

Orange County Choppers Pinball Detailed Setup Guide for TeknoParrot

This guide was created to assist people in the setup of their legally owned backup to be used with the TeknoParrot application (TPUI).

This guide assumes that the reader has a basic understanding of how to use a Windows computer. It has been written with a level of detail that even an inexperienced user should be able to follow. Don't be intimidated by the length of this guide! It has lots of screenshots to visually assist you along the way. If you have your legally owned backup of the game, you have everything you need for this setup.

If you've never worked with a database before, this guide will help you learn a few of the basics. You'll be that much more confident setting those games up too without waiting for someone to do it for you. When you're finished this guide, you'll wonder what you were so worried about to begin with.

ESTIMATED TIME FOR FULL SETUP: 15 minutes

Take your time! Read each step first to understand it, then perform the step. Do not skip over anything or work ahead. This guide is meant to be done in the order it is presented, from start to finish.

If you miss a step or do something incorrectly along the way, it is highly likely you will experience problems when running the game. **Don't panic!** Retrace your steps, figure out where you went wrong and make the necessary correction(s).

Grab a coffee, sit back and let's get started!

Orange County Choppers Pinball note:

While this game requires a Postgres database to be set up before you can play it, it is not necessary to create one specifically for this game. If you have a Golden Tee 2006 database already set up, you can point this game your existing GT database and the game will run with no (known) issues.

Regardless, I recommend you set up a separate database for each game.

PRE-SETUP

If you have already installed PostgreSQL from setting up another iT game, please skip ahead to the “PostgreSQL DATABASE IMPORT” section.

Do not make any changes to your pre-existing Postgres database(s)! You simply need to create a new database when adding a new game and make the necessary adjustments as instructed.

1. If you downloaded this guide and the installer from the TeknoParrot Discord, it will contain the needed installer files.

If you only obtained a copy of the guide itself and are missing the installer files, download the installer from the following link and extract the zip into a temporary folder:

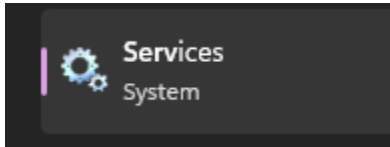
<https://workupload.com/file/d3ng94czm4F>

2. Extract your game files into another folder, preferably where you store and run your TP games from.

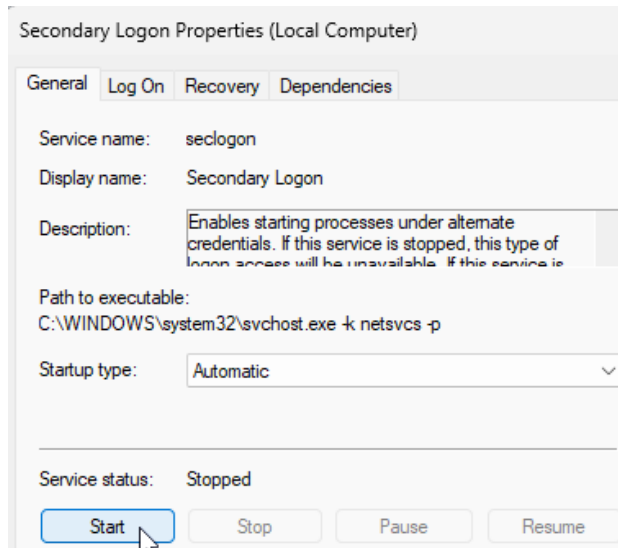
After extracting the game's folders, leave them alone for now, we'll come back to them in a bit.

PostgreSQL INSTALL

1. You must be logged into your Windows PC with an account that has administrator privileges.
2. Using the Windows Search function, type “Services” and run the app.



3. In the list of Services, find “**Secondary Login**”
 - a. Double-click the name to open the **Secondary Login** properties
 - b. Change the Startup Type to **Automatic**
 - c. Under “Service Status”, click the **Start** button
 - d. Click on OK and close the Services window.



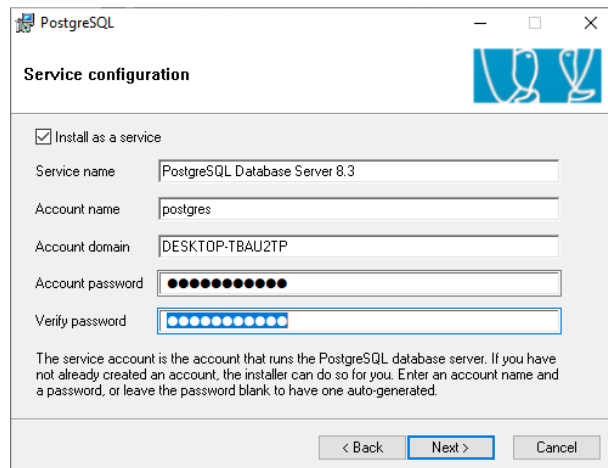
4. Inside the folder you extracted from the download earlier, run “**SETUP.bat**”
 - a. VC2005 is installed first, then the Postgres installer starts after. If VC2005 is already installed on your system, you can ignore the “another version already installed” message and continue the Postgres installation.
5. Click through the PostgreSQL installer, changing NOTHING (use all default installer settings), until you get to the **Service configuration** window.
 - a. Leave everything as default, but in the Account Password box, type in a strong password (Postgres wants to see a password that contains, at minimum, a combination of upper and lower case letters, and numbers). You are creating a

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Service Account in your Windows OS that is responsible for starting and running the Postgres database server in the background. This account has absolutely **nothing** to do with the TeknoParrot frontend and is only used to run the Postgres server as a system service. STORE THE PASSWORD SOMEWHERE SAFE.

- b. Click **Next**. You'll see a prompt that the postgres user was not found and if you want the account to be created. Select **Yes**

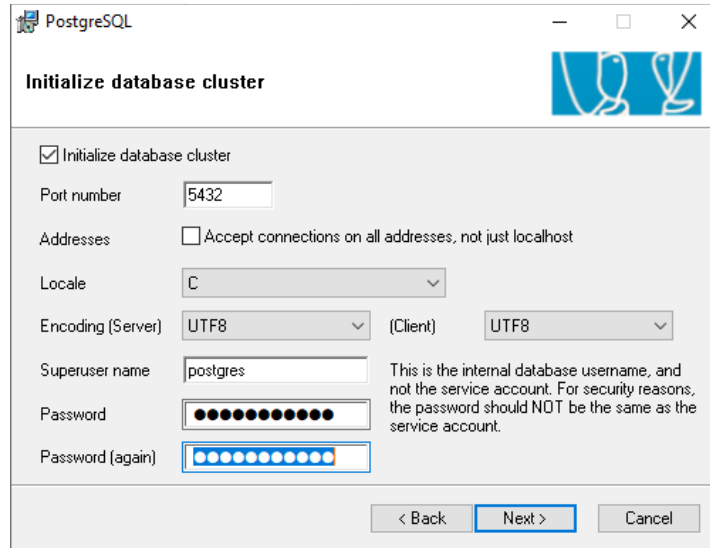
If you used a weak password, you'll be prompted if you want Postgres to replace it with a random password. It is best to choose "No", then click the Back button to change your password to something stronger. If you choose "Yes", then it will create a random 32-character scrambled password which you have to write down by hand.



6. On the next screen, **Initialize database cluster**, make the necessary changes to match the screenshot. This step creates the internal Postgres database **superuser** account.
 - a. This is the account you use to manage the game database
 - b. This account is not the same as the Service Account user
 - c. **This is the account that the TPUI needs to access the game database**
 - d. It is highly advisable to make the password different than the Service Account password. There is no requirement to make it strong or complex, just make it something memorable and write it down.

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- e. **The “C” Locale must be selected.** It is in the pulldown list at the start of the locales that begin with the letter C. I will not explain why this is used other than to say it is performance related.

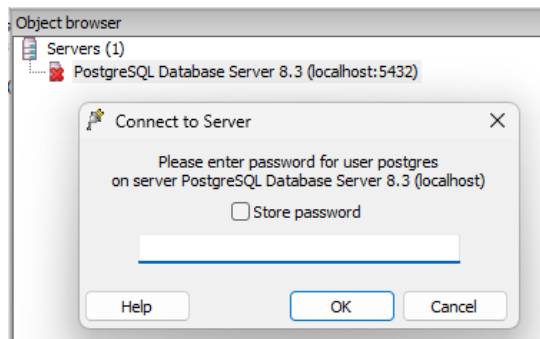


7. Click **Next** to continue
8. Click **Next** on all subsequent screens, changing nothing, until the “Installation complete” window comes up
9. Uncheck the “**Launch Stack Builder at exit**”
10. Click **Finish**
11. **REBOOT YOUR COMPUTER! This must be done.**

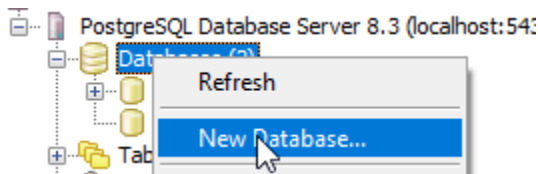
After rebooting, you are now done installing PostgreSQL on your computer and you are ready for the game database import.

PostgreSQL DATABASE IMPORT

1. From the Windows Start Menu -> **PostgreSQL 8.3** folder, click on **pgAdmin III** (or find this app in Windows Search). **pgAdmin** is the program that allows you to connect to the database server and manage the database you will be setting up in the following steps.
2. When the **pgAdmin** window opens:
 - a. Under **Servers**, double-click on **PostgreSQL Database Server 8.3**
 - b. type in your Postgres **superuser** password you created earlier to connect to the database

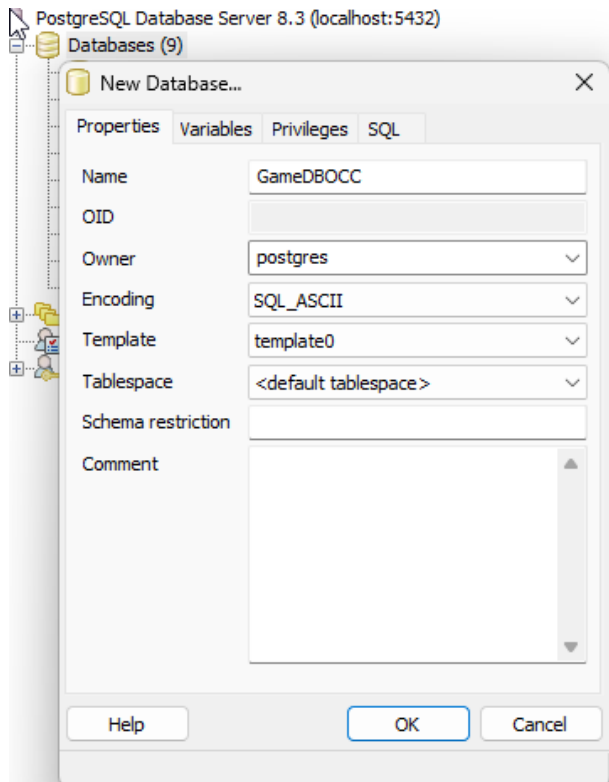


3. In the Object browser tree, right-click on **Databases** and select **New Database**



4. Now we need to give the new database a name. The name can be anything you want but keep it simple and use only alphanumeric characters. For this guide, I will choose the database name "**GameDBOCC**"
5. Fill out the fields to match the screenshot below, then click **OK**.

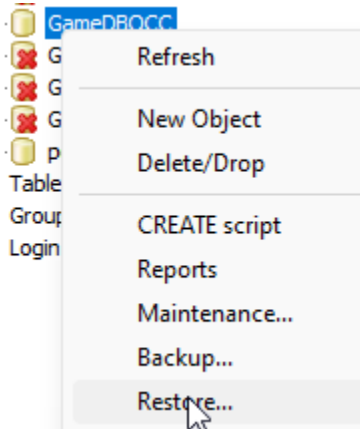
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- The new database will be created and is now located under **Databases**. Don't worry if there is a red X in it, it just means you haven't selected it. The red X will go away when you click on it in the next step.

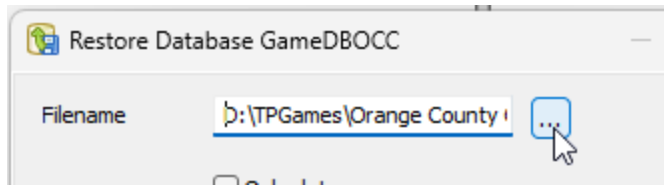


- Right-click on your newly created database and select **Restore**

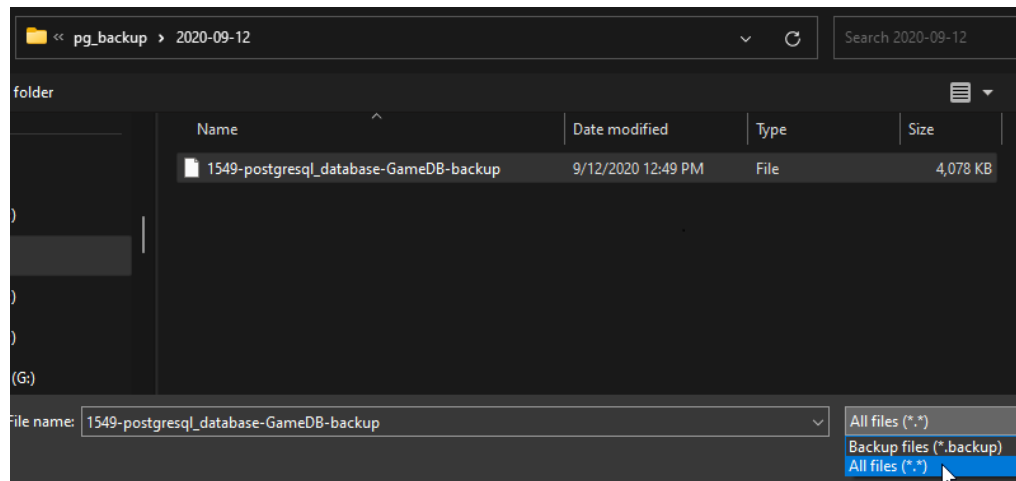


- On the "Filename" line, click the "..." file browse button, then **browse to the location where you extracted your game files.**

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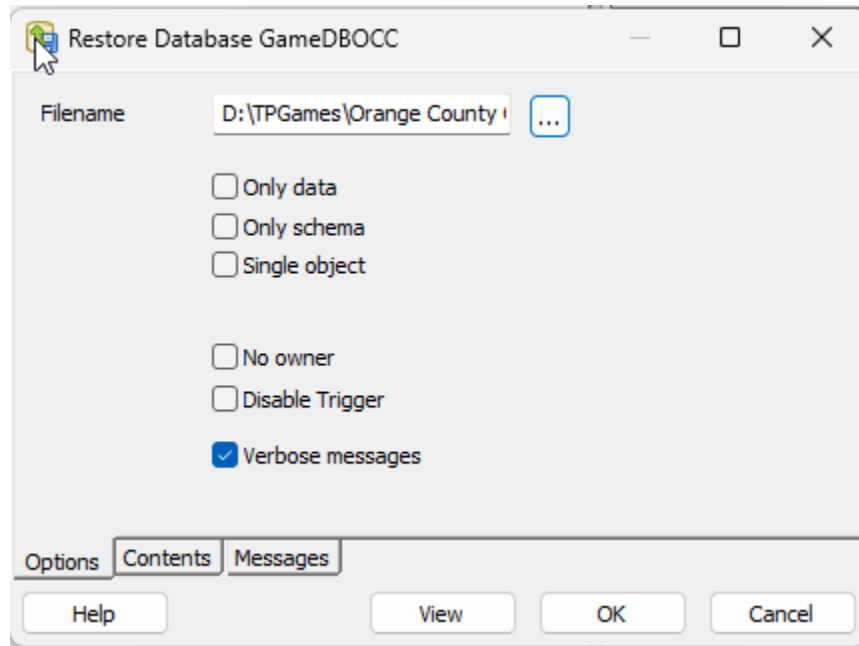
- a. Browse into the “**pg_backup\2020-09-12**” folder.
- b. Change the File type from “Backup files (*.backup)” to “**All Files (*.*)**” to be able to see the file.
- c. The database backup file is called “1549-postgresql_database-GameDB-backup”



- d. Left-click on the file to highlight it, then click **Open**. The file path will now be added to the Restore Database filename line.

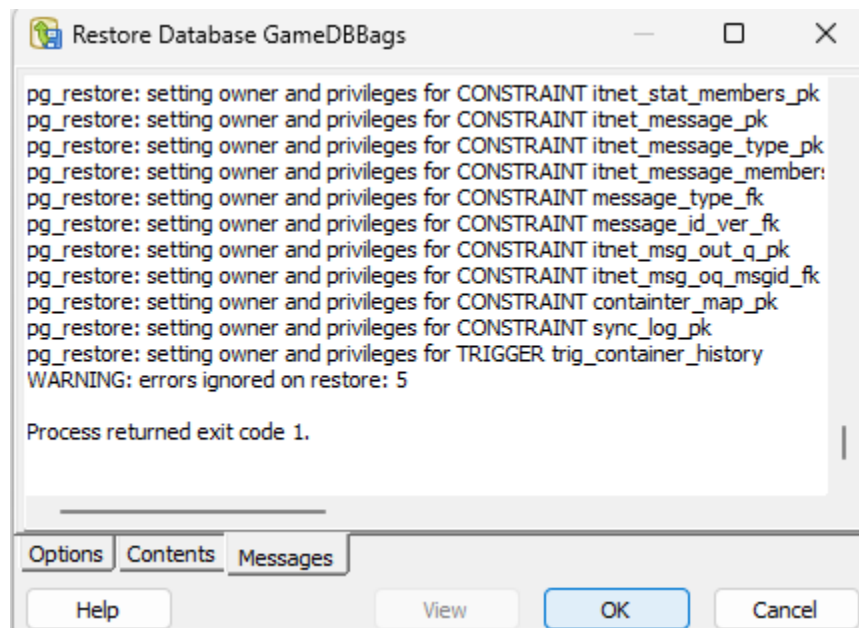
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- e. Changing no other options, click on **OK**.



- f. The database will be imported. Ignore the errors and warnings.

Click on **CANCEL**. Yes, it's counter-intuitive, just do it.



- 9.** The database import is now complete. You're halfway there! Now we'll now move on to making some changes to a few things inside the database.

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DATABASE CHANGES

1. Five (5) functions need to be individually edited in your database, so expand the database tree and locate them in the following location:

-> Schemas

-> public

-> Functions

They are named:

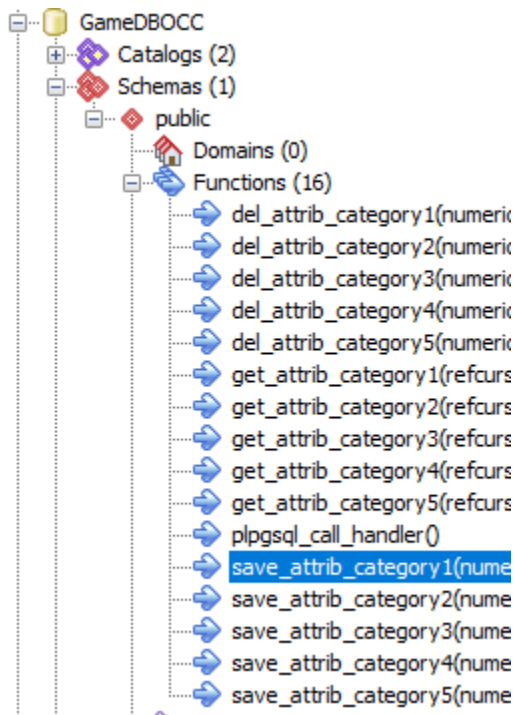
save_attrib_category1(...

save_attrib_category2(...

save_attrib_category3(...

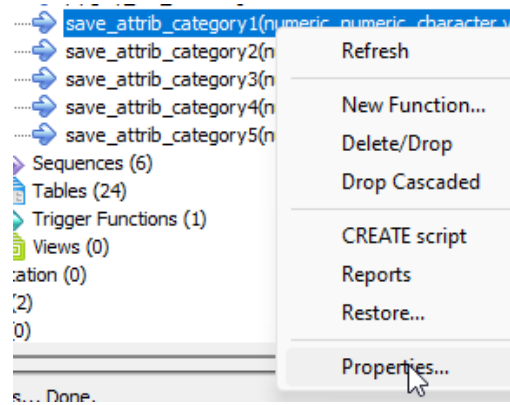
save_attrib_category4(...

save_attrib_category5(...



- a. Left-click to highlight the first function **save_attrib_category1**

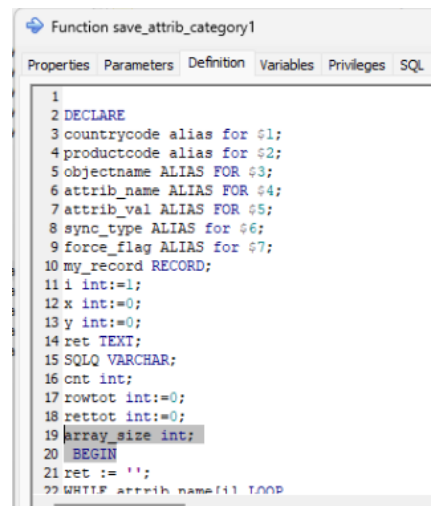
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- b. right-click and select **Properties**. Close the “Guru Hint” help window that pops up
- c. Click on the "**Definition**" tab
- d. Directly above the line containing “**BEGIN**” (line 19), add the following text on the blank line:
array_size int;

it should look like this now:

```
array_size int;  
BEGIN
```



- e. Next, we need to replace line 22 that starts with “**WHILE**” ...

```
20 BEGIN  
21 ret := '';  
22 WHILE attrib_name[i] LOOP  
23 FOR my record IN
```

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- f. ... with these 2 lines in its place:

```
array_size := array_upper(attrib_name, 1);  
WHILE i <= array_size LOOP
```

```
20 BEGIN  
21 ret := '';  
22 array_size := array_upper(attrib_name, 1);  
23 WHILE i <= array_size LOOP  
24     FOR my_record IN
```

- g. The portion of the Function you edited should now look like this:

```
17 rowtot int:=0;  
18 rettot int:=0;  
19 array_size int;  
20 BEGIN  
21 ret := '';  
22 array_size := array_upper(attrib_name, 1);  
23 WHILE i <= array_size LOOP  
24     FOR my_record IN  
25         SELECT a.OBJECT_ID  
26         FROM CATEGORY2 ATTR = CATEGORY2 OBJECT 2
```

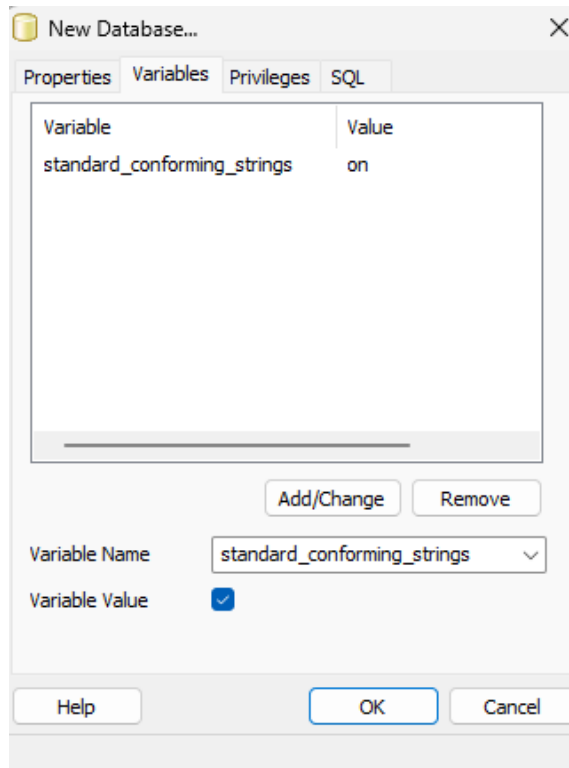
If you're looking for a quick copy/paste for lines 19-23, you can use this:

```
array_size int;  
BEGIN  
ret := '';  
array_size := array_upper(attrib_name, 1);  
WHILE i <= array_size LOOP
```

- h. When finished, click **OK** to apply your changes and the Function window will close.
- i. **REPEAT the same procedure** for the other **save_attrib_category*** functions until all five functions have been updated with the same changes.
- j. If you make a mistake when editing the function, you will likely see an error when you click on **OK**. Re-perform the editing steps and fix your mistake(s).
2. The last step is to enter a manual variable to the database:
- In the **Servers** tree, right-click on the game database name
 - select **Properties**
 - select the **Variables** tab
 - under **Variable Name**, use the pulldown menu and select **"standard_conforming_strings"**
 - put a checkmark in the **Variable Value** box
 - click the **Add/Change** button, and it will add the new variable in the list.

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g. click **OK** to exit



You are done setting up your game database! You can close the pgAdmin app.

START THE TEKNOPARROT FRONTEND

1. If you haven't already, add the game to your TP library
2. Select the game from the game library list, then click on **Game Settings**
3. click on the **Game Executable** file path, browse to your game folder location, select the "game.bin" file and click on **Open**
4. type in your Postgres database name on the "**Postgres – DbName**" line
5. type in your Postgres **superuser** password on the "**Postgres - Pass**" line. DON'T FORGET, THE PASSWORD IS EMPTY BY DEFAULT!! I see so many of you miss this step.

Your game settings window should now look something like this:

General - Input API	DirectInput
General - Windowed	☒
General - Portrait Mode ⓘ	☒
General - Custom Resolution ⓘ	☒
General - Custom Resolution Width ⓘ	1080
General - Custom Resolution Height ⓘ	1920
General - Adjust Aspect Ratio ⓘ	☐
Postgres - Path ⓘ	C:\Program Files (x86)\PostgreSQL\8.3\bin\
Postgres - Address ⓘ	127.0.0.1
Postgres - Port ⓘ	5432
Postgres - DbName ⓘ	GameDBOCC
Postgres - User ⓘ	postgres
Postgres - Pass ⓘ	teknoParrot

6. click on **Save Settings**
7. Click on **Controller Setup** and assign keyboard keys to each game button/function as desired
8. Click on **LAUNCH GAME**.

YOU'RE DONE! Congratulations.

For questions about different game settings and problems with gameplay, please visit the TeknoParrot **Discord** and ask your questions there.

The game does not work with AMD GPU's. The game also runs in portrait mode, so it is best if you rotate and set your monitor orientation to "portrait".