



## **TUNEBOT** Operational Manual (Page 1)

### **STEP 1: GREETING**

**Every time you open up the **TUNEBOT** APP you will be greeted with a reminder that**

"You Must Create A GameList!

Click New Gamelist

Select Music mp3 or Music Video mp4

Save Gamelist By Selecting

Save or Update Gamelist"

*Select Ok at the bottom of this message & the message will go away.*

### **STEP 1: NEW GAMELIST**

Click on the New Gamelist button, located in top left corner under STEP 1 (Music) Tab.

**You will be given three options to add Music or Music Videos:**

**Option 1:** Add From Library, You most likely do not have any Music or Music Video in your **TUNEBOT** library starting out but can easily do so, will cover later.

**Option 2:** Add From Files, Add Music or Music Videos from your computer by Clicking "Add From Files" button.

**Option 3:** Add To Library, Add Music or Video to **TUNEBOT** Library to be edited a single time and used in as many GameList as you like as already edited files.

### **STEP 1: SELECT MUSIC**

Locate Music or Video files on your computer,

After selecting your desired audio or video files,

Click "Open" to add these files to your Gamelist,

Your music or video files will appear with a Black background,

Click "Save File" in the bottom left corner,

Give your Gamelist a name and then click OK.

**\*We Suggest 3 songs for every square on your bingo card, a Bingo Card with 5 rows x 5 columns equals (25 Squares) and would require approximately 70-75 songs for your Gamelist.**

**Congratulations You Just Made A Gamelist!**



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### VERY IMPORTANT:

If you move the audio or video files after you've completed Creating Your New Gamelist, the Gamelist will no longer work. The TUNEBOT App will not be able to find the media files utilized in their original location when you created your Gamelist.

Also don't rename the audio or video files utilized creating your Gamelist, nor rename the folders containing those audio and video files.

It's seems simple but it's happened before so we wanted to share it with you now!

### STEP 1: EDITING TITLE/ARTIST DATA

Select Gamelist you wish to edit from the drop down menu above "Select Gamelist" Text, located to the right of the STEP 3 icon.

Your selected Gamelist files will appear in listing below.

Select the "EDIT" button at the far right of each listing you wish to edit.

The editing suite will open up on the right side.

To edit the Title of the song, edit the "**NAME**" line at the top right side window.

To edit the Artist of the song, edit the "**ARTIST**" line at the 2nd top right side window.

To edit the text, place mouse on either line, Click line to select to edit text in area.

To Select Text, you can place mouse cursor at one point, click your mouse, hold left mouse button down, drag it over the entire text area you wish to select.

You can manually edit text as you would in any text editor, using keyboard, backspace, delete, Ctrl C (Copy), Ctrl V (Paste), etc.

After you adjust the information in the (**Name**)-Title or (**Artist**)-Artist area,

Click on "UPDATE GAME" at the far left bottom corner to save any edits you made.

We suggest you Update Gamelist after each listing adjustment.

### Congratulations You Just Edited Title & Artist Info!

### STEP 1: EDITING COPY & PASTE TIPS

Hold down Ctrl + C at the same time to (Copy)

Hold down Ctrl + V at the same time to (Paste)



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### **STEP 1: SET START POSITION FOR SONGS**

Hit the Sweet Spot in every song by setting the exact starting position so players get to hear the best part of each TUNE.

You can do so by selecting your desired Gamelist from the Drop Down Menu above "Select Gamelist" Text.

Select STEP 1 Tab, Your Music or Video files will be viewable with a Black background, click on the "Edit" button to open Audio/Video Editor.

Press "Play" in the audio editor to begin listening to the song.

Press "Set Start Time" where you would like the song to begin playing. The audio file will turn Red to indicate you've set a start time.

Click on "Update Game" in the bottom left corner, we suggest doing it after each song edit to save your work.

**Congratulations You Just Set The Sweet Spot In Your Songs For Your Game!**

### **STEP 2: CREATING CARDS**

Click on STEP 2 Create Cards Tab

Enter the number of bingo cards you require to be printed.

**REMINDER:** To Print 100 Cards using A4 portrait (2 cards per sheet), you would only be printing 50 sheets of paper, 50 sheets x 2 cards = 100 Cards)

**If you needed 100 sheets of paper with 2 Cards per sheet, you would enter 200 cards using A4 portrait.**

Set the number of rows and columns you require on your bingo card.

Rows are top to bottom & Columns are left to right.

If you require each card to have a free square, then select the checkbox labelled "Free Square".

Select the Font Name & Font Size.

### **STEP 2: SELECT PAPER FORMATS:**

A4 portrait - 2 cards on A4 paper.

A5 landscape - 1 card on A5 paper.

### **STEP 2: SELECT BINGO LABEL:**

You can display the Artist or the Title, or Artist and Title on each bingo card by selecting an option under "Bingo Label".

### STEP 2: EDIT FOOTER OPTIONS

The footer of the bingo card can include your own text, just enter something like your company name under the heading "Footer" and press "Set".

To preview how your cards will look before they are printed, press the button labelled "Preview".

When you are ready to create cards, select "Export PDF" in the bottom left hand corner,

After generating PDF, you will have option to "Close" generation window or "Open PDF" to view completed PDF and Select to Print.

### Congratulations You Just Made Bingo Cards!

### STEP 3: PLAY

#### Click on STEP 3 Tab

Select desired Gamelist using the drop down menu above "Select Gamelist" Text, next to STEP 3 TAB.

#### Click on Game Format

##### Select Game Format

Horizontal line

Vertical line

Diagonal line (3x3 or 5x5 card only)

2 horizontal lines

2 vertical lines

2 diagonal lines (X Format) (3x3 or 5x5 card only)

L Pattern

T Pattern

Full house

You can also choose a custom pattern by checking "Custom 1", "Custom 2" or "Custom 3" and then clicking on the empty boxes to make a pattern.

Once you have chosen your winning pattern by clicking in one or more of the check-boxes click "Save".

At this point you can simply press "Play" to begin the game, but feel free to customize any of the other settings including:

### STEP 3: PLAY

#### Customize Game Play

##### Pause Between Media:

pauses the playlist at the end of each clip.

##### Customize Start Time:

is Preset to play random part of the song, you may also select from specific starting position

of 10%-20%-30%-40%-50%-60%-70%-80%.



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### **Song Duration:**

is the amount of time each audio or video clip will be played for, preset at 30 seconds.

### **Break Duration:**

is the amount of seconds in between each audio or video clip to customize the branding of your live shows.

### **Fade In / Fade Out:**

is the amounts of seconds the audio clip should take to fade in or out.

### **Display on:**

if you have a second screen enabled then you may wish to show any music videos or song titles on the second screen. This will only work if your Windows or Mac software is set to extend your desktop. If both screens show the Hitmix Bingo default screen then your computer is not configured correctly.

### **Title/Artist or Both Onscreen:**

If you have a second screen enabled, this allows you to choose whether the artist, the title or both appear on the secondary screen. If you want neither this can be configured in "Settings".

### **Verifying A Winning Bingo Card**

When someone claims a bingo, press "Bingo"!

In the bottom left of the players card there will be a ticket number, ask the player for their ticket number. Enter this number into the software and press "Check".

The software will then verify the claim and tell you whether it is a winning bingo card or not.

To resume the game, press "Resume".

When a winner has been found your TUNEBOB App will play a winning audio and video clip. (You May Customize - Optional)

After this you can either resume the game if you set more than one winning pattern, or select a new playlist from the top right to begin a new game.

To exit this particular game, choose another Gamelist.

### **LIBRARY:**

You can add songs to the library which you wish to use in any Gamelists you create.

The Library essentially has the same features as "Create Gamelist", however it creates a master database of all songs rather than a specific playlist.

### **TEXT TAB:**

Real-Time communication messaging platform for in house promotional, event status, instructional, celebratory, Tie Breakers, Announcements and timely audience engagement with text tab tool.

### OPTIONS TAB:

#### You Can Customize every option available below

**Winner Audio:**

plays an audio clip when a winner has been verified.

**Winner Video:**

plays a video clip when a winner has been verified.

**Game Over Audio:**

plays an audio clip when the game has ended without a player claiming to have won.

**Game Over Video:**

plays a video clip when the game has ended without a player claiming to have won.

**No Bingo Audio:**

plays an audio clip when a false bingo claim has been made.

**No Bingo Image:**

displays an image on the secondary screen which informs the players that a false claim has been made.

**Logo Image:**

displays an image on the secondary screen while the game is not in play or in between audio and video clips.

**Music Image:**

displays an image on the secondary screen while a music clip is being played.

**Round Introductions Audio:**

plays an audio clip introducing each round consistently & professionally every time.

**Round Introductions Video:**

displays video round instructions on the secondary screen while a round introduction audio is being played.

**Game Introduction Audio:**

plays an audio clip introducing Game before Show consistently & professionally every time.

**Game Introduction Video:**

displays video Game instructions on the secondary screen while a Game introduction audio is being played.