

Technical Support Installing Alternate Images for *4mation*

You can customize your game setup to use different **Bitmap** (.bmp) or **JPEG** (.jpg) format images with the ***4mation*** Neurofeedback Game. These instructions describe how to use copy & paste commands to make the images available and how to tailor the game options to take advantage of the new images.

NOTE: The Game computer is the one you use to run games. It can either be your single-computer system or the Game/Client computer of a 2-computer system.

There are methods for adding images to *4mation*:

METHOD	DESCRIPTION	STEPS TO FOLLOW
1	Add images to those installed by the EEGer/EGS installation to display along with the original pictures.	A. COPY IMAGES B. PASTE IMAGES (Method 1)
2	Create separate image folders on a local hard drive or mapped network drive to display different sets of pictures.	A. COPY IMAGES B. PASTE IMAGES (Method 2) C. CUSTOMIZE D. CHOOSE CUSTOM IMAGES
3	Use a removable USB Flash drive that contains images. (NOTE: You cannot use a CD for optional images since the pictures cannot be accessed quickly enough when the game is running.)	C. CUSTOMIZE D. CHOOSE CUSTOM IMAGES

Game Customization Options

When you have images in separate folders on your hard drive or on a removable USB Flash drive, there are additional options for using the alternate images. Directions for each option are detailed in Step D.

Option 1: Change images for the current session only

Option 2: Change images for all sessions of *4mation*

Option 3: Create separate game definitions to choose images when you run a *4mation* session

A. COPY IMAGES FILES TO PLACE IN AN IMAGE FOLDER

For both Method 1 and Method 2, to add image files or use a different set of images from the hard drive, you must first select the files to copy to the hard drive.

1. Insert an image CD or USB Flash drive into the Game computer.
2. Double-click the My Computer icon on the Game computer's Windows Desktop (or select Start-My Computer).
3. Double-click the CD or USB Flash drive letter to display the contents of the drive.
4. Disk contents are usually displayed by Icon. From the View menu, select Details to list the files by Name. You can click on any "Header" above the columns to sort by Name, Type, etc.
5. Left-click on the first file you want to copy to highlight the name.
6. Hold down the Shift key and left-click on the last file you want to copy. This will cause all files in between to be selected. (Note: Ctrl + left-click will select/deselect individual files, in case there are certain files you don't want to copy).
7. Go to the Edit menu and select Copy (or press Ctrl+C).
8. Click the Back button in the toolbar to return to the list of drives on the computer.
9. Follow the instructions for the appropriate Method in Step B to make the files available for *4mation*.

B. PASTE IMAGE FILES INTO AN IMAGE FOLDER

Method 1: Add Images to the Original *4mation* Pictures

1. Double-click the C: drive, which is often named “Local Disk”.
2. Double-click the EEGer folder (c:\eeger).
3. Double-click the Games folder inside the EEGer folder (c:\eeger\games).
4. Double-click the Images folder within (c:\eeger\games\images).
5. Go to the Edit menu and select Paste (or press Ctrl+V). This will copy the Bitmap (.bmp) or JPEG (.jpg) files you’ve selected to add to the original *4mation* images.
6. Repeat Step A and Step B until you have all of the desired images in the new location.

Method 2: Copy Images to a New Folder for Customized *4mation* Displays

1. Double-click the C: drive, which is usually displayed as “Local Disk (C:)”.
2. To create a new folder on the C: drive, go to the File menu and select New, then choose Folder.
3. When the New Folder is created, simply type the name you would like to use for the folder. For example, create a folder named “EEGERImages”.
4. At this point, you can either proceed with the steps to place the images in this folder, or create a sub-folder to separate images for multiple choices.
For example:
 - a. Double-click the EEGerImages folder you just created.
 - b. Go to the File menu and select New, then choose Folder again.
 - c. Type in the name of the sub-folder. For example, “Animals” or “Cartoons”.
5. Once you’ve created the folder where you want the files, double-click that folder to display the empty contents. (For example, double-click either c:\EEGERImages or c:\EEGERImages\Animals).
6. Go to the Edit menu and select Paste (or press Ctrl+V). This will create a copy of the Bitmap (.bmp) or JPEG (.jpg) files you’ve selected to use when customizing the *4mation* images.
7. Repeat Step A and Step B until you have all of the desired images in the new location.
8. Next, you must perform Step C to customize the image sources for the *4mation* game.

C. CUSTOMIZE *4mation* TO ADD OPTIONAL IMAGE SOURCES

To configure *4mation*, the image folder must exist prior to customizing game options. Either create the folder (refer to Step B) or insert a USB Flash drive, so that the correct image location is available for customization. (You can use any USB Flash drive to configure the software; it is not necessary to have valid image files available at the time you perform these steps.)

1. On the computer that will display the games, open the **Game Initialization Tool**. [Select *Start-All Programs*. Choose the EEGer folder, then *Game Initialization Tool*.]
2. Double-click ***4mation***.
3. Locate the entry for “**List of possible directories**”. Click either the left or right column to select the “button” to edit the directory choices.
4. Click the button labeled “**Add**”.
5. Select the correct drive letter under **Drives**: (For example, c: or e:)
6. Enter or select the correct pathname to display for **Directory name**: (For example, C:\EEGERImages\Animals or E:\)
7. Click **OK** to save the directory to the list of available choices.
8. Repeat steps 5-7 until you’ve selected each possible image location.
9. Click **Done** when finished adding directories.
10. Click **Done-Save changes** to finalize the available choices for *4mation*.
11. Click **Done-Save Configuration** to complete the changes for game setup.
12. Finalize the changes for the Therapist software.
 - a. Single Computer: Select **Tools-Tailor Installed Games** and click **SAVE All Games**.
 - b. Two-Computers: Select **Tools-Retrieve Installed Games** then select **Tools-Tailor Installed Games** and click **SAVE All Games**.

D. CHOOSE CUSTOM IMAGES

Option 1: Change images for the current session only

1. Select the client and click **Begin Session**.
2. On the game selection screen, click the **Edit** button next to *4mation*.
3. Scroll down to find “**Image directory to use**” in the left-hand. Click either the left or right column to select the “button” to edit the directory choice.
4. Select the image source you want to use by clicking the radio button next to the pathname. (The default is c:\EEGer\Games\Images).
5. Click **OK** to save.
6. Click **Use these changes for this game run** to confirm your choice.
7. Select *4mation* to start the session.

Option 2: Change images for all sessions

1. Select **Tools-Tailor Installed Games**.
2. On the Edit Game Definitions screen, click the **Edit** button next to *4mation*.
3. Scroll down to find “**Image directory to use**” in the left-hand. Click either the left or right column to select the “button” to edit the directory choice.
4. Select the image source you want to use by clicking the radio button next to the pathname. (The default is c:\EEGer\Games\Images).
5. Click **OK** to save.
6. Click **Replace Selection with changes** to confirm your choice.
7. Click **SAVE all games**.
8. Choose *4mation* when you run a session.

Option 3: Create a separate game definition with different images

1. Select **Tools-Tailor Installed Games**.
2. On the Edit Game Definitions screen, click the **Edit** button next to *4mation*.
3. The first line is “**What You want to call this tailored game**”. Click either the left or right column to select the “button” to edit the name.
4. Enter a name that will help you identify the choice (e.g., “4mation Animals” or “4mation on USB”) then click **OK** to save.
5. Scroll down to find “**Image directory to use**” in the left-hand. Click either the left or right column to select the “button” to edit the directory choice.
6. Select the image source you want to use by clicking the radio button next to the pathname. (The default is c:\EEGer\Games\Images).
7. Click **OK** to save.
8. Click **Create a new selection** to create a copy of the default game setup.
9. Click **SAVE all games**.
10. Choose the *4mation* name you just created when you run a session.

Other Items to Note:

1. If there are no Bitmap (.bmp) or JPEG (.jpg) files in the chosen directory, the *4mation* game will not run.
2. Take care when setting up to use different directories and customization if you use different game computers. If you run both single and two-computer setup, you may need to create image folders on both systems and it's easier if you use the same folder name to take advantage of custom settings.
3. When customizing the image source, look over the other game options you can use. For example, you can fill in the grid with Ordered or Random squares when displaying images.