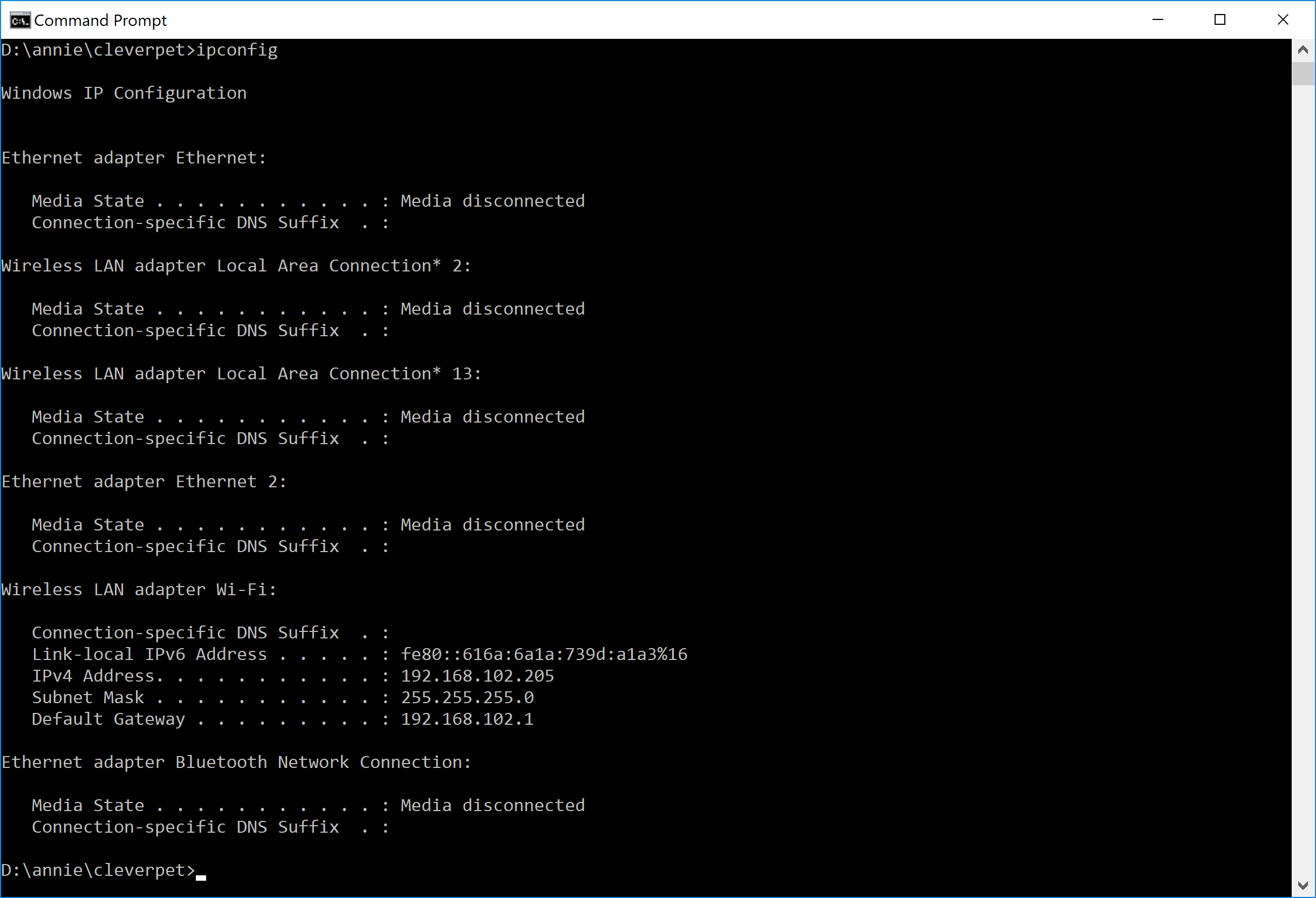
**Changes to Color Match Game for Twitch**

a. Find line: PapertrailLogHandler **papertailHandler**("192.168.102.205", 4888, "RemoteColorMatch"); and change to your IP address

b. To find your ip address, in Windows, open ***cmd*** *window*, type **ipconfig**, your computer IP address is listed for IPv4 address, in my case is 192.168.102.205. The example comes with a different one.



c. Find line: const char PLAYER\_NAME[] = "Tornado Ellie";

and change to your player name

d. Adjust some settings to your player’s preference. For example, my player is a speedy eater, so I reduce the timing for the food treat door. I also changed the REINFORCEMENT\_PERCENT and few other settings to move things faster. Ellie is not very patient. I also changed

const int DEFAULT\_NUM\_STATES = 3; *// maximum number of touchpad/button color states*

So yellow, blue AND white are enabled, otherwise you get just yellow and blue. Which is a good place to start!

… AND that’s it, compile and Flash as before. If you need a refresher on how to do that, look at the several tutorials in the forum.