ESCAPE ROOM DIRECTOR LITE

MANUAL

Lite

Powered by Semispark

Basics

Escape Room Director Lite (ERDL) is a free software for Escape Rooms. The ERDL software provides some basic features needed to execute a one-hour game scenario. Those features are:

- Connection with a computer display (player's screen).
- Timer display on the player's screen.
- Timer control panel for start/pause timer and add/subtract minutes.
- Custom text display (clues/help) on the players screen.
- Audio alert for players.

Minimum Requirements

- OS: Window 7 or later
- RAM: > 2GB
- CPU: > 2.0 GHz
- Graphic Card: at least 2 connection ports (HDMI, DVI, VGA)
- Hard Disc: > 128GB

Second Monitor

Connect a second monitor to the game master's PC using an HDMI cable if you will also need sound (audio alert) and the monitor has its own internal speakers. In the case that sound through the monitor is not required, or you have a different set up for sound using analog audio cables, you can use any other connection for video output, supported by your graphics card.

Go to Control Panel -> Appearance and Personalization -> Display -> Screen Resolution and set the second screen as an extension of the main screen.
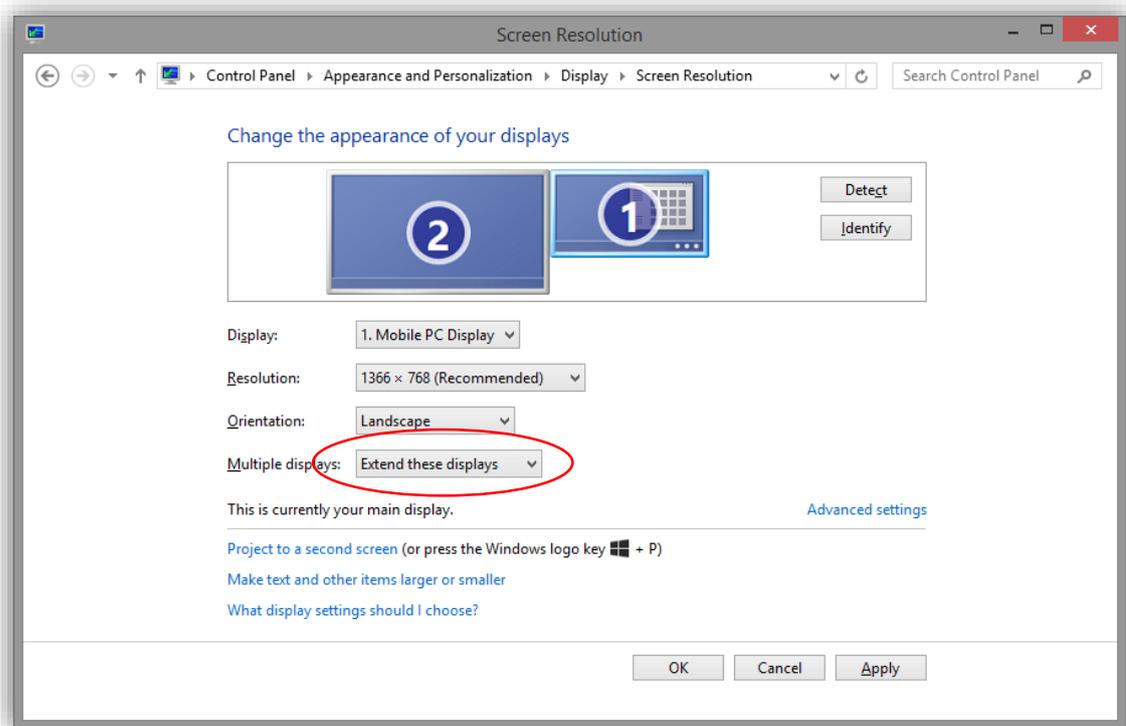
Installation

Unzip the *ERDL.zip* file and run the *Setup ERDL.exe* to install the software. You have to accept the terms of use in order to complete the installation.

Get Started

The following image shows the ERDL graphical interface.

The big black rectangle to the left of the window is the preview of what is displayed in the player's screen.

Initially, a message will warn us that the player screen does not display the content of the ERDL. To view the content of the software on that monitor, press the *Player's Screen* button
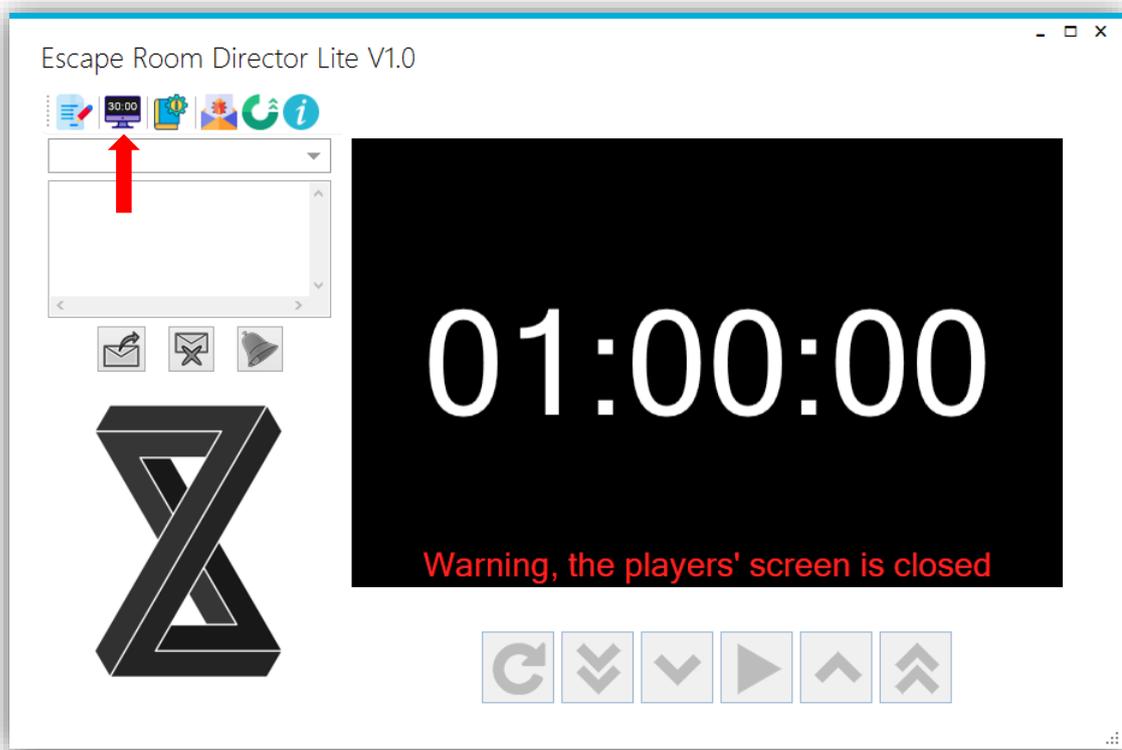
Timer

The following image depicts the control panel for time. You can add/subtract minutes during the game, start/pause the timer and restart it for a new game.

Restart | Subtract 5mins | Subtract 1min | Start/Pause | Add 1min | Add 5mins

Clues/Helps Text

To send a custom Clue/Help text to the players screen, write the text in the text area on the top left and press the send text button:

To play an alarm sound for the players, press the button:

To hide the Clue/Help text and show the timer, press the button:

You can set predefined Clue/Help texts for quick access during a game, through the drop-down list on the top left. Simply chose the one you want to send, and press the send text button

In order to set them, press the button: and write your hints in the text field, separated by an empty line.

If you want to use an empty line in a help text, use the tag: <line>.