



How to use the ugliest tracker overlay

aka Superliminal Bingo Tracker

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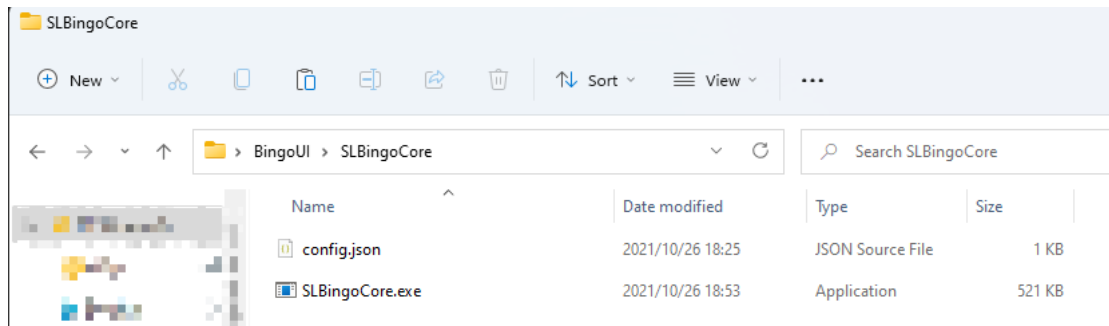
1 Prerequisites

You need: A PC (of course) running Windows, a copy of Superliminal game. Together with this help file, you should see this in your directory:

Name	Date modified	Type	Size
 SLBingoCore	2021/10/26 17:16	File folder	
 slbingoui-win32-x64	2021/10/26 19:10	File folder	

The first one contains the tiny little program (“backend”) to read the game’s memory, and the second one (“frontend”) contains the overlay.

2 Setting up the Backend



2.1 Configuring

Use your favorite text editor to edit `config.json`. Notepad is fine. You should see something like this:

```
{
  "save_folder": "C:/Users/",
  "game_process": "SuperliminalSteam.exe",
  "cache_time": 0.05,
  "listen": {
    "host": "127.0.0.1",
    "port": 11451
  },
  "method": "stable"
}
```

2.1.1 Executable Name

If your game executable is not called `SuperliminalSteam.exe`, change it accordingly. For example, if you are using EGS, it should be changed to:

```
"game_process": "Superliminal.exe",
```

2.1.2 Port

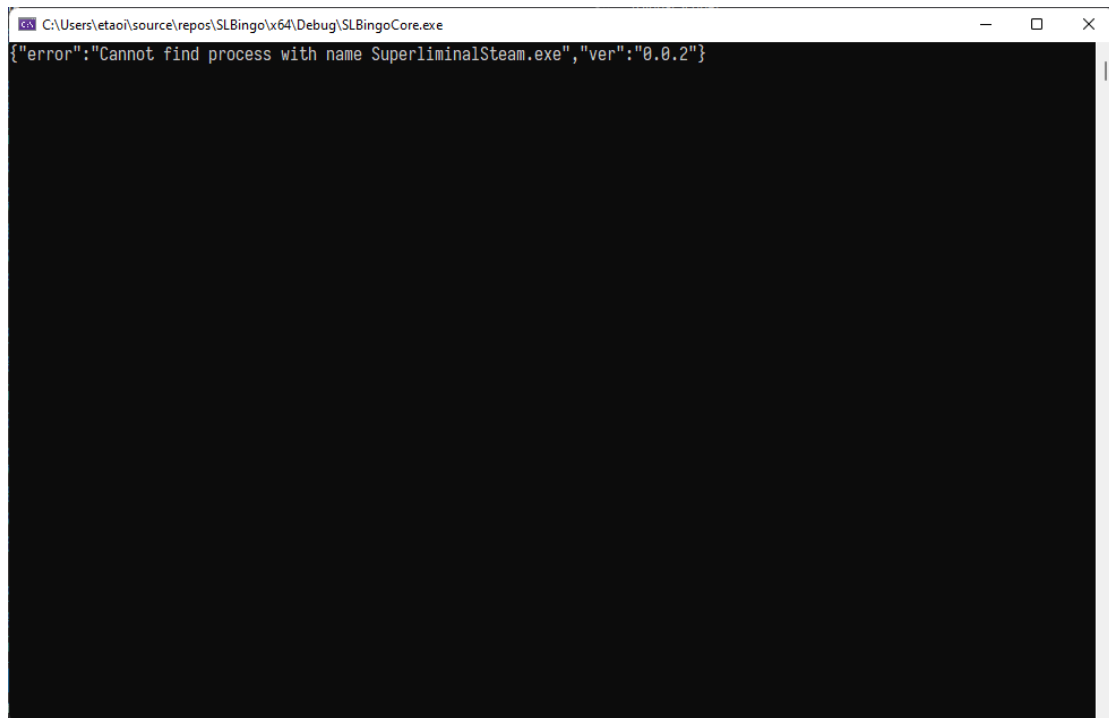
You can change it to any number between 1024 and 65535, but you don't really need to change this unless something is broken.

2.1.3 Save folder

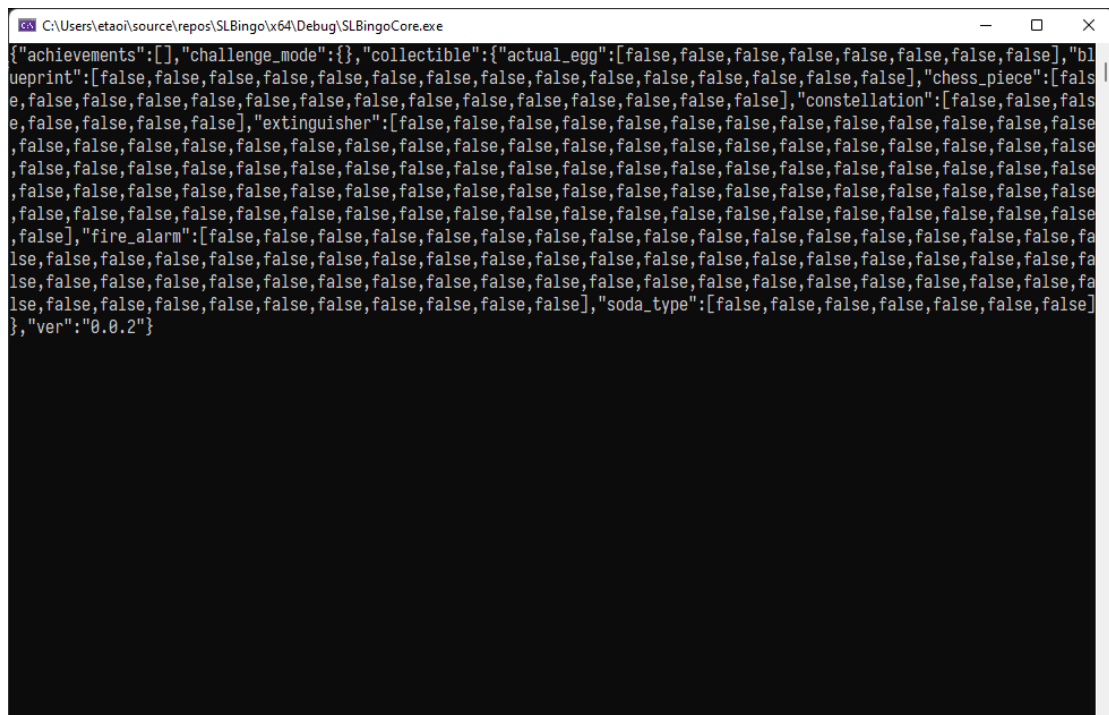
Here `C:/Users/` is a **prefix** of your actual save folder (usually `C:\Users\<username>\AppData\LocalLow\PillowCastle\SuperliminalSteam`) for sanity checking. It's very rare that you need to change this.

2.2 Running

Double click SLBingoCore.exe. If nothing goes wrong, it should look like this:



Or probably your game is running, then:



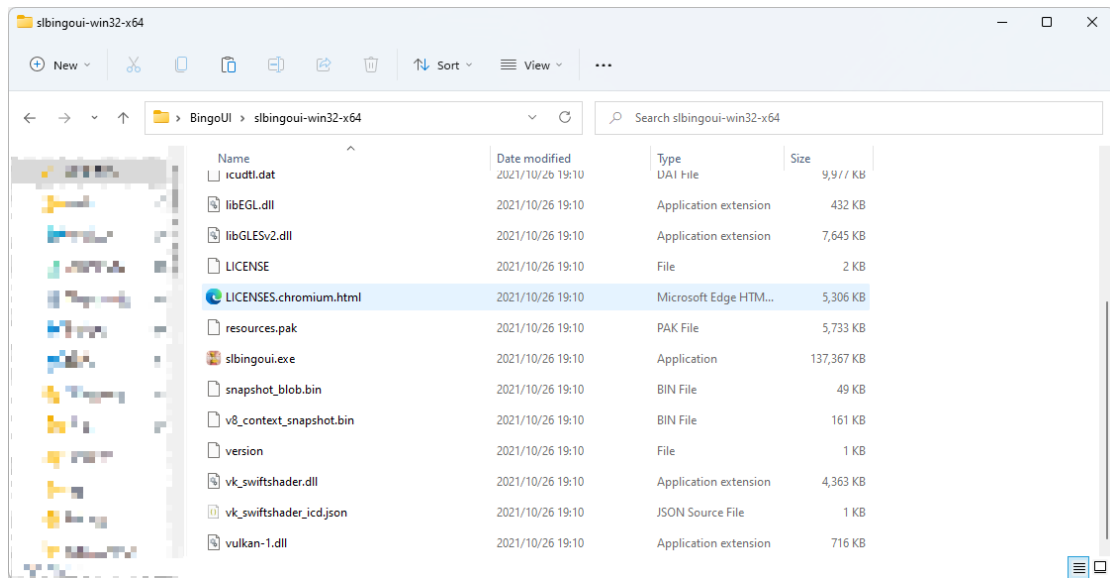
Keep this ugly black window of absolute gibberish open as long as you want to use the overlay. Don't close it.

This is not a virus. You can see its source code [here](#).

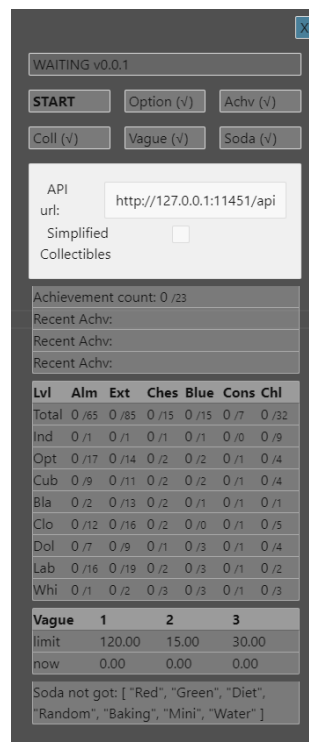
2.3 Troubleshooting

If you see `Port 11451 is in use` (or something similar), then you need to change the port number in the config file.

3 Setting up the Frontend



A lot of shit here, but the `slbingoui.exe` file is what we need. Open it. You will see a translucent overlay like this:



The overlay displays an option section and four tracker section. You can hide each of the five sections using the top buttons.

3.1 Sections

The top-right X button is for exit.

You can click the START / STOP button and it will start / stop tracking. The top bar will be red or blue, reflecting its communication status with the backend. If it's red, something is wrong. The other 5 buttons is for enabling / disabling their corresponding sections. You can hide a section if you don't need it. I recommend hiding the options section during the game.

3.1.1 Options

If you changed the port number in the backend's config file, you need to change the API URL here accordingly.

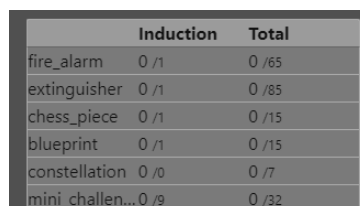
You can also set “simplified collectibles” here, which will be explained later.

3.1.2 Achievement tracker

It shows you the amount of achievements you got, and the 3 most recent achievements. When a new achievement is collected, it will show up on the top position.

3.1.3 Collectibles tracker

This huge matrix displays the amount of collected collectibles (and the total number) of each type of collectible in each chapter. If this is too much information for you, you can enable “simplified collectibles” in the options, and it will look like this:

A screenshot of a table with a dark background and light text. The table has three columns: the first column lists collectible types, the second column shows 'Induction' status, and the third column shows 'Total' status. The rows are: fire_alarm (0 / 1, 0 / 65), extinguisher (0 / 1, 0 / 65), chess_piece (0 / 1, 0 / 15), blueprint (0 / 1, 0 / 15), constellation (0 / 0, 0 / 7), and mini_challen... (0 / 9, 0 / 32).

	Induction	Total
fire_alarm	0 / 1	0 / 65
extinguisher	0 / 1	0 / 65
chess_piece	0 / 1	0 / 15
blueprint	0 / 1	0 / 15
constellation	0 / 0	0 / 7
mini_challen...	0 / 9	0 / 32

A little bit better.

3.1.4 Vaguely Activated Achievement tracker

This table tracks your status on the Vaguely Activated Achievement. The current phase will be highlighted, and the time you AFK will be displayed on the “phase 1 - now” grid.

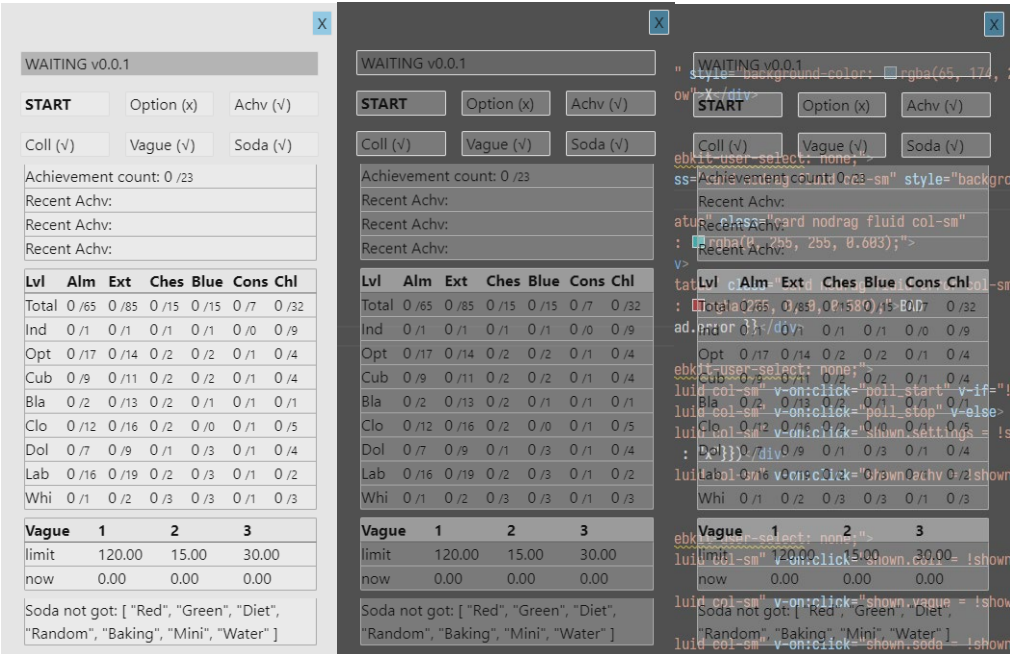
3.1.5 Soda tracker

This section shows you what types of soda you **haven't** got. This is designed for All Achievement runners.

3.2 Resize and dragging

You can drag the overlay. Sometimes it lags a bit. You can also resize it.

3.3 Visibility concerns



The main information should be visible on either dark or bright monochromic background. Also, you can easily see through the overlay.