1.3 Quick start for the Intager Game Manager

This section was written for users who want to try the system out as quickly as possible. If you want, you can safely skip this section, and read chapter 2 & 3.

1. Be sure that the Raptor adapter is connected to the computer via the USB cable provided.
2. Please be patient! In case o fan automatic update, it can take up to a few miuntes for the program to start!
3. Start the application either by (double-)clicking on the Intager Game Manager icon on the desktop or locating and choosing its shortcut in the Start menu.
4. After the application starts, it searches for the Raptor adapter in the background. If the application cannot find the adapter, a notification dialog window will pop up. In this case try to reconnect the adapter and click **Retry**. If the window pops up again, please read the related section in the FAQ. If the dialog window does not pop up and the Raptor caption at the bottom right corner has a green background, the adapter is connected and you are ready to create a game.
5. First you have to register some players. For every player click *Add Player* on the top (main) menu, and in the Player Editor window specify the player's username (consisting at most 14 characters of English alphabet letters, numbers, underscore and dot), his/her first name and last name and click **Ok** to register the player.
6. You also have to register your weapons. Click **Sets** on the main menu and select **Add** from its submenu. In the Add Weapon window you have to specify the serial number of the weapon which is usually a four-digit number, and the type of the weapon which is either **Raptor** or **Raptor with active key**.
7. Choose **Games** in the top menu, and select **New** from its submenu to create a new game.
8. In the New Game window you have to choose one from the available scenarios (e.g. the one that you've just created if you did) then click **Ok**.
9. You can add players to the game in the Team Manager window. Drag the players from the unassociated list and drop them at the icon of the player role of one of the teams. Select the player and at the bottom left corner of the window associate a weapon to him/her.
10. After you've added all the participating players to the game, you should ensure that every selected weapon is in programming mode and they are within 3-5 metres. After that, you can click **Ok** to program the weapons and start the game. It's possible that programming fails for one or more of the weapons. In this case, you have to ensure again that the problematic weapons are in programming mode and try again by clicking **Ok**. The dialog closes only if every weapon participating in the game is properly programmed.
11. If everything went fine, the Team Manager window gets hidden, and the new game appears in the list of games. You can play the game now.
12. When the game ends, select the game from the list, and click **Close** to close the game.
13. Now you have to bring the weapons within 3-5 metres to the adapter, select the game again from the list and click **Check-in all**. The application starts to collect the data from the weapons. It notifies you at the end if the connection with one or more of the weapons failed. In this case repeat this step to check-in only these.
14. If everything went fine, the Game Report Operations dialog window pops up to allow you to print the results. Choose the appropriate settings and choose **Ok** or **Cancel** if you don't want to execute any operations.

If you want to specify your own set of rules for the game, you have to execute the following steps:

1. You have to create a scenario. Click *Scenarios* on the main menu and select *Add* from its submenu.

2. In the Scenario Editor you have to specify the name of the scenario. Give it a name, e.g. "My first scenario". Then look at the Teams panel, which lists the team roles in the scenario. Click *Add* at the bottom of the panel of Team 1 to add a new player role.
3. At the Player Role Editor dialog the default values will be fine, you only have to give its name. Set its name to "Soldier" and click *Ok* to save the player role. Now Soldier appears in the Team 1 panel.
4. You have to add another team, so click *Add* team besides the panel of Team 1. Then Team 2 shows up.
5. We want to copy the already created Soldier role to Team 2. Drag the Soldier player role you just created and drop it over the empty list of player roles at Team 2. The program will ask if you want to copy or move the player role. Choose *Copy*.
6. Look at the Objectives panel at the bottom of the Scenario Editor window. It lists the rules how points can be gathered. It's still empty. We want to add a new objective that gives 1 point if someone hits anyone from another team. Click *Add*.
7. In the Objective Editor you have to specifiy a name for the objective, e.g. "Hit". The receiver should stay "Anyone from any team", however, you should change the action to "The receiver hits anyone from another team" and the Score to 1. Click *Ok* to save the objective.
8. Click *Ok* in the Scenario Editor window. The new scenario should appear in the scenario table.
9. Next time you create a game, select the scenario you've just created.