



7-object electronic scales with web interface

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Connecting the scales

The scales may function autonomously but require local network connection for initializing and monitoring.

Initial connection must be done via the Ethernet cable. Connect the network cable and power up the device. After the scales boot, go to your router's settings page (most likely, <http://192.168.1.1>) and find out the IP address that was assigned to the scales.

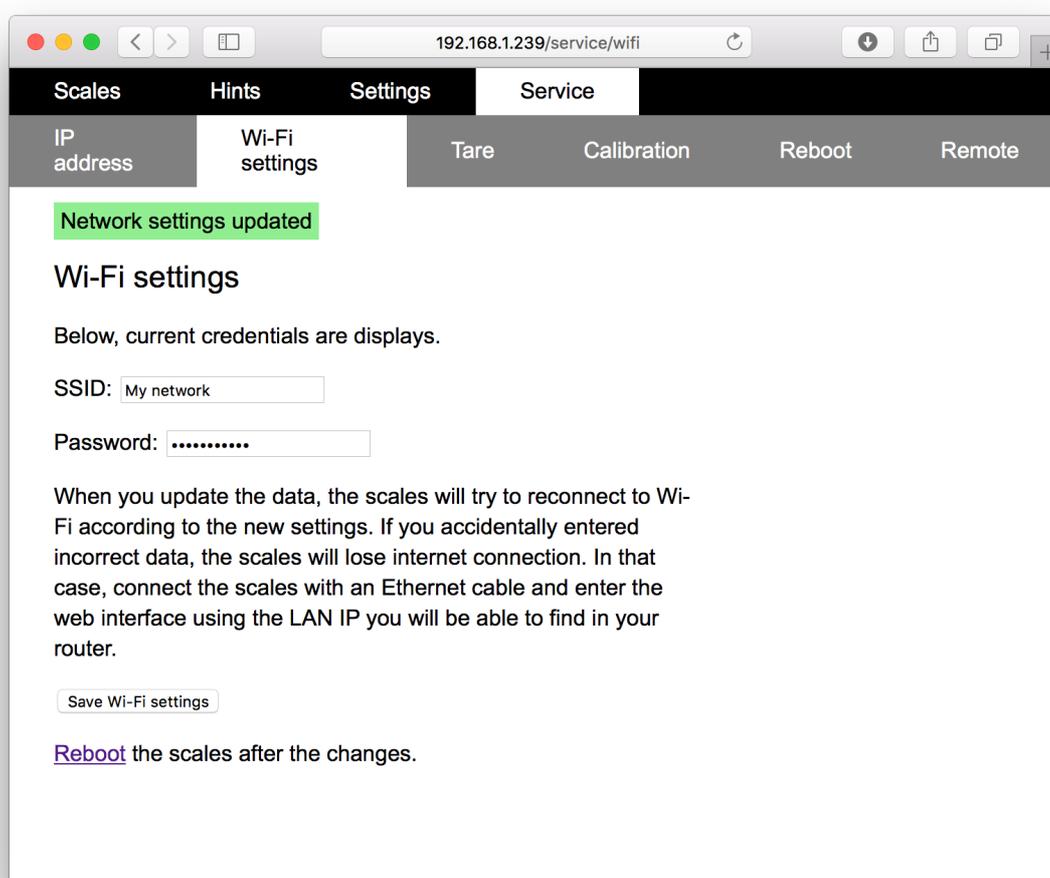
Navigate your browser to that address, e.g., <http://192.168.1.239>.



Configuring Wi-Fi connection

It is possible to continue working with network cable, but you also may connect the scales via Wi-Fi.

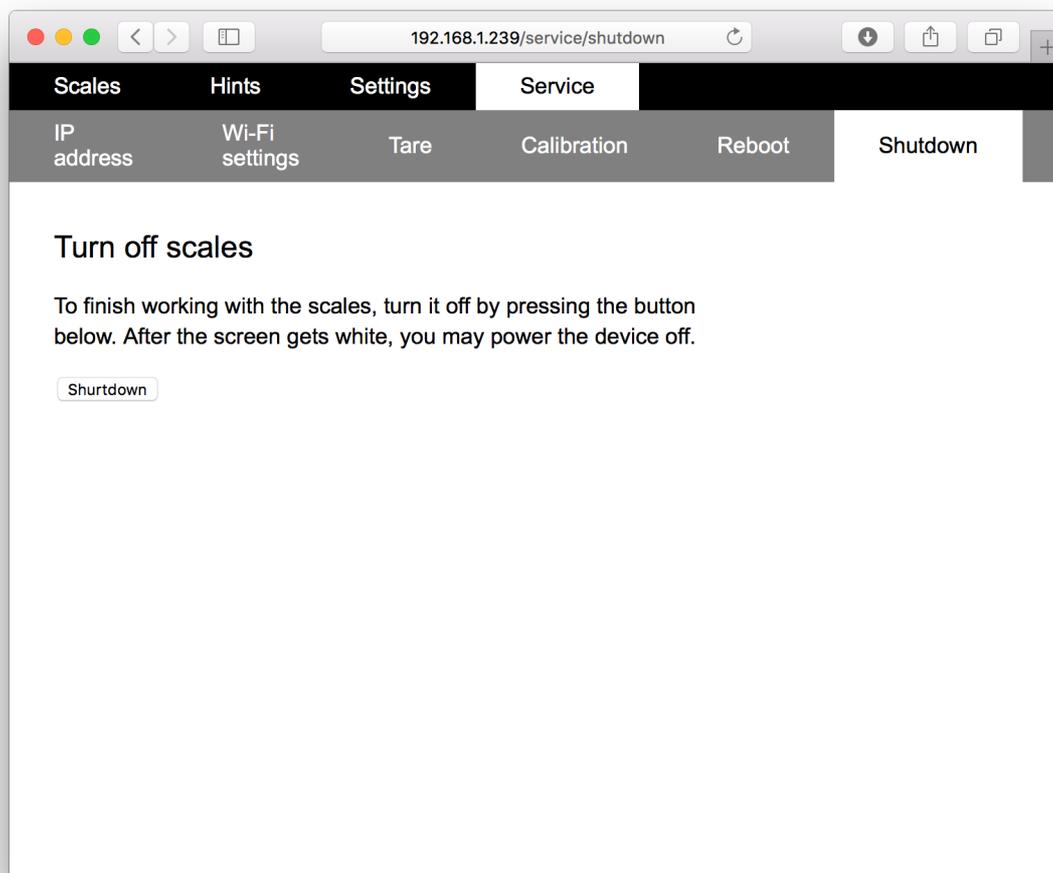
Navigate to the page *Service / Wi-Fi settings*, and enter the network name and its password. Reboot the scales at the page *Service / Reboot*. After that, the scales will be able to work fully via wireless connection.



Turning the scales off

It is recommended to use web interface to turn the scales off. Navigate to *Service / Shutdown* and press the button there. The scales can be powered off when the screen gets blank.

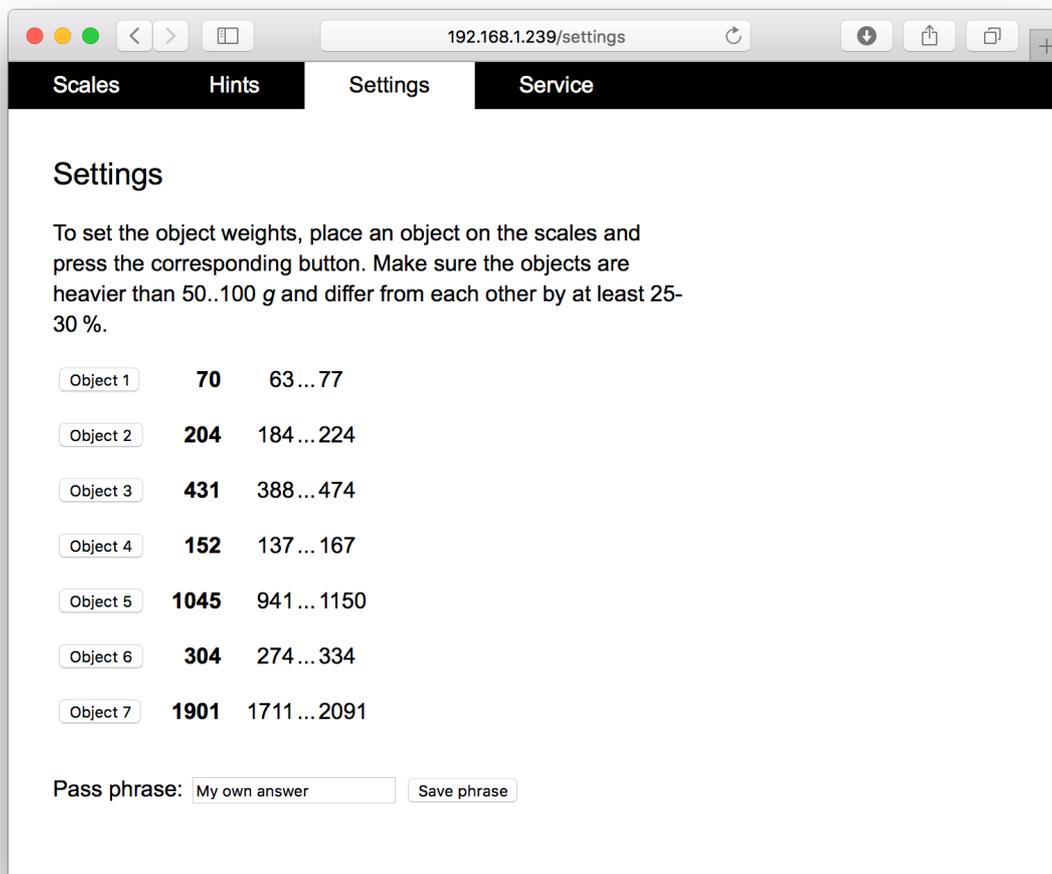
If it is not possible to use the web interface, you can power off the scales by unplugging it, but that method is not recommended, as it may corrupt the data.



Setting the weights of the objects

Navigate to the page *Settings*. Place the first object on the scales, wait until the display is stabilized and press the button *Object 1*. The weight of the object will be saved in the memory of the scales. In the second column you will see the range of weights, which is accepted as correct weight for the given object.

Program the other six object. You can reprogram each object at any time independently of the others.



In the case when weight ranges are intersected, you will see a red warning on the above page. It is still possible to use the scales, though, but the user can place the objects with interfering weights in different order.

The weights can be programmed in any random order, not necessarily that the weights are increasing with the object number.

Using the scales in the game

The initial state of the scales is: empty scale pan, 0 on the display, and all the indicators are red.

The user places the objects, and if they have the correct weight and are placed in the correct order, the green indicators will propagate from left to right.

After the last correct object, all indicators will turn green, and the answer is shown on the display. The phrase can be configured on the *Settings* page in the web interface (see previous page).

As a game operator, you may force the correct object by pressing the *OK* button on the home page (*Scales*). All preceding objects will be considered solved.



If you press *OK* under the last object, the scales will imitate the task completion and will show the answer.

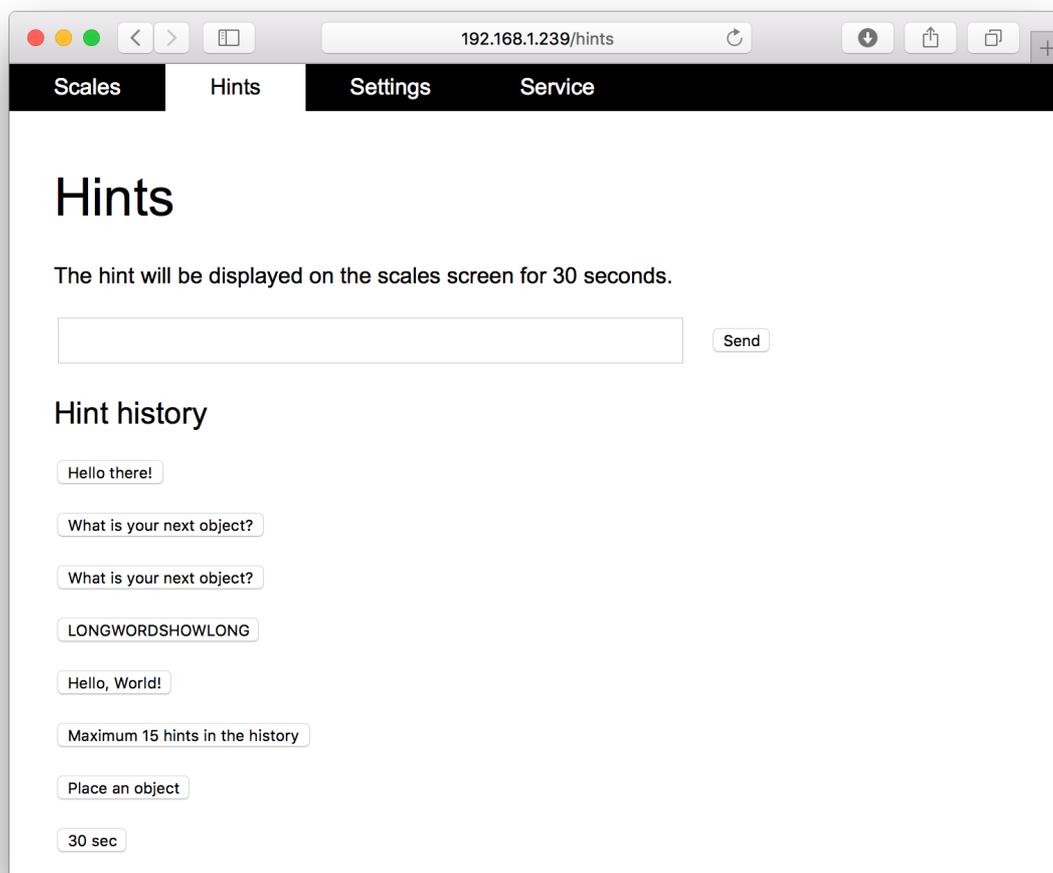
The answer remains on the display until you reset it by pressing the *Clear* button. You can also use this button to reset the partially solved sequence at any moment.

Helping the user

The scales are equipped with the internal hint system. Navigate to the *Hints* page.

Type the hint and press the *Send* button. The message will appear on the display of the scales and will stay there for 30 seconds.

On the same page, you will see 15 previous hints and can send them quicker by pressing the corresponding button.



Mounting the scales

It is recommended to fixate the scales on the surface of a table. At the bottom side of the scales, there are four holes, and you can use the four bolts that (they are distributed with the scales) to mount the scales firmly through the surface.

Taring the scales

The scales software makes sure the scales are automatically corrected to zero when the scale pan is empty. Alternatively, navigate to the *Service / Tare* page and press the button there when the scales are empty.

The actual value displayed on the screen may be a bit different from the weight of the same object on different scales. This does not affect the game process at all. If you want to have more precise displaying, recalibrate the scales at the *Service / Calibration* page. Please notice that the result may depend on many factors such as temperature or air pressure in the room.

Rebooting the scales

After updating Wi-Fi settings, reboot the scales at the *Service / Reboot* page. Normally, you should not reboot the scales in other situations.

Remote session

For debugging session or reprogramming the scales, you may contact the manufacture and open a remote session so that we can connect to the computer of the scales to make changes. The session control is located at the *Service / Remote* page.

By default, the remote session is not activated, and we do not have access to your device; neither we receive any data from it.

Replacing the SD card

In the box, you will find a spare micro SD card, which contains the whole contents of the internal computer. Use it to restore the clocks if they hang heavily after the data on the original SD card is corrupted.

To replace the card, unscrew the five screws that keep the top cover, and two screws in the two holes in central part of the basement. Remove the scales pad and take the top cover off. Be careful not to damage the cables inside.

The position of the SD card is shown below.



Contact information

Scales information:

<https://deepsoft.online/escape-rooms/scales>

More devices for escape rooms:

<https://deepsoft.online/escape-rooms>

DeepSoft

<https://deepsoft.online>

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