Inquisitor Instructions and Warranty
(RF Wireless Version)

Description:
Thank you for purchasing the *Inquisitor* Quick Recall System. *Inquisitor* is a computer-age, quick recall buzzer and display system that provides millisecond 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 (one spare) radio frequency transmitters, receiver/interface, cable, keyboard overlay, and software. An optional third team transmitter set, allowing up to twelve players to compete, is also available.

RF Wireless *Inquisitor*:
The *Inquisitor* uses a radio frequency signal and proprietary decoding algorithm, designed for speed and reliability. Tests in schools across the state have shown the system to be remarkably free of known sources of RF interference including two-way radios, cell phones, garage door openers, RF data networks, etc. However, any remote device may be vulnerable to interference. The RF Signal LED on the Interface will blink or glow whenever a RF signal in the frequency range of the receiver is detected. A brief flash as one of the contestant transmitters is pressed indicates the signal has been received. If the RF Signal LED blinks or glows when no contestant transmitted is pressed, please try one of the following remedies:

1) Relocate the receiver/interface away from computers, monitors, and other electronic devices.
2) Using the receiver/interface (detached from the computer) attempt to locate and turn off the source of interference.
3) Move to an alternate room where interference is not present.

Using Several RF Wireless Systems in the same location:
Although the Inquisitor RF Wireless System is designed for short-range use, under certain circumstances the transmitter signals will travel through walls and activate a receiver/interface in an adjoining room. Avoid locating simultaneous quick recall matches using multiple RF wireless systems in adjoining rooms without testing for interference. (If interference from matches in adjacent rooms is a problem, Educational Technologies can provide systems equipped with different receiver codes that won't interfere. Transmitters won't be interchangeable between these systems.)

Batteries:
The Receiver/Interface may be powered by either a standard 9-volt battery (do not use rechargeable batteries) or the wall transformer supplied with your system. Receiver/Interface batteries should last for many matches provided the unit is switched off after use. Receiver/Interface units are equipped with a low battery LED that will light when battery power is low. Play can continue with a low battery light but should be changed if players experience a problem "buzzing in."
Each transmitter contains a small 12-volt battery (**MN 21B**). Pressing and holding the button can test transmitter batteries. Transmitter LED will blink if the battery is OK. Transmitter batteries should last the entire season unless the transmitter is inadvertently stored with the button depressed. Transmitter batteries should be replaced at the beginning of each season to avoid

damage from leaking batteries and since batteries go bad from storage as well as use.

Hardware Setup:
1) Connect the *Inquisitor* Receiver/Interface to the parallel printer port (LPT1) of the computer using the DB25 cable.
2) Turn on the Receiver/Interface and adjust the volume. You should hear a series of tones indicating the Receiver/Interface is ready. You may hear a variety of other tones if the Receiver/Interface is attached to the computer and the Inquisitor software program is not running. These tones will stop once the program software is started.

Installing the Program:
Please Note:
On Pentium class computers or computers using the Windows 95/98 operating system, it is recommended that the *Inquisitor* program be installed on the hard drive. For older computers (486 and below) the program may be run from either hard drive or floppy.

Windows 95/98/2000/XP Installation:
1) Place the Inquisitor CD Rom disk in the CD Rom drive. Select **RUN** from the Windows Main Menu.
2) Enter: **d:\setup** (or the appropriate drive letter for your system's CD Rom drive) when **RUN** prompts for a file name and hit **ENTER.** 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 icon that can be accessed from the computer's list of programs.

Running the Program:

To run the program just double click the *Inquisitor* icon from your computers program menu.

Program starts with a title screen while software checks and determines the model of your *Inquisitor* Interface.
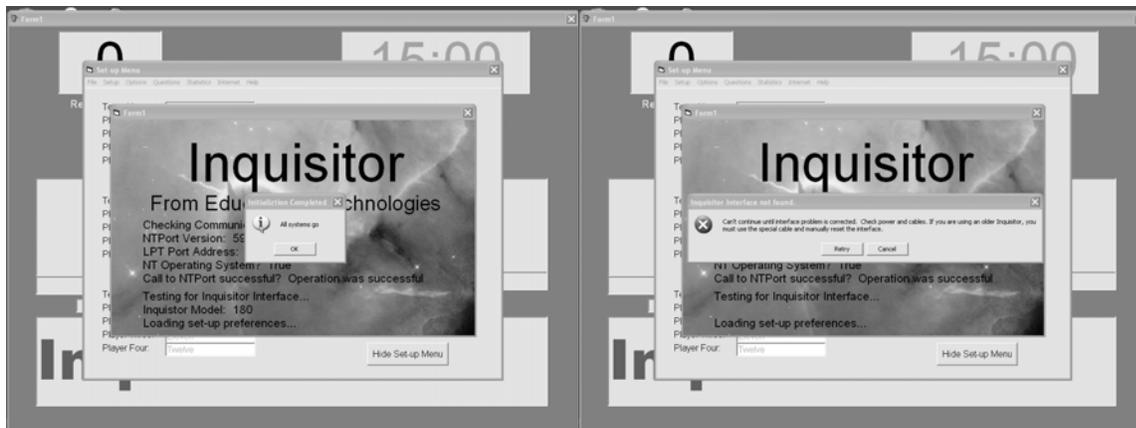

Title Screen "All Systems Go" Message   "Interface Not Found Message"

Once the interface is detected click the "OK" "All systems go" message box. The Set-up menu appears.

If you get the "Interface Not Found" message:
- ❏ *Check the connections between the interface (White box with the volume control) and the computer.*
- ❏ *Check to be sure the power in turned on and either the wall transformer is connected or a 9V battery is installed.*
- ❏ *Manually reset the Inquisitor by turning the power off and back on. (Power switch located on the volume control.) On the Inquisitor interface, the two yellow LEDs marked "Power" and "CPU Ready" should glow brightly.*

Program will not continue beyond title screen until it finds the Inquisitor interface.
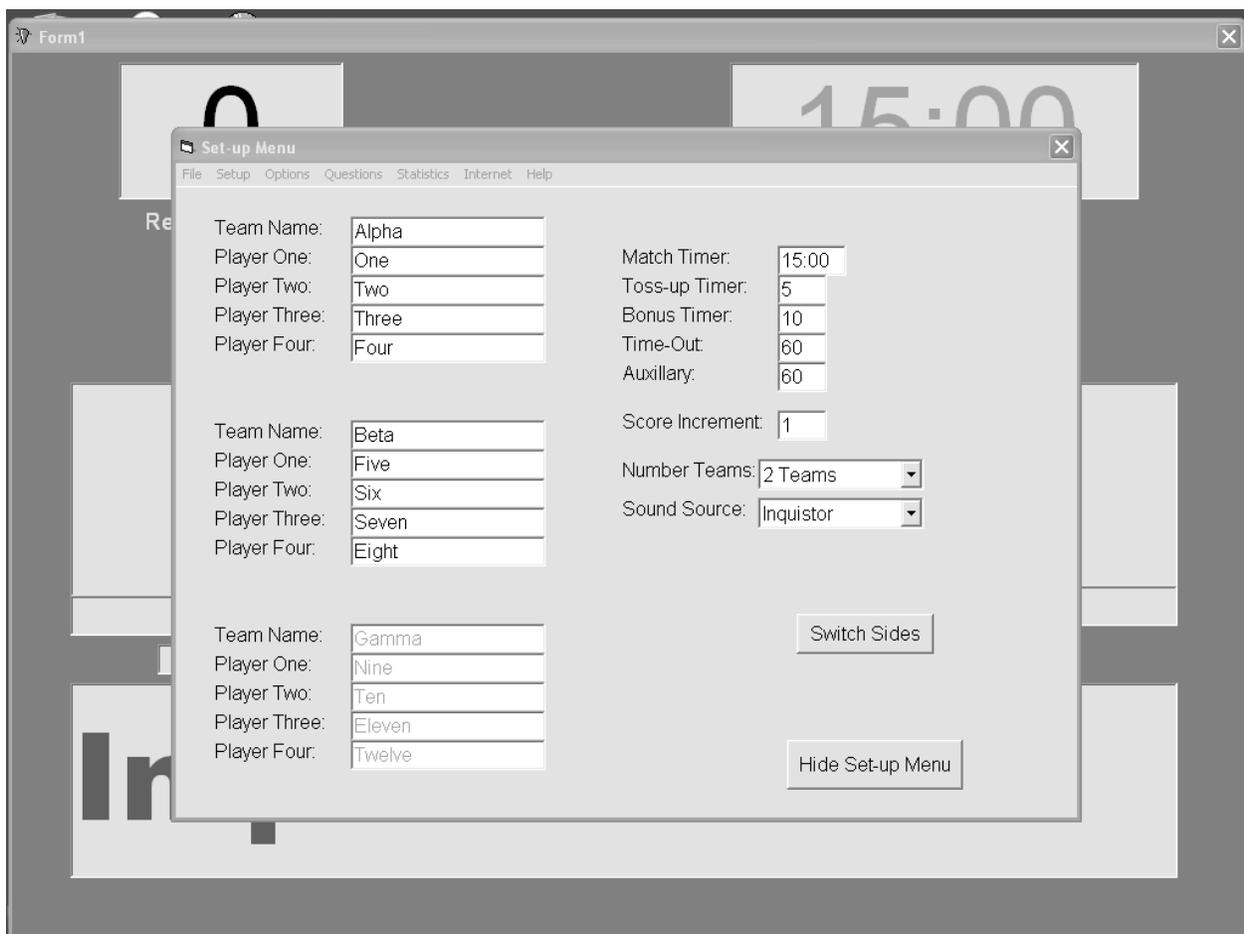
Inquisitor Main Menu

Enter team and player names, set toss-up, bonus, and match times, and set other playing options as required from the Set-up Menu. (Set-up choices can be saved. Select **Save** or **Save As** from the **File** Menu.) Some choices in the Set-up Menu are "grayed" out. These options will become available with future versions of the software.

When you finish entering names and other options, click "**Hide Set-up Menu.**"

Playing Screen: Click anywhere in the window (where it says "*Inquisitor*") to arm the buzzers.

 The Set-up Menu will disappear and you'll be on the Main Playing Screen. Actions on the playing screen are controlled with the computer mouse. Just point to the area of the screen and click. 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. Score is incremented by pointing and clicking the scoreboard. Right clicking the mouse decrements the score. The Toss-up Timer is started by clicking the Timer Window. Right clicking this window starts the Bonus Timer. Clicking the Name Window at the bottom of the screen clears the clocks.   Keyboard commands from earlier versions of the software are also supported and provided on the Keyboard Template included with your system. (See the DOS instruction below for additional Keyboard commands.)

Bonus timer set. Contestants cannot "buzz in" during the Bonus. Click anywhere in the window at the bottom of the screen to stop the Bonus Clock and "arm" the buzzers.

DOS Installation (not recommended): The DOS version of the program cannot be used with Windows 2000 or XP operating systems. The DOS version of the program can be found in the **DOS** Folder on the CD Rom supplied with your Inquisitor

Minimum DOS Equipment Requirements:
The *Inquisitor* runs on any Intel Microprocessor or compatible with at least 512 KByte of RAM, color graphics, parallel port, and DOS 2.0 or higher.

1) Exit any Windows operating system to DOS.
2) Place the Inquisitor CD Rom in the computer's CD Rom drive and from DOS type: **D:\setupdos** (or the appropriate drive letter for your system's CD Rom drive) and hit **Enter**.

The installation program will install all the necessary files. To run the program:
      1) Turn on the computer and boot the Disk Operating System (DOS).
      2) From the C:\> prompt, type **CD\INQ** (Enter).
      3) Start the program by typing **INQ** (Enter).

Running the Program:
When the program is run, the software will test the *Inquisitor* Receiver/Interface. If the Receiver/Interface is not

detected, an error message will be displayed instructing the user to check the connections and power (battery) and reset the Receiver/Interface by turning the power off and back on. Once the receiver/interface is detected, the setup screen will be displayed. Use the cursor control keys or the Return key to move through the display. Type the name of each team and the name of each contestant (up to twelve characters, no number or punctuation) in the appropriate field. Type in either upper or lower case (all names will be displayed in upper case on the display). Use the Enter, and cursor keys to move through the menu choices. Blank out unwanted characters with the Space Bar. Timing and scoring defaults may be changed by placing the cursor in the field and typing over the default setting. These changes can be saved to the disk by selecting the **SEE MORE OPTION** choice in the MAIN SETUP MENU and answering **Y** to the **SAVE SETTINGS?** option.

Set up and activation for the optional third team is available by selecting **SEE MORE OPTIONS.**

The **SWAP SIDES** option is used at half time to exchange team seating arrangements without retyping team and player's names. When all setup changes are complete, move the cursor to the field that says **ALL INFORMATION CORRECT? (Y/N).** Type **Y** and **Enter**. The Inquisitor scoreboard will be displayed, and the game is ready to continue. To return to the setup screen at any time, hit **F8**. To exit the program, first return to the setup screen (**F8**) and then hit the **ESC** key.

Setting up the Extra Transmitter:

Each Inquisitor RF System comes with an extra transmitter. This extra transmitter may be substituted for any other contestant transmitter by entering the number (01-12) of the transmitter you wish to replace. To replace a transmitter:
1) From the **MAIN MENU**, cursor down to **SEE MORE OPTIONS** and select this option by typing a **Y.**
2) From the **SEE MORE OPTIONS** Menu, cursor down to **ASSIGN EXTRA XMITTER** and enter the number (01-12) of the transmitter you wish to replace.
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Playing Tips: (Windows users can use either keyboard or mouse commands.)
Before each half, each player should "buzz-in" to ensure that all buzzers are working and that player's names are correct. Press the **Space Bar** after a player has "buzzed in" to clear the lockout for the next player.

Press **F5** to start the Match Clock. After a question is read, press **F9** to start the Toss-up Timer. NOTE: THE TOSS-UP TIMER WILL NOT WORK UNLESS THE MATCH CLOCK IS RUNNING. Press **F10** to start the Bonus Timer. Players cannot "buzz-in" during the Bonus Time. Press the **Space Bar** after the team starts to answer the bonus question to clear the timer and prevent the Time Expired tone from sounding. Stopping the Match Clock or returning to the Setup Menu will automatically set the time-out clock. A tone will sound at the end of the time-out. Buzzers are disabled during the time-out. Press the **Space Ba**r at the end of the time-out to clear any remaining time. Start the Match Clock once playing resumes. The Response Timer can be cleared at any time by pressing the **Space Bar.**

Scoreboard Control Keys:
Only certain keys are active while the scoreboard is displayed. A list of these keys and their function is printed on the keyboard overlay and below:

KEY	FUNCTION
F1	increment alpha team score
F2	decrement alpha team score
F3	increment beta team score

F4	**decrement beta team score**
F5	**start match clock**
F6	**stop match clock**
F7	**auxiliary timer**
F8	**return to Setup Menu**
F9	**start Toss-up Timer**
F10	**start Bonus Timer**
F11	**increment gamma team score (optional)**
F12	**decrement gamma team score (optional)**
Space Bar	**clears name, lockout, and timers**

Trouble Shooting:

Your receiver/interface is with LED's that will allow you to identify and correct problems.
Battery Low: Lit red LED indicated a potentially low battery problem. Continue play with a low battery but replace if players have a problem buzzing-in. Disregard this light when using the wall transformer. To test the battery, unplug the Receiver/interface from the computer. Turn the power off and then back on. Low Battery LED should light briefly and then turn off if battery is OK.
CPU READY: Lit yellow LED indicates the CPU on-board the receiver/interface is reset and ready. If this yellow LED is NOT lit, please manually, turn the receiver/interface off and back on.
Power On: Lit yellow LED indicated the receiver/interface is receiving power from either a battery or the wall transformer. To test, disconnect receiver/interface from the computer. The yellow Power On LED should light brightly and steadily. If LED is NOT lit, replace battery or wall transformer.
RF Signal: Red LED should blink once briefly whenever a contestant presses a transmitter. LED blinking or on when contestant is NOT activation a transmitter indicates a source of RF interference. (See **RF Wireless *Inquisitor*** section above.)

Warranty:
The Inquisitor is guaranteed and will be fixed or replaced free of charge within one year from the date of purchase. For warranty service or other repair, return defective unit or parts to:

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Educational Technologies
P.O. Box 21741
Lexington, Kentucky 40522-1471
859-389-9777

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