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## Laser Tag/Electronic Game Design Forum

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### New file uploaded to Lasertag\_Design

Lasertag\_Design@yahoogroups.com

Message 1 of 18 , Jan 24, 2010

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Hello,

This email message is a notification to let you know that  
a file has been uploaded to the Files area of the Lasertag\_Design  
group.

File : /Tagferret's IR emitter high current tolerance explanation.doc

Uploaded by : dpm206 <dpm206@...>

Description : Tagferret's explanation for of the LTTO's main IR emitter's ability to survive the 750 ma design  
current

You can access this file at the URL:

[http://groups.yahoo.com/group/Lasertag\\_Design/files/Tagferret%27s%20IR%20emitter%20high%20current%20tolerance%20explanation.doc](http://groups.yahoo.com/group/Lasertag_Design/files/Tagferret%27s%20IR%20emitter%20high%20current%20tolerance%20explanation.doc)

To learn more about file sharing for your group, please visit:

<http://help.yahoo.com/l/us/yahoo/groups/original/members/forms/general.html#files>

Regards,

dpm206 <dpm206@...>

Reply

Lasertag\_Design@yahoogroups.com

Feb 14, 2010

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Hello,

This email message is a notification to let you know that  
a file has been uploaded to the Files area of the Lasertag\_Design  
group.

File : /ParallaxError01.pdf

Uploaded by : alienrelics <alienrelics@...>

Description : Why a large lens with a long focal length is better with an IR LED than a small lens with a  
short focal length.

You can access this file at the URL:

[http://groups.yahoo.com/group/Lasertag\\_Design/files/ParallaxError01.pdf](http://groups.yahoo.com/group/Lasertag_Design/files/ParallaxError01.pdf)

To learn more about file sharing for your group, please visit:

<http://help.yahoo.com/l/us/yahoo/groups/original/members/forms/general.html#files>

Regards,

alienrelics <alienrelics@...>

Lasertag\_Design@yahoogroups.com

May 18, 2013

[View Source](#)

Hello,

This email message is a notification to let you know that a file has been uploaded to the Files area of the Lasertag\_Design group.

File : /LTTO Explorer  
Uploaded by : sherpadoug <sherpadoug@...>  
Description : Arduino code to decode Laser Tag signals

You can access this file at the URL:  
[http://groups.yahoo.com/group/Lasertag\\_Design/files/LTTO%20Explorer](http://groups.yahoo.com/group/Lasertag_Design/files/LTTO%20Explorer)

To learn more about file sharing for your group, please visit:  
<http://help.yahoo.com/l/us/yahoo/groups/original/members/web/index.html>  
Regards,

sherpadoug <sherpadoug@...>

Reply

Douglas Butler

May 18, 2013

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Actually the file name is LTTO Explorer.ino

I tried uploading it as a text file but it lost all its formatting. This is a tool I have written for my own use to develop landmines, killer Furbies, and other Lazertag compatible devices.

Please let me know if you find it useful, and let us all know if you improve it.

SherpaDoug

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Reply

Izzy

May 19, 2013

[View Source](#)

This doesn't handle LTAR beacons. I'm not terribly familiar with Arduino stuff, but I'll see if I can get something together that might handle everything.

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Reply

Lasertag\_Design@yahoogroups.com

May 19, 2013

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Hello,

This email message is a notification to let you know that a file has been uploaded to the Files area of the Lasertag\_Design group.

File : /LTTO Explorer-izzy.ino  
Uploaded by : izzy99337 <izzy84075@...>  
Description : Heavily modified version of Sherpadoug's code to handle LTAR beacons, and a few error conditions.

<http://help.yahoo.com/l/us/yahoo/groups/original/members/web/index.html>

Regards,

izzy99337 <izzy84075@...>

Reply

**izzy**

May 19, 2013

[View Source](#)

This has been in no way tested, as I don't have an Arduino. So far as I can tell, it should work, though. Let me know if there's any errors and I'll see if I can fix them.

It should handle LTAR beacons now, and in general should work better while capturing. Less redundant code and all that. There's a lot of bitshifting going on, but it hopefully shouldn't be too bad to follow.

Let me know if you want anything explained, and I'll do my best.

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Reply

**izzy**

May 19, 2013

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Whoops. Just uploaded a new version. I forgot to actually put in the timeout on the IR capture... If you downloaded it before this message, you might want to download it again to be sure you've got the correct version.

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**izzy**

May 19, 2013

[View Source](#)

And another... Swapped all the `Serial.print()`s for `Serial.println()`s, so you can actually tell the different fields apart... I don't know what speeds the Arduino's serial stuff can run at, but you might want to up the speed some so it's spending less time sending data. I'll leave that up to you, though.

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**izzy**

May 19, 2013

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...This is the last one. Really. I think.

Fixed a terrible logic error that would have prevented any data from getting captured.

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May 19, 2013

May 19, 2013

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Oh, fine. One more. It's hard to do this without actually testing it...

Add a typecast, just in case, to be sure we don't lose data accidentally.

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Izzy

May 19, 2013

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And I missed clearing the "captureSuccessful" flag... I believe this is actually the last one. I'm not running through the code in my head anymore, which typically means that my subconscious is fine with the code... Should be good, barring any Arduino oddities that I have no way to account for.

If it doesn't like the union/struct, I can rewrite it without it, I just like that way of packing the data.

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Andy Hasara

May 19, 2013

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Izzy, I think I have to buy you an Arduino just to keep my inbox under control. If there is time this evening I'll try loading on to mine and see how it works.

Andy in Indy

Izzy <izzy84075@...> wrote:

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--

Sent from my Android phone with K-9 Mail. Please excuse my brevity.

[Reply](#)

Douglas Butler

May 19, 2013

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Izzy, Thanks for the work you have done on this. Your file won't load into Arduino 1.0.4 due to a slew of java and processing errors. I am new to Arduino (been using PICs in C for 20 years) so it may take me a while to figure out what its choking on.

None of my Arduino references mention structs or unions so I will look into whether they are supported.

What is the format of a LTAR beacon signature? My group only has Deluxes (23) so that is the tagger I am focusing on. But some want to move to LTARs because they are cheaper and maybe more rugged. For me this is mainly an exercise to learn Arduino.

SherpaDoug

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May 19, 2013

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LTAR beacons have 9 bits and a 3/6/6 header. The first 4 are assorted status bits including whether that tagger's been hit in the last little while(one bit), whether the shields are up(one bit), and a rough health status(in 25% increments, two bits). I think in that order. I could be wrong, though. Working from memory.

After those, there's the two "team" bits, and then the three "player" bits. Yes, the beacon on the LTAR actually includes the full player ID.

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Izzy

May 19, 2013

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I put up a new version without the union. Structs should work, according to <http://playground.arduino.cc/Code/Struct> . Unions are always iffy, so I was halfway expecting them to not work.

If this still doesn't compile, copy/paste the errors onto <http://privatepaste.com> and link it here and I'll see what I can do.

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Douglas Butler

May 20, 2013

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Izzy, I don't see your new version. Where did you put it?

One of my pet peeves about the Arduino development environment is that the error message window is not cut/paste-able, and there is no log on disk that I have found. It is a real PIA to screenshot/crop/OCR error messages to Google them.

SherpaDoug

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Izzy

Message 18 of 18 , May 20, 2013

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It's the same file. Yahoo might be caching it or something...

I downloaded the Arduino software and ran this through it. It compiles, with the Uno selected, on version 1.0.5. Should work on other boards, too.

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