

DRAZIWI INDUSTRIES

BDC Users Guide 1.3

Last Updated: 5/8/2015

Introduction

The BDC is a portable device capable of configuring DOT capable sensors with enhanced features and options not available on a standalone non-DOT sensor. This device is intended for Game Referees / Organisers to quickly and easily configure NPC / Crew Sensors. It is NOT intended for general player use.

Operation

The BDC has five buttons, which do the following: -

- Before - Selects the configuration option to the left of the current one
- Next – Selects the configuration option to the right of the current one
- Inc – Increases the value of the current configuration option
- Dec – Decreases the value of the current configuration option
- Sel – Initiates either the Save/Load or transmits the current configuration

The order the options are presented on the device is the same as the list below.

If the device is on the Load Profile or Save Profile options then the action button will either load or save to the configured profile slot, if on another option then it will transmit the data via the IR LED.

When the device has finished sending its configuration then the sensor will play the start-up initialisation noise to confirm successful transmission. If a momentary blip or a hit is taken during this process, then the configuration has potentially not worked and should be attempted again.

Any number of options can be configured and transmitted an unlimited number of times, the option **PLAY SET HITS** and **PLAY VERSION** should only be used by themselves and when this one is used you will not hear the confirmation noise as the sensor will then begin to beep out the number of hits as set or the version number. The version number takes the form of one beep indicating the high number and then a series of beeps indicating the low number. For example, if you send this to a sensor and it beeps once and then eight times, the version is 1.8.

The Load and Save options use EEPROM memory so that it is saved during a power off allowing a range of pre-configured options to be set and saved for later use.

Every setting now has a default setting of **DON'T SEND** when you initially turn the device on, this way if you configure an option, even with a 0 or **NO** then it will still be sent. Hopefully this will clear some of the confusion that has occurred during usage of the device in the field. In the table on the next page, only values that will send the item are presented, if any item is configured with a value of **DON'T SEND** then it will not be sent.

Menu Option	Valid Values	Description
LOAD PROFILE	1-10	Selecting a value and pressing Action will load a set of preconfigured options into memory, to send these options you must move to a configuration option, when you have loaded data in the BDC will automatically put you on the CURRENT HITS option.
CURRENT HITS	1-254	This sets the current number of hits on the sensor, this is different to the set hits. For example, if a sensor was configured with 6 hits, and you used this to set it to 9, then when healed it would only back to the set 6.
MAX # HITS	1-254	This configures the maximum number of hits on a sensor, this differs from the current number (even though it's perfectly valid for them to be the same) in that this is the number used when healing a sensor.
# HITS RGN 1M	1-254	This sets the number of hits that the sensor regenerates every minute; it will carry on regenerating until the current number of hits is the same as the set number.
#HITS RGN 10M	1-254	As above but this time, how many hits the sensor regenerates every 10 minutes.
#HIT RGN 60M	1-254	As above but this time, how many hits the sensor regenerates every 60 minutes.
#HITS DMG 1M	1-254	This sets the number of hits that the sensor loses every minute, it will carry on taking hits until all hits have been taken and the death siren has sounded. Note: It is possible to configure both Regen and Ongoing Damage at the same time.
#HITS DMG 10M	1-254	As above but this time, how many hits the sensor loses every 10 minutes.
#HITS DMG 60M	1-254	As above but this time, how many hits the sensor loses every 60 minutes.
ONGOING +++	No/Yes	If this is active then On-going damage effects stack, so every exposure add to the damage taken when then the relevant timer comes round.
BLEEDOUT TIMER	1-254	When a Sensor has lost all hits and the button has been pressed to silence the death siren, there is an amount of time until the death siren starts again to indicate a "bleed out" time.
EP	No/Yes	"Effect Powerup", any sensor with this configured cannot take hits from guns without the same configuration option. This is intended for a sensor representing a hardened target such as a bunker.
IGNORE HEALING	No/Yes	This will ignore all healing shots directed at it.
IGNORE STUN	No/Yes	This will ignore all Stun hits.
IGNORE ONGOING	No/Yes	This will ignore all Ongoing Damage hits.
REGEN FROM 0	No/Yes	When a sensor that is set regenerate hits loses all of it's hits it does not regenerate them any more unless this is set.
TREAT DMG AS 1	No/Yes	Treats all incoming damage as 1 point irrespective of the damage code.
TREAT STN AS 1	No/Yes	As above but this time relating to Stun Damage
HM NORMAL	No/Yes	Manipulates Normal damage
HM HEALING	No/Yes	Manipulates Healing damage
HM ONGOING	No/Yes	Manipulates Ongoing damage
HM STUN	No/Yes	Manipulates Stun damage
HM VALUE	-7 to +7	This controls what happens when certain damage types hit the sensor, this can be both strength and weakness. If you configure HM NORMAL and give it a value of 2 then you would need to hit a sensor doing 3+ points of damage to cause any injury, if you set it to -2 then an additional two points of the types specified will be done.
TIME BTWEN HTS	1-128	This is how long it takes for the sensor to cycle after taking a hit, this is measured in tenths of a second, so the default of 12 means a cycle time of 1.2 seconds.

Menu Option	Valid Values	Description
PLAY SET HITS	Yes	This will play the number of sets hits as a series of beeps, ideally this should be used by itself and not in conjunction with any other configuration option.
PLAY VERSION	Yes	This will configure the sensor to play its version number (if supported)
SEND RESET	Yes	This will reset the sensor to it's default values (as if it had been turned on with the button pushed in). This command is sent before any other configuration data.
SAVE PROFILE	1-10	Selecting a value and pressing Action will save the current configuration set into memory, to send these options you must move to a different configuration option.

Current Software Version: 1.3

Changes from previous version:

- Multiple changes in fire routine to improve stability
- Changed menu structure so every item won't be sent by default unless specified
- Added option for playing the version of the sensor and sending a soft reset
- Lower rating resistor added to IR LED

