## **Installing GINA:**

First, navigate in a browser to <u>http://eq.gimasoft.com/gina/Download.aspx</u>, and click Download GINA:

🗋 GI	NA - Download	×		x
← →	🖻 🖸 🗋 eq.gim	asoft.com/gina/Download.aspx	53	≡
	Gimaç	ukk's Incantatory Notation Apparatus Home	Forums	Î
		Download		
- H	Introduction		is not	
	Features	already installed.		Ε
	Download	 Download GINA		
	Change Log	- By using the above link, you acknowledge your acceptance of the <u>End User License Agreement</u> .		
	Getting Started			
	Characters			
	Trigger Groups			
	Triggers			
	Categories			
	Sharing			
				-
🔂 si	etup.exe	▼	downloads	×

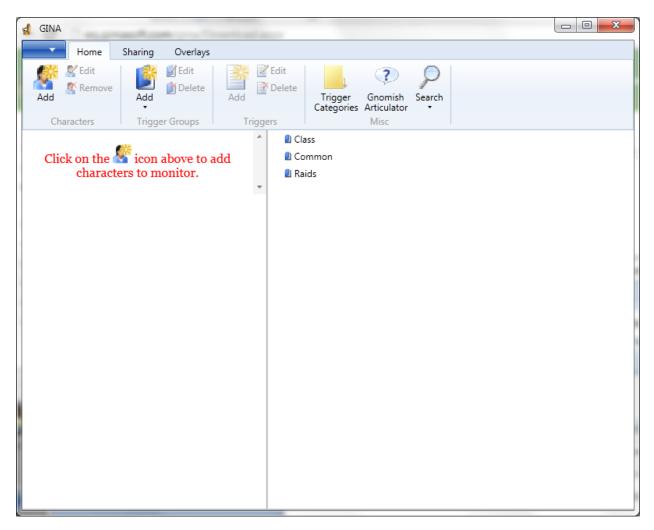
Run the setup.exe that it downloads. It may download and install the Microsoft .NET Framework 4.0 if you don't already have it installed. Then you may see:

Appli	cation Install - Security Warning
De	o you want to install this application?
	Name: GINA From (Hover over the string below to see the full domain): eq.gimasoft.com
	Publisher:         GimaSoft LLC         Install
	While applications from the Internet can be useful, they can potentially harm your computer. If you do not trust the source, do not install this software. <u>More Information</u>

Click Install. It will download the latest version of GINA and install it.

## **Configuring GINA:**

**Step 1: Adding a Character**. When GINA first starts, it's pretty empty. You need to first add a character. The first set of buttons in the ribbon is for characters, the second for trigger groups, and the last for the triggers themselves. So click the first Add button on the left.



GINA will then ask you for basic information. If you use the basic select button to find your log file from EQ, it'll populate everything for you:

Character Editor	48
General Setting	5
Log File	C:\Sony\EverQuest\Logs\eqlog_Ssark_cazic.txt
Profile Name	Ssark (cazic)
Character Name	Ssark
Monitor on S	tartup
Audia Cattinan	
Audio Settings	
Volume	
Voice	Microsoft Anna
Voice Speed	N
Phonetic Name	Ssark 💽
Sample	{C}, change this text and press the play button to hear a sample.
	Save Cancel

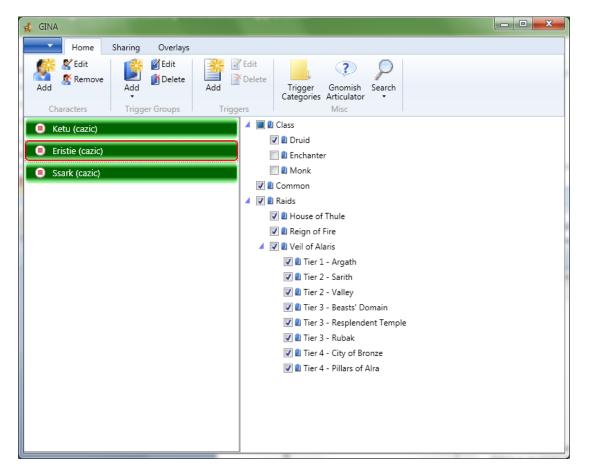
You can change the Voice Speed, how the name is pronounced (like I remove the extra "S"), and listen to the sample. You can always edit this later also. Click Save.

You can add additional characters in the same way by selecting their log files.

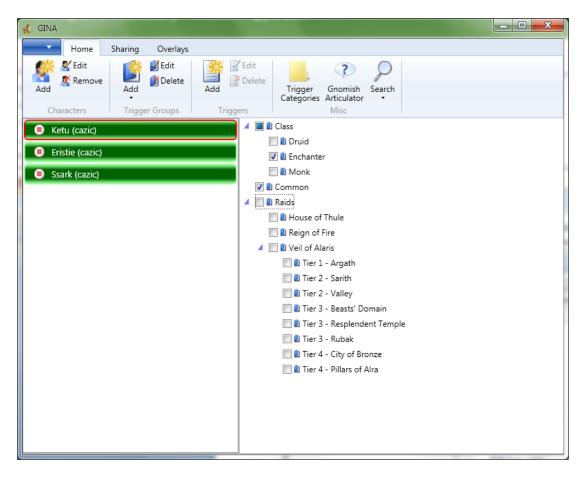
**Step 2: Adding Trigger Groups.** GINA starts pretty basic. I like to add some trigger groups for different classes and raids. To do so, I use the second group of icons to add some trigger groups as shown below:

🔹 GINA	
Home Sharing Overlays	
Image: Second system     Image: Second system <th>Trigger Gnomish Search Categories Articulator • Misc</th>	Trigger Gnomish Search Categories Articulator • Misc
🗧 Ketu (cazic) 🖌 🗌	2 Class
Eristie (cazic)	Druid
	🔲 🛯 Enchanter
Ssark (cazic)	D Monk     Common
	2 Raids
	✓ III House of Thule
	🔽 🛯 Reign of Fire
	🔽 🛯 Veil of Alaris
	📝 🛯 Tier 1 - Argath
	🔽 🗋 Tier 2 - Sarith
	Tier 2 - Valley
	☑ 1 Tier 3 - Beasts' Domain ☑ 1 Tier 3 - Resplendent Temple
	V II Tier 3 - Rubak
	V 🛙 Tier 4 - City of Bronze
	📝 🛍 Tier 4 - Pillars of Alra

Notice above Ssark's profile has the red circle around it, that's because I've selected her. When her log file sees any of the checked trigger groups, her trigger will fire. Compare that to Eristie's (who raids):



Her profile is the same as Ssark's, except she looks at the Druid class triggers. And now Ketu, my enchanter, who doesn't raid at all:



So Ketu will see the common triggers, the Enchanter triggers, and no raid triggers.

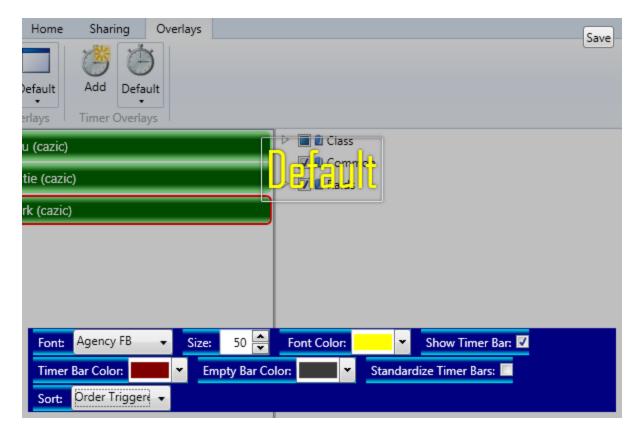
**Step 3: Setting the Overlays.** An overlay is the position on the screen where the text or timer appears. To set the overlays, click on the Overlays tab. For now, click the Default Timer button arrow and click Properties.

🔹 GINA	
Home Sharing Overlays	
Add Default	
Properties Timer Overlays	
Delete IV (cazic) <ul> <li>Eristie (cazic)</li> </ul>	<ul> <li>▷ ■ 2 Class</li> <li>☑ 2 Common</li> <li>▷ ☑ 2 Raids</li> </ul>
Ssark (cazic)	

A ghosty window with some options will appear, including the letters DEFAULT in yellow text. Move the window around, adjust the text as you wish, then click Save. This is where the default triggers will fire off text when they appear.

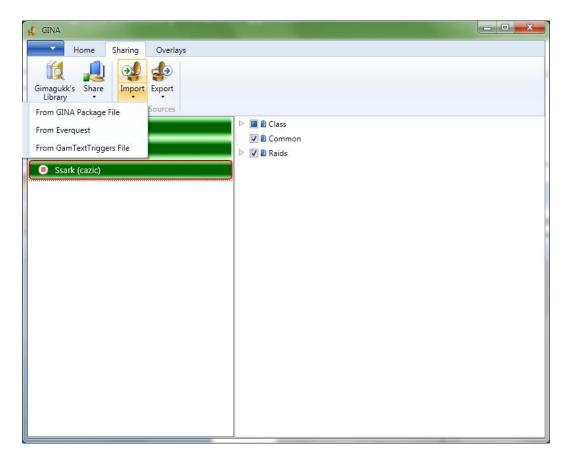
Font: A	rial 🔻 Size: 40 🔽 Color: 💌	Fade Delay: 10 💌	Save
	Gimaoukk's Incantatory Notatio	n Apparatus	Home Foru
<ul><li>Introde</li><li>Feature</li><li>Down</li></ul>	Home Sharing Overlays           Home         Sharing         Overlays           Add         Default         Add         Default           Text Overlays         Timer Overlays         Timer Overlays	Default	
<ul> <li>Cha</li> <li>Gettin</li> <li>Chara</li> </ul>	Ketu (cazic)     Eristie (cazic)	<ul> <li>Class</li> <li>Common</li> <li>Raids</li> </ul>	

You can do the same thing with the Timer overlay. There are a few more options you can play with once you understand it better, but for now, place the timer where you want on the screen, and click Save.



Ok, so at this point we have characters made, we have some trigger groups to organize our triggers, and we have the spot on the screen we want the text and timers to go. Now it's time for triggers!

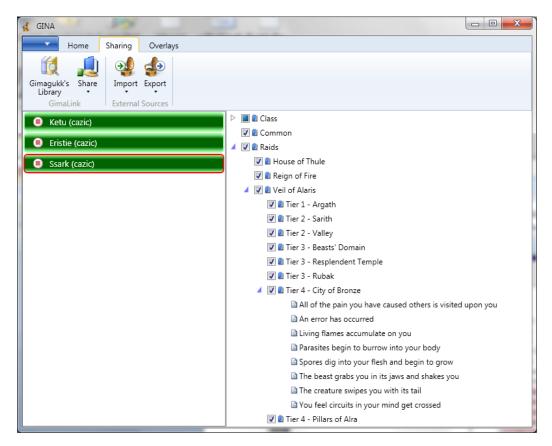
**Step 4: Importing a GTT trigger.** Currently, EQ Freelance supports both GTT and GINA, and publishes its triggers in GTT. So how to import a set of Freelance triggers? Click on the Sharing tab at the top, and click Import from GamTextTriggers file as shown below. You will then be prompted to find the .GTT file you downloaded from the Freelance site on your computer. I tend to save them in My Documents\GTT, and the sound files in My Documents\WAV, but whatever works for you.



A window will pop open with the Merge title. I do *not* let GINA merge the package for me; instead, I expand the GamTextTriggers on the left and drag and drop, one at a time, the triggers over to the correct raid (in this case, CoB). Then click Merge.

🚽 GI	NA			x
	Merge			
	Automatically merge package for me			
Gim	Shared Triggers	Your Triggers		1
	GamTextTriggers	l Raids	*	
		U House of Thule		
		Veil of Alaris		
		Tier 1 - Argath		
		Tier 2 - Valley		
0		Tier 2 - Sarith		
_		Tier 3 - Beasts' Domain		
		🛙 Tier 3 - Rubak		
		Tier 3 - Resplendent Temple		
		Tier 4 - City of Bronze		
		Parasites begin to burrow into your body		
		The creature swipes you with its tail		
		The beast grabs you in its jaws and shakes you	ou	
		An error has occurred		
		You feel circuits in your mind get crossed	_	
		All of the pain you have caused others is visi		
		Spores dig into your flesh and begin to grow	v	
		Living flames accumulate on you		
		🛯 Tier 4 - Pillars of Alra	-	
		Reign of Fire	•	
	Drag trigger groups or triggers from the selected package (on the	left) and draw there to the desired trippers groups (or the	nin hat	-1
	or select the "Automatically Merge" checkbox. Click Merge to finis			
	, , , , , , , , , , , , , , , , , , , ,			
		Merge	Cancel	

The triggers are now in the right place in GINA:



However, you're not done yet. GTT is very limited in scope and audio, but GINA isn't, so that means you need to do a little extra work (until Freelance publishes both GTT and GINA files for download, that is). We need to open each trigger and configure a few more things. Let's look at the first one together, as it comes from Freelance:

Home S Trigger Editor	
Gimagukk's Share Library Gimatink       Trigger Name All of the pain you have caused others is visited upon you Search Text All of the pain you have caused others is visited upon you Use Regular Expressions Category Default Comments VoA - CoB - Stage 2 - Arch Carnifex Wilo, 100k DD, stay in aura to avoid. Little reminder trigger in case.         Basic Timer Timer Ending Timer Ended         Display Settings         V Display Text Stay in the AURA to avoid 100k DD         Audio Settings         No Sound         Use Text To Speech         Text to Say         Interrupt Speech         Play Sound File         Sound File	
Save Cancel	

First and foremost, the Sound file won't work -- because the .wav file isn't correct. You'll need to click the "..." button and locate it (again, I put mine in My Documents\WAV):

🛃 GINA		
Home S	Trigger Editor	
	Trigger Editor         General Settings         Trigger Name       All of the pain you have caused others is visited upon you         Search Text       All of the pain you have caused others is visited upon you         Use Regular Expressions       Category         Category       Default •         Comments       VoA - CoB - Stage 2 - Arch Carnifex Wilo, 100k DD, stay in aura to avoid. Little reminder trigger in case.         Basic       Timer Timer Ending         Display Settings       Image: Display Text         Stay in the AURA to avoid 100k DD       Audio Settings         No Sound       Use Text To Speech         Text to Say       Interrupt Speech         Play Sound File       Sound File         Sound File       Sound File         Sound File       Sark (cazic)	sited upon you
	Save Cancel	

Then, since I box, I'm also going to want to know WHICH character got emoted -- and GINA lets me do that! I simply add a {C} in the Display Text to show the character's name -- remember, they all share this trigger, but {C} will display the character's name for which the trigger was seen.

🕵 GINA		
Home S	Trigger Editor	
	General Settings	I.
Gimagukk's Share	Trigger Name All of the pain you have caused others is visited upon you	ľ
Library • GimaLink	Search Text All of the pain you have caused others is visited upon you	
	Use Regular Expressions	
Ketu (cazic)	Category Default	
Eristie (cazic)	Comments VoA - CoB - Stage 2 - Arch Carnifex Wilo, 100k DD, stay in aura to avoid.	
Ssark (cazic)	Little reminder trigger in case.	ľ
	Basic Timer Inding Timer Ended	J
	Display Settings	ł
	☑ Display Text {C} - \$tay in the AURA to avoid 100k DD	
	Audio Settings	Ľ
	O No Sound	Ľ
	O Use Text To Speech	l
	Text to Say	ľ
	Interrupt Speech isited upon you	ł
	Play Sound File	
	Sound File C:\Users\Ssark\Documents\WAV\Alert5.wav	
	Test Ssark (cazic)	
	we you	
	Save Cancel	

I do the same thing for the other triggers, but it gets a little more tricky if the emote is public. By public, I mean, everyone sees the emote, not just me. For example, in Resplendent Temple, who needs to hug the totem is seen by all my characters, so I need to know WHICH ONE is supposed to run. This is going to happen for any emote Freelance publishes for GTT that has "YOURNAME" in it and you're supposed to edit it. First, the original:

🚽 GINA	NAMES OF TAXABLE PARTY OF TAXABLE PARTY.	
Home S	Trigger Editor	
11	General Settings	
Gimagukk's Share	Trigger Name YOURNAME is still covered in filth	
Library • GimaLink	Search Text YOURNAME is still covered in filth	
Ketu (cazic)	Use Regular Expressions	*
	Category Default •	
Eristie (cazic)	Comments VoA - RT Raid - Splendor mini-boss (Avatar 50%) - PERSONAL FAIL	
Ssark (cazic)	TOTEM EMOTE - REPLACE YOUR_NAME with your character name	
	Basic Timer Timer Ending Timer Ended	
	C Display Settings	
	Display Text YOU FAILED TOTEM EMOTE!	
	C Audio Settings	
	O No Sound	
	O Use Text To Speech	1
	Text to Say	
		ice to Sholoth
		th that surrounds you
	Sound File C:\Users\Ssark\Documents\WAV\you_have_failed.wav	
	Test Ssark (cazic)	
	Save Cancel	
		*

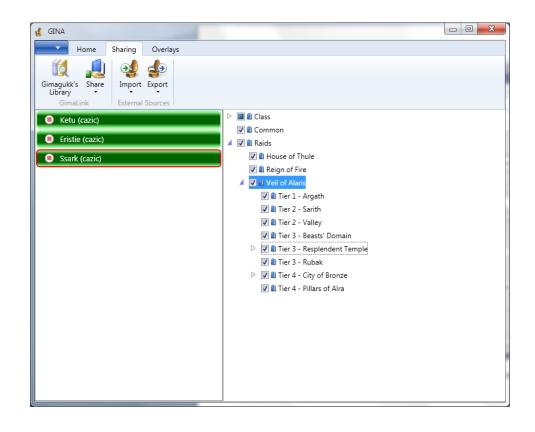
Notice the YOURNAME. In GINA, you simply replace the YOURNAME with {S}, which looks for any character's name, not just your own:

🛃 GINA		
Home S	Trigger Editor	
	General Settings	
Gimagukk's Share	Trigger Name {S} is still covered in filth	
Library • GimaLink	Search Text (S) is still covered in filth	
Ketu (cazic)	Use Regular Expressions	*
	Category Default 💌	Π
Eristie (cazic)	Comments VoA - RT Raid - Splendor mini-boss (Avatar 50%) - PERSONAL FAIL	
Ssark (cazic)	TOTEM EMOTE - REPLACE YOUR_NAME with your character name	
	Basic Timer Timer Ending Timer Ended	
	C Display Settings	
	Display Text {S} FAILED TOTEM EMOTE!	
	C Audio Settings	
	O No Sound	
	O Use Text To Speech	
	Text to Say	
		ice to Sholoth
		th that surrounds you
	Sound File C:\Users\Ssark\Documents\WAV\you_have_failed.wav	
	Test Ssark (cazic)	
	Save Cancel	
		· ·

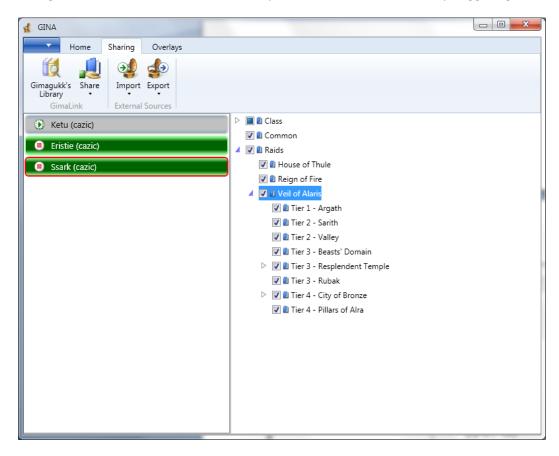
In this case, I see a trigger for ANYONE who fails the emote, and multiple if multiple people do. That way, I can tell Furro that you failed so he can yell at you later. If instead, I change the {S} to {C}, it only cares about my characters:

Now, I only get an emote if one of my characters fails, and the emote will even tell me which one failed!

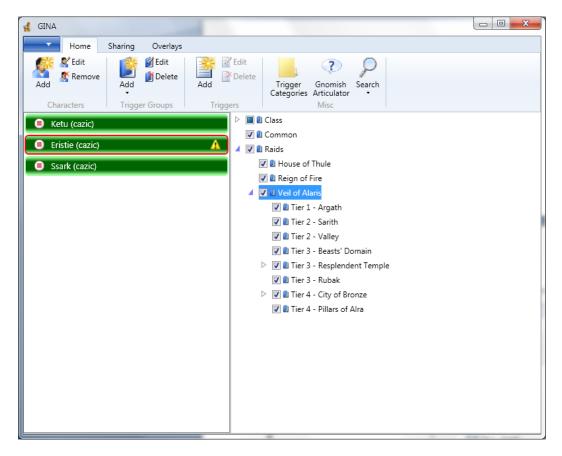
Step 5: Making Sure Its Running. When it's running, your screen should look like this:



Notice how each bar is green, but there is a red "stop" button next to each character. This means GINA has found the EQ log file for each character, and the "stop" button if clicked would stop triggering on that character. For example:



Above, Ketu is not being monitored, whereas Ssark and Eristie are.



In the example above, Eristie's log file cannot be found. (If you mouse over the little yellow warning symbol, it will tell you just that).

## **Advanced Topics**

**Gimagukk's Library.** On the Sharing tab, you'll see his library, and you can actually download the triggers from his raids. His guild is generally ahead of Freelance, so if your trigger from Freelance isn't working, take a look at his. He'll also show you how to do fancy triggers like one that displays text whenever you nuke for over 80k. Pretty cool stuff.

**Sharing with Others.** You can also share triggers with other Freelancers. Click on a Trigger Group, then on the Sharing tab click Quick Share. The following will happen:

dina dina	
Home Sharing Overlays	
Gimagukk's Share Library GimaLink External Sources	
Ketu (cazic)	D Class
Eristie (cazic)	Common Raids
Ssark (cazic) Share	
Upload Successful!	
Package Token: {G	INA:21041b10-dce6-4499-bcc7-d8ef4381649c}
	Copy To Clipboard Close er GINA users through a tell, guild chat, fellowship package with them. The token will be valid for ur.
	Tier 4 - Pillars of Alra

You've just uploaded some triggers into the cloud. If you click Copy to Clipboard and then paste into EQ, someone ELSE using GINA can actually get a copy of your triggers! When they click on the link in EQ, it'll prompt them to merge your triggers into their GINA. :) How cool is that?

**Designing Your Own.** I highly suggest checking out Gimagukk's library for examples of how the syntax works, and then you can design your own triggers. I also highly recommend testing your triggers out BEFORE raids begin. Create a channel for yourself and trigger and see what happens.

Good luck!