uController

**Referee Controller / Programmer**

*for Hi-Tech Micro Taggers*

www.hteai.com

**Overview of Functions**

**Referee Controller**

* 6 Referee Commands for game control and diagnostics.

**Gun Programmer**

* Instantly program taggers & assign teams by wireless infrared link.
* 10 Factory Presets designed for use with the Game Reference.
* 3 Custom Preset locations (user editable).

**Game Editor**

* 12 parameters to allow unlimited game play variations.
* Create and save your own custom game setups.
* All presets are automatically retained even with power off.

**Basic Operation**

**REFEREE:** Turn the **uController** power ON. The normal power-up mode is “Referee Controller”. Use the RED and BLACK buttons to select a function. Press the ENTER button to send the command to a tagger.

**PROGRAMMER:**  Hold the RED button, turn the **uController** power ON. This enables the “Gun Programmer” mode. Use the RED and BLACK buttons to select a Preset. Press the ENTER button to transmit the Preset to a tagger. The tagger will play a sound to indicate success or error. The tagger will retain the new Preset even with power off.

**EDITOR:**  Hold the BLACK button, turn the **uController** power ON. This enables the “Game Editor” mode. You can change the settings for Custom 1, Custom 2 and Custom 3. Use the RED and BLACK buttons to change parameter values. Use the ENTER button to “accept” the current value and advance to the next parameter. After the last parameter, settings are automatically saved.

**Referee Commands**

New Game Reset Player *(same as power reset)*

End Game Disable player *(“Game Over” sound)*

Admin Kill Disable player *(“Dead” sound)*

Respawn Player Restore Health / Ammo *(dead player only)*

Full Ammo Restore Ammo *(live player only)*

Test Sensor “Beep” & flash lights *(diagnostic)*

**Factory Presets** (see Game Reference guide for more details)

RENEGADE *Terminator, Survivor*

TERMINAT *Terminator*

DUEL GUN *Gunslingers*

COWBOY *Bounty Hunters*

SOLDIER *Captains, Traitor, Combat, Behind Enemy Lines, Airstrike, Virus*

CAPTAIN *Captains, Traitor*

RANGER *Blackhawk Down, Domination*

MILITIA *Blackhawk Down*

MUSKET *Gettysburg*

PAINTBLL *Laser-Ball*

Custom 1 *User Preset*

Custom 2 *User Preset*

Custom 3 *User Preset*

**Editor Options**

GameType \*Teams or Free4All *(Friendly Fire enable/disable)*

Health 1 to 999

Rounds 1 to 250 *(Rounds per Clip)*

UnlimClp On or Off *(On = unlimited reloads)*

Clips 2 to 200

RelDelay 1 to 30 seconds *(Reload delay)*

Fire Sel Semi, Burst, Full-Auto

Burst 2 to 6 *(Rounds fired in burst mode)*

Cyclic 250 to 800 RPM *(Rate of Fire “Rounds per Minute”)*

Damage 1 to 100

Hit Delay 0 to 20 seconds

Range Min to Max *(60% is the “normal” setting)*

*\*You can use the* **Free4All** *setting for team games, but team mates will be able to hit each other. If you want to prevent “same team” hits, use the* **Teams** *setting (Friendly Fire = disabled).*

**Programmer Options**

*Name Type Rounds Rnd Type Clips Health*

RENEGADE Free-for-All 20 Burst(3) UNL 100

TERMINAT Free-for-All 60 FullAuto UNL 200

DUEL GUN Free-for-All 1 Single 6 100

COWBOY Free-for-All 6 Single UNL 100

SOLDIER Team 20 Burst(3) UNL 100

CAPTAIN Team 10 Single UNL 200

RANGER Team 40 FullAuto UNL 100

MILITIA Team 20 FullAuto UNL 80

MUSKET Team 1 Single UNL 100

PAINTBLL Free-for-All 1 Single 100 100

Custom 1 Custom 1-3 can be adjusted to any combination of the above fields.

Custom 2

Custom 3

\*Friendly fire is ON for Free-for-All and OFF for Team modes.

**Detailed Operation**

**Gun Programmer**

* Set ALL – Press the ENTER button to program tagger. This also sets the tagger to Free4All mode.
* Set RED – Press the ENTER button to program the tagger. This also sets the tagger to RED team.
* Set BLUE – Press ENTER button to program the tagger. This also sets the tagger to BLUE team.

Presets that show “Set ALL” are normally used for individual (non team-based) games. These presets are set to **Game Type = Free4All**. This means that all players can shoot each other, so there is no need to assign Red or Blue teams. You can still use the “Set ALL” presets for team games, but players will have to be careful not to shoot their team mates.

Presets that have options for “Set RED” and “Set BLUE” are used *only* for team-based games. These presets are set to **Game Type = Teams**. This means that players on the same team can NOT shoot each other (“Friendly Fire” is disabled). The teams are identified by the colors RED or BLUE. You can mix presets in a game, but every player on the same team must be programmed to the same color. For example, you can have SOLDIERS and a CAPTAIN on the same team, but they must both be RED. The other team can also have SOLDIERS and a CAPTAIN, but they must both be BLUE.

***IMPORTANT NOTE:*** *Some taggers are manufactured with Red or Blue anodized color. This does NOT necessarily mean that the taggers are set to those teams. It is possible to program a Blue tagger to the RED team and vice versa. It is, however, “good practice” to program the taggers so the team assignments match the color of the tagger. This will save some confusion and it helps the players to know what team they are on.*

**Factory Restore** – Turn the **uController** power ON while holding the RED and BLACK buttons simultaneously. This will restore the three Custom Presets to an initialized state. The Factory Presets will not be affected as they are stored in permanent memory.