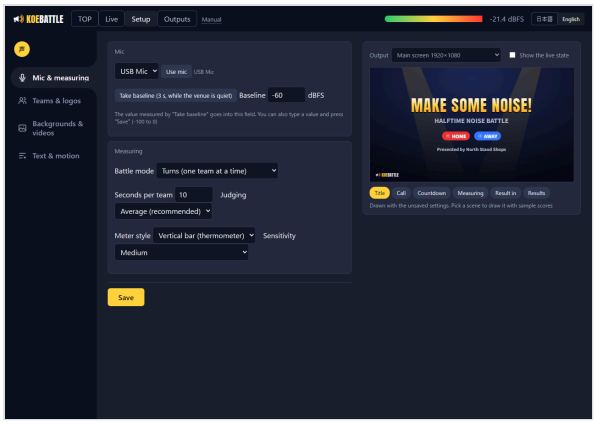
KoeBattle Quick Start

2026-10-06 edition | A short guide for venue staff | The detailed manual opens from "Manual" on the control screen

Pre-show checklist (top to bottom)

✓	What to do	Where
☐	Turn off sleep and automatic screen-off on the PC	PC
☐	Connect a microphone (USB mic or built-in). Place it **at a similar distance and angle from every team's seats**, away from the front of the speakers, and do not move it during a round	Venue
☐	(First time on this PC only) Right-click the zip from the download page (https://dekobokotech.com/KoeBattle/en/download/) and choose "Extract All". Save the license file from our email (KoeBattle-license.json) to your Desktop or Downloads folder (it is loaded automatically the first time)	PC
☐	Double-click **Start_KoeBattle.bat** (Mac: **KoeBattle起動.command**). A minimized "KoeBattle Server" window stays open and the control screen opens in your browser	KoeBattle folder
☐	If the control screen is in Japanese, press "English" at the top right	Control screen
☐	The control screen opens on "TOP". When the three readiness items at the bottom ("Mic" / "Screens" / "License") show ✓, press "Go live" to open the Live tab. Press the mic or screens item when it is not ✓ to jump to its tab	Control screen
☐	Tab "Setup" → "Mic & measuring" → pick the mic and press "Use mic". If the browser asks, choose Allow. The bar at the top should move when you speak	Control screen
☐	While the venue is quiet, press "Take baseline (3 s, while the venue is quiet)". The value is saved automatically	Setup → Mic & measuring
☐	In "Teams & logos", check the team names and colors (2 to 4 teams). Press "Save" after changes	Setup → Teams & logos
☐	Check that "Screen language" in "Text & motion" is English (it starts in English if this PC first started KoeBattle with Start_KoeBattle.bat). If not, choose English and press "Save"	Setup → Text & motion
☐	Tab "Outputs": make sure the big-screen output is showing on its monitor. If not, choose the monitor under "Monitor at startup" (use "Show numbers" to identify it) and press "Open full-screen on this monitor". Press "Save" to open it automatically next time	Outputs
☐	Back on "Live", press "Show title" and confirm the title appears on the big screen. Then press "Abort (back to standby)" and confirm	Live



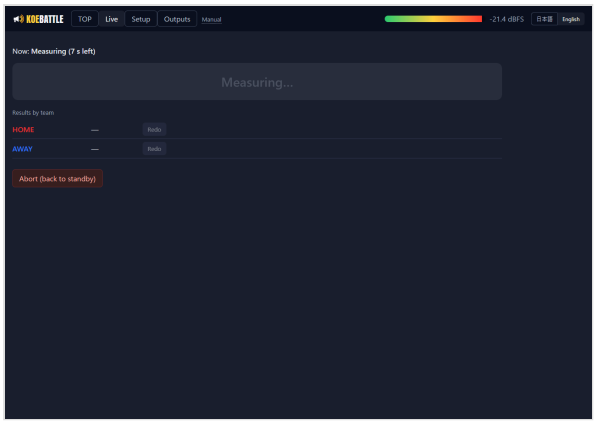
- The preview on the right reflects your changes even before you save. Use the scene buttons ("Title" / "Call" / "Measuring" / "Results") to check the look without running the show.
- If the top bar does not move: reconnect the mic and press "Use mic" again. The browser permission can be fixed from the icon on the left of the address bar.
- **Do not close or reload the control-screen tab during the show.** The microphone is captured by that tab.
- To measure all teams at once, set "Battle mode" in "Mic & measuring" to "Simultaneous (all teams at once)" and pick each team's input (device and left/right) in "Teams & logos". See section 4.5 of the manual

Running a round, and if something goes wrong

One round, step by step

On the "Live" tab, keep pressing the one big button; its label changes to the next step (1–6 below).

1. **Show title** – the title appears on the big screen
2. **HOME, go!** – the call to the first team (names follow your settings)
3. **Start measuring (3, 2, 1)** – after a countdown, the crowd is measured for the set number of seconds. The meter moves on the big screen
4. When measuring ends, the score is fixed. **Next: AWAY** shows the call to the next team; then press **Start measuring (3, 2, 1)** again. Repeat for every team
5. When all teams are done: **Show results**. With two teams, a split-screen VS crowns the winner. With three or four, results appear from last place up, then the winner, each with that team's voice waveform
6. **Finish (back to standby)**, confirm – the results disappear from the big screen. The next round starts again from step 1



- If the mic is unplugged or the control screen is closed during measuring, that team gets "No reading". Press "Redo" on that team to measure only that team again. You cannot show the results while a team has no reading
- Any team can be measured again with "Redo". While showing results, this switches the big screen back to that team's call
- In a simultaneous battle, steps 2–4 happen once: "All teams, go!" → "Start measuring (3, 2, 1)". Redo is for all teams at once with "Redo all teams"
- To stop midway, press "Abort (back to standby)". Scores are discarded
- Press each button once. Double clicks are ignored, but waiting until the label changes is the safe way

Quick troubleshooting

Symptom	What to do
The bar at the top does not move	Reconnect the mic → Setup → "Use mic". Set the browser permission (icon left of the address bar) to Allow
"Start measuring (3, 2, 1)" cannot be pressed	The mic is not in use. Follow the red banner at the top
Nothing on the big screen	Outputs tab → choose the monitor under "Monitor at startup" and press "Open full-screen on this monitor". If still nothing, open the URL next to "Open" in a browser and press F11
The big screen froze ("— offline" in the Outputs list)	Reopen that output screen. Check it is not hidden behind another window
Scores stay low / jump straight to 100	Setup → "Sensitivity": choose "Low (for large venues)" for large venues. Or take the baseline again while quiet
Video is heavy (⚠ shown)	Set the background video to "None" or remove the video that replaces text
The control screen was closed	Run Start_KoeBattle.bat again. If it is already running, only the control screen reopens. Then press "Use mic" again
Stop everything	**Stop_KoeBattle.bat** (Mac: KoeBattle終了.command). Type Y and press Enter. Full-screen windows are closed too
A yellow bar says the license expires soon	Still usable. Please contact us to renew (support@dekobokotech.com)
On start: "KoeBattle cannot start: the license period has ended"	Save the new license file (keep its name starting with "license") to the Desktop, run **Update_License.bat**, then start again