LASERWAR

Manual

Description

Smart Kit - is a device that can perform a variety of functions. It can operate as a Medkit device as a respawn, as a cartridge store, like the anomaly zone or as the device that turns players into zombies or changes their team color. It is an easily programmable device that brings into complexity and surprises into gameplay.

Smart Kit Operation Instructions

After turning on the device should beep, the diodes should make a test and scale status bar of the Smart Kit should fill up and turn off.

Scale (status bar) of the Smart Kit

The device automatically switches to the mode in which it worked before turning off ("Medic" mode by default).

Setting the game mode parameters is made with Laser tag Configurator application. But you can also make some common setting without special software directly on the game area.
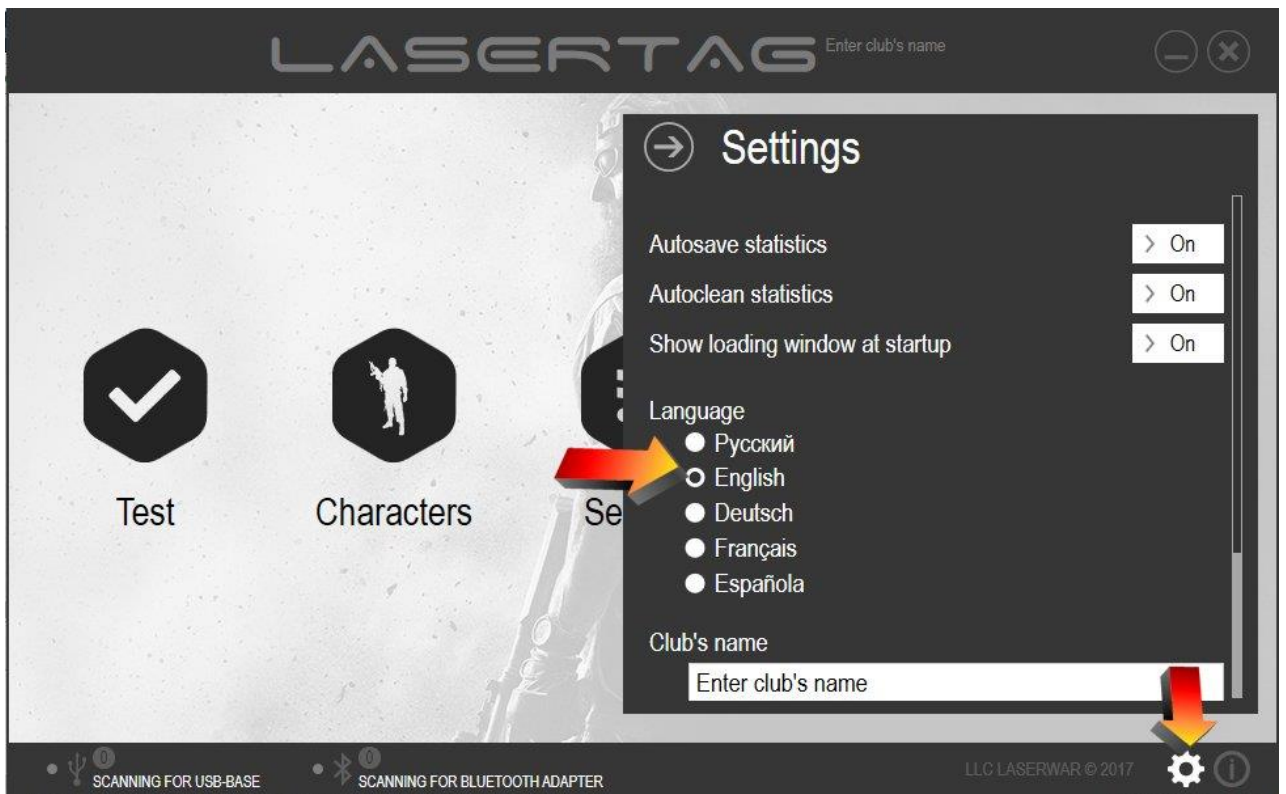
Download last Smart Kit firmware (12 January 2017)

Making setting with Laser Tag Configurator Application

1. To enter the device in programming mode, run the program and switch to your language,

open the "Smart Kit 2.0" in the "Devices" section and connect your USB-Base to your computer.

2. Place you USB-Base in such way that the sensors are in front of the Smart Kit's status bar at a distance of no more than 3 feet (one meter).

3. Turn on the Smart Kit. Within 5 - 10 seconds the unit will enter the programming mode and Laser Tag Configurator displays the type of connected device and its current firmware version.

If "Smart Kit" was initially turned on, just apply "New Game" command from a Remote control or Remote Pro and place USB-base as described above.
The following options are available for setting:
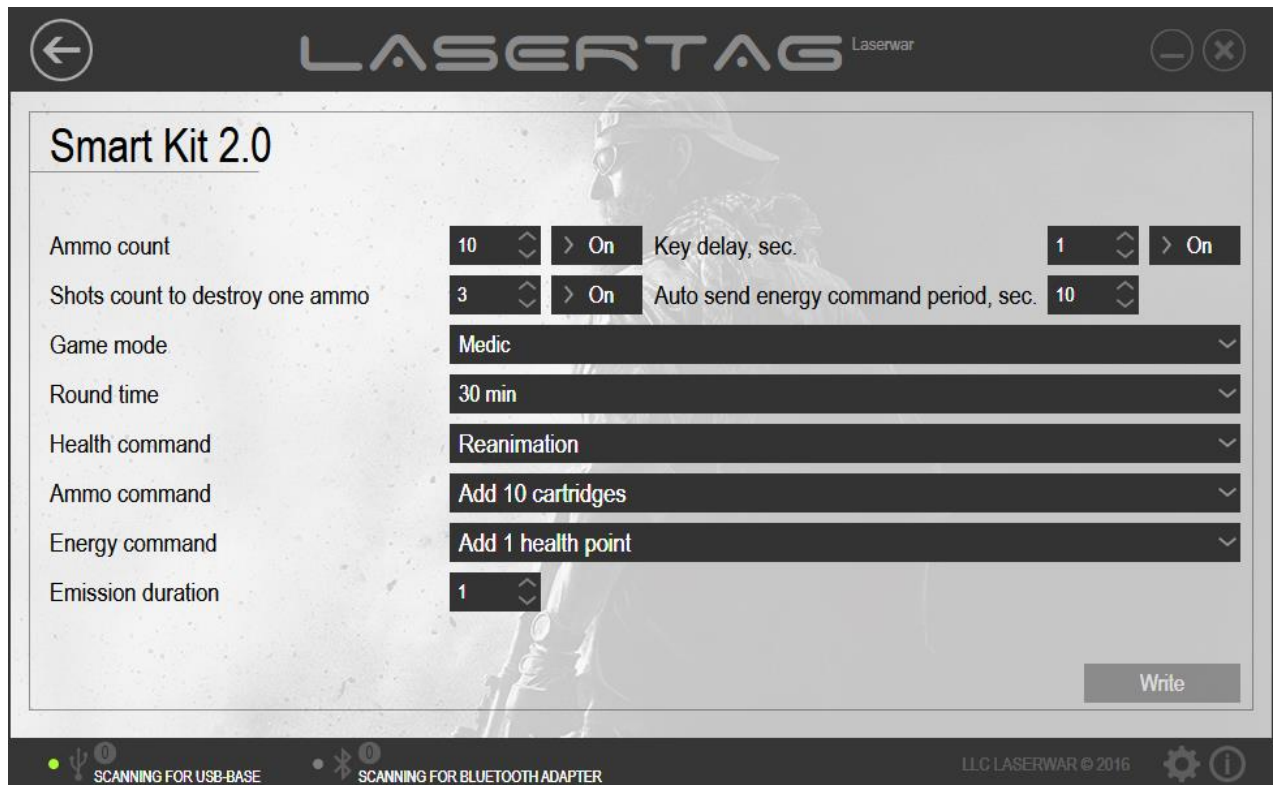
"Ammo count" means the number of packages that Smart Kit will have, that is, how many times it can send some preset command without a reboot or how many times it can be used by players. This parameter is set in the range from 1 to 250. When Smart Kit works in "Medic" or "Ammunition" modes its scale is initially filled, indicating that it has the maximum number of packages.

This scale will start to empty after taking the packages.

After a set number of packages ends up player will see the purple light diode on the top of the Kit and the red diodes on the edges of the scale.

The next use of the device will be possible only after applying "new game" command from the remote. This option can also be disabled. If it is disabled players will have the unlimited number of packages.

"Shot counts to destroy one ammo" means the number of hits to destroy one package, that is how much you need to make shots to this Smart Kit in order to reduce the specified number of packages on 1 unit. Shooting should be made to the diode, located in the upper part of the body.

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If a player hits it then it lights up with white and beeps. The scale that displays the number of packages, begin to empty. The parameter of shots is set in the range from 1 to 250. It can also be disabled.

"Key delay, sec" or button hold time is the time during which you should hold the red button for actuating the Smart Kit. This parameter is set in the range from 1 to 240 seconds. Also, it also can be disabled, in this case, the kit will be triggered immediately when the button is pressed.

"Auto send energy command period, sec". This time indicates the frequency of activation of the device in "Energy" mode. It means that after the preset time this Smart Kit will send the selected command. The parameter is set in the range from 1 to 1800 seconds.

"Round time" means a period of time from the beginning of the game during which the device will be active. At the end of the preset time the programmed number of packages will be automatically reset to zero (even if it was infinite) and the use of the Smart Kit will be impossible. You need to restart it ("New Game" command from the remote control).

"Game Mode". After exiting from programming, the device automatically switches to the selected game mode. Smart Kit has 3 Game modes: Medic, Ammo and Energy that have their own commands.

"Medic" mode commands:

- **"Reanimation"** (recovery of dead players health hit points);
- **"New game "** (sends new game command immediately and restores all players parameters including hit points and ammo);
- **"Start game with delay"** (sends new game command that restores all players parameters including hit points and ammo with a delay that was preset with Configurator);
- **"Restore Health"** (restores hit points only of wounded players);
- **"Reanimation for red team"** (recovery of red team players health hit points);
- **"Reanimation for blue team"** (recovery of blue team players health hit points);
- **"Reanimation for yellow team"** (recovery of yellow team players health hit points);
- **"Reanimation for green team"** (recovery of green team players health hit points);

"Ammo" mode commands:

- **"Add 10 (50, 100) cartridges"** (adding the specified number of rounds if the player does not have maximum ammo);
- "Restore ammo" (full restoration of ammunition if the player does not have maximum ammunition)
- "Add 1 (2, 5, 10) clips" (adding the definite number of magazines if the player does not have maximum ammunition).

"Energy mode" commands.

- **"Add 1 (5, 10, 50, 100) health points"** (adding the specified number of health hit points, if the player does not have maximum hitpoints);
- **"Reanimation"** (recovery of dead players health hit points);
- **"New game"** (sends new game command immediately and restores all players parameters including hit points and ammo);
- "Start game with delay" (Sends new game command that restores all players parameters including hit points and ammo with a delay that was preset with Configurator);
- **"Restore Health"** (Restores hit points of wounded players);
- **"Stun Player"** (The player will be unable to shoot for 7 seconds. If the player is hit within this period, he becomes active);
- **"Disarm Player"** (Destroys all player ammunition. The player will have zero magazines and cartridges);
- **"Fury"** (Increases players damage by 1 according to MILES protocol table if the player does not have 100% damage);
- **"Double health in the round"** (doubles number health hit points till the end of the round);
- **"49% power (99%)"** (changes the power of gun IR emitter);
- **"Adrenaline 1 (4, 15,75)"** (recovery of preset amount on health according to MILES protocol table if the player does not have maximum health);
- **"Anomaly"** (recovering of 1 life, if the player's health level is not the maximum);
- **"Preset Zombie"** (Player becomes Zombie);
- **"Change the team color to red (blue, yellow, green)"**; (Changes player's team color);
- **"Reanimation for red (blue, yellow, green) team"** (recovery of red (blue, yellow, green) team players health hit points);
- **"Enable (disable) friendly fire"** (Enables or disables friendly fire mode for the player);
- **"Restore ammunition"** (restores full ammo of the player).

Making setting on a game field without Laser Tag configuration.

You can also make some settings without USB Base. But without this device, you can change only the type of game mode and packages limits.

1. To activate the mode selection menu, game master should hold down the red button and instantaneously send "New Game" command from a remote control device. The device will go into programming mode.

2. Game mode changing is made by pressing a red button and is accompanied by diodes color changing depending selected mode ("Medic" - green; "Ammo" - yellow; "Energy" – red).

3. Selection of the game mode is confirmed by holding the button for 2 - 3 seconds.

4. After confirming game mode you'll hear a short beep, notifying about proceeding to the selection of packages number. You can select between two options:
limited number of packages (the number of Smart Kit activations will depend on the preset number, by default - 10 packages). If you select a limited number of packages, you'll see red extreme diodes lighting on the device scale, unlimited package. In this case, the diodes on the scale will constantly change its color (green – yellow- red).

5. Hold the red button for 2 - 3 seconds to confirm your choice. After that, you'll hear 3 short beeps. It means that the device is restarted and ready to work.

If you selected "Medic" or "Ammunition" game modes with a limited number of packages, then the scale will be initially completely filled. While using packages or Smart Kit hitting this scale begins to empty. If an unlimited number of packages is selected, then after the game start diodes will constantly "run", changing their color (green - yellow – red).

Also, if Smart Kit is hit in "Medic" mode then it will light up with the color of the shooting team. In this case, the device will execute the commands only for the players of this team. Recapturing of the device is impossible.

In "Energy" mode (regardless the number of selected packages), the scale will start to fill gradually. After reaching the maximum it beeps, notifying that the device was activated. The status bar (the scale) will be reset and filling will start from the beginning. Clicking on the button during the filling of the status bar will have no effect. All parameters like scale filling time, the type of generated command, the number of packages can be preset using Laser Tag Configurator. By default the number of packages is - 10; scale filling period - 10 seconds; command - "anomaly."

We will be happy to answer all your questions by e-mail sales@LaserWar.us or you can visit our website http://www.LaseWar.US