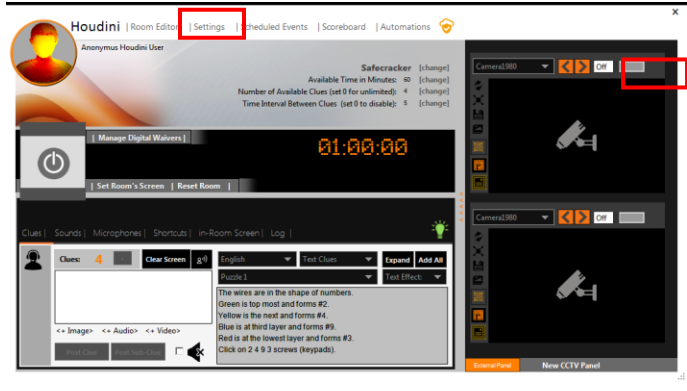


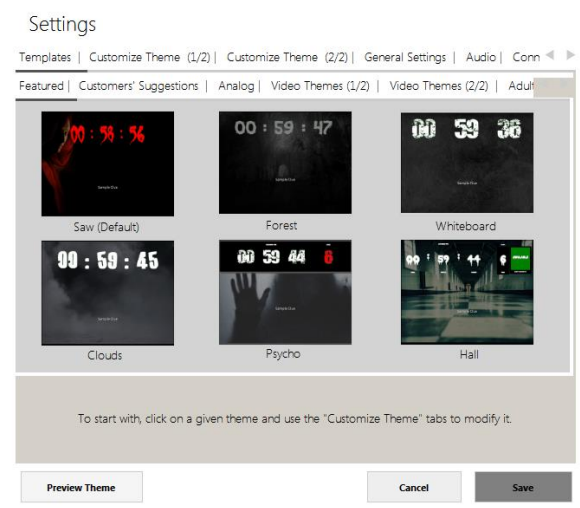


Houdini MC Setup

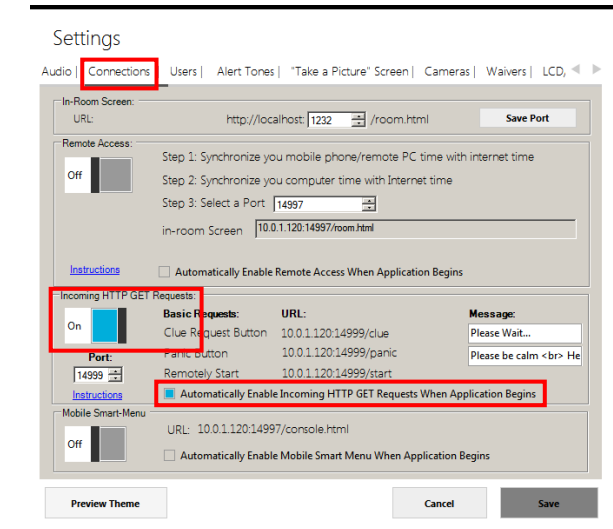
Start Houdini MC and select Settings



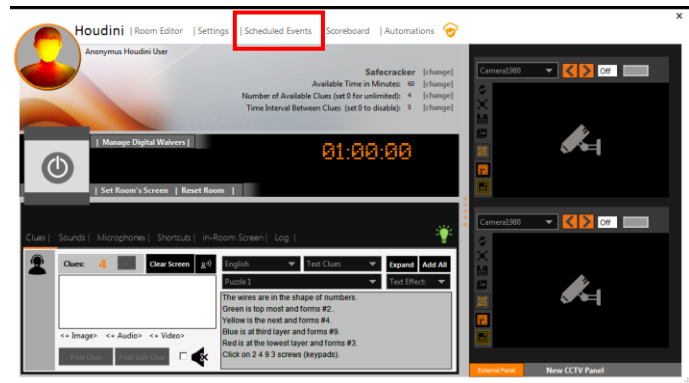
Scroll right and select the Connections tab



Enable Incoming HTTP GET Requests  
and check Automatically Enable Incoming HTTP GET Requests When Application Begins

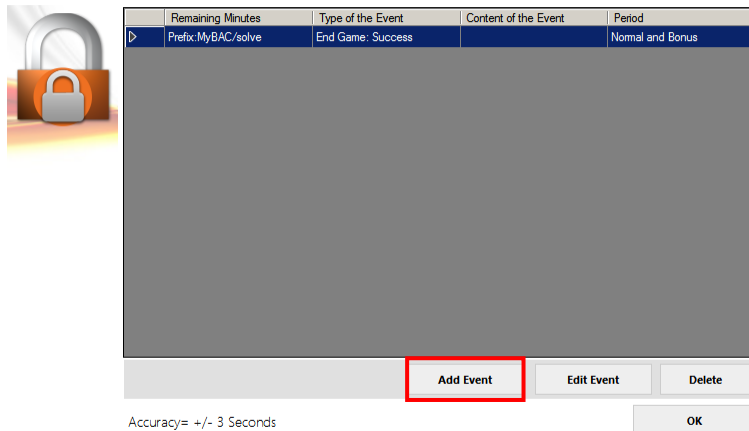


# Receiving Events from BAC



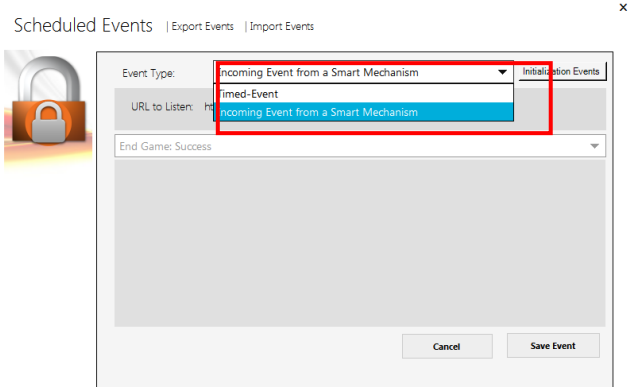
From the main menu select Scheduled Events

## Scheduled Events | Export Events | Import Events



Why can't I set an event to start at the end of the game ?  
These events depend on the result of the game (Success or Fail). To set an ending event go to "Settings->Customize Theme" Tab.

Click Add event




Why can't I set an event to start at the end of the game ?  
These events depend on the result of the game (Success or Fail). To set an ending event go to 'Settings->Customize Theme' Tab.

Change Event Type to

**Incoming Event from a Smart Mechanism**

Scheduled Events | Export Events | Import Events



Event Type: Incoming Event from a Smart Mechanism Initialization Events

URL to Listen: http://10.0.1.120:14999/ MyBAC/solve

End Game: Success

Cancel Save Changes

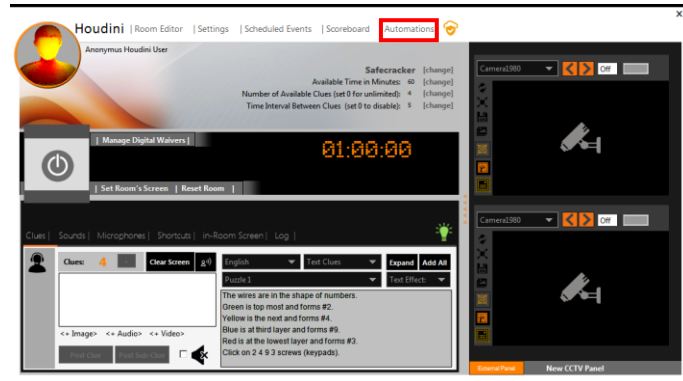
Why can't I set an event to start at the end of the game ?  
These events depend on the result of the game (Success or Fail). To set an ending event go to "Settings->Customize Theme" Tab.

Set command string and choose an Event

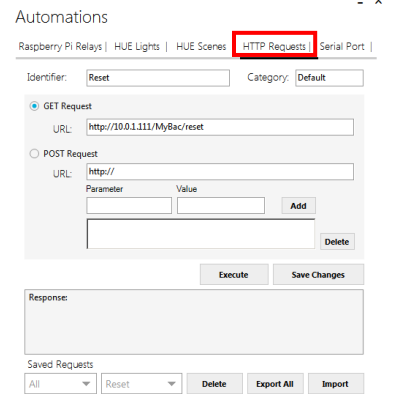
For a list of available commands see the Network Commands document.

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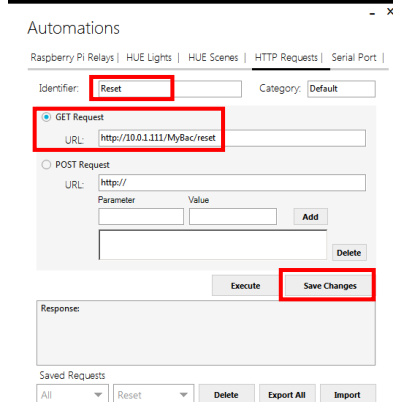
# Sending Events to BAC



From the main menu select Automations



Select the HTTP Requests tab

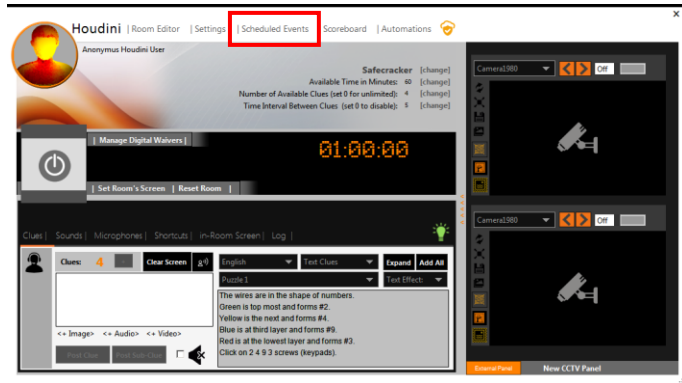


Create an HTTP request for each command you want to send to the BAC.

The get request has the form `http://[BAC IP Address]/[BAC Command]`

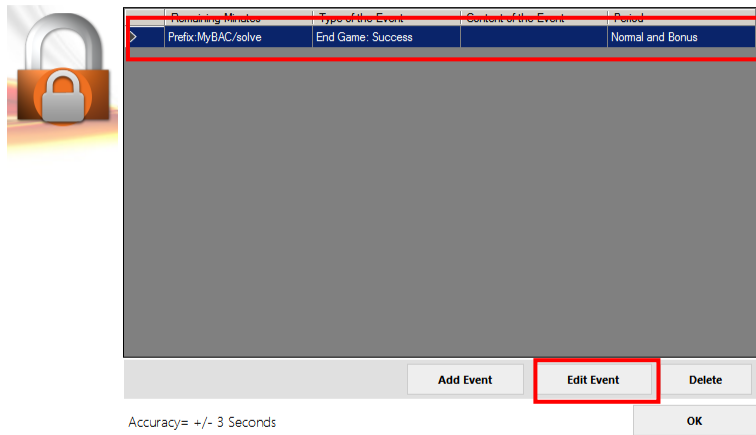
For a list of available commands see the Network Commands document.

# Game Start Event



To add an initialization event (when the game starts), open Scheduled Events from the main menu

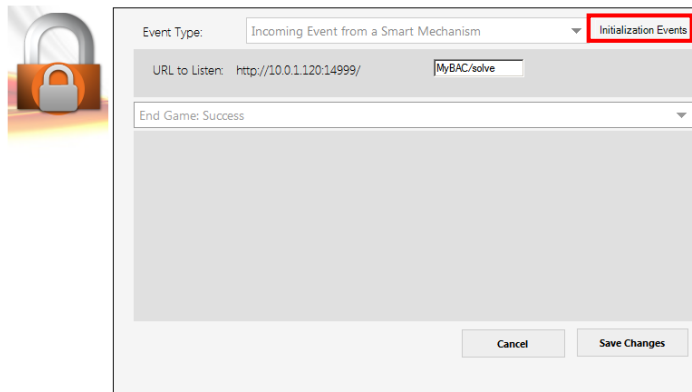
## Scheduled Events | Export Events | Import Events



Why can't I set an event to start at the end of the game ?  
These events depend on the result of the game (Success or Fail). To set an ending event go to "Settings->Customize Theme" Tab.

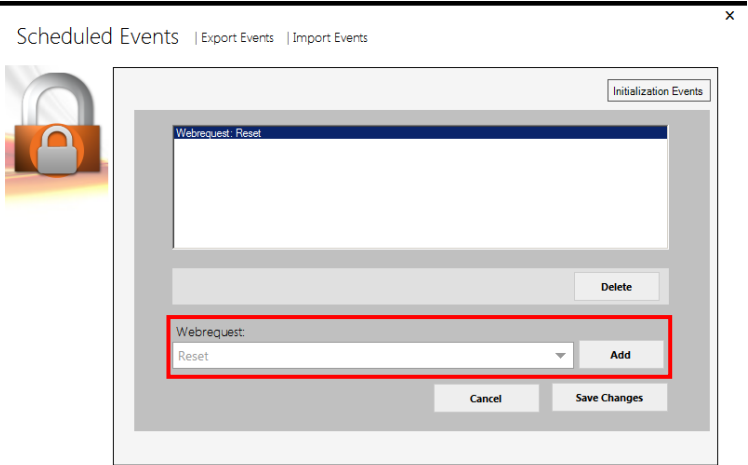
Edit any event

## Scheduled Events | Export Events | Import Events



Why can't I set an event to start at the end of the game ?  
These events depend on the result of the game (Success or Fail). To set an ending event go to "Settings->Customize Theme" Tab.

Select Initialization Events



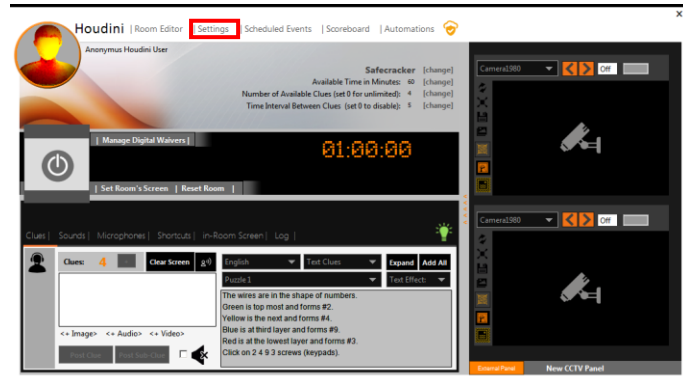
Why can't I set an event to start at the end of the game ?  
These events depend on the result of the game (Success or Fail). To set an ending event go to "Settings->Customize Theme" Tab.

Add any events you want to send to the

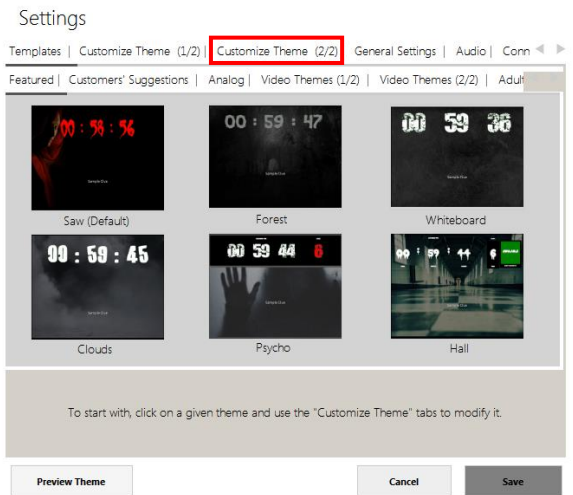
BAC on startup. These events are defined in the Sending Events to BAC section

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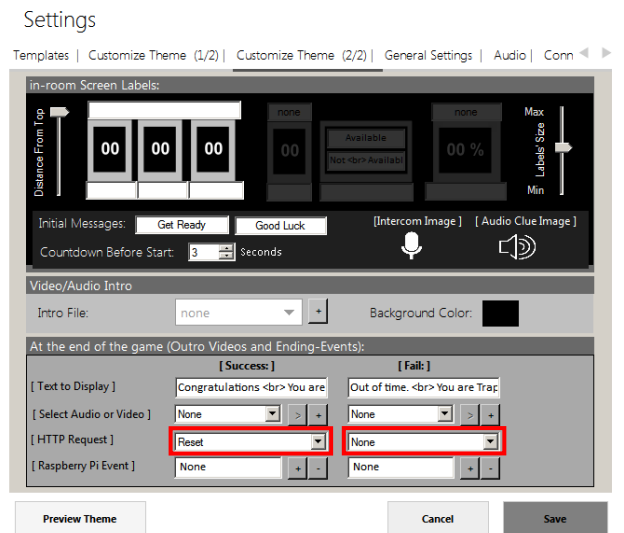
# Game End Event



From the main menu select Settings



Click the Customize Theme (2/2) tab



Set the requests you want to send back to the BAC



# bad ass manager

General Game Events Room Control **Network** System

**Selected Network:**  
Houdini MC

**Mac Address**  
0200ae000000


**My IP**  
124.1.0.10

**Gateway**  
1.1.0.10

**Subnet Mask**  
0.255.255.255

**DNS Server**  
8.8.8.8

DHCP Enable

Connection Status  


**Host IP**  
10.0.1.120

Save

Home

