

Laser Tag Pro: Utility Box

Laser Tag Pro's Utility Box is one of the many ways you can enhance the experience for your customers. With almost 20 different Box Types you can make a one of a kind experience, that is both exciting for your customers, and easy for you as a game facilitator. Below are all the different Box Types with step by step instructions on how to incorporate them into your battlefield. Enjoy!

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Getting To Know Your Utility Box



What is in the box?

- A Utility Box with an AC Charging Adapter
- Utility Box Straps
- 2 Barrel Keys

Battery Information:

- A 1400 MAH battery will take approximately 2 hours to fully charge.
- A full charge will last approximately 8 hours of moderate gameplay.
- It is recommended that you charge the unit after any extended session of gameplay.

Start Up a Utility Box:

1. Locate the **On/Off Switch** on the underside of the Utility Box.
 - Powering the box on or off requires a Barrel Key delivered with your Utility Box, which prevents users affecting the gun's power status during gameplay.
2. Insert the Barrel Key into the **On/Off Switch**; twist the key 90 degrees to power on.
3. . The LCD Display should now be illuminated.
4. In order to power off the unit, simply twist the Barrel Key in the opposite direction.

Domination Box:

Utility Box Feature	Default Value
Box Name	Domination Box
Activate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Color Uncaptured	Team All
Box Lock	Disabled
Respawn Station	Disabled
St. Deactivation	Disabled
Armor Station	Disabled
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads DOMINATION BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the Activation Button until the box is in ready mode.
5. To begin game hold the **Activation Button** until countdown

How It Works:

After the the DOMINATION BOX has been activated and put in game, by default, ACTIVATE BOX setting is set to {only button}. Therefore, for a player to participate in the objective they will press the **Activation Button** until the Top LED illuminates their team color. Once time expires, which ever team with the majority of the domination points illuminating their team color wins.

Utility Box Type:

What it is:

DOMINATION BOX corresponds with Domination Game Type. For this game all players in Domination have 100 lives. The objective of this game is to capture and protect the domination points until the end of the mission.

What You Need:

- A Utility Box
 - *(If you decide to enhance the experience by using more than one domination point, be sure to use an odd number of boxes to avoid a tie.)*
- Red Team
- Blue Team
- All participating rifles set to DOMINATION game type.
 - See **Battle Rifle Pro Manual**

Flag Box:

Utility Box Feature	Default Value
Box Name	Flag Box
Activate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

FLAG BOX is contingent on the BASE BOX type. Both boxes correlate with Capture the Flag Game Type. For this game all players in Capture the Flag have 100 lives. The objective is to capture the opposite team's flag, and return it to your team's base.

What You Need:

- Minimum of 2 Utility Boxes
- Minimum of 2 teams
- Guns and Headsets
- All participating rifles set to CAPTURE THE FLAG game type.
 - See *Battle Rifle Pro Manual*

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads FLAG BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To begin game hold the **Activation Button** until countdown

How It Works:

After the FLAG BOX has been activated and put in game, by default, ACTIVATE BOX setting is set to {only button}. Therefore, for a player to participate in the objective they will press the **Activation Button**, which emits the flag to the player's headset.

Base Box:

Utility Box Feature	Default Value
Box Name	Base Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

BASE BOX is corresponds with the FLAG BOX type. Both boxes correlate with Capture the Flag Game Type. For this game all players in Capture the Flag have 100 lives. The objective is to capture the opposite team's flag, and return it to your team's base.

What You Need:

- 2 Utility Boxes
- Team One
- Team Two
- Guns and Headsets
- All participating rifles set to CAPTURE THE FLAG game type.
 - See ***Battle Rifle Pro Manual***

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads BASE BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the Activation Button until the box is in ready mode.
5. To begin game hold the Activation Button until countdown

How It Works:

For this feature to work, a player must have already captured the flag from a FLAG BOX. After the BASE BOX has been activated and put in game, by default, ACTIVATE BOX setting is set to {only button}. That being said, for a player to complete the objective they will press the **Activation Button**. That will send the captured flag from the player's headset to the team's BASE BOX.

King of the Hill Box:

Utility Box Feature	Default Value
Box Name	King of The Hill Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Score To Win	Server Config
Point Per Ping	1 point
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads KING OF THE HILL.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To begin game hold the **Activation Button** until countdown

How It Works:

After the KING OF THE HILL box has been activated and put in game, by default, ACTIVATE BOX setting is set to {ping}. That being said, for a player to participate in the objective, they will need to be within the range of of the U-Box so it can emit points to their rifles. The team with the most points at the end of the mission, wins the mission.

What it is:

KING OF THE HILL BOX correlates with King of The Hill Game Type. For this game all players have 100 lives. The objective is to gain the maximum points for your team.

What You Need:

- A Utility Boxes
 - *You can enhance the experience by using more than one U-Box to gain points.*
- Team One
- Team Two
- Guns and Headsets
- All participating rifles set to KING OF THE HILL game type.
 - *See **Battle Rifle Pro Manual***

Death Box:

Utility Box Feature	Default Value
Box Name	Death Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Damage Value	2
Damage Duration	Disabled
Damage RPM	60
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

DEATH BOX can be integrated into any game type. This box type can cause damage, or kill a player in game depending on what value you give the box. By integrating the DEATH BOX you can create dead zones, and manipulate your battlefield.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads DEATH BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To begin game hold the **Activation Button** until countdown is over.

How It Works:

After the the DEATH BOX has been put in game, by default the ACTIVATE BOX setting set to {only button} and the DAMAGE VALUE is set to 2. The DAMAGE VALUE translates to HP. For example if a player has 100hp, and receives a hit by a DEATH BOX, the will have 98hp.

Weapon Box:

Utility Box Feature	Default Value
Box Name	Weapon Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Set Gun	Battle Rifle
Set Gun Select	Secondary
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

WEAPON BOX can be made available in any game. Using a utility box for this function allows players to receive a weapon in replace of or in addition to the weapon they start the game with.

What You Need:

- A Utility box
 - *You can enhance the experience by creating more than one weapon box, which allows the players to be strategic with weapon the decide to use.*
- A player in game
- Gun
- Paired Headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads WEAPON BOX. Use the ↑ **or** ↓ to find SET GUN.
3. Press the center mode button on the directional pad once to back out of the setting selections menu.
4. While the LCD screen still reads WEAPON BOX, use the ← **or** → until you arrive at the main menu.
5. Hold the **Activation Button** until the box is in ready mode.
6. To begin game hold the **Activation Button** until the countdown is over.

How It Works:

After the the WEAPON BOX has been activated and put in game, by default, ACTIVATE BOX setting is set to {only button}. That being said, for a player to utilize this feature they will need to go to the box--while in game--and push the **Activation Button**. The box will then emit the gun type to the players rifle. By default the weapon they receive will be set as a secondary weapon. This means they can use the directional pad ↑ **or** ↓ and swap back and forth between the two weapons. However, once the player dies they will lose the secondary weapon.

Respawn+Weapon :

Utility Box Feature	Default Value
Box Name	Respawn+Weapon
Activate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Respawn Gun	Battle Rifle
Respawn Select	Secondary
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

RESPAWN+WEAPON allows players to come back to life, but also with a different weapon that the admin assigns. This box type can be integrated into any game.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads WEAPON BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default, this box has the ACTIVATE BOX set to {only button}. Therefore, to utilize this feature the player must be dead when selecting the **Activation Button**, and the gun must be in close proximity to the utility box. If performed correctly they will come back to life, with the assigned weapon from the utility box.

Respawn Box:

Utility Box Feature	Default Value
Box Name	Base Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

RESPAWN BOX is an alternative to {auto respawn} on your rifles, and can be integrated into any game. This feature allows you to create respawn bases in which the assigned players will have to report to if they have been killed.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads RESPAWN BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default, RESPAWN BOX has the ACTIVATE BOX setting set as {only button}. Therefore, to utilize this feature the player must be dead when selecting the **Activation Button**, and the gun must be in close proximity to the utility box. Once the player has activated the box, and the signal has been successfully emitted to their rifle, the gun will become operable again.

Medic Box:

Utility Box Feature	Default Value
Box Name	Medic Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Medic Health	200
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

MEDIC BOX is a feature that will allow players that have been shot to gain health back. This feature is not in replace of a respawn box, for it will not work if the player has been killed. MEDIC BOX can be integrated into every game.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads MEDIC BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting set to {only button}, that being the case a player will have to press the **Activation Button** with gun in hand to receive additional health. If you leave the Medic Box with its default value, and your players have successfully emitted the signal from the box to the gun, they will be awarded 200hp.

The value you set MEDIC HEALTH to is the maximum amount of health the player will player will be brought to when using Medic Box.

Ammo Box:

Utility Box Feature	Default Value
Box Name	Ammo Box
Activate Box	Only Button
Hold Button	Disabled
Box Amount	unlimited
Delay Time	Disabled
Team Box	Team All
Magazines Of	1 Ammo
Medic Health	-none-
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

AMMO BOX is a feature that gives players the ability to gain ammo for their rifle. This box type can be integrated into any game.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads AMMO BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting is set to {only button}, that being the case a player will have to press the **Activation Button** with gun in hand to receive ammo.

The value you set MAGAZINES OF to is the maximum amount of ammo the player will hold after using the Ammo Box. By default, MAGAZINES OF is set to {1 ammo}. This means a player must have no ammo, or be on their last round, in order to gain bullets. Once they successfully activate the box, with their gun in hand, they will be awarded one full magazine.

Start Game:

Utility Box Feature	Default Value
Box Name	Start Game Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

START GAME BOX can be used in place of having the players hold down their triggers to start a game. This may be useful for an event with children.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads START GAME BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting is set as {only button}, so once a player is in ready mode either the staff or the players can start the game by pressing the **Activation Button**. The box will put any gun--that is within range of the Utility Box's sensor--into game.

Bomb Box:

Utility Box Feature	Default Value
Box Name	Bomb Box
Activate Box	Only Button
Hold Button	Disabled
Box Amount	unlimited
Delay Time	Disabled
Team Box	Team All
Bomb Value	1
Bomb Duration	Disabled
Bomb RPM	60
Bomb Armor	Disabled
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

Bomb box corresponds

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads BOMB BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the Activation Button until the box is in ready mode.
5. To make the box available hold down the red button until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX

Proximity Mine:

Utility Box Feature	Default Value
Box Name	Proximity Mine
Activate Box	Only Button
Hold Button	disabled
Box Amount	2
Delay Time	disabled
Team Box	Team All
Ping Speed	1
Ping Sound	disabled
Countdown Time	disabled
Detonation Time	1
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

PROXIMITY MINE can be integrated into any game. The proximity mine will kill any player that walks within range of the box after it has been activated.

What You Need:

- A Utility Box
- A gun in game
- A paired headset

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads PROXIMITY MINE.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting is set to {only button}, and TEAM BOX is set to {Team All}. This allows any player to activate the box. *(Please note: if you leave the Proximity Mine Box with it's default settings, the player activating the box will want to be mindful about where they stand. If they stand in the wrong spot they could also be killed by the mine.)* Once activated, the box will ping every second. The first player to walk within range of it will be killed.

End Game Box:

Utility Box Feature	Default Value
Box Name	End Game Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

END GAME BOX allows the admin of the game to efficiently end the game of players using a Utility Box. This box type may be helpful for events with children.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads END BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting is set to {only button}. With that being the case, by pressing the **Activation Button** you can end one or more player's game as long as they are in range of the signal being emitted.

Ready Game Box:

Utility Box Feature	Default Value
Box Name	Ready Game Box
Activate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

READY GAME BOX allows you to put mass amounts of players in ready mode without them having to hold down the trigger, or additional action from the game facilitator. This may be useful for events with children.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads READY GAME BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting is set to {only button}, so by pressing the **Activation Button** when the players are in range of the box's sensor, they will be put in ready mode. See instructions above on the START GAME BOX to put players in game.

Armor Box:

Utility Box Feature	Default Value
Box Name	Armor Box
Activate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Armor	200
Type Send Armor	Set Per Life
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

ARMOR BOX can be integrated into any game. This box type allows players to temporarily protect themselves from bullets. How many bullets they can be protected from is contingent on the value of BOX ARMOR.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.

Use the ↑ **or** ↓ on the directional pad until the LCD screen reads ARMOR BOX.

Now return back to the main menu by selecting ← **or** → on the directional pad.

Hold the **Activation Button** until the box is in ready mode.

To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting set to {only button}, that being the case a player will have to press the **Activation Button** with gun in hand to be awarded armor. By default BOX ARMOR is set to 200, and that value translates as 200 hp. For example: if a player is being shot with a Battle Rifle (25% damage), they can be shot 8 times before the bullets begins to affect their health.

The value you set BOX ARMOR to is the maximum amount of armor the player can hold at any given time.

Health Box:

Utility Box Feature	Default Value
Box Name	Health Box
Acitvate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Health	200
Type Send Health	Set Per Life
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

HEALTH BOX is a feature that will allow players that have been shot to gain health back. This feature is not in replace of a respawn box, for it will not work if the player has been killed. You may add HEALTH BOX into any game.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.

Use the ↑ **or** ↓ on the directional pad until the LCD screen reads HEALTH BOX.

Now return back to the main menu by selecting ← **or** → on the directional pad.

Hold the **Activation Button** until the box is in ready mode.

To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting is set as {only button}, that being the case a player will have to press the **Activation Button** with gun in hand to receive additional health.

Assuming you leave the HEALTH BOX with it's default value for health, and your players have successfully emitted the signal from the box to their rifle, they will be awarded 200hp.

By default the TYPE SEND HEALTH setting is set as {set per life}; therefore the value you set BOX HEALTH to is the maximum amount of health the player will be able to have at any given time.

Pandora Box:

Utility Box Feature	Default Value
Box Name	Pandora Box
Activate Box	Only Button
Hold Button	Disabled
Box Amount	Unlimited
Delay Time	Disabled
Team Box	Team All
Box Flash	Enabled
Box Range	30%
Sound Event	Beep1
Game Time	Unlimited
Start Delay	Disabled

(Presets Above)

What it is:

PANDORA BOX can be integrated into any game. A player that utilizes the feature could receive armor, health, or more ammo. Each time the box is activated, it gives something different.

What You Need:

- A Utility Box
- A gun in game
- A paired headset (optional)

Setup:

1. From the main menu press ← **or** → on the direction pad to arrive at SELECT TYPE.
2. Use the ↑ **or** ↓ on the directional pad until the LCD screen reads PANDORA BOX.
3. Now return back to the main menu by selecting ← **or** → on the directional pad.
4. Hold the **Activation Button** until the box is in ready mode.
5. To make the box available hold down the **Activation Button** until the countdown has finished.

How It Works:

By default this box has the ACTIVATE BOX setting is set to {only button}, that being the case a player will have to press the **Activation Button** with gun in hand to receive either health, armor, or ammo.

Box Type Setting and Definitions:

❖ ACTIVATE BOX:

- This setting is listed under every box type. How to activate the box feature in game.
 - Setting Selections:
 - {only button}
 - Activate feature by pressing the **Activation Button**.
 - {only damage}
 - Activate feature by shooting the front sensor on the box.
 - {button+damage}
 - Activate feature by pressing the **Activation Button** and shooting the front sensor with Rifle.
 - {ping}
 - Continuously emits without any effort from the players/staff. *Select the down directional for setting selections.*
 - Setting Selections:
 - {1-60 (seconds)}

❖ HOLD BUTTON:

- Set how many seconds the player has to hold down the **Activation Button** before you can use the feature on the Utility Box.
 - Setting Selections:
 - {1-999 (seconds)}
 - {disabled}

❖ BOX AMOUNT:

- How many tries you have per one game with that feature.
- *For example, a Respawn Box with ACTIVATION BOX set to {only button}, and with BOX AMOUNT set to {8}, will only allow the players to press the **Activation Button** 8 times.*
 - Setting Selections:
 - {1-1000}
 - {unlimited}

❖ DELAY TIME:

- The set amount of time in between tries for a Utility Box feature.
- *For example, a Weapon Box with ACTIVATION BOX set to {ping}, and the DELAY TIME set to {30}, a weapon will be emitted every 30 seconds.*
 - Setting Selections:
 - {00:01-2:00}
 - {disabled}

❖ TEAM BOX:

- This feature allows you to decide which team can use the box and it's feature. The box will not react to a tagger unless it is told to do so.
- *For example, if an Ammo Box has the TEAM BOX setting set as {Team Red}, and blue team tries to activate the box, they will not gain ammo.*
 - Setting Selections:
 - {Team All}
 - {Team Red}
 - {Team Blue}
 - {Team Yellow}
 - {Team Green}
 - {Team Purple}
 - {Team Cyan}

❖ BOX FLASH:

- When this setting is enabled, and the feature is activated, a LED will flash the color TEAM BOX is set to. This indicates the box is working.
- Setting Selections:
 - {enabled}
 - {disabled}

❖ BOX RANGE:

- The distance the box will reach when it emits. If you have the range set to a low value, the players will have to be close to utilize it. The higher the value, the farther they can be.
- Setting Selections:
 - {0%}
 - {5%}
 - {10%}
 - {15%}
 - {20%}
 - {25%}
 - {30%}
 - {35%}
 - {40%}
 - {45%}
 - {50%}
 - {55%}
 - {60%}
 - {65%}
 - {70%}
 - {75%}

- {80%}
- {85%}
- {90%}
- {95%}
- {100%}

❖ SOUND EVENT:

➤ The sound you hear when the box performs its feature.

■ Setting Selections:

- {Beep1}
- {U-Box #01}
- {U-Box #02}
- {U-Box #03}
- {U-Box #04}
- {U-Box #05}
- {U-Box #06}
- {U-Box #07}
- {U-Box #08}
- {U-Box #09}
- {U-Box #10}
- {U-Box #11}
- {U-Box #12}
- {U-Box #13}
- {U-Box #14}
- {U-Box #15}
- {U-Box #16}
- {U-Box #17}
- {U-Box #18}

❖ GAME TIME:

➤ The amount of time the Utility Box will be in play before it disables.

■ Setting Selections:

- {1:00-99:00 (minutes)}
- {unlimited}

❖ START DELAY:

➤ This amount of time before the box feature is available. The start delay time is in addition to the game time. Once the START DELAY has counted down to 0, the U-box will then begin its count down from GAME TIME.

■ Setting Selections:

- {00:01-2:00}
- {disabled}

❖ MAGAZINE OF:

➤ This setting is found under AMMO BOX. The value you give this setting will be the maximum amount of magazines a player can hold at any given time.

- Example #1: Assume the AMMO BOX has the MAGAZINE OF setting as {10}, and a player begins the game with a default Battle Rifle (10 magazines per life). That player, who has not yet shot, tries to obtain more ammo by activating the box. However, they are still left with 10 magazines available.
- Example #2: Assume the same scenario as Example #1, but the player has shot, and now has only 3 magazines. After the player successfully activates the AMMO BOX, the player will have 10 full clips of ammo.

- Setting Selections:
 - {1-21 Ammo}

❖ MEDIC HEALTH:

- Setting found in MEDIC BOX. This is the amount of health the box will emit when activated.
 - Setting Selections:
 - {1-200}

❖ BOMB VALUE:

- The amount of bombs available to detonate.
 - Setting Selections:
 - {1-256}

❖ BOMB DURATION:

- How long the bomb will emit for per one detonation.
 - Setting Selections:
 - {Disabled}
 - {1-30 (seconds)}

❖ BOMB RPM:

- The rate in which the bomb will emit.
 - Setting Selections:
 - {30}
 - {60}
 - {100}
 - {200}
 - {300}
 - {400}
 - {500}
 - {600}
 - {700}
 - {800}
 - {900}
 - {950}

❖ BOMB ARMOR:

- The amount of armor you give the bomb will determine how much effort the players will have to apply to prevent the bomb from emitting.

- Setting Selections:

- {Disabled}
- {5}
- {10}
- {15}
- {20}
- {25}
- {30}
- {35}
- {40}
- {45}
- {50}
- {55}
- {60}
- {65}
- {70}
- {75}
- {80}
- {85}
- {90}
- {95}
- {100}
- {105}
- {110}
- {115}
- {120}
- {125}
- {130}
- {135}
- {140}
- {145}
- {150}
- {155}
- {160}
- {165}
- {170}
- {175}
- {180}
- {185}
- {190}
- {195}
- {200}

❖ TYPE SEND ARMOR:

- This setting will determine how long the players will have armor for, and how much they can receive at any given time.
 - Setting Selections:
 - {Set Per Life}
 - Gives the BOX ARMOR value once, and maxes out at the set value, despite how many times the signal is emitted to a rifle. The player will lose the armor they obtained once they die.
 - {Add Per Life}
 - Gives the BOX ARMOR value every time the signal is emitted to a rifle, however the amount will max out at 201hp. The player will lose the armor they obtained once they die.
 - {Set Per Game}
 - Gives the BOX ARMOR value once, and maxes out at the set value despite how many times the signal is emitted to a rifle. Unlike {Set Per Life}, a player will respawn with the BOX ARMOR value they once obtained for the length of the game.
 - {Add Per Game}
 - Gives the BOX ARMOR value every time the signal is emitted to a rifle, however the amount will max out at 201hp. Unlike {Add Per Life}, a player will respawn with the BOX ARMOR value they once obtained for the length of the game.

❖ TYPE SEND HEALTH:

- This setting will determine how long the players will have the added health for, and how much they can receive at any given time. The maximum amount of health a player can hold at a time is 201hp.
 - Setting Selections:
 - {Set Per Life}
 - Gives the BOX HEALTH value once, and maxes out at the set value despite how many times the signal is emitted to a rifle. The player will lose the health they obtained once they die.
 - {Add Per Life}
 - Gives the BOX HEALTH value every time the signal is emitted to a rifle. Once the player dies they will lose the health they obtained, and will have to return back to the box to pick up health again.
 - {Set Per Game}

- Gives the BOX HEALTH value once, and maxes out at the set value, despite how many times the signal is emitted to a rifle. Unlike {Set Per Life}, a player will respawn with the BOX HEALTH value for the whole game.
 -
 - {Add Per Game}
 - Gives the BOX HEALTH value every time the signal is emitted to a rifle. Unlike {Add Per Life}, a player will respawn with the BOX HEALTH value for the whole game.
- ❖ BOX HEALTH:
- This setting is contingent on ACTIVATION BOX being set to {button+damage} or {only damage}. Set how much health the box has to determine how many shots it will take to activate it.
 - Setting Selections:
 - {1-200}
- ❖ COLOR UNCAPTURED:
- This setting is found under DOMINATION BOX. The color the top LED will illuminate before it has been activated.
 - Setting Selections:
 - {Team All}
 - {Team Red}
 - {Team Blue}
 - {Team Yellow}
 - {Team Green}
 - {Team Purple}
 - {Team Cyan}
- ❖ BOX LOCK:
- This setting is found under DOMINATION BOX. If this setting is enabled, after the box is activated the top LED will illuminate the color of the team who captured it. It will then go into a “locked” state.
 - Setting Selections:
 - {Enabled}
 - {Disabled}
- ❖ RESPAWN STATION:
- This setting is located under DOMINATION BOX and RESPAWN+WEAPON. When this setting is enabled, players can make a domination box a respawn station after it has been captured by their team.
 - Setting Selections:
 - {Enabled}
 - {Disabled}

❖ ST. DEACTIVATION:

- This setting is located under DOMINATION BOX RESPAWN+BOX. This allows the opposing team to deactivate a station for a given amount of time.

- Setting Selections:

- {00:01-1:39}
- {disabled}

❖ ARMOR STATION:

- This setting is located under DOMINATION BOX. It allows a domination point that has been captured to become a place to receive armor as well.

- Setting Selections:

- {Disabled}
- {5}
- {10}
- {15}
- {20}
- {25}
- {30}
- {35}
- {40}
- {45}
- {50}
- {55}
- {60}
- {65}
- {70}
- {75}
- {80}
- {85}
- {90}
- {95}
- {100}
- {105}
- {110}
- {115}
- {120}
- {125}
- {130}
- {135}
- {140}
- {145}
- {150}
- {155}

- {160}
- {165}
- {170}
- {175}
- {180}
- {190}
- {195}
- {200}

❖ SCORED TO WIN:

- Server Config

❖ POINT PER PING:

- This setting is found under KING OF THE HILL, for this is how you gain points in the game. This is the amount of points the player's rifle is given when it receives a ping.

- Setting Selections:

- Bug--doesn't allow you to shuffle between setting selections.

❖ DAMAGE VALUE:

- This setting is found under DEATH BOX. By setting the value, you are setting how much is taken of of their HP.
- *For example, assume the damage value equals 5 points, and HP equals the traditional 100. If the box detonates and hits the rifle their HP will then equal 95.*

- Setting Selections:

- {1-255}

❖ DAMAGE DURATION:

- How many times the damage value will emit per one try.

- Setting Selections:

- {Disabled}
- {1-30}

❖ DAMAGE RPM:

- The rate in which the damage will emit. The lower the setting selection, the slower it will emit. The larger the setting selection, the faster it will emit.

- Setting Selections:

- {30}
- {60}
- {100}
- {200}
- {300}
- {400}
- {500}
- {600}

- {700}
- {800}
- {800}
- {900}
- {950}

❖ SET GUN:

- This setting is located under WEAPON BOX. Determines what gun the player becomes equipped with after activating the WEAPON BOX.

- Setting Selections:

- {Battle Rifle}
- {Burst Rifle}
- {SMG}
- {Heavy Machine Gun}
- {Shot Gun}
- {Sniper}
- {Battle Cannon}
- {Assault Laser}
- {Charge Rifle}
- {Laser Rifle}
- {Infected Gun}
- {Grenade Launcher}
- {Flash Bang}
- {Sticky Grenade}
- {Custom Gun1}
- {Custom Gun2}
- {Custom Gun3}

❖ SET GUN SELECT.:

- This setting is located under WEAPON BOX. Determines what place the weapon they pick up will take.

- Setting Selections:

- {Secondary}
 - In addition to the gun a player started the game with. Allows players to have two weapon types at the same time. Players can shuffle between the 2 types by using the up and down directional.
- {Primary}
 - The weapon picked up by a player takes the place of their primary weapon type, limiting them to that gun only.
- {2nd Random}
 - This setting overrides SET GUN. setting and gives a random weapon type as a secondary.

- {1st Random}
 - This setting overrides SET GUN. setting and gives a random weapon type as a primary.
- {Random Weapon}
 - This setting override SET GUN. setting and gives a random weapon type.

❖ RESPAWN GUN:

- This setting is found under RESPAWN+WEAPON BOX. Allows players to become equipped with the selected weapon when you respawn.

- Setting Selections:

- {Battle Rifle}
- {Burst Rifle}
- {SMG}
- {Heavy Machine Gun}
- {Shot Gun}
- {Sniper}
- {Battle Cannon}
- {Assault Laser}
- {Charge Rifle}
- {Laser Rifle}
- {Infected Gun}
- {Grenade Launcher}
- {Flash Bang}
- {Sticky Grenade}
- {Custom Gun1}
- {Custom Gun2}
- {Custom Gun3}

❖ RESPAWN SLECT.:

- This setting is located under RESPAWN+WEAPON BOX. Determines what place the weapon they pick up will take.

- Setting Selections:

- {Secondary}
 - In addition to the gun a player started the game with.
Allows players to have two weapon types at the same time.
Players can shuffle between the 2 types by using the up and down directional.
- {Primary}
 - The weapon picked up by a player takes the place of their primary weapon type, limiting them to that gun only.
- {2nd Random}

- This setting overrides RESPAWN GUN. setting and gives a random weapon type as a secondary.
- {1st Random}
 - This setting overrides RESPAWN GUN. setting and gives a random weapon type as a primary
- {Random Weapon}
 - This setting override SET GUN. setting and gives a random weapon type.

Global Settings Definitions

Global Settings Presets:

Utility Box Global Setting	Default Value
Name Box	Player
Box ID	1
Field ID	A Field
Volume Setting	4
Vibration	Enabled
Wifi	Disabled
Bluetooth	Enabled
Phone Link	Disabled
Led Config	-
Low Power Mode	Disabled
Outdoor Mode	Disabled
Ready Lock	Disabled
Low Batt Alarm	Disabled

❖ NAME BOX:

- Name of the Utility Box. The entered name will be displayed on the Box's LCD screen when in Ready Mode.
 - Setting Selections:
 - To enter a name press the **Select Button**.
 - Enter desired characters by navigating up or down on the directional pad.
 - Select the **Mode Button** to return to the previous menu.

❖ BOX ID:

- Each unit needs to be set to a different Player ID in order for system to distinguish between units. Make this simple.
- *For example: If you have 5 utility boxes, we recommend you number the Box IDs starting at 101, then continue to 102, 103, 104, & 105.*
 - Setting Selections:
 - {2-127}

❖ SELECT TEAM:

- Changes your team color. The team you select is the only team that can utilize the box and it's features.

- Setting Selections:
 - {Team All}
 - {Team Blue}
 - {Team Yellow}
 - {Team Red}
 - {Team Green}
 - {Team Purple}
 - {Team Cyan}
- ❖ FIELD ID:
 - Prevents players on separate fields from using that Utility Box. *For example, players on Field A will not be able use Utility Boxes on Field B.*
 - Setting Selections:
 - {A Field}
 - {B Field}
- ❖ VOLUME SETTING:
 - Controls the volume of your Utility Box. Higher value selections correspond to louder volume.
 - Setting Selections:
 - {1-5}
 - {disabled}
- ❖ WIFI:
 - Activating Wifi signal is integral for our software EDGE (see **Edge Integration** for more settings and details).
 - Setting Selections:
 - {enable}
 - {disabled}
- ❖ BLUETOOTH:
 - To utilize the Bluetooth Setting for you can load gun firmware on it and make it a stationary player that pairs with head set.
 - See **Gen4 Updating Instructions** on how to load gun firmware onto your Utility Box. After you have successfully loaded the firmware onto your Utility Box you will pair the Headset to the Box the same way you have paired it to a Battle Rifle Pro.
 - Setting Selections:
 - {enabled}
 - {disabled}
- ❖ LED CONFIG:
 - LED config activates and adjusts the light emitted from the top sensor. Setting Selections (select the **Select Button** to enter settings):
 - GUN LED GLOW:
 - Illuminates the LED on the top of the Utility Box.
 - Setting Selections:
 - {enabled}
 - {disabled}

- LED BRIGHTNESS:

- How vibrant the color LED light illuminate.

- Setting Selections:

- {enabled}
- {disabled}

- ❖ LOW POWER MODE:

- Low power will dim LED, LCD and lower maximum volume to help maximize battery life. The LCD and LED will kick back into maximum defined brightness as soon as a player touches a button or shoots it. After the timer kicks in, the Utility Box will lower the display/LED back down, similar to a modern cellular phone to minimize power consumption, and increase battery lifetime by approximately 40%.

- Setting Selections:

- {00:03}
- {00:05}
- {00:10}
- {00:30}
- {01:00}
- {02:00}
- {10:00}
- {disabled}

- ❖ OUTDOOR MODE:

- Outdoor mode sets all of the box types to maximum range.

- Setting Selections:

- {enabled}
- {disabled}

- ❖ READY LOCK:

- When ready lock is disabled the players can start their game by simply holding down the **Activation Button**. When ready lock is enabled the players cannot start the games by the box itself.

- Setting Selections:

- {disabled}
- {ON: server}
 - If you are using our gaming software EDGE ready lock should be on this setting.
- {ON: ubox}
 - If you do not want players to start the game by themselves, and do not use EDGE, utilize this setting. Start the games using a ubox.

- ❖ LOW BATT ALARM:

- An alarm that sounds when the Utility Box's battery has low power.

- Setting Selections:

- {disabled}

- {enable

Save Menu Settings and Definitions

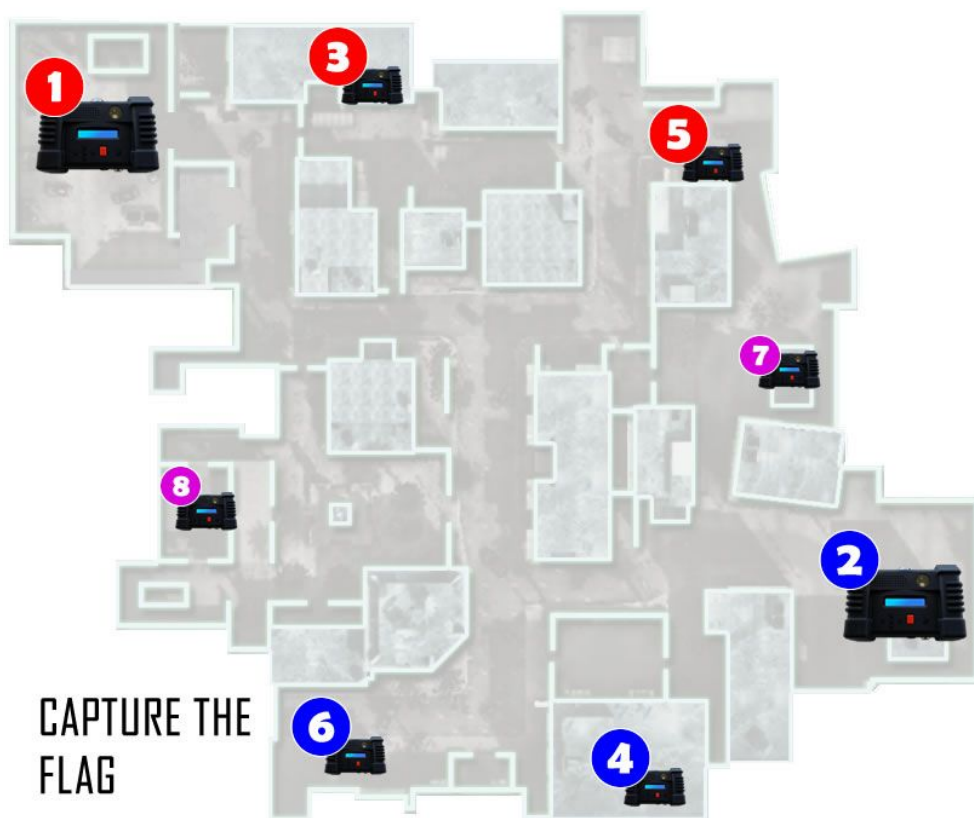
❖ SAVE:

- The SAVE menu option is very simple but also very important. When utility box settings are changed those settings will revert to the previous selection after the box is powered down unless the user has chosen to save the settings.
 - Setting Selections:
 - {off}
 - {Default Config}
 - To save make changes to any settings, and save as default config, you would be editing the guns presets. After that anytime you turn on your U-Box those settings will load by default.
 - {2nd Config}
 - To make changes to 2nd config, it will not affect your presets. It is an alternate option. *For example default config can have setting specifically for kids, and 2nd config can appeal to adults.*

Factory Reset Menu

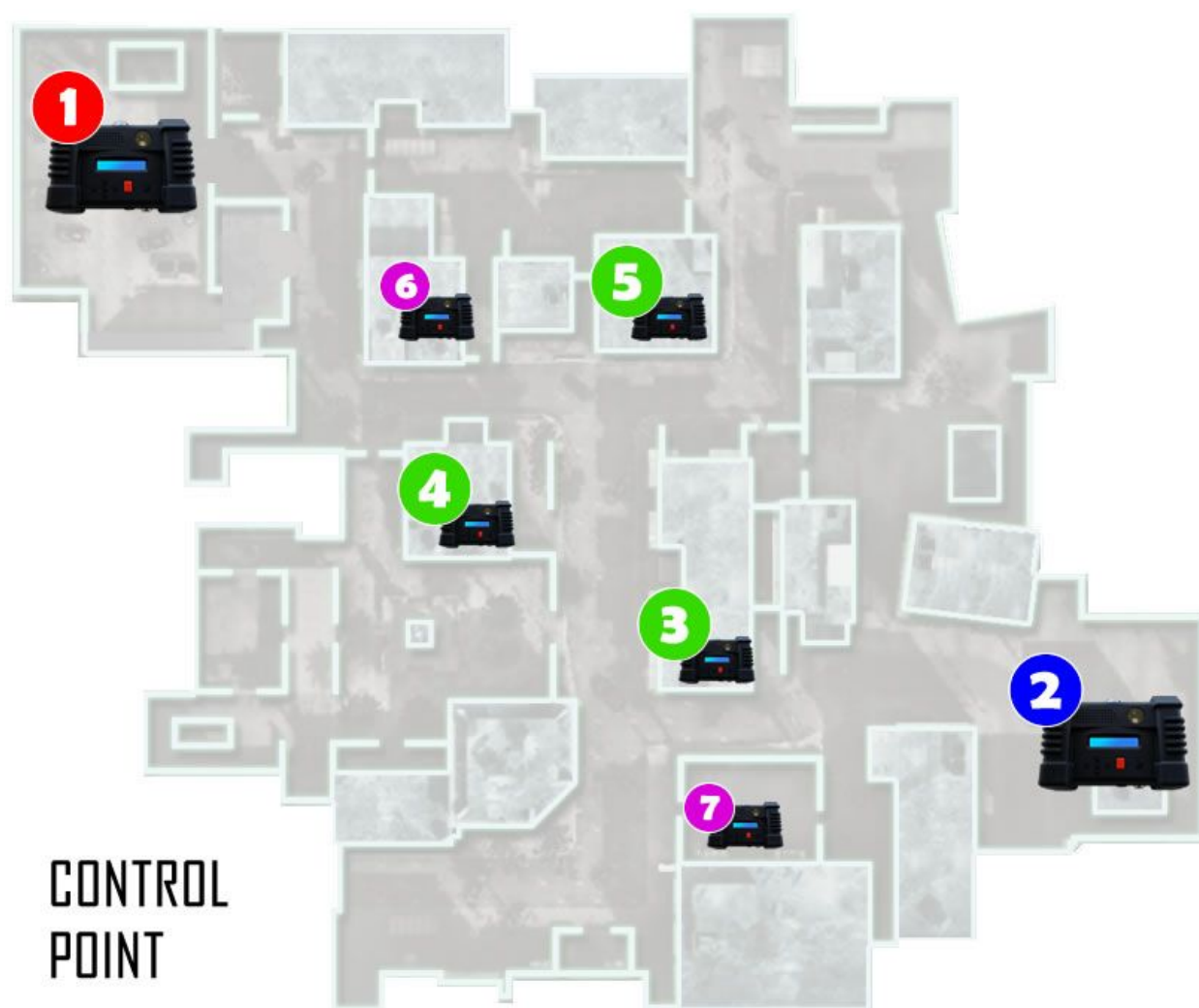
❖ FACTORY RESET:

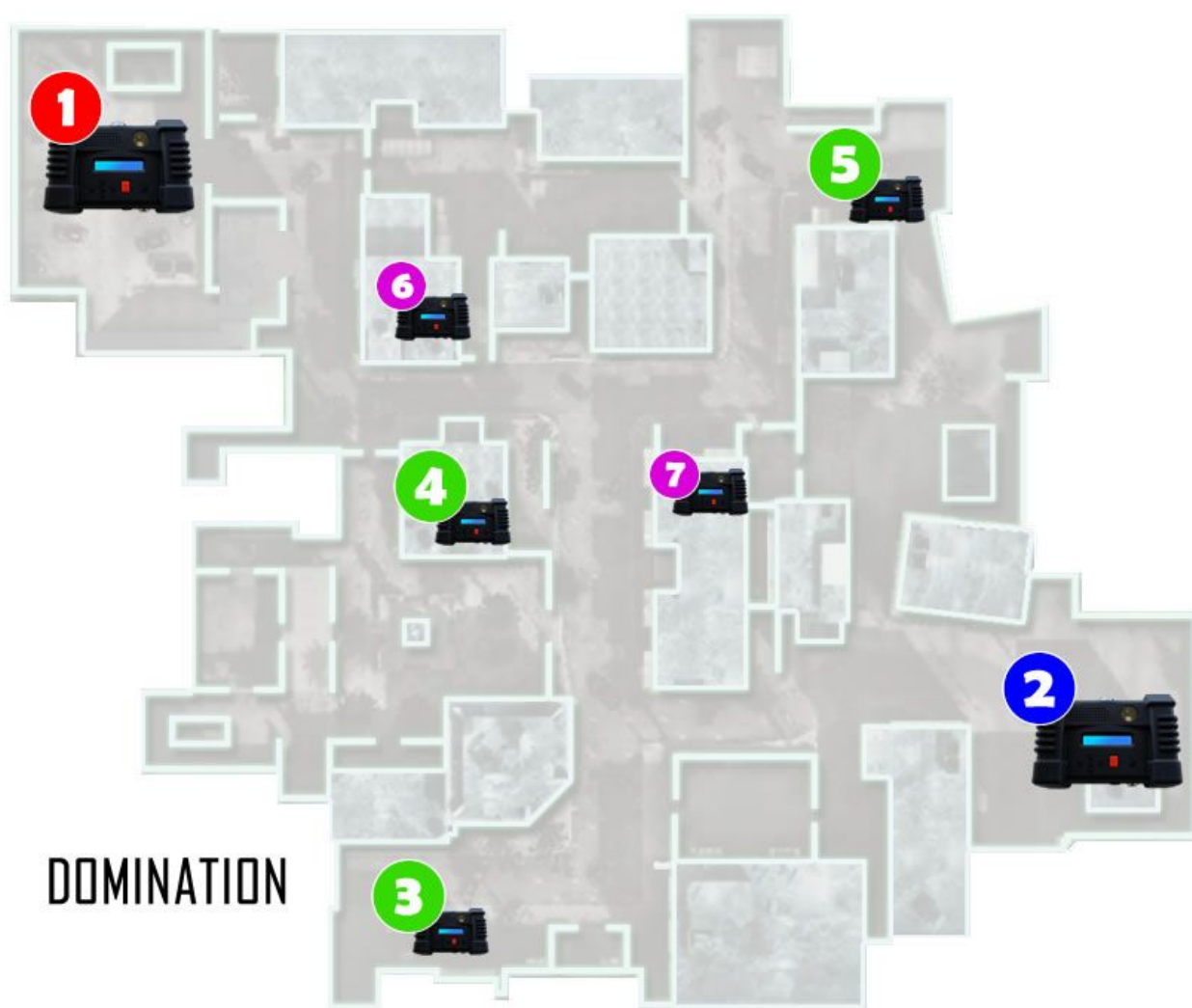
- Factory reset restores Utility Boxes back to their original factory settings. Many times a factory reset will correct anomalous faults. Features that will not change after a factory reset are Name Entry, Player ID, and Bluetooth Pin in Global Settings.
 - Setting Selections:
 - {off}
 - {game setting}
 - Sets all box types back to their presets.
 - {sys settings}
 - Sets almost all system settings--global settings--to their presets.
 - {load default}
 - Loads the settings you saved under {default config}.
 - {2nd cfg}
 - Loads the settings you saved under {2nd config} when saved.



Red Respawn Box

















Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC Statement: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The equipment complies with FCC Radiation exposure limit set forth for uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator and your body.