

# PinShotCaller: From Photo → Two Strategies → HTML Viewer → GitHub Pages → QR Code

## Prereqs

- You have the PinShotCaller app open (web or iOS/Capacitor build).
- You have a clear photo/screenshot of the pinball playfield.

Note (web only): the Saved tab allows up to **4** playfields. If you already have 4, delete one before saving new work.

## Part A — Load a playfield image & build the first strategy

1. Open **Edit** tab
2. Add the playfield image
  - a. Click **Bkg** (or “Background”) → choose your playfield photo → confirm.
  - b. If needed, use the drawing tools to add simple lane outlines or labels.
3. Add targets
  - a. Switch to **Target** mode.
  - b. Click on the playfield where a shot should land to create a target.
  - c. For each target, set:
    - i. **Hit count** (how many times it must be hit to progress), and
    - ii. **Messages** (what to teach after each hit).
      1. Optional: append #DMD=TEXT at the end of any message to change the banner for that step (e.g., Lock 1 lit #DMD=LOCK LIT).
4. Order the sequence
  - a. Open **T-List** (Target List).
  - b. Reorder, rename, or edit targets to match the strategy flow.
  - c. Delete any targets you don’t need.

5. Save the strategy as a playfield
  - a. In **Edit**, click **Save**.
  - b. Give it a clear name, e.g., “**TableName – Beginner Route**”.
  - c. Confirm it appears in the **Saved** tab.

## Part B — Create a second strategy (as a separate playfield)

1. Duplicate or start fresh
  - a. Easiest: Load the first playfield from **Saved**, then in **Edit**: adjust targets/ordering/messages for the second strategy.
2. Save as a new playfield
  - a. Click **Save** and name it “**TableName – Advanced Route**” (or similar).
  - b. You should now have **two** separate playfields in **Saved** (each one is a distinct strategy).

## Part C — Export both strategies as one HTML Viewer

1. Go to the **Saved** tab
2. Select both strategies
  - a. Tick the checkboxes next to **Beginner Route** and **Advanced Route**.
  - b. (Use **Select all** if that’s easier.)
3. Click **Export Selected**
4. When prompted for format, choose **html**
  - a. Name the file, e.g., **TableName-strategies.html**.
  - b. The app generates a **single, self-contained HTML viewer** that contains both strategies and a table selector at the top.

Result: one .html file you can open in any modern browser—no server required.

## Part D — Publish the HTML viewer on GitHub Pages

### Option 1: New repository (simplest clean setup)

1. Create a new repo on GitHub, e.g., **pinball-strategies** (public).
2. Upload your TableName-strategies.html to the **root** of the repo.
3. Enable **GitHub Pages**:
  - a. Go to **Settings** → **Pages**.
  - b. “Source”: select **Deploy from a branch**.
  - c. Branch: **main**; Folder: **/** (root). Save.
4. Wait a moment; GitHub shows your Pages URL like:

<https://<your-username>.github.io/pinball-strategies/TableName-strategies.html>

5. Open that URL in your browser to confirm it loads and the table selector shows both strategies.

### Option 2: Existing Pages site

- If you already have a Pages site, just drop the file into that repo (in the published branch/folder) and link to it.

### Custom domain (optional)

- In **Settings** → **Pages**, add your domain (e.g., pinshotcaller.com).
- Add the required DNS records at your registrar. After DNS propagates, your URL might be:

<https://pinshotcaller.com/TableName-strategies.html>

## Part E — Create a QR code for quick access (using Chrome)

### On desktop Chrome

1. Open the viewer URL (your GitHub Pages link) in Chrome.
2. Click the **Share** icon in the right side of the address bar (or right-click the page).

3. Choose **Create QR code**.
4. Click **Download** to save the PNG.
5. Print or embed the QR on a rules card or apron card near the machine.

### On Android Chrome

1. Open the viewer URL.
2. Tap the **:** menu → **Share** → **QR Code** → **Download** (or share directly).

Tip: Test the QR with two different phones to confirm the viewer loads quickly and text is readable.

## Field Tips (so players learn fast)

- **Keep messages short** (one idea per hit).
- Put the **DMD cue** (#DMD=...) on key steps so the banner reinforces what to do next.
- For two strategies, name them clearly (e.g., “Safe 3-Shot Start” vs “Risk/Reward Multiball Rush”).
- **Pre-load** the viewer on your phone once; mobile browsers often cache the single-file viewer for snappy re-opens.
- If you update strategies, just re-export the HTML and replace the file in GitHub; the URL stays the same.

## Quick Checklist

- Load playfield image in **Edit**
- Add targets & messages (use #DMD= where helpful)
- **Save** Strategy 1 (Beginner)
- Adjust targets/order → **Save** Strategy 2 (Advanced)
- **Saved** → select both → **Export Selected** → **html**
- Upload the .html to a GitHub Pages site
- Open the live URL in Chrome → **Create QR code** → Download/print
- Test on phones near the machine

