

foxBall

User Interface
V3.0



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GENERAL INFORMATION

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01

1.1 Overview

Welcome to the User Interface manual!
This web-based operator interface allows you to change settings or gather information about your device. Make sure to use a modern browser (mozilla firefox, google chrome, safari) to have the best experience.

1.2 How to connect

To connect your WiFi device (smartphone, tablet, laptop, ..) with your FoxBall unit follow these steps:

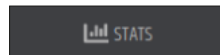
- 1 Start your FoxBall device and stand close to it.
- 2 Open the WiFi settings on your device and login to the WiFi network called "**FoxBall**".
Type in the WiFi Password: **password-sisyfox**.
- 3 Open a web browser on your device and go to <http://10.42.0.1>

That's it! :)

If the User Interface is not visible, take a look at the troubleshooting section on the following page.

1.3 First steps

Once loaded, you will see the menu with three categories at the top of the screen:



Statistics:

Find out how your FoxBall unit is performing! (see chapter 02)



Device settings:

Get general information and change settings on your device. (see chapter 03)



Game settings:

Select games, world modes and the level of difficulty manually. (see chapter 04)

You get to each area by clicking on the respective button.

1.4 Troubleshooting

If there are any anomalies when using the User Interface control, make sure that the WiFi connection to the FoxBall device is active first. If not, please (re)start FoxBall and open your own wireless device while standing next to the FoxBall unit.

If a connection to FoxBall WiFi is active, but functionality is still limited, please deactivate WiFi on your device, activate it again and re-establish the connection. Now try again by refreshing the browser page.

If none of the above helps, please update your FoxBall device to the latest version.

After updating, new features may appear only after deleting the browser history or cache memory. This can be done in the settings of your browser.

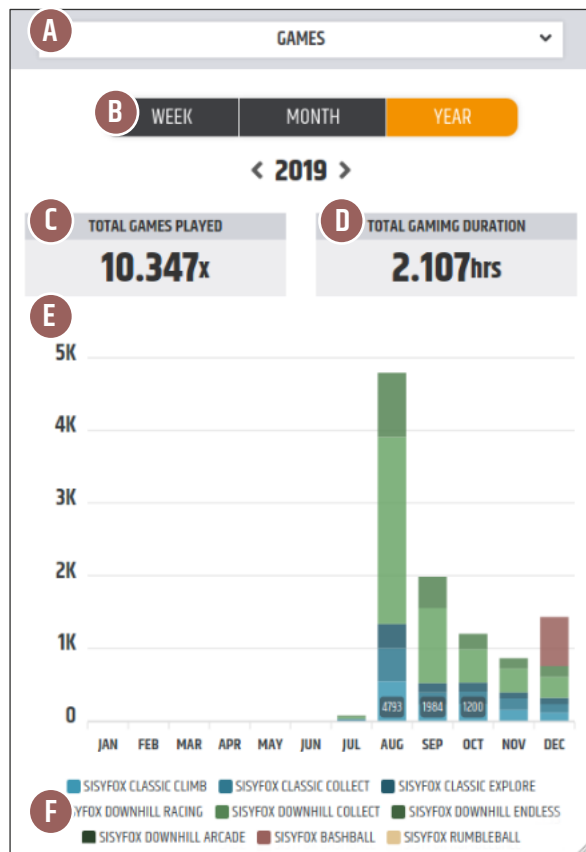
Your WiFi-device may ask, if you want to keep the WiFi connection due to the fact that FoxBall does not provide internet for the User Interface. Just hit "stay connected".

STATISTICS (DASHBOARD)

The stats tab ("stats" short for "statistics") provides an overview of the usage of your FoxBall device. You can see the number of games played, from an annual summary to the daily and current entries.

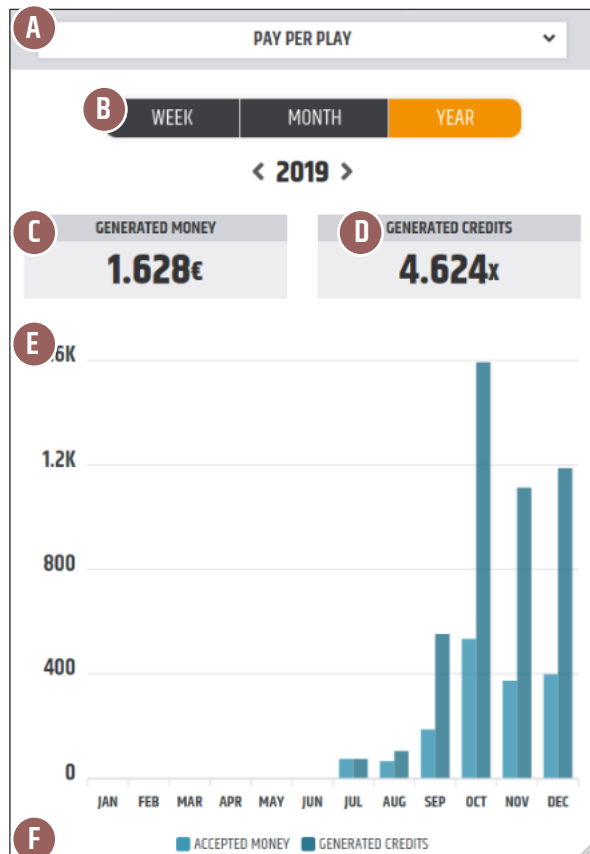
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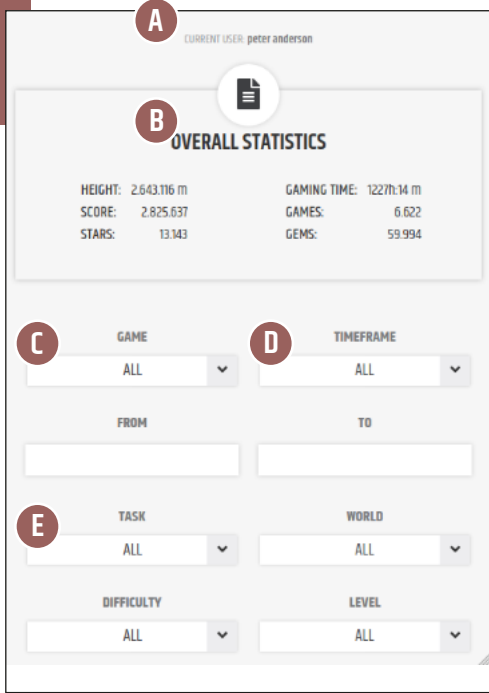
2.1 Statistics "Game"

- A** In this drop down menu you can select the type of data you want to see. When "Games" is selected, the graph depicts the number of each specific game played in the time period you choose. The default setting is an overview of the games for the current year. If you have a "Pay per play" device in use, you can switch to the evaluation of your turn-over here. See the following page to get more information on the "[Pay per play](#)" selection.
- B** Filter the displayed data by year, month and week. You can easily navigate one time unit forwards or backwards, by using the arrow keys below. The annual view displays the data for all twelve months of a year. The current year is the default setting. The monthly view displays all calendar weeks of the respective month, and the weekly view shows the data for all seven days of the week.
- C** Summarized from the graph this is the total **number of games** played. These totals always refer to the selected time frame.
- D** Summarized from the graph this is the total **duration of games** played. These totals always refer to the selected time frame.
- E** The bar chart shows the time period you have selected and is subdivided accordingly. It provides detailed information on the number of rounds each game has been played in the time period. Click on a column to get more specific information on the statistics in the section.
- F** You can disable/enable the visibility of each game in the diagram by clicking on the respective items in the legend.



2.1 Statistics "pay per play"

- A** In this drop down menu you can select the type of data you want to see. If you have a "Pay per play" device in use, select "pay per play" to get insights on the income you have generated in the time period you choose. You can switch to the evaluation of your games played here. See the previous Chapter 2.1 to get more information on the ["Games"](#) section.
- B** Filter the displayed data by year, month and week. You can easily navigate one time unit forwards or backwards, by using the arrow keys below. The annual view displays the data for all twelve months of a year. The current year is the default setting. The monthly view displays all calendar weeks of the respective month, and the weekly view shows the data for all seven days of the week.
- C** Summarized from the graph this is the **total amount you have earned**. These totals always refer to the selected time frame.
- D** Summarized from the graph this is the **total amount of generated credits**. These totals always refer to the selected time frame. Depending on your settings, one credit can generate an adjustable number of game rounds (1-5) and cost different amounts (0.10 - 2€). More information on this in section 3.8. If the payment method is set to "token", one credit equals one token.
- E** The bar chart shows the time period you have selected and is subdivided accordingly. It provides detailed information on the income and credits your FoxBall has generated in that period. Click on a column to get more specific information on the statistics in the section.
- F** You can disable/enable the visibility of each part of the diagram by clicking on the respective items in the legend.



2.3 Score details

In this section you will find detailed results on all games played. Every single game round is displayed here. The content of the score list (see following page) can be filtered by specific time periods, games, modes, worlds, difficulty and even individual game levels.

- A** All score entries are personalized to the current user. To manage the user see [chapter 3.1](#).
- B** The “Overall Statistics” give an overview for the data relative to the filters you select below.
- C** Filter the data by games and get specific information on the selected game.
- D** Filter the time frame, calendrical or in a period of your choice.
- E** Add filters to a selected game and learn more about players’ behaviors and interests in relation to specific tasks, worlds, levels and difficulties.

2.4 Score list

The Score List displays the results of the filter settings above. Each game round played on the FoxBall device can be displayed here in one list entry.

- A** At the top of each column is the description of the information it provides. There are four categories to sort the Score List. Sort by a category by clicking on it. The scores will then display the result with the highest value (or latest entry when selecting “DATE”) at the top. Click on the category again to reverse the sorting order.
- B** View detailed information on each round that was played on your device by clicking on an entry (row).
- C** Refresh the list after setting the filter to receive the latest data added to the list.
- D** Get more scores displayed by clicking “Expand”. You can expand until there are no further entries corresponding to your filters.
- E** Export the scores as a .csv file to process the data further. You can import this file with your choice of spreadsheet program.

A	RANK	SCORE	STARS	DATE
B	1	2696	★★★★★	21/06/19
	2	2191	★★★★★	15/06/19
	3	2158	★★★★★	23/06/19
	4	1926	★★★★★	18/06/19
	5	1873	★★★★★	19/06/19
	6	1515	★★★★★	23/06/19
	7	1501	★★★★★	12/06/19
	8	1499	★★★★☆	23/06/19
	9	1414	★★★★☆	21/06/19
	10	1395	★★★★★	21/05/19
	11	1353	★★★★☆	23/06/19

28	1230	★★★★★	22/06/19
29	1230	★★★★★	22/06/19
30	1224	★★★★★	18/06/19
E			
↺ EXPAND EXPORT AS CSV			

DEVICE SETTINGS

In this section you will find all the information related to your FoxBall device. Furthermore you can configure settings that directly affect your device, such as language, audio, or enable/disable features like the "ingame menu".

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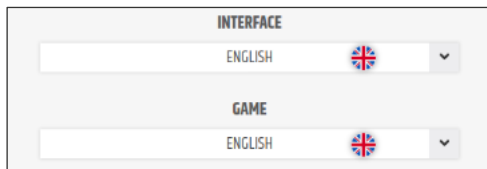
STATS	DEVICE	GAME
CURRENT USER: peter anderson 3.1		
LANGUAGE	3.2	▼
AUDIO	3.3	▼
W-LAN HOTSPOT	3.4	▼
INTRO VIDEO	3.5	▼
INGAME SELECTION	3.6	▼
MULTIPLAYER	3.7	▼
PAY PER PLAY	3.8	▼
LIVES PER ROUND	3.9	▼
INPUT/SENSOR	3.10	▼
FORCE FEEDBACK	3.11	▼
EFFECTS	3.12	▼
DEBUG	3.13	▼
CREDITS	3.14	▼

3.1 User management

Manage users for custom statistics. You can have multiple users to evaluate your player statistics from different events if you are using FoxBall for rental business. We advise you to not be logged in for a public use of your device (such as indoor playgrounds), but for special occasions only.

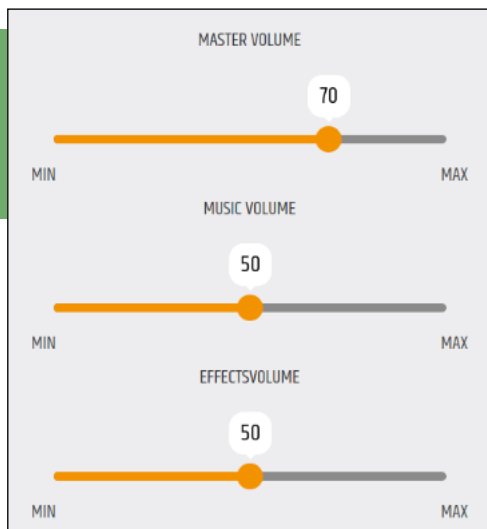
SERNAME	INFORMATION	CREATION-DATE
peter anderson	room 02	30/03/20
charlie dawson	room 06	30/03/20

- A** Create new users for your demands.
- B** See which user you are currently logged in as. "Anonymous" means no user is logged in. The logged in user is highlighted in orange in the list of users below (E).
- C** To delete a user from the list, that user must be logged in. Select an existing user from the list below by clicking on it.
- D** Log out to return to the ordinary mode ("Anonymous") when a custom user is not needed.
- E** Here is a list of all users created on this device. Log in as a certain user by clicking on the username.
- F** Create a username (or event name) by clicking on the white field.
- G** Add information to tell apart users with the same username, e.g "Room 02" or "2020".



3.2 Language

You can select languages for your User Interface and the game separately by your needs. When you change the game language while the device is running, the changes will be visible once a new game starts.



3.3 Audio

Modify the audio components to work best for your demands.

Master volume:

Overall volume of all game sounds, turn down to mute the game.

Music volume:

Volume of ingame background music.

Effects volume:

Volume of all sounds triggered ingame.

3.4 WiFi hotspot

In this section you can configure settings for the WiFi hotspot of your FoxBall computer. This hotspot is the connection between the FoxBall computer and the User Interface.

If you are using only one FoxBall device you can keep the default settings. However, if you have several devices in one place, you can change the WiFi names (and passwords if you wish) for each device separately using the settings below. Thus, by selecting the WiFi network, you can access the corresponding device.

To make changes, we recommend shutting off all devices other than the one you wish to make the changes for to ensure that you are making the settings on the correct one.

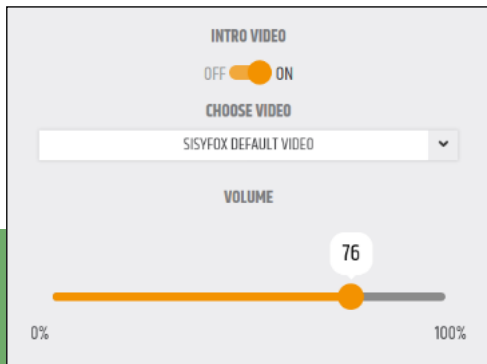


To change your WiFi settings follow these steps:

- 1 Click "Edit".
- 2 Set a new WiFi name, choose one that allows you to later identify the device. (e.g. FoxBall02)
- 3 Set a new WiFi password.
- 4 Repeat the password.
- 5 Press "Save".

You will get a warning after changing the WiFi. Read it carefully!

Make sure to note the new WiFi name and password. When the change has been successfully applied, your device will automatically disconnect. Reconnect your device by opening the WiFi settings of your device and connect using the new login data. Then reload the browser page to restore the connection to the FoxBall User Interface.



3.5 Intro Video

A video clip may be played on a loop, while the device is running but not in use. We have provided some videos that you can choose from. You can also integrate your own custom video here. For more information please read section 4.1 Branding in our [Operating Manual](#).

The video volume can be adjusted independently from the other audio settings. You can mute it, by setting the controller to 0.



3.6 Ingame Menu

Leave the decision on game, world and difficulty to the players by activating the ingame menu. They can then choose their preferred settings by rolling the ball.

If the InGame menu is switched off, the decision about the game, world etc. is made in the tab "Game Settings". If you do not want to have the same game played all the time, you can also set a random game selection in the "Game Settings" area.

3.7 Multiplayer

If you have ordered FoxBall Multiplayer (several FoxBall units combined with a connector device), you can activate the Multiplayer function here. Flip the switch to toggle single- or multiplayer. See all connected devices listed under "Network Devices". Refresh when one is missing. When you flip the switch, all connected units will switch as well.

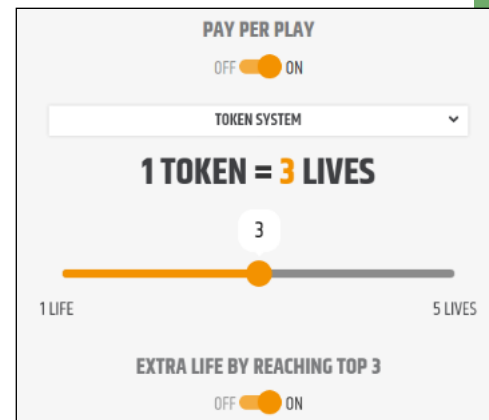
For more information please read section "4.2 Multiplayer" in our [Operating Manual](#).

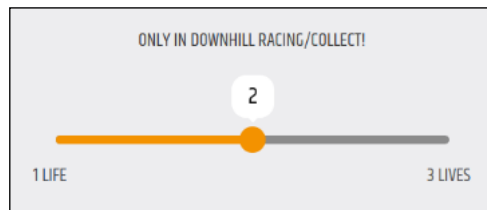


3.8 Pay per play

FoxBall can earn money for you, if you have ordered the appropriate PayPerPlay device from us. Here you can set the price per game and monitor the income of your device.

For more information please read section 4.3 Pay per play in our [Operating Manual](#). When your device does not have the Pay per play function yet, you may order the option to retrofit your FoxBall.





3.8 Pay Per Play

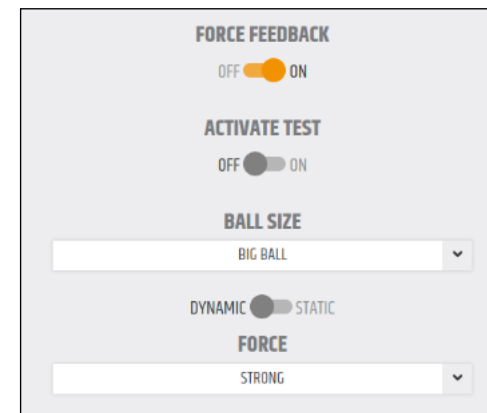
- A** Flip the switch to (de)activate pay per play for your device.
- B** Pick the payment method of your choice. You can choose between coins (only € (Euro) at the moment) or tokens. (Please send us information about the specific token you would like to use, before ordering the device!).
- C** Set the amount of lives: 1 to 5 lives for each credit or token.
- D** Now enter the amount that users are required to pay for one credit. Please note: This selection is only possible in the "Coin System" mode and does not work with tokens.
- E** (Optional) You can motivate your players by rewarding them with an extra life when they reach the top 3 in the high score ranking.

3.9 Lives per round

You can set the amount of respawns for one game session in the games "Downhill Racing" and "Downhill Collect" manually. This means the number of lives until players have to restart on top of the mountain.

3.10 Input/sensor

In June 2019 we changed the sensor in the FoxBall devices. To ensure enjoyable playing please make sure you have selected the correct sensor. V1 is for the old sensor (only FoxBall devices ordered before June 2019), V2 for the new one (any order after June 2019).



Please note that you need extra equipment to access this feature and that they are no longer part of our portfolio.

3.11 Force Feedback

When your device is equipped with force feedback, flip the switch to (de)activate it. Test the brake in the current settings before you run the system. After setting up your new FoxBall or changing the unit's size make sure to have the correct ball size selected.

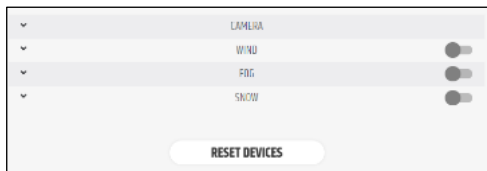
Static:

You can set a specific height of your brake manually. That way the friction applied to the ball remains constant during play.

Dynamic:

The friction applied to the ball can change depending on the game situation. The friction will increase when the game path is going uphill and decreases when it is going downhill.

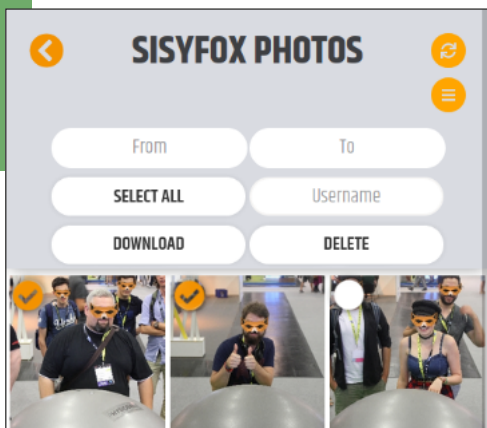
The "Force" area enables you to increase or decrease the dynamic setting gradually. Select "Strong" for fit adults. Setting the brake to "Weak" is suitable for children and older people.



3.12 Effects

In "Effects" you can set some extras to upgrade the gaming experience for your players.

Please note that you need extra equipment to access these features and that they are no longer part of our portfolio.



Do not use the photos beyond the law of copyright and right to one's own image.

Do not to use photos of your players without their permission.

3.12.1 Camera settings

If you have a camera to surprise your players with photos, you can activate it here. Before you run the system, run a test to see if everything works properly.

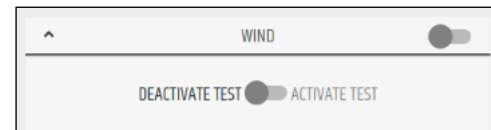
Access all photos in the gallery. You can filter the images by time and user. Refresh the page to access the latest photos. Select images by clicking the circle in the upper right corner of each photo. Selected photos are marked with a white tick on orange ground. Download selected photos to hand them to your players. When the storage space is full, delete selected photos by pressing "Delete".

You can also view single photos full screen by clicking on one picture. In full screen mode you can download or delete the selected photo.

3.12.2 Toggle wind

If you have a wind machine, you can activate it here. Before you run the system, run a test to see if everything works properly.

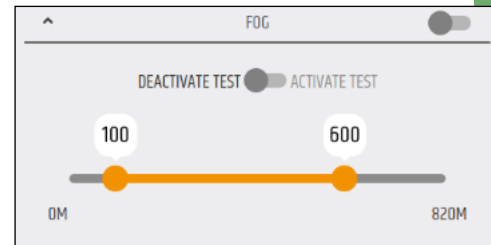
This feature has been discontinued for devices from 2020 or later.



3.12.3 Toggle fog

If you have a fog machine, you can activate it here. Before you run the system, run a test to see if everything works properly. Set the height in the game at which the machine will be triggered via the bar.

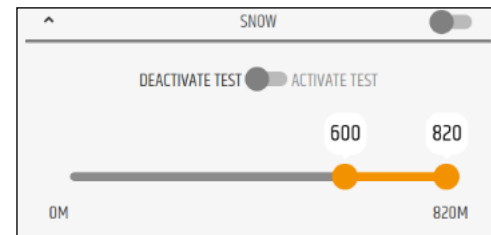
This feature has been discontinued for devices from 2020 or later.



3.12.4 Toggle snow

If you have a snow machine, you can activate it here. Before you run the system, run a test to see if everything works properly. Set the height in the game at which the machine will be triggered, via the bar.

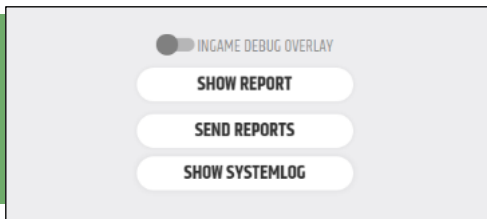
This feature has been discontinued for devices from 2020 or later.





3.12.5 Reset all effect devices

Reset the changes you made in "Effects" with one click. We recommend that you try this if your brake does not work.



3.13 Debug

To check which software version is currently running on your FoxBall device, activate the ingame debug overlay.

Look at the screen on which the game is displayed. In the upper right corner you will see an overlay where different information is displayed. The topmost entry shows the current software version.

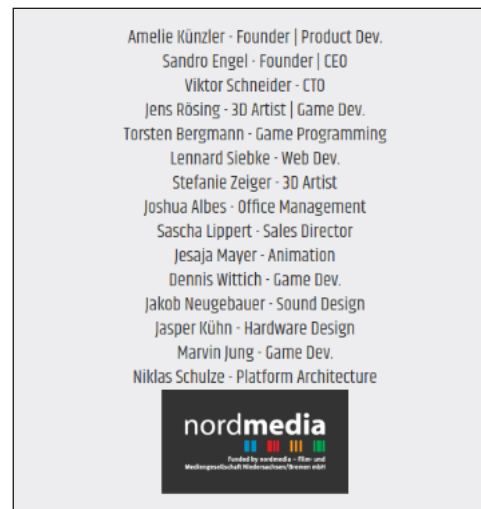
In addition, other information that can be important for User Interface maintenance, is displayed here. Our service staff might ask you to take a picture of the debug overlay and send it to us.

Click "Show Report" to access general information about the system (system logs).

Click "Show Systemlog" to access general information of the last crash.

3.14 Credits

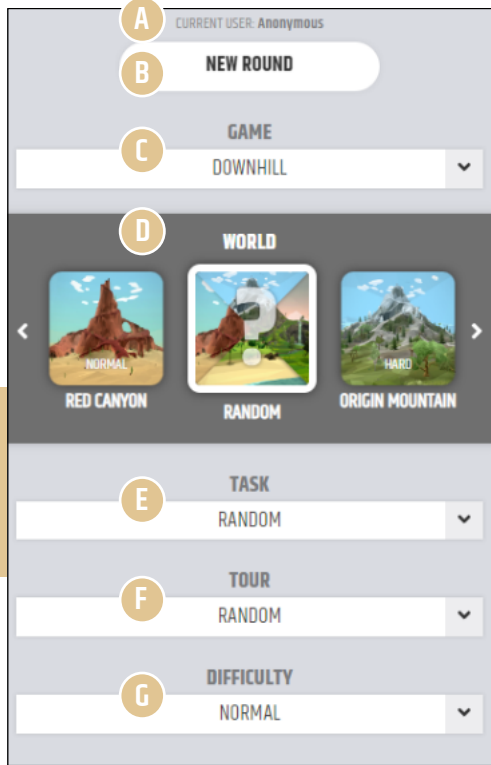
Quite a few people are involved in the production of FoxBall to ensure the greatest FoxBall experience possible. We are thankful for every support from our team, friends, Nordmedia and you, our customers.



GAME SETTINGS

In this section you can manually select games, modes, worlds, level or difficulty. You can also select a random setting, so that the player can automatically experience all the variations FoxBall has to offer.

04



A View the name of the current user to ensure that you are using the correct one. To manage users see [chapter 3.1](#).

B Start a new game round with the settings that you have chosen below. In order not to interrupt a running game, changes made below will only take effect when a new round starts (by clicking this button or when a new round starts automatically).

C FoxBall offers various games for you to pick. Select the game you want to play by using this dropdown. When you select "random" any game may be chosen with each new round starting. Be surprised!

Singleplayer games:

Classic: Roll the ball up the mountain.
Downhill: Roll the ball down the mountain.
BashBall: Smash the objects that give you points, avoid the ones that destroy you.

Multiplayer games:

Downhill: Roll down the hill faster than your opponent.

Rumble Royale: Destroy your enemies before the time is up.

Rumble Parkour: Be the first to cross the parkour.

D Choose between various worlds to play, each offering new and unique places to discover and different gaming experiences. Surprise your players with a random world or select a world of your choice.

Each world has a basic level of difficulty which you may finetune below. The game "Classic" additionally offers a tutorial. The world in the middle is the one you selected. Click "New Round"(B) for it to start.

E FoxBall Classic and Downhill have different modes to play. Each game mode has different tasks and goals for the player.

F In the dropdown menu you can choose between different game modes available for the game you have selected:

Climb (Classic): Try to reach the mountain top!

Collect (Classic, Downhill): Collect a certain amount of gems in time!

Explore (Classic): Seek the world for hidden objects!

Racing (Downhill): Get down the hill as fast as possible but don't crash!

Arcade (Downhill): Cross the various worlds and get as far as you can!

Depending on the game you have selected you can set the level (Bash-Ball) or tour for the game.

G Set the difficulty to make it easier or harder for players to solve the task. This affects the gameplay (more or fewer obstacles) and the brake - if force feedback is equipped it is easier to roll the ball with a lower difficulty level.

CONTACT US!

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