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## Predator Games Newsletter - SPECIAL UPDATE EDITION

November 2010

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### **You said it best.**

"We are very impressed with this system. We can do more with Predator than any other laser tag setup."

*Attendee at Paintball Extravaganza*

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**Dear Rick,**

The time has finally arrived. We know some of you have been waiting months for this, but we wanted to get it right. The latest Predator software updates are now available! This special update edition newsletter will focus mainly on the new software updates and instructions on how to update your Predator gear. We'll even fill you in on some cool new features!

Some of your favorite sections may not be here this month, but fear not, they will return in the December newsletter. And be sure to enjoy your family and friends this Thanksgiving. Introduce your cousins and relatives to a game of Predator paintball laser tag!

Happy Updating and Happy Thanksgiving!

### **New Software Updates!**



We are pleased to announce the release of the latest version of software for CCM, Eagle Eye, and Barracuda. It is **IMPORTANT TO NOTE** that the new gun software **ONLY** applies to the newer, four battery units. If you have the older two battery units, they will **NOT** be able to update. The older two battery units will still be compatible with the new updated units and CCM software. Every update from Predator is backwards compatible. We have

provided brief instructions for updating both the CCM and guns at the end of this newsletter, so be sure to read that **BEFORE** attempting any updates. You can also find the current procedures in your CCM or gun manual.

IF AT ANY POINT YOU HAVE QUESTIONS OR RUN INTO A PROBLEM, CONTACT PREDATOR GAMES CUSTOMER SUPPORT BY CALLING 888-950-1221 x1 OR EMAILING [ANDY@PREDATORGAMES.COM](mailto:ANDY@PREDATORGAMES.COM).

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## CCM Update

The newest version of the CCM software is 2.32. You can verify the version you are using by opening your CCM program and taking note of the version displayed in the opening box as the CCM loads. You can also check the version number in the lower right hand corner of the main screen, next to the COM port (p) and the RF channel (c).



CCM version 2.32 fixes a number of bugs mainly dealing with communication and compatibility issues but also adds a few new features.

- Remote "Kill" now permanently removes a player from play, even if Respawn is enabled. Only "Resurrecting" that player will bring them back into the game.
- Players will now be able to respawn if the game screen is closed while the game is running.
- The CCM will be able to resume as normal in case of the user's computer going into sleep, hibernate, or stand-by mode IF no games are running. Simply bring the computer back to awake status and the CCM will configure the COM port as needed.
- The CCM now sends all game data to all synced players' guns during set up. This cuts down on RF traffic and lets the guns automatically respawn, etc. This fixes a major issue where an interrupted RF signal prevented a gun from respawning or dying when needed.
- Hovering the pointer over a button will now display a help text bubble to make navigating the CCM easier.
- Issue fixed where a game would end if all players were dead at once. Now, the game will only end if it's supposed to end due to game time or an event.
- Clicking "Replay" on the game screen now sends the new game data to the guns for immediate display.
- Friendly fire is now an option in custom games. Enabling friendly fire will allow team mates to shoot each other. You **MUST** create at least two teams for this option to be available. Players not assigned to a team are rogue, and can shoot anyone. Medics can still heal anybody on any team.
- Bugs fixed to increase stability on Windows.

## Gun Update



All four battery units, both the Eagle Eye and Barracuda, can accept the newest version of gun software, 3.18v. This update works in conjunction with the new CCM update to provide you with much more stability during games. Users will also notice a few game display additions.

- Guns who hit each other at the same time will no longer freeze, blank, or power off.
- All data sent to the CCM has been simplified to ensure that the

CCM receives and displays the correct game stats.

- Gun shot sound is now activated every time you pull the trigger, up to ten times per second. Previously, the shot sound would occur only once every 1 second, even though the gun was firing.
- Game screen now displays player name at all times. The timer has been shrunk to allow the player name to display just beneath it.
- Guns will no longer randomly fire at the beginning of a game.
- At the end of a game, a player can display their game stats or gun name by pressing Menu (M) on the keypad.
- Game data is now stored in the gun's memory to cut down on RF traffic and prevent signal interruptions that may affect respawning and data going to the CCM.
- Correct game stats now displayed on the gun after a game ends.
- Guns now send correct data to the CCM if one gun hits two other guns with one shot.
- Game screen will display a (T:#) in the lower left next to the player type to show team status. Players not on a team will display a (T:0).
- Game screen will display an (R) next to the amount of health a player has is respawn is turned on.
- Several other minor stability and communication bugs fixed.

### **Instructions - PLEASE READ**

To install the CCM update, simply open up your CCM program and click on the "Update CCM" icon found in the lower left. The CCM will search for the latest update and prompt you when one is found. Click through it so that the CCM restarts with the latest version. It will automatically download and install the latest files. Be sure you are connected to the internet. You should see v2.32 displayed in the startup box and also in the lower right hand corner of the main menu.

To update the guns, you must first update the CCM to v2.32. Updating the guns must occur one at a time. Updating a gun takes several minutes. Follow these steps:

1. Sign up a player and sync a gun to them as normal.
2. Go the systems menu on top and click 'Update Systems'.
3. Select the player/gun and click "Upload System" at the bottom.
4. You will be prompted to type 'YES' to update. Do so.
5. The screen will now state that the gun is updating. On the gun screen, it will show the update progress. When it is done, the CCM will say update complete and the gun will power off. Do not be alarmed if the update seems like it restarted. It will go until it is done. **DO NOT AT ANY POINT DISCONNECT THE BATTERIES.**
6. Once the update is done and the gun is off, power on the gun. It will go through a series of blinks and a blank screen. It takes about 60 seconds until a solid light comes on and the gun restarts as if it is being turned on normally. **DO NOT DISCONNECT THE BATTERIES AT ANY POINT.**
7. The gun is now updated. To verify, click Setup on the gun, and then select the serial number. You should see 3.18v at the bottom if it updated correctly.

Delete the player/gun on the CCM you just updated. You will have to repeat these steps for each gun to be updated.

**Sincerely,**

Predator Games

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