# EMS T☼PGUN III user manual  #1108

## 1. Main Features

### Main features

- Supports PS3™ / PS2™ / XBOX™ / PC.

  (In PS2™ / PS3™, only GunCon2™ compatible games are supported.)
- Supports windows 7™ / Vista™ / XP™.
- Compatible with MAME™ and more than 100 Flash games.
- Supports all screens (include LED, LCD, Plasma, Projector, CRT)
- Recommend screen size : 14-120 inches.
- Supports Auto Fire function / Recoil function.
- With pointer to assist in aiming.
- Wireless. 2 channels.

## 2. Packaging list

### 2.1 EMS TopGun III

### 2.2 Infrared LEDs

### 2.3 RF receiver

### 2.4 PC driver CD

### 2.5 Y-shape cable

### 2.6 XBOX™ cable

### 2.8 White clay

### 2.7 User manual

# 3. Buttons / ports list

1. Battery slot
2. C (Trigger 2)
3. D (Trigger 1)
4. B
5. power LED
6. Channel switch
7. Select
8. Start
9. Pointer tuner Y
10. Pointer tuner X
11. A
12. Auto fire switch
13. Power switch
14. D-pad
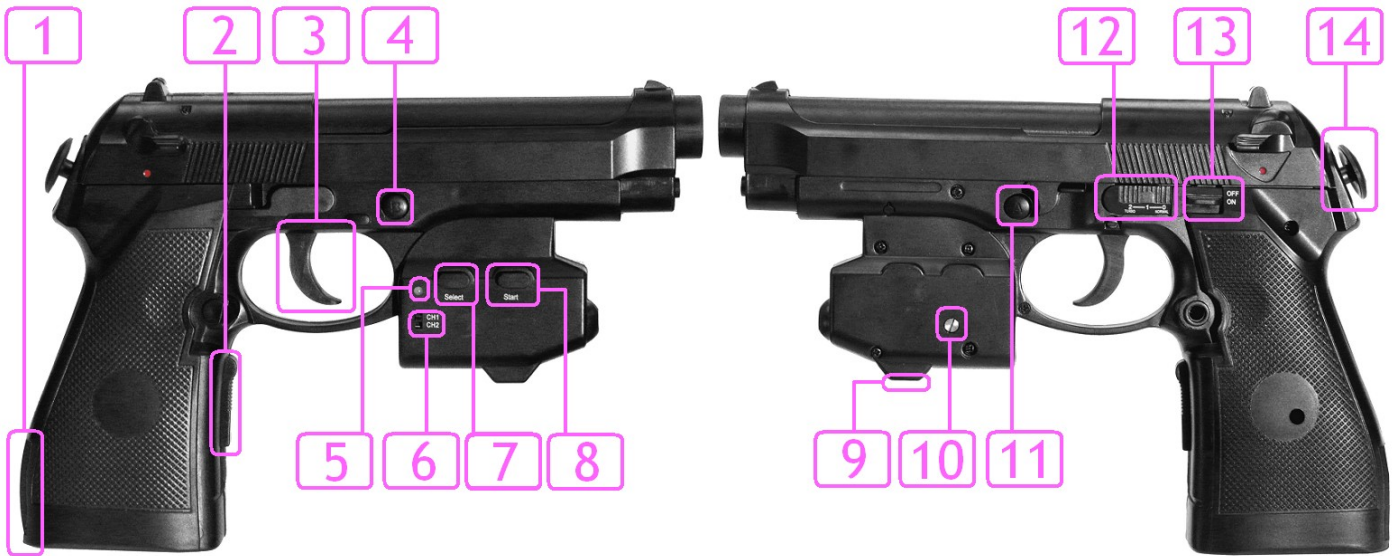


# 4. Install the battery

Open the battery cover, pull the battery tray out. Install four AA batteries into the tray in correct direction as shown inside the tray. Finally, put the tray back and close the battery cover. Please refer to the picture on the right.
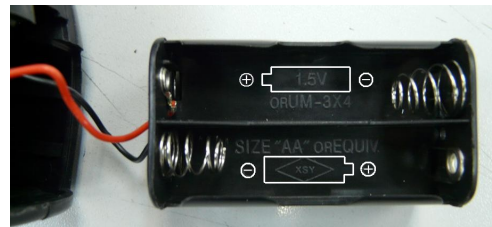


# 5. Mount the infrared LEDs
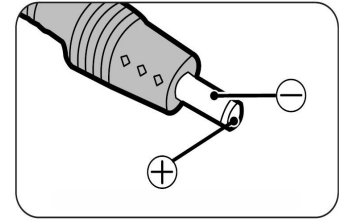
## 5.1 Mount the infrared LEDs

Please mount the infrared LEDs in either way shown below.
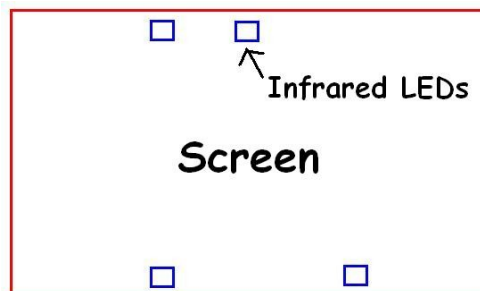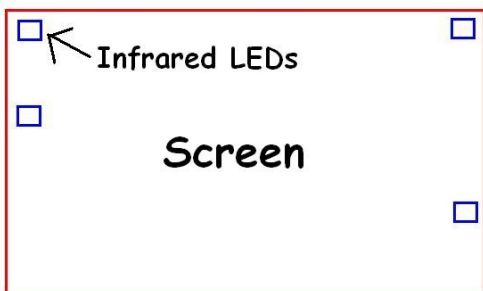
## 5.2 Provide power

Provide power for the infrared LEDs with one of the following methods. The blue LED on one of the infrared LEDs would lights to indicate that power is ON.



i) Connect the cable of the infrared LEDs to any USB port or XBOX™ console, with the "Y-shape cable" provided. User may provide power with any common AC to USB adaptor.

ii) User may consider to provide power with an "AC – DC power transformer" (not included in the package) Requirements : 600mA or above, 5V

Note : 1. The four infrared LEDs are identical. Swap the location of any two infrared LEDs would make no difference.

2. The infrared LEDs could be mounted with the white clay provided.

3. No matter how many guns are using at the same time with the same screen, only one set of infrared LEDs should be mounted on the screen.

4. All infrared LEDs are are not visible, while the blue LED will indicate if power is ON. User may also use any cell phone camera to check if the infrared LEDs lights.

# 6. EMS TopGun III configuration and installation

6.1 Set the channel of the RF receiver to either 1 or 2 (refer to the picture below)
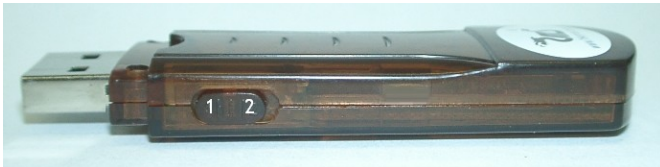


6.2 Set EMS TopGun III to the same channel.

6.3 For PS2™/PS3™, turn ON the console and load a "GunCon2™ compatible" game first. When the game demo screen appear, connect the RF receiver to the console. For XBOX™, connect the RF receiver to the console with the "XBOX™ cable" provided. For PC, connect the RF receiver to USB port. PC would then ask for the driver. Please refer to **7. Install the driver** to install the driver.

6.4 Please note the color of the LED on the RF receiver. It would keep flashing if communication is established.

| LED on RF receiver | remarks |
|---|---|
| lights (red / green) | power on |
| keep flashing (green) | channel 1 communication is established |
| keep flashing (red) | channel 2 communication is established |
| off | not connected |

Note : 1. EMS TopGun III has two channels, two EMS TopGun III could be used with the same console.

2. To install two EMS TopGun III with the same console, user must set them to different channels.

3. The range of RF receiver is 7m. In this range, two EMS TopGun III of the same channel will interrupt each other.

4. Other 2.4G Hz wireless device may interrupt the EMS TopGun III.

# 7. Install the driver

## 7.1 Note

7.1.1  This step is only for PC. Skip this if you are using PS2™, PS3™, XBOX™.

7.1.2  EMS TopGun III uses the same driver as other TopGuns. Skip this if you had installed the driver for TopGun already.

7.1.3  For the 1st time you connect the RF receiver to PC, it should ask you for driver. If it doesn't ask you for driver but find an unknown USB device instead, please try another USB port or use an USB hubs.

7.1.4  During the driver installation, if the mouse pointer loses control and stays at the bottom right corner, please set the RF receiver and gun to the same channel, disconnect and reconnect the RF receiver and try again.

7.1.5  The guide below is for windows XP™. It would be similar for Vista™ or Win 7™.

## 7.2 Install procedures

7.2.1  Copy the driver from the CD, or download the latest driver from the link below :
http://www.hkems.com/download%20-%20TopGun2.htm

7.2.2  unzip the compressed file.

7.2.3  Plug the RF receiver to PC.

7.2.4  It would find **"HID mini driver for EMS TopGun"**, hardware installation wizard would pop up. Please let it search for the most suitable driver automatically from the directory where the file was decompressed.

7.2.5  It would find a **"HID-compliant mouse"** and hardware installation wizard would pop up again.
Click "install the device automatically (recommended)" to install the driver.

7.2.6  It would find a **"HID-compliant device"** and hardware installation wizard would pop up again.
Click "install the device automatically (recommended)" to install the driver.

7.2.7  Visit "device manager", you could find **"HID mini driver for EMS TopGun"**, which indicate that the installation is successful.

7.2.8  Run the "TopGunPanel.exe" program, "EMS TopGun 1" would be shown at the top left corner.

The interface consist of 4 pages:
i)   Buttons Mapping
ii)  Keys Mapping
iii) Drivers Options
iv) Info

In each of page i, ii, iii, click the "Default" button and then "Submit Settings" button, so as to enable all default settings.
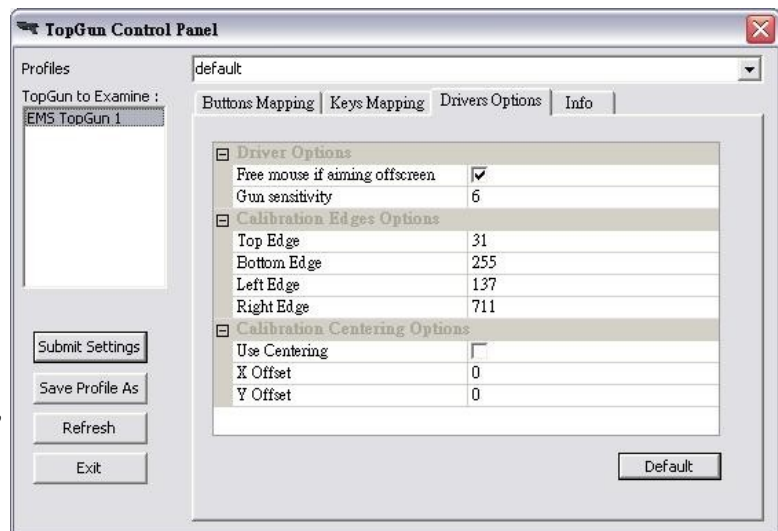
7.2.9  The gun could control the mouse pointer. At this point, please finish the hardware calibration in order to use the gun. Please refer to **8. Hardware Calibration**.

# 8. Hardware Calibration

## 8.1 Note

8.1.1  Before the first time to use EMS TopGun III, user have to calibrate it.

8.1.2  The distance between the gun and the screen should be around 2 to 3 times of the distance D (shown below).
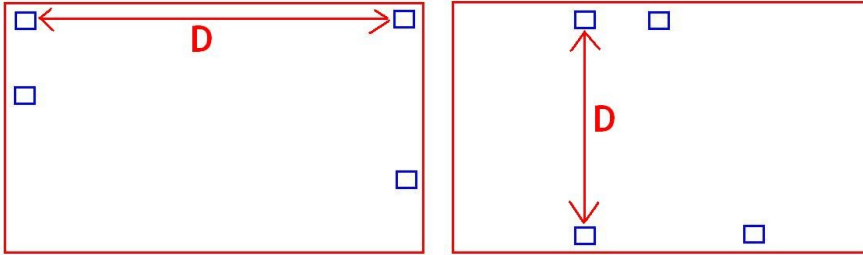


8.1.3  EMS TopGun III has two modes: "Normal mode" and "Calibration mode".

"Calibration mode" is only for calibration process. During normal game play, it should stay in "Normal mode".

In "Calibration mode", the pointer would light no matter where it is aiming at.

In "Normal mode", the pointer would light only when it is aiming at the screen.

(i.e. the camera at the gun could see all 4 pcs of infrared LEDs at the same time)

User could hold button A and B for around 5 sec to enter "Calibration mode".

User could quit the "Calibration mode" either by finishing the calibration or turning the gun OFF and ON.

8.1.4  For PS2™ / PS3™ / XBOX™, please enter the game before connecting the RF receiver to the console. (* refer to 10.4)

8.1.5  If EMS TopGun III enters "Calibration mode" automatically, please jump to step 8.2.3. After the calibration is finished, the gun would return to normal.

## 8.2  Calibration procedures

8.2.1  Aim the gun over the four corners of the screen, the pointer should lights. If it flashes, there should be some interruption sources beside/behind where you are aiming at. For this case, please remove the interruption source and try again. If it turns off when the gun is aiming near the edge, the gun may be too close to the screen. For this case, please stand back and try again.

8.2.2  Aim the gun at the ceiling or floor, make sure the pointer doesn't light, hold A+B buttons for around 5 sec to enter "Calibration mode". In "Calibration mode", the pointer would light no matter where the gun is aiming at.

8.2.3  Shoot the following targets one by one :

i) Top left infrared LED.          ii) Top left corner of the screen.          iii) Top right corner of the screen.

iv) Bottom right corner of the screen.          v) Bottom left corner of the screen.

For each of the above shot, if the shot is successfully recognized, the gun would recoil once and the pointer will flash once at the same time. If a shot is not recognized, shoot that target once again until the shot is recognized.

8.2.4  If the shots in 8.2.3 are all recognized successfully, the gun would return to normal mode. User could use the gun in the game now.

Note : If there is anything wrong in "Calibration mode", such as wrong shooting order or inaccurate aiming, please turn the gun OFF and ON, and restart the calibration from step 8.2.2.

# 9. Other functions

## 9.1 Turbo mode

| Auto Fire switch | remarks |
|---|---|
| 0 | Normal |
| 1 | Turbo Fire |
| 2 | Auto Reload + Turbo Fire |

## 9.2 Pointer

The pointer would be ON by default. User could switch it ON/OFF by pressing START and SELECT at the same time.

In calibration mode, the pointer would light no matter where the gun is aiming at.

In normal mode, the pointer would only light when the gun is aiming at the screen.

User could fine tune the direction of the pointer with the "Pointer tuner X" and "Pointer tuner Y". Please refer to **3. Buttons / ports list**

## 9.3 Recoil

The recoil function would be ON by default. User could switch it ON/OFF by pressing START and B at the same time.

## 9.4 Sleep mode

After leaving unused for 3 minutes, EMS TopGun III would enter sleep mode (power saving mode).

By pulling the trigger, EMS TopGun III would back to normal mode and function normally.

# 10. Important note

10.1 User should NEVER aim the gun at anyone.

10.2 Any infrared sources (Sun light, tungsten filaments light bulb, or any high temperature light source) may interrupt the EMS TopGun III System. The pointer will keep flashing to indicate that. Please make sure that no infrared sources are beside or behind the screen.

10.3 The reflect image of the infrared LEDs may interrupt the EMS TopGun III System, the pointer will keep flashing to indicate that. To fix this, a cloth could be placed on those smooth surfaces to prevent reflection.

10.4 For PS2™/PS3™, only GunCon2™ compatible games are supported.

10.5 EMS TopGun III supports those PS2™ compatible PS3™ consoles.

For any questions, please contact us at sales@hkems.com

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