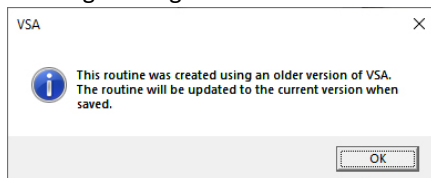


## SETTING UP YOUR FREE ROUTINES TO PLAY ON YOUR COMPUTER

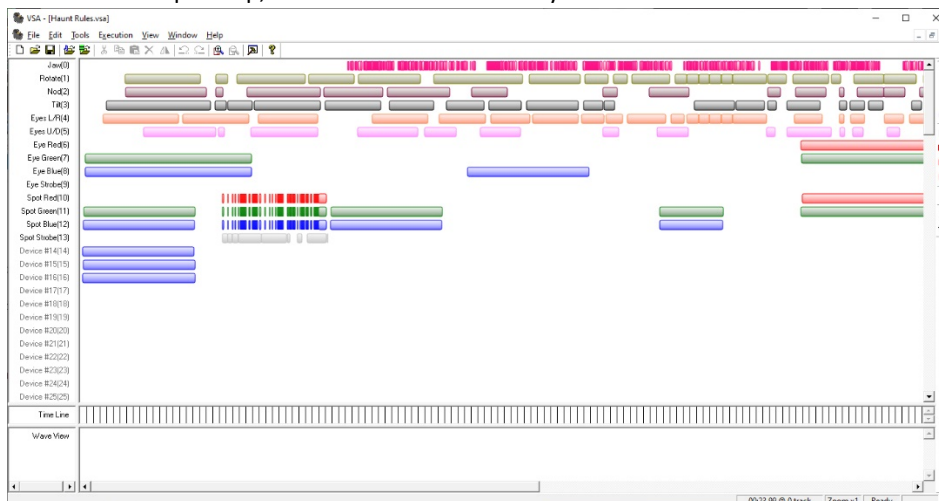
This is a quick tutorial on how to prepare your free routines to use with your skull. These are the steps you must go through in order for it to work. **Before starting this tutorial, plug your DMXKing USB to DMX adapter into a USB port on your computer.**

1. Download your free routine set here: <https://halloweenskulls.com/uploads/routines.zip> In the example here we are saving the zip file in the default “Downloads” folder and unzipping it there. Inside the zip file are 6 folders, one for each routine. Unzip the file to extract all the files. It will leave you with a main folder called “routines” with subfolders for each routine inside.
2. Select the .vsa file for the routine you want to try out, and double click it. The file will open. It is possible that you will get a warning message that looks like this:

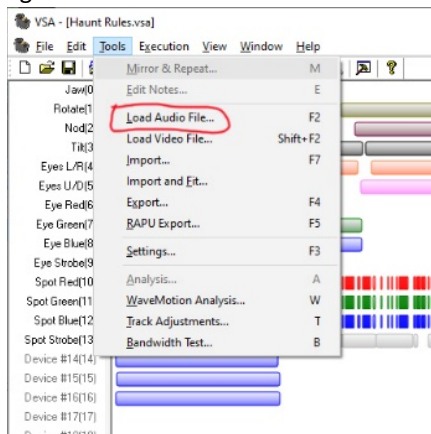


Don't worry. It means the original routine was created using an earlier version of VSA. Just click OK. When you're all done setting up the file, just save it. It will automatically be updated for the latest VSA software, and the warning will not show up again the next time you open the file.

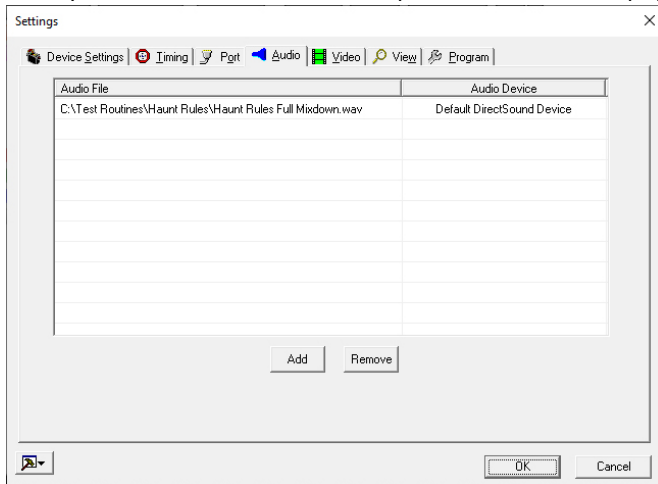
3. When the file opens up, it should look like this on your screen:



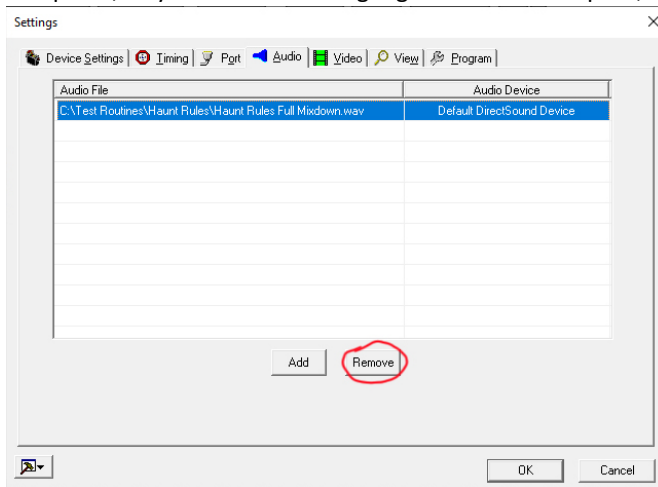
4. The first thing you'll notice is that there is nothing in the Wave View box at the bottom. That is because VSA doesn't know where you are keeping the audio file. The audio file is not embedded in the program. Only a link to it is, and right now, all the program has is the link to where I stored the file on my computer. You will need to delete the current link (if there is one) and add the new link from your computer. Once this is done, do not move the audio file, or you will have to link it again. To access the “Load Audio File” tool, you can click “F2” or use the menu option shown here:



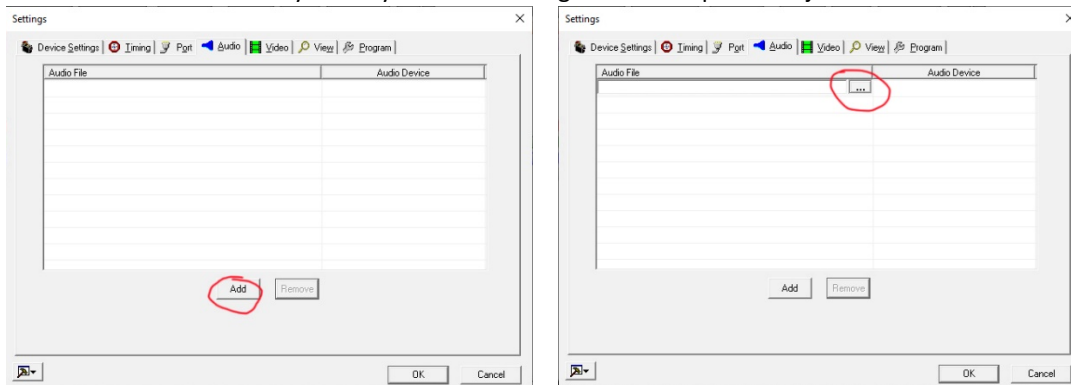
5. Once you use F2 or click the menu option, a new box will pop up that will look like this:



It will show you where VSA thinks the audio file is, or it may be blank. If you see an entry, that is the path to find it on my computer, so you will need to highlight the audio file path, and click the “Remove” button. If there is no entry skip this part.

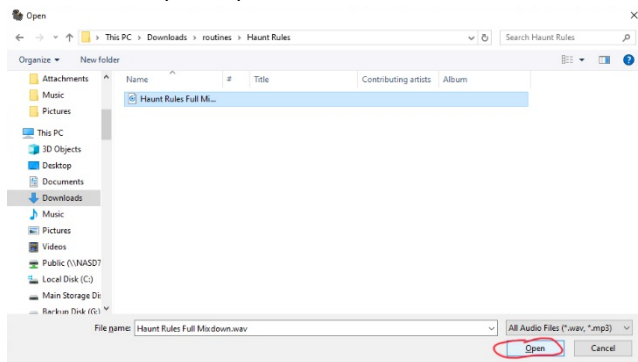


6. Next, add the correct path to the audio file as it exists on your computer. If you followed the instructions in step 1, that path would be in your downloads folder inside the routines folder and inside the Haunt Rules subfolder. You can download and save the audio files anywhere you like but using the default positions just makes it easier to follow this tutorial.



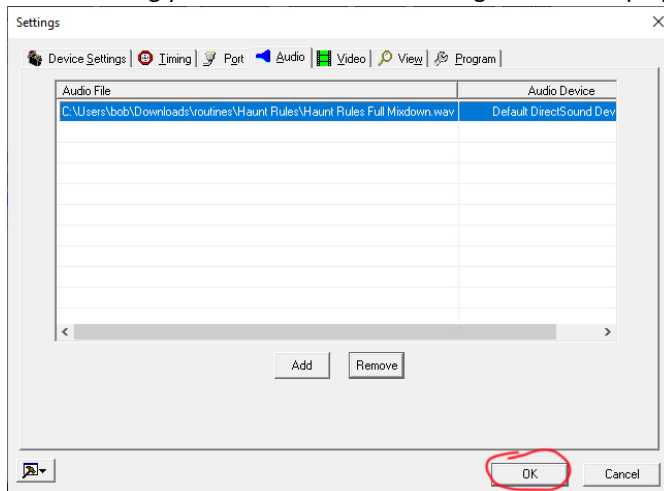
You will click the “Add” button shown above. You will then see what's in the second image above. find the circled box with the three dots in it. Click that box and a window will open allowing you to navigate to the folder where you saved the routine and audio file.

7. The box that opens up looks like this one:



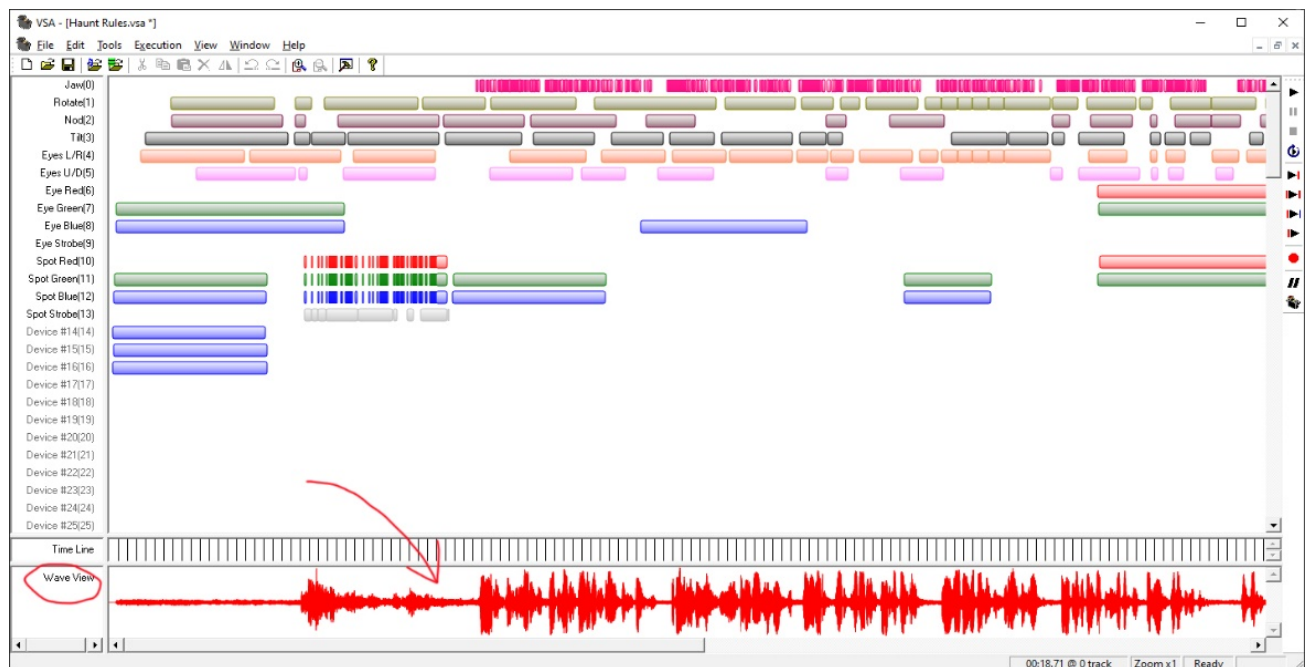
In the example above, I have already navigated to the proper folder and you can see the audio file. The path to get to it is shown in the address bar near the top of this box. Click “Open” once you have highlighted the file you want.

8. That will bring you back to the Audio Settings box and display the correct file path in the top box.



Click OK as circled in the image above and the file will load into the program.

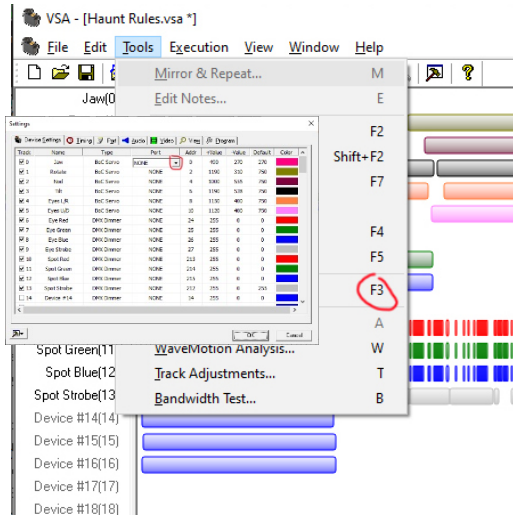
9. Now you should be able to see the waveform in the timeline of VSA at the bottom.



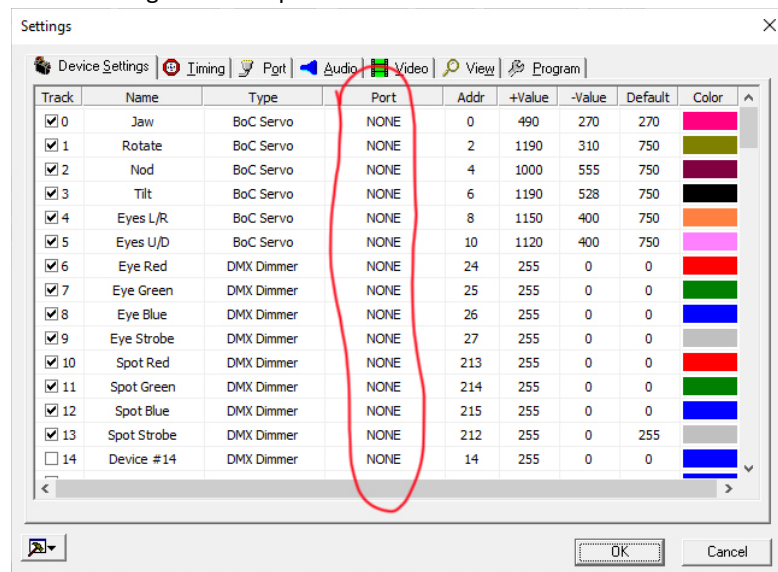
Now all you have to do is to set the correct Ports in Device Settings.

10. Remember back before step 1 where I told you to be sure you had your DMXKing USB to DMX adapter plugged into your computer BEFORE starting VSA? Here’s where you tell VSA to use that adapter. If you haven’t already plugged it in, you can just save the VSA file now as is and close it. Plug in the DMX adapter and then re-open the VSA file. Then continue to the next step.

11. You need to access the main “Settings” controls. To do this, just press “F3” or use the menu at the top to open “Settings”.

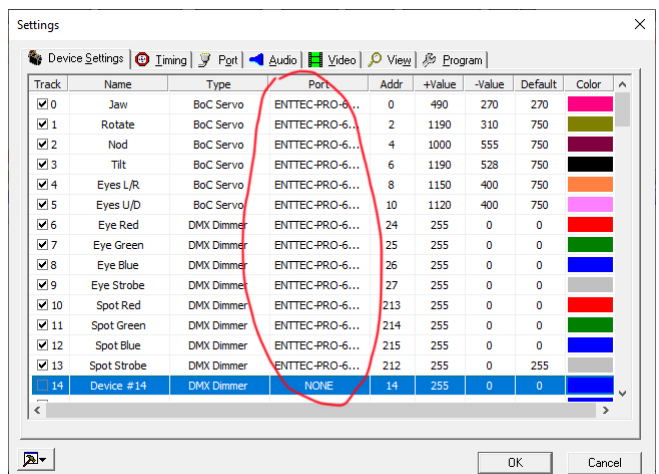
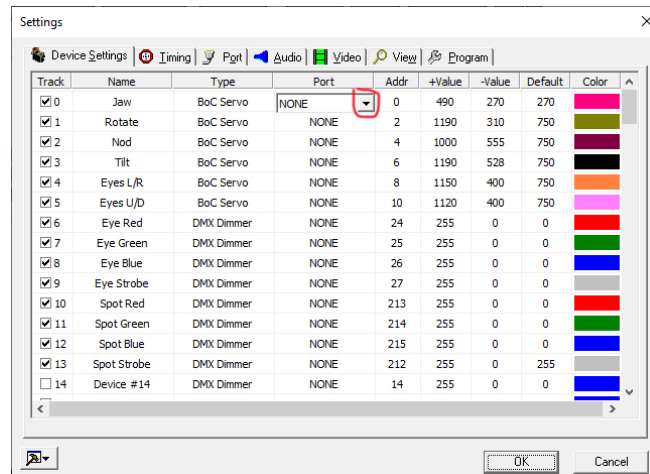


A new settings box will open that looks like this:



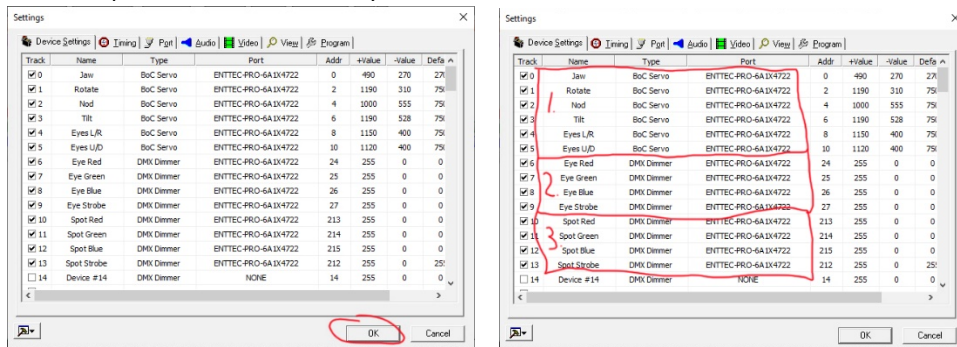
Notice that the port on all the devices says “NONE”. We’re going to set those ports for your DMX adapter.

12. Start at the top and double click on the word, “NONE” in the first row (Track 0). A dropdown arrow will appear as seen in the first image below, and you can click that to see all the choices for ports that you have. Your selections for ports will be different from mine shown here, but you are looking for one that says, “ENTTEC-PRO” in it as you can see displayed in the second image below:



After setting the first row, repeat the process until all the devices which are being used are set to that port as shown in the second image above. If you are using the pre-made single skull routines that will be track numbers 0 through 13 as shown above.

13. Once the ports are all set correctly, click the “OK” Button at the bottom of the window shown below.



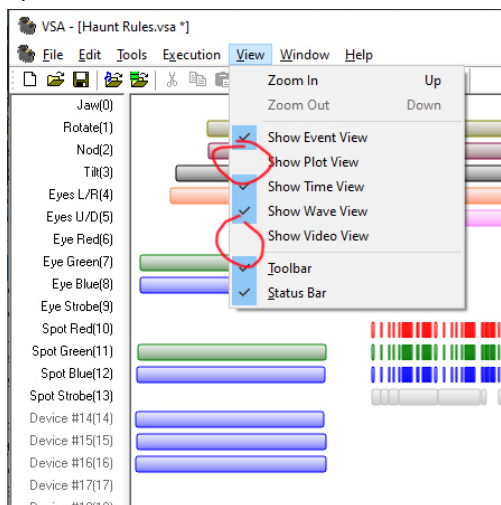
The second image above shows all the devices broken down into 3 categories. The first are all the servos in the skull. There are 6 servos in all. Set number 2 control the eye colors, dimming, and effects. The 3<sup>rd</sup> set is optional and is for a stage spotlight for the skull. There is nothing you need to do here after clicking OK, it's just for your information.

14. Now you should be ready to run your skull. Please refer to the Tutorial titled, “INSTRUCTIONS FOR SETTING UP YOUR SKULL” before running it. You should NOT power up your skull before referring to that tutorial. It, as well as this one is included in the Document set you can download from the website. Once you click OK, your screen should look like this:



After reviewing the INSTRUCTIONS FOR SETTING UP YOUR SKULL tutorial, you will be ready to plug your skull into the DMX adapter, connect your power wires, then power up your power supply, and press PLAY on VSA. I have circled the play button in red. The space bar also activates Play. When you turn on your power supply the skull should jerk into place as the servos center themselves. You may also hear some 'servo buzzing'. This is normal and should be drowned out by the audio as you play the routines. After about 30 seconds without a command to move any servos, the skull kills the power to the servos to make them last longer.

15. If you're wondering why my VSA screen looks a bit different than yours, I have turned off some of the features that I don't use to create a cleaner workspace where more of the tracks are visible. In the “View” menu option, you can check all the different options to make them display on the screen. I prefer to uncheck “Plot View” and “Video View” to give me more space filled with useful information. You can find those controls here:



Congratulations! That is all you need to know to run a pre-made routine, and to be able to play around with VSA by changing settings in the events or creating new ones to see what happens. Be sure to look over my more detailed tutorial on VSA [HERE](#).