



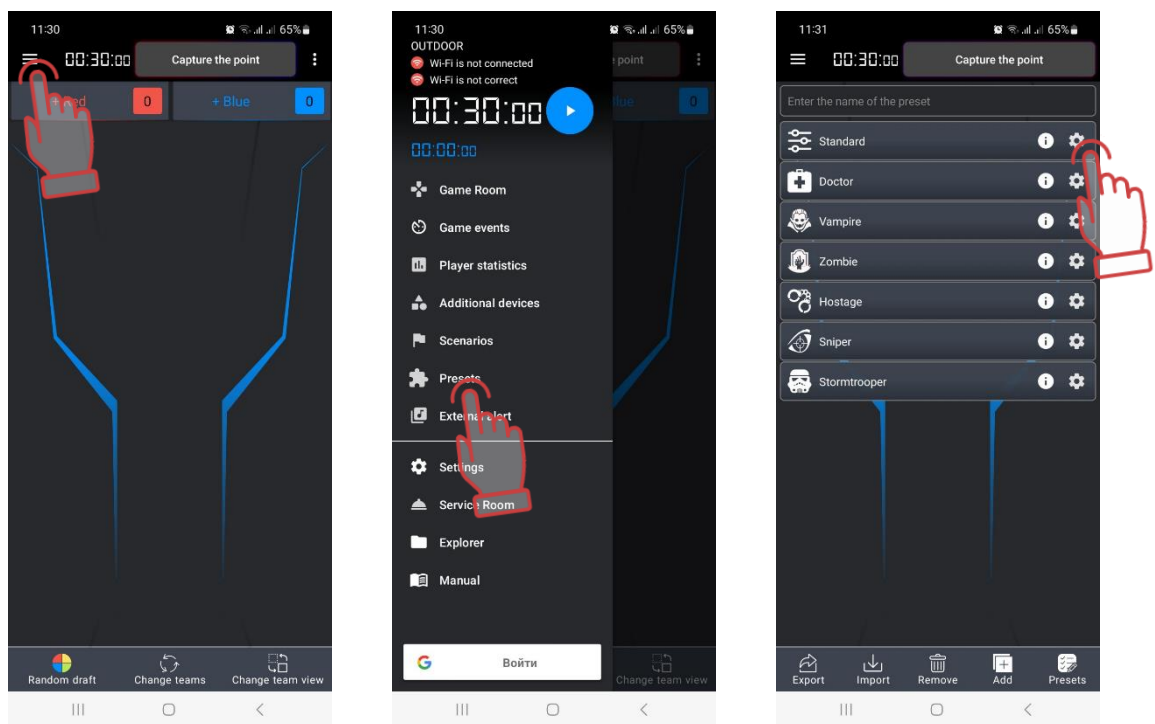
## Configuring weapon types in the Lasertag Operator application

It is possible to fully customize the damage of two types of weapons in the Lasertag Operator Android app, compatible with version 19.2 and above of the kits' firmware. Individual player settings and general settings for teams are available.



### 1 Selecting individual weapon parameters

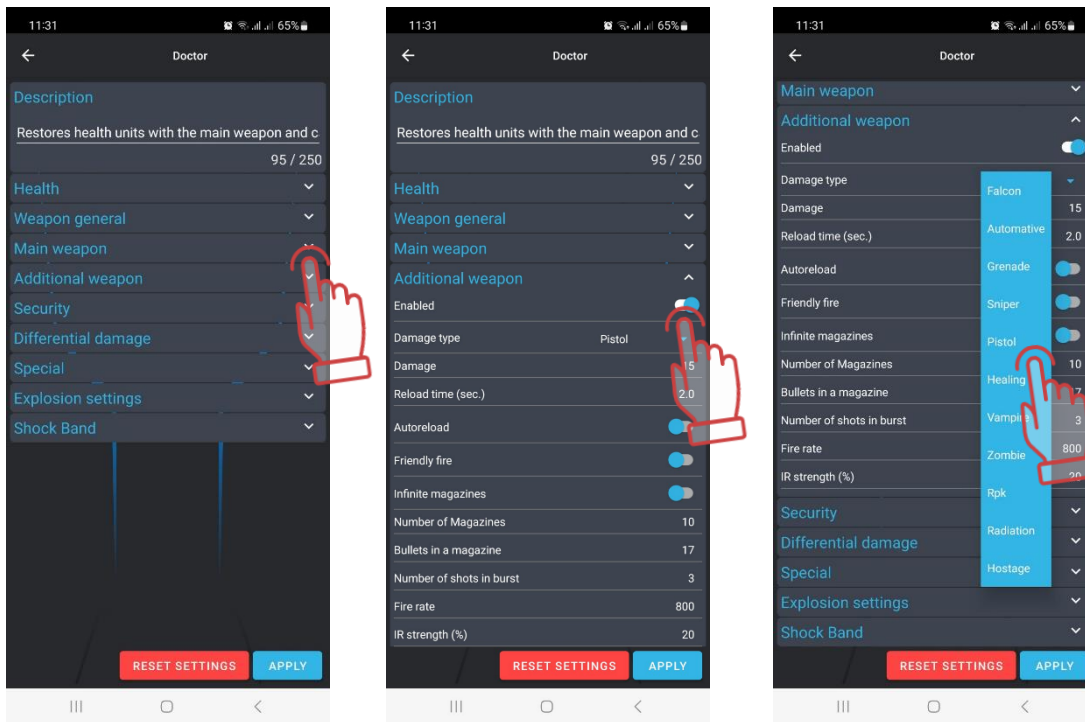
To customize weapon modes you need:

1. Launch the Lasertag Operator app on your smartphone/tablet.
2. Tap the Menu icon  in the screen's upper left corner.
3. Select "Presets" in the side menu. A window with available presets will pop up.
4. Tap the gear icon  located to the right of the card name. The settings menu will pop up.



In each preset, you can customize the parameters of the primary and secondary weapons.

5. Tap the down arrow icon  to open the "Primary Weapon"/"Secondary Weapon" submenu.
6. Set the "Enabled" toggle button to the active status  to add weapons to the game.
7. In the "Damage Type" menu option, select one of the 11 damage variants from the drop-down list, each with different parameters and tagger sounds.

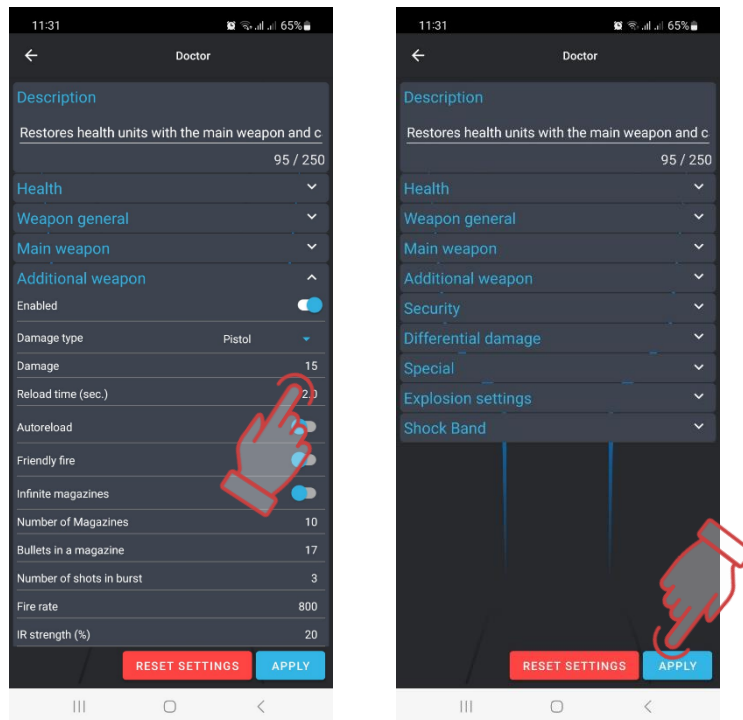


The default values of the parameters are shown in Table 1.

Table 1

Parameters/Damage type	Falcon	Automotive	Grenade	Sniper	Pistol	Healing	Vampire	Zombie	Rpk	Radiation	Hostage
Damage	25	25	100	50	15	25	25	50	25	25	1
Reload time (sec.)	2.0	2.0	5.0	2.0	2.0	2.0	2.0	2.0	5.0	2.0	2.0
Autoreload	✓	-	-	-	-	-	-	-	-	-	✓
Friendly fire	-	-	-	-	-	-	-	-	-	-	✓
Infinite magazines	✓	-	-	-	-	-	-	-	-	-	✓
Number of Magazines	30	30	1	10	10	30	30	30	10	30	255
Bullets in a magazine	30	30	1	10	17	30	30	30	250	30	100
Number of shots in burst	3	3	3	3	3	3	3	3	3	3	3
Fire rate	565	565	200	120	800	300	300	60	600	300	565
IR strength (%)	40	40	40	80	20	40	40	20	40	40	2

8. Adjust the settings you want or leave them by default.
9. Press the "APPLY" button in the screen's lower right corner to save changes, or "RESET SETTINGS" to return to default settings.



Note that although the physical parameters of such damage types as "Heal," "Radiation," and "Vampire" are the same, the concept of the damage itself is different. "Healing" implies that the player "shoots" his teammates and adds health units to them. With the "Radiation" damage type, the player defeats any player on the enemy team with four shots, except for players in the "Vampire" and "Zombie" roles. And with the "Vampire" damage type, the player gains a portion of the hit enemy's health.

With the "Zombie" damage type, the player "converts" opponents to his team's colors in two shots.



Such tagger damage types as "Grenade" and "Sniper" are tuned based on the game's logic. The Grenade has a long reload time, a small number of magazines and cartridges, and a small IR beam power. This is intended to bring the damage parameters as close as possible to the real under-barrel grenades.

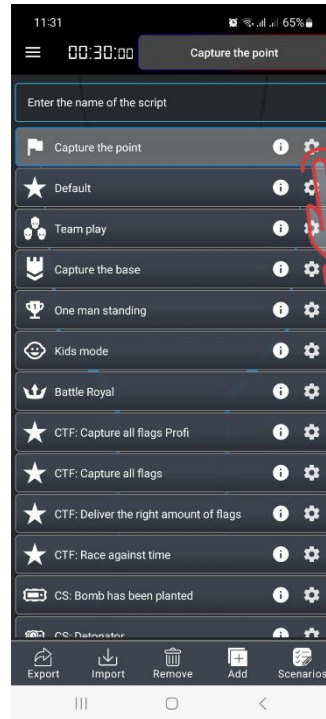
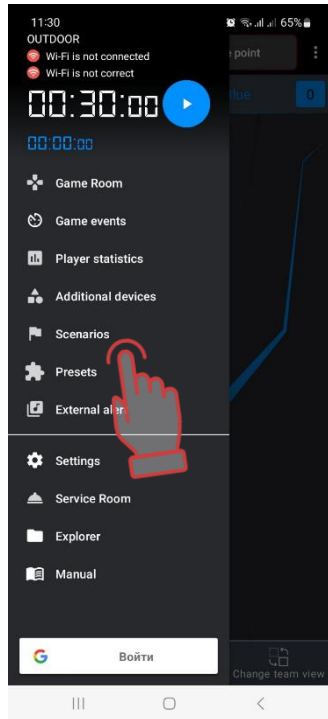
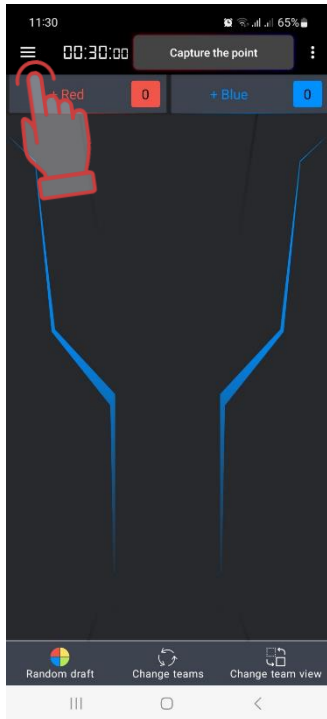
"Sniper" damage type, by default, inflicts 50 points of damage at 80% IR power, has a small number of magazines, and ammo, which can be further reduced in the program for realism. This will bring the parameters closer to a real sniper hit - a "kill" of the enemy in two shots with a minimum number of shots fired. It could be set to 100 points of damage for one shot - one "Kill" as well.

Thus, choosing the type of weapon damage and, if you wish, customizing its parameters allows you to add even more dynamics and variety to laser tag games.


## 2 Configuring general settings for the teams

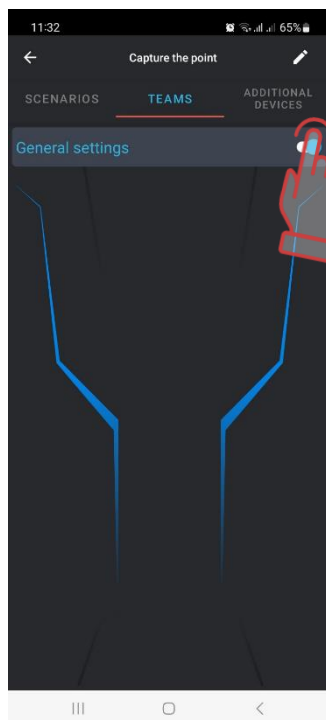
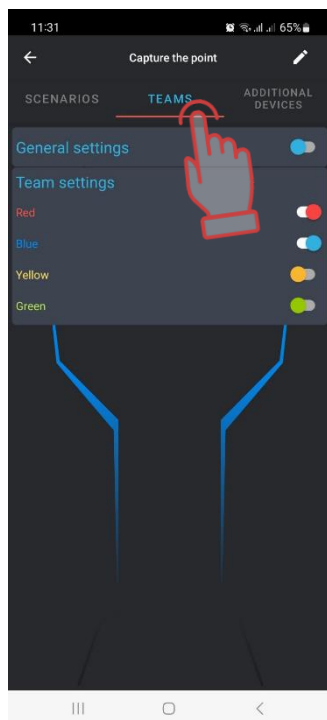
To customize the settings, you need to:

1. Tap the Menu icon  in the screen's upper left corner.
2. Select " Scenarios" in the side menu. A window with available scenarios will pop up.
3. Tap the gear icon  located to the right of the card name. The settings menu will pop up.

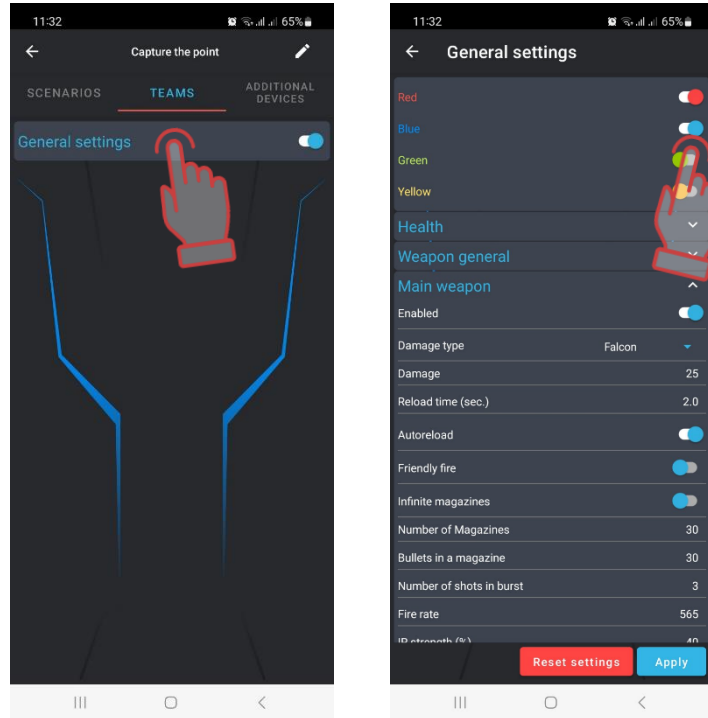


4. In the window that pops up, tap the Teams tab.

5. To activate the "General settings" submenu, set the toggle button to the active position .



6. Tap the "General Settings" to call up the submenu.
7. Set all the toggle buttons to the right of the teams' names to the active position to apply common settings to all teams. To apply common settings to one or more teams, activate only the toggle buttons next to the teams to which you want to apply the settings.



8. Set general settings for the primary and secondary weapons. Customize the weapon's damage type in the same manner as the individual settings.