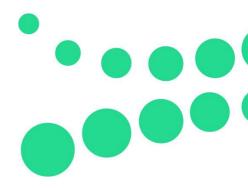


HEDDOKO DESKTOP APPLICATION GUIDE





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ABOUT THIS GUIDE

This guide explains how to install and use the Heddoko Desktop application. It assumes that you are familiar with Microsoft Windows administration.

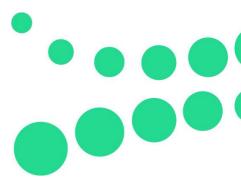
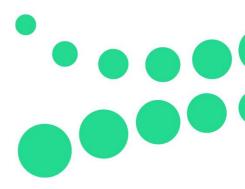




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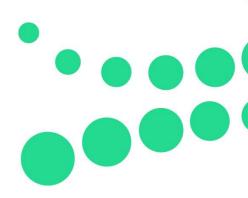




INSTALLING HEDDOKO DESKTOP

PRE-INSTALLATION CHECKLIST

- ✓ Ensure that your computer's operating system is a minimum Microsoft® Windows 8
- ✓ Ensure that Microsoft® .NET Framework 4.5.2 is installed (https://www.microsoft.com/en-ca/download/details.aspx?id=42642)
- ✓ Ensure that you have a Bluetooth dongle that supports the Microsoft® Bluetooth driver stack
- ✓ Any Brainpack you wish to connect to the application needs to be paired first through Windows.





APPLICATION COMPONENTS

HEDDOKO LAUNCHER

In order to be able to run the Heddoko Desktop application, you need to start it from the Heddoko launcher. This launcher allows you to set the default recordings path and search for Brainpacks in the immediate vicinity.

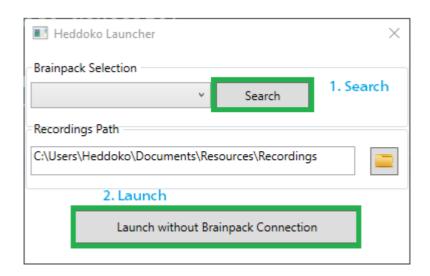


Figure 1 Heddoko Launcher

Launch Application without a Brainpack connection

To start the Heddoko Application without connecting to any Brainpacks, simply click on the Launch button(Figure 1). This mode lets you preview recordings copied from the Brainpacks SD card.

Launch Application with a Brainpack connection

Ensure that Brainpacks are located within the vicinity. Click on the Search button (Figure 1) and select the Brainpacks that will be connected to first. The Launch button will now



read "Launch with Brainpack Connection" (Figure 2). If the Launcher failed to detect any Brainpacks in the vicinity, make sure that you have paired the Brainpack with Windows, then click on "Search Again" (Figure 2).

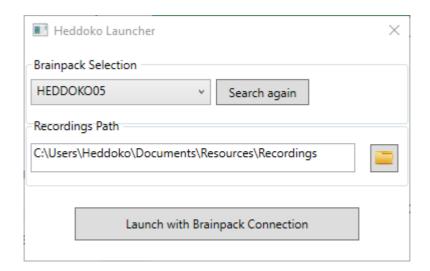
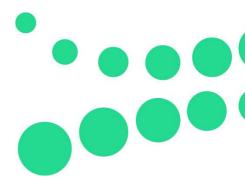


Figure 2





HEDDOKO DESKTOP APPLICATION



Figure 3





Live View

In order to access the live view, click on the Connect to Brainpack (figure 3), the application will switch to the Brainpack pairing view. Click on pair in order to start the pairing process. Once the avatar turns green (figure 4), the application has successfully paired with the suit.

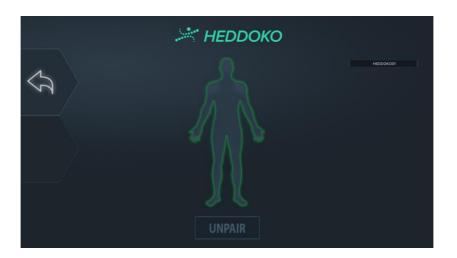
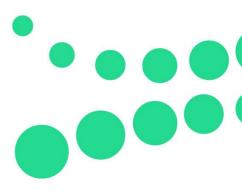


Figure 4

Click on the back button to go back to the main title and click on the Live View (figure 3) button. Once in this view, make sure that the Brainpack hardware state is set to Recording, this will ensure the application is mapping live data onto the Avatar.





Recording View

If a default recordings folder has been selected from the Launcher, then the Recordings view will contain all possible recordings located in the selected directory (figure 5).

Selecting a recording will automatically start playback of the recording.

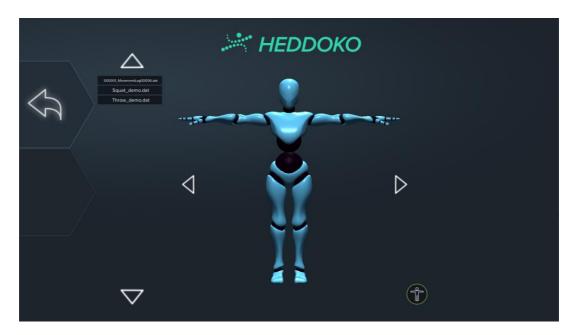


Figure 5

