Additional equipmen SMART CONTROL POINT

Content

Getting started

Playing with Smart Control Point

Getting started

1. Introduction

Congratulations on having purchased Smart Control Point, 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 functional right out of the box.

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 Smart Control Point.

2. Description

Smart Control Point is an indispensable laser tag device. Point's capabilities and scenarios have paved the way for the creation of various additional devices.

With three gameplay scenarios in store, the device may bolster teammates, replenish hp, and reward foes with IR pulses.

A display panel with 80 LEDs and a bright seven-segment display is located atop. The LEDs are divided into two circles: the outer one of 32 diodes displays the color of the team that captured the device; the inner one of 48 LEDs is responsible for indicating the capture and hold process.

The display shows data that is critical to players, such as round and holding time. The controls are located at the bottom - these are the Admin button, the power button and the charging socket.
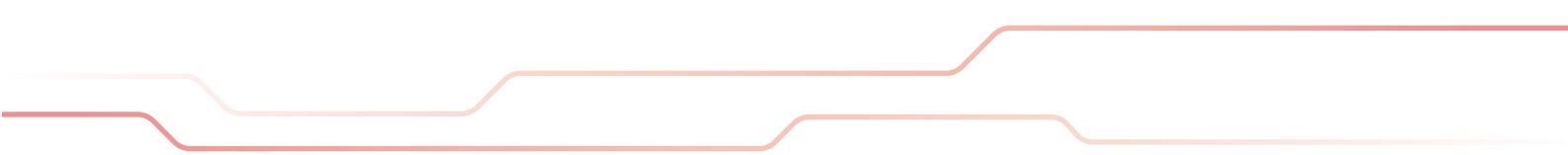
Playing with Smart Control Point

3. Switching on/off

Point is switched on and off by a button on the bottom of the base. Once switched on, the voice assistant beeps to indicate that the scenario has been selected; the current scenario is displayed on the indicator panel. The selection is controlled by the Admin button.

4. Device settings

All the settings can be configured manually or via LASERWAR Configurator. To configure via software, connect a USB base, search for Smart Control Point in the Devices section.

To enter the configuration mode, press the Admin button and switch the device on. You can navigate through the menu items by pressing the Admin button once. After a lengthy press (five sec.) on the button, the menu is saved or exited.The table displays a list of fundamental commands that can be altered manually.

On the indicator	Explanation	Range
P 01	Scenario No.	1-3
P 02	Delayed Start	1-59:59
P 03	Changing the language	Russian/English

P 01 -Three scenarios to choose from: Capturing Control Point, Battlefield Point, Headquarters.

P 02 - Delayed start △ The time after which the game will begin after the start. Set from one sec. to 60 min.

P 03 - Two languages are supported: English and Russian.

5. Controls

There are two buttons on the controller. The laser tag remote will help restart the scenario and return to the menu (NEW GAME or START GAME commands). The device accepts shots from the Smart Remote PRO, to do this, go to SERVICE in the remote control settings, select DAMAGE 1 HP, then team's color.

The tables below show all the scenario parameters that can be set up without connecting to the software. The software's settings are a little more complex. For example, there is a negative pulse command.

6.Scenarios

Capturing Control Point

P 11 - the amount of time the player has to hold the device.

P 12 - time before negative energy is released. In doing so, the player in the vicinity is deprived of hp

CAPTURE CONTROL POINT scenario			
P 11	Invading time	10-59:59	sec.
P 12	Negative pulse delay	0-9	sec.

The simplest and most popular scenario is Capturing Control Point. Up to four teams participate. The countdown starts when the tagger hits the device.   In this scenario, Point must be captured. Capture takes place within the time set in the settings. When a shot is made, the color of the outer ring changes to the attacking player's color, the inner ring shows the capture process, the countdown starts on the display.

Point throws out negative energy if this feature is enabled in the settings. When the specified time has elapsed, the device is considered captured, and the round is over.

After making a shot, a player on the other team may disrupt the capture and initiate it for his team. The teams' total capture time is summed up during subsequent Point recaptures.

The winning team's color is flashed on the outer ring at the end of the round, the capture progress is shown on the circular scale. The number of diodes of each color illuminated tells you how long the teams have been capturing. You can switch between the participating teams and observe the capture time by pressing the Admin button.

Battlefield Point

BATTLEFIELD POINT scenario			
P 21	Invading time	10-59:59	sec.
P 22	Negative pulse delay	0-9	sec.
P 23	Retention time	1-59:59	min.
P 24	Increasing capture speed	0,01-99,99	0,01 sec.
P 25	Positive pulse delay	0-59:59	sec.
P 26	Number of positive pulses	0-9	

P 21 - time when Point starts the capturing procedure.
P 22 - time till negative energy is discharged, causing the nearest player's hp to be depleted.
P 23 - amount of time it takes to hold Point once captured
P 24 - time acceleration factor for a repeated hit by the same team
P 25 - delay time before the positive pulse is emitted
P 26 - total number of positive impulses to support the team-owner

It is critical for the player to understand two principles in this scenario: capture time and hold time. The key feature is that the more players capture Point at the same time, the closer the victory.

The scenario functions similarly to the preceding one, with the exception that Point must be held for a specific amount of time after capture. The device remembers holding time. After holding Point for the set time, the game ends and the statistics are displayed as a pie chart with the total holding time for each team.

Headquarters

HEADQUARTERS scenario			
P 31	Strength points	1-9999	
P 32	Team-owner	0-4	
P 33	Delayed recovery	1-59:59	sec.
P 34	Recovery rate	1-9999	1 hp/sec.
P 35	Negative pulse delay	0-9	sec.
P 36	Positive pulse delay	0-59:59	sec.
P 37	Number of positive pulses	1-30	

P 31 - number of hp (strength)
P 32 - owner of Control Point
P 33 - time to start automatic recovery
P 34 - hp (strength) regeneration time
P 35 - time to a negative impulse (affects players of the opposing team)
P 36 - time to a positive impulse (the impulse affects the players of the team owning Point)

P 37- TOTAL number of positive pulses at the time of emission

Point initially belongs to a team (or is waiting for the first shot to determine the team-owner). The device has a certain number of hp. When the Point is undamaged, it produces a positive action pulse at set intervals for the team-owner.

After a shot is fired at an opponent's Point, it loses strength points equal to the shot power. A negative pulse is made with a preset delay, if set in the software.

After the set time has elapsed, the strength points are restored to their nominal value, Point will again generate positive pulses for its team. If the device has lost all hp, it is considered destroyed, and the game stops.

The pie chart shows the total number of "taken off" strength points by each team. By pressing the button, you can view the statistics in succession.

The final point is to save the settings. It is set after all the parameters have been adjusted and confirmed with a long press on the Admin button.

Saving			
St	saving settings		

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

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