

USER GUIDE

ÜNO / DÜO

2ND GENERATION

ENGLISH

REVISION

FEBRUARY 2024

CONGRATULATIONS FOR PURCHASING A LÜ!

This system was designed by the Lü team in Canada, which is on a mission to improve the world of education.

We hope you will enjoy using it!

ABOUT THIS GUIDE

The Lü® Interactive System User's Manual has basic product information such as safety and operation.

⚠ DISCLAIMER

The information and specifications contained in this user manual are subject to change without notice.

⚠ IMPORTANT

Do not modify this product! Changes or modification not expressly approved by the manufacturer could void the user's warranty.

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SAFETY INSTRUCTIONS

Read and keep these instructions.

1. Always connect the product to a grounded circuit.

2. Do not use this apparatus near water.

3. Clean only with a dry cloth.

4. Do not block any ventilation openings. Install in accordance with the manufacturers instructions.

5. If mounting the product overhead, make sure there is adequate support for the product's weight and always secure the product using a safety cable.

6. Only use attachments/accessories specified by the manufacturer.

7. Unplug this apparatus during lightning storms or when unused for long periods of time.

8. Do not use Lü system in an environment where temperatures exceed +40°C (104°F).

9. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way such as:
- power-supply cord or plug is damaged
- liquid has been spilled or objects have fallen into the apparatus
- the apparatus has been exposed to rain or moisture
- does not operate normally or has been dropped

10. To completely disconnect AC power from this apparatus, the power supply cord must be unplugged.

11. Do not expose this apparatus to dripping or splashing and ensure that no objects filled with liquids.

12. Lü loudspeakers are easily capable of generating sound pressure levels sufficient to cause permanent hearing damage to anyone within normal coverage distance. Caution should be taken to avoid prolonged exposure to sound pressure levels exceeding 90 dB.

IMPORTANT SAFETY INFORMATIONS

⚠ **WARNING: Never look into the projector lens when the laser is on.**
This can damage your eyes and is especially dangerous for children and pets. Before cleaning any part of the projector, turn it off and unplug the power cord. Never open any cover on the projector, except as specifically explained in this manual. Dangerous electrical voltages in the projector can injure you severely.

Laser Safety Information

This projector is a Class 1 laser product that complies with the IEC/EN60825-1:2014 international standard for lasers. Follow these safety instructions when using the projector.

⚠ **WARNING: Possibly hazardous optical radiation emitted from this product. Do not look at operating light source. Eye injury may result.**

01 If an error occurs in the projector, turn off the power and unplug the projector immediately. Continuing to use the projector could result in an electric shock, fire, or visual impairment. Contact Epson support.

02 Do not attempt to disassemble or modify the projector. The projector contains a high-power laser component. Serious injury could result.

03 Do not look into the lens during projection. Also, do not look into the lens using optical devices, such as a magnifying glass or telescope. This could cause visual impairment.

04 Do not place flammable objects in front of the lens. Objects could catch fire.

05 When turning on the projector at a distance using the remote control, make sure no one is looking into the lens.

06 Do not allow small children to operate the projector. Children must be accompanied by an adult.

07 Do not apply optical devices, such as a magnifying glass or reflector, to the projected image. Using the projector may result in physical harm, fire, or an accident.

08 Do not block the light from the lens during projection. The high temperature in this area could cause burns, fire, or other damage. The lens may overheat due to the reflected light and could cause the projector to malfunction.

09 Before using the projector, make sure there is nothing in the area that could reflect the projected image.

10 When disposing of the projector, do not disassemble it. Dispose of the projector in accordance with your local or national laws and regulations.

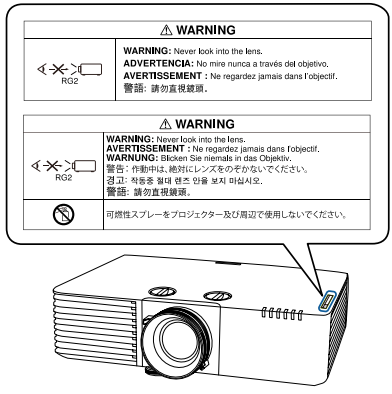
Laser warning labels are attached to the projector.

Inside



Top

As with any bright source, do not stare into the beam *(RG2 IEC/EN 62471-5:2015)*.



WARNING: MOUNT ABOVE THE HEADS OF CHILDREN. The use of a ceiling mount is recommended with this product to place it above the eyes of children. Complies with FDA performance standards for laser products except for conformance as a Risk Group 2 LIP as defined in IEC 62471-5: Ed. 1.0. *For more information see Laser Notice No. 57, dated May 8, 2019.*

Projector Light Source Specifications

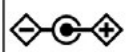
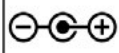
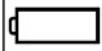
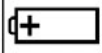
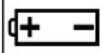
Type	Laser diode
Light source output power	**PowerLite EB-L730U/EB-L735U/EB-L630SU/EB-L635SU/EB-L630U:** Up to 115.5 W **PowerLite EB-L530U/EB-L520U:** Up to 44 W x 2
Wavelength	449 to 461 nm
Light source life *(approximate)*	**Normal/Quiet Light Source Mode:** Up to about 20000 hours **Extended Light Source Mode:** Up to about 30000 hours

Note: Turn off this product when not in use to prolong the life of the projector. Laser life will vary depending upon mode selected, environmental conditions, and usage. Brightness decreases over time.

List of Safety Symbols *(corresponding to IEC60950-1 A2)*

The following table lists the meaning of the safety symbols labeled on the equipment.

No.	Symbol	Approved Standards	Description
1		IEC60417 No.5007	"ON" (power) To indicate connection to the mains.
2		IEC60417 No.5008	"OFF" (power) To indicate disconnection from the mains.
3		IEC60417 No.5009	Stand-by To identify the switch or switch position by means of which part of the equipment is switched on in order to bring it into the stand-by condition.

No.	Symbol	Approved Standards	Description
4		ISO7000 No.0434B, IEC3864-B3.1	Caution To identify general caution when using the product.
5		IEC60417 No.5041	Caution, hot surface To indicate that the marked item can be hot and should not be touched without taking care.
6		IEC60417 No.6042 ISO3864-B3.6	Caution, risk of electric shock To identify equipment that has risk of electric shock.
7		IEC60417 No.5957	For indoor use only To identify electrical equipment designed primarily for indoor use.
8		IEC60417 No.5926	Polarity of DC power connector To identify the positive and negative connections (the polarity) on a piece of equipment to which a DC power supply may be connected.
9		—	Polarity of DC power connector To identify the positive and negative connections (the polarity) on a piece of equipment to which a DC. power supply may be connected.
10		IEC60417 No.5001B	Battery, general On battery powered equipment. To identify a device for instance a cover for the battery compartment, or the connector terminals.
No.	**Symbol**	**Approved Standards**	**Description**
11		IEC60417 No.5002	Positioning of cell To identify the battery holder itself and to identify the positioning of the cell(s) inside the battery holder.
12		—	Positioning of cell To identify the battery holder itself and to identify the positioning of the cell(s) inside the battery holder.
13		IEC60417 No.5019	Protective earth To identify any terminal which is intended for connection to an external conductor for protection against electric shock in case of a fault, or the terminal of a protective earth electrode.
14		IEC60417 No.5017	Earth To identify an earth (ground) terminal in cases where neither the symbol No.13 is explicitly required.
15		IEC60417 No.5032	Alternating current To indicate on the rating plate that the equipment is suitable for alternating current only; to identify relevant terminals.
16		IEC60417 No.5031	Direct current To indicate on the rating plate that the equipment is suitable for direct current only; to identify relevant terminals.
17		IEC60417 No.5172	Class II equipment To identify equipment meeting the safety requirements specified for Class II equipment according to IEC 61140.

No.	Symbol	Approved Standards	Description
18		ISO 3864	General prohibition To identify actions or operations that are prohibited.
19		ISO 3864	Contact prohibition To indicate injury that could occur due to touching a specific part of the equipment.
20		—	Never look into the optical lens while the projector is on.
21		—	To indicate that the marked item don't place anything on projector.
22		ISO3864 IEC60825-1	Caution, laser radiation To indicate the equipment has a laser radiation part.
23		ISO 3864	Disassembly prohibition To indicate a risk of injury, such as electric shock, if the equipment is disassembled.
24		IEC60417 No. 5266	Standby, partial standby To indicate that part of the equipment is in the ready status.
25		ISO3864 IEC60417 No. 5057	Caution, movable parts To indicate that you must keep away from movable parts according to protection standards.
No.	**Symbol**	**Approved Standards**	**Description**
27		IEC 60417-6056	Caution (movable fan blades) To indicate that you must keep away from the blades of the movable fan according to protection standards.
28		IEC 60417-6043	Caution (sharp corners) To indicate that you must not touch the sharp corners of the product according to protection standards.
29		—	Never look into the projection lens while the projector is on.
30		ISO7010 No. W027	Warning, light emission (UV, visible light, IR and so on) To indicate that you must be careful not to injure your eyes or skin when near light emitting sections.
31		IEC60417 No. 5109	Not to be used in residential areas To indicate that the electrical equipment/device is not suitable for use in residential area.

WHAT IS INCLUDED

This system was installed by our professional partners. They respect all local laws and regulations. It includes:



Projector

5,200 lumens WXGA* projector protected in a custom casing.

*WUXGA in Europe



Lighting and sound module
(with/without speakers)

Six 200 W LED spotlights to manage the ambient lighting and general colors, two motorized LED light fixtures for special light effects, and one powerful 2,400 W sound system.



Heart module

Lü management system



Camera

3D camera system

The system also includes 10 balls, an educational activity booklet for physical education teachers, and a transport case with :

- 1 x remote controller for the projector
- 1 x keyboard remote for the Lü system
- Charging cable
- Microphone and transmitter
- User Guide
- Batteries

INSTRUCTIONS

Interconnectivity of your system



Heart module

The heart module detects the signal from the Lü keyboard controller. This “heart” contains a computer, your system’s HDMI and USB connections, and a wide-angle camera.

You can access the camera by removing the protective cap.
Carry out this operation in compliance with the safety rules in force.



Lighting and sound module (with/without speakers)

The lighting and sound module detects the signal from the Lü keyboard controller. You can also hear the microphone through the speakers.



Projector

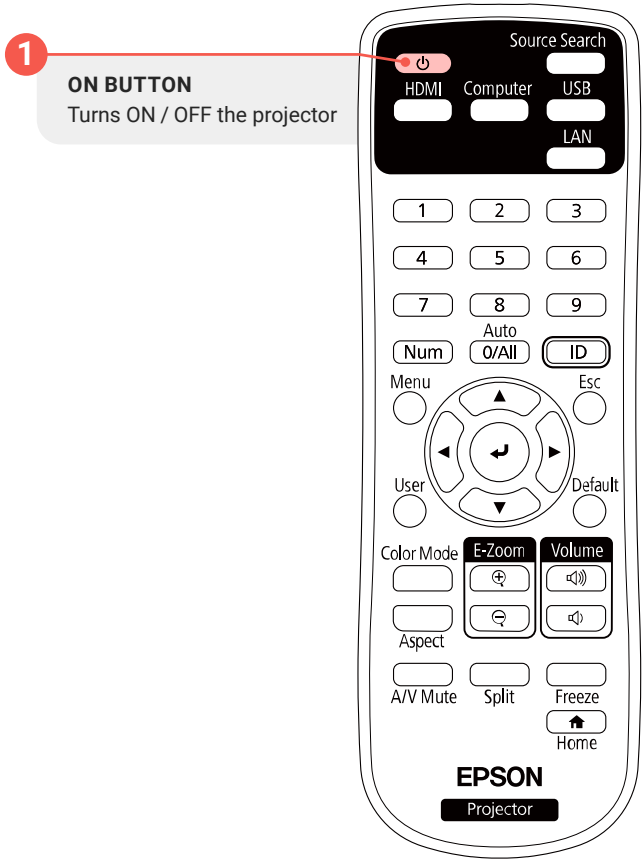
The projector detects the signal from the projector’s remote controller.



Camera

The camera detects movement, speed, and interaction to create an interactive projection on your wall.

Remote controller for the laser projector



Keyboard remote



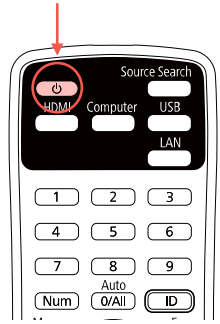
Advanced shortcuts with the keyboard remote

- Press **"Win"** to open Windows taskbar.
- Press **"Win + D"** to access the Windows desktop.
- Press **"ALT + F4"** to close the Lü application.
- Press **"ALT + Tab"** to switch between open applications.
- Press the **spacebar** to turn ON the computer (not available on every computer).

How to turn your Lü ON

01 Turn on the projector.

Press the **“ON”** button using the projector remote controller while pointing at the projector. Wait for the image to be displayed.

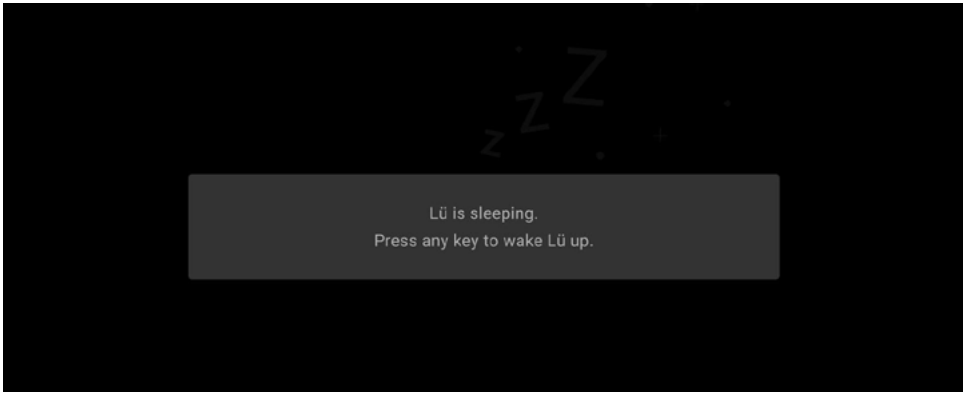


02 Turn on the keyboard remote.



03 Wake the application.

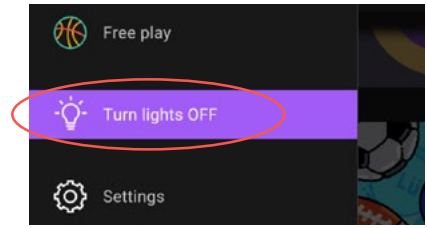
Press any key to wake Lü up.



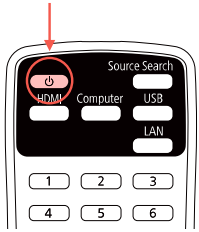
When you are done using Lü

You do not have to completely power off your Lü when you are done using it. Just follow the steps bellow and the system will automatically turn to sleep.

01 Turn off the lights.
Press **"F1"** on the keyboard remote.



02 Turn off the projector.
Turn off the projector by pressing the **"ON"** button twice.



03 Turn off the keyboard remote.



Microphone

There are also tutorial videos on our website!

The wireless headset microphone allows you to amplify your voice through the speakers of the Lü sound system.

To turn it on



01 Connect the headset cable to the transmitter

02 Power on the transmitter by pressing the power button

03 Place the headset on your head

04 Clip the transmitter protective case onto your belt

05 Talk

Reflector 4

Reflector 4 is an easy to use solution that makes screen sharing simple in a classroom.

It is software preinstalled on Lü's computer and does not involve any additional costs. *You can find an article on our website in the support section.*

Connect the teacher's computer, phone, or tablet to a projector to display mirrored devices to the whole class.

To learn more about Reflector Teacher, visit their website
airsquirrels.com/reflector

CREATE AN ACCOUNT

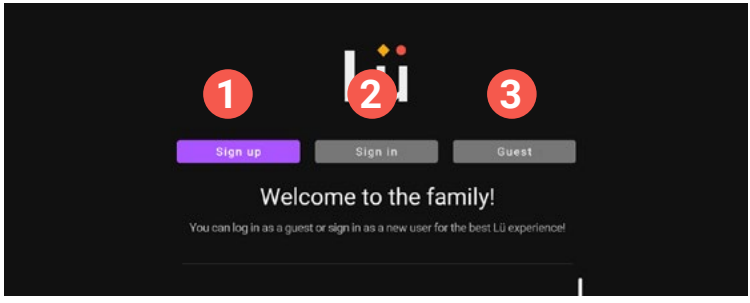
There are also tutorial videos on our website!

Before you embark on your Lü adventure, we invite you to create an account on the Lü community at **lu-community.com**.

When you create your account, you will receive a confirmation email. Simply follow the steps, then connect directly to your Lü system using the **“Log in”** tab.

Note that you can create as many accounts as you want at your school.

Scan this code to create your account!



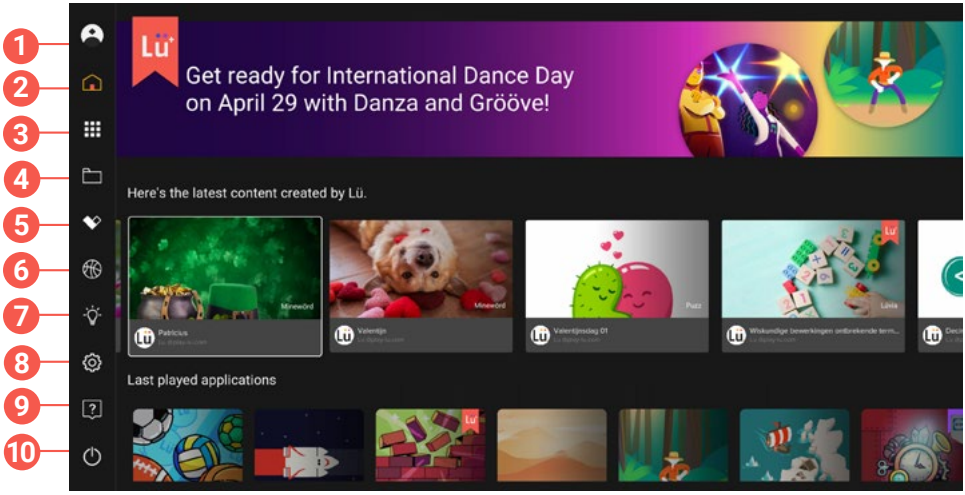
1 Sign up
Create an account on our online community at **lu-community.com**.
Follow the steps provided in the email and log in directly from your Lü.

2 Sign in
Log in with the account you created on **lu-community.com**.

3 Guest
The Guest option allows you to access apps quickly. *Note that you will not have access to the premium apps associated with your subscription.*

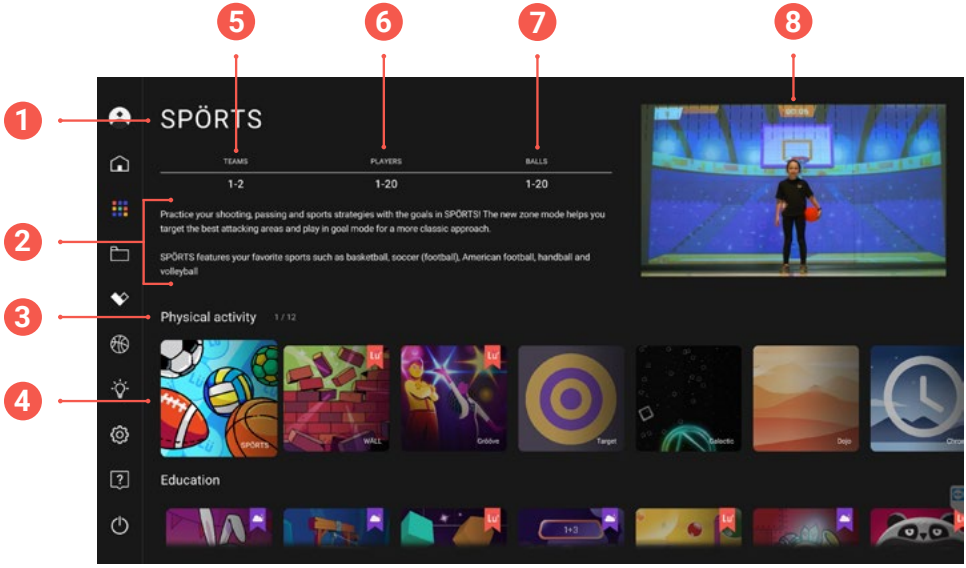
BROWSING

Homepage



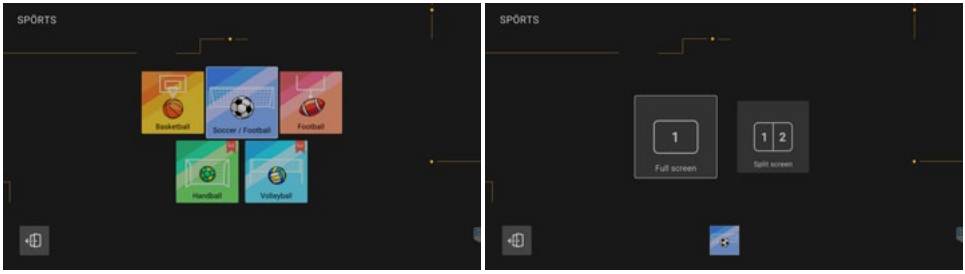
1. **Profile**
   Account settings
2. **Homepage**
   Home page of your Lü profile
3. **Applications**
   Find all of our activities here
4. **My content**
   Sign into your account to view the content you created
5. **My likes**
   Sign into your account to view the content you liked from other Lü users
6. **Free play mode**
   Allows you to choose an application by throwing a ball
7. **Light control**
   Turn the system's lights on and off
8. **Settings**
   Access general settings of the application. Choose the games you want to play and access the system's status
9. **Help Center**
   Tutorial and technical support
10. **Power**
    Shut down the system, restart it or exit the Lü application to access the main computer

Applications

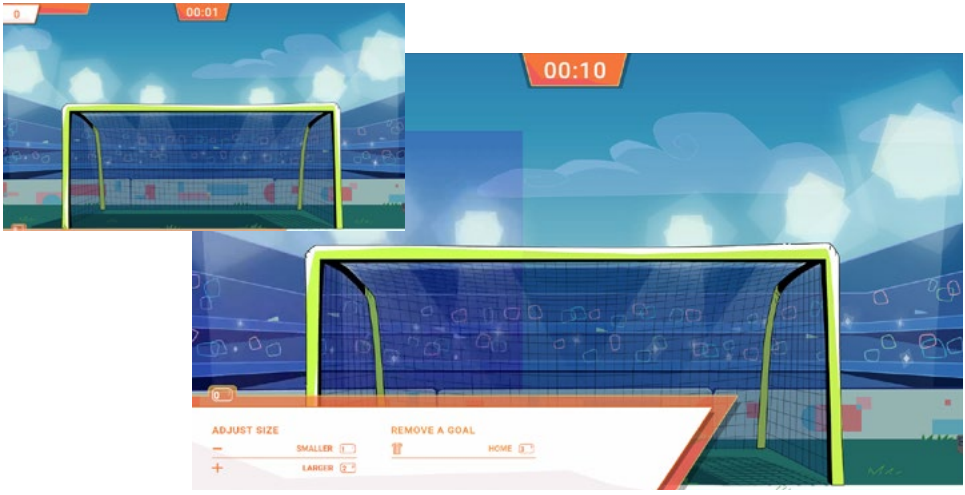


1. Name of the application
2. Game description
3. Name of the category
4. Selected application
5. Recommended number of teams
6. Recommended number of players
7. Recommended number of balls
8. Animated pictures of the application

You can explore its game modes and difficulty levels by clicking on an app, choose the number of teams, and more.

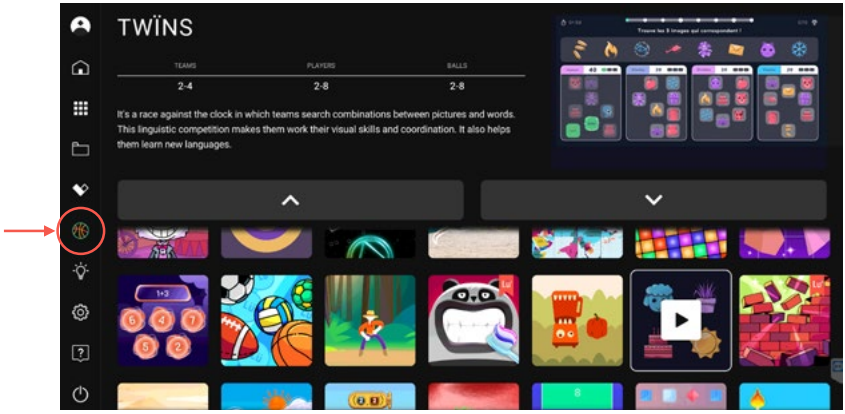


To change your game options, use the arrows of your keyboard controller and click on the options at the bottom of the screen to modify your choices.



In some apps, there is a menu that allows you to change features within the game. Press **“0”** on your keyboard controller to make the menu appear on the screen.

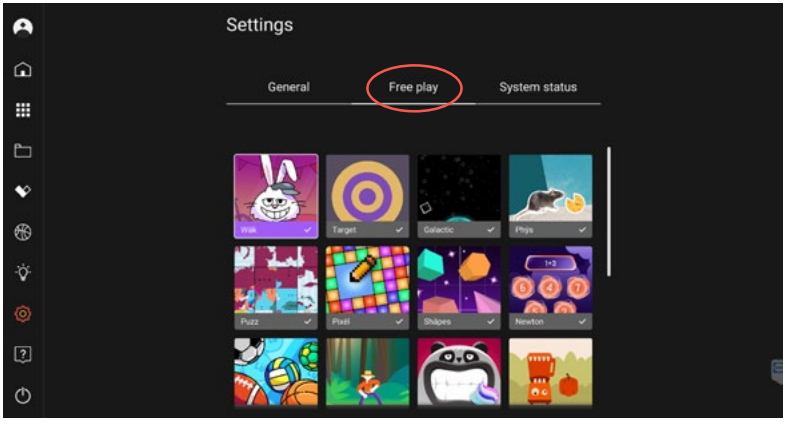
Free play mode



Free Play mode allows the player to select an application without using the keyboard. Throw a ball on the desired app and choose the game options to start the game.

You can activate this mode by selecting the basketball icon located in the left-hand side panel of the home page.

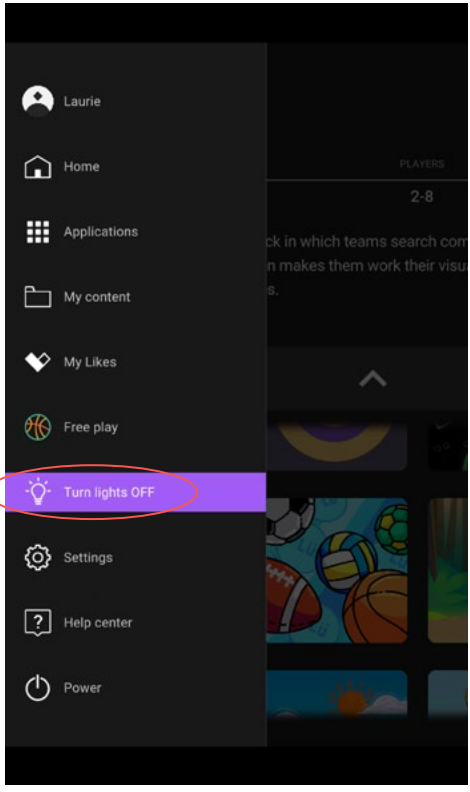
You can choose which applications will appear in the free play mode by going in the Settings tab and then, by going in the Free Play subsection.

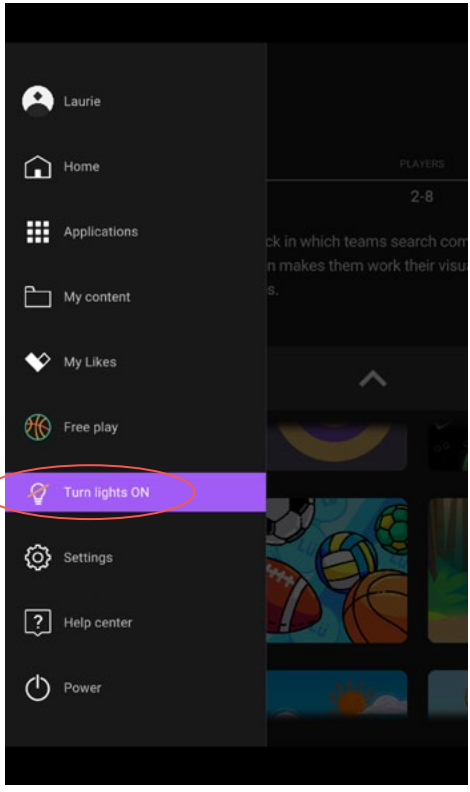


Light control

Turn ON and OFF the ligths

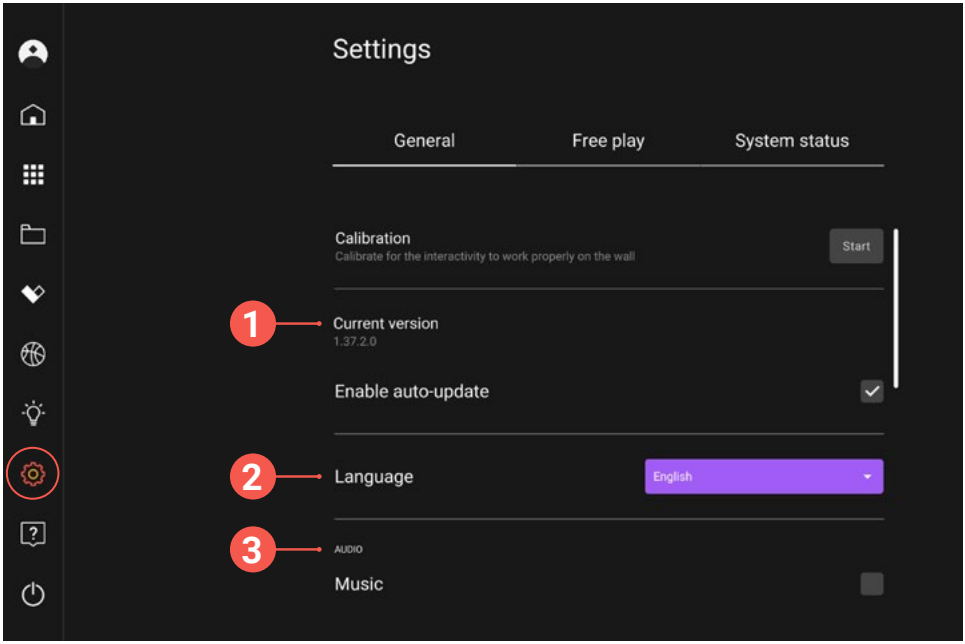
You can turn ON and OFF the lights of the light module by selecting the bulb icon. You can also press the **“F1”** key when your selection is on the home page.





Settings

Part 1

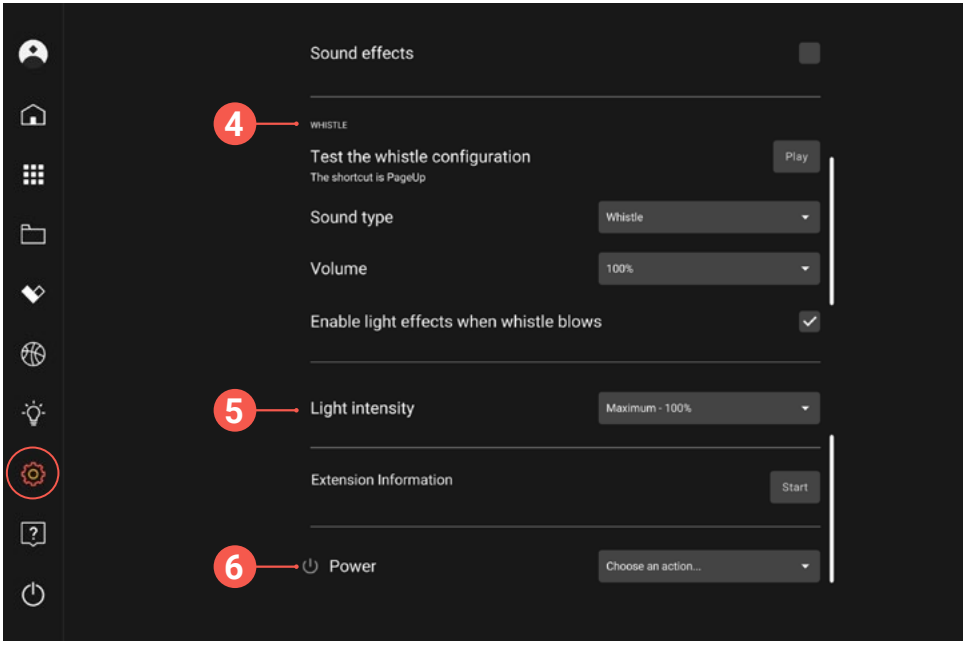


1 **Current version**
Allows you to determine if your system is up-to-date. When a new version of the system is available, you can download it manually or wait overnight for the system to update automatically if the **"Enable automatic update"** option is checked. You need an Internet connection to update your system.

2 **Language**
Allows you to change the language of the operating system.

3 **Audio**
Allows you to enable or disable music and sound effects for applications.

Part 2

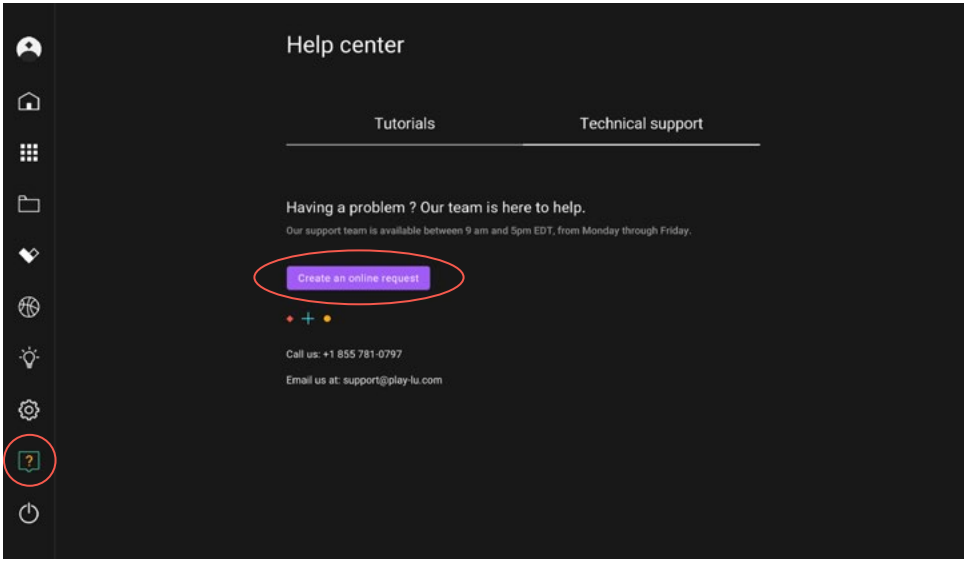


4 **Whistle**
Allows you to choose your whistle sound type and test it, adjust the volume and control the associated lighting effects. Press "**PgUp**" on your keyboard remote to activate it at any time.

5 **Light Intensity**
Adjusts the light intensity between 0 % and 100 %.

6 **Power**
Allows you to restart the system if you experience technical difficulties.

Troubleshooting



When you are having technical difficulties with your Lü, select the Help Center icon from the left-hand side panel. Then choose the method that works best for you to contact the support team.

On this page, you have the choice between :

- Creating a support request directly from the Lü application by clicking on **"Create an online request"**
- Calling us at the number indicated
- Emailing us at **support@play-lu.com**
- We also have help articles available directly on our website to assist you

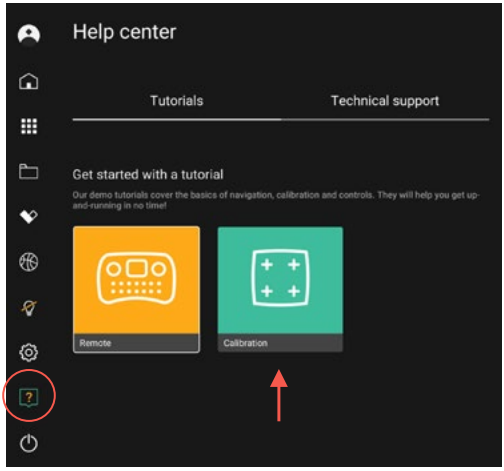
Calibration

Please take note that the camera was calibrated during installation.

You can calibrate the camera, which is used to detect the balls thrown on the wall. Once the system is calibrated, it is not necessary to repeat the operation for each use. Calibration should be performed when the detection of the ball on the wall is inaccurate or when there are false detections.

To calibrate the camera, follow the steps below

1. Select the gear icon from the home page
2. Click on the button Start
3. Choose the calibration method that suits you best: Automatic or Manual
4. If the calibration fails, try the other method
5. After the calibration is complete, select Test mode. Throw a few balls at different places in the projection to test the detection accuracy
6. Press "**ESC**", then "**OK**" to return to the home page
7. In case of technical difficulties, contact Lü's technical support



For more details on calibration, check out the **"Learn to calibrate the camera"** in the **Help center**.

LÜ COMMUNITY

How it works

There are also tutorial videos on our website!

Creative and passionate teachers are active everyday around the world to engage students in learning. Lü now thrives to connect them all. To achieve this goal, we're proud to introduce the Lü Community!



Discover

Lü Community is a peer-based, free and open online platform that allows teachers and other Lü users from across the globe to discover original content created by other Lü enthusiasts. Simply log on to your profile and select **"Discover"** to open up your Lü experience to a myriad of new possibilities! Content sharing is entirely optional, and it is possible for users to like and duplicate content created by others.



Share

Share content with the community so other users can instantly access it on their Lü systems. Be part of a new synergy between educators, coaches and leaders around the world to enable kids to develop their full potential.

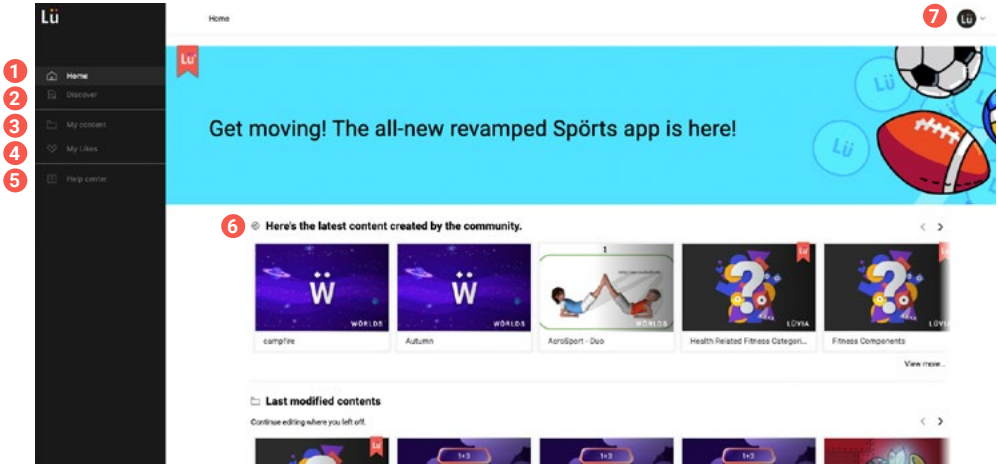


Create

Create your own content and customize existing one to use in a variety of Lü applications on your system. Collaborate with other departments to include cross curriculum pieces into your activities and instantly access your content in the **"My content"** tab of your Lü system interface.

To start creating your own content now, go to lu-community.com.

Homepage

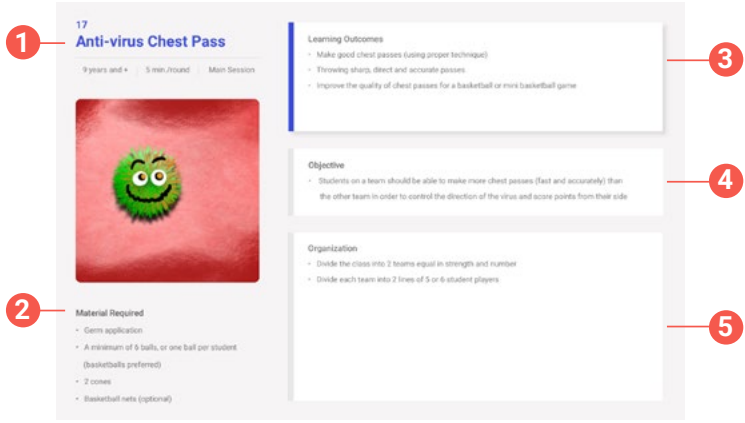


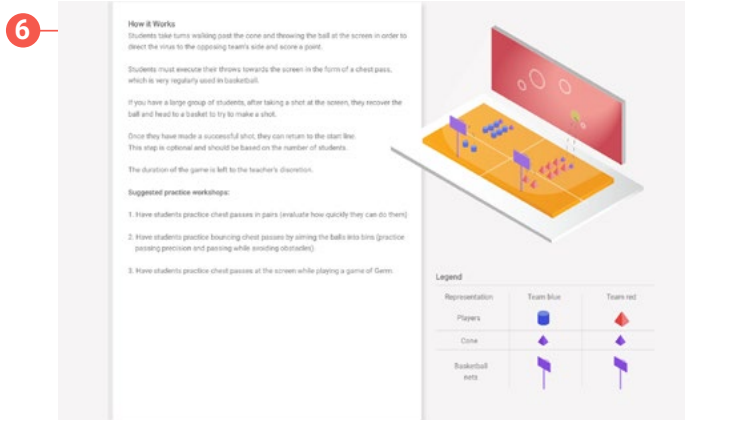
1. Go to the home page
2. Discover the content from other members
3. View the content you created
4. View your liked content
5. Go to the Help Center if you need technical assistance
6. Quickly access the content you recently edited
7. Access your settings

ACTIVITY GUIDE

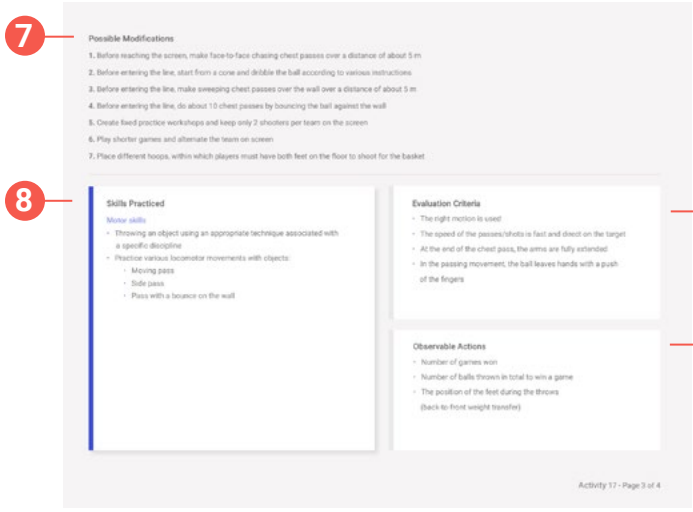
The activity booklet was created with the help of physical education teachers and is intended as a teaching tool for teachers, educators, and facilitators.

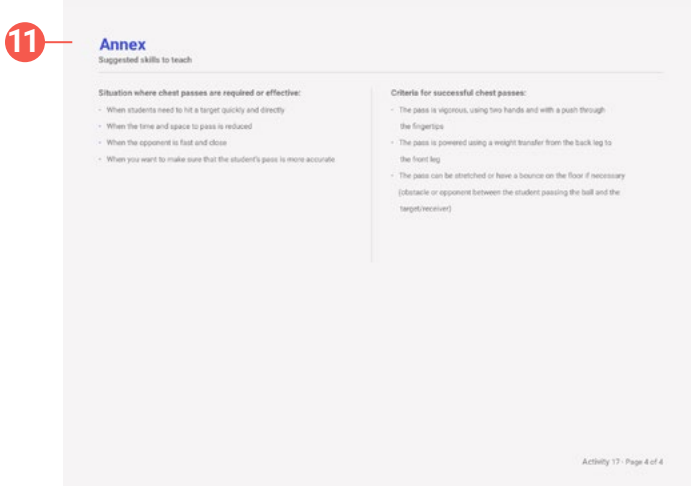
For each activity, the booklet contains the following sections





1. Activity and general information
2. Material Required
3. Learning Outcomes
4. Pedagogical objective of the activity
5. Organization
6. How it works





7 Possible variations 8 Skills developed 9 Evaluation criteria 10 Observables

11 Annex

RECOMMENDED MAINTENANCE

Getting rid of the dust (once a year)

- Make sure to clean up the equipments to get rid of the accumulated dust.
- Remove dust from the computer using a can of compressed air.
- Check that the air vents of the casing and the projector are not blocked by any dust accumulation.

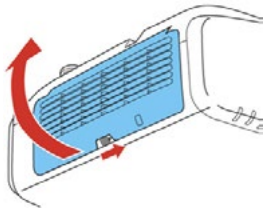
Cleaning the projector filter

You need to clean the projector's air filter in the following situations :

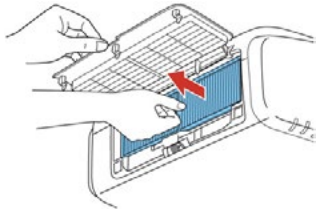
- The filter or vents get dusty
- You see a message telling you to clean it
- The projector's filter light flashes orange

To clean the filter, follow the steps bellow :

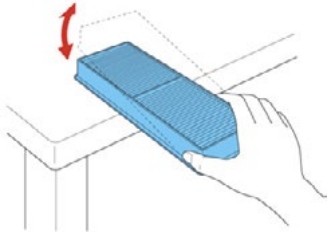
01 Turn off the projector, wait for the projector to beep, and unplug the power cord.



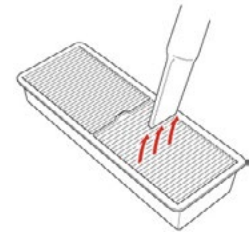
02 Slide the air filter cover latch and open the air filter cover.



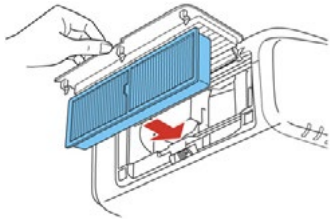
03 Pull the air filter out of the projector.



04 Tap each side of the air filter 4 to 5 times to shake off any excess dust.



05 Vacuum the front of the air filter (the side with the tabs) to remove any remaining dust. *Note : If dust is difficult to remove or the air filter is damaged, replace the air filter.*



06 Place the air filter back in the projector as shown and push gently until it clicks into place.

07 Close the air filter cover.

LÜ LIMITED WARRANTY

One-year limited warranty on system

What Is Covered: Lü Interactive Playground Inc. (“Lü”) warrants to the original purchaser of the system this limited warranty statement that the product will be free from defects in workmanship and materials for a period of one (1) year from the date of original purchase.

Three-year limited warranty on projector and 90-day limited warranty on lamp

What Is Covered: Lü Interactive Playground inc. (“Lü”) warrants to the original purchaser of the Epson projector product enclosed in Lü system, with this limited warranty statement that the product will be free from defects in workmanship and materials for a period of three (3) years from the date of original purchase. This limited warranty applies only to the projector and not to the projector lamp, which carries a limited warranty period of ninety (90) days from the date of original purchase. For warranty service, you must provide proof of the date of original purchase.

Three-year limited warranty on the computer

Lü Interactive Playground inc. (”Lü”) warrants to the original purchaser of the Intel or Dell computer enclosed in the Lü system for a duration of three years from the date of original purchase. The warranty cover the parts, but not the labor or service needed on site for the last two years of warranty.

CONTACT INFORMATION

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