

PinShotCaller — User & Teaching Manual

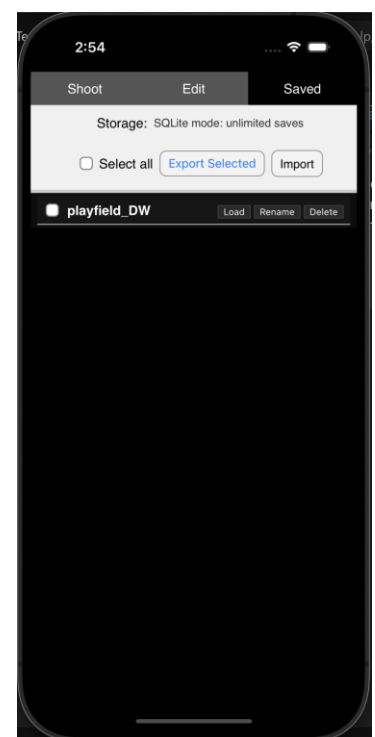
Version: 1.0

Audience: Players, coaches, league captains, and tournament directors

What PinShotCaller Is

PinShotCaller is a compact tool for building a “pinball journal” for each table you play. You can sketch or photograph the playfield, mark key **targets**, and attach step-by-step **messages** (with **DMD** text) that advance as you simulate shots. Use it to:

- Capture rules and scoring patterns for specific tables.
- Practice sequences repeatedly to build consistency.
- Demonstrate strategies to others by walking through the shots in order, with on-screen prompts.
- Save and share complete table profiles (artwork + targets + messages) as portable JSON packs.



How the App Is Organized

PinShotCaller has three tabs across the top:

1. **Shoot** – Run practice/demos. You “shoot” by clicking (or tapping) twice: first to set a launch point, second to send the ball. The app checks whether you hit the active target, shows the message for that hit, updates the **DMD banner**, and moves on when a target is completed.
2. **Edit** – Build the playfield drawing or import a background photo, then add, edit, and reorder targets. Each target can carry an ordered list of messages and optional DMD updates for each hit.
3. **Saved** – Save, load, rename, delete, import, and export entire table profiles.

Quick Start (5 minutes)

1. **Open Edit.** Choose *Draw* to sketch lanes and ramps, or the *Bkg* (Background) file picker to load a photo/screenshot of the playfield. Edit is also where you save your playfield and targets to a pinshotcaller table (to export and save permanently etc.)
2. **Add targets.** Switch to *Target* mode and tap where a shot should register. A form opens—choose the number of hits (e.g., 3) and write the message(s) for each hit. Optionally add a DMD line per hit (appears on the Shoot tab’s banner). Save.
3. **Reorder & refine.** Use the *T-List* to reorder targets (↑ / ↓), edit their messages, or delete them.
4. **Save & share.** Go to **Saved**, hit **Save** in Edit (or use the Saved tab to **Export Selected** as a JSON pack you can import on another device).
5. **Practice.** Switch to **Shoot** and press *(re)Start Targets*. Click once to set a ball, then click a destination. Advance through messages and targets; the banner updates as you go.

The Shoot Tab (Practice & Teaching)

Purpose

Simulate shots in order, surface the explanation for each hit, and walk learners through modes and scoring.

Key Elements

- **(re)Start Targets** – Resets progress: clears all target “hit counts,” shows the next active target, and resets the DMD banner.
- **Playfield** – Shows your drawing/photo with triangular red target markers. The current target is visible; completed targets auto-hide.
- **Status Line** – Displays the current instructional message for the shot. If the message includes a DMD change, the banner updates.
- **Banner (DMD)** – The black/orange banner at the top of Shoot; changes per hit when you include a DMD line in the target message.

How to “Shoot”

1. Click/tap once to place the ball (origin).
2. Click/tap again toward your intended destination.
3. If the shot lands within the target’s hit window, you advance that target’s message. When all messages for a target are used, the app activates the next viable target automatically.

Tips

- Use *(re)Start Targets* any time you want to reset the demo.
- Keep hit windows practical by placing targets where a tap is comfortable for teaching.

The Edit Tab (Build & Annotate)

Drawing and Backgrounds

- **Draw / Erase** – Freehand sketching for lanes, ramps, or labels.
- **Color Picker** – Choose lane/feature colors.
- **ClearALL** – Wipes the drawing and targets (use with care!).
- **Bkg** – Upload a photo/screenshot as the canvas background. The app fits the image to the playfield canvas.

Targets & Messages

- **Target Mode** – Click the playfield to add a target. The *Target Form* opens:
 - **Hit Count** – 1–50 steps per target.
 - **Message** – What you want to say at that step (required).
 - **DMD** – banner text for that step. The Shoot banner updates live.
 - **Save** – Adds the target (or updates if editing).
- **T-List** – A compact list of all targets, with controls to:
 - ↑ / ↓ – Change order.
 - **Edit** – Reopen the Target Form with messages prefilled.
 - ✕ – Delete the target.

Re-editing Targets

Open **T-List** → **Edit** on a target to change the number of hits and/or messages. Progress for that target resets when you edit.

The Saved Tab (Your Library)

What You Can Do

- **Saved List** – Each row shows a saved profile with:
 - **Load** – Bring it into Edit/Shoot.
 - **Rename** – Rename (auto-dedupes if the name exists).
 - **Delete** – Remove from storage.

- **Checkbox** – Select items for bulk export.
- **Select all** – Toggle all checkboxes.
- **Export Selected** – Download (web) or Share (mobile) a JSON *pack* containing the selected tables.
- **Import** – Choose a JSON (single table or a multi-table pack). Duplicates prompt you to overwrite or skip. The web version can only hold 4 tables at a time, so import/export/save may not work if there is an attempt to import more than 4 tables or save more than 4 tables.

Save From Edit

Use **Save** in the Edit toolbar to save the current playfield. You'll be prompted for a name; if a duplicate exists, the app creates *Name (2)*, *Name (3)*, etc.

Notes

- On the web, when using Local storage, the app enforces a cap of **four** playfields. Delete older ones or move to the native IOS build for more.
- Exports are portable—send them to teammates, students, or your future self.

Data Model (What Gets Saved)

A playfield save includes:

- **image/background** – Your drawing flattened into a data URL or your uploaded background image.
- **targets** – An array of { x, y, messages[] }, where messages[] is the list of per-hit messages. You can include a DMD update by adding #DMD=Your Banner to the end of any message.

Example (abbreviated):

```
{
  "image": "data:image/png;base64,...",
  "targets": [
    { "x": 120, "y": 220, "messages": [
      "Lock 1 armed #DMD=LOCK LIT",
```

"Lock 1 made #DMD=LOCK 1",

"Multiball ready #DMD=SHOOT RAMP"

}}

]

}

Example Scenario: From Notes to Teaching Demo

Goal: On a hypothetical table “*Mystic Orbit*”, hitting the **Left Standup** three times lights the **Right Ramp**, and a shot to the ramp followed by an **Orbit** starts multiball.

1. Edit → Add targets:

a. **Left Standup** (3 hits):

- i. “*Left Standup 1 — light progress*” #DMD=PROGRESS 1/3
- ii. “*Left Standup 2 — almost there*” #DMD=PROGRESS 2/3
- iii. “*Left Standup 3 — Ramp lit!*” #DMD=RAMP LIT

b. **Right Ramp** (1 hit):

- i. “*Shoot Orbit to start multiball*” #DMD=ORBIT FOR MB

c. **Orbit** (1 hit):

- i. “*Multiball!*” #DMD=MULTIBALL

2. **Reorder** targets to the sequence: Left Standup → Right Ramp → Orbit.

3. **Shoot → (re)Start Targets** and guide your learner:

- a. Demonstrate three successive standup shots, narrating each message as the DMD changes.
- b. Show the lit ramp and the prompt to shoot the orbit.
- c. Finish on the orbit and celebrate the multiball callout.

This mirrors how the app will lead you (or your student) through the intended rules path.

Best Practices & Tips

- **Use photos** for accuracy. A clear, straight-on playfield photo makes target placement easier and demos more readable.
- **Keep messages short** and DMD lines punchy. They function like coaching cues.
- **Group steps logically.** If a mode requires many shots, split it across multiple targets to keep the flow manageable.
- **Reset often** when teaching to reinforce the sequence.
- **Back up** with **Export Selected** before major edits.

Troubleshooting

- **Targets don't advance:** Make sure you added at least one message and that you're clicking close to the triangle (the hit window is intentionally small).
- **Background looks stretched:** Re-upload with an image size that matches the canvas bounds of your device for best results.
- **Can't save more tables on the web:** You've hit the four-playfield limit for Local storage. Delete some entries or switch to the native build (SQLite) if available.
- **Import says duplicates:** You'll be asked whether to overwrite or keep existing—choose per your needs.

Keyboard/Touch Notes

- Drawing is optimized for mouse or touch. On mobile, the form inputs use larger fonts to avoid browser zoom.

Glossary

- **Target** – A clickable marker representing a shot location.
- **Message** – A coaching note shown after each hit.
- **DMD** – A banner line shown at the top of the Shoot tab; add with #DMD=... at the end of a message.
- **Pack** – A JSON bundle containing one or more complete playfield saves for sharing/backup.

Credits & License

PinShotCaller is a personal training and teaching tool. Respect local rules and event policies when sharing table-specific strategy. All rights are reserved regarding the software, please do not derive, reverse engineer, or copy the code or data in the software.

