

ACT LABS PC USB Light Gun Manual

Introduction

Congratulations on your choice of the ACT LABS PC Light Gun. The ACT LABS PC Light Gun is designed to enable a new level of reality for the PC shooting game experience. Providing pixel cluster accuracy, the ACT LABS PC Light Gun is the ultimate for on-target action on the PC.

Components

1 - ACT LABS PC Light Gun
1 - Adaptor box
(No CD-ROM is required)

Controls and Features

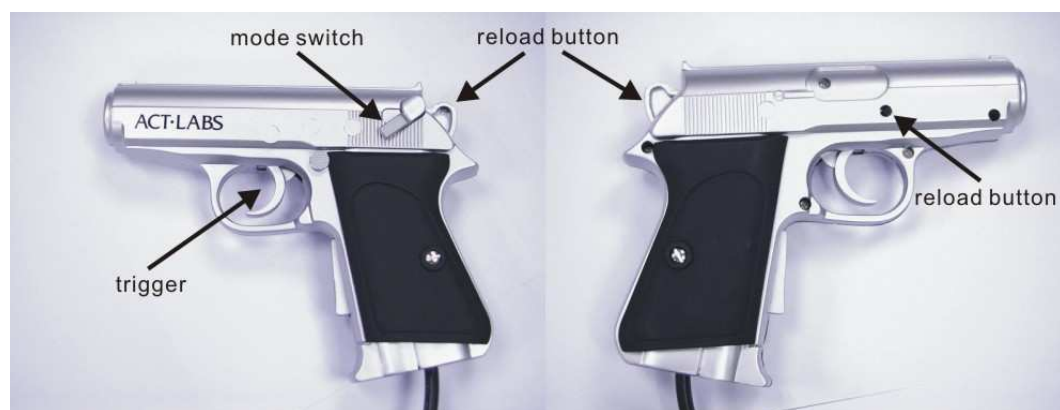
Adaptor Box

The adaptor box is the heart of the system. It contains the "brain" of the unit and has the connections for both the USB and video interfaces to the computer.

On one end of the main unit is the connector female 15-pin VGA connector for the monitor, a 9-pin mini-din female connector can be found on the other end for the light gun to plug in. The cables coming from the main unit have a 15-pin male VGA connector for the video card and a smaller USB connector for the USB port.

Gun Unit

The light gun has three buttons and one switch. Button 1 is the trigger while Button 2 is located at the back of the gun and is accessible with the thumb. Button 3 has the same function as Button 2 which can be found on the right side of the gun. The Mode switch located on the left side of the gun is to be used for calibration purposes (covered later in this manual).



Hardware Installation

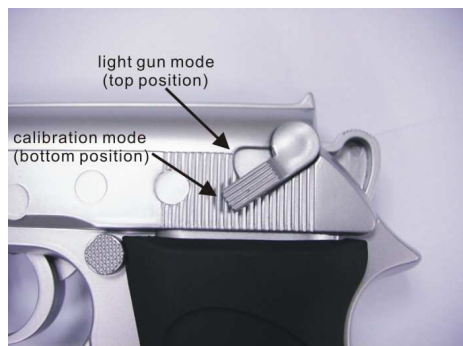
The ACT LABS PC Light Gun connects to your PC via the VGA video output and USB port.

With power to the PC off, make the connections as follows:

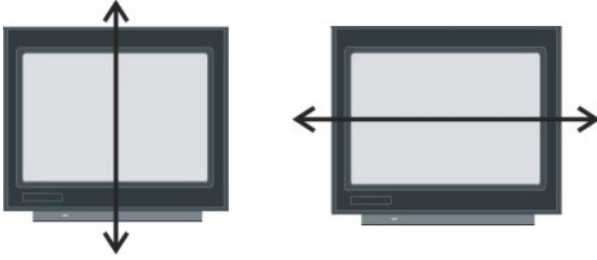
1. Connect the ACT LABS PC Light Gun to the 9-pin female mini-din jack on the adaptor box.
2. Plug the smaller USB cable into a free USB port on the back of your computer (or USB hub if you have one).
3. Unplug your monitor's cable from the PC and plug it into the 15-pin female VGA output jack mounted on the adaptor box. Connect the VGA plug of the cable from the adaptor box to the video card's 15-pin female VGA output jack.
4. Finally, turn on your PC.

Gun Calibration

The switch located on the left side of the ACT LABS PC Light Gun enables you to calibrate the gun for use with your PC. This will activate calibration mode and the PC Monitor will blank completely white. You only need to calibrate the gun if you find your shots are inaccurate.



The procedure to calibrate is to move the calibration switch into the 'bottom' position and wave the gun back and forth both horizontally and vertically close to your monitor. Once you have finished, simply place the calibration switch into the light gun position and begin playing. You may have to calibrate the gun when you switch screen resolutions.



Notes on calibration:

1. The calibration enables the light gun to learn the size of your PC screen, refresh rate and resolution. During calibration the whole screen should blank white, and be sure to wave your light gun slowly across the screen as instructed.
2. During calibration, the light should be pointing at the PC monitor at a similar angle as you are playing a game. For example, if your monitor is placed below you then you will be shooting downwards during game play, thus you should position the gun at the same angle when you perform the calibration.
3. Before playing any games, first calibrate the light gun on your Windows Desktop. Then check the accuracy of the light gun on the desktop by aiming and shooting. This would isolate any problems associated with particular games.
4. If the light gun accuracy is poor during gameplay, try re-calibrating the gun when the game is loaded. Some games might change the resolution/refresh rate depending on the games settings and will require the light gun to re-learn the new screen settings.

!!! Epilepsy Warning !!!

PLEASE READ BEFORE USING THIS PRODUCT OR ALLOWING YOUR CHILDREN TO USE IT.

Exposure to certain light patterns on a television screen or while playing computer games may cause some people to have epileptic seizures. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor before playing.

We advise that parents should monitor the use of video games by their children. If anyone playing a video game experiences any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, stop playing the game IMMEDIATELY and consult your doctor.

Precautions to take while playing:

- Sit as far away from the screen as your system set-up will allow
- Avoid playing if you are tired or have not had much sleep
- Make sure that the room in which you are playing is well lit
- Rest for at least 15 minutes per hour while playing a video game

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FREQUENTLY ASKED QUESTIONS

Q. Will the ACT LABS PC Light Gun work with my laptop PC?

A. The ACT LABS PC Light Gun can work with a laptop, but only if an external CRT based monitor is used.

Q. Can I use the ACT LABS PC Light Gun with an LCD monitor or video projector?

A. No. The ACT LABS PC Light Gun depends on the characteristics of CRT-based monitors to work.

Q. Can I use the ACT LABS PC Light Gun with my projection TV and the TV out of my video card?

A. No. The ACT LABS PC Light Gun only works with a VGA video system. Scan converters or TV-out adapters will throw off the system calibration or simply not work at all.

Q: Will the PC USB Gun work with my video card TV-out feature? Support for TV's in general?

A: This version of the gun does not include support for TV out, you can buy our PC TV USB Light gun.

Q: How many games will work with the PC USB Gun?

A: As of the release date, the PC USB Gun will work with over 100 games. This includes retail, java, flash, and emulator games.

Q: Will the gun work with House of the Dead 2 by Sega?

A: Yes. 100% absolutely!

Q: Will the gun work with shooting games under the MAME emulator?

A: Yes, provided that you are running the Windows version of MAME (MAME32).

Q: Will the gun work in DOS?

A: No, the gun requires DirectX, which is a Windows component. DOS is not supported.

Q: Can I use two PC USB Guns in tandem?

A: Yes, but using 2 guns in one PC system will control the same mouse pointer and will confuse the targeting system.

Q: How does the PC USB Gun work?

A: The exact specifics of light gun technology can be found online using any search engine. In regards to our technology, that's a trade secret and we're not telling!

Q: Will the PC USB Gun work on a Mac.

A: Technically, the PC USB Gun should work on a Mac since it's designed as a generic HID interface controller. However, we do not specifically test on Macintosh computers and therefore we do not officially support MAC systems.

Q: Will the PC USB Gun work with Quake 3 or other First Person Shooting games?

A: First Person shooters rely on a freedom of motion throughout the entire field of vision (mlook) and any shot is always going to go to the center of your view. The PC USB Gun can work in an FPS game, but if you shoot an enemy towards the corner of the screen, the view will change so that the enemy is at dead-center

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and then the shot will be registered. It will work kind of like an auto-aim. We don't really recommend using the PC USB Gun with FPS games like Quake 3, Unreal Tournament, or Soldier of Fortune.

Q: Will the PC USB Gun interfere with my mouse?

A: No. The PC USB Gun is an independent game controller and does not conflict with either a Serial, PS/2 or USB mouse. In fact you can actually use the PC USB Guns to open up a program by shooting the icons on your Windows desktop!

Q: Since it's a USB device, will the PC USB Gun work with a Playstation 2?

A: No, the PC USB Gun is PC only.

Q: What is the best refresh rate to use with the gun?

A: For optimal performance, a rate of 75 Hz is recommended, but the gun should perform equally well using refresh rates between 60 and 150 Hz. The maximum refresh rate is dependent on your monitor. We suggest you check your monitor's technical specifications by either referencing the manual, or the manufacturer's website. Pushing your monitor past its rated refresh rate can cause serious damage and may void your monitor's warranty.

TROUBLESHOOTING

Q: I connect my PC USB Gun, but nothing happens. Windows doesn't detect it.

A: Try a different USB Port on your computer. Remember that the USB Gun will only work on Windows 98 Second Edition, Windows ME, Windows 2000 and Windows XP. Older versions of Windows are not supported. Also make sure that your USB ports are not disabled in your system BIOS. Finally, make sure you have the latest version of DirectX installed on your system.

Q: Windows detects the PC USB Gun, but when I shoot I can never hit a target.

A: The gun is most likely not calibrated properly. Different games use different screen resolutions, and you may have to calibrate the gun as soon as you get into a specific game. Follow the calibration instructions in the manual.

Q: The gun was working previously, but has now stopped functioning.

A: Check your USB cable connection. The most common cause for a sudden loss of functionality is a loose cable.

Q: The PC USB Gun was working in one game, but it won't work in another.

A: Again, this has to do with screen resolution. Every time the screen resolutions changes, you have to re-calibrate the gun. Follow the calibration instructions in the manual.

Q: If I shoot towards the corners of the screen, sometimes the shots do not register.

A: You have to make sure that your desktop area is maximized so that the actual screen image is taking up all of your monitor's area. You should not have any black border around your screen image. You may have to manually adjust your monitor's vertical and horizontal settings to maximize your screen image. Check your monitor's manual for instructions.

CUSTOMER SATISFACTION, WARRANTY AND RETURN INFORMATION

Your satisfaction is our top priority. If you are not 100% satisfied with your ACT LABS product, you may return it for a replacement or refund within 30 days of the delivery date.

NOTE: This return policy is only in effect for merchandise purchased from www.act-labs.com. Products purchased from our retail partners shall abide by the return policies of the retailer.

Your ACT Labs Product is warranted against defects in materials and workmanship for 90 days from the delivery date of the product.

ALL returns, for any reason, must be pre-authorized by ACT LABS and be accompanied by a Return Merchandise Authorization (RMA) number.

To obtain an RMA number for technical reasons, contact our Technical Support staff at techsupport@act-labs.com

To obtain an RMA number for non-technical reasons, contact our Sales staff at sales@act-labs.com

If any product is returned to ACT LABS without an RMA number, then ACT LABS has the right to refuse acceptance of the items and send the product back to the customer freight collect.

ACT LABS is not responsible for any damages that happen to occur during shipping or as a result of improper packaging. ACT LABS reserves the right to deduct 20% from any applicable refund if goods are received damaged.

This does NOT include returns resulting from the customer's inability to install or use any ACT LABS product, drivers, or bundled software owing to computer or game-console hardware or software misconfiguration, defect, or other incompatibility with the ACT LABS product, drivers, or bundled software. The customer is responsible for all shipping costs back to our return centers or repair facilities.

TECHNICAL SUPPORT

If you require help installing or troubleshooting your AACT staff by email or telephone.

Email: techsupport@act-labs.com

Hours of operation are Monday to Friday, 9:00 am to 5:00 PM, Pacific Standard Time. (GMT -8)