

skirmesh.net

# Quick Start Guide

June, 2021

## Precautions:

Devices are not designed to bear weight or receive impact in excess of standard joule limitations placed on airsoft or paintball gun muzzle velocities for safe gameplay.

Devices are neither waterproof nor water-resistant. Do not subject devices to direct contact with moisture of any kind.

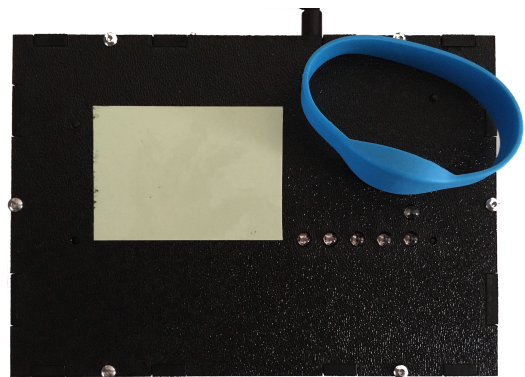
Devices, not including the Controller, are designed to receive 7.2-9.6 volts available from an Airsoft Electric Gun (AEG) NiMH battery pack. Lithium derived batteries can damage both the device and lithium battery due to a lack of onboard lithium battery protection circuitry.

## 1. Locate the Controller

The controller looks like other devices, but does not have a power switch at the top and will be bundled with a micro USB power supply and CAT5 ethernet cable.

Unbox the controller, attach a provided antenna, plug the network cable to your internet router or modem and then plug the power adapter into a standard wall outlet.

Wait approximately one (1) minute for the controller to come online and connect with the Skirmesh server. A short "chirp" sounds and lights along the front of the controller flash upon an established network connection with the Skirmesh servers.



## 2. Locate the Devices

Remaining devices in the box are “remote” devices and are differentiated by the available power switch and Tamiya battery connection at the lower left battery opening.

Unbox each device, attach the provided antenna, and retrieve a standard AEG battery. **Before** connecting the battery, slide the battery into the battery opening until the battery connection comes near the device battery plug to avoid overstretching the battery cable. Connect the battery and power on the device by toggling the power switch to the right.

After a momentary pause, the device will flash lights and emit a “chirp” to indicate it has connected with the already powered on controller. Lights may remain on and purple or extinguish - either is normal.

**Note:** A fully charged 1600mAh battery can last six (6) hours. Swap batteries at lunch or other lengthy intermissions to ensure device support throughout the game. A *blinking* red power light indicates a low battery and will result in failed device operation.

**Note:** A prolonged 3-5sec “beep” could indicate a communication issue. Ensure the controller or other devices are within range and/or no major obstructions block the communication path.

## 3. Configure and Play Games

Shopping District ▼

Address: 3C 3F

- ☐ Player Query
- ☐ Medic Station
- ☐ Bomb/IED
- ☒ Capture Point

Stabilization Time

30 sec

Capture Assist

20 %

Point Scale

1 x

☒ Allow Medic

Time to Medic

30 sec

Navigate and login to your Field Profile at [play.skirmesh.net](https://play.skirmesh.net).

Once inside, follow navigation links at the top of the page to Create Game Configurations and Start/Manage Games.

Shopping District ▼

Address: 3C 3F

- ☐ Player Query
- ☐ Medic Station
- ☒ Bomb/IED
- ☐ Capture Point

Arm Time

10 sec

Fuse Timer

2 min

Diffuse Time

30 sec

Game configuration creation does not affect a device’s live status; however, altering device configurations within Start/Manage Games will push live changes to remote devices. Use the ability to change live configurations to shift the battle during gameplay, advantage/disadvantage teams, or otherwise exercise control over the battle.