

WAVE To Play - At A Glance

WAVE to Play is a proximity sensor that responds to the “Wave” of a hand, allowing the viewer to trigger a video on a digital signage screen from a distance of between one to three inches.

Imagine the Advantage

WAVE can be installed underneath any non-metal material up to three inches thick. Wave to Play allows an “attract screen” to seamlessly auto loop while allowing additional content to be triggered with a hand wave motion across a designated area, counter or display.

WAVE to Play Gen2 features two ports, enabling it to connect to ten additional WAVE to Play devices and a dial that can be set to trigger one of multiple programmed videos. The unit is roughly half the size of the original (now 3.5” x 2.25” x 1”) making it easier to accommodate. It comes with a cable that allows for dry contact triggering which can now be integrated with most 3rd party media players or any other device that requires a dry contact switch.

Our WAVE solution can be used with our 4K VP90, 4K VP71XD, and our upcoming VP72 & VP92 industrial digital media players. This full solution works right out of the box and you will be up and running in less than five minutes.

Examples & Scenarios

- **Museums:** Install a wave sensor behind a formica display case. Silkscreen or use a vinyl sticker to identify where the guest should wave their hand to learn more. Once the guest waves their hand in front of the sensor the corresponding video will play. Multiple sensors can be used with the same exhibit and screen. Example: Mount 3 wave sensors behind the display case and label each with a sticker. “Wave to learn about Woodpeckers, Hummingbirds and Blue Jays”. A guest can wave over one selection and then wave over the next to trigger a different video. Once the triggered video ends the looping “attract” screen will loop again.
- **Amusement Centers:** Install a wave sensor behind the wall, below the screen that plays the “safety warnings”. When a new group of children enter the room they are asked to wave their hand over the sensor to trigger the safety video to play.
- **Retail:** In an area where multiple products are displayed, a WAVE sensor can be mounted behind the display under each product. “Learn more” can be printed or etched in front of the product allowing a customer to wave their hand to play corresponding content.

Specifications

- 2 I/O jacks for connecting to player and additional sensors
- Max cable length from player or additional sensors - 25’
- Approved materials to be used between WAVE sensor and hand: Wood, plastic, glass, fabric, laminate, drywall, carpet and most non metal materials
- Sensor Range Setting: 1” to 3”
- Case Dimension: 3.5” / 89mm (L) x 2.25” / 57mm (W) x 1” / 25mm (H)
- Mounting : (2) 3/16” mounting holes
- Warranty: 2 Years

In The Box



- 1 - Wave To Play
- 1 - Owners Manual
- 2 - Mounting Screws
- 1 - 6’ Control/Link Cable
- 1 - 2’ Control/Link Cable
- 1 - 6’ Power/Trigger Cable (For Using Wave To Play as a Dry Contact Switch)