

parameter

Zieleditor



1	1	1	■	Wait
2	0	3	■	Wait
3	2	2	■	Wait
4	1	2	■	Wait
5	1	0	■	Wait
6	0	3	■	Wait
7	0	0	■	Wait
8	2	3	■	Wait

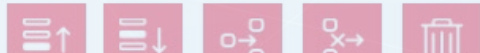


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1 twall PC Software

The twall PC software can be used to:

- Create new games for the twall and edit existing games
- Transfer games to the twall
- Change the ,Touch&Go' assignment of the twall


1.1 Installation

The twall PC software is compatible with Microsoft® Windows™ 7 and Windows™ 10. The setup file for the PC software can be downloaded from www.twall.de/downloads.

The installation programme must be run as an administrator. Follow the instructions on the screen to install the programme.

1.2 The application window

The three icons in the upper area of the application window (1) are used to select the main functions of the application:





-  Games list
-  ,Touch&Go' assignment
-  Settings

Depending on the selected function, a different page is displayed in the lower area of the window (2). The icon of the selected function is highlighted by a red line below it.

1.3 The Game List

After starting the software, the games list is displayed in the application window.

1. List of games stored on the PC. The standard installation includes all standard games of the twall® and some alternative ,Touch&Go' starters.
2. This button can be used to call up the editor for creating new games.
3. Reload game list
4. Info area showing the properties of the currently selected game.
5. Actions for the info area. These icons trigger actions that relate to the selected game:

-  **Simulate game:** opens the game simulation
-  **Edit game:** opens the game editor
-  **Export game to USB stick:** The game is exported as a .tgame file to a connected USB stick.
If several USB sticks are connected, a selection dialogue is displayed in which the target drive can be selected.
-  **Show game in file system:** opens the file explorer

1.3.1 The Info Area

The info area displays information about the selected game. For each game, a short description of the game and - if available - a video illustrating the course of the game are displayed.

If the game is greyed out in the list, a warning is displayed in the info area:



Fig. 1

The warning appears (cf. Fig. 1) because the game cannot be played on the twall® specified in the settings (the game requires a larger twall®). If you have already set your twall® model correctly in the settings, the warning means that you should not use this game in the 'Touch&Go' assignment because the game will not work on your twall®.

1.4 Game simulation

All twall® games can be tried out directly in the PC software. Hits on the virtual twall® are triggered with the mouse.

1. Back to previous page
2. Virtual twall®: Games can be played on this playing surface with the mouse.
3. Status display: The current playing time, the number of hits and the number of errors are displayed here.
4. Restart the current game

1.5 Game Editor

The game editor is called up via the functions „Create new game“ and „Edit game“. The editor consists of several pages which are run through one after the other. Depending on the type of game, different pages are displayed.

1.5.1 Select game type

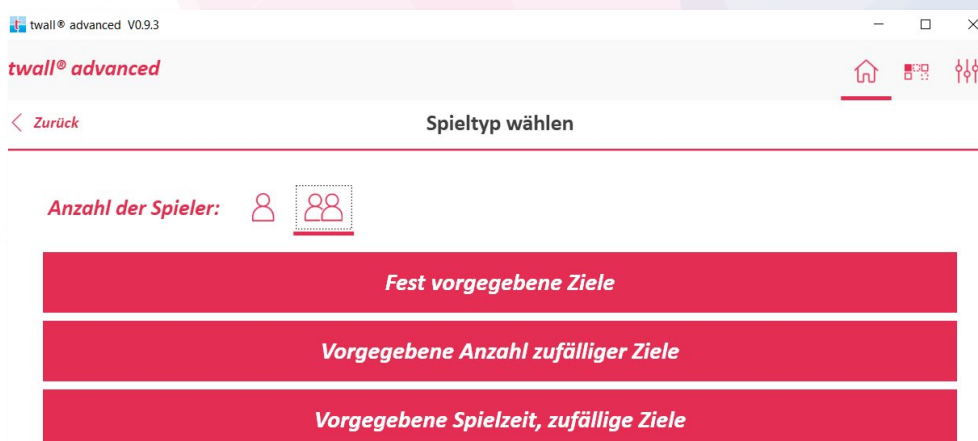




Fig. 2

This page (cf. Fig. 2) is only displayed if a new game is to be created. First, the number of players ( or ) must be set. Then the type of game is set:

- Fixed goals: Later in the editor, all the goals of the game are fixed. For each target, the position, the colour and the behaviour are defined.
- Preset number of random targets: A game is created that has a fixed number of targets, but they appear at random positions.
- Preset play time, random targets: Here the playing time is fixed. During this time, as many targets appear as the player can knock out.

1.5.2 Parameters

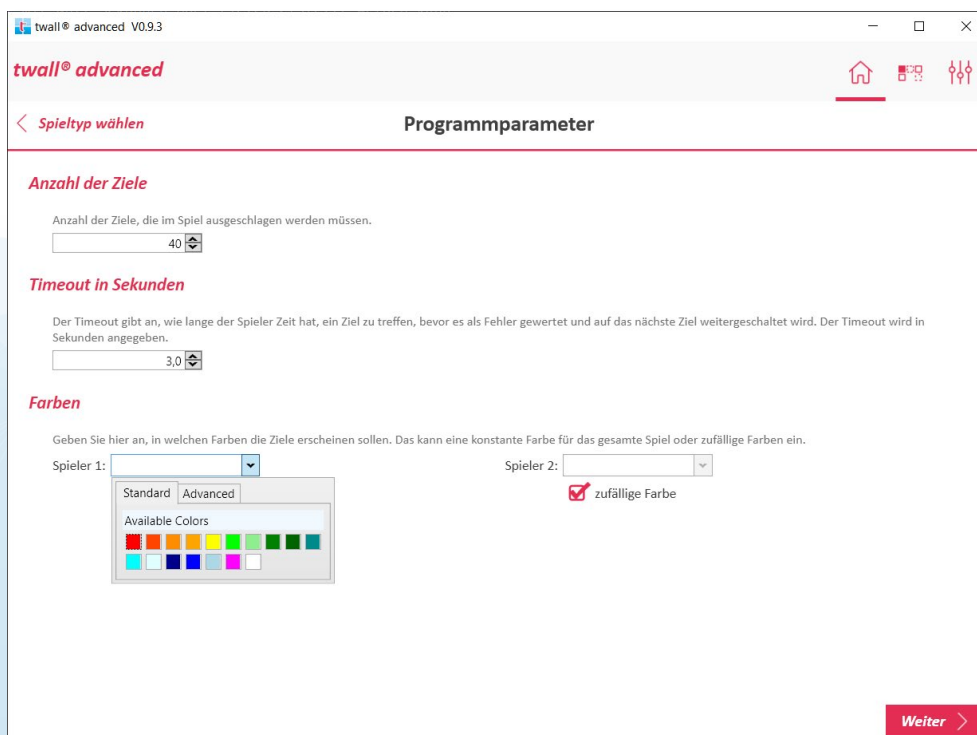







Fig. 3

Depending on the type of game, different parameters (cf. Fig. 3) can now be set:

- **Number of targets:** Only for „Preset number of random targets“.
- **Playing time in seconds:** Only for „Preset playing time, random targets“.
- **Timeout in seconds:** This is the time after which the next target is displayed if the player fails to hit the previous target.
- **Colours:** Only for games with random targets. Either a fixed colour per player can be set or random colours.

1.5.3 Target editor

This page is only displayed for games with fixed targets.

1. Virtual twall®: Goals are entered or edited via the virtual twall®.
2. List of goals: For each goal of the game, a row is displayed in this table. The columns mean: Target number, column, row, colour, sequence behaviour. Using the five buttons below the list, goals can be rearranged ( and ), inserted () or deleted (one goal:  , entire list: ). If you select a target in the list, it

is displayed on the virtual twall® and can be edited.

3. Sets the colour for the selected destination or new destinations.
4. Here you can define how the twall® should behave when a new destination lights up in the list:
 - **Wait until the target has been knocked out:** This is the default behaviour. The next destination is only activated when the previous one has been knocked out or the timeout has expired.
 - **Immediately continue to the next target:** With this option, you can, for example, light up the entire twall® at the end of the game (the last target must then be set to „Wait“ again).

1.5.4 Information about the game

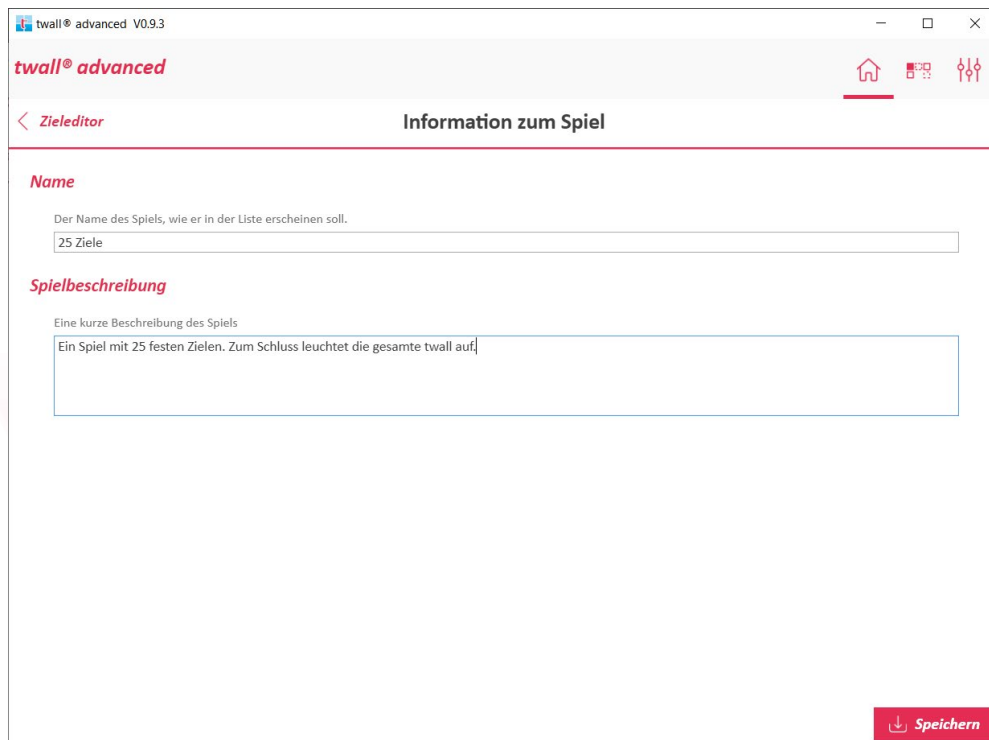


Fig. 4

Finally, a name and a short description for the game must be entered. Then the game is saved with the ‚Save‘ button (cf. Fig. 4).

1.6 ‚Touch&Go‘ Zuordnung

On this page the games for the ‚Touch&Go‘ mode can be selected. First, a ‚Touch&Go‘ starter must be selected. Then games can be assigned to the starter. A picture of the selected starter is displayed in the upper right-hand area of the page. In the picture, the starter has eight lights to which different games can be assigned. In addition, the screensaver labelled „S“ can be assigned.


1. List of available games and screensavers
2. In this selection field, the ‚Touch&Go‘ starter must be selected. A picture of the starter is displayed on the right-hand side.
3. List of games assigned to this starter. At the beginning the list is empty. Drag and drop games from the game list (1) to the desired number in the right-hand list (3) to assign these games. The assignment can be cancelled with the button.
4. Save ‚Touch&Go‘ Assignment

5. This function transfers the selected ,Touch&Go' starter and all assigned games to a USB stick. The assignment can then be imported directly to the twall®.

1.7 Settings

The settings determine which twall® model is to be used for the simulation and in which directories the software is to search for additional games.

After changing the settings, they must be saved so that they are applied.

1. Selection of the twall® model
2. Additional search paths for twall® games
 - + Add new directory to the list
 - Remove directory from the list
 -  Delete entire list
3. Save settings

2 FAQ and tips

2.1 Can I control my twall® remotely with this software?

The PC software for the A, D and S series models can be used to transfer games and software settings to the twall® via USB stick. Direct control of the twall® is not possible with the software.

2.2 Where are my twall® games?

The installation of the software includes all standard games and some Touch&Go starters. During installation, these games are installed in the program directory of the application (e.g.: C:\Programmes (x86)\twall advanced\programs). Files in this directory cannot be written by regular Windows users. Therefore, there is an additional directory for each user in which all games created or edited by the user are stored. This directory is located in the user directory under C:\Users\\AppData\Local\twall advanced\programs.

2.3 Additional Search Paths for Games

It may be useful to enter an additional path for e.g. custom games that are neither included in the standard games nor created by yourself. The folder containing these games can then be added in the settings with the button +. The games are then listed in the list of games (the list may have to be reloaded after adding). If the Windows user has write access to the folder, changes to the games are saved directly in this folder. If the user does not have write access, changes are saved in the AppData directory.

2.4 How can I light up the entire twall® in the game editor at the end?

In some twall® games, the entire twall® lights up again at the end of the game and the player must turn off all lights before the game is over.

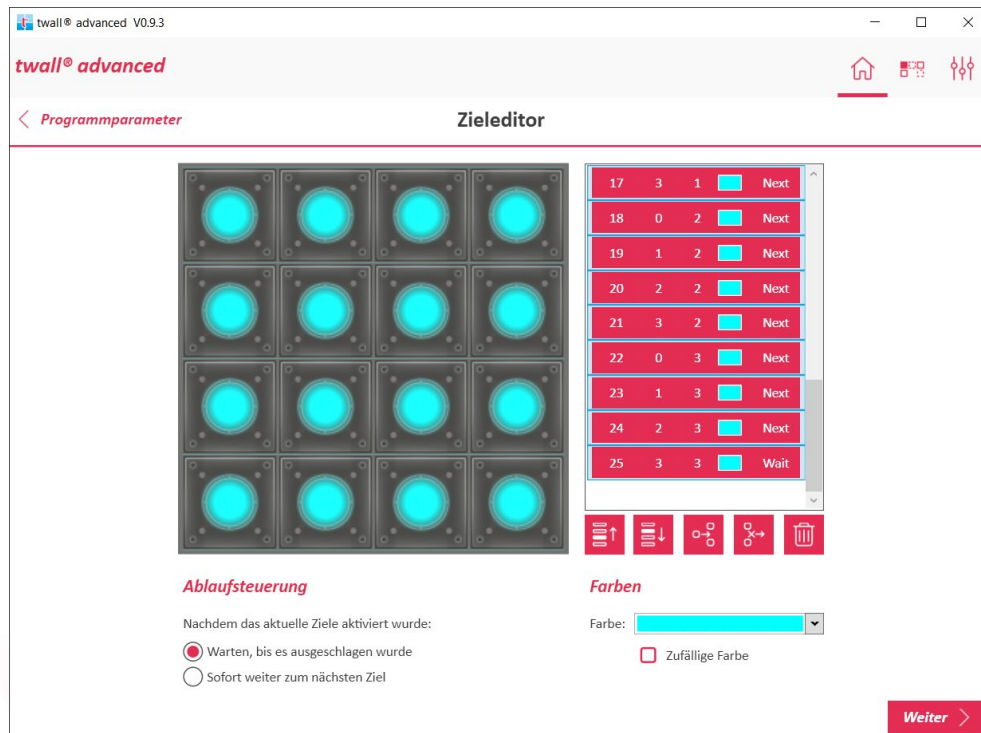


Fig. 5

This behaviour can be reproduced quite easily in the game editor (see Fig. 5). To do this, create a new game with fixed goals. In the goal editor, all goals that are to light up at the end (except the very last one) must be configured under „Sequence control” with „Continue immediately to next goal”. For the last target, the default „Wait until knocked out” is set again.

If the game is now started and the last goal has been knocked out before the „final image”, all lights that were configured with „Immediately continue to next goal” now go on one after the other. Only when the last target is switched on is it waited for the player to knock out all targets. The game does not continue until all lights on the twall have been knocked out.

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