

Multibox Anleitung

Basic Information:

The Box gets started with the key switch – resets can be done by switching the box off and on again. If a game has ended you can get back to the main menu by holding down button 5 a few seconds and type in the password when asked – 1234 is preset but can be changed in the settings. Charge the batterie with 12 Volt chargers only – capable for lead-gel batteries – other chargers might damage the batterie.

The key of the keyboard are set up like this:

- 2:** up
- 4:** left (back)
- 5:** Enter (activate or deactivate)
- 6:** right (forward – deeper into the menu)
- 8:** down
- #:** confirm – and exit (for time settings for example)

Entering Codes or passwords is done by typing them in. Letters can be used in passwords like known from telephone (letter b = 3x2)

The active row of the screen is marked with two arrow – to activate or navigate deeper into that row you press button 5 to activate or deactivate and button 6 to go deeper into that menu.

Menu:

The main menu is seperated into 4 sections.

Start

Starts the game as configured. Button 6 leads you to the question if or if not you would like to start – pushing 4 is back to main menu – 6 starts the game.

Choose Mode

Sets up the operations that are started on Start.

Activating Chose Mode with button 6 gets you to the next menu where you can choose the type of game. Choosing a game is done by navigating to it and activating it with button 5 – you will see an arrow behind the active game. ←

Only Points

Starts the universal points only as set up under Uni. Point 1 and Uni. Point 2 and Radiation Point. When the game gets started this option will keep working until stopped.

Further settings can be done with button 6 – chose WHEN the box starts sending the preset Signals:

Start Game – as soon as the admin (or player) starts the game.

Different User – starts as soon as a preset number of players shot into the box

Password – starts after typing in the correct password

Press Key – button 5 needs to be pushed longer to start the activity

Domination

Domination can be set up in a lot of ways. A lot of settings can be combined.

Time Setting – Set up the time limits for the teams. Each team can be set up differently. The Mastertime is running separately – it ends (if activated) the game even if no team reached the preset time. Can be used in many combinations to create different games.

Team enable edit – set which team is shown in the display – teams that are turned OFF will not be shown – Signals from this team get ignored.

Time Mode – Choose which way you would like the game to be won – an arrow shows which mode is active.

Normal – with Mastertime ON or OFF. The game will end as soon as one team reaches the preset time. If the mastertime runs out before that happens the team with the longest total time wins.

Last owner win – The team that owns the Box at the end of the mastertime will win.

Period Game – The team that had the box for the longest time period within the mastertime wins.

Timer hurry up – ON or OFF. If ON then configure:

player bonus – sets the speeding if more than one player of the same team activates the box. 20% means time runs at 120% if bonus is achieved.

Different user – set up and limit how many players can get the bonus. If the team has 10 players you might allow all 10 to increase the speed of the time – or set it to 3 for example. This way the maximum speed is 160 % (3x20) – the over all limit is 300%

Team Change Opt. - Set up what it takes to become owner of the box.

User hit – sets how many players of the same team have to shoot the box to take it over. If there are only two teams the box simply waits for enough players to change the color and ignores hits of the team that already is owner of the box – If there are more teams the registration gets lost. See this example: Thre Teams A, B and C. Different players is set to two – so two players of the same team need to shoot the box to change its color. The Box is red (Team A) and a blue player (B) shoots in it – team color will not change as the second blue player needs to shoot in as well. If a green player (C) shoots in now blue will lose their first registred hit. So one more green or two blue players will have to shoot in to change from red to another color.

Change Siren – ON or OFF – If ON, each time the color changes the siren turn on – if OFF only an announcement comes from the speaker.

Start Game – sets when the counter (Master) is going to start. Button **5** selects the favoured option – an arrow appears behind selected option.

Game Start – As soon as Start is chosen from Main menu and starting is confirmed on the following screen.

Different User – Button **6** lets you set up how many players have to shoot into the box before it is started.

Password – set up a password that has to be typed in to start the game.

Press Key – I set button **5** has to be pressed for the preset time to start the game. Button **6** gets you to the time settings and button **5** selects the favored time.

Team Base

The box acts like a team base that can be destroyed and also be healed if set so. Also it can spend ammo and respawns in this mode.

Team – select which team is owner of the base – when the game is started the box will light up in the team color.

Time – set up how much time the base have to be protected in order to win.

Start timer – sets when the timer is going to start.

Game Start – As soon as Start is chosen from Main menu and starting is confirmed on the following screen.

Different User – Button **6** lets you set up how many players have to shoot into the box before it is started.

Password – set up a password that has to be typed in to start the game.

Press Key – I set button **5** has to be pressed for the preset time to start the game. Button **6** gets you to the time settings and button **5** selects the favored time.

Stop Timer – set up the conditions to destroy the base.

Only HP – The base can be destroyed by shooting it until all hitpoints are gone.

Different User – Set up how many different enemys will have to tag the base in order to destroy it.

Press Key – Botton 5 has to be pushed for 5 seconds to destroy the base.

Dif. User settings – If the base is destroyed the team that owns the base can rescue / repair it within the set time. If time is set to zero the base cannot be rescued.

Rescue Time – sets the time that is given for the base owning team to rescue the base. Each attempt to repair the base will be that long. After rescuing the base the opponent team can try to destroy it again. Their time will keep counting from where it has been stopped.

Dif. user ID s: Sets how many players of the base team will have to tag the base in order to repair it..

Healthpoint – sets the healthpoints for the box.

Shot Heal – Set If or if not the base can be healed.

OFF – no healing possible

As dmg – Heals the box by as many HP as the gun normally causes damage (so its set up in the gun).

Value – Sets the amount of HP that get restored on each hit of base team (no matter what the guns damage is) – Choose with button 6 and set with button 5.

Respawn – Sets if or if not the base can respawn players.

OFF – no respawns possible.

no limit – unlimited respawns at the base.

value – sets how many respawns can be taken from the base.

Ammo spend – Same as respawn – gives “full ammo”

Bomb Mode

Use the MultiBox as a bomb ... all diffusion options can be combined freely.

Team – sets which team is owner of the bomb

Time – sets the countdown. Starts as soon as game starts.

Defuse Options – set which tasks have to be done before bomb is diffused. Each option can be turned ON or OFF by using button 5. Button 6 lets you set up further details.

Password 1 – Change the text „Password 1“ if you like (a question or hint for example). Also change the password here – you can use numbers and letters as you like. Letters can be used like known from cellphones – B for example is button 2 activated 3 times rapidly.

Password 2 – same as password 1 – if activated will always be asked after password 1.

Press Button – if activated the player will have to push button 5 for the preset time before heading for the next task..

Mathematik – a math task has to be solved correctly.

Alive-Check – The player has to proof that he is alive by shooting into the bimb after deactivating it (last step) – It is also possible that the player has to shoot in at the beginning as well. This way cheating is prevented very well.

Game Start – sets when the bomb gets started.

Start Game – As soon as the game gets started from the main menu.

Different User – As soon as a preset number of players tag the bomb (owning team)

Passwort – as soon as password is typed in

Press Key – as soon as button 5 is pressed for the preset time

Uni. Point 1

The universal points can be switched ON and OFF with button 5. Button 6 gives the following settings:

Sign – Sets which signal is going to be sent by the box: Full ammo, Respawn or Full Health

Period – sets the period for sending the signal: every 5- 50 seconds

Uni. Point 2

Same as Uni. Poit 1 but with different signals and periods:

Sign – sets the signal that is sent – Change it with button 6 and set up choice with button 5:

Add Health
Flag

Period – sets the period: Every 0,5- 5 Sekunden

Heal Value – if Add health is chosen you can set up the amount of HP each signal heals – this can result in quick or slow healing over the time.

Flag Number – If flag is chosen set up which flag is given to the players.
1 = Red (Team Alpha), 2 = Blue (Team Bravo), 3 = Green (Team Charlie),
4 = Yellow (Team Delta), 5-8 = Additional Flags with no team – can be picked up by anybody (Bonus)

Radiation Point

Switch the radiaton point ON and OFF by using button 5 – button 6 gives additional settings:

Period – sets the period of damage signal: 0,5 – 5 seconds

Damage – sets the amount of damage given: 1 – 100

Team – sets wich team is owner of the box. If friendly fire is turned OFF in the guns then this team does not take damage from the box.

Scoring Data

Starts the score-collecting-mode of the MultiBox.

After pushing button 6 to activate there is a short massage asking if you are sure – if so push button 6 again to start.

First row shows you how many scoring packages have been received ahead – starting at 0 so you can tell how many players are missing.

Row 2 shows you which number will be given to the textfile that stores the scores (numbers from 1 to 99 will be given automaticly) you can make notes on a paper to make it easier to assign files to players later on – or add additional information to the scores.

Transferring the scores is done as usual and described in MILES-Menu. All players have to be in GAME OVER mode and transfer their scores into the box. Holding down the trigger, aiming inside the box and pushing the black button simultaneously will start score transfer. If transfer is completed and successful the box will blink green and play a soundfile. If there is a failure the box will not count the player in and the number in row 1 of the display will not increase. Repeat the transfer in this case. When all players transferred their score the counter should prompt the same number as there are players. Pushing the button # will make the box creating a file on the SD card. The SD card should only be taken from the box when it is turned off. After putting the SD Card into a Cardreader and transferring it to the PC please proceed as written in the software manual.

Basic Setting (last in Main menu)

Backlight – sets how bright the LED light is.

Back Password – If a game has ended you can push button 5 for a longer time and then get asked for the password to get back to main menu. Preset password is: 1234

Siren Signal – sets the length of the siren signal at the end of a game

Warn Volt – sets at which voltage the MultiBox is going to play warning-sounds. 11.500 mV is recommended to save the batterie from damage

Speaker – sets the volume of the box.