FragTag Mainboard/Proteus Weapon Library

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FragTag Weapon Library

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Introduction

This Manual details the Weapon Library as used on the FragTag Mainboard and Proteus products.

The Weapon library is divided into categories:

- "Player Caried" weapons are a balanced set designed for normal use by players
- "Emplaced" weapons are high powered weapons designed for fixed installations and scenario play
- "Secondary" weapons are auxillary weapons that can be used in conjunction with a primary weapon (in most cases.) These can be a backup Pistol for a Sniper, and underslung Grenade Launcher, etc.

Description of terms used

- Index: Numercial index used in the code
- Name on Mainboard: Name of the weapon as shown on the Mainboard LCD display
- Name on Proteus: Name of the weapon as shown on the Proteus LED display
- Fire Modes: Available fire modes, from Single Shot, Burst, and Full Auto
- Fire Rate: Number of rounds per second that can be fired, maximum
- Burst Fire amount: Number of rounds fired from a burst
- Damage, realistic/arcade: Number of health points deducted from a player hit by this weapon. Seperately specified for Realistic and Arcade modes.
- Clips, realistic/arcade: Number of ammo clips the player stats with
- Shots per clip, realistic/arcade: Number of shots contained in each ammo clip
- Reload time, realistic/arcade: Time to change an ammo clip, in seconds
- Special Features: Special features used by the weapon. Refer below for descriptions.
- Sound Group: Sound category that is played when this weapon fires (future feature, not currently supported)

Special Feature Descriptions

- Barrel Overheat: Firing two frequently will cause the barrel to overheat and firing to cease while it cools down
- Alternating Fire: both primary and secondary IR channels are used together. Connect IR LEDs to both channels. Secondary weapons cannot be used with Alternating fire weapons.
- Emplaced Scaled Damage: Damage taken is scaled down such that it takes a lot of hits to destroy. Low damage weapons under 10 points have no effect, high damage weapons and explosives have much greater effect than standard weapons.
- Repairable Emplacement: Weapon can only be respawned/healed via an Engineer's box. Will not accept standard Respawn/Health signals.
- External Muzzle Flash type 1 and 2: Not publically released, contact FragTag for more info.

Code Version

The Weapons listed below are accurate to code version 2.50. Earlier versions may not contain the full list, and may not be in the listed order.

Primary Weapon List

Player Carried Weapons

Table 1:

Description	Target	Pistol 1	Shotgun 1	Submachine gun 1
Index	0	1	2	3
Name on Mainboard	"TARGET"	"PSTL1"	"SHOT1"	"SMG1"
Name on Proteus	"tg"	"Pi"	"SH"	"Sg"
Fire Modes	N/A	Single Shot	Single Shot	Full auto, Burst, Single
Fire Rate (rpm)	N/A	400 (max)	N/A	400
Burst Fire amount	N/A	N/A	N/A	3
Damage, realistic	N/A	10	20	10
Clips, realistic	N/A	10	8	14
Shots per clip, realistic	N/A	8	8	30
Reload time, realistic	N/A	3	12	5
Damage, arcade	N/A	10	20	10
Clips, arcade	N/A	20	12	20
Shots per clip, arcade	N/A	8	8	30
Reload time, Arcade	N/A	6	20	10
Special Features	Target mode	N/A	N/A	N/A
Sound group	Bell sound	Pistol	Shotgun	SMG

Table 2:

Description	P90	Assault Rifle 1 (5.56 mm)	Assault Rifle 2 (7.62 mm)	Sniper 1
Index	4	5	6	7
Name on Mainboard	"P90"	"ASSLT1"	"ASSLT2"	"SNIPR1"
Name on Proteus	"P9"	"A1"	"A2"	"SP"
Fire Modes	Full Auto, Burst, Single Shot	Full Auto, Burst, Single Shot	Full Auto, Burst, Single Shot	Single Shot
Fire Rate (rpm)	450	350	350	40 (max)
Burst Fire amount	3	3	3	N/A
Damage, realistic	10	12	14	30
Clips, realistic	9	14	10	12
Shots per clip, realistic	50	30	40	12
Reload time, realistic	5	5	8	3
Damage, arcade	10	12	14	30
Clips, arcade	12	20	15	25
Shots per clip, arcade	50	30	40	12
Reload time, Arcade	10	10	12	6
Special Features	N/A	N/A	N/A	N/A
Sound group	SMG	ASSAULT	ASSAULT	SNIPER

Table 3:

Description	Squad Automatic Weapon 1	Squad Automatic Weapon 2	Kids gun	Sci-Fi 1
Index	8	9	10	11
Name on Mainboard	"SAW1"	"SAW2"	"KIDS1"	"SCIFI1"
Name on Proteus	"S1"	"S2"	"id"	"C1"
Fire Modes	Full Auto	Full Auto	Full Auto	Full Auto, Single Shot
Fire Rate (rpm)	375	575	350	350
Burst Fire amount	N/A	N/A	N/A	N/A
Damage, realistic	16	16	10	16
Clips, realistic	5	5	50	6
Shots per clip, realistic	200	200	50	99
Reload time, realistic	20	20	2	10
Damage, arcade	16	16	10	16
Clips, arcade	5	5	50	9
Shots per clip, arcade	200	200	50	99
Reload time, Arcade	20	20	2	15
Special Features	N/A	Alternating Fire, Barrel Overheat	N/A	N/A
Sound group	LMG	LMG	ASSAULT	ASSAULT

Emplaced Weapons

Table 1:

Description	Heavy Machine Gun	M134A Rotary Cannon	M134B Rotary Cannon	Rocket Propelled Grenade
Index	0	1	2	3
Name on Mainboard	"HMG1"	"M134A"	"M134B"	"RPG"
Name on Proteus	"Hg"	"11"	"12"	"rP"
Fire Modes	Full Auto	Full Auto	Full Auto	Single Shot
Fire Rate (rpm)	600	700	700	60 (max)
Burst Fire amount	N/A	N/A	N/A	N/A
Damage, realistic	17	20	20	100
Clips, realistic	10	10	10	8
Shots per clip, realistic	400	850	850	1
Reload time, realistic	30	45	45	6
Damage, arcade	17	20	20	100
Clips, arcade	10	10	10	8
Shots per clip, arcade	400	999	999	1
Reload time, Arcade	30	60	60	6
Special Features	Alternating Fire	Alternating Fire, External Muzzle Flash type 1, Emplaced Scaled Damage, Repairable Emplacement	Alternating Fire, External Muzzle Flash type 2, Emplaced Scaled Damage, Repairable Emplacement	N/A
Sound group	HMG	HMG	HMG	RPG

Table 2:

Description	Light Machine Gun	50 cal Anti-material Sniper Rifle		
Index	4	5		
Name on Mainboard	"LMG1"	"SNIPR2"		
Name on Proteus	"LG"	"SP"		
Fire Modes	Full Auto	Single Shot		
Fire Rate (rpm)	400	40 (max)		
Burst Fire amount	N/A	N/A		
Damage, realistic	15	50		
Clips, realistic	12	12		
Shots per clip, realistic	100	10		
Reload time, realistic	18	3		
Damage, arcade	15	50		
Clips, arcade	12	25		
Shots per clip, arcade	100	10		
Reload time, Arcade	18	6		
Special Features	N/A	N/A		
Sound group	LMG	SNIPER		

Secondary Weapon List

Secondary weapons (available for both Player Carried and Emplaced weapons that don't use Alternating Fire):

Table 1:

Description	No Secondary	Pistol	Grenade Launcher	Shotgun
Index	0	1	2	3
Name on Mainboard	"NONE"	"PSTL1"	"GREN1"	"SHOT1"
Name on Proteus	"nO"	"Pi"	"gr"	"SH"
Fire Modes	N/A	Single Shot	Single Shot	Single Shot
Fire Rate (rpm)	N/A	400 (max)	100 (max)	50 (max)
Burst Fire amount	N/A	N/A	N/A	N/A
Damage, realistic	N/A	5	20	20
Clips, realistic	N/A	10	5	2
Shots per clip, realistic	N/A	8	1	8
Reload time, realistic	N/A	3	4	12
Damage, arcade	N/A	5	20	20
Clips, arcade	N/A	20	10	3
Shots per clip, arcade	N/A	8	1	8
Reload time, Arcade	N/A	6	4	20
Special Features	N/A	N/A	N/A	N/A
Sound group	N/A	PISTOL	GRENADE	SHOTGUN