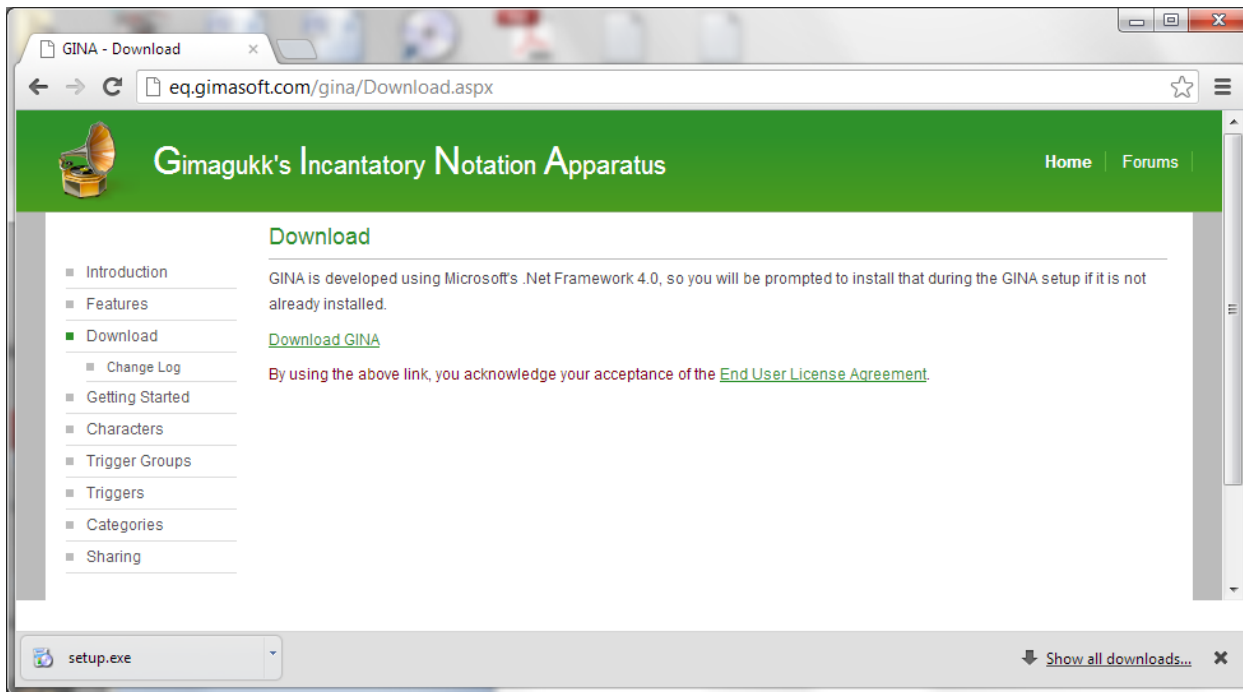
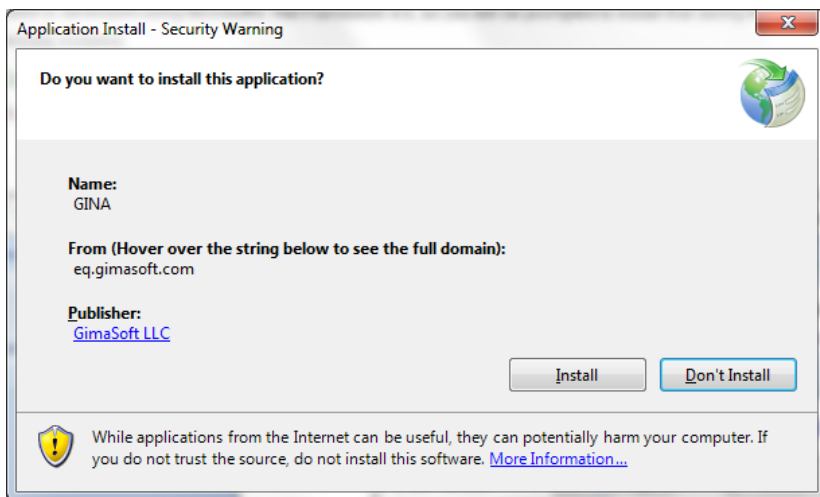


## Installing GINA:

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



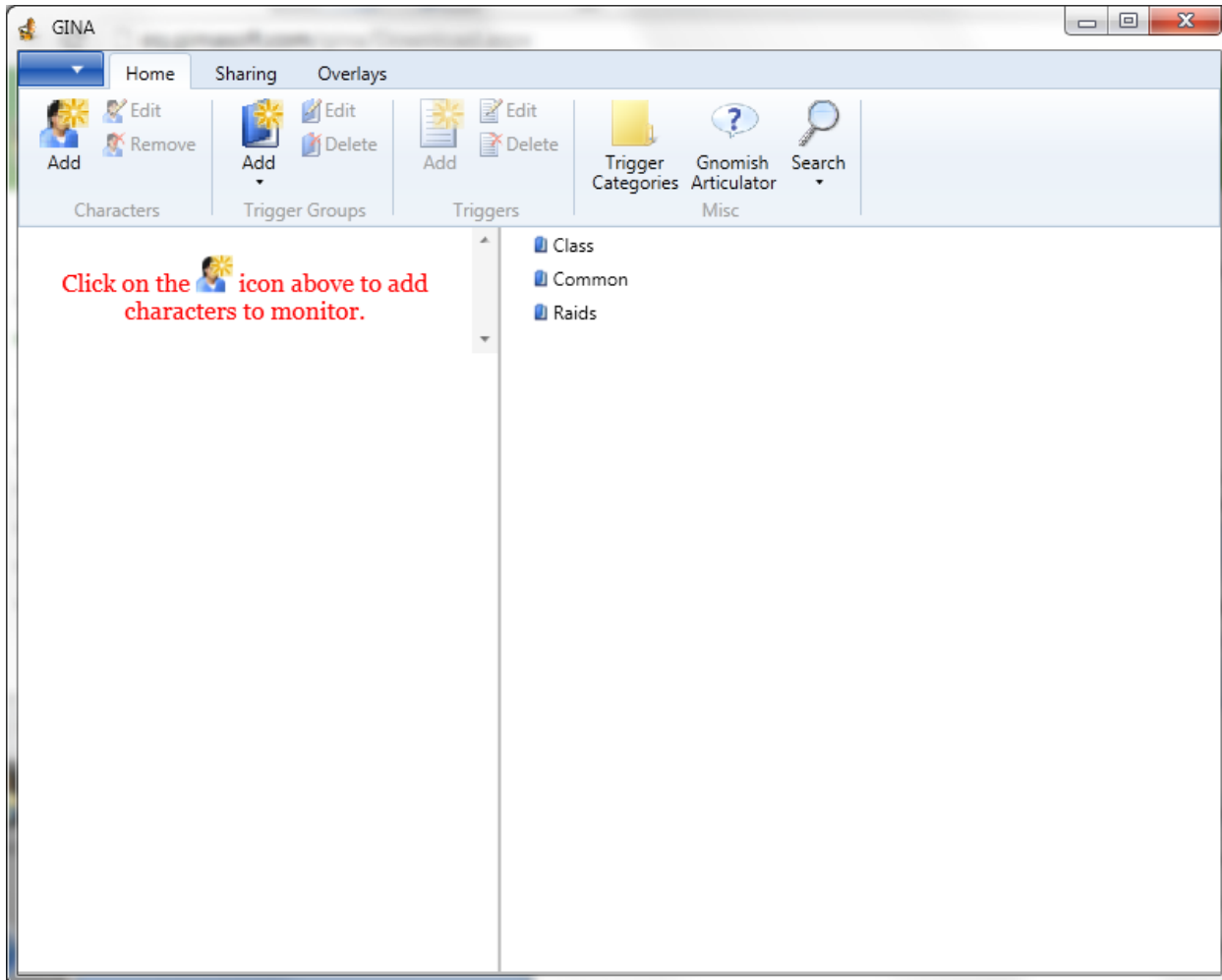
Run the setup.exe that it downloads. It may download and install the Microsoft .NET Framework 4.0 if you don't already have it installed. Then you may see:



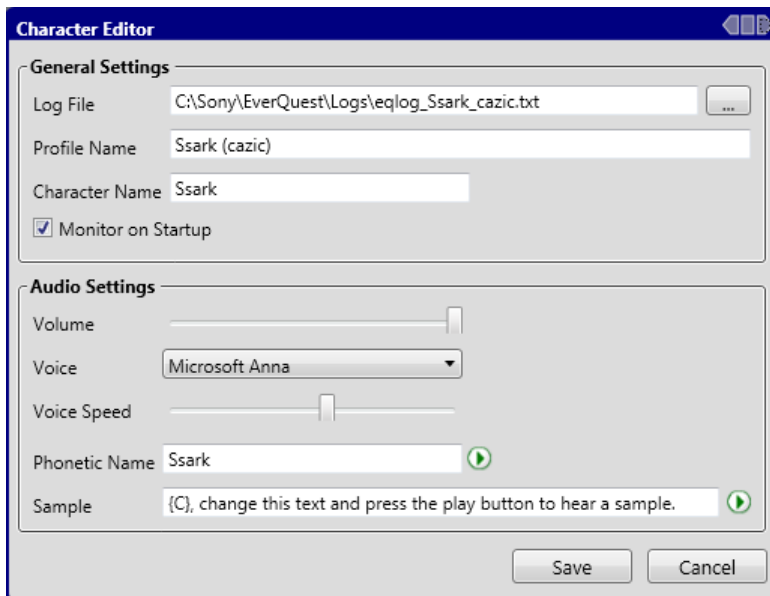
Click Install. It will download the latest version of GINA and install it.

## 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.



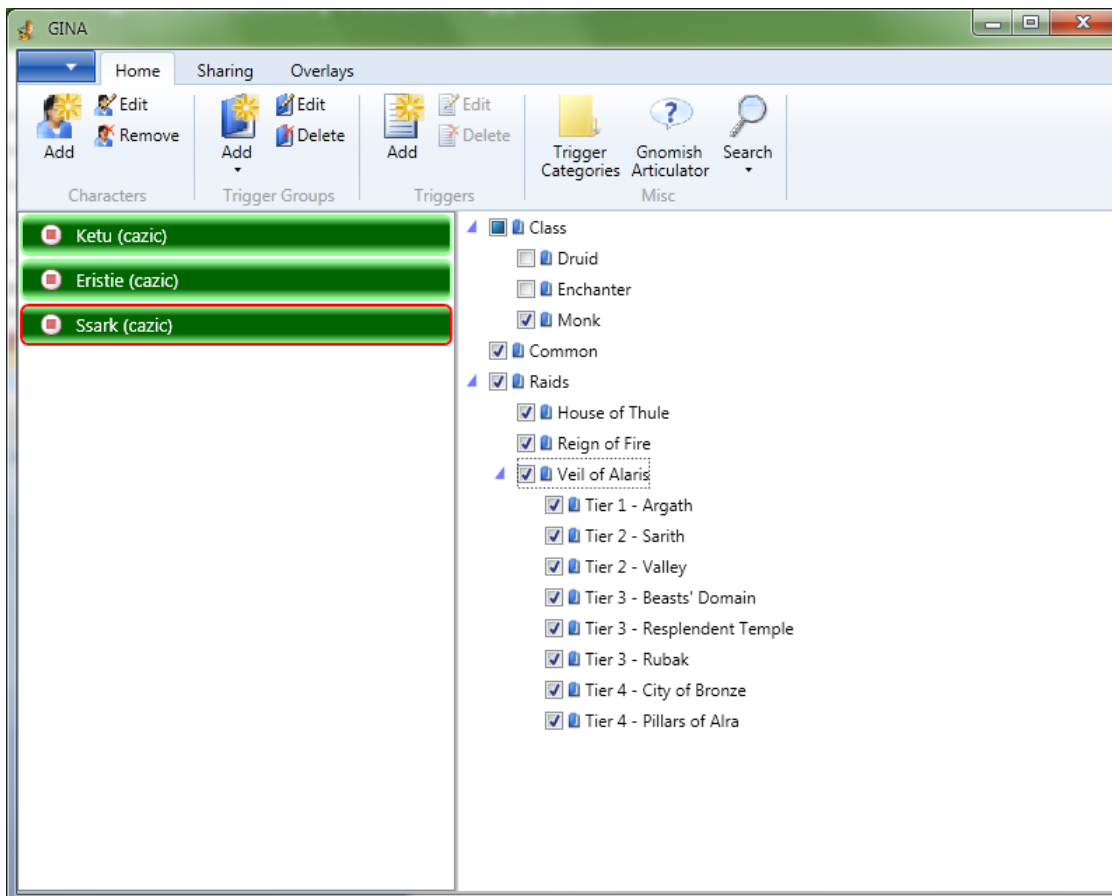
GINA will then ask you for basic information. If you use the basic select button to find your log file from EQ, it'll populate everything for you:



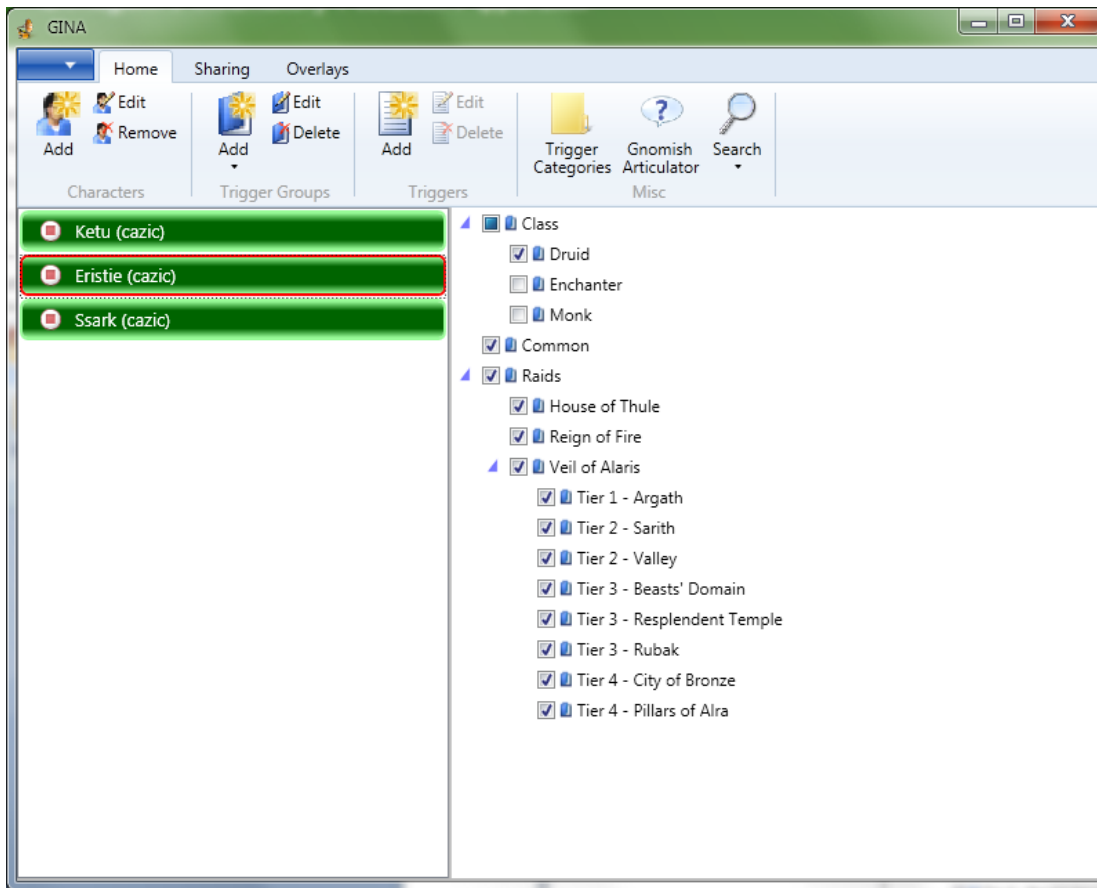
You can change the Voice Speed, how the name is pronounced (like I remove the extra "S"), and listen to the sample. You can always edit this later also. Click Save.

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

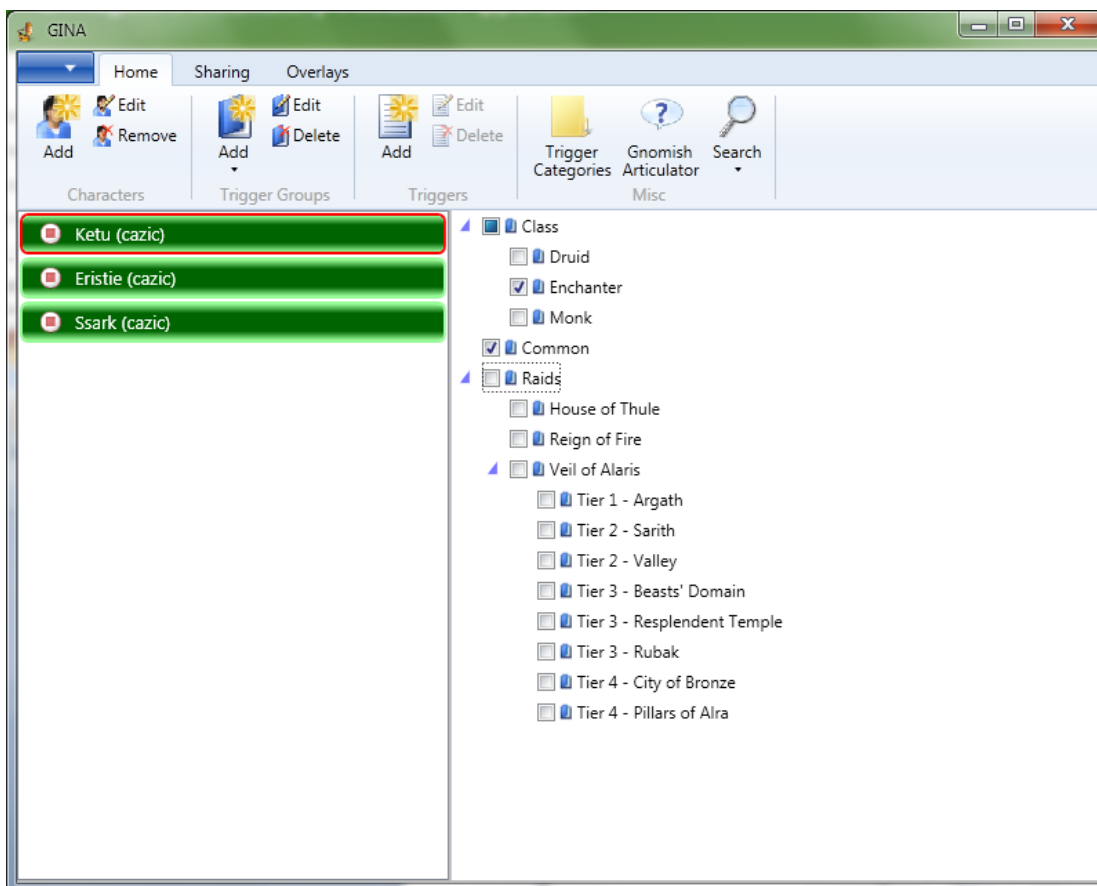
**Step 2: Adding Trigger Groups.** GINA starts pretty basic. I like to add some trigger groups for different classes and raids. To do so, I use the second group of icons to add some trigger groups as shown below:



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):

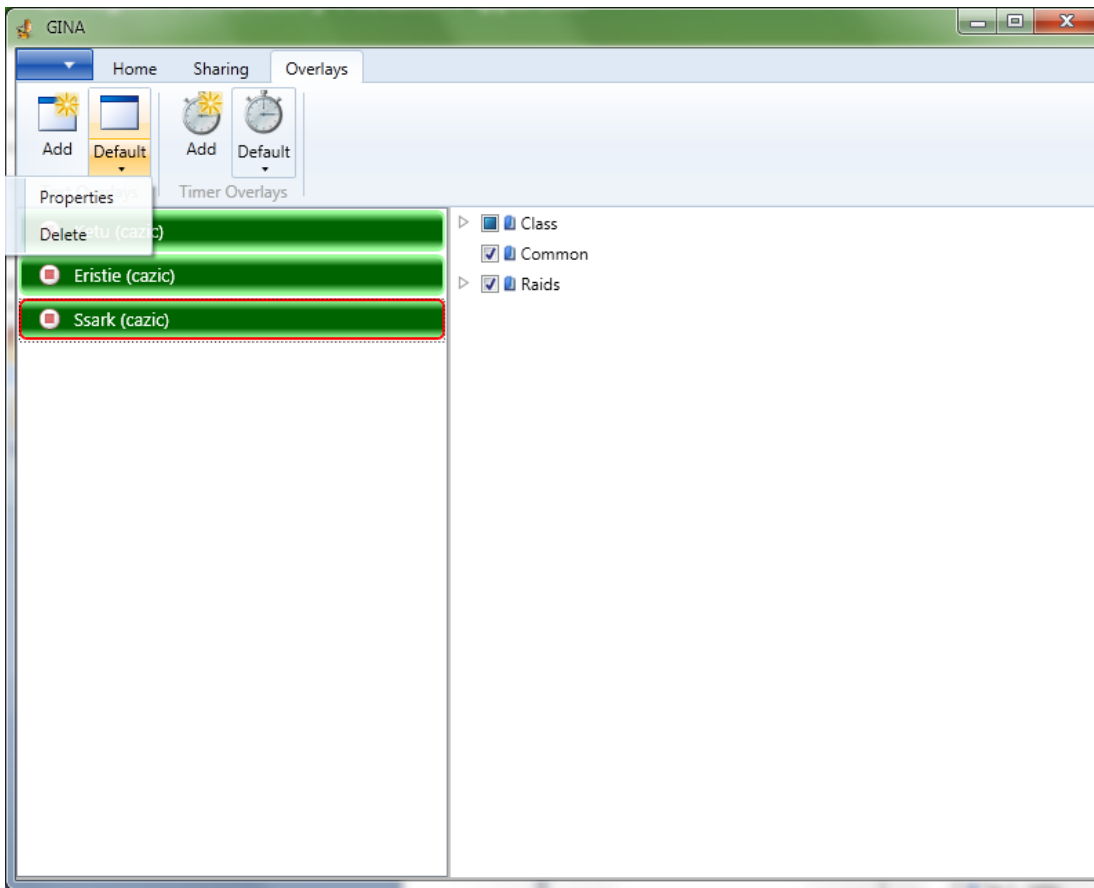


Her profile is the same as Ssark's, except she looks at the Druid class triggers. And now Ketu, my enchanter, who doesn't raid at all:

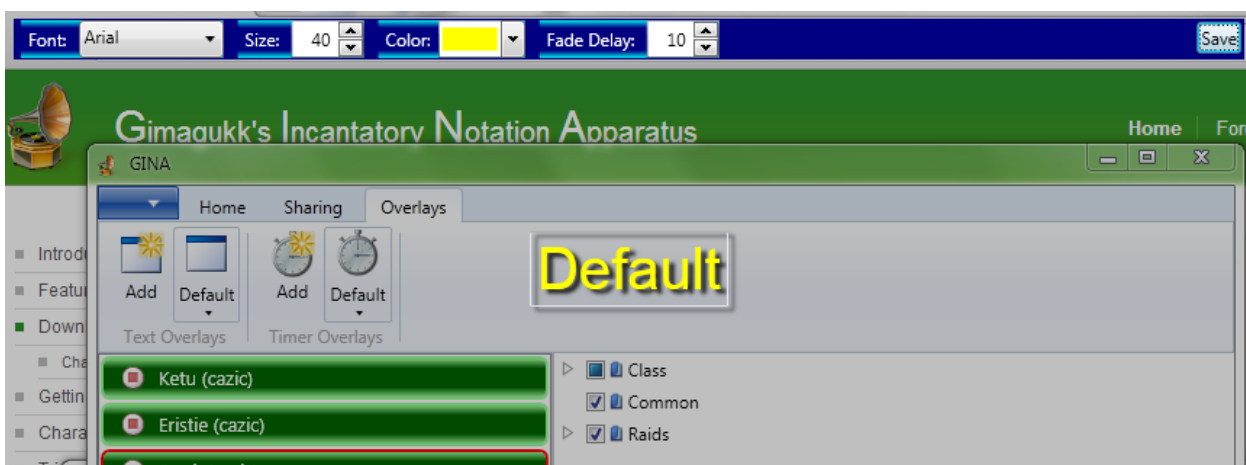


So Ketu will see the common triggers, the Enchanter triggers, and no raid triggers.

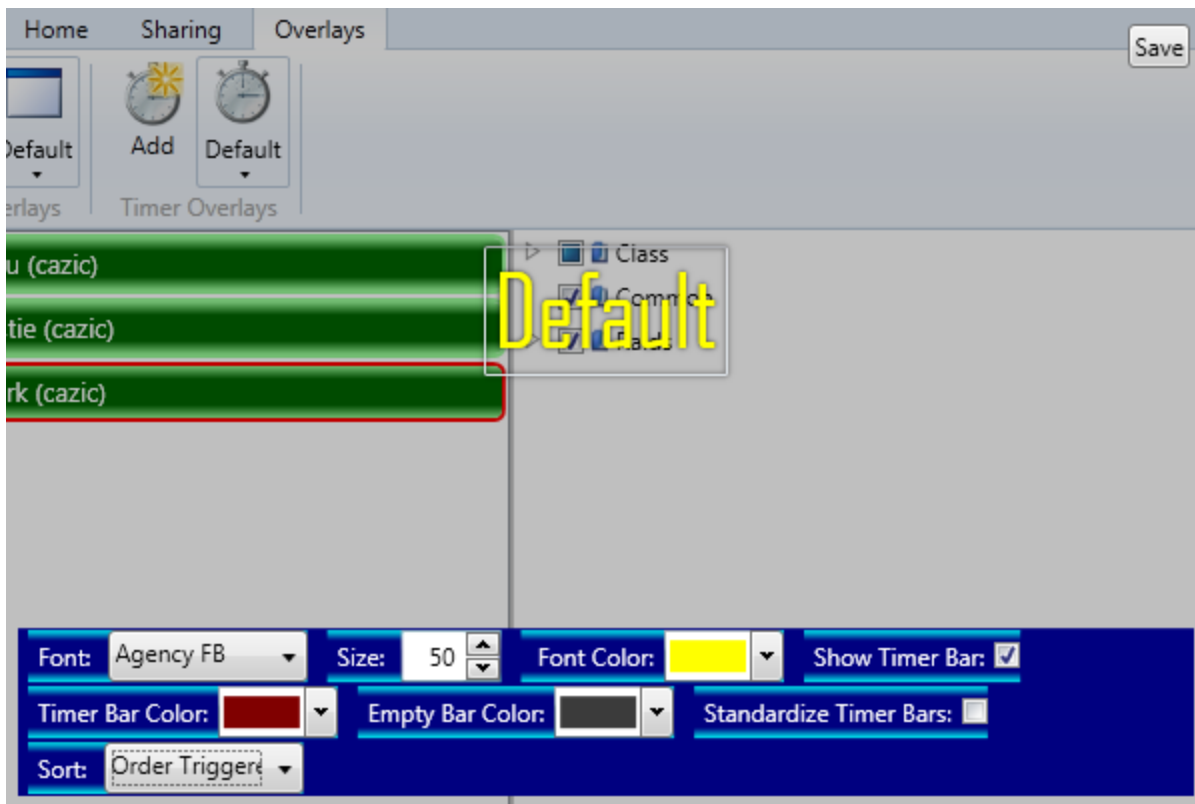
**Step 3: Setting the Overlays.** An overlay is the position on the screen where the text or timer appears. To set the overlays, click on the Overlays tab. For now, click the Default Timer button arrow and click Properties.



A ghostly 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.

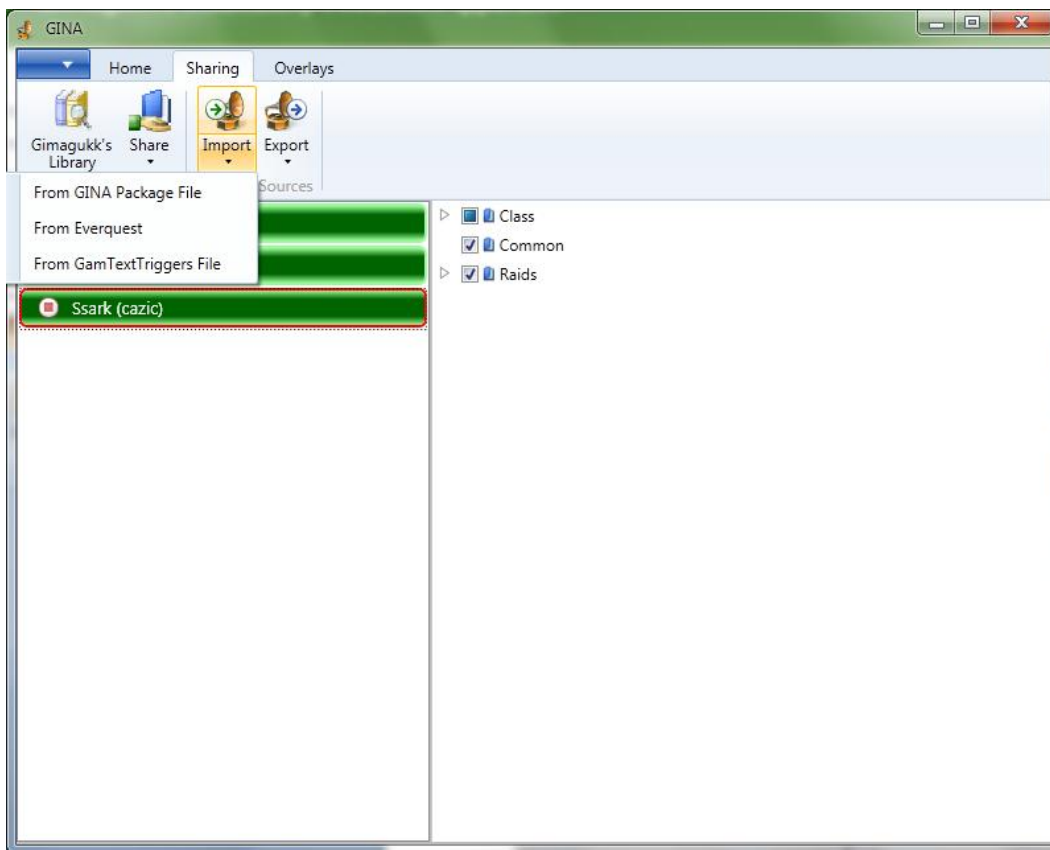


You can do the same thing with the Timer overlay. There are a few more options you can play with once you understand it better, but for now, place the timer where you want on the screen, and click Save.

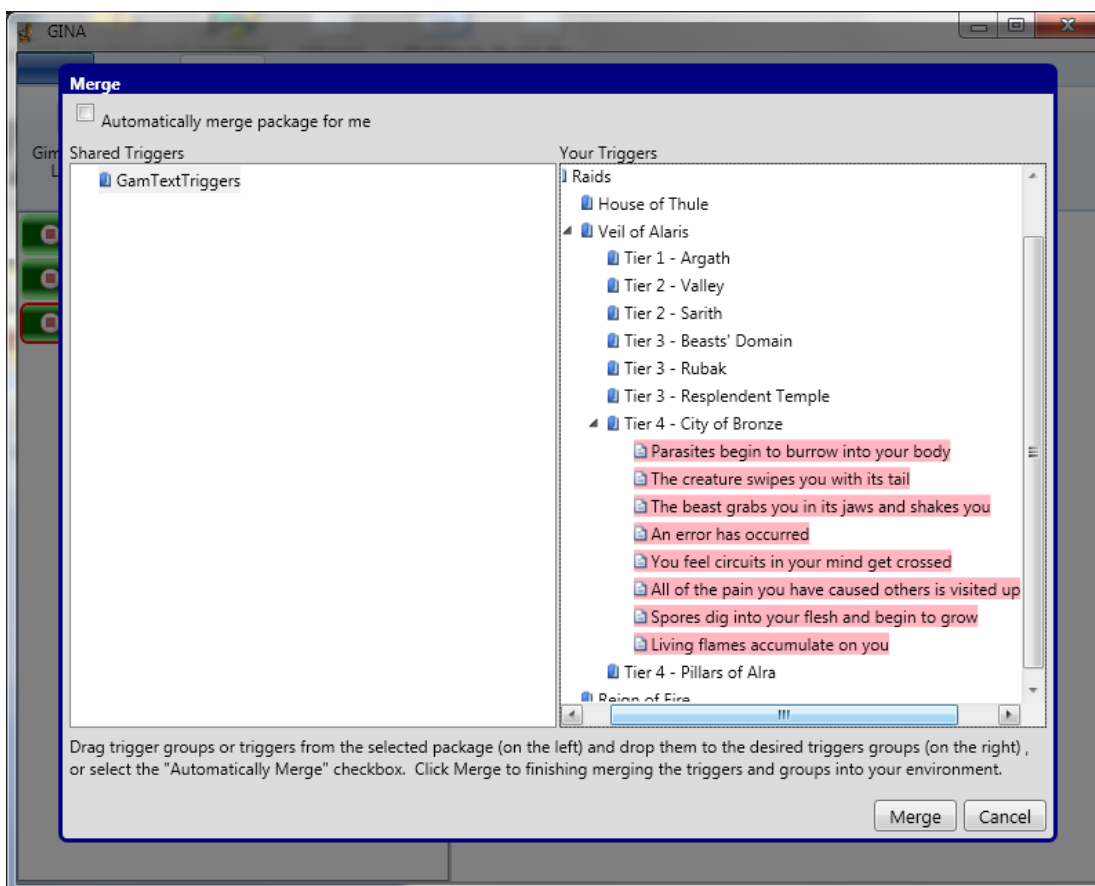


Ok, so at this point we have characters made, we have some trigger groups to organize our triggers, and we have the spot on the screen we want the text and timers to go. Now it's time for triggers!

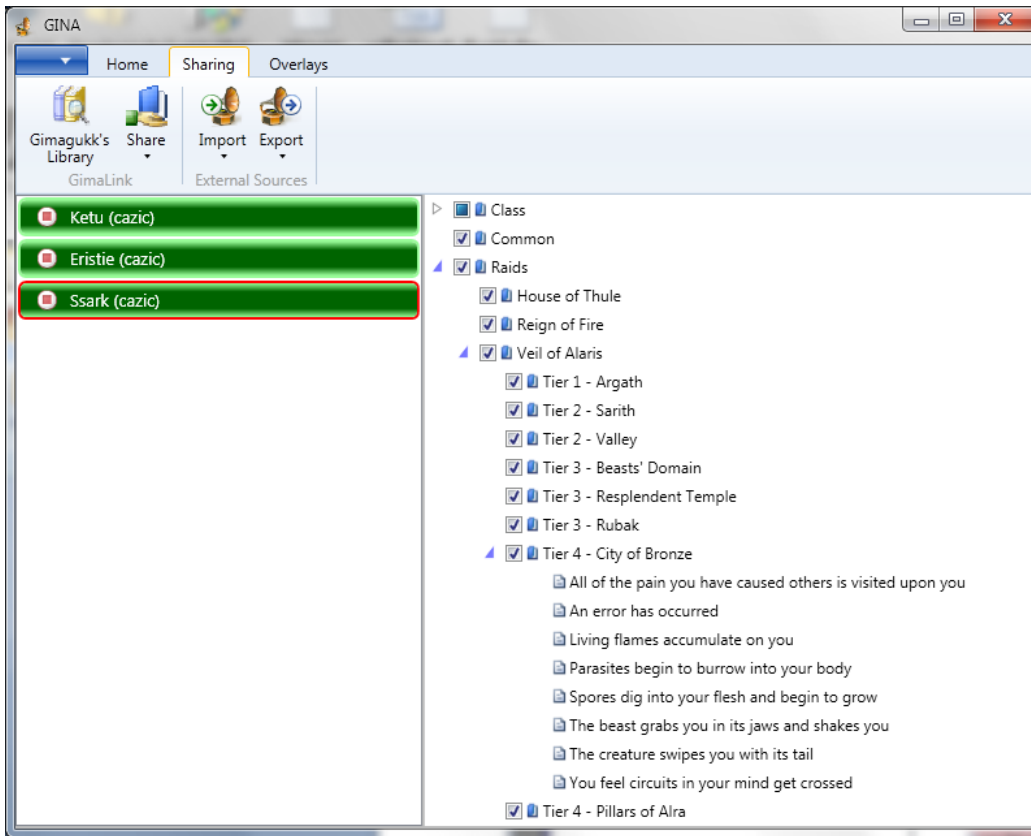
**Step 4: Importing a GTT trigger.** Currently, EQ Freelance supports both GTT and GINA, and publishes its triggers in GTT. So how to import a set of Freelance triggers? Click on the Sharing tab at the top, and click Import from GamTextTriggers file as shown below. You will then be prompted to find the .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.



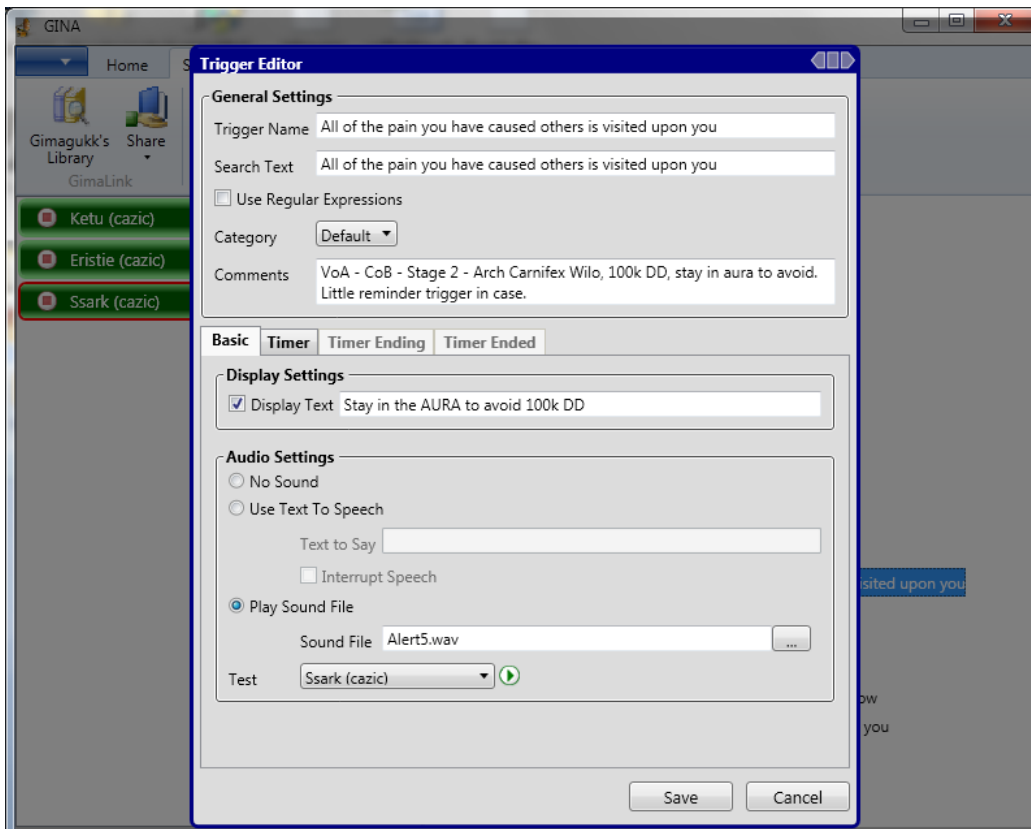
A window will pop open with the Merge title. I do *not* let GINA merge the package for me; instead, I expand the GamTextTriggers on the left and drag and drop, one at a time, the triggers over to the correct raid (in this case, CoB). Then click Merge.



The triggers are now in the right place in GINA:

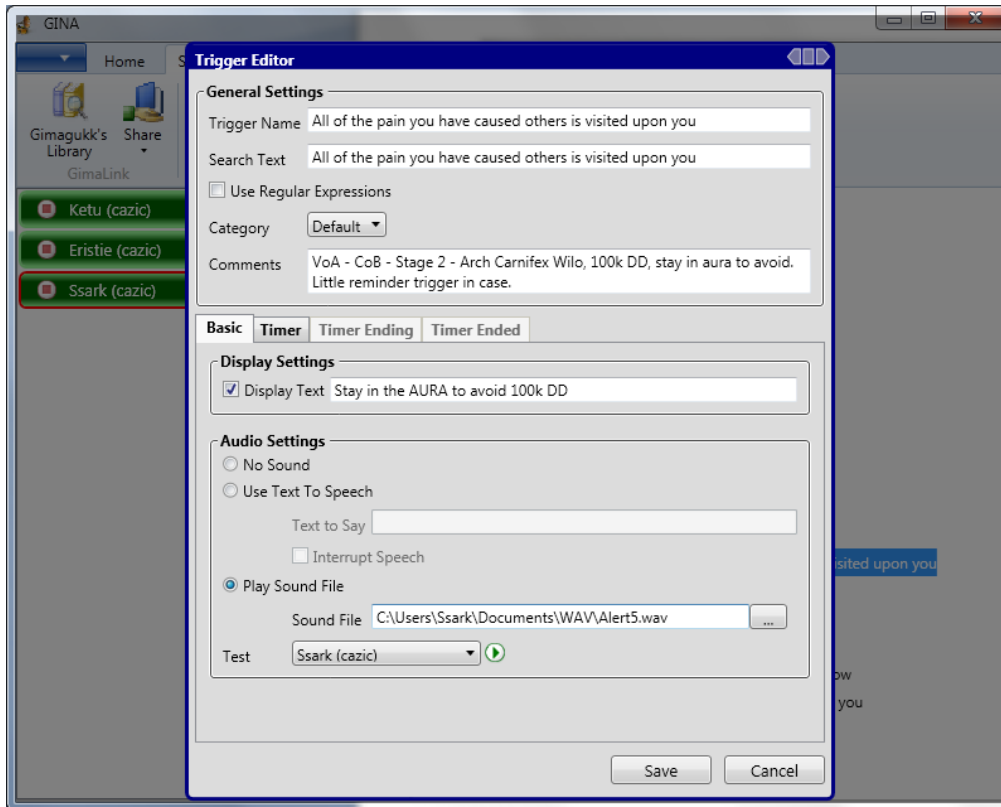


However, you're not done yet. GTT is very limited in scope and audio, but GINA isn't, so that means you need to do a little extra work (until Freelance publishes both GTT and GINA files for download, that is). We need to open each trigger and configure a few more things. Let's look at the first one together,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

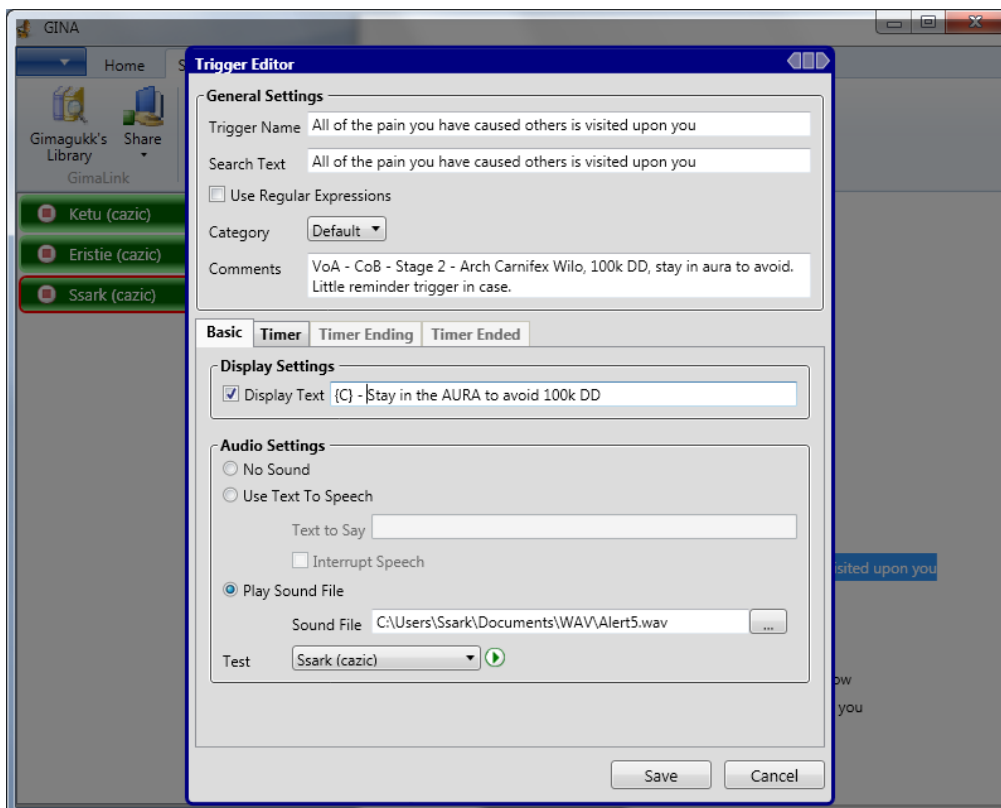




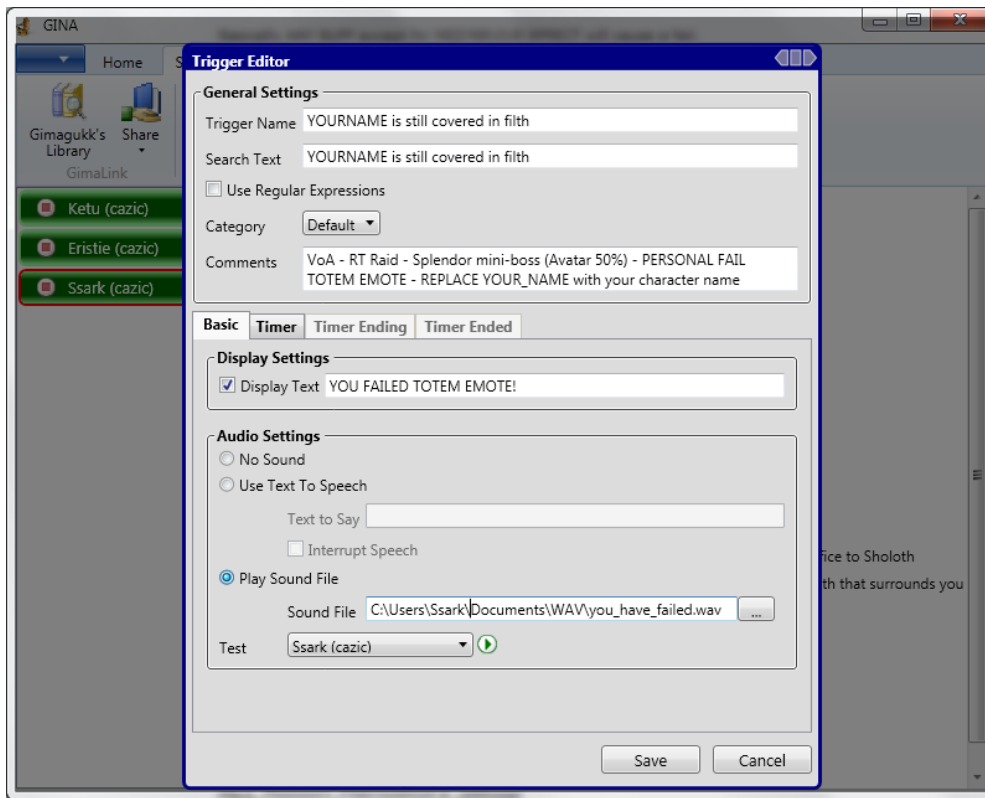
First and foremost, the Sound file won't work -- because the .wav file isn't correct. You'll need to click the "..." button and locate it (again, I put mine in My Documents\WAV):



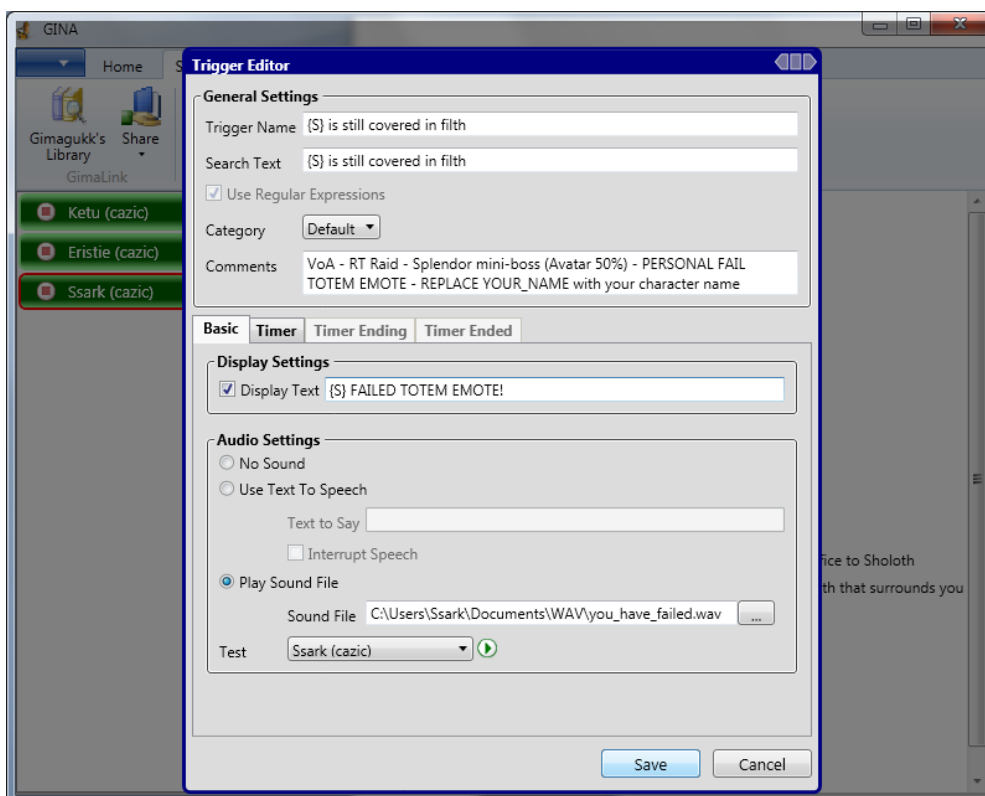
Then, since I box, I'm also going to want to know WHICH character got emoted -- and GINA lets me do that! I simply add a {C} in the Display Text to show the character's name -- remember, they all share this trigger, but {C} will display the character's name for which the trigger was seen.



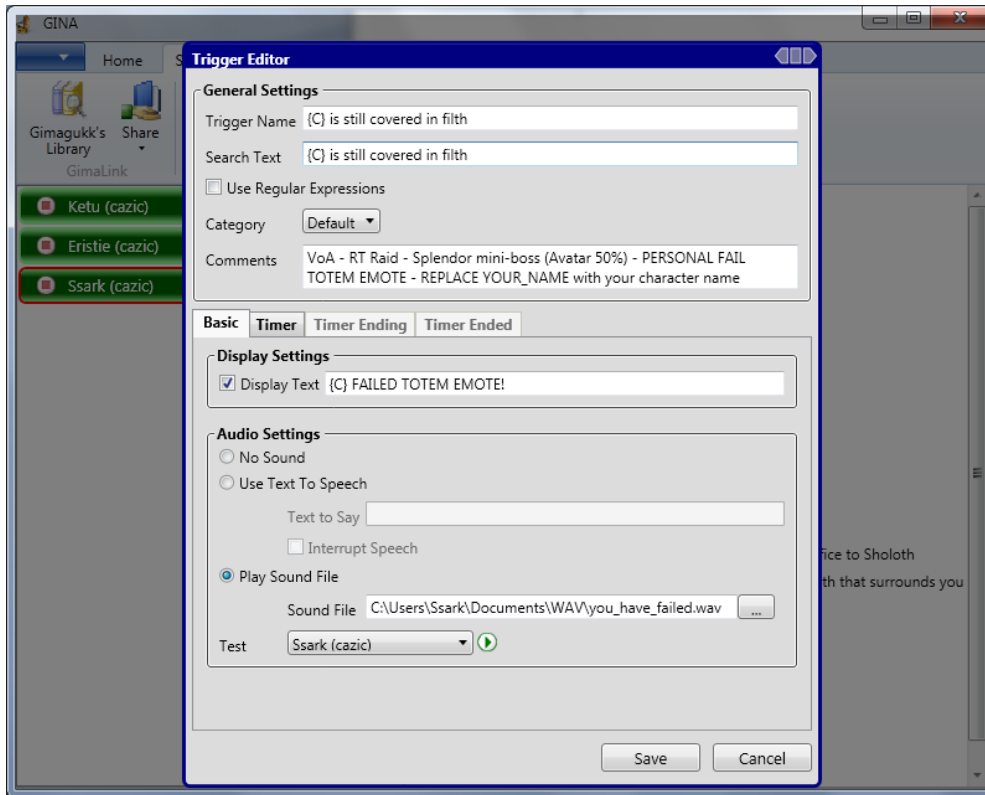
I do the same thing for the other triggers, but it gets a little more tricky if the emote is public. By public, I mean, everyone sees the emote, not just me. For example, in Resplendent Temple, who needs to hug the totem is seen by all my characters, so I need to know WHICH ONE is supposed to run. This 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:



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

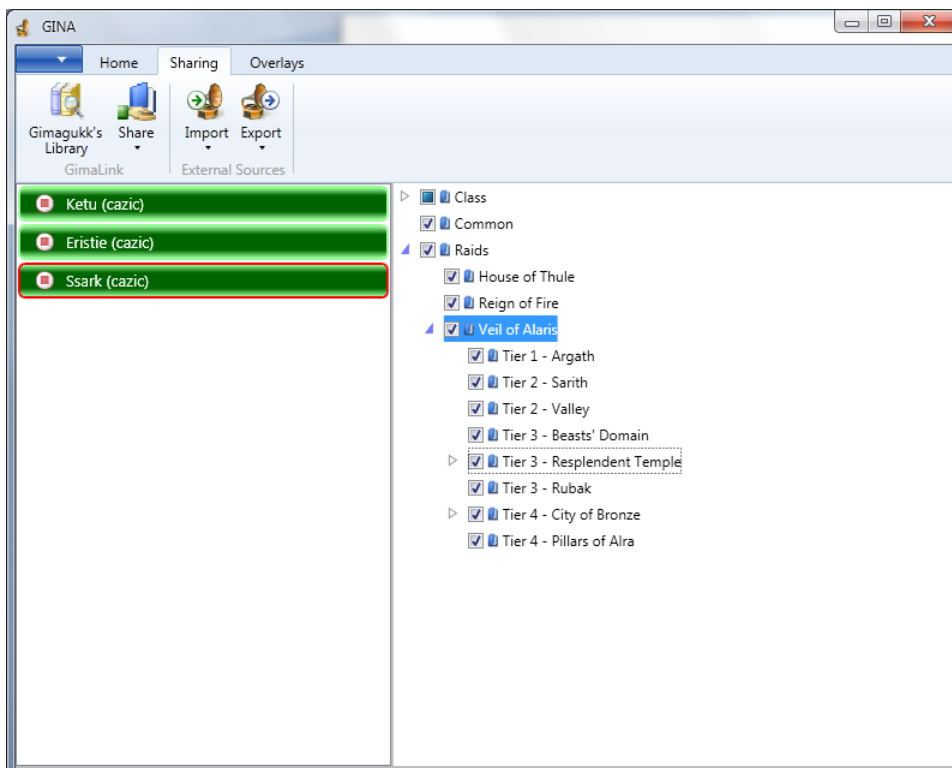


In this case, I see a trigger for ANYONE who fails the emote, and multiple if multiple people do. That way, I can tell Furro that you failed so he can yell at you later. If instead, I change the {S} to {C}, it only cares about my characters:

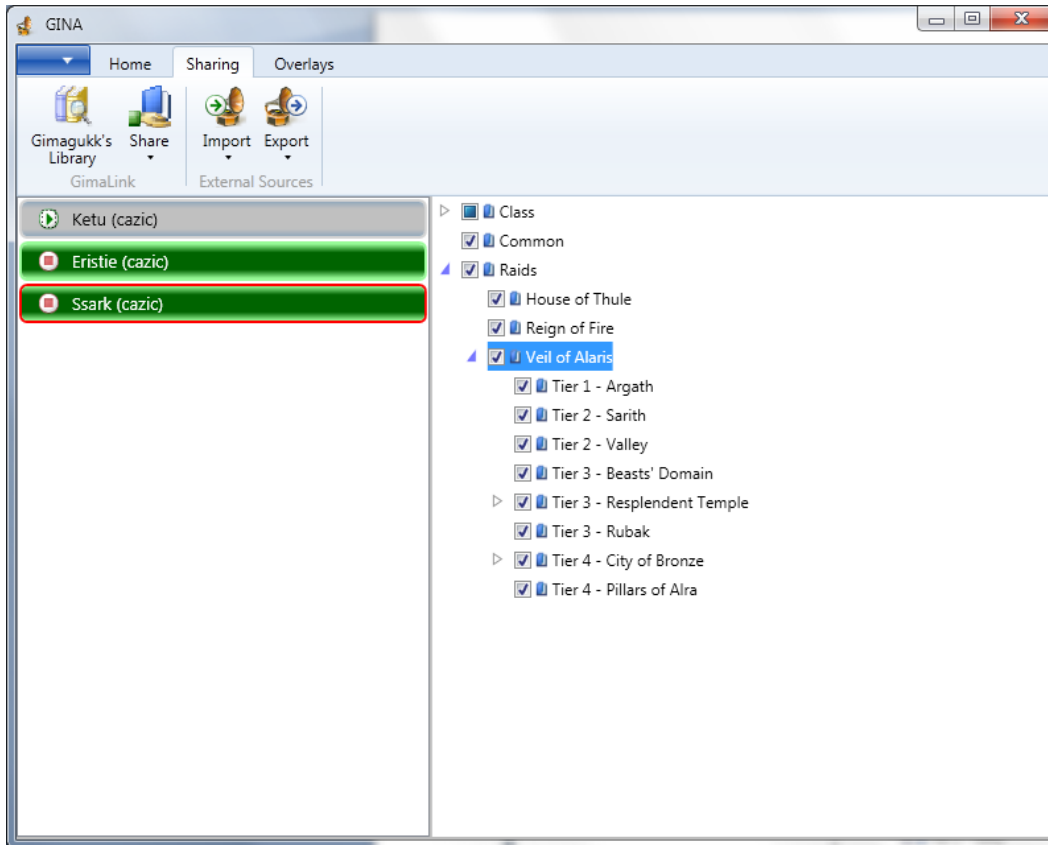


Now, I only get an emote if one of my characters fails, and the emote will even tell me which one failed!

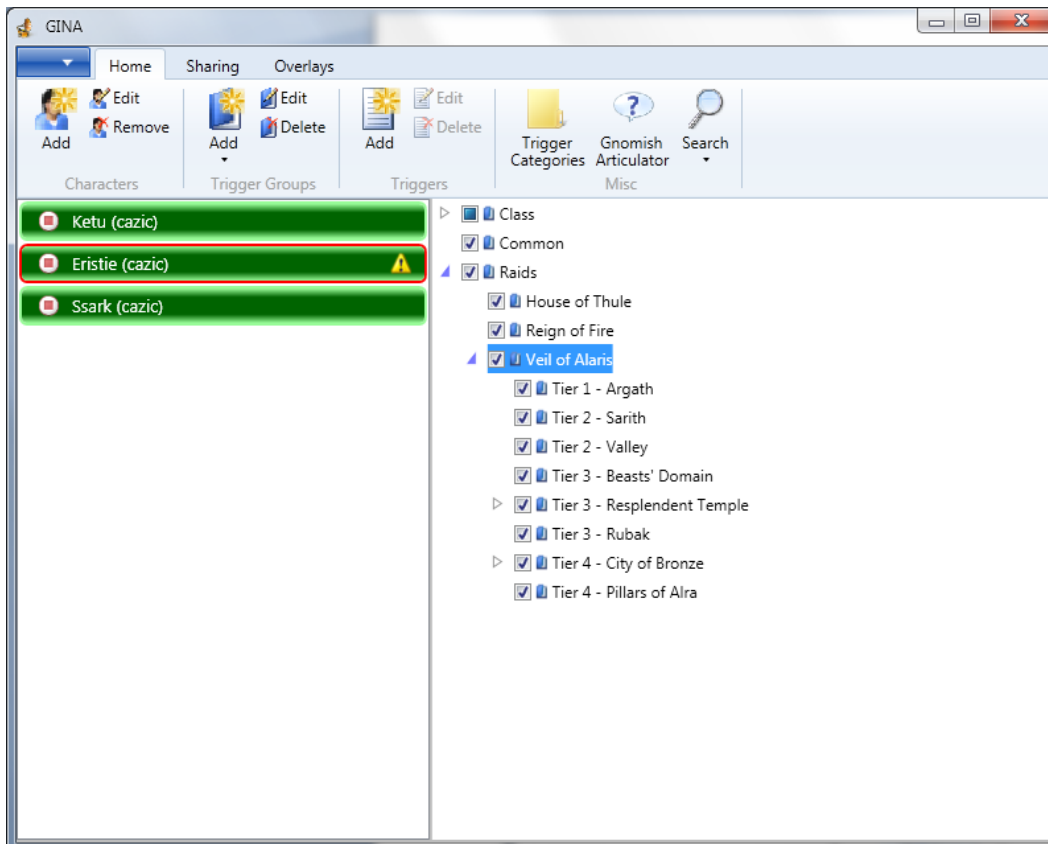
**Step 5: Making Sure Its Running.** When it's running, your screen should look like this:



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.

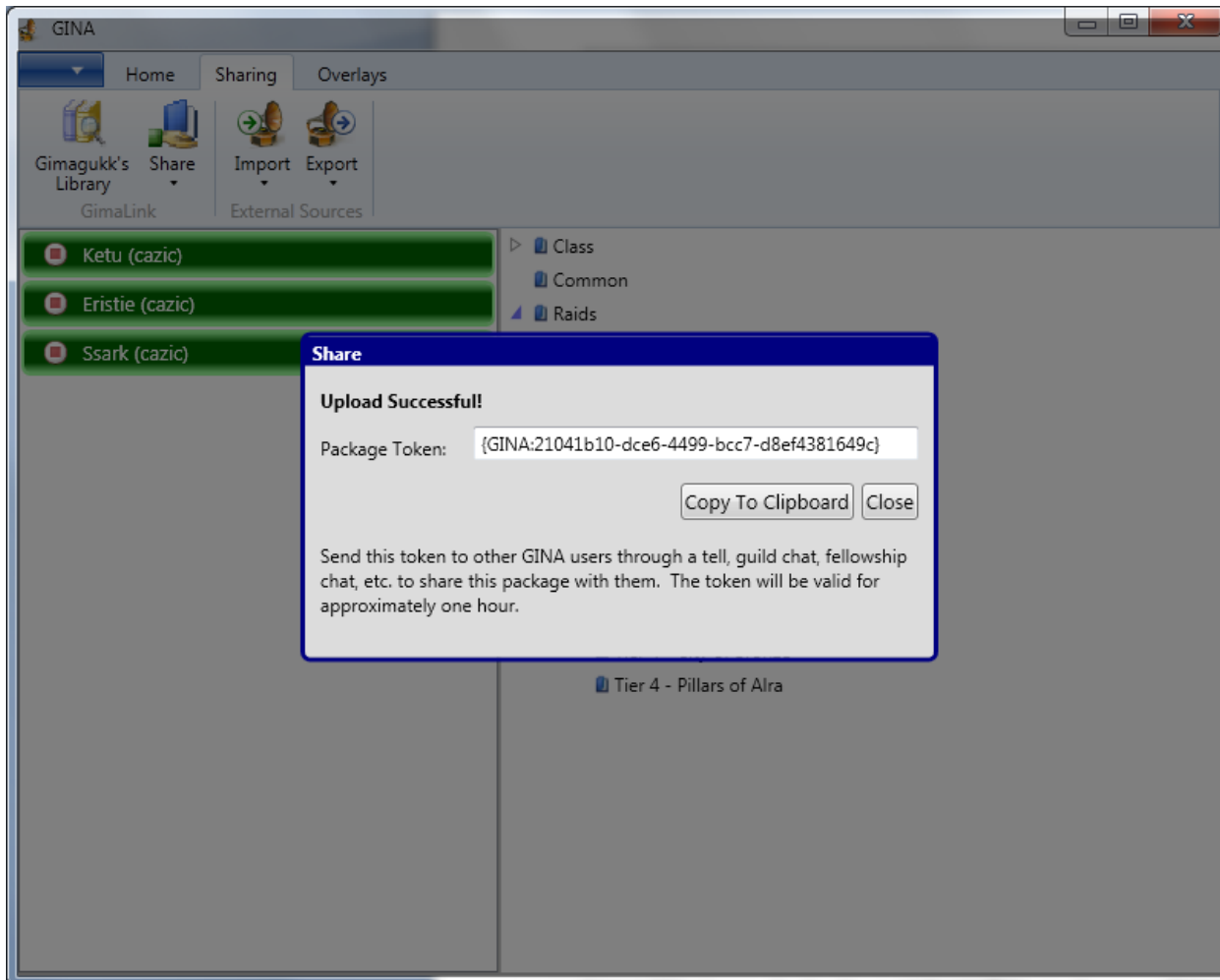


In the example above, Eristie's log file cannot be found. (If you mouse over the little yellow warning symbol, it will tell you just that).

## 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:



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!