



Customizing Game Sounds

ADD A NEW GAME SOUND. To use a new game sound, you may need to add the sound to the default list available for customizing the game.

1. If you're adding a new custom sound, copy the file to the hard drive of the computer that displays the Game menu. You may add the file to the folder of sound files installed with EEGer: **c:\EEGer\Games\Sounds**.
2. Open the **Game Initialization Tool**
 - a. **Single-Computer mode:** From the EEGer™ **Tools** menu, select **Game Initialization Tool**.
 - b. **Two-Computer mode:** From the Game computer EGS Game menu, press **F9**.
3. Find the game you want to customize in the list of games and double-click the text to view the game options.
4. Locate the line "**List of possible sounds**" and click – it's a button.



5. Click **Add**. Browse to find the new sound file on your computer. Click to highlight the name and click **Open**. Repeat to add additional sounds.
6. Click **Done** to close the sound list.
7. Click BOTH **Done–Save Changes** and **Done-Save Configuration** to finish saving the new choice.
8. If you're in **Two-Computer mode**, you'll need to go to the **Tools** menu and select **Retrieve Installed Games** to make the new option available to choose on the Therapist computer.

CUSTOMIZE THE EEGer GAME TO PLAY THE NEW SOUND.

1. From the **Tools** menu in EEGer, select **Tailor Installed Games**.
2. Click the **Edit** button next to the game you want to modify.
3. Click the button for the sound you want to modify.
 - a. Pathname of reward sound
 - b. Pathname of success sound
 - c. Pathname of sound 0 (or other number)
4. Click the radio/option button next to the new sound WAV file you want to use or select None for no sound. Click **OK** to save.
5. Select **Which L/R Speaker** the sound comes from (Left/Right/Both/Alternate).
6. Select the **Sound play mode** for sounds other than the Reward or Success sounds. (Enabled, or other option to play; Off for silence)
7. Click **Replace selection with changes** to save the game changes (or "Quit without saving changes" if you've made a mistake and want to try again.)
8. Be sure to click **SAVE all games** to record the change.

That's it! Now when you select a game for a session, the new sound will play.