

S*A*T*R vs CLASSIC

S*A*T*R (Small Arms Transmitter Receiver) is the new generation digital electronic system by Battlefield Sports.

The Classic system is the first generation Battlefield Sports electronics and software. Both systems are available for purchase - gaming guns or spares.

S*A*T*R	Gaming Gun Feature	Classic
Yes	Tightly focused infrared beam used to "shoot"	Yes
Yes	Infrared receivers forward facing on gun and two sensors on the head (front & back)	Yes
Yes (additional power saving feature, scope is automatically turned off when the game is over)	Custom integrated red dot scope powered by the mother board (so when you turn the gaming gun off the scope is also turned off automatically)	Yes
Yes	Recoil simulation & hit feedback via red dot scope	No
Yes (a wide range of sound effects depending of which weapon emulation selected)	Shooting sound effects	Yes (either sci-fi or military)
Yes (choose either on or off)	Hit feedback via flashing LED on head sensor	Yes
Yes	"Dead Already" SFX from shooter's gaming gun when you hit someone already dead.	No
Yes	Displays current hit points & ammo	Yes (limited 4 digit LED display)
Yes (features a LCD backlit display)	Displays real-time stats on hits made, kills made magazine capacity, reloads available, shooting accuracy %	No
Select one of 69 weapons emulations	Weapon selection via software during boot up	Select from full auto/semi-auto or bolt action
Moderate for operator / easy for gamer	Complexity of operations	Basic
Moderate	Complexity of maintenance	Simple
4 settings (indoor/short/medium/long - set via software)	Range control	Optional indoor switch installed at factory
Yes	Friendly Fire on or off. (Turning friendly fire off is useful indoors or for close quarters training, or at festivals playing around the gaming inflatables)	No
Yes	Re-spawns with a key or using a Ref Gun.	Yes
Yes	Any gun can be configured to work as a Ref Gun	No
Yes (set up to 4 battle groups)	Battle isolation for infrared & radio communications i.e. play up to 4 separate groups close-by without cross-fire.	No

S*A*T*R SFX work on a SD card - so if the language you want is not included in the pre-set 11, then provide the factory with some WAV files and we can update it for you.

S*A*T*R Ref Guns

In the classic system, the sole function of the Referee Gun (or Ref Gun) is to perform re-spawns without the referee having to use a key. With the S*A*T*R system the role of the Ref Gun has been significantly expanded.

In the S*A*T*R system any gaming gun can be configured as a Ref Gun. A dedicated Ref Gun, however, is still very useful because it has the long range whip antenna for communicating by data radio with the gaming guns under its control. The model also comes with a sling and has a wide short range lens for easy infrared communication

Spawn Mode

The Ref Gun operated by a referee uses infrared to perform re-spawns on gaming guns that are currently dead. The Ref Gun maintains a counter of the number of re-spawns performed during a game. This is the most frequently used function of a Ref Gun.

Reload Mode

When a gamer uses up all his or her magazines, the referee using infrared can give the ammo back. The number of times this is done is recorded on a counter on the Ref Gun.

Pause/Resume Mode

Using the infrared system a target gaming gun can be paused and resumed. Using the radio system gaming guns in a particular battle can be paused/resumed.

Kill Mode

Any gaming gun hit by a Ref Gun in kill mode instantly goes to dead state.

Change Battle Mode

The target gaming guns are changed to an alternative battle to provide radio & infrared isolation from other battles. This means gamers in one battle cannot hit gamers in another battle group.

New Mission Mode

The infrared system hitting a target gun resets the stats and restores hit points and ammunition for a new game.

Shoot Mode

This enables a Ref Gun to shoot in semi-automatic mode with unlimited ammo.

Change Hit Points

Hit points can be changed on target gaming guns using the infrared system up to a value of 99.

Change Difficulty

The difficulty level can be set by a Ref Gun in S*A*T*R. There are 3 levels, easy/standard/hard. In easy mode a gaming gun can be hit every 2 seconds and the red dot stays on during the entire simulation. In standard mode, a gaming gun can be hit every 1 second and in hard mode, every 0.5 seconds. The red dot disappears for a short time after each shot in standard and hard mode.

Change Weapons

Which weapon that target gaming gun simulates can be set by the referee gun based on the gun class. The gun classes are handguns, SMGs, rifles and machine guns.

Start Game (Radio)

For gaming guns in "game over" state, on a particular battle, the start function uses the radio system to cause them to reset all statistics, hit points, and ammo and start a new live game.