

 **Author**

Topic: Prototype Whitewood Project (Read 23738 times)


JoeShabadu2000

Wizard



Posts: 118



 **Re: Prototype Whitewood Project**
« **Reply #75 on:** December 16, 2013,
03:30:43 PM »

When I say "over the flippers", I really just mean that space between the slingshots where you would normally have mode indicators, bonus indicators, etc. I think I should be able to put all that info, and more, on an LCD instead of using a dozen lamps. Anyway, I promise I'll post pictures when I get it working. 😊

 Logged

bonnevil69

P3 Developers



Posts: 698

Matthew Bonnema



 **Re: Prototype Whitewood Project**
« **Reply #76 on:** July 27, 2014, 07:30:25
PM »

So any progress on your machine?
« *Last Edit: November 11, 2014, 12:14:30 AM by bonnevil69* »

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DeadPin and Doom

holygerst!


Full Member



Posts: 38

Matt



 **Re: Prototype Whitewood Project**
« **Reply #77 on:** November 11, 2014,
12:10:17 AM »

Oh man! I just joined the forums and finding this post was like reading the most amazing book and realizing it's to be continued! Noooooooooooooo!
Anywhoo, this was awesome. Joe, this has been incredibly informative. Thanks for sharing all this and I can't wait to see the next phases.

BTW -- weird coincidence -- I have the exact same idea about putting an LCD panel in that spot. I was thinking of it like a super-modern Creature from CFTBL, but where you could also provide indicators and mode info. Almost like a "heads down" display.

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