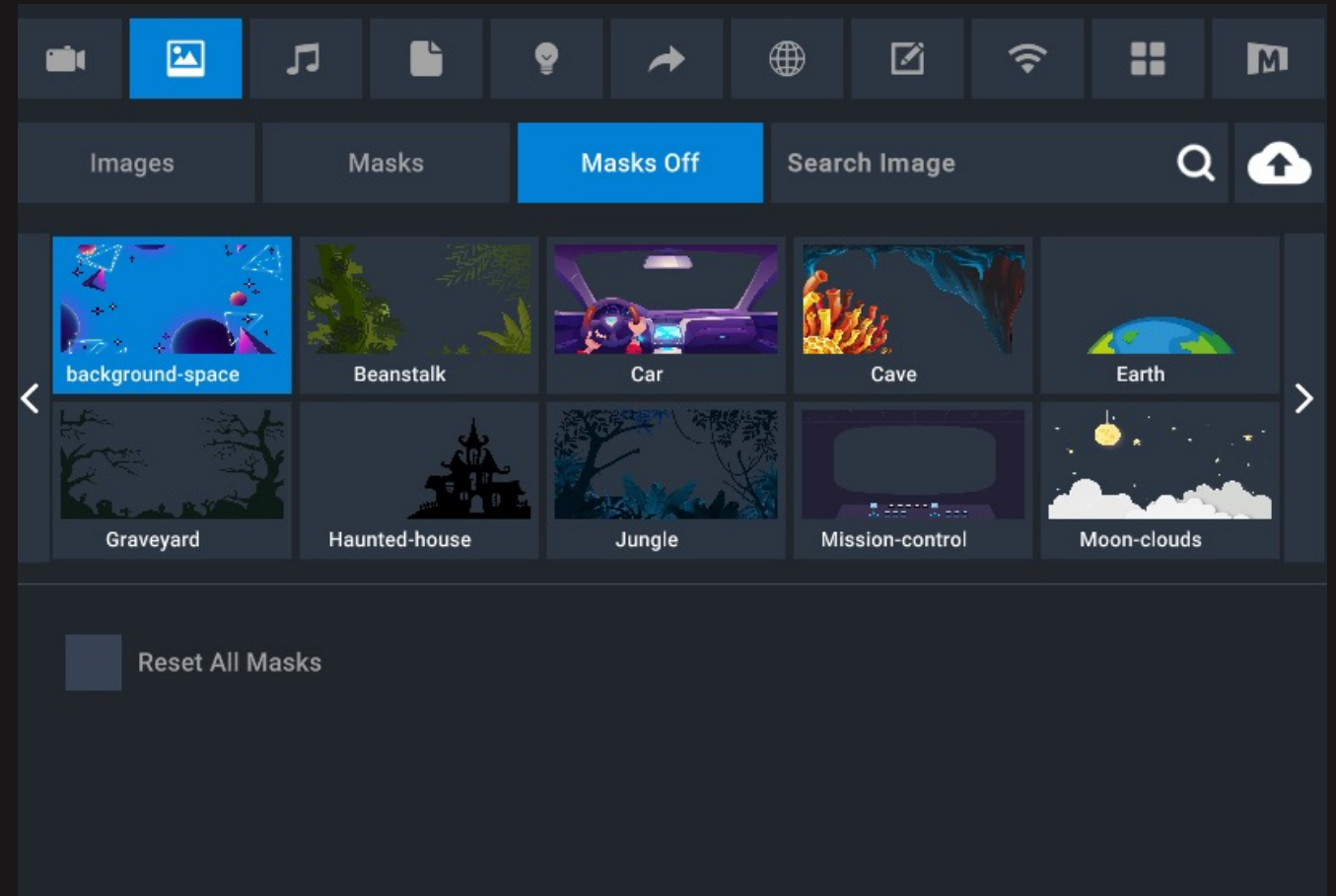
How it works

1. Select a scene
2. In Masks Off: Browse and select a mask from the mask library. Thumbnails show preview of mask
3. A selected mask will be highlighted in blue; selected mask will not show when the scene runs.

Masks Off settings

Reset All Masks Toggle to have a scene turn off all masks.

Supported formats



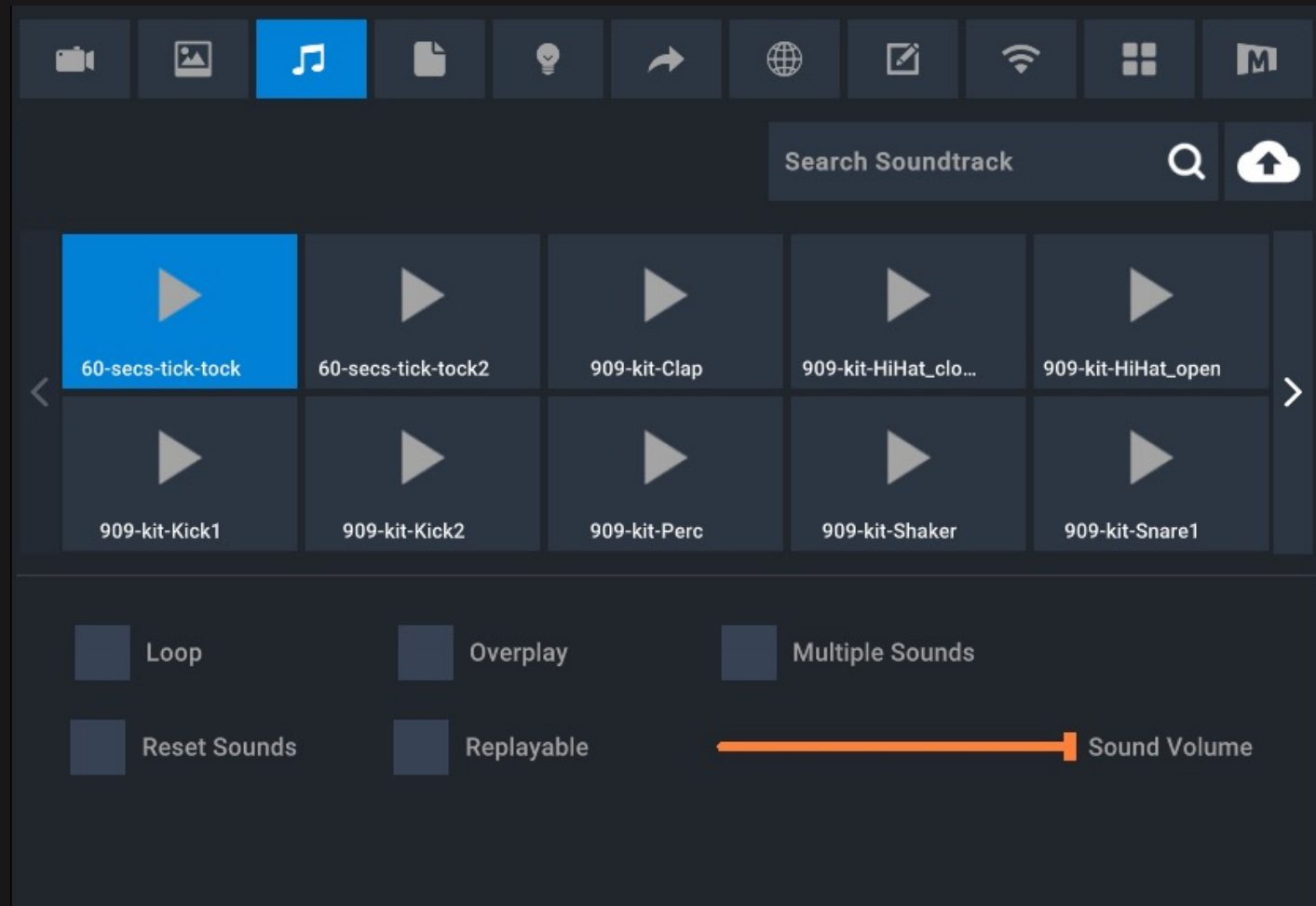
Sound Events

How it works

1. Select a scene
2. In Sounds: click a sound to assign it to scene. To preview a sound, click the play icon
3. A selected sound will be highlighted in blue.

Sounds settings

Loop	Loops the sound
Overplay	Allows scene sound to play over other scenes
Multiple Sounds	Turn on and then select multiple sounds to play in a sequence. Each sounds duration is set in list mode
Reset Sounds	Turn on to add a stop all sounds command to your scene
Replayable	The sound can be restarted at any time
Sound Volume	Adjusts volume



Supported formats



PDF Events

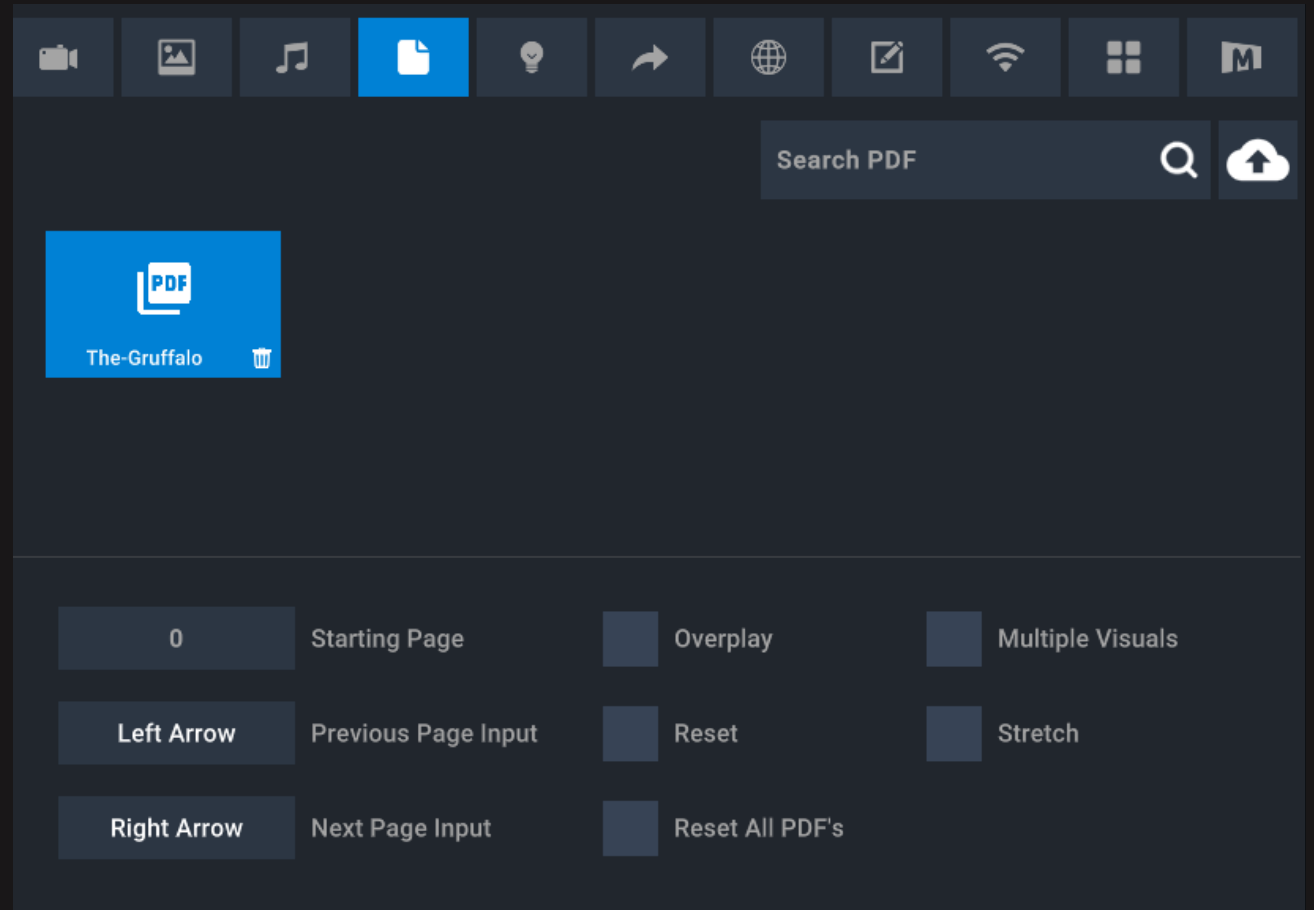
PDF files can be added to Magic Room and assigned to Scenes

How it works

1. Select a scene
2. In PDF Tab: Select cloud icon to upload PDF to Magic Room, then select PDF from the library.
3. Selected PDF will be highlighted in blue.

PDF settings

Starting Page	Input start page, 0 is page 1.
Previous Page	Assign input to trigger previous page
Next Page	Assign input to trigger next page.
Overplay	PDF plays over other scenes
Reset	Turns off PDF
Reset All PDF's	Turns off all PDFs
Multiple Visuals	Assign multiple PDFs to a scene.
Stretch	Stretch PDF across all displays



Tip: Interactive Stories

Upload PDFs of engaging story book content and bring to life using sounds, lighting and visual effects!

Tip: Presentations

Export PowerPoint presentations in PDF format and import them into Magic Room.

Sensory Events

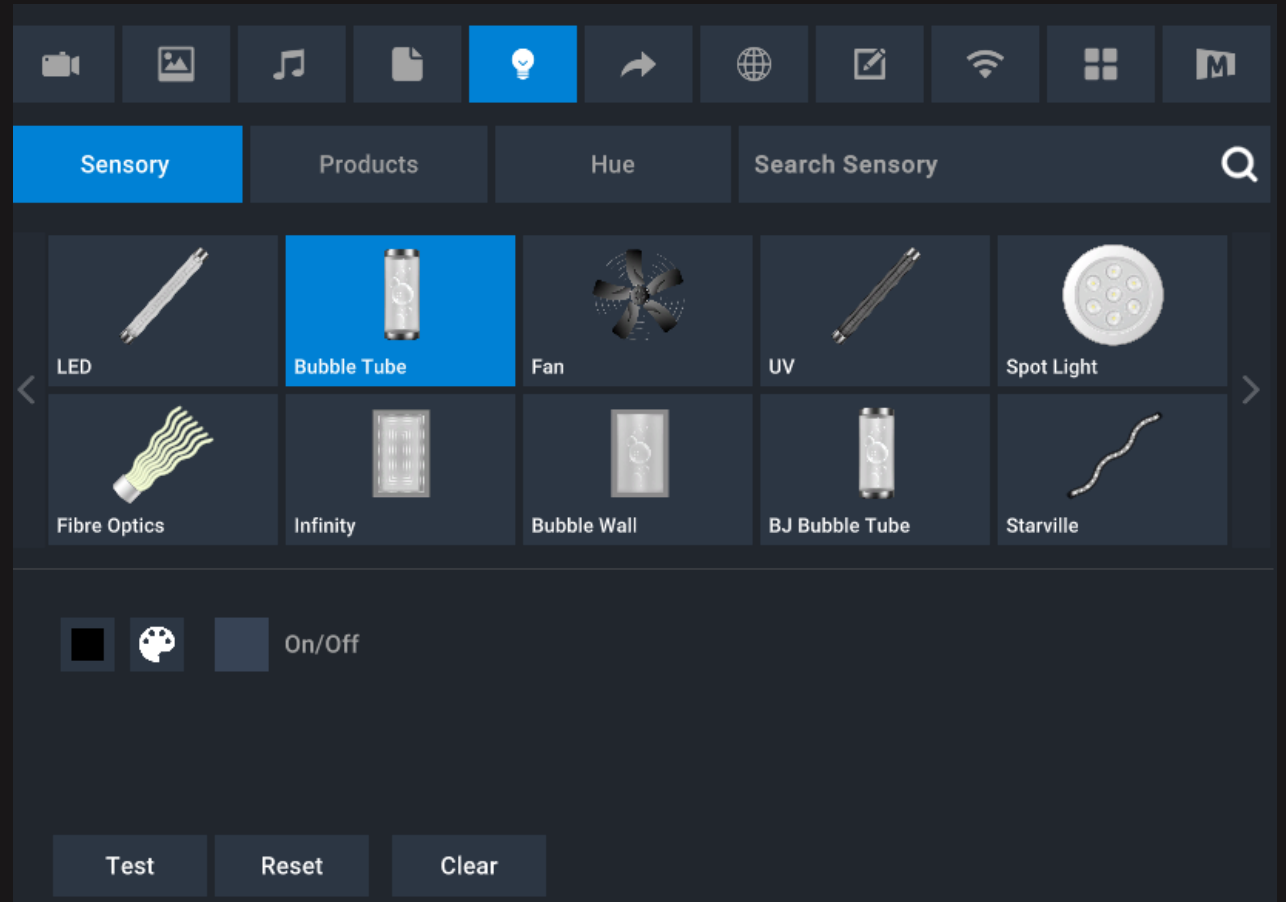
Magic Room can control sensory equipment including Bubble Tubes, LED Lighting and more. Add lighting and sensory events to your scenes.

How it works

1. Select a scene
2. In Sensory: Select the sensory product to be included in the scene.
3. Selected products will be highlighted in blue
4. With sensory item selected; assign colours and other settings.

Sensory Settings

Colour	Pick lighting colour from colour picker
On/Off (Bubble Tube)	Turn bubbles on/off
On/Off	Turn equipment on/off
Speed (Fan)	3 speed settings 0 off – 3 fastest



Tip:

To preview a sensory event, select test, the sensory product will output the assigned settings.

Products Info:

Configured in Products Settings. If you have an RGB compatible DMX fixture, you can add it to the system to appear like those shown above

Product Events

Products are pre-programmed colour and lighting events that can be assigned to scenes without additional steps for adding colour.

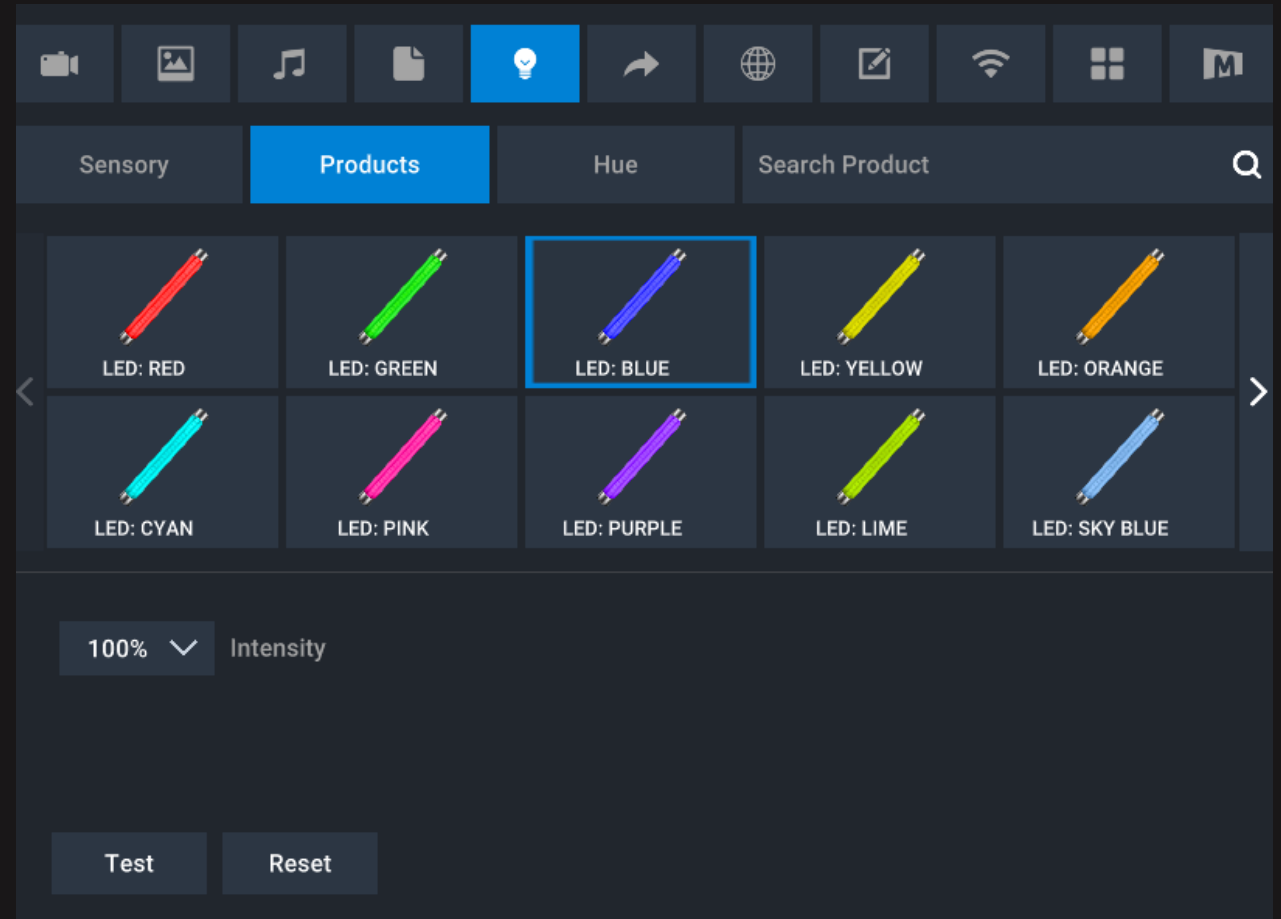
How it works

1. Select a scene
2. In Products: Select the product and colour combo to be added to the scene. Multiple products can be assigned to each scene. Use < > arrows to view additional products in the viewer
3. Selected products will be highlighted in blue

Product Settings

Intensity

Set lighting intensity 100 is brightest.



Tip:

To preview a product event, select test, the sensory product will output the assigned settings.

Multiple Product Assignment:

Multiple products can be assigned to a single scene. Simply select all the products to assign them to that scene.

Philips Hue Events

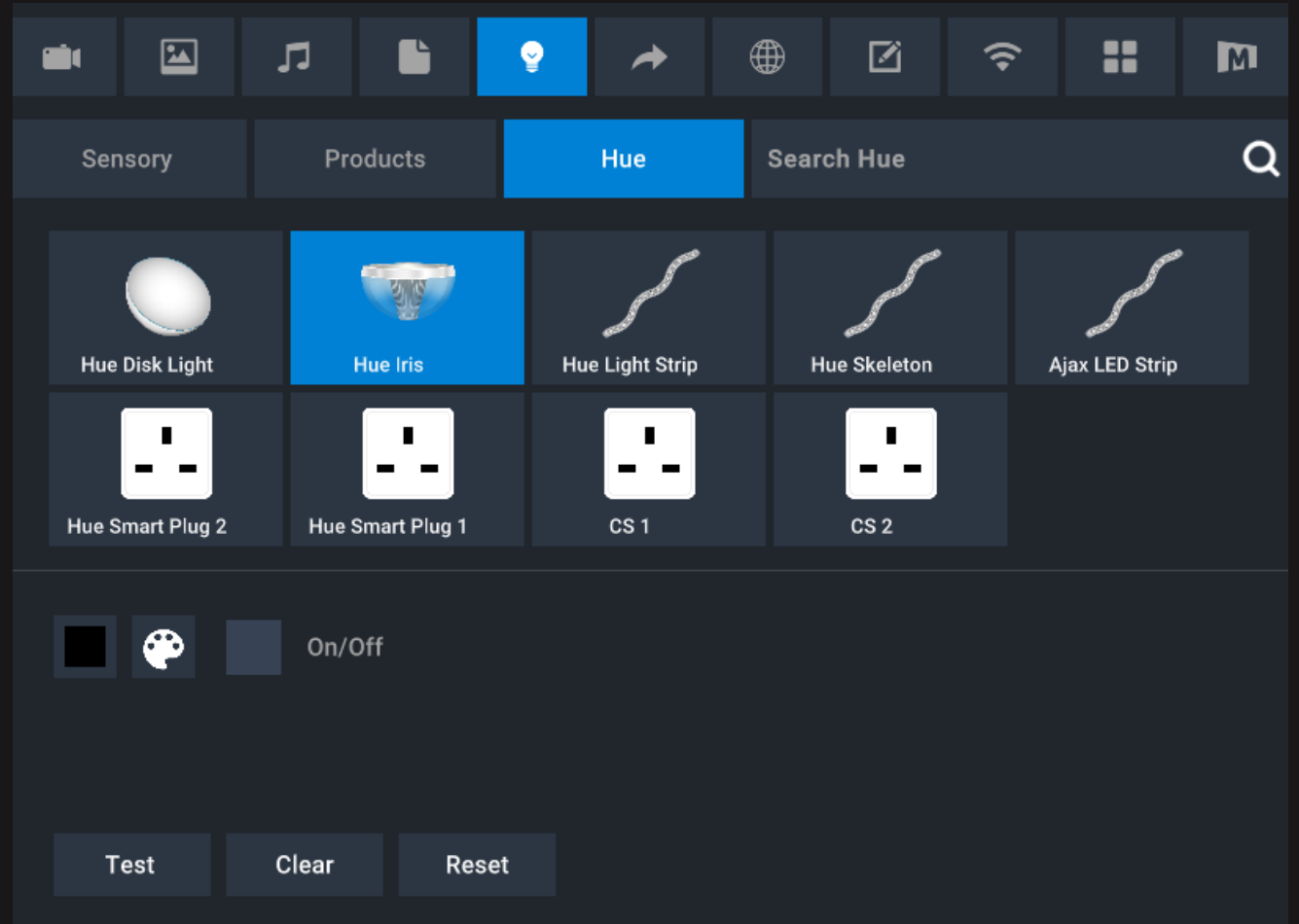
Magic Room is compatible with Phillips Hue. This means lighting and environmental control can easily be added to Magic Room experiences.

How it works

1. In Magic Room Setting Tab; Connect Magic Room to Phillips Hue Bridge. Magic Room will automatically sync all available Hue products.
2. In Magic Room Scenes Tab; Select a scene to edit
3. In Hue; Select the Hue product, it will highlight blue.
4. Assign settings to the Hue Product.

Hue settings

- Colour** Set lighting colour
- On/Off** Set Hue product on/off



Tip:

To add Hue to your Magic Room setup you will need a Hue Bridge that is connected to the same network as Magic Room PC. [See how on page 123.](#)

Go To Scene Events

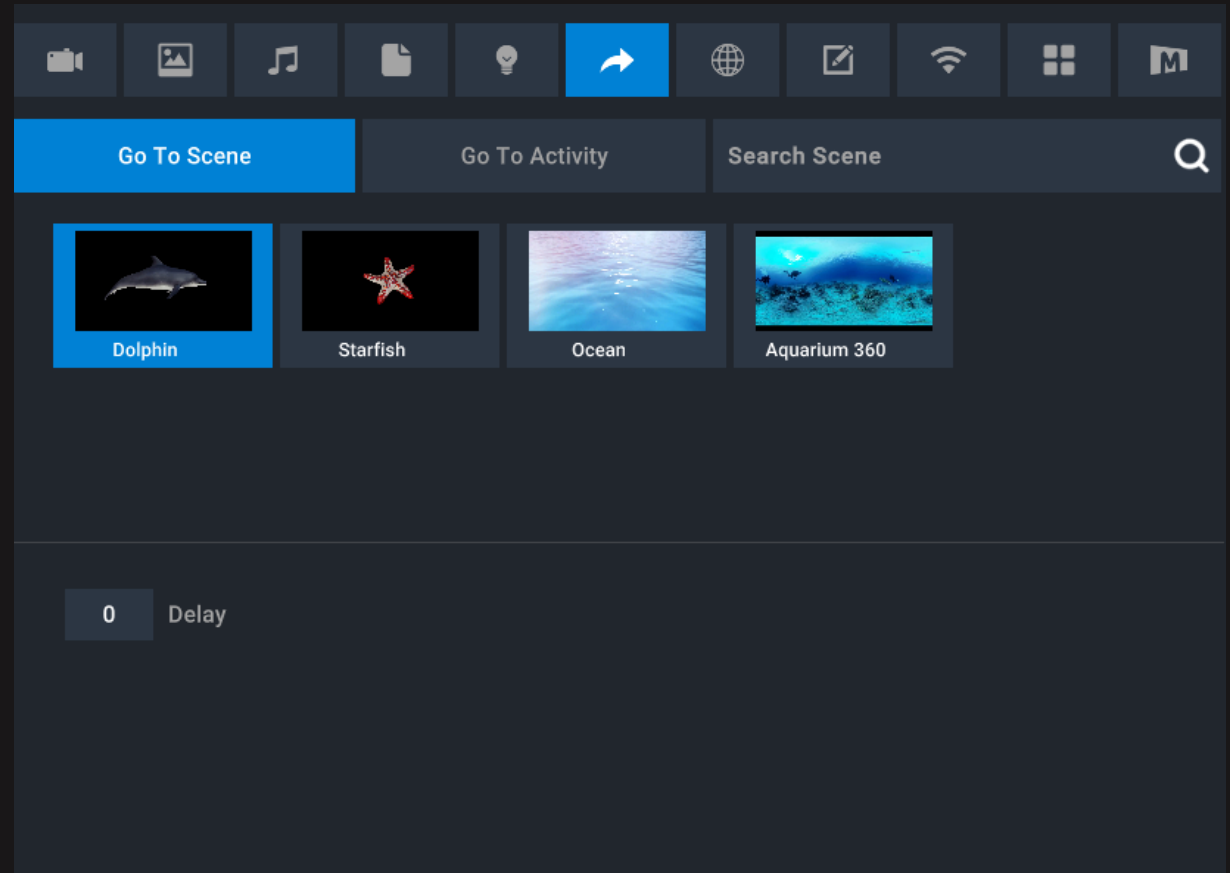
Go To Scene commands allow navigation to a different scene within your activity. If you add a time interval it will happen after that time has elapsed.

How it works

1. Select a scene to edit
2. In Go To Scenes; Select a scene to GO TO when the current scene is triggered.
3. Selected Go To Scene will be highlighted in blue.

Go To Scene settings

Delay Add a time delay (seconds) for a Go To Scene Event



Tip:

Use Go To Scene at the end of a set of scene events. For example, you can set a video to play and after it ends Go To a Scene with an alternative video.

Go To Activity Events

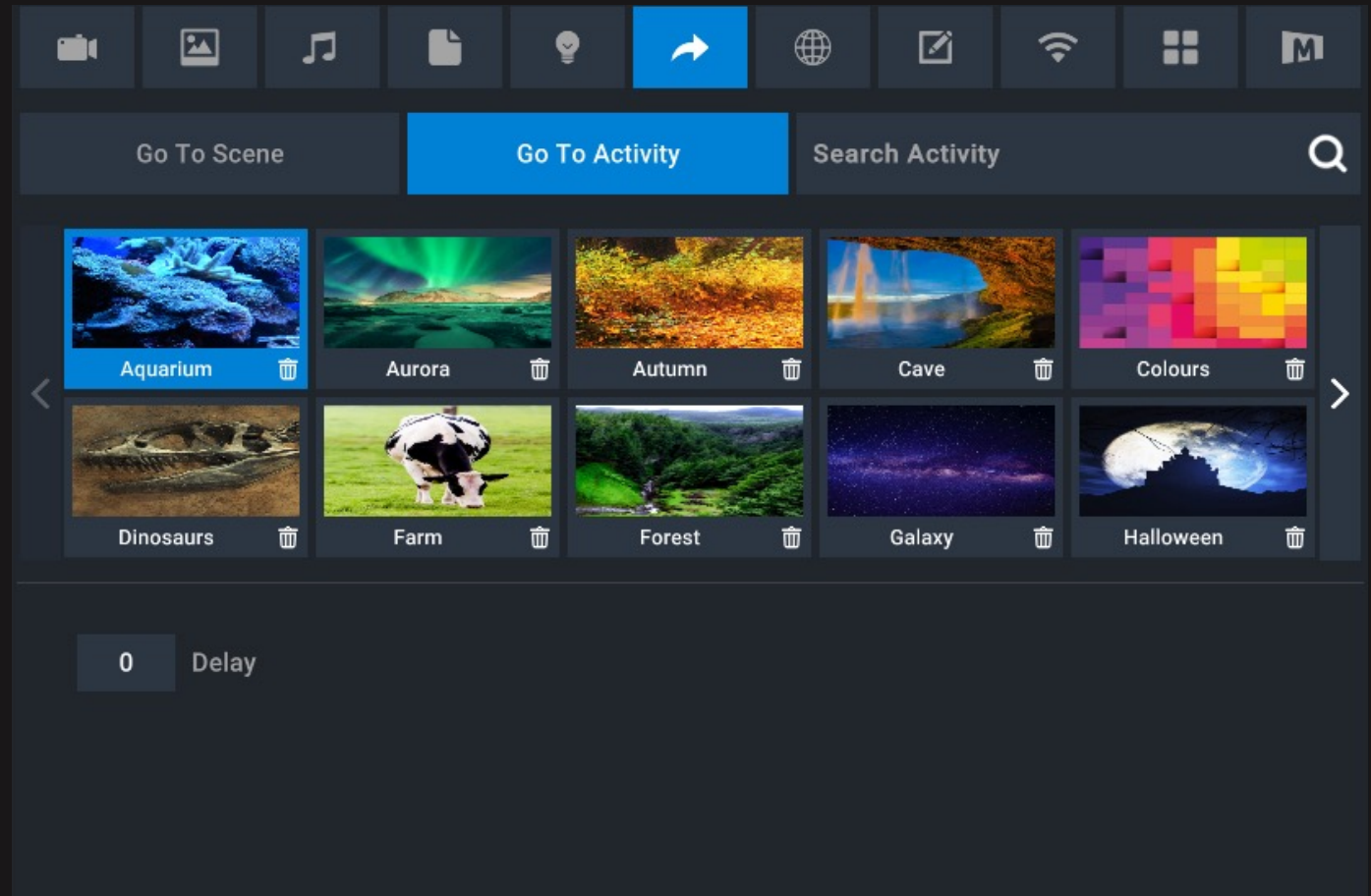
Go To Activity allows navigation to a different Magic Room activity when a scene is triggered.

How it works

1. Select a scene to edit
2. In Go To Activity; Select an activity that the scene will load when triggered.
3. Selected Go To Activity will be highlighted in blue.

Go To Activity settings

Delay Add a time delay (seconds) for a Go To Activity Event



Tip:

Use Go To Activity on a scene to enable users to select or choose the next activity from a Magic Switch Design

Web Browser Events

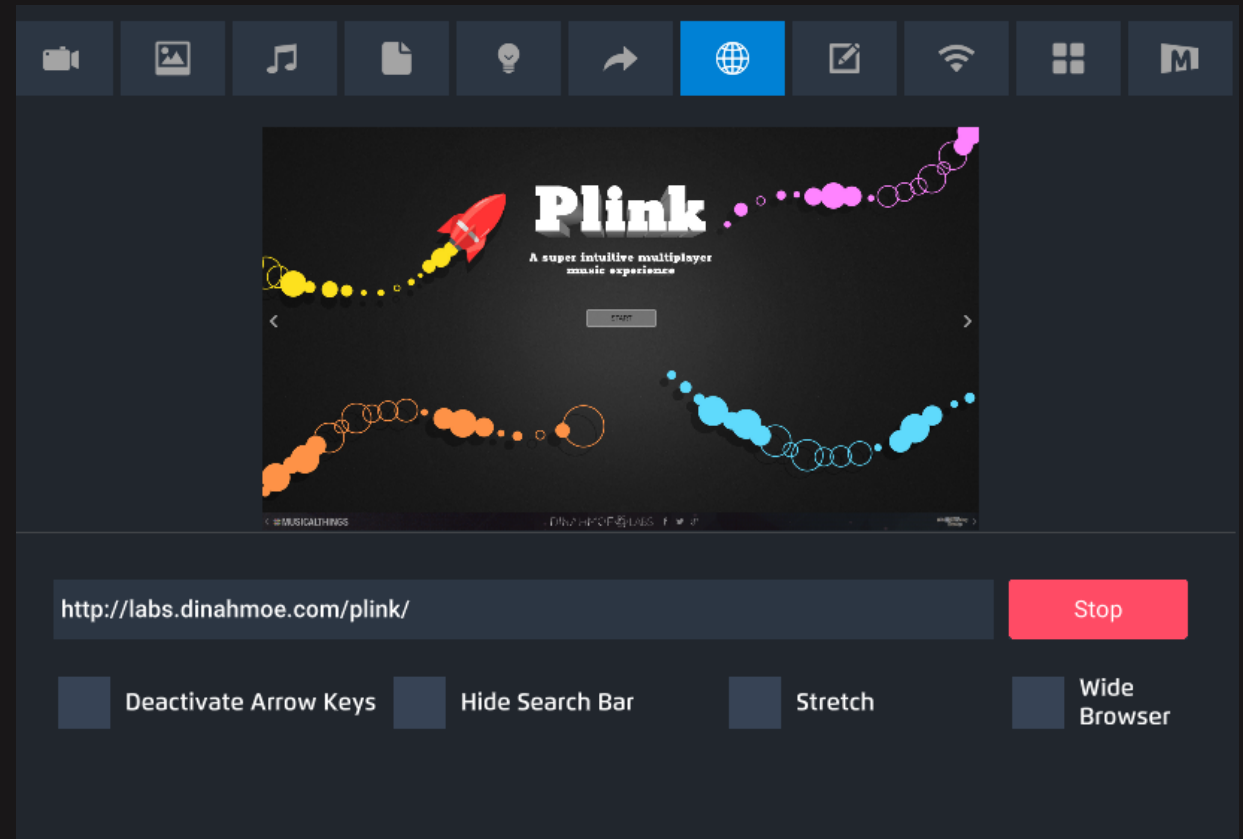
The internet offers infinite possibilities for content and Magic Room supports web browser interaction and navigation.

How it works

1. In a web browser; copy URL of webpage
2. In Magic Room Scenes Tab; Select a scene to edit
3. In URL; Paste the URL into the URL text field. To preview the webpage press browse.

URL Settings

Deactivate Arrow Keys	Use arrow keys for navigation if not assigned as inputs
Hide Search Bar	Hides the URL bar on browser
Stretch	If you have multiple displays, browser page will stretch across all displays
Wide Browser	Use this if you want a single Google Maps scene to show on all displays



Interactive Content Tip:

There is a huge range of interactive web experiences that can be used for switch activities – try patatap.com for an interactive musical activity.

Google Maps Tip:

Paste in a Google Maps street view link and be transported anywhere on the planet.

Text Events

How it works

1. Select a scene
2. In Text; Input text into the Enter Text field.
3. The preview window will show how the text will appear on the scene.

Text settings

Font Size	Set font size
Font Colour	Select font colour from colour picker
Overplay Text	Overplay the text on other scenes
Scene Only Text	Text only appears on selected scene
Alignment	Set text position from dropdown options
Font	Select text font from dropdown options
Delay	Add time delay (seconds) to when text appears in scene.

Scene Only Text Tip:

If your activity has a title on scene 1, select the scene only text option on so the text title disappears as soon as the next scene is triggered.

Text-To-Speech Events

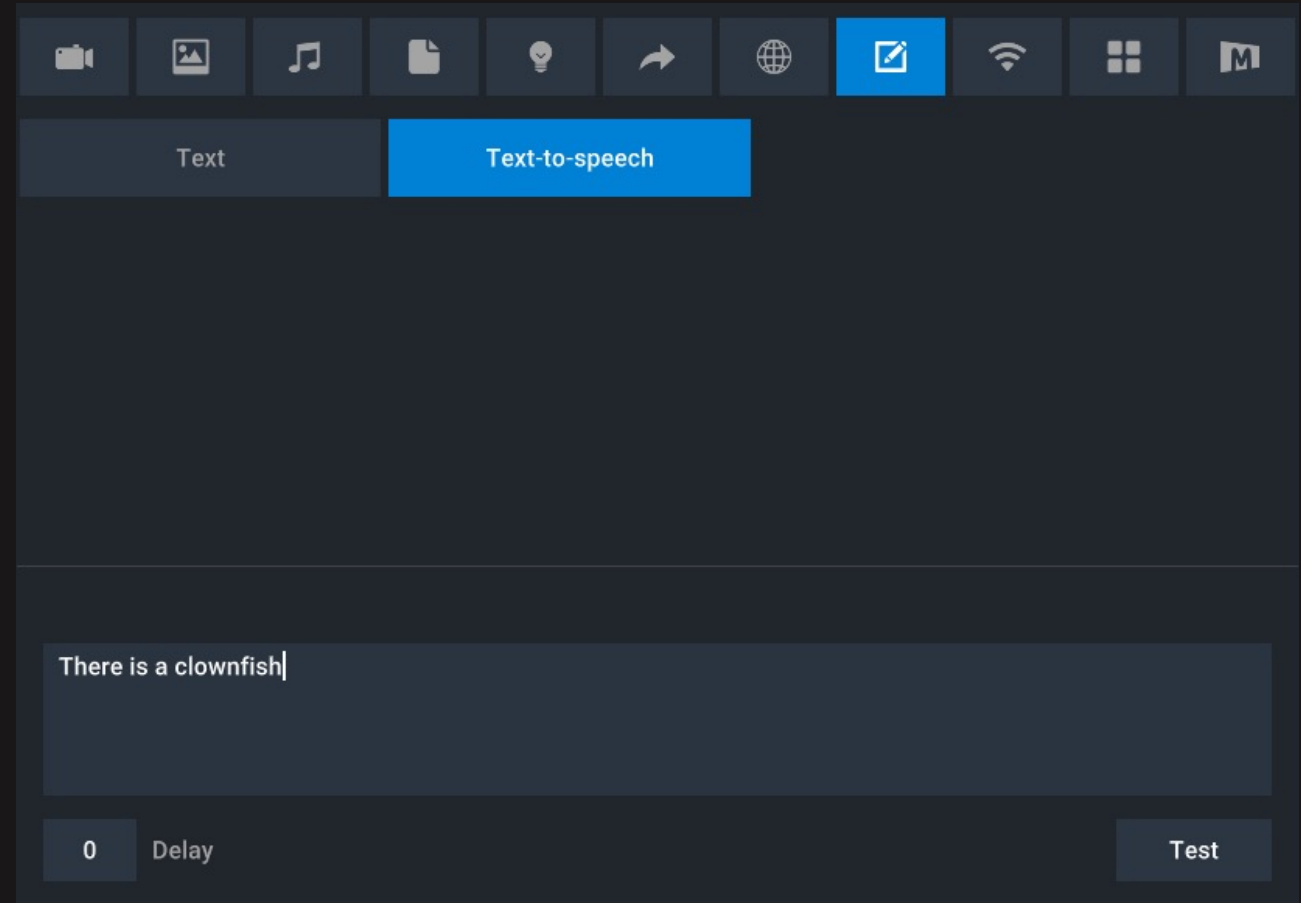
Write a message or paste some text in the TTS message window and the Magic Room will read the text back when the scene is played. Uses default Windows TTS Voice configured on the PC.

How it works

- Select a scene
- In Text-to-speech; enter text in TTS Message field
- To preview TTS, select Test.

Text-to-speech settings

Delay Add time delay (milliseconds) to text to speech playback



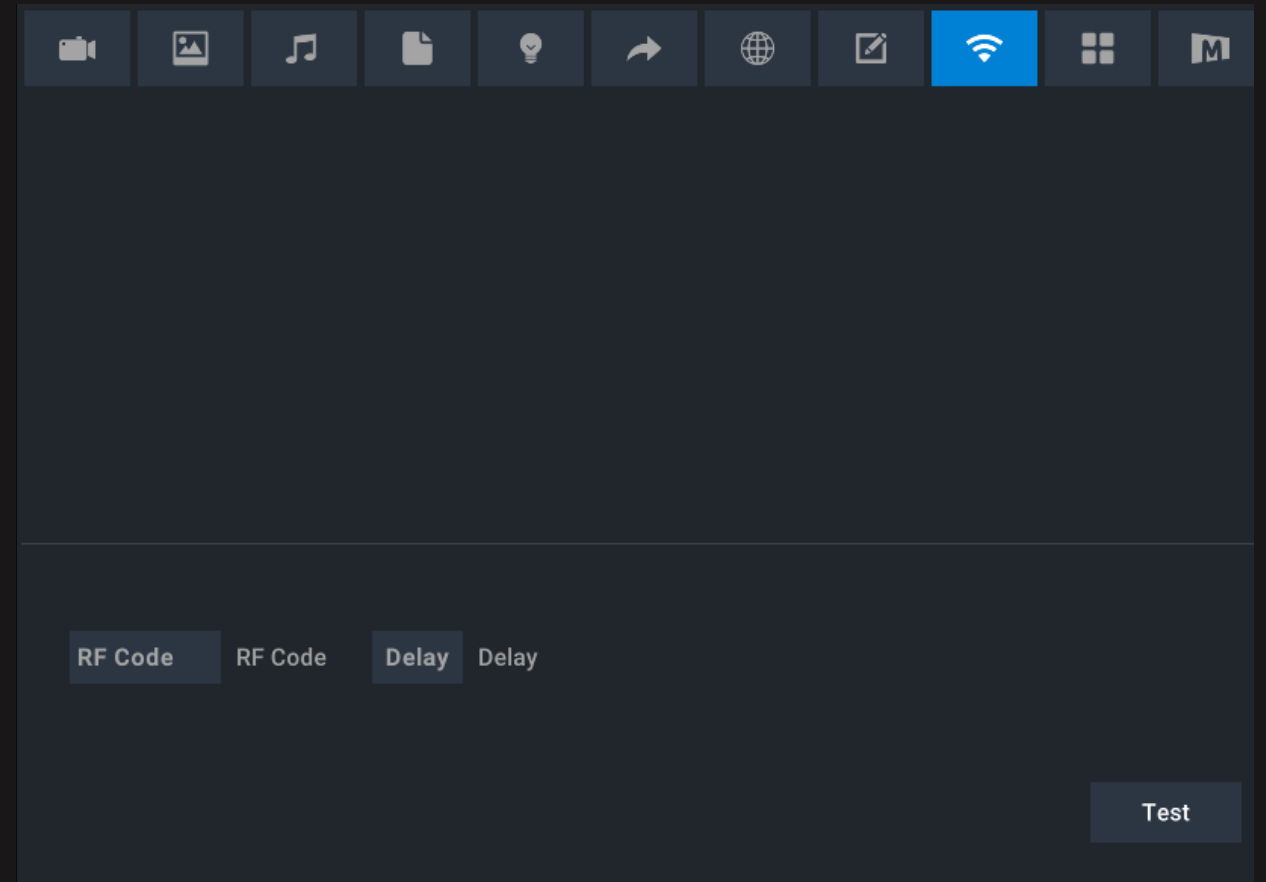
Radio Frequency Events

How it works

The radio frequency tab option is compatible with Qinera hardware devices when used in conjunction with compatible Qinera's USB to RF modules.

RF Code – Add RF code

Delay – Add delay



Communication Events

In communication events Switch designs, communication boards and timetables can be assigned to the selected scene. This means they can also be called by any input.

① Switch designs

Assign a switch design to a scene. This means that when this scene is called the selected design will load to connected devices.

Takeover – if takeover is ON the switch design will display immediately on the device of the assigned user(s). All means all devices are taken over

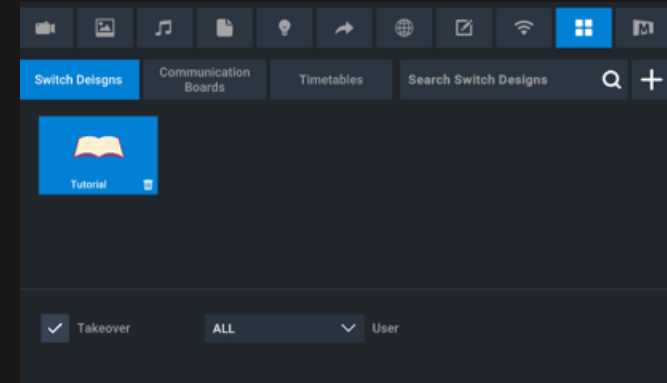
② Communication Boards

Assign a communication board to a scene. This means that when this scene is selected the In-Screen Toolbar will show the selected board.

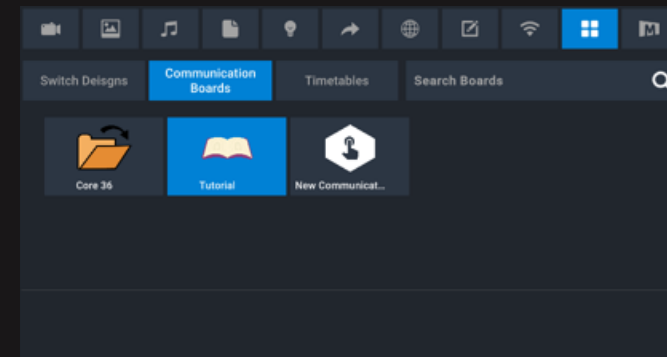
③ Timetables

Assign a timetable to a scene. This means that when this scene is selected the In-Screen Toolbar will show the selected timetable.

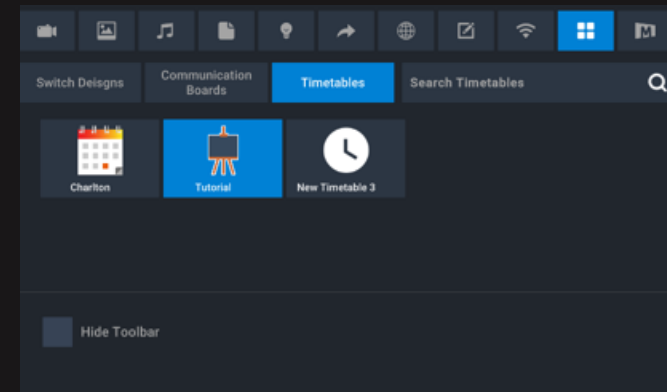
①

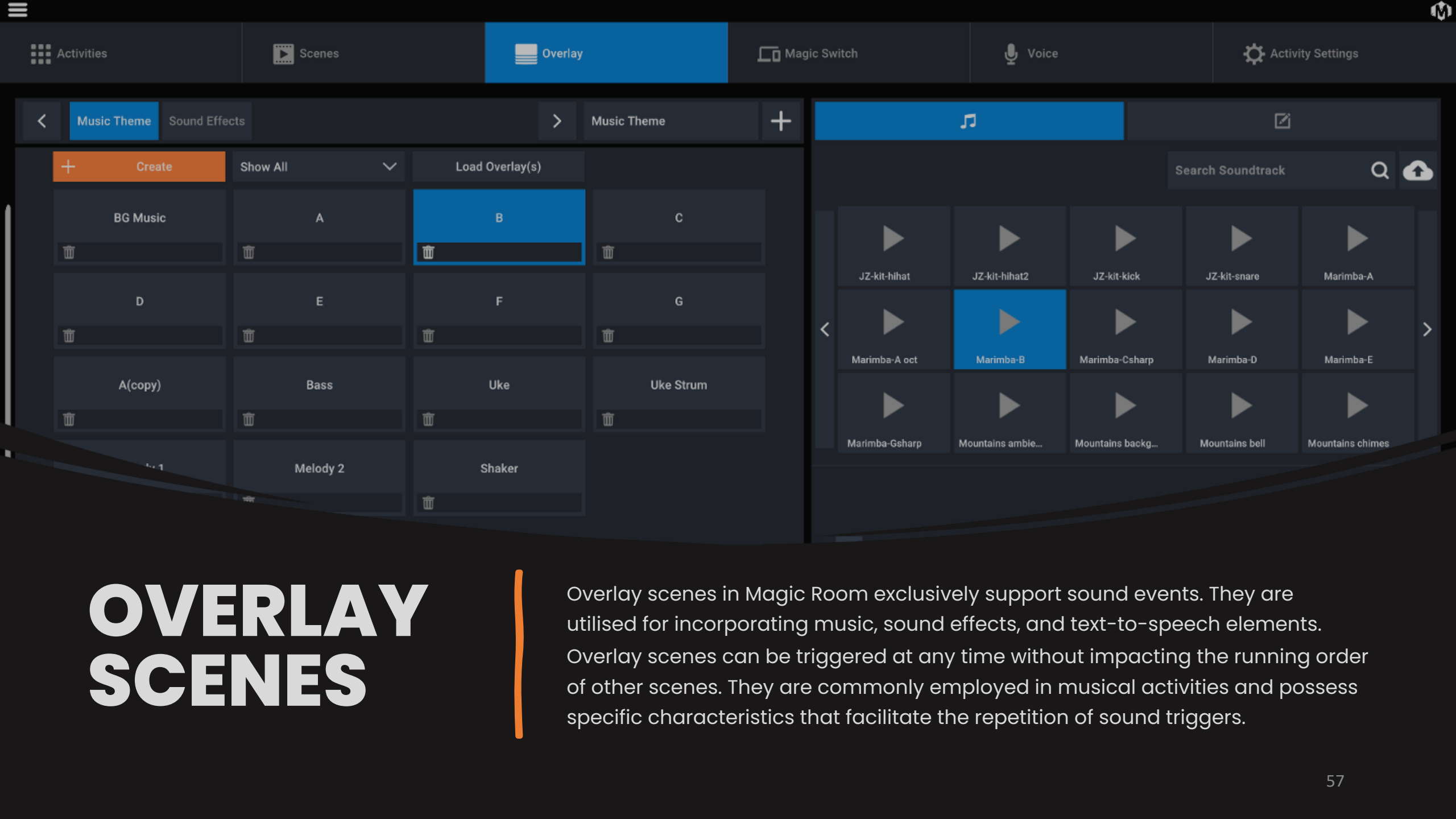


②



③



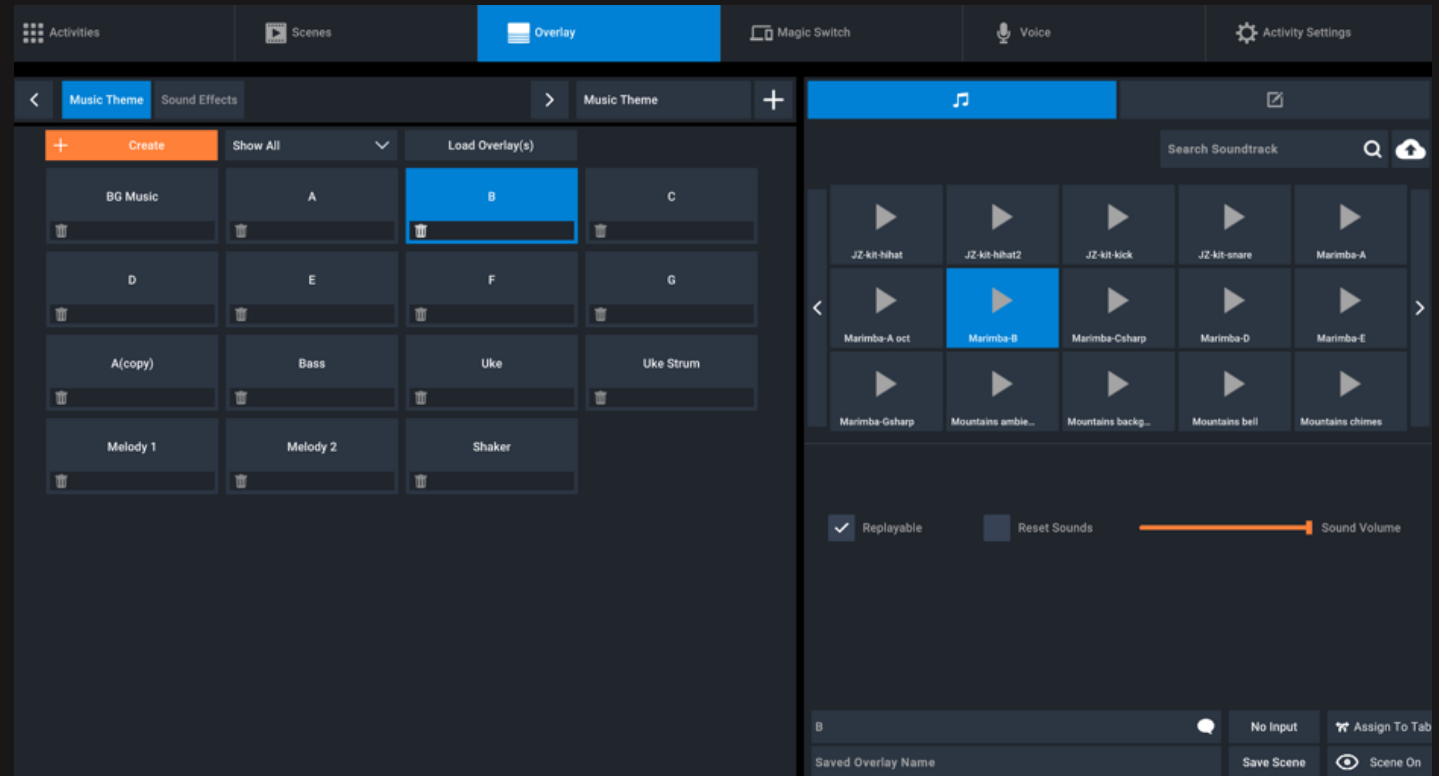


OVERLAY SCENES

Overlay scenes in Magic Room exclusively support sound events. They are utilised for incorporating music, sound effects, and text-to-speech elements. Overlay scenes can be triggered at any time without impacting the running order of other scenes. They are commonly employed in musical activities and possess specific characteristics that facilitate the repetition of sound triggers.

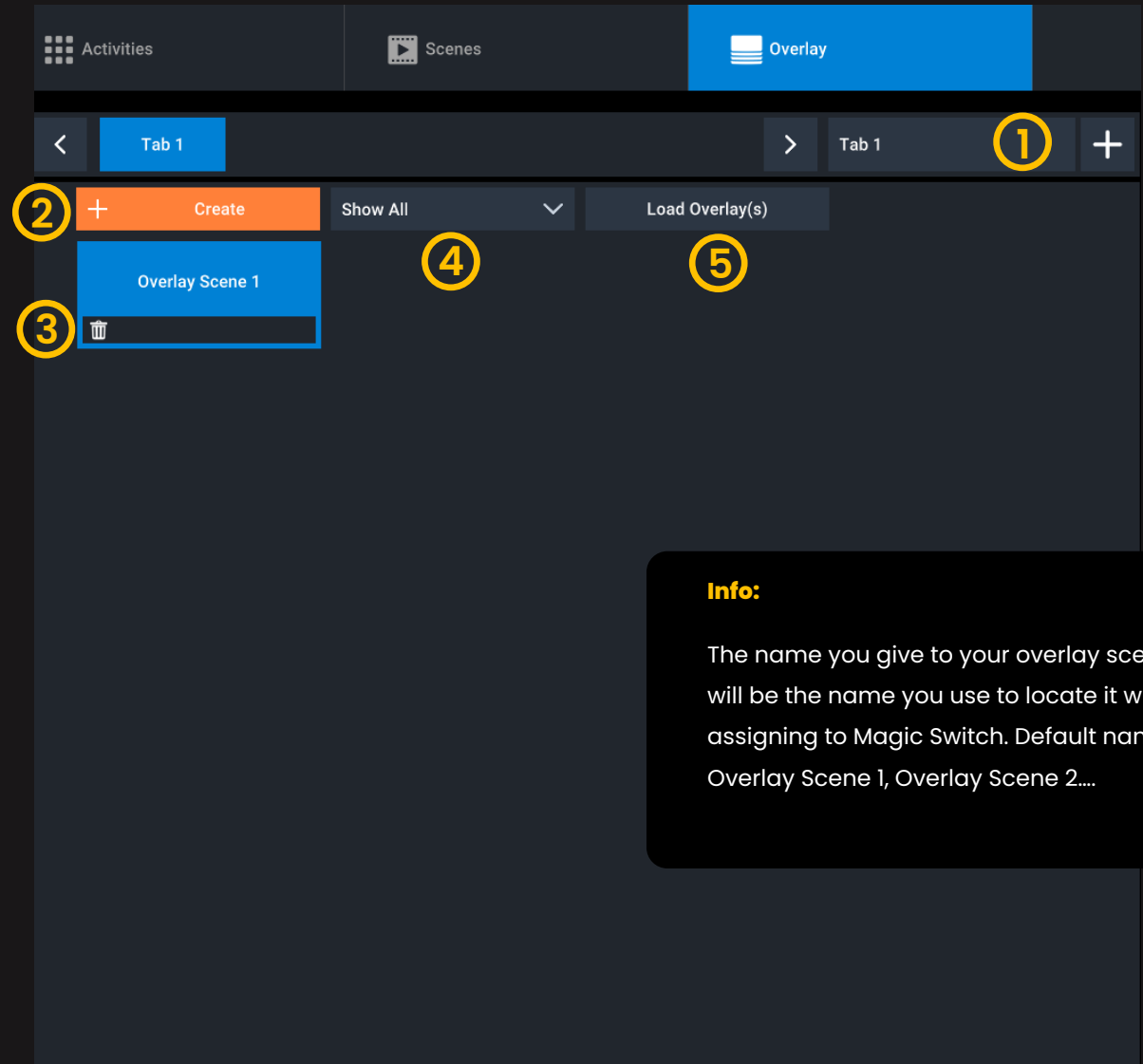
Overlay Editor

Overlay scenes can be called at any time to play over other scenes. Overlay has been designed to allow you to add incidental interactions such as sounds and Text to Speech events to any activity.



Overlay Scenes Arranger

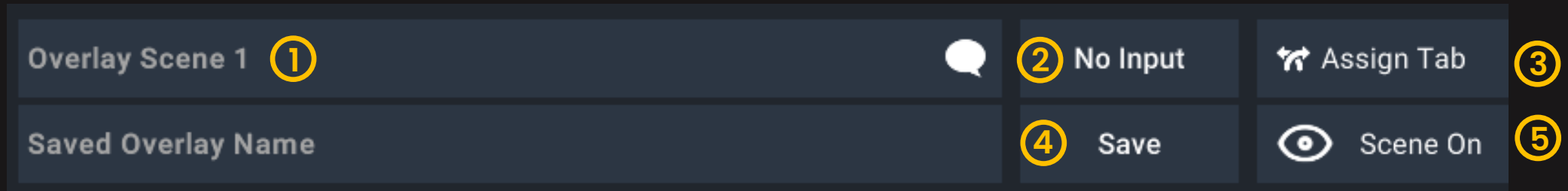
- ① **Tabs** – Create new tab button manage and organise scenes. Can change Tab name in the Tab name field
- ② **Create Overlay Scene Button** – adds a new overlay scene
- ③ **Overlay Scene** – Overlay Scene Name Field – Delete Button – Duplicate Overlay Scene Button
- ④ **Filter View** – Show all, show hidden or active scenes.
- ⑤ **Load Overlay(s)** – Load an overlay scene from saved overlays in the Media Library.



Info:

The name you give to your overlay scene will be the name you use to locate it when assigning to Magic Switch. Default name = Overlay Scene 1, Overlay Scene 2....

Overlay Scenes Activation and Save Settings



① **Overlay Scene Speech Command** – Add a speech command to trigger the overlay scene.

② **Input Mapper** – Click keyboard icon to open input mapper. In the pop-up assign a key that will activate the overlay scene.

③ **Assign tab** – open the Tab Arranger and assign Overlay Scenes to Tabs

④ **Save overlay** – Input a name and select Save Overlay to save to Media Library. The overlay scene can then be loaded into other activities.

⑤ **Scene on/off** – Toggle eye icon to hide overlay. Overlay won't play if hidden.

Overlay Sound Events

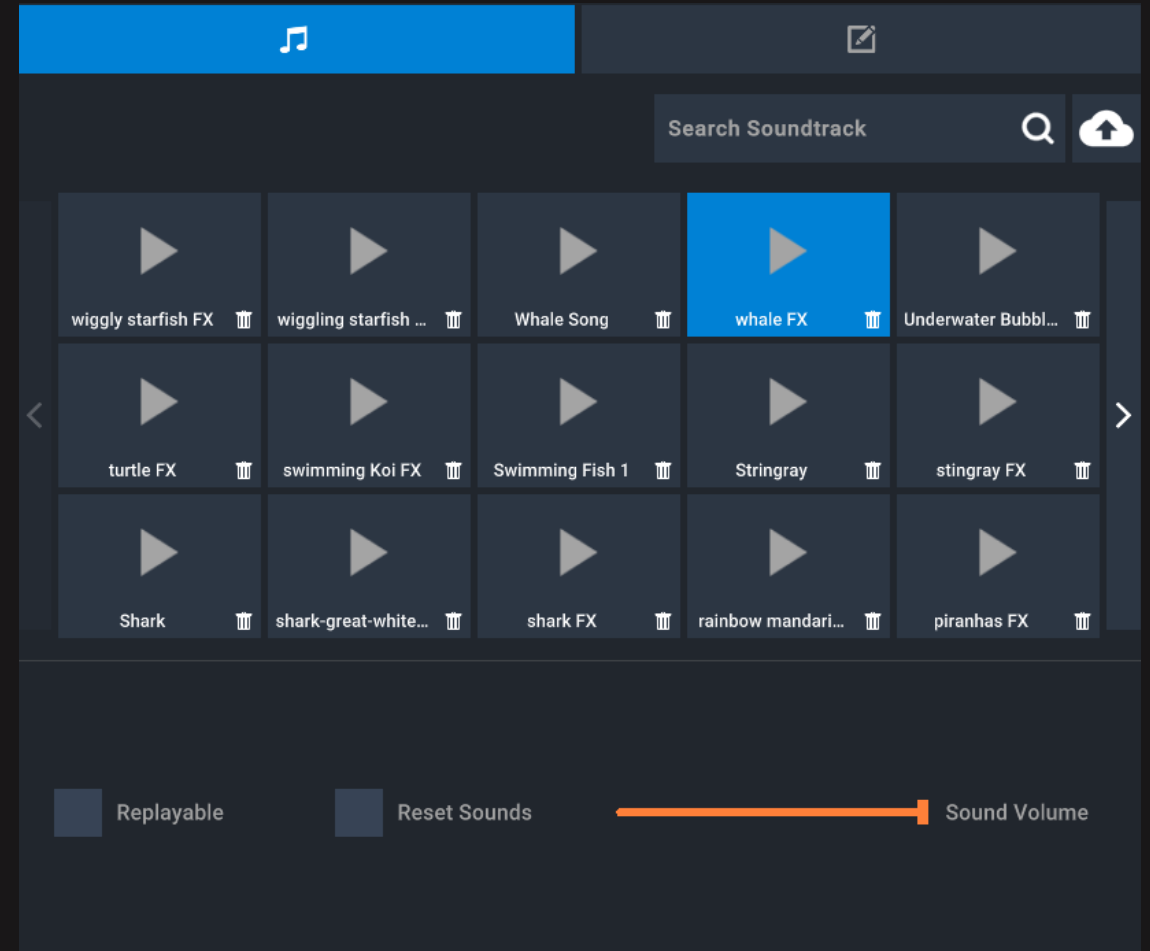
How it works

1. Select an overlay scene
2. In Sounds tab: click a sound to assign it to overlay scene. To preview a sound, click the play icon
3. A selected sound will be highlighted in blue.

Sound settings

Reset Sounds	Turn on to add a stop all sounds command to your overlay scene
Replayable	The sound can be restarted at any time
Sound Volume	Adjusts volume

Supported formats



Tip:

Use overlay sounds to create sounds that can be called at any time without interrupting the rest of the scene. The Pre-set interactive music events are all overlay scenes.

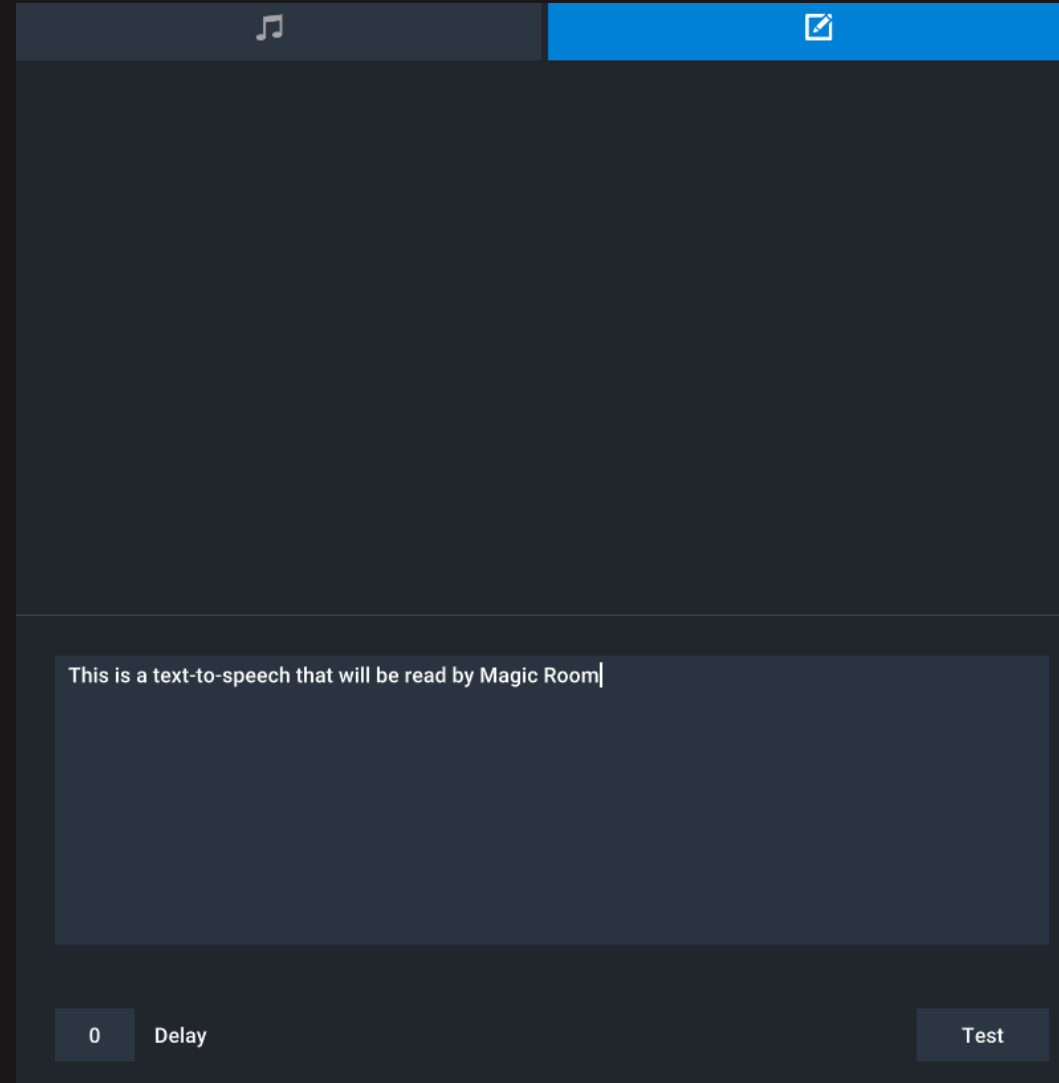
Overlay Text-to-Speech Events

How it works

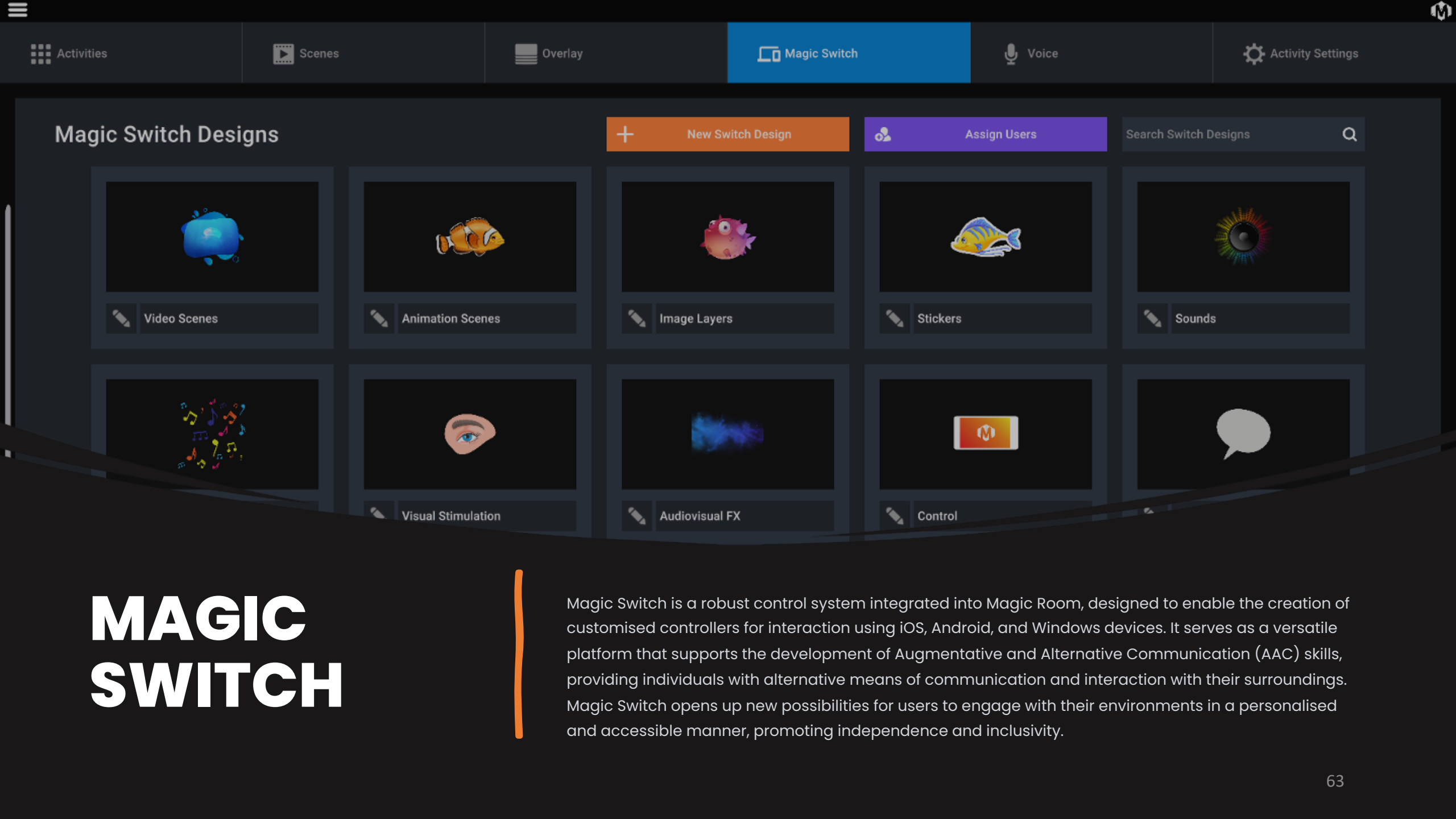
1. Select an overlay scene
2. In TTS tab: enter text in TTS Message field
3. To preview TTS message, press Test.

Text-to-speech settings

Delay Add time delay (seconds) to text to speech.



The screenshot shows a software interface with a dark background. At the top, there are two tabs: a music note icon on the left and a checkmark icon on the right. The checkmark icon is highlighted in blue. Below the tabs is a large, empty text input field. At the bottom of the screen, there is a row of controls: a numeric input field containing '0', a 'Delay' label, and a 'Test' button.



MAGIC SWITCH


Magic Switch is a robust control system integrated into Magic Room, designed to enable the creation of customised controllers for interaction using iOS, Android, and Windows devices. It serves as a versatile platform that supports the development of Augmentative and Alternative Communication (AAC) skills, providing individuals with alternative means of communication and interaction with their surroundings. Magic Switch opens up new possibilities for users to engage with their environments in a personalised and accessible manner, promoting independence and inclusivity.

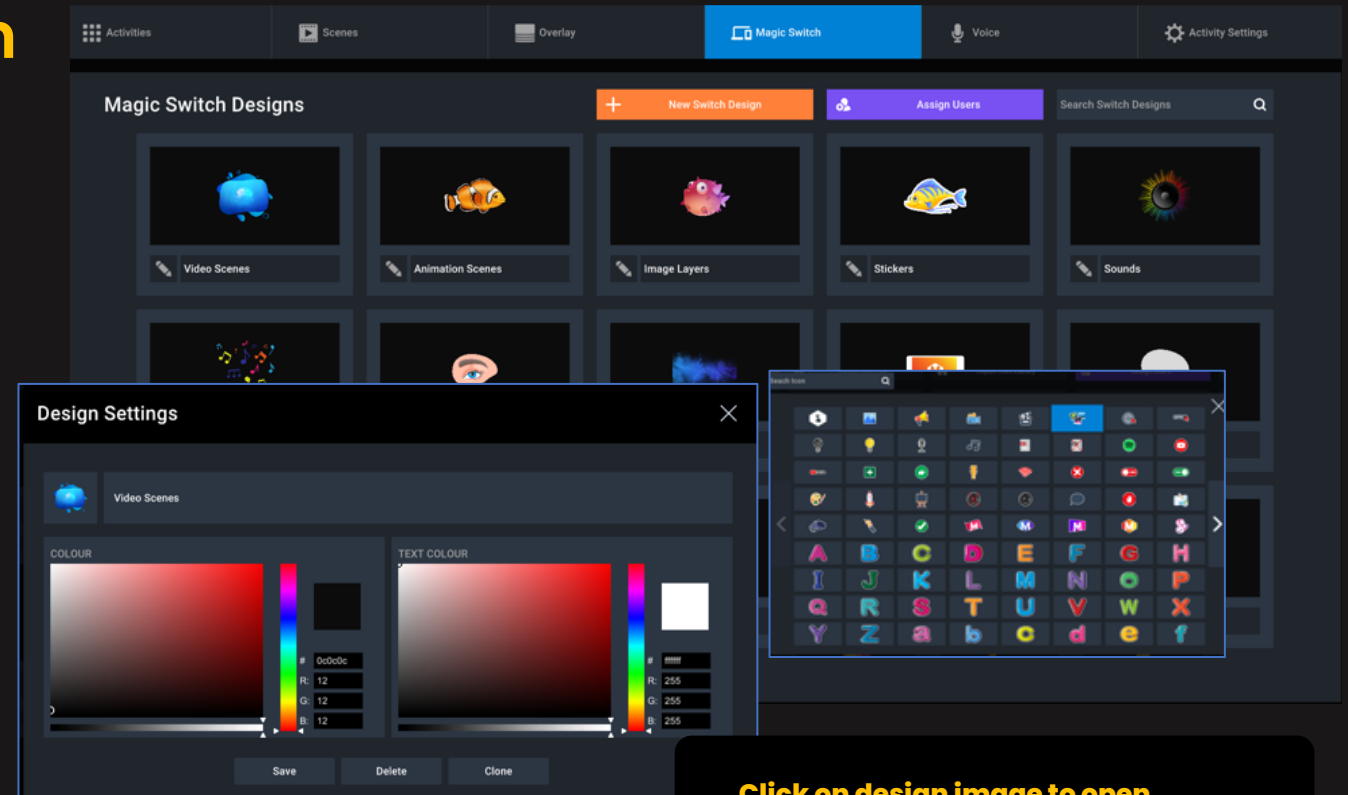
Create a Magic Switch Design

How it works

All activities created with Magic Room can be seamlessly paired with and controlled using Magic Switch designs. To add a new switch design, simply click the "+ New Switch Design" button. This allows for the customisation and creation of tailored switch designs that cater to the specific needs and requirements of each activity.

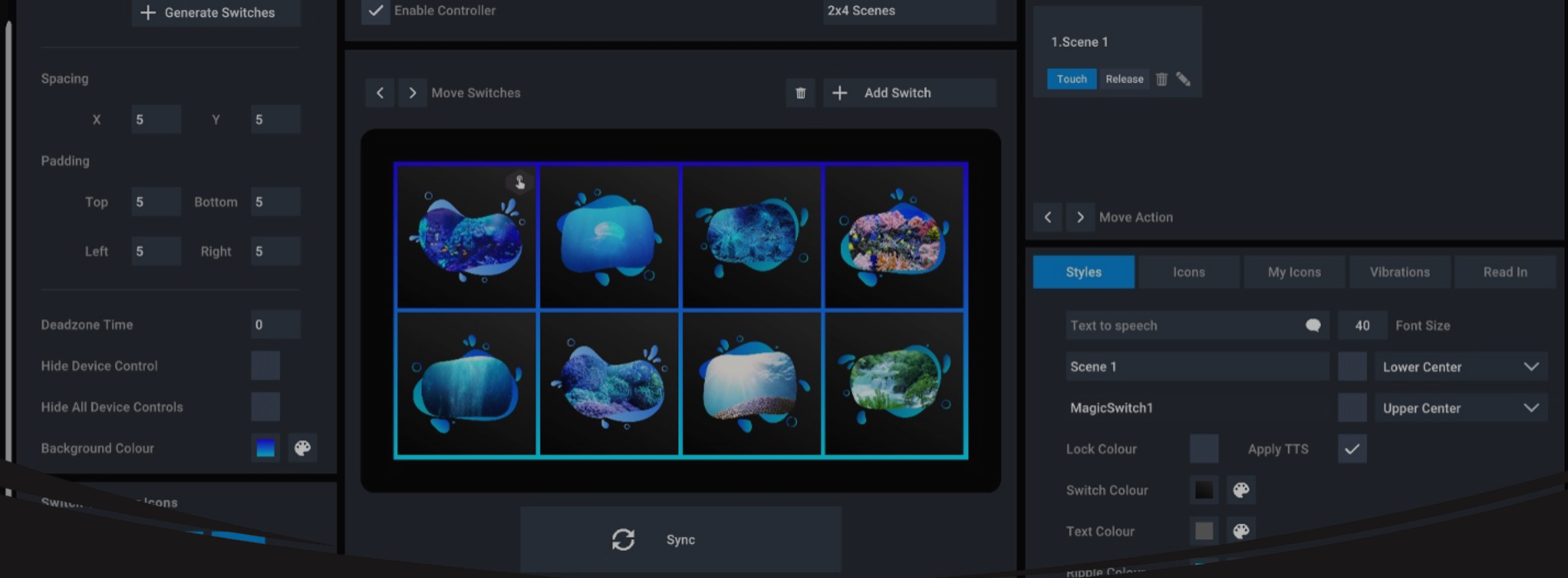
How to use it:

- 1 In Magic Switch tab; click create design + icon to add a new switch design to the Magic Switch page.
- 2 Give the design a custom name, icon and colour, using edit pencil icon  Click on the image to open in the designer.
- 3 You can delete and duplicate Magic Switch Designs using the delete or duplicate buttons.



Click on design image to open

Click a design to open and edit in the Magic Switch Designer



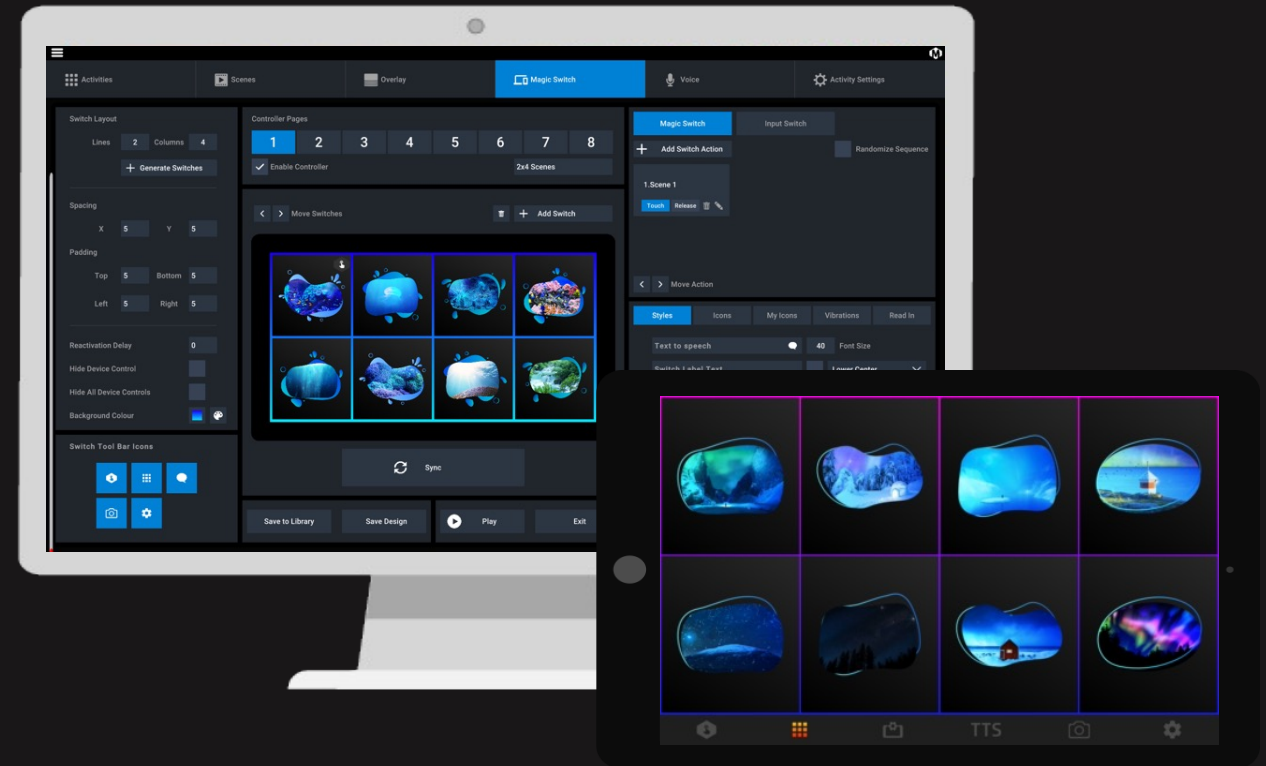
MAGIC SWITCH DESIGNER

Magic Switch Designer empowers users to create personalised switch controllers, facilitating interaction with Magic Room. Within the designer, events can be assigned, and switch designs can be synchronised with paired devices running the Magic Switch App, such as iPad, iPhone, Android, and Windows devices. Notably, the Windows version of the app includes support for eye gaze and switch scanning, broadening the accessibility options for users with diverse needs.

About Magic Switch

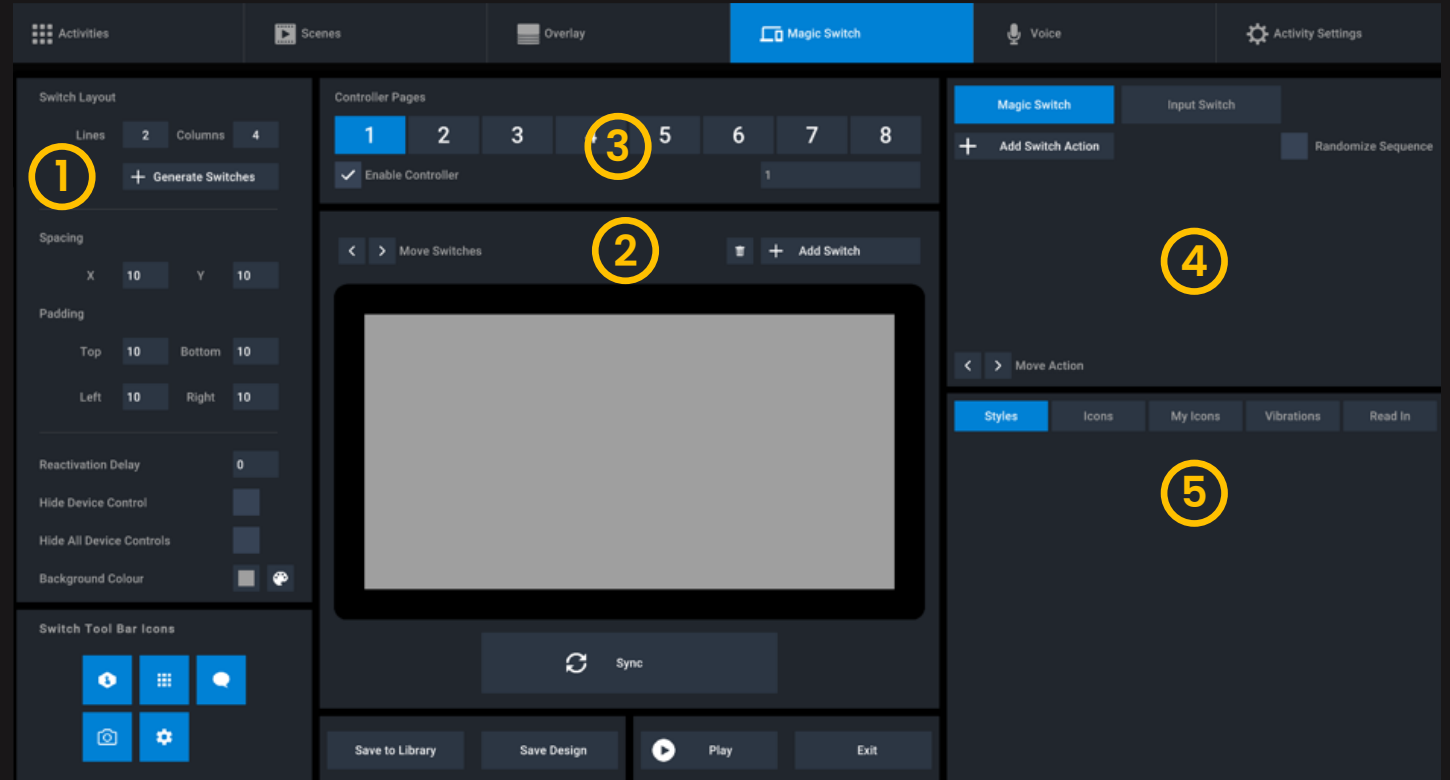
The Magic Switch App for Magic Room provides a user-friendly way to connect iOS and Android devices to a Magic Room system. Users can pair their devices with custom-designed switch controllers created using Magic Room's Magic Switch Designer. Once an activity is launched on the server PC, all paired Magic Switch devices will automatically update with the corresponding Magic Switch designs specifically tailored for that activity.

Magic Switch designs offer versatile options, ranging from simple single-button actions to communication grids, audio-visual controllers, environmental controls, and more. This versatility enables the creation of highly accessible and adaptable switch controllers that cater to individual needs, promoting inclusivity and customisation within Magic Room.



Magic Switch Designer

- 1 Layout Settings – Use layout options to set orientation, configure the number of switches, set spacing, background colour and more. [See page 68.](#)
- 2 Controller Designer – Add switches and configure the layout using the visual editor
- 3 Controller Page Number – Each Magic Switch design can have up to 8 different controller pages. Select number to open controller page.
- 4 Add switch actions– Assign scenes, events and product actions to Magic Switches.
- 5 Switch Styling – Assign icons, styles and vibration patterns to switch.



Magic Switch: Layout Settings

- Lines** Number of rows of switches
- Columns** Number of columns of switches
- Generate Switches** Button applies the number of switches $2 \times 4 = 8$
- Spacing** Adjust spacing between each switch
- Padding** Adjust padding at the edge of the device screen
- Reactivation Delay** Time interval between each switch activation to prevent rapid retriggering
- Background Colour** Set switch background colour for high contrast designs
- Hide Device Control** Hide device controls on the device for the specific design
- Hide All Device Controls** Hide all device controls on the device for all Magic Switch designs
- Switch Tool Bar Icons On/Off** Control the display of icons (Switch Designs, Switch, TTS, Camera, Settings) in the navigation bar on paired devices

The screenshot shows the 'Switch Layout' settings panel. It includes input fields for 'Lines' (set to 2) and 'Columns' (set to 4), a '+ Generate Switches' button, and sections for 'Spacing' (X: 10, Y: 10) and 'Padding' (Top: 10, Bottom: 10, Left: 10, Right: 10). Below these are toggle switches for 'Reactivation Delay' (set to 0), 'Hide Device Control', and 'Hide All Device Controls'. A 'Background Colour' section features a color picker and a palette icon. At the bottom, the 'Switch Tool Bar Icons' section displays five icons: a house, a grid, a speech bubble, a camera, and a gear.

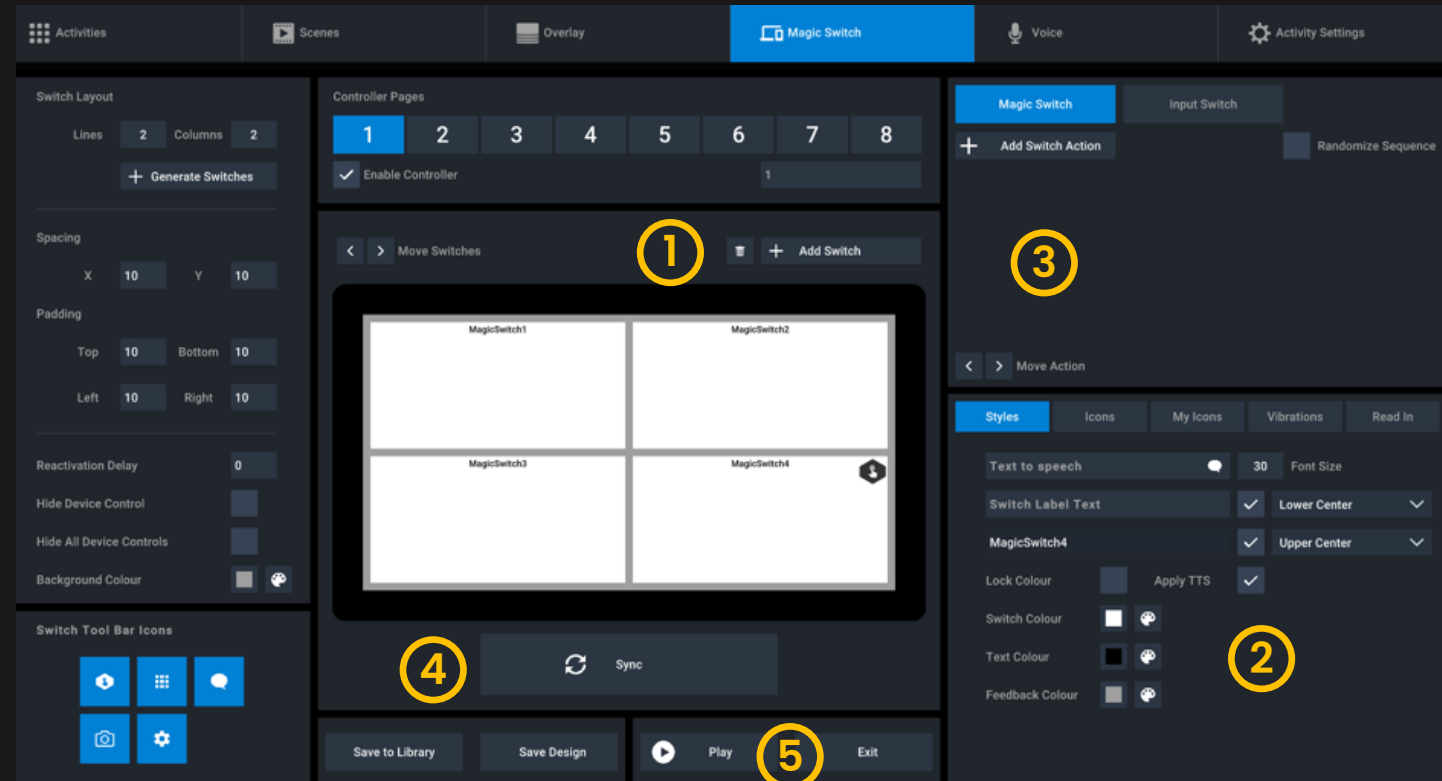
Magic Switch Designer: Adding Switches

How it works

Add Magic Switches to the layout, style with colours and icons, and assign actions.

How to use it:

- 1 Click Magic Switch + icon to add a new switch to the controller layout.
- 2 Add switch icon and styles. [See more on page 70.](#)
- 3 Assign events to switches. [See more on page 76.](#)
- 4 Select Sync to update changes to paired Magic Switch devices.
- 5 Click Play to play the activity and test your switch actions.



SAVE

Save changes before exiting designer!

SAVE TO LIBRARY

Save to library means your design is accessible from other activities.

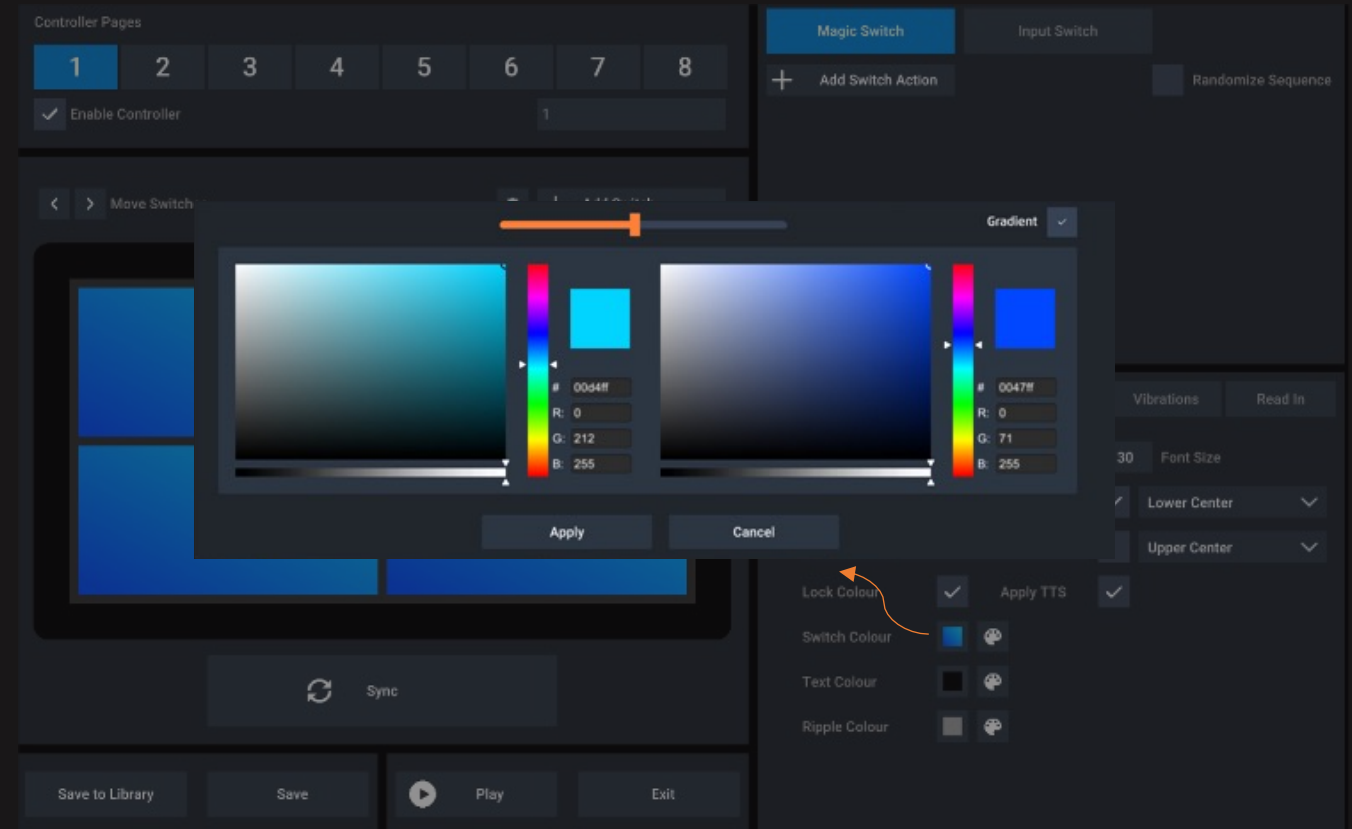
Magic Switch Designer: Styling Switches

How it works

Magic Switches can be customised with colours, icons, TTS phrases (spoken on the device) and text labels. The currently selected switch shows the Magic Switch icon in top right corner, as shown.

How to use it:

1. Select a switch
2. In Styles Tab; (If required) Assign Text, Text Styling and Text-To-Speech to switch.
3. Click Switch Colour to open colour picker, select colour and click apply to assign.
4. Click Ripple Colour to assign a contrasting colour when the switch is pressed.
5. Click Sync to see the design on a paired device.



Info: Gradient

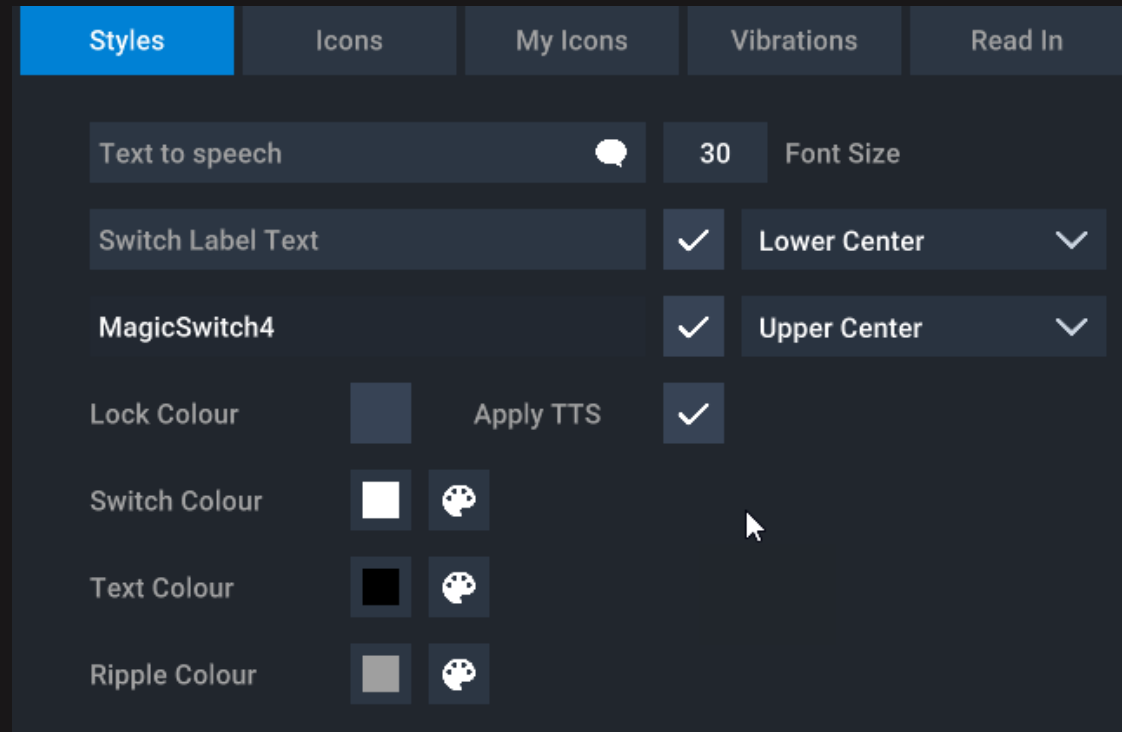
With the colour picked open, toggle Gradient on to pick two gradient colours and adjust gradient angle.

Info: Lock Colour

Apply the same switch and ripple colour to all switched by turning Lock Colour ON.

Magic Switch Designer: Switch Style Settings

- Text to Speech** Add a TTS string to be spoken on the device when the switch is activated
- Switch Name** Toggle to turn the default switch name on/off; adjust placement
- Switch Label Text** Add a custom text string to display on the switch
- Text**
- Label** Toggle to turn the Switch Label on/off; adjust placement
- Text Size** Adjust the text size
- Move Switches** Reorder switches using arrows
- Apply TTS** Toggle on/off before selecting an icon to use the label name for TTS
- Switch Colour** Click to open colour picker and assign switch colour
- Ripple Colour** Click to open colour picker for selecting the ripple colour for visual feedback



- Text Colour** Click to open colour picker and assign text colour
- Lock Colour** Toggle ON to lock colour styles to all switches; Toggle OFF to assign individual styles

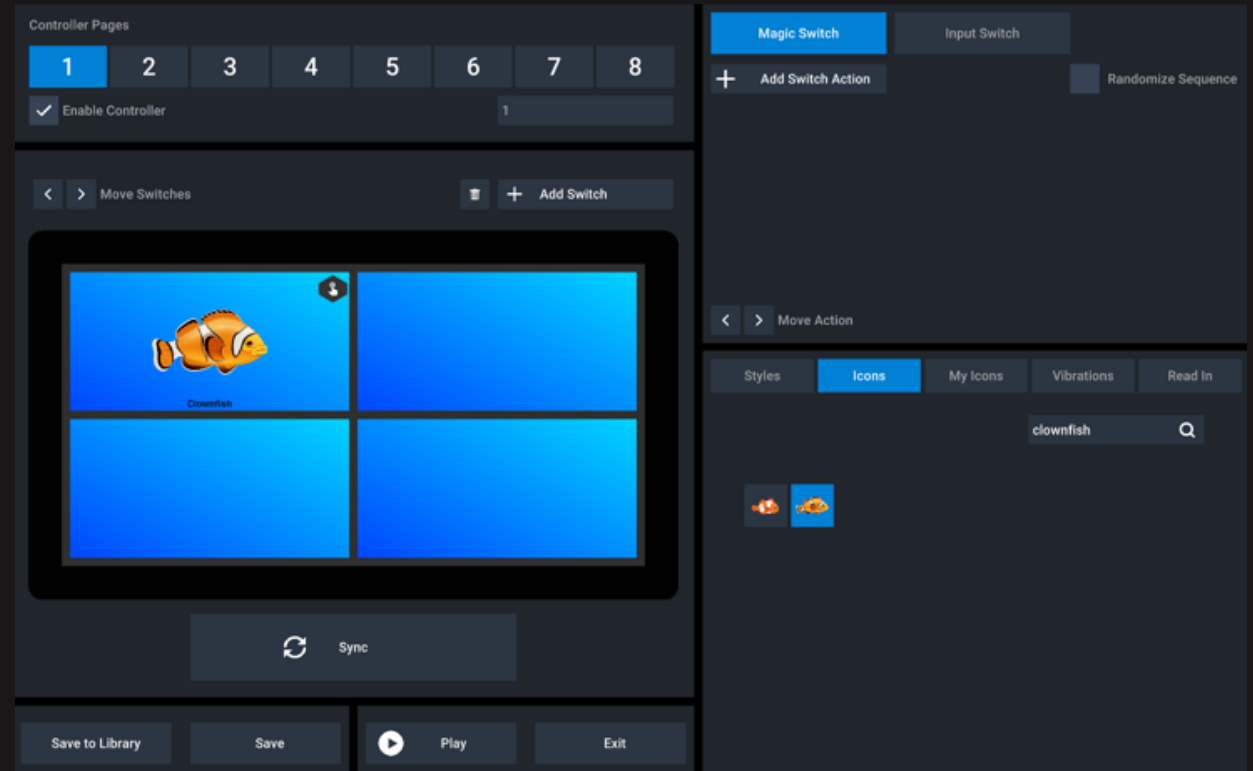
Magic Switch Designer: Add Switch Icons

How it works

Magic Switch provides an extensive icon library that offers a wide range of icons and symbols that can be assigned to switches. This feature is particularly useful for creating contextual visual cues to represent various actions and supports language and communication development. By incorporating relevant icons, Magic Switch enhances the accessibility and usability of the switch controllers, making it easier for users to understand and interact with the assigned actions.

How to use it:

1. Select a switch
2. In Icons Tab; Browse and select an icon.
3. The selected icon will have an orange outline and be visible on the switch.
4. Click Sync to update and save switch design.



Info: Search Icon

Looking for something specific? Use the search tool function to narrow down results.

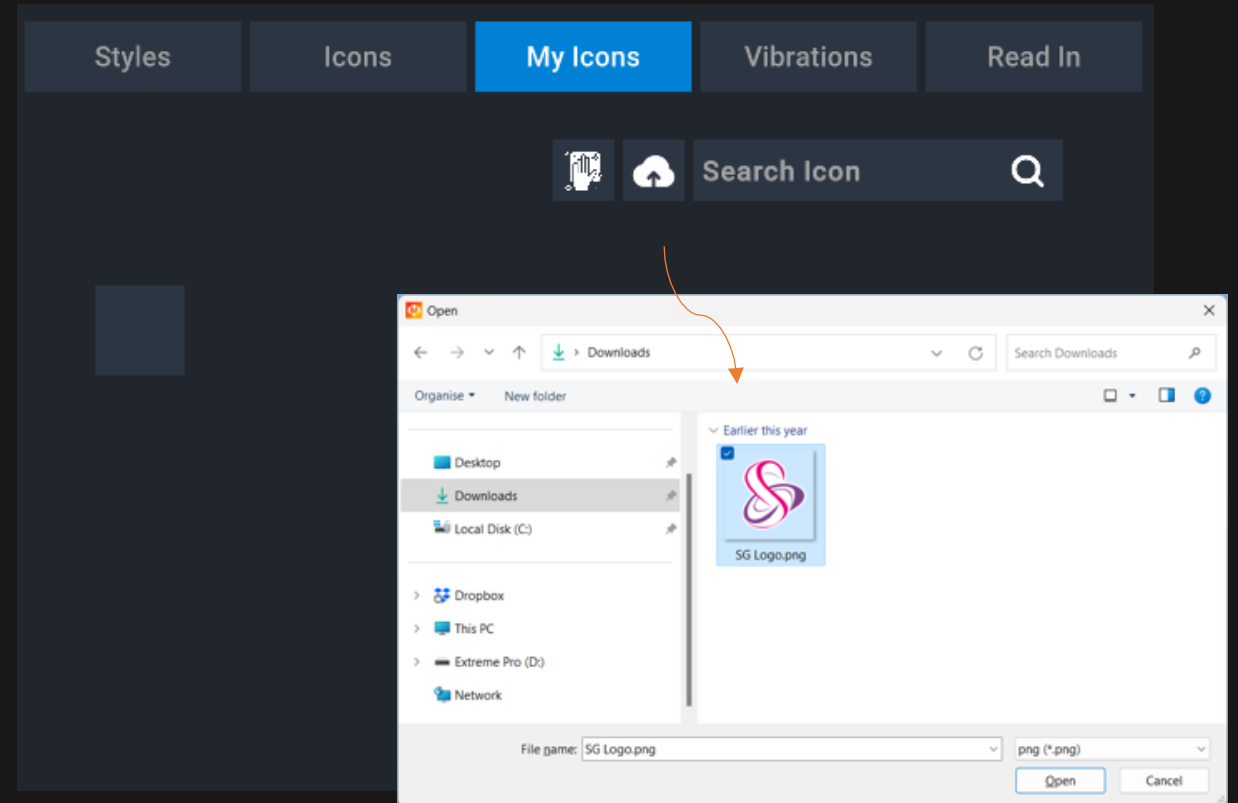
Magic Switch Designer: My Icons

How it works

Magic Switch offers the capability to upload and add your own custom icons and symbols in PNG format. This functionality allows you to incorporate any icon of your preference into the switch controller designs. By syncing these custom icons to Magic Switch, you can personalise the visual representation of actions and tailor the interface to better align with individual needs and preferences.

How to use it:

1. Press the upload button
2. Select the icon from your computer
3. The icon will show under the 'My Icon' tab in Magic Switch.



Icon size guide:

For best results design the icons to be 256 x 256 or 512 x 512 pixels, with transparency. Export PNG.

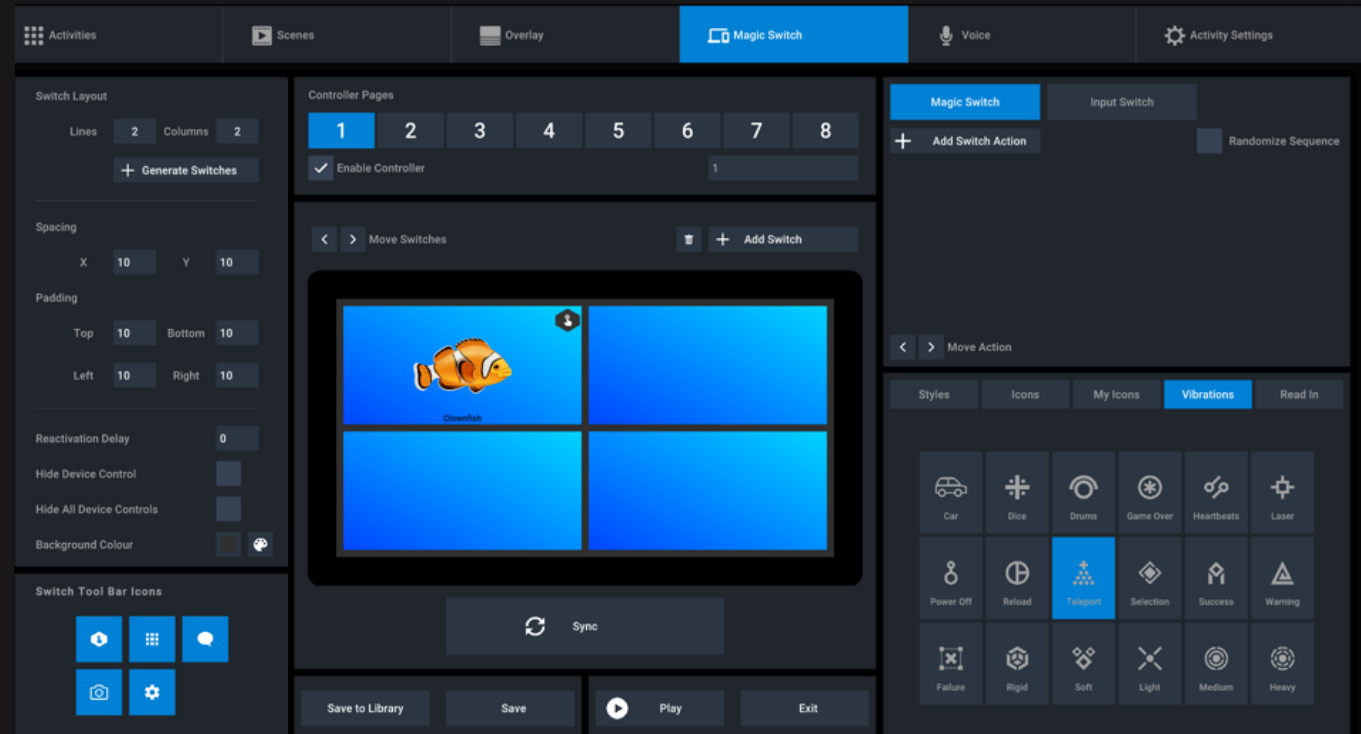
Magic Switch Designer: Add Switch Vibrations

How it works

When using Magic Switch from a smartphone, it is possible to enhance switch interactions by incorporating tactile haptic feedback. The built-in vibration patterns in Magic Switch can be utilised to provide physical feedback when switches are activated, creating a more engaging and sensory experience for users. This feature adds an additional layer of interactivity and accessibility to the Magic Switch interface on smartphones.

How to use it:

1. Select a switch
2. In Vibrations Tab; Browse and select a vibration pattern.
3. Selected vibration will highlight in blue.
4. Click Sync to update and save switch design.



Info: Search Icon

Vibrations work on Smartphones with haptics: iPhone, Samsung Galaxy etc. Tablets tend not to support vibration.

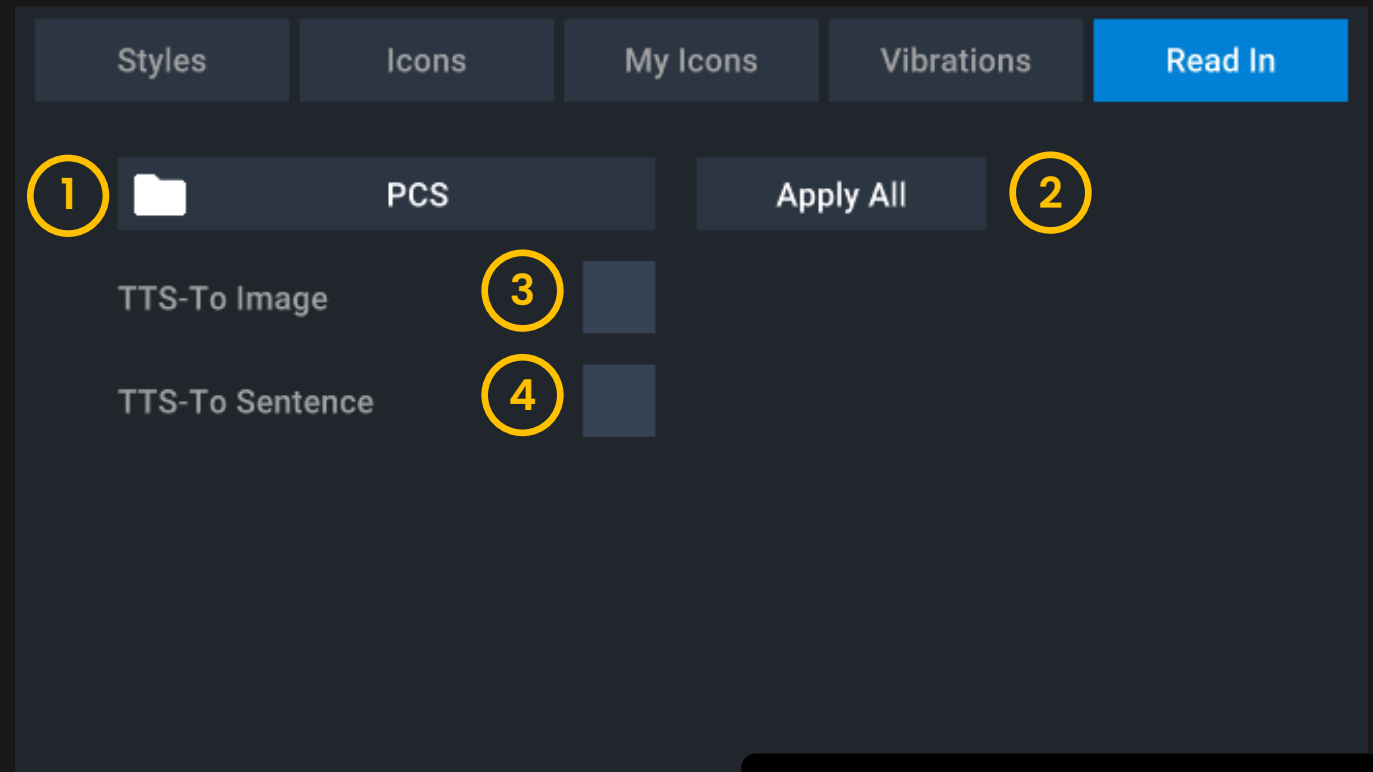
Magic Switch Designer: Read In

How it works

In Magic Switch, the Read-in Image options enable you to assign a folder of images that correspond to the TTS label from the switch. When the TTS label matches the assigned image, it will be displayed in the Magic Room display setup for Read-In. This functionality allows the symbols selected on the device to seamlessly appear in the Magic Room display, enhancing the connection between the device and the Magic Room environment.

How to use it:

- 1 Click the folder icon and choose a read in folder
- 2 Apply All to apply the read in configuration to all switches in the design. Different folders can be used for different tabs.
- 3 Select TTS-to Image for images to appear
- 4 Select TTS-to Sentence to display in sentence format



Importance of naming accuracy!


Images in the Read In folder need to be named the same as the TTS label.

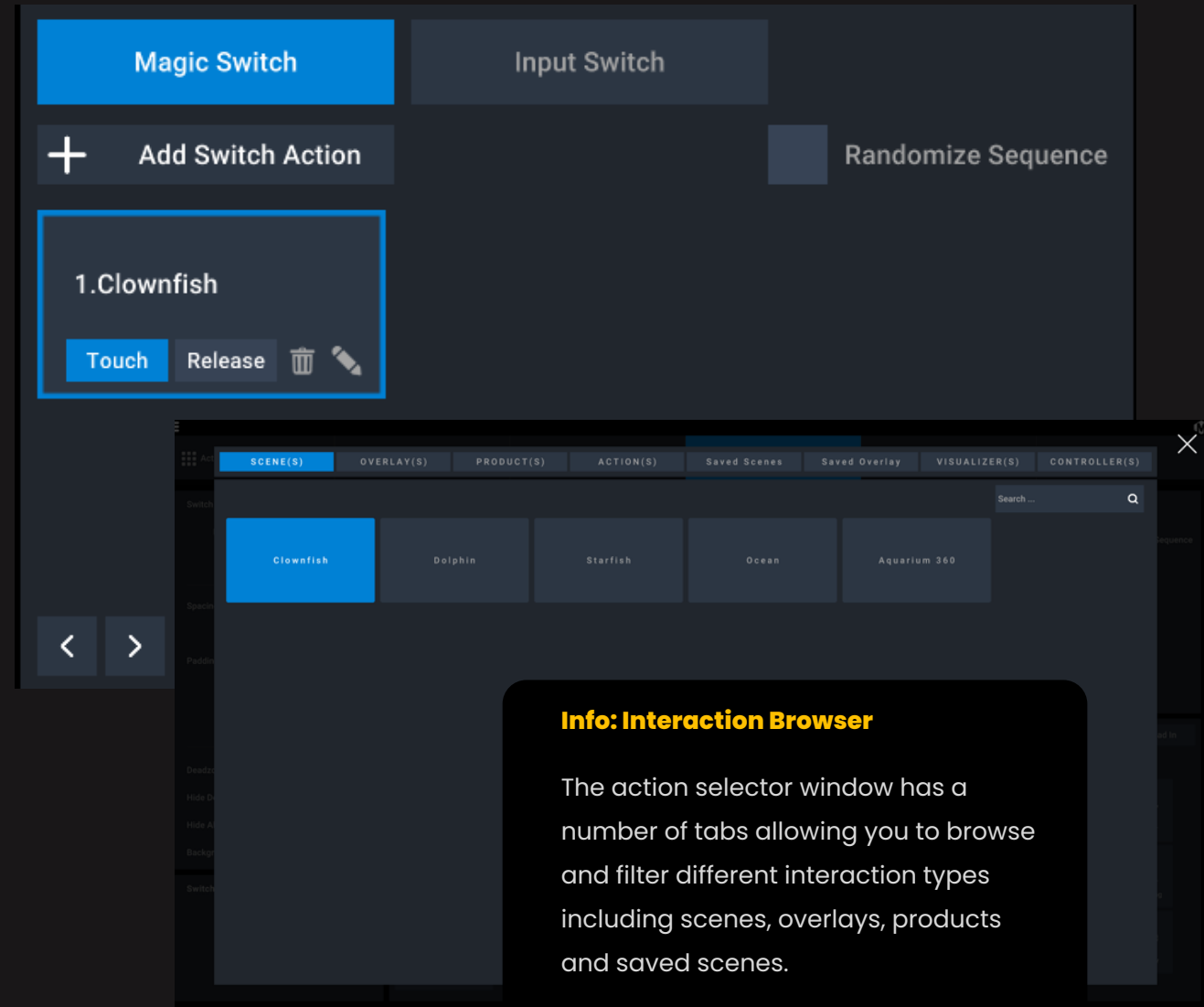
Magic Switch Designer: Add Magic Switch Events

How it works

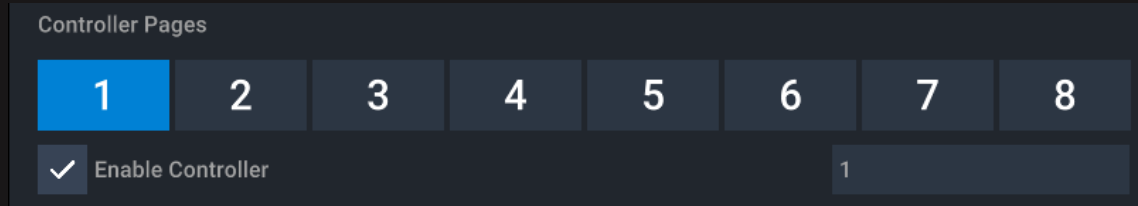
To make a switch interactive in Magic Room, events must be assigned to the switches. Switches can have single actions or sequences of actions associated with them. By assigning specific events, you determine the actions that occur when a switch is activated, allowing for tailored interactivity and control within Magic Room. This flexibility enables the creation of dynamic and engaging experiences based on user input through the switches.

How to use it:

1. Select a switch then click **+Add Switch Action** to add a new event. It is possible to add multiple events to a switch that play sequentially.
2. Click the  icon to open the event browser
3. Select an event to assign it to the selected switch.
4. Select **Touch** to trigger event when switch is pressed or **Release** to trigger event when switch is released.
5. Select Sync to update paired device and save.



Magic Switch Designer: Magic Switch Event Settings



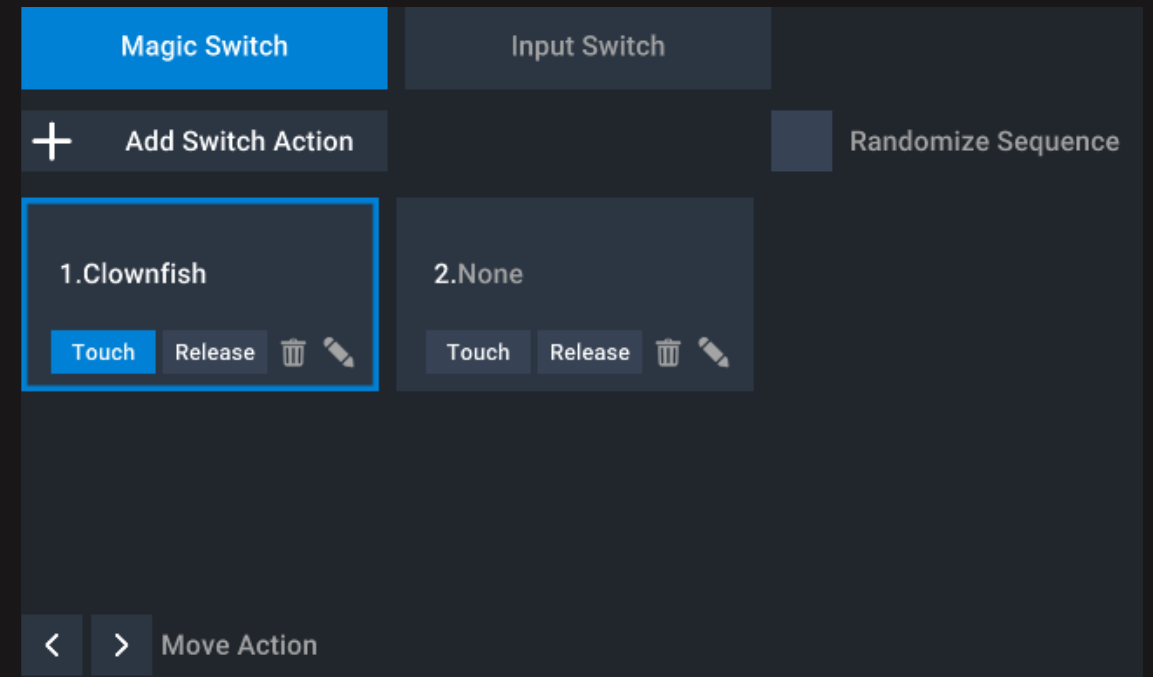
✓ **Enable Controller** – ON means controller will appear on Magic Switch. OFF means controller will be hidden.

✚ **Add Switch Action** – add new switch event.

✎ **Assign Event** – Open event browser to assign an event to switch.

Touch/Release **Switch Trigger** – Switch activated on switch engagement / switch release. If neither select, event won't play,

🗑 **Delete** – Switch Event.



● ● **Navigation** – Move between pages of switch events.

⏪ ⏩ **Move Action** – Use the arrows to change the order of switch events.

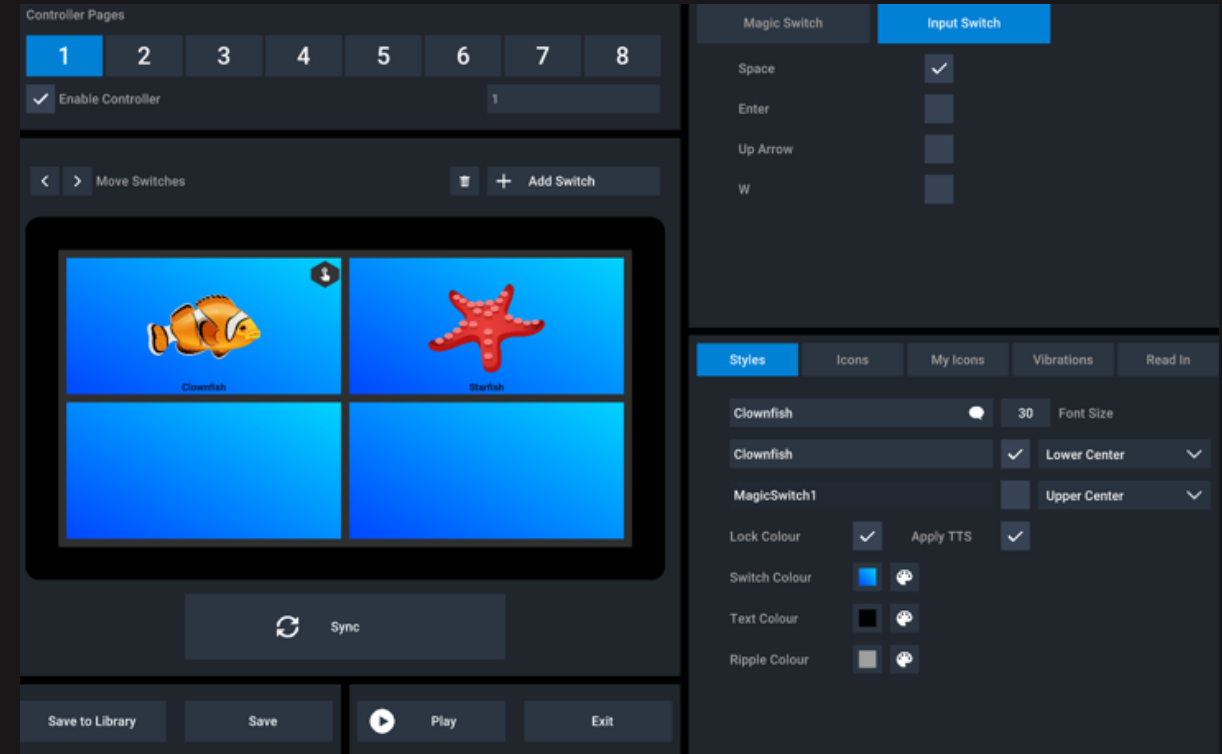
Magic Switch Designer: Assign Input Switches

How it works

The Input Switch tab shows all inputs that have been assigned to scenes. It allows the quick creation of switches that trigger scenes assigned to the selected input.

How to use it:

1. Input Switch; a list of all inputs assigned to scenes in the loaded activity will show.
2. Turn on an input (space etc) and a switch will appear in the designer.
3. Style the switch as required.
4. Sync and test the design. The switch will trigger all events assigned to the corresponding input.



Info: Mixing Magic Switch and Inputs

It is possible to have a mix of Magic Switches and Input Switches on one controller.

Info: Assigned Inputs

To see what inputs are assigned to switches, toggle on switch name labels and the input will display on the switch.

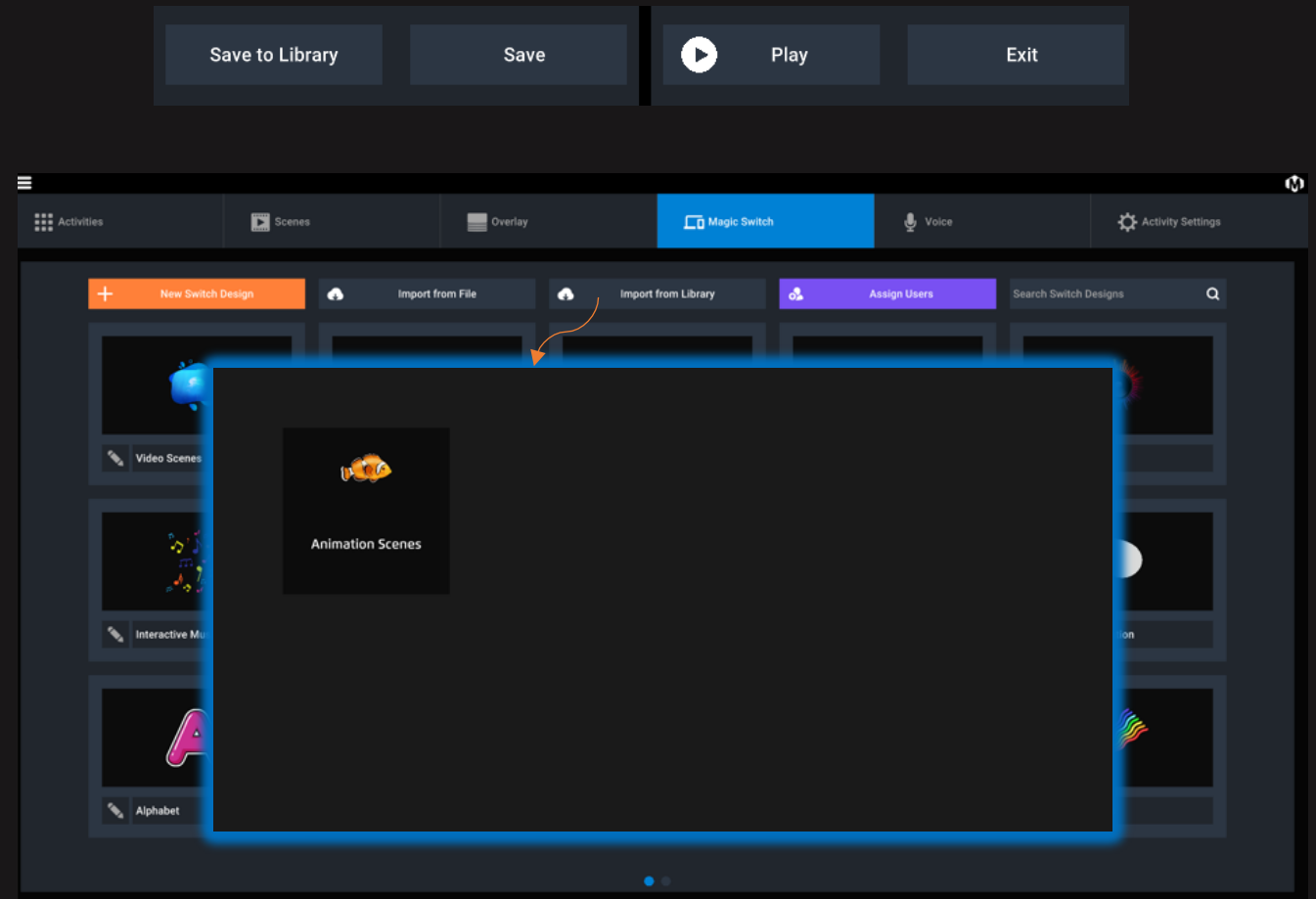
Import Magic Switch Designs

How it works

Once you have saved Magic Switch Designs in the library, you can easily load them into your local activity. This streamlines your workflow and simplifies the process of providing users with access to familiar content across different activities. By reusing and loading saved designs, you can ensure consistency and offer users a seamless experience with familiar switch configurations and interactions in any activity they engage with.

How to use it:

- 1 Click 'Import from Library' to open the Switch Design Browser.
- 2 Select the design you would like to load.
- 3 The selected Switch Design will appear in your activity in the next available space.



Import From File - Obsolete

This is only for legacy v1 &2 designs that need importing. Most users will never need this option.

Scene Name	Voice Command (read only)						Export QR	
Title	reset app	Scene 1	scene 1	Scene 2	scene 2	Scene 3	scene 3	
Scene 4	scene 4	BG Scene 5	scene 5	BG Scene 6	scene 6	BG Scene 7	scene 7	
Clownfish	clownfish	Blue Napoleon	blue napoleon	Blue Tang	blue tang	Dolphin	dolphin	
Dotty Fish	dotty fish	Gold Koi	gold koi	Octopus	octopus	Piranha	piranha	
Rainbow Manda...	rainbow mandarin	Shark	shark	Stingray	stingray	Turtle	turtle	
Layer 1-8	layer 1-8	Layer 2-8	layer 2-8	Layer 3-8	layer 3-8	Layer 4-8	layer 4-8	
Layer 5-8	layer 5-8	Layer 6-8	layer 6-8	Layer 7-8	layer 7-8	Layer 8-8	layer 8-8	
Img Mask 1-10	img mask 1-10	Img Mask 2-10	img mask 2-10	Img Mask 3-10	img mask 3-10	Img Mask 4-10	img mask 4-10	
Img Mask 5-10	img mask 5-10	Img Mask 6-10	img mask 6-10	Img Mask 7-10	img mask 7-10	Relaxation	relaxation	
Emergency	emergency	Black	black	Everything Off	everything off	Sound Off	sound off	
Reset masks	reset masks	Track 1	track 1	Track 2	track 2	Track 3	track 3	
		Img mask 8-10	img mask 8-10	Img mask 9-10	img mask 9-10	img mask 10-10	img mask 10-10	

VOICE

The Voice Tab in Magic Room provides a convenient way to view all the activity-specific voice commands assigned to your scenes. It offers a top-level overview of the assigned voice commands in a read-only format. If you wish to modify any activity voice commands, you can make the changes directly on the respective scenes. The Voice Tab serves as a reference to quickly review the assigned voice commands without allowing direct editing from the tab itself.

Voice: Export QR



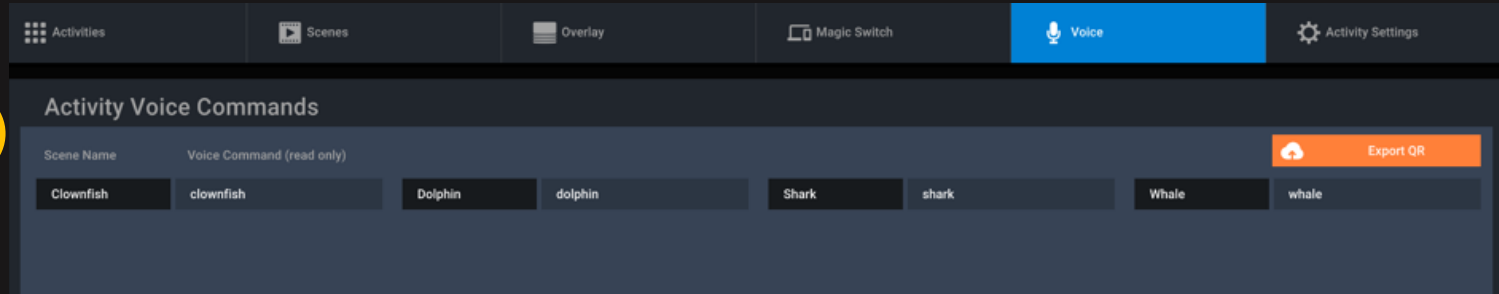
Export QR Codes for scenes and activate them using the camera in Magic Switch / Magic Controller

How it works

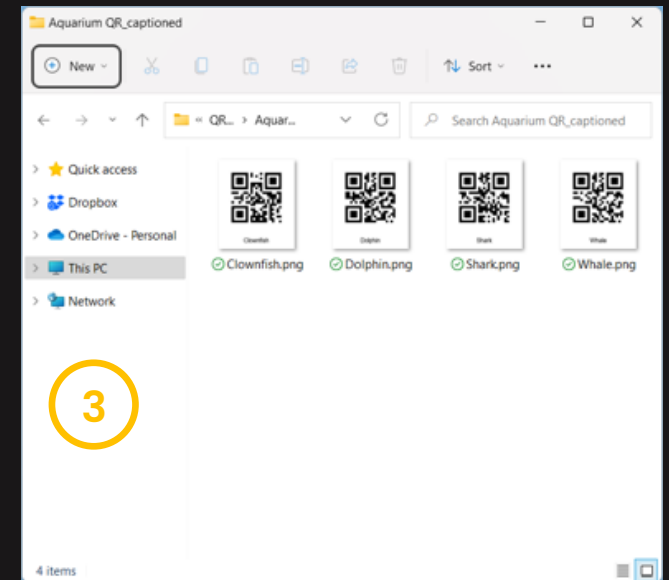
QR codes in Magic Room are generated based on the speech command assigned to a scene. The QR code contains the encoded information of the speech command, which allows for easy and quick access to the scene by scanning the QR code using Magic Switch or Controller Apps.

How to use it:

- 1 Apply voice commands to scenes in the Scenes Arranger. View them in Voice to see all of time in one place.
- 2 Voice tab – click Export QR and the codes will be generated to match your scene names.



- 3 After generating QR commands in Magic Room, a Windows Explorer window will appear, displaying the QR codes as icons that can be printed. Each icon will be accompanied by a corresponding label, clearly indicating the associated command and its functionality.

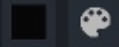


Tip:

All assigned speech commands are exported to QR every time you click the Export QR button so you only need to press once not after every assignment

Activity Settings

Background Colour



Background Image

Choose Image

Collaborate Mode



Paint



Visualiser



Mic Mode

Audio Mode

Visualiser Style (Mic)

Line

Circle

Colour Modes (Mic)



Visualiser Display (Mic)



Sentence Read In Settings

Choose Font

Arial



Text Alignment

Upper Left



TextSize

0

Text Colour

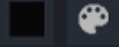


Image Only



Show Placeholder



Spacing

X

0

Y

0

Padding

Top

0

Bottom

0

Left

0

Right

0

Word Size

X

0

Y

0

Image Size

X

0

Y

0

Sentence Read-in Display

Text Read In Settings

Choose Font

Arial



Text Alignment

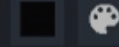
Upper Left



TextSize

0

Text Colour



Spacing

X

0

Y

0

Text Read-in Display



Image Read In Settings

Fullscreen



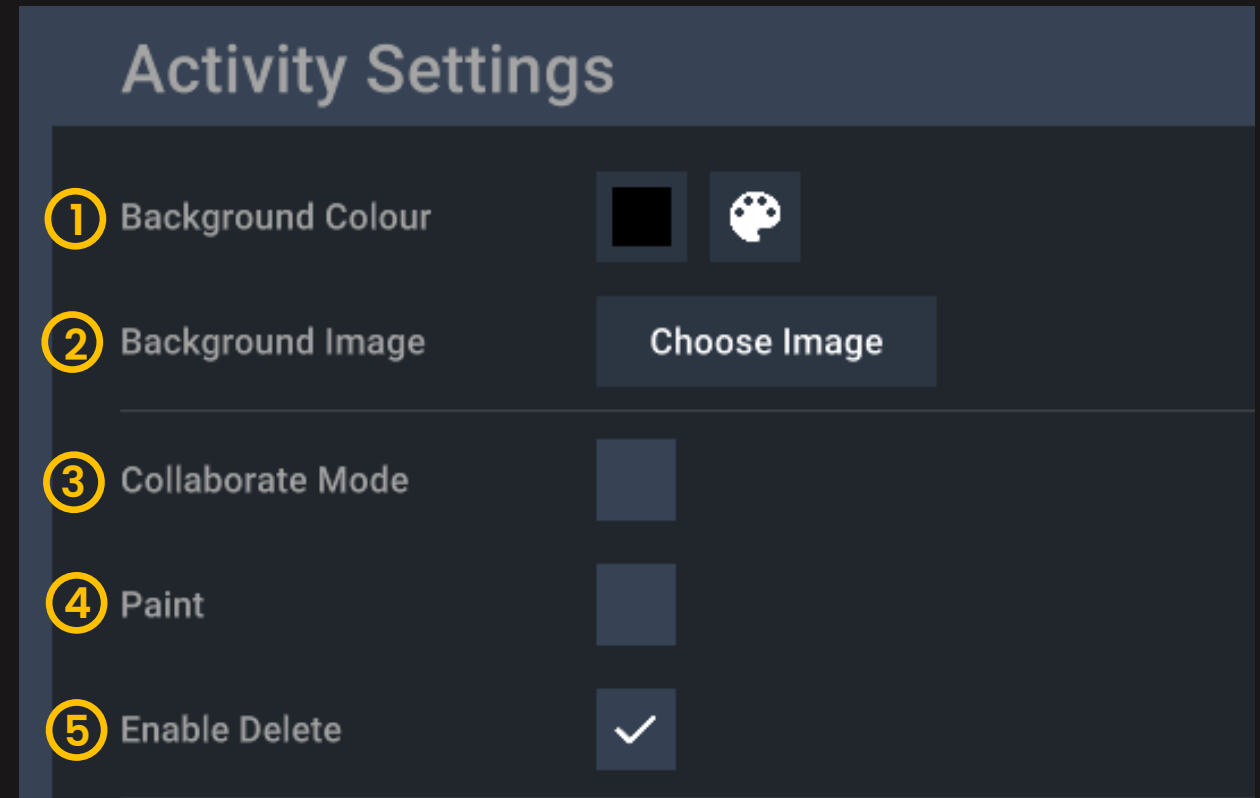
Image Read-in Display

ACTIVITY SETTINGS

Activity settings offer a flexible way to customise individual activity preferences, distinct from global settings that affect all activities. This includes the ability to adjust elements such as background colour and read-in settings, enabling you to personalise them to align with the specific content being presented. This customisation ensures that each activity is tailored to meet your specific requirements and preferences.

⚙️ Activity Settings

- ① **Background Colour** – Assign a background colour for the selected activity. Scenes with no visual content will display the assigned colour.
- ② **Background Image** – Assign a background image for the selected activity. Scenes with no visual content will display the background colour.
- ③ **Collaborate Mode** – Allows users to input Read-in Images into the display and sentence build from multiple connected devices.
- ④ **Paint** – Turn on to enable paint overlay functionality over scenes. Requires touch screen, interactive whiteboard/projector or mouse.
- ⑤ **Enable Delete** – On means the Activity can be deleted from the Activity Popup. If it is off the button will appear greyed out.

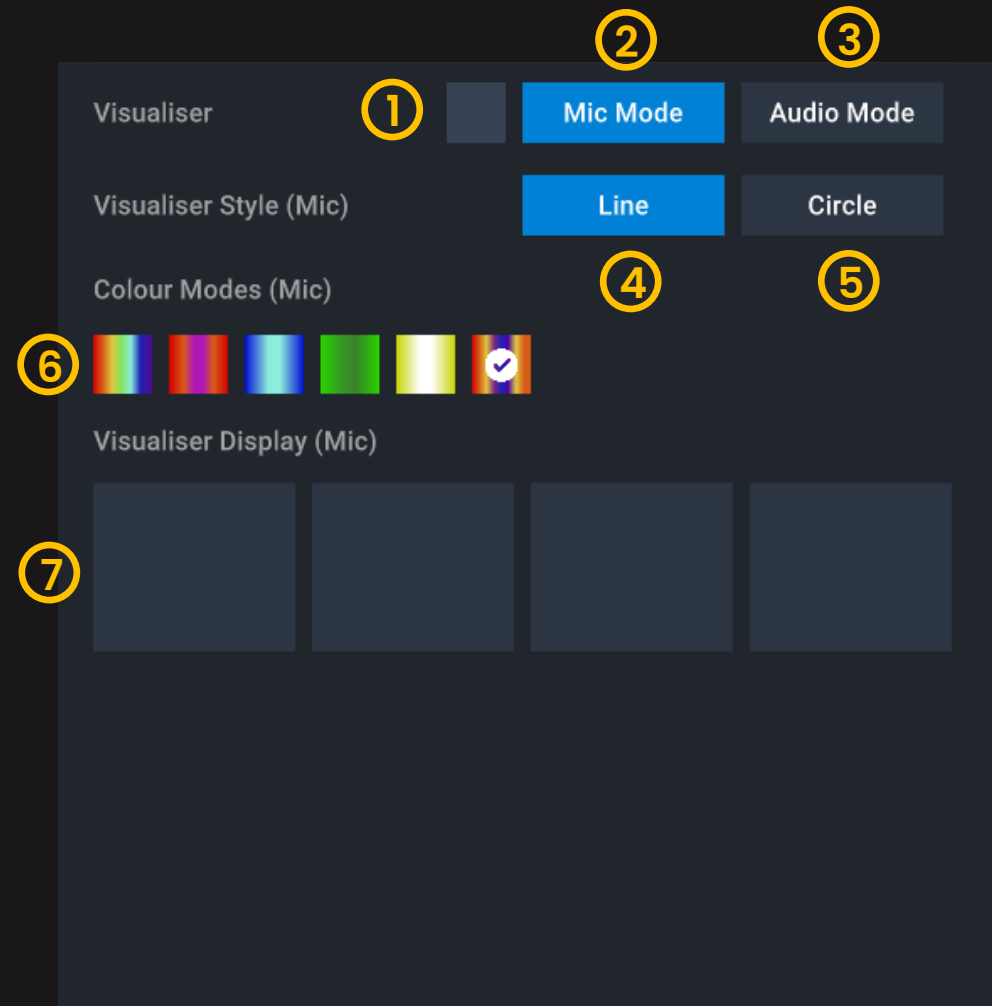


Activity Settings: Visualiser Options

Turns on a sound visualiser and visualises scene sounds and Mic Inputs in the selected display.

- ① **Visualiser** – select to enable the visualiser
- ② **Mic Mode** – visualiser effect is controlled by microphone audio
- ③ **Audio Mode** – scene sounds activate the visualiser effect
- ④ **Line Style** – displays the visualiser in horizontal mode
- ⑤ **Circle Style** – displays the visualiser in a circle mode
- ⑥ **Colour Modes** – select from one of the 6 colour mode options
- ⑦ **Visualiser Display** – select the monitor where you would like the visualiser to appear.

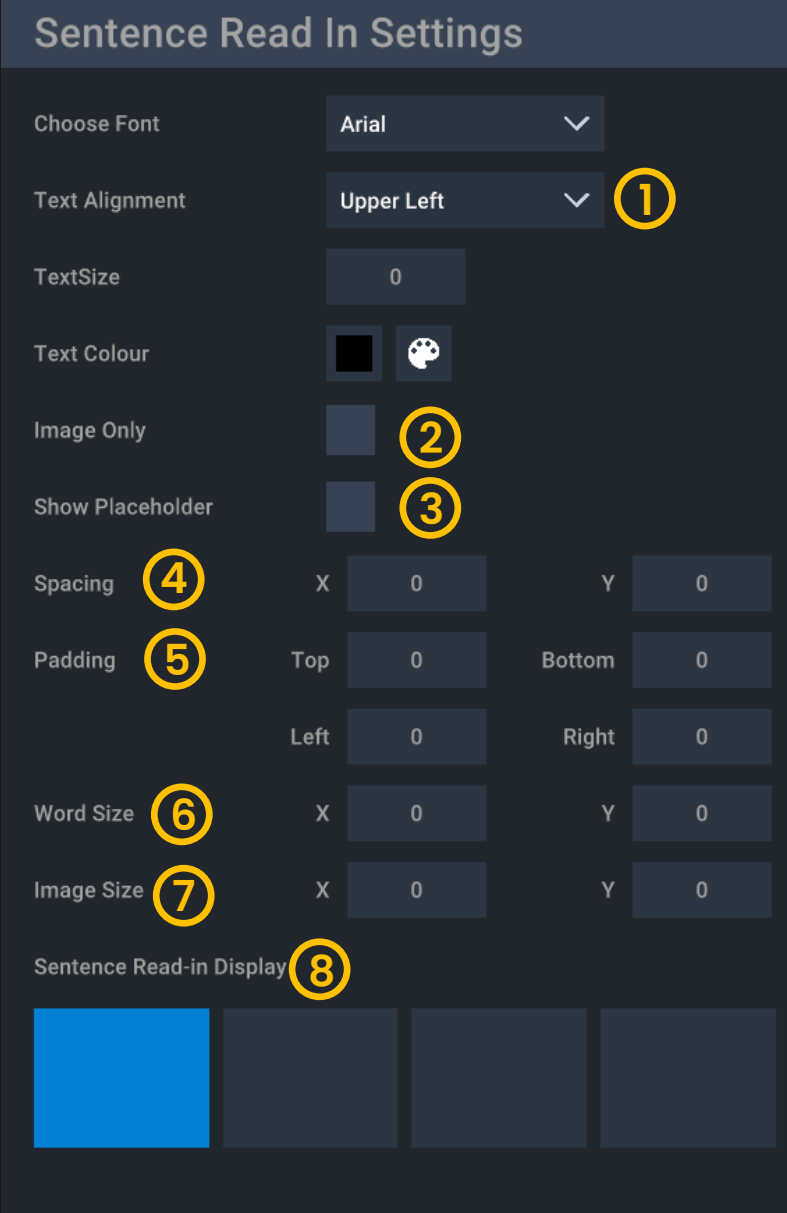
NB: Mic Mode will only display on a single display. Audio Mode can work on multiple displays simultaneously.



Activity Settings: Sentence Read In Settings

Using a microphone or Magic Switch in Magic Room, you can speak into the system, and Magic Room will display the spoken phrase as both text and corresponding images in a sentence format. The images should be present in the selected read-in images folder to be associated with the spoken phrases. This feature enables the creation of dynamic and engaging presentations where spoken phrases are reinforced with visual elements in a cohesive sentence structure. [See page 117.](#)

- 1 Sentence Appearance Settings** – Select Sentence Font, Font Size, Position and Colour
- 2 Image Only** – Turns off text, displays only images in. sentence format
- 3 Show Placeholder** – applies a placeholder image. It is useful for showing the image size when setting up the spacing
- 4 Spacing** – Adds spacing around each word
- 5 Padding** – Adds padding to edges of display
- 6 Word Size** – The space for each word. Larger font sizes may require a larger word size. Current setting suitable for up to 15 character words at font size 35.
- 7 Image Size** – Adjusts image size.
- 8 Sentence Read-in Display** – Select which display sentence appears on.



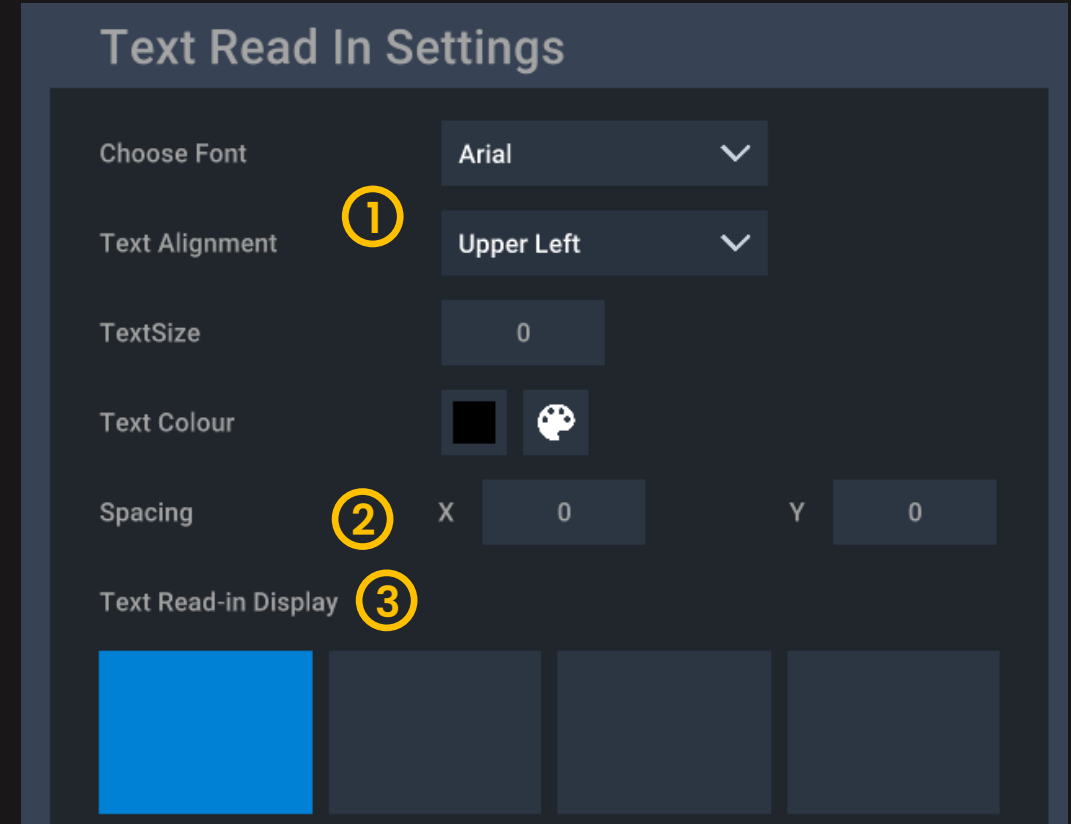
The screenshot shows the 'Sentence Read In Settings' interface. It features a dark background with various settings and controls. The settings are as follows:

- Choose Font:** A dropdown menu set to 'Arial'.
- Text Alignment:** A dropdown menu set to 'Upper Left', marked with a yellow circle '1'.
- TextSize:** A numeric input field set to '0'.
- Text Colour:** A color selection area with a black square and a palette icon.
- Image Only:** A checkbox area with a blue square, marked with a yellow circle '2'.
- Show Placeholder:** A checkbox area with a blue square, marked with a yellow circle '3'.
- Spacing:** A section with a yellow circle '4' containing 'X' and 'Y' input fields, both set to '0'.
- Padding:** A section with a yellow circle '5' containing 'Top', 'Bottom', 'Left', and 'Right' input fields, all set to '0'.
- Word Size:** A section with a yellow circle '6' containing 'X' and 'Y' input fields, both set to '0'.
- Image Size:** A section with a yellow circle '7' containing 'X' and 'Y' input fields, both set to '0'.
- Sentence Read-in Display:** A section with a yellow circle '8' containing four square buttons. The first button is blue, and the others are grey.

Settings: Text Read In Settings

When utilising a microphone or Magic Switch in Magic Room, you can speak into the system, and it will convert the spoken phrases into displayed text. This functionality allows for real-time transcription of spoken language, enhancing accessibility and facilitating communication within Magic Room. [See page 116 for more.](#)

- 1 Sentence Appearance Settings** – Select Sentence Font, Font Size, Position and Colour
- 2 Spacing** – Adds spacing around each word
- 3 Display** – Set the display that a sentence will appear on.

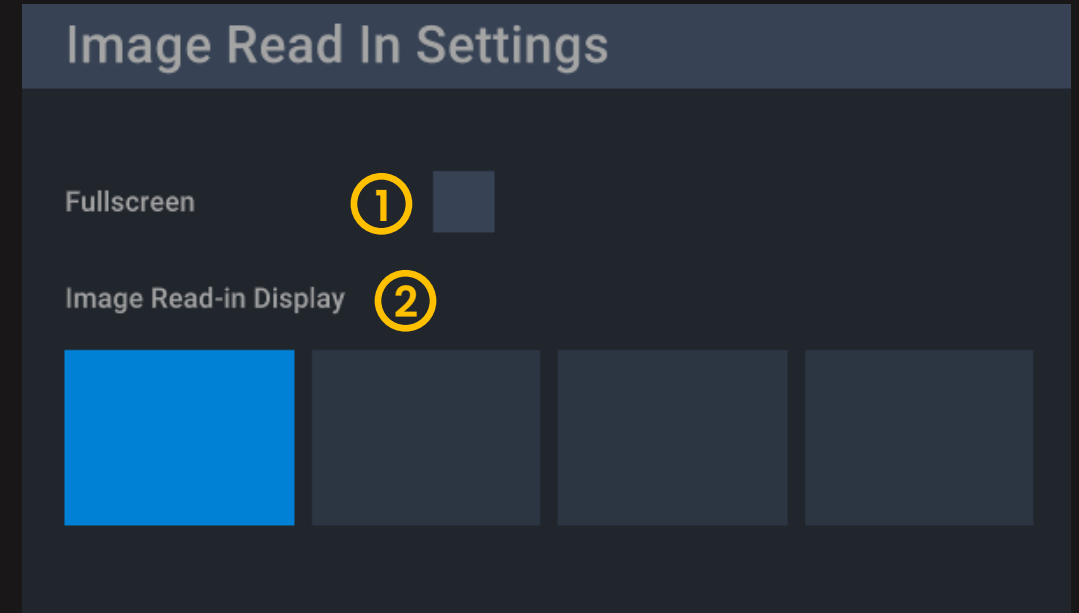




































Settings: Image Read In Settings

By utilising a microphone or Magic Switch in Magic Room, you can speak a word, and the system will display an image corresponding to that word. To achieve this, the image for the word must be present in the selected read-in images folder. Magic Room will then use voice recognition or switch activation to match the spoken word and display the associated image in response.

① Fullscreen – On means image will display Fullscreen. Off the image will display as it's native size.

② Display – Set the display the image will appear on.



 turn	 want	 get	 make	 good	 more
 not	 go	 look	 turn	 help	 different
 I	 he	 open	 do	 put	 same
 you	 she	 that	 up	 all	 some
 it	 here	 in	 on	 can	 finished
					

COMMUNICATION BOARDS


Magic Room provides communication options that offer various supports for learners. The communication boards designer enables the creation of communication grids featuring symbols, images, and words. These communication options can be displayed alongside Magic Switch designs in a Magic Room display using the communication overlay toolbar, allowing visual supports to be utilised to support learners at anytime.

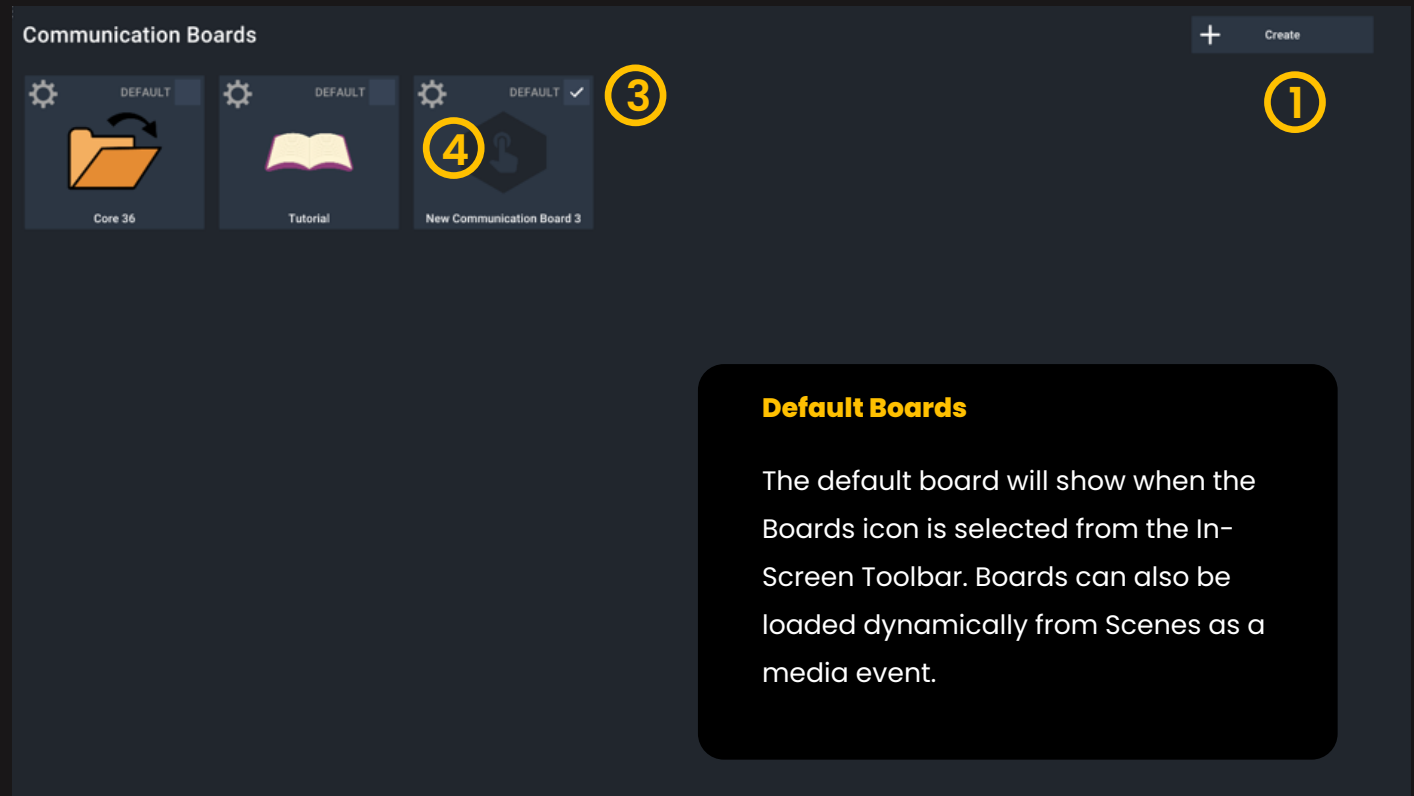
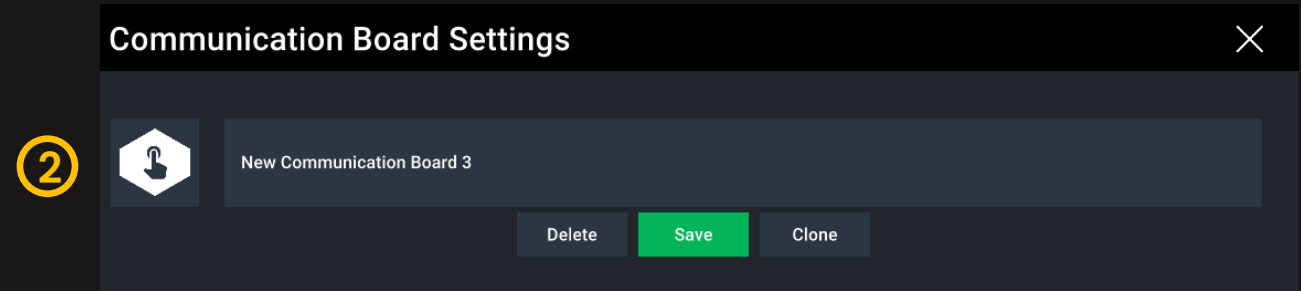
Communication Boards: Create a Board

How it works

Open the Communication Board from the side menu to access the Board Designer. It comes with an extensive icon library that allows icons and symbols to be assigned to boards. This is useful for creating contextual visual cues for actions and supporting language and communication development.

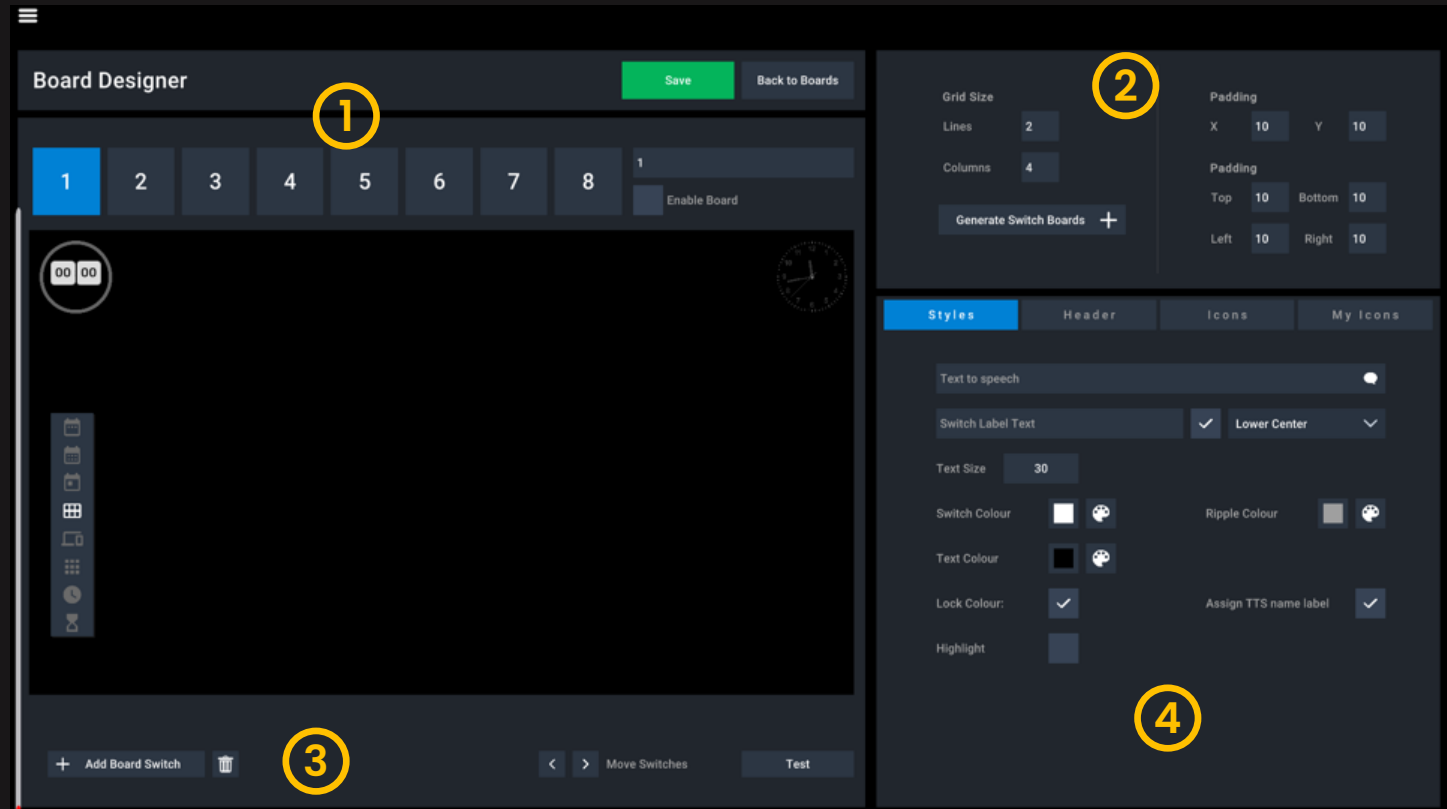
Create a new communication board:

- 1 Click **'Create'** and a new board will appear called "New Communication Board 1"
- 2 Click  to open the pop up to edit the board name and add an icon, then save. Here you can also delete and clone boards.
- 3 **Default** - If there are multiple boards, toggle on/off to select which board is the default design.
- 4 Click on the board icon to open it in the designer.



Communication Boards: Board Designer Overview

- 1 Board Tabs** – Each switch board can have up to 8 different tabs. Select a tab to open it. Enable board checkbox makes it visible. Change tab name in the text field.
- 2 Layout Settings** – apply the number of number of board switches, set spacing, background colour and more. You can automatically generate switch boards here.
- 3 Add Board Switch** – add, delete, move board switches and test the board design in the display.
- 4 Board Switch Styling** – assign icons, styles and add header text to the boards.



Board Designer: Create Boards

①

Board Tabs– The selected Board Tab is highlighted in blue. You can change the name of the tab here which will be updated in the visual editor and in the front end when running in Play Mode.

②

Enable board – tick on/off to enable the board under the selected tab.

③

Add Board Switch – button to add individual new board switches to the layout.

④

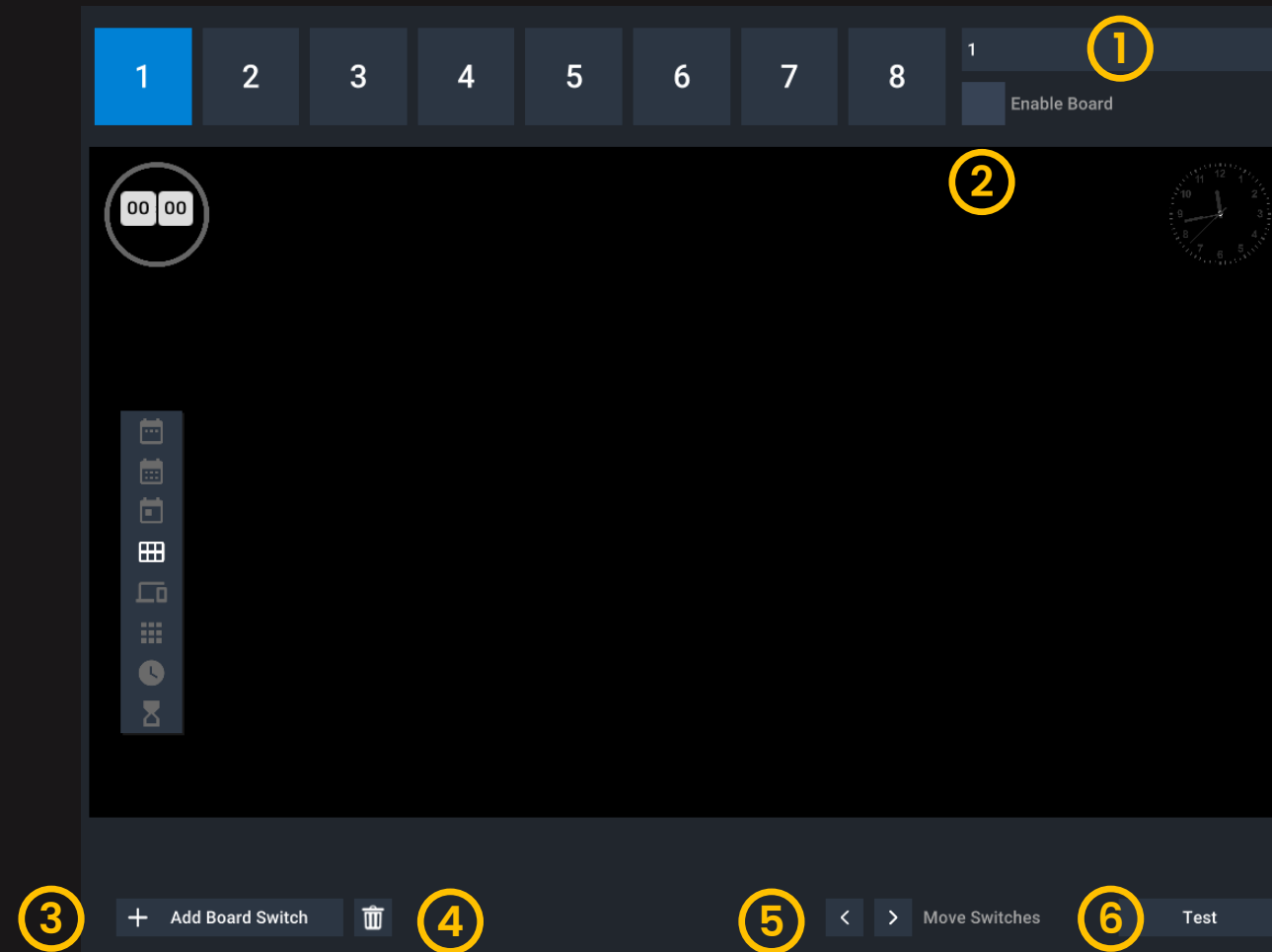
Delete – Click the trash icon to remove a board switch

⑤

Move Switches – Reorder board switches using arrows.

⑥

Test – click to test out your design without running an activity.



Board Designer: Layout Settings

Lines – Number of switch rows

Columns – Number of switch columns

Spacing – Adjust spacing between each switch

Padding – Adjust padding at the edge of the device screen

Generate Switch Boards Button – click to create switch boards to match the layout settings you have selected.



The screenshot shows a dark-themed interface for configuring a switch board layout. It is divided into two main sections: 'Grid Size' and 'Padding'.

Grid Size:

- Lines: 2
- Columns: 4

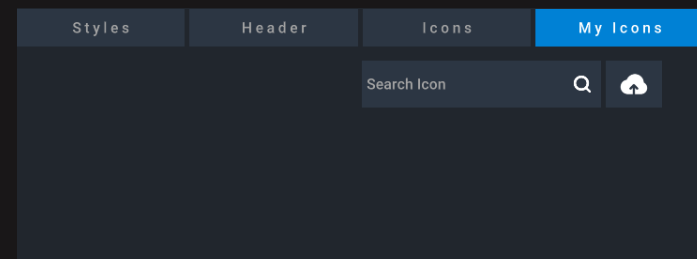
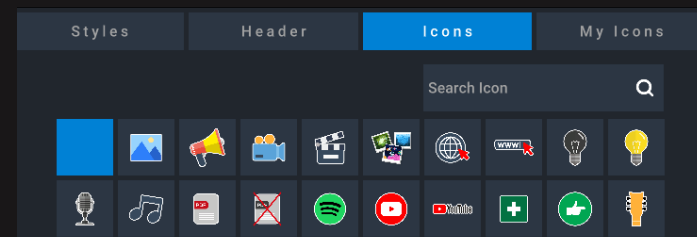
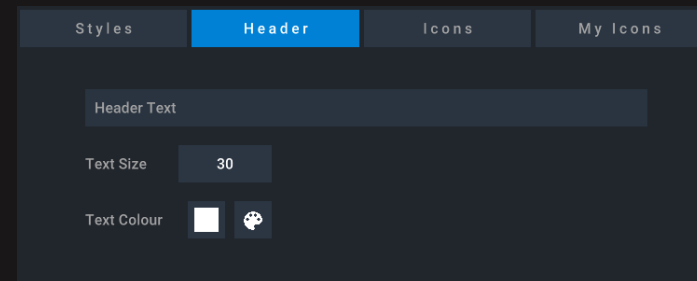
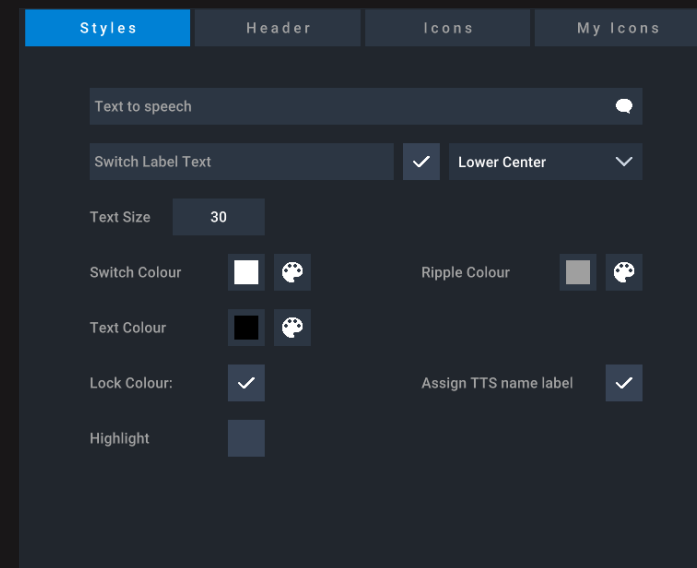
Generate Switch Boards Button: A button with the text 'Generate Switch Boards' and a plus sign icon.

Padding:

- X: 10
- Y: 10
- Top: 10
- Bottom: 10
- Left: 10
- Right: 10

Board Designer: Styles, Header and Icons

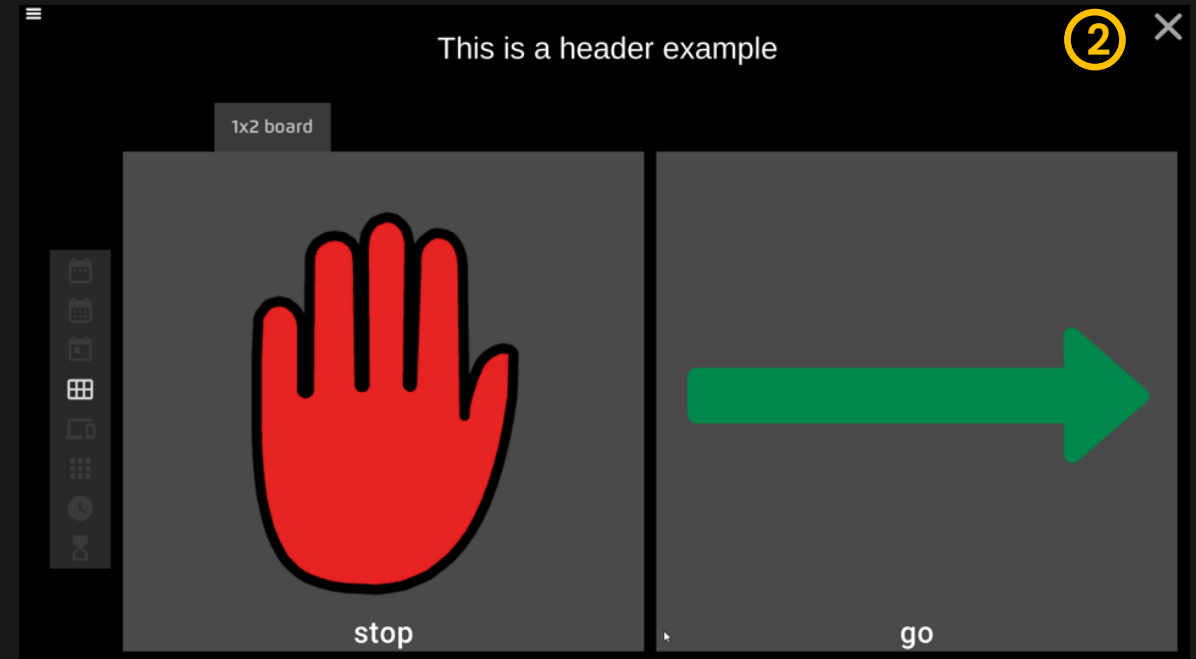
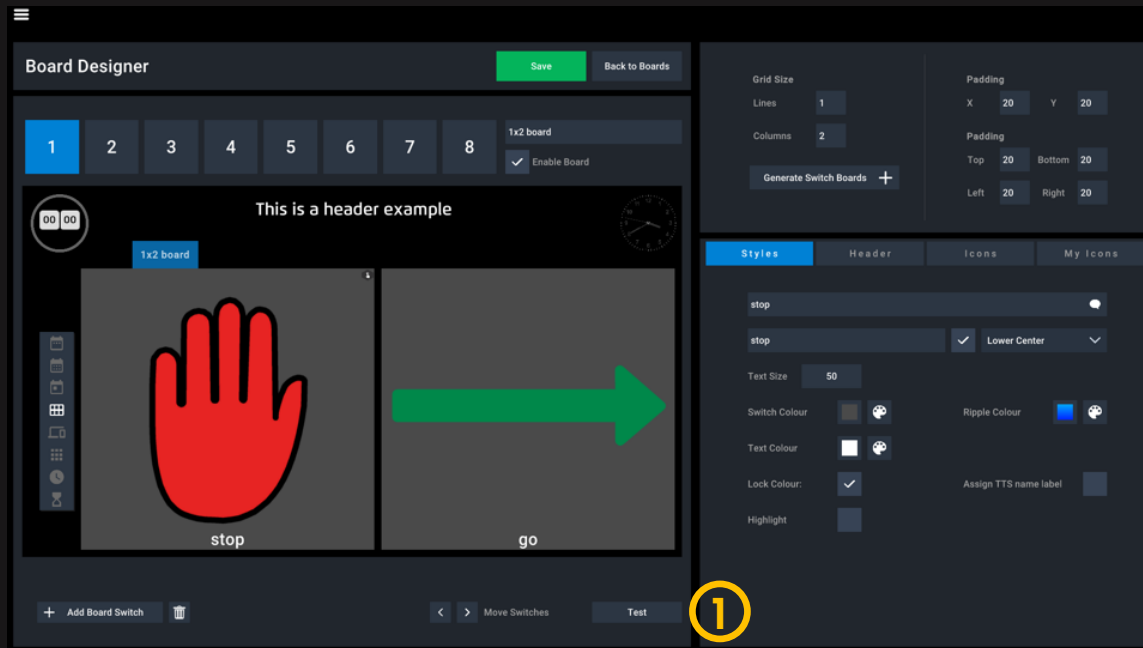
Text to Speech	Add a TTS string to be spoken on the device when the switch is activated
Switch Label Text	Rename and toggle the default switch label on/off; adjust placement
Text Size	Adjust the text size
Switch Colour	Select the switch colour; can be adjusted to create high contrast designs
Ripple Colour	Click to open the colour picker for selecting the ripple colour for visual feedback
Text Colour	Click to open the colour picker and assign the text colour
Lock Colour	Toggle ON to lock colour styles to all switches; Toggle OFF to assign individual styles
Highlight	Tick on/off to highlight the board switch in the frontend
Assign TTS name label	If ticked, the name of the assigned icon is applied as the text-to-speech string
Header Text	Type a header text string to have text above the Board
Icons	Click on an icon to apply it to the Board Switch



Board Designer: Testing to Display

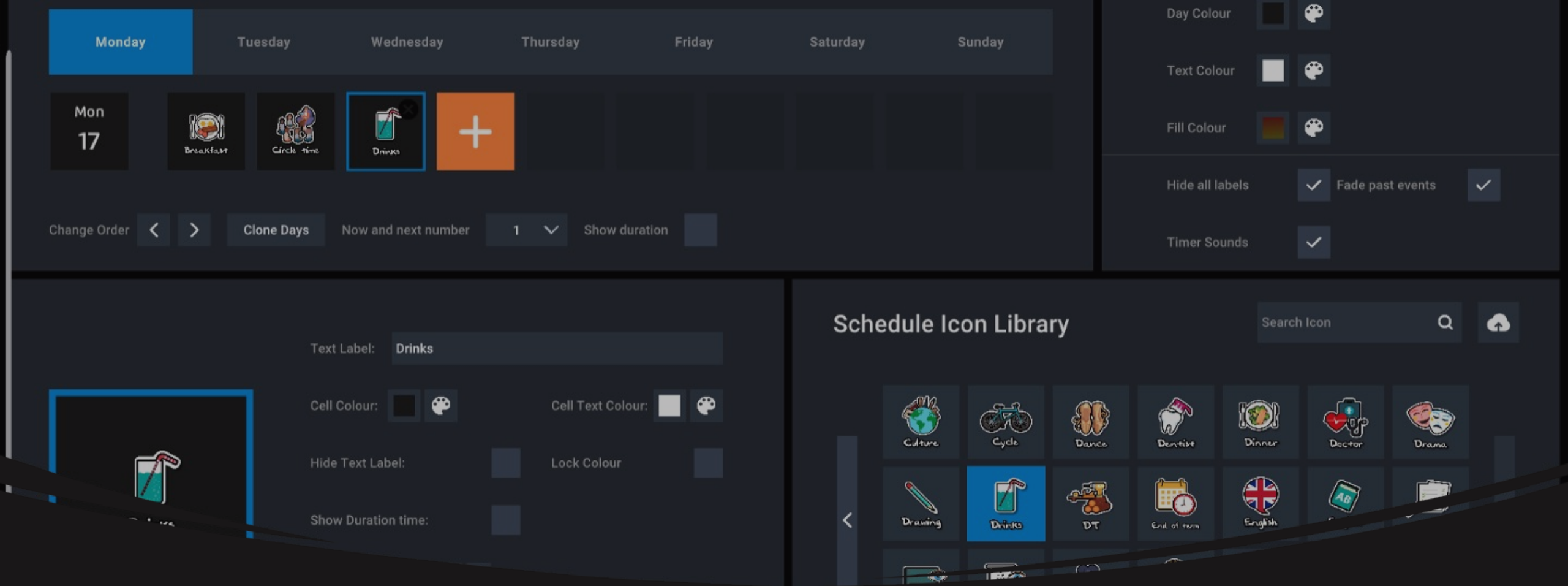
1 When you have configured your board you can preview it by clicking the 'Test' button.

2 Click the X to close the test preview window and return to the editor



TIMETABLES

The Magic Room timetable builder enables the creation of visual timelines using symbols, images, and words. It provides a built-in icon library, allowing you to select icons from a diverse range of options. Additionally, you have the option to upload custom icons to personalise the individual timetables further. The timetable builder offers different viewing options such as daily, weekly, or the "now, next, and then" format, providing flexibility in how the timeline is presented based on your preferences and requirements. This feature enhances organization and facilitates visual scheduling within Magic Room




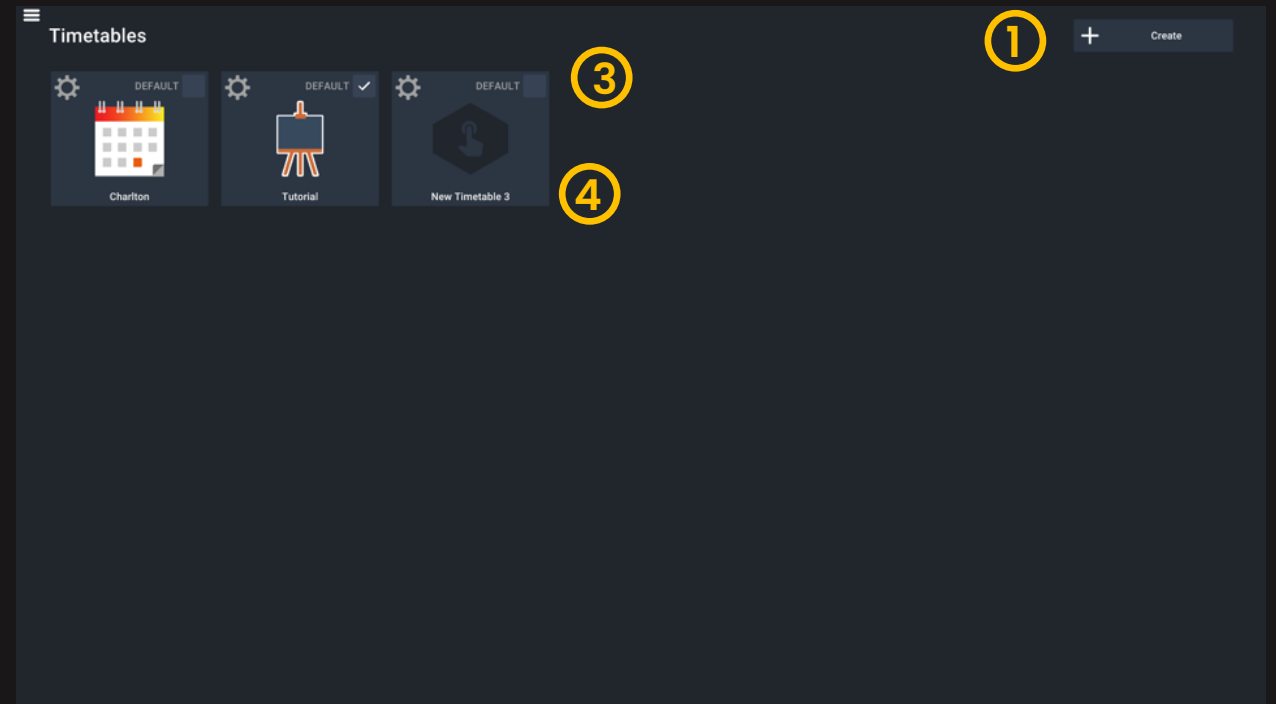
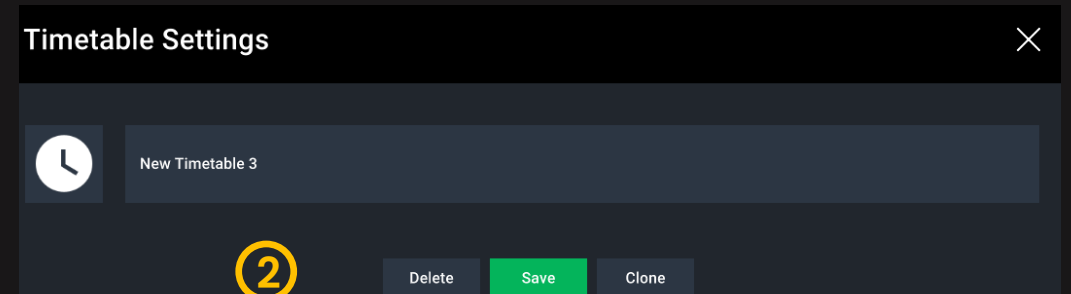
Timetable: Build a New Timetable

How it works

The Timetable Editor comes with an extensive icon library that allows icons and symbols to be assigned to boards. This is useful for creating contextual visual cues for actions and supporting language and communication development.

Create a new timetable:

- 1 Click Create and a new timetable template will appear called "New Timetable 1"
- 2 Click  to open the pop up to edit the timetable name and add a relevant icon, then save. Here you can also delete and clone the timetable.
- 3 If there are multiple timetables, toggle on/off to select which timetable is the default design.
- 4 Click on the timetable to open.



Timetable: Build a new timetable

How to use it:

1. Select the day you want to edit.
2. Click the **orange +** to create an event and open up the Schedule Icon Library
3. Select or search for the icon or upload your own.
4. Save the timetable design.

The screenshot displays the 'Timetable Editor: Tutorial' interface. At the top, there is a 'Save' button (circled 4) and a 'Back' button. Below this is a navigation bar for days of the week, with 'Monday' selected (circled 1). The main grid shows a cell for Monday 17 with icons for 'Breakfast', 'Catch fire', and 'Drinks', followed by an orange '+' icon (circled 2). Below the grid are controls for 'Change Order', 'Clone Days', 'Now and next number' (set to 1), and 'Show duration'. On the right, there are settings for 'Day Colour', 'Text Colour', 'Fill Colour', 'Hide all labels', 'Fade past events', and 'Timer Sounds'. The bottom section is split into two panels: 'Event Editor' and 'Schedule Icon Library'. The 'Event Editor' panel shows a preview of the 'Drinks' event with a blue border, and settings for 'Text Label', 'Cell Colour', 'Cell Text Colour', 'Hide Text Label', 'Lock Colour', 'Show Duration time', 'Start' (11:00), and 'End' (11:30). The 'Schedule Icon Library' panel (circled 3) shows a grid of icons with 'Drinks' selected. A search bar is at the top of the library.

Timetable: Settings

Day Colour – Click to open the colour picker and assign the day colour.

Text Colour – Click to open the colour picker and assign the text colour.

Fill colour – Click to open the colour picker and select the fill colour which shows a visual aid for the event/time throughout the day.

Hide all labels – Click to hide the text labels.

Fade past events – toggle on/off to grey out once the event has finished.

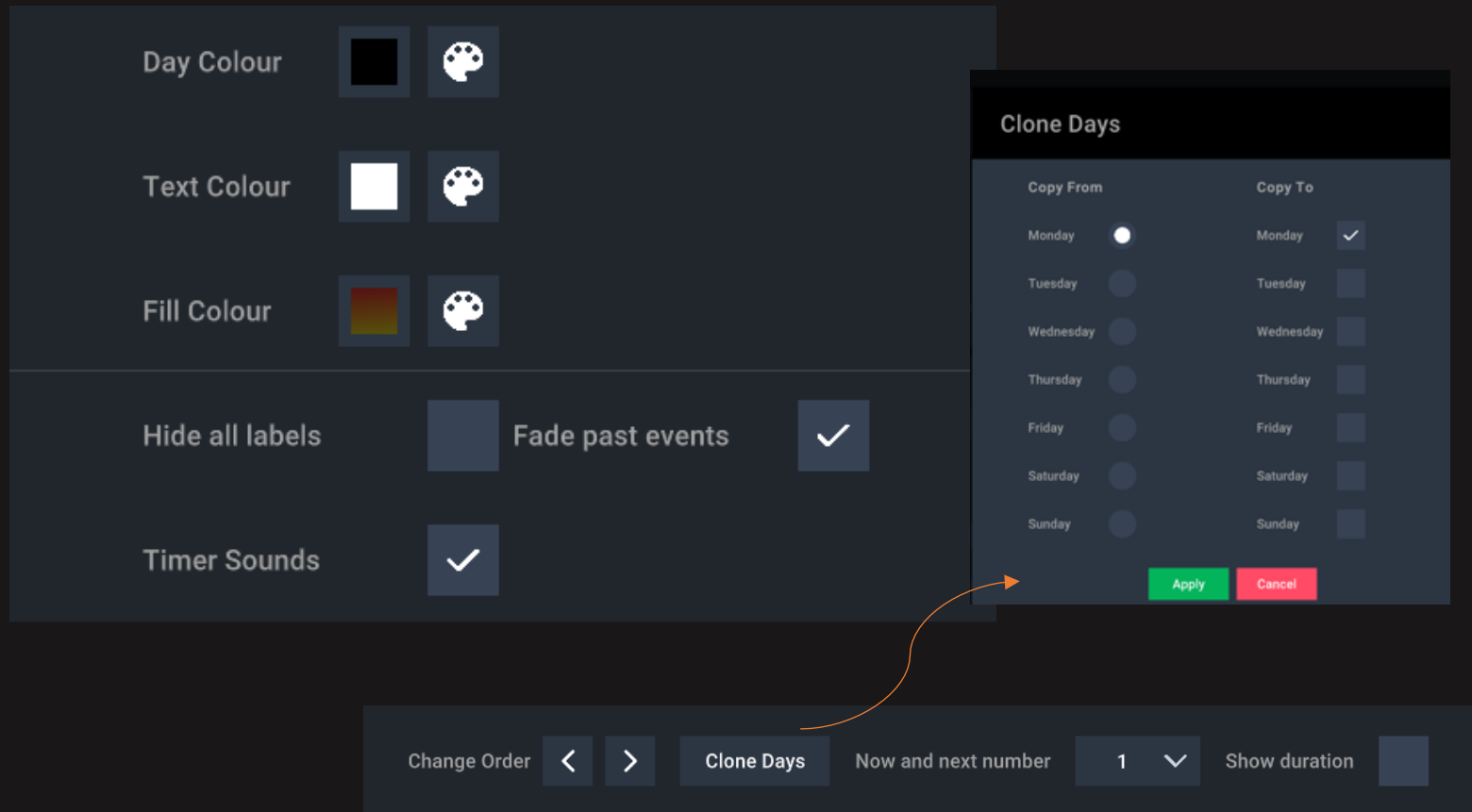
Play Timer Sounds – toggle on/off play a sound when the timer finishes.

Change order – change the order of the events in the timetable, depending on the direction of the arrow.

Clone Days – click the icon to open a popup to select which days you want to copy from and to. Click apply to clone each day.

Now and next number – Select 1-4 from the dropdown list to select how many events are shown on the 'now, next, then, later tab.'

Show duration text – toggle on/off to show the duration text.



Timetable: Icon Settings

Text label – Edit the text on the text label. When selecting an icon it will take the already saved name of the icon, but this can be edited here.

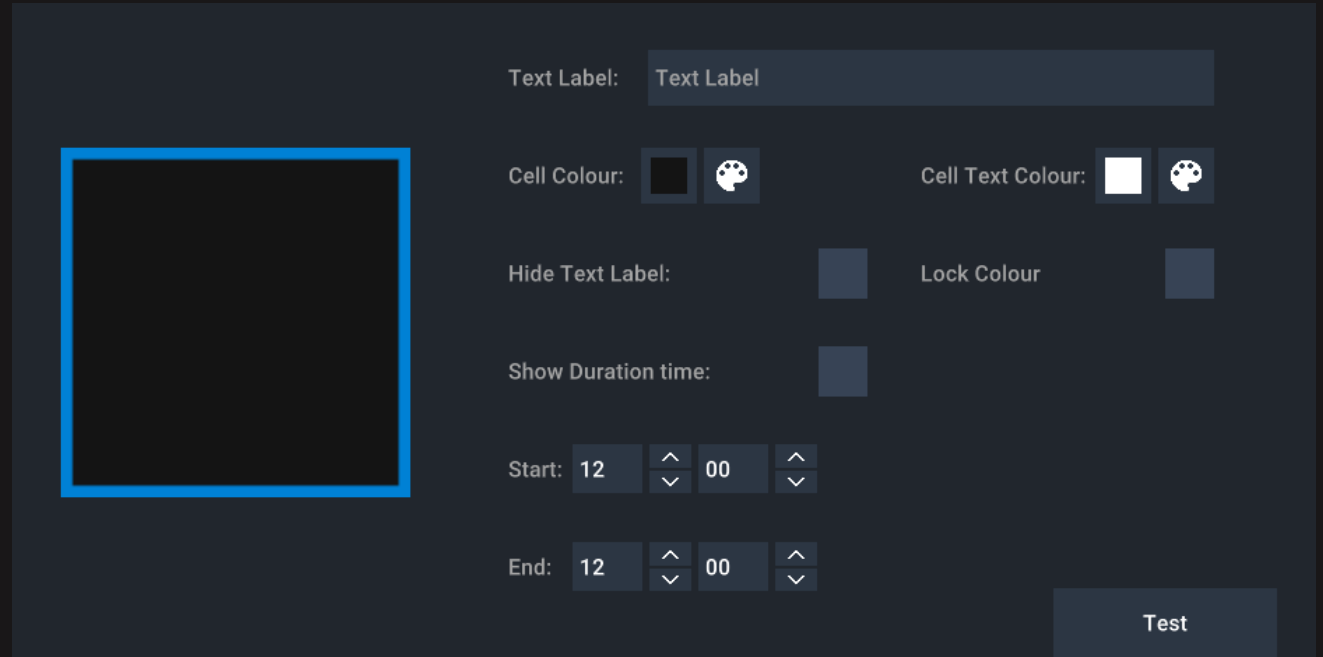
Cell Colour – Selected cell colour. This can be adjusted to create high contrast designs.

Cell Text Colour – Click to open the colour picker and assign text colour.

Hide text label – Toggle on/off to hide the text label when the timetable is run.

Lock Colour – ON locks colour styles to all switches. OFF means cells can be assigned individual colour styles.

Show duration time – Toggle on/off to animate the visual of the duration time of the event.



Start/end time – Use the arrows or type in the correct start and end time for each event.

Test – get a preview of the timetable design you have created.

PC Time Check

The time is matched to the PC clock time. If your time is wrong in Windows, it will also be wrong in Magic Room. Open Windows time settings to change if needed

Mon 10	Morning	Film making	Reading	Snack	Swimming	Lunch	Camping	Crafts	Home	Bus
Tue 11	Morning	Circle time	Colouring	Snack	Biology	Lunch	Art	Cooking	Home	Bus
Wed 12	Morning	Eye Test	Garden	Snack	DT	Lunch	English	Drama	Home	Bus
Thu 13	Morning	ICT	Geography	Snack	Maths	Lunch	Culture	Music	Home	Bus
Fri 14	Morning	Puzzle	Play	Snack	Assessment	Lunch	Options	Party	Home	Bus

IN-SCREEN TOOLBAR

The In-screen Toolbar is a convenient set of in-screen actions that educators can use to help inform and instruct their pupils when using Magic Room. These features include displaying timelines, weekly schedules, now and next, communication core boards, Magic Switch designs, clock and countdown timer.

In-screen Toolbar

How it works

The In-screen Toolbar in Magic Room Activities can be accessed in multiple ways. You can press the '1' key on a keyboard to display the toolbar. Additionally, you can use a voice command like "Show Toolbar" to bring up the toolbar. Another option is to configure the toolbar to display automatically in the Settings.

If you have multiple displays connected to your Magic Room setup, you can choose on which screen the toolbar appears. By pressing the corresponding screen number on the keyboard (e.g., 1, 2, 3, or 4), the toolbar will appear on the desired screen. This feature allows for convenient access to the toolbar and its functionalities, regardless of the number of displays being used.



Full day	View the current day
Full week	View the full week (Monday – Sunday)
Now, next , then and later	View up to 4 events. You can change the number in the build settings
Communication board	View the default communication board
Magic Switch Designs	Select Magic Switch Designs to display in-screen
Magic Switch	Interact with Magic Switch in-screen
Clock	View clock.
Timer	View timer

In-screen Toolbar: Screens

Day timetable

Week timetable

Now and Next

13:00 - 14:00
Now
Options

14:00 - 15:00
Next
Party

Now and next – image shows 2 now and next events. This number can be changed between 1 - 4 in the Timetable Editor Settings.

In-screen Toolbar: Magic Switch

1

Magic Switch Designs – select the Magic Switch Designs button to display the Designs. Select a design to display it. Supports Touch and mouse for interaction.

2

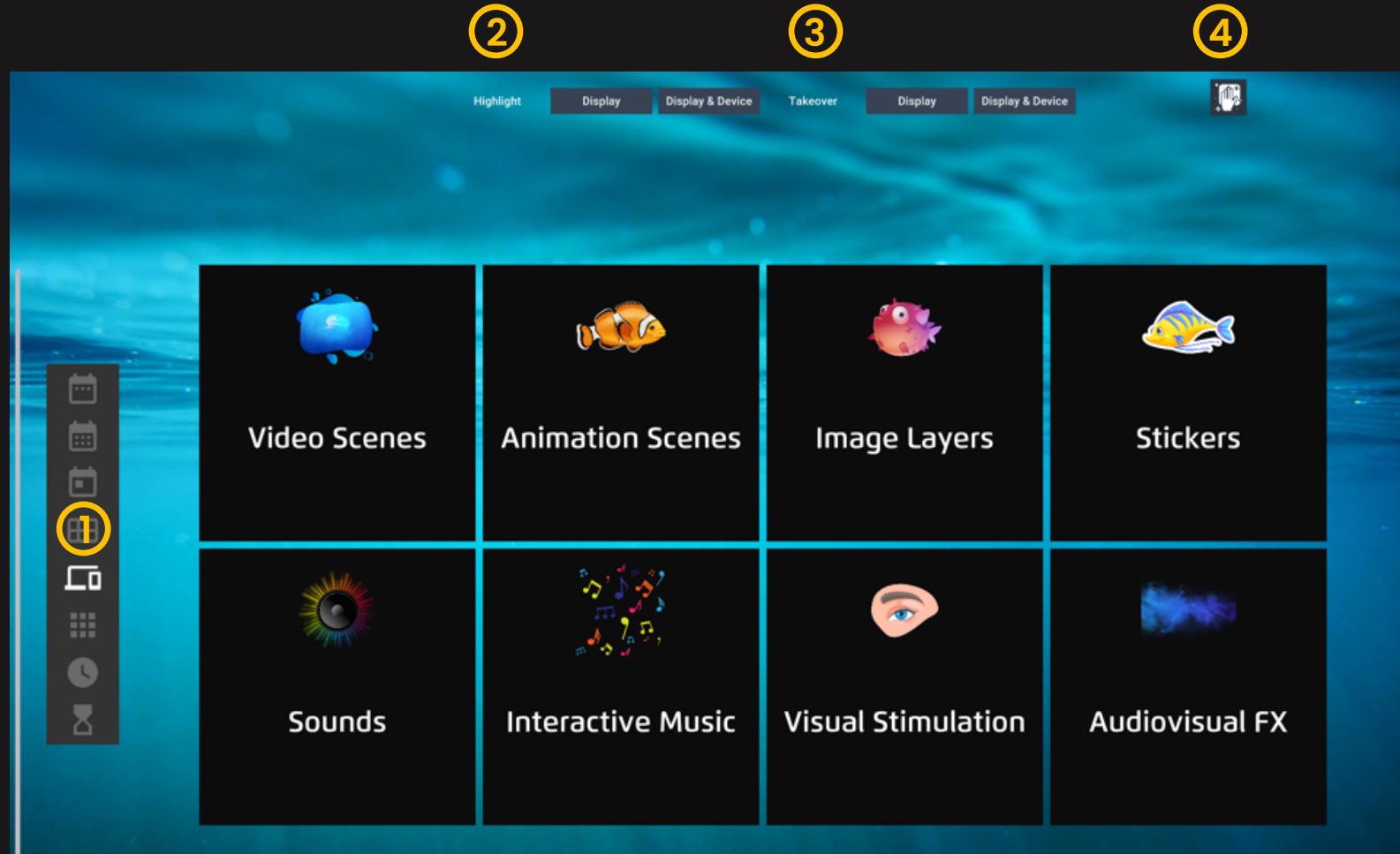
Highlight Modes – ‘Display’ means Magic Switches will light up with selected in the screen. ‘Display & Device’ means switches will highlight everywhere when pressed.

3

Takeover Modes – ‘Display’ whatever is shown on the screen of the Magic Room display will automatically appear on all connected Magic Switch devices. ‘Display & Device’ any change of Magic Switch Design that occurs in one location will be displayed on all connected devices

4

Clear Screen – removes any animations, sentences, words or images in all Magic Room displays



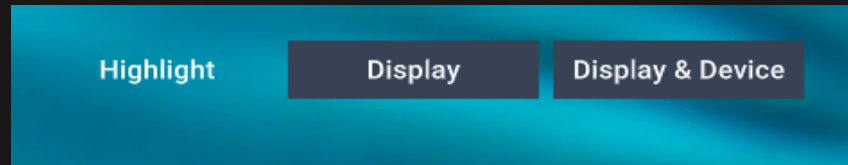
In-screen Toolbar: Magic Switch – Highlight & Takeover Modes

How it works

Highlight and Takeover Modes in Magic Room provide instructors with the ability to assist learners by making changes to the content displayed on the screen and all connected devices running Magic Switch. These modes allow instructors to highlight specific information on the devices and modify the activity or task without directly accessing each individual device.

In group and individual learning scenarios, these modes prove to be highly beneficial as they help to focus learners' attention on the relevant learning content while minimising distractions that can arise when switching tasks or activities. Instructors can effectively guide the learning process by remotely managing the content on the devices, ensuring a seamless and efficient learning experience for all participants.

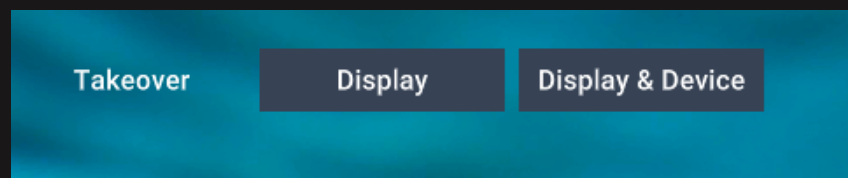
In addition, when Display & Device is selected, the interactions and choices made by learners are communicated to the display. This helps learners to direct and influence the learning.



Display – Only the Magic Switch on the Magic Room display will highlight.

Display & Device – Both the Magic Room display and the Magic Switch devices will highlight.

None – When neither are selected (as shown) no switch designs will not be highlighted.



Display – the display controls the content on the connected devices

Display & Device – Both the Magic Room display and the Magic Switch devices will takeover.

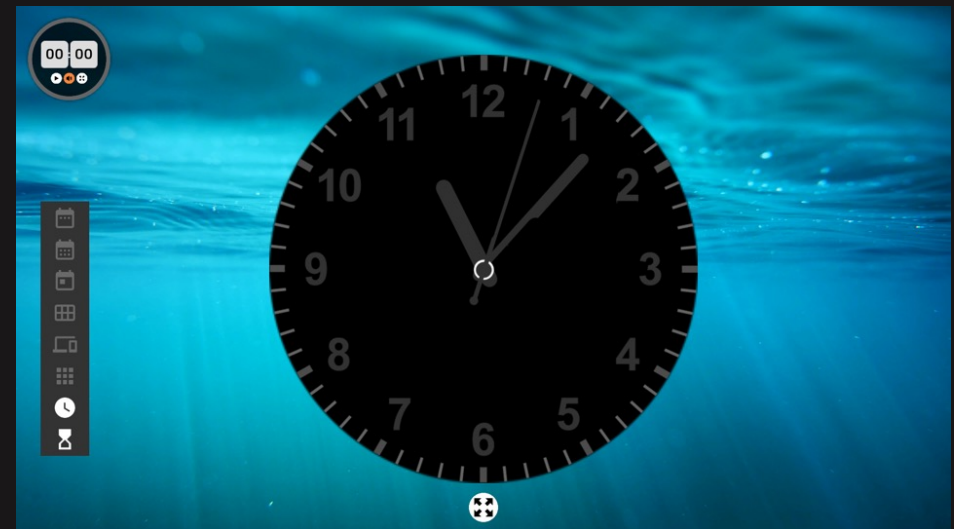
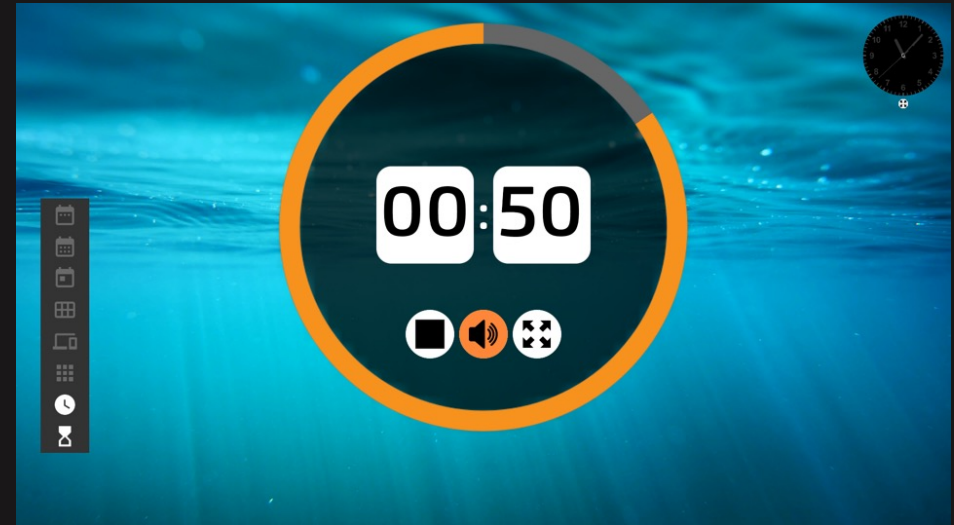
None – When neither are selected (as shown) then nothing will be taken over.

In-screen Toolbar: Clock and Timer

How it works:

Clock and Timer can be controlled by voice. Both can display small as widgets or maximised as shown the images. Settings has the speech commands. It is possible to add time and start the timer on the fly using voice commands.

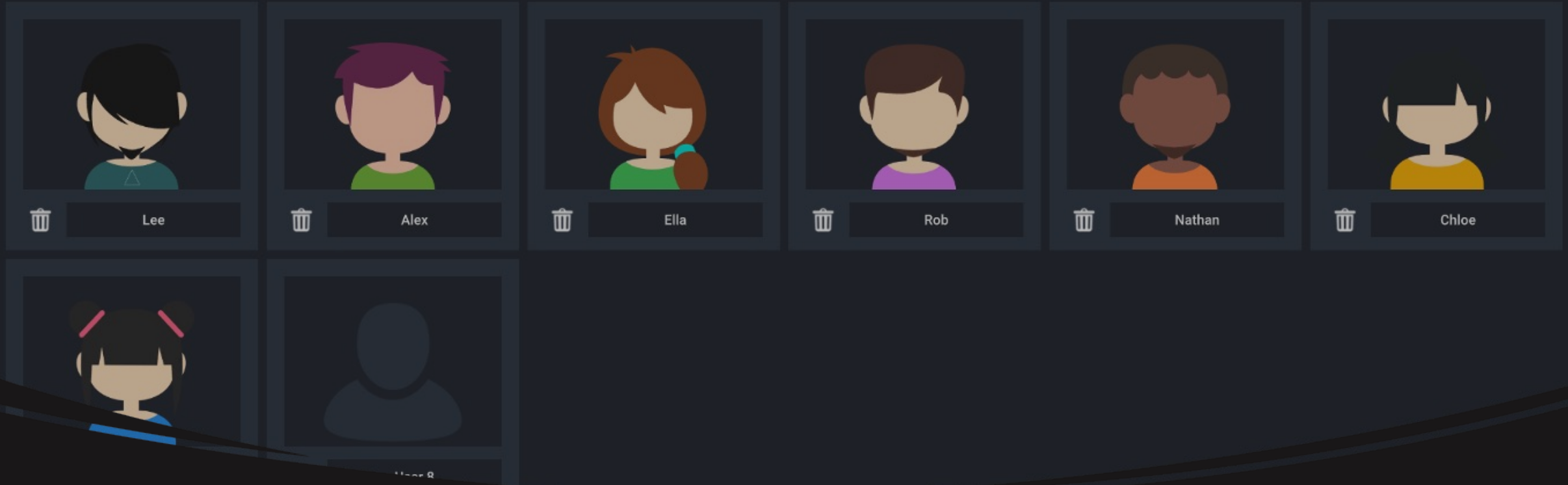
Select the full screen icon to enlarge the timer. Type in the required time on the timer and click the play icon to activate the animation. Toggle on/off sound icon to activate the ticking countdown sound.





Magic Room Users

+ Create



USERS

User creation in Magic Switch allows you to assign specific Magic Switch Designs to individual users, simplifying their interface and tailoring their experience in Magic Switch. Once you have created your Switch Designs, you can manage their visibility by clicking the 'Assign Users' button in the Magic Switch Designs tab of the Magic Room Software.

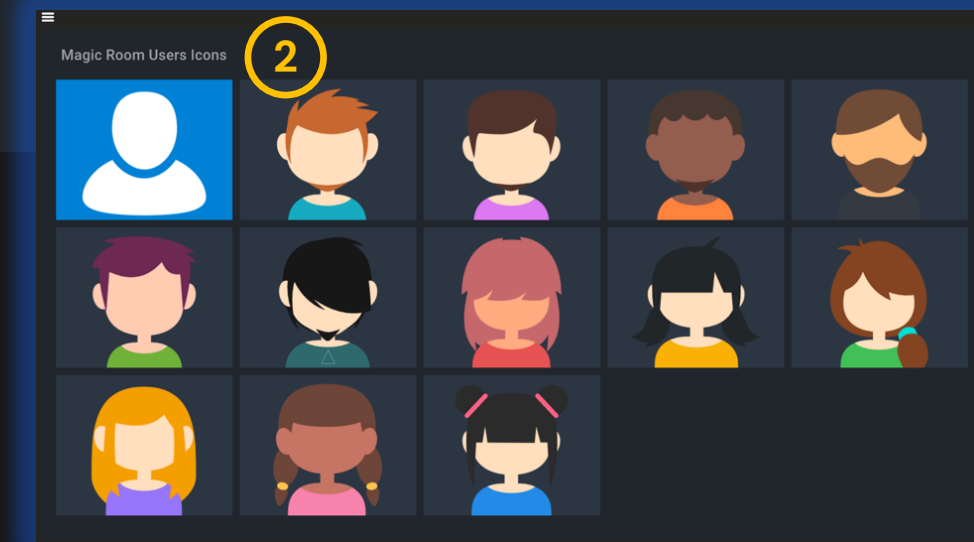
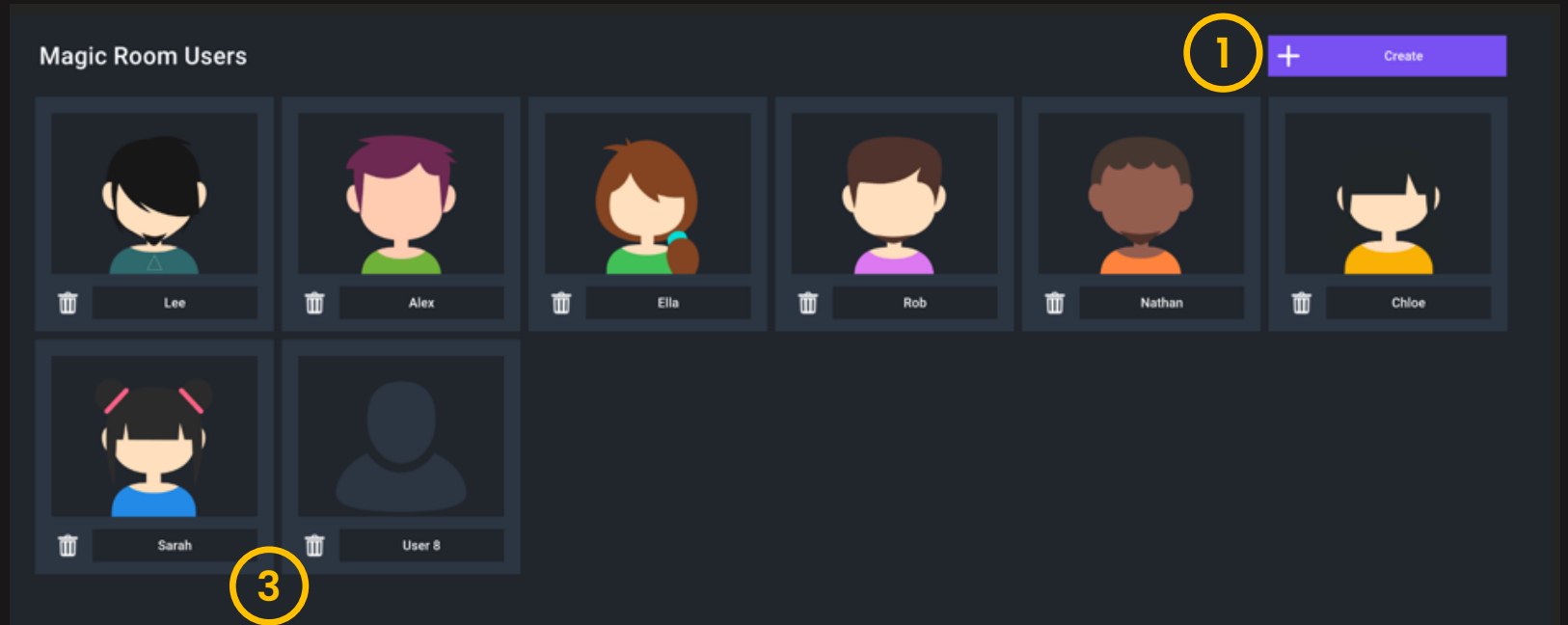
Magic Switch Users

How it works

In the sidebar you will see the 'Users' option. Select this and the User creation page will load.

How to use it:

- 1 Click the 'Create' button to add a new user profile. Type a unique name for your user in the name field.
- 2 Click the placeholder image to open the icons and choose a cartoon Avatar if desired.
- 3 Click the trash icon to delete the user from the list.



Note:

The user logic is very simple, so we only need the unique name in order to assign Magic Switch Designs to them later.

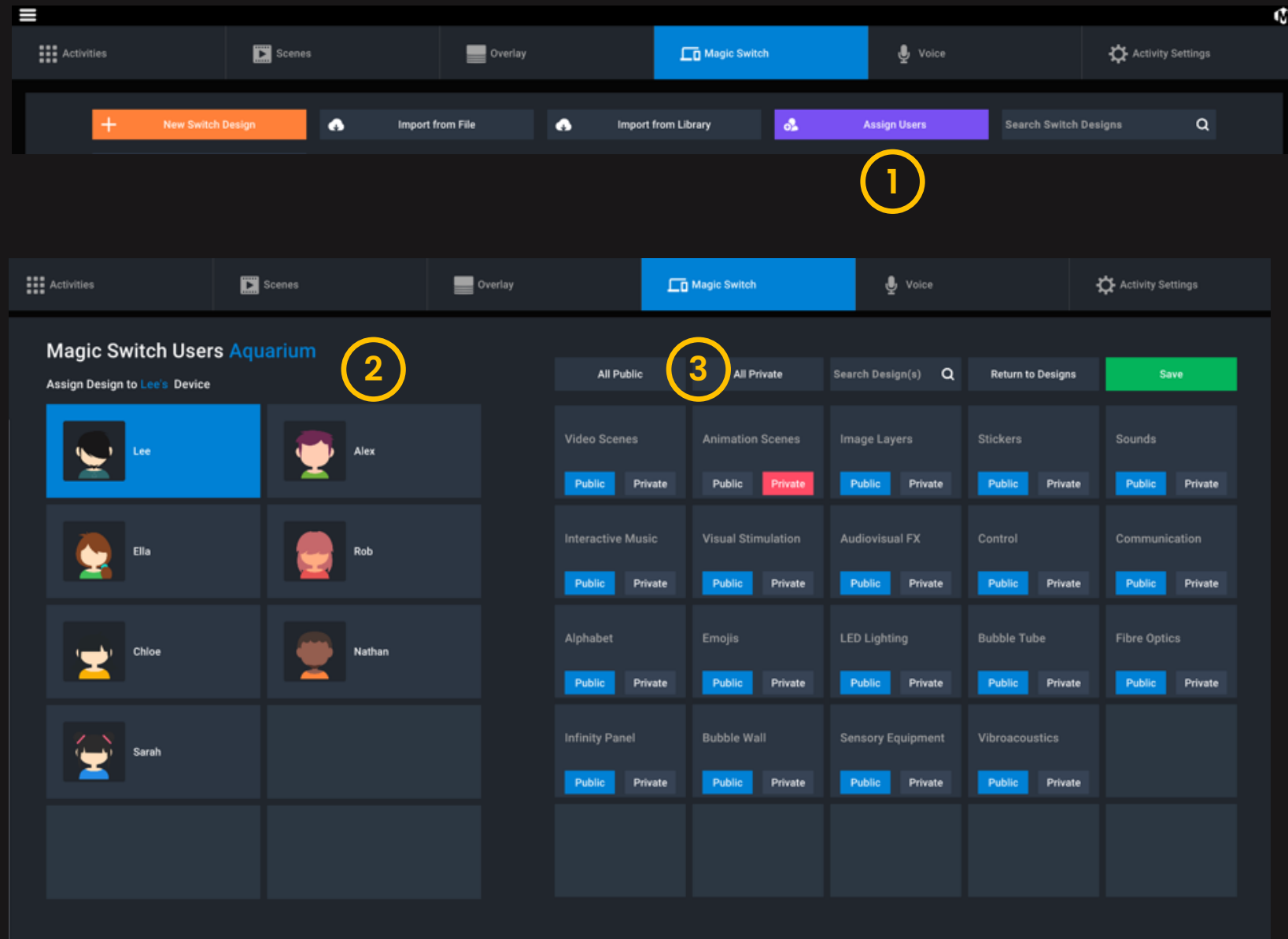
Magic Switch Users

How it works

Once the user profiles are created, you can assign specific switch designs to different users. This means that each user can have their own switch content, tailored to their individual needs and preferences.

How to use it:

- 1 Open the Magic Switch Designs tab and click Assign Users.
- 2 Select the User from the list
- 3 Choose to make the design public or private to the user. Alternatively select All Public or All Private.
- 4 Click save and then Return to Designs when finished making any changes. Changes immediately appear in devices.





80s-retro-sci-fi-synthwave



80s-retro-space-synthwave



abstract-sci-fi-dark-hall



atmospheric-lightrays



atmospheric-space



water-ripples



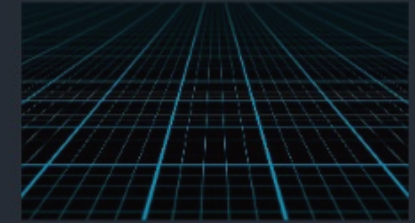
atomic-particles



aurora-northern



Blue-corridor-neon



blue-grid

MEDIA LIBRARY

Global Media Library can be added and searched in the Media Library tab. Media loaded to Media Library is available to all activities that get created in Magic Room. You can also browse saved scenes in the media library. **NB:** It is not advisable to upload your media to the media library if you want to export your activity and share to other Magic Room systems. Use the local media upload facility in the scenes if you want to share your activity with all content available.

Media Library: Overview


How it works

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

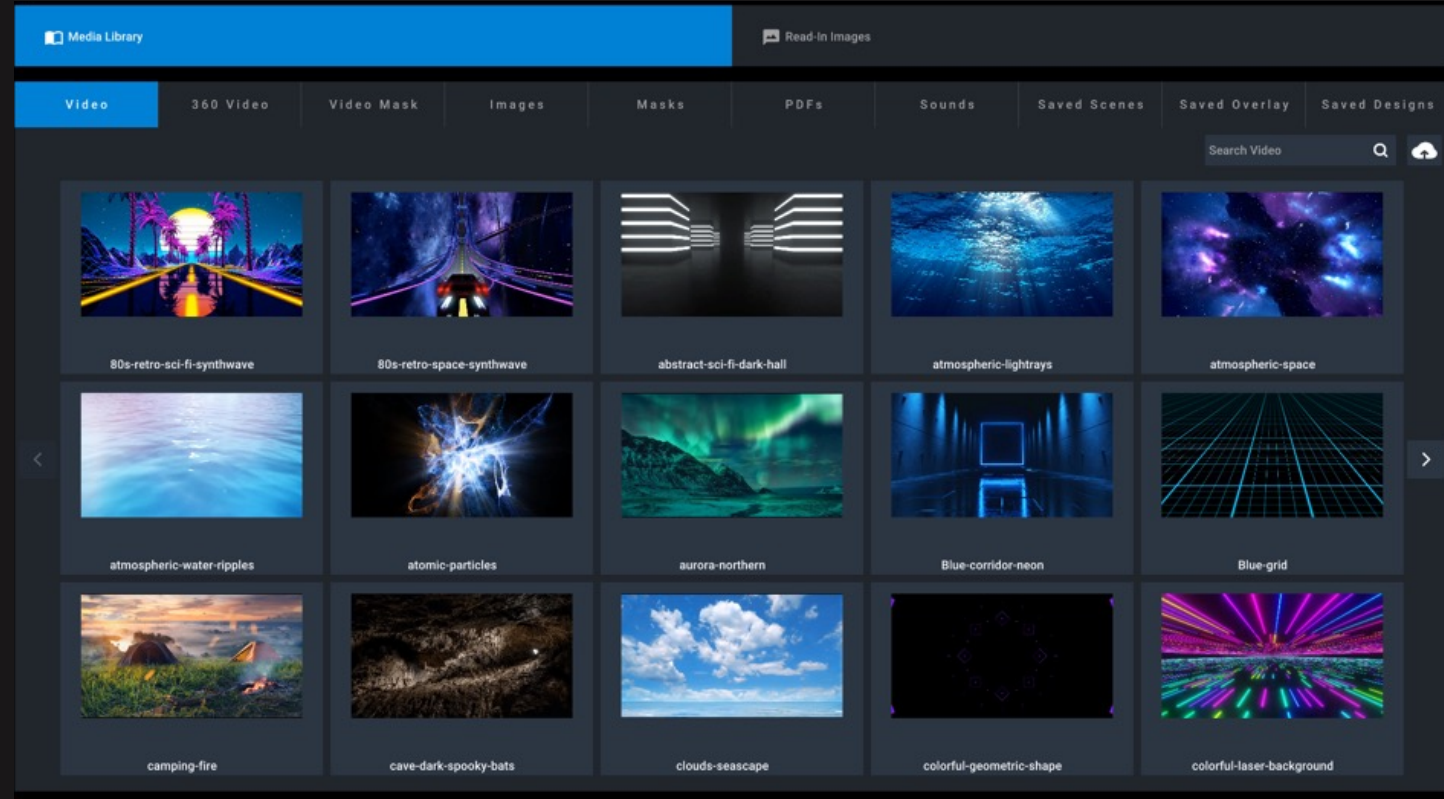
How to use it

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

- Video
- 360 Video
- Video masks
- Images
- Masks
- PDFs
- Sounds
- Saved Scenes
- Saved Overlays
- Saved Designs

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

Edit Mode – Turn on to preview, rename and delete media library assets.



Tip:
When uploading your own media, remember to save into the correct category for image type, video, PDF etc.

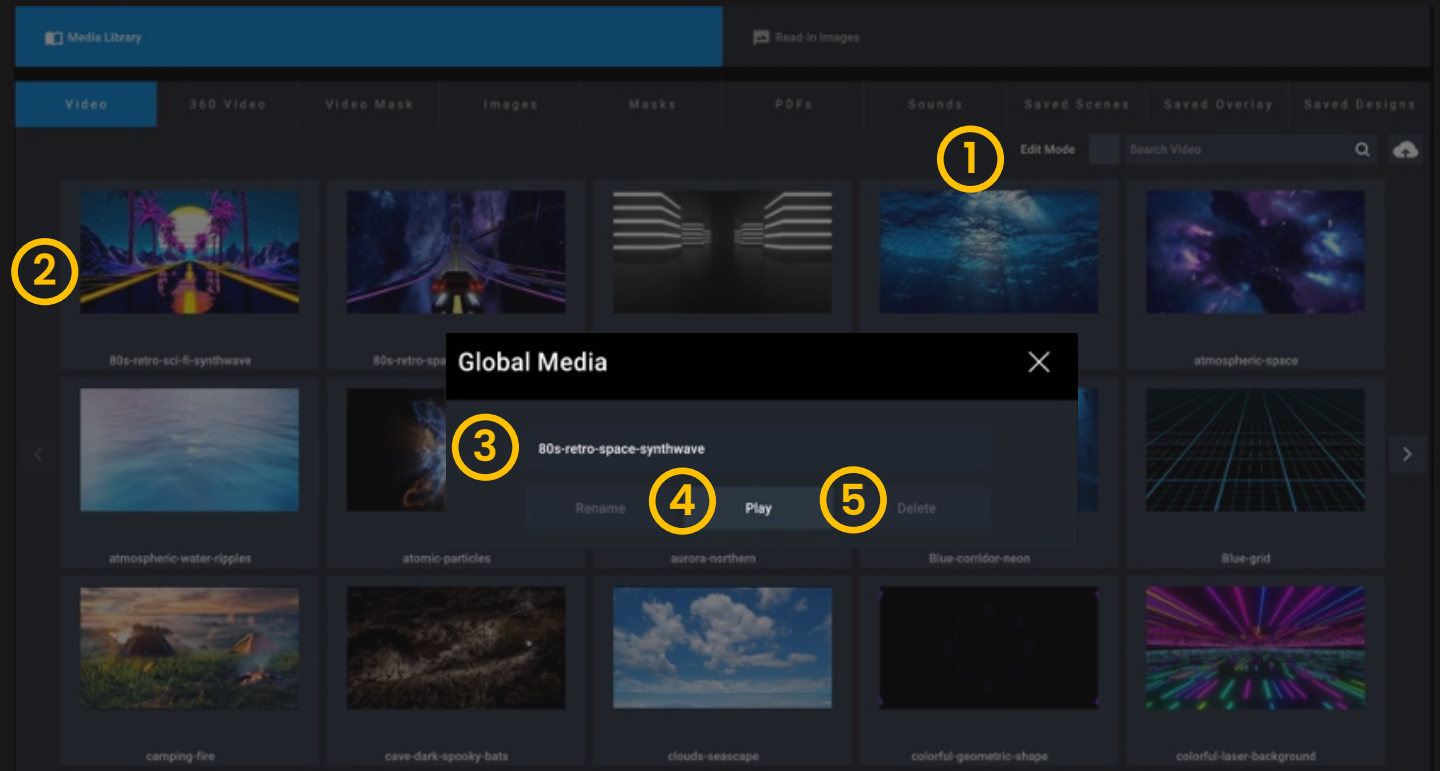
Media Library: Edit Media Assets

How it works

You can preview, rename and delete media library assets when in edit mode

How to use it

- 1** Turn on Edit Mode
- 2** Select a media asset to edit. A pop-up will open.
- 3** To rename, add a new name in the text field and select Rename.
- 4** To preview, select Play.
- 5** To delete, select Delete.



Note:

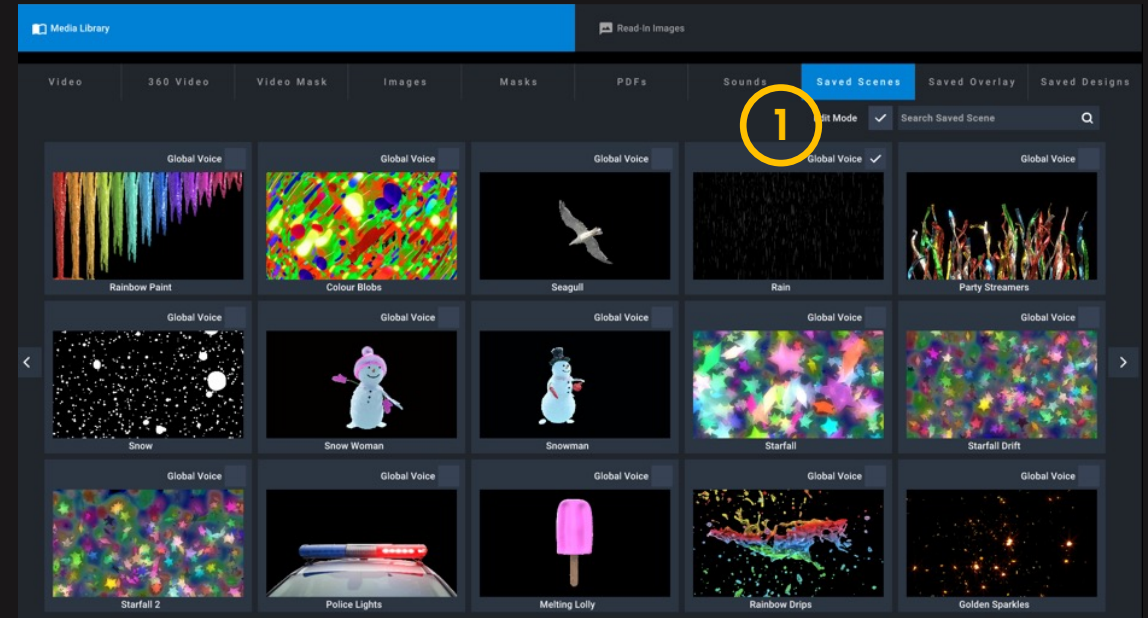
Magic Room comes with an embedded media library. These cannot be deleted so delete is greyed out.

Media Library: Saved Scenes & Saved Overlay

How it works

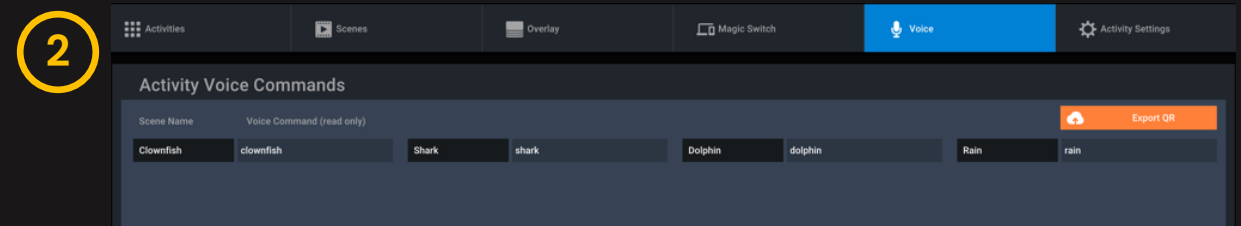
Saved Scenes and Overlays in Magic Room are conveniently stored in the Media Library and can be easily loaded into different Activities. One powerful feature is the ability to assign voice commands to these Saved Scenes and Overlays using their respective Scene Names. This enables instant access to specific content at any time by simply speaking the assigned command.

This feature proves highly useful for incorporating elements that you want to have instant access to across all Activities. For example, you can assign a voice command like "Well Done" to trigger a Thumbs Up animation, allowing for immediate positive reinforcement during various activities.



How to use it

- 1 Locate the scene you would like to apply Global Voice to and tick the box.
- 2 In all activities you will see the Saved Scene Voice Command

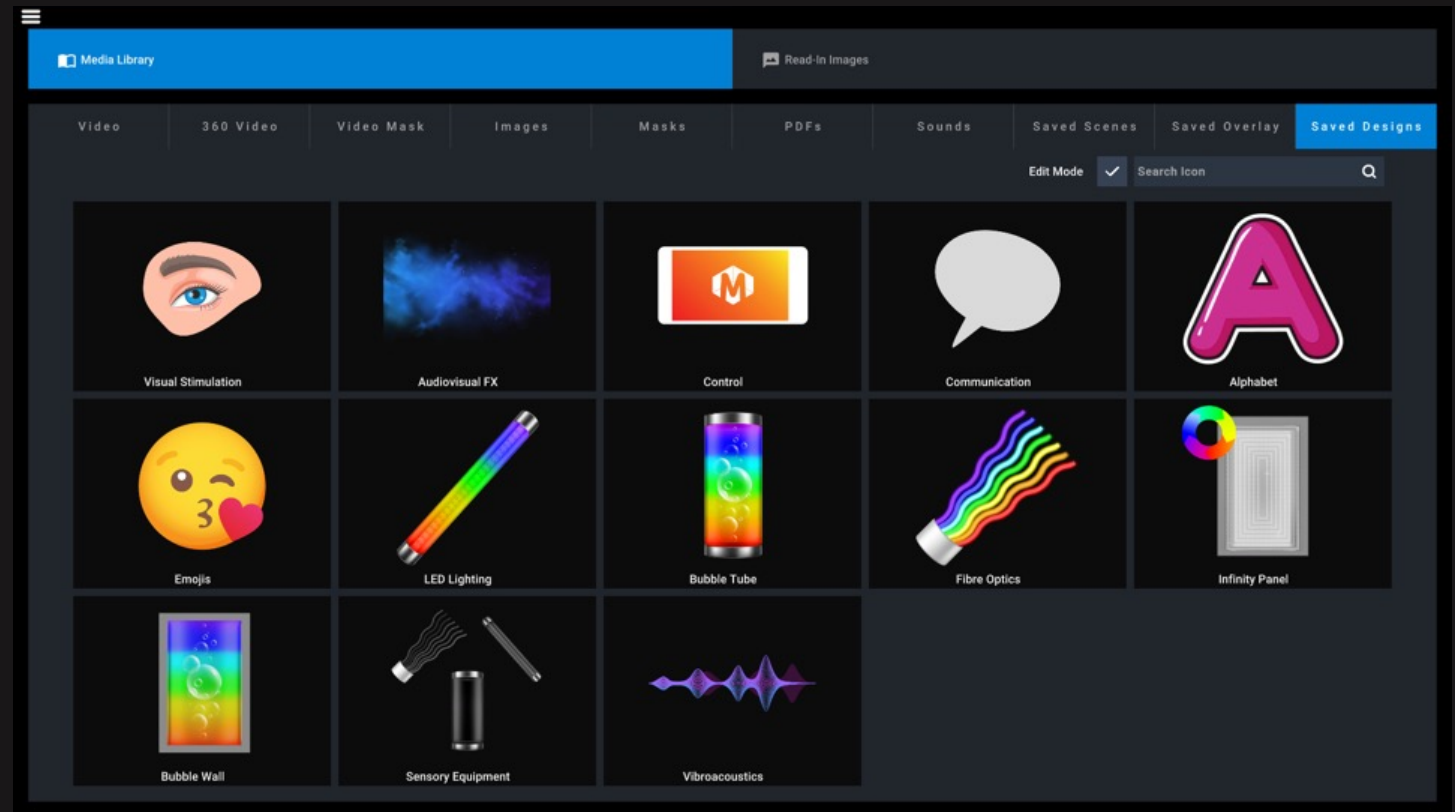


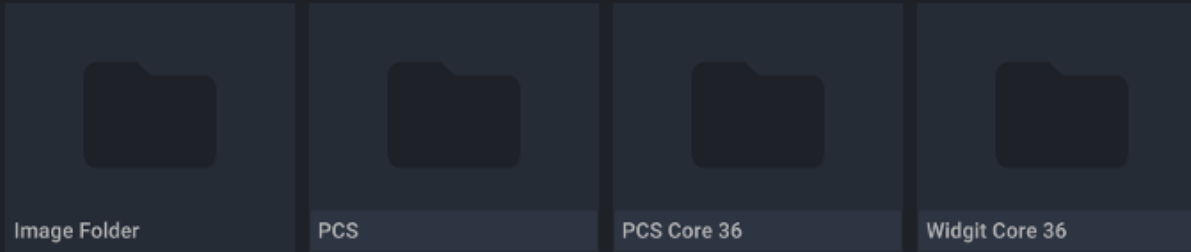
Media Library: Saved Designs

How it works

Saved Magic Switch Designs are stored and administered from the Media Library. Here they can be deleted and renamed.

They are loaded in the Magic Switch tab in an Activity.






READ-IN IMAGES


Read-in images are grouped into folders of images. It is easiest to think of this as a symbol library like PCS or Widgit where every image is named as the word like: dog.png, cat.png, more.png... The idea is that using speech or TTS from Magic Switch these images can be called to appear in the screen at any time. They are called Read-in because they are literally read into the display.


Read-In Images

Read-in Images are folders of images that can be called into the Magic Room display using speech. Images can be symbols, icons, photos of people or anything else you can think of.

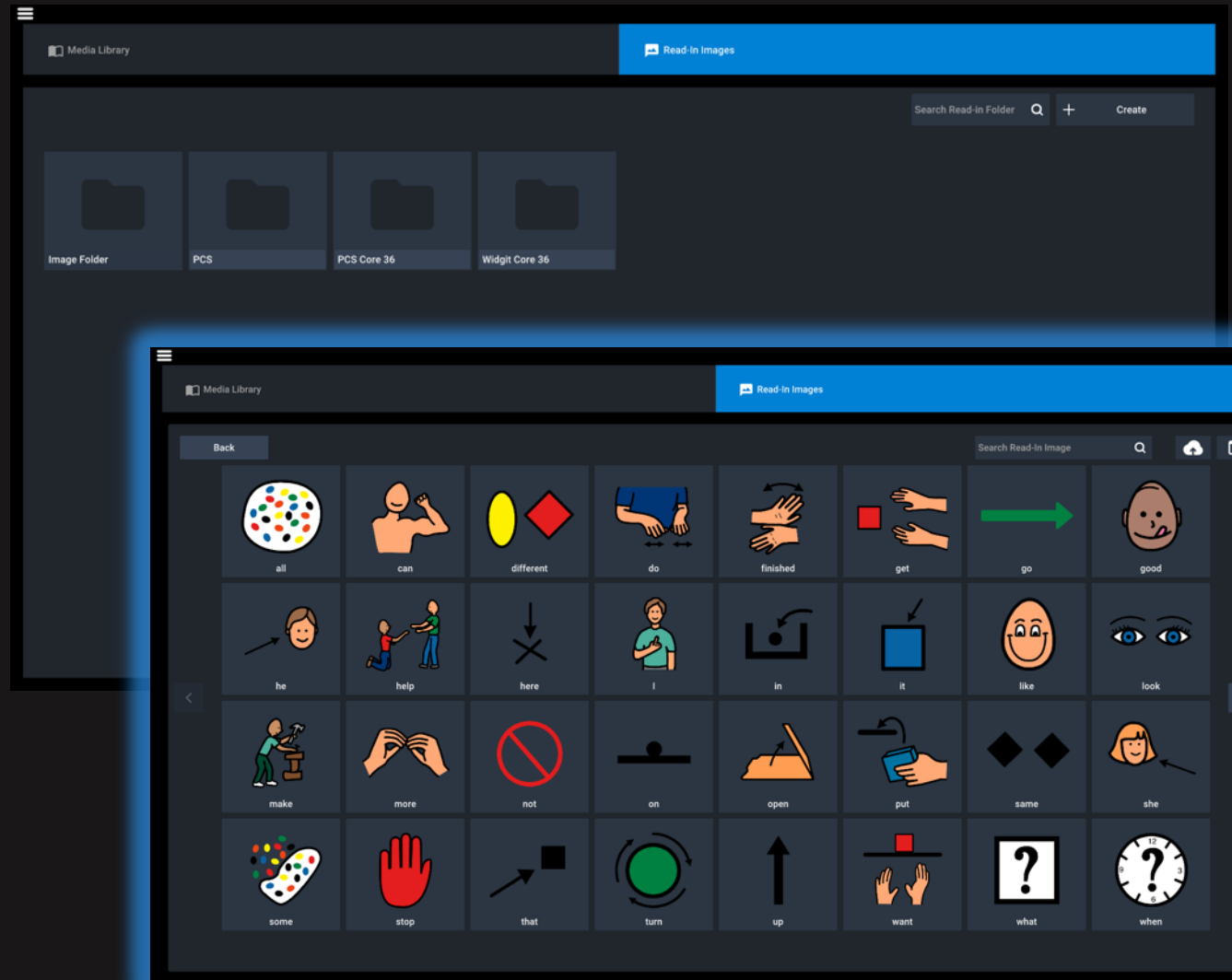
How to use it

 Click Create + to create a new Read-In folder. Add a name to the folder when prompted.

 Add PNG images to the folder by clicking the upload button.

 It is important that images are named so they can be easily called e.g. for an image of a dog, name the file dog.png, for an image of a person name the file with the persons' name.png etc.




Supported formats



A Read-In Text

Read-In Text replaces writing on a board by letting you send text to a screen in real-time. Simply speak into a device connected to Magic Room, send and Magic Room will write the words to the display.

How it works

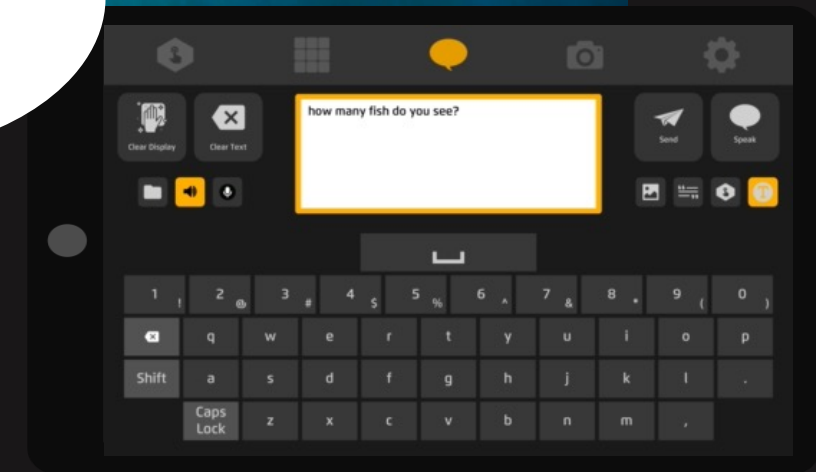
-  In Magic Switch App TTS page OR Magic Room Controller App Speech page; Select the Text icon
-  Write a sentence to the device by speaking into it or typing into text window (using Magic Switch).
-  Select Send
Magic Room will show text on display.



“How many fish do you see?”

Format in Activity Settings

Change the appearance of text in the Activity Settings of each Activity.



Read-In Sentence

Read-In Sentences let's you send text and images (such as PCS) to a display in real-time. Simply speak into a device connected to Magic Room, send and Magic Room will write the words and images to the display.

How it works

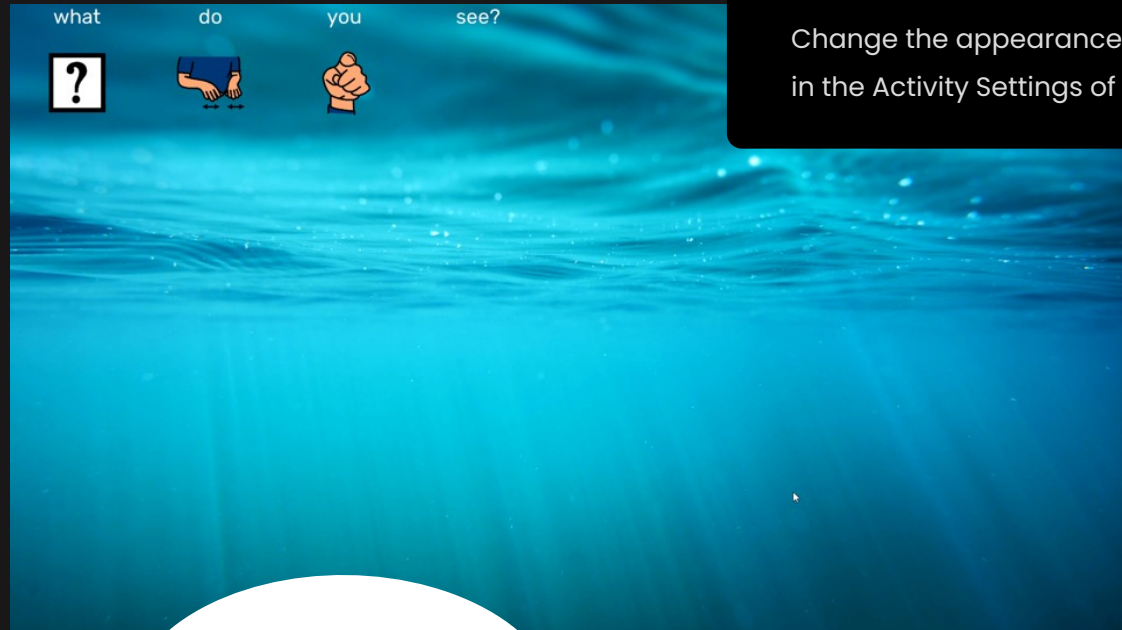
1 In Magic Switch App TTS page OR Magic Room Controller App Speech page; Select Image Read In library that include the images you want to use from dropdown.

≡ Select Sentence icon.

🎤 Write a sentence to the device by speaking into it or typing into text window (Magic Switch only).

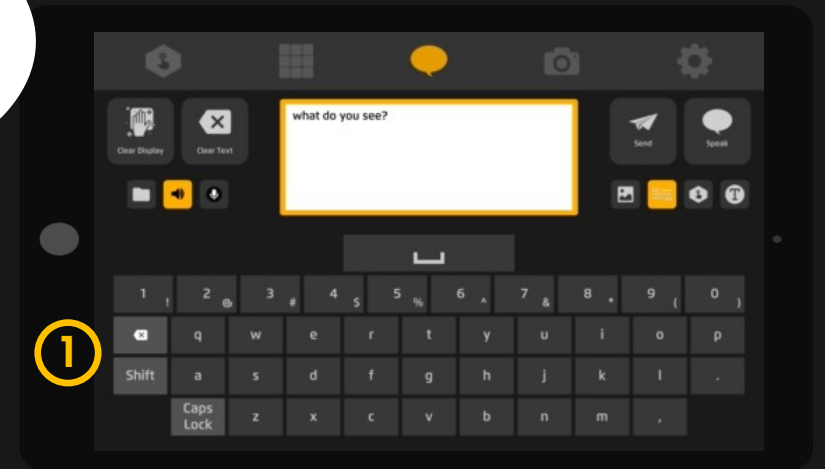
✈️ Select Send.

Magic Room will show the sentence with images on the display.



Format in Activity Settings

Change the appearance of sentences in the Activity Settings of each Activity.





Read-In Image


Read-In Images allows a word to be spoken or typed into a device and sent to Magic Room to be displayed as an image. Magic Room does this by searching the selected read-in image folder for an image that matches the word.

How it works

1 In Magic Switch App TTS page OR Magic Room Controller App Speech page; Select Image Read In library that has the image/s you want to use from dropdown.

 Select Image icon

 Speak or type (Magic Switch only) a word into the text window.

 Select Send

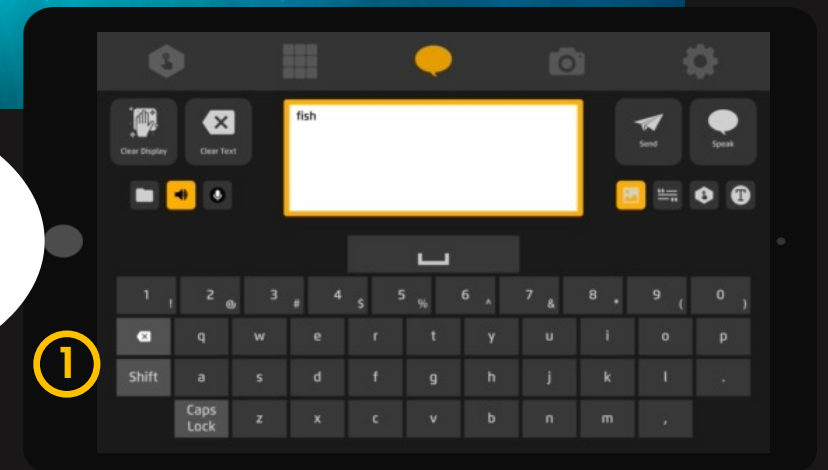
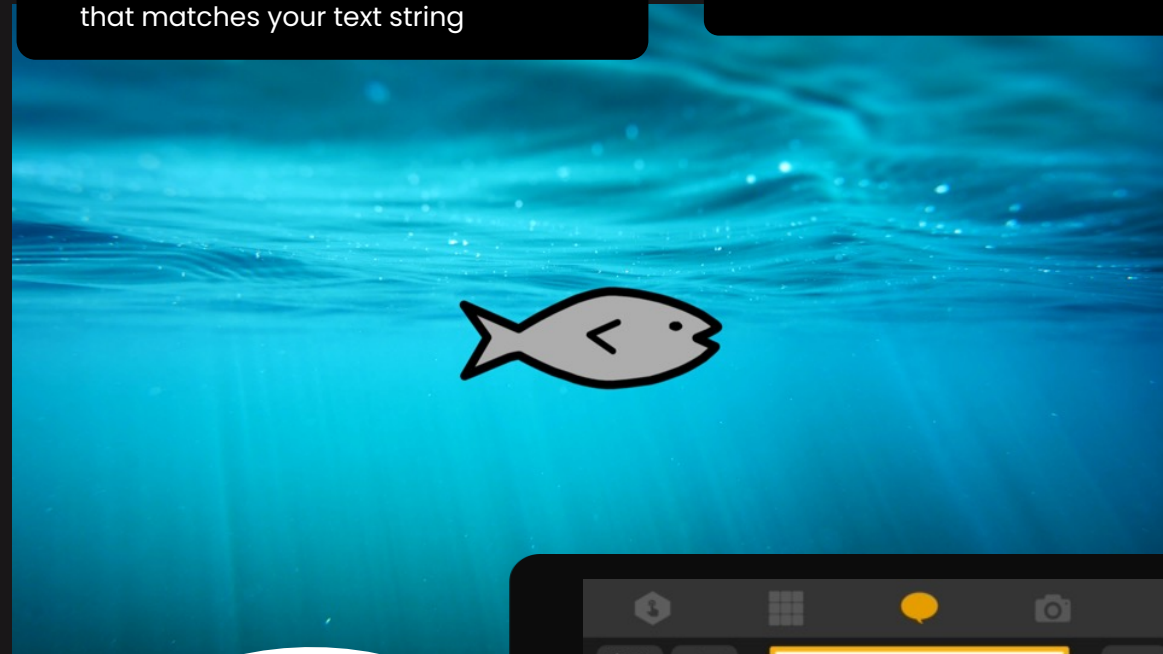
Magic Room will show image on display.

Troubleshooting Tip!

If an image doesn't display when you press send, it is because there is not an image in the selected read-in library that matches your text string

Format in Activity Settings

Change the appearance of images in the Activity Settings of each Activity.



DMX Port 8

Global DMX Brightness 100% ▾

Selected Language English ▾

Timer Alarm Classical-music-Debussy-clair-de-lune

Show Toolbar

Spotify Connect Status: Connected

Hue Bridge Connect Status: Connected

Mirror Connect Status: Connected

ResumeAudio	resume audio	PauseVideo	pause video
ResumeVideo	resume video	PauseVideoMask	pause
ResumeVideoMask	resume	StartRecording	start recording
StopRecording	stop recording	Playback	playback
NextPage	next page	PreviousPage	previous page
ConnectDevice	connect device	DmxBrightnessIncrease	dmx plus
DmxBrightnessDecrease	dmx minus	Paint	paint
PlaySentence	play sentence	MicVisualizer	mic visualizer
KillMicVisualizer	stop mic visualizer	ShowToolbar	show toolbar
HideToolbar	hide toolbar	ShowDaySchedule	show day schedule
HideDaySchedule	hide day schedule	ShowWeekSchedule	show week schedule

SETTINGS

Settings features global commands that influence things throughout Magic Room. Here you can connect Philips Hue Bridge, change global speech commands and more.

⚙️ Settings: Global Settings

- 1 **Magic Room Server Name** – Give your Magic Room a name. This is useful if you have multiple Magic Rooms to allow you to easily ID each room.
- 2 **Export/Import Activity** – Turn on to enable to import and export activity functionality.
- 3 **Current Home Scene** – Assign a default scene from saved scenes. This scene will run when Magic Room enters Play Mode.
- 4 **DMX Port** – Displays COM Port that DMX is connected to.
- 5 **Global DMX Intensity** – Reduce/increase brightness of all DMX LED equipment. 100 is full brightness and 0 is off. Tick box to enable global DMX per activity.
- 6 **Selected Language** – Select Magic Room language from the dropdown list.
- 7 **Timer Alarm** – Choose an alarm sound for when the timer finishes in the In-Screen Toolbar.

The screenshot shows the 'Magic Room Settings' interface. The settings are as follows:

- 1. Magic Room Server Name: Laptop
- 2. Export/Import Activity: [Checked]
- 3. Current Home Scene: Magic Room 3
- 4. DMX Port: 8
- 5. Global DMX Brightness: 100% [Checked]
- 6. Selected Language: English
- 7. Timer Alarm: Classical-music-Debussy-clair-de-lune

Tip: Import / Export

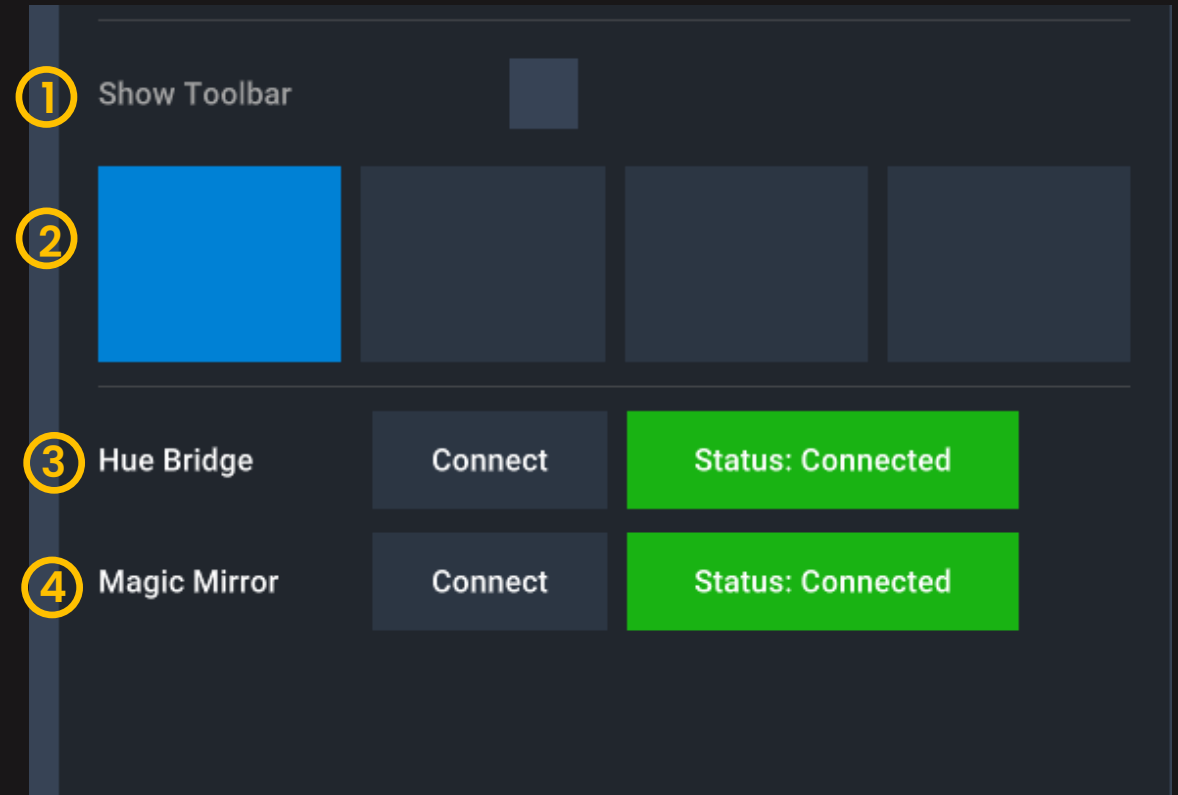
Use Import/Export to load activities that have been made using a Magic Room developer license or to share resources if you have multiple Magic Rooms.

Tip: Default Scenes

Why not create a default scene with school, class or centre branding?

⚙️ Settings: Global Settings

- ① **Show Toolbar** – when enabled toolbar will appear.
- ② **Select Toolbar Screen** – select which display the toolbar appears on.
- ③ **Hue Bridge** – Use to connect Magic Room to Hue Bridge enable Magic Room to control Hue products. [See more on page 123.](#)
- ④ **Magic Mirror** – connect Magic Mirror to the Magic Room system.



Import/Export Activity

Magic Room activities can be Imported and Exported. This makes it simple to share and load activities that have been made using the editor version of Magic Room.

Export an Activity

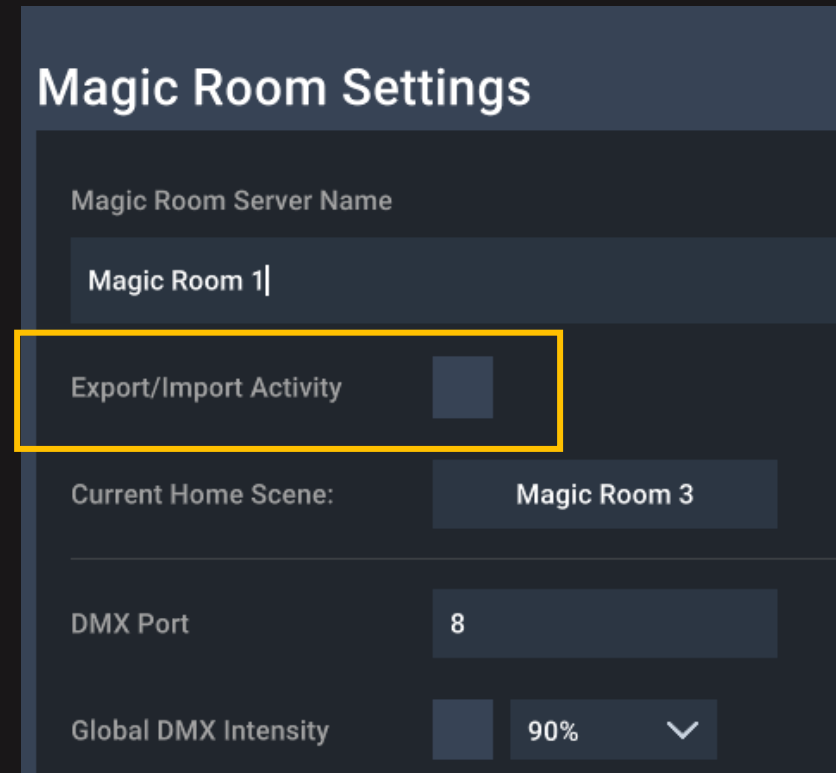
1. In Settings Tab: Turn Import/Export on
2. In Activity Tab: Select an activity, then select Export.
3. A file explorer window will open, select a file location for the exported activity.
4. Import will start, this may take some time depending on resources used

Format

Magic Room activities are exported in .zip format readable by Magic Room.

Import an Activity

1. In Settings Tab: Turn Import/Export on
2. In Activity Tab: Select Import.
3. A file explorer window will open, select zipped activity file to import.
4. Import will start, this may take some time depending on resources used



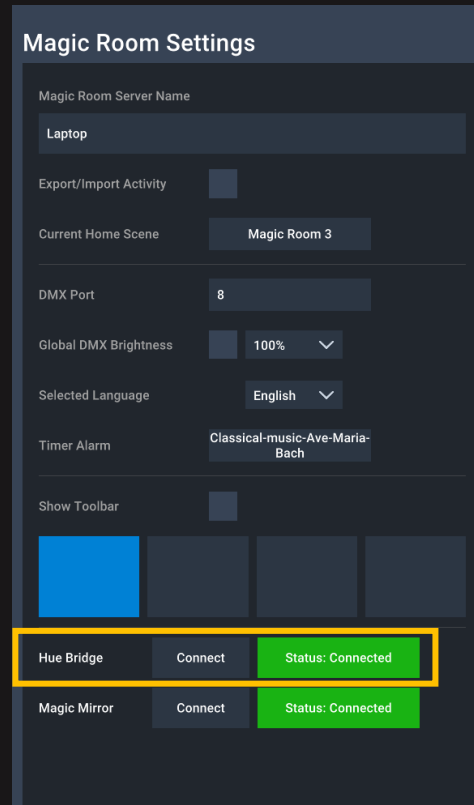
Connect to Phillips Hue

Magic Room supports Phillips Hue and can be connected to Hue lights and sockets that can be incorporated into Magic Room activity scenes.

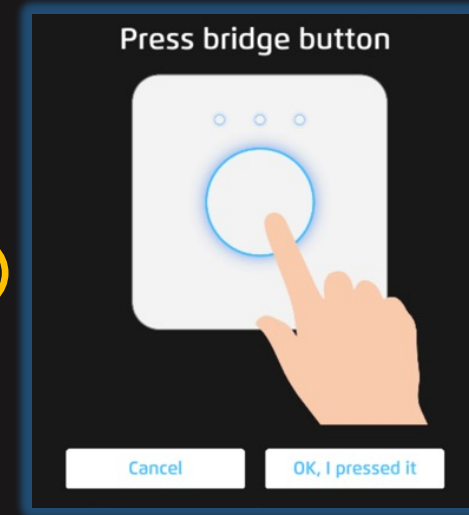
How it works

- 1 In Settings Tab; select the connect button next to Hue Bridge.
- 2 A pop up will open prompting you to press the Bridge button. Once pressed, Hue Bridge will automatically connect.
- 3 When in activity scene editor, all Hue products will show in Lighting > Hue and can be selected and properties edited.

1



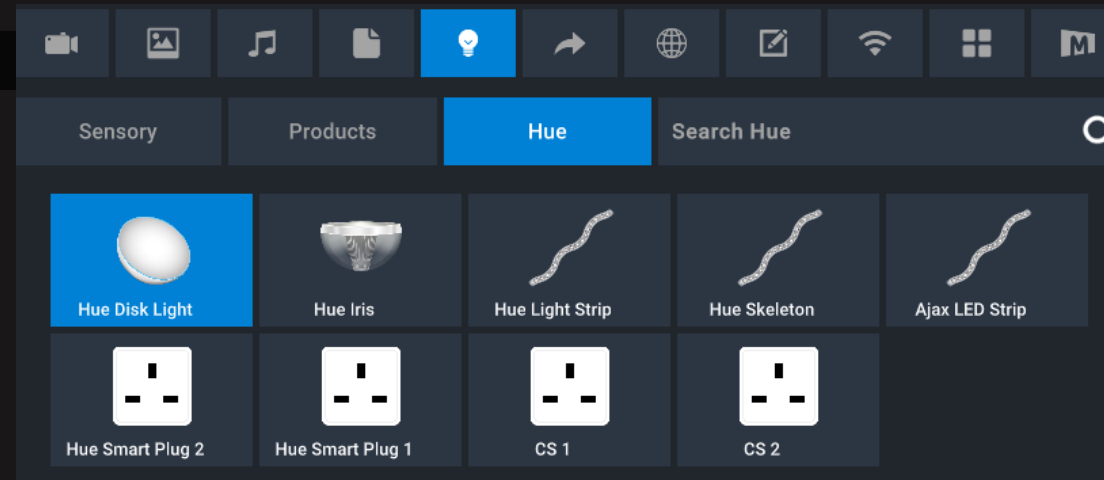
2



Troubleshooting Tip:

If Hue Bridge does not connect, double check that the Magic Room PC and Hue Bridge are on the same network.

3



⚙️ Settings: Global Voice Commands

Info: Edit Global Commands

To edit global voice commands type new voice strings in the text fields.

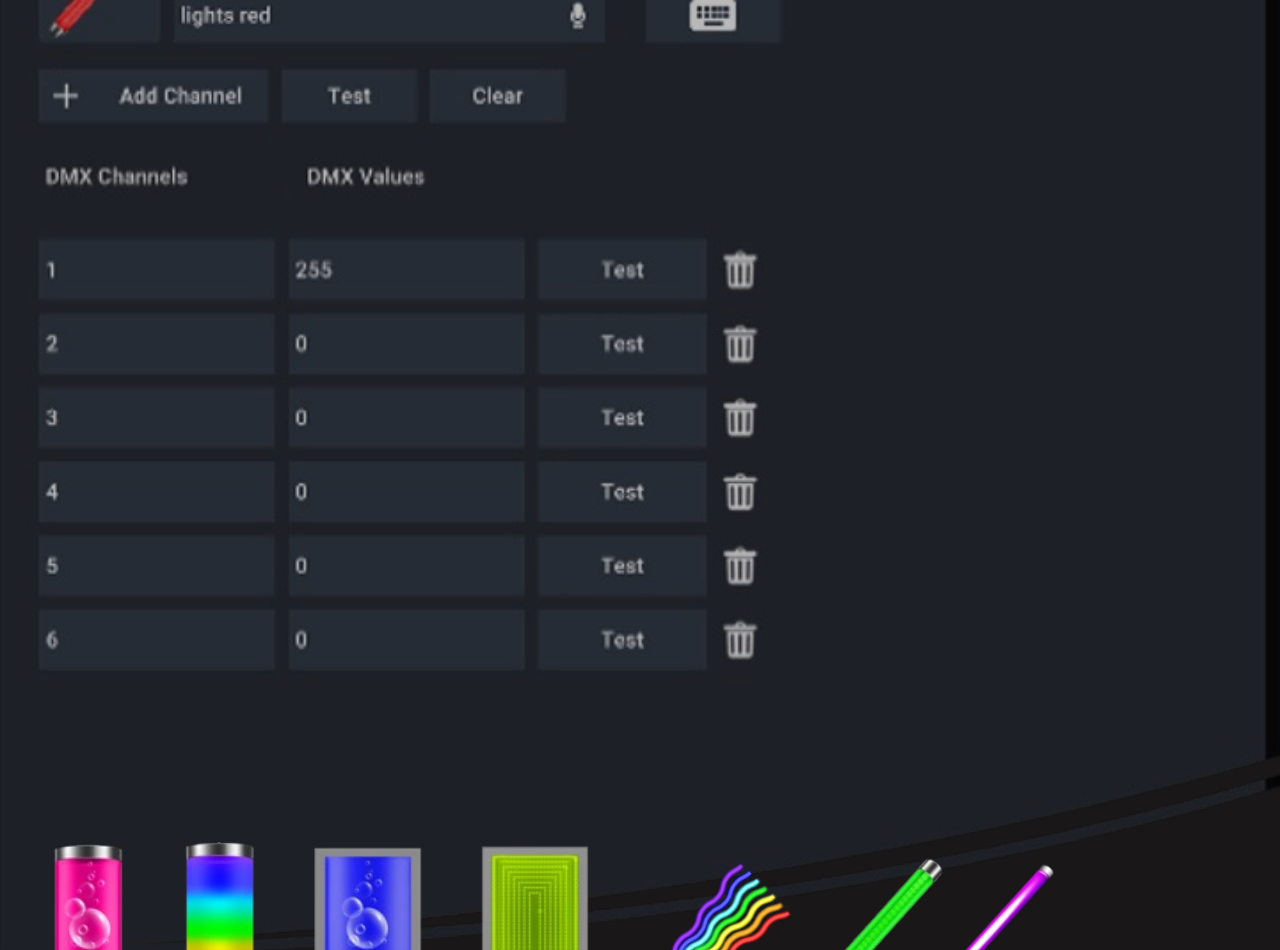
How it works

Global Voice Commands in Magic Room are commands that are widely used for controlling various aspects across all Activities. These commands can be customised to align with your preferred wording or to better match your understanding of the actions they trigger.

This flexibility allows you to tailor the voice commands to your specific needs and preferences, enhancing the usability and personalisation of Magic Room. By modifying Global Voice Commands, you can ensure that the commands align with your natural language and facilitate smoother interaction with the software.

Global Voice Commands

MagicRoom	magic room	ShutDown	shut down
Stop	stop	Play	play
ClearText	clear text	ClearImage	clear image
ClearSentence	clear sentence	PauseAudio	pause audio
ResumeAudio	resume audio	PauseVideo	pause video
ResumeVideo	resume video	PauseVideoMask	pause
ResumeVideoMask	resume	StartRecording	start recording
StopRecording	stop recording	Playback	playback
NextPage	next page	PreviousPage	previous page
ConnectDevice	connect device	DmxBrightnessIncrease	dmx plus
DmxBrightnessDecrease	dmx minus	Paint	paint
PlaySentence	play sentence	MicVisualizer	mic visualizer
KillMicVisualizer	stop mic visualizer	ShowToolbar	show toolbar
HideToolbar	hide toolbar	ShowDaySchedule	show day schedule
HideDaySchedule	hide day schedule	ShowWeekSchedule	show week schedule



PRODUCT MANAGER

The Product Manager in Magic Room provides a dedicated space for setting up and configuring lighting equipment and effects that support the DMX (Digital Multiplex) protocol. This functionality enables seamless integration and control of various DMX-compatible fixtures, including LED lights, scanners, smoke machines, LED light balls, spotlights, bubble walls, bubble tubes, fiber optics, and much more.

Product Manager: Sensory Item

Sensory Item Manager provides a simplified way to set up a DMX product with basic RGB channel configuration.

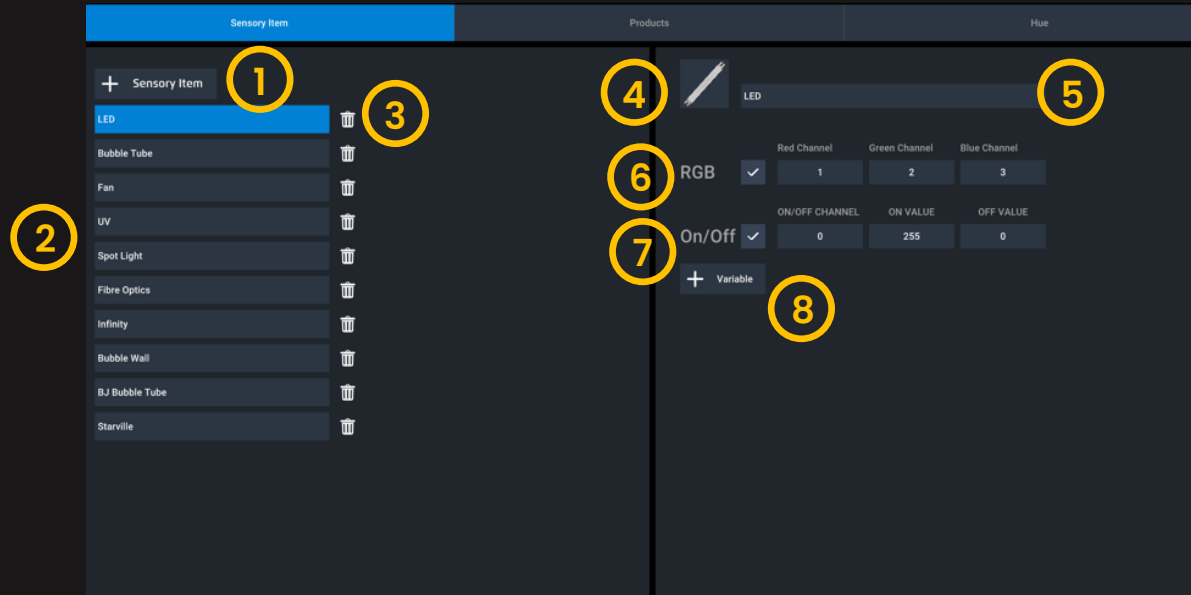
Use this if you don't want to specify every lighting state in advance or set global voice and switch commands for products like you do in Products Manager.

How it works

- 1 Create** – Add a new sensory item
- 2 Sensory Items List** – Lists existing sensory items
- 3 Delete** – Deletes sensory item
- 4 Icon** – Assign product icon from icon library
- 5 Name** – Input a name in the text field
- 6 RGB** – Turn on to assign DMX values to RGB channels. This tells Magic Room that the sensory item outputs coloured lighting.

Info:

When a product is configured, it can be used in the scene editor.



- 7 On/off** – Turn on to assign DMX values to On/Off channels. This tells Magic Room to turn a product on and off.
- 8 Variable** – If an item has an alternative behaviour to colour and power state, you can add a custom variable and assign DMX channels here.

NB: Don't make changes to existing Sensory Item channel assignments

Product Manager: Products

Configure DMX fixtures with pre-set states and assign product voice commands

How it works

- 1 Product** – Add a new product
- 2 COM Port** – shows port used by USB to DMX interface
- 3 List** – Lists all products and product states
- 4 Delete** – Delete product/DMX channel
- 5 Icon** – Assign product icon from icon library.
- 6 Name** – Add a name in the input field.
- 7 Speech Command** – Assign a global speech command to the product.
- 8 Product Input** – set a default input trigger for the product. Example – add Enter Key to all LED Lights to create a sequence of colours.



- 9 Add Channel** – Add DMX channels. Refer to product literature to confirm how many DMX channel a product uses.

- 10 Test** – Test product state/test individual channel

Clear – Remove all DMX channels and values from product

- 11 DMX Channels** – Define starting channel for a fixture and add number of channels for fixture. (0-512)

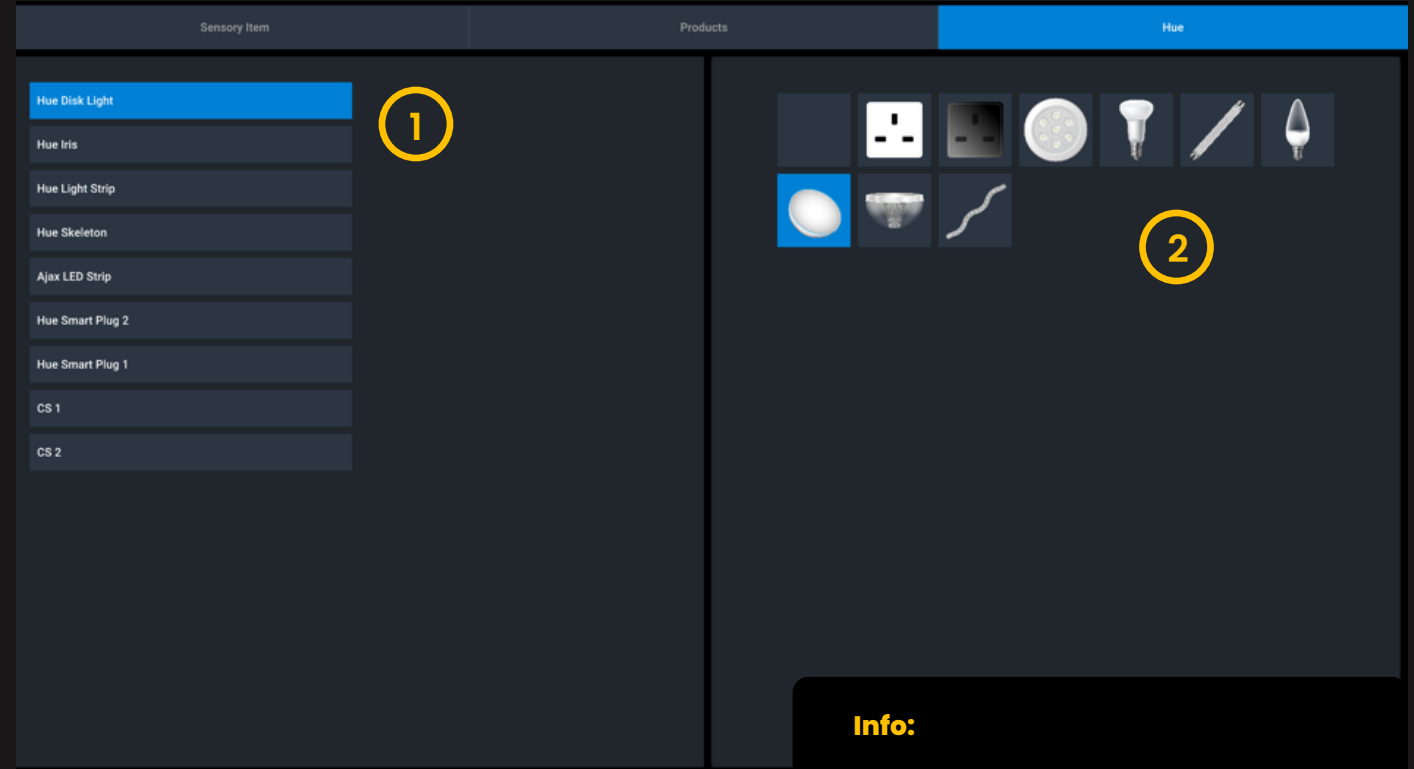
DMX Values – Add data value to channel (0-255)

Product Manager: Philips Hue

When a Philips Hue Bridge is paired to Magic Room the Hue Manager displays the Hue fixtures. Magic Room can control these fixtures from the Scenes – Hue Event Manager.

How it works

- 1 **Device List** – Lists all Hue devices connected to Magic Room and Hue Bridge
- 2 **Icon** – Assign an icon to a Hue Device.



Info:

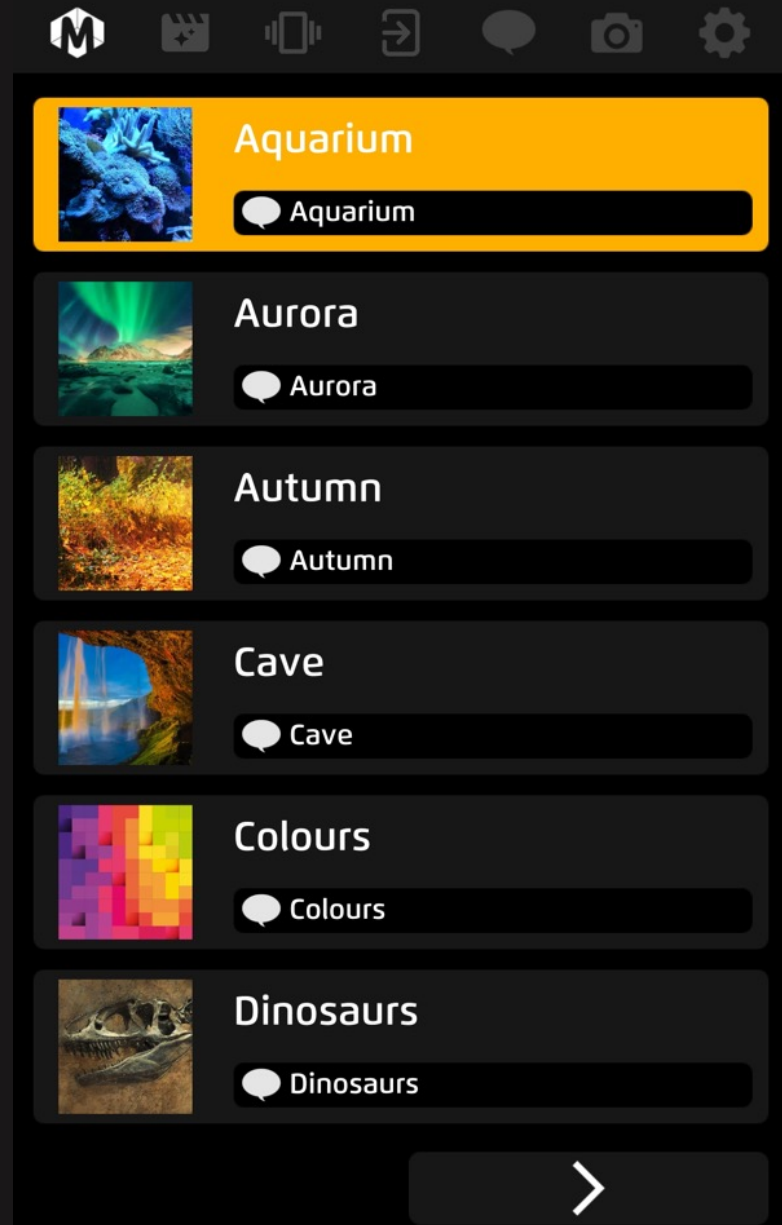
The colour and power status of a Hue device is set in the Scene Event Editor.



MAGIC ROOM CONTROLLER APP

Magic Room Controller App is used by educators and therapists to control the system. It allows you to launch Magic Room activities, control scenes and triggers actions from your device.

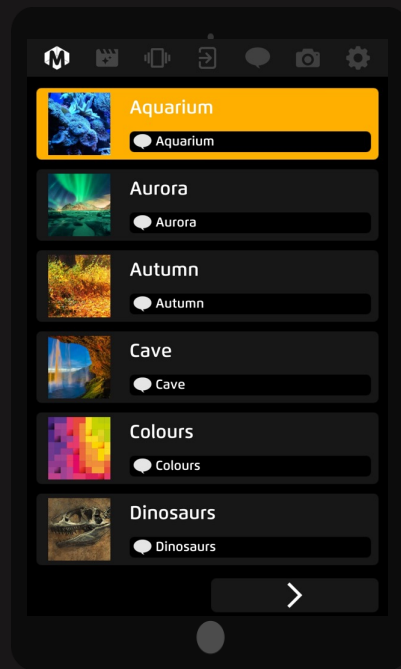
Get the app here:



Magic Room Control App

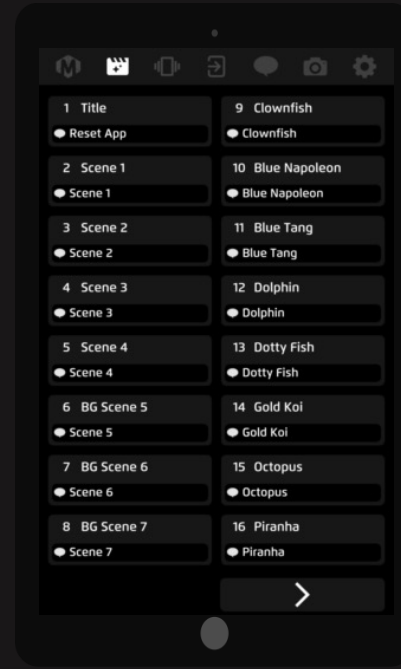
The control app allows quick control of Magic Room activities, scenes and actions from a device.

It is intended for the instructor/therapist to use to control events on the fly while interacting with users. Any scene or event can be started from the control app at any time.



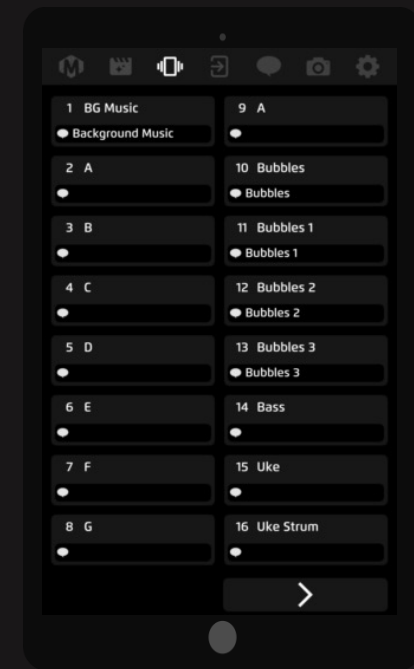
Activities

List view of Magic Room activities. Load by selecting the toggle button. The speech command is shown after mic icon.



Scenes

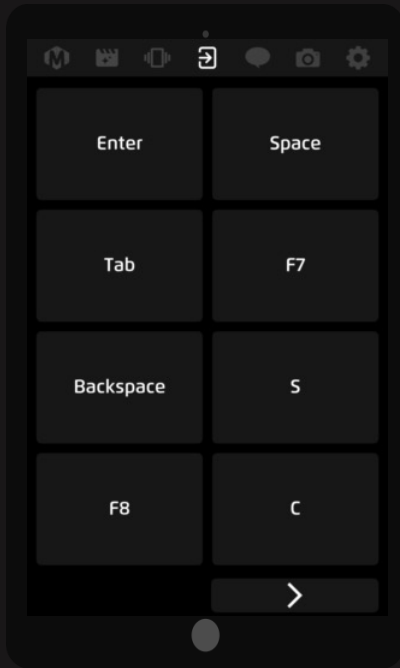
List view of scenes showing associated speech command. Play a Scene by pressing send arrow button.



Overlay Scenes

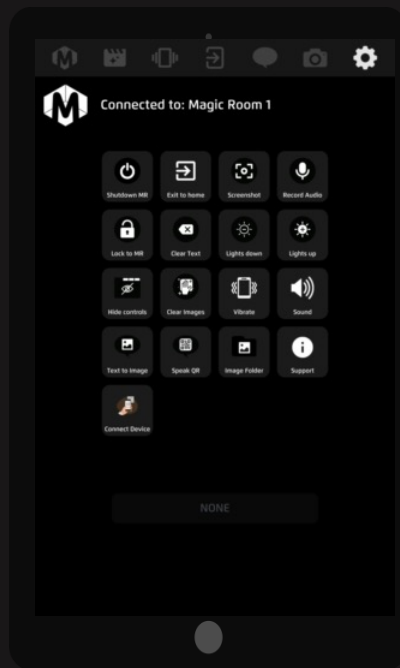
List view of overlay scenes showing associated speech command. Play Overlay by pressing send arrow button.

Magic Room Control App



Inputs

Allows instructors to trigger the events assigned to switch inputs like Space etc. Useful for turn taking!



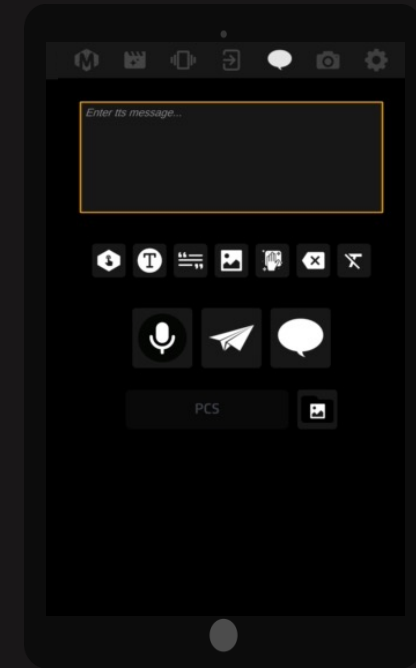
Settings

Magic Controller settings screen [See more on page 132.](#)



QR Scanner

Use the camera to scan in Magic Room QR codes and trigger events.










Speech Control


Use device mic to control Magic Room events or send text, sentences and images into Magic Room using speech to text. [See more on page 133.](#)


Magic Room Controller: Settings


How to use it:

-  **Shutdown Magic Room** – Powers off Magic Room PC.
-  **Exit to home**– Magic Room Controller Load Screen
-  **Screenshot** – Takes a screenshot of Magic Room display.
-  **Rec** – record audio using the device mic – click to start and stop. When stopped the recording will be stored in the sounds folder of the currently loaded activity. Default naming convention for recordings is R1.mp3, R2.mp3...
-  **Locked / Unlocked** – Locked means the activity will attempt to auto pair to the currently paired Magic Room server every time. Unlocked means manual selection of Magic Room system on start of the activity.
-  **Clear Text** – Clears text from Magic Room display.


 **Lights up/down** – Increase/decrease brightness of lighting.


 **Hide Controls** – hides navigation icons on Magic Switch.


 **Clear Images** – Clears read-in text and images from Magic Room display.


 **Vibration** – Turns haptic vibration on/off. Not all devices have vibration as standard. More likely to find on a smartphone than a tablet!


 **Sound** – Turns click button sound on/off.

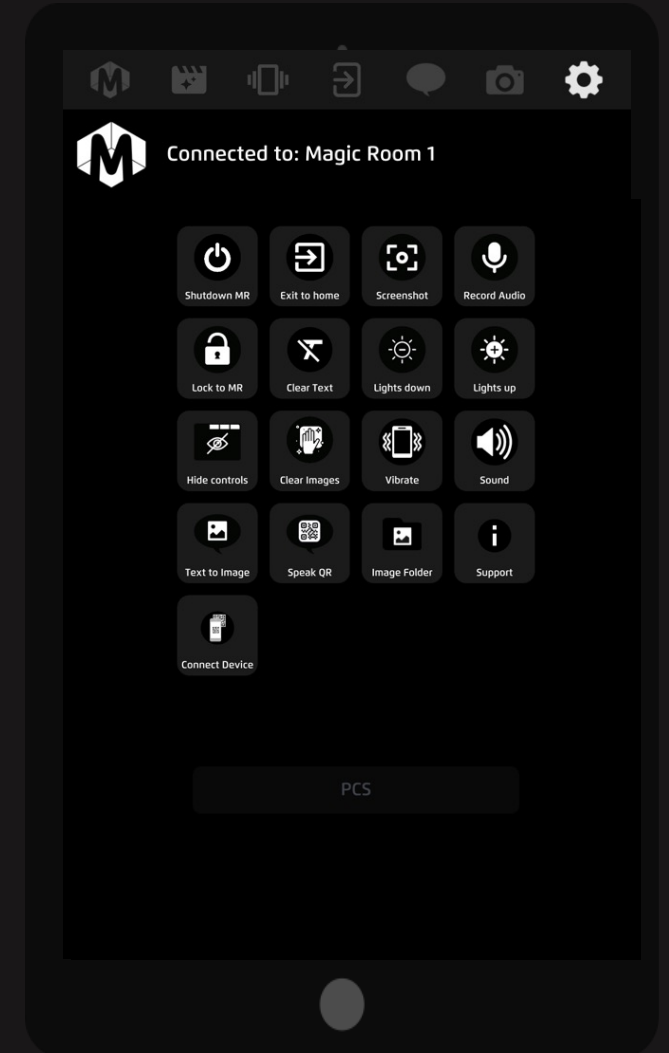
 **Text to Image:** text will trigger an image on Magic Room display when message is sent. Text must match name of an image in the selected read-in folder

 **Speak QR**– Device speaks the encoded voice command when a QR code is scanned

 **Image folder** – Select read-in image folder.

 **Support** – Opens in-app support console.

 **Connect device** – Toggle on/off to open the connect QR in Magic Room.














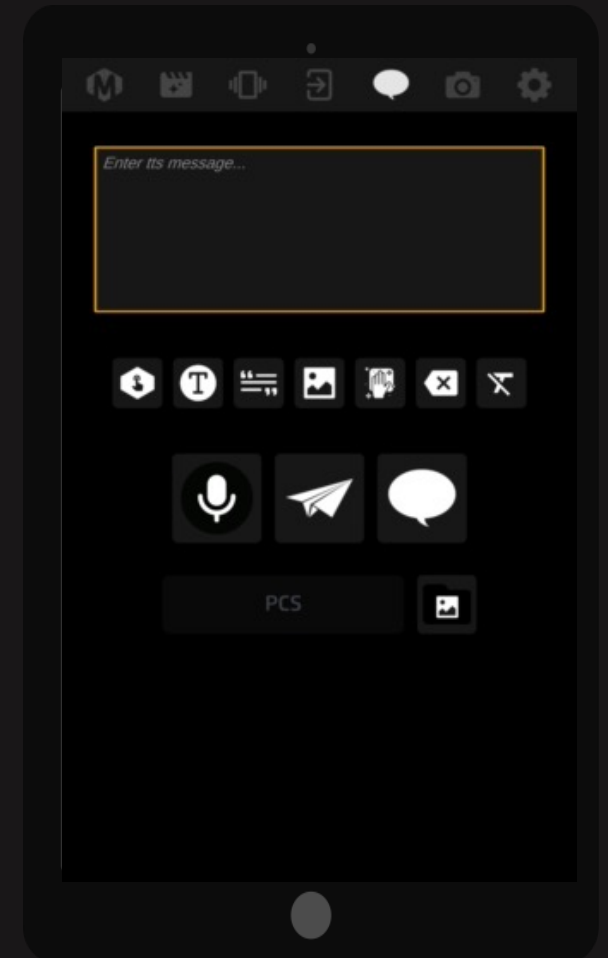
Magic Room Controller: Speech and Text Control

How it works

Magic Room Controller Speech Options can control events and send text, images and sentences into Magic Room displays.

How to use it:

-  **Action** – On means when text matches Magic Room voice command it will trigger on send
-  **Text** – On means the text is in the message window will appear on the Magic Room display
-  **Sentence** – On means the text in the message window will appear symbolized in Magic Room display – choose a Read-in image Folder
-  **Image** – On means the text is displayed as an image in Magic Room display – choose a Read-in Image Folder
-  **Clear Display** – Clears Magic Room display of read-in text and images.
-  **Clear** – Clears text from message window
-  **Clear Text** – Clears Magic Room display of read-in text and images.
-  **Microphone** – Speak into device and it will display as text in the message window.
-  **Send** – Sends text/command to Magic Room.
-  **Speak** – Speaks the text on the device.
-  **Read-in Image Folder** – Select a folder from the Read-in folders. The images in the folders can appear in Magic Room display, when the image name matches the text in the message window. So, if you have a Dog.png in a folder – the image will appear when the word dog is sent to Magic Room. [Learn more about Read-in.](#)

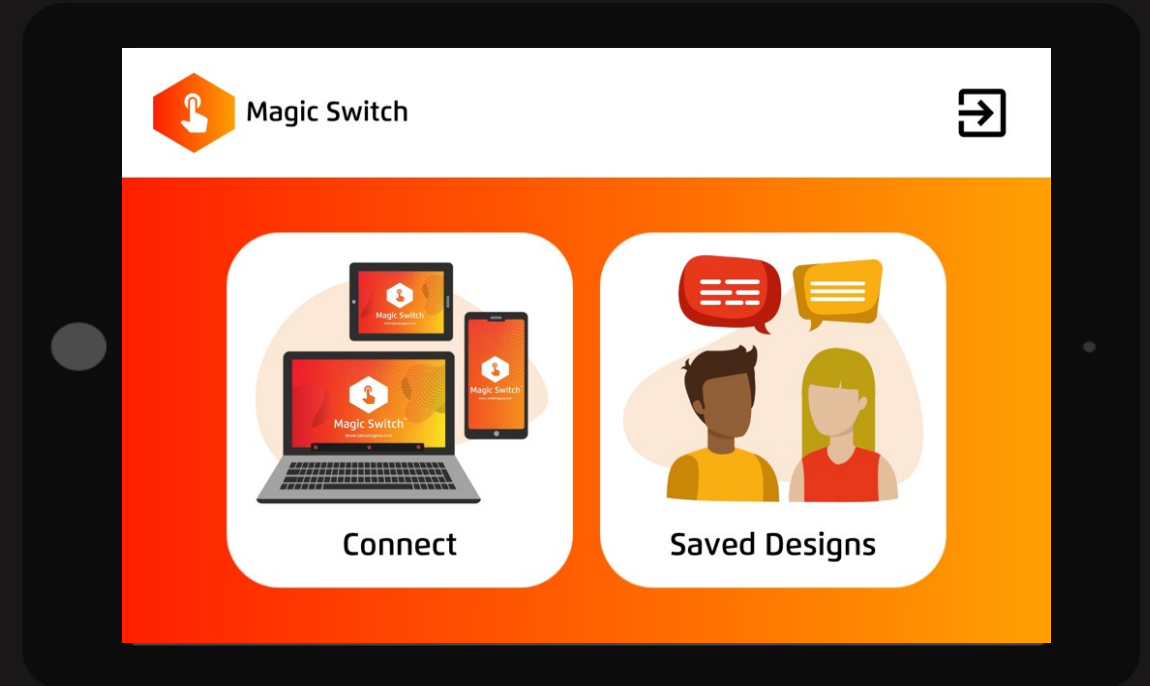




MAGIC SWITCH APP

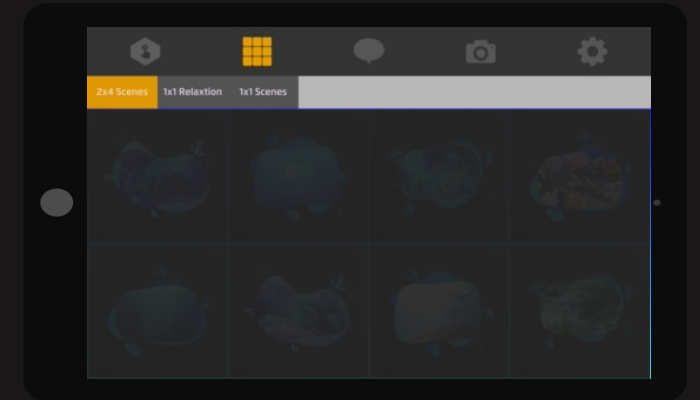
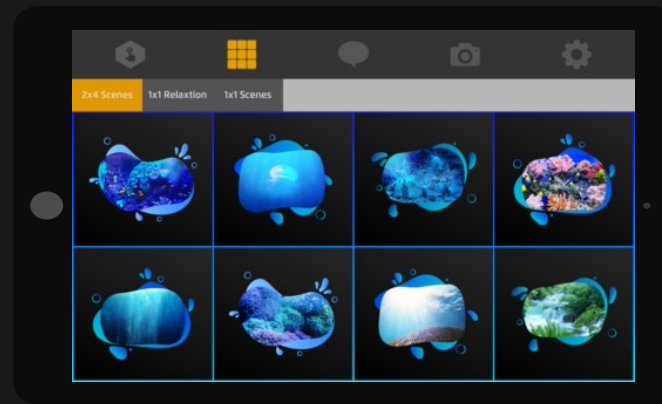
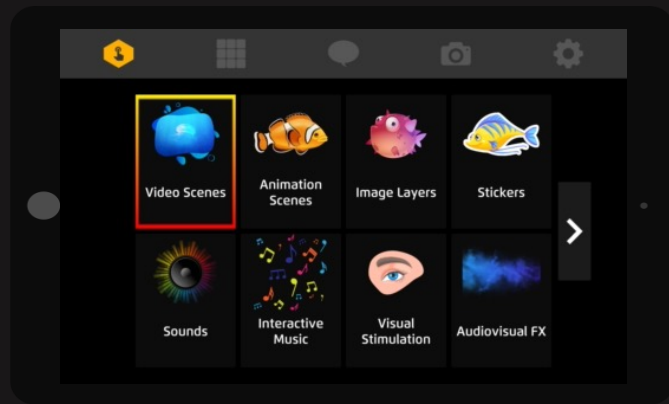
Magic Switch App for iOS and Android devices. Download the app on to your device and sync to Magic Room PC. When connected you will be able to load Magic Switch controllers on your device and interact with Magic Room Activities. Older generation devices may not be able to run Magic Switch. Check the minimum version requirements when installing from the Play Store or App Store

Get the app here:



Magic Switch: App

The Magic Switch app pairs to the Magic Room activity and displays the switch designs that have been created for the activity.



Magic Switch Designs

Select a Magic Switch Design from the list of designs made for the current activity.



Active Controller

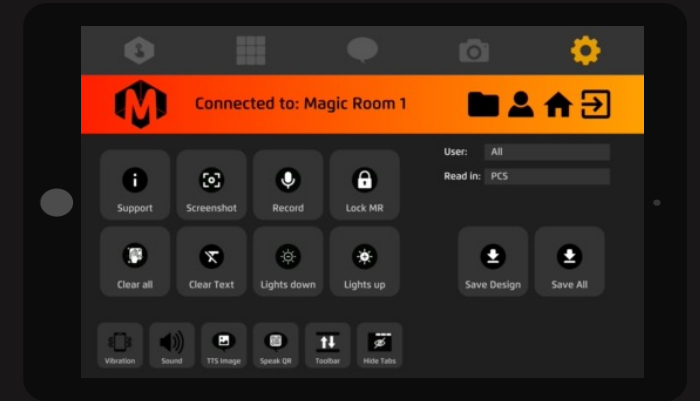
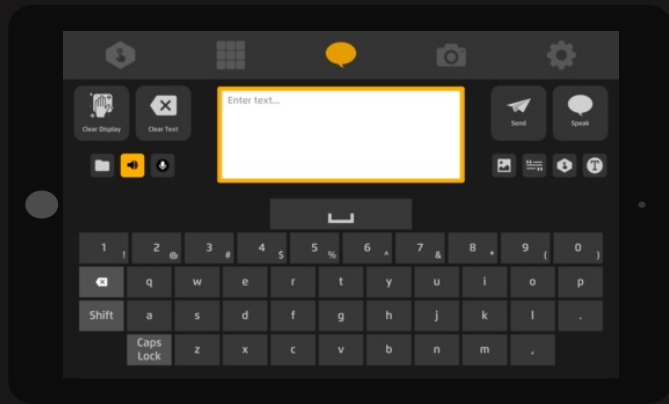
Magic Switch Designs are based on a grid layout. The number of active switch buttons will depend on the design loaded. Each button will trigger an event.



Controller Selection

Magic Switch can have up to 8 controllers per design. Active controllers are white, inactive will be greyed out. Selected controller will highlight in orange.

Magic Switch: App



Text to Speech

Use text window to speak message, control Magic Room events or read sentences and images to Magic Room displays. [Learn more on page 137.](#)



Open Camera

Use device camera to scan in Magic Room QR codes and trigger events.



Settings

Access and adjust Magic Switch settings. [See more on page 139.](#)


Magic Switch: Speech and Text Control


How it works


Magic Switch TTS Window can be used to trigger Magic Room events, speak messages through the device and send text and images to Magic Room Displays.

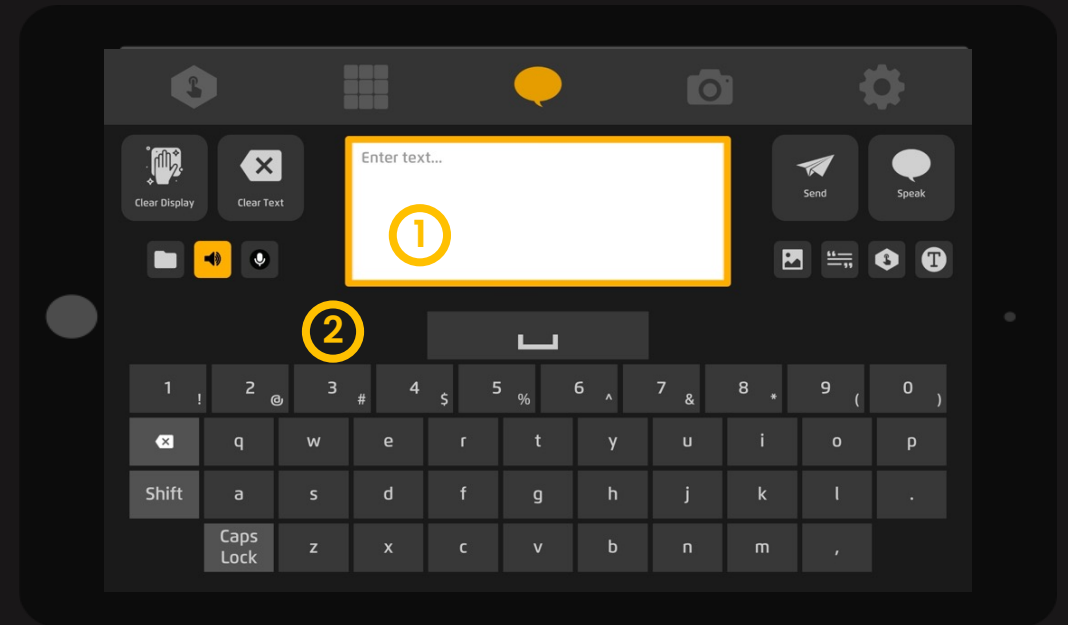
How to use it:


- 1 Message Window** – Displays the message.
- 2 Keyboard**– Use keyboard to type into the message window. If you click the message window the device keyboard will appear over the top of Magic Switch keyboard and provide prediction etc.


 **Image Folder** – Select read-in image folder; for use when sentence or image are activated on. [See more on page 115.](#)

 **Voice** – ‘On’ means message will speak through device – Text-To-Speech.


 **Rec** – Make a voice recording from Magic Switch and it will send to Magic Room; recording will be stored in sounds folder of loaded activity. Naming convention is R1.mpw, R2, mp3...



 **Clear Display** – Clears Magic Room display of read-in text and images.

 **Clear text** – Clears text from message window.

 **Send** – Sends text/commands to Magic Room.

 **Speak** – Speaks the text on the device.

Magic Switch: TTS Event Actions

How it works

Magic Switch TTS Interface can be used to trigger Magic Room events, speak messages through the device and send text and images to Magic Room Displays.

How to use it:



Image – On means text will trigger an image on Magic Room display when message is sent. Text must match name of an image in the selected read-in folder.



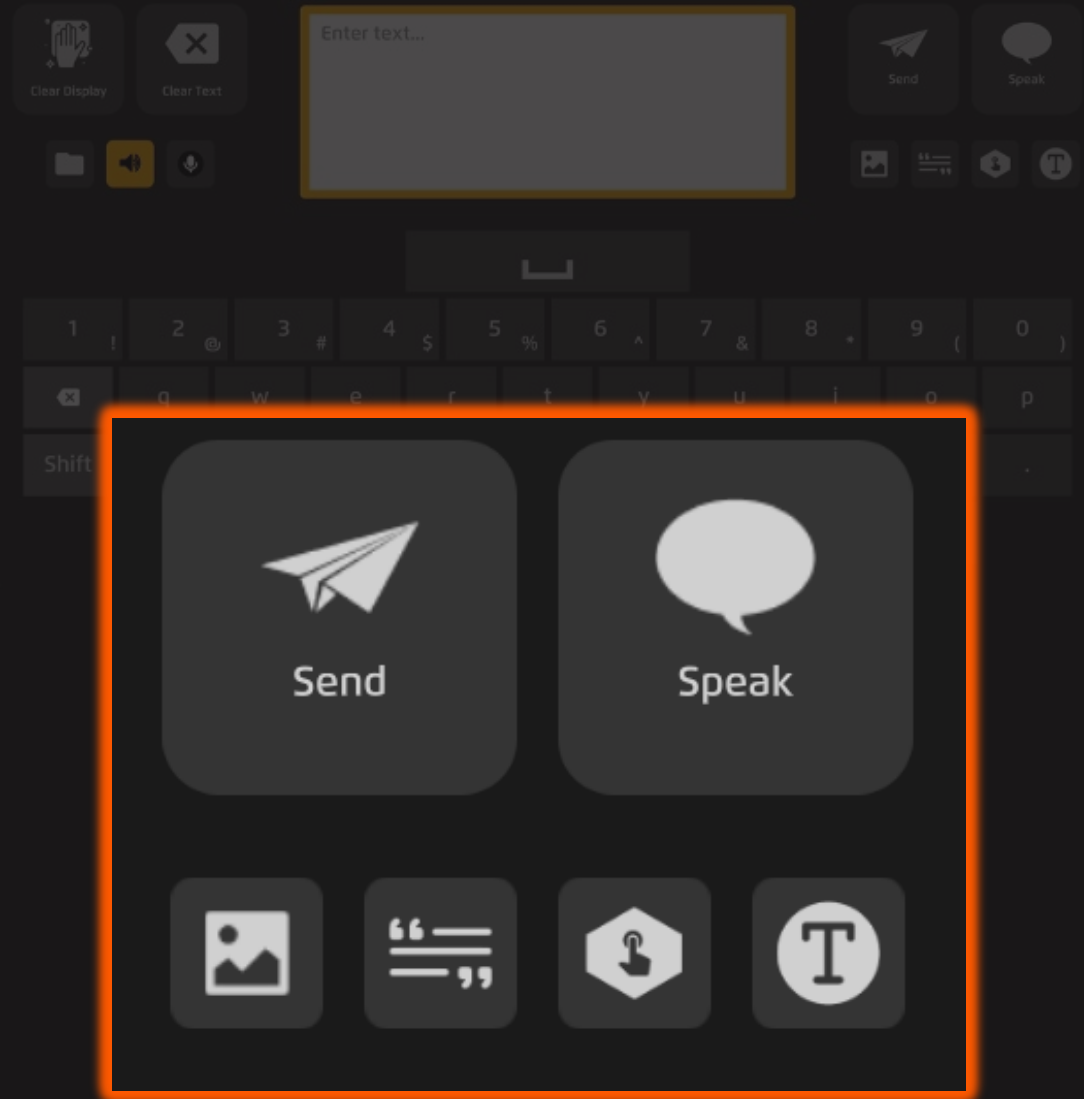
Sentence – On means text is displayed as sentence and images on Magic Room display when message is sent.




Event – Turn on and type an event speech command into message window. Select send to trigger event. Example: “Bubble Tube Blue” text string will turn the Bubble Tube Blue.




Text – On means text is displayed as text on Magic Room display when message is sent.





Magic Switch: Settings


 **Support** – Opens in-app support console.

 **Screenshot** – Takes a screenshot of Magic Room displays.

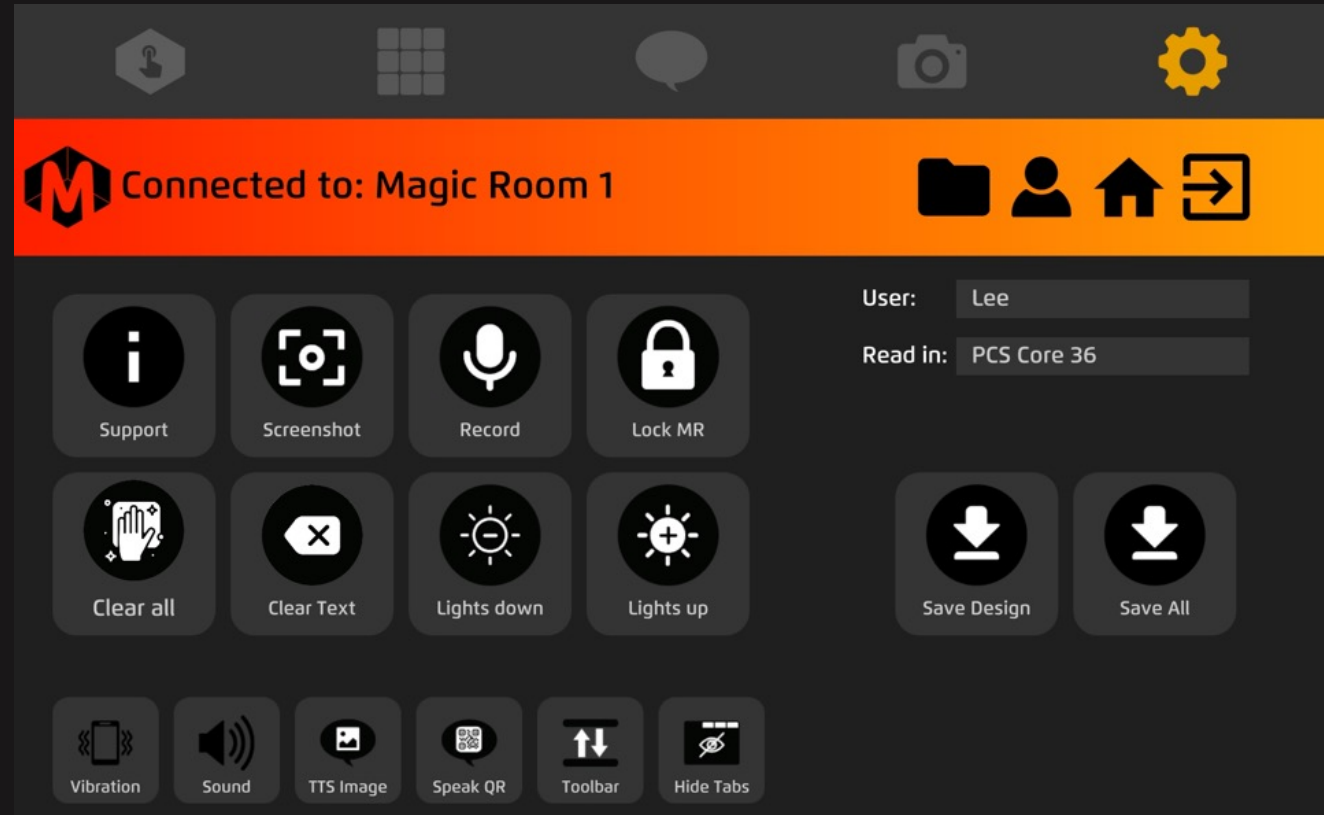
 **Record** – Make a voice recording from Magic Switch and it will send to Magic Room; recording will be stored in sounds folder of loaded app. Naming convention is R1.mpw, R2, mp3 etc


 **Locked / Unlocked** – Locked means Magic Switch will lock to paired Magic Room. Unlocked means Magic Switch can be paired to alternative Magic Rooms.


 **Clear All** – Clears read-in text and images from Magic Room display.


 **Clear text** – Clears read-in text from Magic Room display.

 **Lights down/up** – Increase/decrease brightness of lighting.











 **Text to image folders** – Select which text to image folder is selected.

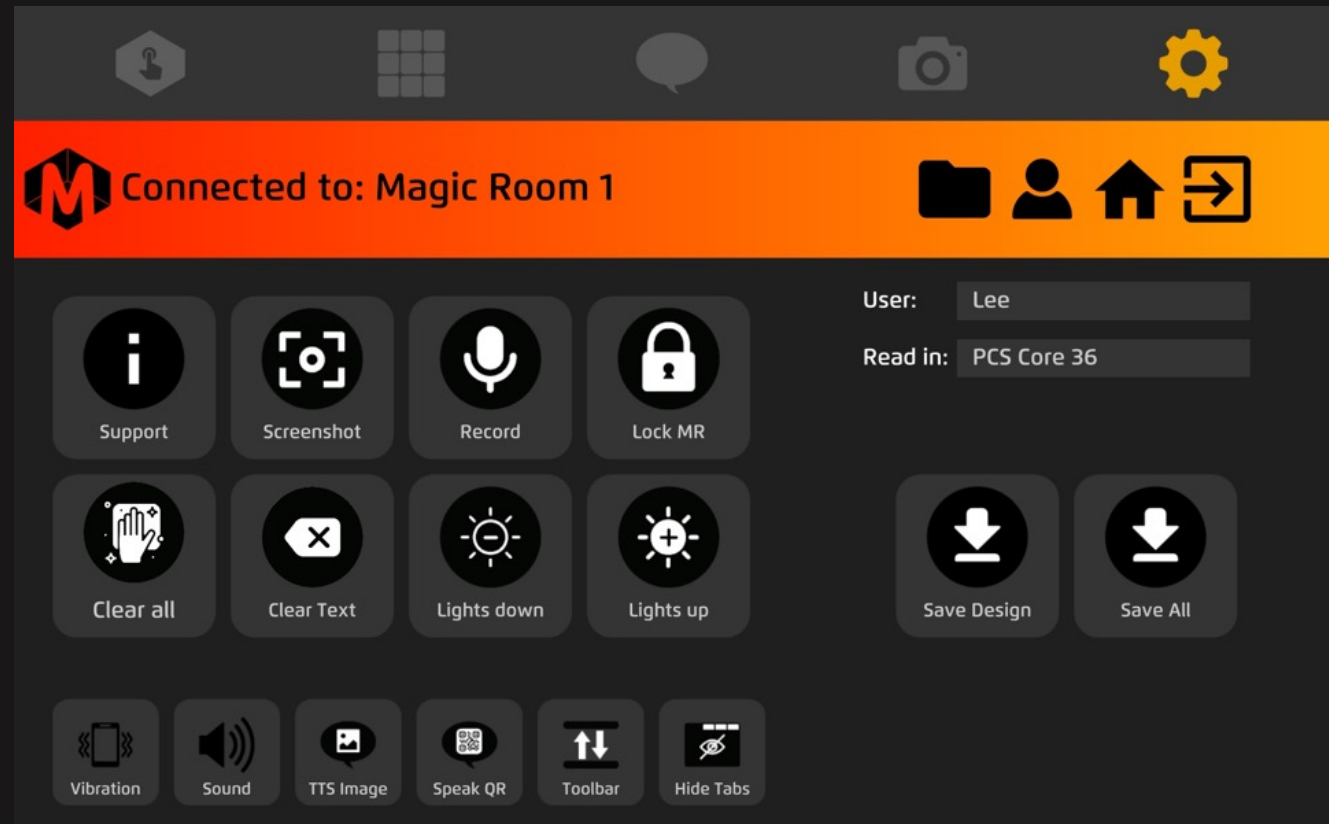
 **Users** – Select which user is applied. Read more on page X.

 **Exit** – Exit Magic Room. Goes back to connect Switch screen.

 **Quit** – Quit Magic Switch application.

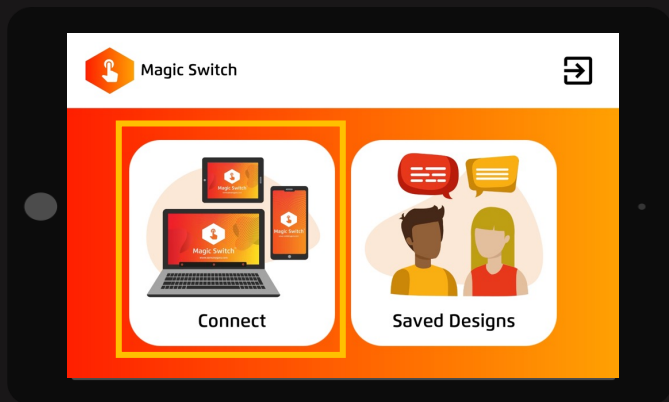
Magic Switch: Settings

-  **Vibration** – Turns switch vibration on/off (Only works with devices with inbuilt haptics).
-  **Sound** – Turns switch sound on/off.
-  **TTS-In-Image** – If the TTS voice output message you assign to the switch matches a read-in image in the selected read-in folder (like PCS) the image will appear in the display you have set for images to appear .
-  **Speak QR** – Device speaks QR command when QR code is scanned.
-  **Toolbar** – Switch the toolbar to the top or bottom of the screen.
-  **Hide tabs** – Hides navigation icons on Magic Switch.
-  **Save Design** – Save the currently loaded Switch Design to the device to use offline.
-  **Save all designs** – Save all Switch Designs in loaded activity to the device to use offline.

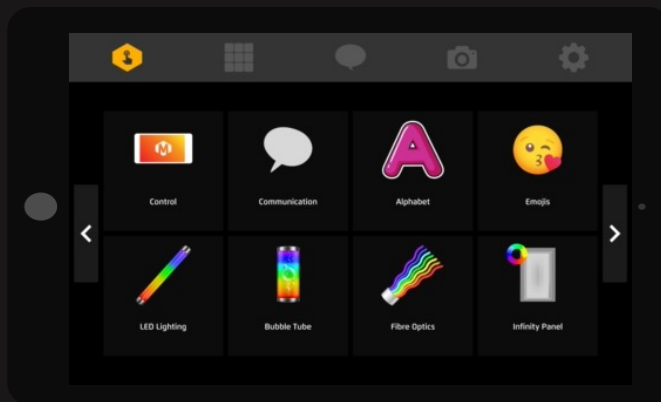


Magic Switch: Save Designs offline

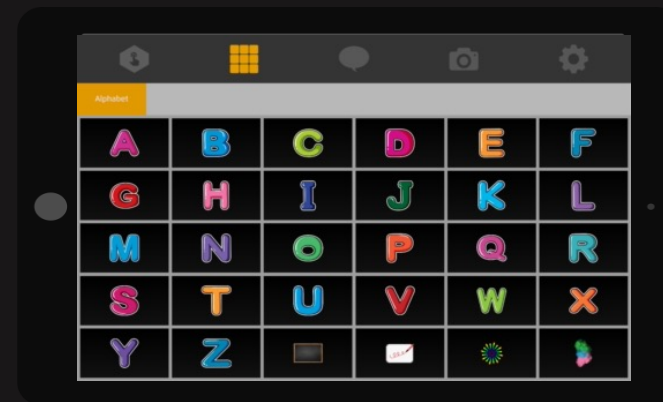
Offline means no Magic Room system connection. These Switch Designs can be used anywhere for Speech Output



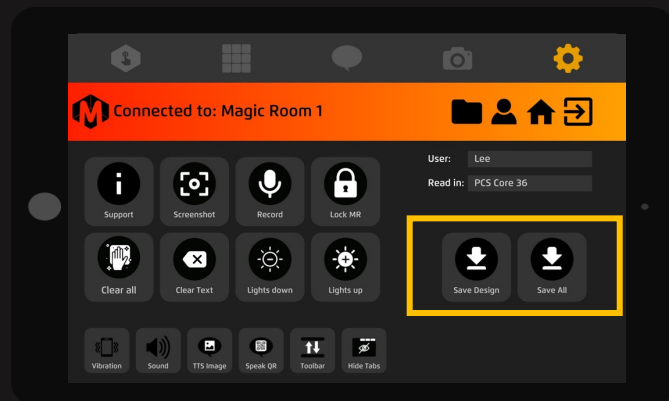
1. Connect to a Magic Room system online and select an activity.



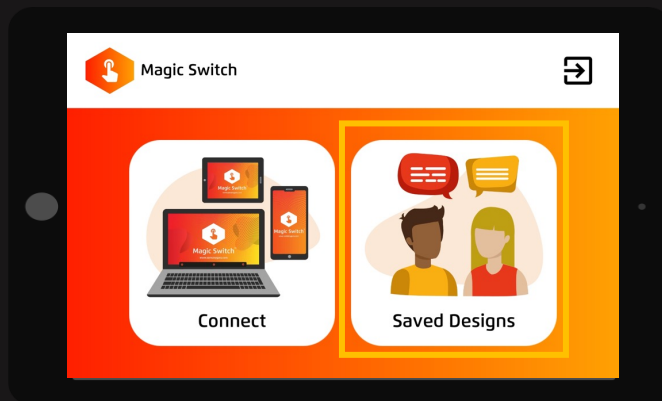
2. Select a switch design that you want to use offline.



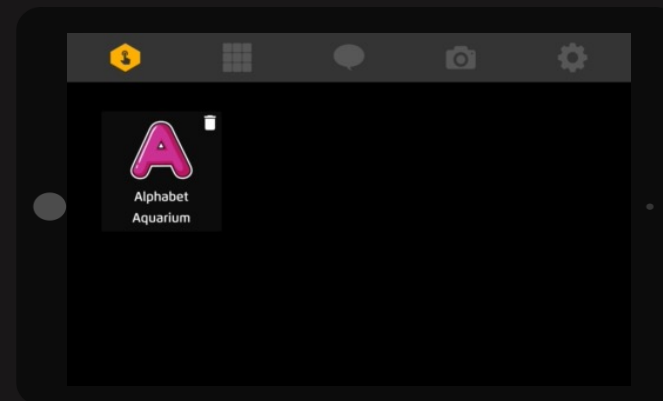
3. Open the switch design and go to the settings tab.



4. In the settings tab click either 'save design' or 'save all' to save every design device.



5. Go back to Magic Switch Home and select Saved Designs.



6. Now the design(s) will be saved to the device and will work offline. This is useful to use communication designs offline with voice output.

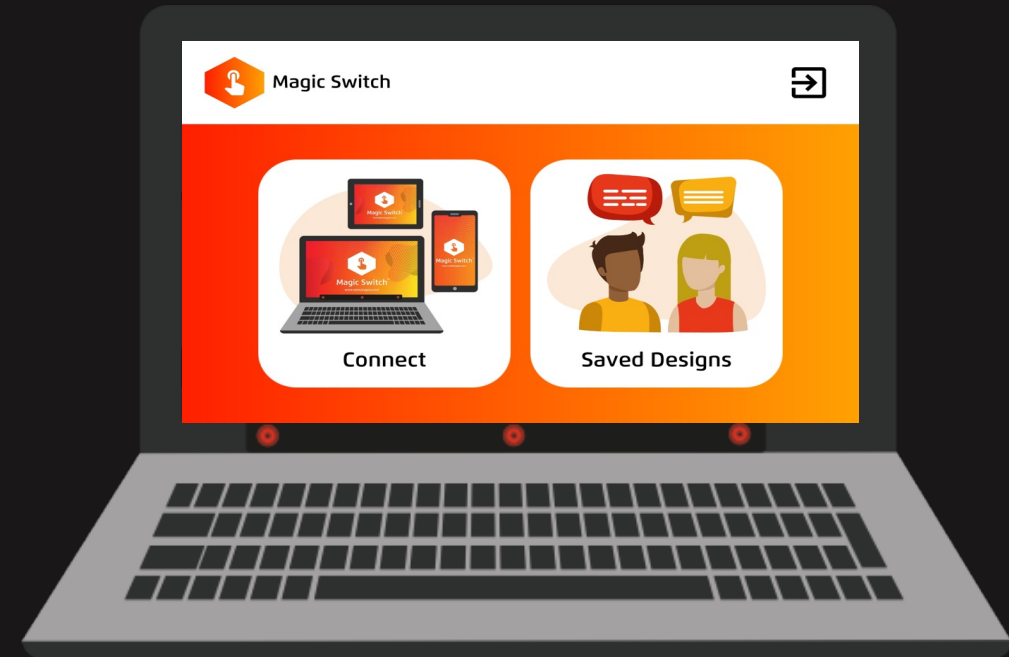
MAGIC SWITCH

FOR WINDOWS

Magic Switch for Windows supports gaze interaction using Tobii Eye Trackers. Download the app on to your Windows device and pair to the Magic Room PC. When connected you will be able to load Magic Switch Designs on your device and interact with Magic Room activities.

Get the app here:

<https://sensoryguru.com/download-magic-room-switch>



Magic Switch: Eye Gaze

Magic Switch for Gaze pairs to the running Magic Room activity and displays the synchronized switch designs.

Magic Switch Gaze App has extended settings allowing you to tailor gaze and switch settings to a user's requirements.

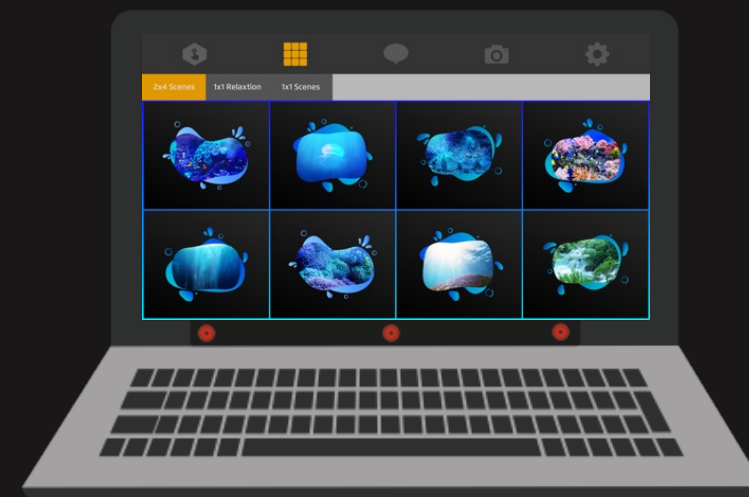
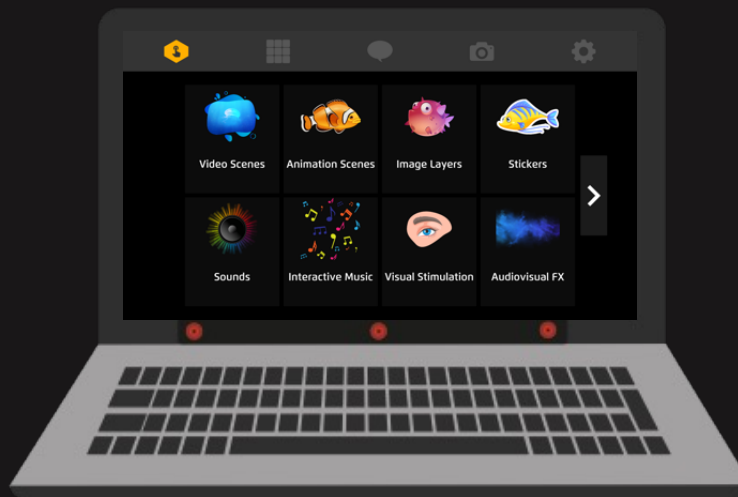
[See more on page 147.](#)

INSTALLATION

Magic Switch for Gaze is compatible with windows devices and can be installed using the installer from

www.sensoryguru.com/download-magic-room-switch

Info: To hide the eye gaze nav control bar press TAB on the keyboard. This helps to reduce distractions and prevents navigating away from the activity.



Magic Switch Designs

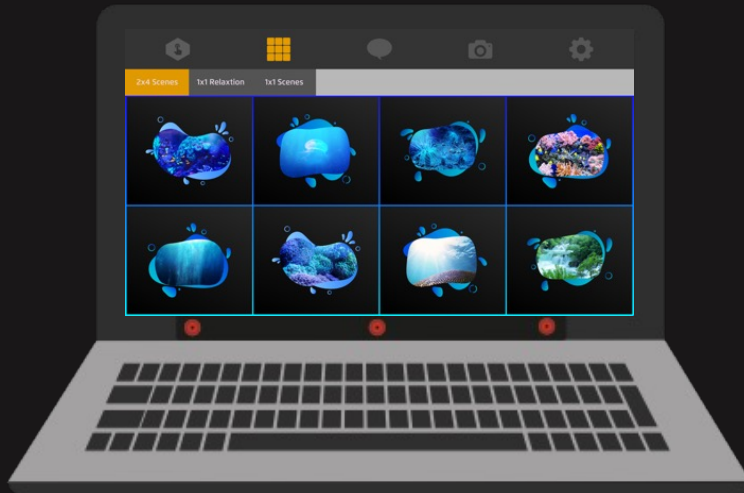
Select a Magic Switch design from library of available designs for the current activity.



Controller

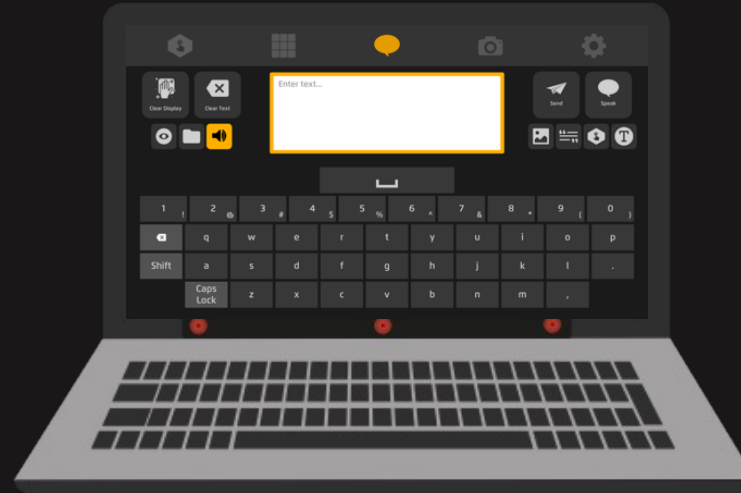
Magic Switch controller will show a grid layout of switch cells. Each cell will trigger an event.

Magic Switch: Eye Gaze



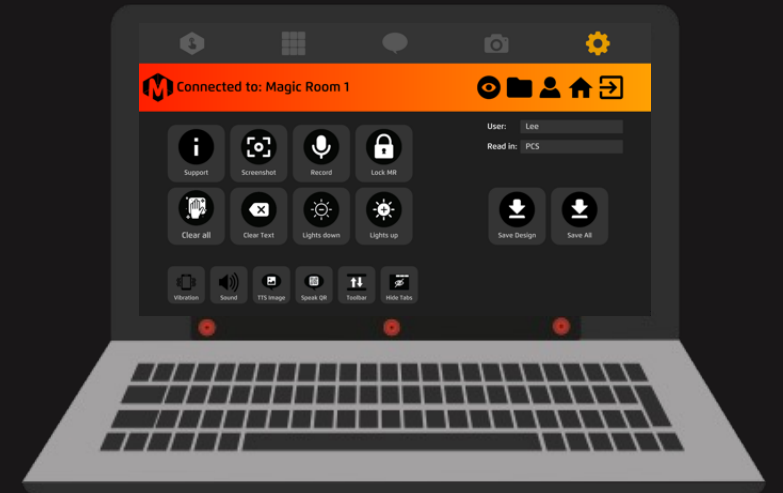
Controller Selection

Magic Switch can have up to 8 controllers per design. Active controllers are white, inactive will be greyed out. Selected controller will highlight in orange.



Text to Speech

Use text window to speak message, control Magic Room events or read sentences and images to Magic Room displays. [Learn more on page 145.](#)



Settings

Access and adjust Magic Switch gaze and cursor settings. [See more on page 147.](#)


Magic Switch Gaze: Speech and Text Control


How it works


Magic Switch TTS Window can be used to trigger Magic Room events, speak messages through the device and send text and images to Magic Room Displays.

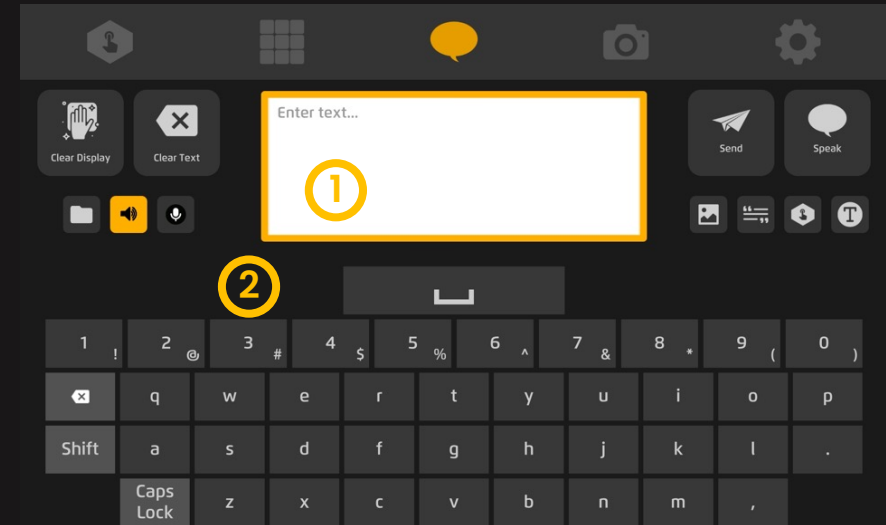
How to use it:

- 1 Message Window** – Displays the message
- 2 Keyboard** – Use keyboard to type into the message window. If you click the message window the device keyboard will appear over the top of Magic Switch keyboard and provide prediction etc.

 **Image Folder** – Select read-in image folder; for use when sentence or image are activated on. [See more on page 115.](#)

 **Voice** – 'On' means message will speak through device – Text-To-Speech.

 **Rec** – Make a voice recording from Magic Switch and it will send to Magic Room; recording will be stored in sounds folder of loaded activity. Naming convention is R1.mpw, R2, mp3...



Clear Display – Clears Magic Room display of read-in text and images.



Clear text – Clears text from the message window.



Send – Sends text/commands to Magic Room.







Speak – Speaks the text on the device.

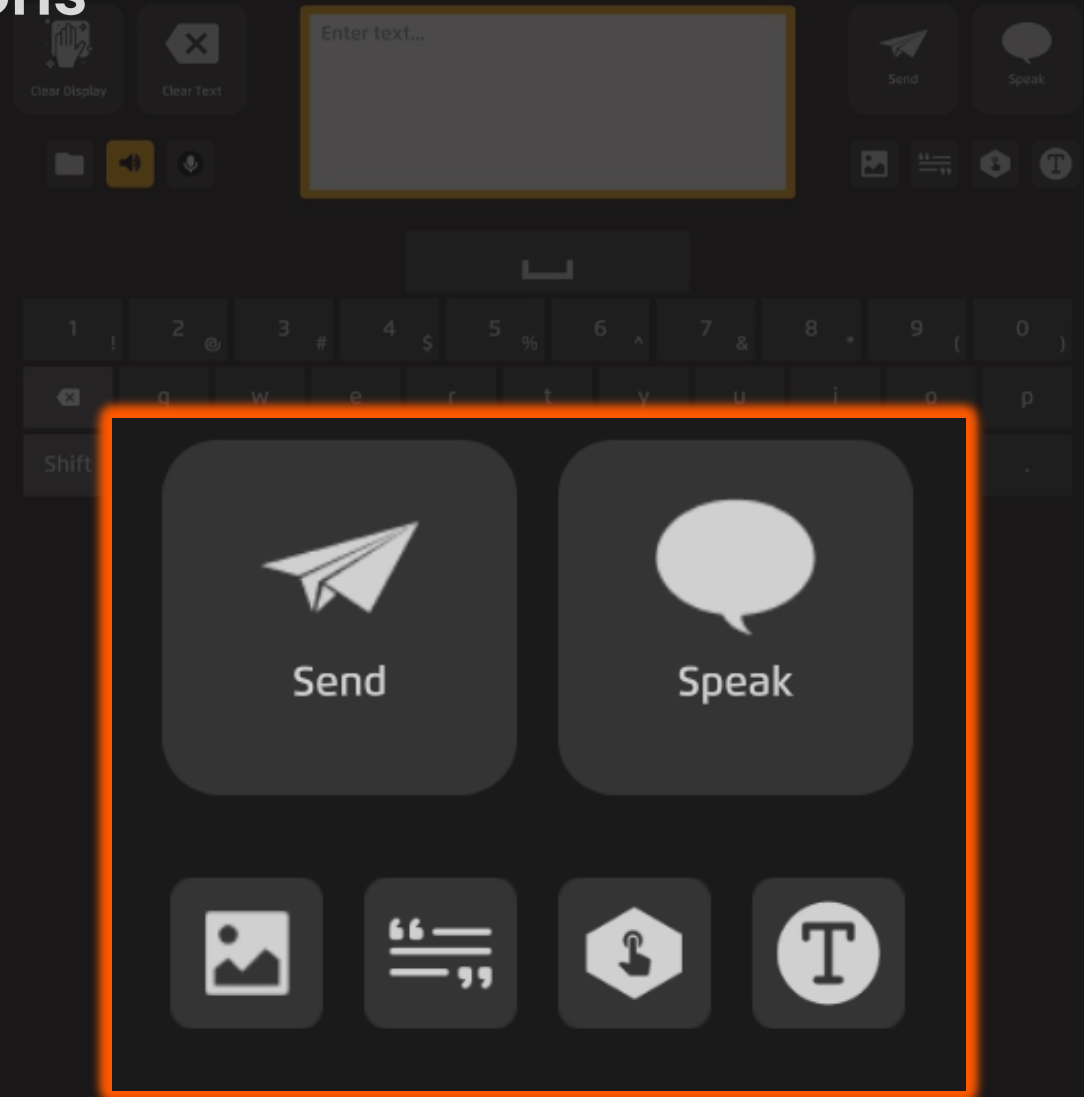
Magic Switch Eye Gaze: TTS Event Actions

How it works

Magic Switch TTS Interface can be used to trigger Magic Room events, speak messages through the device and send text and images to Magic Room Displays.

How to use it:

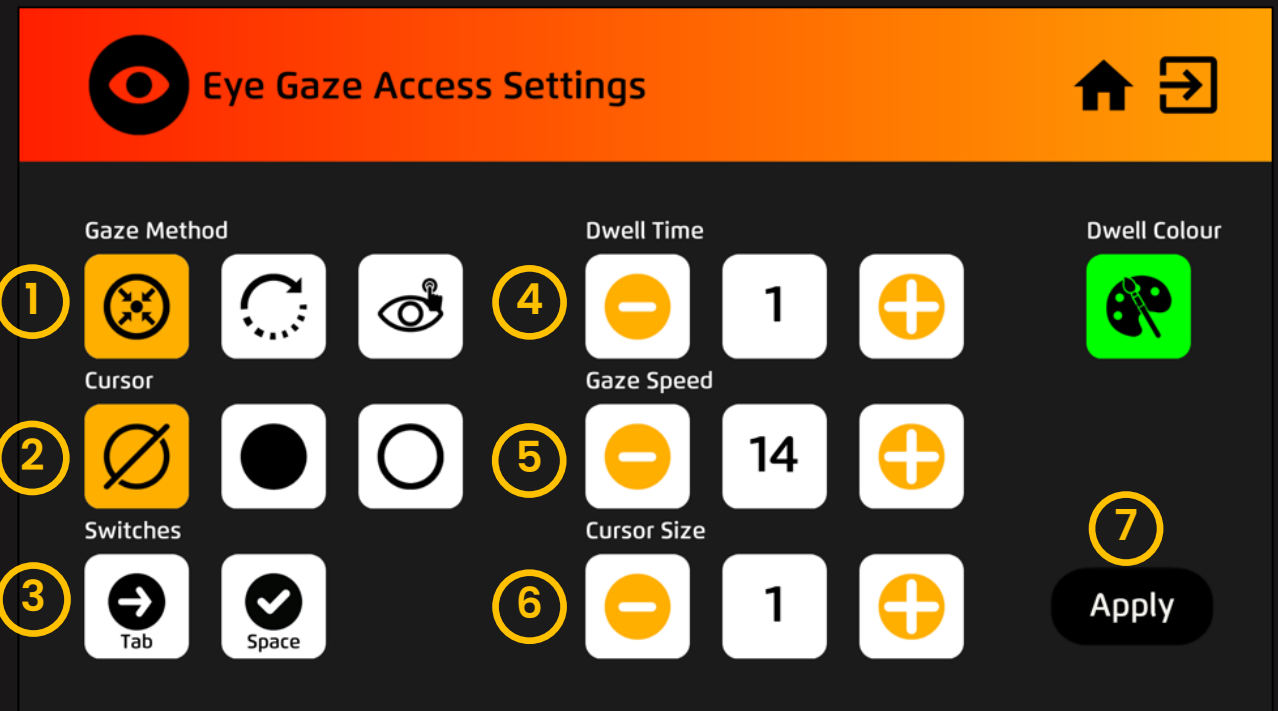
-  **Image** – On means text will trigger an image on Magic Room display when message is sent. Text must match name of an image in the selected read-in folder.
-  **Sentence** – On means text is displayed as sentence and images on Magic Room display when message is sent.
-  **Event** – Turn on and type an event speech command into message window. Select send to trigger event. Example: “Bubble Tube Blue” text string will turn the Bubble Tube Blue.
-  **Text** – On means text is displayed as text on Magic Room display when message is sent.



Magic Switch Eye Gaze: Settings

How to use it:

- 1 Gaze Method** – Select 1 of 3 gaze methods:
 - Dwell Lock** – Sets the dwell area inside UI icons and switches. Activates shrinking dot animation to trigger.
 - Cursor Dwell** – Cursor follows gaze, if looking at an interactable button it will animate the dwell activation around the cursor as it selects.
 - Eyes & Switch** – Gaze and switch – target with eyes and select with a switch; this reduces requirement for dwell activation. If using switch scanning it will work with scan and select switch. Switches interact with Magic Switches only, not the full UI.
- 2 Gaze Cursor** – select gaze cursor appearance.
- 3 Switch Inputs** – Assign inputs from mapper.
 - Scan Switch** – Assign input for switch scanning. Default set to Enter.
 - ✓ Selection Switch** – Assign input for switch selection. Default set to Space.



- 4 Dwell Time** – Increase/decrease selection dwell time.
- 5 Gaze Speed** – Gaze easing; how responsive the cursor is to movement.
- 6 Cursor Scale** – Increase/decrease the size of the cursor.
- 7 Apply** – click to apply latest changes.

Magic Switch Eye Gaze: Settings – Dwell Colour

How it works

Dwell colour is assigned to dwell activation and the dwell lock shrinking dot activation.








How to use it:

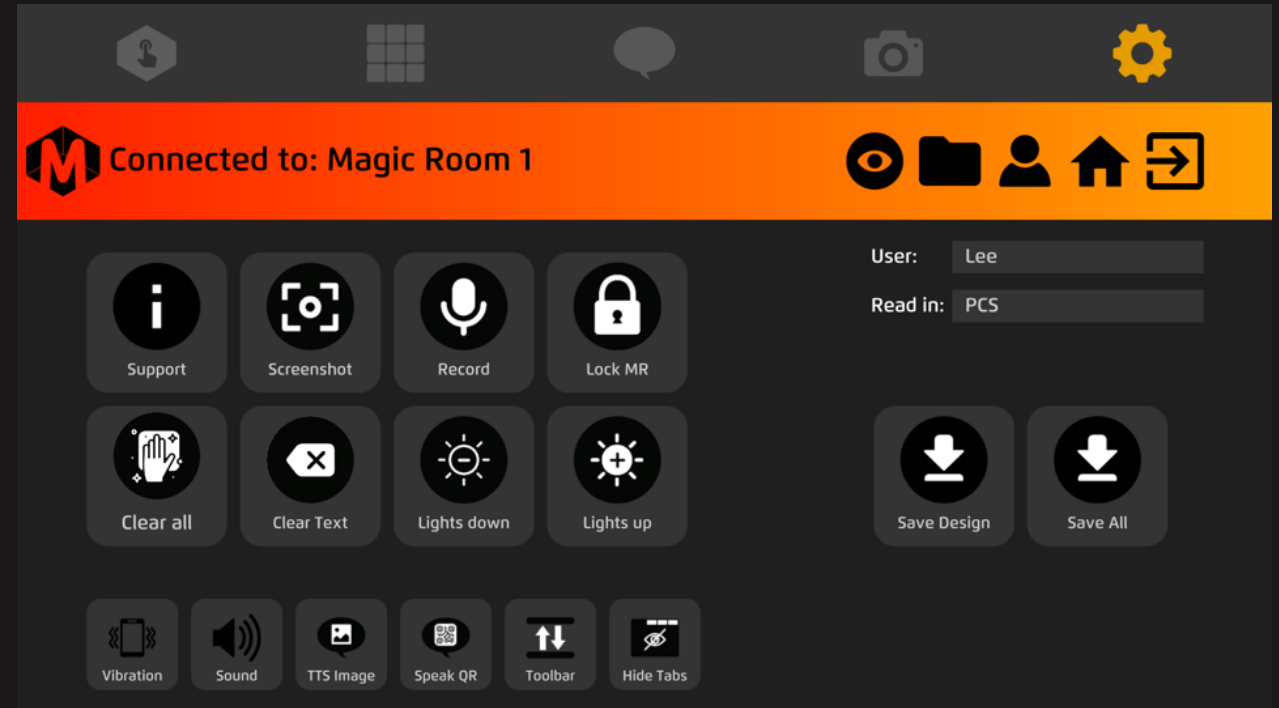
- 1 Select the dwell colour square to open colour selection pop-up.
- 2 Select colour and click apply to assign. The dwell colour will now be assigned to cursors and dwell animations.






The screenshot displays the 'Eye Gaze Access Settings' interface. At the top, there is a title bar with the 'Eye Gaze Access Settings' logo and navigation icons (home and back). Below the title bar, the settings are organized into three main sections: 'Gaze Method', 'Dwell Time', and 'Dwell Colour'. The 'Gaze Method' section includes icons for 'Cursor' (a crossed-out cursor, a solid black circle, and an outlined circle) and 'Gaze Speed' (minus, 14, plus). The 'Dwell Time' section includes minus, 1, plus. The 'Dwell Colour' section shows a color palette icon with a '1' in a yellow circle next to it, indicating the current selection. Below this, a larger pop-up window is shown, labeled with a '2' in a yellow circle. This pop-up displays a color selection grid with two rows of color swatches. The first row contains red, orange, yellow, light green, bright green, cyan, blue, and purple. The second row contains magenta, pink, white, light gray, medium gray, dark gray, and black. At the bottom of the pop-up, there are 'CANCEL' and 'APPLY' buttons. The background settings are dimmed, and the 'Apply' button at the bottom right of the main settings area is visible.

Magic Switch Eye Gaze: Settings

How to use it:

-  **Support** – Opens in-app support console.
-  **Screenshot** – Takes a screenshot of Magic Room displays
-  **Rec** – Make a voice recording from Magic Switch and it will send to Magic Room; recording will be stored in sounds folder of loaded activity. Naming convention is R1.mpw, R2, mp3 etc
-  **Locked / Unlocked** – Locked means Magic Switch will lock to paired Magic Room. Unlocked means Magic Switch can be paired to alternative Magic Rooms.
-  **Clear All** – Clears read-in text and images from Magic Room display.
-  **Clear text** – Clears read-in text from Magic Room display.
-  **Lights down/up** – Increase/decrease brightness of lighting.



-  **Gaze settings** – Opens up eye gaze settings.
-  **Text to image folders** – Select which text to image folder is selected.
-  **Users** – Select which user is applied. [Read more on page 106](#)
-  **Exit** – Exit Magic Room. Goes back to connect Switch screen.
-  **Quit** – Quit Magic Switch application.

Magic Switch Eye Gaze: Settings



Vibration – Turns switch vibration on/off (Only works with devices with inbuilt haptics).



Sound – Turns switch sound on/off.



TTS-In-Image – if the TTS voice output message you assign to the switch matches a read-in image in the selected read-in folder (like PCS) the image will appear in the display you have set for images to appear



Speak QR – Device speaks QR command when QR code is scanned.



Toolbar – Switch the toolbar to the top or bottom of the screen



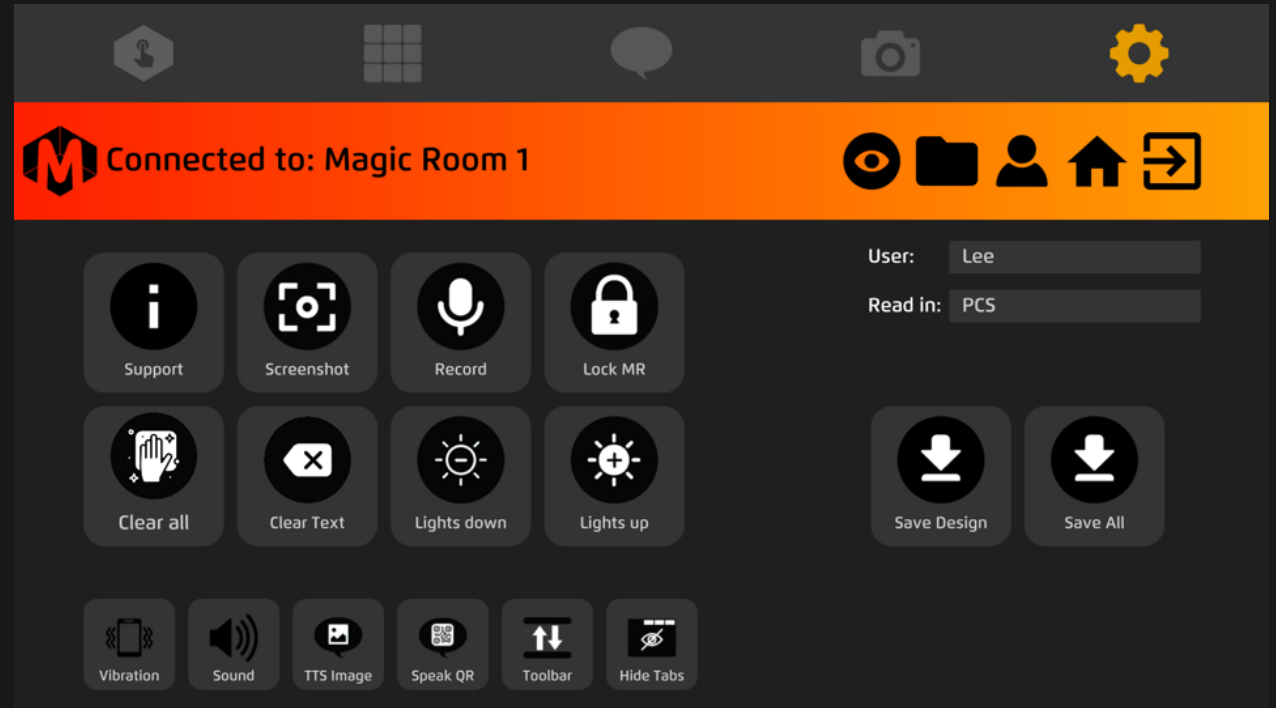
Hide tabs – hides navigation icons on Magic Switch



Save Design – Save the currently loaded Switch Design to the device to use offline.



Save all designs – Save all Switch Designs in loaded activity to the device to use offline.





REPORT BUG

Graphics

Device Name: NVIDIA GeForce GTX 1060
 Device Vendor: NVIDIA
 Device Version: Direct3D 11.0 [level 11.1]
 Max Tex Size: 16384
 NPOT Support: Full
 Render Textures: Yes (8)
 3D Textures: ✓
 Compute Shaders: ✓
 Image Effects: ✓
 Cubemaps: ✓
 Shadows: ✓
 Stencil: 1
 Sparse Textures: ✓

Application Version: 3.23
 SRDebugger Version: 1.9.1

Lead in Library

Magic Room

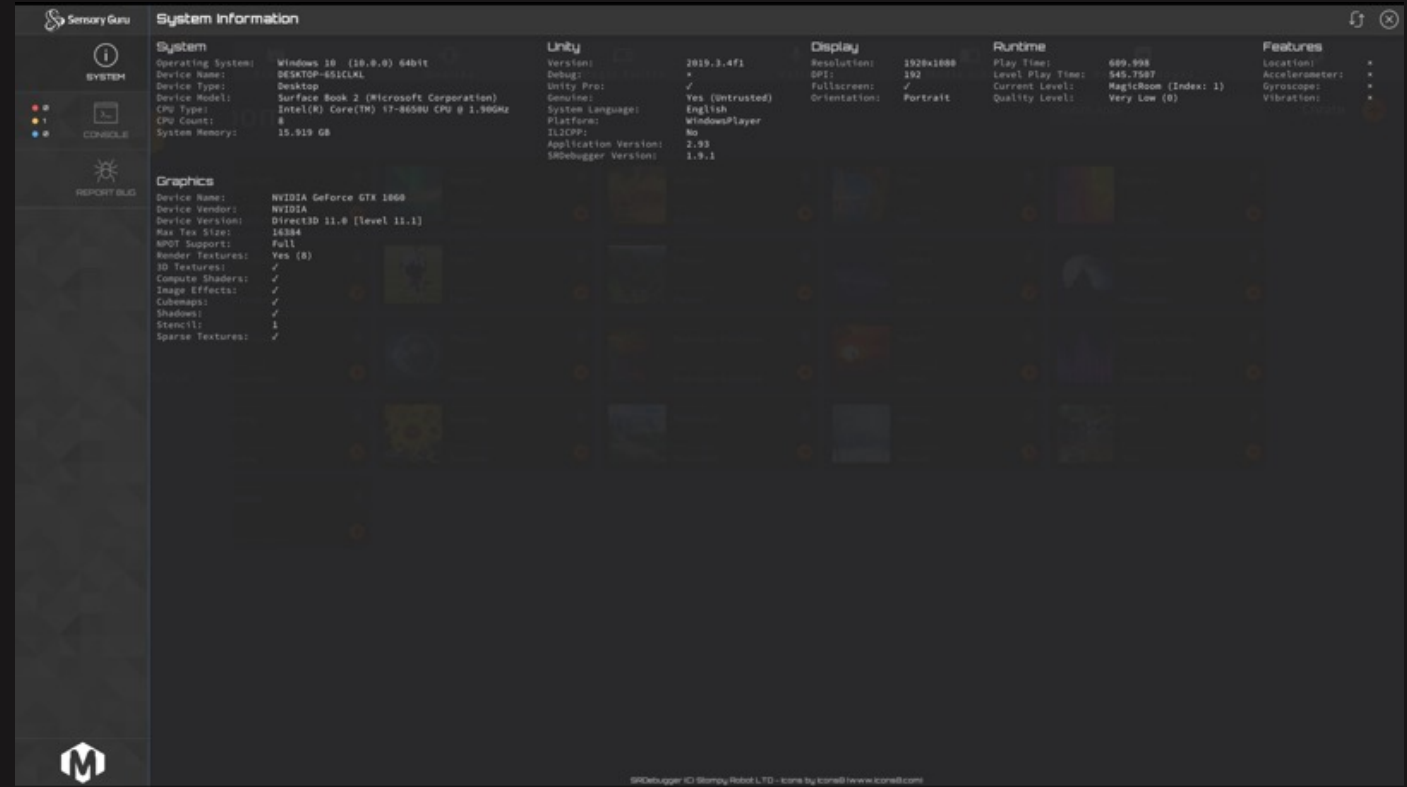
IN-APP SUPPORT SYSTEM

Magic Room support system collects errors and shows debugging information that is very helpful to our support team. If/When errors are encountered the support system allows the logs and a message to be sent directly to us. We can then assess the error and make a fix.

i Support: System Information

How it works

System Information shows PC Specs, info about the displays that are connected, the build version and other useful things we may need to know when debugging errors.



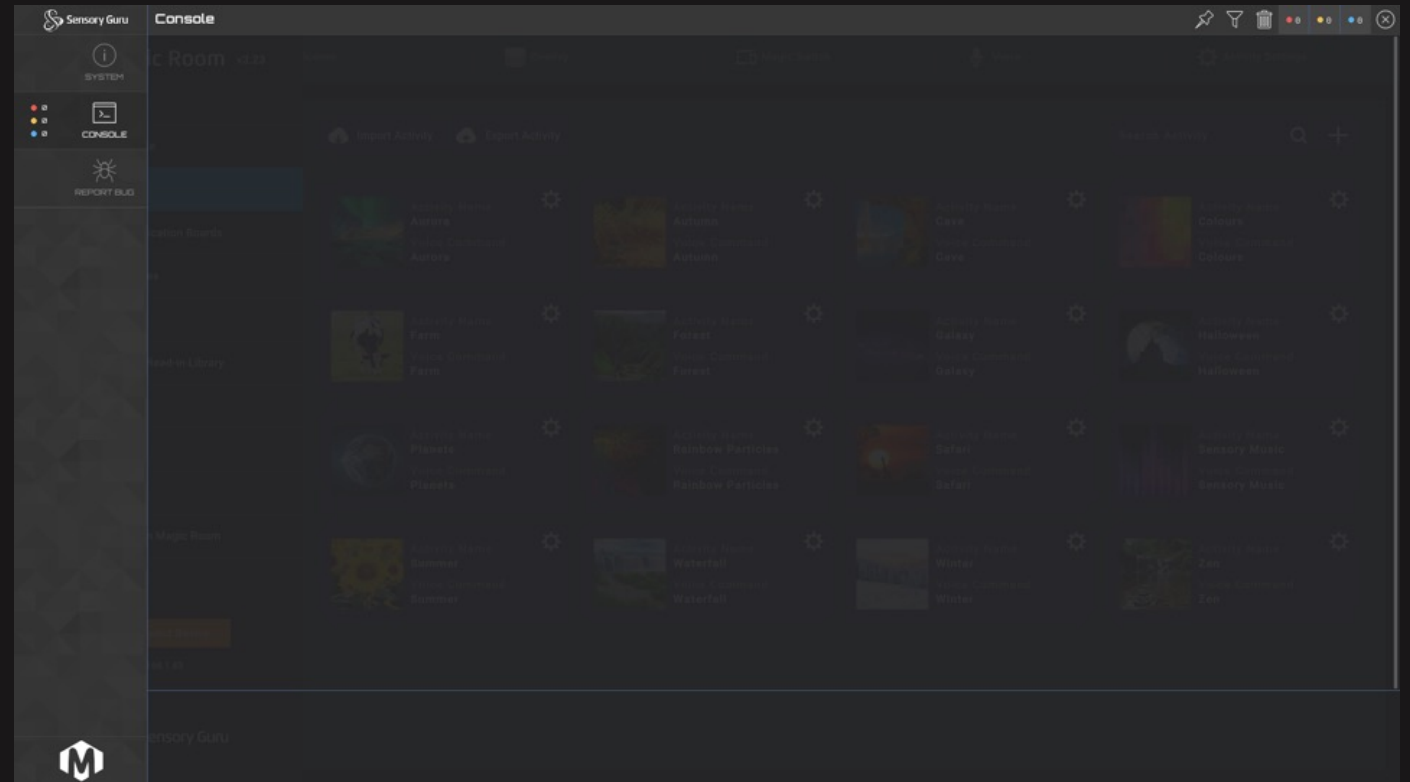
Support: Console

How it works

The console provides a log of actions that Magic Room executes and highlights errors so we can easily locate them.

How to read it

1. Red dot logs mean; **Errors**
2. Yellow dot logs mean; **Warnings**
3. Blue dot logs mean; **Events Actioned**
4. The left of the console shows how many instances of different log types have been registered.



Action: If you see Red Errors it will be good to send us the logs from report bug screen

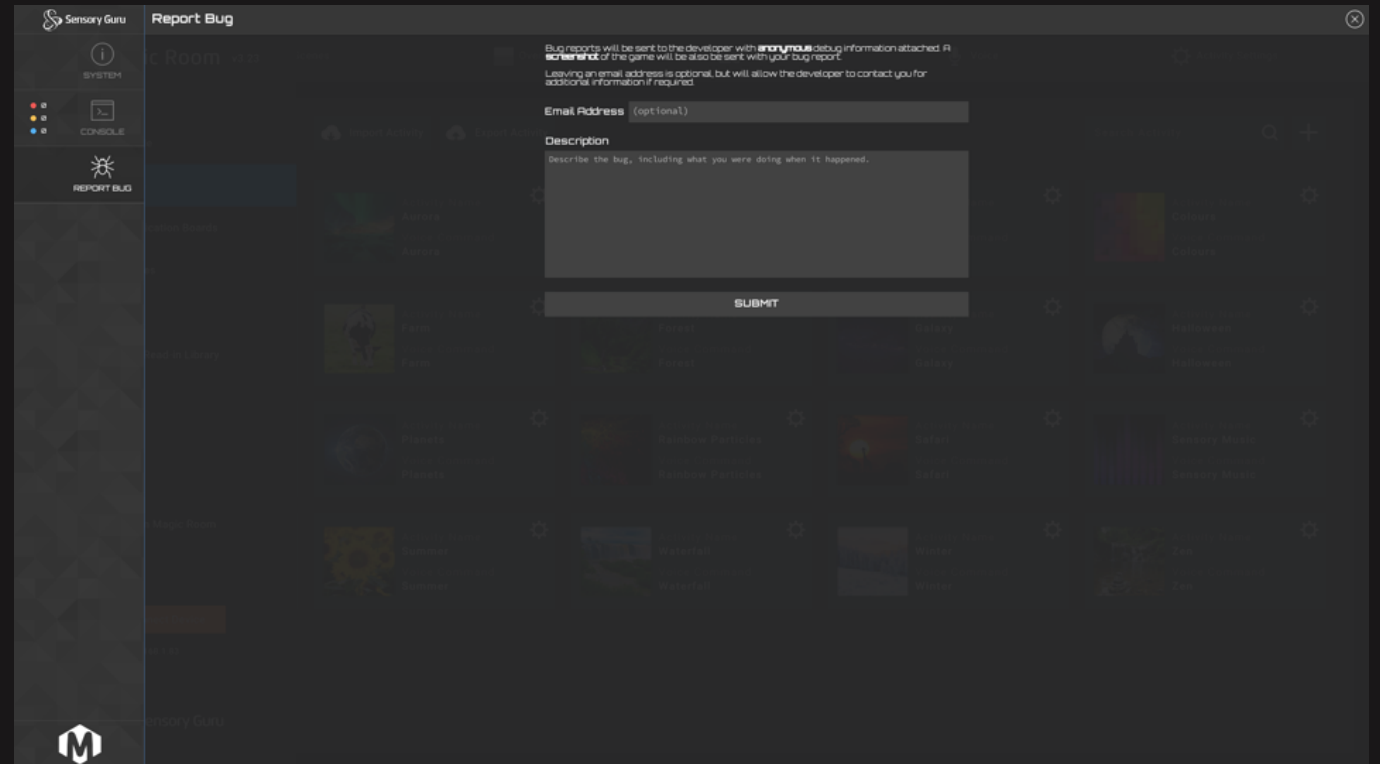
Support: Report a Bug

How it works

As much as we try to avoid them, software bugs can happen. Magic Room has a built-in bug reporter where you can send bug reports to our developer team.

How to use it

1. In Report Bug; Add a description of the bug behaviour that you encountered in the message window.
2. Select Submit.
3. Our developer team will receive the bug report along with a screenshot of the console log. The report will be anonymous unless you completed the email address field.





TECHNICAL INFORMATION

Magic Room is regularly updated with new features and functionality as well as bug fixes and general performance enhancements. It is good to keep your system up to date. When updates are released, customers are notified via email

Keyboard Shortcuts

ALT+M Toggle between PLAY and EDIT MODE

ALT+E Close Magic Room Software

ESC In PLAY MODE – toggle between Scene & App Launcher

ESC IN EDIT MODE – close a running test Scene and show editor

P Paint tools – show/hide

1, 2, 3 or 4 In PLAY MODE – select which display to show the In-Screen Toolbar

TAB In Magic Switch Eye Gaze – toggle the settings bar on and off

Magic Room Software Versions

Magic Room

Magic Room software is installed onto the Magic Room server PC. You can:

- Play and interact with Magic Room activities
- Create, edit and test activities
- Create Magic Switch Designs
- Import and export activities



Exporting & Importing:

Export and import lessons/Activities between Magic Rooms, [learn how on page 122.](#)

Magic Room: Minimum PC Specs

Please note that Magic Room software requires a high-performance PC system. It will not run on anything lower than the specs shown here.



Minimum Spec: Single Display

Operating System	Windows 10/11 Pro
CPU	Intel Core I-5
Memory (RAM)	16GB
Graphics	GT1030 2GB
Hard Disk Space	25 GB installation
Screen Resolution	1920x1080 (Full HD)

Minimum Spec: 2-4 Displays

Operating System	Windows 10/11 Pro
CPU	Intel Core I-7
Memory (RAM)	32GB
Graphics	GTX3070 12GB
Hard Disk Space	25 GB installation
Screen Resolution	1920x1080 (Full HD)

Supported VR Headsets

Oculus Rift
HTC Vive
HTC Vive Pro
Other Open VR Compatible headsets

Magic Switch for Windows: PC and Eye Tracker requirements

Magic Switch runs on a Windows Laptop or PC with the following minimum specs:

Minimum PC Specification

Operating System	Windows 10/11 Pro
CPU	Intel Core I-5 7200U
Memory (RAM)	8GB
Graphics	Intel HD Graphics 620
Hard Disk Space	2GB installation
Screen Resolution	1920x1080 (Full HD)

Supported Tobii Eye Trackers

PCEye 5
Eye Tracker 5
4c, Eye X
PCEye Mini (Windows Control2.0)
I-Series I-13 / I-16 / i-13+ / I-16+

MAGIC ROOM

SOFTWARE INSTALLATION

Magic Room is pre-installed and tested on all PC systems supplied by Sensory Guru and partners. If you have requested a license for a new PC or need to install Magic Room licenses on your Windows machines, the following pages details the installation process.

Fresh Installation Steps

- 1 When a purchase of Magic Room software has been processed, you will be sent a license code and download [link](#). Download the Magic Room installer from: sensoryguru.com/download-magic-room

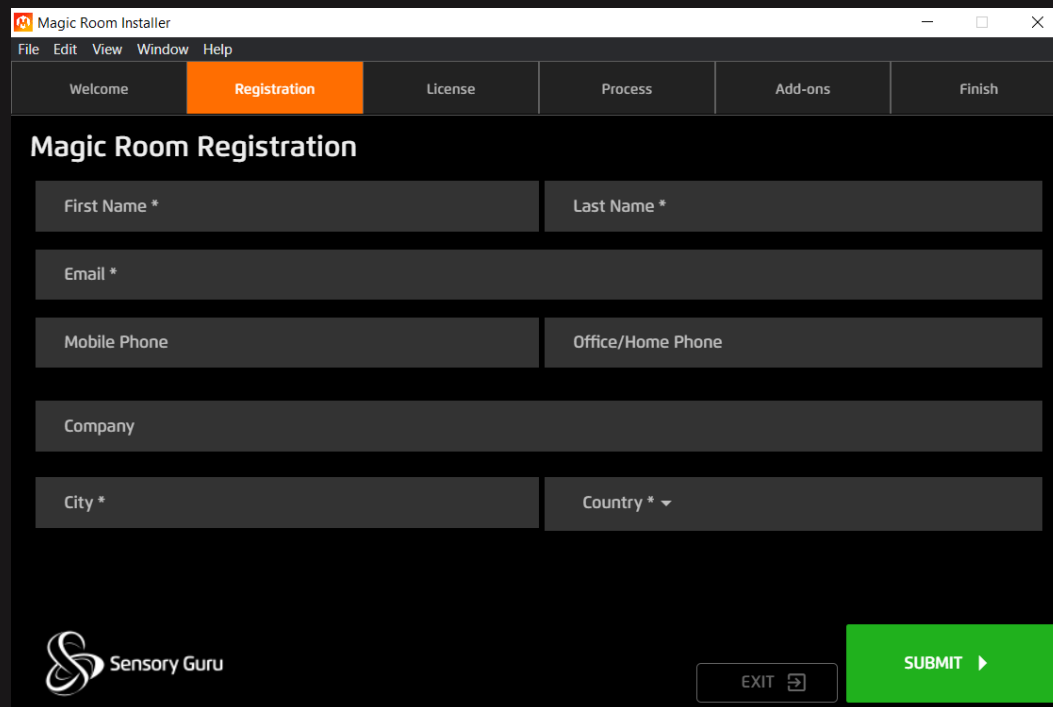


- 2 Open the downloaded Magic Room Installer file to open the installer. Select CONTINUE to begin install process.



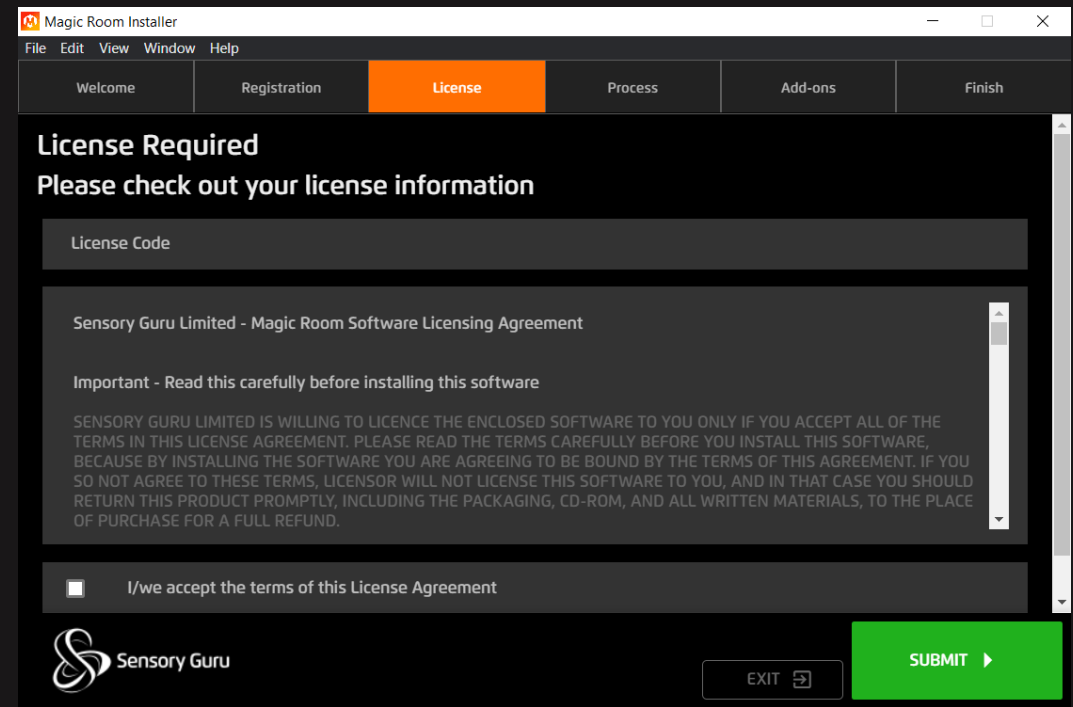
Fresh Installation Steps

3 Enter details to register Magic Room software



The screenshot shows the 'Registration' step of the Magic Room Installer. The window title is 'Magic Room Installer' and the menu bar includes 'File', 'Edit', 'View', 'Window', and 'Help'. The navigation tabs are 'Welcome', 'Registration' (highlighted in orange), 'License', 'Process', 'Add-ons', and 'Finish'. The main content area is titled 'Magic Room Registration' and contains several input fields: 'First Name *', 'Last Name *', 'Email *', 'Mobile Phone', 'Office/Home Phone', 'Company', 'City *', and 'Country *'. At the bottom left is the Sensory Guru logo, and at the bottom right are 'EXIT' and 'SUBMIT' buttons.

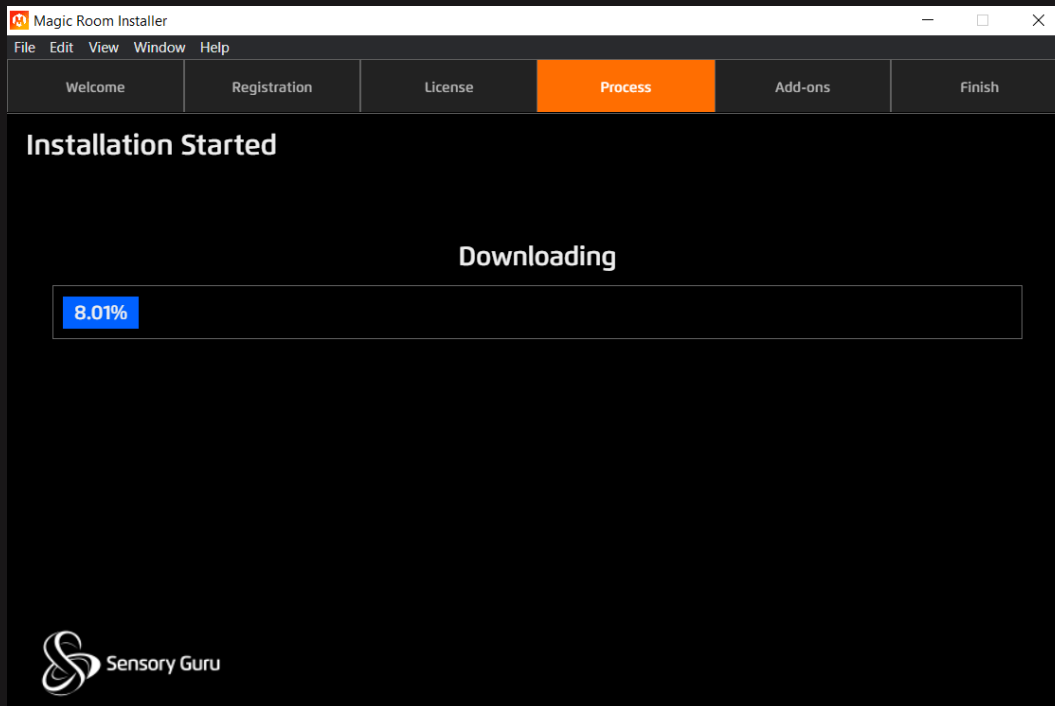
4 Enter License Code Read and accept Magic Room Software License Agreement Terms



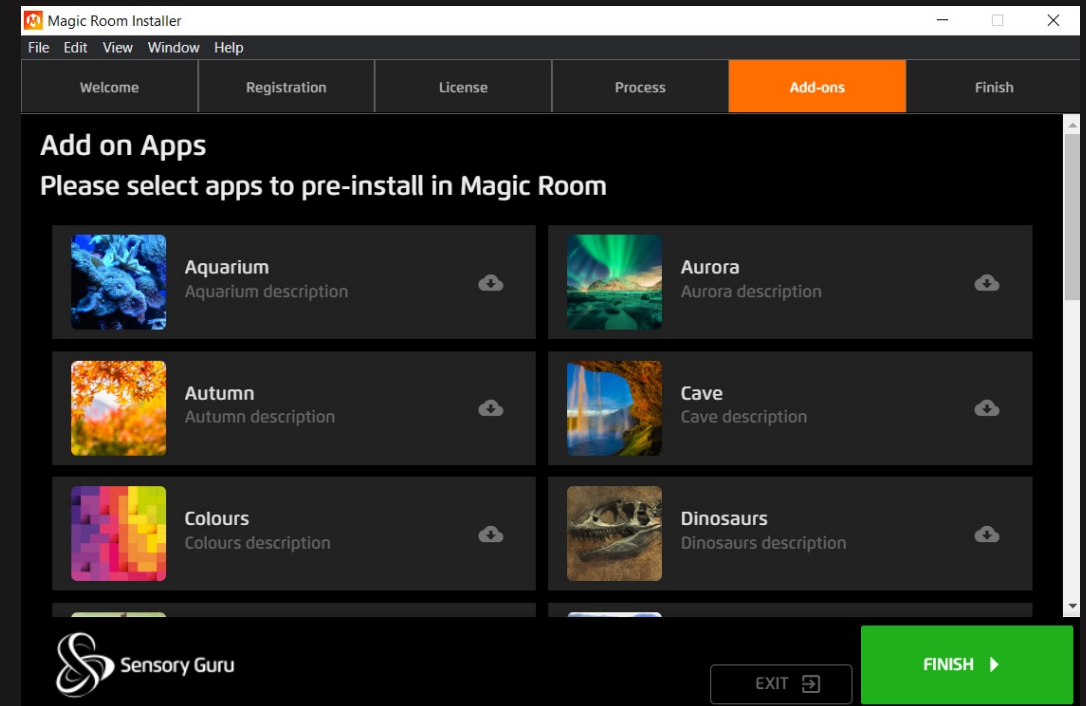
The screenshot shows the 'License' step of the Magic Room Installer. The window title is 'Magic Room Installer' and the menu bar includes 'File', 'Edit', 'View', 'Window', and 'Help'. The navigation tabs are 'Welcome', 'Registration', 'License' (highlighted in orange), 'Process', 'Add-ons', and 'Finish'. The main content area is titled 'License Required' and 'Please check out your license information'. It features a 'License Code' input field, a scrollable text area containing the 'Sensory Guru Limited - Magic Room Software Licensing Agreement' terms, and a checkbox labeled 'I/we accept the terms of this License Agreement'. At the bottom left is the Sensory Guru logo, and at the bottom right are 'EXIT' and 'SUBMIT' buttons.

Fresh Installation Steps

- 5 The installer window will provide live installation progress feedback.

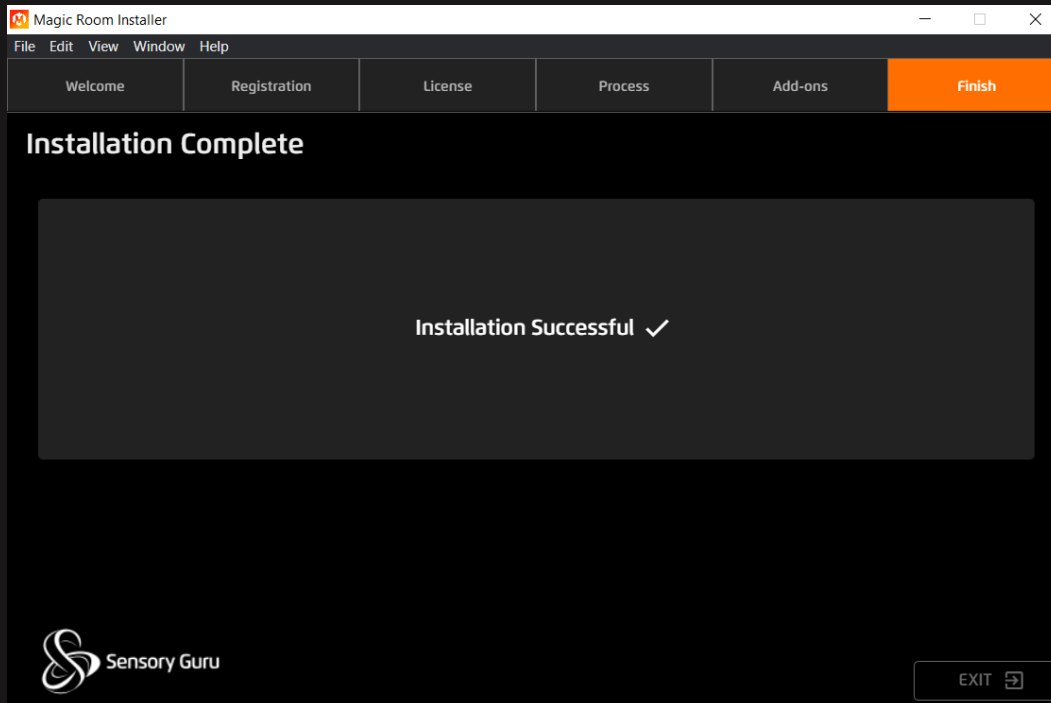


- 6 When the process has ending, the add-on page provides options to install Magic Room activities. Do NOT press finish until all of the activities you want to install have been downloaded

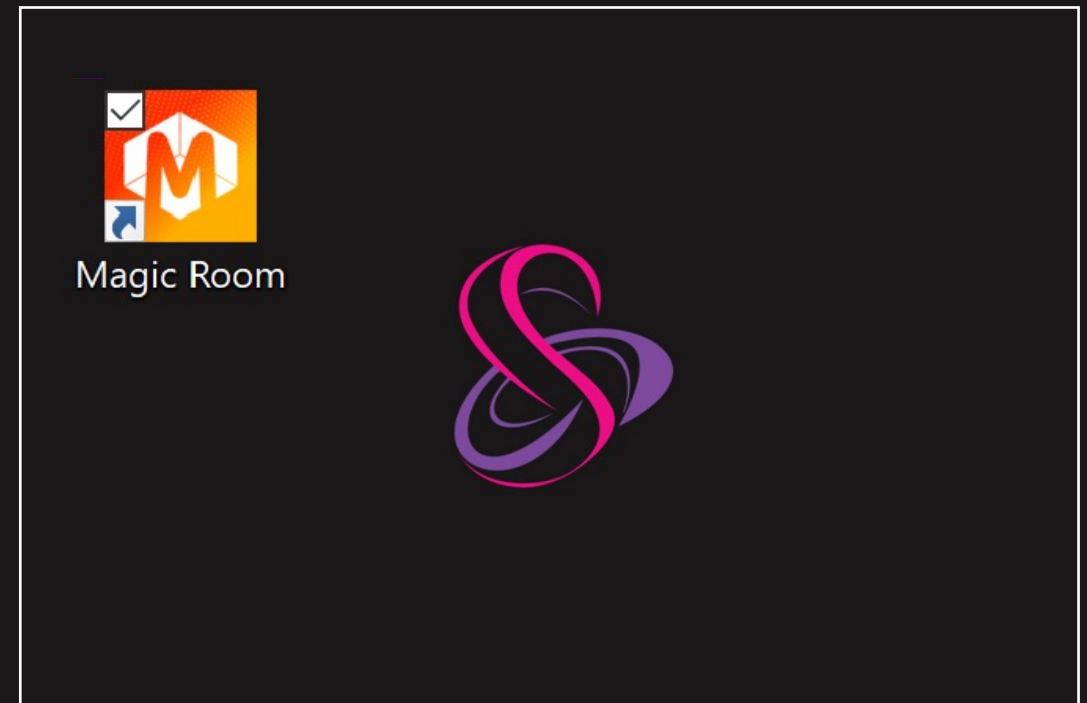


Fresh Installation Steps

- 7 Magic Room will confirm if the installation has been successful, at which point EXIT the installer.



- 8 A Magic Room shortcut will appear on your desktop. Select to launch Magic Room



Fresh Installation Steps

9 When you launch Magic Room, the license checker will appear briefly whilst the system is configured.

10 Magic Room will open on the play screen (if run in play mode). If it opens with the editor page then you are in edit mode (as seen on [page 16](#)).



MAGIC ROOM UPDATES

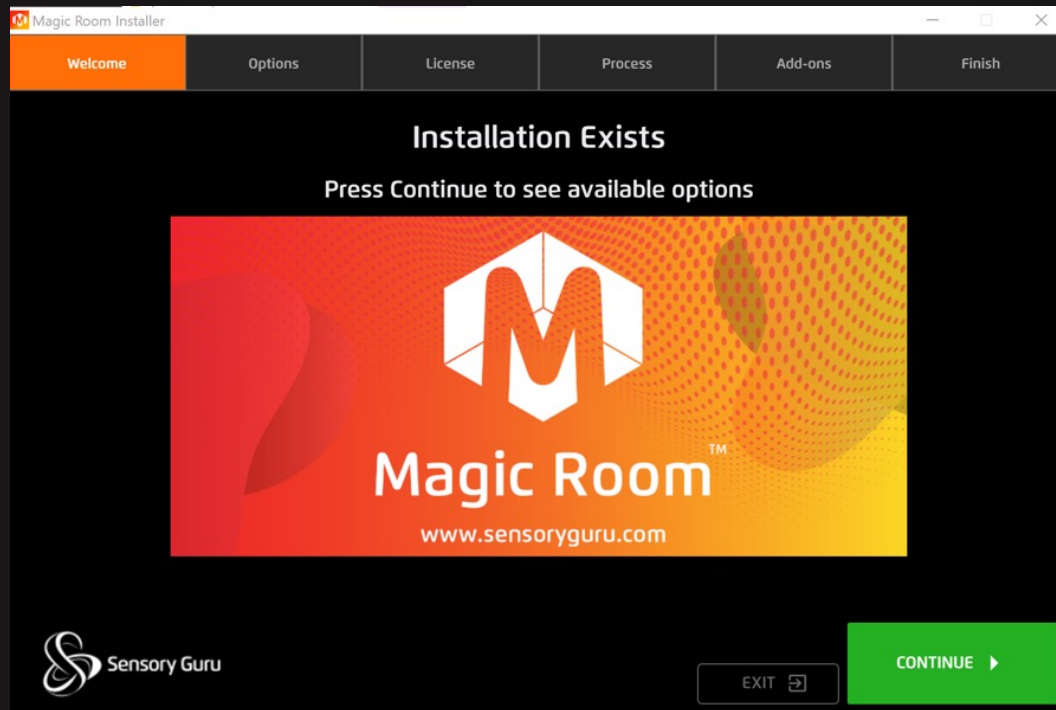
SOFTWARE INSTALLATION

Magic Room software can be updated from the installer or uninstall.exe as shown in the following pages.

Update Existing Installation

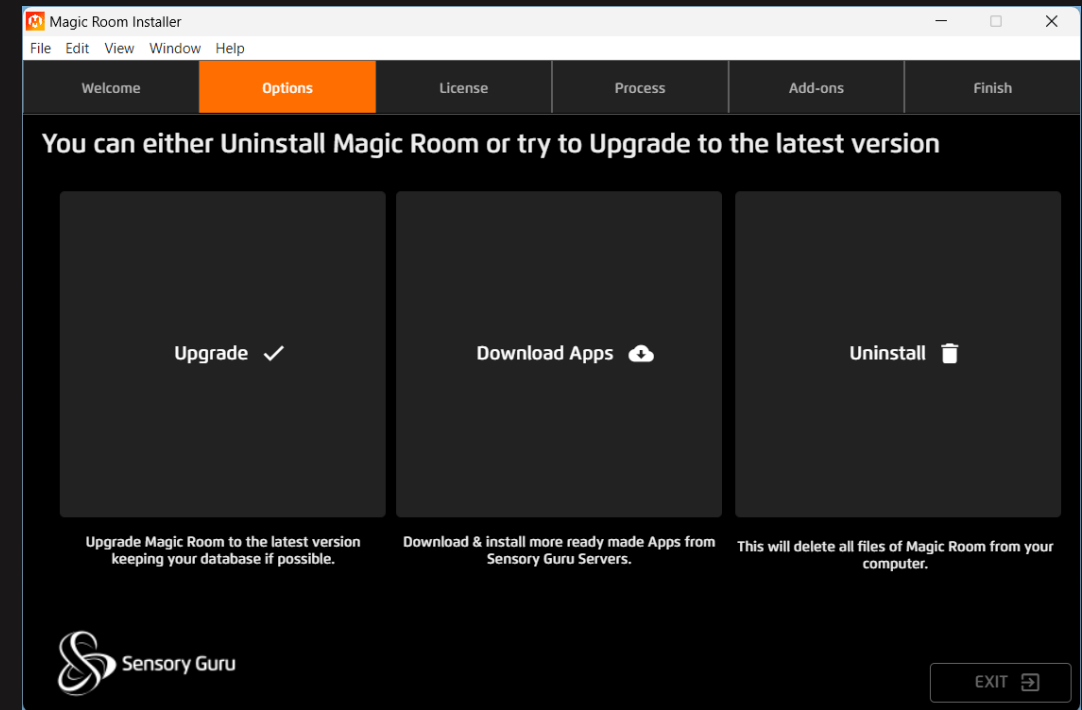
- 1 Run the **uninstall.exe** located in C:\MagicRoom OR click uninstall from Add Remove programs Magic Room entry.

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



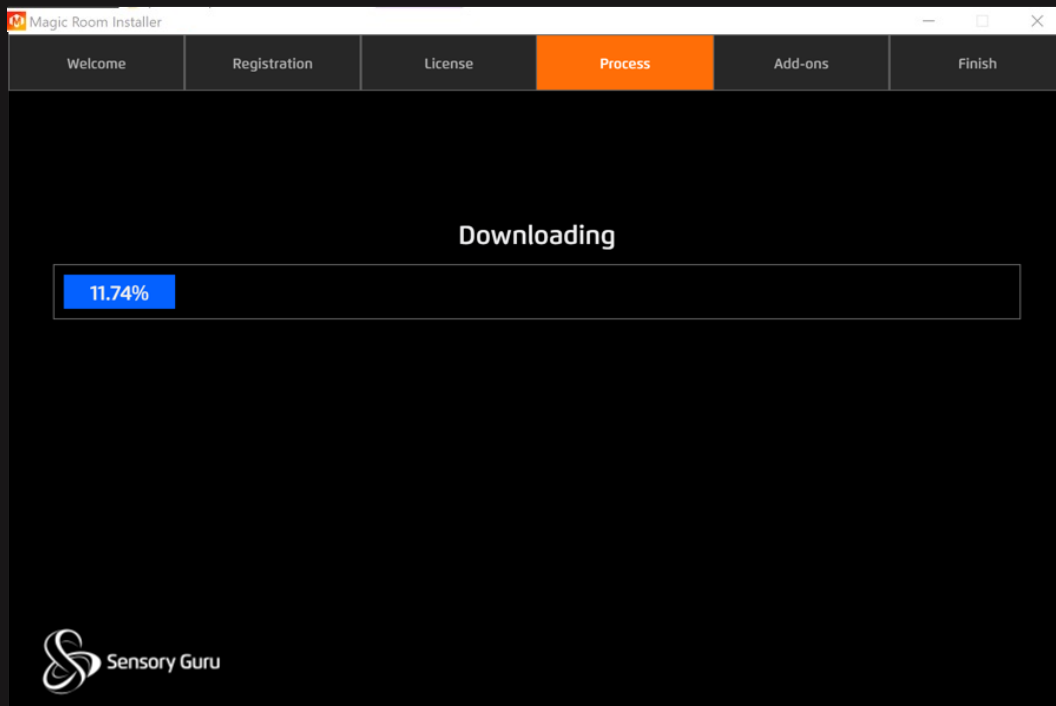
- 2 Select Upgrade – Installer will check for the latest update and pull the latest software distribution from our server.

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

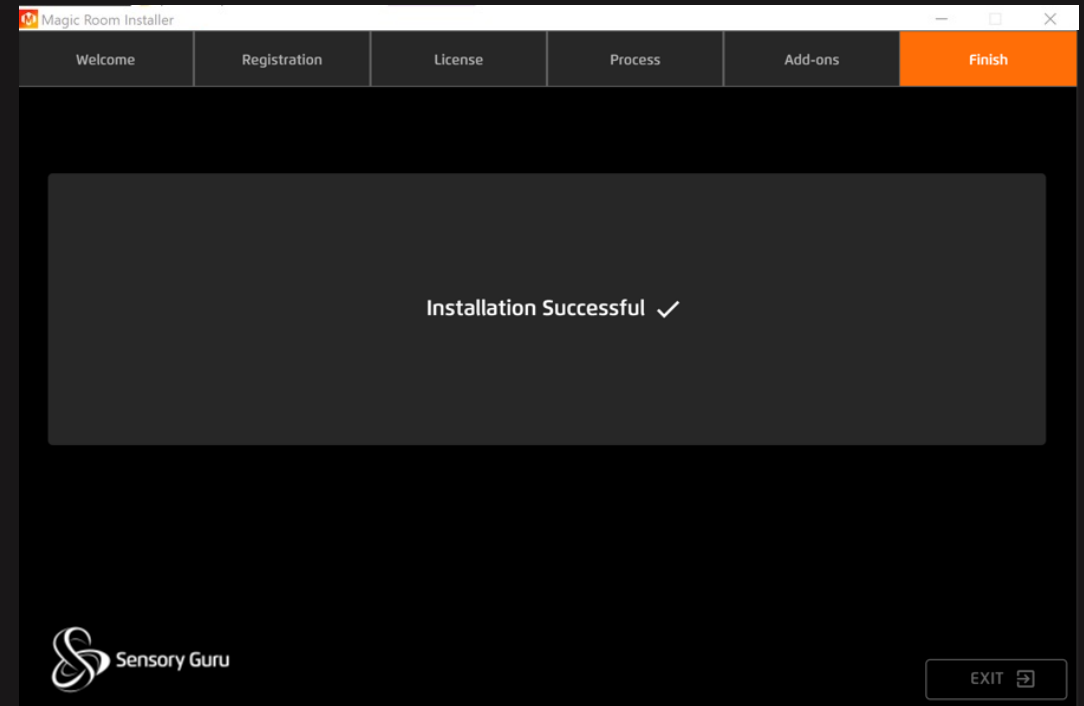


Update Existing Installation

3 Magic Room package will download and replace the existing installation when complete



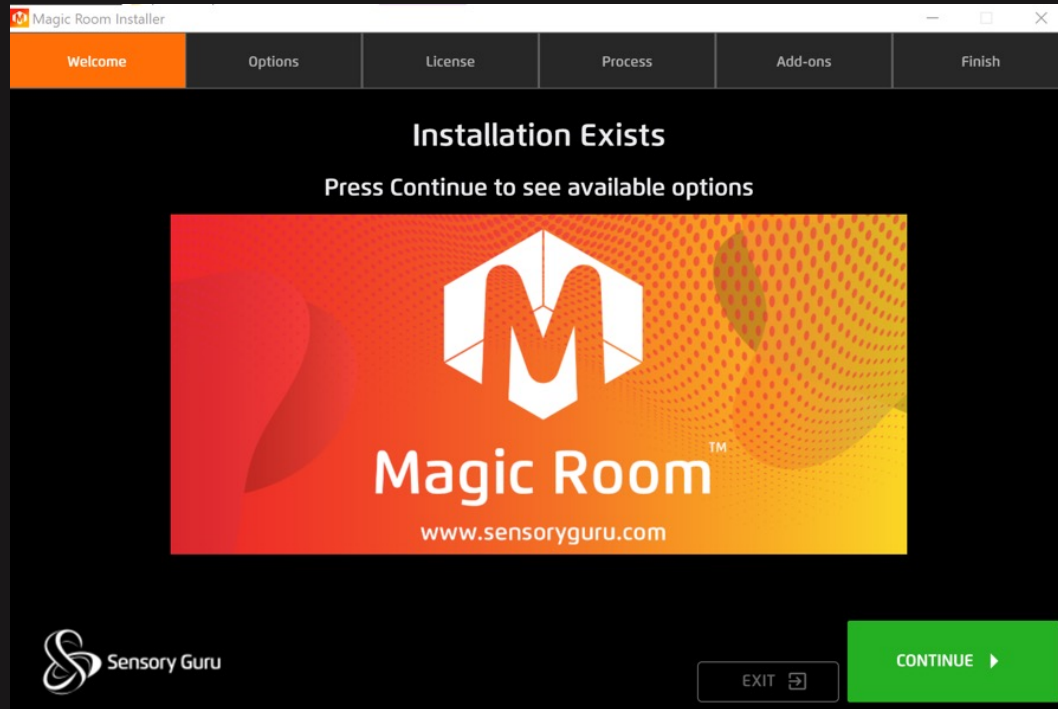
4 When the software has completed you will see the Installation Successful message. Click Exit and start Magic Room from the desktop shortcut



Uninstall Magic Room

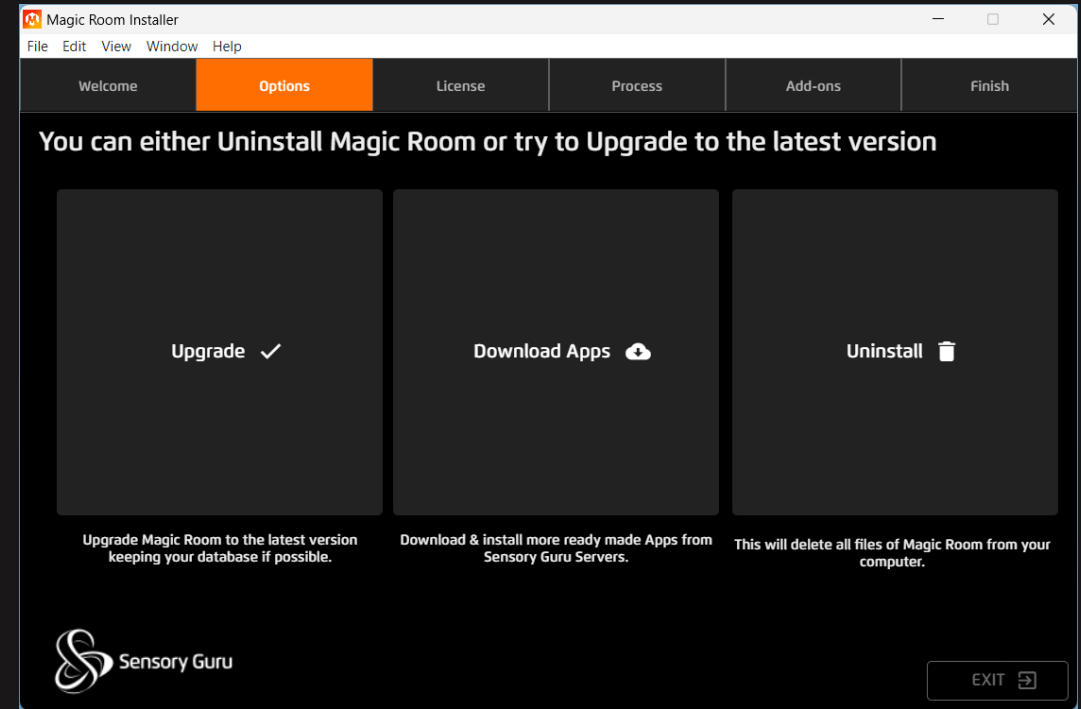
- 1 Run the **uninstall.exe** located in C:\MagicRoom OR select uninstall from Add/Remove programs Magic Room entry.

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



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

Not recommended unless directed by Sensory Guru support engineer.



Publication Notice

Under the supervision of Sensory Guru Ltd., this manual has been compiled and published, covering the latest product descriptions and specifications. The contents of this manual and the specifications of this product are subject to change without notice.

Sensory Guru Ltd., reserves the right to make changes without notice in the specifications and materials contained herein and shall not be responsible for any damages (including consequential) caused by reliance on the materials presented, including but not limited to typographical and other errors relating to the publication.

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Sensory Guru Ltd, The Barn, Hodore farm, Parrock Lane, Hartfield, East Sussex, TN7 4AR, United Kingdom

T: +44(0)1892 771381 | info@sensoryguru.com | www.sensoryguru.com



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