

Arena Assistant User Manual

A Guide to the Arena Assistant Graphical User Interface

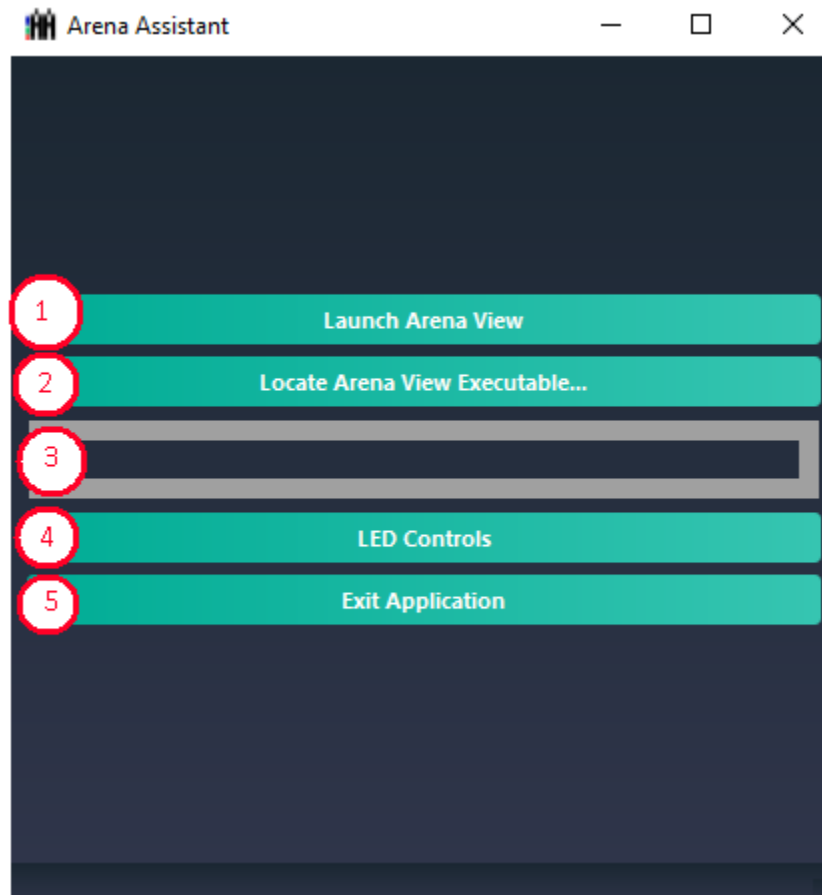
Introduction

Thank you for installing Arena Assistant! This user manual aims to walk through all the features available to the current version of Arena Assistant. Before you begin, ensure that you have gone through the **Installation Guide** and are not missing any necessary files or components.

For more information, contact John Robinson at jrobi090@fiu.edu.

Main Menu

Upon starting up the application, you will be placed in the **Main Menu**. This screen will allow you to perform actions such as **Launch Arena View (1)**, **Locate Arena View Executable (2)**, **Open Arduino LED Control (4)**, and **Exit Application (5)**.



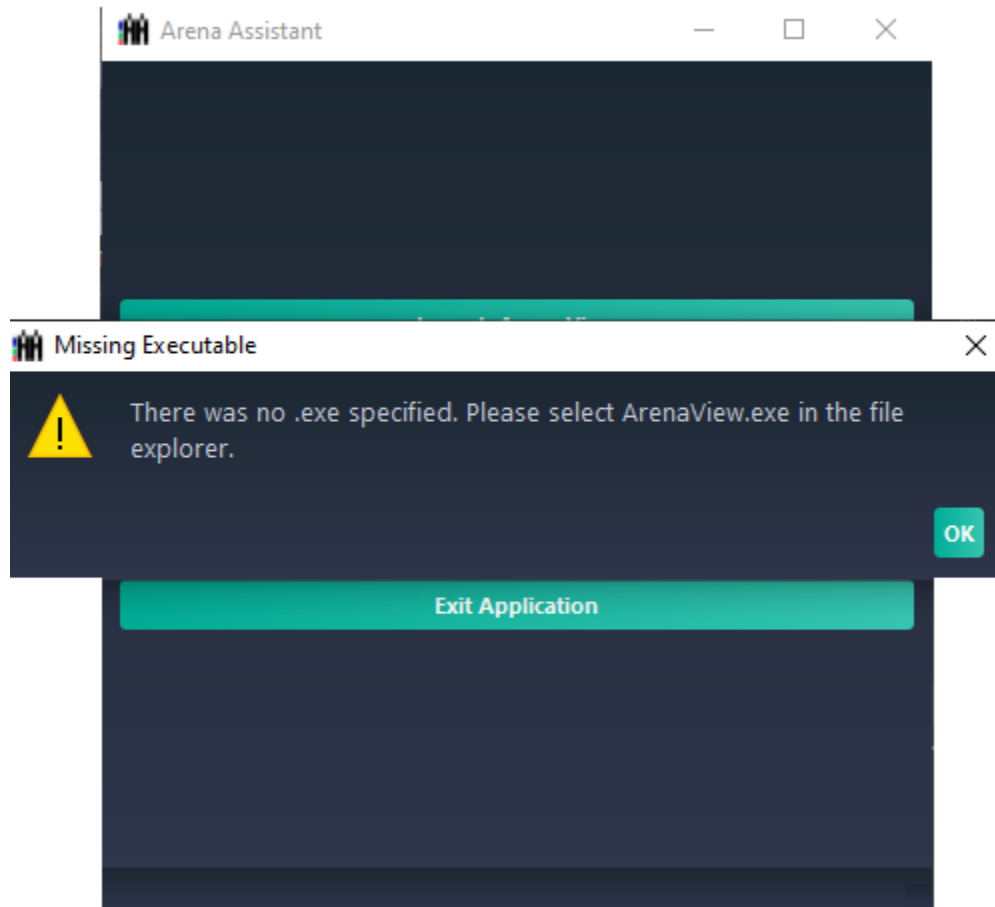
(fig. 01) - Main Menu screen

A brief description of each of the buttons is listed below:

1. **Launch Arena View** - Launch the Arena View application after specifying the directory of the executable
2. **Locate Arena View Executable** - Open a file directory and select the appropriate application to launch
3. **Path** - Where the path to the executable is displayed
4. **LED Controls** - Opens up the Arduino LED window
5. **Exit Application** - Closes the application

Launching Arena View

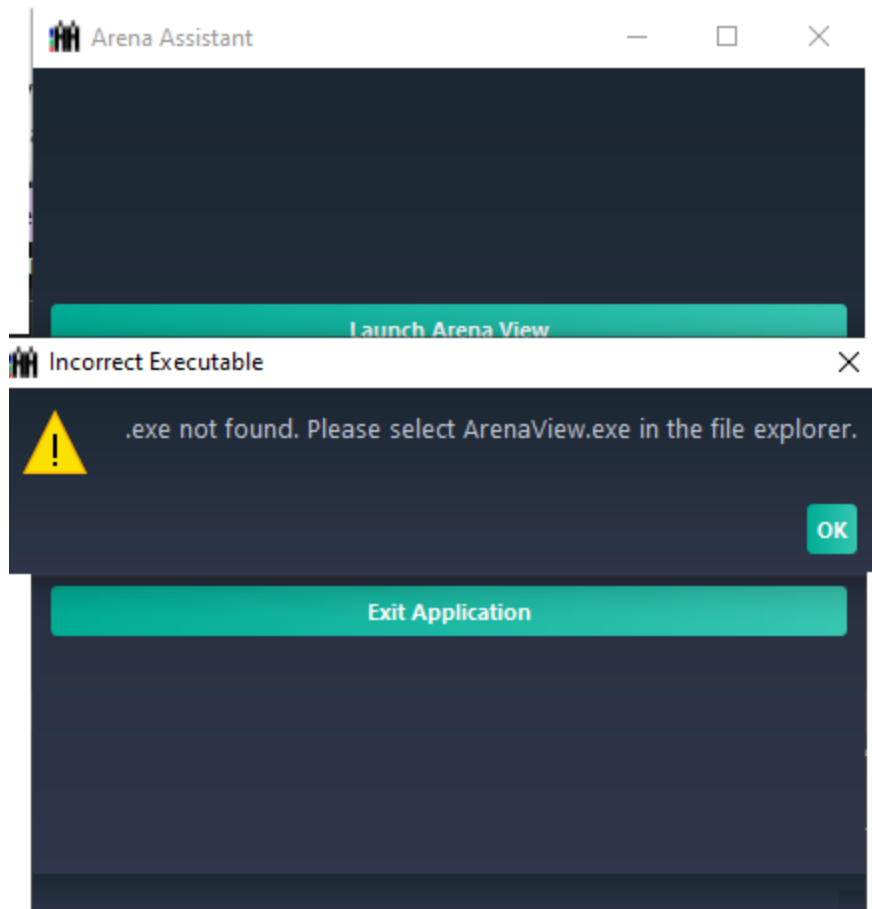
Before being able to launch Arena View, it must first be located on your computer. Attempting to launch Arena View without the directory listed will open up a warning saying that the file was not located.



(fig. 02) - Missing Executable Warning

Upon dismissing this warning, the file explorer should open up, prompting you to select the Arena View executable located on your computer.

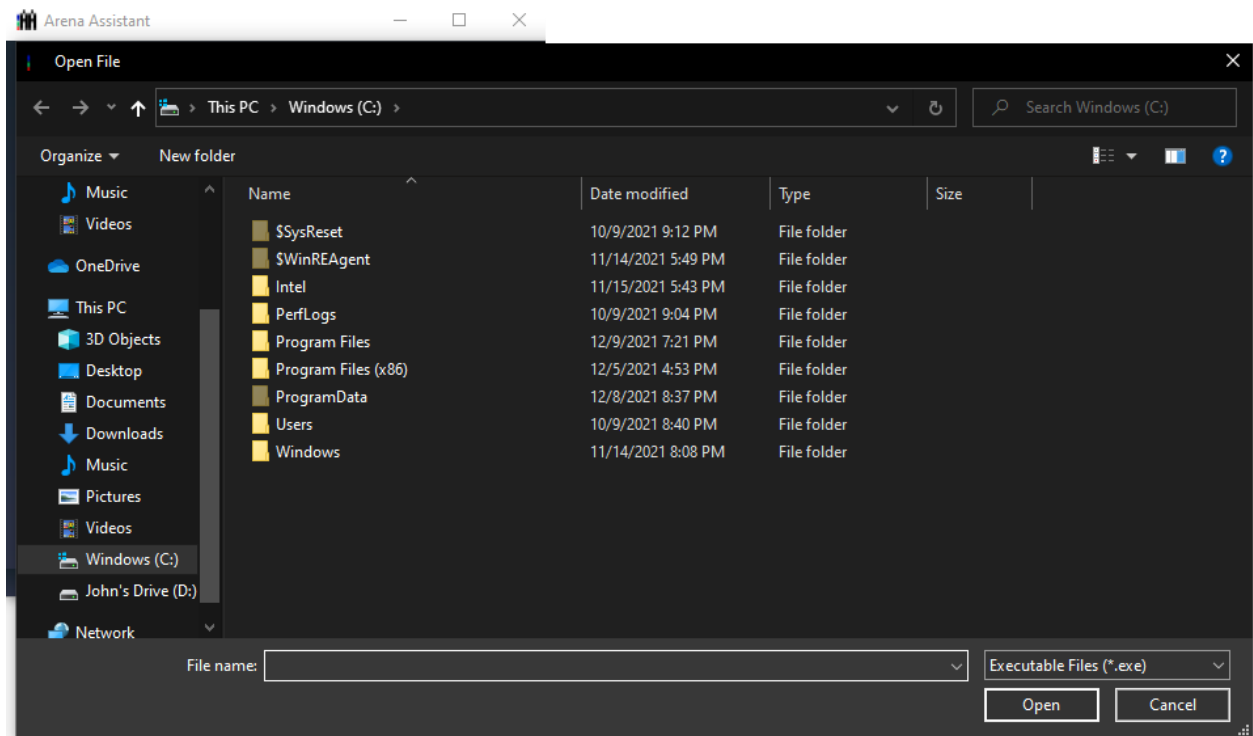
If you have correctly specified the path of the executable, Arena View will launch normally. Should there be any issues, try reinstalling Arena View through the default settings provided by Lucid Vision Labs.



(fig. 03) - Incorrect Executable Warning

Locating Arena View

If you installed Arena View correctly (See the **Installation Guide** for more details), an application should be saved on your computer under the directory the installer performed the job in.



(fig. 04) - File Explorer Window

When the file explorer window is launched (either through the warning on the Launch Arena View button from above, or clicking directly on Locate Arena View Executable), navigate to the directory where Arena View is located.

Upon selecting the .exe, the directory path box should be updated with the correct path. You can now launch Arena View.

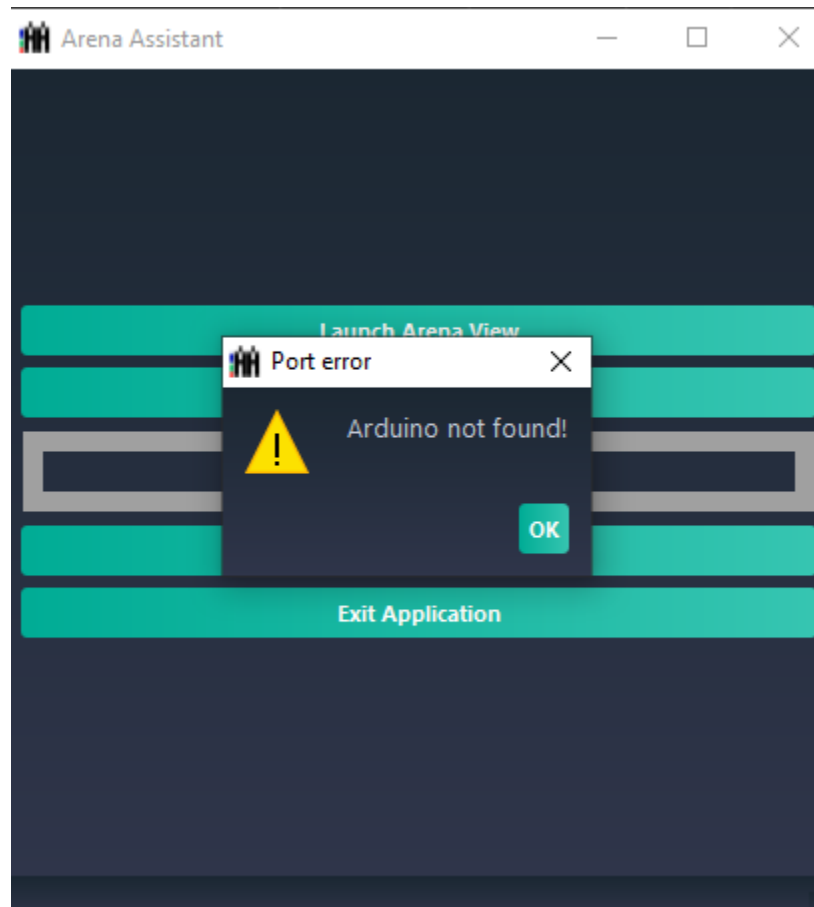
Using Arena View

For information on how to use Arena View, please refer to the documentation provided by Lucid Vision Labs, available online or installed locally:

<https://thinklucid.com/getting-started/>

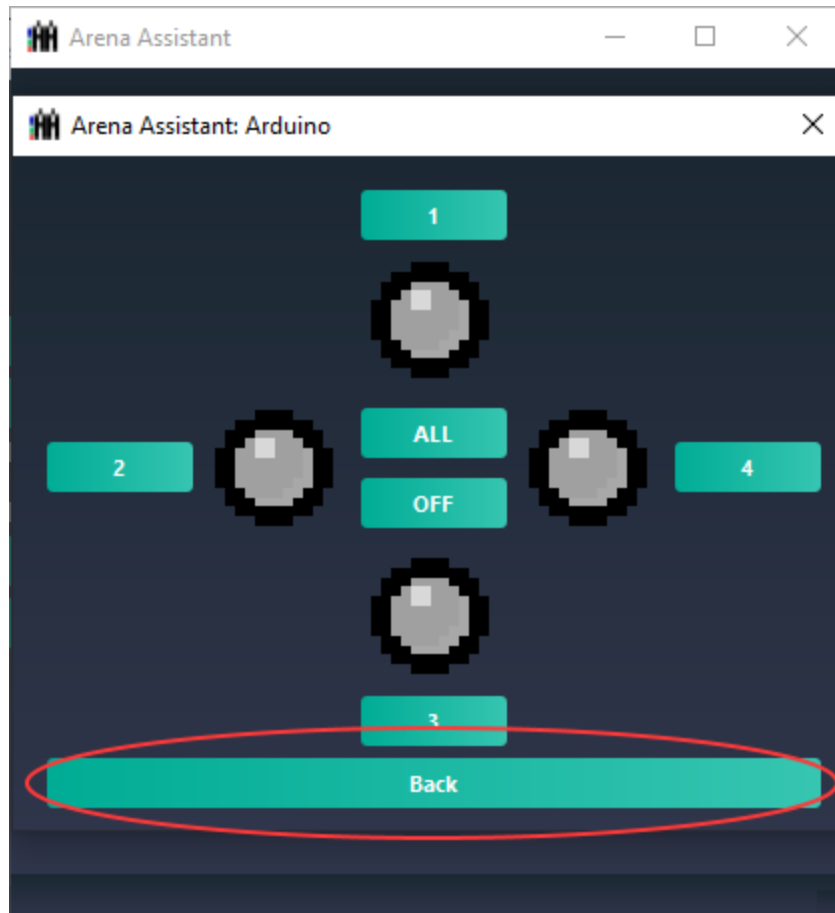
LED Control Window

Before navigating to the LED Control Window, ensure that your Arduino board is already connected to your computer. A warning will appear if the program did not detect the serial port.



(fig. 05) - Arduino Warning

Dismissing this warning still allows you to proceed to the window, but be aware that features may not work as intended. To try again, simply return to the main window by closing the LED Control window.



(fig. 06) - Returning to the Main Menu

The LED control screen has 4 LED icons indicating which lights are on and off. The numbers in the buttons adjacent to each icon represent which light will turn on. Clicking them will toggle their respective light from on to off, and vice versa.



(fig. 07) - Turning Light #1 ON

The buttons ALL and OFF can manipulate the state of all lights at the same time. ALL will set each light to the ON state, and OFF will set each light to the OFF state. Keep in mind that these buttons do not SWITCH states if the lights are already in their appropriate resulting state.