Additional equipment
DIGITAL FLAG
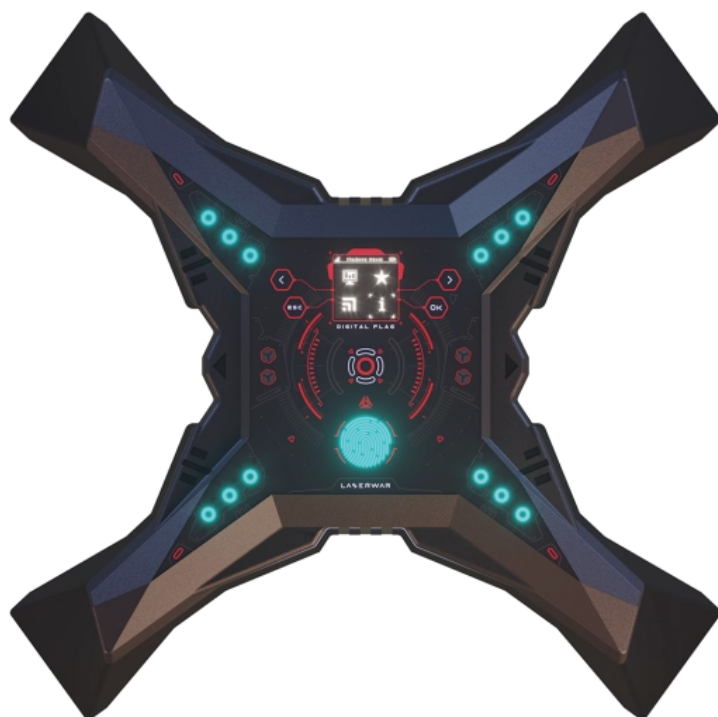
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Getting started

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1. Introduction

Congratulations on having purchased Digital Flag, an additional device. You time in laser tag is our TOP priority. We attempt to keep the game easy, fun, and modern.

The device is the pinnacle of additional LASERWAR devices. You can take the device out of the box and start working right away thanks to the user-friendly interface and control system.

If you are just getting to know laser tag equipment, the instructions will help you learn quickly and start the game. If you're a seasoned user, go through all of the information and make sure you didn't miss anything from the possibilities provided by Digital Flag.

2. Description

Digital Flag is a LASERWAR 2021 development. This versatile capture and indication device supports seven scenarios. On the playground, it can replace Control Point, Command Post, Universal Point, Ambulance, Medic and Arsenal. The main advantage is that the device has the unique Digital Flag scenario.

The game set is compatible with the eighth, ninth, tenth and eleventh generation equipment. What sets it apart from other devices is its corporate design and rich functionality. The flag consists of two X-shaped modules and four vertical light indicators. The top panel of the device has a bright, informative OLED display and four control buttons.

Thanks to the design of the vertical light indicators, made of impact-resistant polymer and segmented LED panels, the unit tells players over a long distance what state it is in and by whom it has been captured.

Playing with Digital Flag

3.   Switching on/off

Digital flag is activated by a button located on the bottom surface of the upper X module. The charging socket is located nearby. The activation is accompanied by an audible signal and light indication (color changes: red, blue, yellow, green, violet, blue). To switch the device off, press the same button.
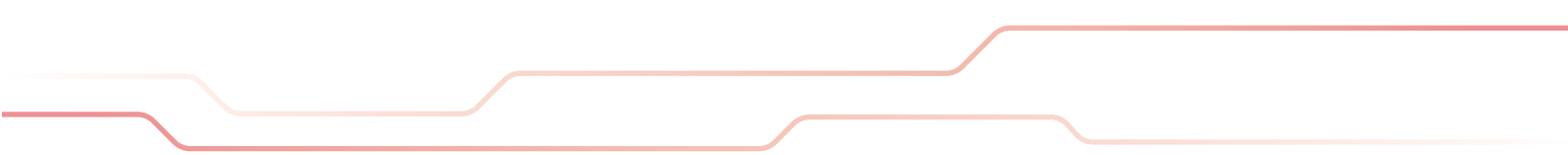
4.   Device settings

Press the Esc button to enter the settings menu after switching the device on. A window with four sections will be opened.

• **«Система»** – основные настройки устройства

• **«Сценарий»** – настройки для каждого из сценариев

• **«WiFi»** – настройки для сетевой игры. По умолчанию такие:

Wi-Fi enabled

SSID (network identifier) - ALPHATAG_NET

Key - no password

• **Info** - contains the firmware version of Digital Flag and the serial number.

Setting system parameters

The following parameters are set by default:

• **Name**: Digital flag (required for the network game)

• **Delayed Start**: range 0-3600 seconds. Set for the local game; for the network game the value is set by the server via software. To start a local game with a delay, the Delayed Start command is applied from the remote.

• **ID:** 64 (a unique device number, required for identification in an online game). Range: 1 - 65534

· **Volume:** 70%. Range: 1 - 100%

· **Language:** English or Russian.

· **IR power:** 100% (affects the sensing range of the device).

- **IR protocol:** MILES II - a data transfer protocol.
- **Command mask:** RBYG (that is Red/Red, Blue/Blue, Yellow, Green). Sets the colors of the playing teams. If a color is excluded, the device will no longer interact with the players of the excluded team.

- **Game:** the scenario displayed when the game set is switched on. Any of the seven available scenarios can be selected.

- **Reset settings** (factory reset).

Configure the flag parameters manually or in the Alphatag software. Apps for other generations are not supported.

5.   Operation

 Digital Flag is controlled by four buttons on the body. Left/Right buttons are used for the navigation in the menu; OK button - select the option; Esc button - cancellation/return to the previous menu.

The device's hit sensor is located deep within the body, eliminating accidental hits at an angle and from long distances. The activation is only possible by shooting at the sensor at close range.

Seven scenarios are available to choose from: Digital Flag, Flag Control, Confrontation, Military Base, Outpost, Hospital and Arsenal.

DIGITAL FLAG

Each team is assigned a flag (it lights up during the game in the color of the team-owner). The task is to capture the enemy flag and deliver it to the home base.

Capturing is done by firing a shot at the unit's hit sensor (located in the centre of the top panel, below the OLED display). The player receives a special digital tag that he is the flag bearer. Whoever has shot at the opponent's flag must run to his base and shoot at his Digital Flag, thereby passing the marker, then the capture will be valid.

At the end of the round, the flag makes a beep and changes the color to that of its owner. The display will show how many enemy flags the players have captured.

Scenario features:

• A player who shoots at an opponent's flag cannot hit opponents.

• Several players can capture an opponent's flag at the same time.

• The player who carries the flag loses it if he dies.

Settings

• **Round time.** Range: 0 - 1440 minutes

• **Team.** The color of the team to which the flag will belong in the game.

• **Number of flags.** Range: 0–255. The condition for ending a round in a local game is the number of flag captures required to end the round. The value of 0 equals an unlimited number of flag captures.

• **Recovery time.** Range: 10 - 3600 seconds. The period of time after which the flag can be re-captured.

• **Radiation:** on/off.

– delay. Range: 1 to 9 seconds. If the Radiation parameter is enabled, the device will send a radiation impulse once after the specified time after the flag is shot at, causing damage to all nearby players.

– Power: Range: 1 - 100% Damage caused by radiation.

• **Impulse.** In the Digital Flag scenario, the Reanimation command is used as a pulse. It will only work for the players of the team, who own the flag.

– on/off

– pause. Range: 10 to 900 seconds. If the impulse parameter is enabled, it will be ready for use after the specified time after the game start. The readiness is accompanied by a light indication on the top of the device - the fingerprint button is glowing blue.

– quantity. Range: 1 - 99. The number of pulses emitted. To activate the impulse, touch the button to scan a fingerprint. After using the impulse, you need some time for recharging. In this case, the button will flash to indicate recharging.

FLAG CONTROL

By default, the flag blinks white. Players capture the device with a shot, it is colored by the color of the team that hit it. The players' task is to keep the flag longer than their opponents.

At the end of the round, the flag emits a beep and changes its color to

that of the winning team: the team that possessed the flag longer than others.

Settings

- **Round time.** Range: 0 - 1440 minutes
- **Invading time.** Range: 3 - 255 seconds. Within the specified time the flag is captured after the player shot at it.
- **Capture time.** 0–3600. The condition for ending a round in a local game is the time interval of flag capture required to win. The value 0 equals an unlimited amount of time.
- Radiation. on/off.

– delay. Range: 1 to 9 seconds. If the Radiation parameter is enabled, the device will send a radiation impulse once after the specified time after the flag is shot at, causing damage to all nearby players.
– Power: Range: 1 - 100% Damage caused by radiation.

- **Impulse**. In the Flag Control scenario, the Reanimation command is used as a pulse. It will only work for the players of the team to which the flag belongs at the moment the pulse is used. As long as the flag is neutral, the impulse usage is not available.

CONFRONTATION

At the beginning of the game the flag is neutral, and it shines with the colors of all teams. Shoot at the device to capture it. The longer the teams own the flag, the more segments of the indicator light up in that team's color. The players' task is to keep the flag longer than their opponents.

At the end of the round, the flag emits a beep and changes its color to that of the winning team: the team that possessed the flag longer than others.

Settings

- Round time. Range: 0 - 1440 minutes
- Invading time. Range: 3 - 255 seconds. Within the specified time the flag is captured after the player shot at it.
- Capture time. 0–3600. The condition for ending a round in a local game is the time interval of flag capture required to win. The value 0 equals an unlimited amount of time.
- Radiation. on/off.
  – delay. Range: 1 to 9 seconds. If the Radiation parameter is enabled, the device will send a radiation impulse once after the specified time after the flag is shot at, causing damage to all nearby players.
  – Power: Range: 1 - 100% Damage caused by radiation.

- **Impulse.** The Reanimation command is used as an impulse. It will only work for the players of the team to which the flag belongs at the moment the pulse is used. As long as the flag is neutral, the pulse usage is not available.

MILITARY BASE

Each team is assigned a flag. In the scenario, it acts as a base where dead players can recover hp. The base has a certain strength and can be destroyed by opponents. In case of destruction, the base stops replenishing the hp of the team it belongs to until the strength is restored.

The players's task is to destroy the opponents' base as many times as possible. At the end of the round, the flag makes a beep and changes the color to that of its owner. The display will show which team destroyed which base and how many times during the round.

Settings

- **Round time.** Range: 0 - 1440 minutes
- **Strength.** Range: 1 - 9999. The amount of damage that must be dealt to destroy the military base.
- **Team.** The color of the team to which the base will belong in the game.
- **Number of losses.** 0-255. The condition for ending a round in a local game is the number of base destructions required to end the round. The 0 value equals an unlimited quantity.
- **Recovery time.** Range: 10 - 3600 seconds. The time for which the strength of the base is restored from 0 to 100%. Essentially, it's the rate of the strength recovery.
- **Radiation:** on/off.
  – delay. Range: 1 to 9 seconds. If the Radiation parameter is enabled, the device will send a radiation pulse once after the specified time after the flag is shot at, causing damage to all players nearby.
  – Power: Range: 1 - 100% Damage caused by radiation.
- **Impulse.** In the Military Base scenario, the Reanimation command is used as a pulse. It will only work for the players of the team, who own the flag.

OUTPOST

This scenario is similar to the Military Base. The main difference is that the outpost is initially neutral, the teams must capture it. After the capture, the outpost will be able to resuscitate the players of the team that owns it (the impulse setting must be enabled for that purpose). In order to retake the outpost, it must be destroyed (bring its strength points to zero).

The players' task is to destroy the opponents' outpost as many times as possible. At the end of the round, the flag emits a beep and changes its color to that of the winning team: the team that possessed the outpost longer than others. The holding time is shown on the display.

Settings

- **Round time.** Range: 0 - 1440 minutes

- **Strength.** Range: 1 - 9999. The amount of damage that must be dealt to destroy the military base.

- **Capture time.** 0–3600. The condition for ending a round in a local play is the capture time interval of the outpost required to end the round. The 0 value equals an unlimited time.

- **Resurrection time.** Range: 10 - 3600 seconds. The time for which the strength of the outpost is restored from 0 to 100%. Essentially, it's the rate of the strength recovery.

- **Radiation:** on/off.
  – delay. Range: 1 to 9 seconds. If the Radiation parameter is enabled, the device will send a radiation impulse once after the specified time after the flag is shot at, causing damage to all nearby players.
  – Power: Range: 1 - 100% Damage caused by radiation.

- **Impulse.** In the Outpost scenario, the Reanimation command is used as a pulse. It will only work for the players of the team, who own the outpost.

HOSPITAL

Initially the flag is neutral, players capture it with a shot. The flag changes color depending on the team-owner. In the scenario, when the impulse parameter is enabled, the flag treats injured players on the team that is holding it. The players' task is to keep the flag longer than their opponents.

At the end of the round, the flag emits a beep and changes its color to that of the winning team: the team that possessed the flag longer than others. The holding time is shown on the display.

Settings

- **Round time.** Range: 0 - 1440 minutes

- **Capture time.** Range: 3 - 255 seconds. Within the specified time the flag is captured after the player shot at it.

- **Capture time.** 0–3600. The condition for ending a round in a local play is the capture time interval of the hospital required to end the round. The 0 value equals an unlimited time.

- **Radiation:** on/off.
  – delay. Range: 1 to 9 seconds. If the Radiation parameter is enabled, the device will send a radiation impulse once after the specified time after the flag is shot at, causing damage to all nearby players.
  – Power: Range: 1 - 100% Damage caused by radiation.

- **Impulse.** In the Hospital scenario, the Medic (treatment of injured players) impulse is used. Dead players can't recover hp. It will only work for the players of the team to which the flag belongs at the moment the pulse is used. As long as the flag is neutral, the pulse usage is not available.

ARSENAL

By default, the flag is neutral. The players capture it with a shot. The flag's color changes to that of the team that captured it. In this scenario, with the impulse setting enabled, the flag restores the ammo of the players from the team that is holding it at the moment.

The players' task is to keep the flag longer than their opponents. At the end of the round, the flag emits a beep and changes its color to that of the winning team: the team that possessed the flag longer than others. The holding time is shown on the display.

Settings
- **Round time.** Range: 0 - 1440 minutes

- **Invading time.** Range: 3 - 255 seconds. Within the specified time the flag is captured after the player shot at it.

- **Capture time.** 0–3600. The condition for ending a round in a local game is the time interval of the arsenal capture required to end the round. 0 equals an unlimited time

- **Radiation:** on/off.
  – delay. Range: 1 to 9 seconds. If the Radiation parameter is enabled, the device will send a radiation impulse once after the specified time after the flag is shot at, causing damage to all nearby players.
  – Power: Range: 1 - 100% Damage caused by radiation.

- **Impulse.** In the Arsenal scenario, the Restore Ammo impulse is used. It will only work for the players of the team to which the flag belongs at the moment the pulse is used. As long as the flag is neutral, the pulse usage is not available.

6.   Device firmware

You'll need the Alphatag app to upgrade the firmware.

1. turn on the flag;

2. open the software and go to Settings;

3. ensure that the device is displayed in the software and click on the flag icon;

4. then select Firmware from the drop-down menu;

5. Press Update after selecting the firmware file.

If the flag is with the 10th generation firmware, you must start the LASERWAR Software by holding down the left Shift and Ctrl keys on the keyboard. In the software, the Upload firmware button will appear below all sections. Updating during a normal operation is not possible. The app will find the switched on device, then press the button, select the firmware file.

All up-to-date firmware can be found in a special website section - https://laserwar.ru/firmware-for-hardware/.

In case you have any questions left, please, get in touch with our tech support department:

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