

# mw3 Classic Software User Guide

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## About this User Guide

This document applies to mw3 Classic Software Version 2.07 (or later).

The software was named 'Classic' since it has the option of displaying the meter dial in the traditional (classic) rectangular style of an analog meters. Earlier software simply had the circular dial.

The first section of this guide (Basics) gives a simple overview of the software which will enable the user to get up and running quickly. The next section covers topics in more detail.

## Needle Test

The most critical aspect of a computer based meter is the smoothness of the needle motion on the screen.

The needle test is a quick guide to how well your computer will perform. It can be turned on and off from the **Connection** menu.



The quality of motion depends mostly on the computer graphics performance.

## Demo

To run the program as a demo, install the software then play the demonstration file, which by default is located in the *Program Files\mindwalker\samples* folder. See the section **Basics – Playback** for instructions on how to do this.

## Installation

Follow the steps given in the separate document 'Software Installation Instructions'.

If you have purchased the *mindwalker* hardware (mw3A) then you will also need to verify that the USB driver has been properly installed.

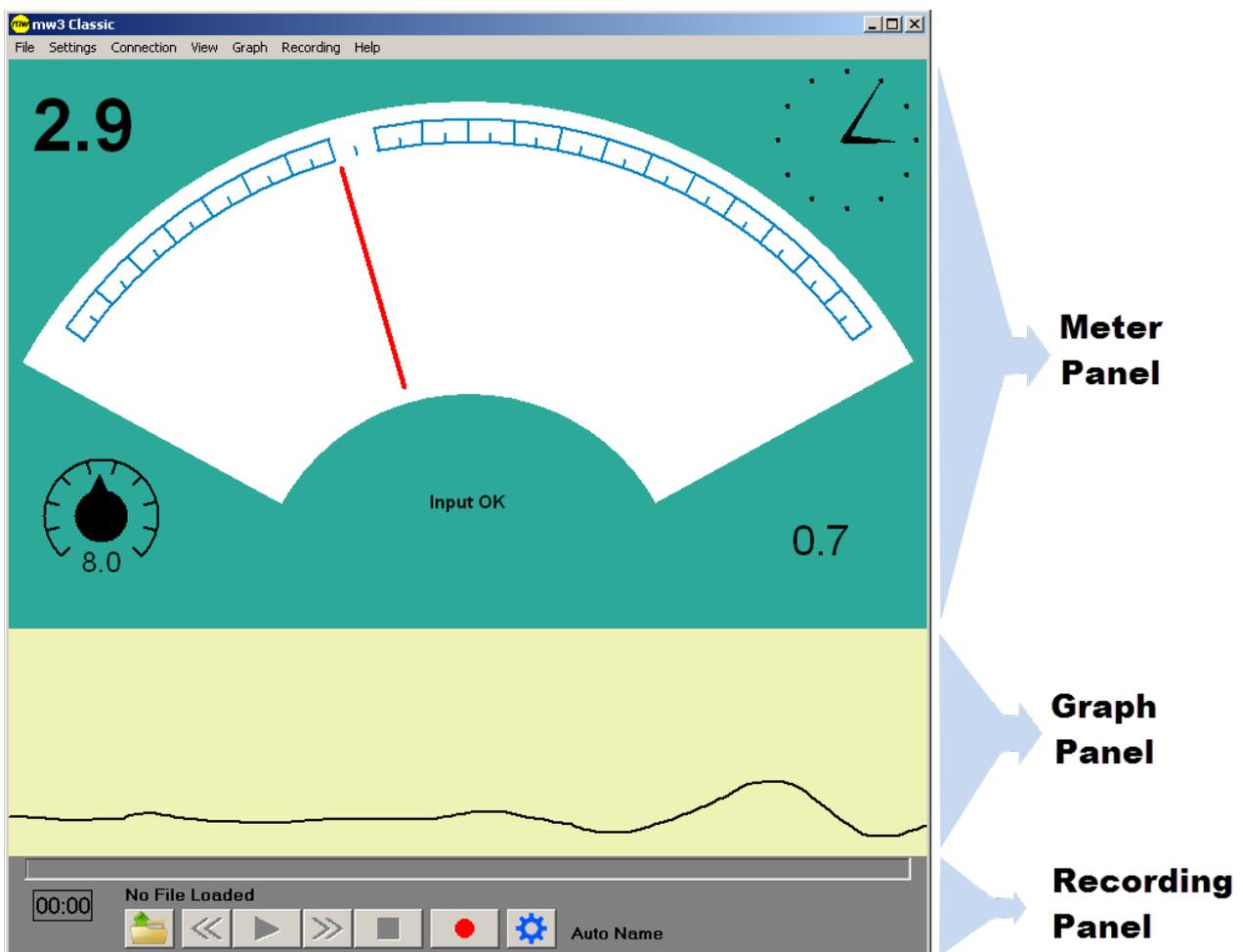
# Basics

## Basics - Starting the Program

The program will be listed on the Start menu under *mindwalker>mw3 Classic*. The first time the program is run, it will enter *Demo mode*. If you have *mindwalker* hardware plugged into a USB port then select **Connection > Connect** from the menu bar. The program should find the *mindwalker* device and will automatically locate it the next time the program is run.

## Basics - View menu

There are three main elements to the screen display.



- Meter Panel – with either traditional (rectangular) or circular style dial – always visible.
- Graph Panel - optional
- Recording/Playback Panel - optional

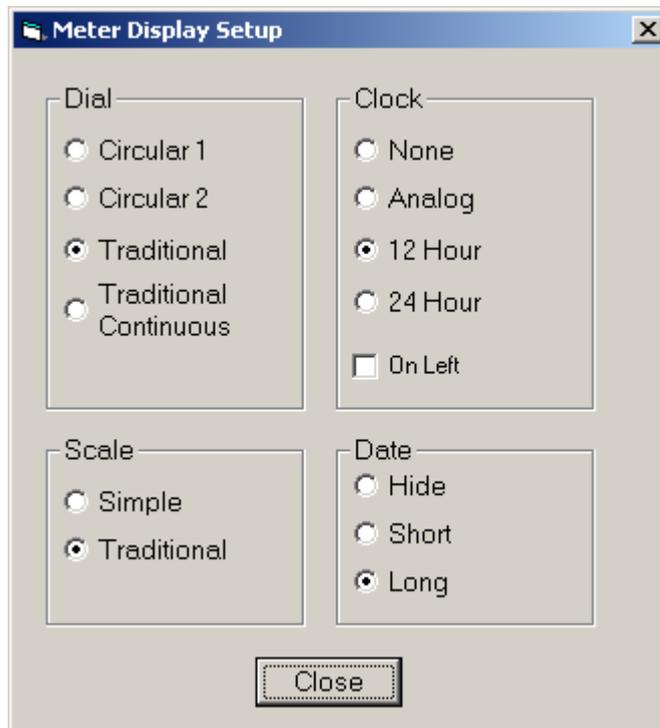
These main elements of the display are controlled from the **View** menu.



The Graph display is made visible or hidden by selecting **View > Graph**.

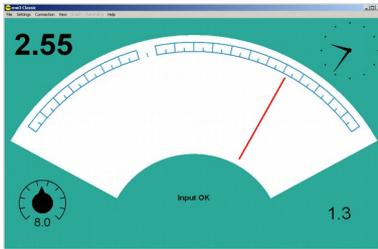
The Recording/Playback panel is made visible or hidden by selecting **View > Recording**. It must be visible to play the demo file.

Select **View > Meter Style** to open the meter panel display options.

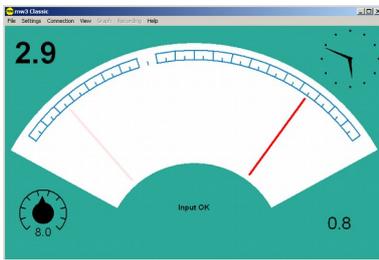


**Dial** - four types of dial display are available:

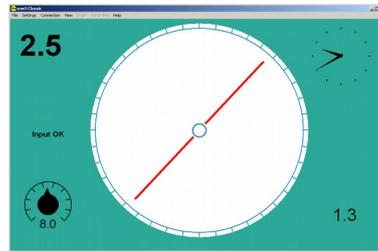
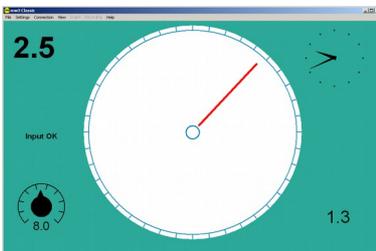
**Traditional (AutoSet)** - a traditional analog dial is presented, and the needle behaves the same way as modern automatic analog meters - when the needle goes off the dial it is automatically SET. It can also be manually SET by the keyboard space bar.



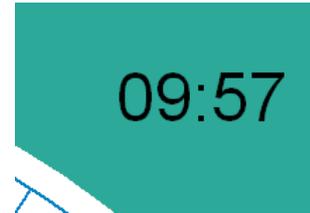
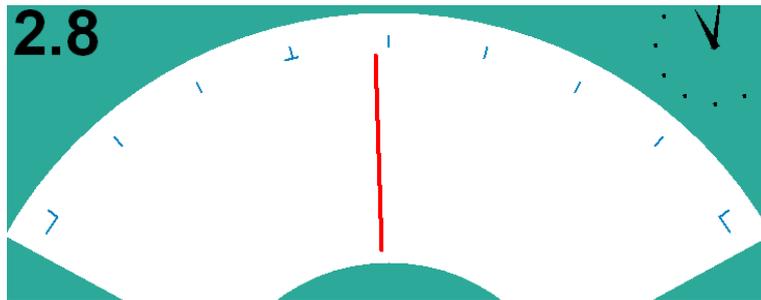
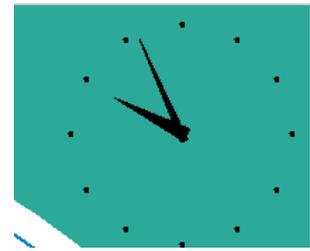
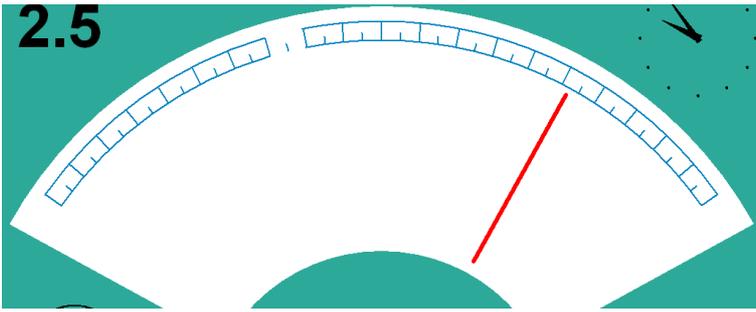
**Traditional (Continuous)** - when the needle nears the edge of the dial, a second shadow needle enters from the opposite side and then becomes the main needle.



**Circular** - this display provides a theoretically better presentation of the needle since it is permanently visible with no discontinuity. It may however take some time to become accustomed to this less familiar format. Choose 1 or 2 needles display.



There are also options to change the dial scale graduation and clock display.



The locations of the clock and Baseline display can be swapped by ticking the **On Left** box in the clock section.

When the digital clock is displayed, the date can also be shown in either short or long format. These formats are configured according to the settings in the Windows Control Panel Regional Settings.

Using the **View** menu enables the user to tailor the screen to display only those elements required, and in a variety of formats. Remember that the meter window can be made full screen, which produces a particularly clean and clear display on small screen laptop computers.

## **Basics - Meter Panel**

The meter panel comprises the following:

**Baseline Position** - top left, large digital readout.

**Status** - centre bottom (traditional) or centre left (circular), text describing the status or mode currently active. Usually displays 'Demo Mode', 'Input OK', 'Recording' or 'Playback'.

**Sensitivity Knob** - bottom left, this control can be adjusted by dragging the knob with the mouse or using the up & down arrow keys on the keyboard.

**Clock** - top right. Can be configured (View menu) as hidden, analog, digital 12hr or digital 24hr.

**Baseline Drop (BD) Counter** – bottom right, digital readout, appears faint until it is enabled by clicking on it with the mouse, or the keyboard shortcut **C**. Repeating this action will toggle it Off/On. Clicking on it and holding down the mouse button, or the keyboard shortcut **Z**, will zero this counter.

The size of the panel on the screen can be adjusted by dragging the left or right window borders, or full screen by the standard methods.

## **Basics - Alerts**

The dial incorporates a simulated LED – a round indicator that flashes on and whose colour indicates the status of the needle. For those familiar with automatic analog meters, they have such an LED to indicate a needle SET, and on the traditional dial it is located in the same position. On the circular dial it is located in the centre.

Following are the default colours for the LED and their meaning:

**Green** – a needle SET has occurred.

**Blue** – Body Motion has been detected.

**Red** – a Real Time delay (needle lag) has been detected.

## **Basics - Remembering Settings**

There are many options which control the function and display of the the program. Colour settings in particular dramatically affect the screen appearance. It is therefore important to understand how these settings are remembered.

By default these settings are stored in the file *mw3\_Classic.ini* located in the *mindwalker* directory. Also by default you will be prompted to save any settings changes when exiting the program. This behaviour can be changed from the **Settings>Autosave** menu item. Select **On** to always save changes, select **Off** to always exit without saving changes, or leave it as **Prompt**.

If you wish to store several different 'styles' then use the **File>Save Settings As** and the **File>Load Settings** menu items. The program always opens using the settings file in use when the last session was closed.

## **Basics – Playback**



To use the playback function the **View>Recording** menu option must be checked, so that the Recording Panel is visible. Also ensure that the **Recording>Audio>On** menu item is checked.

Playback is accomplished by first loading a file using the OPEN button. Once loaded, the total time of the recording will be shown at the left end of the panel. Press PLAY to start playback, and STOP to terminate it. Recordings made with this version (or later) software will show the clock as it was at the time of recording.



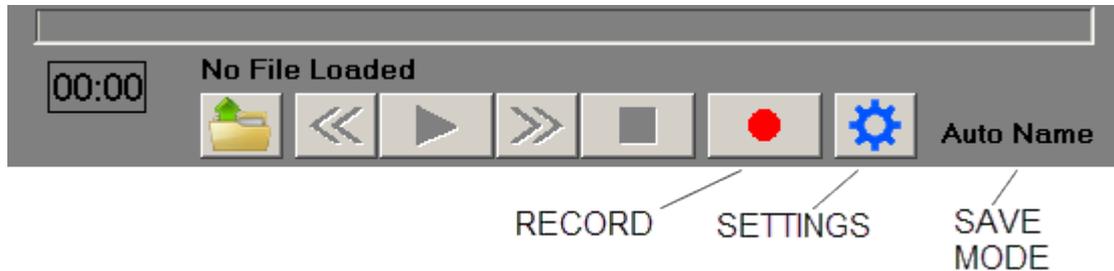
Once playback has started the Pause, Skip Forward, Skip Backwards and Repeat buttons are enabled. Left mouse clicking anywhere on the Progress Bar will skip playback to that time.

It is also possible to select a section of a recording for playback. This is done by dragging the mouse from left to right along the progress bar while holding down the left button. Right clicking on the bar will return to full selection.

**Override Option** – During playback, the settings from the time of recording, such as the Dial type and Sensitivity, are duplicated. They can however be changed if the Override option is checked.

# Details

## Recording Panel



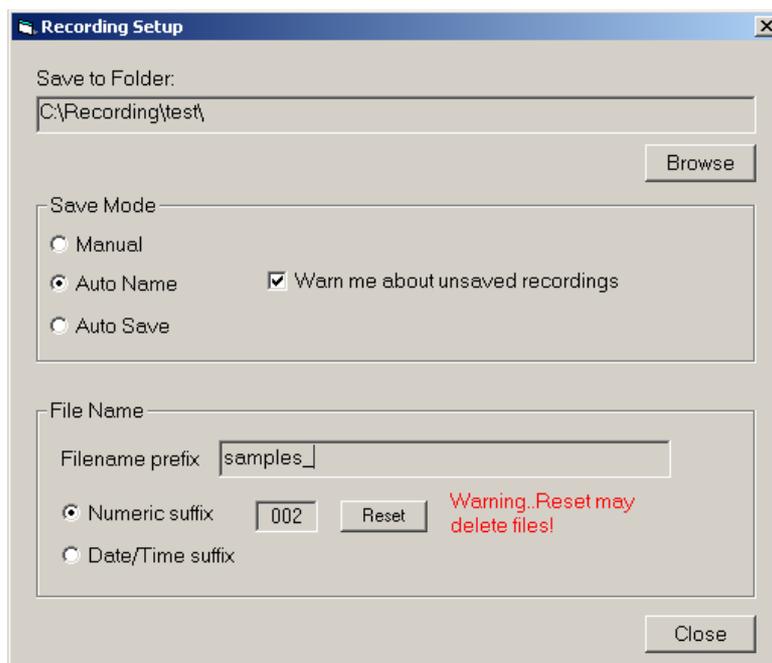
To use the recording function the **View>Recording** menu option must be checked, so that the Recording Panel is visible.

Audio can be turned on or off in the **Recording>Audio** menu. When making recordings with audio enabled, the microphone setup and level are controlled by the standard Windows methods (eg Windows Control Panel etc).

Meter data recordings are saved as \*.mwd files, and the audio is saved separately as a \*.wav file. These files must have the same name and be located in the same folder to work together. If audio is enabled when loading a recording but no sound file is located then an error message will appear.

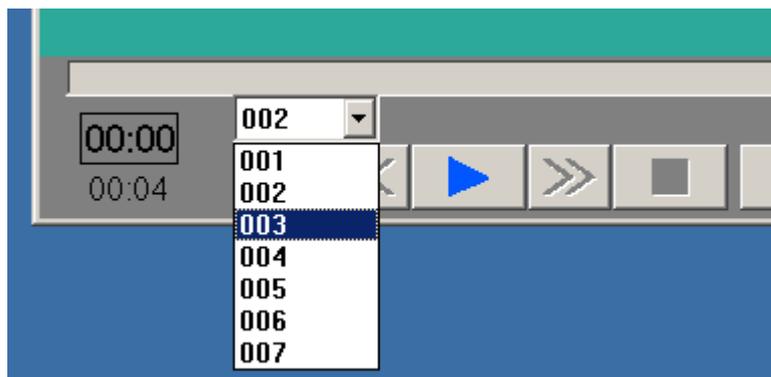
Note - Playback will also work from a \*.mp3 audio file, so once recorded in .wav format, free software can be used to compress to .mp3 format.

The SETTINGS button (gear wheel) opens the Recording Setup panel.



- **Save to Folder** – Location in which to store recordings, must be defined for Auto Name and Auto Save modes
- **Save Mode** – Manual. Complete control over name, location and when to save recording.
- **Save Mode** – Auto Name. File is named according to 'File Name' settings, saving is manual.
- **Save Mode** – Auto Save. File is always saved after STOP and named according to 'File Name' settings.
- **Save Mode** – Warn me... Unless you don't care about forgetting to save recordings, leave this box ticked.
- **File Name** – Filename prefix. This text is automatically inserted at the beginning of the filename.
- **File Name** – Numeric suffix. Files are named with incrementing number from 000 to 999.
- **File Name** – Date/Time suffix. Files are named with date and start time in format yy-mm-dd\_hr.mm.ss

The numeric suffix system has been designed for ease of recording meter drills. Many recordings can be made and easily viewed afterwards from a drop down box by right clicking the OPEN button.



The drop-down box will show all numeric files in a folder with the same prefix name. Warning! This system also makes it easy to delete all files by using the Reset button in the Recording Setup.



Suppose there was one recording in the sequence you wanted to keep. Simply load it and right click on the number text above the OPEN button. You can then save it as another name, and then use the Reset button to delete all files in the sequence.

Recording Panel Keyboard Shortcuts:

R – RECORD

P – PLAY, PAUSE

S – STOP

### **Body Motion Detect**

It is possible to detect needle responses caused by hand or finger motion on the electrode. Such motion causes the LED to flash Blue. The sensitivity of the Body Motion Detect can be changed in the **Settings > Alerts > Body Motion Detector** menu.

### **Needle Freeze**

Detected Body Motion can optionally cause the needle to freeze and change colour. Once body motion has ceased, there is a short delay before the needle returns to its normal colour and unfreezes.

Needle Freeze on Body Motion can be turned off or on with keyboard shortcut **F**, or from the **Settings > Alerts > Body Motion Freeze** menu.

This USER Guide is work in progress and is incomplete. Check the web site for updates.