

OPEN THE WINDOWS DEVICE MANAGER

1. Click **Start**.
2. **Right-click** (use the right mouse/trackpad button to click) **Computer** (Vista) or **My Computer** (XP/2000). **Left-click Properties** from the menu.
 - a. Vista: Click **Device Manager** in the Tasks menu on the left side of the window.
 - b. XP/2000: Click the **Hardware** tab then the **Device Manager** button.

For ProComp Amplifiers: If the Therapist computer has one 9-pin Serial connection port, it is preferable to use the Serial port for the amplifier connection and a USB-Serial adapter for the connection to the Game/Client computer.

• INSTALL A PROLIFIC USB-SERIAL ADAPTER



1. Insert the USB to Serial Driver CD in the CD/DVD drive of the computer to which you'll connect the adapter.
2. Insert the adapter into the USB port noted on the label (or in the port previously used by the adapter this one is replacing). If you use an adapter for a ProComp amplifier, we recommend installing that adapter first.
3. If you're prompted to search the Internet for a driver, select "*No, not at this time*" and click **OK**.
4. When the **Found New Hardware** Wizard appears, click **Next** to search for the driver automatically.
5. If prompted regarding Windows Logo Testing, click **Continue Anyway** and proceed until finished.
6. In the Device Manager, double-click the entry **Ports (COM & LPT)**. Write down the COM port number assigned to the adapter.
7. If you received a DRIVER UPDATE CD, please follow instructions provided with the update to install the new driver at this time.
8. Repeat steps 3-8 for a second adapter.

• INSTALL A SIIG USB-SERIAL ADAPTER



← The Version 3 driver CD is WHITE

1. Insert the USB to Serial Driver CD in the CD/DVD drive of the computer to which you'll connect the adapter.
2. Insert the adapter into the USB port noted on the label (or in the port previously used by the adapter this one is replacing). If you use an adapter for a ProComp amplifier, we recommend installing that adapter *before* an adapter used for game communication.
3. If you're prompted to search the Internet for a driver, select "*No, not at this time*" and click **OK**.
4. When the **Found New Hardware** Wizard appears, click **Next** to search for the driver automatically.
5. If prompted regarding Windows Logo Testing, click **Continue Anyway** and proceed until finished.
6. **You may be prompted to repeat the driver installation.** Please respond to all prompts as before.
7. In the Device Manager, double-click the entry **Ports (COM & LPT)**. Write down the COM port number assigned to the adapter.
8. Repeat steps 3-7 for a second adapter.

CONFIGURE EEGER TO USE THE INSTALLED ADAPTER

THERAPIST COM PORT SETUP:

1. In EEGer, from the Preferences menu, select Configuration.
2. If applicable, enter the COM port for the connection to the Game computer for "Serial port for game computer connection".
3. If applicable, enter the COM port for the connection to the amplifier for "Serial port for data source connection".

GAME/CLIENT COM PORT SETUP:

1. Open EGS and press F3 until the COM port for the connection to the Therapist computer displays in the upper-left corner.

COMMUNICATION PORT LIMITATIONS

For EEGer, the Therapist adapters must use COM16 or lower.

For Wayforward games (Chomper and SpaceRace) **prior to version 1.99a**, the Game computer adapter must use COM4 or lower.

To FORCE the port setting for the USB-Serial adapter in Windows XP/VISTA (ADVANCED USERS!):

1. Double-click the adapter port in the Device Manager under **Ports (COM & LPT)** to display Device Properties.
2. Click the Port Settings tab, then the Advanced button.
3. Change the COM port setting to the desired number.
CAUTION: Change to a number you are certain is not in use by another device.
4. Click OK and respond to prompts to complete.
5. Set the correct port in EEGer software:
 - a. Therapist: Return to EEGer, Preferences | Configuration to change the appropriate COM port to the forced number.
 - b. Game: On the game list menu, press F3 until the correct port is displayed in the upper-left corner of the menu display.