

Skate Girl training demo:

Randall Rickert and Reevean McKay created this Skate Girl program. It was created with the Blender software game engine to demonstrate the fluid control possible with Blender. This can be used as long as you acknowledge that this software is owned by the Blender Foundation and can't be resold. We downloaded it from the Internet.

How to use with Brainfingier Access software:

It is best to create a shortcut to the Skate Girl program on your desktop. Then after you launch brainfingier access, start Skate Girl by double clicking on the shortcut. You can drag the Skate Girl window bigger.

When you launch onto the desktop you can start with brainfingier control on or off. If you start with control off, once on desktop click on the red BA icon to turn it green. Then start Skate Girl and click inside the window to give Skate Girl focus.

Skate Girl is controlled with left arrow to turn left, right arrow to turn right and up arrow to move forward. You can exit Skate Girl by clicking on the "X" or by pressing the "esc" key.

Use the profile editor to see how the brainfingier joystick controllers are used to achieve left arrow, up arrow and right arrow control. Note the mode for each of the three controls is "Hold" so that when a brainfingier control is within a trigger zone the associated left, right or up arrow key message will be held on. Remember you can change what brainfingier controllers control what skate girl control events.

The Skate Girl game is a fun platform on which to try various brainfingier controls for the three directions of control.