

Customizing Game Sounds

ADD A NEW GAME SOUND. To use a new game sound, you may need to add the sound to the default list available for customizing the game.

- 1. If you're adding a new custom sound, copy the file to the hard drive of the computer that displays the Game menu. You may add the file to the folder of sound files installed with EEGer: **c:\EEGer\Games\Sounds**.
- 2. Open the Game Initialization Tool
 - a. *Single-Computer mode*: From the EEGer[™] **Tools** menu, select **Game Initialization Tool**.
 - b. *Two-Computer mode*: From the Game computer EGS Game menu, press **F9**.
- 3. Find the game you want to customize in the list of games and double-click the text to view the game options.
- 4. Locate the line "List of possible sounds" and click it's a button.

210: Show score screen during pauses	74 List of possible sounds	
1130: Filling last grid ends period	C:/EEGer/Games/roward.wav C:/EEGer/Games/gopway.wav C:/EEGer/Games/applause.wav C:/EEGer/Games/Arplause.wav C:/EEGer/Games/Ak.wav C:/EEGer/Games/Ribbit.wav	
1133. Random sequence of files, not alphabetical		
1134: Image hold time (seconds) before score screen com		- 1
1145: Show first element of reveal at beginning		
1146: Show game rule conditions		
1200: Multiplier for expected reward rate		
2020: List of possible sounds		
2021: Pathname of reward sound		
2023: Which L/R speaker the reward sound comes from		
2024: Pathname of success sound		
2025: Which L/R speaker the success sound comes from		
2030: Pathname of sound 0		
2031: Sound 0 play mode		
2032: Which L/R speaker sound 0 comes from		
2033: Which strand feeds sound 0		
2034: Pathname of sound 1		
2035: Sound 1 play mode		
2036: Which L/R speaker sound 1 comes from		_
2037: Which strand feeds sound 1	Test sound Stop sound Add Delete	Done

- 5. Click **Add**. Browse to find the new sound file on your computer. Click to highlight the name and click **Open**. Repeat to add additional sounds.
- 6. Click **Done** to close the sound list.
- 7. Click BOTH Done-Save Changes and Done-Save Configuration to finish saving the new choice.
- 8. If you're in *Two-Computer mode*, you'll need to go to the **Tools** menu and select **Retrieve Installed Games** to make the new option available to choose on the Therapist computer.

CUSTOMIZE THE EEGer GAME TO PLAY THE NEW SOUND.

- 1. From the **Tools** menu in EEGer, select **Tailor Installed Games**.
- 2. Click the **Edit** button next to the game you want to modify.
- 3. Click the button for the sound you want to modify.
 - a. Pathname of reward sound
 - b. Pathname of success sound
 - c. Pathname of sound 0 (or other number)
- 4. Click the radio/option button next to the new sound WAV file you want to use or select None for no sound. Click **OK** to save.
- 5. Select Which L/R Speaker the sound comes from (Left/Right/Both/Alternate).
- 6. Select the **Sound play mode** for sounds other than the Reward or Success sounds. (Enabled, or other option to play; Off for silence)
- 7. Click **Replace selection with changes** to save the game changes (or "Quit without saving changes" if you've made a mistake and want to try again.)
- 8. Be sure to click **SAVE all games** to record the change.

That's it! Now when you select a game for a session, the new sound will play.

