# DokoDoko Operating Manual

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An operating manual for venue operators. Even without detailed computer knowledge, you can use DokoDoko by following the steps in this order.

Updated: 2026-10-06 — starting from the downloaded zip and the license sent by email; TOP screen, left menu, Prize Pick, template management, NDI® notes, the reveal text switch, shuffle motion selection, video backgrounds and darken, trademark notices.

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# 1. What is DokoDoko?

DokoDoko is a big-screen game for venues: the audience watches three covers (caps, cones, boxes, etc.) get shuffled. There are two games:

- **Find the Prize**: one prize goes under a cover, the covers shuffle, and the audience guesses where it is
- **Prize Pick**: three different prizes go under the three covers, the covers shuffle, and the chosen cover's prize is the one you win (see 6.5)
- No internet connection required. Everything runs on a single computer at the venue
- It uses two screens: the **control page** (the screen you operate at hand) and the **output page** (the screen shown to the audience and the venue)
- The output page can be shown directly in a full-screen browser, or captured as a video source in OBS
- The control page can be shown in **Japanese or English**, and each template can show its on-screen text (such as the hit message) in **Japanese or English** (see 3.1)

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# 2. Starting DokoDoko

## 2.0 The first time (from the downloaded zip)

DokoDoko starts from the zip on the download page (https://dekobokotech.com/DokoDoko/en/download/ ) and the license file ( `license.json` ) we send you by email. The trial and the full product are the same zip; how long you can use it is decided by `license.json` .

1. Right-click the downloaded zip → **Properties** → check **Unblock** at the bottom → **OK**. This stops, all at once, the Windows warnings shown for files from the internet
2. Right-click the zip → **Extract All**. DokoDoko cannot start from inside the zip
3. Put the **DokoDoko** folder from the extracted folder anywhere you like on the PC (Desktop, Documents, `C:\DokoDoko` , ⋯). Templates and images are saved inside this folder, so avoid places you cannot write to (inside `Program Files` )
4. Save the `license.json` attached to our email to the **Desktop or Downloads**. Do not open it in Notepad and save it again: the signature would no longer match and it could not be read
5. Double-click `Start_DokoDoko.bat` in the DokoDoko folder. It finds the saved `license.json` , loads it and starts (from here on it is the same as step 1 of 2.1 below). If the license contains a PIN (chapter

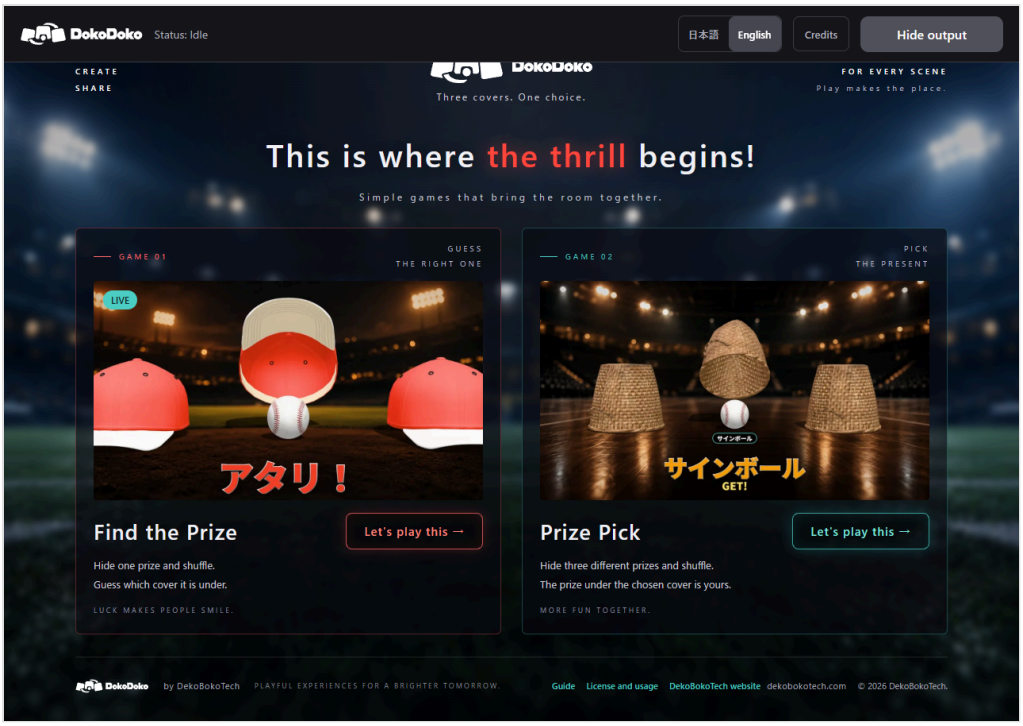
10) or a control page language, they are set at this moment

If Windows shows a warning, proceed as follows. Step 1 prevents them.

- "**The publisher could not be verified. Are you sure you want to run this software?**" — click **Run**
- "**Windows protected your PC**" — click **More info**, then the **Run anyway** button that appears
- If you notice after extracting that you skipped step 1, delete the extracted folder, do step 1 on the zip, then extract it again

## 2.1 Everyday start

1. Open the DokoDoko folder and double-click `Start_DokoDoko.bat`
2. The server starts in a minimized window, then a browser opens the control page on **TOP**, the screen where you choose a game
    - Press **Let's play this** → on the **Find the Prize** or **Prize Pick** card to enter that game's control screens (chapter 3)
    - The control page title is "DokoDoko Control". At the bottom of TOP there are links to **Guide** (this manual) and to the DekoBokoTech website
    - If the browser does not open automatically, type the `http://localhost:xxxx/` address shown in the black window into a browser
3. The first time you start it, Windows may ask whether to allow this app through the firewall. **Click "Allow access"** (if you do not allow it, other devices and the video board PC cannot view the output page)
4. To quit, close the black window (closing the control page's browser tab does not stop the app). You can also double-click `Stop_DokoDoko.bat` in the DokoDoko folder. It asks for confirmation (Y/N): press `Y` to quit; press `N`, or wait 30 seconds without answering, and nothing happens. If you run it while an animation is in progress (inserting a prize, shuffling, or opening a cover), an extra warning appears. Quitting does not close the browser showing the output at the venue (it is a separate app — close it by hand; the output page freezes on its last picture). Running it while DokoDoko is not running shows a message saying so and does nothing




### If it does not start

- If it says "**You opened this file inside the zip. DokoDoko cannot start from there.**", you opened it without extracting the zip. Right-click the zip → **Extract All**, then open `Start_DokoDoko.bat` in the extracted folder
- If it says "**DokoDoko cannot start: no license has been loaded yet**", `license.json` was not found. Save the attachment from our email to the Desktop or Downloads, then double-click again (see 12.6)
- If the black window says that `runtime\node\node.exe` is missing, part of the folder is missing. Extract the downloaded zip again and put the DokoDoko folder back (keep the `data` folder, and your templates, images and license stay as they are)
- If nothing happens, wait a moment and double-click it again

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## 3. How the control page is organized (TOP and the left menu)

The control page starts on **TOP**, where you choose a game. Press **Let's play this** → on a card to enter that game's **Live** screen; a **menu appears on the left**. TOP itself has no menu.

| Left menu | When to use it |
|---|---|
| Choose a game | Go back to TOP and switch to the other game (you are asked first if Design has unsaved changes) |
| Live | Running the show during the event: insert the prize, shuffle, reveal |
| Design | Creating and editing the look for each event (colors, logo, background, prizes, etc.) |
| Templates | A list of saved templates: rename, duplicate, delete several at once |
| Outputs | Setting the size, transparency and reveal text of the screens sent to the video boards, and checking their URLs |
| More → Records | Check how many rounds have been run and the record of each one. Can be exported as CSV |
| More → License | Check the app version, storage folder and license details together. Use this when you contact us |
| More → Guide | Opens the list of guides in a new browser tab (the same place as **Guide** at the bottom of TOP) |

- The menu shows the name of the game you are in (**Find the Prize** or **Prize Pick**); the header shows the same name
- On narrow screens (900px or less) the menu shows icons only; on very narrow screens (600px or less, such as a phone) it is hidden and the ≡ button at the left of the header opens and closes it
- Live, Design and Templates only show the templates of the game you are in. A template's game type cannot be changed later, so make a new template for the other game

The header always shows the status ("Status: Idle", "Status: Waiting for reveal", …), the **日本語** / **English** language switch, the **Credits** button and the **Hide output** button (see chapters 6 and 11). **Hide output** also works on TOP.

## 3.1 Languages

DokoDoko has two separate language settings.

**Control page language (日本語 / English switch in the header)**

- Click **English** (or **日本語**) at the top right of the control page. The whole control page switches immediately, including the Design and Outputs screens, dialogs and messages
- The choice is remembered in that browser. The next time you open the control page in the same browser, it opens in the same language
- A browser that has never chosen a language uses the default in `data\settings.json` (`"lang": "ja"` or `"lang": "en"`). If that cannot be read, the browser's own language is used
- `data\settings.json` also decides the language of the black window's messages and `CREDITS.txt`, and the names of the default template and outputs created the first time DokoDoko starts ("Basketball

(default)", "LED Main", "OBS Transparent" when set to `"en"`). Edit it with Notepad and restart DokoDoko
- Changing the control page language never changes what the audience sees

**Display language (per template, on the Design screen)**

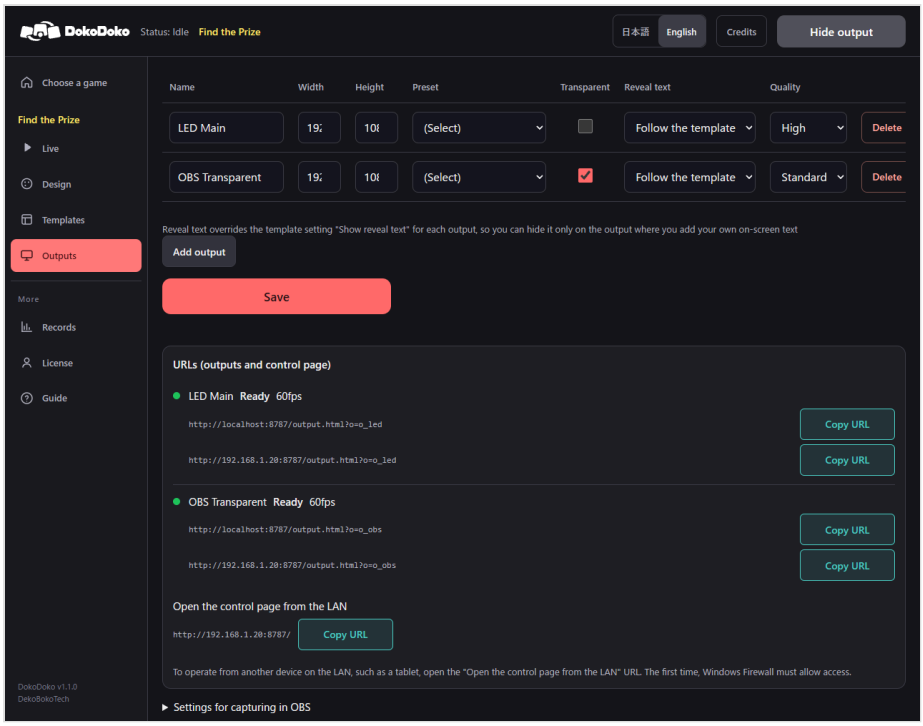
- **Display language** decides the language of the text shown on the output page, such as the hit and miss messages
- With **English**, each sport uses its own English message: Soccer / Futsal **GOAL!**, Basketball **SWISH!**, American Football **TOUCHDOWN!**, Rugby **TRY!**, Volleyball **SPIKE!**, Ice Hockey **SCORE!**, Baseball **WINNER!**, and **MISS** for a miss. The default font becomes Anton
- With **Japanese**, the messages are アタリ！ (hit) and ハズレ (miss), in Noto Sans JP
- When you change the display language, hit / miss texts and the font that are still at the previous language's defaults are replaced with the new language's defaults. Text you typed yourself is kept
- A new template starts with the display language that matches the current control page language

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# 4. Opening the outputs

## 4.1 Check the URL in Outputs

1. Choose **Outputs** in the left menu (if you are on TOP, enter either game first)
2. Under the table, **URLs (outputs and control page)** lists the URLs for each output
    - The first line is `http://localhost:<port>/...` (for opening on this computer)
    - The following lines are `http://<this computer's IP address>:<port>/...` (for another device or PC on the LAN). A computer with several IP addresses shows one line per address
3. On the output you want (e.g. "LED Main"), click **Copy URL** on the line you need. **Every line has its own button and copies exactly that URL.** The button reads "✓ Copied" for about 1.5 seconds. The list is redrawn every few seconds, so Copy URL is more reliable than selecting the text
4. Paste the URL into the address bar of the browser that shows the video board




On **Live**, output status is always visible. Expand **Connection URLs** below it to see the same list with the same copy buttons. If a device cannot connect, copy the line whose address is on the same network as that device. **Open the control page from the LAN** at the bottom is the URL for operating from another device such as a tablet (chapter 9).

## 4.2 Showing it in a full-screen browser

1. Open the copied URL in Chrome or Edge
2. Make the browser full screen (`F11` in Chrome / Edge)
3. Make sure hardware acceleration (GPU support) is enabled on the computer (it affects smoothness)

## 4.3 Capturing it as an OBS browser source

In OBS, choose **Add Source** → **Browser**, enter the output URL, and use these settings:

| Setting | Value |
|---|---|
| Width / Height | **The same numbers** as the width and height set in Outputs |
| FPS | Custom **60** |
| Shutdown source when not visible | **OFF** |
| Refresh browser when scene becomes active | **OFF** |
| OBS Settings → Advanced → Enable Browser Source Hardware Acceleration | **ON** |

For a transparent output (no background), check **Transparent** for that output in Outputs, then capture it in OBS with the same steps.

> **Venue check:** verify transparency, edges, motion and result text on the actual venue PC and OBS setup before the show. Performance and appearance depend on the hardware.

## 4.4 Sending over NDI

DokoDoko itself has no NDI output. To hand the picture to a switcher or playout system over NDI, add **DistroAV** (formerly OBS-NDI) to the OBS setup from 4.3 and let OBS send NDI. **This was checked on real hardware on 19 September 2026 — latency, transparency and load were all fine** (received and displayed on a second PC). How it looks and how much load it adds still depend on the venue's PC, GPU and network, so **always check it on that venue's own equipment before the show** (see "Four things to check" below).

- **You need**: OBS Studio 31.1.1 or later, NDI runtime 6.3 or later, DistroAV 6.1, and something that receives NDI (a switcher, a playout system, OBS on another PC, NDI Studio Monitor, …). DistroAV does not work if OBS or the NDI runtime is older than that
- **Method 1 (send the program output)**: in OBS, **Tools → DistroAV → Output settings**, enable Main Output and name it. The whole scene is sent; **transparency is not kept**. Suited to feeding the venue board directly
- **Method 2 (send only the DokoDoko source)**: right-click the browser source → **Filters** → add the **NDI Output** effect filter and name it. Because a single source is sent, **transparency (alpha) may be preserved**. Always check whether the receiver can use it as a key
- **Four things to check**: ① the NDI source appears on the receiver ② latency (run "Insert prize → Shuffle", film the venue board and the receiver's screen with one camera, count the frame offset; about 100 ms in total is fine) ③ transparency with method 2 (jagged edges, dark fringes around text, a black rectangle behind the covers) ④ load (CPU / GPU, and no "Low fps" under **Output status** on Live)
- A simpler route without OBS is NDI Screen Capture from NDI Tools, which sends the output page's window as NDI (the window must stay visible; no transparency)
- If no dedicated LAN is available, if latency is critical, or if the receiver cannot take NDI, stay with the HDMI route from 4.2 / 4.3

## 4.5 Showing or hiding the reveal text

The large text that appears when a cover is opened (**Hit** or **Miss** in Find the Prize) is controlled in **two places**: the template sets **how the design should look**, and each output can override it **to suit the venue**. Two levels let you, for example, hide the text on the main board, where you key your own on-screen text over the picture, and still show it on the ribbon display.

| Where | Setting | What it decides |
|---|---|---|
| **Design** → **Text**, right after **Numbers** | **Show reveal text** (checkbox) | The look of that template. With it unchecked, the **Hit** and **Miss** boxes are dimmed and cannot be edited (the wording you typed is kept) |
| **Outputs**, the **Reveal text** column next to **Transparent** | **Follow the template** / **Always show** / **Never show** | What this one output needs. It overrides the template setting for that output alone |

Every output starts on **Follow the template**. **Always show** shows the text even when the template has it turned off, and **Never show** hides it even when the template has it turned on.

**Worth knowing**

- **After changing Reveal text, reload that output's page.** Just like **Transparent** and **Quality**, an output page reads this setting **once, when it opens**. Nothing changes until you reload it (in OBS, right-click the browser source and choose **Refresh**; in a full-screen browser, open the URL again). There is no reminder for this, unlike the "Size mismatch (reload)" warning you get after changing the width or height, so make reloading part of the change
- **The numbers (1, 2, 3) are not covered by this setting.** They are always shown, even on an output set to **Never show**
- **The prize looks a little smaller when the text is shown.** With tall covers (Daruma, Samurai Helmet, the ball cart and so on) the camera pulls back slightly to leave room for the text, so the prize appears up to about 20% smaller; with the text hidden the camera stays close and the prize looks bigger. **This is not a fault.** If outputs are set differently, the same reveal looks slightly wider on one board than on another, so check both pictures before the show
- **In Prize Pick, Never show also hides the large prize name**, because there the reveal text is the prize name plus **GET!**. The small name plate under the prize remains, so the audience can still read which prize was won. The template checkbox itself belongs to **Find the Prize only** and is not on the Prize Pick Design screen
- **Long wording is shown smaller.** Long **Hit** / **Miss** wording shrinks automatically until it fits the screen; it is never truncated, so the whole wording is shown. Past about 10 characters the text is visibly smaller, and 30 characters ends up around 6% of the screen height. **Keep it to 10 characters or fewer** if it has to be readable from the far stands
- With the **Traffic Cone** and **Gift Box** covers, the reveal text appears **beside** the prize rather than below it, because there is no room above or below. Other covers place it at the bottom center, and a wide ribbon screen always places it to the side. **Neither is a fault**
- On a transparent output, neither the background image nor a background video is shown.

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## 5. Creating a template (the look)

For each event you can save the cover colors, logo, background, sponsor images and more together as a **template**.

1. Choose **Design** in the left menu

2. At **Template**, choose an existing template, or click **New** to create one
3. In the right-hand panel, set the items from top to bottom
    - **Name**: a name for your own management (e.g. "Oct 4 Hawks Night")
    - **Display language**: Japanese or English text on the output page (see 3.1)
    - **Theme**: the sport (8 types such as baseball, soccer, basketball). Sports that do not have their own cover model yet use a gift box look instead
    - **Cover**: the type of cover
    - **Prize**: the look of the ball, etc. You can also upload an image to make your own prize (Find the Prize only; in Prize Pick this becomes the **Three prizes** section, see 6.5)
    - **Colors**: colors of the cover body, brim, etc.
    - **Logo**: upload an image to put on the front of the cover
    - **Put the logo on the prize too** (Find the Prize only): when checked, the same logo is also put on the front of the ball (3D model). To use a different image only for the prize, click **Choose file** to the right of this checkbox (square to wide PNG, transparent background, 512–1024px wide). The slider on the right adjusts the size from 0.5x to 2x. **Stop using a different image** returns to the same logo as the cover. It is not applied when the prize is an uploaded image
    - **Background** — "Theme", "Solid color", "Image", "Video" or "None (transparent)". Video: MP4 (H.264), up to 100MB, no audio. Each output decodes its own copy, so Full HD (1920×1080) is the maximum (no 4K). **Darken** dims the background by 0–60% so "HIT!" stays readable over bright footage; choosing a video starts at 30%.
    - **Title image**: shows one image, such as an event or campaign logo, at the **top center** of the screen. It appears once you upload an image with **Choose file**, and disappears when you click **Clear**. **Distance from top** (0–30% of the screen height) and **Width** (20–90% of the screen width) can be adjusted with the sliders, and you can also drag it up and down on the preview on the left (it always stays horizontally centered; drag the square at the bottom right to change the width). A wide PNG (transparent background), 1600–2400px wide, is recommended. Like sponsor images, the title image is simply overlaid on the screen: the covers and numbers keep their size and position. If it overlaps the numbers, adjust **Distance from top** and **Width**. The default templates ship with the "DOKODOKO TIME" logo as the title image. Unlike the background, **it is also shown on transparent outputs (for OBS)**
    - **Sponsor images**: up to 3. Drag them on the preview on the left to set the position, and drag the square at the **bottom right** (the other corners have none) to adjust the size
    - **Text**: numbers (1, 2, 3), **Show reveal text** and the hit / miss wording (Find the Prize only), font, text color. The reveal text can also be overridden per output (see 4.5)
    - **Game**: shuffle duration (seconds) and difficulty, padding, cover size (auto, or a percentage of the screen width)
    - **Motion**: Default shuffle motion. Can be overridden on the Live page for one round
4. A live preview is shown on the left. Switch the preview's output size with **Preview output** (you can check how it looks on a wide ribbon screen, for example). In Prize Pick, the **Idle** / **Placed** / **Revealed** buttons above the preview show each scene as a still image
5. When you are done, click **Save**. To copy it for another event, use **Save as**
6. To delete the template you have open, click **Delete** on the same row as **Save** and **Save as**. **For the default templates ("Basketball (default)" and "Prize Pick (default)") the Delete button is not shown** (the output page would not be able to display it). For the template currently applied to Live, clicking Delete tells you it cannot be deleted, so apply another template with **Apply template** first, then delete it

7. **Templates** in the left menu lists the templates of the current game (name, theme, last updated). The template applied to the output is marked **In use on Live**. Each row has **Rename**, **Duplicate** and **Edit** (opens it on the Design screen); tick rows and click **Delete selected** to remove several at once. Default and in-use templates cannot be ticked (you can still rename or duplicate them)

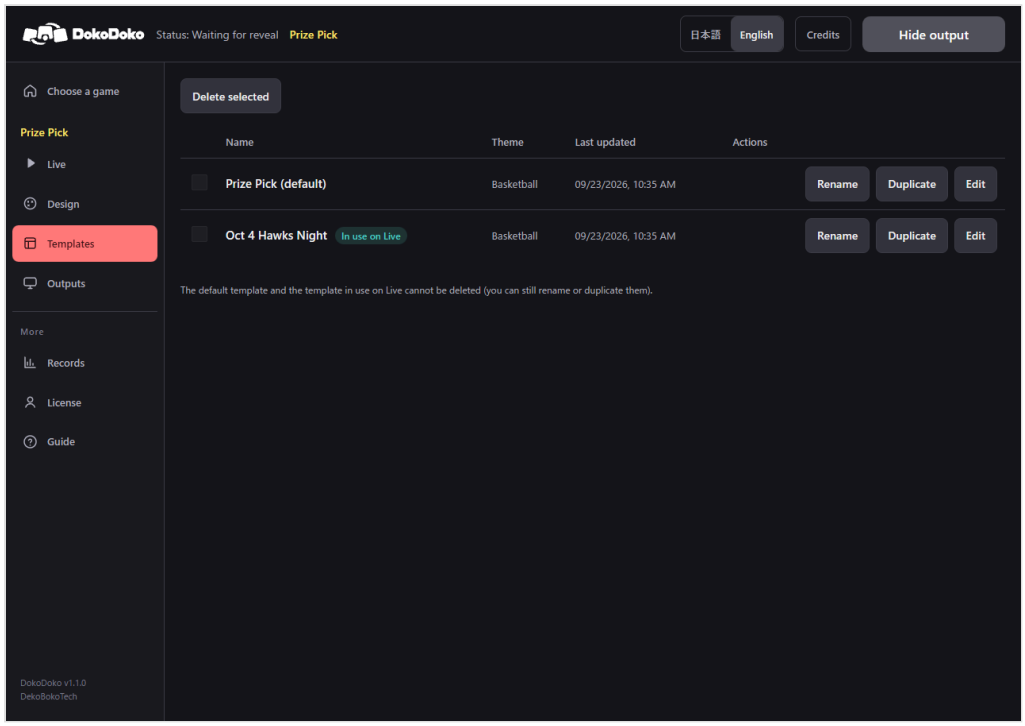



Image uploads support PNG / JPEG / WebP only (up to 10MB per file). Background videos are MP4 (H.264), up to 100MB, exported in the output's aspect ratio (landscape); a portrait video shows only its centre, enlarged.

## Using Daruma, Samurai Helmet and Magatama

Choose **Daruma** or **Samurai Helmet** under **Cover**, and **Magatama** under **Prize** (Find the Prize) on the Design screen. Keep the color white to preserve the original texture. These covers have no logo placement. Save, then press **Apply template** on Live. A dedicated JAPAN theme is not included yet.

## Using your own 3D model

You can import your own 3D model (GLB file) as a cover or a prize. This is useful for things the bundled assets do not have, such as a mascot character or a trophy.

### How to import

1. On the **Design** screen, click **Add 3D model** to the right of **Cover** (or **Prize**)
2. Choose a **GLB file** with **Choose file**
3. Enter a **Name** (shown in the list, e.g. "Our mascot")
4. **Check "I have the rights to use this model"** (required)
5. If you know the author, URL and license, enter them (they are listed in CREDITS.txt; leave them empty for a model you made yourself)
6. Click **Import**. It is added to the list immediately and selected

### Adjusting after import

While an imported model is selected, an adjustment panel appears under the selection. Adjust it while watching the preview on the left.

- **Orientation**: **Flip upside down**, **Flip front/back**, **Turn left 90°**, **Turn right 90°**, **Lay on side**. Each click turns it by 90 or 180 degrees
- **Size**: adjust with the slider (covers 2.0–5.0, prizes 0.8–2.5)
- **Logo height** (covers only): the height where the logo is placed
- **Delete**: removes the imported model. **It cannot be deleted while a template uses it** (the screen shows which templates use it)

Adjustments are saved per model and apply to every template that uses that model. They are separate from the template's **Save**, so you do not need to click Save just for adjustments.

### Model requirements

- **Format**: GLB (`.glb`) only. Export OBJ, FBX or glTF (`.gltf` plus separate files) to GLB with Blender or similar first
- **Size**: up to 20MB per file. Textures of 2048px or less are recommended (larger ones take longer to load)
- **Orientation**: if **the bottom is at the origin (the feet at ground level) and the front faces +Z**, almost no adjustment is needed. If not, fix it with the Orientation buttons above
- Animations and bones are ignored (it is shown in a still pose)
- Color is treated as a single "Body" color; leaving it white shows the model's original colors and textures

### About rights (important)

You can only import **models you have the right to use**. Even free models on download sites may prohibit commercial use or modification. Always check the distributor's terms of use. You may not use other companies' characters, logos or products without permission.

Imported models are saved in the `packs\custom` folder. If you copy the whole DokoDoko folder to another PC, they come along, and they are kept when you install a new version (chapter 12).

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## 6. Running the show (Find the Prize)

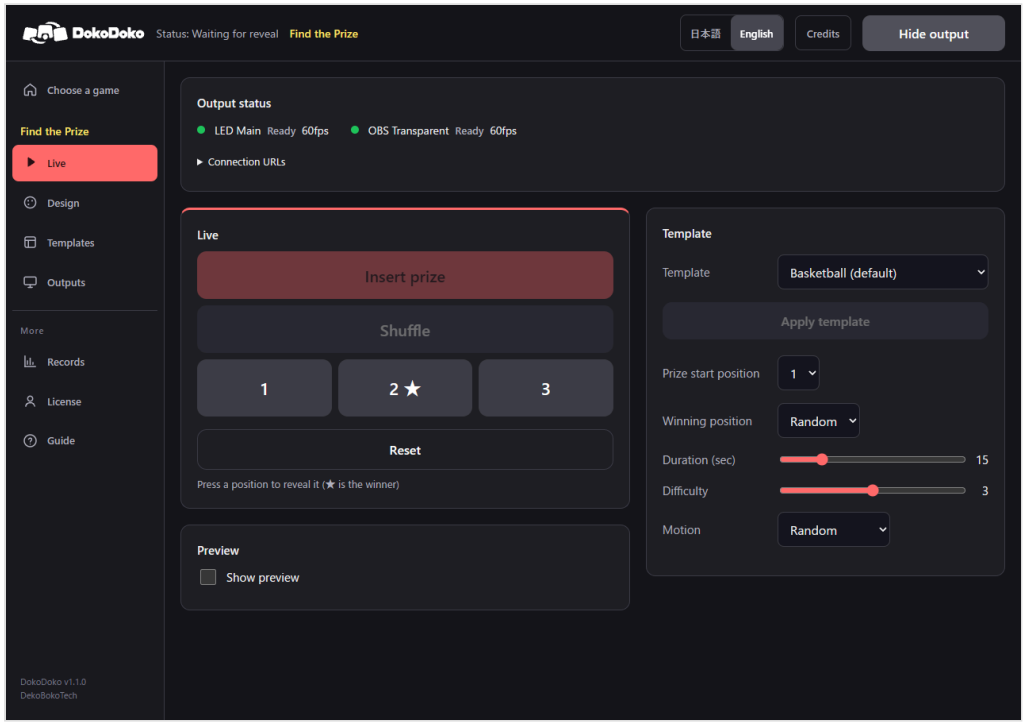
Choose **Live** in the left menu. On desktop, Live actions are on the left and template settings on the right. In portrait on an iPad, the action buttons come first: scroll down to prepare the template settings.

If the template applied to the live output belongs to **the other game**, a notice appears at the top: "Prize Pick is live right now. You cannot run this game from this screen." (or the other way round) and the action buttons are disabled. Press **Go to that game**, or apply one of this game's templates while the status is Idle.

1. **Choose a template and click Apply template** (possible only while the status is **Idle**)
2. Set **Prize start position** (1–3), **Winning position** (1–3, or Random), **Duration (sec)** of the shuffle and **Difficulty**

- **Motion**: How the covers move during the shuffle. "Random" builds up: slow and wide at first, quick and tight toward the end, and a big swing to finish. Pick "Cross", "Slide", "Swing around", "Lift & cross" or "Hop & cross" to use only that motion. Set the default in the template; change it here for one round only. The winning position does not depend on the motion. The numbers (1, 2, 3) fade out while the covers are moving and come back when they stop.

3. Click **Insert prize** (an animation of about 4 seconds: the prize first appears large in the center of the screen, then flies into the cover at the start position, and the cover comes down. You cannot do the next step until it finishes)
4. Click **Shuffle** (the covers shuffle)
5. After the shuffle, reveal the covers one by one with the **1**, **2**, **3** buttons
   - The button of the winning cover has a **★ mark** (only the operator's control page shows it; it never appears on the venue output)
   - Buttons you cannot press are dimmed, and the reason is shown below them
6. When the round is over, click **Reset** to get ready for the next one




## Hide output / Show output

- The **Hide output** button at the top of the screen can be pressed **at any stage**. The venue video board goes black (or transparent for a transparent output), and pressing it again (it changes to **Show output**) brings it back
- Use it for rehearsals or when you do not want to show something for a moment. You can keep operating behind the scenes; nothing is shown at the venue until you show the output again

## Preview

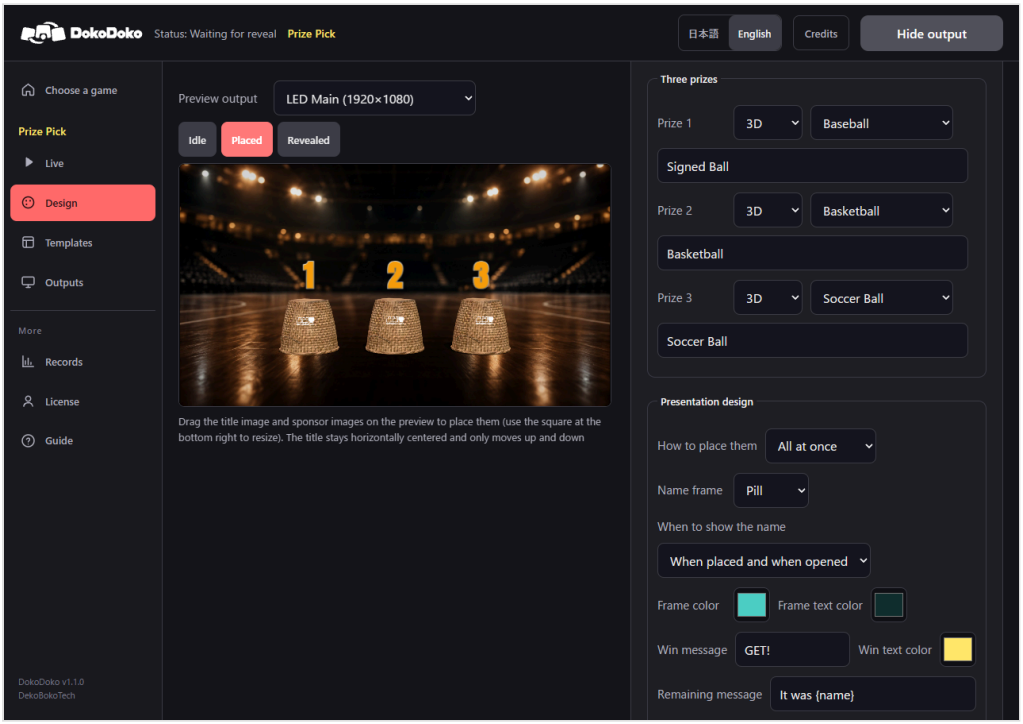
Below the live action buttons on the **Live** screen there is a **Show preview** checkbox. When it is on, the same picture is shown on your screen, but **the winning position is visible**, so never use it as a screen shown to the venue.

# 6.5 Running Prize Pick

On TOP, press **Let's play this** → on the **Prize Pick** card. Prize Pick has its own templates; "Prize Pick (default)" (Signed Ball, Basketball, Soccer Ball) is there from the start.

### What to prepare on the Design screen

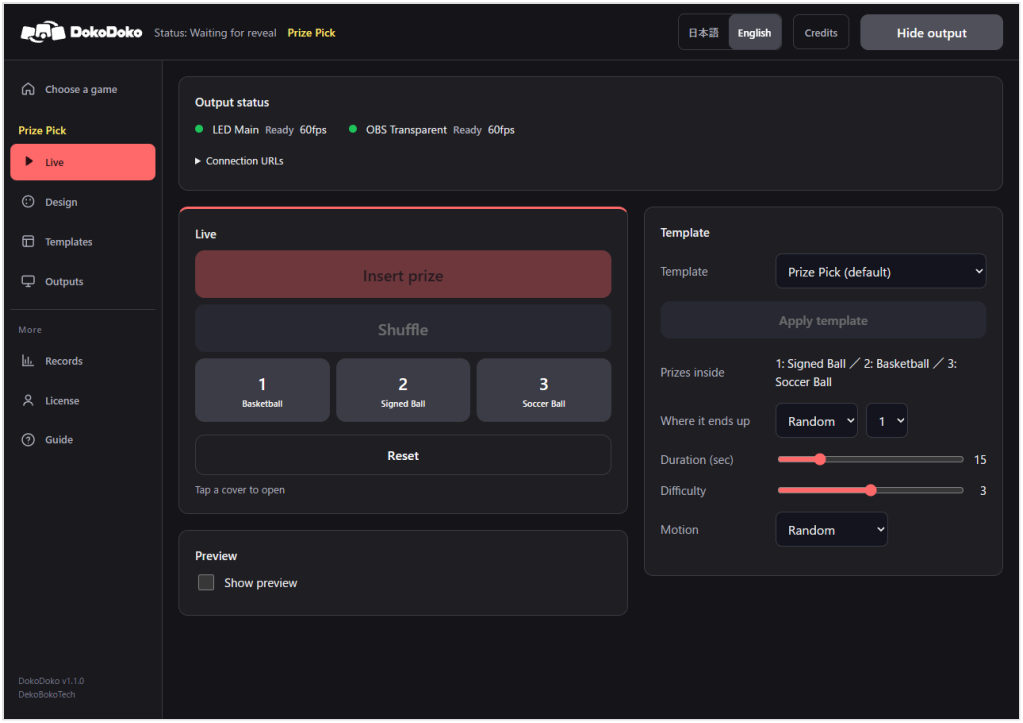
- **Three prizes**: for Prize 1–3 choose the type (3D or Photo), a **Prize pack** for 3D or **Choose a photo** for Photo, and the **Prize name** (1–40 characters; a long name shows "This is long, so it will shrink to fit the frame" and is reduced inside the frame)
- **Presentation design**: How to place them (All at once / One at a time), Name frame (Pill / Ribbon / Plate), When to show the name (When placed and when opened / Only when opened / Never show it), Frame color and Frame text color, Win message (default "GET!") and Win text color, Remaining message (default "It was {name}"; `{name}` is replaced with the prize name), Show confetti
- The **Idle** / **Placed** / **Revealed** buttons above the preview show each scene as a still image
- **Prize**, **Put the logo on the prize too** and the hit / miss text from Find the Prize are not shown in Prize Pick




### Running a round

1. Choose a template and click **Apply template**. **Prizes inside** shows "1: name / 2: name / 3: name" (before applying, or if you edited and saved the template without applying it again, it shows only numbers such as "Prize 1" — **click Apply template again**). **The numbers 1, 2, 3 here are prize numbers, not cover positions. To see which cover holds which prize, check the prize name shown below the 1 / 2 / 3 buttons after you shuffle**
2. Under **Where it ends up**, choose which prize (Random or 1–3) should stop at which position (1–3). There is no start position or winning position in this game
3. Click **Insert prize**: the three prizes go under the covers all at once or one at a time, as set in the template
4. Click **Shuffle**

5. Each **1**, **2**, **3** button now shows, in small text, **the prize under that cover**. Press the position the guest chose. There is no ★ mark. The output shows the win message (e.g. "GET!") and the prize name
6. Reveal the rest, or click **Reset** for the next round




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## 7. Reading the output status

The **Output status** section of the **Live** screen shows the status of each output.

| Status | Meaning | What to do |
|---|---|---|
| Ready | The output page is displaying normally | You can go ahead |
| Loading | The output page has just started and is not ready yet | Wait a few seconds |
| Not connected | No response from the output page for 6 seconds or more | See "When it says Not connected" in chapter 8 |
| Low fps | Drawing speed is below 50fps | See "When it says Low fps" in chapter 8 |
| Template not applied | The output page has not applied the current template yet | Click **Apply template** again, or reload the output page |
| Size mismatch (reload) | A width / height changed in **Outputs** has not reached an output page that is still open | Reload that output page (in OBS, right-click the browser source → **Refresh**) |

If you click **Insert prize** or **Shuffle** while **no output is Ready**, a confirmation pop-up appears. It is there to prevent mistakes; if the situation is intended (for example, you hid the output on purpose), you can go ahead.

---

# 8. Troubleshooting

## When it says Not connected

1. Check that the output page (the browser or OBS showing the video board) has not frozen
2. In OBS, right-click that browser source → **Refresh**
3. For a full-screen browser, open the URL again (using **Copy URL** from chapter 4 is the most reliable)
4. If it still does not recover, restart DokoDoko as described below

## When it says Low fps

- The venue computer is under heavy load. Try the following
    1. In **Outputs**, lower that output's **Quality** from **High** → **Standard** → **Light**
    2. Check that the output size (width / height) is not larger than necessary (e.g. use 1920×1080 if you do not need 4K)
    3. Close other heavy apps on the computer (such as heavy filters in streaming software)

## How to restart

1. Find and close the window started by `Start_DokoDoko.bat` (it is minimized on the taskbar). Close the **DokoDoko Server** window. If you cannot identify it, contact the distributor; do not end unrelated node.exe processes
2. Double-click `Start_DokoDoko.bat` again
3. The latest progress (template and stage) is saved automatically and restored if you restart within 6 hours. After 6 hours or more it starts from the idle state
4. You can leave the output pages (OBS browser sources, full-screen browsers) as they are. They reconnect automatically when the server restarts on the same address and port. If they do not come back, check the address and port in the black window and update the browser / OBS URL

## If the screen freezes and nothing responds

DokoDoko has a watchdog that automatically restarts the server if it stops unexpectedly. If it does not recover after a few seconds, restart manually as described above.

---

# 9. Operating from another device on the LAN

The basic setup is a single computer, but some venues want to operate from another device such as a tablet.

1. Connect the computer running DokoDoko and the device you want to operate from to **the same Wi-Fi / LAN**
2. On the control page, choose **Outputs** in the left menu, click **Copy URL** on the address line under **Open the control page from the LAN** ( `http://<computer's IP address>:<port>/` ), and open it in the other device's browser. That device also starts on TOP, so press "Let's play this →" on the same game

    - If there are several IP addresses, try the one on the same network as the device (if it opens, it is the right one)
    - If it says **No LAN address found**, the computer is not connected to a wired / Wi-Fi network
3. It will not connect until Windows Firewall has been allowed the first time (chapter 2). Allow it if you have not yet
4. With tablets in mind, the buttons are large and double-tap zoom is disabled

The language switch is remembered per browser, so each device can use its own control page language.

If the same action is done from several devices at the same time (e.g. pressing a reveal button at the same moment), the later one is updated to the latest state with the message "Another device made a change". No data is corrupted.

---

## 10. PIN (control authentication)

To prevent guests or staff from accidentally touching the control page during the event, you can require a PIN for operations.

- By default, the PIN is disabled (anyone can operate)
- To enable it, open `data\settings.json` in the DokoDoko folder, set the value of `"pin"` to a string such as digits (e.g. `"1234"`), save it and restart DokoDoko
- With a PIN set, running the show, saving or deleting templates, uploading images and changing output settings require the PIN
- When the control page asks for the PIN, enter it in the pop-up. Once entered, you do not need to enter it again until you close that browser tab
- Just viewing the output page (the venue video board) does not require a PIN

Please ask someone familiar with computers to edit `data/settings.json` (it is a text file you can open with Notepad).

---

## 11. Credits (important)

Some of DokoDoko's cover and prize models are third-party assets used and modified under licenses such as **CC BY 4.0** (for example, the baseball cap model **"Baseball Cap 01 Package" by dennismfrancisart**). For CC BY assets, **showing the credit (author and source) when used at an event is a condition of the license**.

- Click the **Credits** button at the top right of the control page to see a list of all assets and libraries in a dialog. It is shown in the current control page language
- The DokoDoko folder contains `CREDITS.txt`, generated automatically at every start, with the same content as a text file (in the language set in `data\settings.json`)
- Publish this credit information somewhere visitors can see it, such as event handouts, end credits or the official website (any format is fine as long as the content is clear)
- Forgetting it violates the CC BY license, so **always check it when preparing the event**

---

# 12. Backup and transfer

After the show, stop DokoDoko and copy the entire application folder to a separate location. You need the images and any added models as well as the templates, so keep `data` (including images and the license) and `packs` together. Before restoring, stop the application and keep a separate copy of the current folder. Test startup, assets and OBS connections on any replacement PC.

Please use one license on one PC. When you replace the PC, move the whole DokoDoko folder to the new PC and delete the folder from the old one. If you would also like to install it on a backup PC for your shows, please contact us.

## Installing a new version

When a new version appears on the download page, replace it in this order. Your current license keeps working.

1. Quit DokoDoko ( `Stop_DokoDoko.bat` )
2. Download the new zip, check **Unblock** as in steps 1 and 2 of 2.0, then extract it
3. Copy the DokoDoko folder from the extracted folder **over** your current DokoDoko folder (choose **Replace the files in the destination**)

Templates, images and the license stay in the `data` folder (the zip does not contain `data` , so overwriting does not remove them). Do not delete the `data` folder.

# 12.5 Records

Open it from **More** → **Records** in the left menu. This screen shows the **record of rounds** you have run in DokoDoko.

- At the top there are three numbers: **Rounds this month**, **Total** and **Last used**
- Below that is a table of the most recent 50 rows (date, game, template, result, seconds)
- **Export CSV** saves the records as a CSV file. It opens correctly in Excel, with no garbled characters
- **Clear records** deletes every record. This cannot be undone, so check carefully before using it

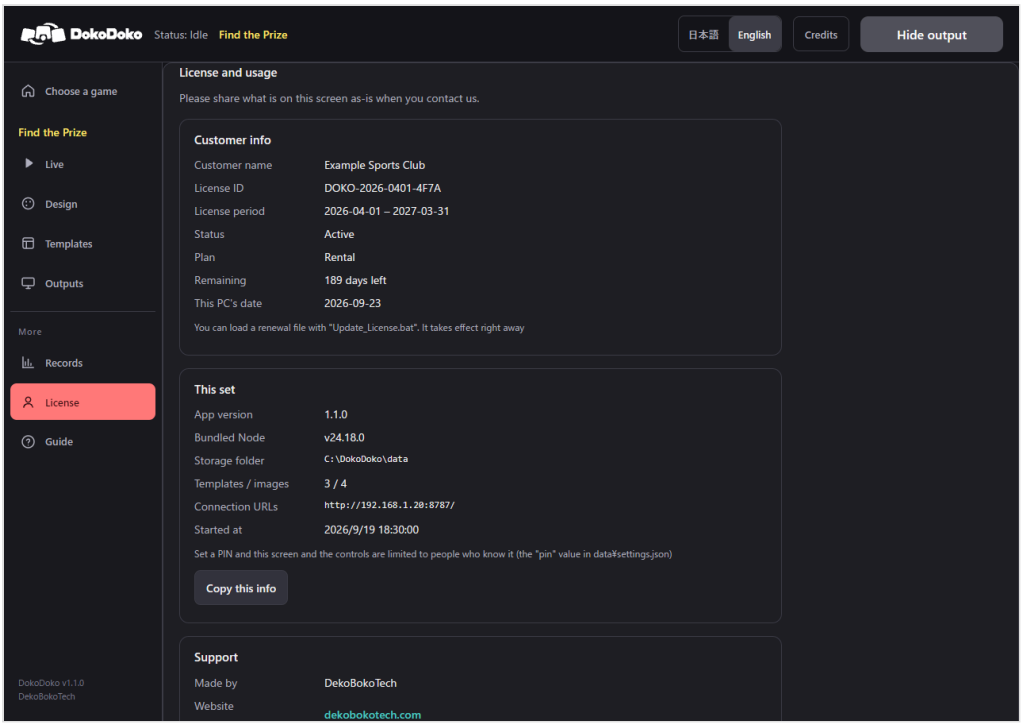
**How rounds are counted**

- One finished round leaves one row. In Find the Prize, opening the remaining covers after the winning one does not add more rows
- A round that reached Shuffle but was reset before every cover was opened also leaves one row (this matches how Prize Pick is run: open only the cover the guest chose, then move on). That row's **Result** shows something like "Reset (opened N)", where N is how many covers were open at that point
- A round reset before Shuffle, with only the prize inserted, leaves no row

Records stay on this computer only, in `data\history.json` , capped at **1000 rows** (the oldest ones are dropped first). Nothing is sent to another computer or the internet.

# 12.6 License

Open it from **More → License** in the left menu. **Use this screen when you contact us: read out loud what is on it.**




- The upper card, **Customer info**, shows the customer name, license ID and license period, plus **Status**, **Plan**, **Remaining** and **This PC's date**
- The lower card, **This set**, shows the app version, the bundled Node version, the storage folder, the number of templates and images, the connection URLs and the time DokoDoko started
- Customer information cannot be edited from this screen. It is read from the license file we sent you by email
- **Copy this info** copies everything on the screen at once, ready to paste into an email when you contact us
- **View library credits** opens the same credit list as chapter 11, from this screen
- If no PIN (chapter 10) is set, a notice reads: "Set a PIN and this screen and the controls are limited to people who know it"

**How to read Status** — it tells you whether this set can be used right now.

| On screen | What it means |
|---|---|
| Active | There is still plenty of time left. Carry on using DokoDoko |
| Active (no expiry) | Your license has no expiry date. Nothing needs renewing |
| Expiring soon | 30 days or fewer are left. Please contact us to renew |
| License period has ended | The period is over. DokoDoko will not start next time (see "If DokoDoko will not start" below) |
| Could not read | The license file could not be read. The customer name, license ID and period show the same words. DokoDoko will not start next time. Save the attachment from our email again and load it with `Update_License.bat`, or contact us |
| This PC's date may be wrong | The date on this PC is off. Please check Windows "Date & time" |
| No license file | No license file has been loaded. DokoDoko cannot start in this state (load one with the steps in 2.0) |

**How to read Plan** — it tells you the kind of license you hold. **Rental** is a license for a fixed period; **Perpetual (no expiry)** never expires; **Trial (watermark on output)** is the 14-day trial. If it could not be read, it says "Not set".

**The trial watermark** — while a trial license is loaded, the output (the screen shown at the venue) shows "TRIAL" across the middle and a band at the bottom saying it is not for live shows. Everything else works the same as the full version, so you can try the controls and the show. Loading a purchased license removes the watermark within about a minute (no restart needed).

**How to read Remaining** — the number of days left until the expiry date.

| On screen | What it means |
|---|---|
| *n* days left | *n* days remain until the expiry date |
| 1 day left | Tomorrow is the last day of the period |
| Today is the last day | Today is the last day. You can still use DokoDoko for the whole of today |
| Past the expiry date | The license period is over |
| No expiry | Your license is Perpetual |
| Unknown | The number of days could not be worked out (this is not the same as "Not set"). Please contact us |

The line below, **This PC's date**, is **the date this PC believes today to be**. If it differs from the real date, fix it in Windows "Date & time" and then open this screen again.

**DokoDoko will not start once the license period has ended. Please contact us to renew before the expiry date.**

**How to renew (three steps)** — we send the renewed license by email. When it arrives, do these three things.

1. **Save the license file** attached to our email **to the Desktop**
2. **Double-click** `Update_License.bat` in the DokoDoko folder
3. **Read the result** in the black window, then press a key to close it

The heading in the black window tells you what happened.

- "**The license has been updated**" — it worked. The customer name, license ID, plan and remaining days are listed, together with **Was in use** and **New period**. If DokoDoko is not running, start it with `Start_DokoDoko.bat`. If it is already running, open **License** on the control screen again and the new period will be there; no restart is needed
- "**This license is already in place**" — you loaded the same file twice. Nothing was changed
- "**No license file was found**" — the places that were searched are listed. Save the attachment from our email to the Desktop and double-click the file again
- "**The license could not be updated**" — every file that was found is listed with the reason it was not used. **Your current license is still in place. Nothing was changed.** Read the reasons, then look for the most recent file we sent you. If you are unsure, read this screen out to us
    - If the reason says "**a license for another product (OtoMotion, for example)**", it only found the file on another product's USB drive plugged into the same PC. You can leave that drive plugged in. Save the DokoDoko license to your Desktop, then double-click the file again

**From the trial to the full product** — no reinstall is needed. Save the full-product `license.json` we send you by email to the Desktop and load it with the same three steps as in "How to renew" above. Your templates and images stay as they are. The watermark on the output disappears within about a minute.

**If DokoDoko will not start** — once the license period has ended, double-clicking `Start_DokoDoko.bat` first looks for a new license file on the Desktop, in Downloads and so on. If one is found, it is loaded and DokoDoko starts. If none is found, the browser does not open and the black window stops with this message.

```
 ============================================
  DokoDoko cannot start: the license period has ended
============================================

    Customer   : (Customer name)
    License ID : (License ID)
    Valid until: (Last day)

  What to do
    1. Save the license file (license.json) from our email to the Desktop or Downloads
    2. Double-click "Start_DokoDoko.bat" again (it finds and loads the file)
       ("Update_License.bat" in this folder loads it, too)

  If you have not received the file, contact support@dekobokotech.com
  and read out the License ID above.
```

`Update_License.bat` **works even when DokoDoko will not start.** You do not need to start DokoDoko first. Follow the two steps shown on the screen exactly as written. The same two steps also fix the case where no license file has been loaded (heading "DokoDoko cannot start: no license has been loaded yet") and the case where it cannot be read (heading "DokoDoko cannot start: the license file cannot be read"). If you do not have the renewal file, write down the License ID on the screen and contact support@dekobokotech.com.

**Never edit** `data\license.json` **by hand.** Changing the expiry date in it does not extend your license period. It makes Status read "Could not read", and it stays that way until a renewal file is loaded. Do not move or delete it either. Always renew with `Update_License.bat`.

**If no license file has been loaded** — DokoDoko cannot start while the license file (`data\license.json`) is missing or cannot be read. If you do not have a license, request a free 14-day trial license on our trial page (https://dekobokotech.com/en/dokodoko-trial-en/ ). For anything else, contact support@dekobokotech.com.

When you contact us, please open this screen first and read us what it says — it makes checking things much faster.

# 13. Appendix

## FAQ

**Q. I closed the control page. Will the running animation disappear?** A. No. The progress is managed on the server side (the computer). Open the control page again and continue from where you were. The output page (video board) is not affected.

**Q. Does editing a template affect the live output?** A. Editing on the Design screen only affects the preview and is not reflected in the live output until you save. However, once saved, it is reflected immediately if that template is being used live, so be careful.

**Q. If I switch the control page to English, does the audience see English?** A. No. What the audience sees is decided by each template's **Display language** on the Design screen (3.1).

**Q. Can I move it to another PC?** A. Yes. Quit DokoDoko, then copy the whole DokoDoko folder (including `data`) to the new PC. The license moves with it. One license is for one PC, so please delete the folder from the old PC. If you would also like to install it on a backup PC for your shows, please contact us.

**Q. I want to download it again and reinstall it** A. You can download it at any time from the download page (https://dekobokotech.com/DokoDoko/en/download/ ). Keep the `data` folder of your current DokoDoko folder, and your templates, images and license stay as they are (chapter 12, "Installing a new version").

**Q. Can I open the manual from inside the app?** A. Yes. Click **Guide** at the bottom of TOP, or, inside a game, **Guide** under **More** at the bottom of the left menu. The list of guides (Japanese and English, HTML and PDF) opens in a new browser tab. No internet connection is needed.

**Q. Can I switch between Find the Prize and Prize Pick during the same event?** A. Yes. Click **Choose a game** in the left menu to return to TOP, then press "Let's play this →" on the other card. The template applied to the live output still belongs to the previous game, so click **Apply template** on the new screen before you continue (possible while the status is Idle).

### Folder structure (reference)

```
DokoDoko/
  Start_DokoDoko.bat   ← double-click this to start
  Stop_DokoDoko.bat    ← double-click this to quit
  Update_License.bat   ← loads a new license file
  data/                ← templates, output settings, progress, settings.json, license.json
(saved automatically)
  packs/               ← cover, prize and theme assets
  CREDITS.txt          ← credit list (updated at every start)
```

## 14. Trademarks

NDI® is a registered trademark of Vizrt NDI AB. OBS is a registered trademark of Wizards of OBS LLC. HDMI is a trademark or registered trademark of HDMI Licensing Administrator, Inc. Blender is a registered trademark of the Blender Foundation. Other company and product names are trademarks or registered trademarks of their respective owners. DokoDoko is a DekoBokoTech product, not affiliated with or endorsed by these companies.

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That is all. If you have any questions, contact the distributor (development team).