Comprehensive Document for Metis Reaction Training Lights

Standard Game Mode

- Primary Function: Measure time from light to touch.

- Number of Sensors: 1 to 12

- Colours: One colour selected by default

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Flash: Disabled

- Timer: 30 seconds

- Start-Delay: 0 seconds

All At Once Mode

- Primary Function: Multiple lamps light up at the same time.

- Number of Sensors: 8

- Colours: One colour selected

- Targets: 3

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Enabled

- Touch-Sound: Enabled

- Sensor Activation: Close proximity

- Flash: Disabled

- Timer: Set to preference

- Start-Delay: Set to preference

Sequence Mode

- Primary Function: Lamps light up one by one in sequence.

- Number of Sensors: 1 to 8

- Colours: One colour selected

- Delay: 0.3 to 0.3 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Far proximity

- Flash: Disabled

- Timer: Set to preference

- Start-Delay: Set to preference

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True-False Mode

- Primary Function: Catch the correct colour to collect points.

- Number of Sensors: User-defined

- Colours: One colour selected

- False Colours: One colour selected

- Quantity-Limit: One light selected

- Probability: 30%

- Delay: 0.5 to 0.5 seconds

- Timeout: 1.5 seconds

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close proximity

- Flash: Disabled

- Timer: Set to preference

- Start-Delay: Set to preference

Focus Mode

- Primary Function: Focus on the correct colours.

- Number of Sensors: User-defined

- Colours: User-defined

- Targets: One target selected

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close proximity

- Flash: Disabled

- Timer: Set to preference

- Start-Delay: Set to preference

Find the Difference Mode

- Primary Function: Find the different colour quickly.

- Number of Sensors: User-defined

- Colours: User-defined

- False Colours: 1 to 3

- Delay: User-defined

- Timeout: Disabled

- Light-Sound: User-defined

- Touch-Sound: User-defined

- Sensor Activation: User-defined

- Flash: User-defined

- Timer: User-defined

- Start-Delay: User-defined

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Command Mode

- Primary Function: Follow the correct commands on the screen.

- Number of Sensors: 1 to 12

- Colours: User-defined

- Targets: 1 (Options include colours, numbers, text, colours & numbers, colours & text, numbers & text, and All)

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Flash: Disabled

- Timer: 30 seconds

- Start-Delay: 0 seconds

Battle Mode

- Primary Function: A two-player game. A point is awarded to your opponent for every light you miss.

- Number of Sensors: 1 to 12

- Colours: One colour

- Targets: 1 (Options of 1 or 2)

- Delay: User-defined

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Flash: Disabled

- Timer: User-defined

- Start-Delay: 0 seconds

Colour-Battle 2 Mode

- Primary Function: Only the fastest one gets the points.

- Number of Sensors: 1 to 12

- Players: Red and Green

- Winners: 1 (Options between 1 and 5)

- Targets: 1 (Options between 1 and 3)

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Flash: Disabled

- Timer: User-defined

- Start-Delay: 0 seconds

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Listening Mode

- Primary Function: Judge the correct lamp based only on the sound.

- Number of Lamps: 1 to 12

- Delay: 1 to 1 seconds

- Timeout: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Timer: 30 seconds

- Start-Delay: 0 seconds

Homebase Mode

- Primary Function: After every action, return to Homebase.

- Number of Sensors: 1 to 12

- Colours: 1 (User-defined)

- Homebase: 1 (Options between 1 and 12)

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Flash: Disabled

- Timer: 1 minute

- Start-Delay: 0 seconds

Multi-Standard Mode

- Primary Function: Multiple groups play standard mode at once.

- Number of Sensors: 1 to 12

- Colours: One colour (User-defined)

- Players: 2, 3, or 4 players

- Logic: Random (Options include Random, Homebase, Sequence)

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Flash: Disabled

- Timer: User-defined

- Start-Delay: 0 seconds

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Mix Action Mode

- Primary Function: Trigger the lamps with different actions.

- Number of Lamps: 1 to 12

- Colours: One colour (User-defined)

- Targets: 1 (Options up to 2)

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Flash: Disabled

- Timer: 30 seconds

- Start-Delay: 0 seconds

True Action Mode

- Primary Function: Pick an action for each colour.

- Number of Sensors: 1 to 12

- Colours: One colour (Options up to 6)

- Targets: 1 (Options up to 2)

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Flash: Disabled

- Actions: A. Close distance, B. Far distance, C. Small vibration, D. Strong vibration

- Timer: User-defined

- Start-Delay: 0 seconds

Memory Mode

- Primary Function: Memorise the colours and repeat.

- Lamps: 1 to 12

- Targets: Two settings, first is "=" or "<=", second is between 1 and 4

- Delay: 2 seconds (no range)

- Timeout: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Timer: User-defined

- Start-Delay: 0 seconds

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Memory 2 Mode

- Primary Function: Memorise the sequence and repeat.

- Number of Lamps: 1 to 12

- Targets: 4 (Options up to 12)

- Delay: 1 second

- Timeout: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Small vibration

- Timer: User-defined

- Start-Delay: 0 seconds

Signal Mode

- Primary Function: Follow the target colour of signal lamps.

- Lamps: 1 to 12

- Colours: 2 (Options up to 6)

- Signal: User-defined (e.g., 1, 6, 9)

- Signal-Timeout: Disabled

- Targets: 1 to 3

- Logic: Random

- Delay: 0.5 to 0.5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Flash: Disabled

- Timer: 30 seconds

- Start-Delay: 0 seconds

Counter Mode

- Primary Function: Every Lamp works as an independent counter.

- Lamps: 1 to 12

- Colours: 1 (Options up to 6)

- Delay: 1.5 to 1.5 seconds

- Timeout: 3 seconds

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation: Far distance

- Flash: Disabled

- Timer: User-defined

- Start-Delay: 0 seconds

Manual Mode

- Primary Function: The coach can decide which lamp to light up in real-time.

- Lamps: 1 to 12

- Light-Sound: Enabled

- Touch-Sound: Enabled

- Sensor Activation: Close distance

- Flash: Enabled

- Interaction: Tap or slide to light lamps

Offline Mode

- Primary Function: Set the parameters, download to the lights, and train without the app.

- Lamps: 1 to 12

- Minimum Delay: 3 seconds

- Maximum Delay: 5 seconds

- Timeout: Disabled

- Light-Sound: Disabled

- Touch-Sound: Enabled

- Sensor Activation (3.0 Only): Close distance

- Flash (3.0 Only): Disabled

- Colours: 3 selected

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Coding Mode

- Primary Function: Allows for custom configurations of sensor settings, enabling a tailored training experience.

Turn On Tab

- Number of Sensors: 1 to 12

- Random: Enabled/Disabled

- Colours: 1 to 6

- Light-Sound: Enabled/Disabled

- Touch-Sound: Enabled/Disabled

- Proximity: Close/Far

- Vibration: Small/Strong

- Flash: Enabled/Disabled

Wait For Tab

- Numbers: 1 to 8

- Colours: 1 to 6

- Numbers+Colours: Combination of numbers and colours

- Logic: All/Any

- Wait Time: 0 to n seconds

Delay Tab

- Delay: Set in seconds

Turn Off Tab

- Number of Sensors: 1 to 12

- Random: Enabled/Disabled

Multi-Code Mode

- Primary Function: Allows for the combination of multiple "Coding" modes to create complex training scenarios.

Lamps

- Number of Sensors: 1 to 12

Logic 2

- Options: All, Random, Sequence, Manual

Six Boxes for Modes

- Selection: Choose from manually created modes in "Coding"

Timer

- Options: No timer, 10undefined, 15undefined, etc.

Start Delay

- Options: 0, 3, 5, 10 seconds