

**RED BUTTON**           DEC- (Power On)  
**BLACK BUTTON**        INC+  
**GREEN BUTTON**        ENTER/SEND

Power ON	Press and hold the RED button for 2 seconds.
Power OFF	In the Main Menu, select "Power Off". Press the GREEN Button. When the display shows "Are you sure?" press the GREEN button again.
Backlight	Press and hold the BLACK button to toggle the LCD backlight on/off. The backlight will automatically turn off after a preset period of inactivity to save battery life.
Update Firmware	Turn power OFF. Connect the USB cable to the 3.5mm jack on the back of the CommandIR and to the USB port on your PC. Turn Power ON while holding the GREEN button. Continue holding for approx 8-10 seconds until "Connect USB - PC" is displayed. Your CommandIR is now in update mode. Start the PC update application. Click on the PROGRAM button in the PC application.

### Utility Menu

IR Power            Hi/Lo  
System ID           Hi-Tech, MilesTag, Adventure Sports

### Zombie Editor

(Edit Atom Board configured as Zombie Harness)

TeamID             Alpha, Bravo, Charlie, Delta  
Damage Pts        1,2,4,5,7,10,15,17,20,25,30,35,40,50,75,100  
IR Power           Hi/Lo (IR Power and Range adjusts the Zombie's "reach")  
Range             MIN,10%,20%,40%,60%,80%,MAX  
TX Rate            1 to 40 (higher number is slower rate of transmitted damage)  
Life Pts           1 to 999 (starting "life" value – even though zombies are technically dead)  
Hit Delay          0 to 20 seconds (lockout time after each hit received)  
Respawn           1 to 60 seconds, Off (Off = no automatic respawn)  
Tx LED            Off/On (Blue LED flash to indicate transmitted damage)  
Tx Beep           Off/On (Piezo beep to indicate transmitted damage)  
HitFlash          Off/On (Red LED flash to indicate when player is hit)  
Zom LED           Off/On (constant flashing red LED to identify Zombie players)  
DeadTone          2 to 16 seconds (duration of piezo tone when player is tagged out)

### Referee Controls

(Zombie Player Controls)

New Game  
End Game  
Admin Kill  
Respawn Player  
Test Sensor

### Game Box Editor (Edit Game Box Module V3)

BLACK button: Select Function

RED Button: Select ID / Value

*NOTE: When set to any of the "Auto" modes, the Game Box module will automatically emit a signal every few seconds.*

*NOTE: Some laser tag systems may not support all Game Box functions.*

Ammo	ID = 0-15 (up to 16 Ammo Stations)
Medic	ID = 0-15 (up to 16 Medic Stations)
Shield	ID = 0-15 (up to 16 Shield Stations)
Flag	ID = 0-15 (0-3 are Base Flags for each team; 0=Alpha, 1=Bravo, etc)
Respawn	Respawn any player
Tm Resp	Respawn players from assigned team (A/B/C/D)
Hazard (Auto)	Value sets the amount of damage emitted (0=no damage)
Full Ammo	Restore player to full ammo
Stun (Auto)	Value sets the stun duration in seconds
Stasis (Auto)	Value sets the STASIS duration in seconds

*Refer to the Game Box V3 Module documentation for full description of the various settings.*

### Dom Tube Editor (Edit Domination Module V3)

Mode	Game Modes (1 to 6) Mode 1: Domination Mode 2: Domination (2 players to capture) Mode 3: Landing Zone Mode 4: Landing Zone (2 players to capture) Mode 5: Marker – No Time Limit Mode 6: Marker – No Time Limit (2 players to capture)
Time	1 to 40 minutes

**Domination:** Two teams attempt to capture the Domination Point (DP) and defend it. To win the game, a team must control the DP for more than half of the time limit (cumulative). To capture the DP one player must shoot down into the tube. The DP will light up to show the color of the controlling team. Mode 2 requires hits from two consecutive players to capture the DP.

**Landing Zone:** Two teams attempt to capture the DP and defend it. To win the game, a team must control the DP at the END of the time limit. The Referee might or might not inform the teams of the exact time limit.

**Marker:** In this mode the DP simply lights up with the color of the last team to capture it. There is no time limit. This could be useful where a number of DPs are used to mark territory held by each team.

*Refer to the Domination V3 Module documentation for full description of the Game Modes.*

## Grenade Editor

(Edit Atlas IR Grenade)

BLACK button: Select Function

GREEN Button: Transmit Setting to Grenade

*NOTE: To put the Grenade into "Programming Mode", press and hold the arming button until you hear the ARMED triple beep. Continue holding while transmitting setting from the CommandIR.*

*NOTE: Some laser tag systems may not support all Grenade functions.*

Instant Kill	Instant Kill signal is transmitted 4 times.
Stun 06 Sec	6-second Stun signal is transmitted 4 times.
Stun 12 Sec	12-second Stasis signal is transmitted 4 times.
Stasis 06 Sec	6-second Stun signal is transmitted 4 times.
Stasis 12 Sec	12-second Stasis signal is transmitted 4 times.
Damage XX Pts	(2/3/5/10/20/30 Points of damage) transmitted 2 times.
Legacy XX Pts	(10/20/30 Points of damage) transmitted 2 times.
Legacy STUN 06	6-second Stun signal is transmitted 4 times.
Legacy KILL	Instant Kill signal is transmitted 4 times.

*Use the Legacy Functions for Adventure Sports and some older MilesTag / Hi Tech laser tag systems.*

*Custom configurations are possible.*

**OPTIONAL SOFTWARE FUNCTIONS** – *Contact us for more information.*

The CommandIR can be easily customized or upgraded to provide new capabilities. Additional Function Modules can be added per customer requirements. Occasionally we will provide free system updates, or you may purchase an optional module or custom configuration as it becomes available.

**Assign Player ID** (available for compatible DIY/Pro Tagger Systems)

**Assign Team** (available for compatible DIY/Pro Tagger Systems)

**Tagger Editor** (available for compatible DIY/Pro Tagger Systems)

**Micro Editor** (available for compatible “uMT” Tagger Systems)

**Score Simulator** (available for Atlas IR Score Pod users)

**Pro Referee** (available for compatible DIY/Pro Tagger Systems)

**Mine Editor** (available for Atlas IR Proximity Mine)

**Pro Referee** (available for compatible DIY/Pro Tagger Systems)

**Base Editor** (available for Atlas IR Atom Module “Base” Capability)

**Sentry Editor** (available for Atlas IR Atom Module “Sentry” Capability)

**Medic Editor** (available for Atlas IR Medic Module)

## **Troubleshooting**

**The CommandIR display appears dim or will not power on:** Replace batteries (4x AA cells) or recharge (Lithium).

**One or more buttons are not responding, or operation is erratic:** Replace batteries (4x AA cells) or recharge (Lithium).

**Receiving device not responding to commands/cloning/etc:** Is the receiving device on? Make sure the correct System ID is selected in the CommandIR's Utility Menu. Make sure there are no obstructions to the IR LED, and the CommandIR is pointed at the IR sensor on the receiving device. Adjust the IR Power setting in the CommandIR's Utility Menu to increase the range. The effective range of the CommandIR depends on the environment (indoor, outdoor, sunlight, fluorescent lights, etc).

**My CommandIR is stuck in "USB Update" mode:** You are apparently a "button pusher", but that's okay! Don't hold the GREEN button at power on. If you "accidentally" entered Update Mode and are not ready to install a firmware update, simply remove/disconnect the battery to reset the CommandIR.

**I think there's a bug in the CommandIR firmware:** Let us know ASAP and we'll check it out. If you're right, we'll send you a firmware update with the fix. If you're wrong, we'll put you on "double-secret probation" for doubting us.

**I'm pretty sure my CommandIR is broken:** Contact us, I'm sure we can fix it! After the first 3 months we are certainly going to put the blame on you, but we like to think we are fairly reasonable people. Even if you dropped it, we understand - we get a little fumble-fingered ourselves from time to time. And we do attempt to make our products as durable as possible. However, if you did something ridiculous like dropping it in a pond or backing over it with your car, we may insist on a "crime scene" investigation (and a zip-lock bag containing your CommandIR's remains).

**"I have an awesome idea!" / "It would be better if...":** Contact us, we might listen! No, we can't pay you for your unsolicited genius, but we might include your suggestion in a future update.

## **SALES/SUPPORT**

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