

Inquisitor Instructions InqNet V2.1x and Warranty

(RF Wireless Model 712 and 1012 versions)

Description:

Inquisitor is a computer-interfaced, quick-recall buzzer and display system that provides microsecond recognition of the first respondent while “locking out” all subsequent contestants. Your new RF Wireless system employs the latest Texas Instrument components for reliable service. The new InqNet software that comes with your system represents a significant leap forward in technology and provides a platform for new features and internet connectivity. Both *RF Inquisitor* models are expandable and can support up to a total of 40 participants with the purchase of additional transmitters (Model 712) or additional 5-player team modules (Model 1012)

Minimum Equipment Requirements:

The *RF Inquisitor* runs on any PC running the Microsoft Windows operating systems XP, Windows 7, Windows 8, and Windows 10. VGA graphics with 1024 X 768 pixel (or better) screen resolution required.

Hardware Setup:

- 1) Connect the *RF Inquisitor* Interface (Black box with the speaker) to your computer’s USB port or hub using the cables provided.
- 2) Press the button on participant transmitters to turn on the transmitter. (Transmitter will blink the Morse code letter “R” twice to indicate it’s ready. During normal operation the LED will blink green once every 5 seconds to indicate that it’s operating.) Transmitters turn off automatically in approximately 20 minutes when idle. Don’t hold down the button. (Holding the button will cause the transmitter LED to rapidly flash green and enter command receive mode. (See RF transmitter options). If transmitter rapidly flashes green, press and release the button to return to normal mode.

Loading the Program:

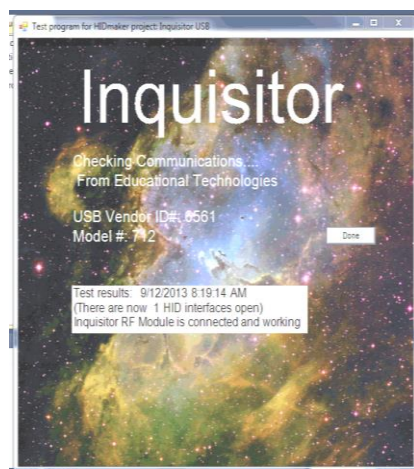
- 1) Place the *Inquisitor* CD-Rom disk in the CD-Rom drive. Software is also available for free download at **www.inquisitorsystems.com**.
- 2) Run the **Setup** file. Follow the prompts from the Program Installation Wizard as you would when installing any Windows program.

The installation program will install all the files and create an Inquisitor “Light Bulb” icon that can be accessed from the computer’s desktop.

Note: Depending on your computer’s security settings you may need to be logged into Windows with Supervisor privileges.

Running the Program:

To run the program, just double click the *Inquisitor* icon from your computer’s program menu or Desktop icon.



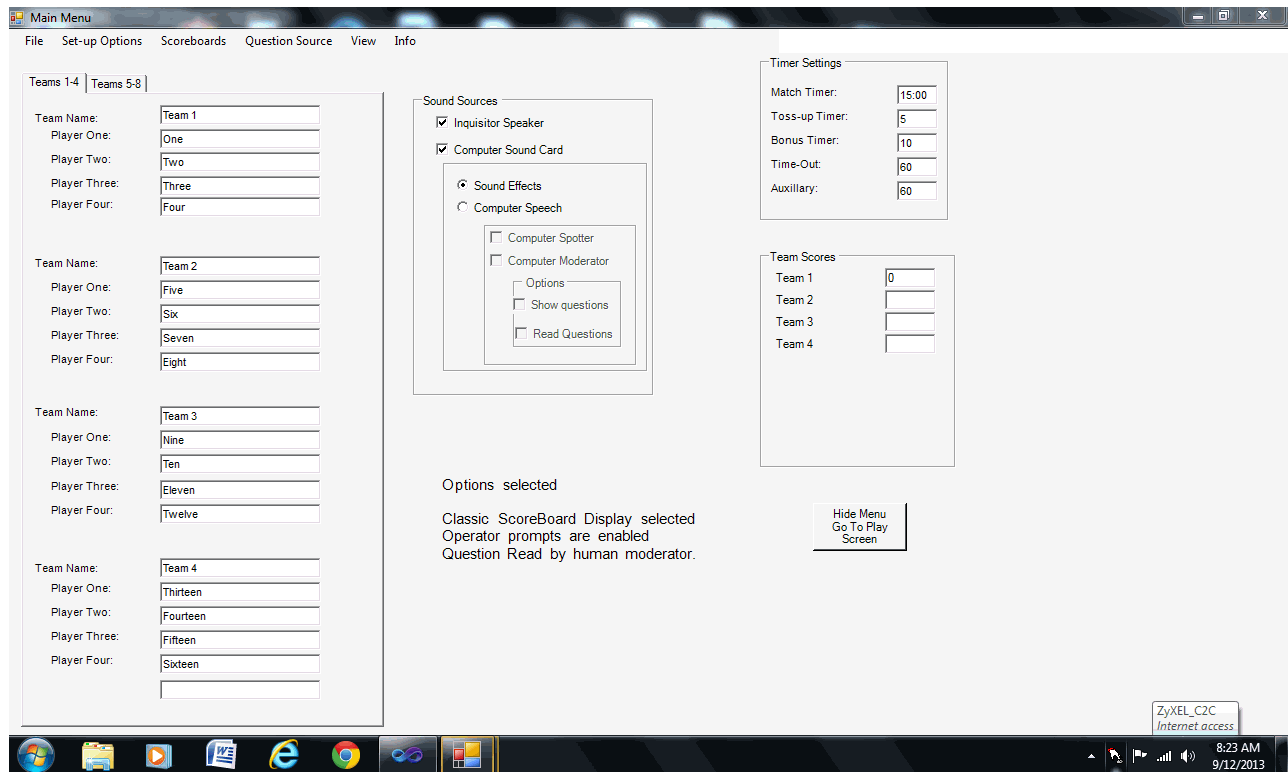
Inquisitor Splash Screen

Program starts with a title screen (shown below) while software checks and determines the model of your *Inquisitor* Interface. (You may also get a “New Hardware Found” message box the first time the software runs but installation will proceed automatically.)

Click **Done** to continue to the Main Menu.

Inquisitor Main Menu

Enter team and player names, set toss-up, bonus, and match time and set other playing options as required from the *Main Set-up Menu*. (Set-up choices can be saved. Select **Save** or **Save As** from the **File Menu**. The file named **InqSetUp.txt** will automatically be loaded when the program begins. Alternate set-up files may be loaded from the *Main Set-up Menu* by clicking **File** and then selecting the **Open** options and choosing a set-up file with a different name from the list provided.) Choose a score board style from the **Options Menu** as shown below.

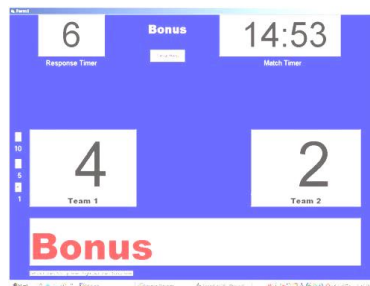


Selecting a Score Board Style

Click **ScoreBoards** from the Menu Items Bar at the top of the screen. The three score board styles are shown below:



Classic Score Board



Leader Board Score Board



Cut Throat Score Board

Classic Score Board: Resembling a basketball score board, this option may be used for up to three teams. (Referred to here as the “Classic Score Board,” this score board will be familiar to many users from previous *Inquisitor* models.)

Leader Board: Like the Leader Board used in golf matches, this scoring shows the name of the teams ranked according to their score. (While this option is always available, it must be used whenever more than three teams are competing in the match.)

Cut Throat Score Board: With this scoring system there are no teams; it's every contestant for himself or herself, and the scoreboard shows the score of the "top ten" leading players. (The scoreboard can accommodate up to 50 players -seen on a separate screen, but only the ten highest scores are displayed during competition.)

Other Options: Many more options-including speech and sound effects, display colors, computer generated question, and match statistics and alternate playing modes-are provided. These options give the *Inquisitor* unparalleled flexibility to adapt to competition rules that vary widely from state to state. Once selected, all of these options can be saved from the main **File** menu as previously mentioned. Several state-specific set-up files have been included with the program. (Users can see them by selecting File and the Open from the Main Set-up Screen and are encouraged to experiment with these options during practice matches. If the current options do not accommodate your needs please contact Educational Technologies to discuss customizing the program to meet your competition needs.)

Once your teams and player names, times and playing options have been selected, click the **Hide Set-up Menu** button.

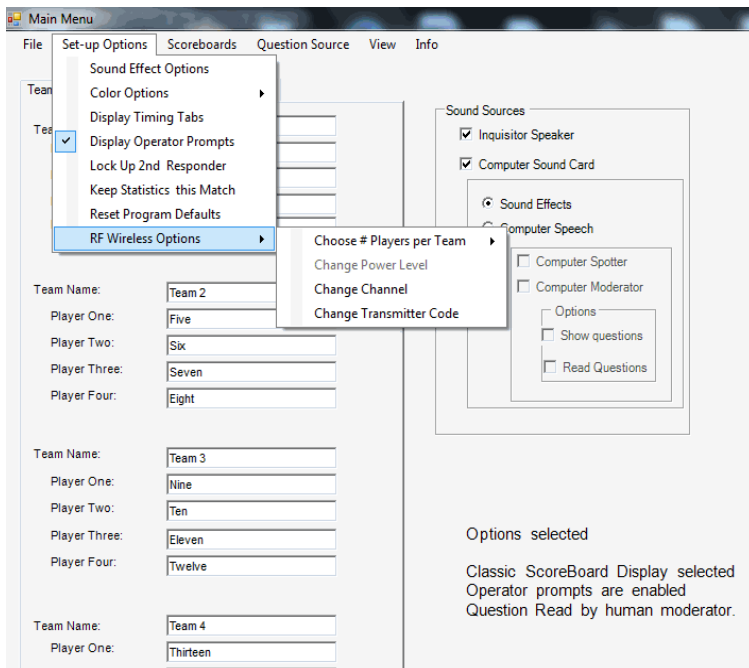
Playing Screen/Scoreboard:

The Set-up Menu will disappear and you'll be on the Main Playing Screen/Score Board of your choice. Actions on the playing screen are controlled with the mouse. As you run the mouse around the screen and over the "active areas," a small dialog box at the bottom of the screen will prompt you on what to do. Just point to the "active area" of the screen and click. For example, run the mouse over the Match Timer area of the screen. The prompt at the bottom of the screen will tell you what to do. To start the Match Clock, just click anywhere in the Match Timer clock window. Right clicking the Match Clock will stop the clock and start the time-out timer. The system is "armed" (ready to accept a player "buzz-in") when the Name Window located at the bottom of the screen is clear. To clear this window, just move the mouse to the Window and click. (A right click in this window will make the team that just buzzed-in ineligible and re-arm the system for opposing teams.) Scoring is just as easy. Point and click the green scoring area and the score is incremented. Right click the mouse in this green area decrements the score. The Toss-up Timer is started by clicking the Timer Window. Right clicking this window starts the Bonus Timer.

Operation of the *Inquisitor* system is highly intuitive and new computer operators require minimal training (only a few seconds to understand to familiarize themselves with the active areas of the playing screen AND a competent moderator. There is no substitute for a good moderator. A good moderator is constantly prompting the computer operator, the contestants, and the audience. **Moderator prompting example:** *"Everyone ready for the first question. Please start the clock. The first question is a toss-up. Question one. Give the first and last names of the twenty-second president....."*

Set-up Options:

Your *Inquisitor* software can be customized to meet your competition's rules and your particular tastes through the **Set-up, Options** selection on the Main Set-up Menu. Under the **Set-up** heading (**Sound Source submenu**) you can choose either the Inquisitor Speaker, Computer sound card, or both for sound. If your computer has a sound card, turn off the Inquisitor Speakers. (This will improve slightly the response time of your system). Various sound effects are available when using the computer's sound card and these may be heard and changed from the **Options** menu (**Sound** sub-menu). (Some of these sounds are really quite annoying but the choice is yours). Likewise background and text color can be changed via the **Color** sub-menu. (Some of these options are almost unreadable but you can undo everything with the **Restore Defaults** option.



Set-up Options including special RF Wireless Options.

Currently selected options are displayed at the bottom of the Main Menu

More Options:

The **More Options** sub menu (shown below) allows you to customize the software according to the rules for your competition. Just “check” those options you wish to turn on. As you move the mouse over the various options, a dialogue box provides an on-screen description of the function.

Turn on Timer Tabs

Checking this option places visible Tabs on the response clock. Timer functions are controlled by clicking the appropriate tab.

Lock up second place respondent

With this option checked, the system will also capture the name of the second contestant (this second place contestant must be on a different team than the first respondent). This contestant will be recognized if the first contestant misses the question. (If the computer operator increases the score for the first respondent, then the computer knows the question was answered correctly. If the score is not increased before clearing (clicking on the contestant’s name then the first respondent must have missed the question and the second place respondent is recognized.)

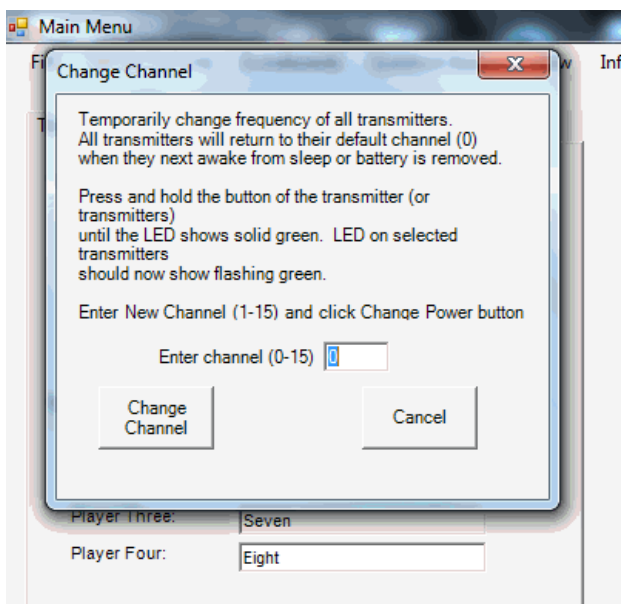
Display Operator Prompts.

This option turns on/off the computer operator prompts seen at the bottom of the playing screen/scoreboard and as Pop-up messages at various points in the program. Turning this option on is useful for new computer operators. Experienced operators will prefer to turn this option off to save unnecessary clicks.

RF Wireless Options:

Caution: Changing RF Wireless Options incorrectly can cause the system to become unresponsive to some or all of the contestant transmitters. Use care in using these options.

Change Channel: Use this option to temporarily change the frequency of your RF system only if you experience interference from another Inquisitor RF system being used in close proximity causing transmitters to “buzz-in” in adjoining rooms. The Change Channel option is password protected. The default password is **quickrecall** (One word all lower case). **Use caution with this command!**

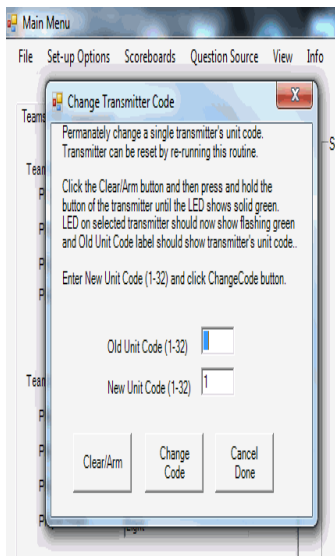


Change Channel:

Note: This option will change the operating frequencies of all contestant transmitters with LED's flashing green and the frequency of the RF USB interface. Transmitters that were not flashing will not be changed and will not communicate with the interface.

Transmitters and interface will return to channel 0 next time they power on.

Change Transmitter Code: Transmitter codes can be changed to a new code using this option. Assigning the number 4 to a transmitter that “buzzes-in” as player 3 will cause it to “buzz-in” as player 4. This option is used to assign transmitters code doing manufacturing but it can also be used to re-assign codes if desired. **Use caution with this command!**



Change Transmitter Code:

Note: This option will change the transmitter code of a transmitter with LED flashing green. The code can be changed again only using this option.

Batteries:

Each contestant transmitter (Model 712) or team module (Model 1012) uses two AA batteries assessed through the panel on the bottom of the transmitter case. In normal operating mode transmitters will automatically shut down in about 30 minutes if the button remains un-pressed. **DO not put transmitters away if the LED is rapidly flashing green. Transmitter will not shut off and batteries will be quickly depleted.**

When replacing batteries if may be necessary to press and hold the button while installing new batteries. If transmitter fails to re-start following battery replace, remove and reinstall the batteries.

Warranty:

The Inquisitor is guaranteed and will be fixed or replaced free of charge within two years from the date of purchase. For warranty service or other repair, contact:

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