Laser Pong Revolution
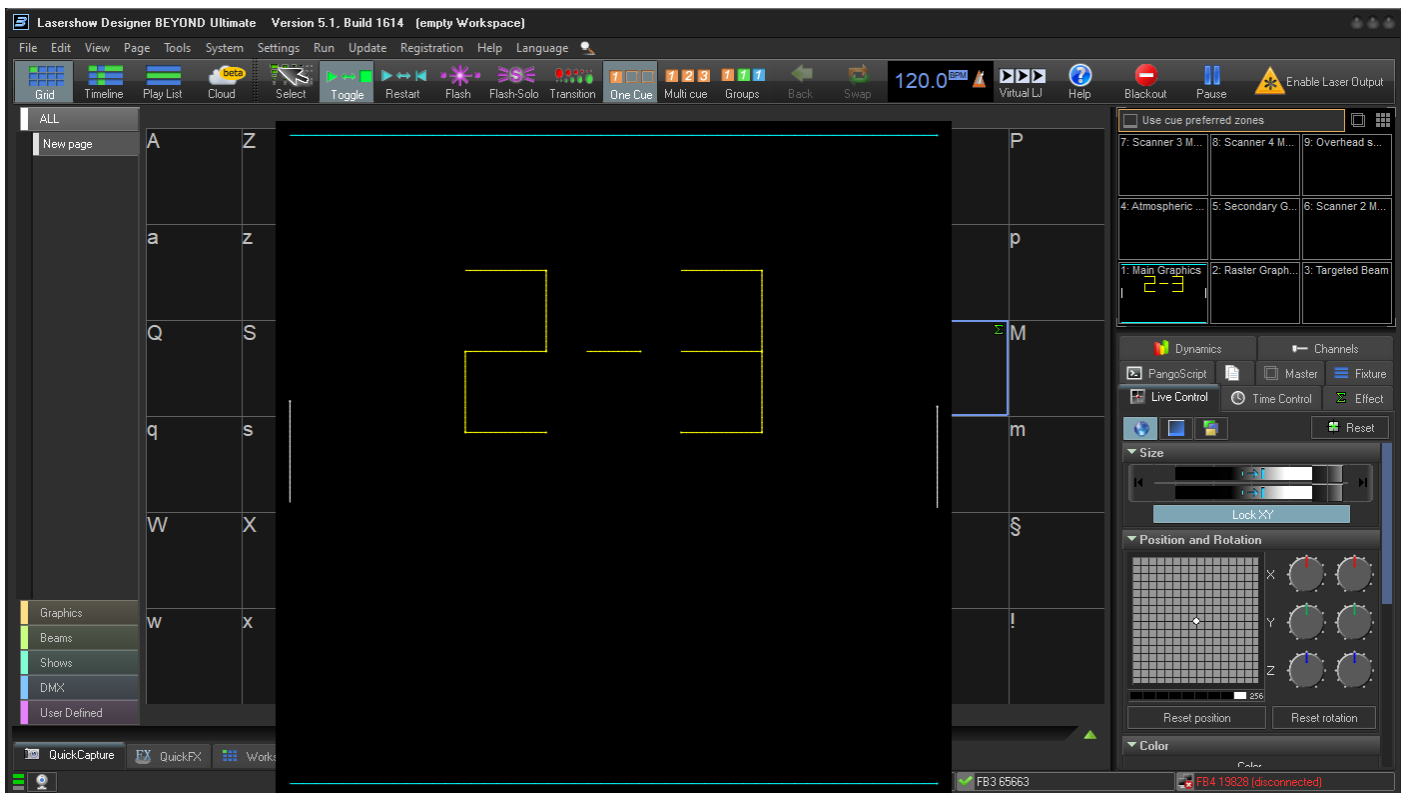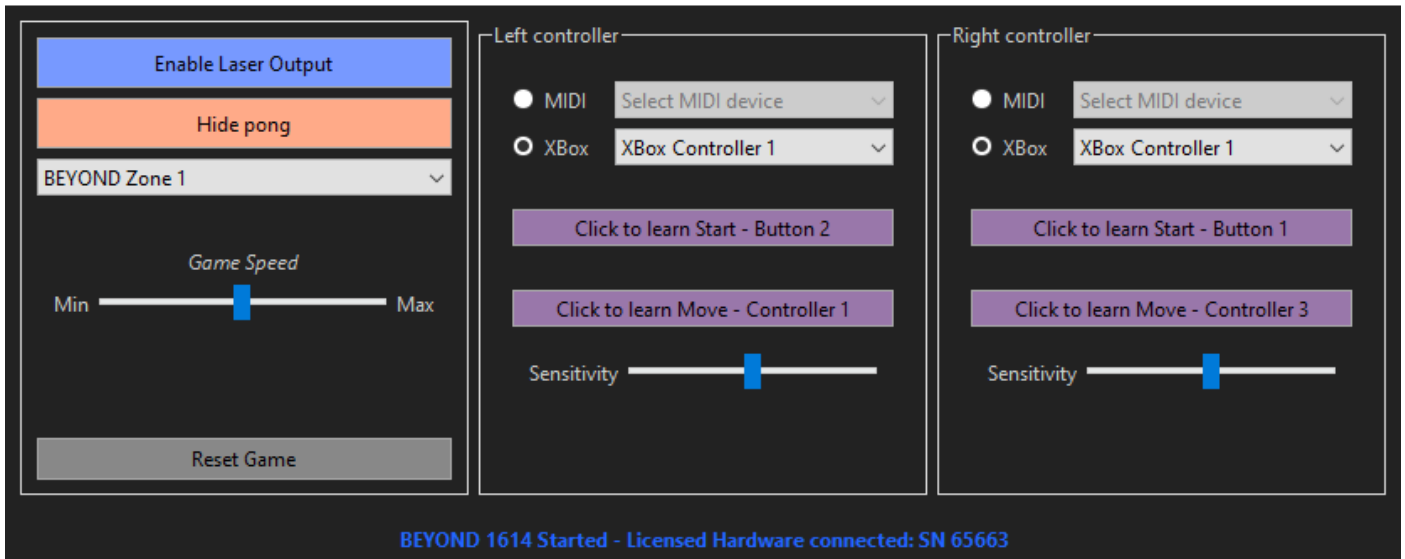# By Lightdiction

Laser Pong Revolution started on Pangolin BEYOND Software

Laser Pong Revolution is a software that allows to play a Laser Pong Game directly with Pangolin BEYOND software.

All is controlled inside the Laser Pong Revolution software. No specific workspace or Pangoscript is needed.

FEATURES

- ➤ SIMPLE SOFTWARE, WORKING WITH PANGOLIN BEYOND SOFTWARE.

- ➤ NO SPECIFIC REQUIREMENTS OR CONFIGURATION IN BEYOND.

- ➤ Players can be controlled with **Xbox controllers for PC** or with **MIDI** controllers.

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1.   REQUIREMENTS AND DOWNLOAD

Laser Pong revolution software works on Windows 10 computers. (Not tested on other versions).

A version of **BEYOND build 1614** or above is required.

A license is required to play Pong. This license is linked to the **Serial Number** of an existing Hardware controller (FB3 or FB4).

This license is specific to the Pong Revolution software and is obtained from Lightdiction. Please send an email to contact@lightdiction.com to obtain your license). **You need it in addition to your Pangolin BEYOND License**. The Pong Revolution license and BEYOND license does not have to be linked to the same FB3 or FB4 controller, they work independently.

In order to control players, at least one of the following is required:

-   One or two Xbox Controllers for PC
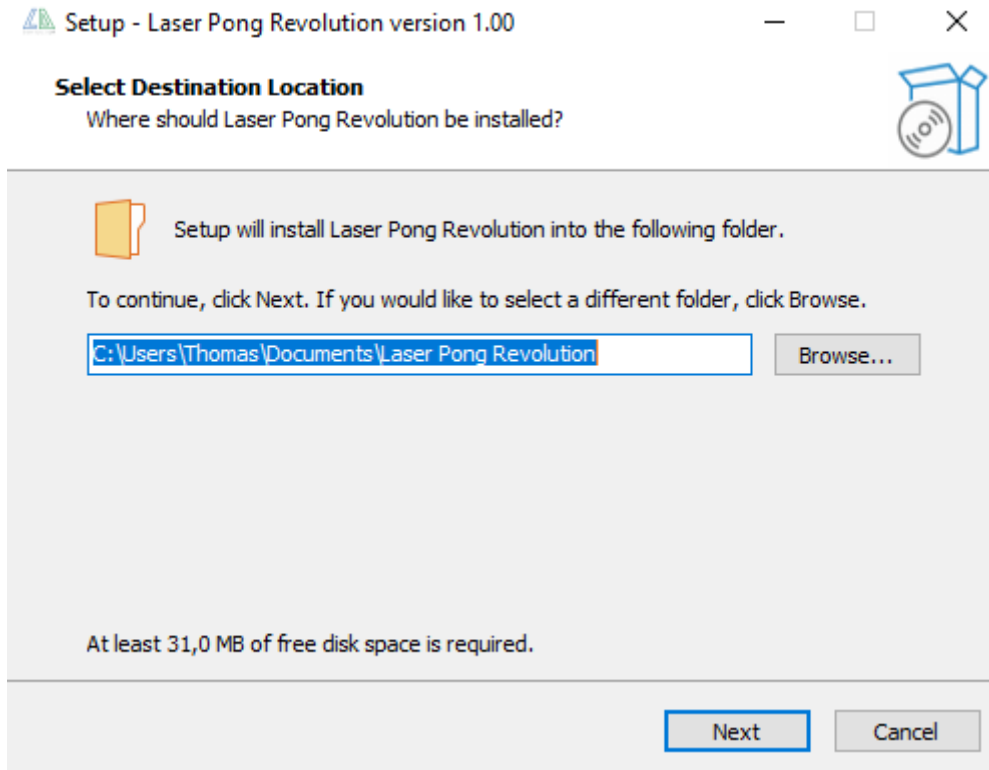-   MIDI Controllers

The latest setup can be downloaded at:

https://lightdiction.com/Ressources/_LaserPongRevolution/

The current file name is "**PongRevolution_v1.00_setup.exe**" but the version number may vary.

2. INSTALLATION

Start "**PongRevolution_v1.00_setup.exe**" (version number may vary). Follow the instructions.

The program will be installed by default on the following directory: "**Documents/Laser Pong Revolution**".

The license provided by Lightdiction is a file named "**license_65663.prlic**" for instance, for the FB3 or FB4 with serial number 65663.

Place this file in the program directory "**Documents/Laser Pong Revolution**".
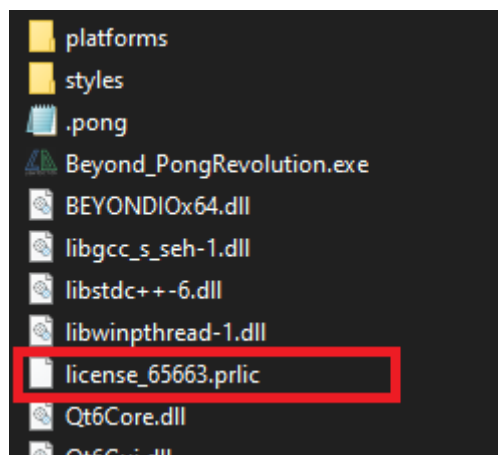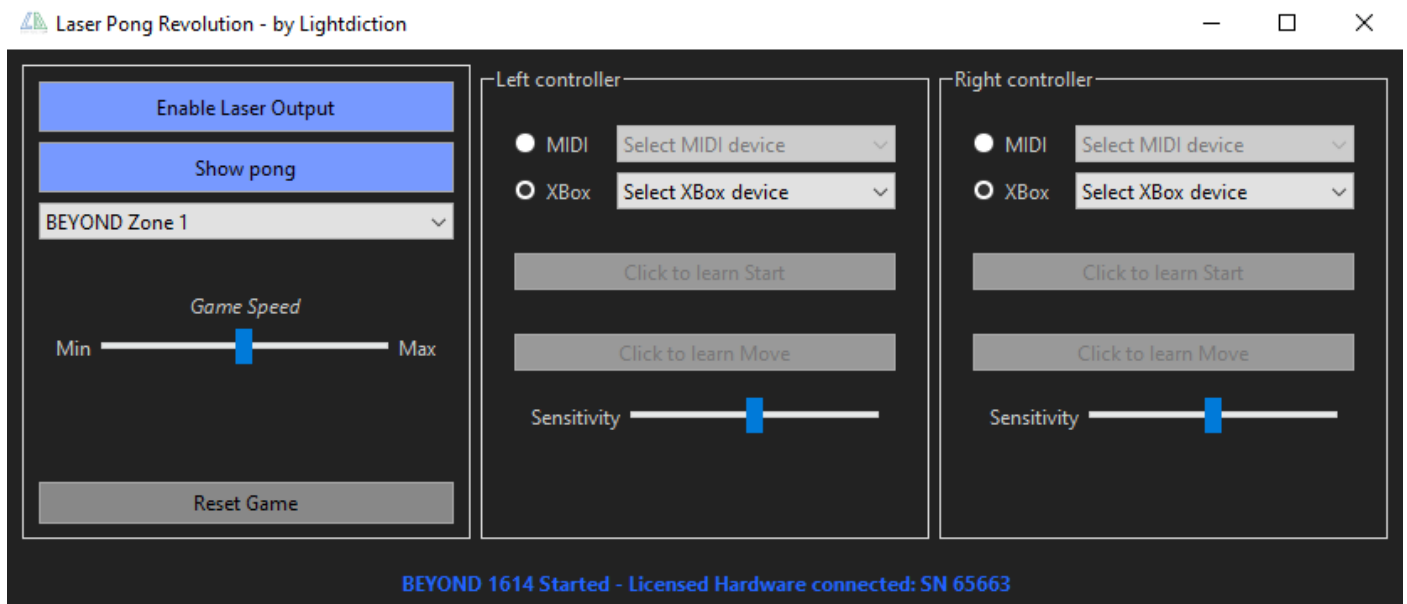
II. CONFIGURATION AND PLAY

1. START AND CONNEXION

Before starting you Laser Pong Software, connect the Xbox controllers or MIDI controllers you want to use.

Now, start your "**Laser Pong Revolution**" software as well as **BEYOND** software.

Build 1614 or above of BEYOND is required.

Once Laser Pong Software is started, it should look like this:

In particular, the inscription in blue at the bottom indicates that BEYOND is started, your license file is recognized, and your corresponding licensed controller (FB3 or FB4) is connected.

If BEYOND is not started (or build version below 1614 is used), you will see this message instead:

If BEYOND is started, but no license file is found, you will see this:

If BEYOND is started, your license file is found, but the Licensed Hardware is not connected, you will see this (for instance, if you have a license file for the controller with Serial Number 65663):

2. CONTROLLERS CONFIGURATION

If your MIDI device or Xbox controller has been connected before starting your Laser pong Software, you can select on the drop-down list:
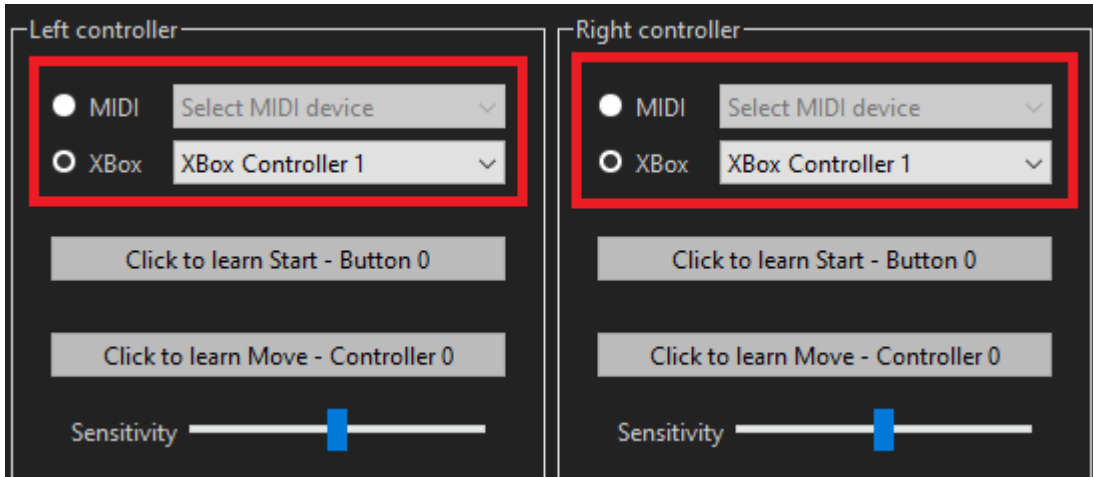
Then, click on the button "Learn Start" on the left controller, and press the button you want to assign to "Start" on the corresponding controller.

Do the same for the "Learn Move" button, and for the Right controller.

Once all is assigned, the buttons should have a purple background with the number of the controller written on it, like this:
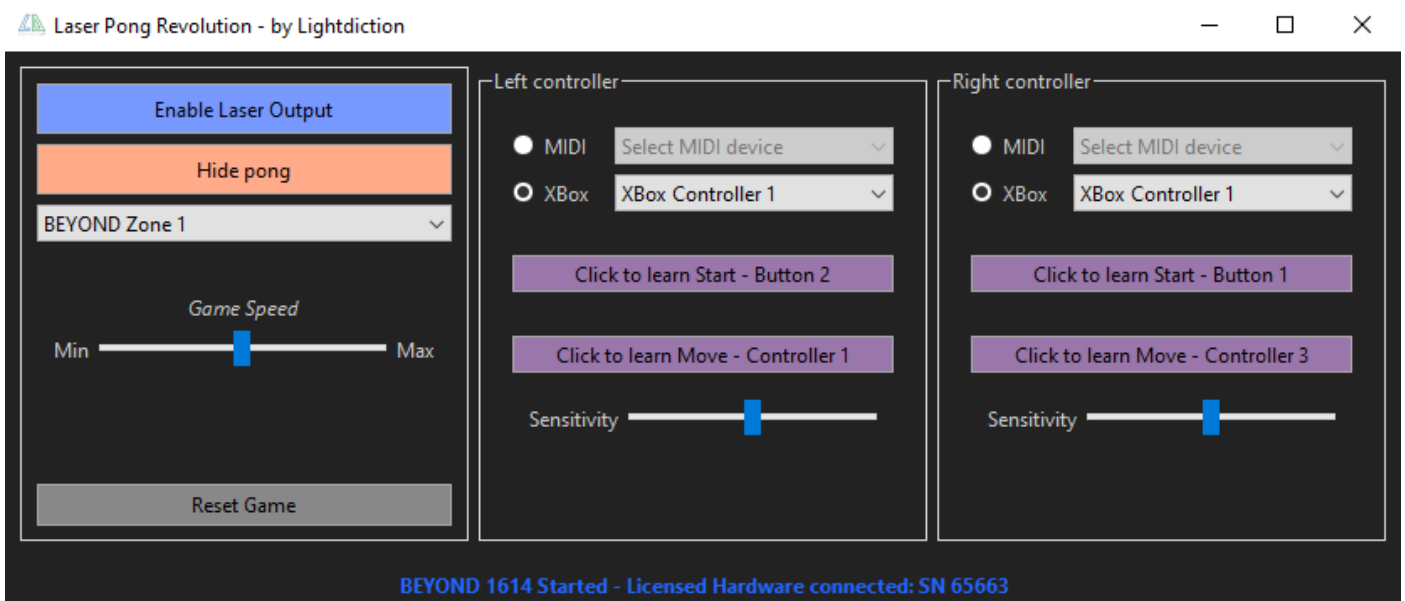
3. GAME CONFIGURATION

All the commands are listed below:

Command	Description
Enable / Disable Laser Output	Enable or Disable laser output. This toggles directly the corresponding button on BEYOND.
Show / Hide Pong	Show or hide the pong game on BEYOND
BEYOND Zone	Select a zone on this drop-down list. This corresponds to the zones you have set on BEYOND. The zone selected will be used to output your pong game.
Game Speed	Set the speed of the ball with this slider.
Reset Game	Reset the scores and the position of the ball.
Sensitivity	Set the speed for each player.

4. PLAY PONG
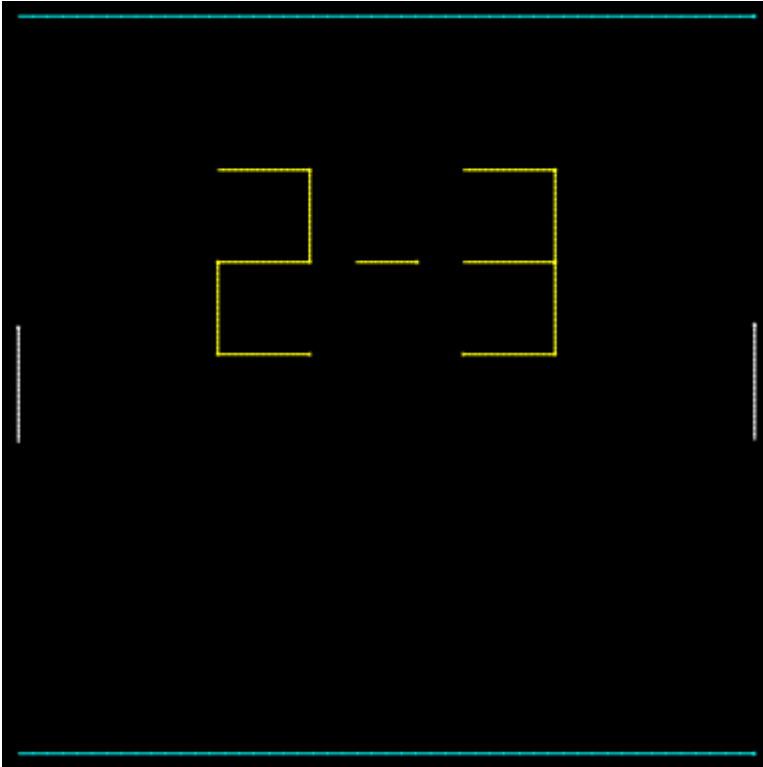
When the game starts, and each time a player scores, the score is shown in yellow. Any player can press the button assigned to the "Start" command on its controller to hide the score and return to the game.

Then, the player having the ball can press the "Start" command to launch the ball.

When the score is 0 – 0, the player pressing "Start" when the scores are shown will have the ball on the first round.

Each player can use the controller assigned to the "Move" command to move the white line.

III. PLEASE READ CAREFULLY:

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IV. REVISION HISTORY

Date	Information	Version
16.04.2022	Basic information	1.0