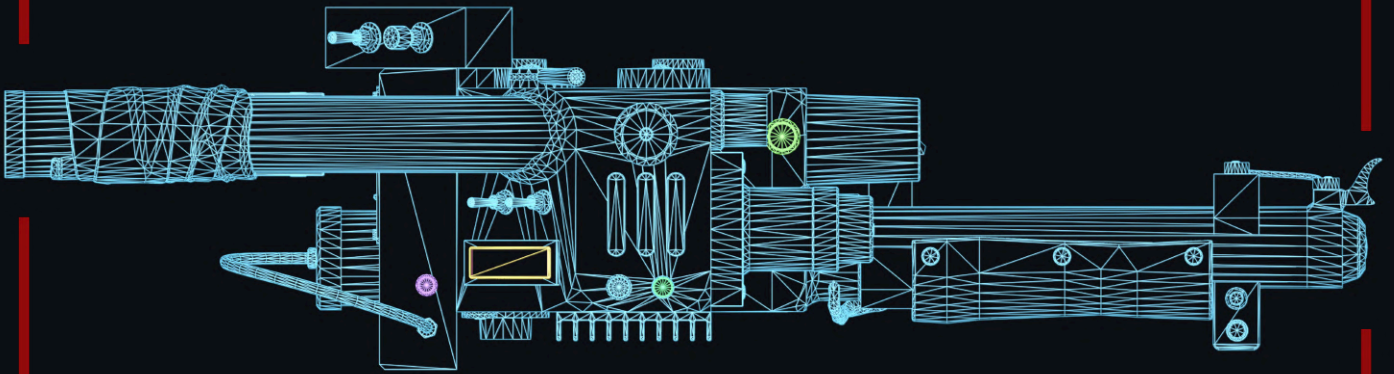


# GPSTAR

Proton Pack & Neutrona Wand



Operational Guide





# GPStar Proton Pack and Neutrons Wand Operation Guide

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## Standard Features

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- The switch underneath the Ion Arm can turn the Proton Pack on or off.
- You can run the pack without the Cyclotron Lid attached.
- The volume for the pack and wand can be controlled via the Crank Generator knob.
  - Clockwise to raise volume, counter-clockwise to lower it.
- When the ribbon cable is disconnected it will activate the alarm mode and degrade the Cyclotron spin.
- The Proton Pack can run without a wand, though it can only be activated via the switch under the Ion Arm.
- Vibration switch in the Cyclotron switch plate enables or disables the vibration motors for both the Proton Pack and Neutrons Wand.
- 1984/Afterlife year switch in the Cyclotron switch plate changes the Proton Pack and Neutrons Wand from 1984 to Afterlife modes.
- The Proton Pack vibrates only while firing. This can be changed to vibrate at all times or entirely disabled. Vibration can be enabled or disabled by the vibration toggle switch in the Proton Pack. Vibration settings can be toggled via the Neutrons Wand menu system.
- The Neutrons Wand vibrates only while firing. This can be changed to vibrate at all times or entirely disabled. Vibration can be enabled or disabled by the vibration toggle switch in the Proton Pack. Vibration settings can be toggled via the wand menu system.



- Single (centred) LED per Cyclotron lens for 1984/1989 modes by default.
- This can be toggled back to 3 LEDs per Cyclotron lens via the Neutrons Wand menu system.
- The Power Cell, Cyclotron and other lighting on the Proton Pack can have the brightness independently adjusted.
- 1989 and Frozen Empire sound effects mode are available; they can be accessed from the Neutrons Wand menus.
- Super Hero and Mode Original system operation modes.
- Menu system with the ability to customise various settings for both your Proton Pack and Neutrons Wand.
- Up to 5 different power levels as indicated on the Neutrons Wand bargraph.
- The Neutrons Wand can be configured within the menu system to adjust the overheat settings. When not set to overheat, you can fire continuously.
- The Proton Pack can also be configured within the Neutrons Wand menu system to adjust the duration of smoke effects (for each power level), which smoke effects are activated (for each power level), use of overheating smoke effects (for each power level), or whether smoke is enabled or disabled entirely (for each power level).
- Default settings: The Neutrons Wand will fire forever on power levels level 1 through 4 and overheat on power level 5.
- The Proton Pack will emit smoke effects during longer firing (Default setting: enabled). This can be configured from the Neutrons Wand menu system.

## System Power Inactivity Indicator

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- The LED at the front of the Neutrons Wand body next to the Clippard valve will start to blink after 1 minute of inactivity while the Neutrons Wand and Proton Pack are powered down to indicate the system is still receiving power from the battery.

## Optional Features

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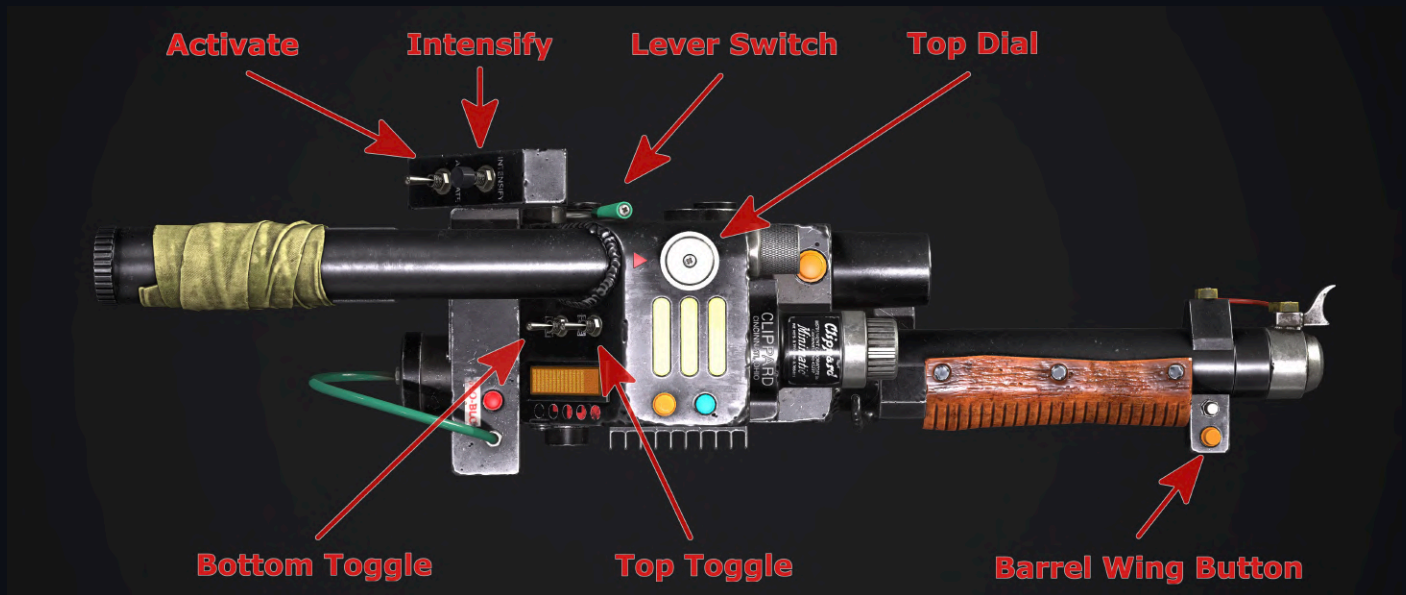
- Support for switches for Cyclotron direction and to enable or disable smoke effects.
- Support for smoke effects with dedicated fans for the Booster Tube and N-Filter.
- Additional Lights available for the Cyclotron panel, internal "cake" Cyclotron and Power Cell.
  - Automatically switches to internal "cake" Cyclotron, if implemented (optional).
  - This supports a 35 LED ring light (by default) to be installed in the "cake". Other size LED rings or LED setups are supported in the configuration settings.
- Video game colours supported if using RGB supported LEDs for the Cyclotron Lid, internal "cake" Cyclotron and Power Cell.
- Support for the Attenuator and other optional add-on devices.



# Toggle Operation Modes

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There are two modes available which replicate movie or prop accurate behaviours of the available toggle switches. These system modes can be altered via the EEPROM menus and will affect the startup sequence for your Proton Pack and Neutrons Wand.



## Operation Modes

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**Super Hero:** This mode reflects as seen during the closeup operations of the super hero Proton Pack and Neutrons Wand.

**Mode Original:** This reflects the original production documentation from 1984 on how the Proton Pack and Neutrons Wand operate together. Other variation differences are the bargraph animations, Neutrons Wand sound effects and power levels.

# Super Hero Mode Operation Guide

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**Super Hero** : This is the default operation mode.

## Activate Toggle

- Activate toggle on the gun box turns on both the Proton Pack and Neutrona Wand.
- The switch under the Proton Pack's Ion Arm does not need to be engaged for this to work. The switch under the Ion Arm will turn the cyclotron on.
- The lever switch near the gun box acts as a safety switch and it must be pulled to extend the barrel before firing.
- Right-hand toggles (Bottom and Top) affect the vent light and additional sound effects.
  - The Neutrona Wand will not fire unless these switches are turned on.
  - **Boot-Up Errors:** If you boot up the Neutrona Wand while the top toggle switch is on, it will boot into an error mode. Turn the top toggle switch off and restart your Neutrona Wand to boot normally. This is the default behaviour but this feature can be disabled in the Neutrona Wand Config EEPROM Menu.
  - **Button Mash Lockout:** If you press the firing button(s) too rapidly the system will malfunction and lock you out for a period of time proportional to the current power level.



## Right Hand Toggle Switch Behaviour

- While in 1984/1989 theme modes:
  - Bottom toggle switch turns on the vent light and plays the wand power up sound.
  - Top toggle switch plays a single beep sound.
- While in Afterlife and Frozen Empire theme mode:
  - Bottom toggle switch turns on the vent light and the wand plays a ramp up sound.
  - Top toggle switch turns on the looping beeping sounds.





# Original (Prop) Mode Operation Guide

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**Mode Original:** You can enable Mode Original from the EEPROM Configuration Menus.

- There are 4 power levels in mode original. When the Neutrons Wand is in stand by mode (see toggle switch behaviours below), the bargraph settles on the first level.
- The switch under the Ion Arm on the Proton Pack must be switched on. This gives power to the entire system. The Slo-Blo light on the Neutrons Wand will turn solid red to indicate power to the system.
- While firing, the default bargraph animations slide the bargraph up and down small increments to indicate the instability and power of the proton stream.
- Button Mash Lockout:\* If you press the firing button(s) too rapidly the system will malfunction and lock you out for a period of time proportional to the current power level.

## Right Hand Toggle Switch Behaviours



- The bottom toggle will put the Neutrons Wand into standby mode. The Slo-Blo LED will begin to blink, and the vent lights will turn on.
- The top toggle turns on the bargraph. It will ramp up and back down to the lowest level setting.

## Activate Toggle

- Activate toggle on the gun box turns on the cyclotron of the Proton Pack. To activate the cyclotron, all the right hand toggle switches on the Neutrons Wand must be activated.
- The Cyclotron will not turn on unless all the toggle switches on the Neutrons Wand are activated and the Ion Arm switch on the Pack is in the ON position.
- The lever switch near the gun box acts as a safety switch and it must be pulled to extend the barrel before firing.

# Top Dial Behaviour

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- The top dial on the top of the gun box changes the power mode of the wand, affecting the intensity of the stream effects, indicated by increasing or decreasing the bargraph lights.
  - Clockwise to raise power/volume, counter-clockwise to lower these values.
- There are 5 wand power levels in Super Hero mode and 4 in Mode Original.
- For lower power levels, the proton stream is more red. On higher power levels, the stream will appear more yellow.
- This dial will be used to navigate the menu systems and adjust volume in certain cases (see "Neutrons Wand Menu System" section).

## Neutrons Wand Quick Audio Volume Adjustment

- When music is playing while the Proton Pack and Neutrons Wand are turned off, you can use the Top Dial on the top of the Neutrons Wand to easily access the independent music volume control.
- While the Neutrons Wand is off, you can independently adjust the master volume of the Neutrons Wand by holding the Intensify button down and turning the dial.



# Firing Modes

## Video Game Mode (Default)




- Pressing the Barrel Wing Button while you are already throwing a Proton Stream with the Intensify button will initiate "Cross the Streams".
- The Barrel Wing Button at the end of the Neutrons Wand switches between firing modes.
  - i. Proton Stream (Default)
  - ii. Slime Blower
  - iii. Stasis Stream
  - iv. Meson Collider
  - v. <sup>1</sup> Spectral (Rainbow)
  - vi. <sup>2</sup> Spectral (Holiday)
  - vii. <sup>3</sup> Spectral (Custom)
  - viii. Manual Venting Mode (manually vent the Proton Pack)
  - ix. Settings: The last firing mode is a settings menu system (see "Neutrons wand Menu System").

<sup>1</sup> Spectral Mode (Rainbow) is a firing mode which gives a RAINBOW effect. If your Proton Pack has RGB LEDs, they will change to match.

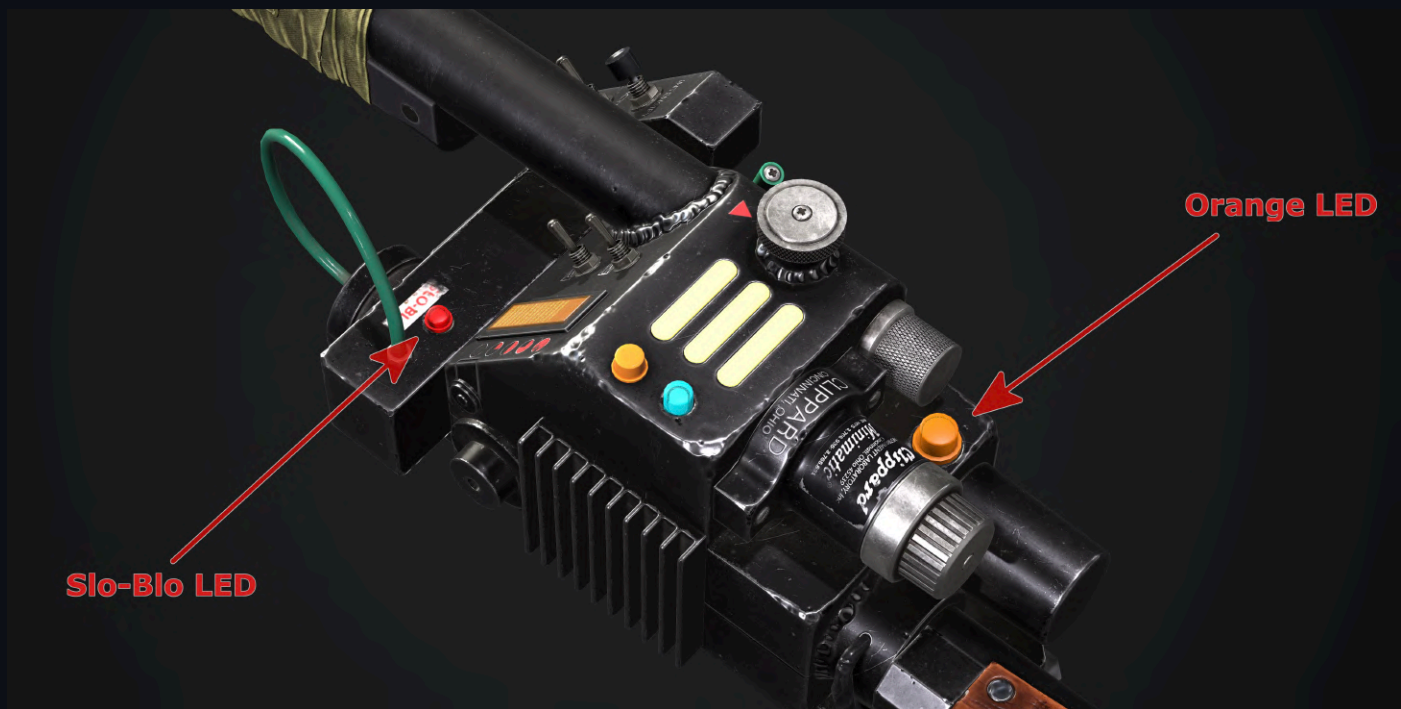
<sup>2</sup> Spectral (Holiday) is a firing mode which gives a RED/GREEN effect. If your Proton Pack has RGB LEDs, it will match these colours.

<sup>3</sup> Spectral (Custom) is a user defined colour mode. You can independently adjust the Neutrons Wand Barrel, Power Cell, Cyclotron and Inner Cyclotron colours directly from the EEPROM LED Menu system.

 **Note:** Spectral modes are disabled by default. However they can be enabled from the EEPROM Menu or flashed directly to the Neutrons Wand board. They take advantage of RGB coloured LED additions if installed.



## Manual Venting Mode



- When in manual venting mode, the Slo-Blo LED and the Clippard LED on the front of the wand body will blink to indicate that you are in the manual venting mode. Press Intensify on the wand to manually vent your Proton Pack. (All the toggle and safety switches on the wand must be activated).

## Alternate Firing Modes: Cross The Streams (CTS) / Cross The Streams Mix (CTS Mix)

- The Barrel Wing Button at the end of the wand acts as a alternate firing button. When Cross The Streams is enabled, Video Game Modes are disabled and you will only have the Proton Stream on both Intensify and the Barrel Wing Button.
- The overheat features can only be triggered when holding the alternate fire mode button (Barrel Wing Button) when Cross The Streams mode is enabled.
- Pressing both the Intensify and Barrel Wing Button at the same time enables the "Cross the Streams" (CTS) audio and visual effects. Releasing either of the firing buttons will continue these effects as long as one is still held, and will end once both buttons are released.
  - With Cross The Streams Mix, you need to hold both the **Intensify** and **Barrel Wing Button** at the same time to remain in Cross The Streams. Releasing one of the firing buttons will revert to the normal Proton Stream for that button.

To enable Cross The Streams (CTS) or Cross The Streams Mix (CTS Mix) mode by default, you can set this setting from the Neutrona Wand Menu System.



# Optional Wand Features

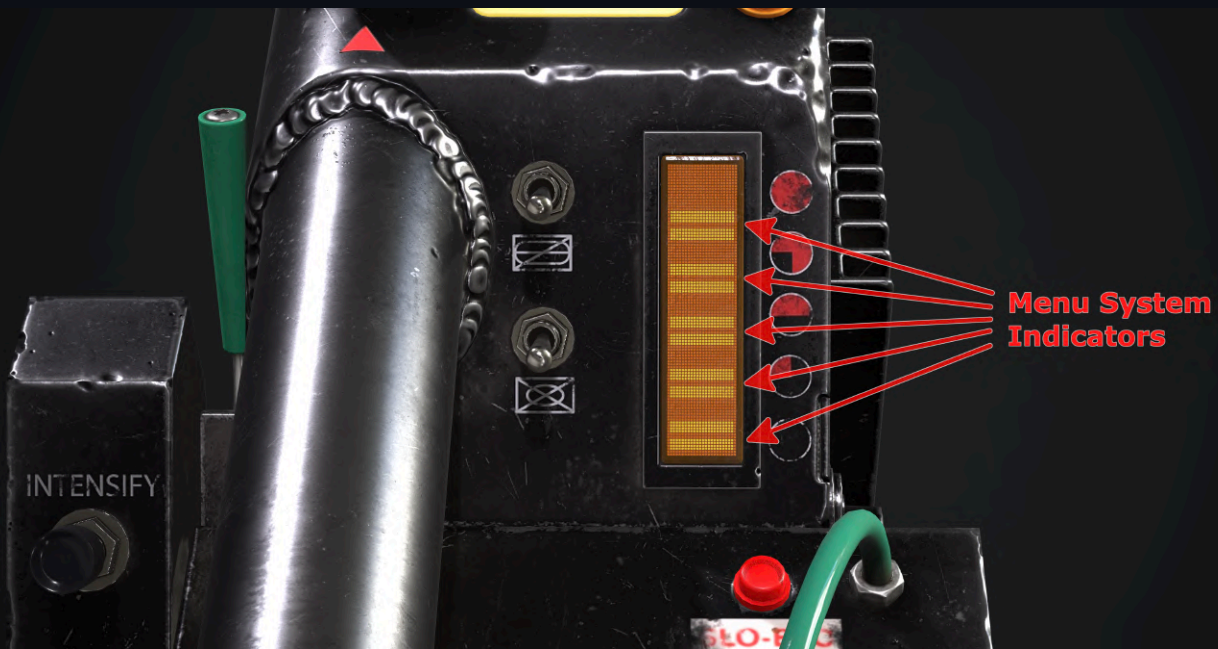


- Support for additional lights such as the wand hat lights and wand barrel end LED strobe.
- A new barrel wing button can be added.
- Serial connection and power for a 28-segment bargraph.
- Upgraded wand speaker for more clarity and higher sound output.

**\*\*Please refer to the GPStar Support Page for links and additional information \*\***

**[www.gpstartechnologies.com](http://www.gpstartechnologies.com)**

# Neutrona Wand Menu System



## Entering The Menu System

There are 2 ways to enter the Menu System.

- When the Neutrona Wand is in Video Game Mode and powered on, cycle through the various modes with the **Barrel Wing Button** until you reach the Neutrona Wand Menu System.
- While the Neutrona Wand and Proton Pack are powered down, press the **Barrel Wing Button**.

## Navigation

Use the Top Dial on the top of the wand to navigate up and down through the menu system.



## Actions & Navigation

While in the menu system, the bargraph's LEDs begin flashing. All other functions of the wand will be temporarily disabled. There are 5 different menu settings, which are indicated by bargraph LED segments. 1 through 5 (from bottom to top) with menu level 5 being the default upon entering this mode. For example when 1 LED (or bargraph segment) is flashing/displayed that means you are on menu 1.

Changes are made by pressing either the Intensify button on the gun box or the Barrel Wing Button at the end of the wand.

## Menu Level 1

Option	Purpose	Intensify Button	Barrel Wing Button
5	Music Track Looping	Enable/Disable looping of the current track. <sup>1</sup>	Exit the menu system. <sup>2</sup>
4	Proton Pack Light Dimming	(Intensify + Top Dial) Increases/Decreases the Proton Pack device LED brightness.	Toggle between the Power Cell, Cyclotron or Inner Cyclotron devices.
3	Music & SFX Effects Volume	(Intensify + Top Dial) Increases/Decreases the Music Volume.	(Barrel Wing Button + Top Dial) Increases/Decreases the Effects Volume.
2	Switch Music Track	Cycle forward in the music queue.	Cycle backwards in the music queue.
1	Play or Stop Music / System Mute	Start Music / Stop Music.	Mute the Proton Pack and Neutrona Wand or revert back to the previous volume. <sup>3</sup>


<sup>1</sup> LED/Segment #5 will stay solid when the single-track loop is enabled while in the top menu system; it will blink on/off when track looping is disabled.

<sup>2</sup> When you navigate back to **Option 5** while in Video Game Mode and press the Barrel Wing Button, the wand will return the proton stream mode (accompanied by an audio cue to indicate this return to firing readiness). When in CTS mode this will exit the menu and allow the wand to be powered on. Note that music will continue to play (and advance/loop) even when the pack and wand are turned off.

<sup>3</sup> Note that the LED/Segment #1 will stay solid when the Proton Pack and Neutrona Wand volume is muted.



## Menu Level 2

 **Note:** The Neutrons Wand Menu Level 2 can only be reached while the Neutrons Wand and Proton Pack are both turned off.

To access Menu Level 2, use the **Top Dial** on the top of the wand to move down and past option 1 on Menu Level 1. When you reach the the next menu level, the Slo-Blo LED will light up to indicate this menu state and also audio cues from the system.

Option	Purpose	Intensify Button	Barrel Wing Button
5	Firing Mode Selection	Cycle through VG/CTS operation modes. <sup>3</sup>	Cycle through VG colour modes. <sup>4</sup>
4	Smoke / Overheat Toggles	Enable / Disable Smoke Effects.	Enable / Disable Overheating.
3	Cyclotron LED Control	Change the Cyclotron rotation direction.	Toggle between 1 (centered) or 3 LEDs in the Cyclotron Lid for 1984/1989 modes.
2	Vibration Settings	Enable / Disable Proton Pack vibration or vibration during firing.	Enable / Disable Neutrons Wand vibration or vibration during firing.
1	Year Mode Selection	Cycle through 1984, 1989, Afterlife and Frozen Empire modes.	Enable / Disable the Proton Stream impact sound effects.

<sup>3</sup> Switch between Video Game and Cross the Streams (CTS) operation modes. Note that the LED/ Segment #5 will stay solid when CTS is enabled while in the sub menu system.

<sup>4</sup> Enables/disables the video game colour modes for the Proton Pack's Power Cell and Cyclotron lights. This only affects the pack when in Video Game mode, not for CTS modes, and offers the following states:

- Disable all the video game colours (Power Cell remains blue, Cyclotron remains red).
- Enable only the Power Cell LEDs to change colours (requires RGB Power Cell such as that offered by Frutto Technology).
- Enable only the Cyclotron LEDs to change colours (requires RGB replacement such as a that offered by Frutto Technology or a NeoPixel ring).
- Enable both the Power Cell and Cyclotron to use video game colours.

To exit the menu system, navigate to the top menu in Option 5 (Slo-Blo LED is no longer illuminated) and press the Barrel Wing Button. A small beep and voice callout will be heard when transitioning between the top and sub menu levels.

**Tip:** When music is playing while the Proton Pack and Neutrons Wand are turned off, you can use the Top Dial on the top of the Neutrons Wand to easily access the independent music volume control.

# EEPROM Menus

There are two EEPROM menus available which can be accessed to adjust and save configurations onto either the Proton Pack and Neutrons Wand EEPROM memory.

- EEPROM LED Menu
- EEPROM Configuration Menu.

## EEPROM LED Menu

The EEPROM LED Menu can be used to configure different LED setups for your Proton Pack and Neutrons Wand. All changes can be saved directly to the Proton Pack and Neutrons Wand EEPROM memory and will be loaded automatically even if you turn off the power to your devices.

To access the EEPROM LED Menu System, hold down the Intensify Button and toggle the right hand Top Toggle button 5 times (up and down).

You will then hear a beep noise and your bargraph will light up to indicate you are in the EEPROM LED Menu System. The Neutrons Wand barrel and all the Proton Pack LEDs will light up to the default Spectral Custom colours when you enter the EEPROM LED Menu.

To access the EEPROM Lighting menus, use the **Top Dial** on the top of the wand. When you reach a new menu level, the Slo-Blo LED and other lights on the Neutrons Wand will illuminate to indicate these menu levels, along with audio cues from the system. EEPROM Configuration Menu Level Lighting cues:

Menu Level 1 -> No additional wand lights will be illuminated

Menu Level 2 -> Slo-Blo illuminated



**Note:** The EEPROM LED Menu System can only be reached while both the Neutrons Wand and Proton Pack are powered down.




## EEPROM LED Menu Level 1

Option	Purpose	Intensify Button	Barrel Wing Button
5	Save or Clear the EEPROM settings	Clear all the LED settings in the Proton Pack EEPROM.  <b><i>The Proton Pack will instead load the software defined defaults the next time you turn the battery power off.</i></b>	Save the current settings to the Proton Pack and Neutrons Wand EEPROM.
4	Neutrons Wand Barrel LED Count Toggle / Spectral Custom (Barrel) Colour	Toggle between 5 or 48 LEDs for your Neutrons Wand barrel.	(Barrel Wing Button + Top Dial) Changes the colour hue of the Neutrons Wand barrel for the Spectral Custom mode.
3	Power Cell LED Count Toggle / Spectral Custom (Power Cell) Colour	Toggle between 15 or 13 LEDs for your Power Cell.	(Barrel Wing Button + Top Dial) Changes the colour hue of the Power Cell for the Spectral Custom mode.
2	Cyclotron LED Count Toggle / Spectral Custom (Cyclotron) Colour	Toggle between 40, 36, 20 or 12 LEDs for your Cyclotron.	(Barrel Wing Button + Top Dial) Changes the colour hue of the Cyclotron Lid for the Spectral Custom mode.
1	Inner Cyclotron LED Count Toggle / Spectral Custom (Inner Cyclotron) Colour	Toggle Between 35, 24, 23 or 12 LEDs for your Inner Cyclotron Cake.	(Barrel Wing Button + Top Dial) Changes the colour hue of the Inner Cyclotron (Cake) for the Spectral Custom mode.

## EEPROM LED Menu Level 2

Option	Purpose	Intensify Button	Barrel Wing Button
5	Unused	Unused	Unused
4	Unused	Unused	Unused
3	Unused	Unused	Unused
2	Unused	Unused	Unused
1	Inner Cyclotron GRB Toggle	Toggle your Inner Cyclotron from RGB or GRB LEDs.	Unused

 **Note:** If you accidentally clear the EEPROM LED settings instead of saving, the settings will still be loaded in the system until you turn the power off. You can re-enter the menu and press save button right away to recover your last known settings.



# EEPROM Configuration Menu

The EEPROM Configuration Menu can be used to save certain behaviours of your Neutrona Wand and Proton Pack as the standard settings.

To access the EEPROM Configuration Menu, hold down the **Intensify Button** and toggle the right hand **Bottom Toggle** button 5 times (up and down). You will then hear a beep noise and your bargraph will light up to indicate you are in the EEPROM Configuration Menu System.

To access the EEPROM Configuration menus, use the **Top Dial** on the top of the wand. When you reach a new menu level, the Slo-Blo LED and other lights on the Neutrona Wand will illuminate to indicate these menu levels, along with audio cues from the system. EEPROM Configuration Menu Level Lighting cues:


Menu Level 1 -> No additional wand lights will be illuminated

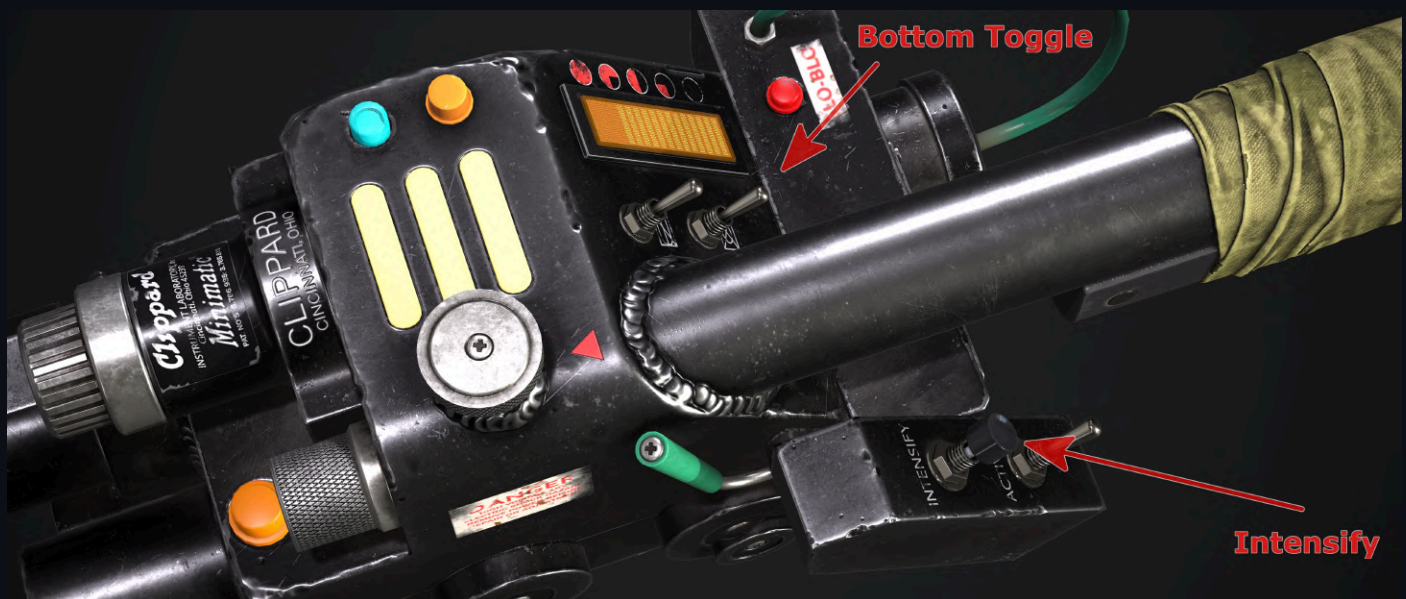
Menu Level 2 -> Slo-Blo illuminated

Menu Level 3 -> Slo-Blo and vent light illuminated

Menu Level 4 -> Slo-Blo, vent light, and top gun box light illuminated

Menu Level 5 -> Slo-Blo; vent light, top gun box light, and front gun box light illuminated

 **Note:** The EEPROM Configuration Menu System can only be reached while both the Neutrona Wand and Proton Pack are powered down.







## EEPROM Configuration Menu Level 1

Option	Purpose	Intensify Button	Barrel Wing Button
5	Save or Clear the EEPROM settings	Clear all the configuration only settings in the Proton Pack and Neutrona Wand EEPROM.  <b><i>The Proton Pack and Neutrona Wand will instead load the software defined defaults the next time the battery power is turn back on.</i></b>	Save the current settings to the Proton Pack and Neutrona Wand EEPROM.
4	Firing Mode Selection / Spectral Modes	Cycle through VG/CTS operation modes to set as your default. <sup>3</sup>	Enable/Disable the Spectral Modes.
3	Overheating / Smoke	Enable/Disable Overheating Ability.	Enable/Disable Smoke Effects.
2	Cyclotron LED Control	Cyclotron rotation direction. Clockwise or counter clockwise.	Enable/Disable the Cyclotron Lid Ring Simulation in Afterlife (2021) mode.  <b><i>ONLY applies to the use of the 12 or 20 LED hardware options.</i></b>
1	Sound Effects	Enable / Disable the proton stream impact sound effects.	Enable/Disable extra Neutrona Wand sound effects to be played by the Proton Pack.

<sup>3</sup> Choose between Video Game and Cross the Streams (CTS) operation modes. Cross the Streams modes is like what you see in the films.



## EEPROM Configuration Menu Level 2

Option	Purpose	Intensify Button	Barrel Wing Button
5	Quick Vent / Wand Boot Errors	<p>Enable / Disable the Quick Venting feature. When enabled, you can manually vent your Proton Pack by pressing the Intensify button while the top right toggle switch is switched down.</p> <p> Super Hero mode only</p>	<p>Enable to disable the Wand boot error mode. When enabled, if you turn on the Neutrons Wand while the top right toggle is up and activated, the Neutrons Wand enters an error mode and remains locked out until the switches are all turned off.</p> <p> Super Hero mode only</p>
4	Vibration Settings	Enable/Disable Proton Pack vibration or vibration during firing.	Enable/Disable Neutrons Wand vibration or vibration during firing.
3	Beep Loop / VGA Colour Mode Toggles	Enable / Disable the looping beep sound effect in Afterlife and Frozen Empire Mode.	Cycle through VG colour modes. <sup>5</sup>
2	Overheat Lights	Enable / Disable the N-Filter LEDs from strobing during overheating.	Enable / Disable the Proton Pack lights to turn off during overheating. When disabled, after ramping down to a slower pace, the lights stay on.
1	Default Year Mode / Overheat Sync to Fan	Set your default year mode between 1984/1989/Afterlife/Default. When set, the system will ignore the year mode toggle switch during bootup. However the toggle switch can still be used while the Proton Pack is on. If set to Default, the system picks the year mode based on the position of the year mode toggle switch in the Proton Pack.	Enable/Disable the overheat sync to fan. When enabled, the fan connections in the Proton Pack will only activate at the same time as the smoke connections. When disabled, the fan connections activate slightly after the smoke connections which allows some build of smoke before the fans activate.

<sup>5</sup> Enables/disables the video game colour modes for the Proton Pack's Power Cell and Cyclotron lights. This only affects the pack when in Video Game mode, not for CTS modes, and offers the following states:

- Disable all the video game colours (Power Cell remains blue, Cyclotron remains red).
- Enable only the Power Cell LEDs to change colours (requires RGB Power Cell such as that offered by Frutto Technology).
- Enable only the Cyclotron LEDs to change colours (requires RGB replacement such as a NeoPixel ring).
- Enable both the Power Cell and Cyclotron to use video game colours.



## EEPROM Configuration Menu Level 3

Option	Purpose	Intensify Button	Barrel Wing Button
5	System Default Volume / Neutrona Wand Year Mode	<p>(Intensify + Top Dial)</p> <p>Hold the <b>Intensify Button</b> down while turning the <b>Top Dial</b> to adjust and set the default volume for the system. (Uses audio beeps for indication of volume.)</p>	Set the year mode your Neutrona Wand operates in. Options are: 1984/1989/Afterlife and System Default. When set to System Default, the Neutrona Wand matches the same year mode as that the Proton Pack is in.
4	Invert Bargraph / Bargraph Overheat Blinking	Toggles inverting of the bargraph in the Neutrona Wand (depending on installation orientation).	Enable/Disable the bargraph to blink on and off during overheat. When disabled, the bargraph will ramp down and turn off during the overheat sequence before ramping back up when overheating has finished.
3	Bargraph Animations / Bargraph Firing Animations	<p>Toggle between animation modes as default for the idle bargraph: <b>Super Hero</b>, <b>Bargraph Original</b>, or <b>System Default</b>.</p> <p>System Default chooses the default animation based on the year mode and system mode.</p>	<p>Toggle between animation modes as default for the bargraph when firing: <b>Super Hero</b>, <b>Bargraph Original</b>, or <b>System Default</b>.</p> <p>System Default chooses the default animation based on the year mode and system mode.</p>
2	Demo Light Mode / Cyclotron 3 LED Toggle	Enable / Disable the Demo Light mode. When enabled, the Proton Pack and Neutrona Wand will automatically boot up as soon as the system has power.	Toggle between 1 LED or 3 LEDs in each cyclotron lens in 1984/1989 year mode.
1	System Mode / CTS Override	<p>Toggle between the available system operation modes:</p> <p><b>Super Hero</b> or <b>Mode Original</b></p>	<p>Toggle between options for default CTS mode: <b>1984</b>, <b>1989</b>, <b>Afterlife</b>, or <b>System Default</b>.</p> <p>System Default automatically chooses the CTS mode based on the current year mode of your system.</p>

## EEPROM Configuration Menu Level 4

Adjust the vent smoke duration during overheat events and overheat start delay for each wand power level.

Option	Purpose	Intensify Button + Top Dial	Barrel Wing Button + Top Dial
5	Power Level 5	Smoke vent duration during overheat. Range: 2 to 60 Seconds Default: 6 seconds	Overheat start delay. Range: 2 to 60 Seconds Default: 30 seconds
4	Power Level 4	Smoke vent duration during overheat. Range: 2 to 60 Seconds Default: 5 seconds	Overheat start delay. Range: 2 to 60 Seconds Default: 35 seconds
3	Power Level 3	Smoke vent duration during overheat. Range: 2 to 60 Seconds Default: 4 seconds	Overheat start delay. Range: 2 to 60 Seconds Default: 40 seconds
2	Power Level 2	Smoke vent duration during overheat. Range: 2 to 60 Seconds Default: 3 seconds	Overheat start delay. Range: 2 to 60 Seconds Default: 50 seconds
1	Power Level 1	Smoke vent duration during overheat. Range: 2 to 60 Seconds Default: 2 seconds	Overheat start delay. Range: 2 to 60 Seconds Default: 60 seconds

### WARNING

Running your smoke devices for long periods can potentially damage them, and/or reduce battery life. Adjust these settings with caution and use at your own risk!



## EEPROM Configuration Menu Level 5

Toggles overheating ability and continuous smoke effects during firing for each wand power level. The continuous smoke effects will randomly activate for very short bursts while continuously firing for long periods.

Option	Purpose	Intensify Button	Barrel Wing Button
5	Power Level 5	Enable / Disable Overheating. Default: enabled	Enable / Disable continuous firing smoke effects. Default: enabled
4	Power Level 4	Enable / Disable Overheating. Default: disabled	Enable / Disable continuous firing smoke effects. Default: disabled
3	Power Level 3	Enable / Disable Overheating. Default: disabled	Enable / Disable continuous firing smoke effects. Default: disabled
2	Power Level 2	Enable / Disable Overheating. Default: disabled	Enable / Disable continuous firing smoke effects. Default: disabled
1	Power Level 1	Enable / Disable Overheating. Default: disabled	Enable / Disable continuous firing smoke effects. Default: disabled



