# Alpha Test Instructions

Setup

1. Place a text file in your C: drive with the image names of your games, separated by commas. This is what the application will reference to detect. The file should be named Imagenamecsv.txt (case sensitive). I will post and update to the repo soon – in that update, you will define the session time in this file as well. I will message you within the week with that addition.
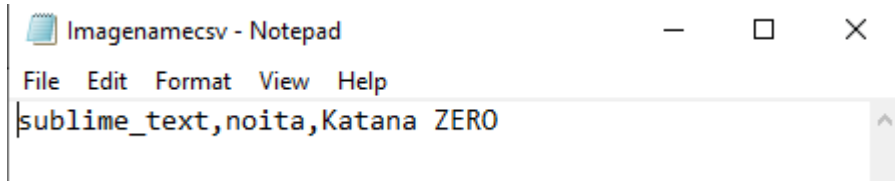
2. Start the application. To detect a credit, the application will need to be the active window. It will respond to the keystroke "1" (from the top row of numbers, not the number pad) as one credit. Until it detects a credit, all images listed in the .txt file will be ended. After detection, it will begin the game session. For this test version, it will suspend the application after 50 seconds, asking for another credit. If it receives the credit, it will resume. Otherwise it will exit the process and return to the waiting screen.

!!!Important Notes!!!

The major issue with this version is that at times it will require repeated inputs of the input "1" (which will correlate to multiple card reader swipes). The most it ever requires is 3 swipes. When the program starts, it only requires one. Unfortunately, this bug seems to be due to how C# processes key input. I've been debugging this issue for some time, but have not found a solution