



10“ Touchdisplay / App



Operating instructions

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1 I want to play!

1.1 Operating modes

The **twall**® can be used in two different ways:

- By means of a connected touch display and user interface (see Fig. 1)
- Without display in ‚Touch&Go‘ mode (see Fig. 2) or via app

With a touch display connected, the **twall**® offers a user interface with various functions and setting options. It can be used to display and start games.

‚Touch&Go‘ is a mode optimized for use without a screen. Here, a so-called „Touch&Go Starter“ is displayed on the **twall**®. By tapping on one of the illuminated fields, the game assigned to it is started. The starter can be customized using the PC software (see **4 PC software**). It is also possible to use the **twall**® app in this mode, which offers a similar function to the user interface of the touch display (see **3 Apps**).

This document mainly deals with the use with connected displays and user interface. Special features of the Touch&Go mode will be highlighted.

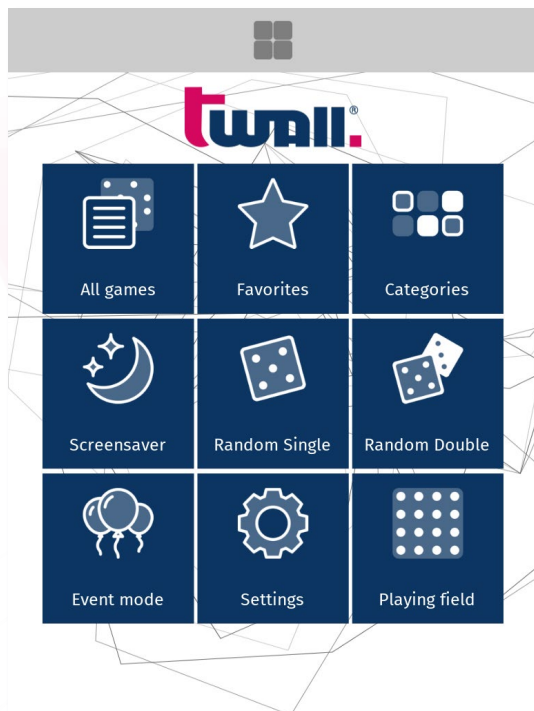


Fig. 1

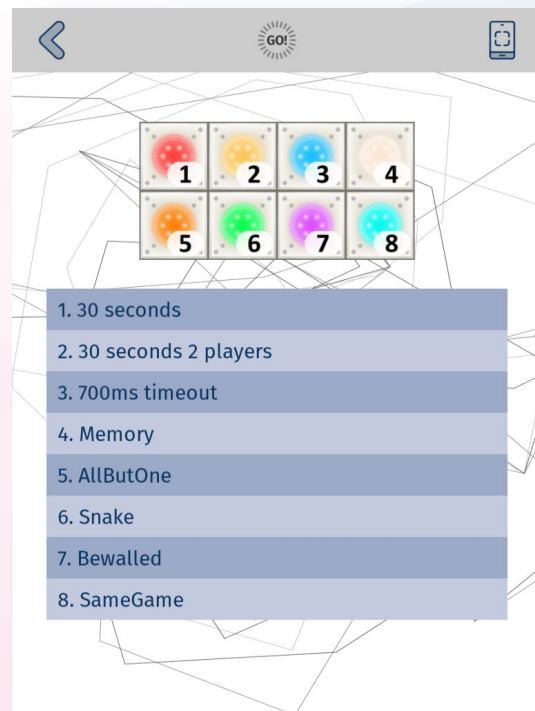


Fig. 2

1.2 Starting a game

In order to find and start the desired game or game as easily as possible, the user interface offers various options.

1.2.1 Alle Spiele



In the 'All Games' window  (see Fig. 3) all installed games that are suitable for the size of the **twall®** are displayed. Pressing the corresponding line will start the game. The info icon  takes you to the game information and the ranking lists.



Fig. 3

1.2.2 Screensaver


In 'Screensaver'  (see Fig. 4) all screensavers and test programs suitable for the size of the **twall®** are displayed. Pressing on a line or the info symbol takes you to the information page and the corresponding game is started.



Fig. 4

1.2.3 Favorites

In „Favorites“ ★ (see Fig. 5) you can find all games that have been marked as such by the user. New games can be added to this list in the game screen via the star button ★ hinzu (see: **1 I want to play!**). Individual games can also be removed in this way. If you want to clear the entire favorites list, you can do this via „Settings > Games“ (see **2.4 Games**).

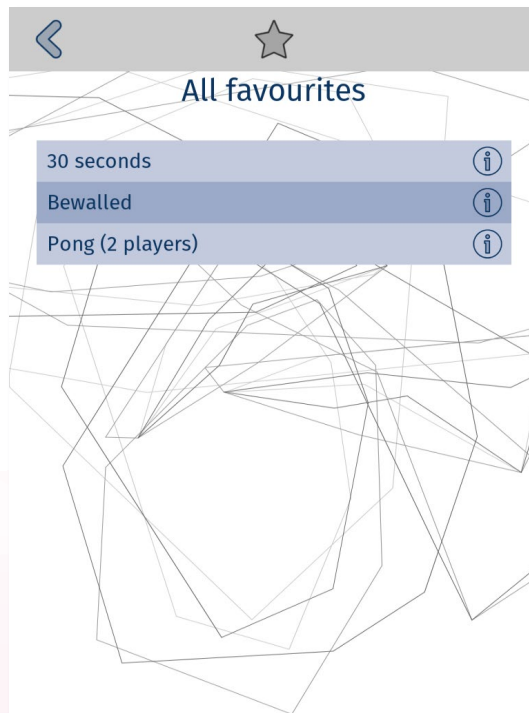


Fig. 5

1.2.4 Categories

Under „Categories“ 🎮 (see Fig. 6) the games of the twall® can be filtered by certain categories.

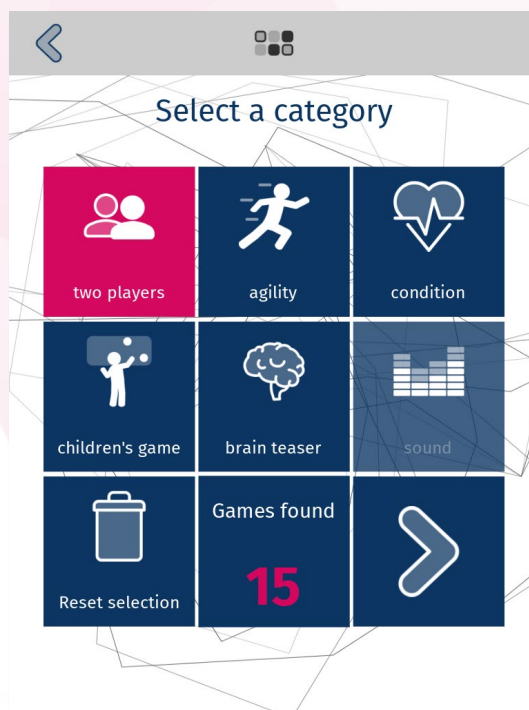








Fig. 6

There are 6 categories to choose from:

-  Two player - games for 2 players
-  Agility - games that focus on speed
-  Fitness - games that take longer and require endurance
-  Children's games - games suitable for children
-  Thinking games - games that require thinking
-  Sound - games in which the sound plays a leading role



By pressing on the desired categories, the selection of games is narrowed down. The number of games matching the selected categories is displayed at the bottom center. Pressing the arrow displays the list of games found. The selected categories can be reset by pressing the button.

1.2.5 Random games

Via „Random Game Single“  or „Random Game Double“  in the start screen, a random single or multiplayer game is started directly.

1.3 Games

1.3.1 Game info

For each game there is a description  (see Fig. 7) of the procedure as well as a short video  (see Fig. 8). With the help of the „Start Game!“ Button, the corresponding game can be started directly.

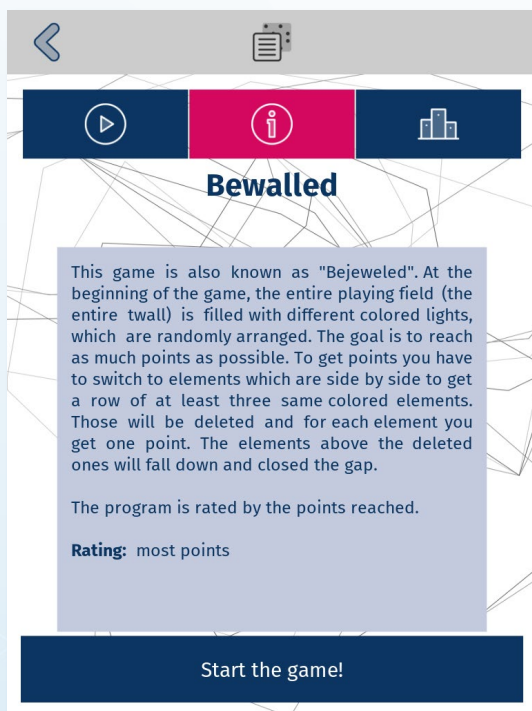


Fig. 7

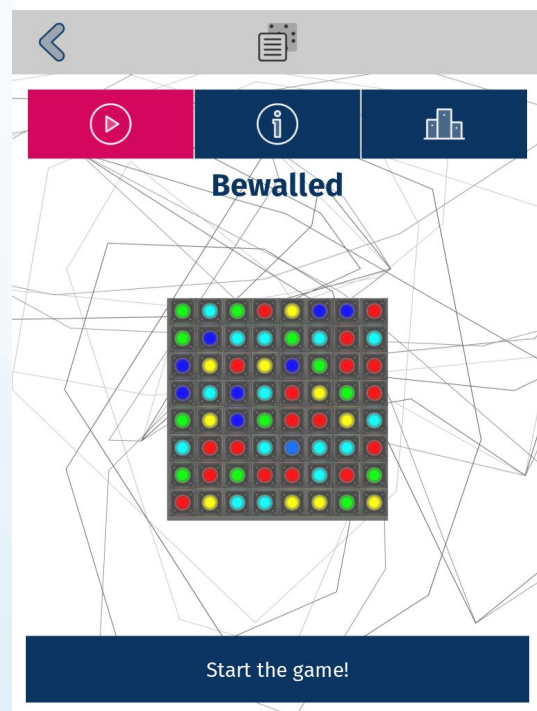



Fig. 8

In addition, there is the ranking tab  (see Fig. 9), which displays the current ranking list for the corresponding game field size.

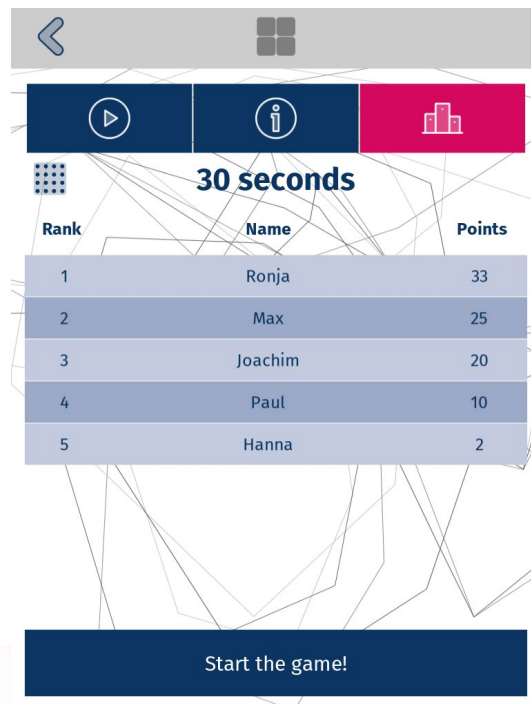






Fig. 9

1.3.2 Playing

The games differ in the type of objective and scoring. There are:

-  Games for time
-  Games with a fixed number of target points
- As well as free games without a fixed target
- Each for one  and two  players

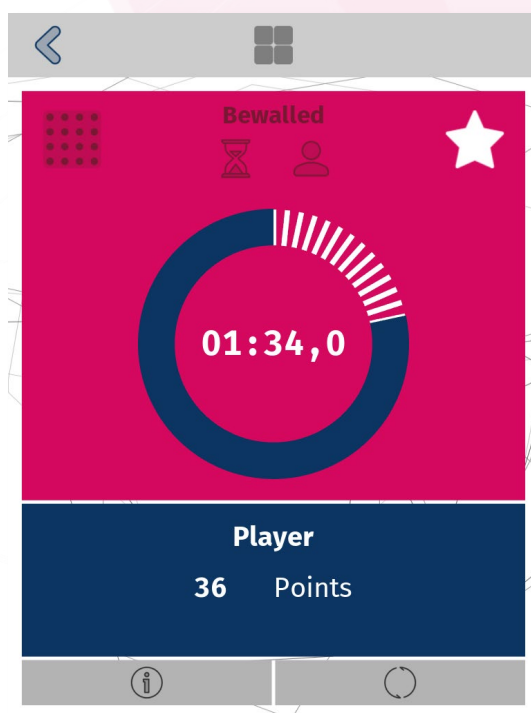


Fig. 10

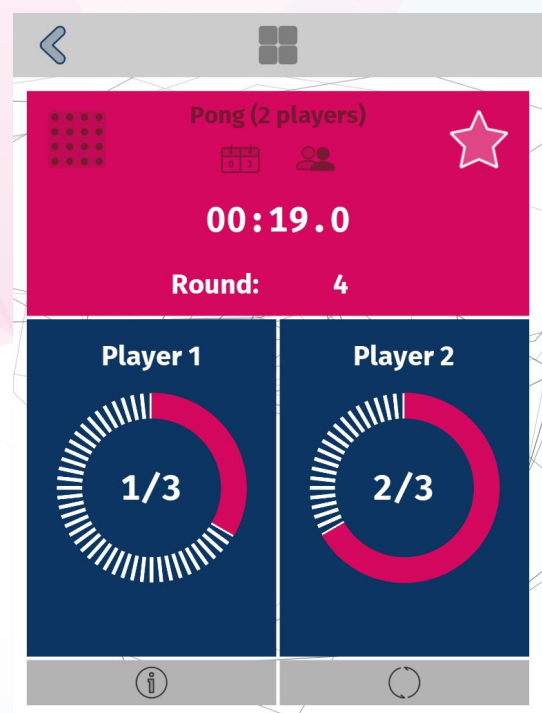



Fig. 11

In the upper left corner, the currently set game field  is displayed (see 2.2.1 Game field size).

Using the star button  in the upper right corner, games can be added to or removed from the list of favorites. For complete removal of all favorites (see 2.4 Games).

At the bottom of the screen you can view the game information  or restart the game .


After finishing a game, the results and the ranking position are displayed. If you want to save the result to the leaderboard, you can do this by clicking on „Save result“ . This button opens a pop-up where the player can enter his name.



Fig. 12

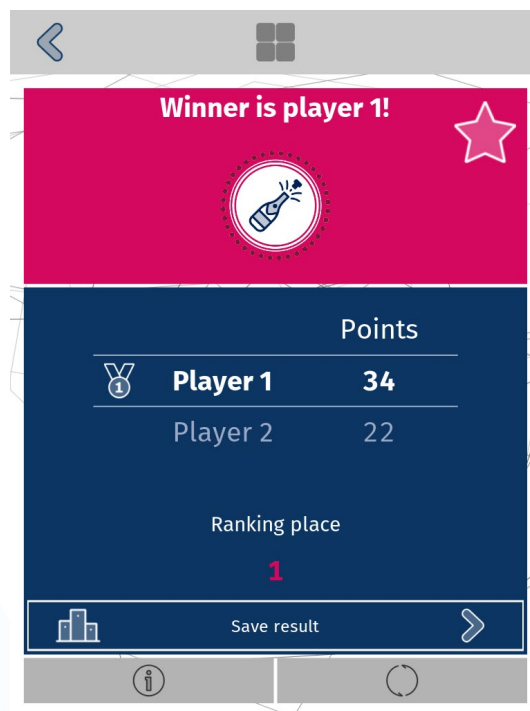


Fig. 13


1.4 Event mode



With the „Event mode“  the twall® can be adapted for use at events (parties, fairs, etc.). With this function it is possible to:

- To compile your own limited game selection.
- Create separate ranking lists that can be exported separately.

For example, for a birthday party, three games could be selected for a contest. At the end of the party, a winner of the day can be determined. At the end of the party, the event can be closed.

1.4.1 Create and edit an event

The menu „Event mode“  displays a list of existing events that you can reuse.

To create a new event, press the button „Create Event“ . You will then be asked to give this new event a name. Optionally, you can define a location. The name and location can also be changed later .

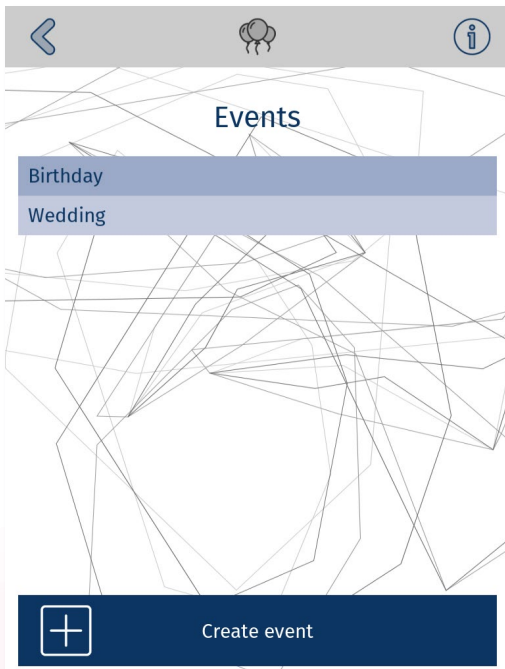


Fig. 14

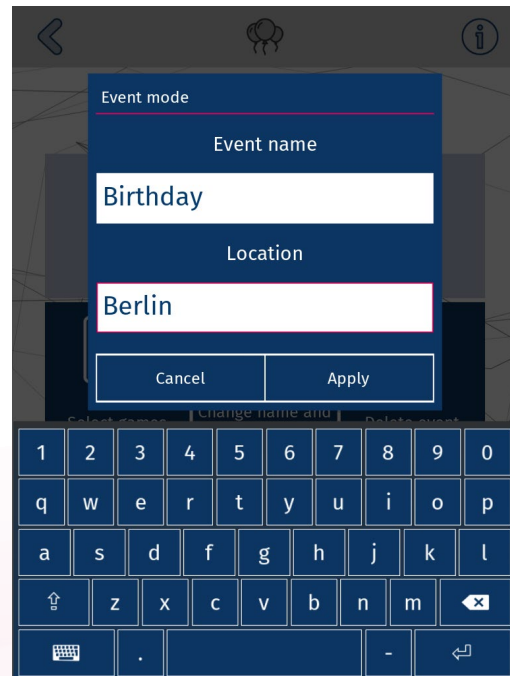




Fig. 15

In order to start this newly created event, you must first add some games using „Select Games“ .

When you start the event , the name of the current event is displayed in all menus in the top bar. The game lists will now only show the games you have selected for the event.

You can end the event with the button „Stop Event“  in the event mode window.

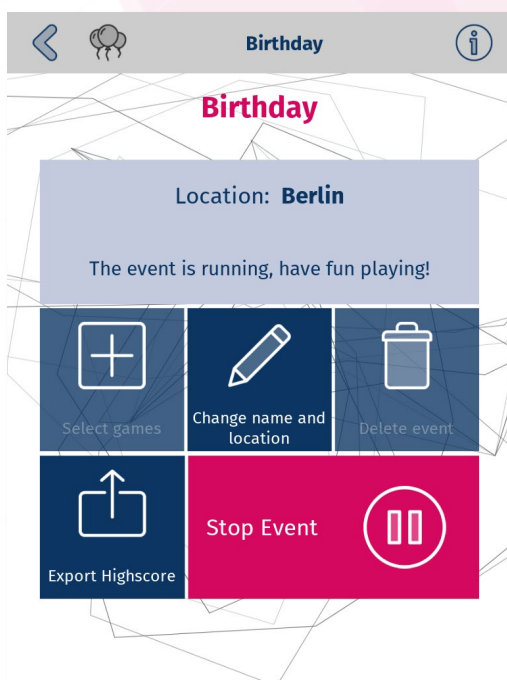




Fig. 16



Fig. 17

1.4.2 Export Ranking List

The ranking lists of all matches kept separately in the event mode can be saved to a connected USB stick via „Export ranking list“  in the menu „Event mode“ .

This export is done in the same way as the normal process via the settings menu (see 2.5 Rankings)

For an event, however, the ranking lists of all matches are always exported. In addition to the date and time, the zip file created will also contain the name of the event.

2 Settings

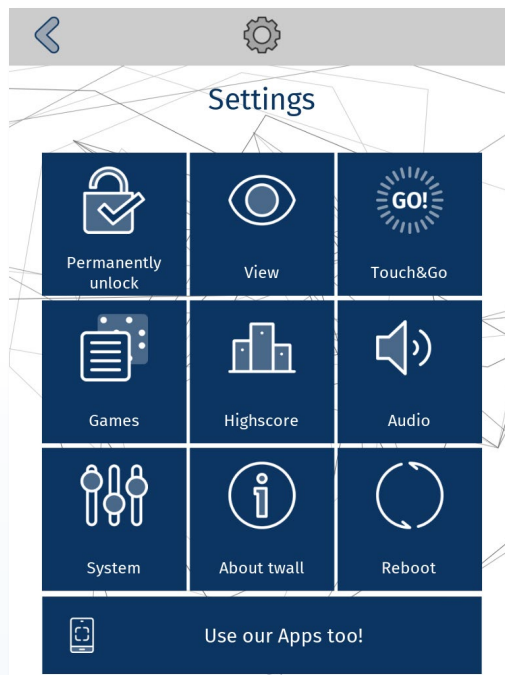


Fig. 18

2.1 Settings Lock

By default, the twall® is unlocked and all settings and functions are accessible to everyone. To protect various functions from access by unauthorised persons, they can be secured with a PIN.

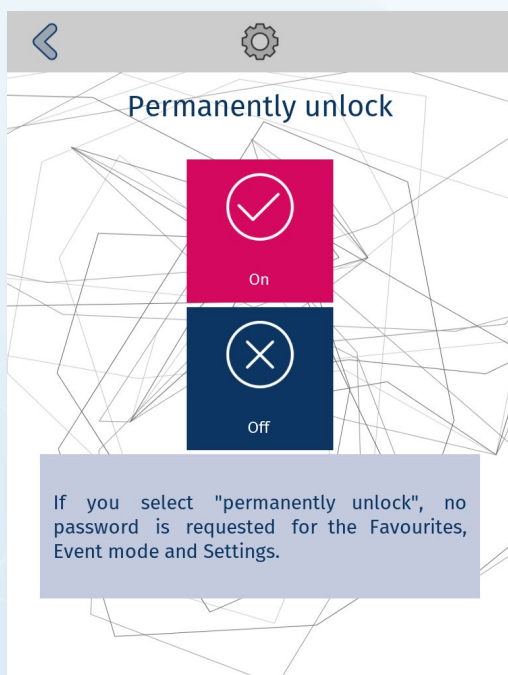


Fig. 19

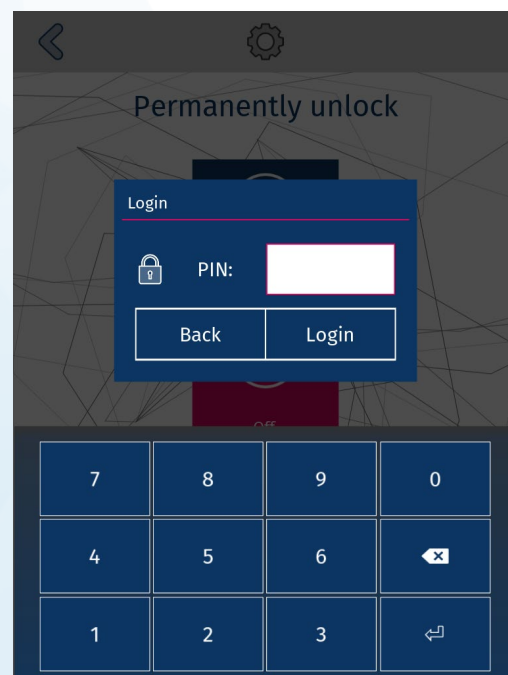





Fig. 20

PIN control can be switched on and off in the menu item „*Permanently unlock*“ .



Protected when the PIN request is activated:


-  the Settings menu
-  the Event mode
-  setting and removing favourites

The PIN is individual for each **twall®** and consists of the last 4 numbers of the serial number. This can be seen on the label of the control box.

2.2 View

The „*View*“  window bundles various settings for adjusting the display.

The **twall®** brightness can be adjusted from 0 (minimum brightness) to 100 (maximum brightness). The slider or the keys  and  can be used for this. The default setting is 100. To adjust the brightness, all fields of the **twall®** in this menu light up white.

The **twall®** screen saver can be set using „*Screen saver selection*“ . The screen saver is displayed in the menus and settings when the graphical user interface is used. The screen saver for ‚Touch&Go‘ can be set separately under **2.3 ‚Touch&Go‘**.

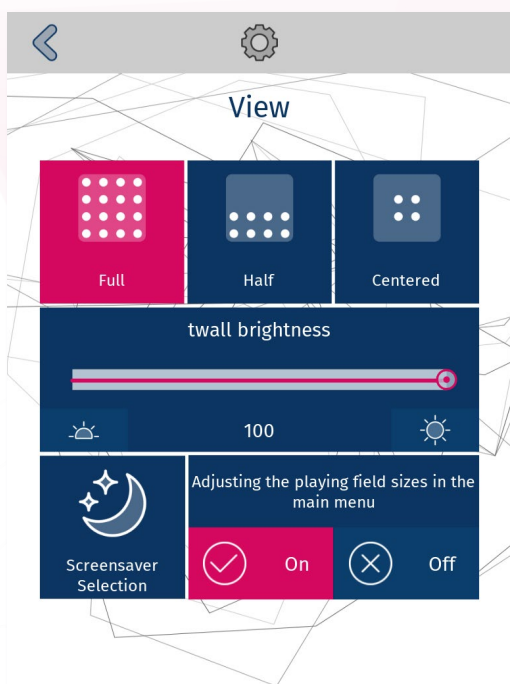


Fig. 21

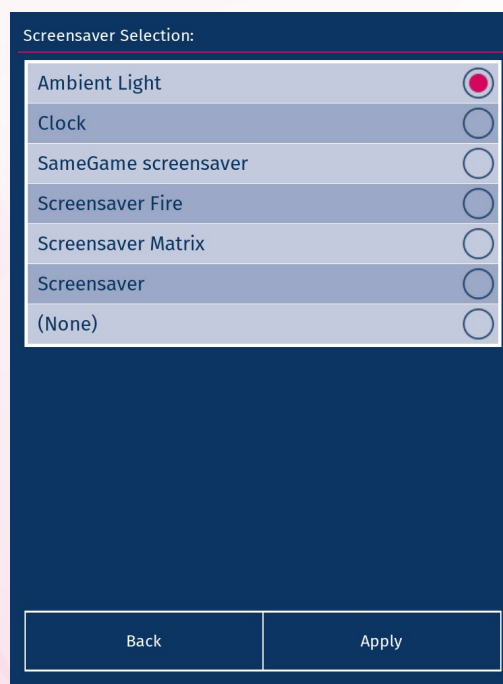





Fig. 22

Note: The optimum setting for energy consumption and brightness is 80%.

2.2.1 Playing field size

The **twall**® offers the possibility to adjust the size of the playing field. Games adapt to the new size or are automatically hidden if they require more space.

The playing field size can be adjusted in 3 steps:

-  Full - the whole wall is used
-  Half - only the lower half of the wall is used
-  Centred - only the centre of the wall is used

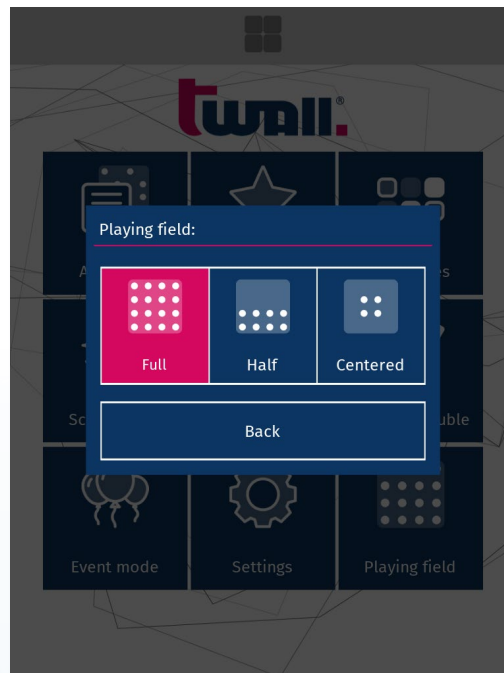



Fig. 23

A possible use case would be to set the half play size for use by children who cannot reach the upper fields. Another possibility would be to activate the centred mode to be able to play games like „30 seconds“ in a focused way in a smaller space.

As the games can differ in difficulty and score depending on the size of the playing field, a separate ranking list is created for each of these sizes. (see **1.3.3 Rankings**).

The size of the playing field can be set in the „View“  menu. The new size is displayed in white on the **twall**®.

To be able to reach this setting more directly, a corresponding button can be activated on the start screen. This is also done in the „View“  menu and is active by default.

This setting is retained when using the user interface even after a restart.

The size setting is not available in ‚Touch&Go‘ mode. However, it can be controlled using the **twall**® app. (see **3 Apps**)

2.3 ,Touch&Go‘

The Button „to Touch&Go“  takes you to the Touch&Go window. This screen change activates the WLAN of the **twall®** and allows access with the help of the app.



Fig. 24

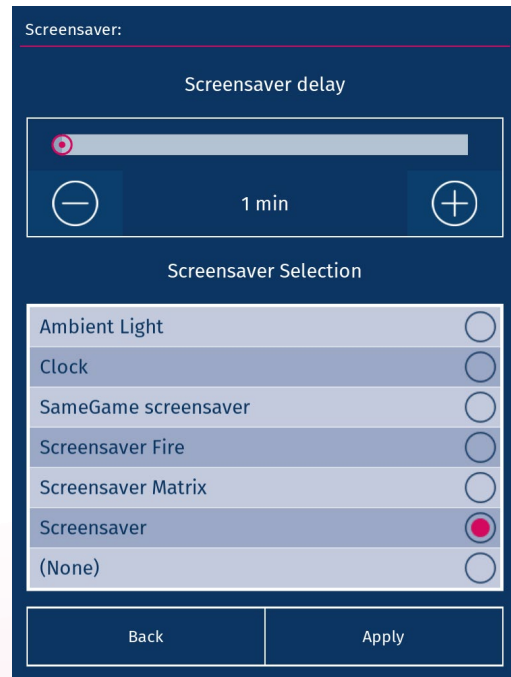






Fig. 25

Here  you can set the screen saver for Touch&Go. This only applies to Touch&Go and is displayed after the set waiting time without input. As soon as the wall is hit, it ends and shows the Touch&Go starter again. This waiting period is given in minutes and can be set between 1 and 30 minutes using the slider or the buttons  . The default is 1 minute. To set the **twall®** screen saver in the user interface (**see 2.2 View**)

To automatically enter the ,Touch&Go‘ mode when starting the **twall®** and not the user interface start screen, the Touch&Go autostart can be activated here. This setting is active by default in order to be able to operate the **twall®** without a touch screen after delivery.

Furthermore, the pop-up  with the WLAN login information, which is displayed in the ,Touch&Go‘ screen, can be switched on and off here. This makes it possible to make app access available to everyone or to limit it. (**see 3 Apps**)

2.4 Games

In the menu „Games“ , new games can be imported from a USB stick , deleted from the twall®  and the complete favourites can be reset .



Fig. 26

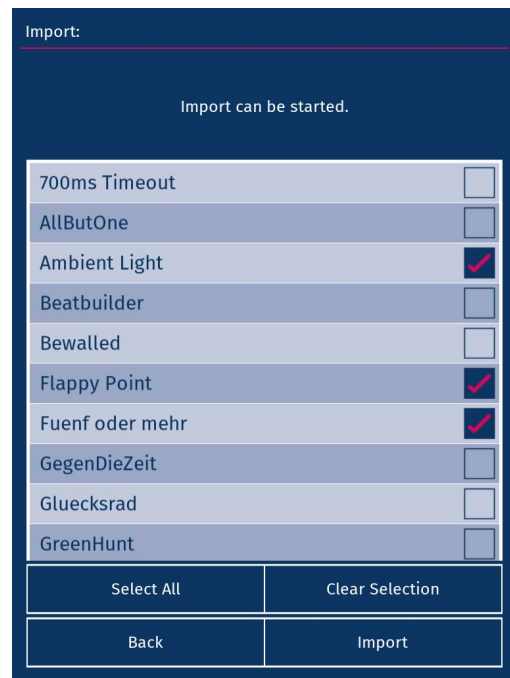


Fig. 27

To import games:

1. prepare the USB stick:
 - a) Place the provided „.tgame“ files in the main directory of a USB stick.
Alternatively, you can create a „twall“ folder in the main directory and place the update file there.
 - b) If you use the twall® PC software, export the games with the function provided
(see 4 PC-Software)
2. Plug the USB stick into the twall® control box.
3. Open the „Import“ menu.
4. The twall® searches your USB stick for game files at the specified locations and lists all the games found.
5. Select the games you want to import and press „Import“.

The process may take some time depending on the number of games to be imported. When the process is complete, the games will automatically appear in the appropriate lists.



„Touch&Go“


In „Touch&Go“ mode, games can also be imported. To do this you must:

1. Connect the prepared USB stick to the **twall®** control box.
2. Hit any field in the **twall®** Starter.
3. The import process starts when the **twall®** briefly lights up blue three times.

Please note that updates are always prioritised in Touch&Go mode. If games are to be imported, any update files must be removed from the USB stick or the interface must be used.




Fig. 28

To delete games from the **twall®**, press the „Delete“  button in the „Games“ menu. Now select the games that are to be deleted. Then start the deletion process by pressing the „Apply“ button.

With the help of „Remove all favourites“  all games are deleted from the favourites list.

2.5 Ranking Lists

The „Ranking list“  window offers the possibility to define the maximum length of the ranking list by means of a slider or the buttons. The range is from 10 to 999, the default value is 100.

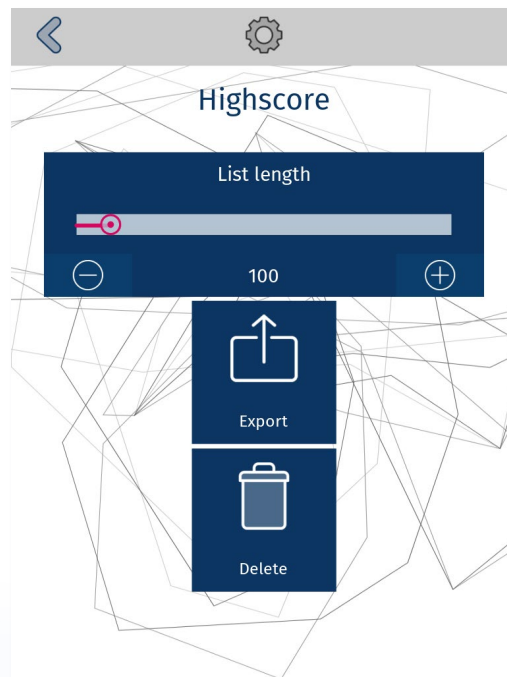



Fig. 29

With the help of „Export“ , the saved ranking lists can be transferred to a connected USB stick. The output is in „.csv“ file format, which can be opened by a spreadsheet programme such as Microsoft Excel or LibreOffice Calc. Separate CSV files are created for each match and pitch size. In addition, a „combi-ned-score.csv“ is created that combines all the different rankings. This simplifies the evaluation depending on the objective. These files are then combined in a zip archive and saved with the current date and time.

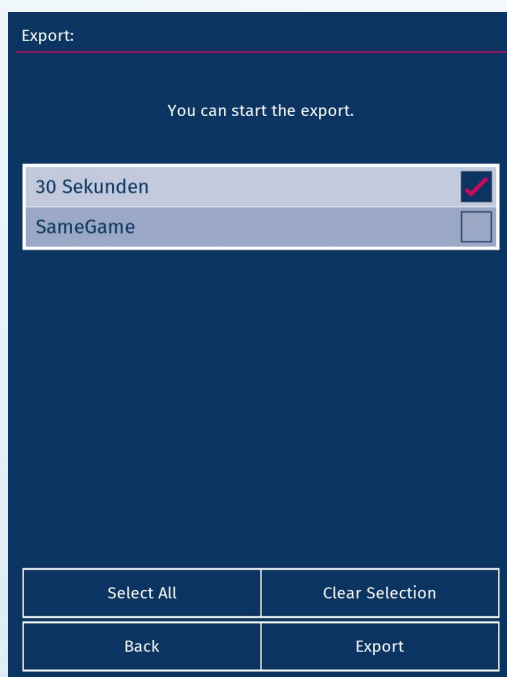


Fig. 30

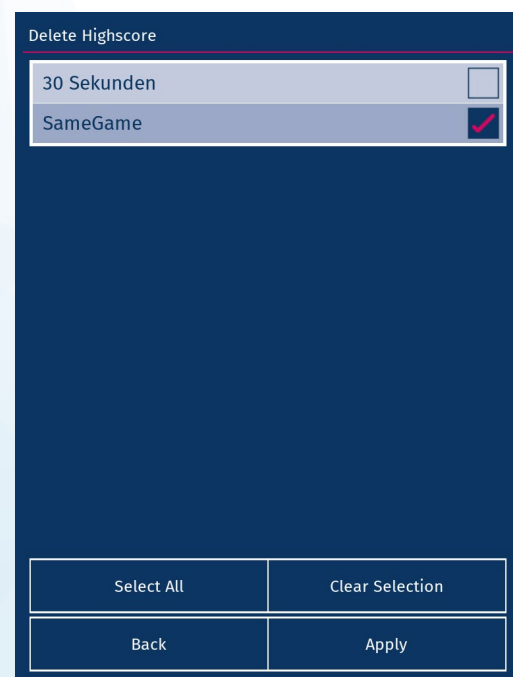



Fig. 31



Select the games whose ranking lists are to be exported and press „Export“. Only games for which a ranking list exists are displayed in the list. The zip file that is then created is stored in the main folder of the USB stick or in the **twall®** folder if this already exists.

In event mode, separate ranking lists are created and can be exported directly from there. (see **1.4.2 Export Ranking List**)

By clicking on „Delete“  you can remove the previous ranking lists and start with a new one. Select the corresponding games here as well and confirm the deletion with „Apply“.

2.6 Audio

In the „Audio“  menu, audio settings can be made.

Using the slider or the volume up  and down  keys, the output volume can be set from 0 (sound off) to 10 (loudest). The default setting is 5.

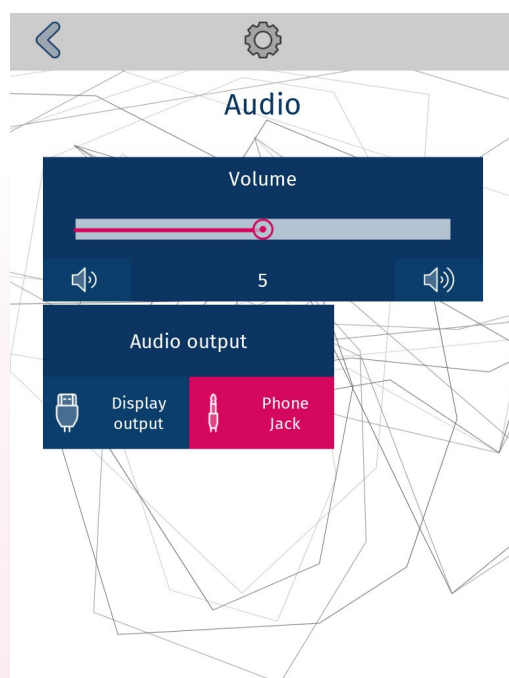




Fig. 32

HDMI  and the jack socket  are available as output channels:

- The touch screen has speakers and can thus output the sound via the HDMI cable  It should be noted that the screen itself has a separate volume control. If no sound can be heard despite the set output via the display, please check the settings on the screen.
- Alternatively, a separate loudspeaker can be connected via the jack socket  The output via the jack socket is the standard delivery state so that sound output is guaranteed even without a display.

2.7 System

The „System“  submenu combines all basic system settings and the system update.

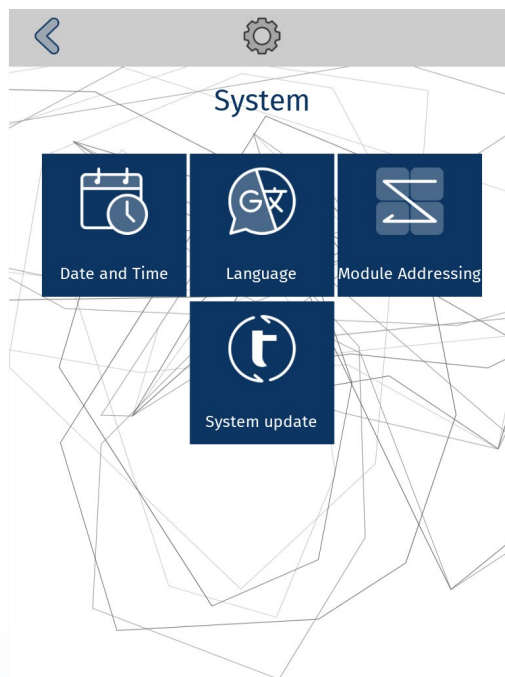



Fig. 33

2.7.1 Date & Time

In „Date & Time“ , the **twall®** clock and the time zone can be set. This information is necessary for games that display the time and for the ranking entries.

The **twall®** has a battery-supported clock so that it can bridge a certain period of time without mains power.

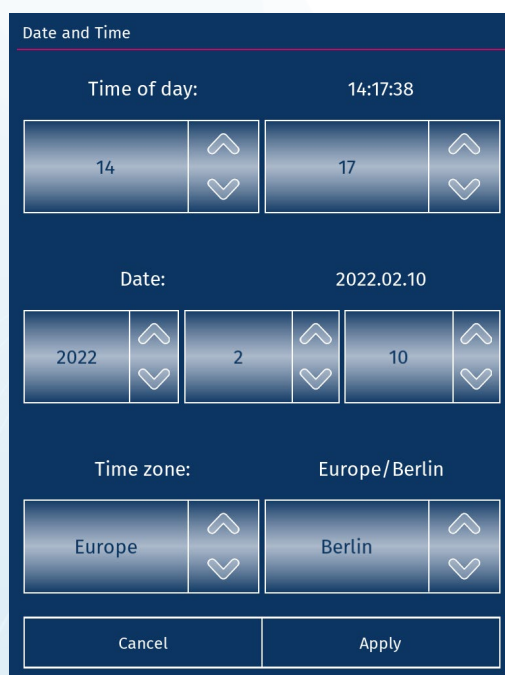



Fig. 34

2.7.2 Language selection

The language of the user interface can be changed in the language selection . The following languages can be selected:

- German
- English
- French

The change of language only becomes active after a restart of the **twall®**. A corresponding note is displayed in the user interface when the selection is made.

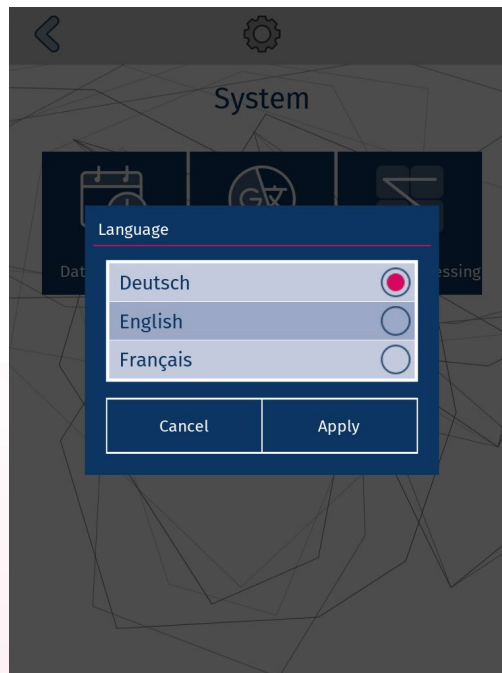


Fig. 35

2.7.3 Module addressing

In principle, module addressing is carried out during production and the **twall®** is delivered ready for use. For this reason, it is not normally necessary to re-address the modules.

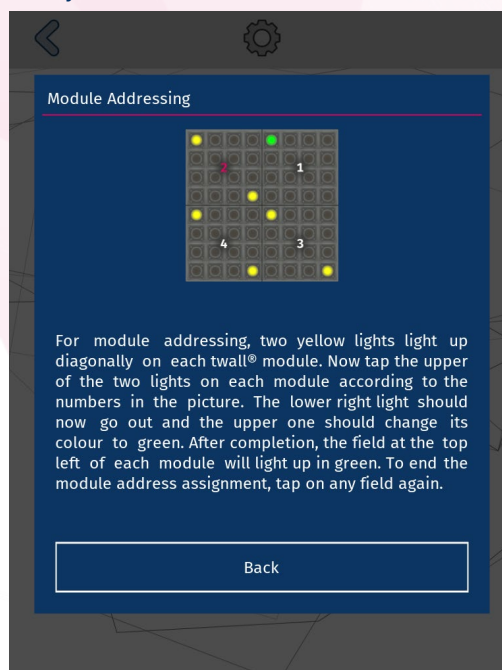



Fig. 36

If it is nevertheless necessary to re-address the modules, this can be done in the section „*Module addressing*“ .

Before starting, a warning is issued again to ensure that the process should start. When this is confirmed, two yellow lights light up diagonally on each **twall®** module. Now the upper of the two lights on each module must be struck from the top right to the bottom left. The lower light should then go out and the upper light change colour to green. After completion, the upper left field on each module lights up in the colour green. To end the module address assignment, strike any field once more. Now the **twall®** modules are set up in this order and orientation.

2.7.4 Systemupdate

Updates can be started from a USB stick using „*Update System*“ .

To do this, follow the procedure below:

1. Place the „.tupdate“ file provided in the main directory of a USB stick. Alternatively, you can create a „twall“ folder in the main directory and place the update file there.
2. Plug the USB stick into the **twall®** control box.
3. Open the „*Update System*“ menu.
4. The **twall®** searches its USB stick for update files at the specified locations and lists all updates found.
5. Select the appropriate update and press „*Start update*“

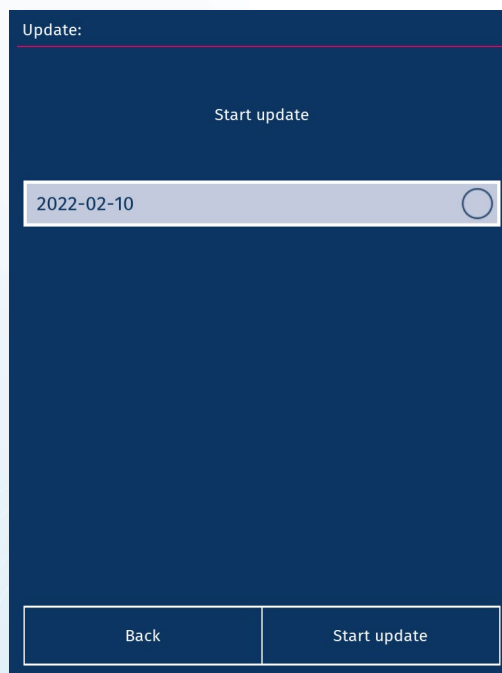


Fig. 37

When the update is started, the **twall**® software closes itself and then opens a new window with the update's change information. The **twall**® now displays a bar in cyan in the upper half.

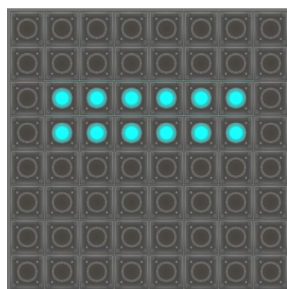


Fig. 38

Start the update via the interface and the bar changes to blue. A loading bar with the progress is displayed on the screen. This can also be seen at the bottom of the **twall**® in pink.

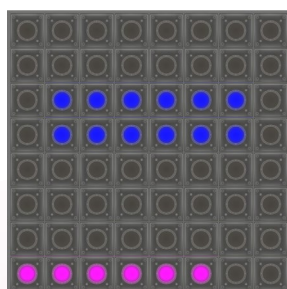


Fig. 39

When the update has been completed, the screen displays a message indicating whether the process was successful or whether errors occurred. This can also be seen on the **twall**® by a green bar in the positive case or a red bar in the error case. The **twall**® waits until you restart it via the screen or by hitting the wall.

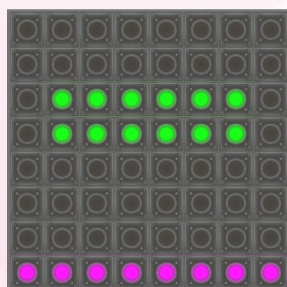


Fig. 40



It is also possible to perform system updates in ,Touch&Go' mode. For this you must:

1. Connect the prepared USB stick to the twall® control box.
2. Click on any field in the twall® Starter.
3. The system searches for update files on the USB stick and uses the update with the latest modification date.
4. If an update is found, the update process starts when the twall® briefly lights up red three times.

The update process is analogous to the process with the interface. It starts with a bar in cyan. After a few seconds, the update starts automatically and then shows the progress with a pink loading bar. After completion, the wall signals the status in green (successful) or red (error) and waits for the restart by hitting the twall®.

2.8 About the twall®

The „About the twall“ ⓘ window displays information about the wall. Among them are:

- twall® Model
- Impactcounter
- Software version
- Firmware version

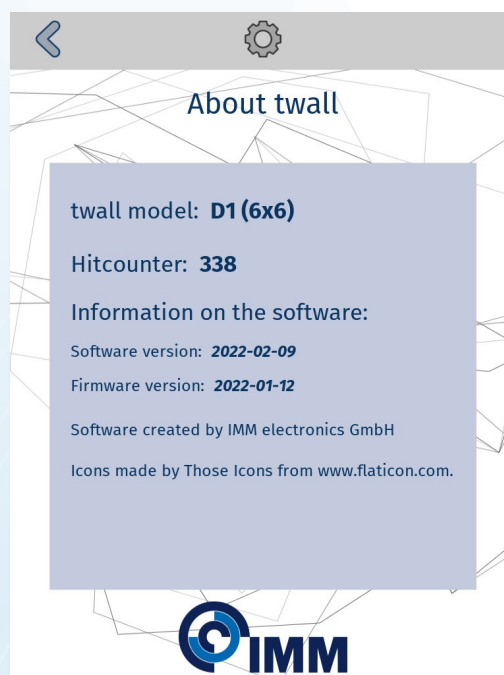


Fig. 41

3 Apps

Universal link for iOS and the Android Appstore

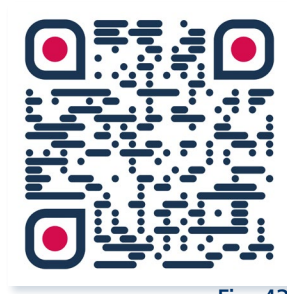


Fig. 43

As an alternative to the user interface via the touch screen, there is an iOS and Android app for the **twall®**. These offer the same functions as the user interface, only the settings are only available to a limited extent. Rankings and events are created and saved locally on the smartphone. They are universal and can be shared directly.

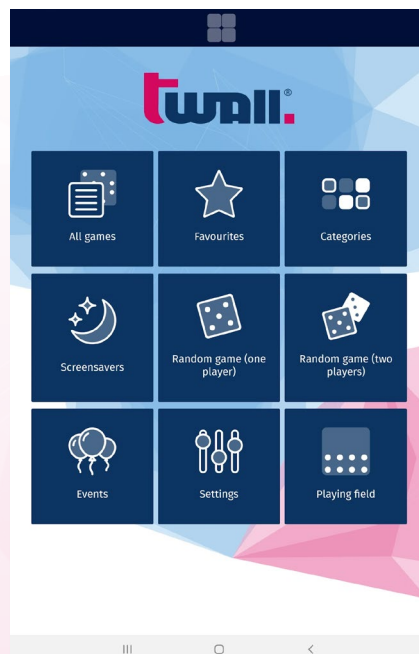



Fig. 44

3.1 Connection

To use the app, the device must be in the **twall®** WLAN. To do this, start the ,Touch&Go'  in which the **twall®** activates its WLAN hotspot. For this reason, the apps can only be used in ,Touch&Go'!

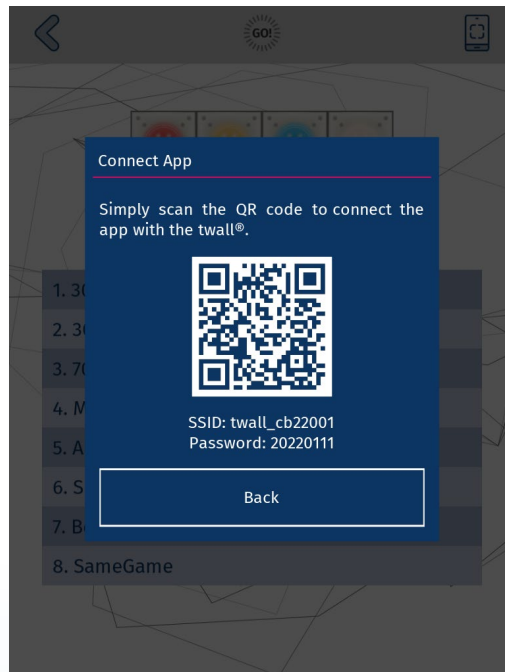



Fig. 42

The WLAN access data can be found on the label on the **twall®** Contolbox. Alternatively, you can activate the pop-up  for displaying the WLAN access data in the ,Touch&Go' window in „Settings > Touch&Go“ (see **2.3 Touch&Go**). This shows you a QR code that contains the connection data. Most devices understand this and automatically establish a connection to the network. If this does not work, the name of the network (SSID) and its password are also shown in this display for setting up the connection manually.

4 PC-Software

The Software for Microsoft® Windows™ computers is available for the twall® A (A16, A32, A64) and D (D1, D2, D4). With this software it is possible:

- to create your own simple games.
- to compile an individual 'Touch&Go' Starter.
- to export games to a USB stick.

For more information, visit the website: twall.de/downloads

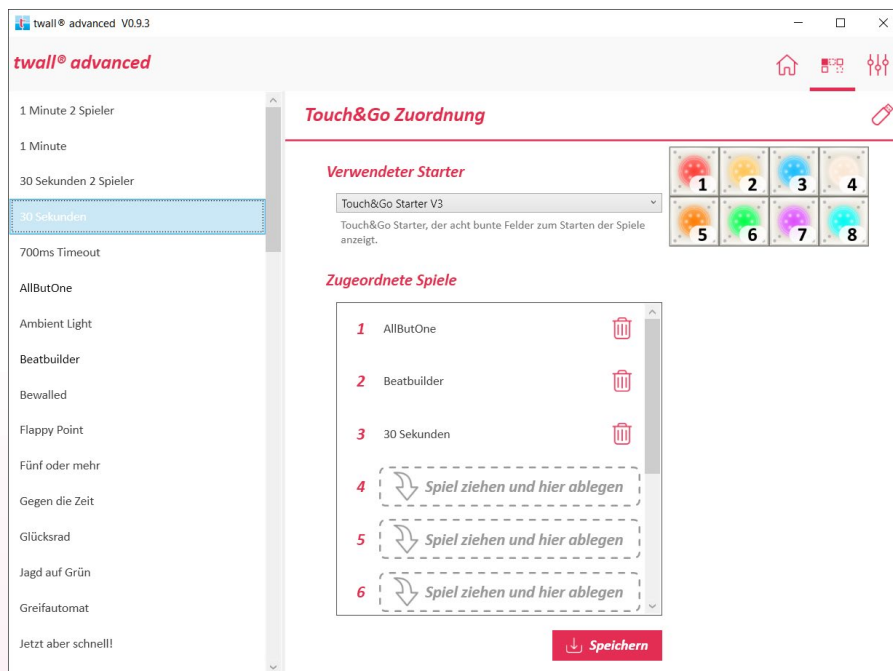


Fig. 45

5 FAQ

5.1 How do I import new games?

New games can be imported via the settings menu or in ‚Touch&Go‘ mode. (see 2.4 Games)

5.2 How do I update the twall®?

Updates are imported via a USB stick. This can be done in the settings menu as well as in ‚Touch&Go‘ mode. (see 2.7.4 System update)

5.3 How do I export my rankings?

This depends on whether the event mode is used or not. In event mode, the rankings are exported directly from the selected event in the „Event Mode“ menu (see 1.4.2 Export ranking list). If the event mode is deactivated, the ranking lists can be exported via the menu item „Ranking lists“ in the settings menu. (see 2.5 Ranking list)

5.4 My games are upside down, what now?

Sometimes, due to a malfunction or similar, a single module may forget its alignment and suddenly „stand on its head“. This can be quickly remedied via the item „Module addressing“ in the settings menu. (see 2.7.3 Modul addressing)

5.5 How do I customise my ‚Touch&Go‘?

By default, the Touch&Go Starter is assigned games that work on all twall® models. However, it is no problem to adapt the assignment of the Touch&Go games. To do this, use the twall® PC software. There you then select the desired Touch&Go Starter and then assign any games to the individual lights. The new configuration is then written to a USB stick and can be imported back to your twall®.

You will find a detailed description in the operating instructions for the twall® PC software.

5.6 Why is there no sound on the screen even though I have the volume set to maximum?

There are three possible reasons:

1. The control box outputs the sound via the jack socket directly on the control box and not via HDMI (see 2.6 Audio).
2. The volume on the control box is at maximum, but the volume in the settings menu of the screen is at silent. In this case, you must increase the volume on the screen.
3. The volume on the screen is at maximum, but the volume in the audio settings of the control box is at zero. In this case, please increase the volume in the audio settings (see 2.6 Audio).

5.7 Why does the clock show the wrong time?

All twall® screen savers that display the time read the system time of the control box. The system time of the control box can be adjusted via the menu „Date & Time“ in the settings menu (see 2.7.1 Date & Time).

5.8 Why are games only displayed half or reduced in size?

There can be two reasons for this:

The playing field size of the twall® is set to „Half“ or „Centred“. This can be remedied by calling up the item

„Playing field size“ in the main menu or in the menu item „View“ in the settings menu and setting the playing field to „Full“ again (**see 2.2.1 Playing field size**).

In case one of the **twall®** modules is wired incorrectly or has a defect, the control box may recognise a smaller **twall®** model. In this case, please check the wiring and contact your service partner if the error persists.

5.9 Why can't I see all the games?

This can have two reasons:

1. The event mode has started and only a selection of games has been assigned to the event. As long as the event is running, only the games assigned to the event are displayed. Stop the event to see all the games again (**see 1.4 Event mode**).
2. The control box only lists games that fit your **twall®** model and the selected pitch size. Games that only work with larger **twall®** models are not displayed. Set the playing field size to „Full“ to see all games that can be played on your **twall®** (**siehe 2.2.1 Playing field size**).

twall.de

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