

We have Two type of remote control We use 2 types of remote controls to manage, check, active and control the equipment. The smaller one can be used to manage the equipment one by one. And the bigger one can control from one up to 99 equipments simultaneously. We will refer the bigger one as our central remote in this manual

This is the manual for the central remote

POWER ON

The power switch on the left side of the remote control, press it to position “I”, it will be active, and the power light will be on, the LCD will display “welcome” as shown in figure 1.

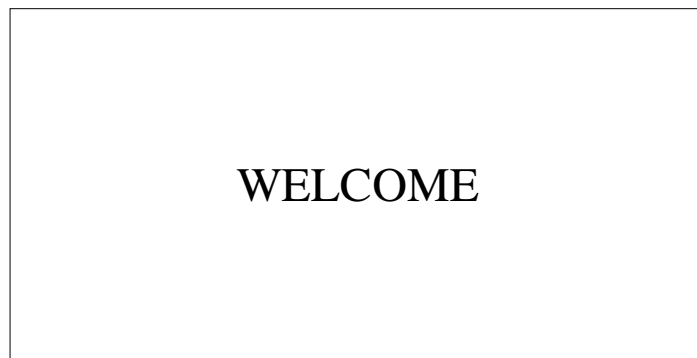


Figure 1

Two seconds later , the screen will display the main menu as in figure 2 , press the corresponding number key to select the function.

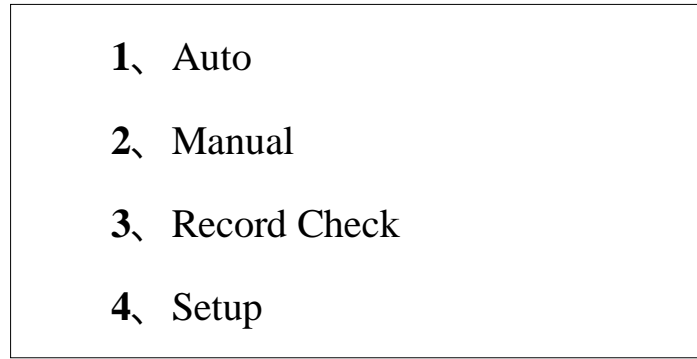


Figure 2

HOW TO USE

1、 AUTO

In this mode,the remote control can automatically end the battle when certain condition is met , such as the VIP is killed or all the members of one team are “dead” and so on.

Press key [1] to select auto mode, you will find the display of the screen changing to figure 3, press the corresponding number key to select the desired function.

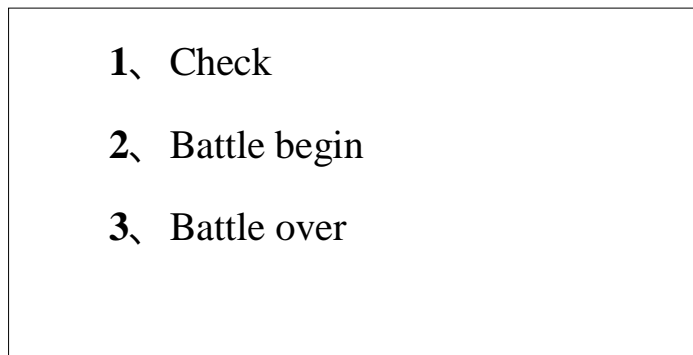


Figure 3

(1) Check

key [1] to choose check.“Check” is used to scan and put players online so that their equipments are ready for the game. You will see each

equipment's NO. and status roll up on the screen,[] means ready,and [*] means not ready. When the screen stops rolling, one can use [] key to confirm the number of the players. If the equipments have not been divided into two teams, the total number of players will display. If two teams has been established, the number of players on each team will display after the corresponding team (Red or Blue).Using [] key, one can come back to the upper menu ;using key [] or key [] can check the status of each player. If someone's equipment can not be found,just press the key [Quit] to go back to the main menu.,then check again.If the equipment(s) are still missing ,check the corresponding equipment(s).

tip : Do not use “check” during a battle.

(2) battle begin

Press[2]to choose. “Battle begin” is used to active the equipmenmt and then monitor and control the battle after checking is completed.During the battle , there will be the time spent and number of players display on the screen.if you want to end the battle at any time,just press key [ESC] to go back to the upper menu,then choose “battle over”.

(3) battle over

Key [3] to choose.Unless the battle is over, the record of all the players is not accessible.

2、 manual

In this mode, the remote control can activate all the powered on equipments to battle condition without checking. But it will not be able to monitor and control a battle in real time.

Press [2] in main menu to select manual mode, you will find the display of the screen changing to figure 4, press the corresponding number key to select the desired function.

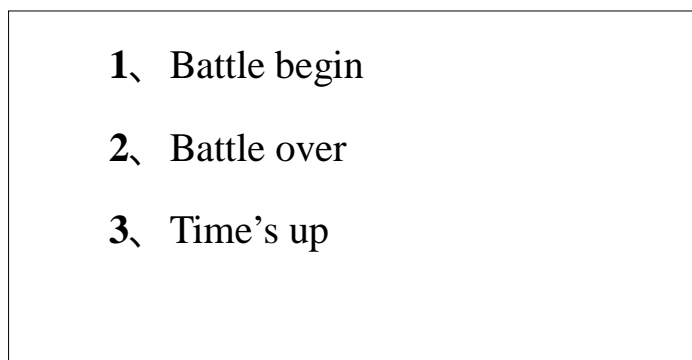


Figure 4

(1) battle begin

Press [1] for two seconds. This will activate all the powered on equipments to battle condition without checking. But it can not monitor and control the battle.

(2) battle over

Press [2] to choose. Unless this selection has been made, the record of all the players is not accessible.

(3) Time's up

Press [3] to choose. This function can be used to control the battle

by time, which can be set up in the “Setup” mode. The equipments will be activated to battle status, and the battle will be ended automatically when the time’s up. If you want to cancel the battle at any time, just press “ESC” then choose “Battle over”

Tip: there will be a symbol “ ” in front of the option you choose , press “ESC” to go back to the upper menu.

3、 Record check

When the battle is over , press [3] to check the record of all the players. After the screen stops rolling, use [] or [] to check the record of each player one by one.

Tip: If someone hit his (her) teammate once, one point will be deducted from his (her) kills made. The minimum score is zero, no negative points, though.

4、 Setup

In this mode, you can use the central remote control to change the parameter of both equipments and the game.

In main menu, press key [3] to choose “Setup” MODE, you will find the display of the screen changing as shown in figure 5. Press the corresponding number key to select the desired function. There are all together 8 selections in this menu. However, only 4 of them can be displayed at a given time. Press [] or [] will move the cursor to the option you want to change, then press the corresponding number key.

Press [Enter] to confirm when you are done.Or press [ESC] to go back without any change.

<ol style="list-style-type: none">1、 Game time2、 Magazine3、 Hit point4、 Team	<ol style="list-style-type: none">5、 VIP6、 Attack team7、 Start NO.8、 End NO.
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Figure 5

- 1) “Game time” can be used to set up the game time, input “01” will be one minute, “10”will be ten minute,and “00”will be unlimit time.
- 2) “Magazine” can be used to set up the number of the magazines one can carry, “00”will be unlimit.
- 3) “Hit point” can be used to set up the HP of the players, from “01”to “99”.
- 4) “Team” can be used to set up the point of the term divide. Equipment whose number is less or equal to the input number will be the red team. And the rest will be the blue team. “00”will be no term divide.
- 5) “VIP” can be used to set one player as VIP.00 means no VIP or cancel the previous VIP setting. VIP always has three more HP than normal players. If VIP dies, the team he or she blongs to

will be considered as defeated.

- 6) “Attack team” can be used to set up which team will attack. In time limited mode, if the task (everyone in defense team is killed) is not completed before the time limit, the attack team will lose. If this parameter is set to 00, the red team will be the attack team. If this parameter is set to 01, the blue team will be the attack team.
- 7) “Start NO.” and “End NO.” are used to set up the reference NO. of all the equipments attending the game. These values can be set from 01 to 99.