For Creators

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Getting Started as a Creator

In this short guide we'll go through the process of creating your first project and session, explaining some of the various options along the way. For detailed guides on creating a specific session task, please see the Session Types page.

Let's start at the beginning with Create a New Project.

Creating a new Project

Projects can be created from the Dashboard page. Next to your user summary, select the 'New Project' button.

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This will lead you to the New Project page. From here you'll fill out and select the following information (required fields are denoted by a *):

1. Project Title* - What it says on the tin. This is the project title that will be displayed to users who see your project on the publicly available list or reach it via a direct link.
2. Description of Project for List - While not currently viewable to users, this is intended to be a description you can provide so users have a better understanding of the intents and effects of the project as a whole.
3. Subject's Name* - The name, title, or term that the subject will be addressed as on the Project Details page.
4. Hide Project from Main List - This will determine whether or not your project is publicly viewable by other users on the site. If you want to keep it marked as private, where only users who have received a direct link to the project can view it, select this option.
5. Project Tags - This will give users an idea of what your project contains. Select any and all tags that you believe will apply.

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Once the above information has been entered, simply select 'Create Project'.

From here you can return to the Dashboard, navigate to the project itself, or immediately create a new session.

Let's continue by selecting 'Create New Session in Project'.

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Proceed to the next step in this guide at Create a New Session.

Creating a new Session inside a Project

If you've been following this guide from the beginning, you arrived to this page after selecting 'Create New Session in Project' after creating your new project. Still, it's beneficial to know how to create one from an existing project. You'll find that such new sessions are created on the Project Details page within a project. This can be reached by selecting an existing project from Your Profile, then finding and selecting the '+' button in the Project Details frame.

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From here you'll find yourself on the New Session screen. As the prompt indicates, this will determine the basics of the session you're about to create.

1. Session Title - The title that users will see displayed under the Project Details list.
2. Session Type - Use this drop-down to select the type of session you'd like this to be. Selecting a task type will give you a brief description of what the type entails.

We'll name our new session and select Brainwash Spiral Task for the purposes of this guide, but feel free to select whichever option you'd like. This is your project, after all! For a list of session types and guides on using them, please see the Session Types section of the User Guide.

For now, however, let's select Create Session.

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And then Go to Session Settings.

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Here's where we find the various options and tools available within a session. In the case of our Brainwash task, we have the following:

1. An area to enter Session Lines that will be displayed to the subject in a randomized order on the center of the screen. Add lines by typing out a sentence or phrase and hitting enter.
2. The amount of times a line must be iterated over to reach the end of the session.
3. An area to enter distractor lines, which are lines that will randomly be displayed in varying locations on the screen as the session proceeds. Add lines by typing out a sentence or phrase and hitting enter.
4. The Advanced Settings expandable configuration area. Click on this to view advanced configuration options for the task, such as adding an audio file, changing line-type

distractors to wall-type distractors, and custom CSS.
5. The image upload area, where images can be uploaded from local storage to be used in the session's slideshow.

Populate these options with lines and images that focus on the session's purpose and/or theme. For example:

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Once you've finished adding your entries to the session's fields, return to the top of the screen and select the 'Save' option.

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And there you have it! Your first Project and Session completed.

If you'd like to view it for yourself, just select 'Back to Project List' and then 'Launch Session'.

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For further resources on configuration and site use, see the following links:

Session Types - Description of each session type, with links to configuration guides on each.

User Settings - A configuration guide for configuring your profile settings, including a profile description and options for displaying your interests, email address, and making your profile publicly visible.

Project Details - A guide to the Project Details page and the various options it has for running and viewing the sessions contained within a project.

Advanced Editing

These pages document advanced editing of sessions in Yuukspace. Beginners Beware!

Advanced Editing

Custom CSS in Spirals

Custom CSS is a powerful tool in spiral sessions that let you edit virtually anything style-wise in a session.

Some key elements are:

- .distractor - Classic Distractors

```
.distractor {
  color: white
}
```

- .focus-line - Contains the text that is center-focused on the screen

```
.focus-line {
  animation: breathing 4s linear infinite;
  font-family: sans-serif;
  color: #DDE;
  text-shadow: -1px 0 black, 0 1px black, 1px 0 black, 0 -1px black;
  font-size: 4vh;
  text-wrap: none;
  overflow: hidden;
  z-index: 30;
  text-align: center;
  margin-top: -0.25em;
}
```

- #spiral-gif - Contains the Spiral if the Spiral is an Image (.gif) (If in VR Mode, use .gif-fit). By default, the spiral is:

```
#spiral-gif, .gif-fit {
    position: absolute;
    width: 50%;
    height: 100%;
    top: 0;
    opacity: .3;
```

```
    z-index: 1;
    background: url(/static/utils/large.gif) no-repeat center center;
    background-size: cover;
    overflow: hidden;
    text-align: center;
}
```

- #image - Contains the Breathing Image Background. Images are set in the style attribute of the #image as a background.

```
#image {
    animation: _ngcontent-ng-c139187180_zoomin 1.5s linear infinite;
    position: absolute;
    top: 0;
    width: 50%;
    height: 100%;
    background-repeat: repeat;
    background-position: center center;
    background-size: contain;
    overflow-x: hidden;
    overflow-y: hidden;
    overflow: hidden;
}
```

Additional Baked-in Fonts

- heartFont - Makes font appear in block lettering with hearts.

```
.focus-line {
  font-family: 'heartFont', sans-serif;
}
```

- dumbassFont - Makes font appear with some characters randomly rotating backwards

```
.focus-line {
  font-family: 'dumbassFont', sans-serif;
}
```

Baked-in Animations

- breathing - Makes text or images appear to be breathing in and out.
  Example Usage:

```
.focus-line {
  animation: breathing 4s linear infinite;
}
```

Advanced Settings

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Found at the bottom of the Session Settings page of any given session, the Advanced Settings frame can be selected to open up a configuration area for a variety features. While the default configuration settings are often more than enough for a given session, the Advanced Settings will provide you with an array of new options to tweak and modify sessions to your own personal tastes.

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While all session types contain an Advanced Settings configuration area, not all types contain the same configuration options. For the purposes of this guide, we'll be using the Advanced Settings menu from a Brainwash Spiral Task. This is because - with the exception of Write Lines Tasks - Brainwash and Mantra tasks contain all options from other task types. Individual Advanced Settings guides may be added to the individual session type pages of this wiki in the future if they become necessary.

Advanced Settings for sessions entail the following configuration options:

Audio URL - This option will allow you to add a link to an audio track that will play while a subject runs the session. This can be a hypnotic file, ambient noises or music, static, or really whatever else you'd like. If the session lasts longer than the audio file's length, the track will automatically repeat once it reaches its conclusion.

Please note that the link must point *directly* to the file, meaning a link that ends in .mp3, .flac, .wav, etc. Links to Youtube, Soundcloud, etc. will NOT work. If you don't have your own place to host such files, you can use the Stash page to upload any necessary media and receive valid links for them.

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Spiral URL - As with the Audio URL settings, this setting will allow you to add a link to an image, animation, or video that will replace the default spiral that plays over Brainwash, Mantra, and Advanced Spiral Tasks.

Please note that this doesn't necessarily need to be a spiral. It can be anything that you'd like to transparently display over your sessions. Get creative!

Also similar to the Audio URL option, any links must point directly to the file. Again, the Stash page is your best friend for this if you don't have your own hosting solution.

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Spiral Opacity - This option will allow you to customize the transparency of the spiral in use, whether it's the default spiral or a custom one you're using via the Spiral URL option. Any number between 0 and 1 is a valid entry, with 0 indicating full transparency (you won't see the spiral at all) and 1 indicating full opacity (you will ONLY see the spiral).

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Image Switch Frequency - This option determines how long an image will be displayed on the screen before a new one is displayed. The lower the amount configured, the faster the images in your session will cycle.

This setting will make the difference between the images in your sessions looking like a fast-paced subliminal blur or a slow and leisurely slideshow.

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BST: Word Duration/MST: Line Duration - This option determines how long a word or line (depending on whether this is a Brainwash or Mantra Spiral Task, respectively) stays on the screen before cycling to the next word or line. The number configured in this option, along with the Image Switch Frequency option, will set the pace for your session.

If you want your subject to take time to read each word or line carefully, you might set this number higher. If you'd like them to be forced to read as quickly as possible without dwelling on any particular word or line, you might set it lower.

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Distractor Base Frequency - This option determines how long a session will wait after a distractor is spawned before a new one is generated. Lowering this number will result in distractors spawning in more quickly. Increasing it will cause them to take longer to spawn.

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Distractor Duration - This options determines how long a distractor will stay on the screen before disappearing. A higher amount of milliseconds will result in distractors staying on screen longer, while a lower amount will result in a shorter length of display.

Distractor Duration can be combined with the Distractor Base Frequency option to great effect. For example, a low frequency time and a high duration time will cause a large amount of distractors to appear and stick around, "cluttering" the screen with suggestions.

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Distractor Wall Re-render Frequency - This option determines how long a text wall will display on screen before a new one is generated and replaces it. A longer duration will leave the text wall on screen for a longer period of time, while a shorter one will reduce the time the wall is displayed.

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Distractors have random activation - As its description states, this option will randomize the frequency at which distractors are displayed, using the Distractor Base Frequency as the base number for the randomization function.

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Distractor Types - Consisting of Wall and Classic-type distractors, these options will enable distractors of the selected type.

Wall distractors will create a wall of text using any entered Distractor Lines, then apply that wall over the session with a transparency filter, similar to the way that spirals are displayed. This text will shift depending on the amount of time configured under Distractor Wall Re-render Frequency.

Classic distractors will display any entered Distractor Lines in random locations on the screen. The frequency with which they appear and the length that they stay on screen can be modified using the Distractor Base Frequency and Distractor Duration options, respectively.

Both options may be enabled at the same time.

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Custom CSS - In the context of Yuuk.space, CSS is used to customize the design, layout, and variations in display for your sessions. The most common usage for it will be to customize the text being displayed. For example, you can use CSS to specify a font to use in a session, as well as change font size, color, and animations.

For more information on this subject, please see the Custom CSS in Spirals page.

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Delete Session - Found under the aptly-named Danger Zone section of the Advanced Settings configuration area, this button will delete the session. Simply select it, confirm the deletion, and the session will be erased.

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YuukSpace Script (YSS)

YuukSpace Script (YSS) is the scripting language used in AST sessions.

YSS allows you to fire custom events and define different blocks within the same session.

Example Script:

```
[anchor;id=top]
[setting.session.type=bst]
[setting.spirals.line_duration=1500]
[controller=random]
[block=start;id=initial]
[setting.session.type=mst;id=initial]
[setting.spirals.line_duration=2000;id=initial]
[style.text.main.color=#FF0000;apply=1] This is a test of the first block
Second line
Third Line[sound=/static/testing/ding.mp3]
[block=end;id=initial]
[block=start;id=bsttest]
[setting.session.type=bst;id=msttest]
[setting.spirals.line_duration=1000;id=msttest]
This is a test of the BST block
BST block tests are cool [sound=/static/testing/ding.mp3]
[style.text.main.color=#FF0000;apply=1] BST application is fun
[block=end;id=bsttest]
```

Element Reference

[anchor] (Not Yet Implemented)

Allows you to define a location in the script to go to, with required extra parameter id denoting the unique name of the location.

Usage:

```
[anchor;id=backhere]
.....
[block=end;id=someOtherPlace;goto=backhere]
```

[setting.*]

Used to define settings for the session. Pass the extra attribute `id` to denote that the parameter should be associated with a certian block session.

Current Settings Implemented:

- [setting.session.type=sessionType] - Sets the session type. Supported Session Types: bst (Brainwash Spiral Task), mst (Mantra Spiral Task)
- [setting.spirals.line_duration=durationHere] - Determines how long the line/word should be on the screen. durationHere should be time in Milliseconds.

[style.*]

Used to define on-screen style changes. Extra attributes include `id` to denote that the style change should only occur in the block and `apply` that accepts a positive number or the word 'always' to determine how long the style change should last for.

[style.*] is usable inline in BST and MST sessions.

Current Style Implemented:

- [style.text.main.color=hexGoesHere] - Sets the color of the session center text using a Hexadecimal Representation. (i.e. #0066FF)
- [style.text.main.add_class=classNameHere] - Adds an arbitrary class to the session center text. Class name can only be one and should not include the CSS selector (.)
- [style.text.main.size=sizeHere] - Changes the size (All CSS units of size accepted) of the session center text.
- [style.text.main.font_family=fontFamilyHere] - Sets the font family css attribute for the session center text. Accepts a string. Single Quotations should be around custom font families.

[sound]

Used to play a sound effect. Takes no attributes. URL for Sound can be direct or relative.

[sound] is usable inline in BST and MST sessions.

[controller] (Not Yet Implemented)

Used to determine how the session's blocks are controlled. Two valid choices are `sequential` (default) and `random`. Sequential will go down the list of blocks in order, random will generate a random list from the available blocks and play them in that order. Note: If you select Random, any text outside of a block will be played at the end of the randomized block list no matter where it is in the script.

[block]

Block is used to create a compartmentalized session within an AST session. Blocks require a start value and an end value, with each containing the ID attribute. Block End Values can also include the optional goto attribute to jump to another part of the session forward or backward. Warning, at the current time of development, jumping backward will create an infinite loop that will make the AST session impossible to finish. Blocks can have localized settings by denoting the ID attribute on settings tags.

```
[setting.spirals.line_duration=1500] # Set line duration to 1500ms globally.
[setting.session.type=mst] # Set global session type to MST
[controller=sequential]
Welcome
Lets begin
Be a good subject.
[block=start;id=lineChange]
[setting.spirals.line_duration=2000;id=lineChange] # set line duration to 2000ms for the lineChange block only.
After the block is finished, the global settings will be back in play.
[setting.session.type=bst;id=lineChange] # Set this block only to be an BST session. After this block, global
settings will take back over.
This is a test
I love tests
I am a good test. [sound=/path/to/positve.mp3]
This is a test
I love tests
I am a good test. [sound=/path/to/positve.mp3]
This is a test
I love tests
I am a good test. [sound=/path/to/positve.mp3]
This is a test
I love tests
I am a good test. [sound=/path/to/positve.mp3]
[block=end;id=lineChange]
```