Additional equipment
COMMAND POST

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Getting started

1. Introduction

Congratulations on having purchased Command Post, 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 Command Post.
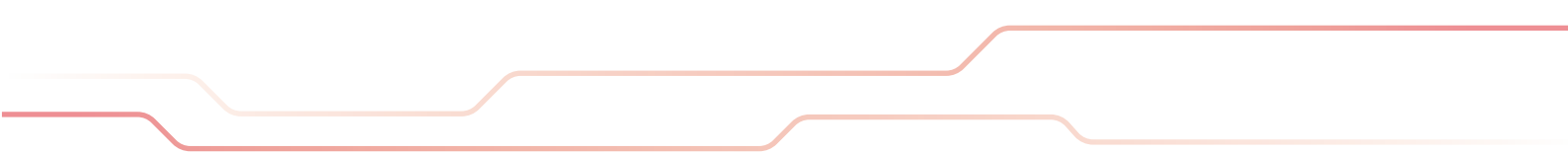
2. Description

Command Post is a large device for conducting scenario games. It's a small green box with easy-to-carry handles and a red control button. All the electronics are hidden inside the lid. Command Post is empty for a reason; you can carry or store smaller devices inside.

Switching on is programmed to the key. The lock is on the back side of the lid near the supply socket. There are 15 bright LEDs on the side of the perimeter and 2 photosensors on the top. The device has three scenarios: Basic First Aid Kit, Base Capture and Confrontation.

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3. Switching on/off

The device is switched on and off by turning the key. The LEDs on the sides of the lid light up pink. Scenario switching is implemented by briefly pressing the big red button. After selecting a scenario, wait three seconds - in confirmation beep will sound COMMAND POST IS ACTIVATED.

4. Setting up

Command Post is configured via the LASERWAR Configurator; some parameters are adjusted when the scenario is manually selected.

The main settings are made through the software. A USB base is required to connect to the software. Position it so that the sensors on the base are in front of the IR receiver of the Command Post at a distance of 10-15 cm. Turn on Command Post with the red button pressed; the device will indicate that the Admin mode has been activated. Find Command Post after the connection in the DEVICES.

The parameters are divided into three sections: Base Capture, Base First Aid Kit and Confrontation. Let's consider each scenario in detail.
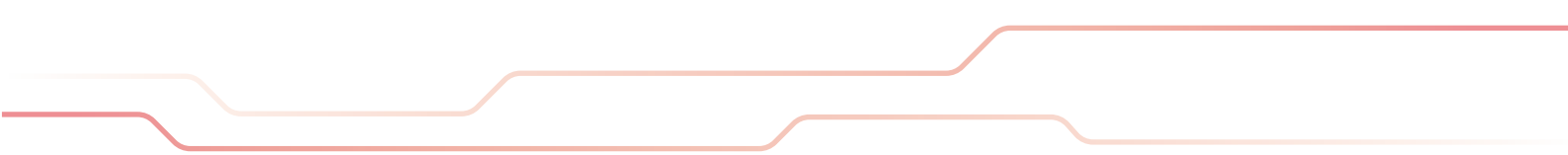
5. Operation

The control is made through only one red button. The game set doesn't operate with laser tag consoles. Three scenarios are available.

Basic first aid kit

Command Posts are located at opposing bases and, when selected in this scenario, act as first aid kits, i.e. reviving the dead, restoring full hp and ammo. By pressing the red button, all players within 1.5 m will come to life. If you press the red button before the single beep, the automatic mode is activated - the device will revive players in range at regular intervals. Time between signals is set by software.

The following changes are available in LASERWAR Configurator:

Regeneration time	On/Off	Set in sec.
Performed action		New Game/ Reanimation/ Delayed Game Start

Regeneration time - the time interval for the device to operate automatically. Adjustable from 1 to 254 sec.

Performed action - the command executed by Command Post in this scenario.

To change the scenario, switch off/on the device.

Base Capture

After activation of the Base Capture scenario, the SELECT ROUND TIME command will sound. The duration is changed by pressing the red button and is accompanied by light indication:

1 LED flashing - 2 min.
2 LED flashing - 5 min.

3 LED flashing - 10 min.
4 LED flashing - 15 min.
5 LED flashing - 30 min.
6 LED flashing - 60 min.
7 LED flashing - 120 min.

Command Posts are placed at an equal distance from the start of the teams. Players need to shoot at the photo sensors from 1-3 m. The number of hits in the Command Post for the capture is set using the Configurator. And if the player did not manage to capture Command Post, then after a certain time, as installed software, the number of shots required to capture, will increase by 1 until it reaches the reference value. After capturing Command Post, it will light up the color of the team like in Control Point. You will also hear a notification indicating that the device has been captured.

In the Base Capture scenario, the Command Post periodically emits radiation around it, so you can't stay near it for long. The hit's frequency and severity can also be changed. After the allotted time, the LEDs will light up the color of the winning team.

The following changes are available in LASERWAR Configurator:

Number of shots for capturing		Minimum value - 1, the maximum value - 10,000
Round time		From 1 min. to 120
Recovery time	On/Off	From 1 to 254 sec.
Radiation release strength		1-100
Time between emissions	On/Off	From 10 to 254 sec.
Command when capturing		23 commands are available
Command interval		From 30 sec. to 10 h.

Number of shots to capture - number of shots required to capture Command Post.

Round time - time interval for the duration of one round

Recovery time - time interval after which the number of shots required for capture will increase by 1. The parameter is activated when Command Post is captured.

Force of the radiation release - the force of the radiation emitted by Command Post.

Time between releases - time interval between radiation releases.

Capture command - the command executed by Command Post after a capture.

Command Interval - time interval for triggering the "Capture command".

Confrontation

For a scenario, ideally there should be one Command Post per team. They will become a stronghold of the opposing sides and will be placed on the bases. Everyone chooses the appropriate color. After initiating the scenario, hit the red button, which will change the color of the LEDs. This is a manually configured parameter.

In this scenario, CP replenishes life and ammunition only to its team. The number of "replenishments" is limited and set in the Configurator.

If CP is attacked by an opponent, the established supply of recovery and ammo is reduced with each received shot, until the "Base attacked, ammunition destroyed" signal is sounded. The LEDs then light up in a neutral color and Command Post goes into the self-recovery mode. This feature can be disabled.

The following changes are available in LASERWAR Configurator:

Ammo quantity		1-10000
Number of shots to kill		1-10000
Recovery time	On/Off	From 1 to 254 sec.
Performed action		23 commands are available

Number of ammunition - the number of ammunition replenishments available during a round.

Number of shots to destroy - the number of shots needed to destroy the ammunition.

Recovery time - the amount of time it takes for Command Post's ammunition to be restored to its maximum level.

Performed action - the command executed by Command Post in this scenario.

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

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LASERWAR