

Bump settings

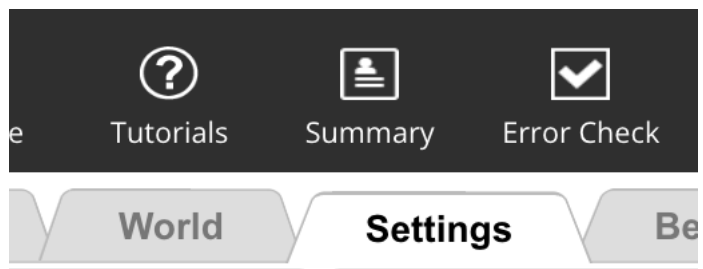
“Bumping” an agent means causing it to pop up and show/play its information automatically when you reach its location.

However, we can adjust the settings to “bump” an Agent by tapping on the Agent’s icon when we’re near it.

This can be handy if your GPS is acting up slightly and the Agent isn’t popping up even though you’re at its location.

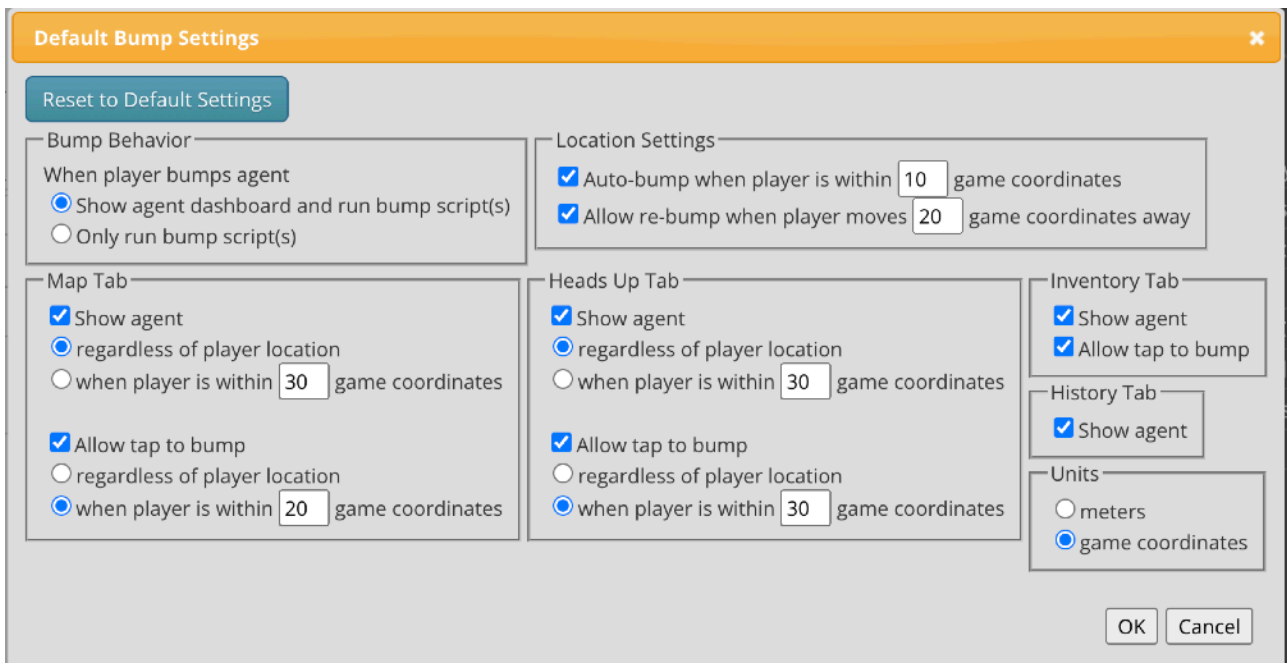
Step 1

Click on the Settings tab along the top of the page:



Step 2

Adjust the settings to look like this and then click OK. This will allow players/users to “rebump” an agent if they go away and then come back again. It **won’t** let them bump an agent by tapping on it **unless** they are in the area of the agent.



Step 3 Testing your game/walking trail

When you're putting the info into your agents you may want to check that they look and behave the way you expect **without** going out to their locations.

To do this, go through Step 1 and Step 2 on this page again, but change the bump settings in **Step 2** slightly so that you select **Allow tap to bump regardless of player location**.

Once you're happy with your agents you can repeat Step 1 and Step 2 above, with the settings shown in Step 2 so that people have to go to the location to see/hear the info.

