

The Super Reaction Ride Control Unit

User's Manual



www.sdsauto.com

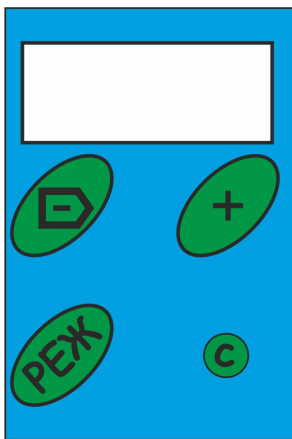
Designation

The device is designed to control 10 electromagnets with a voltage of 12V, accounting for the number of sessions. Events are voiced.

During the game, the electromagnets are turned off randomly. To increase the speed, it is possible to set the level of the game when it starts. The shutdown interval, acceleration and other parameters are set in the settings.

Operation with the Device

The device contains 4 control buttons, which can be pressed only with a special key fob.



When you click on the « \triangle » button, the game starts with the first level. Pressing again increases the difficulty level: magnets turn off faster.

Use the "c" button, you can stop the game. This action is counted in the interrupt action. The enrollment of the game session takes place at the time of launch.

If you click on the Mode button in a circle, the sum of sessions on the "A" counters (the \triangle button) and "b" (the + button), the number of interrupted trips (by pressing the "C" button), the voltage on the battery and settings will be displayed.

If the counter reaches a value greater than 9999, the counting starts again.

Settings are available by clicking on «PEЖ» (MODE)

Change the parameters of the function by pressing the buttons "A" (reduce the value) and "B" (increase the value).

In Setup Mode, you can turn on the game if the current function does not intercept the action of the "A and B" buttons

Display of the number of sessions: according to counter "A", the CЧ.A (Counter A) readings, and the second counter – CЧ.b (Counter b).

Voltage display: "XX,Xu"

Display of interrupted sessions: «ПІPEP XXX» (without decimal point).

Time difference when increasing the difficulty level: «E YP». This is the time by which the magnet-off period decreases with an increase in the level. *For example,*

if "0.5" is set, then there will be no acceleration at Level 1, Level 2 is 0.5 seconds faster, and Level 3 is 1 second faster.

The period between disconnection of magnets: «ΠEPd». The nominal time between disconnection of magnets at the first level.

Acceleration after each magnet trip: “uSr”. The period decreases with each release accordingly. *For example, if 0.2s is set, then (at the default settings) at the beginning of the session, the period will be 4 seconds, when the 10th magnet is released, it will be 2 seconds.*

The number of audio tracks on the memory card at the start of the game: "tr-H".

The number of audio tracks on the map at the end of the game: "tr-o".

The number of audio tracks on the memory card when released: "tr-d". These tracks are played at the moment of disconnecting the magnet, provided that the game is started with the "+" button.

The number of audio tracks of the announcer sounds on the memory card: "tr-3". If "0" is specified, then the barker tracks will not be played.

The period between the tracks of the announcer sounds was: «Π.3A3». The period (in seconds) with which the tracks of the announcer sound will be played in case of inactivity.

The number of audio tracks on the memory card during the game: "tr-i". These tracks are played as a background sound during the game, provided that the game is started with the «△» button.

Sound

To voice events, the block reads sound files with strictly defined numbers (File name). The user can add their audio files to voice events or replace the default files. The purpose of the files is indicated in Compliance Table 4.1. For example, end-of-game videos start with 0051 and end with 0100 at the most. That is, the first one always plays the 0051 file at the end of the session, the second one is 0052, etc. There can be 50 videos of the end of the game in total. If the number of rollers "5" is specified in the settings, then roller 0055 will be played, and then 0051 is repeated following the circle. Files must be in the "mp3" folder.

Table 4.1: Tracks on the memory card (in the "mp3" folder)

Item No.	Record	
0001.mp3	Game Start Sound # 1	
*****	Game Start Sound #	
0050.mp3	Game Start Sound # 50	
0051.mp3	Game End Sound # 1	
*****	Game End Sound #	
0100.mp3	Game End Sound # 50	
0101.mp3	Magnet Release Sound # 1	Playable on startup with the b (+) button
*****	Magnet release sound #...	
0150.mp3	Magnet release sound # 50	
0151.mp3	Announcer Sound # 1	
*****	Announcer Sound # ...	
0200.mp3	Announcer Sound # 50	
0201.mp3	Sound # 1 during the game	Playable on startup with the a (Δ) button Tracks # 1...50 and 101...150 are not playable

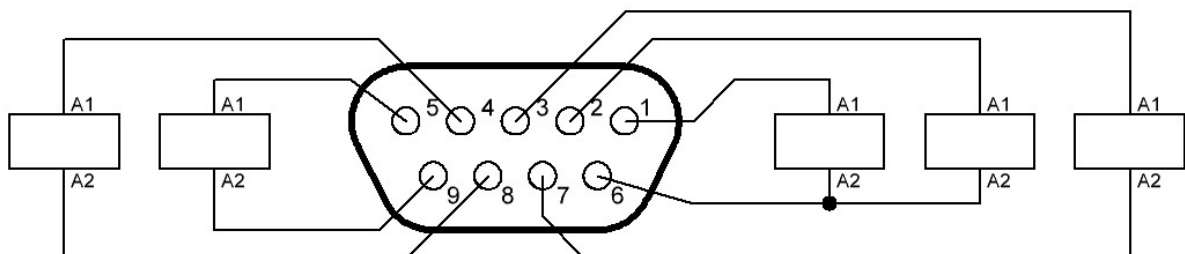
0250.mp3	Sound # 50 during the game	

Installation

The connection diagram of the magnets is shown below. There are 2 connectors for connecting to each of the 5 magnets. For the left and right side respectively.

To connect the 12V power supply, the unit has a standard 5 mm socket. Many power supplies are equipped with such a plug.

The unit has a built-in small speaker. If the volume is not enough, you can connect external active acoustics (e.g.: computer speakers). For this purpose, a jack 3.5 mm type output is provided.



The power supply must be at a voltage of 12V and provide a limit current of at least 4A.

5. Warranty Obligations

The Manufacturer guarantees the working ability of the device at observance of the Rules of operation laid down in the User's Guide.

The Warranty Period for the Super Reaction product is 12 months from the Date of Sale.

The owner, in the case of system failure, has the right to free repair during the Warranty Period.

Repair is carried out at the expense of the owner if he/she operates the device is not following this User's Guide or he/she does not comply with the Manufacturer's recommendations during the Warranty Period.

The Warranty is not applied to the product in the following cases:

- In the presence of mechanical damage;
- If the operation is not performed following this User's Guide.

The Super Reaction product is recognized as suitable for operation.

Manufacture Date: _____ / _____ / 2023

Seller: _____ L.S.

Date: _____ / _____ / _____

