

Intager Game Manager & SmartBox manual for Troodon and Raptor 3

Version: 3.1.0.0365



Welcome

Read this manual and the manuals of any accessories carefully for important operation, safety and health information. Follow all instructions and precautions to protect your health, your safety and for the correct use of the Intager SmartBox. Failure to properly set up, use, and care for the Intager SmartBox can increase the risk of serious damage or can spoil gaming experiences.

You must accept the terms and conditions of the Limited Warranty, the Intager Game Manager and this manual to use your Intager SmartBox Game Console.

For replacement manuals, go to intager.com/support or contact us.



This symbol identifies safety and health messages in this manual.

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Introduction

Thank you for purchasing the Intager SmartBox Laser Tag Game Console! With the Intager SmartBox you can control your entire indoor or outdoor laser tag arena easier than ever:

SETUP YOUR ARENA WITHIN SECONDS, PRACTICALLY ANYWHERE

- don't bother with cables or difficult settings
- use it outdoors on battery power or indoor with 100-240V – as you need
- use it with any mobile device without installing any software or app
- flexible: communicates wireless or cabled (Ethernet)

MANAGE YOUR ARENA, SESSIONS AND GAMES

Manage your games, players, equipment, game objects, contents on your displays or other multimedia devices easily with the intuitive and user-friendly Intager Game Manager software.

OFFER OUTSTANDING GAME EXPERIENCE FOR YOUR PLAYERS

- Download games from our increasing variety of game collection including the most popular standard laser tag games as well as Intager branded content. All can be customized at your will!
- Display informative & spectacular scoreboards, player cards and other statistics on any of your monitors or even the players' smart phones.
- Update the software of the SmartBox with a few clicks, and enjoy exciting new games, services and multimedia contents.

Please note that supply some of the services and contents might be charged or against regular payments, due to the actual Intager Pricelist.

Important Safety Instructions

Electrical Safety



As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock, fire, or damage to the SmartBox console.

Select an appropriate power source for your console, use only the power adapter unit supplied with your console or that you received from an authorized Intager dealer. In case you need a replacement power supply unit, contact us or one of the official Intager dealers listed at www.intager.com. Please note that Intager or Intager dealers supply a third-party vendor's power adapter, be sure that you follow all related manuals and instructions and:

- Confirm that your electrical outlet provides the type of power indicated on the power supply unit (in terms of voltage [V] and frequency [Hz]). If you are not sure of the type of power supplied to your home, consult a qualified electrician.
- Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Use only AC power provided by a standard wall outlet.
- Do not overload your wall outlet, extension cord, power strip, or other electrical receptacle. Confirm that they are rated to handle the total current (in amps [A]) drawn by the SmartBox console, indicated on the power supply unit) and any other devices that are on the same circuit.
- Do not connect any other devices between the power supply unit and the SmartBox console or between the power cord and the power supply unit.

In order to avoid damaging the power cords and power supply:

- Protect the power cords from being walked on.
- Protect cords from being pinched or sharply bent.
- Do not jerk, knot, sharply bend, or otherwise abuse the power cords.
- Do not expose the power cords to sources of heat.

- Keep children and pets away from the power cords. Do not allow them to bite or chew on them.
- When disconnecting the power cords, pull on the plug — do not pull on the cord.
- Do not let the power supply unit hang.

Battery



Do not use any AC Adapter other than the one provided with your system.

Disposable Battery Safety

Improper use of batteries may result in battery fluid leakage, overheating, or explosion. Released battery fluid is corrosive and may be toxic. It can cause skin and eye burns and is harmful if swallowed.

- Do dispose of batteries according to the local laws and regulations of your region.
- Do not disassemble, puncture, modify, drop, throw, or cause other unnecessary shocks to batteries.
- Do not dispose of batteries in a fire or trash incinerator or leave batteries in hot places such as an automobile under direct sunlight.
- Do not store batteries near an oven, stove, or other heat source.
- Do not connect batteries directly to an electrical source, such as a building outlet or automobile power-point.
- Do not place batteries into a microwave oven, or into any other high-pressure container.
- Do not immerse batteries in water or otherwise get them wet.

Cooling

SmartBox is designed to use passive cooling in order to save electric power, which is especially important when working on battery for a longer period of time. Because of the passive cooling (the use of natural air ventilation to remove heat), the SmartBox may heat up substantially (50-60 °C). Although this is normal, and does not endanger the operation of the device, it is crucially important to place the SmartBox properly in order to maintain adequate ventilation and prevent the SmartBox Console from Overheating:

- do not place the console in a confined space unless the space is well ventilated.
- do not place the Console near any heat sources, such as radiators, heat registers, stoves, or amplifiers.
- do not expose the Console to extreme heat or cold, or to a direct sunlight.
- leave the ventilation opening areas free



Water

Do not store the Console in a humid place. Do not use the Console near water (for example, sinks, baths, tubs, pools) or expose it to rain, moisture, or dripping or splashing liquids.

General Precautions

Do not drop, hit or otherwise abuse the Console.

Do not try to repair the Console, accessories or components. Doing so may void your warranty. Do not attempt to disassemble the console. Refer servicing to qualified personnel only. Clean only with a dry cloth.

System setup

Components of a full system setup

1. SmartBox
2. Markers
3. Computer – operators
4. SmartBase – optional
5. Google Chromecast - optional

Selecting a Location

The Intager SmartBox connection is via WiFi. This can be affected by several factors, for example:

- Local Environment Characteristics: e.g. wall material and thickness, dense vegetation, metal obstacles etc.
- Wireless Network Interference
- High Voltage cables
- Network Usage & Load
- **The best position for the Console is between the height of 1 and 2 meters above ground level.** Lower or above can reduce the network range
- **Large metal surfaces also reduce the network range:** do not place the Console on a metal shelf or on/behind a lightweight construction wall, etc.
- **The Console should face the arena** if it's not in the center.
- **Always place the Console in an upright (vertical) position.**
- **Prevent the Console from Overheating:** Do not block any ventilation openings on the console. Do not place the console on a soft surface that may block ventilation openings. Do not place the console in a confined space, such as a bookcase, rack, or stereo cabinet,

unless the space is well ventilated. Do not place the console near any heat sources, such as radiators, heat registers, stoves, or amplifiers. Avoid direct sunlight.

- **Do not expose the Console to rain or moisture.**
- **Prevent the Console from Falling:** The Intager SmartBox console should be placed in a vertical position, on its Console Stand. Place the SmartBox console on a surface that:
 - is flat and level.
 - is stable and not likely to tip over.
 - allows all four feet of the SmartBox console to be in contact with the surface.
 - is clean and free of dust or debris.
 - is not likely to allow the SmartBox console to slip or slide off.

Range of Operation

Connection to the SmartBox is via WiF within the network range:

- The markers are communicating over Wi-Fi with the SmartBox for data upload, download and live statistics. Range between the SmartBox and the marker with straight overview is: 60 meters depending on the environment and the position of the devices.
- WiFi connection for Google Chromecast (Scoreboard, Display, others), SmartBase and other WiFi enabled devices (computers,). WiFi range is 20-100 meters depending on the environment and the position of the devices. In order to widen the range use extenders.
- Ethernet cable connection is within 100 meters (router is required)
- Be sure that your/players devices are within the range of operation.

Switch ON/OFF the SmartBox Console

Be sure that the Console is connected to the right AC power adapter, or its battery charge level suits for your propose.



TIP: check the battery charge level before each use, especially before a longer gaming session. In case the SmartBox is not ON, push the power button for only 1-2 second to check the battery charge level.

Push the Power Button for 4 seconds to switch the SmartBox ON or OFF. Meanwhile the power on/power off indicator is on the display.

Connect the SmartBox to devices

At the first start, we recommend to connect the SmartBox to a local network over LAN to update the IGM software and have a stable connection to detect the equipment.

The SmartBox provides its own (internal) WiFi network. Useful for

- the installation (first connection) to the SmartBox
- no local cabled or WiFi network (e.g. outdoors)

Please note that your device will not have access to the Internet if you connect it directly to the internal WiFi network of the SmartBox at the first start. Internet connection can be established either by Ethernet connection or Wi-Fi setup.

Steps to connect:

1. Display the available WiFi networks on your device (computer) and select the WiFi network "IGM-SBXXXX", where XXXX indicates the serial number of the SmartBox.
2. The default password: **Intager2019**
3. Open your browser and type in the local IP value followed by a colon and the port number 3000 (e.g.: `http://192.168.42.1:3000`) in the address bar, where you usually type in websites' URL-s.
4. The browser displays the user interface of the SmartBox.



TIP: The default value is 192.168.42.1 Change the password and be sure that you remember the new one.

TIP: Create an icon for quick access to the SmartBox.

Connect to the SmartBox via your WLAN network

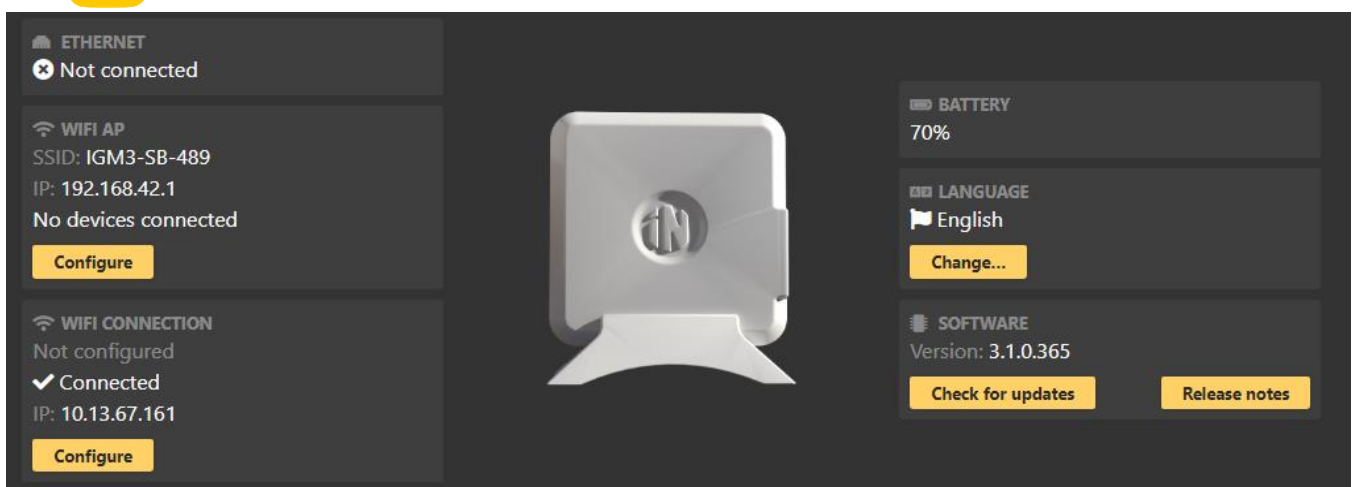
Connect the SmartBox to your local WiFi network and access it from your devices (desktop computer, notebook etc.) through your WLAN.

In this case your device will still have access to the Internet through your local network.

1. Connect to the SmartBox directly (see the previous chapter) and enter the Settings menu
2. Scroll down to the Network Setup
3. Enter the name (WiFi SSID) and the password of your WLAN
4. Press 'OK' and wait until the page is refreshed
5. Disconnect your computer from the SmartBox and connect to your WLAN network
6. Restart the SmartBox (switch OFF and switch ON again)
7. The SmartBox indicates the name of your WLAN network, the strength of the WiFi signal, and the external IP address in the My SmartBox menu. **See the screenshot below.**
8. Type in this IP number in the address bar of your browser followed by a colon and 3000, e.g.: `http://10.13.67.161:3000`
9. The browser now displays the user interface of the SmartBox, and if you open another tab in your browser, you should be able to access other websites from the Internet, as well.



TIP: Create an icon for quick access to the SmartBox



Connect over your LAN network

Connect the SmartBox to your LAN with an Ethernet cable.

Note: the DHCP server assigns IP addresses automatically to the devices that connect to your network. If you use fix IP addresses in your LAN instead of a DHCP server than you cannot connect the SmartBox to your network, because at the moment you cannot assign a fix IP address to the SmartBox).

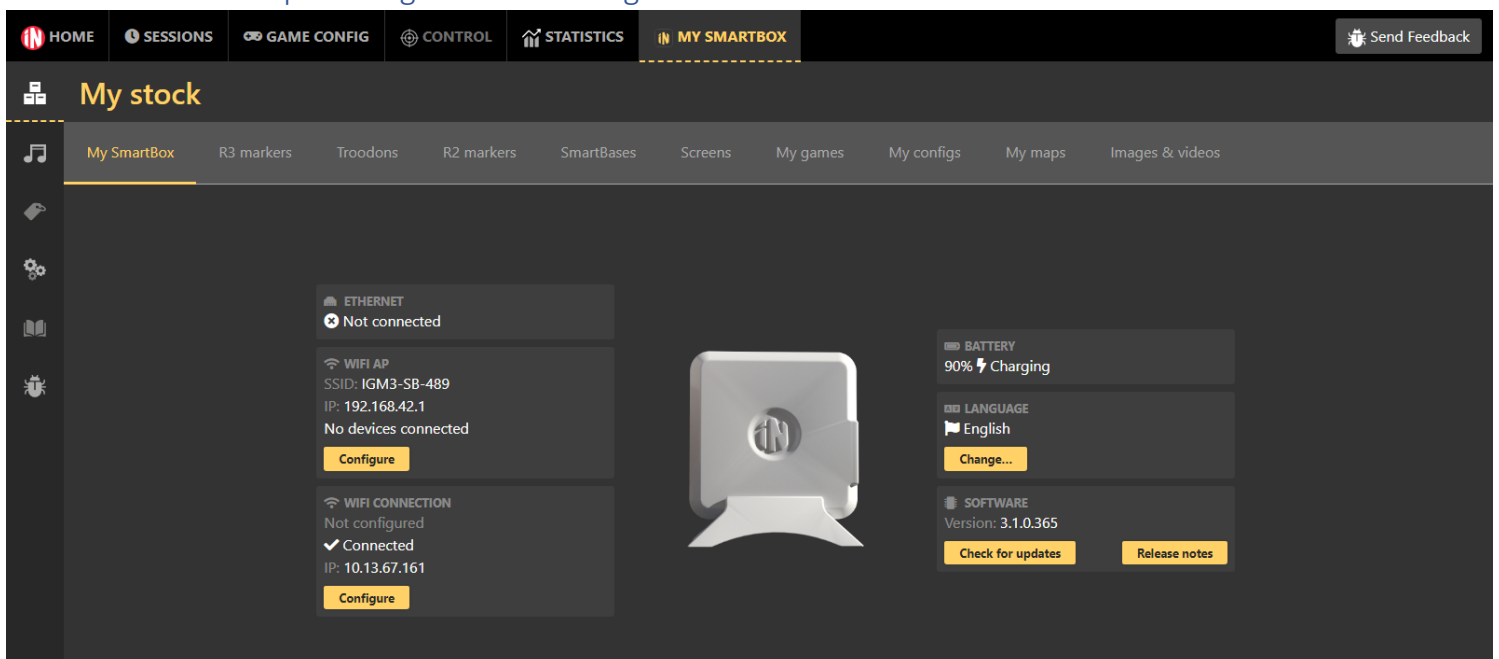


TIP: In this case your device still has the access to the Internet if your local network supplies.

1. Plug in the LAN connected Ethernet cable to the SmartBox when it is off.
2. Switch on the SmartBox with the Power ON/OFF button
3. Wait until the IP address is displayed among the rotating screens.
4. Type in this IP number in the address bar of your browser, followed by a colon and 3000, e.g.:
`http://10.13.67.178:3000`
5. The browser now displays the user interface of the SmartBox

First start

Initial setup of Intager Game Manager – MY SMARTBOX



Settings

Volume

The volume of the markers can be set inside the stock under the volume settings. Use the bar to set the value and it will change the volume on every marker. Please note that this volume setting is affecting all markers, both Raptor 3 and Troodon in the stock. There is no option to change the volume settings on separate markers.

Sound set

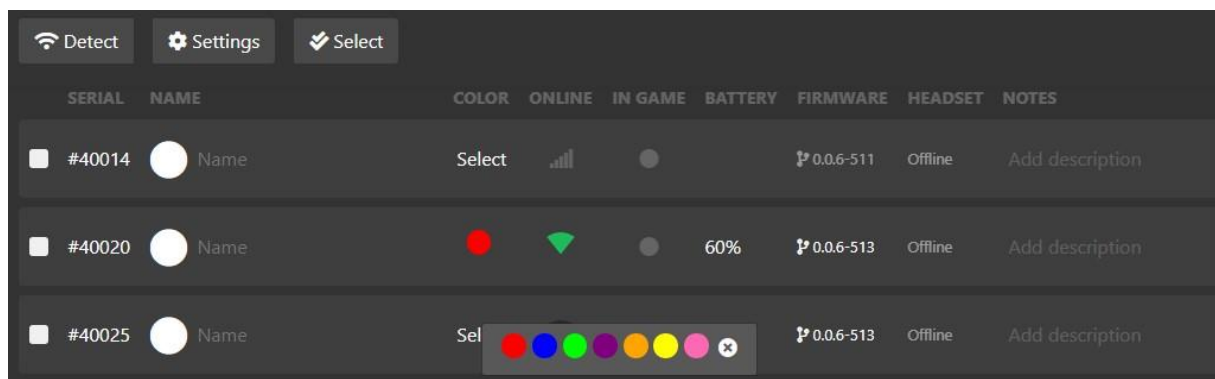
Starting from marker firmware .603, the sound set s are became available. Currently two different sound sets are available in the IGM. The basic sound set is the original “sci-fi” like sounds and the Military sound set is giving a more realistic feel of a weapon. The sound set setting is set for the whole stock, you can change in any time.

Backlight

The backlight settings are turning ON and OFF the display lightning. We recommend to turn off the backlights if the markers are used outdoors.

Marker color

A default team color can be set for each marker one by one. This feature helps playgrounds where the actual equipment is customized for the area including team color. After choosing a color, the IGM will know that the marker is supposed to be in a team with the picked color when using *auto marker* and it will notice if the game marshal tries to add it to a new team.

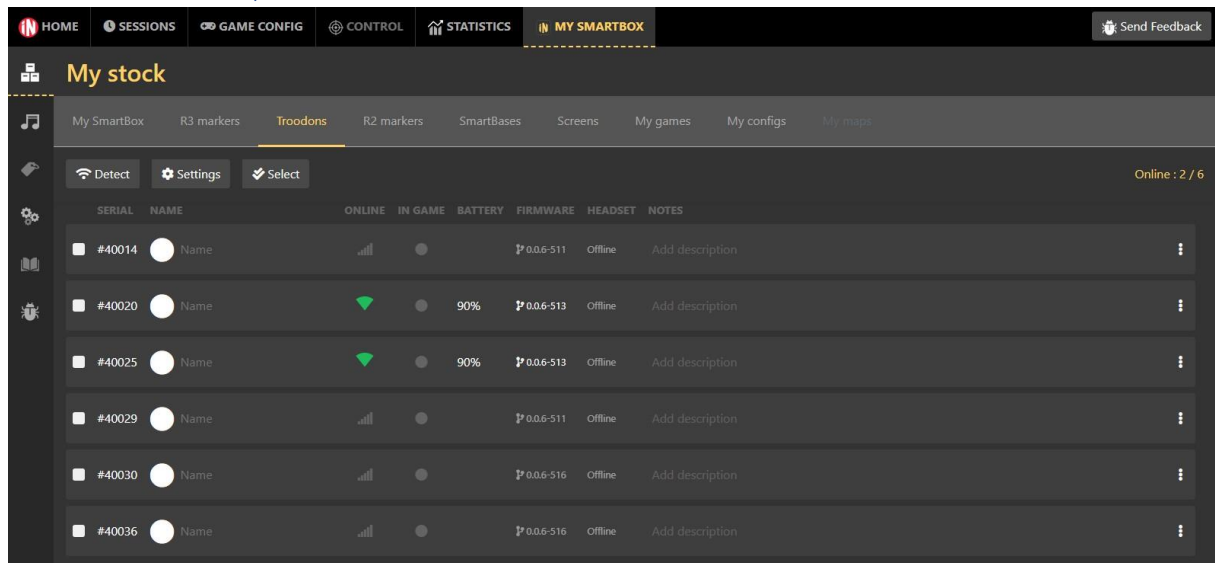


Vibration (Raptor 3)

Raptor 3 markers can be equipped with a vibration motor for more realistic hit feedback. Every time a player is receiving a hit then the marker will vibrate. If it's needed to be turned off, go to the settings here to disable it.

Stock management

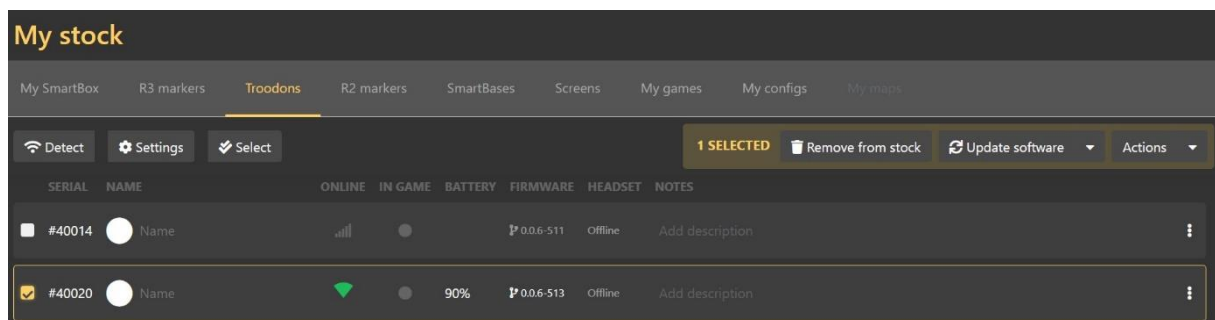
Detect Troodon & Raptor 3 markers



Turn on the Troodon and/or Raptor 3 markers in Detect mode (**Push the On and Respawn button at the same time on the remote control key**) to add and register the equipment to the stock. Inside the stock, pick one of the marker types from above and click on the detect mode. **We recommend to start the detecting process while the SmartBox is connected to the local network either via LAN or WLAN.** During detect mode the Wi-Fi resets itself causing a temporary connection loss and disconnection from the direct Wi-Fi connection. The SmartBox will sort a list with all nearby markers available in detect mode.

After clicking on of the checkboxes during detection, by using the select all function, all markers can be added to the stock at once. After the markers are registered to the stock, there will be an online counter at the top right corner to see how many are available to use. Optionally give a Friendly Name as you wish (Rambo or Butterfly...). In case you use a Custom Name, this will appear in the statistics and other screens.

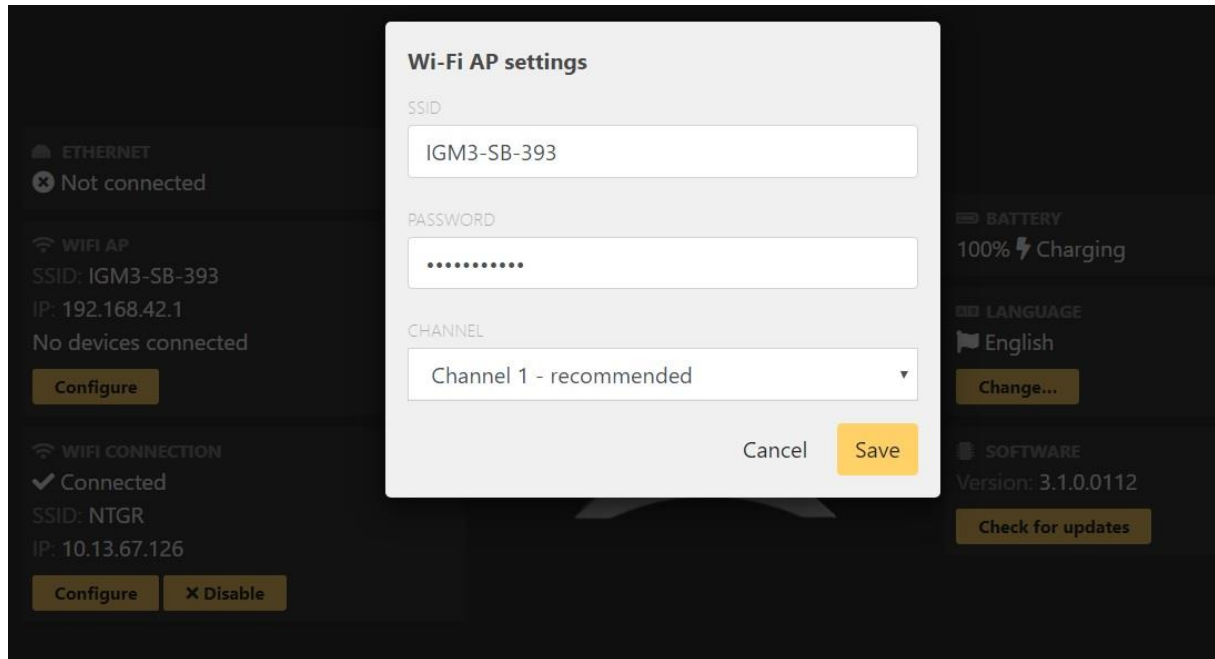
Select



Click on one of the markers and the top menu will be visible. Using the select all feature will give you access to:

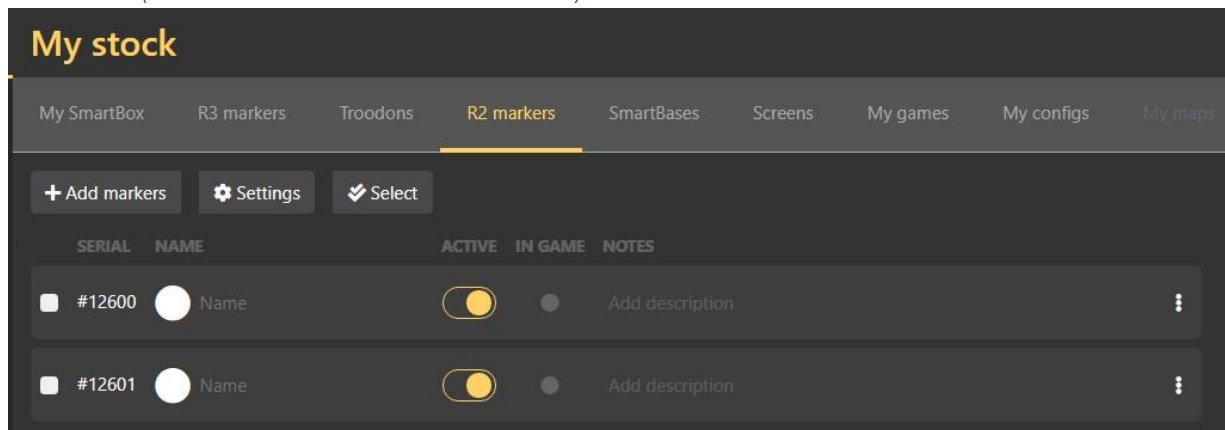
- Detect and add the whole stock at once
- Update the whole stock at once
- Turning off the equipment by command
- Ping equipment to see if it is available

Select Wi-Fi channel for stable connection



It is possible that the default Wi-Fi channel is overloaded in the area which means there might be problems with the detection and gameplay. If the equipment is frequently disconnecting and the IGM is acting slow, we recommend to check the local Wi-Fi interference and pick a less used channel. Recommended channels are: 1, 6, 11. The channel can be changed inside My SmartBox menu while configuring the Wi-Fi AP settings. After saving a new channel, the Wi-Fi will be restarted inside the SmartBox.

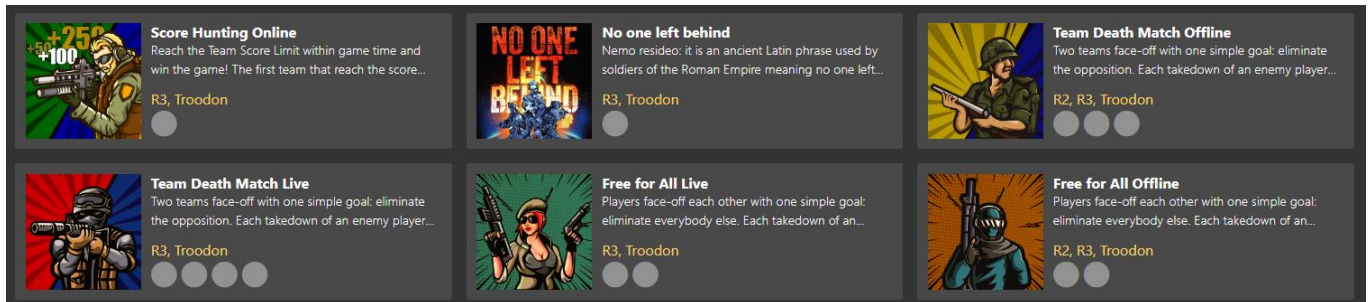
RII markers(Below SmartBox serial number 0999)



Raptor II markers are only available in the 1st run of SmartBoxes, under the serial number 999, above SR 1000, there are no RII/R2S compatibility. Raptor II /R2S markers can be used above firmware version 2.1. To check your firmware number, either use the Intager firmware checker, or test/ping your marker from the stock. Register your markers one by one with its own serial number (use only the numbers, e.g. 12543). Optionally give a Friendly Name as you wish (Rambo or Butterfly...). In case you use a Custom Name, this will appear in the statistics and other screens. Make Notes if you have important remarks. Remove Marker if you do not want to use it with this SmartBox anymore. To check the radio connection, click on the Ping button – be sure that the marker is switched on and it is in the range of operation.

My games

Under *My games* all the available scenarios will be found with a detailed description.



SmartBases

Will be added later.

Screens

Turn on the detect mode just like for the markers, and the SmartBox will make a list with all available Google Chromecast on the network. Set custom names for the screens, use any reference like “Main hall” for easy recognition. For more information about the Chromecast setup please visit the following site: <https://support.google.com/chromecast/>

Indoor: It is important that the Chromecast and the SmartBox is on the same local network. If they are on different channels, the communication will be not created. Once the Chromecast is added to the stock, the Game Marshal can easily stream statistics, teams, videos, images and sounds to a monitor or TV by using the send to screen command.

Outdoor: Chromecasts can join the SmartBox Wi-Fi if there are no local networks available. – This option will be added in a future update.

Images & videos (to be released)

Browser & Upload all your media content that you plan to use. All usual files formats are supported: jpg, png, gif, mp4, mkv, avi, mpeg, wav, mp3 etc.. Click Show to display the content on any of your screens or in a new browser tab. – This option will be added in a future update.

SmartBox 3.1.0.362: Upload any picture in 1024x768px and use them as backgrounds for the statistics

Home

Dashboard

On the left side of your main page, you can find the dashboard for shortcuts within the SmartBox.

New session

Shortcut to manage a new session right away.

Quick game

Start a game with one of your own or factory premade scenario with the least adjusting possible.

Download games from Intager

To be released: Find new game modes created by Intager for both indoor and outdoor scenarios.

Special offer & Latest news

The main page will be always up to date with our latest packages and bundles including game modes, scenarios and package offers.

My stock

Under “My stock” all the registered devices will be shown with their current state.

Sessions

Special offers

Intager provides new game modes and scenarios in a rotating timeline, depending on the subscription level these packages will be available for a limited time. These offers and subscriptions will be available soon.

My games

List of the original IGM pre-made scenarios, including other game modes from subscription packages.

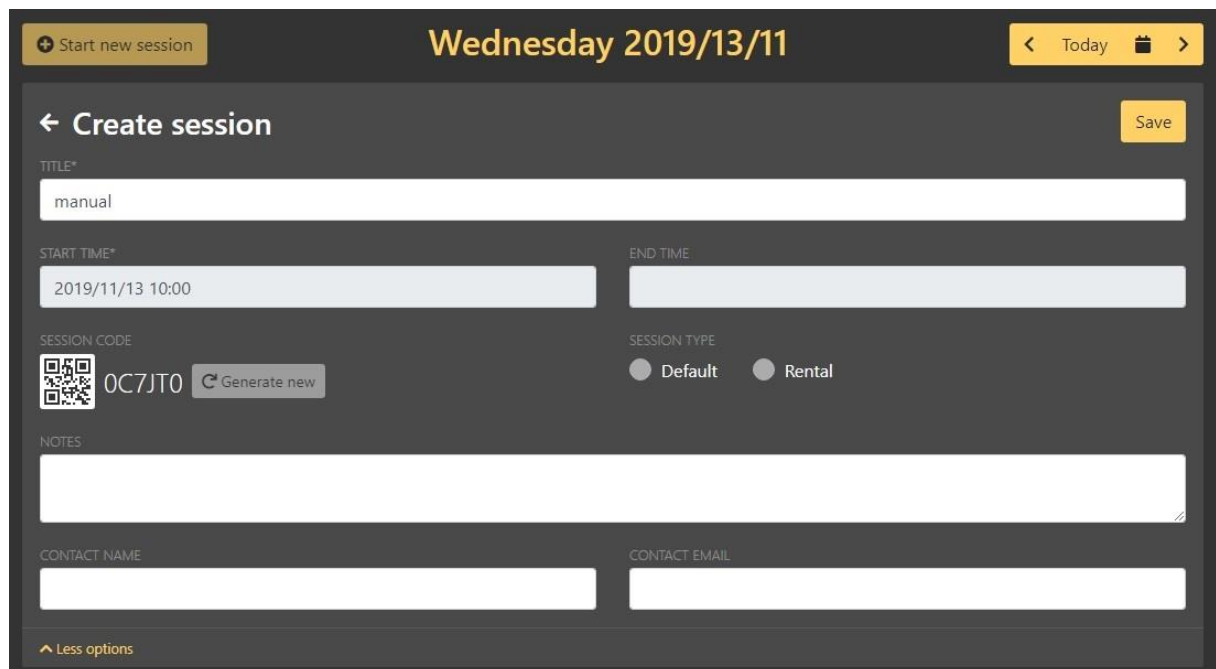
My configs

Pre-configuration is available for any scenario of your choice, adjust the settings of any pre-made scenario and save as a new one.

Calendar icon

By clicking on the calendar icon, it easy to look for a previous session, or pick a further to create a new session.

Start new session



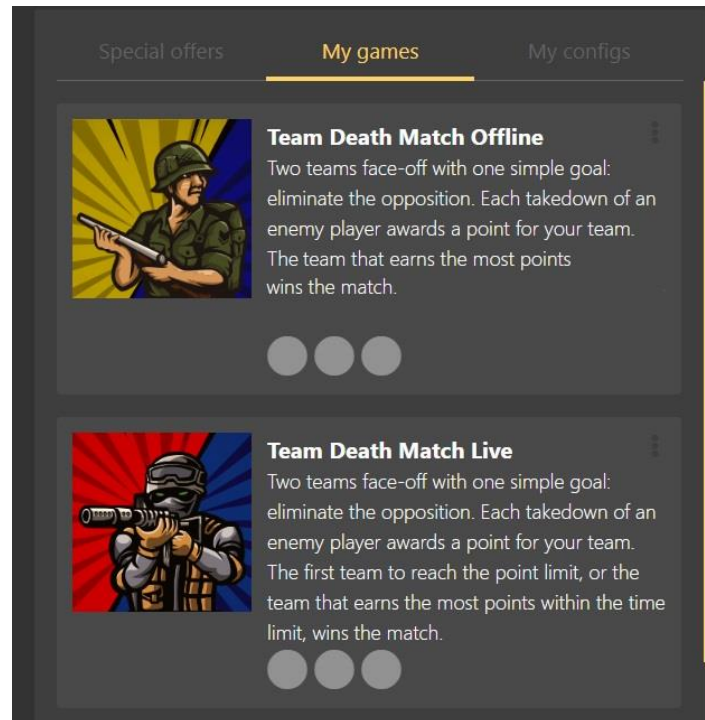
The screenshot shows the 'Create session' form in the Intager application. The form is titled 'Create session' and has a 'Save' button in the top right corner. The form fields are as follows:

- TITLE***: A text input field containing the word 'manual'.
- START TIME***: A date and time picker showing '2019/11/13 10:00'.
- END TIME**: A date and time picker that is currently empty.
- SESSION CODE**: A QR code and a text input field containing '0C7JT0'. There is a 'Generate new' button next to the code.
- SESSION TYPE**: Two radio buttons labeled 'Default' and 'Rental'. The 'Default' button is selected.
- NOTES**: A large text area for notes.
- CONTACT NAME**: A text input field.
- CONTACT EMAIL**: A text input field.

At the bottom left of the form, there is a link that says 'Less options'.

Add New Session simply by clicking on the Start new session button. Pick today's date, or a further one to save the group. Drag & drop a game mode from the list on the left side and the configuration can begin. Click on the config button to jump over to Game config.

Offline / Online game modes



Offline

During an offline game mode, the live statistics is not available. In these game modes the players are not in a constant connection with the SmartBox. These game modes are created for scenarios where the players are out of the SmartBox range, like a wide outdoor game. Commands are still working, but only while the players are within range. The statistics are still available after the game is ended. When the players are in range, the SmartBox can download the statistics from the markers with the download command by the game Marshal. Games where **Raptor II / 2S / 2SE** markers are used in the session can be only launched with the offline scenarios. The previous Raptor markers are not supporting the live statistics feature.

Online

Any sessions where only Troodon and Raptor 3 games are being used can be launched with online scenarios. With these scenarios all the online features are available:

- Online statistics
- Hit feedback

Factory premade games

Team Death Match (online & offline)

Two teams face-off with one simple goal: eliminate the opposition. Each takedown of an enemy player awards a point for your team. TDM is coming with 3 default roles: Solider, Sniper & Medic. This game mode is available with Raptor II and 2S/2SE models as well by using the offline version.

Free for All (online & offline)

A group of players are battling with each other for the most points. No teams, no teamwork, it is everybody versus everybody. FFA is coming with 2 default roles: Solider & Sniper. This game mode is available with Raptor II and 2S/2SE models as well by using the offline version.

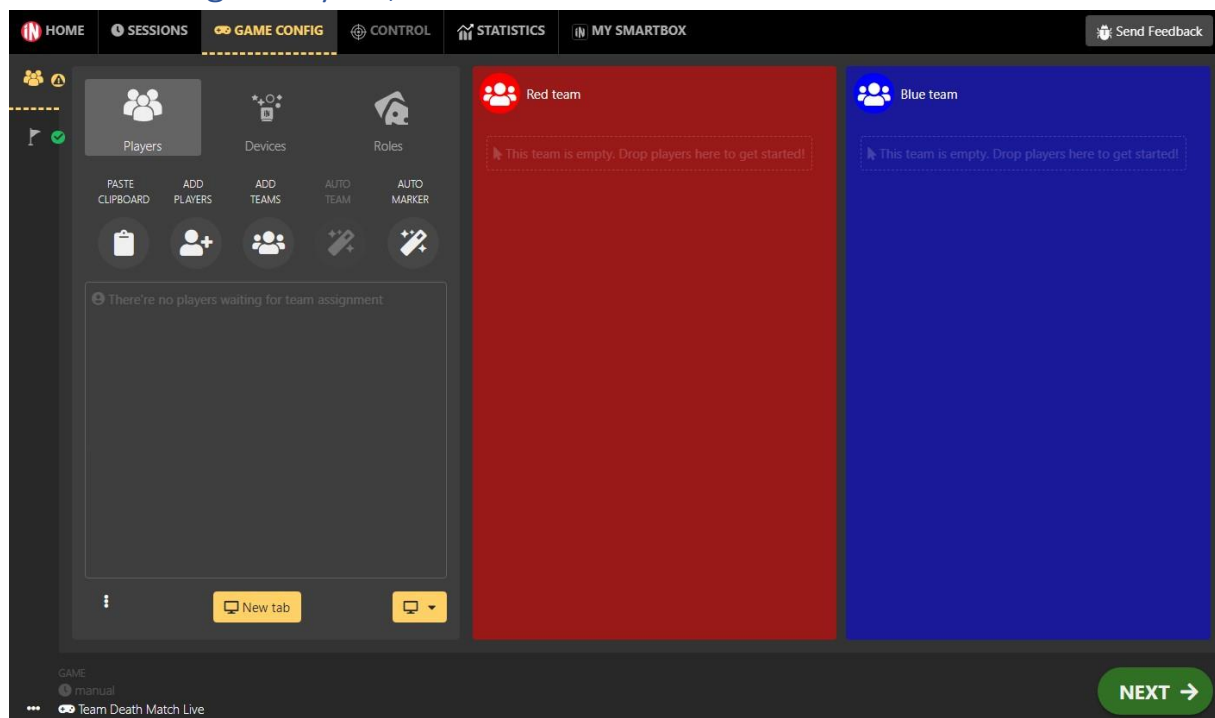
Score hunting (online)

Reach the Team Score Limit within game time and win the game! The first team that reach the score limit is the winner. Hunt scores by hits, last HP hits, be careful with penalty scores of friendly fire hits and respawn. Score hunting is coming with 1 default role called Hunter. It is an online game mode only for Troodon and Raptor 3.

No one left behind (online)

Nemo resideo: it is an ancient Latin phrase used by soldiers of the Roman Empire meaning no one left behind, is the fundamental concept of the modern warfare. The team that earns the most points within the time limit, wins the match. You score after each hit. (HP) If you eliminate the opponent, you get double score. (Last HP) Hunt scores by hits, last HP hits, be careful with penalty scores of friendly fire hits and respawn. No one left behind is coming with 1 default role called SoliderX. Online game only for Troodon and Raptor 3.

Game config – Players, Devices & Roles



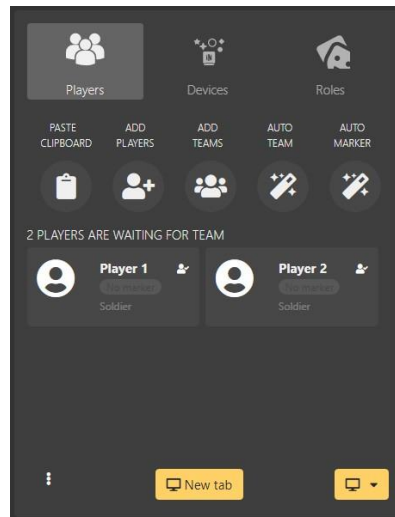
After creating a new session, and picking a game mode, the adjustment can be done here before the game starts.

Players

Add the players to the scenario. Use drag & drop from the created list to set the teams. To delete players, also use drag & drop and move the players to the bin at the bottom of the screen.

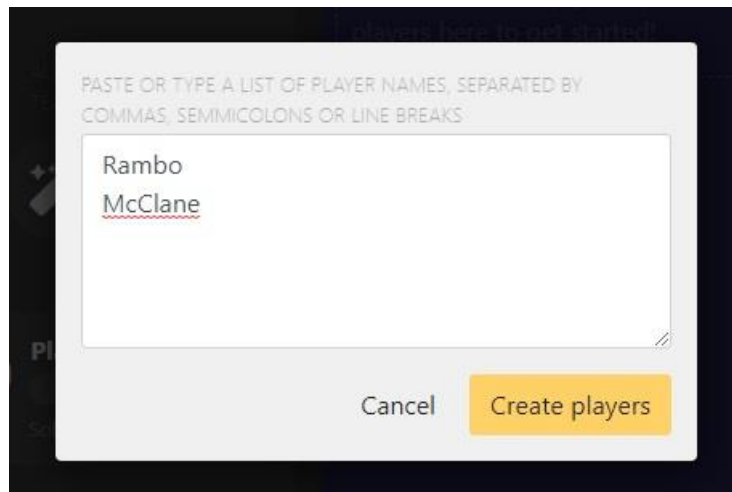
Add players

Click on Add Players. Use Random Names and set the number of players if you don't know/collect the names of the players.



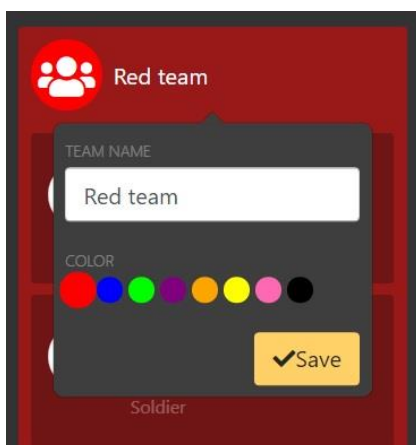
Paste clipboard

In case you know/collect the names of the players, choose “Paste clipboard” and type in or paste the list separated with commas or new lines. Use both Random and Real names in a game if you wish.



Add teams

Free for all game modes does not require teams, but in other scenarios such as Team death match, the IGM can handle up to 4 teams at once. Separate your groups and create teams as you wish.

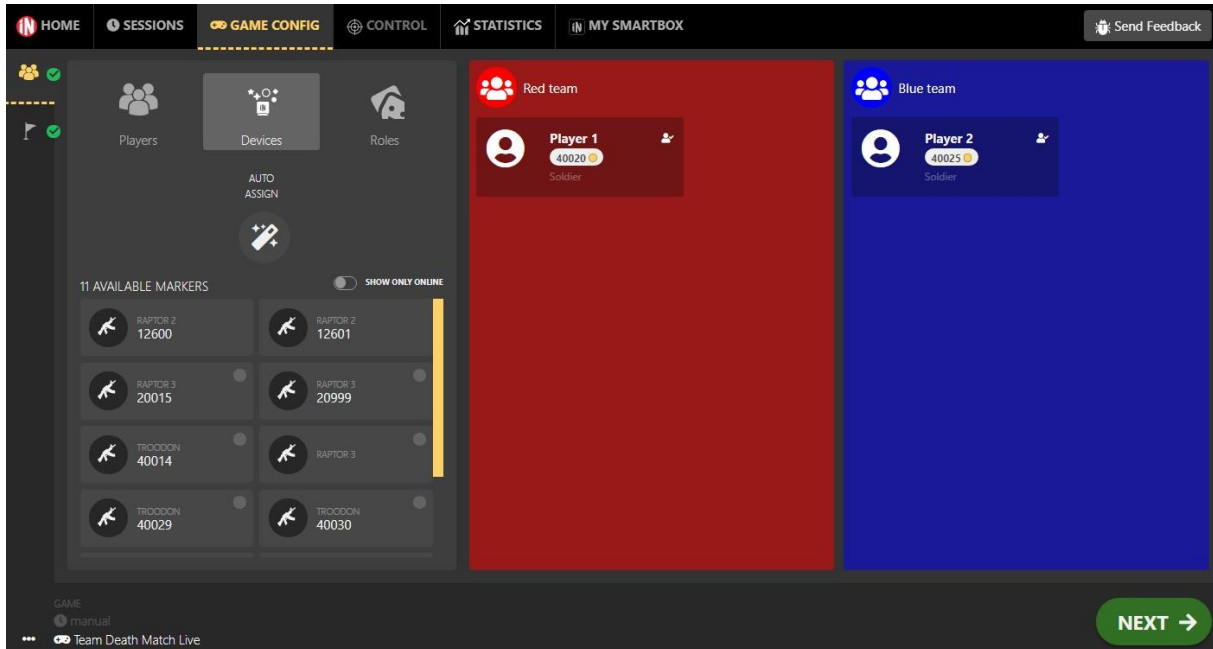


Team colors and names can be also edited, click on the default team name to change either one of them.

Auto marker

Assign the markers automatically, this feature come in handy when the time is key and the players are quickly changing. Tip: if auto marker is being used, do not bother with the custom names.

Devices

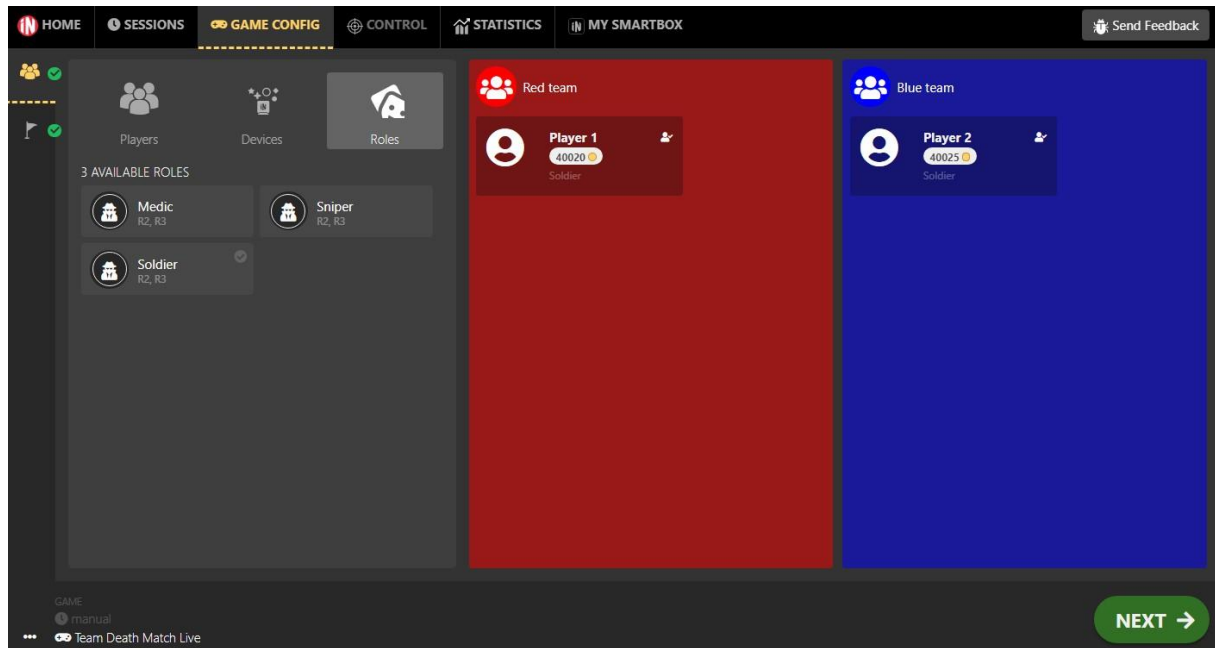


The IGMs shows the currently available marker in a list below. Troodon an Raptor 3 markers has a circle indicator at the top right corner, if a marker shows a yellow circle it means that it is online and ready to use. RII and R2S markers does not have this. Assign markers by either drag & drop or auto assign.

Auto assign

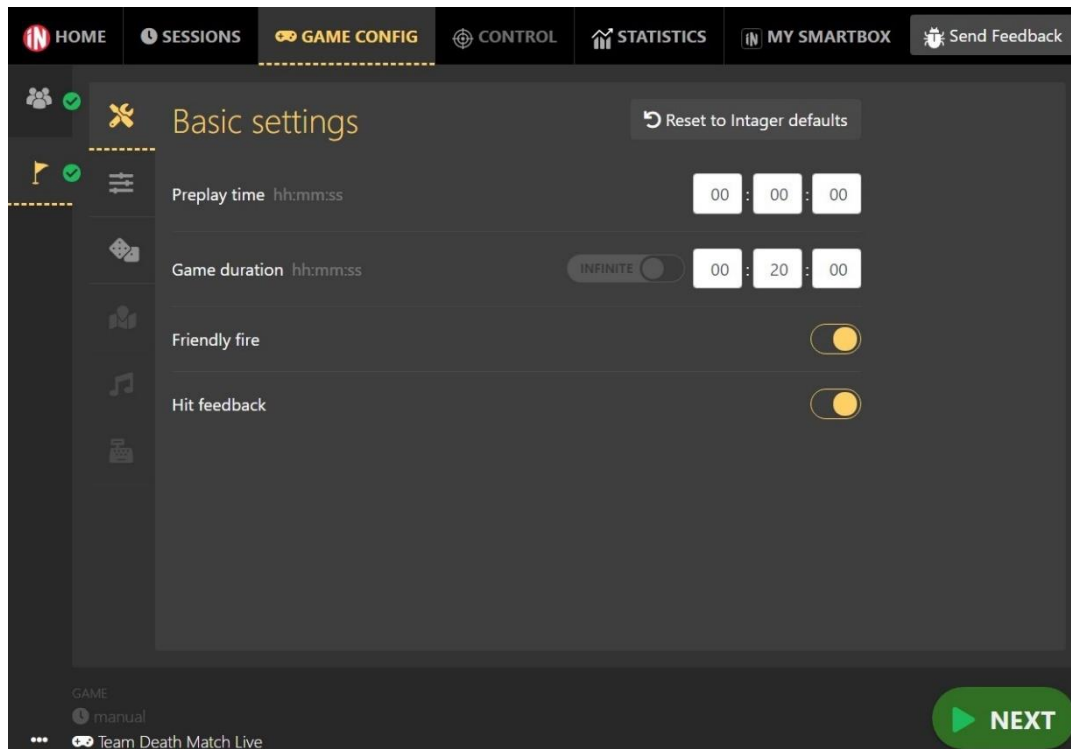
Assign the markers automatically, this feature come in handy when the time is key, and the players are quickly changing. Tipp: if auto marker is being used, don't bother with the custom names.

Roles



Every premade scenario has its own roles, pick one from the list and assign it to a player by drag & drop.

Game config – Configuration



Before starting a game, the scenarios can be adjusted, and even saved for later use. Click on the “Flag” icon to reach the game settings.

Game settings

Pre-play time

The interval between marker programming and game start. Zero value means that the game starts as soon as the marker programming has been finished. Set a higher value to give time to your players to hide or occupy their starting position in a distant location.

Game duration

The length of the game in minutes or Unlimited. If you set a length, the markers switch to a stand-by state after the given interval has elapsed (players can no longer fire shots).

Friendly fire

(ON/OFF): When Friendly Fire is off, players cannot shoot their teammates. This option is not available in single player games.

Role selection allowed

(ON/OFF): Players will be available to switch between roles if they are connected to their marker with the Intager Player mobile phone application. See more in the Intager Player application manual.

Hit feedback

(ON/OFF): If the hit feedback is ON, the players will be notified by sound that their shot whether hit a target or not.

Roles

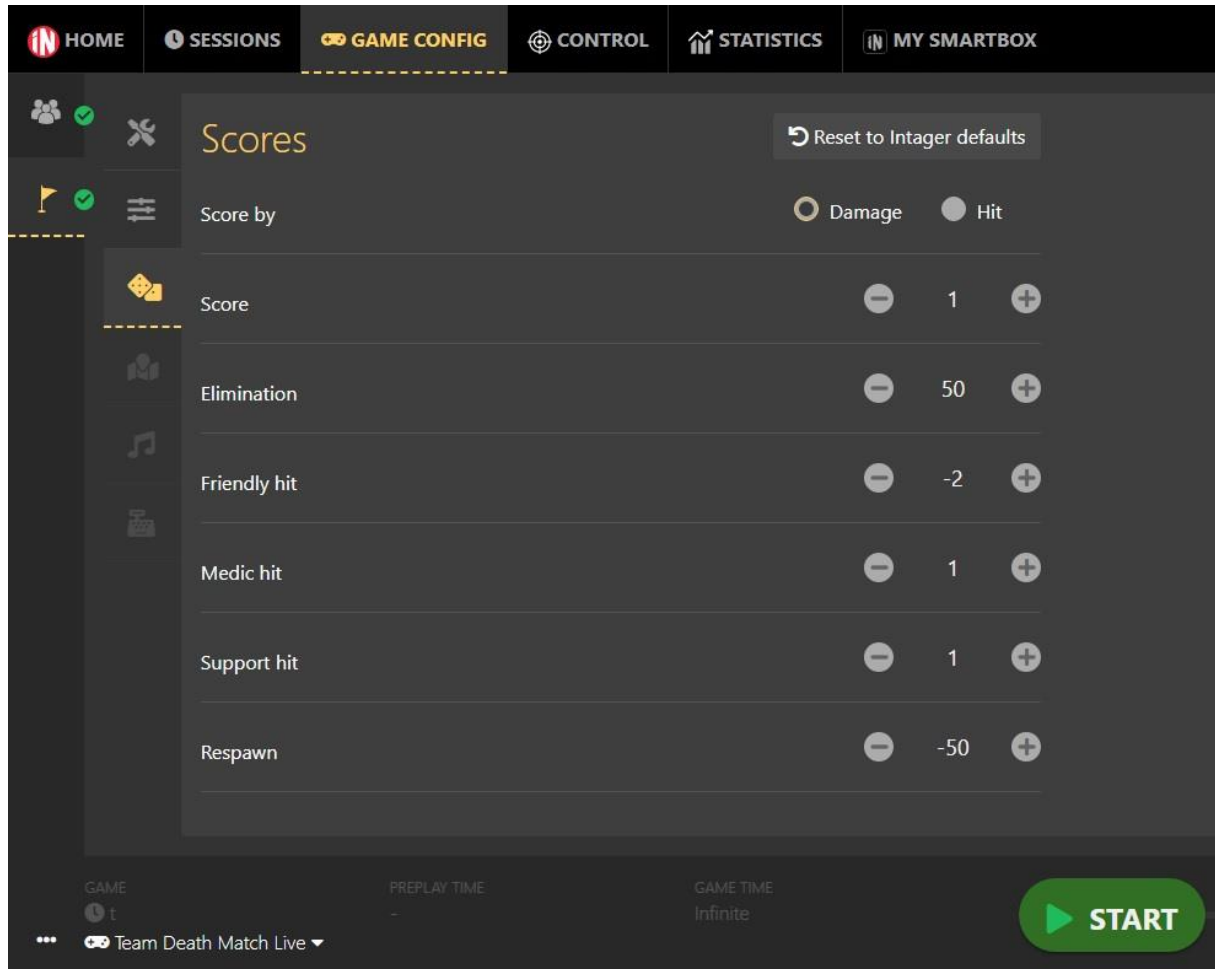
Under the Role Settings you can customize predefined roles or create your own ones.

- **Shot Power** (1...30): each successful hit reduces the health points of the opponent with this value
- **Rate of fire**: (0.3...9.9 sec): the time between two shots, or auto
- **Clip size**: (1...99 or Unlimited): the number of the bullets in a magazine.
- **Clip number**: (1...99 or Unlimited): number of magazines.
- **Spec. shot count**: (0...99 or Unlimited): Number of special shots
- **Spec. shot mode**: OFF, Grenade, Medic, Ammo
- **Spec. shot power**: the options depend on the Special shot
- **Spec. shot reload delay**: (0...25 sec): Loading time of a special shot
- **Initial health**: the number of lives or health points the player has at the beginning of the game
- **Hit cycle delay**: (0.1...9.9 sec): during this interval the player is protected after a taken hit
- **Weapon stun delay**: (0.1...9.9 sec): Time period during which the player cannot shoot after a received hit
- **Range of gun**: 7 levels from 10 meters up to 200 meters. In RII/R2S it is 150 meters.
- **Reload delay**: (0...25 sec): loading time of a new magazine.
- **Sound set**: Kids, standard, extreme

Create role

A new role can be made to the existing scenario, adjust any variable from the list above and save it for later use.

Scores

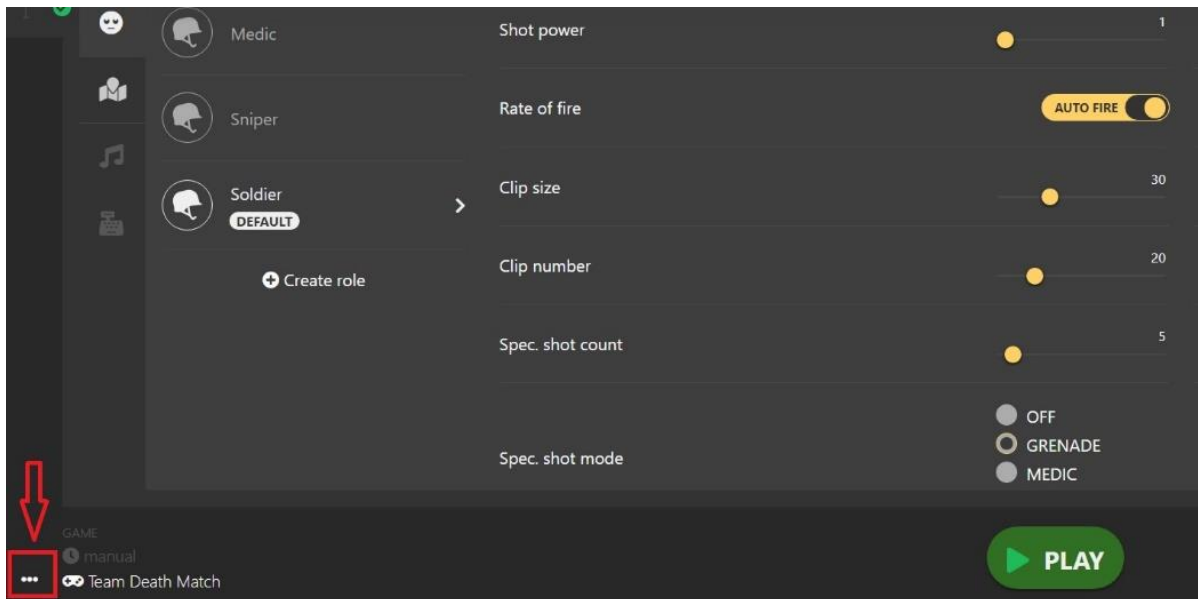


Custom scores can be set for every game depending on the actual group of players. Every game mode has it's own list of scores, the picture above is the list for a Team Death Match game, but a Free For All game for example will not have friendly, medic and support hit in it's own list.

- Score by: Select *Damage* if the score should be counted by given damage or set to *Hit* for on point scores.
- Score: 1--9999
- Elimination: 1-9999
- Friendly hit: -9999-0
- Medic hit: 0-9999
- Support hit: 0-9999
- Respawn: -9999-0

Save config

To save a configuration click on the 3 dots at the bottom left corner. After saving a configuration it will be available in the game while creating a new session.

A dialog box titled 'Save configuration'. It has a 'NAME' field with the text 'Tactical #1' entered. Below that is a 'CONFIG TYPE' section with three radio button options: 'Config only (recommended)', 'Config with players', and 'Config with players and markers'. At the bottom right, there are 'Cancel' and 'Save' buttons.

- **Config only (recommended):** Config only will create a new game with only the role, score and timing settings. By using config only, it will suit any session with different player numbers.
- **Config with players:** Saving a config with players will create a new game with role, score and timing settings, plus it will also save the number of players and team assignments.
- **Config with players and markers:** Saving with this option, the IGM will create a full game configuration with players and assigned markers. We are recommending this config to playing fields where time is key and the players are changing constantly.

Maps and objects

Will be added later.

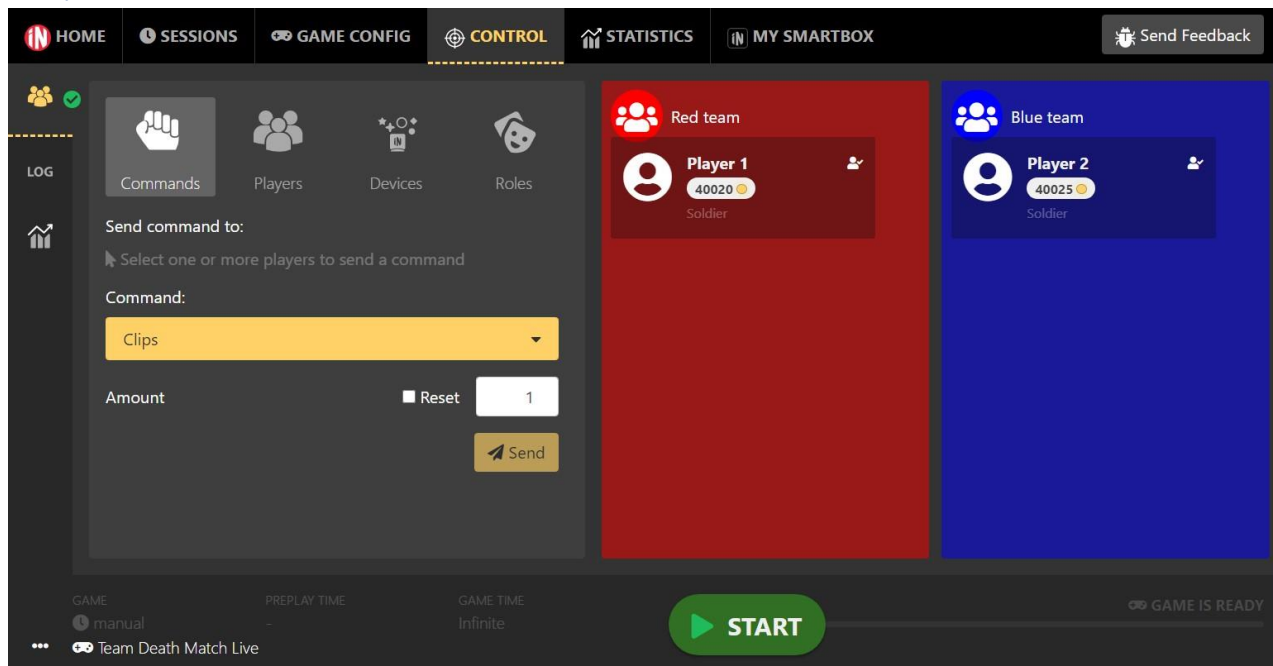
Media

Will be added later.

Accessories

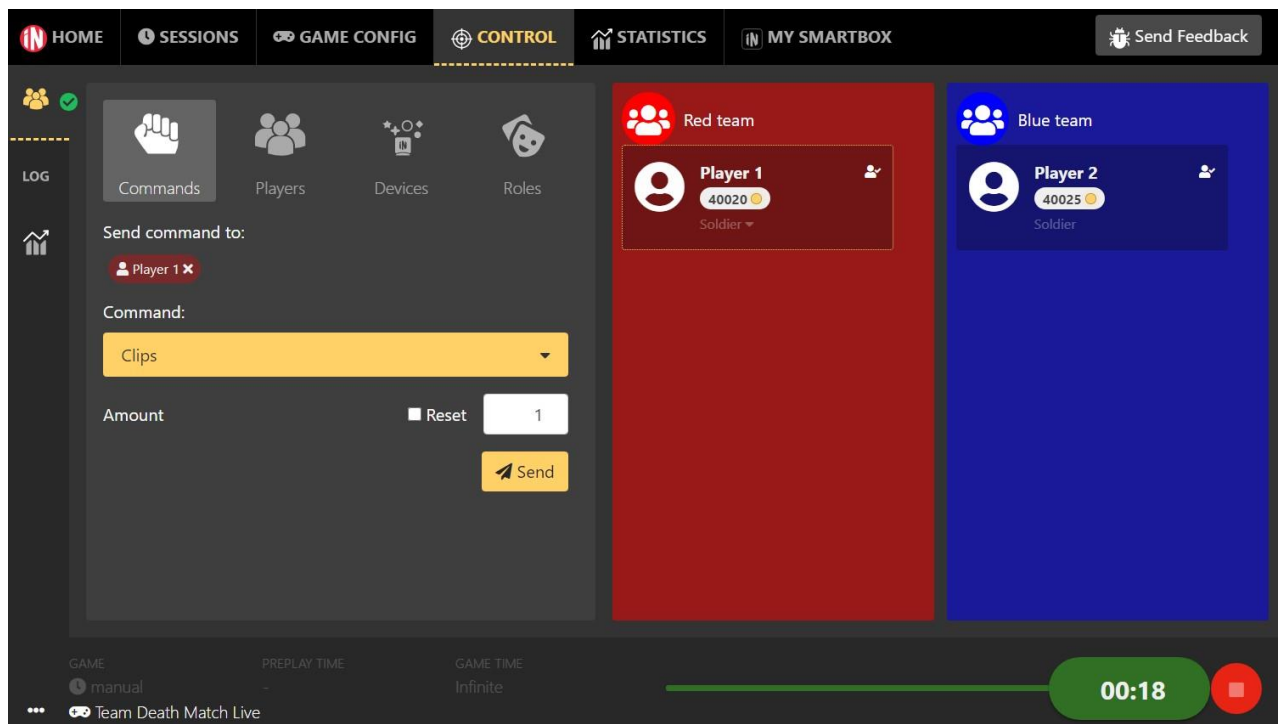
Will be added later.

Play – Control



Click on the green start button to start the game! The button will become a timer if any time settings were made, the game marshal will how much time is left from the round.

Commands



During an active game the operator can add or remove players, change their markers or send commands. Select one or more players (click on his/her avatar during the game is on) and click on the Referee Command.

Add

- Add Shield: the player will be invulnerable for the selected time.
- Add Health: give a selected amount of health to the player(s).
- Add Clips: give a selected number of clips to the player(s).
- Add Special Shot: give a selected amount of special shots to the player(s).
- Range: Change the shooting range to the selected amount.
- Power: Change the shooting power to the selected amount.
- Rate of fire: Change the shooting speed to the selected amount.
- Reload delay: Change the reload delay to the selected amount.
- Special shot reload delay: Change the reload delay to the selected amount.

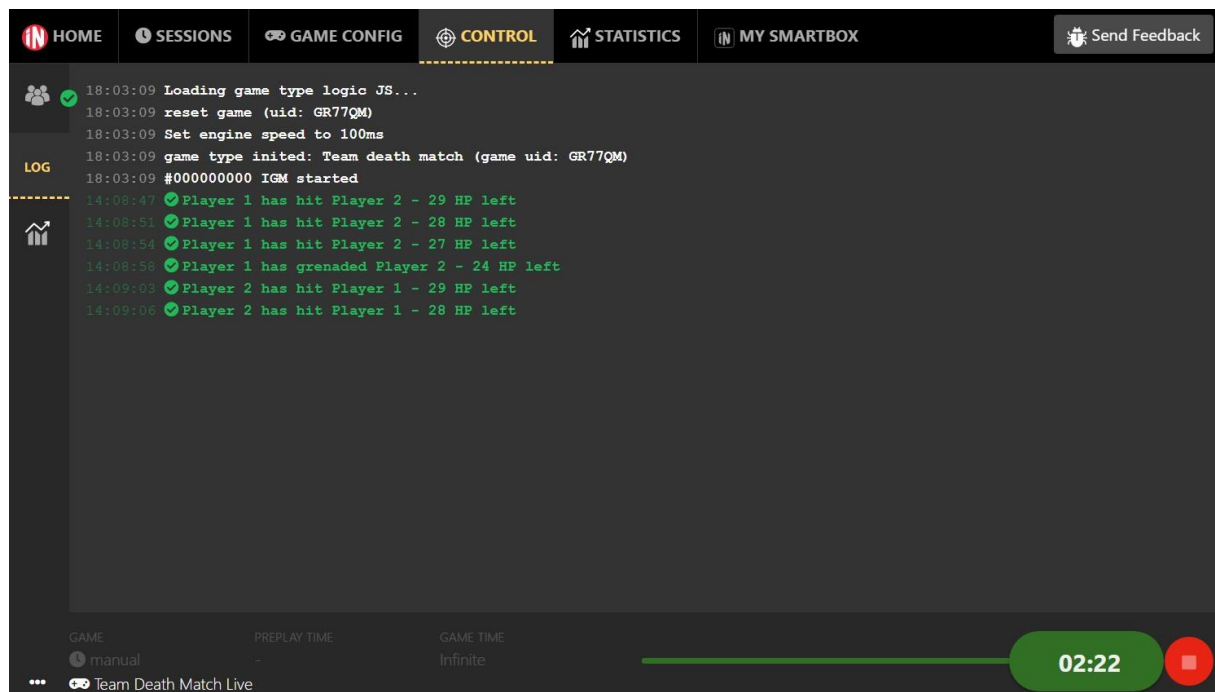
Remove

- Remove Health: Remove a selected amount of health from the player(s).
- Remove Clips: Remove a selected number of clips from the player(s).
- Remove Special shot: Remove a selected amount of special shot from the player(s).

Reset

- Reset Health: Reset the player's health to the initial amount.
- Reset Clips: Reset the player's clips to the initial amount.
- Reset Health & Clips (respawn): Respawn the player(s) with the initial health and ammo.
- Reset Special Shot: Reset the player's Special shots to the initial amount.
- Friendly fire: ON/OFF

LOG



During an online game, the Game Marshall can see when the players are interacting with each other. This feature is more like a help during a feedback submission to see what's happening

Statistics

Team Death Match Live

LOG

CATEGORY: Player

RANKED BY: Score

TEMPLATE: Default

BACKGROUND: Select background

SEND TO: Office TV

Print New tab Send to screen

GAME: manual PREPLAY TIME: GAME TIME: Infinite

03:14

Players

Red team: 6 Blue team: 2

#	PLAYER	SCORE	TEAM	ROLE	MARKER	SHOTS	HITS	HITS GOT	DAMAGE	MOST HIT	MOST HITS GOT	DAMAGE GOT
1	Player 1	6	Red	Soldier	40020	4	4	2	6	Player 2	Player 2	2
2	Player 2	2	Blue	Soldier	40025	2	2	4	2	Player 1	Player 1	6

During an active Troodon or Raptor 3 game, the statistics will be live, the game marshal and other players can follow the game play by play. The statistics can be adjusted by the following:

Team Death Match Live

CATEGORY: Player

RANKED BY: Score

TEMPLATE: Default

BACKGROUND: Select background

SEND TO: Center TV

Print New tab Send to screen

- Category: Team or Player
- Ranked by: Score, shots, hits, hits got, damage, damage got, effectiveness, ...
- Template: Premade template for scoring details
- Background: Premade skins & previously uploaded pictures to display the statistics
- Send to: List of active Chromecast from the stock

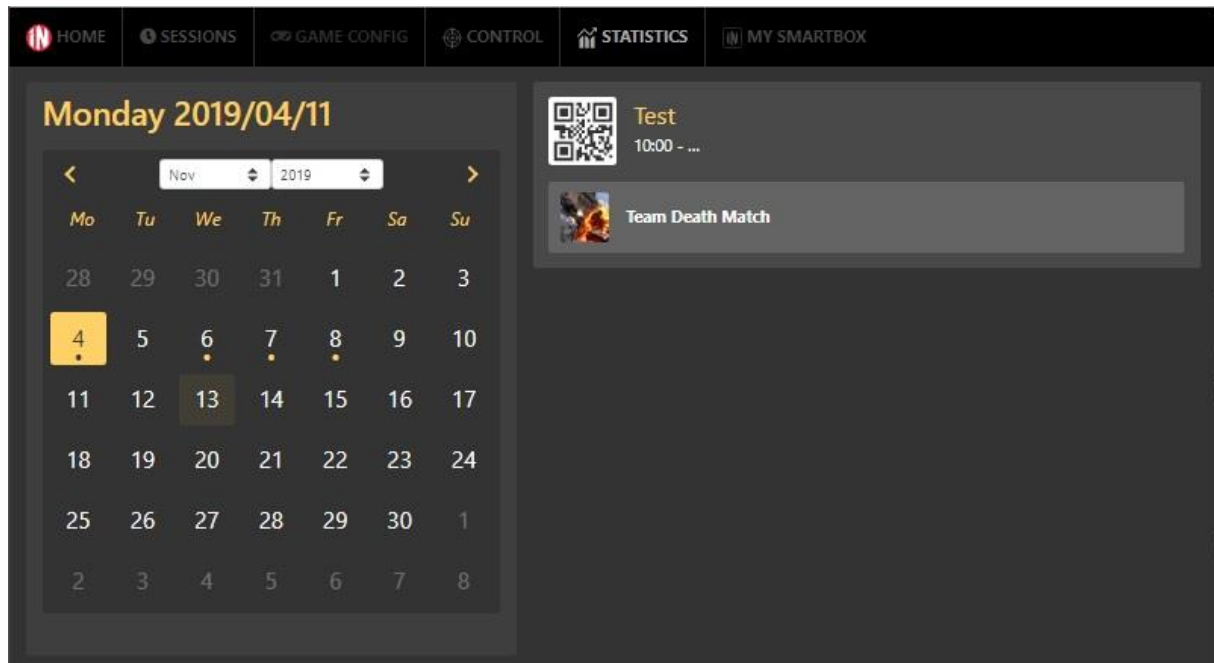
Print

The statistics can be printed out for the players by hitting this button at the bottom left.

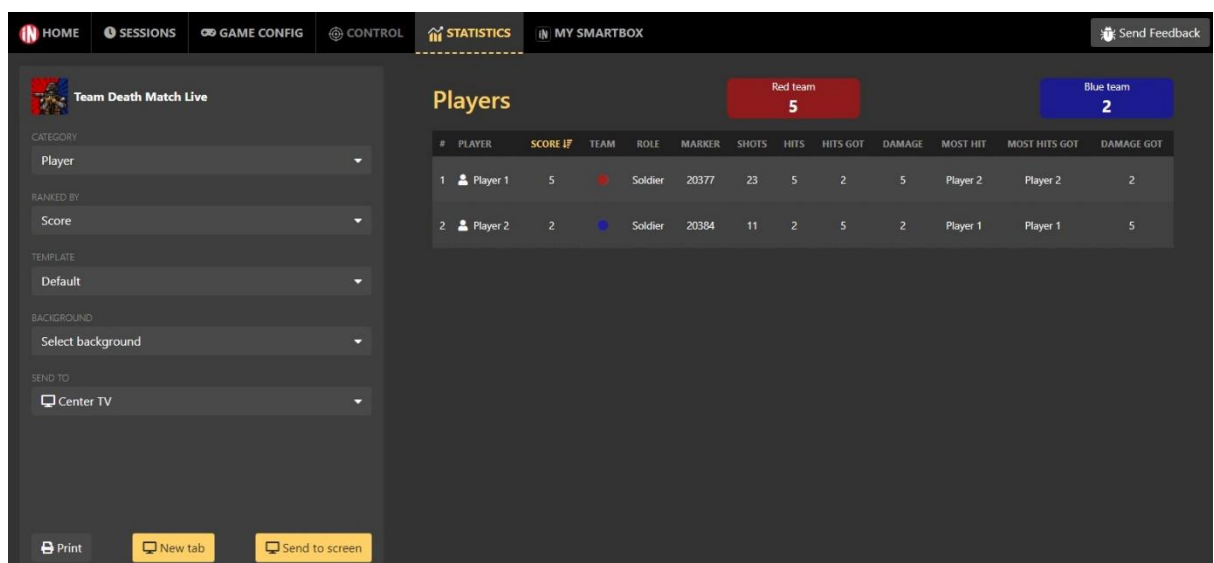
Send to screen

The statistics can be shown on any registered Chromecast which was saved to the stock earlier. Pick a device from the list and push the “Send to screen” button.

Statistics



Under the statistics menu, previous games can be found to check and share former data. Pick a date from the calendar and the games will be listed. Pick a scenario, select a game and the results will be shown just like after the game.



Bug report

If you face any problems with the software, or in-game with the equipment please submit a feedback through the SmartBox. If you are looking for a quick answer about the software, type in the keyword to find related explanations.

The screenshot displays the SmartBox user interface. At the top is a navigation bar with icons and labels for HOME, SESSIONS, GAME CONFIG, CONTROL, STATISTICS, and MY SMARTBOX. The main content area is divided into two panels. The left panel, titled 'Feedback', contains a form for submitting a problem. It includes fields for OWNER (with a placeholder 'Name of the company / owner'), SSID (with a placeholder 'IGM3-SB-441'), REPORTER (with a placeholder 'Name of the reporter'), CONTACT EMAIL (with a placeholder 'p.howard@gmail.com'), and DATE/TIME WHEN THE PROBLEM OCCURRED (with a date/time picker). A dropdown menu at the bottom is labeled 'SPECIFY THE ORIGIN OF THE ISSUE'. The right panel, titled 'FAQ', features a search bar and a list of questions and answers. The questions include: 'How can I add players to a game?', 'How can I add teams to a game?', 'What is the use of the auto marker?', 'What can I use the auto team for?', 'What is the use of role settings?', and 'How do I find my devices?'. The answers provide instructions on how to add players and teams, the function of the auto marker and auto team, and how to find devices.

Feedback

Your feedback will create a ticket in our system with all the system and equipment information we need to resolve your issue. Fill out the form with every detail which can be important, regarding to the problem.

It is important to send us a valid e-mail address where we can reach you afterwards.

Submitting a feedback

Sending a feedback will require the following information:

- Owner: Name of the purchasing company / playing field
- SSID: Automatically filled in, the SSID of the SmartBox
- Reporter: Name of the contact person
- Contact email: Email of the contact person
- Date: Set a date for a specific problem
- Specify the origin of the issue: Select the faulty equipment or the software problem
- Problem title: This will appear as the title of your submitted ticket
- Problem description: Detailed explanation of the problem

FAQ

Frequently asked questions have a set of answered situations, as a quick help for the users. If there is any questions needs to be answered, type in the keyword to the search bar and the list will be sorted related to the topic.

Software update

SmartBox

The SmartBox can be updated in My stock – My SmartBox menu point. Click on “Check for updates” or “Update now” button to update your device.

Troodon & Raptor 3

The equipment can be updated in My stock – R3 marker / Troodons menu point without internet connection. If the SmartBox is up to date the marker and headset firmwares are stored in the IGM. Once a firmware is outdated, the SmartBox will not let to add it into a game. If the firmware number is outdated, click on the 3 dots, then update either the marker or headset software. The marker or headset will begin to update, the leds will be BLUE on the marker until it's finished, the headset will be blinking in green. Once it's done the equipment will restart itself and it will be ready to use. If the update failed, the equipment will blink in RED and it will restart itself.

Headsets are updated form the stock as well, select a marker and then in the right-side menu or the select all menu click on the update headset update.

Update sounds

The sounds can be updated just as the marker and headset firmware. Depending on the local bandwidth, it would take around 15 to 20 minutes to upload the new sound packages to the markers. Multiple sound update is of course available just like with the firmware. Select one or multiple online markers in the stock, then click on the Update software button's down arrow to choose the "Update sounds" button. Once the markers are finished, they will reboot by themselves and connect back to the SmartBox. Make sure to select the wanted sound set in the marker settings in the same stock window.

Maintenance

Battery Recharging

The front panel of the SmartBox displays the actual battery power and shows if the SmartBox is on battery or charging. The maximum battery power is 4.2V. When the battery power goes below 3.6V (approximately 20%) the SmartBox switches off automatically.

If the device switches off because of the low battery, you should connect the charger as soon as possible. The SmartBox can be used during charging. It takes approximately 14-16 hours to fully charge the battery of the SmartBox. With a fully charge battery the SmartBox can operate for 10-12 hours. The duration of charging and operation may vary depending on the age of the battery.

WARNING: NEVER RECHARGE WHEN THE BATTERY IS NOT IN THE SMARTBOX!

When the SmartBox is not being used it still will lose its charge. All batteries do this. A battery can self-discharge to zero when it's not being used even if your device would normally shut down before you get there. Letting the battery run down completely could cause it to not come back online.

TIP: If you plan on storing your SmartBox over a long term, charge it fully and drop a monthly reminder in your calendar to take it out, turn it on and charge it a little. Never store your SmartBox with a dead battery and check on a stored device periodically.

Battery Replacement

The SmartBox uses A 10000 mAh Li-Polymer battery with a built-in heat sensor. In case of using any other batteries than supplied by Intager, the manufacturer does not take any responsibility for any damage!

The capacity of the battery diminishes slightly with each complete charge cycle. You complete one charge cycle when you've used (discharged) an amount that equals 100% of your battery's capacity, but not necessarily all from one charge. For instance, you might use 75% of your battery's capacity one

day, then recharge it fully overnight. If you use 25% the next day, you will have discharged a total of 100%, and the two days will add up to one charge cycle. It could take several days to complete a cycle.

After 300 complete charge cycles the capacity of the battery decreases to approximately 60% of its original capacity. It means that under heavy usage the expected lifetime of your battery is about 1-2 years which may be much longer if you don't use your device continuously. Contact your nearest Intager dealer when you consider replacing your battery. Visit integer.com for the addresses of Intager dealers.

Repair

Warning

To reduce the risk of serious injury or death from electric shock or fire, do not attempt to service or repair the SmartBox console. Do not attempt to take apart the SmartBox console or modify it in any way. Refer all servicing to qualified service personnel. Visit integer.com for the contact information of our international dealers.

Specifications

General

- Power requirements: 100-240 V AC, 50-60 Hz, 0.5A
- Dimensions (approximate): 200 x 200 x 50 mm
- Operating temperature: 5 °C to 35 °C (41 °F to 95 °F)

Inputs/Outputs

- Ethernet port
- AC IN power port: mini USB (5V / 3A)

Legal

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Intager launches software updates for the SmartBox on a regular basis. These include both updates for the operating environment (e.g. new features, bug fixes etc.) and content updates (new games, multimedia etc.). In order to download these updates, you have to connect the SmartBox to the Internet through a wired or wireless Local Area Network.