

# YumasPC (Yumas Phone Controller / Simulator) User Manual

Enhance Your Escape Room Experience with Simulated Phone Connections



[www.ramgames.net](http://www.ramgames.net)

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## Table of Contents

Making phone ring manually (manual call).....	3
Calling and hearing prerecorded messages.....	3
Enter configuration mode and connect to the service website.....	3
Step 1 – Connect phone board to your laptop or android/iphone via wifi.....	3
Step 2 – Open browser and open configuration website of the game.....	4
Audio and phone numbers configuration.....	5
Configuring phone numbers and audio duration.....	5
Audio folder structure.....	5
Audio folder 01.....	6
Audio folder 02.....	7
Troubleshooting – Audio not playing.....	7
Troubleshooting – Audio <i>weak / inaudible or too loud</i> .....	8
Update firmware or file system.....	9



## Making phone ring manually (manual call)

Manual call is an option to call to the connected phone without the need for the user to dial any number.

This is useful for sending a prerecorded message to the players or even (when a microphone is connected to line input) give a message from the game master room.

To trigger a manual call you can press the B button for 3 seconds.

## Calling and hearing prerecorded messages

To be able to hear a prerecorded message when calling a number we need to first check a few things:

1. We need to record our prerecorded audio file in MP3 format into the SD audio card.
2. We need to set number to call and the duration of the audio file in the settings website of the controller.
3. We need to call the number on the phone and wait for the audio to trigger.

To check points 1 and 2 please refer to the “audio and phone number configuration” section.

## Enter configuration mode and connect to the service website

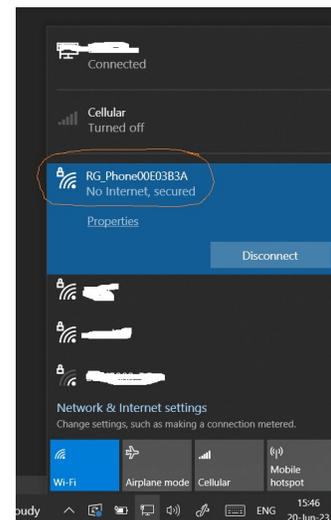
### *Step 1 – Connect phone board to your laptop or android/iphone via wifi*

First **remove the power of the board** by disconnecting the USB.

We will need to **start up** the board (by connecting the power USB cable) **while pressing and holding the 2 buttons** of the board for about 10 seconds.

Now **after a 10 seconds** aprox. you can release the pressed buttons. **We are now in config mode.**

Now you can see a new **WIFI SSID** access point available, and connect to it. **The password of this connection is the same as the name of the SSID**



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**Example:**

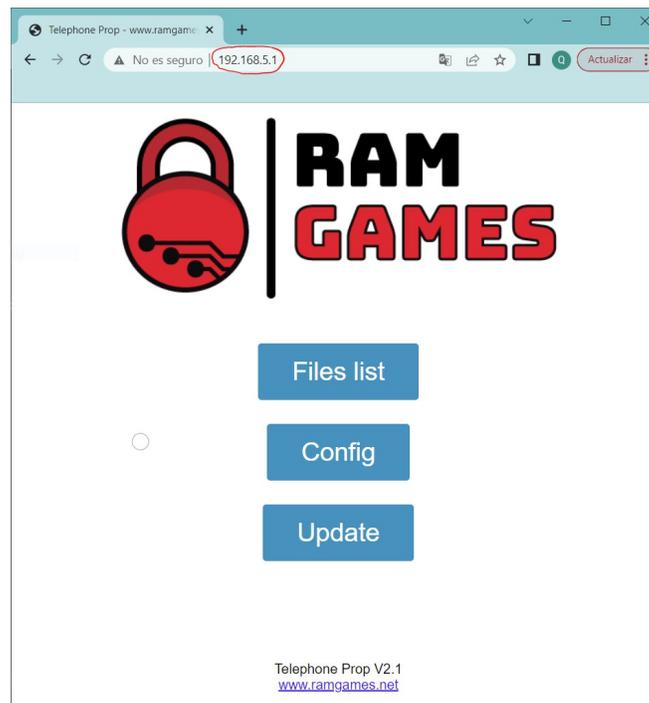
SSID: RG\_Phone00E03B3A

**Password: RG\_Phone00E03B3A**

In **config mode** the board creates a WIFI access point with a web server that **you can connect to** and configure different aspects of the game like phone numbers, the duration of the audio files, upload new firmware, upload new file system.

#### *Step 2 – Open browser and open configuration website of the game*

Once connected to the wifi access point we can go ahead and browse the configuration page by loading the address in our explorer <http://192.168.5.1>



In here we can access all the different configuration options and parameters

HINT: in some android phones a message will appear telling you that there is no connection to the internet and that the system would like to try to reconnect to another WIFI point with internet access. Please tell it to

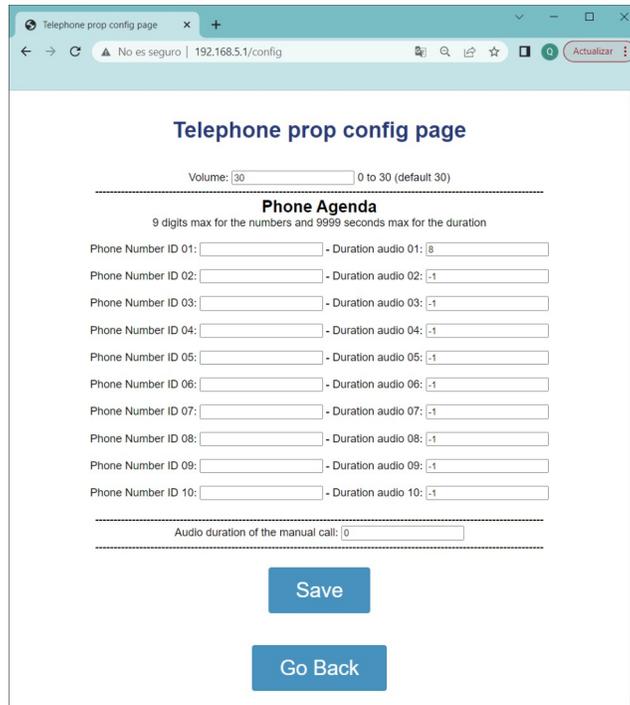
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cancel/abort. Some of the models tried you can not access the configuration website until you have selected cancel/abort in this pop up message.

## Audio and phone numbers configuration

### Configuring phone numbers and audio duration

Once connected via WIFI completed steps 1 and 2 of section “entering configuration mode” we can continue by entering menu “Config” in the configuration website (<http://192.168.5.1>)

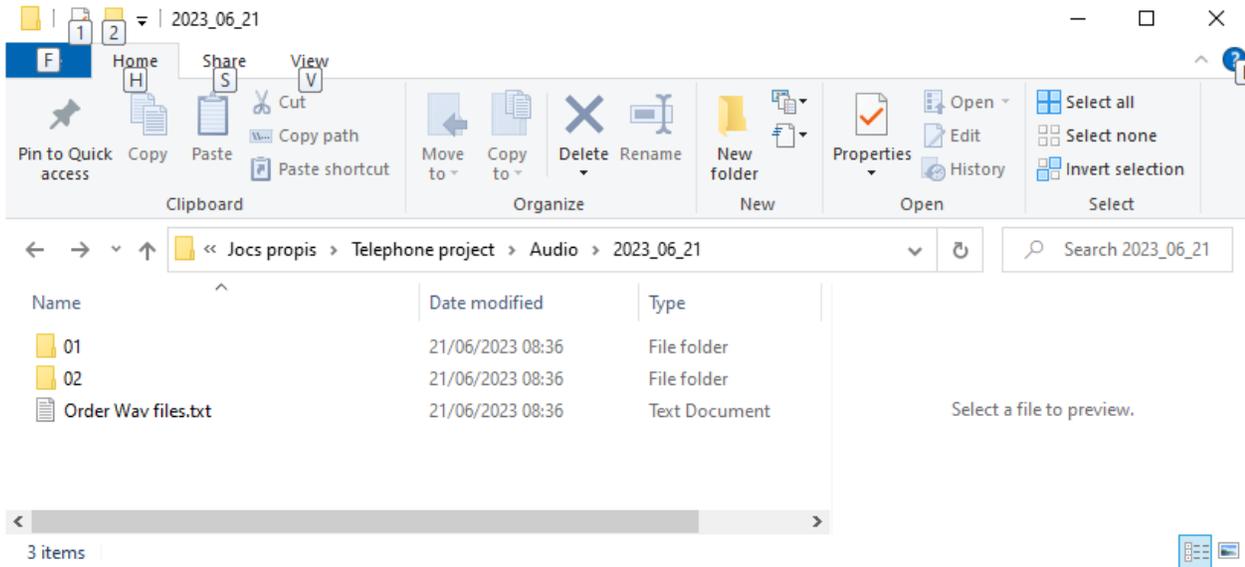


In this page we can set:

- volume of the audio
- Phone numbers and duration of audio responses
- Duration of the audio response for the manual call

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We can follow checking the audio files inside the SD card by understanding the audio folder structure and where to load our prerecorded audio files following next sections. Audio folder structure in SD card



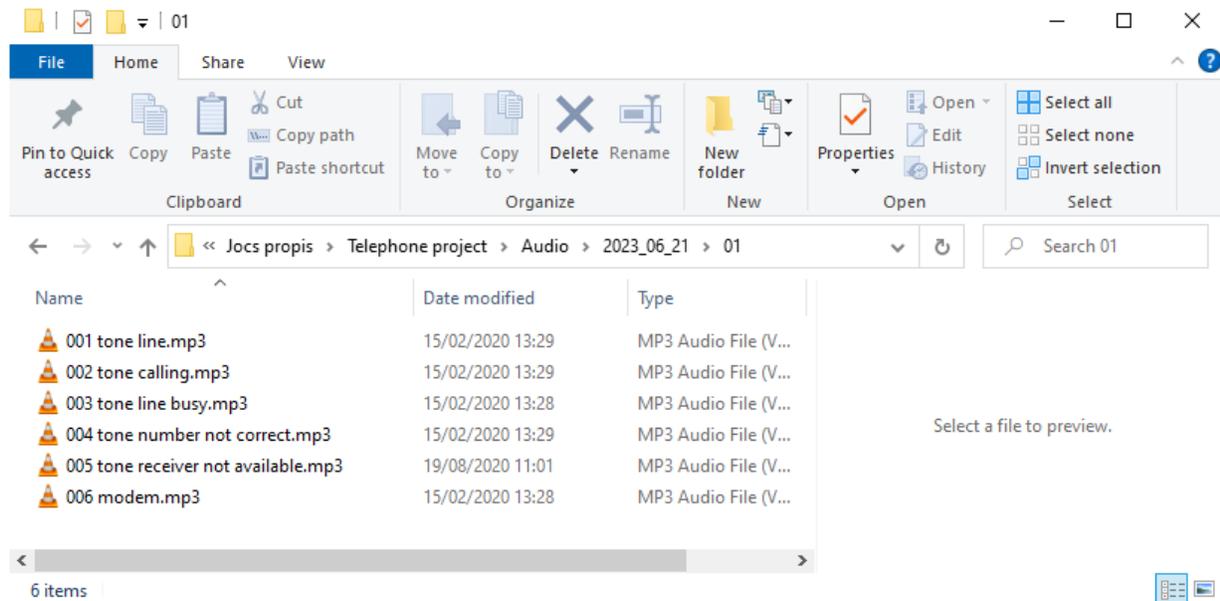
Normal SD audio folder structure contains two folder “01” and “02” and a files .txt that contains help.

In folder “02” we will upload our audio files following the naming described in following sections

*Audio folder 01*

SD audio folder 01 contains audio files necessary to mimic the functions of the phone line. This files can be changed according different countries. All files must start with 3 digit number. Numbers are hardcoded and follow specific functions in the controller.

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Audio folder 02

There are 10 phone numbers that can be set to play an audio file when called upon. This numbers will play audio files in the SD card under the folder named 02. All files must start with 3 digit number, and numeration will correlate with the configuration page where we will set the number that will be assign to together with the duration of the audio file. Audio files should be named as follow:

Inside folder 02 of SD card (list all call IDs)

.....

001.mp3 - (call ID 1)

002.mp3 - (call ID 2)

003.mp3 - (call ID 3)

004.mp3 - (call ID 4)

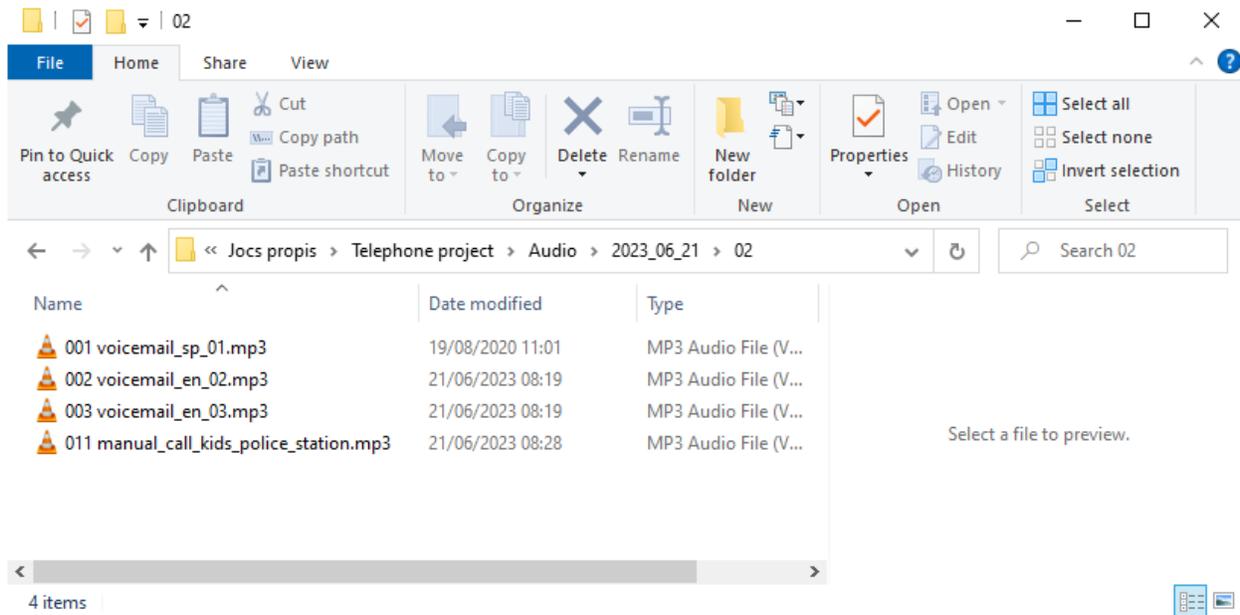
...

Add you mp3 calls here (10 max)

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The audio file for the manual call (when pressing button B) will be named as “011.mp3”

A description of the audio file can be added after the 3 digit numeration as shown in the picture.



**Very important is the fact that the duration of the audio file MUST be set in settings!!** otherwise the call will not end and the finish call tone will not be played. That’s not a big problem as when the player hangs the phone everything will go back to normal, but it adds a layer of reality to the game that helps the player immerse into the game.

#### *Troubleshooting – Audio not playing*

If audio fails to play or you are experiencing problem please check that the USB power supply can deliver at least 2A of current at a steady 5V. It is a known issue that weak power supplies will cause problems playing audios.

#### *Troubleshooting – Audio weak / inaudible or too loud*

Some phones will have and old speaker and the audio might be too low or too high. Each phone will vary. In order to achieve best experience the MP3 audio files should be at a high volume (without clipping) and if the

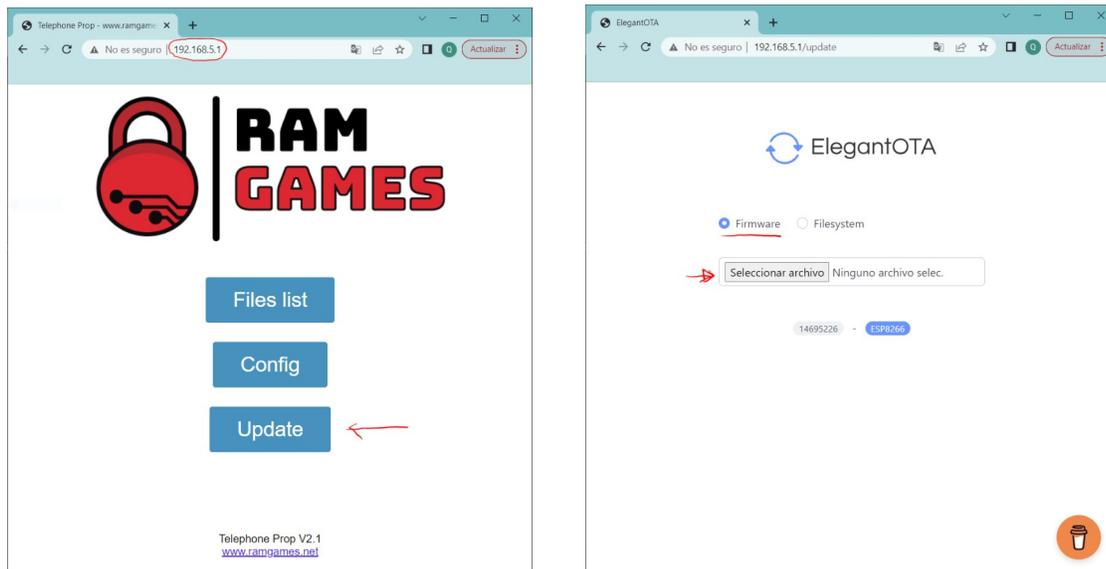
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volume where to be too loud you can always lower the volume either by editing the audio itself or by setting a lower volume in → / configuration mode / settings / volume

## Update firmware or file system

Once completed steps 1 and 2 (entering configuration mode) we can continue by entering menu “Update” in the configuration website (<http://192.168.5.1>) in our explorer.



Select desired update by choosing Firmware or File system.

Firmware will update the code of the game.

File system will update all related files of the server (including configuration). **ALL PREVIOUS CONFIGURATION WILL BE DELETED!**

ANY of this options will NOT affect audio files as they are kept separate in an SD card.

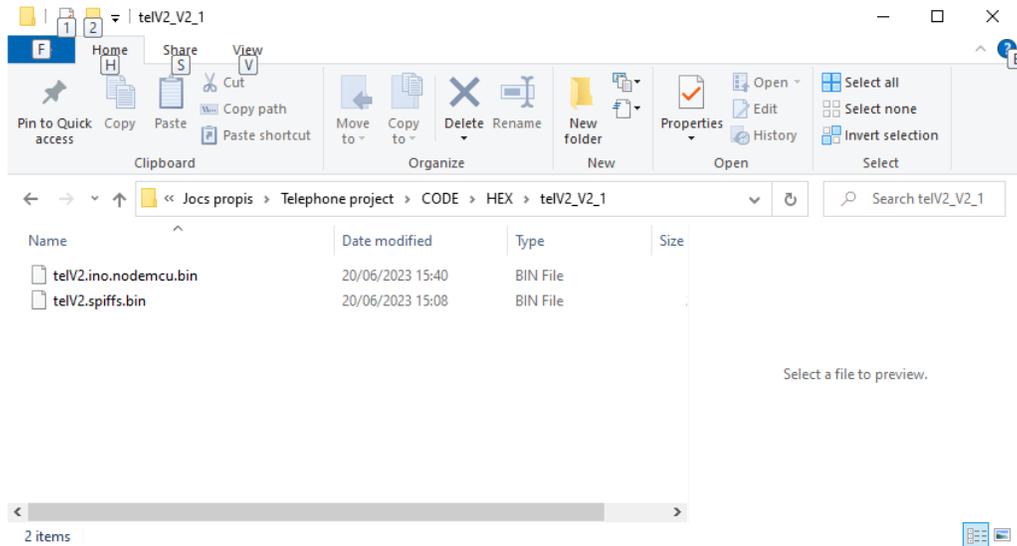
Choose desired update and browse for the update file. Update files are usually:

\*.ino.nodemcu.bin for firmware Updates

\*.spiffs.bin for file system updates

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Once selected you can update and the process will start.

Once updated one or both update modes a **restart will be needed** (power cycle) and if file system has been updated, the configuration (phone numbers and audio duration) will have been deleted as well and will require to be set again.



*Figure 1: Picture of actual device*