Getting started

From the download to finding your way around, in about twenty minutes. Thank you for testing Hallways.

Before you install

- A computer with Windows 10 or Windows 11, connected to the internet.
- A Microsoft account on that computer (the email you sign in to Windows with). Hallways uses it to know who you are, so you don't need another password.
- OneDrive, signed in. Your palace is kept there, so it is the same on every computer you use.
- A microphone: the one built into a laptop, or a headset. A headset hears you best in a noisy room.
- NVDA, if you use a screen reader. Hallways speaks on its own and works alongside NVDA.

Install

1. Open your Downloads folder, right-click “Hallways Setup Alpha 1.zip” and choose “Extract All”, then “Extract”.
2. In the folder that opens, run the Hallways setup.

3. Windows may show a blue window saying “Windows protected your PC”, because this early version is not signed yet. Choose “More info”, then “Run anyway”.
4. The setup asks for a password. Use the setup password Hubert gave you.
5. Follow the setup's steps. Hallways is installed in `C:\52Central`.
6. At the end, let the setup start Hallways, or start it from the Start menu.

The first start

1. Windows may ask whether Hallways can use the microphone. Choose “Yes”.
2. Hallways shows the **Welcome** window, only this once. It asks for three things:
   - **User Id**: your email address, the one you sign in to Windows with.
   - **Crypto key**: a 4-character code you choose, for example four digits.
   - **Hint**: a phrase that will remind you of the code.

   Then choose “Validate”.
3. Hallways loads your palace. The first time takes a little longer.

> ### About your code
>
> Your 4-character code locks the private parts of your palace: the user names, passwords and notes saved in portals, and the Vault. You also need it to change the palace: to edit, move or delete portals. **The code is stored nowhere, not even by us.** If you forget it, what it locked

> cannot be recovered. Choose one you will remember, and a hint that helps you.
>
> Each time you start Hallways, enter your code in the code box when you want to change things. The lock beside it turns green.

Talking to Hallways

- Hallways listens all the time while its window is in front. You don't need to press anything.
- Speak normally, in short whole phrases: “goto Favorites”, “what is here”.
- When it doesn't understand, you hear a short low tone. Say it again.
- When you switch to another program, Hallways stops listening; it listens again when you come back.
- Not sure what to say? Say “what can I do” anywhere.

A ten-minute tour

You arrive on the first floor, at the start of the main corridor, facing the Favorites panels. Try these in order.

1. Say “where am I”. Hallways tells you the floor and the place.
2. Say “what is here”. It names the panel in front of you and the portals on it.

3. Say “look around”. You turn slowly all the way round, hearing each panel as you face it. Say “stop” to stop.
4. Say “goto” and the name of a portal you heard, for example “goto Google”. You go to it, and it slides out a little.
5. Say “open”. The website or program opens. Come back to Hallways with `Alt` + `Tab`.
6. Say “goto Library”, then “look around” again. Every room works the same way.
7. Say “goto writing station”. A station starts a session: say “help” to hear what it does, then “end session” to leave.
8. Say “goto elevator”, then “second floor”. Each floor is a palace of its own. Say “goto first floor” to come back.
9. Say “goto room center” in any room, or “goto hallway center” in a hallway, to get your bearings.
10. Find your computer's own room: say “goto Local assets”. One room there is named after your computer; its portals work only on it, and its Recently opened panel shows what you last opened.

Ten commands to learn first

The first ten commands

Say	What it does
goto <name>	Go to a place, panel or portal by its name
where am I	Hear where you are

Say	What it does
what is here	Hear the panel and portals in front of you
what can I do	Hear the commands for where you are
open	Open the portal you are at
look around	Turn round, hearing each panel
stop	Stop moving or looking
closer / step back	Get closer to the panel in front, or step back
goto elevator	Change floors
end session	Leave a station

All the others are on the voice commands page.

Keyboard and mouse

- The arrow keys walk and turn; `Space` stops. `Enter` opens the portal you are at.
- `Ctrl` + `H` takes you to Favorites, `Ctrl` + `E` to the elevator, `Ctrl` + `I` says where you are.
- `F1` says what you can do; `Shift` + `F1` says the keys for where you are.
- `Ctrl` + `K` lets you type any voice command.
- With the mouse: one click on a portal goes there, a double click opens it, a right-click shows its menu. Click an empty place to select it, then paste a

portal you cut.

The full list is at the end of the voice commands page.

If something goes wrong

Hallways doesn't hear me.

Click in the Hallways window so it is in front, then press `Ctrl` + `L` to restart listening. Check that Windows lets Hallways use the microphone: Settings, Privacy and security, Microphone.

It hears me but doesn't understand.

Use the exact names on the signs, and short phrases. A headset helps in a noisy room.

It says “Enter your code first.”

Changing things needs your 4-character code: enter it in the code box until the lock turns green.

A portal is dark gray, or says it works only on another computer.

It points to something that isn't on this computer: a program that isn't installed here, or a file in another computer's room.

The setup asked for a password.

Use the setup password Hubert gave you.

Telling us what you think

Everything helps: what was confusing, what you expected to work, what you'd like Hallways to do. When something goes wrong, note the time and what you said or did.

Hallways keeps a log of the last seven days in `%LOCALAPPDATA%\Hallways\Logs` (paste that into the File Explorer address bar). Attaching the day's log file to your message helps us find the problem.
