



MAGIC LIGHT SANDBOX WITH SILL-BORDERS USER MANUAL

INTRODUCTION

Congratulations on the acquisition of Magic light sandbox!

The exterior might be slightly different from that shown in the instruction.

Please read the instruction carefully and save it before using your Magic light sandbox (ML sandbox).

TECHNICAL PARAMETERS

Power:	43,2 W	Temperature regime:	+10°C - +45°C
Network voltage:	~ 220 V	Relative humidity in the room:	<80 %
Voltage used by ML:	= 12 V	Weight:	14 kg
Current flow:	3,6 A	Measurements:	96 x 82,5 x 22,5 cm
Electrical frequency:	50 Hz		

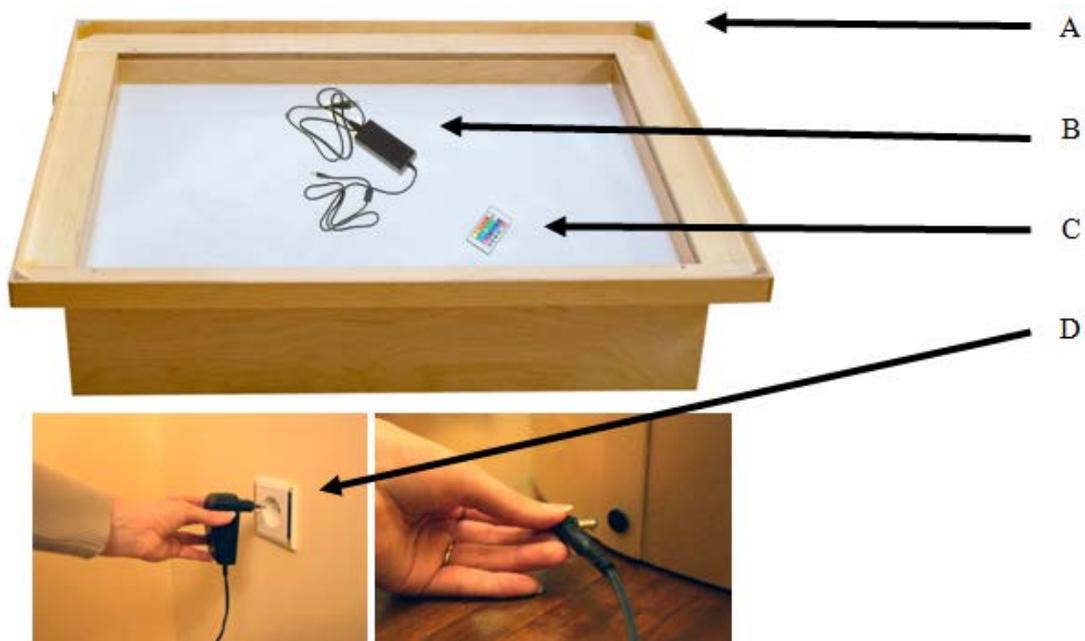
Remark:

The use of ML sandbox, at a temperature close to limit, reduce radiated light flow and shortens operating time of the product.

CONNECTION:

Before connecting make sure, that the device has no damages.

4 parts are needed in order the device would function: the ML sandbox itself (A), 12 V adapter (B), remote control (C) and electric power source (D).

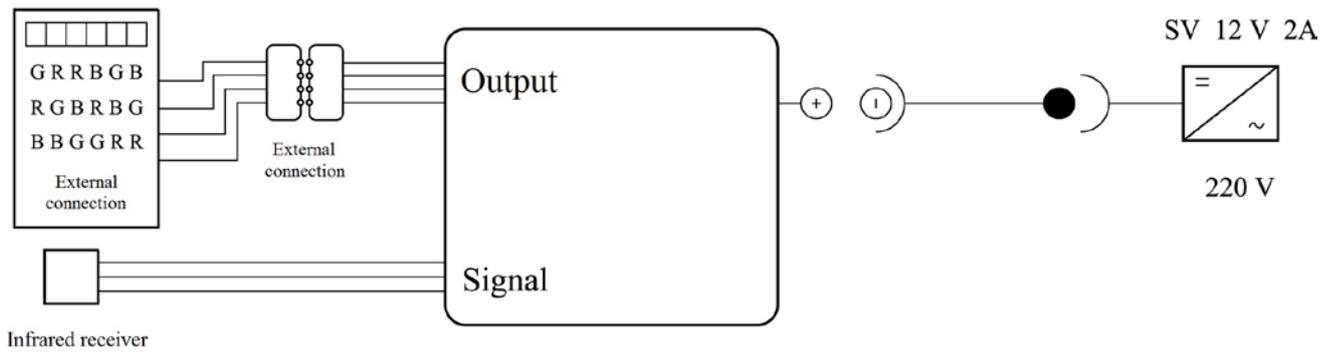


Firstly, as shown in the pictures, connect adapter (B) fork to electric power source (D). Then plug the other end of adapter (B) to the connector socket of ML sandbox (A).

Warning:

Before connecting the device to the power supply, make sure that the operating voltage indicated on the product, meets your power source voltage.

Power supply scheme



Remote control (C) uses one 3V – CR2025 type battery. When you want to put the battery in follow these rules:

1. Open the lid of the battery compartment, that is in the back side of the remote.
2. Remove the protective plastic film insert enclosed between lid and inner part of the battery compartment.
3. Insert a new lithium battery as shown in the instructions on the back of the remote. Carefully check that the polarity of the batteries matches the polarity of the contacts in the battery compartment.
4. Close battery compartment.
5. Remote control is ready for use.

When the battery is exhausted, remove it from the remote control and change to a new one following the same rules.

Warning:

Do not leave exhausted battery in the remote control. Do not throw batteries into the fire, trash container, etc. Collect the exhausted batteries and take them to the battery collection point.

Advice:

If you are not using the product for longer periods of time, remove battery from the remote control.

Usage

Magic light sandbox is meant for play, drawing and therapy spheres. It can also be used as a night lamp or light effect.

To switch on the ML sandbox, connect it as indicated in chapter "Connection". Then point the remote control eye (it is at the top of the remote) to the center of ML sandbox and push the button ON.



Brightening (+)	Darkening (-)	OFF	ON
Red	Green	Navy blue	White
Coral	Green (light)	Blue (dark)	Fast jumpy colours (FLASH)
Orange (dark)	Cyan	Violet	Fade in & fade out (STROBE)
Orange (light)	Sky blue	Purple	Evenly devolve colours (FADE)
Yellow (light)	Blue	Pink	RGB colours change (SMOOTH)

Look at the grey field on the remote control that includes buttons of 16 colours. Push the one you like and the table will illuminate that colour. To change the colour, simply push the other colour button.

Warning:

If one of the buttons, marked with letters R, G, B, is pressed and held for more than 5 seconds, the colors will reverse (re-programming). To restore the colors, press another one from buttons marked with R, G, B letters and hold it for 5 seconds.

Light intensity adjustment

You can darken or lighten every colour. If you want to have a darker shade, press the button ☀ as many times until you reach the desired level. If you want to have a lighter shade, analogical push the button ☀.

Color change programs

If you want the colours to change each other without pushing the buttons for every of them, we encourage you to try 4 automatic colour change programs. The programs have separate buttons on the right side of the remote control (the programs can be switched):

- FLASH. Jumpy change of colours.
- STROBE. Fade in & fade out.
- FADE. Colours devolve evenly from one to another.
- SMOOTH. Changing main 3 colours – red, green and blue.

Color change frequency

When you choose one of the automatic colour change programs (FLASH, STROBE, FADE, SMOOTH), you also get the possibility to control colour change frequency. If you want the colours to change faster, push the button ☀ as many times to reach the desired speed. If you want the colours to change slower, analogical push the button ☀.

REMARK: when you choose automatic colour change program, the button ☀ and ☀ regulate only colour change frequency, function of darken – lighten is not available at that moment.

Drawing on the Magic light sandbox

After choosing desired colour or automatic colour program, take a bowl with crumbly material, e.g. semolina (~ 700 g), and pour it in a thin layer on a shining glass. Start to draw! You can do it with:

- your fingers,
- various brushes and sticks
- blowing air through straw
- making the imprints with your palms or feet
- pouring the sand stream through your fingers and etc.



Warning:

We recommend, as a crumbly material, to use what you have at home – various groats, rice, cornflour and similar. Important, that the material would be clean & not dangerous and the children can play only supervised by adults.

By drawing you can create not only separate images, but also the stories. Enliven them by using various toys, sea shells, cones, etc. in this way building up your own 3D model.



After you have finished using ML table, point the remote control eye (it is at the top of the remote) to the center of ML table and push the button OFF. Then disconnect adapter (B) from electric power source (D) and the ML table (A). Remove toys, wipe groats (or other used material) to the bowl and stand the Magic light sandbox to the place, appointed for it.

Safety instructions

- Use the device only according to its intended purposes as specified in the instruction. The warranty will be invalidated if the device is used for purposes other than those for which it is intended.
- If the device has been stored / transported at a temperature which does not comply with the temperature regime specified in the instruction, the device cannot be used immediately. First allow the device to warm up / cool down to the temperature regime specified in the instruction.
- It is allowed to step on the table surface without shoes (no jumping!). General weight of persons should not be bigger than 70 kg (evenly distributed). It is forbidden to step on sill-borders.
- Do not use the device outdoors or in damp rooms.
- Never step onto or through the device. Do not drag it or lift it by the cable.
- Do not use the device if it is not working correctly, if it has been dropped or has fallen onto hard surface or has been damaged in any other way.
- Do not use the device if the cable or plug are damaged.
- Keep the device and cable away from hot surfaces. Do not place the device near sources of heat.
- Do not attempt to repair the device yourself in the event of a malfunction since this will invalidate the warranty. Repairs should only be carried out by the producer.
- Do not leave the device unattended when it is switched on.
- Do not immerse the device in water or other fluids.
- Always switch the device off after use, before cleaning and in the event of malfunctions (during the use) by disconnecting the plug from the socket.
- This device can be used by persons (including children) with limited physical, sensory or mental abilities, or by persons with insufficient experience and/or knowledge, but only in case, the person, using the device is supervised by the responsible for his safety adult.
- Children can use the device only under the supervision of adults.

Magic light sandbox can be damaged by:

1. Using the device for purposes other than those for which it is intended and in other ways than it is indicated in this instruction for use;
2. The voltage or current jumps;
3. Operating in a higher electric current than allowed;
4. Operating at ambient temperature higher than permitted;
5. Direct sunlight rays, heating operating LED device.
6. The electrostatic charge (protection is enough while storage, delivery, installation and holding in the hands).



Warranty

Item:	ML84B-0	Producer:	Eventus group UAB
Warranty period:	24 months from date of sales		
Date of sales:			Tel.: +370 648 01841 E-mail: support@jonely.eu www.jonely.eu