Inquisitor Instructions V1.9E and Warranty

(USB Wired Version)

Description:
Inquisitor is a computer-age, quick-recall buzzer and display system that provides microsecond recognition of the first respondent while "locking out" all subsequent contestants.   The *Inquisitor* screen displays team scores, match time, response time, and respondent's name in large, easy-to-read characters.   The basic eight-player *Inquisitor* includes nine switches, cables, and USB interface, and software, all in a convenient carrying case. This USB version can support up to 8 teams of 4 players each for a total of 32 participants using stackable USB hubs.   (Additional USB hubs are available for purchase, but are not provided with the basic system.)

Version V1.9E Software: Version V1.9E software supports Inquisitor Models 512, 712, 2012, 4097, and Zeecraft Model of the Inquisitor.

Minimum Equipment Requirements:
Windows Version: The basic eight-player *InquisitorUSB* runs on any IBM compatible computer with an USB ports (Version 1.1 or higher) , VGA graphics with 1024 X 768 pixel (or better) resolution running the *XP, or Windows 7, or Windows 8* operating systems.

Hardware Setup: (see photo)
1) Connect the *InquisitorUSB* Team Interface (Black box with the speaker) to your computer's USB port or hub using the cables provided.   Connect the Beta Team Box (Players 5-8, Black Box without the speaker) to the *InquisitorUSB* Team Interface using the 6-pin phone cable provided.   (This is special cable.   Do not attempt to replace it with a standard telephone cable.)
2) Place each Team Interface in a convenient location and plug four contestants' switches into the interface, an an additional four switches into the Beta box.
Power for *InquisitorUSB* will be supplied by the computer, so batteries or additional connections are not required.

Windows XP/Windows 7/Windows 8 Installation:
On school networked computers you must be logged in as an Administrator to install the software. PLEASE NOTE.   You must use Version 1.9E Software with Inquisitor Model 512 or 2012. The Version 1.9E software will support any older Inquisitor USB models you may have.

1) Place the *Inquisitor* CD-Rom disk in the CD-Rom drive.   If the software does not automatically start, run the **Setup** file on the CD. Follow the prompts from the Program Installation Wizard as you would when installing any Windows program. The installation program installs all the necessary files and creates an Inquisitor icon that can be accessed from the computer's list of programs.

Note: Version 1.9E eliminates a previous conflict with Smart Board software. Please start the Inquisitor software and connect the Inquisitor Team modules when prompted by the software.

Model 2012 Attachment diagram

Running the Program:

To run the program, just double click the *Inquisitor* icon from your computer's program menu. To avoid a possible conflict please wait to attach the Inquisitor team modules until prompted by the software.

Program starts with a title screen 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.)

Title Screen with Team Modules 1 and 2 connected.

Team Interface(s) will be detected when attached and the corresponding Team numbers will appear in the list of attached devices. When the Team Interfaces have been connected (up to eight Team Interfaces) click the "DONE" button and the "All systems Go" message box appears. Click "OK" and the Main Set-up Menu appears.

If you get the *"Interface Not Found" message (*no Team Modules attached) or the Team unit number fails to appear as the Team Interface is connected,
1 *Check the connections between the Interface (Black box) and the compute or hub. OR*
2 *If the computer still fails to recognize the Team Module, disconnect and then reconnect the USB cable from the Interface.*
*All Team Modules must be connected and recognized before clicking the "All Systems Go" **OK** box. (Do not attach additional Team Modules after the Set-up Menu has appeared. Instead, restart the program and then add the additional Team Module. If a Team Module becomes disconnected during the competition the Title screen will appear and may be reconnected and play resumed. (Scoring and Timing data may, however, be lost.) The program will not continue beyond title screen until it finds at least one Inquisitor Team Interface.*
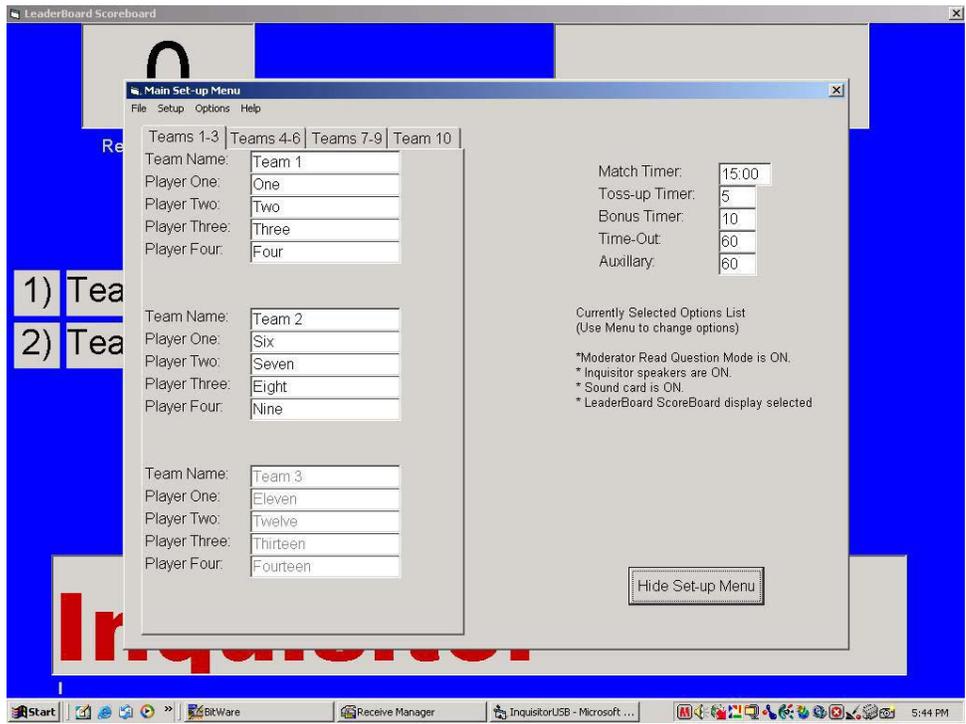
Inquisitor Main Menu

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.
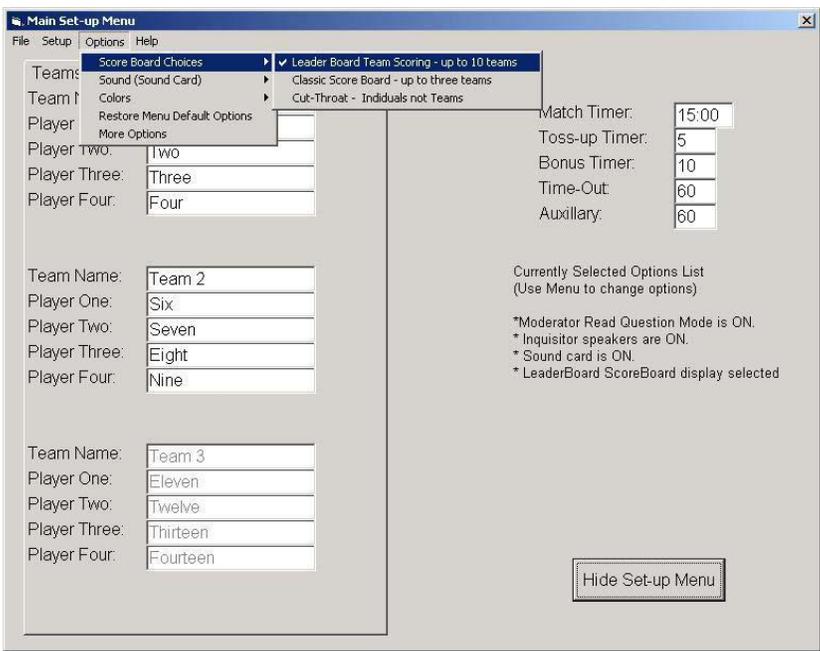
Selecting a Score Board Style

The three score board styles are shown below:
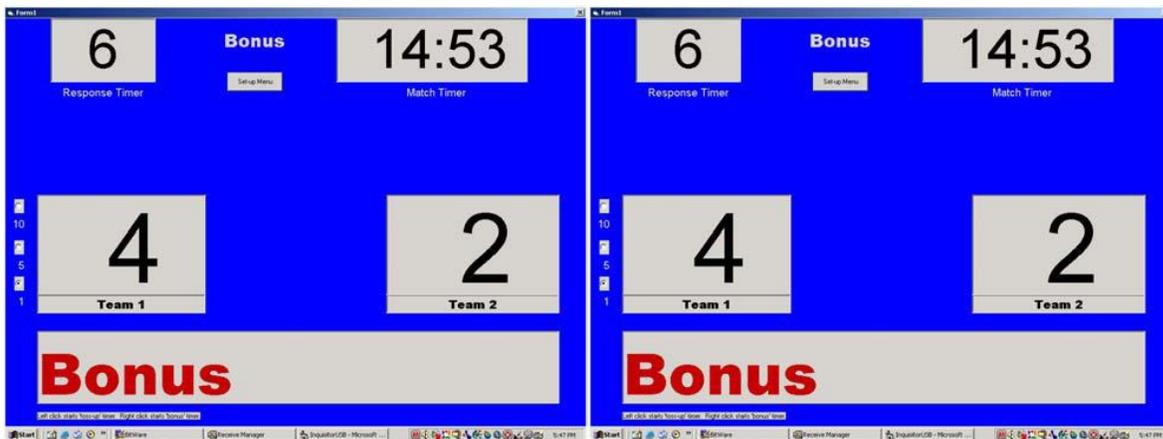
Leader Board Score Board   **Classic Score Board**

Cut Throat Score Board

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.)

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.)

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 sound effects, display colors, and playing modes-are provided. An explanation of these options is provided at the end of these instructions. 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.   Scoring is just as easy. Point and click the green scoring area and the score is incremented.   Right clicking 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,** and **More Options** selections 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.

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.

1   **Turn on Timer Tabs**
     Checking this option places visible Tabs on the response clock.   Timer functions are controlled by clicking the appropriate tab.
2   **Turn on 20 second Timer Tab**
     This option provides an additional 20 second timer (used by Oklahoma) in addition to the existing Toss-up, Bonus, and Auxiliary timers.
3   **Allow "Buzz-in" during Bonus**
     Normally, contestants are "locked-out" and cannot "buzz in" when the Bonus Timer is set.   Checking this option allows contestants to "buzz in" during this time.
4   **Disable Match Timer**
     Check this option to disable and "grey-out" the Match Timer.   This option can be used when the match length is set by the number of questions rather than the length of time.
5   **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.)

6 Turn off "mouse-over" operator prompts.
This option turns off the computer operator prompts seen at the bottom of the playing screen/scoreboard.
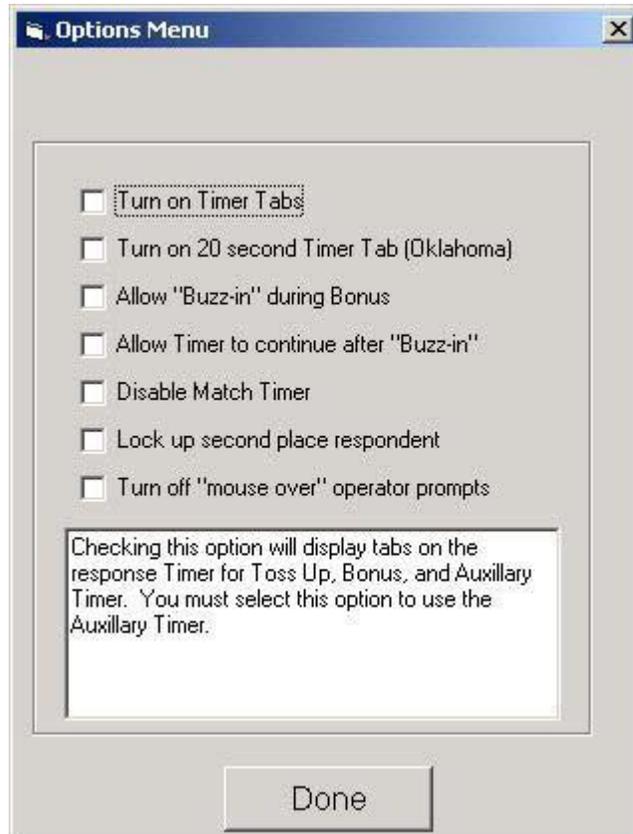
More Options Sub-Menu Screen

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, return defective unit or parts to:

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