

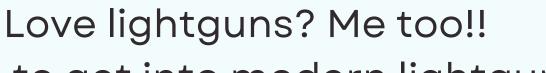




INTRODUCTION







So I decided to get into modern lightguns. I really like some but they werent exactly what i was looking for. So I set out to create my own. With the help of a few friends Fusion Lightguns were born.





The merging of different elements into a union.

Light gun

A device resembling a gun that allows the player of a video game to target a point on the screen.







FEATURES



OPEN SOURCE

HAND CONTROLLER

BUILD IN ANY GUN SHELL

3D PRINTABLE

4 INFARED LEDS

FREE IDE LIBRARIES

4 BUTTONS & TRIGGER

DIY INSTUCTIONS

ALL SOFTWARE FREE

CALIBRATE PROGRAM

CALIBRATE BUTTON ON GUN











































Linux Operating systems

Retropie, Recallbox, some standalone emus etc



Windows Operating systems

RetroBat, Emulation Station, standalone emus etc.













OUR LIGHTGUNS



Phaser

- A custom made/designed shell
- 4 buttons & a trigger
- Calibrate button on gun
- 10.5 x 6.25 inches
- Currently 3d printed
- Uses a micro processor
- Uses 4 IR LEDS for mouse border
- Built in vibrator motor



- Everything from Fusion Phaser.
- A solenoid inside for real arcade gun feel.
- A hand controller and hookup spot for it on gun.













FUSION LIGHTGUNS ARE MOUSE INPUT SO THEY CAN BE USED IN ANY EMULATOR THAT ACCEPTS MOUSE INPUT.

Retroarch accepts mouse input as gun but only on certain cores.

Wine normally accepts mouse input as gun.

A lot of standalone emus accept mouse input as well.

















HOWS THIS WORK?

Fusion Phaser & Pro act as a mouse & keyboard

WHERE CAN I FIND MORE INFO?

facebook.com/Fusion.Lightguns github.com/Fusion.Lightgus

WHERE CAN PRERDER ONE?

kickstarter starting early 2023



