Medic Box Users Manual

Table of Contents

Product Description

Introduction

The Medic Box is used by the person designated before start of Game play, as either or both team's **"*Medic"*** to give back **"*Lives*"** to any player that has taken a sufficient number of hits from other players to render them as **"*Dead"*** / "**out of the game**" and unable to continue to play or low on Ammo or both. Also "**Lives**" can be added to a player that is getting low on *Lives* by using the ***Medic Box.***

Functions Overview

Basic Charge Count Medic Box Operation.

In this basic mode of operation the Medic Box dispenses one of the **20** factory set **Charges** to a gun with each press of the **RED** button, all other Medic Box functions are disabled. Once the **20** charges are used up the Medic Box will need to be reset for another round of **20 Charges** by inserting and removing the power key.

By performing the basic charge operation on the Gun with the Medic Box, the Gun is reset to operate just like it did at the start of the game. The Medic Box will charge any and all player's guns that are in front of the Medic Box and within it's 5 foot range. The player can observe that their gun is getting a charge by watching the light flash on the front of the Medic Box and listening for the startup sounds from the gun's speaker.

Note: If you are intending to just **Charge** 1 specific player, have other players out of range until the **Charge** operation for that player is complete.

If you want to charge several player's guns at once have them step in the 5 foot range and all will receive the same charge from the Medic Box with one button press.

## Custom Charge Count Selection.

To change Factory settings to create a user selected count having from **1-99 Charges** follow the steps below:

> 1. Pull out the power key while holding the **RED** button for **1 second** to enter the custom **charges count** configuration set up menu. Then release button.

```
     Charges:

20
```
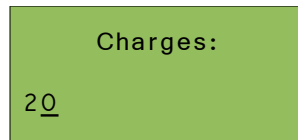
Note: You will see that the **Charges** menu has the normal numbers shifted to the left below the word **Charges** and that the charges count number field has a line under the last digit of the custom user selectable charges count.

> 2. At this point use the **RED** button to adjust the count to the desired number from (**1-99**) **Charges**. Release the button and number selected will shift to center of 2nd row in the display window. Now the **Charges** count is set to an new value.

```
     Charges:

       20
```
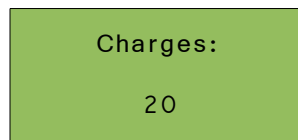
Advanced Configuration Mode settings

To enter the Advanced Configuration Mode on the Medic Box hold the **RED** Button for **2** seconds after pulling the power key then releasing the **RED** button.

This advanced setting mode can be confirmed by watching for the second set of numbers in row 2 of the **Charges** **"/00"** setup menu to appear in the display as shown below
highlighted in red.

```
        Charges:

20/00
```
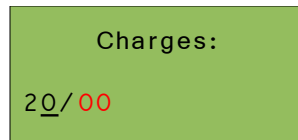
When the display shows the above message you are in the advanced set-up mode. The advanced function settings cursor will scroll past each available field until the **RED** button is pressed to initiate input of a desired value for any of the various available Medic Box advanced functions. The cursor will sequence forward through all of the advanced functions at the rate of one field per second.

Setting Definitions, Descriptions

Power

The power of each charge sent by the Medic Box. If set to a number of lives, up to that many lives will be restored to a player who has lost lives but not been tagged out. If set to *Respawn*, the player will be completely restored to their initial lives and ammunition, even if they had been tagged out. If set to *Revive*, a player who has been tagged out will be restored to one life. *Revive* has no effect on players who have not been tagged out.

Respawn:
Fully Resets the player's Gun.
Player gets all Ammo back and gets all Lives back.
This is the most basic form of healing.

Revive:
Only gives**1** life back.
Only works on players that are already Dead.
Does not give any more Ammo Back.
Can be seen as CPR to the laser tag player's Gun.

Lives:
Is a form of healing.
Only works on players that are still alive.
Range from (**1 - 30**) lives.

Team
Selects which team the medic box will affect, or *Any* to affect any and all teams.

These settings restrict or designate who's Guns this function will program.
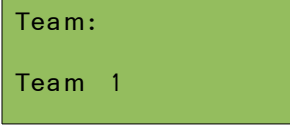
Team:

Any

This setting allows the Medic Box to be used by any player on any team. That is it will works for all players on all Teams. Possibly such as a 1 Medic
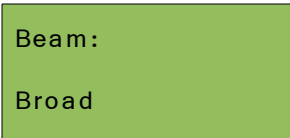
Box per field or game scenario.

```
Team:

Team 1
```

All of these Team 1- 4 lock a given Medic Box to a specific team and denies service to any players not assigned to that specific Team's Medic Box.
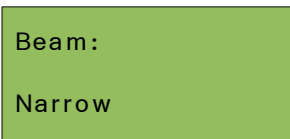
Beam

If set to *Broad* the Medic Box will heal anyone in range when a charge is sent. If set to *Narrow* the Medic Box will only heal one person who must point their weapon at the Medic Box when the charge is sent.

```
Beam:

Broad
```

Default setting. Charges per each 1 button press any and all player's guns that are in front of the Medic Box and within it's 5 foot range.
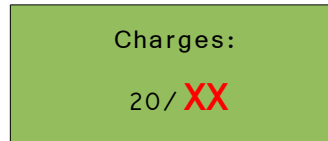
```
Beam:

Narrow
```

This selection charges only 1 gun at a time per button press. Two way communication from Medic Box to gun is used to exclude other guns.

Advanced Set-up of Functions

User Data Field Area Name

Charges

<div align="center" style="background-color:#8aa958;">

Charges:

20/**XX**

</div>

Shown in RED is the Data field advanced option **Charges Limit,** it has an adjustable range of **(1-99)**. The number set in this field is the maximum number of charges that the **Recharge Timer** is allowed to recharge the charges back up to. This **Charges Limit** value can be set greater or lesser than the initial starting Charge value that is set in the first 2 digit field. In the above example the **Charges** number you start out with has been set to **20**.
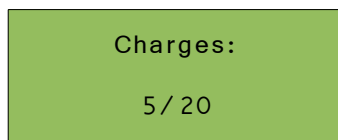
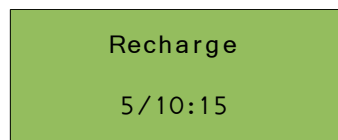Perform **Factory Default Set-up operation on** Pg. 13 first!

Examples

Example 1:   **Recharge Timer**   only utilized

In this example the initial **Charge** is set to **5**. Then **5** Charge points are added to any remaining Charges once every 10 minutes and 15 seconds **after the first** Charge has been dispensed by pressing the **RED** button. Charge points will not exceed the initial Charge Limit setting of 19 because you used 1 Charge to activate the **Recharge Timer**. Following is how it is programmed into the Medic Box. values are initially set into the Charge fields, 5/20. "20" is set in as the Charges Limit. **Recharge** is set to 5/10:15 , or add 5 every 10 minutes and 15 seconds.
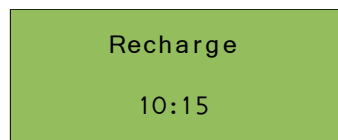
Set the **Charges** function with these settings.

```
Charges:

5/20
```

Set the **Recharge** function with these setting.

```
Recharge

5/10:15
```

Let all other screens auto scroll through and
the display will return to the **Charges** screen.

```
Recharge

10:15
```

Recharge screen is only displayed if you used all 5 starting Charge points before the first time period then the **Recharge Timer** will count from zero to 10 minutes and 15 seconds and will add the 5 Charge points.
Perform **Factory Default Set-up operation on** Pg. 13 first!

Example 2:   Decay Timer   only utilized

Note: One main use of this timer is to conclude a game in a desired time frame. Or often it will be used in conjunction with the **Charge Timer.**
Examples of these set-ups are given in other examples.

In this example the initial **Charges** is set to **20/00**. Then **2** Charge points are subtracted by means of the **Decay Timer** from any Charges remaining once every **5** minutes and **30** seconds. This timer starts once the power key has been pulled.

 Following is how it is programmed into the Medic Box values are initially set into the **Charge** fields, **20/00. Charges Limit** can be set to 00-99. Charge Limits has no effect in **Decay Timer** operation. We Recommend using value of **00** to avoid confusion when you have a game that is using **Decay Timer** and not the **Charges Timer** . **Decay Timer** is set to **2/05:30** , or subtract **2** Charges every **5 minutes** and **30** seconds.

Set the **Charges** function with these settings.
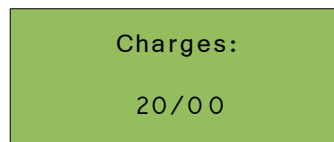
```
    Charges:

     20/00
```

Set the **Decay Timer** function with these setting.

```
     Decay

    2/5:30
```
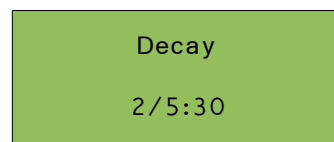
Let all other screens auto scroll through and
the display will return to the **Charges** screen.

Perform **Factory Default Set-up operation** on Pg. 13 first!

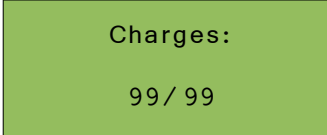# Example 3: Recharge Timer and Decay Timer utilized

Note: this is the most versatile program configuration. It allows control of how the Medic Box is used at the first part of game play and controls when game play will conclude.

This example will be called a "WAVES" scenario.
You start with 99 Charges. After 30 seconds the Decay timer is going to cause you to loose all 99 Charges. So 30 seconds into the game all of your Charges are gone. Then 4 minutes and 30 seconds later you will get 99 Charges back. In another 30 seconds all Charges are gone again. What you end up with is a setup where every 5 minutes you can charge players for only a 30 second window which re-occurs every 5 minutes continuously.

In this example the initial **Charge** is set to **99**. Then **99** Charge points are added to any Charges once every **5** minutes. Following is how it is programmed into the Medic Box. Values are initially set into the Charge fields, 99/99. "99" is set in as the Charges Limit. **Recharge** is set to 99/05:00 , or add 99 every 5 minutes. **Decay** is set 99/05:00.
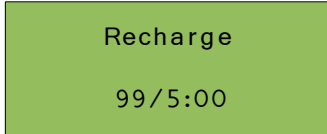
Set the **Charges** function with these settings.

```
Charges:

99/99
```

Set the **Recharge** function with these setting.

```
Recharge

99/5:00
```

Decay Timer settings

The **Decay Timer** is set to **99/00:30** , or subtract **99** Charges after counting down for 30 seconds.

Set the **Decay Timer** function with these setting.
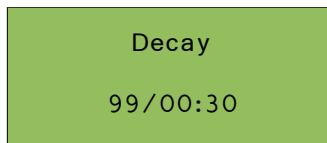
```
          Decay

         99/00:30
```

Let all other screens auto scroll through and the display will return to the **Charges** screen.

Factory Default Set-up operation .

This set-up selection allows the user to select just the most basic function that the Medic Box is designed for which is **Charges**. This may be all some users will want to use.

To reset the unit to **factory default** basic **Charges only** operation hold the **RED** button for **1** second while pulling the power key out. Release the button and just let the unit continue to boot . This setting can be confirmed by watching the user set number of charges, in this case it has been factory set to **20** in the display. The set **Charges** number will start at the left of the display and then shift to center of the display. **Note :** This number can later be user set to any number of Charges from **1-99.** See **"Custom Charge count Selection"** section of the manual

```
         Charges:

            20
```
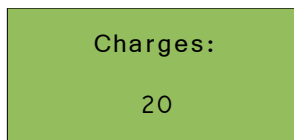
The above steps conclude and confirm factory default settings have been entered and the unit is reset to default basic operation .

Some of this information is a repeat of what is in previous pages of the document.

It is here for extra reference usage.

Medic Box Configuration Settings

To enter configuration mode, hold down the **RED** button while the "Medic Box" screen is being displayed immediately after power on.

Charges: The initial number of charges (uses) in the Medic Box and the maximum number of charges that can be recharged. If you are not using the recharge timer, the second number has no effect.

Power: The power of each charge sent by the Medic Box. If set to a number of lives, up to that many lives will be restored to a player who has lost lives but not been tagged out. If set to *Respawn*, the player will be completely restored to their initial lives and ammunition, even if they had been tagged out. If set to *Revive*, a player who has been tagged out will be restored to one life. *Revive* has no effect on players who have not been tagged out.

Recharge: The number of charges that will be recharged into the Medic Box each time the recharge timer elapses and how long the recharge timer takes to elapse. To disable the recharge timer, set the number of charges to 00.

Decay: The number of charges that will be lost by the Medic Box each time the decay timer elapses and how long the decay timer takes to elapse. To disable the decay timer set the number of charges to 00.

Team: Which team the medic box will affect, or *Any* to affect any team.

Beam: If set to *Broad* the Medic Box will heal anyone in range when a charge is sent. If set to *Narrow* the Medic Box will only heal one person who must point their weapon at the Medic Box when the charge is sent.

Examples

Note: Fields marked with "**xx**" do not affect this configuration.

A basic medic box to respawn up to 20 players on team 1:

Charges: 20/xx*
Power: Respawn
Recharge: 00/xx:xx*
Decay: 00/xx:xx*
Team: Team 1
Beam: Narrow

A respawn point that can be used for thirty seconds every five minutes to respawn as many people as are in the area:

Charges: 99/99
Power: Respawn
Recharge: 99/05:00
Decay: 99/00:30
Team: Any
Beam: Broad

A medic box with thirty charges that can only be used for the first fifteen minutes of the game:

Charges: 30/xx*
Power: 01 Lives
Recharge: 00/xx:xx*
Decay: 30/15:00
Team: Any
Beam: Broad

A medic box that can respawn only one player every minute:

Charges: 01/01
Power: Respawn
Recharge: 01/01:00
Decay: 00/xx:xx*
Team: Any
Beam: Narrow

---

*