

Houdini MC Setup



Settings



http://localhost: 1232 📑 /room.html

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Step 2: Synchronize you computer time with Internet time

Automatically Enable Remote Access When Application Begins

URL:

quest Button 10.0.1.120:14999/clue utton 10.0.1.120:14999/panic

10.0.1.120:14999/start

Automatically Enable Mobile Smart Menu When Application Begins

Automatically Enable Incoming HTTP GET Requests When Application Begins

Step 3: Select a Port 14997

equests:

Basic

Clue R

Remotely Star

Instructions

Port:

14999 🛨

Instructions

Preview Theme

On

Off

in-room Screen 10.0.1.120:14997/room.html

URL: 10.0.1.120:14997/console.html

Save Port

Message:

Cancel

Please Wait... Please be calm
 He

Scroll right and select the Connections tab

Start Houdini MC and select Settings

and check Automatically Enable Incoming HTTP GET Requests When Application Begins

Settings Audio | Connections Users | Alert Tones | "Take a Picture" Screen | Cameras | Waivers | LCD, < In-Room Screen URL: Remote Access: Step 1: Synchronize you mobile phone/remote PC time with internet time Off

Enable Incoming HTTP GET Requests

Receiving Events from BAC



From the main menu select Scheduled Events

Scheduled Events | Export Events | Import Events

	Remaining Minutes	Type of the Event	Content of the Event	Period
	Prefix:MyBAC/solve	End Game: Success		Normal and Bonus
			Add Event E	dit Event Delete
Ac	curacy= +/- 3 Seconds			ОК

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

Event Type:	incoming Event from a Smart Me	chanism	 Initialization Event
URL to Listen:	Timed-Event ncoming Event from a Smart Mee	chanism	
End Game: Succes	s		
		Grand	Favo Evont
		Cancer	Save Event

Change Event Type to

Incoming Event from a Smart Mechanism

Scheduled Events | Export Events | Import Events

	Event Type:	Incoming Event from a S	mart Mechanism	Initialization Events
	End Game: Succ	255		~
			Cancel	Save Changes
Why can't I set an e	rent to start at the end	d of the game ?		
Why can't I set an ei These events depen	vent to start at the end	1 of the game ? game (Success or Fail). To set	Cancel 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.

x

Sending Events to BAC



From the main menu select Automations

dentifier:	Reset		Categ	ory: Defau	lt
GET Requ	iest				
URL:	http://10.0.1.111/	'MyBac/reset			
POST Rec	quest				
URL:	http://				
	Parameter	Value		Add	
					Delete
	1				Delete
			Execute	Save Cl	nanges
Response:					

Select the HTTP Requests tab

dentifier:	Reset		Category:	Default
GET Req	uest			
URL:	http://10.0.1.111/MyBac	/reset		
O POST Re	quest			
URL:	http://			
	Parameter V	alue		
			A	dd
				Delete
	,		_	
		Execut	e S	ave Changes
Response:				

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



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



Why can't I set an event to start at the end of the game ?

Select Initialization Events

These events depend on the result of the game (Success or Fail). To set an ending event go to "Settings->Customize Theme" Tab.



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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

Game End Event



From the main menu select Settings



Click the Customize Theme (2/2) tab

Settings

the second se			nn 🔍 🕨
in-room Screen Labels:			
Distance From Top		Available 00 % se	
Initial Messages: Ge Countdown Before Start	t Ready Good Luck	[Intercom Image] [Audio Clue Ima	ge]
Video/Audio Intro			
Intro File:			
	none	Background Color:	
At the end of the game (Outro Videos and Ending-E	Background Color:	
At the end of the game ((Outro Videos and Ending-E	Background Color:	
At the end of the game ([Text to Display]	Outro Videos and Ending-E [Success:] [Congratulations You are	Background Color:	1
At the end of the game ([Text to Display] [Select Audio or Video]	Congratulations None	Background Color:	
At the end of the game ([Text to Display] [Select Audio or Video] [HTTP Request]	(Outro Videos and Ending-B [Success:] Congratulations > You are None	Background Color:	
At the end of the game ([Text to Display] [Select Audio or Video] [HTTP Request] [Raspberry Pi Event]	Outro Videos and Ending-E [Success:] Congratulations You are None >> + None + -	Background Color: Vents): Out of timesbr>You are Trap None V 2 + None V None + -	

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					
Caus					
Save					
Home					