New England Airsoft Events
Control Point Score Module v0.1

Unit External View

8 3/8 in

16x02 LCD
(w/ I2C Module)

Green LED

Yellow LED

TEAM TAN
SCORE 0250

NEUTRAL

NOTE: Unit is designed to fit into an Apache 1800 Hard Case, available through Harbor Freight Tools

GREEN

TAN

3 pole Toggle Switch

5 7/8 in

NEW ENGLAND AIRSOFT EVENTS
CONTROL MODULE
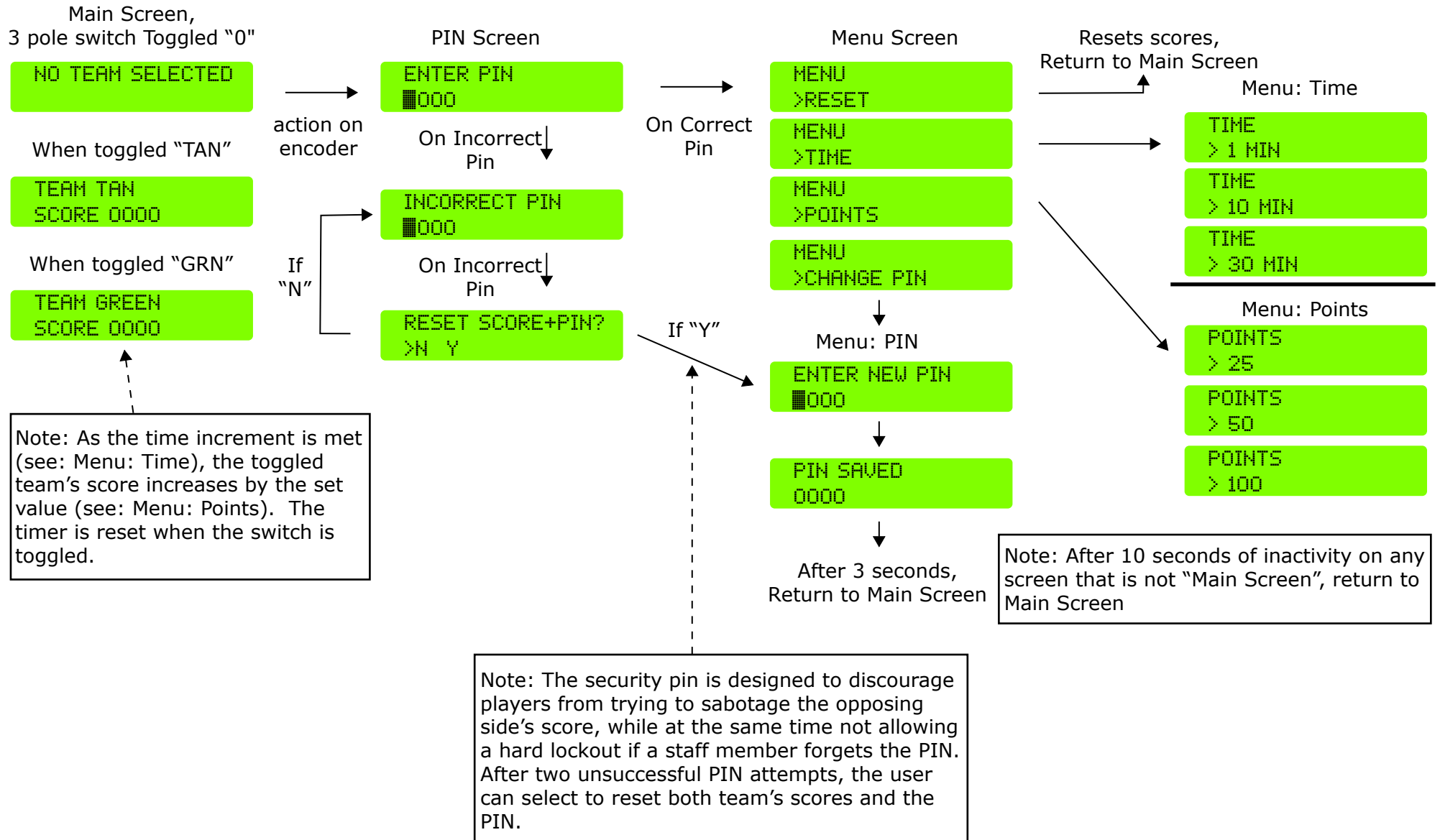
Rotary Encoder with push button
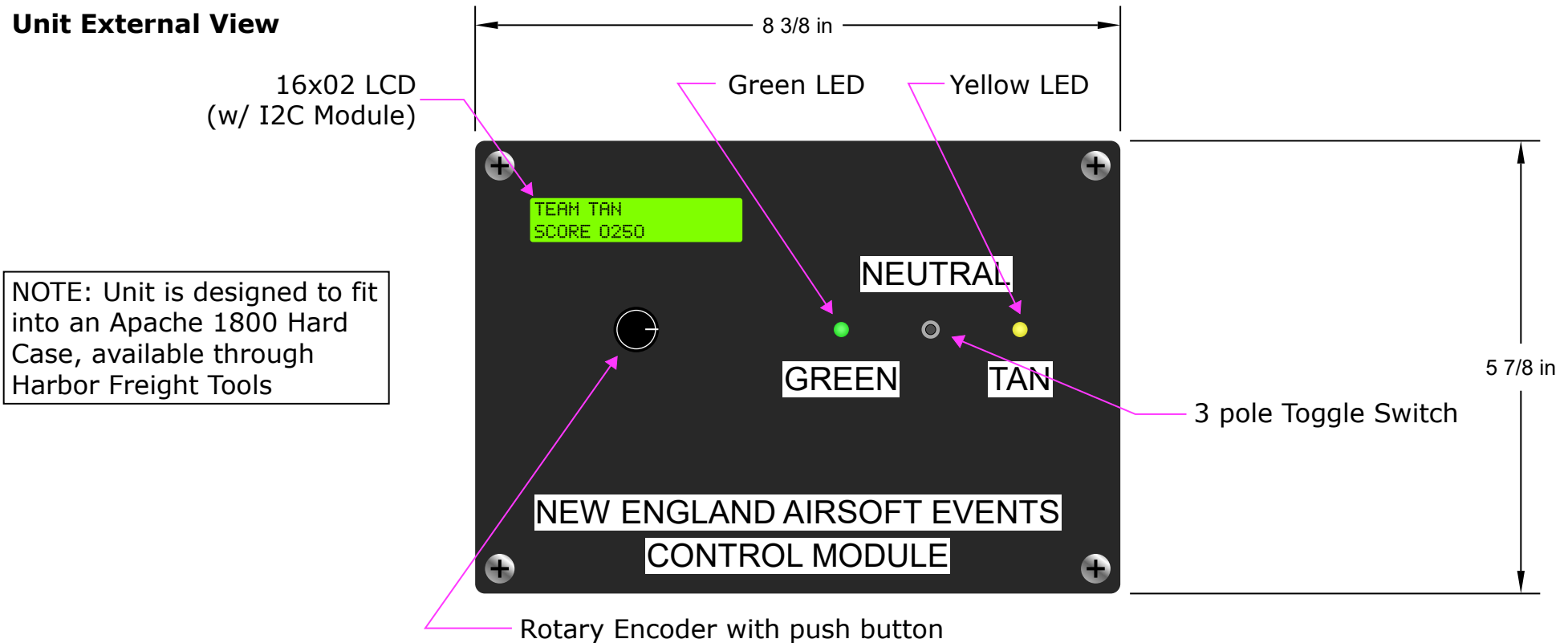
     The device counts up a score for the team that is selected with the 3 pole toggle switch. When the switch is set in the center position ("0"), the screen shows "No Team Selected", and no score is accumulated. The scoring works by the following: once the switch is toggled to a side, a timer starts for that side. Once the timer expires, a score is tallied, and the timer resets. Using the menu, the user can determine the length of the timer and the amount of points that will be scored when the timer expires (e.g. 25 points every 10 minutes). If the switch is toggled from a side, the timer resets. This is so the point must be held for a certain time before any points can be scored. When a side is toggled, the corresponding LED is lit. At the end of te game, staff can check the score by toggling each respective side. For security, no settings can be changed without a 4-digit PIN. When the rotary encoder is used from the main screen, a dialogue asking for the PIN is displayed. After entering the correct PIN, the user can reset the scores, change the scoring parameters, and change the PIN. Alternatively, after entering the PIN incorrectly twice, the user is asked if they want to reset the PIN and the scores as to prevent a hard lockout.

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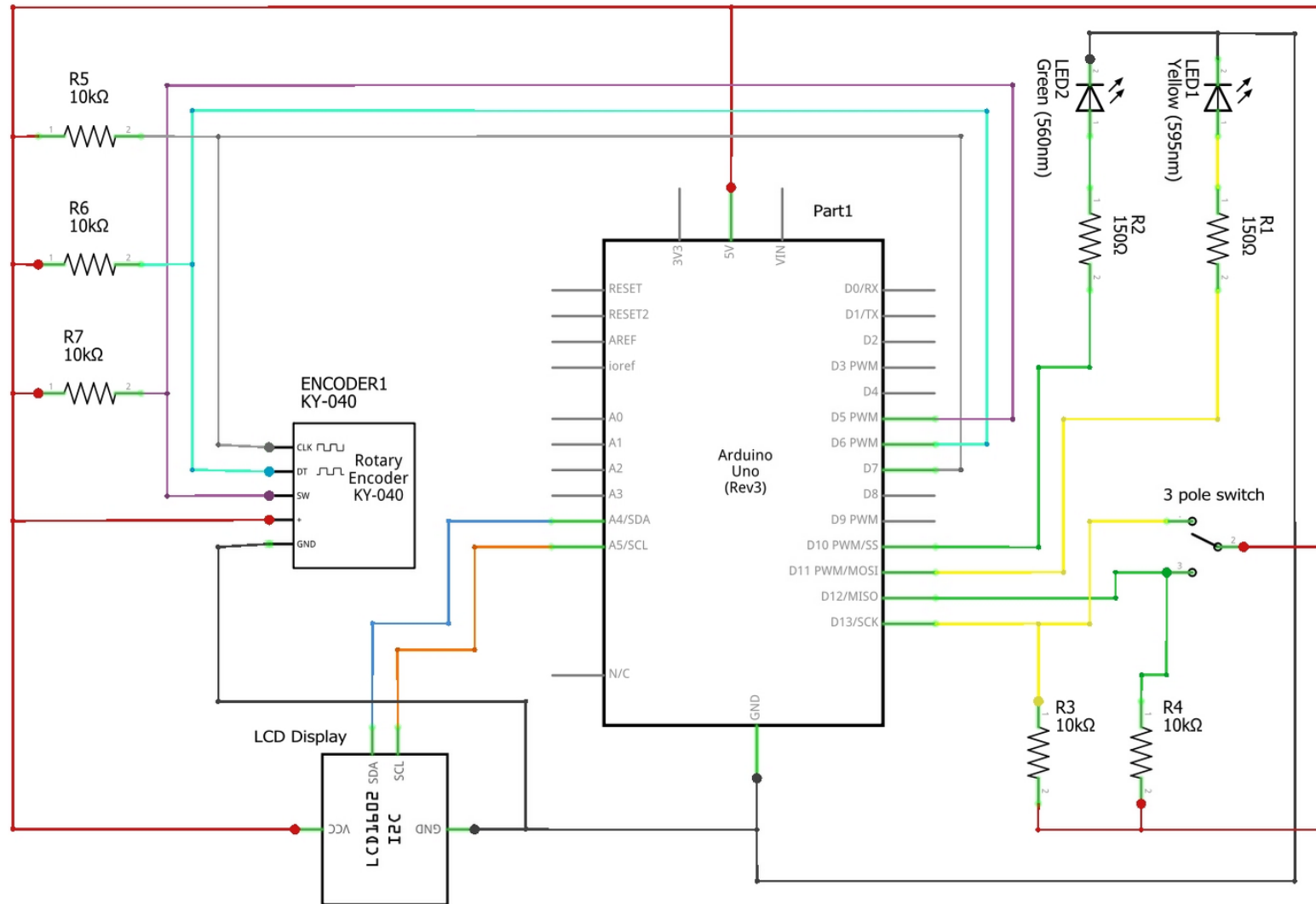## Control Point Score Module v0.1

Screen and Menu

Main Screen,
3 pole switch Toggled "0"

```
NO TEAM SELECTED
```

When toggled "TAN"

```
TEAM TAN
SCORE 0000
```

When toggled "GRN"

```
TEAM GREEN
SCORE 0000
```

action on encoder

PIN Screen

```
ENTER PIN
▉000
```

On Incorrect Pin

```
INCORRECT PIN
▉000
```

On Incorrect Pin

```
RESET SCORE+PIN?
>N  Y
```

If "N"

On Correct Pin

Menu Screen

```
MENU
>RESET
```

```
MENU
>TIME
```

```
MENU
>POINTS
```

```
MENU
>CHANGE PIN
```

Menu: PIN

```
ENTER NEW PIN
▉000
```

```
PIN SAVED
0000
```

After 3 seconds,
Return to Main Screen

If "Y"

Resets scores,
Return to Main Screen

Menu: Time

```
TIME
> 1 MIN
```

```
TIME
> 10 MIN
```

```
TIME
> 30 MIN
```

Menu: Points

```
POINTS
> 25
```

```
POINTS
> 50
```

```
POINTS
> 100
```

Note: As the time increment is met (see: Menu: Time), the toggled team's score increases by the set value (see: Menu: Points). The timer is reset when the switch is toggled.

Note: The security pin is designed to discourage players from trying to sabotage the opposing side's score, while at the same time not allowing a hard lockout if a staff member forgets the PIN. After two unsuccessful PIN attempts, the user can select to reset both team's scores and the PIN.

Note: After 10 seconds of inactivity on any screen that is not "Main Screen", return to Main Screen

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Electrical Schematic