

Crystallite System - Mini-IT

The Mini-IT is a low cost, limited function alternative to the Original and Radio-Linked ITs. The Mini-IT can be configured as:

- **Recharge Station** - In this mode the IT periodically puts out a IR signal that will recharge players.
- **Wildcard** - This has the same effect as a phaser hit - loss of one life and same down time.
- **Mine** - A mine will strip all lives, requiring a recharge for the player to continue.
- **Timekiller** - When active, the player has 5 seconds to get out of range or will lose all lives, require a recharge.
- **Quarantine** - If a Marshall decides a player is unruly then he may zap the player with code F8 on his Hand Zapper. The player must then stand within range of the IT for the period defined on the Phasers Tab. Alternatively the player can be released by the Marshall zapping the player with code F9

Use the 8 position DIP-switch at the back of the Mini-IT to configure the unit:

Switch segment	Mode			Delay			Team	
	1	2	3	4	5	6	7	8
Recharge	Off	Off	Off	-	-	-	-	-
Quarantine	On	Off	Off	-	-	-	-	-
WildCard	Off	On	Off	-	-	-	-	-
Mine	On	On	Off	-	-	-	-	-
TimeKiller	Off	Off	On	-	-	-	-	-
Delay 10 secs	-	-	-	Off	Off	Off	-	-
Delay 20 secs	-	-	-	On	Off	Off	-	-
Delay 40 secs	-	-	-	Off	On	Off	-	-
Delay 1 min	-	-	-	On	On	Off	-	-
Delay 90 secs	-	-	-	Off	Off	On	-	-
Delay 2 mins	-	-	-	On	Off	On	-	-
Delay 5 mins	-	-	-	Off	On	On	-	-
Delay 10 mins	-	-	-	On	On	On	-	-
Red IT	-	-	-	-	-	-	On	Off
Green IT	-	-	-	-	-	-	Off	On
Both Teams	-	-	-	-	-	-	On	On

Changes in the DIP-switch settings will be implemented on the next cycle of operation - it not necessary to switch off and then re-power the unit.

For 'benign' modes (recharging and quarantine), the colour of the IT will affect all players of that colour, ie a red Mini_IT will recharge a red player.

For the other, 'aggressive', modes, the Mini-IT will hit a player of the opposite colour, ie a red Mini_IT will hit a green player.

In **Recharge** and **Quarantine** mode, code is output every second and the tri-colour LEDs will toggle each time code is output.

For all other modes, the tri-colour LEDs will flash briefly every second and will toggle every 0.4 seconds when the unit is outputting IR code.

In **Wildcard** and **Mine** modes the active period (IR code being output) is 5 seconds. For the **Timekiller** mode the code is output for 10 seconds.

Installation

- The Mini-IT should be mounted above head level, preferably high enough to be out of arms reach.
- Position and angle the Mini-IT to give the best coverage over the area in front of it.
- If you have purchased the Mini-IT with the ball-joint mounting, the wing nuts need only be lightly tightened - do not over-tighten.
- Only power the Mini-IT with the supplied PSU.
- A pluggable terminal block is supplied. This provides a pair of clean relay contacts that will switch 50V/1A to a maximum of 10VA. The relay is activated during the active period of 'aggressive' modes and can be used to trigger other electronic equipment. If you wish to operate main equipment, then a solid-state relay should be used, driven from the relay contacts.
- If you select a mode switch group setting other than listed above then the Mini-IT will switch to Recharge mode.
- If you do not select a team or teams, then the Mini-IT will switch to Recharge mode but the tri-colour LEDs will not light.