



Ticklr User Guide

v1.0 twinkfeet.uk

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1. Introduction

The Twink Feet UK Tickle Selector App can be used to supplement a tickle session (or other type of session if your imagination and the functionality of the app supports it by editing the tickle types). It allows the Ticklee to set various options related to a tickle session and then randomly selects how they will be tickled and for how long. This adds an exciting dynamic to any session whereby the way in which the Ticklee is tickled is not within the control of either the Tickler or Ticklee.

2. Purchase

To purchase Ticklr, visit <https://www.twinkfeet.uk/ticklr> and follow the instructions on that page.

3. System Requirements

| | Minimum requirement |
|---------------------------------|---|
| Operating System: | Windows 7, Windows 8, Windows 8.1, Windows 10 (x86 or x64 versions) |
| Processor/CPU: | There is no minimum requirement, but slower processors may cause a noticeable performance decrease within the application. Tested and works on 1.44GHz Intel Atom x5-Z8500 Processor (quad-core) |
| Memory: | 50MB |
| Audio: | Optional. Standard sound card/Windows audio output required for audio feedback. |
| Display size/resolution: | 1280 x 800 pixels or larger |
| Hard drive space: | 2MB |
| Input: | The application has been designed for use on a touchscreen device, but can also be used with a keyboard or mouse. |

4. Application Installation

When you purchase the application, you will get an email with a link to download the application.

4.1. Downloading

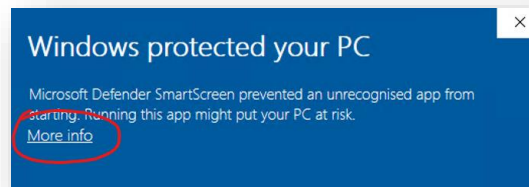
- 4.1.1. Follow the link in the email and download the installation file “**Ticklr-by-Twink-Feet-UK.msi**”

4.2. Security Warning

- 4.2.1. You might see the following warning when you run the installer, depending on the settings on your computer:



- 4.2.2. Tap/click **More info**:



- 4.2.3. Tap/click **Run anyway**:

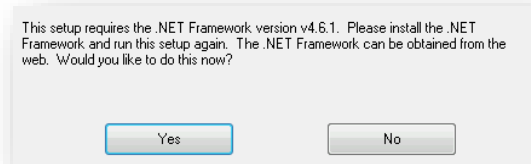


4.3. Prerequisite for Windows 7, Windows 8, or Windows 8.1

A minimum of Microsoft .NET framework 4.6.1 must be installed before you can run the setup file on Windows 7, Windows 8, or Windows 8.1.

4.3.1. Run **Ticklr-by-Twink-Feet-UK.msi**

4.3.2. If you get the following notification you will need to install Microsoft .NET Framework 4.6.1

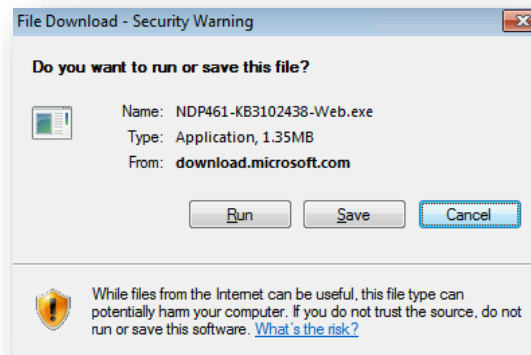


4.3.3. Tap/click **Yes** to download Microsoft .NET Framework 4.6.1

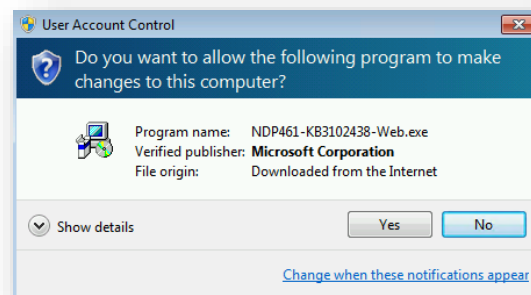
Note: If this doesn't work you can download directly from:

<https://www.microsoft.com/en-gb/download/details.aspx?id=49981>

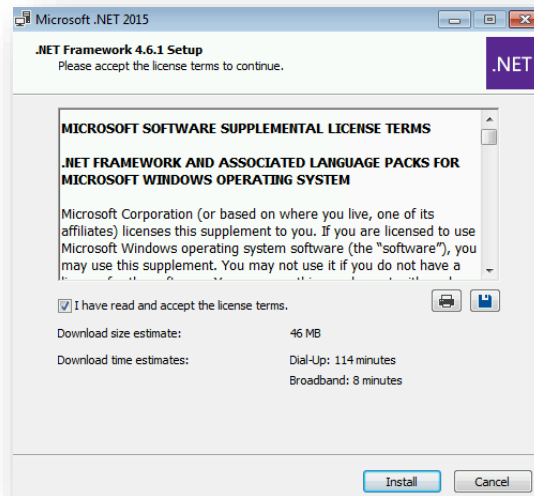
4.3.4. Tap/click **Run** if prompted



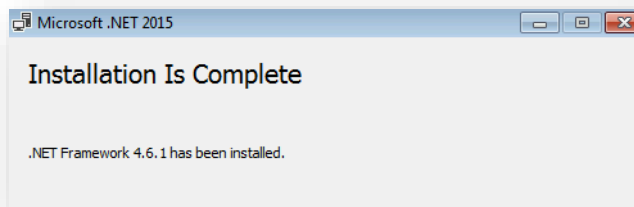
4.3.5. Tap/click **Yes** if prompted with User Account Control



4.3.6. Accept the **terms** and tap/click **Install**



4.3.7. Proceed to the next step below when .NET 4.6.1 has been installed

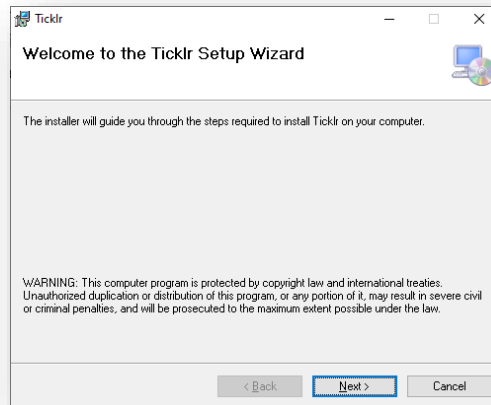


4.4. Installing the software

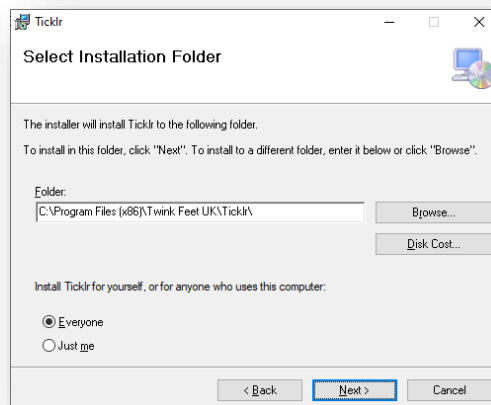
If you are running Windows 7, Windows 8, or Windows 8.1 please refer to the steps above in 4.3 if you do not already have Microsoft .NET Framework 4.6.1 or higher installed. The screenshots below are taken from a Windows 10 installation, but installation on other versions is similar.

4.4.1. Run the installation file - **Ticklr-by-Twink-Feet-UK.msi**

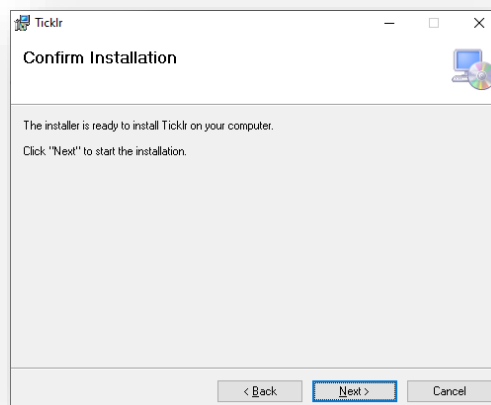
4.4.2. Tap/click **Next**



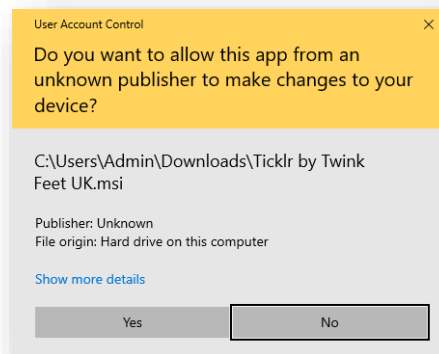
4.4.3. Choose custom installation options, or just tap/click **Next**



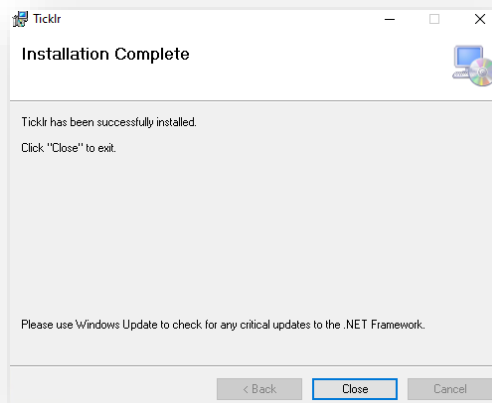
4.4.4. Tap/click **Next** to start the installation



4.4.5. Tap/click **Yes** if prompted by User Account Control



4.4.6. When the application is installed you will see the following

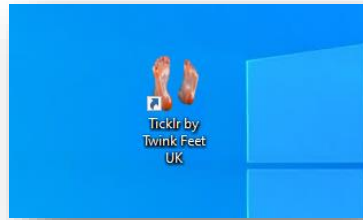


4.4.7. Tap/click **Close** to exit the installation wizard.

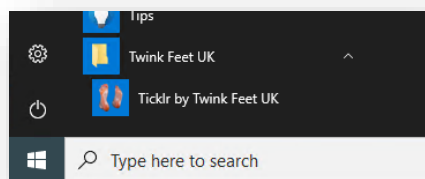
5. Running Ticklr

The application can be run in two different ways.

5.1. You can use the **shortcut on the desktop**, an **icon showing a cute pair of feet**:



5.2. You can use the **shortcut in the Start Menu** found within a **folder/level entitled “Twink Feet UK”**:



5.3. The application **splash screen** will show while the program loads



5.4. You will be prompted to **register the application** the first time you use it.
See the next section (6) for details.

6. Registering Ticklr

Your purchase of the software licences the application for use on a single computer. You need to register your copy and obtain a registration code before the application will run.

6.1. **Run** the application (see section 5 above for details if you are unsure on how to do this)

6.2. You will be prompted with the following after the splash screen:



Registration Required - Ticklr by Twink Feet UK

Twink Feet UK

Software Registration Required

1: Please enter your name and the email address you used when purchasing this software, and then click "Get Serial Number"

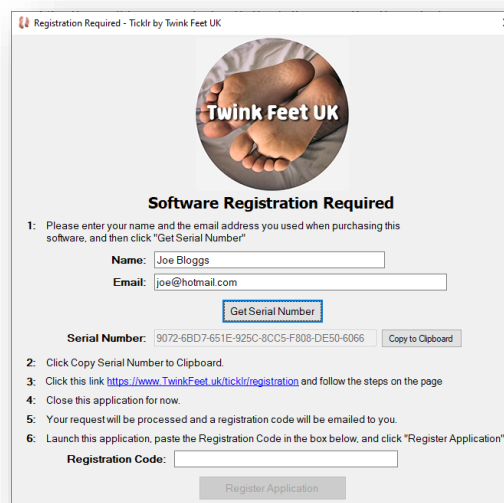
Name:

Email:

Serial Number:

6.3. Enter your **name** and **email address** (this must be the same email address used for purchase via PayPal)

6.4. Tap/click **Get Serial Number**



Registration Required - Ticklr by Twink Feet UK

Twink Feet UK

Software Registration Required

1: Please enter your name and the email address you used when purchasing this software, and then click "Get Serial Number"

Name:

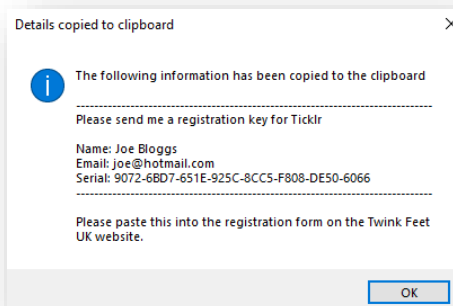
Email:

Serial Number: 9072-6BD7-651E-925C-8CC5-F808-DE50-6066

2: Click Copy Serial Number to Clipboard.
3: Click this link <https://www.TwinkFeet.uk/ticklr/registration> and follow the steps on the page
4: Close this application for now.
5: Your request will be processed and a registration code will be emailed to you.
6: Launch this application, paste the Registration Code in the box below, and click "Register Application"

Registration Code:

6.5. Tap/click **Copy to Clipboard** to put all the required details onto the clipboard.



Details copied to clipboard

i The following information has been copied to the clipboard

Please send me a registration key for Ticklr

Name: Joe Bloggs
Email: joe@hotmail.com
Serial: 9072-6BD7-651E-925C-8CC5-F808-DE50-6066

Please paste this into the registration form on the Twink Feet UK website.

- 6.6. Click the hyperlink in step 3 to open the registration page at <https://www.TwinkFeet.uk/ticklr/registration>

2: Click Copy Serial Number to Clipboard.
3: Click this link <https://www.TwinkFeet.uk/ticklr/registration> and follow the steps on the page
4: Close this application for now.

- 6.7. **Paste** the copied details into the form on the page:

Registration Instructions

1. Step through the Registration screen on the Ticklr application.
2. Paste the copied details from Ticklr in the box below
3. Complete the form
4. Click send.

Your email address will be checked against purchases and a registration code will be sent back to you. Please ensure you are using the same email address as you used for purchase via PayPal.

Paste the details from the Ticklr app here:


Please send me a registration key for Ticklr

Name: Joe Bloggs
Email: joe@hotmail.com
Serial: 9072-6BD7-651E-925C-8CC5-F808-DE50-6066

Please confirm your email address:

- 6.8. **Complete** the form and **submit** it.
- 6.9. Your purchase will be validated and a **reply will be sent with your unique registration code**.
Note: You can close the application while you wait for your registration code. Your name and email will be remembered the next time you load the program.
We will endeavour to respond to any registration code requests within 24 hours.
- 6.10. When you receive your **unique registration code**, enter this into the **Registration Code** field
- 6.11. Tap/click **Register Application**

Registration Required - Ticklr by Twink Feet UK



Software Registration Required

1: Please enter your name and the email address you used when purchasing this software, and then click "Get Serial Number"

Name: Joe Bloggs

Email: joe@hotmail.com

Get Serial Number

Serial Number: 9072-6BD7-651E-925C-8CC5-F808-DE50-6066

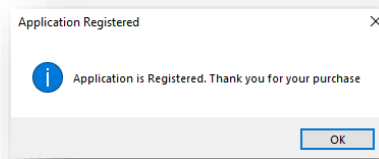
Copy to Clipboard

2: Click Copy Serial Number to Clipboard.
3: Click this link <https://www.TwinkFeet.uk/ticklr/registration> and follow the steps on the page
4: Close this application for now.
5: Your request will be processed and a registration code will be emailed to you.
6: Launch this application, paste the Registration Code in the box below, and click "Register Application"

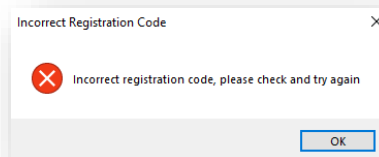
Registration Code: 6BDB-426D-1FAB-6761-E627-26E5-DED2-0193

Register Application

6.12. The following prompt will appear to confirm the application is now registered to you:



6.13. If you see the following prompt you will need to check you typed the registration code correctly:

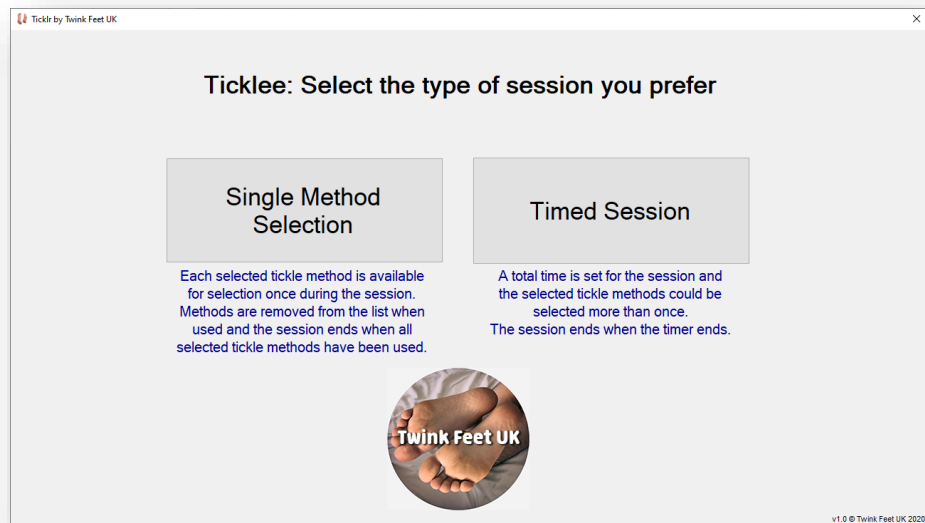


Email ticklr@twinkfeet.uk if you are unable to activate the software or experience any issues with registration and we will assist you.

7. Understanding the application & setting options

7.1. Choosing the type of session

There are two ways in which a session can be timed.



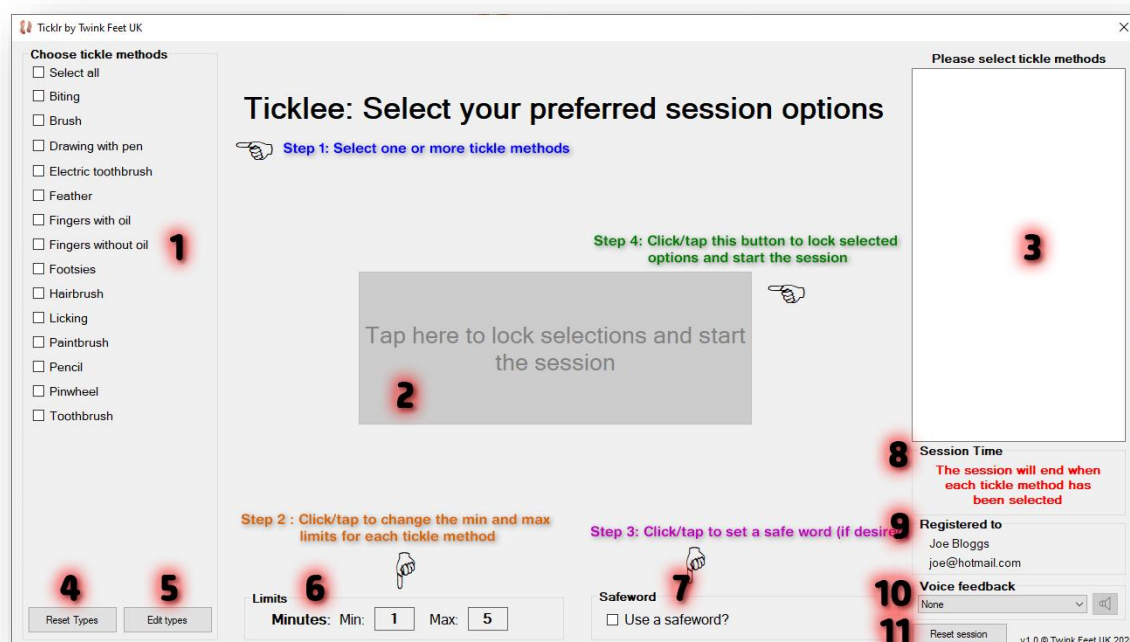
7.1.1. Single Method Selection

The session will end when all the selected tickle methods have been selected once. Each method is removed from the list when it is used.

7.1.2. Timed Session

The session will have an overall time limit and will end when that time expires. When using a Timed Session it is possible for tickle methods to be selected more than once throughout the session.

7.2. Main Screen Layout



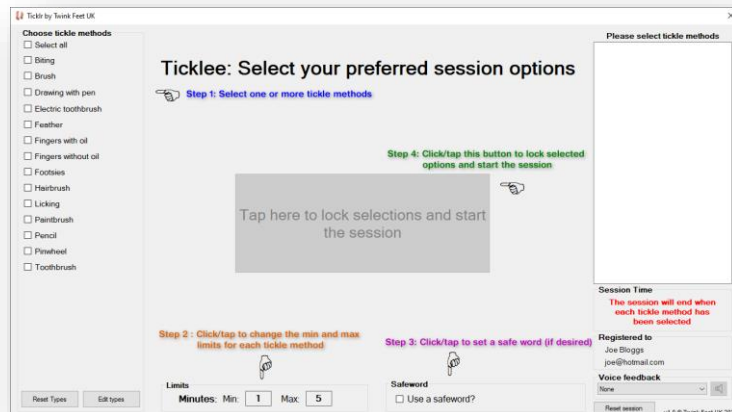
| Description | Explanation |
|---|---|
| 1 Choose tickle methods | The Ticklee should select their choices from this list. |
| 2 Select session timer/ Lock options/ Select tickle method | This button changes throughout operation of the application. It starts with an instruction to set the Session Time, and is then unlocked when tickle methods have been selected. The Ticklee selects all of their options for the session and taps/clicks the button to lock them in. The button then changes to "Select tickle method" and the Tickler taps/clicks it to select each method. |
| 3 Tickle methods remaining | A list of the selected tickle methods available for automatic selection. |
| 4 Reset Types | This resets the list of tickle methods (1) back to the default list as it was when the application was first installed. |
| 5 Edit Types | Allows the default tickle methods to be changed. A maximum of 21 methods can be entered. |
| 6 Limits | The minimum and maximum duration in minutes that could be selected at random for each tickle method. |
| 7 Safeword | The Ticklee can specify a safeword, which they can say if they want the Tickler to stop tickling their feet. |
| 8 Session Time | This shows the selected type of session (see 7.1). If Single Method Selection was chosen the message in the screenshot will be shown. If Timed Session was chosen a countdown timer for the session is displayed. |
| 9 Registered to | Details of the person the application is registered to. |
| 10 Voice feedback | Choose a voice from the available system voices on your computer to have the application announce each part of the session. The default option is for no voice feedback. |
| 11 Reset session | This restarts the application and clears all selected options. |

7.3. How a session works

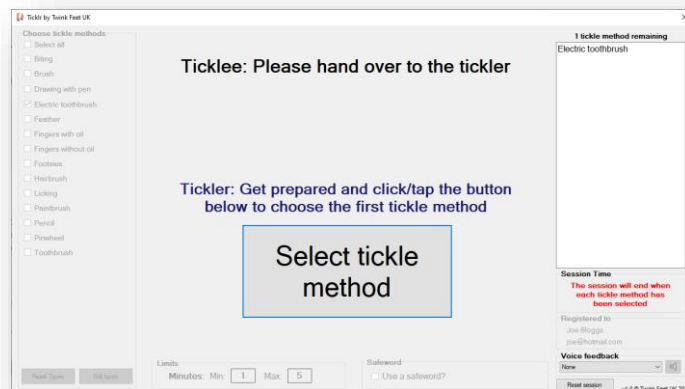
The application can be used to supplement a tickle session (or other type of session if your imagination and the functionality of the app supports it by editing the tickle types).

A typical session involves a person being tickled (the Ticklee) and someone who will be tickling them (the Tickler).

- **The Ticklee follows the steps on-screen to:**
 1. Select the tickle methods to be included
 2. Set the limits
 3. Set a safeword (if desired)
 4. Tap to lock the settings in place



- **The Tickler:**
 1. Gets all the required tools and themselves ready
 2. Taps/clicks the Select tickle method button



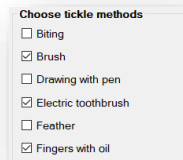
3. The app chooses a tickle method and the duration
 4. A timer appears to track that selected tickle method and count down
 5. The next method is selected.
- **Session ends when:**
 1. All tickle methods have been selected (Single Method Selection mode, see 7.1.1) or
 2. The overall session timer reaches zero (Timed Session mode, see 7.1.2)

7.4. Choosing tickle methods

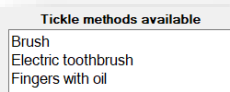
The Ticklee should be asked to select the tickle methods they want to include in the session.

7.4.1. **Edit** the **default methods** if required. *See next section (7.5)*

7.4.2. **Tap/click** on a **tickle method** to **select** or **deselect** it



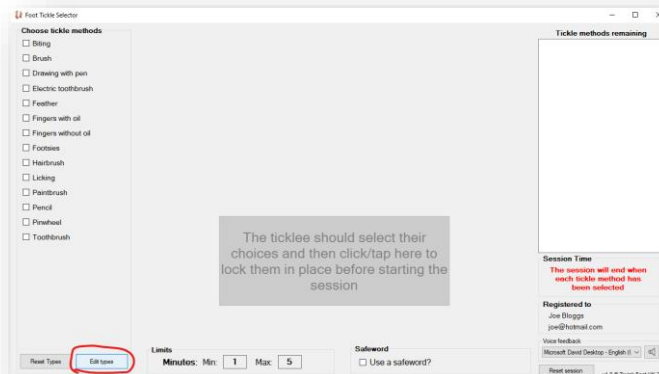
7.4.3. The **tickle methods** will be **added** to the **list** on the right-hand side



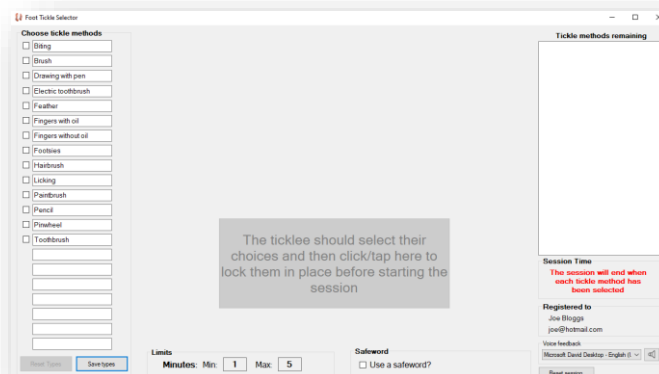
7.5. Editing Tickle Methods

The default tickle methods can be edited and are saved within the application for next use. Follow the steps below to edit the default tickle methods.

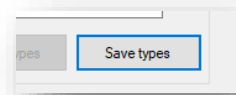
7.5.1. Tap/click **Edit Types** at the bottom of the **Choose tickle methods** list



7.5.2. The list of tickle methods changes to editable text boxes:



- 7.5.3. Change the tickle methods in the list however you wish.
You can:
- Rename existing tickle methods
 - Add new tickle methods in empty slots
 - Remove unwanted tickle methods by making the box blank
- 7.5.4. Tap/click **Save Types** at the bottom to save.

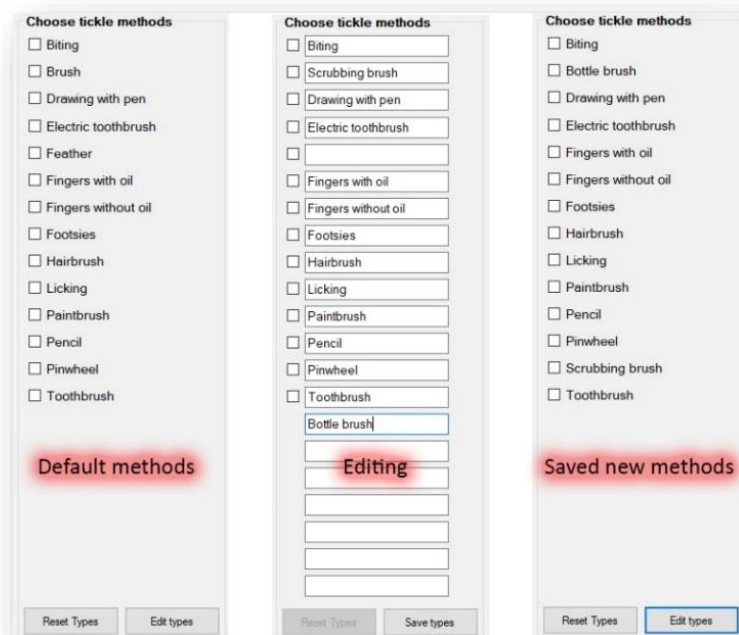


Note: The list is sorted alphabetically when saved and any selected methods will be cleared.

- 7.5.5. The image below shows an example of the steps with the **default tickle methods**, editing those defaults, and how it looks after it is **saved**.

The changes made in this example were:

- Rename “**Brush**” to “**Scrubbing brush**”
- Remove “**Feather**”
- Add “**Bottle brush**”




- 7.5.6. You can **reset** the tickle methods list back to the default by clicking/tapping **Reset Types** if required.

7.6. Setting minimum and maximum limits

The Ticklee should set the maximum and minimum duration for each tickle method. The app will randomly select a number between these limits after the method is chosen. The default minimum is 1 minute and the default maximum is 5 minutes.

7.6.1. Setting the minimum time limit

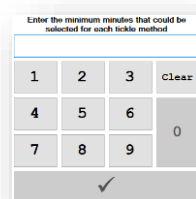
7.6.1.1. Tap/click on the **box** displaying the **minimum time limit**



Limits
Minutes: Min: 1 Max: 5

7.6.1.2. A **number pad** appears.

7.6.1.3. Enter the required **minimum time** and tap/click ✓.

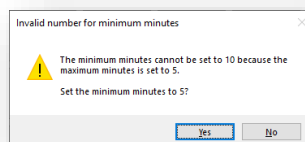


Enter the minimum minutes that could be selected for each tickle method

| | | | |
|---|---|---|-------|
| 1 | 2 | 3 | Clear |
| 4 | 5 | 6 | 0 |
| 7 | 8 | 9 | |

✓

Note: You are not able to set the minimum limit higher than the maximum limit. If you attempt this you will see a message asking if you want to set the minimum limit to the same as the maximum limit.



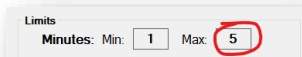
Invalid number for minimum minutes

⚠ The minimum minutes cannot be set to 10 because the maximum minutes is set to 5.
Set the minimum minutes to 5?

Yes No

7.6.2. Setting the maximum time limit

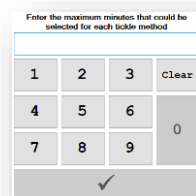
7.6.2.1. Tap/click on the **box** displaying the **maximum time limit**



Limits
Minutes: Min: 1 Max: 5

7.6.2.2. A **number pad** appears.

7.6.2.3. Enter the required **maximum time** and tap/click ✓.



Enter the maximum minutes that could be selected for each tickle method

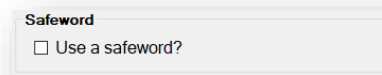
| | | | |
|---|---|---|-------|
| 1 | 2 | 3 | Clear |
| 4 | 5 | 6 | 0 |
| 7 | 8 | 9 | |

✓

7.7. Setting a safeword

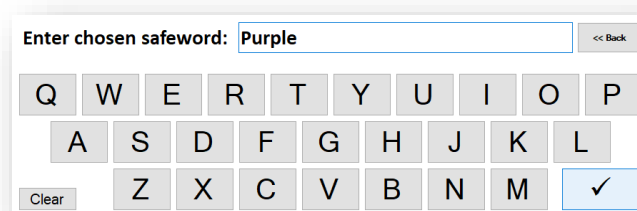
A safeword is a specific word, chosen by the Ticklee, which they can say to indicate to the Tickler that they want the tickling to stop. If the Ticklee wishes to use a safeword they specify the chosen word in the application and both the Ticklee and tickler are reminded of the word when each tickle method is chosen (if audio feedback is enabled, otherwise this is displayed on-screen at all times for the Tickler to refer to).

7.7.1. Tap/click **Use a safeword?**



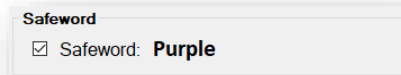
7.7.2. A keyboard appears.

7.7.3. Enter the chosen safeword and tap/click ✓



7.7.4. If audio feedback is enabled (see section 7.8) the application will announce the safeword that has been chosen.

7.7.5. The **safeword** is displayed at the bottom of the application



7.7.6. Tap/click the checkbox to remove the safeword or to edit it if required before the session starts.

7.8. Setting audio options

The app can provide audio feedback during various stages of operation.

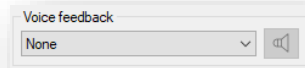
When audio feedback enabled many parts of the session are announced audibly for both the Ticklee and Tickler's information.

Audio feedback is provided for:

- The safeword chosen
- The tickle method that has been selected
- The duration of each tickle method
- When timers have been started/paused/reset and the time remaining at that point
- When there is 1 minute left for a tickle method
- When there are 30 seconds left for a tickle method
- When a tickle method timer reaches zero
- When the session timer reaches zero
- When all tickle methods have been chosen
- When the session is reset (application restart)
- When testing the selected voice

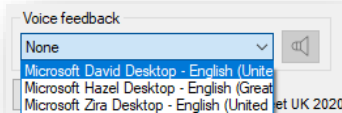
Setting the voice for audio feedback

7.8.1. Tap/click the dropdown list in **Voice feedback**

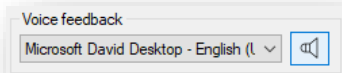


7.8.2. **Choose** one of the **available voices**

Note: See section 7.9 to install additional voices if required



7.8.3. Tap/click the **speaker icon** to hear a **preview** of the selected **voice**



Note: The selected voice will be remembered for future use

7.9. Installing additional voices

The voice options within the application are provided by Microsoft Windows. The application links into the available voices on the system for synthesized voice feedback. As this is directly dependant on the version of Windows being used and the language settings in place it cannot be guaranteed that you will be able to use the voice feature on a version of Windows other than Windows 10.

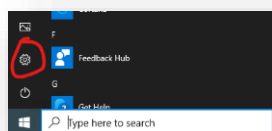
The voice on the computer used in the videos shown on TwinkFeetUK social accounts and demo/instructional videos on the TwinkFeetUK website is called “Microsoft David”. This should be already installed on your Windows 10 computer if you are in the United States, or if your computer has been set to that region. The steps below will show you how to install the “Microsoft David” voice if you do not have this installed, or you can use the steps to select other speech packs to obtain other voices if required.

Note: Not all speech packs are compatible with the application and only those which are compatible will be loaded in as an available voice to select.

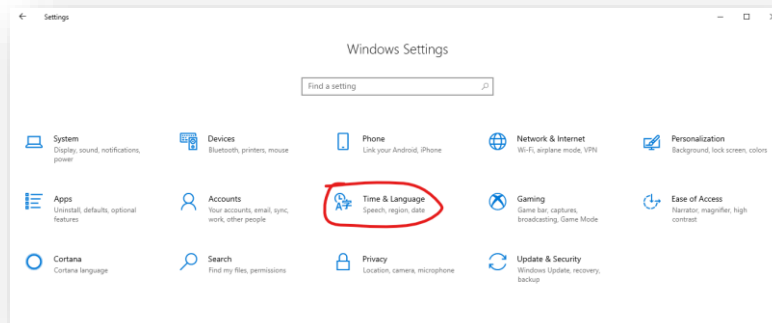
To obtain the “Microsoft David” voice on a Windows 10 computer:

7.9.1. Tap/click **Start**

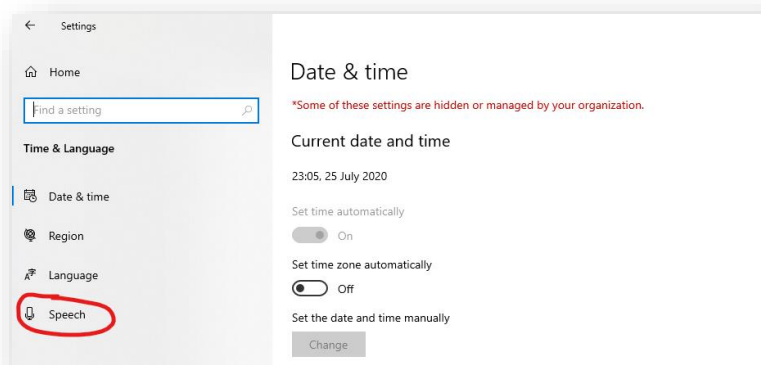
7.9.2. Tap/click **Settings**



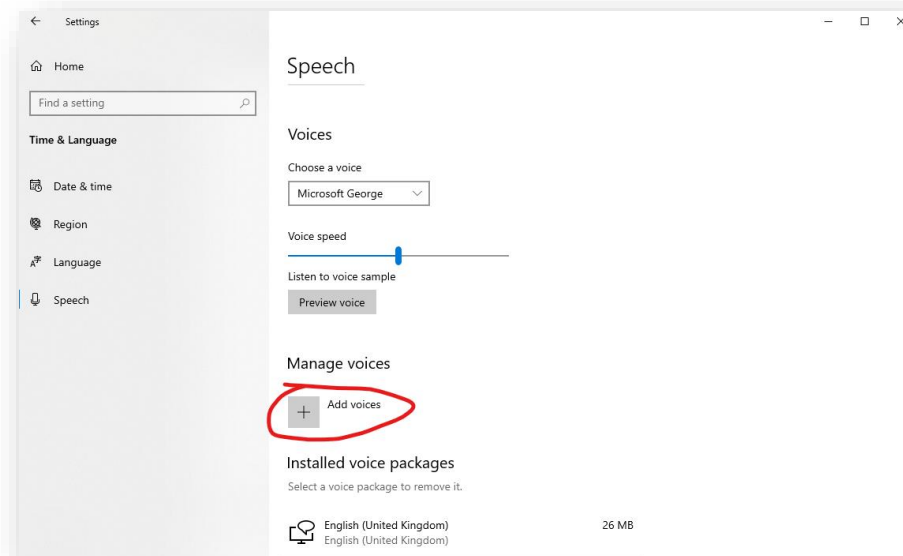
7.9.3. Tap/click **Time & Language**



7.9.4. Tap/click **Speech** on the left-hand side



7.9.5. Scroll down and tap/click **Add Voices**

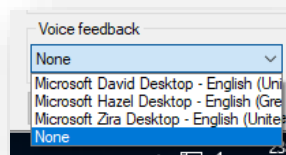


7.9.6. Select **English (United States)** from the list and tap/click **Add**

7.9.7. Wait for installation to complete

7.9.8. Load the **Tickle Selector** application.

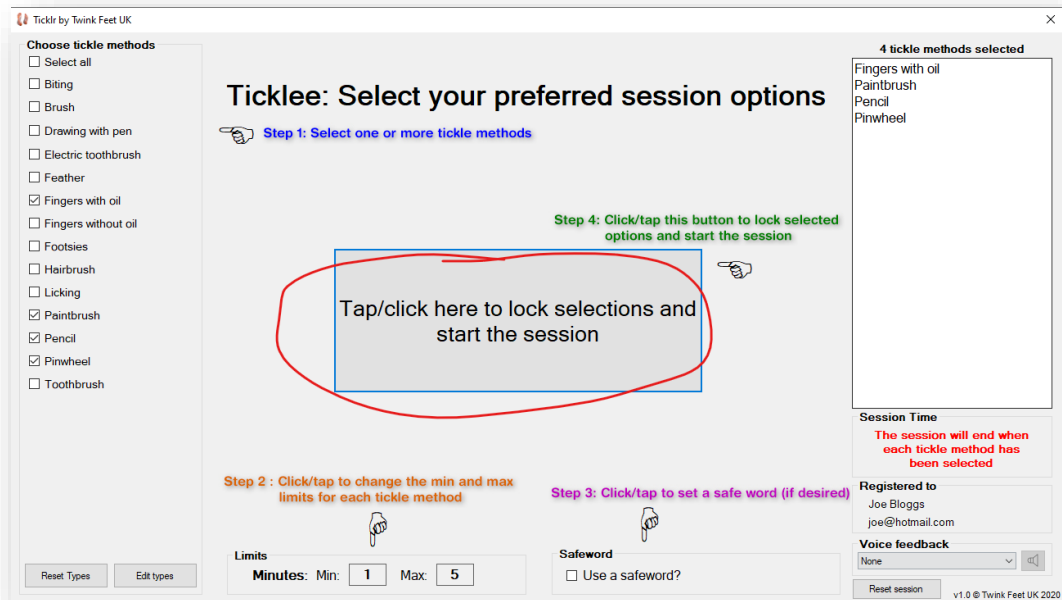
7.9.9. You should see “**Microsoft David Desktop**” in the list of available voices



8. Starting a tickling session

This is the fun part!

8.1. The **Ticklee** selects all their required **options** (see section 7.3) and **taps** this **button**:



8.2. The button changes to “**Select tickle method**”

8.3. The **Ticklee** hands the **device** over to the **Tickler**

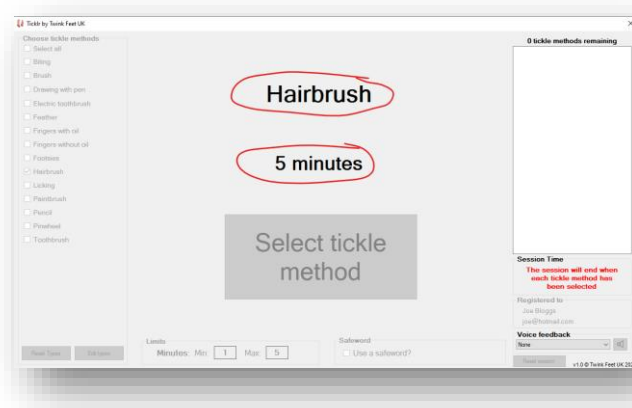


8.4. The **Tickler** gets ready and taps/clicks “**Select tickle method**”

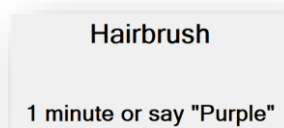
8.5. The app **cycles through** all the selected **tickle methods** until it **picks one at random**

8.6. The app then **cycles through** all the **minutes** between the **limits** and **picks a duration at random**.

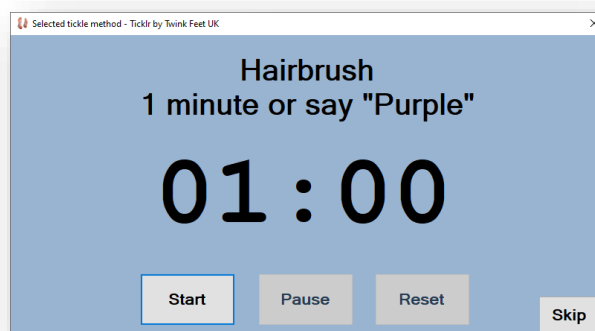
8.7. The selected **tickle method** and **duration** are shown



Note: If a safeword has been selected (e.g. “Purple”), this will be shown after the minutes.



8.8. A **timer window** opens. This displays the selected tickle method, how long the method will be used for, and the safeword (if selected)



8.9. The **Tickler** taps/clicks **Start**, and the timer starts to count down.

Note: Audio feedback, if enabled, will announce the duration and “timer started”.

It will also announce “1 minute remaining” and “30 seconds remaining” at those points also.

8.10. The **timer** can be **paused** or **reset** back to the original time by tapping/clicking **Pause** or **Reset**.

Note: Audio feedback, if enabled, will announce the time at which the timer was paused/restarted or if the timer is reset. This functionality is so the Ticklee is aware if the Tickler has manually intercepted the countdown.

8.11. When the **timer** reaches **zero** the time indication will change to “**Time up!**”.

Note: Audio feedback, if enabled, will announce “Time is up”.

8.12. Tap/click **Close** to close the **Selected Tickle Method** window

Note: Audio feedback will announce the method has been cancelled if Close is tapped/clicked before the timer reaches zero and is displayed as “Skip” before this time as well.

8.13. The Tickler taps/clicks **Select tickle method** to select the next method.

8.14. The process continues until either all tickle methods have been used, or the session timer reaches zero. See section 7.1 for details).

9. Further information

Please visit <https://www.TwinkFeet.uk/ticklr> for video demonstrations and further help or information on the Ticklr app.