Stealth Products

i-Drive Interactive Game

OWNERS MANUAL

Loonz

Stealth's Owner's Manual for the Loonz Multi-Level Training Game for Alternative Drive Controls

Stealth Products strives for 100% customer satisfaction. Your complete satisfaction is important. Please contact us with feedback or suggested changes that will help improve the quality and usability of our products.

You may reach us at:

Stealth Products, LLC
104 John Kelly Drive, Burnet, TX 78611
Phone: (512) 715-9995 Toll Free: 1(800) 965-9229
Fax: (512) 715-9954 Toll Free: 1(800) 806-1225
info@stealthproducts.com www.stealthproducts.com

General

Read and understand all instructions prior to the use of the product. Failure to adhere to any recommendations and warnings in this document may result in property damage, injury, or death. Product misuse due to failure of following any instructions will void the warranty.

Immediately discontinue use if any function is compromised, parts are missing, loose, or shows signs of excessive wear. Consult with your supplier for repair, adjustment, or replacement.

If this document contains information you do not understand, or there are concerns about safety or operation, contact your supplier.

Important Information!

All persons responsible for fitting, adjustment, and daily use of the devices discussed in these instructions must be familiar with and understand all safety aspects of the devices mentioned. In order for our products to be used successfully, you must:

- Read and understand all instructions and warnings.
- Maintain our products according to our instructions on care and maintenance.
- Devices should be installed and adjusted by a trained technician.

All programming and configurations MUST be completed by a certified ATP or trained technician.

This owner's manual contains programming instructions and statements that are meant to be followed by a certified ATP or trained technician.

Once connected to Loonz, the i-Drive will no longer send a signal to the chair until disconnected from Loonz. This means that the i-Drive will not be able to control or operate the chair while connected to Loonz.

Supplier Reference

Supplier: _____

Telephone: _____

Address: _____

_____

Purchase Date: _____

Model: _____

Before you install or begin using this product, it is important that you read and understand the content of this owners manual and its warnings. This manual will guide you through the options and possibilities with the product.

Information in this manual is written with the expressed intent of use with standard configurations. They also contain important safety and maintenance information, as well as describe possible problems that can arise during use. For further assistance, or more advanced applications, please contact your supplier or Stealth Products at (512) 715-9995 or toll free at 1-800-965-9229.

Always keep the manual in a safe place so it may be referenced as necessary.

All information, pictures, illustrations, and specifications are based on the product information that was available at the time of printing. Pictures and illustrations shown in this manual are representative examples and are not intended to be exact depictions of the various parts of the product.

⚠CAUTION

These products are designed to be fitted, applied, and installed exclusively by a health care professional trained for these purposes. The fitting, application and installation by a non-qualified individual could result in serious injury.

Ordering Documentation

You can download additional copies of this owners manual on the Stealth website:

https://stlpro.site/stealth-docs

and search: *Loonz Owners Manual* in the search bar at the top of the page.

Our products are designed, manufactured, and produced to the highest of standards. If any defect in material or workmanship is found, Stealth Products will repair or replace the product at our discretion. Any implied warranty, including the implied warranties of merchantability and fitness for a particular purpose, shall not extend beyond the duration of this warranty. Stealth Products, LLC does not warrant damage due to, but not limited to:

- Misuse, abuse, or misapplication of products.
- Modification of product without written approval from Stealth Products, LLC.
- Any alteration or lack of serial number, where applicable, will automatically void this warranty.
- Stealth Products, LLC is liable for replacement parts only.
- Stealth Products, LLC is not liable for any incurred labor costs.

No person is authorized to alter, extend, or waive the warranties of Stealth Products, LLC.

Stealth Products warrants against failure due to defective materials or workmanship:

Covers: 2 years

Hardware: 5 years

Electronics: 3 years

In Case of Product Failure

In the event of product failure covered by our warranty, please follow the procedures outlined below:

1. Call Stealth at +1 (512) 715-9995 or toll free +1-800-965-9229.
2. Request the Returns Department or obtain an RA from the Returns Department and follow department or documentation instructions.

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Warning Labels 6.1

Warnings are included for the safety of the user, client, operator and property. Please read and understand what the signal words **SAFETY, NOTICE, CAUTION, WARNING** and **DANGER** mean, how they could affect the user, those around the user, and property.

⚠ **DANGER**	Identifies an **imminent** situation which (if not avoided) will result in **severe injury**, **death**, and **property damage**.
⚠ **WARNING**	Identifies a **potential** situation which (if not avoided) will result in **severe injury**, **death**, and **property damage**.
⚠ **CAUTION**	Identifies a **potential** situation which (if not avoided) will result in **minor** to **moderate injury**, and **property damage**.
NOTICE	Identifies important information not related to injury, but possible **property damage**.
SAFETY	Indicates steps or instructions for safe practices, reminders of safe procedures, or important safety equipment that may be necessary.

Limited Liability 6.2

Stealth Products, LLC accepts no liability for personal injury or damage to property that may arise from the failure of the user or other persons to follow the recommendations, warnings, and information in this manual.
Stealth Products does not hold responsibility for final integration of final assembly of product to end user. Stealth Products is not liable for user death or injury.

Testing 6.3

Initial setup of the game should be tested before client use. Check that all functions of the game are setup and working properly.

Call Stealth Products if you are experiencing technical issues.

Intended Use 7.1

Loonz is a single player, multi-level training game designed to allow users of alternative drive controls to learn and practice driving in a safe and fun environment.

Features 7.2

- Helps safely train end users to drive a power wheelchair.
- Can be used with any i-Drive controls.
- 16 stage game that progressively increases in difficulty.
- Statistical feedback can be collected to send to anyone (Ex. Clinical team, dealer, family, etc..).
- The app can be found searching for Trident Research on both the Windows and Apple store.

Prior to Installing 8.1

Before downloading the Loonz game, your i-Drive 4.0 will need a firmware version of 4.5 or higher.

Loonz can be used with any i-Drive control:

- Head Array
- PMPJ-1
- Sip 'N Puff
- Switches & Sensors
- Linked Drive

If *No Reverse* is plugged in, assigned, or detected, the game will use the delay that is set in i-Drive. A double tap of forward will toggle between *Forward* & *Reverse* during game play.

NOTICE

The PC, tablet, or mobile device must have wireless capabilities in order to play the Loonz game.

NOTICE

To download the Loonz game, your PC must be Windows 10.

NOTICE

The only calibration required is if using a PMPJ joystick. Calibrate to the i-Drive first before using Loonz.

*The App and PC download is free.

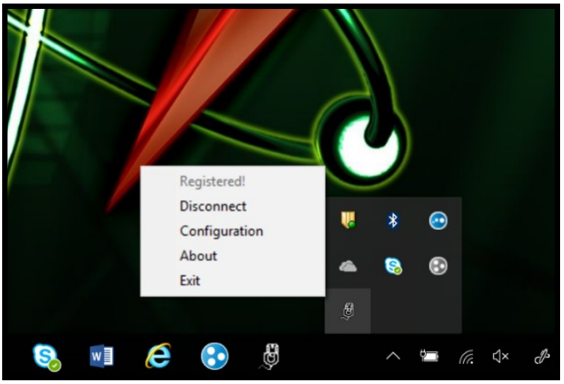
Using with Mouse Emulation 8.2

Loonz and the i-Drive Mouse Emulation cannot be used simultaneously. The Mouse Emulation app must be completely closed before attempting to connect to Loonz.

Step 1: Right click on the mouse app icon.

- This should be located in the system tray, next to the clock on the taskbar.

Step 2: Left click on Exit.



Pairing to the PC 9.1

The PC version of Loonz requires the i-Drive to be paired to the PC before you try to use the game. The PC must be Bluetooth capable in order to operate the game.

Step 1: Open the Settings Application (in Windows 8 and 10, this is the Gear icon).

Step 2: Go to *Devices* then *Bluetooth* on the left plane.

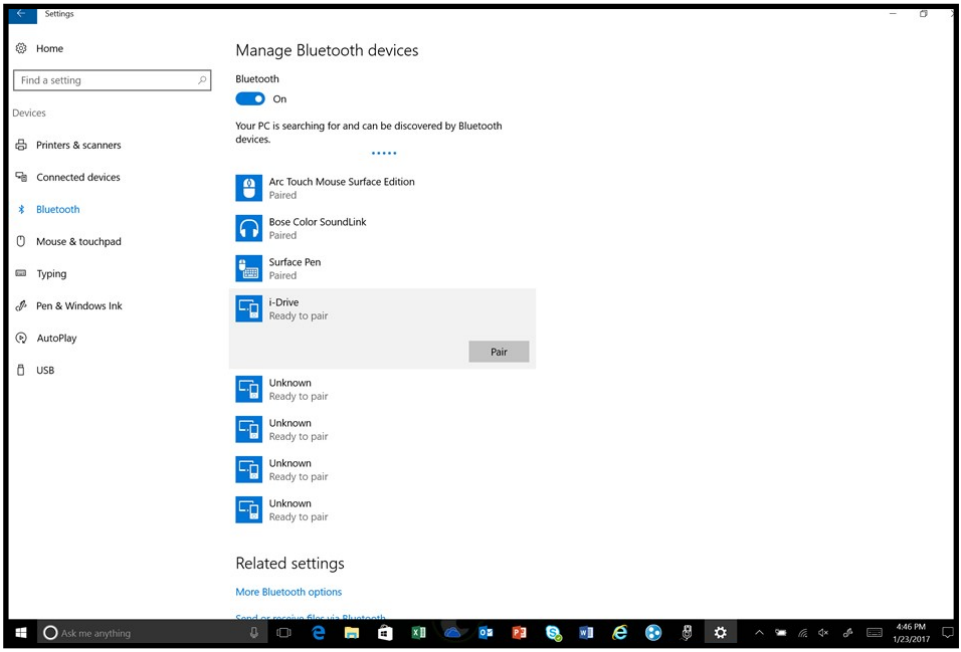
Step 3: If Bluetooth is not turned on, turn it on.

Step 4: Windows will automatically begin scanning for devices. Look for your i-Drive (usually named 'i-Drive').

Step 5: Click on the i-Drive and a window will appear asking you to enter the PIN. This is the serial number on the Stealth Products sticker on the i-Drive case. Click *OK* after you have finished entering the PIN.

Step 6: If you entered your PIN correctly, a progress bar should show for your device.

Step 7: Once successful, the progress bar should change to the text, *'Paired'.*



NOTICE

The iOS version of Loonz does not require you to pair to the device first.

Connecting to the Game 10.1

Step 1: When the PC is paired to the device, the user is ready to play the game.

Step 2: Open the app and click *Connect.*

Step 3: Select the appropriate device. All i-Drives within range will show up here.

- It can be helpful to give your i-Drive a specific name when using in a space where multiple i-Drive's may be in range at any given time.

Step 4: A *Connected!* message will appear when successful. A log in is not required to play the game. When connected, the interface will not output a signal to the chair.

Step 5: Click *OK.* This will return the player to the Main Menu.

NOTICE

The color settings of the game can be changed to Black and White through the device settings.

Step 6: If you don't see the i-Drive you are looking for, try selecting *Refresh Devices.*

Step 7: If there is a problem connecting, you will see an error message. It is most likely that the i-Drive has not been paired to the device yet.

Playing Loonz 11.1

When the game has been connected, you will see a *Stage Select* option. Click on this to choose stages.

From here, the player can go back to the Main Menu or play selected stages.

When the *Play Stage* is selected, the objective of that stage will appear. This will state what the goal of the stage is.

Step 1: Select '*Take Off!*' to play.

Step 2: Select *'Wait!'* to choose another stage.

Viewing the game screen

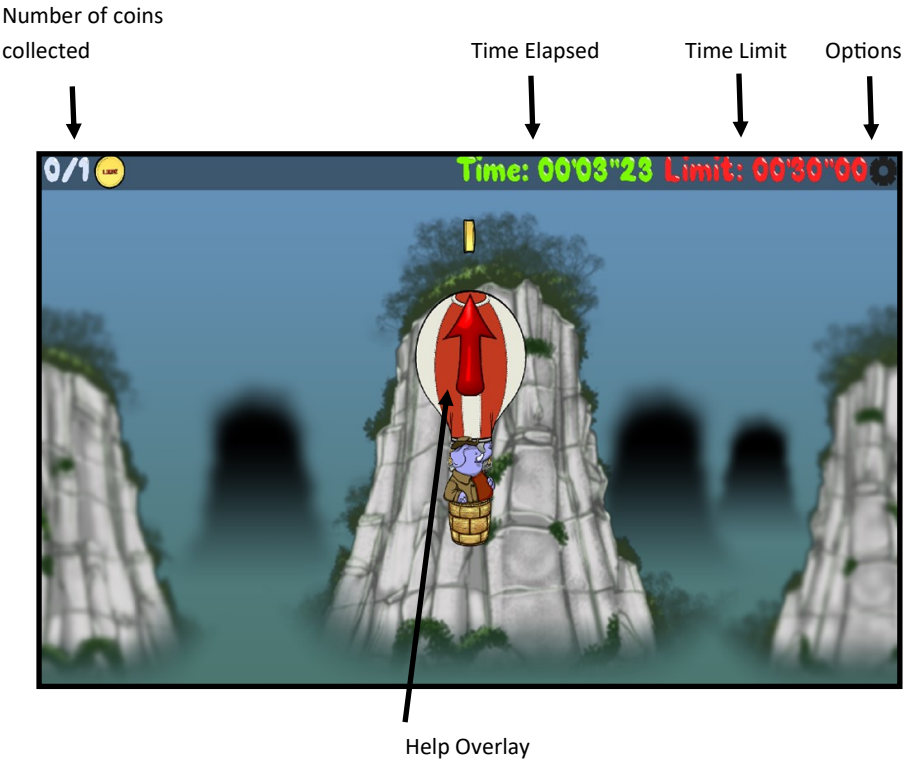
Stage Select

There are 16 stages that progressively become harder as you advance.

You Missed One!
Return to Main Menu
Play Stage

Treacherous Treasure Trove!
Return to Main Menu
Play Stage

What is Everything? 11.2



Click on the *Gear* icon in the top right corner to adjust the options.

Character Speed-Adjusts the speed of the balloon and affect the time limit. As you slow the character speed, the time limit will increase. At 0-50% total speed, you will have full time specified in the map file. At 100% total speed you will get half the time specified in the map file as the character can move roughly twice as fast.

Ex) Map file specified time= 2:00 @ 50% speed=2:00 time
100% speed= 1:00 time

Help Overlay-Turn on or off the red directional arrows that show up during game play.

Stages 11.3

1. **Up Up and Away!**

   -This stage will test the players' ability to give a forward command to collect a coin. The stage is complete when the coin is collected.

2. **To the Right!**

   -This stage will test a players' ability to navigate to the right to collect a coin. The stage is complete when the coin is collected.

3. **To the Left!**

   -This stage will test a players' ability to navigate to the left to collect a coin. This stage is complete when the coin is collected.

4. **Bring 'Er Down!**

   -This stage will test a players' ability to give a reverse command. This stage is complete when the player successfully lands the balloon on the landing pad.

5. **Can You Reach That For Me?**

   -This stage will test a players' ability to give a forward command to collect a coin, then a reverse command to land. This stage is complete when the player successfully lands the balloon on the landing pad.

6. **Side to Side!**

   -This stage tests a players' ability to navigate to the left to collect a coin, and then navigate to the right to collect a coin. This stage is complete when the player collects both coins.

7. **Push On!**

   -This stage tests a players' ability to navigate to the left to collect a coin, then give a reverse command to land. This stage is complete when the player successfully lands the balloon on the landing page.

8. **You Missed One!**

   -This stage tests a players' ability to navigate to the left to collect a coin, and then give a reverse command to land. This stage is complete when the player successfully lands the balloon on the landing pad.

9. **If I Could Just Reach It**

   -This stage will test a players' ability to give a forward command to collect a coin, then a reverse command to land. This stage is complete when the player successfully lands the balloon on the landing pad.

   -Vines are introduced. Get too close and your balloon will pop.

10. **Careful, There be Vines**

    -This stage tests a players' ability to navigate to the left to collect a coin, and then navigate to the right to collect a coin. This stage is complete when the player collects both coins.

    -The coin is very close to the vines.

11. **Proceed With Caution**

    -This stage tests a players' ability to navigate to the right to collect a coin, and then give a reverse command to land. This stage is complete when the player successfully lands the balloon on the landing pad.

    -The coin is very close to the vines.

12. Come Back for the Coin!

-This stage tests a players' ability to navigate to the left to collect a coin, and then give a reverse command to land. This stage is complete when the player successfully lands the balloon on the landing pad.

-The coin is very close to the vines.

13. Treacherous Treasure Trove!

-This stage puts all of the players' skills to the test. There is a random scattering of coins. This stage is complete when the player successfully lands the balloon on the landing pad.

-Vines are still there.

14. Gravity Always Brings Me Down!

-This stage puts all of the players' skills to the test. There is a random scattering of coins. This stage is complete when the player successfully collects all of the coins and lands the balloon on the landing pad or when time runs out.

-Gravity is introduced. The more coins you collect the faster the balloon will drop on its own. Drop off coins and lighten the load by landing on the landing pad.

-Vines are still there.

15. Wind's Day!

- This stage puts all of the players' skills to the test. There is a random scattering of coins. This stage is complete when the player successfully collects all of the coins and lands the balloon on the landing pad or when time runs out..

-Wind is introduced. A gust will occasionally blow the balloon left or right.

-Gravity is still there.

-Vines are still there.

16. Free For All!

-This stage puts all of the players' skills to the test. There is a random scattering of coins. Collect as many as possible before time runs out. Coins will respawn at different rates. This stage is over when time runs out.

-Wind is still there.

-Gravity is still there.

-Vines are still there.

NOTICE

Most stages that have a landing pad do not require the player to collect the coin(s) to complete the stage; only a successful landing on the pad. The overall score will be penalized if a coin is not selected.

NOTICE
Anytime that *No Reverse* is assigned, a double tap of forward will toggle between forward and reverse during game play.

If no reverse is plugged in, assigned, or detected, then the game will use the delay that's set in i-Drive. The system needs a base for the double-tap time, regardless of whether or not multi-tap is actually activated. It may be a good idea to calibrate multi-tap if this delay is too long and effecting game play.

Coins

The user can still complete a level if they miss a coin.

Vines

Watch out for the vines! They will pop your balloon!
-Vines start at level 9 and up.

Gravity

Coins make the balloon heavy. Drop off the coins to lighten the load!

-Gravity begins on level 14. The more coins you grab, the faster your balloon will drop without hitting reverse.

Wind

It comes from both directions.

-Wind is in stages 15 and 16.

Results 11.4

Once a stage has been cleared, the results will be displayed. For more details click on *Statistics*.

Statistics will provide detailed information on what was happening during play. *'Send Results'* will allow a player to send statistics to anyone.

Selecting *'Send Results'* will generate a CSV file that can be saved or sent by email. iOS devices will automatically open the email app and add this as an attachment. Information provided in the CSV file will include:

- Precision
- Coins
- Time
- Overall score
- Number of right presses
- Number of left presses
- Number of forward presses
- Number of reverse presses
- Time right
- Time left
- Time forward
- Time reverse
- Preferred direction

NOTICE
The CSV file can be sent to the users clinical team, therapists, doctors, family members, teachers, etc...

Dealer Assistance 12.1

During first time use by the client, it is advised that the dealer or service technician assists and explains the different drive configurations to the customer (the user and/or the attendant). If needed, the dealer can make final adjustments.

User Testing 12.2

It is important that the customer is fully aware of the installation of Loonz, how to use it, and what settings in the software can be adjusted in order to play the game properly. As a dealer, proceed as follows:

- Explain and show the customer how you have executed the installation, and explain the functions that have been assigned to the device.
- Show the client how the game is played and how to properly maneuver in order to advance to the next stages.

Conditions Of Use 12.3

The Loonz game is intended for use as installed by the dealer, in accordance to the installation instructions in this manual.

- The foreseen conditions of use are communicated by the dealer or service technician to the user and/or attendant during the first time use.
- If the conditions of use change significantly, please contact your dealer or a qualified service technician to avoid excessive wear and tear or unintended damage.

Care and Maintenance 13.1

Ensure the hardware you are using stays in working order by keeping it cared for and maintained.

- Keep electronics dry and out of the water.
- Periodically check the hardware for loose screws or worn parts. Replace or repair the parts as needed.
- To clean the aluminum, use a mild, nonabrasive household cleaner.
- On the hardware, lightly tighten set screws until they are snug, and then tighten an extra quarter turn.
- Ensure strain relief is tight (slightly pull on power cord and ensure strain relief is tight).

⚠ WARNING

Do no overtighten set screws. Over tightening set screws will prevent hardware from functioning properly and could cause irreversible damage to the hardware.

Safety 13.2

Avoid getting electronics wet and working on electronics with wet or damp hands. This could cause minor to severe electrocution, resulting in personal injury and/or product damage.

⚠ CAUTION

Periodically check Diagnostics for real-time data information to verify that all sensors are functioning properly.

Technical Data 13.3

The i-Drive Bluetooth Interface was tested and found to be in compliance with the required criteria and met the standards of IEC60601-1-2:2014 (Edition 4.0); RESNA WC-2:2009.

Stealth Products, LLC. • info@stealthproducts.com • www.stealthproducts.com
+1(800) 965-9229 | +1(512) 715-9995 | 104 John Kelly Drive, Burnet TX 78611

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