

mw3 Classic Software User Guide

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About this User Guide

The Version number above shows the software version *from* which this guide is valid. When upgrading software always check that you have the latest version of this document as well. The Issue number reflects any changes made to the document (for the same Version number).

The first section of this guide (Basics) gives a simple overview of the software which will enable the user to get up and running quickly. The next section (yet to be completed) covers topics in more detail.

Demo

To run the program as a demo, install the software (see below) then play the demonstration file, which by default is located in the *Program Files\mindwalker\samples* folder. See the section on Playback for instructions on how to do this.

Installation

If you have purchased the **mindwalker** hardware (mw3A) then you will first need to install the USB drivers. See the separate USB Driver Installation Guide for details.

Download the *mw3 Classic* software zip file and unzip it. Then run *setup.exe* and follow the on-screen installation instructions.

Basics

Basics - Starting the Program

The program will be listed on the Start menu under *mindwalker>mw3 Classic*. The first time the program is run, it will enter Demo mode. If you have *mindwalker* hardware plugged into a USB port then select **Connection>Connect** from the menu bar. The program should find the *mindwalker* device and will automatically locate it the next time the program is run.

Basics - View menu

There are 3 main elements to the screen display.

- Meter Panel – with either traditional or circular style dial
- Recording Panel (Optional)
- Graph Panel (Optional)

These main elements of the display are controlled from the **View** menu.

Meter Panel Dial Type - Three types of dial and needle display are provided.

Traditional AutoSet - a traditional analog dial is presented, and the needle behaves the same way as modern automatic analog meters: when the needle goes off the dial it is automatically SET. It can also be manually SET by the keyboard space bar.

Traditional Continuous - when the needle nears the edge of the dial, a second shadow needle enters from the other side and then becomes the main needle.

Circular - this display provides a theoretically better presentation of the needle since it is visible with no discontinuity. It may however take some time to become accustomed to this less familiar format.

Recording - The Recording/Playback panel is made visible or hidden by selecting **View>Recording**. It must be visible to play demo files.

Graph - The graph display is made visible or hidden by selecting **View>Graph**.

Using the **View** menu enables the user to tailor the screen to display only those elements required. Remember that the window can be made full screen, which produces a particularly clean and clear display on small screen laptop computers.

Basics - Meter Panel

The meter panel comprises the following:

Baseline Position - top left, large digital readout.

Status - middle bottom (traditional) or middle left (circular), text describing the status or mode currently active. Displays 'Demo Mode', 'Input OK', 'Recording' or 'Playback'.

Sensitivity Knob - bottom left, this control can be adjusted by dragging the knob with the mouse or using the up & down arrow keys on the keyboard.

Analog Clock - top right.

Baseline Drop (BD) Counter – bottom right, digital readout, appears dim until it is enabled by clicking on it with the mouse, or the keyboard shortcut **C**. Repeating this action will toggle it Off/On. Clicking on it and holding down the mouse button, or the keyboard shortcut **Z**, will zero this counter.

Freeze Checkbox - lower right, toggles **On/Off** the Needle Freeze on Body Motion feature. This is also accomplished with keyboard shortcut **F**.

Basics - Alerts

Both types of dial display incorporate a simulated LED – a round indicator that flashes on, whose colour indicates the status of the needle. For those familiar with automatic analog meters, they have such an LED to indicate a needle SET, and on the traditional dial it is located in the same position. On the circular dial it is located in the centre.

Following are the default colours for the LED and their meaning:

Green – a needle SET has occurred.

Black – Body Motion has been detected.

Red – a Real Time delay (or needle lag) has been detected.

Basics – Playback Demo File

To use the playback function the **View>Recording** menu option must be checked, so that the Recording Panel is visible. Also ensure that the **Recording>Audio>On** menu item is checked.

Playback is accomplished by first loading a file using the LOAD button. Once loaded, the total time of the recording will be shown at the left end of the panel. Press PLAY to start playback, and STOP to terminate it.

It is also possible to select a section of the recording for playback. This is done by left clicking and dragging the mouse from left to right along the progress bar. Right clicking on the bar will return to full selection.

Basics - Remembering Settings

There are many options which control the function and screen look of the the program. Colour settings in particular dramatically affect the screen appearance. If you wish to store several different 'styles' then use the **File>Save Settings As** and the **File>Load Settings** menu items. You can also get the program to automatically save settings, or prompt you at the end of the session, with the **Settings>AutoSave** menu options.

DETAILS

(This section is work in progress and is not yet complete)

Recording Panel - Playback

To use the playback function the **View>Recording** menu option must be checked, so that the Recording Panel is visible. This also enables access to the **Recording** menu item in the main menu bar.

It is good practice to decide at the start of the session whether or not sound is required – changing during playback or recording risks confusion or losing information. This option is accessible from the **Recording>Audio>On/Off** menu.

Playback is accomplished by first loading a file using the LOAD button (unless a recording has already been completed). If audio is enabled but no sound file is located then an error message will appear. Once loaded, the total time of the recording will be shown at the left end of the panel. Press PLAY to start playback, and STOP to terminate it.

It is also possible to select a section of the recording for playback. This is done by left clicking and dragging the mouse from left to right along the progress bar. Right clicking on the bar will return to full selection.

Recording Panel - Recording

To use the recording function the **View>Recording** menu option must be checked, so that the Recording Panel is visible. This also enables access to the Recording menu item in the main menu bar.

It is good practice to decide at the start of the session whether or not sound is required – changing during playback or recording risks confusion or losing information. This option is accessible from the **Recording>Audio>On/Off** menu.

The recording function has several modes of operation which can be configured from the **Recording>Save Mode>** menu option.

- **Manual** – recordings are explicitly saved by pressing the SAVE button, and the user is prompted for a file name.
- **Auto Name** - recordings are explicitly saved by pressing the SAVE button, and a filename is automatically generated from the date and time at start of recording.
- **Auto Save** – at the end of recording (STOP button) the recording is automatically saved with the date & time generated file name.
- **Capture** – this feature has not yet been implemented.

A recording is started by pressing the REC button, and terminated by pressing the STOP button. It is then available for playback. If it has not yet been saved, it is held in a temporary buffer until it is saved to a file or until another recording is started.

The Auto Name and Auto Save modes require that a valid directory has been assigned for saving recording files. This directory will be remembered from a previous session if settings were saved. If no valid directory is available then recording is inhibited until one is assigned. In this circumstance,

the REC button is disabled and the SAVE button becomes the DIR button. Use this button to assign a recording directory. Files will then be saved in this directory with the date-time file name.

To change the recording directory reassert the **Recording>Save Mode>** menu option and the DIR button will appear.