TrueStudio Manual

Game Box

6/11/2015

A user manual for operating TrueStudio GameBox.

Manual Table of Contents:

QuickStart: Using the TrueStudio GameBox

1. Insert the TrueStudio receiver into the USB port below the wifi port (under the Raspberry image)
2. Plug in the power supply (micro USB end) into the Game Server
3. Plug the other side of the power supply into a wall socket
4. Wait for the light to turn green (next to the Raspberry image)
5. On a laptop, connect to the TrueStudio wifi network
6. Password for Wifi is defaulted to: TrueStudio10987
7. Open a browser and input the following into the URL browser:
    a. 192.168.222.1
    b. This will be the same IP address for all browsers including mobile devices

DO NOT:

-DO NOT REMOVE SD CARD
-DO NOT REMOVE USB WIFI
-HDMI and AV connections on box are not active at this time

Turn on devices

1. Turn on "transmitter(s)" using the power switch
2. Go to Hardware Setup in upper right corner and hit Save
3. Plug "transmitter" into electronic equipment (Chestgear or paddle or etc) via RJ45 connector
4. Select a game and play

Setting Game Defaults

The Game Defaults are settings that stay constant throughout all games. They can be set from the Title Page. It is here that you may change default sound settings and point values for body kicks and head kicks.

Understanding the GUI

1. Threshold Level:
2. Status bar
3. Sync Light: Green, Empty
4. Hit Level Feedback
5. Failed Hits Count
6. Head kick cumulative hits
7. Body kick cumulative hits
8. Total points

9. Timer
10. Round number
11. Start Button/Pause/Resume
12. Re Start
13. Home button
14. Game setting button
15. Sound Toggle
16. Additional settings

Title Page
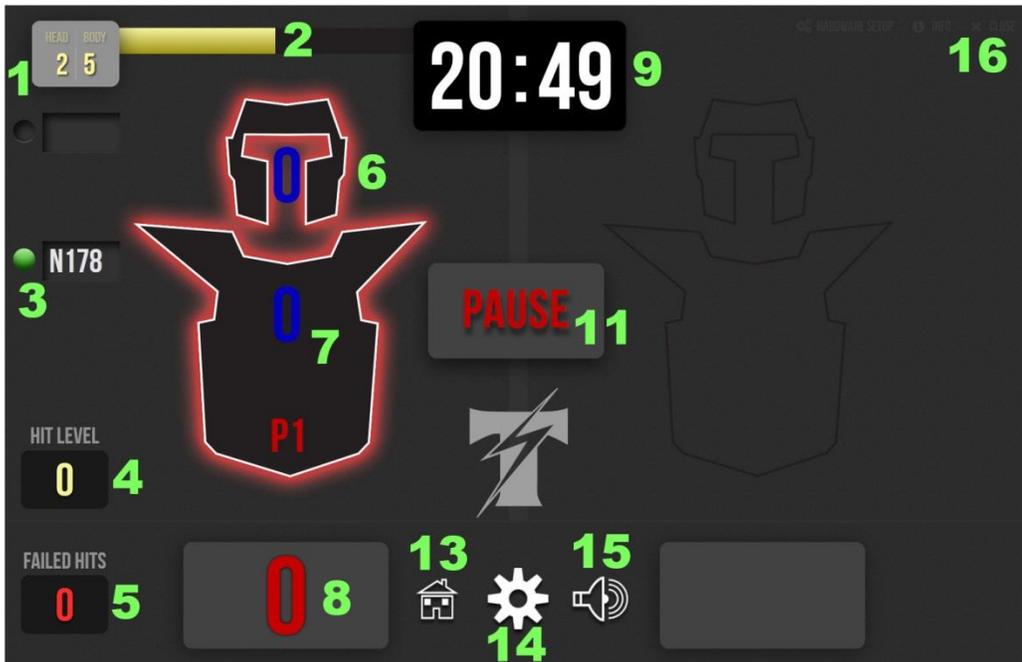
Single Player
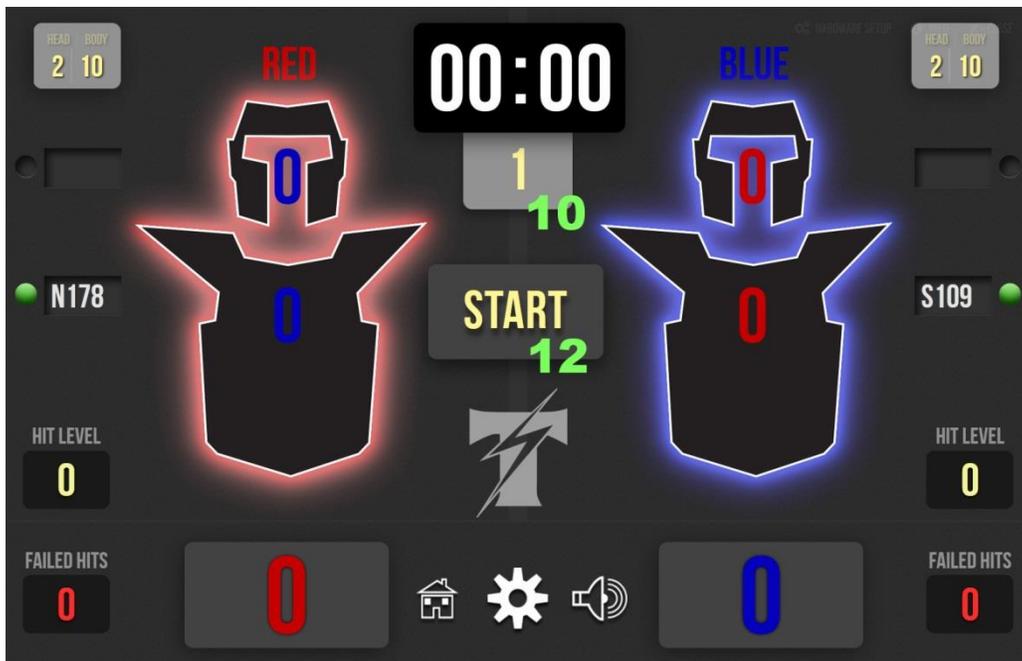
2 Player VS

Against the Clock

In this 1-Player training game, the player rushes against a meter in an allotted time frame for up to 10 levels of increasing difficulty. The objective is to finish all the levels without running out of meter.

Recommended set up options:

1 E-Paddle/Shield set up
       What you'll need
            1 E-Paddle/Shield
            1 Body Transmitter
            1 Receiver
            1 Electronic Foot Protector
            1 Software enabled device

2 E-Paddle/Shield set up
       What you'll need
            2 E-Paddles/Shields
            1 Body Transmitter
            1 Head Transmitter
            1 Receiver
            1 Electronic Foot Protector
            1 Software enabled device

1 E-Chestgear set up
       What you'll need
            1 E-Chestgear
            1 Body Transmitter
            1 Receiver
            1 Electronic Foot Protector
            1 Software Enabled Device

1 E-Chestgear + 1 E-Headgear set up
       What you'll need
            1 E-Chestgear
            1 Body Transmitter
            1 E-Headgear
            1 Head Transmitter
            1 Receiver
            1 Electronic Foot Protector
            1 Software Enable Device

Getting started

After Game Defaults have been set, select the game from the Main Menu
The description box will pop up – press the continue button to go to user inputs

How to use the user input box

"Against the Clock" has the following input options and can be filled in as recommended

-Player Name: Here is where you insert the player's name

-Threshold: This is where the desired body and head hit level is inserted.

-Number of Rounds: The player can put between 1-10 rounds

-Duration per round: This is where each round length is input in seconds

-Duration of rest: This is where a rest time duration is input

-Start Level Speed: Input a speed/difficulty level from 1-10

-Body Transmitter: Fill in the ID # on your body transmitter in use. This transmitter must be filled in to continue

-Head Transmitter: Fill in the ID # of your head transmitter in use. This can be left blank if no head transmitter will be in use

Once input is complete, press the continue button and the game will sync the electronic devices

Hit the start button to start a countdown to game start

Marathon

In this 1-Player training game, the player rushes to add more time to a depleting meter that depletes more rapidly as time progresses. The objective is to play as long as possible and improve endurance.

Recommended set up options:

1 E-Paddle/Shield set up
       What you'll need
              1 E-Paddle/Shield
              1 Body Transmitter
              1 Receiver
              1 Electronic Foot Protector
              1 Software enabled device

2 E-Paddle/Shield set up
       What you'll need
              2 E-Paddles/Shields
              1 Body Transmitter
              1 Head Transmitter
              1 Receiver
              1 Electronic Foot Protector
              1 Software enabled device

1 E-Chestgear set up
       What you'll need
              1 E-Chestgear
              1 Body Transmitter
              1 Receiver
              1 Electronic Foot Protector
              1 Software Enabled Device

1 E-Chestgear + 1 E-Headgear set up
       What you'll need
              1 E-Chestgear
              1 Body Transmitter
              1 E-Headgear
              1 Head Transmitter
              1 Receiver
              1 Electronic Foot Protector
              1 Software Enable Device

Getting started

After Game Defaults have been set, select the game from the Main Menu
The description box will pop up – press the continue button to go to user inputs

How to use the user input box

"Marathon" has the following input options and can be filled in as recommended

     Player Name: Here is where you insert the player's name

     Threshold: This is where the desired body and head hit levels are inserted

     Start Level Speed: Input a speed/difficulty level from 1-10

     Body Transmitter: Fill in the ID # on your body transmitter in use. This transmitter must be filled in to continue

     Head Transmitter: Fill in the ID # of your head transmitter in use. This can be left blank if no head transmitter will be in use

Once input is complete, press the continue button and the game will sync the electronic devices

Hit the start button to start a countdown to game start

<u>Sparring</u>

In this 2-Player training game, the fighter with the most amount of points at the end of the rounds, wins.

Recommended set up options:

2 E-Paddle/Shield set up
        What you'll need
                2 E-Paddle/Shield
                2 Body Transmitter
                1 Receiver
                2 Electronic Foot Protector
                1 Software enabled device

4 E-Paddle/Shield set up
        What you'll need
                4 E-Paddles/Shields
                2 Body Transmitter
                2 Head Transmitter
                1 Receiver
                2 Electronic Foot Protector
                1 Software enabled device

2 E-Chestgear set up
        What you'll need
                 2 E-Chestgear
                2 Body Transmitter
                1 Receiver
                2 Electronic Foot Protector
                1 Software Enabled Device

2 E-Chestgear + 2 E-Headgear set up
        What you'll need
                 2 E-Chestgear
                2 Body Transmitter
                2 E-Headgear
                2 Head Transmitter
                1 Receiver
                2 Electronic Foot Protector
                1 Software Enable Device

Getting started

After Game Defaults have been set, select the game from the Main Menu
The description box will pop up – press the continue button to go to user inputs

How to use the user input box

"Sparring" has the following input options and can be filled in as recommended

-Player Name 1 & 2: Here is where you insert the players' name

-Number of Rounds: Here is where you insert the number of rounds. Recommended 2-3 rounds per match

-Time Per Round: Here is where you insert the time duration of each round

-Time Per Rest: Here is where you insert the time duration of breaks in between each round

-Threshold: This is where the desired body and head hit levels are inserted.

-Body Transmitter: Fill in the ID # on your body transmitter in use. This transmitter must be filled in to continue

-Head Transmitter: Fill in the ID # of your head transmitter in use. This can be left blank if no head transmitter will be in use

Once input is complete, press the continue button and the game will sync the electronic devices

Hit the start button to start a countdown to game start

Last Fighter Standing

In this multi-player game of knockout, the lowest scoring fighter(s) is knocked out of each round until there is only one winner out of all the fighters.

Game requirements:

The multiplayer game requires a TrueStudio receiver. Upgrading a normal receiver to TrueStudio comes with a fixed cost and can be done through Truescore HQ, whose contact information can be found in this manual.

Recommended set up options:

1 Paddle per Player
        What you'll need per player
                1 E-Paddle
                1 Body Transmitter
                1 Receiver
                1 Electronic Foot Protector per player

Getting started

After Game Defaults have been set, select the game from the Main Menu
The description box will pop up – press the continue button to go to user inputs

How to use the user input box

"Last Fighter Standing" has the following input options and can be filled in as recommended
        -Number of Players: Here you can input how many players are in the game from 3-8
        -Player Names: Here is where you insert the players' names
        -Time Per Round: Here is where you insert the time duration of each round
        -Time Per Rest: Here is where you insert the time duration of breaks in between each round
        -Threshold: This is where the desired body and head hit levels are inserted.
        -Body Transmitter: Fill in the ID # on your body transmitter in use in corresponding order with player names. These transmitters must be filled in to continue and must match
        -Head Transmitter: Fill in the ID # of your head transmitters in corresponding order with player names. This can be left blank if no head transmitters will be in use
Once input is complete, press the continue button and the game will sync the electronic devices

Hit the start button to start a countdown to game start

<u>Practice</u>

In this 1-multiplayer training mode, the player(s) go through their own training regimen and assess their training session at the end in graphs with the session statistics. Time is unlimited and there is no designated objective.

Recommended set up options:

1 E-Paddle/Shield set up (per player)
       What you'll need
              1 E-Paddle/Shield
              1 Body Transmitter
              1 Receiver
              1 Electronic Foot Protector
              1 Software enabled device

1 E-Chestgear set up (per player)
       What you'll need
              1 E-Chestgear
              1 Body Transmitter
              1 Receiver
              1 Electronic Foot Protector
              1 Software Enabled Device

1 E-Chestgear + 1 E-Headgear set up (per player)
       What you'll need
              1 E-Chestgear
              1 Body Transmitter
              1 E-Headgear
              1 Head Transmitter
              1 Receiver
              1 Electronic Foot Protector
              1 Software Enable Device

Getting started

After Game Defaults have been set, select the game from the Main Menu
The description box will pop up – press the continue button to go to user inputs

How to use the user input box

"Practice" has the following input options and can be filled in as recommended
       -Player Name: Here is where you insert the player's name
       -Threshold: This is where the desired body and head hit level is inserted.
       -Body Transmitter: Fill in the ID # on your body transmitter in use. This transmitter must be filled in to continue
       -Head Transmitter: Fill in the ID # of your head transmitter in use. This can be left blank if no head transmitter will be in use

Once input is complete, press the continue button and the game will sync the electronic devices

Hit the start button to start a countdown to game start

<u>**Combat**</u>

In this 2-Player training game, the player with the most health at the end of the round wins. Hit levels of each strike translate to the damage done to the opponent's health bar. This game has the ability to run 4 simultaneous matches with one "Start/Pause" button to control them all at once.

Recommended set up options:

2 E-Paddle/Shield set up
       What you'll need
              2 E-Paddle/Shield
              2 Body Transmitter
              1 Receiver
              2 Electronic Foot Protector
              1 Software enabled device

4 E-Paddle/Shield set up
       What you'll need
              4 E-Paddles/Shields
              2 Body Transmitter
              2 Head Transmitter
              1 Receiver
              2 Electronic Foot Protector
              1 Software enabled device

2 E-Chestgear set up
       What you'll need
              2 E-Chestgear
               2 Body Transmitter
               1 Receiver
              2 Electronic Foot Protector
              1 Software Enabled Device

2 E-Chestgear + 2 E-Headgear set up
       What you'll need
              2 E-Chestgear
              2 Body Transmitter
              2 E-Headgear
              2 Head Transmitter
              1 Receiver
              2 Electronic Foot Protector
              1 Software Enable Device

Getting started

After Game Defaults have been set, select the game from the Main Menu
The description box will pop up – press the continue button to go to user inputs

How to use the user input box

"Combat" has the following input options and can be filled in as recommended
　　　-Number of Players: 2, 4, 6, or 8
　　　-Player Names: Here is where you insert the players' name
　　　-Number of Rounds: Here is where you insert the number of rounds for best out of 1 or 3
　　　-Time Per Round: Here is where you insert the time duration of each round. Unlimited is an option if you want the match to be determined by total health depletion
　　　-Health/damage bar amount: Here is where you input the health meter size. Default is 100, but depending on how long you want the match to be and how high the hit levels are for your students, numbers between 300-1000 can lengthen or shorten the match
　　　-Time Per Rest: Here is where you insert the time duration of breaks in between each round
　　　-Threshold: This is where the desired body and head hit levels are inserted.
　　　-Body Transmitter: Fill in the ID # on your body transmitter in use. This transmitter must be filled in to continue
　　　-Head Transmitter: Fill in the ID # of your head transmitter in use. This can be left blank if no head transmitter will be in use
Once input is complete, press the continue button and the game will sync the electronic devices

Hit the start button to start a countdown to game start

Remote Access

This feature allows a user to connect to the GameBox via any device with a browser such as:

iOS Mobile Device
iOS Tablet
Android Mobile Device
Android Tablet
PC/Mac Computer

Steps:
1. Connect device to wifi network "TrueStudio"
2. Insert Password: TrueStudio10987
3. Open a browser
4. Input IP address 192.168.222.1 into the URL of the browser

Device Maintenance

Charging

Transmitters are battery charged and require charging between sessions. To charge, plug a charger into an outlet and plug the adapter to the transmitter. From fully depleted, a transmitter normally takes 2-3 hours to charge fully. Take note of the light on the charger as it will turn from RED to GREEN when the transmitter is done charging.

Warranty Repair

TrueScore warranties electronic items for 1 year from manufacturing defects that impair function. Contact Truescore HQ for warranty information and inquiries.

Contacting Customer Support
Email: info@truescore.com
Phone: 510-270-2995
510-270-4155
Technical Support
Email: info@truescore.com
Phone: 510-279-4137

Websites
www.TrueScore.com
www.facebook.com/TruescoreHQ
www.youtube.com/TruescoreHQ