



August 2009

This document contains information about the updated features found in the Command Center Module version 1.186. This version will require that you only update your CCM software.

Update CCM Software

All software updates for your CCM system are provided for free from Predator Games. The *UPDATE SOFTWARE* function can be accessed by clicking on the *SYSTEMS* menu option at the top of your screen. Your CCM must be connected to the internet for this function to work. Once you have clicked on the *UPDATE SOFTWARE* function your system will automatically begin downloading the newest version of our software from our internet server. You will see a progress bar on your screen displaying the status of the download. When the download is complete you will be asked to restart your CCM software in order to activate the new version.

Update Systems

In order for the new features mentioned in this document to function, your individual Eagle Eye and Barracuda systems must be upgraded to version 2.15 or greater. For detailed information on how to upgrade your individuals systems please see your User Manual.

Corrections

We have made several updates and corrections to the CCM system in order to eliminate any known software errors that our users may experience. As always, if you do generate an error or notice any odd behavior in the functionality of your CCM please contact our customer support department listed below.

New Feature List

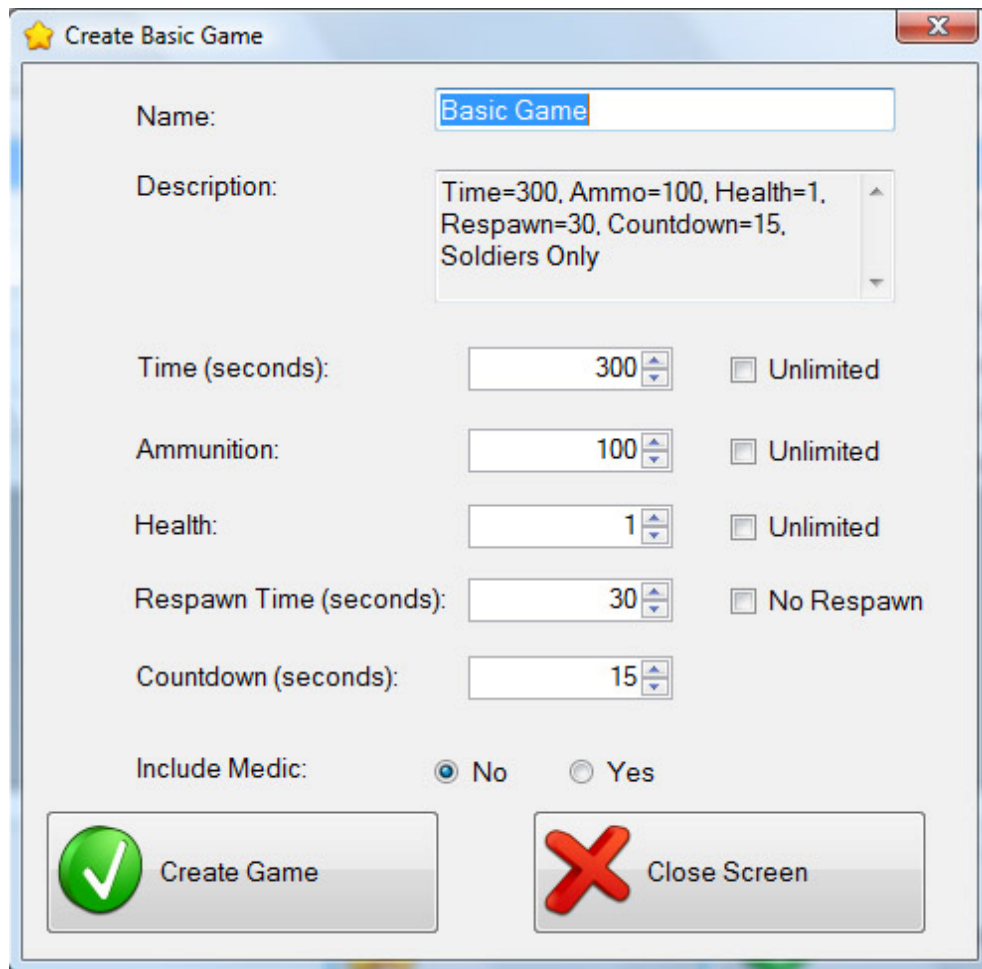
The following represents the list of new features found this version of the software. As mentioned earlier you will need to update your CCM in order to gain the benefits of all the new features.

Respawn

We are pleased to announce that we have been able to add the Respawn function to our CCM games. This has been the number one request from our customers and we have been working hard to finally bring it to you. What is Respawn? In a typical game when a player runs out of health they are terminated and sit out the remainder of the game. This is similar to playing paintball when you are hit you are out and then return to a "dead zone" until the next game. With the addition of Respawn a player will have the ability to continue to play in the game after a short break.

How does it work?

- Create a new game from the Basic Game screen. It will look like the screen below:



- You will notice that you are now presented with the option to add Respawn to your game. You must determine the amount of time before the player is Respawned.
- When a player is Killed (health brought down to zero) during a game, their individual systems will then count down from the Respawn Time given above.
- At the end of the countdown, the player will rejoin the game with their existing stats. Full health will be restored. It is recommended that during this time a player is sent to a dead zone to wait and is then allowed to return to game play after the set time.



Game Suggestion:

The Respawn feature is a perfect option for a group of players that are looking for constant action. We suggest that you try out this feature by creating a game with the following stats:

- Game Name: Respawn
- Time: 600 seconds (10 minutes)
- Ammunition: 300
- Health: 1
- Respawn Time: 30 seconds
- Countdown: 30 seconds
- Medic: No

Each time a player is terminated, have them return back to the starting point of the game. This will create a fast paced game where all players are continuously involved in the action.

Technical Support

Predator Games Technical Support can be reached at the following contact sources:

Predator Games
640 N. Prospect Drive
Whitewater, WI 53190
Phone: 888-950-1221
E-mail: service@predatorgames.com