**H-ITT Remote Setup for The EduGame!**

**Before You Begin:**
Your H-ITT receiver must be plugged in to your computer **BEFORE** starting The EduGame!
Make sure your receiver is plugged in before starting this tutorial.

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**Getting Started**
The EduGame! requires that you have H-ITT software installed on your computer. You should first install the H-ITT drivers and H-ITT Acquisition software from the CD-ROM packaged with your receiver.

**Receiver Setup**
Upon starting The EduGame!, you should see the following screen.

Click **Yes** on this screen.

**Troubleshooting:**
If you do not see the above screen, make sure that:
- You have the latest version of EduGame! installed. H-ITT remote support was added in May 2010. If you need to upgrade your EduGame! software, you can download the latest version from [http://www.eduware.com](http://www.eduware.com)
- You have installed the H-ITT software. If you have installed H-ITT software, you will be able to see an entry in the “Programs” section of your Start Menu that says “H-ITT.”
After clicking **Yes**, you should see the following screen:

![Custom Wand Setup](image)

This screen will allow you set up your receiver to work with The EduGame!

1. First, set the correct Baud Rate for the receiver you are trying to add. There should be a label on your receiver that tells you what Baud Rate your receiver uses. The correct Baud Rate for most receivers is **19200**.
2. Press buttons on your remote until the game detects your remote. If you know what remote the teacher will use, use the teacher’s remote to complete this process. If you do not know what remote will be the teacher’s at this point, you will be able to change it later.

Once **The EduGame!** finds your receiver, it will add it to the list of **Currently Active Receivers**. It will also fill in the **Teacher Remote** with the remote you used to connect the receiver. If this is incorrect, you may change it now or at a later time.
If you have multiple receivers, return to Step 1 and repeat the process with your second receiver. If you are successful, your second receiver will also show up in the list of 

**Currently Active Receivers.**

If you are finished adding receivers, click **Done**

### Troubleshooting

If you do not see the above screen, make sure that:

- You connected your receiver BEFORE starting The EduGame! If this is not the case, restart your EduGame!
- Your remote has working batteries. Your remote should display an indicator light when pressing buttons if its batteries are working.

You will now see the following screen:

![Wand Settings](image.png)

**Press buttons to test current configuration.**

**Teacher Remote:** 494424

**CCM 7, Options: 19200,n,8,1**

You now have the opportunity to verify your remote’s configuration. If you configuration is correct, you will see a screen like the one below once you press a button on your remote:
Starting a Game
Consult the EduGame! documentation for information on modes of play and setting up a game. Once you start the setup process for a game, you will see an additional screen for assigning remote numbers. Consult the section below for information about this process.

Setting Up Rosters
If you plan to use the H-ITT Analyzer as your gradebook, you should first follow the process to import your class roster from the H-ITT Analyzer. Turn to the section “Importing Rosters from H-ITT Analyzer” on page 5 for instructions on how to do this.

Assigning Remote Numbers in The EduGame!
When setting up a game with H-ITT remotes, you will see the following prompt:

If you would like the opportunity to reassign H-ITT remote numbers, or if you have not yet assigned H-ITT remotes, click Yes here. You will see the screen below.
From this screen, you have the opportunity to assign remotes to students. Your assignments will be saved for the next time you play The EduGame!

**Assign In Order** will make the current student’s name blink. When a student’s name is blinking, he/she should press a button on his/her remote. The game will then move on to the next student.

The teacher can use **H** to go to the previous student and **I** to go to the next student.

**Reset All** will clear all remotes for this class.

**Receiver Settings** will allow you to reconfigure your remotes if you did not do so earlier.

After you are finished, press **Right Arrow** on the teacher remote or **Next** to continue.

**Importing Rosters from H-ITT Analyzer**

If you plan to use H-ITT’s Analyzer as your gradebook, you should set up students and remotes in H-ITT’s software and then import them into the Eduware Gradebook.

Start the EduGame! and click **Gradebook** to enter the Eduware Gradebook.
Create a new class by clicking the **New Class** tab. You should name this class with the exact same name that is specified in your H-ITT Analyzer gradebook.
Click **File → Import from Excel**. Navigate to the **My Documents** folder. Double-click **My H-ITT Files**. Double-click the name of the class that you wish to import. Double-click **Roster**.

You will be asked if the file has a header. Click **No**.
For the first column, select “Full Name” from the drop down. Similarly, select “H-ITT Remote” from the column containing your H-ITT remote numbers.

Click “Next.”

Since you created a class already, you can tell the Gradebook to import these students into the class you just created.

Click **Next** to finish importing, then **No**.

**Exporting Data to the H-ITT Analyzer**

To export data from the H-ITT Gradebook to the H-ITT Analyzer:

1. Start the Eduware Gradebook as described above.
2. Click the tab of the class that you wish to export data from.
3. Right click on the column that corresponds to the session you wish to export. Select “Export to H-ITT Gradebook”
4. Navigate to the **My Documents** folder. Double-click **My H-ITT Files**. Double-click the name of the class that you wish to export to.

5. Click Save.

Restart the H-ITT Analyzer. Your data should now appear in the H-ITT Analyzer.