

COMBAT TAG PRO SCORE

Version 1.4.XX (29 Mar 2014)

QUICK START

SOFTWARE INSTALLATION

Download latest software version at: <http://www.lasertagparts.com/mtscore.htm>

Install the Pro Score software to your computer (setup.exe).

NOTE: If you are UPDATING software to a newer version you should first UNINSTALL any previous versions of Combat Tag Pro Score software.

Install the FTDI Virtual Com Port (VCM) drivers to your computer. (CDM20828_Setup.exe)

You can also check for the latest drivers here: <http://www.ftdichip.com/Drivers/VCP.htm>

CONNECTION

Connect the Score Pod's USB cable to your computer. The LED in the sensor dome will begin flashing every few seconds. (This indicates that the Score Pod is working correctly and attempting to communicate with the Software.)

Start the Pro Score software.

In the Score Pod connection area, select the correct COM port. Wait about 5 seconds for the Pod verification indicated by a GREEN sync light. The serial number of the Score Pod will appear in the ID field. (You can use your Windows Device Manager to find which COM port is assigned to the "USB Serial Port".)

INITIAL SETUP

Click the **Setup** menu and select **Preferences**. (The first time the software is run, this dialog will open automatically).

Adjust the score weights as desired. These values are used to calculate the Total Score for each player. You can also adjust the Score Weights later, after collecting scores from players.

Select the **Tagger Version** that matches your system. This is important to ensure the correct list of names is loaded by the software. If you select a different version, some names displayed in the software will not match the names displayed on the taggers. This is the only difference.

Click the Save button.

Click the **Setup** menu and select **Company Info**.

Your "company" information will appear on all Score Printouts.

Edit the fields as desired and click the Save button.

PRINTER SETUP

The Score Software will always print to the Windows DEFAULT printer. You can change your Default Printer by clicking on *Start – Devices and Printers*.

SAMPLE DATA

Click on **File** menu and select **Sample Data**. This will load a set of “dummy scores” for 8 players. This is useful for learning how to adjust the score weights (see Preferences Dialog) and testing your printer.

COLLECT GAME DATA

After each player is “tagged out” their tagger will display **Game Over**. The tagger is now ready to download score data. (*Scores cannot be downloaded from taggers that are still “alive” or waiting to Respawn.*)

IMPORTANT! Only ONE player can download scores at a time.

Have each player:

- Point tagger at the Score Pod sensor dome (keep the tagger’s barrel within 6 inches of the Sensor Dome).

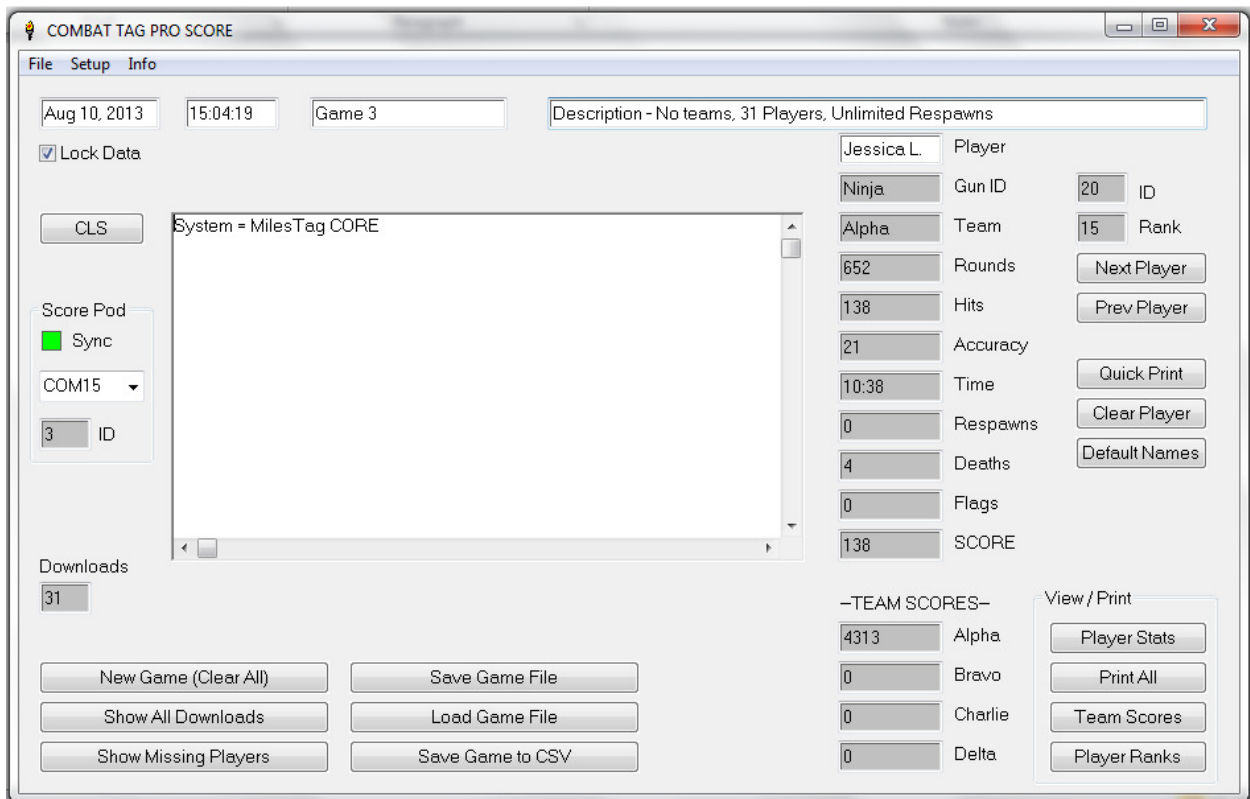
- Pull and HOLD the trigger.

- Press the BLACK (display mode) button. You can release the button after the first “beep”.

- Keep the tagger pointed at the Score Pod sensor until download completes. The tagger will beep to indicate start and end of download.

The software will indicate success of the download in the Information Display. If sound effects are enabled in the Preferences Dialog, you will hear “Good Scores” after a successful download. If there is a data error, or the Player has already downloaded, you will hear “Error”.

The software will not allow players to download their scores more than once.



MENUS

File

Sample Data This loads sample Player Scores for demonstration only.

Setup

Preferences Edit the score parameters

Company Info Edit company Name, Tagline, Phone, Website for printouts

Check Logo Verify the size of bitmap to display on printouts

Info

About Software version and contact information

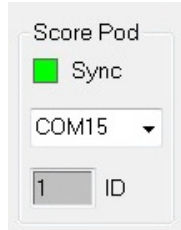
NOTE: The text fields with gray background are Read Only. Do not try to enter data into these fields, it has no effect. Also, any data typed into the Information Display is NOT saved. Only the text fields with white background may be edited (Date, Time, Filename, Description, Player Name).

Lock Data (Check Box): Use this to prevent downloads while viewing or printing data. The lock is automatically set when a Game File is loaded from disk.

CLS (Clear Screen) button: Clears the Information Display only. Does not affect **Active Score Data**.

Downloads (Display): Shows the total number of Players that have already downloaded scores.

SCORE POD Connection



Sync:

GREEN = Score Pod connection verified

RED = Score Pod not detected

COMn: Selected COM Port

ID: Displays Serial Number of Score Pod

BUTTONS



New Game (Clear All): Clears all **Active Score Data** from active memory.

Show All Downloads: Displays a list of players that have already downloaded scores.

Show Missing Players: Displays a list of players that have **not** yet downloaded scores. Players will appear on this list only if they landed hits on another player that has already downloaded. Therefore the list may not show all players. It can be a helpful feature when used in conjunction with the Downloads indicator.

Save Game File: Saves all **Active Score Data** to a file. Saved game files can be loaded at any time for viewing and printing. The saved data includes Scores, Custom Player Names, Score Offsets, Game Time, Date, and Game Description. (Two files are created with the extensions “.mtd” and “.mtg”. Do not attempt to edit/alter these files directly or the data may become corrupted.)

Load Game File: Load a previously saved game file for viewing and printing. Loading a file will clear the Active Score Data, so be sure to save your current game before loading. Loading a Game File will automatically set the Lock Data to prevent downloading scores.

Save Game to CSV: Opens a File Save Dialog to creates a CSV (comma separated values) file containing the raw score data for all players. You can select the file name and location as needed. Open the CSV file with Microsoft Excel or database application.

PLAYER DATA VIEW / SELECT

<input type="text" value="Jason C."/>	Player		
<input type="text" value="Raven"/>	Gun ID	<input type="text" value="2"/>	ID
<input type="text" value="Charlie"/>	Team	<input type="text" value="7"/>	Rank
<input type="text" value="47"/>	Rounds	<input type="button" value="Next Player"/>	
<input type="text" value="37"/>	Hits	<input type="button" value="Prev Player"/>	
<input type="text" value="78"/>	Accuracy	<input type="button" value="Quick Print"/>	
<input type="text" value="8:22"/>	Time	<input type="button" value="Clear Player"/>	
<input type="text" value="1"/>	Respawns	<input type="button" value="Default Names"/>	
<input type="text" value="2"/>	Deaths		
<input type="text" value="0"/>	Flags		
<input type="text" value="37"/>	SCORE		

NOTE: Only the **Player** field can be edited. Entering data into any other fields will have no effect.

Player	Tagger ID (handle) or Custom Name You can type directly into this field to edit the name.
Gun ID	Tagger ID (handle)
Team	Team name
Rounds	Number of shots fired
Hits	Number of hits scored on other players
Accuracy	Percentage of shots that hit other players
Time	Elapsed game time
Respawns	Number of respawns used
Deaths	Number of times player was “tagged out”
Flags	Number of electronic “flags” captured
SCORE	Total score (based on score weights set in Preferences)
ID	Gun ID (0 to 99)
Rank	Player standing based on total SCORE. (Displays “NA” if score is 0.)

BUTTONS

Next Player	Display next player
Prev Player	Display previous player

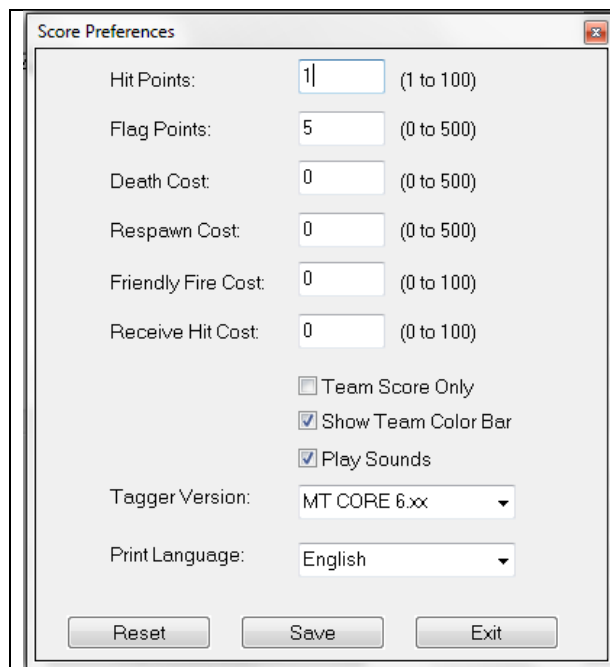
Quick Print	Print stats for currently selected player. The preview will open and close automatically.
Clear Player	Clear Active Score Data for <i>currently selected player</i>
Default Names	Restore all Player Names to default values (Tagger IDs)

VIEW / PRINT SCORES



Player Stats	View/Print - Individual Player Score Sheet for selected Player.
Print All	Batch Print – Prints ALL Individual Score Sheets
Team Scores	View/Print - Team Scores and List of Players on each Team
Player Ranks	View/Print – Player Rankings (based on Total Score)

PREFERENCES DIALOG



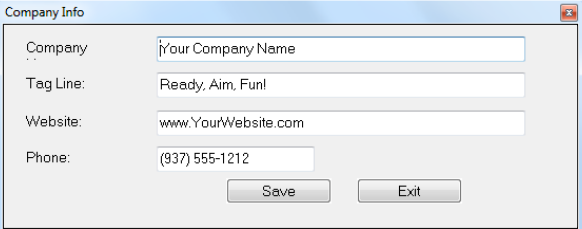
The **Score Preferences** dialog allows you to adjust the effect of various player stats on overall scores. You can change these settings at any time and the scores will be re-calculated automatically.

All values are entered as positive decimal values. For fields indicated as a “Cost”, that value will be deducted from the player and team scores.

Hit Points	Points awarded for each hit landed on other players
Flag Points	Points awarded for each Flag captured
Death Cost	Points deducted for each “death” (tag out)
Respawn Cost	Points deducted for each Respawn
Friendly Fire Cost	Points deducted for each hit on players from the same team
Team Score Only (checkbox):	Select to remove individual scores from Team Score Sheets
Show Team Color Bar (checkbox):	Select to add a colored stripe to the Individual Score Sheets

Play Sounds (checkbox):	Enable sound effects to confirm download from tagger.
Tagger Version:	Select your correct tagger manufacturer and/or firmware version. This only affects the Tagger Names displayed on the printouts.
Print Language:	Set the language for Individual Player Stats printouts.

COMPANY INFORMATION DIALOG

	<p>Use the Company Info dialog to enter your information. Leave items blank if you do not want them to appear on score printouts. All fields will accept text and/or numbers.</p>
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TROUBLESHOOTING

We highly recommend downloading scores from a few practice games to get familiar with operation of the system, adjusting score weights, saving games, printing, etc. You can use the Sample Data to test your printer connection.

COM PORT: Score Pod **must** be connected *before* starting the Score Software. If the Com Port is not detected, close the software and restart it after a few seconds. If you have connected the Score Pod to your PC for the first time, it may take a few minutes for the driver to load.

USB Driver: Even if your Windows operating system appears to correctly identify and install the USB driver automatically, you may still need to use the driver setup file (recommended).

THE USB DRIVER IS THE MOST COMMON ISSUE. *If you are having problems connecting to the Score Pod, try re-installing the USB driver. Even though Windows tells you the device is “ready to use” it may not have installed correctly. You must use the FTDI driver installation software. Once the driver is installed correctly on your system, you should not have further problems.*

PRINTING: The software will print to your Default Printer. To select a different printer, go to Windows Control Panel and set the desired printer as your Default.

Still having problems? Please contact us:

joe@lasertagparts.com

jim@lasertagparts.com

Cell/SMS/Voice Mail: 937-430-1219

Changes To Version 1.3.00

- Simplified custom Player Name editing. You can now just type directly into the Player field.
- Added 2 sound effects (“Good Scores”, “Error”) to indicate download status.
- Added Sound Effects enable/disable in Preferences Dialog.
- Preferences Dialog now appears the first time software is run.
- Added column headers to CSV file.
- Added Player Name and Tagger Name to CSV file.
- Ability to select save location for CSV file (File Save Dialog).
- Added “Quick Print” button to print stats for currently selected player.
- Fixed bugs in view/print Player Ranks.
- Changed default Score Weights in the Preferences Dialog.

Changes To Version 1.4.25

- Fixed issue with text not appearing on printouts depending on language selection.

Changes To Version 1.4.26

- Fixed bug in Print Rankings causing program to crash.