LSERWAR



Remote Pro manual

1. Description

Remote Pro is the device that gives opportunities for quick equipment settings, on-the-fly changing gaming scenarios and testing and equipment directly at playing area. This device is a real portable station that substitutes a notebook or laptop with the special configuration software (Laser Tag Configurator application). That's why this device is used in major Laser Tag events of recent years. It is one of the most used devices by game managers. This device is a mandatory item in the list of additional equipment because the operational efficiency of game instructors is always crucial for the client.

Main functions of Remote Pro device:

- Basic commands (stating new game, changing teams color, hitpoints, emitter power and friendly fire options)
- checking player's settings (team color, ID, damage)
- cloning special gun type options (sniper, assaulter etc.)
- special quest scenario commands (Zombie, Terminator etc.)
- changing player's battle characteristics (hitpoints, damage, number of magazines, rounds in magazine, overheating etc.)



2. «Remote Pro» Menu

MAIN MENU CLONE REMOTE GAME START NEW GAME (PENDING) Battle Characteristics TEST PAUSE PISTOL DEACTIVATE PLAYER PISTOL CARBINE Remote Pro displays main **FULL AMMO** gun battle characteristics **ASSAULT RIFLE DOUBLE HITPOINTS PLAYER ID** RIFLE **COLOR «RED» TEAM COLOR SHOTGUN COLOR «BLUE» DAMAGE SNIPER RIFLE COLOR «YELLOW»** LARGE CALIBER SNIPER **COLOR «GREEN» EMITTER POWER 50%/100% CLEAR STATISTICS Battle Characteristics** Change color **FRIENDLY FIRE ON RAPIDITY OF FIRE COLOR «RED»** FRIENDLY FIRE OFF **DAMAGE COLOR «BLUE» PRESETS** FIREARM MODE **COLOR «YELLOW» LAP TIME BURST FIRE LIMITS** COLOR «GREEN» **ROUNDS IN MAGAZINE** LAP TIME AMMO RECHARGING SPEED **LAP MINUTES: 10** NUMBER OF HITPOINTS **Change ID LAP MINUTES: 15 NUMBER OF MAGAZINES PLAYER ID FROM 1 to 127 SHOCK TIME* LAP MINUTES: 30 PENDONG START TIME LAP MINUTES: 60 HEADBAND FLASH TIME AFTER KILLED LAP MINUTES: 120 Underbarrel Grenade** INVULNERABILITY AFTER WOUNDING** **LAP MINUTES: 180 GRENADES NUMBER FRIENDLY FIRE DAMAGE INFRA RED EMITTER POWER PRESETS RECHARGING SPEED SENSORS FREQUENCY STORMTROOPER RECOIL SHOCK TIME BARREL OVERHEATING SNIPER MACHINEGUNNER** *Time of "shock" after been hit. During this period of time player's laser tag gun is MEDIC not active and he can't shoot. While been shocked player's headband is vibrating **SCOUTE** and its LED's are gleaming. The parameter is set in the range of 0.1 to 65.0. **TERMINATOR QUEST** **Time (in seconds), when the player is invulnerable and can't be hit. This period of

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time gives players the ability to hide. The parameter is set in the range from 0.1 to



ZOMBIE QUEST

LAST HERO QUEST

