

# Instructions



Mike Ayres Design

## Touch Sound & Light Panel

Product code 2353-012 and 020

**A wonderfully interactive panel that is instantly responsive to the most sensitive touch, yet can be hit and thumped by the most boisterous person.**

A range of games encourage individual and cooperative interaction, each with different levels of difficulties.

The panel is designed for use by anyone of any ability, from the most dependent child to the most energetic adult.

Spectacular coloured panels light up and give very good notes and sounds just by touching them. It doesn't need any pressure.

The 'Simon' game challenges both your dexterity and memory.



### Features:

- 8 interactive games and variations
- 16 different instrument and sound options
- Volume control
- Creates wonderful colour and rainbow effects
- Adjustable times for completion of games and difficulty levels
- Responds to finger tip touch and up to adults thumping it
- No lamps to replace (ever) Uses LED technology
- Adjustable background light level
- Can be installed anywhere

Designed and manufactured in the UK by Mike Ayres Design

## The programmes are:

- 1. Basic** Touch each panel and it lights up and gives a specific note or sound effect.
- 2. Basic - Random Colours** Touch each disc and it lights up and gives a note or sound effect, but it is a different sound and colour the next time.
- 3. Fill the Panel** Touch every light disc within a specified time. Each disc changes colour once touched and when completed, you get a rainbow of colour and applause. If you don't complete on time the lights start to go out and you must reactivate them.
- 4. Simon** This is based on the traditional 'Simon' game. One disc lights up and gives a sound. You must then touch that disc. It then adds another random colour to the sequence and you must touch the two discs in the correct order. It then continues adds one more random colour each time you get it correct. See how many colours you can get in your sequence. When you get it wrong, it goes back to one colour and you have to start again.
- 5. Follow Me** A light disc within the panel lights up and you must touch it to make the sound. Then another lights up. You must find it and touch it. Once you have touched every disc on the panel you will get a light and sound reward and you can start the game again.
- 6. Passive Colour** Just select the colour and intensity you want on the panel and flood the room with that colour, or just sit and absorb the colour around you.
- 7. Passive Colour Cycle** All of the light discs will be one colour and then gently fade to another in the sequence of Blue, Purple, Red, Orange, Yellow, Lime. Green, Turquoise and then back to Blue.
- 8. Passive Rainbow** A Rainbow of colours move across the panel in a set sequence at any speed that you determine. Fades gently from one colour to the next.

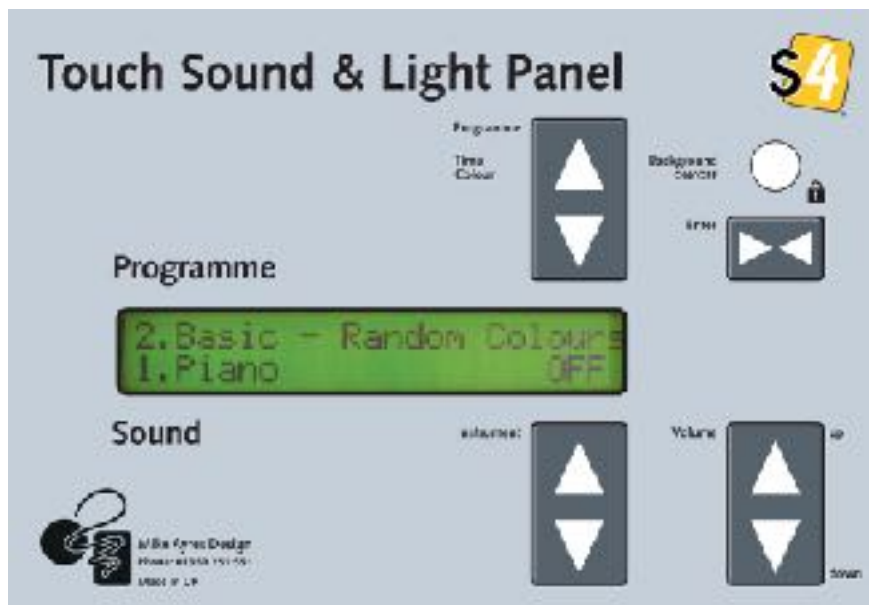
## The sounds are:

- |              |                     |
|--------------|---------------------|
| 1. Piano     | 2. Electric Piano   |
| 3. Xylophone | 4. Percussive Organ |
| 5. Tuba      | 6. Violin           |
| 7. Harmonica | 8. GT Fret Noise    |
| 9. Trumpet   | 10. FX 2 Soundtrack |

- |                 |                   |
|-----------------|-------------------|
| 11. Rain Effect | 12. Pan Flute     |
| 13. Bassoon     | 14. Tinkerbell    |
| 15. Percussion  | 16. Random Sounds |

## Basic functions:

These apply to all programmes.



**To switch programmes ON and Off** Touch the '▶◀ Enter' key.

**To change programmes** First switch the current programme **OFF**, then touch the '▲ and ▼ Programme' keys.

**To scroll through choices** such as programmes, times, and colour options  
Touch the '▲ and ▼ Programme' keys.

**To scroll through sound options** Touch the '▲ and ▼ Instruments' keys.

**To adjust the volume** Touch the '▲ and ▼ Volume' keys.

**To adjust the background light level** Touch the ○ repeatedly.  
The background (that is all discs that are not active) can be off or white light at 5 different levels of brightness.  
This can be adjusted at any time

**To LOCK the controls** Touch the ○ and '▶◀ Enter' key together for 3 seconds and an → will appear in the display.  
The controls are now locked.  
To unlock them, repeat the process until the → disappears.

**Note:** The top line of text in the display relates to the buttons above it.  
The bottom line of text relates to the buttons below.

## Programme 1 - Basic

Touch each light disc and it lights up and gives a specific note or sound effect. The colour and sounds are always in the same position.

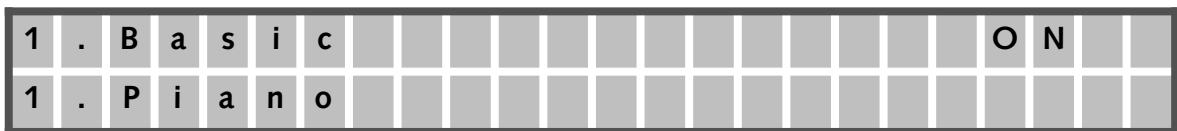
This is the default programme when you first switch the Touch Sound and Light Panel on.

The display will show:



To switch programmes ON Touch the '▶◀ Enter' key.

The display will then show:



There are no adjustments for this programme.

To change the instrument: Scroll through the '▲ and ▼ Instruments' keys. This can be changed at any time when the programme is ON or OFF

The bottom line of the display will show:



.... and so on.

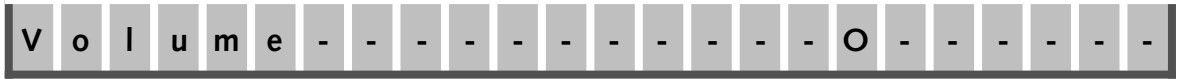
The 16 instruments are:

- |    |                  |     |                 |
|----|------------------|-----|-----------------|
| 1. | Piano            | 9.  | Trumpet         |
| 2. | Electric Piano   | 10. | FX 2 Soundtrack |
| 3. | Xylophone        | 11. | Rain Effect     |
| 4. | Percussive Organ | 12. | Pan Flute       |
| 5. | Tuba             | 13. | Bassoon         |
| 6. | Violin           | 14. | Tinkerbell      |
| 7. | Harmonica        | 15. | Percussion      |
| 8. | GT Fret Noise    | 16. | Random Sounds   |

**Note:** The instruments can be changed in all interactive programmes except 'Simon'.

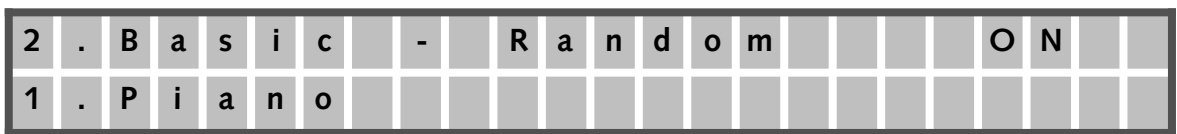
**To adjust the volume:** Touch the '▲ and ▼ Volume' keys.

The display will show:



There are 18 levels of adjustment and it can be done at any time.

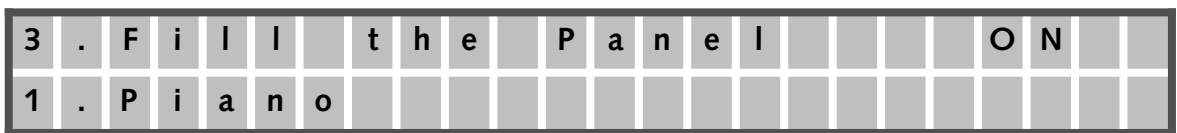
## Programme 2 - Basic - Random colours



Touch each light disc and it lights up and gives a note or sound effect, the same as programme 1, but each disc is a different sound and colour the next time you touch it. There is no pattern to the colour sequence, it is totally random.

All other adjustments are the same as the Basic programme.

## Programme 3 - Fill the Panel



Touch every light disc within a specified time. Each disc changes colour once touched and when completed you get a rainbow of colour and an applause sound.

If you don't complete on time the lights start to change back to the previous colour and you must reactivate them. It becomes more and more of a challenge, but eventually you will get there.

If it becomes too much of a challenge, just wait until all the colour have reverted to the previous colour and start again, or increase the time to complete it.

The instrument notes get higher according to the number of discs that are lit.

The length of time for completion can be adjusted from 1 second (impossible) up to 99 seconds (very easy).

Set the time according to the dexterity and ability of each person playing.



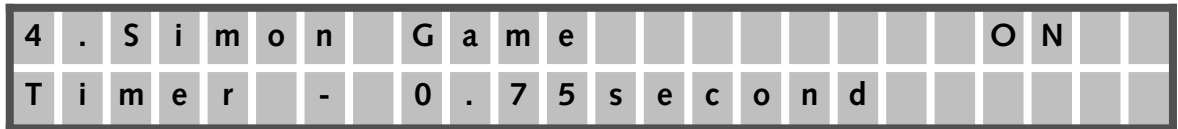
You can set the time that each disc lights up, therefore giving more time to observe the colour and sound sequence.

The time adjusts from half a second (500 milliseconds) up to 5 seconds.

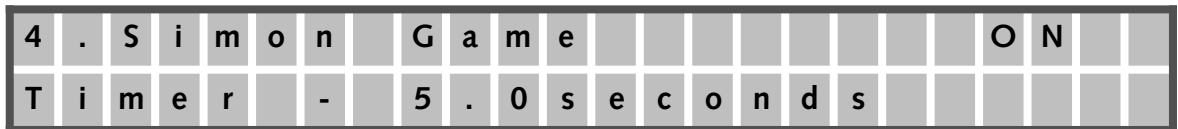
### To adjust the sequence time:

While the programme is **On**, Touch the '▲ and ▼ Programme' keys.

The display will show the current time it is set to:



Now touch the ▲ and ▼ keys to get the time you want.



The time shown is the time it is set to.

You do not have to confirm it by touching any buttons.

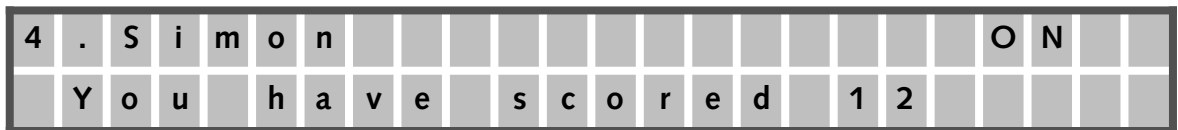
The default time is 0.75 of a second (750 milliseconds).

If you touch the **Instrument** or **Volume** buttons, the display changes to show these settings.

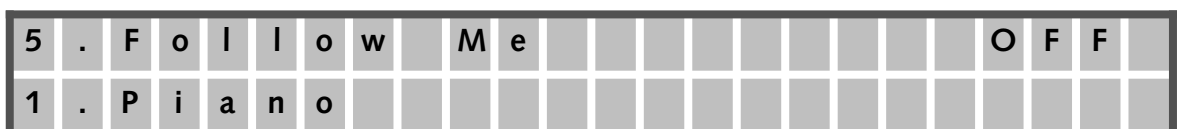
### Showing your score:

The score of the number of colours that you have remembered will be displayed.

The final score will be displayed until you start another game.



## Programme 5 - Follow me



A disc within the panel lights up and you must touch on it to make the sound. Then another lights up. You must find it and touch that one.

Once you have touched every disc on the panel you will get a light and sound reward and you can start the game again.

It makes you look around and move over the whole panel area.

You can work with single or multiple colours in sequence or randomly. There are no time restrictions with this game.

### To select a single colour or sequence of colours:

While the programme is **On**, Touch the '▲ and ▼ Programme' keys.

The default option is **Random**.



Shows colours and sounds in random positions and sequences.



Shows colours and sounds in sequence; that is blue, purple, red, orange, yellow, lime, green and turquoise, with the notes rising in pitch.



.....Orange, Yellow, Lime, Green and Turquoise.

Shows just a single colour, but does give the full range of notes.

If you touch the **Instrument** or **Volume** buttons, the display changes to show these settings.

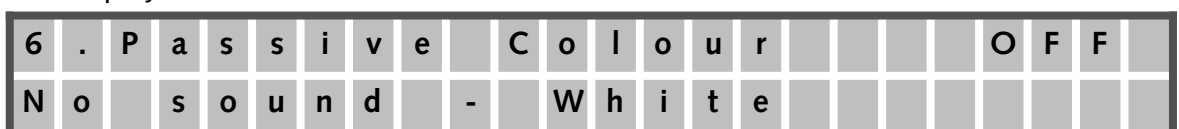
## Programme 6 - Passive Colour

Just select the colour and intensity you want on the panel and flood the room with that colour, or just sit next to the panel and absorb the colour.

There is no sound with this programme.

The discs are not responsive to touch.

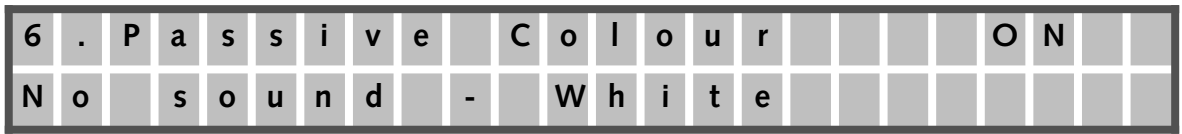
The display will show:





To switch programmes ON Touch the '▶◀ Enter' key.

The display will then show:



To select a single colour for the whole Panel:


While the programme is On, Touch the '▲ and ▼ Programme' keys.



.....Orange, Yellow, Lime, Green, Turquoise, White and Cycle colours.



Colours fade gently through all of the colours changing every 5 seconds.

To adjust the light level of the colours: Touch the  repeatedly.  
The colour can be set at 5 different levels of brightness.  
This can be adjusted at any time.

The colour can be changed with a Wall Mounted Keyboard, if one is attached.

## Programme 7 - Passive Colour Cycle

All of the discs on the panel will be one colour and then gently fade to another in the sequence of Blue, Purple, Red, Orange, Yellow, Lime. Green, Turquoise and then back to Blue.

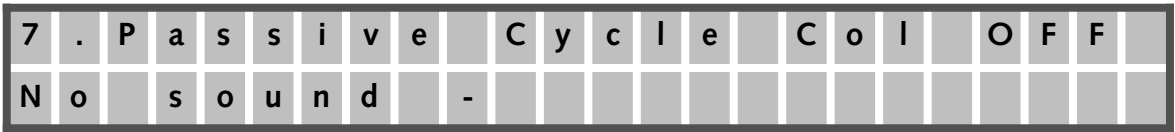
It will flood the room with the colours, or you can just sit near the panel and absorb the colours.

You can control the speed of change of the colours.

There is no sound with this programme.

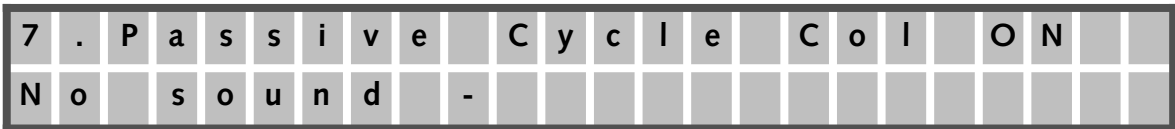
The discs are not responsive to touch.

The display will show:



**To switch programmes ON** Touch the '▶◀ Enter' key.

The display will then show:

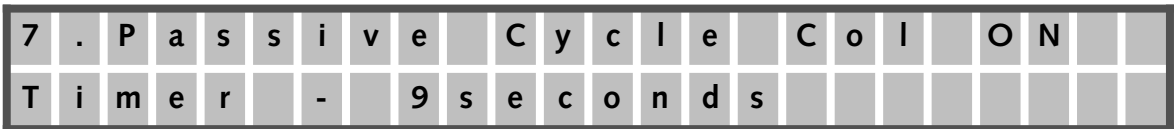


**Set the time for each colour change:**

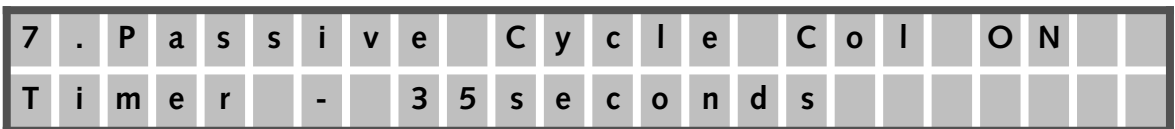
The default time is 10 seconds.

While the programme is **On**, Touch the '▲ and ▼ Programme' keys.

The display will show the current time it is set to:



Now touch the ▲ and ▼ keys to get the time you want.



The time shown is the time it is set to.

You do not have to confirm it by touching any buttons.

**To adjust the light level of the colours:** Touch the  repeatedly.

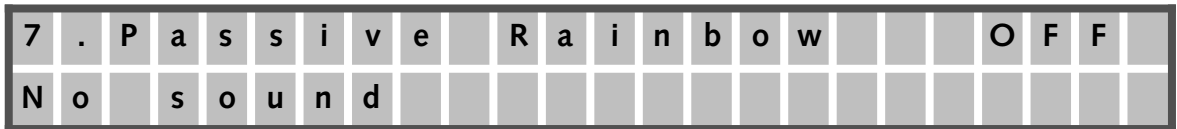
The colour can be set at 5 different levels of brightness.

This can be adjusted at any time.

## Programme 8 - Passive Rainbow

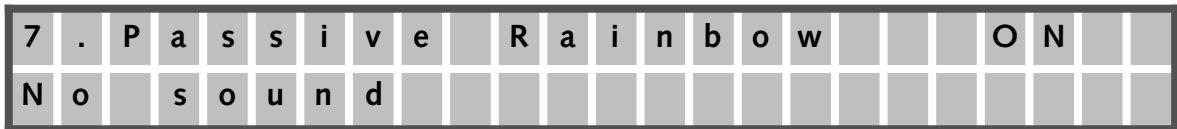
A Rainbow of colours move around the panel at a speed that you determine.  
Each disc fades gently from one colour to the next (same as Room Lights).  
There is no sound with this programme.  
The floor is not responsive to touch.

The display will show:



To switch programmes ON Touch the '▶◀ Enter' key.

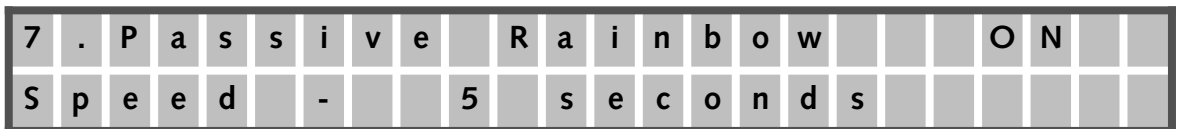
The display will then show:




Set the speed of the colour change:

While the programme is On, Touch the '▲ and ▼ Programme' keys.  
The display will show the current time it is set to:

Default speed is 5 seconds.



Now touch the ▲ and ▼ keys to get the time you want.

To adjust the light level of the colours: Touch the  repeatedly.  
The colour can be set at 5 different levels of brightness.  
This can be adjusted at any time.



See the video instructions on Mike Ayres Design YouTube Channel  
<https://www.youtube.com/user/mikeayresdesign>

## Technical Specifications:

**Power supply:** Positioned within the panel.  
Input - 110-120volts AC 0.9Amp  
          200-240volts AC 0.5Amp  
          50/60Hz  
Output - 12volts 6.3Amps

**Panel size:** 120 x 80cm x 8cm deep.

**Contact:** For further information contact:

Mike Ayres Design,  
Unit 8, Shepherds Grove,  
Stanton,  
Bury St Edmunds,  
Suffolk. IP31 2AR UK

Phone: 01359 251551  
Fax: 01359 251707  
Email: [enquiries@mikeayresdesign.co.uk](mailto:enquiries@mikeayresdesign.co.uk)  
Website: [mikeayresdesign.co.uk](http://mikeayresdesign.co.uk)