



1. Name of the product

Aura Projector – Saver Pack

2. Product code

21508130

3. Colour

As pictured



4. Brief description

A projector for decorative use at home in a darkened room. With a suitable brightness for bedrooms (Nenka LED, 100LED and LED Projectors are better adapted for multi-sensory rooms – brighter and larger distance).

5. Content

- 1 x Aura Projector
- 1 x power supply
- 1 x liquid wheel
- 2 x effect wheel
- 1 x table stand (foam ring)

6. Sensory stimulation

sight

7. General

Use the product indoors, in a dark environment. Project onto a flat, white or light-coloured and smooth surface. This projector is best suited for smaller spaces. Use the included effect wheel.

8. Commissioning

- Mount the projector
- Attach the effect wheel (by use with non-magnetic wheels, remove the magnet adapter)
- Connect the power supply

9. Additional information

- The projector has the following features:
- Timer
- Dimmer
- LED lamp (no replacement needed, no heat)
- Includes 1 x liquid wheel + 2 effect wheels
- Built-in wheel motor
- 12 volt version can also be used in bathrooms
- Not to be used in combination with the Panorama rotator, Deformation wheels, Front prism and Multi-facet mirror.

10. Safety





- Always use this item under supervision.
- Install the product indoors in a dry environment.
- Do not use the product if the plug is damaged or if the projector has fallen.

11. Technical information

Power supply: 9V AC 6W

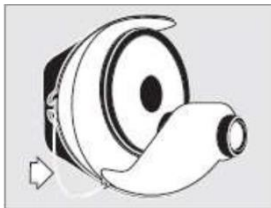
Size: 20 x 20 x 20 cm

Weight: 889 grams



12. Installation

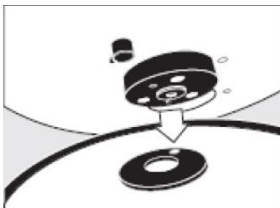
1. Choose a suitable location for the projector so that no one will trip over the power cable, pull it or come into contact with hot surfaces. If an extension cord is required, provide a cord with a current at least equal to that of the appliance. Otherwise, the appliance may overheat.



2. Place the projector on the table stand (foam ring).

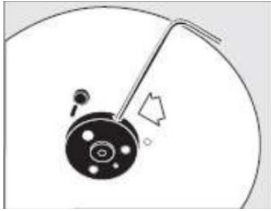


3. Install the included effect wheel. This works with a magnet - the slider on the left side of the magnetic adapter should be at the top, as shown in the image. Place the magnetic wheel on the magnetic adapter on the projector. To remove the wheel, you can lift the wheel.



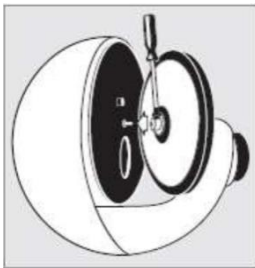
4. To use the standard effect wheels with this projector, the magnetic adapter must first be removed from the projector. To do this, use a small allen key and place it in the hole at the top of the magnetic adapter. Turn the allen key counterclockwise to release the adapter from the projector





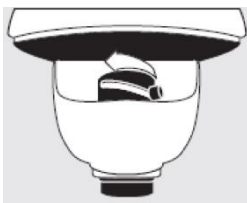
Note: You must turn on the projector to put the wheel motor in the correct position. The opening at the top of the magnet must be facing the top of the projector.

To re-attach the magnetic adapter, make sure that the flat side of the axis is facing the top of the projector. Place the magnetic adapter on the shaft and turn the allen key clockwise. The adapter attaches to the projector.



After removing the magnetic adapter, push the wheel onto the axle of the wheel motor, as shown. This is easier if you turn the effect wheel lightly, with up and down movements.

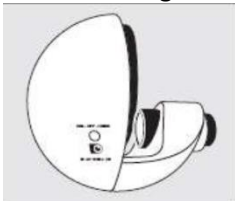
To attach liquid wheels, tighten the phillips screw to the axle of the wheel motor, as shown. To loosen the liquid wheel, unscrew the wheel screw and ensure that the wheel is held vertically and straight. Use both hands to remove the wheel from the shaft.



5. Connect the power supply to the right side of the projector and plug it into the wall socket. The projector turns on by holding down the button.

6. To change the quality of the projected effect, turn the slider on the lens forwards and backwards until the desired focus is reached.

7. The maximum image size must not exceed 4 meters (diameter).



8. To turn off the projector, press the "DIM - OFF - TIMER" button until the light goes out.



9. To dim the image, press and hold the 'DIM – OFF – TIMER' button until the light output reaches the desired level. **Note:** With liquid effect wheels, it can take up to 15 minutes for them to start working. The oil containing these wheels must be warmed up. This heat comes from the projector.

10. Using the timer function is ideal for those who want to turn off the projector automatically after a certain time. Turn on the projector and wait 10 seconds. Press the 'DIM – OFF – TIMER' button twice. The light on the projector will flash briefly, this means that the timer function is switched on.

The timer is automatically set to 30 minutes, then dims and switches off.

11. A free app is available to control the aura projector remotely. The app is available as IOS and Android and can be downloaded from the Google Play app store.

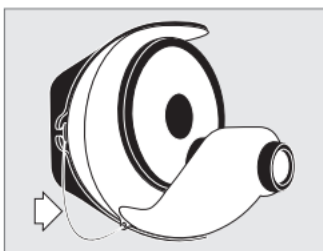
12. Mounting wall bracket (sold separately)

Mounting the Projector



The projector can be mounted using the provided table stand (foam ring) or wall mount.

The wall mount should be screwed to a wall in a vertical position so that it supports the bottom and top of the projector. Fixtures and fittings are provided.



Note:

When wall mounting, the safety cord should be fitted to the projector. To do this, attach the spring clip on the safety cord onto the side of the projector as per the image left.





13. App (additional feature)

The app was created free of charge to allow users to control the aura projector remotely. The app is available on IOS and Android platforms and can be downloaded from the Apple App Store or the Google Play Store.

Configuration

The Aura projector must be configured to be part of your home Wi-Fi network. This configuration process only needs to be done once. (Note: Before starting the configuration, write down the SSID of your home Wi-Fi network and the password)

1. Download and install the 'OPTI Kinect' app on your mobile device;
2. Open the app, click the white 'Sign Up' button and follow the instructions to create a user account. Make sure you select the correct geographic region from the drop-down menu and click the checkbox to the left of the user agreement;
3. Once your user account is set up and verified and you are logged in to your user account, make sure Aura projector is turned on;
4. Press the 'Manual Control Button' on the side of the projector 3 times quickly (max 0.5 seconds between presses). After a few moments, the light on the projector begins to fade up and down continuously, indicating that the projector is in pairing mode;
5. Go to the Opti Kinect App. If this is not already the case, go to the 'Home' page (bottom left of the screen);
6. Make sure that the projector's light is still going up and down, then click on the blue 'Add Device' button in the app. The app will now search for available devices;
7. A pop-up will now appear with an Opti Projector that you can add. Click 'Go to add';
8. You will now see the newly added device, which will be displayed as 'Opti Projector'. You can click the editing symbol(s) next to the device name to change the device name if you want;
9. Once you're done, click 'Done' (top right of the screen);
10. The control panel of the device should appear, and you can now control all the functions of the projector from the app, as well as set timers and schedules, etc..

Note: To add another Aura projector or other compatible Opti products to the app, follow the same process as above, starting with step 4.

Using the app to control the Aura

To control the projector using the OPTI Kinect app, go to the app's home page. This page shows you all the devices you've added to the app.

Basic control

The basic functions of the Aura (on/off/dimming) can be controlled directly from the Home page of the App. To the right of each device listed on the home page, you'll see a power button. Click to turn the corresponding device on and off.

In addition, each device listed on the home page also has a "Common functions" control. Click on the green 'Common Functions' text for the device you want to control and the Common Functions buttons will appear below the text. You can use these buttons to control both on/off and dimming.





Notes: When you control dimming, the brightness level changes to the new setting when you release the slider. It will not change if you move the slider.

The dimming control is independent of the on/off control. You can still adjust the dimming level when the device is set to Off, and the new setting appears when you turn it back on.

The minimum dimming level is 10%. If you want the light to go to 0% brightness (i.e. off), you must use the power button .

Complete control

The full range of functions for the Aura Projector can be controlled by going to the dedicated Device panel.

On the home page, choose which device you want to control and click anywhere in the gray box for that device where there is no direct control button (for example, on the image or on the device name).

The special device panel will open and you can now control all the functions of the projector.

On/Off

Click the large circular button at the bottom center of the screen to turn the projector on and off.

Dimming

Move the blue slider to control the brightness of the lamp. You can also use the buttons on each end of the slider to change the brightness in 10% increments. (Note: Minimum brightness is 10%)

Speed Click on the "

and " buttons to the left and right of the speed controller to change the rotation speed of the wheel

gradually change. You can also click anywhere on the watch face to change the speed directly to that setting.

Direction

: Use the two directional buttons directly below the speed controller to control the direction of rotation of the effect wheel. (Note: default is counterclockwise – RH button)

On/off timer

You can set a timer to turn the Aura on or off after a certain period of time. If the Aura is already on when you set the timer, it will turn off after the set period. If the Aura is already off when you set the timer, it will turn on after the set period.

To set the timer, click the 'On/Off Time' button at the bottom left of the screen. A pop-up will appear where you can set the desired time. Configure your chosen time period, then click Confirm.





The 'On/Off Timer' button will now display 'On After' or 'Off After', depending on the current status of the projector and the set time period. When the time has elapsed, the projector turns on or off according to the current status and the 'On/Off Timer' button returns to normal.

(Note: During the timer countdown, the remaining time is not displayed, only the total duration of the timer).

Timetable

You can set a schedule to enable or disable the Aura at a specific time of day and on any chosen day(s) of the week. You can set up multiple scheduled events to perform on or off functions that meet your needs.

To set a schedule, click the 'Schedule' button at the bottom right of the screen. A scheduling screen will appear. Click 'Add'. A pop-up window will appear where you can configure an on or off event. Set the desired time of day for the event and select which days of the week you want the event to take place, then set the type of event you want, either "On" or "Off."

You also have the option to set a name for the event and choose whether you want to be notified when the event takes place.

When you have finished configuring your options, click 'Save'.

Repeat the above process for each additional event you want to schedule. For example, if you want the projector to turn on at a certain time and turn off at a certain time, you need to create two scheduled events. One for the 'on' event and one for the 'off' event.

Edit and delete

To edit the name, access additional features, or remove a device from the app, go to the device panel for that specific device, then click EDIT. A page will appear with various options that you can configure to your own preference.

To remove the device from the app, scroll to the bottom of the EDIT page and click Remove Device. A pop-up will appear asking you if you just want to disconnect the device or if you want to disconnect and erase data. Click your desired option.

Scenes & Automation

The OPTI Kinect app also offers the ability to set extensive scene and automation presets, with independent control over all individual functions of the projector.

To access these features, click Smart from the home page (bottom center of the screen). The automation page opens where you can then add and configure multiple events and schedules to meet your needs. Feel free to experiment and familiarize yourself with all the powerful features in this section. (You can always edit or even delete anything you create if you go wrong first).





Groups

If you have more than one Aura (or other compatible OPTI devices) added to the app, you can create a group with two or more devices and control all devices within the group at the same time. If desired, it is also possible to create multiple groups.

To create a group, open the Device Panel for one of the individual devices. Click 'EDIT' (top right) and then select 'Create Group'. A list of all available devices will appear, with that of the currently active device panel at the top, as the first device already added to the group.

Select which other devices you want to add to the group by clicking on them, then click 'Save' (top right). A pop-up will appear asking you to name the group. Enter a name of your choice and click 'Save'. A new device panel will now appear with the name of the group you just created and you can now control all the devices in that group at the same time.

When you return to the home page (left arrow - top left), you will see that the new group appears along with all the individual devices. You can perform the basic control of the group from the home page in the same way as for an individual device, or you can click on the group and go to the dedicated device panel for full control.

To edit or delete a group, follow the same procedure as for a single device, as described in "Edit and delete" above.

Note: The "timer on/off" feature is not available for group control, but you can still set schedules in the same way as for individual devices.

14. Care and maintenance

- Only use and store the Aura Projector in a dry environment and temperate climates. Avoid excessive heat, moisture, dust and vibration.
- For cleaning and maintenance, it is important that the projector is disconnected.
- Do not attempt to disassemble the projector.
- To clean the lens, use a tissue or lens cloth with a small amount of pure alcohol.
- Do not just try to repair this projector unless you are qualified to do so and you are working under the direction of the manufacturer.
- Carefully pull the plug out of the socket to disconnect the product.

For more information, you can visit our website www.nenko.com

