

# **Steradian**

---

# LASER TAG



## Classic Series User Guide

Rev. F



*Thank you for purchasing or renting Classic Series equipment, designed and manufactured by the staff of Steradian Laser Tag. Please call or email us with any questions regarding your equipment!*

*Steradian Staff*

**(765) 420-9201**

**sales@steradiantech.com**

amy@steradiantech.com (rentals)

## **Table of Contents**

<b>1. Let's get started!</b>	<b>1</b>
<b>2. Equipment</b>	<b>2</b>
<b>3. Games</b>	<b>7</b>
<b>4. Tips for Running a Laser Tag Game</b>	<b>8</b>
<b>5. Maintenance and Troubleshooting</b>	<b>9</b>
<b>6. The Safety of Infra-Red</b>	<b>10</b>
<b>7. Communication Regulation Information</b>	<b>11</b>
<b>8. Steradian Technologies, LLC Warranty Policy</b>	<b>12</b>



## 1. Let's get started!

While more detailed instructions are throughout this manual, let's start with a quick game after unpacking your laser tag equipment.

### Prepare Eclipse 400s or S-7TEs:

1. Snap colored Sunband Cover around Sunband, which is attached to cord and gun
2. Place Sunband on head, adjusting velcro elastic for snug fit (properly worn when cord drapes down neck/back)
3. Adjust zip-tie on cord for proper length, depending on size of player
4. If playing indoors, push lens reducer (orange rubber plug) into barrel, which reduces IR signal - remove with small tool for outdoor play
5. Game Controller is used later, when setting up full games

### Understand basic functions of Eclipse 400s and S-7TEs:

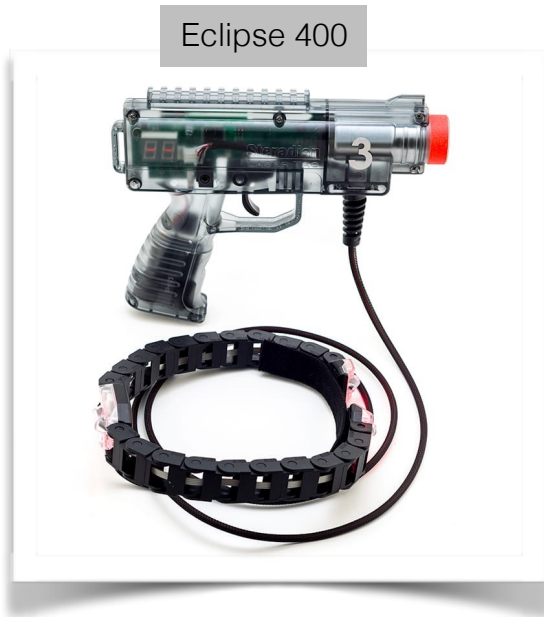
1. Pulling power key from power jack powers gun on - push back in to power off
  - Eclipse 400:** located on side near display
  - S-7TE:** located between cord and bottom rail
2. Notice *display* on gun which shows remaining hits
3. Guns arrive with factory default settings of 6 hits (counts down after each hit from opponent), unlimited ammunition (can always shoot), and no teams (anybody can shoot anybody)
4. After being shot 6 times, 3 red sensors on Sunband will turn a solid red, play the power-down sounds, and gun will become inoperable
5. Guns arrive fully charged and will last for a full day of play

### Play a quick game:

1. Pull out power key to power on guns
2. Hand out guns to players - with this quick game, anybody can shoot anybody (no teams)
3. While strategizing is an integral part of the game, for this quick style, players just scatter
4. Players shoot at each other
5. As most players are out and return to home base, yell out that game is over - player with most remaining hits is winner
6. To play again, insert power key into power jack, then pull it out for quick reset. Game Controller is best way to restart equipment though, as you'll see later in this guide

## 2. Equipment

Now that you've played a quick game, it's time to take a more in-depth look at your equipment. Depending on what you have purchased, let's start with the guns:



**Sunband:** Both Eclipse 400 and S-7TE have connected cord and Sunband, with these features:

- Indoor and outdoor play
- Detects hits up to 650' (200 m) and in full sunlight
- 2 IR sensors located on front + 1 on back (4th sensor on gun to prevent cheating)
- 3 sensors provide full 360° coverage, to prevent cheating
- 3 sensors will dimly glow red, then flash red when hit
- 3 sensors remain lit red, after being tagged out
- Fits any size head with adjustable velcro band
- Cord adjustable in length for different size players
- Included Sunband Cover protects main Sunband, designates teams, and is quickly wiped clean with Lysol or baby wipes

**Lens:** Both Eclipse 400 and S-7TE house a 1" lens at end of their barrel. Combination of highly sensitive Sunband + lens produces long ranges! End of barrel is wrapped in fluorescent orange tape, as required by US shipping laws. More importantly, orange tape makes it obvious to public that is NOT a real gun!

**Muzzle Flash:** When firing, muzzle flash (LED) on both styles of guns flash bright amber color, so players are easily visible at distance

**Display:** Shows variety of helpful information throughout game:

- Shows remaining hits
- When firing, switches to show remaining ammunition (bullets) in 1 clip (magazine)
- When reloading with red button (Eclipse 400) or reload lever (S-7TE), shows number of remaining clips (magazines)
- Automatically adjusts to correct brightness level (ambient light sensor attached to display)

**Reload:** Press and release red button (Eclipse 400) or pull reload slide handle back fully and release (S-7TE) to load next clip of shots. Number on display shows remaining clips

**Power Jack:** Both styles of guns arrive with power key plugged into its power jack, which is both power switch and charging jack:

- Power switch - remove power key to turn on gun/plug back in to turn off
- Charging jack - plug in battery charger tip to turn off gun and start charging

**Carrying Strap Hook:** Built-in hook at butt of each style of gun, to attach optional carrying strap (included with S-7TE) to assist with carrying gun and minimizing damage

**Top Rail:** Picatinny rail on S-7TE and built-in rail on Eclipse 400 are great for sighting basic play or adding a red dot/ magnified scope for greater accuracy

**Tactical Rails:** S-7TE (not Eclipse 400) features 3 tactical mounting rails on bottom and sides, to attach optional accessories such as flashlight or front grip

**Battery:** Both styles of guns arrive with a professional-grade lithium ion rechargeable battery:

- Lasts 20+ hours of typical playtime, when new (if fired nonstop or sparingly, playtime lessens or increases by several hours)
- Fully recharged within 2-3 hours
- Typically lasts 2-3 years, before being easily replaced by customer
- Charger can be left plugged in constantly, without damage to battery

**Battery Chargers:** Both styles of guns arrive with a battery charger:

#### 12 Port

- Charges up to 12 guns using individually numbered cords which plug into power jack of each guns
- Designed to install in Mobile Caddy
- 1 charger included with order of 8-12 guns

#### Single Port

- Allows for individual charging of guns
- 1 included with each gun, up to 7 guns
- If preferred, all single ports for larger quantities

#### Safety/Tips

- Equipment does not operate when charging
- Only use battery charger included with Steradian equipment. Use of any other charger could cause batteries to explode, causing serious injury
- Do not expose charger to moisture and water
- To reduce risk of damage to the charger and cord, pull charger by plug (not cord), when disconnecting charger
- If gun is plugged into charger, but charger is not plugged into wall power, gun will slowly discharge over a few days
- Plug chargers into power whenever possible, to keep guns charged and ready to play

#### Lights on Battery Chargers (for guns)

Solid Yellow = Charging  
No Light = Fully Charged  
Blinking = Error  
Red = Powered On (12 port only)

## Game Controller

The next important piece of equipment is the Game Controller, which quickly programs Eclipse 400s and S-7TEs in the **Classic Series**. It is programmed first, as shown in the following instructions, so it can then send one-way IR configuration data to guns, so they operate as you choose:

**Next = # key**  
**Back = \* key**  
**Range of 15' between Game Controller and gun being programmed**  
**Recommended way to start a game**  
**Easily replaceable 9v battery**



### Program Game Controller:

1. **Power on** using on/off switch

2. **[Main Menu]** will appear on screen — —>

**1 Setup Slots** - choose when setting up individual slots with styles of games. Will choose slot at later point, when starting a game

**2 Start Game** - choose when starting a game

**3 Referee** - choose when referee needs to “kill”, “heal”, “reset”, or “resurrect” a player in addition to being able to add a clip of ammunition to a player

[Main Menu]  
1 Setup Slots  
2 Start Game  
3 Referee

3. **Press 1 Setup Slots** on keypad

A screen with 4 slots named Default will appear next, each to be configured  
In this example, slots A, B, and C have been configured for WW II games — —>

A Colt 45  
B M1 Rifle  
C Bazooka  
D Default

**A. Press D** on keypad to set up slot (or slot A, slot B, slot C)

[Shot] screen will appear - configure each setting using keypad— —>

**Shot Power:** How much damage each shot does to opponent, with values ranging from 1 to 30 (shot power of 0 enables *compatibility mode* for use with other equipment)

**Shot Time:** Rate of fire of weapon, or how many seconds it takes weapon to fire each shot. Values range from 0.1 (One shot every 0.1 seconds) to 9.9 (one shot every 9.9 seconds)

**Burst Size:** How many shots can be fired with each pull of trigger. A value of 0 allows unlimited shots per trigger pull to simulate fully automatic weapons. A value of 1 would simulate a semi-automatic weapon

[Shot]  
Shot Power: 1  
Shot Time: 0.1  
Burst Size: 0

**B. Press Next (#)** on keypad to go to next screen

[Clip] screen will appear - configure each setting using keypad — —>

**Clip Size:** Amount of ammo each clip holds. Value of zero indicates ammunition is unlimited

**Clips:** How many clips weapon has available on power up or reset. Clips can be added during game with Ammo Box

**Reload Time:** How many seconds it takes to load a new clip

[Clip]  
Clip Size: 20  
Clips: 9  
Reload Time: 3



**C. Press Next (#)** on keypad to go to next screen

[Sensor] screen will appear - configure each setting using keypad — —>

**Hits:** Number shown on gun's display, or how many hits the weapon can take before dead

**Cycle Time:** Number of seconds for which weapon is invulnerable after taking a hit

**Stun Time:** Number of seconds for which the weapon cannot shoot after taking a hit

[Sensor]  
Hits: 3  
Cycle Time: 0.3  
Stun Time: 0.0

**D. Press # (Next)** on keypad to go to next screen

[Slot Name] screen will appear - name slot using keypad — —>

- Enter name using keypad, similar to entering words on old-style mobile phone
- Press # for next character position or \* for previous character position. Ex: to name slot "BAR" for Browning Automatic Rifle, press 2-2-#-2-#-7-7
- When name is entered, press # to move past any remaining character positions
- Slot will then be saved (even with dead battery) and will return to Main Menu

[Slot Name]  
Name this Slot:  
\_0000000  
(# for space)

**E. Repeat steps** for remaining 3 slots with your own settings or enter **Default** settings:

Programming Settings:	Default	Description	Range
Shot Power	1	Hit points taken from opponent when hit	1 - 30
Shot time Rate of Fire Rapid Fire	0.3 seconds	Time before your gun will fire again	0.1 - 9.9 seconds
Burst Size	0 (unlimited)	Maximum number of shots the gun will fire at one time	0 - 9
Clip Size	0 (unlimited)	Amount of ammo in each clip	0 - 99
Clips	0 (unlimited)	Number of clips available	0 - 9
Reload Time	1 second	Amount of time it takes to load a new clip	1 - 28 seconds
Hits	6	Amount of hits a player can take before the player is out (0=unlimited)	0 - 99
Cycle Time	1 second	Amount of time between hits or how quickly a gun can take hits	0.1 - 9.9 seconds
Stun Time	0.0 seconds	Amount of collection time after a player has been hit	0.0 - 9.9 seconds

**F. Slots have been programmed, so time to start a game!**

#### 4. Press 2 Start Game on keypad

A screen with 2 settings will appear, each to be configured  
You will be next inputting the settings to our start the game

A. [Start Game] will appear next - configure each setting using keypad — —>

**Team Mode:** Determines whether or not hits from your own teammates are allowed (to enter team number, see instructions under [Init Weapon])

**1 = Teams** (cannot hit guns on same team)

**2 = Free for All** (anybody can hit anybody - no teams)

**Time:** In hours and minutes from 1:00 to 1:59 minutes. A time of 0:00 indicates no time limit is to be used for the game.

[Start Game]  
Team Mode: 1  
Time: 0:00

B. Press # (Next) on keypad to go to next screen

[Init Weapon] screen will appear, to enter settings using keypad — —>

**Team:** Enter 1, 2, 3, or 4 as team number for each player. If playing Free for All, enter Team:1 for everybody, as team numbers aren't used in Team Mode 2

**Slot:** First aim Game Controller at player, then enter A, B, C, or D (slot set up earlier in instructions).

[Init Weapon]  
Team: \_  
Slot:  
(\* when done)

C. The Game Controller **will now program the gun**, as it sends an IR signal to the player's weapon, after the slot letter is entered

1. Gun will sound a series of beeps, then play startup sounds
2. If gun does not program correctly as described above, press # on this screen to resend the programming data— —>
3. When programmed correctly, press \* (Back) to return to [Init Weapon] screen to enter settings for next gun
4. Continue until all players are initialized
5. If 9v battery is low, data will not send to guns and just returns to [Main Menu] screen

[Initializing]  
Team: 1  
Player: 1  
(# to resend)

#### 5. Press 3 Referee on keypad

[Referee] screen will appear next - choose any number using using keypad — —>  
This mode allows control of game during play, by pointing at player and their gun, then choosing the corresponding number for the following settings:

**Kill:** Instantly kills the player (take out a problematic player)

**Heal:** Restores one hit to the player, if they are not dead

**Reset:** Fully resets the player, restoring hits and ammunition to their initial values

**Ammo:** Adds one clip of ammunition to the player, up to a maximum of 9

**Resurrect:** Brings a killed player back up to one hit. Does not affect ammunition left

[Referee]  
1 Kill 2 Heal  
3 Reset 4 Ammo  
5 Resurrect

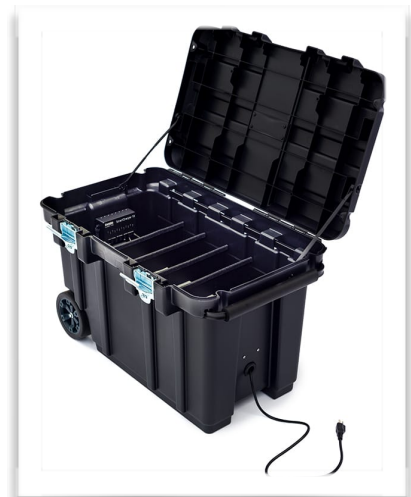
#### 6. Tips for programming guns with Game Controller:

- Only 1 gun can be programmed at a time (6' away) - all other players must be out of range of Game Controller
- With player wearing Sunband, point Game Controller at player and send programming. Consistent beeps must be heard from gun during programming. If beeps are inconsistent, gun did not receive full programming - press the “#” key to resend the data
- If 2 or more guns are programmed at same time, each may appear ready, but programming is likely corrupted
- If 9v battery is low, data will not send to guns and just returns to [Main Menu] screen
- If playing in cold weather, store Game Controller in warm place, for it doesn't operate well with cold battery

## Mobile Caddy

Easily transports and stores laser tag equipment

- Holds 12 Eclipse 400s or 12 S-7TEs (without shoulder stocks)
- Holds 12 port battery charging system with single power cord for wall outlet (12 port can be purchased separately or included with gun purchase)
- Cables/cords routed through center of caddy for protection and easy cable management
- Includes laptop bag mounted in lid (not shown) for storing manual



## Scorpion Grenade

**Classic series** accessory, but also compatible with X-Series

- Performs separately from website (**does not score**)
- Gently pull and release chain to power on - will beep progressively faster
- After 5 seconds will “explode”, firing rapidly for 3 seconds, at any equipment on any team, within 30' (10m)
- Contains 6, wide-angle IR LEDs
- After firing, will go into rest mode, beeping and flashing every 4 seconds for location
- Gently pull and release chain to power off - repeat steps for next throw
- Included CR2 3v battery can be replaced as needed, by removing the tape, cap, and foam spacer



## Additional Accessories

- **Medic Box:** gives back “Lives” to player who has taken sufficient number of hits (separate user guide)
- **Ammo Box:** refills ammunition to player who is low or out (separate user guide)
- **Shoulder Stock:** attaches to butt of S-7TE
- **Front Grip:** attaches to bottom rail of S-7TE
- **Red/Green Dot Sight:** attaches to top rail of S-7TE or Eclipse 400
- **Magnifying Scope:** attaches to top rail of S-7TE or Eclipse 400
- **Flashlight:** attaches to side rail of S-7TE or top rail of Eclipse 400
- **Carrying Strap:** attaches to butt of S-7TE or Eclipse 400

## 3. Games

Now that you are familiar with your equipment, the next step is learning about popular games to play. A few common words and descriptions for a better understanding of the game:

**Hits or Health:** How many times a gun can be hit before player is eliminated

**Clip Size:** How much ammo a player has before they have to reload

**Reload Time:** How many seconds player has to wait after reloading, before shooting again

**Fire Rate:** How fast gun will shoot. Number represents how many shots you can shoot in 1 minute

**Damage:** How many hits another player will lose when you shoot them

**Stun Time:** How long another player will be stunned when you shoot them. Stunned players cannot shoot or reload

**Hit Rate:** How fast a player can be hit. Number represents how many times you can be hit in 1 minute. When set to a low number, such as 60/minute, a player can only be hit once every second

**Revive:** In some games, Chimera Bases can revive players. For players who have lost all their hits and are given all their hits back and can continue to play

**Tagged Out or Eliminated:** When players lose all their hits, they are tagged out, gun shuts down, and they are out of game. Some games allow players to revive

#### 4. Tips for Running a Laser Tag Game

Even though Classic Series equipment is simple to start and operate, it's very important to look at every aspect of running a laser tag game:

**Team Elimination** - Objective is to eliminate all players on other team. The surviving teams, wins. Team Mode 1 in *Start Game* on Game Controller (teams - can't hit your teammates) recommended.

Shot Power	Shot Time	Burst	Clip Size	Number of Clips	Reload Time	Number of Hits	Cycle Time	Stun Time
1	0.3	0	30	0 (unlimited)	3	20	0.1	0

**Adults vs. Kids** - Great party game! Beware, you never know who's going to win this game! Team Mode 1 in *Start Game* on Game Controller (teams - can't hit your teammates) recommended.

Shot Power	Shot Time	Burst	Clip Size	Number of Clips	Reload Time	Number of Hits	Cycle Time	Stun Time
1	0.3	0	30	0 (unlimited)	3	20	0.1	0

**Free for all** - Every player on their own, spread-out throughout field. Last player alive (points on display) wins. Team Mode 2 in *Start Game* on Game Controller (free for all - anyone can hit anyone) required.

Shot Power	Shot Time	Burst	Clip Size	Number of Clips	Reload Time	Number of Hits	Cycle Time	Stun Time
1	0.5	0	30	0 (unlimited)	3	10	1	0

**Capture the Flag** - Objective is to capture opponent's flag and bring back to base. If tagged out while carrying flag, flag must be dropped, and you leave game. Team Mode 1 in *Start Game* on Game Controller (teams - can't hit your teammates) recommended. Variation: Medic Box or Game Controller (under Referee mode) allows players back into game.

Shot Power	Shot Time	Burst	Clip Size	Number of Clips	Reload Time	Number of Hits	Cycle Time	Stun Time
1	0.3	0	12	0 (unlimited)	3	10	0.1	0

To ensure game runs smoothly, check following items *before* players arrive:

- Game referee is present at all times, and will maintain order in game - a chaotic game causes danger to players and equipment!
- Guns are fully charged
- Game Controller has fresh battery. **If low, data will not send to guns**
- Use lens reducer, if playing indoors
- Each Sunband has Sunband Cover
- Red dot sights are turned on - if no power, replace coin cell battery
- If using new settings from Game Controller, program guns before players arrive

When players arrive:

- Divide players into teams (unless Free for All)
- Remove and keep power keys, before passing out guns to players
- Ensure all players are wearing Sunbands on head only, not around neck or waist
- Explain rules:
  1. Safety (most important)
  2. No climbing trees (injury hazard)
  3. Cannot be closer than 5' to each other (injury hazard)
  4. Players must stay within field boundaries (avoid cheating)
  5. Respect other players and equipment
  6. Wear Sunband on head - never around neck (Injury hazard)
  7. If anyone is hurt, stop and help them - call for Game Referee, if needed
  8. Dead players must return to home base with hands in air (avoids confusion as to who is still alive)
- Describe how to play game
- Inform players of any accessories added to game and how to use them
- Describe/show boundaries of playing field and importance of staying within boundaries
- Game will come to end when time ends or players are "dead" (sensors on Sunband stay lit and gun is inoperable)
- Dead players must return to home base with hands in air (avoids confusion as to who is still alive)
- Ask players to politely hand back equipment to Game Referee at end of game

#### **Want to program guns with *new* settings?**

1. Follow instructions on **pages 4 - 6**
2. Program each gun *individually*

#### **Just want to quickly start another game using the same settings?**

1. Follow instructions in **5.** on **page 6**
2. Can Reset *all guns at same time*

## **5. Maintenance and Troubleshooting**

Steradian laser tag equipment is manufactured to be durable and able to take heavy use. It will operate for many years with low repair and maintenance costs, following basic guidelines:

- Very important Sunband is worn on **head** only - any other location may cause internal wire damage
- Prevent internal wire damage by gently pooling Sunband and cord with gun when storing
- Do not wrap cord around gun, hang gun by Sunband, or drag gun by Sunband - may cause internal wire damage
- Moisture condensation from rain, snow, or high humidity, can occur inside guns. Place the guns in cool vented area to dry, or add fan if excess moisture. With extreme cases, call Steradian for further instruction

**If your gun is experiencing configuration issues, perform a Factory Reset to return to original settings:**

- Eclipse 400X Factory Reset**
1. Insert power key
  2. Push red reload button and pull trigger - hold
  3. Remove power key
  4. Release reload and trigger
  5. Display will read 6, if performed correctly

- S-7X Factory Reset**
1. Insert power key
  2. Push buttons on both sides of display - hold
  3. Remove power key
  4. Release buttons
  5. Display will read 6, if performed correctly

If your gun shows an **error code** on the display, follow the diagnostic information — —>

**Problems still occurring?**

**Need parts?**

Please email  
[sales@steradiantech.com](mailto:sales@steradiantech.com)  
 or call (765) 420-9201  
 for further instructions

### 6. The Safety of Infra-Red

Despite the name “lasertag”, Steradian Technologies does not manufacture any product which contains a real

Display Error Code	Problem	Solution
<b>E1</b>	Disconnected or damaged Sunband Cable	<ul style="list-style-type: none"> <li>• Verify cable is attached to circuit board inside Sunband</li> <li>• Verify cable is attached to circuit board inside gun</li> <li>• Move to different lighting location to determine if problem is light source</li> <li>• Switch cable, then Sunband with working one to narrow down location of failure</li> </ul>
<b>E2</b>	Gun sensor malfunction	<ul style="list-style-type: none"> <li>• Move to different lighting location to determine if problem is light source</li> <li>• Inspect 3 sensors for damage</li> <li>• Replace sensor(s)</li> </ul>
<b>E3</b>	Game code CRC does not match	<ul style="list-style-type: none"> <li>• Perform a factory reset</li> </ul>
<b>E4</b>	Game code is invalid	<ul style="list-style-type: none"> <li>• Perform a factory reset or load another game</li> </ul>
<b>E5</b>	Dataflash error	<ul style="list-style-type: none"> <li>• Contact Steradian for instruction</li> </ul>
<b>r9</b>	r9 stays on display <i>after</i> start-up r = release 9 = version	<ul style="list-style-type: none"> <li>• Verify trigger or red reload button is not being depressed when powering on gun</li> <li>• Verify red reload button for damage</li> <li>• Contact Steradian for instruction</li> </ul>
<b>lo</b>	Battery power is low	<ul style="list-style-type: none"> <li>• Charge battery</li> </ul>

LASER (Light Amplification by Stimulated Emission of Radiation). This is because a laser emits a high-intensity, narrow-spectral-width, highly directional beam of coherent light. A high-power laser is capable of causing damage if used incorrectly, which is why Steradian Technologies instead uses IR LEDs.

An **IR LED** (Infra-red Light Emitting Diode) emits a low-intensity, wide-spectral-width, low-directionality beam of non-coherent light. An IR LED is what is used in a typical television remote. Steradian Technologies uses a glass **lens** to focus the Infra-red beam into a useable pattern. Because LEDs are not a point-source, and due to the nature of optical lensing, the lens does not focus the beam to a level capable of causing any harm.

Because Steradian Lasertag only uses LEDs, the single TSAL 6100 LED does not exceed Class 1 (eye-safe) limits as described by the manufacturer, Vishay Telefunken:

<http://www.vishay.com/docs/81934/eyesafe.pdf>

<http://www.vishay.com/docs/81935/eyesafe.pdf>

From the above documents: "...none of the currently available (July 2008) Vishay IR LEDs violate the class 1 limit. In case of IEC 62471 and in the European Directive 2006/25/EC all Vishay IR LEDs are inside the exempt conditions. Only with arrays, care must be taken not to violate the cornea/lens limits"

## 7. Communication Regulation Information

### **FCC compliance Statement**

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/ TV technician for help

Contains FCC ID: OUR-XBEE/OUR-XBEEPRO

### **European Community**

Complies with European Directives:

*Safety:* IEC 60950:2005/A1:2009 / EN 60950-1:2006 / A11:2009 /A1:2010  
following the provision of the Low-voltage Directive 2006/95/EC

*EMC:* EN 61000-6-3:2007

EN 61000-6-1:2007

following the provision of the EMC directive 2004/108/EC

## 8. Steradian Technologies, LLC Warranty Policy

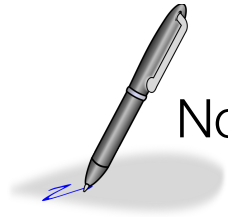
Steradian Technologies LLC products carry a limited 2 year parts and labor warranty against defects in materials or workmanship. We will repair or replace (at our discretion) the defective unit without charge for the parts or labor if the unit is returned to Steradian Technologies LLC within the warranty period. This warranty does not cover damages caused by improper care, handling or use. Shipping costs are not covered by this warranty.

This limited warranty covers all defects encountered in normal use of the Product and does not apply in the following cases:

- Loss of or damage to the Product due to abuse, neglect, mishandling, improper handling by you, alteration, accident, electrical current fluctuations, improper use, failure to follow operating or maintenance instructions in or environmental conditions prescribed in, Steradian Technologies LLC User Manual or other documentation, or services performed by someone other than a Steradian Technologies LLC repair facility. Without limiting the foregoing, dropping the Product, scratches, and abrasions will be presumed to have resulted from misuse, abuse or failure to operate the Product as set forth in the User Manual or other documentation for the Product.
- Use of parts or supplies (other than those sold by Steradian Technologies LLC) that cause damage to the Product or cause abnormally frequent service calls or service problems.
- If the Product has had its serial number or dating defaced, altered or removed.

Steradian Technologies LLC shall not be liable for loss of revenues or profits, inconvenience, expense for substitute equipment or service, storage charges, loss, or any other special, incidental or consequential damages caused by the use, misuse, or inability to use the product regardless of the legal theory on which the claim is based, and even if Steradian Technologies LLC has been advised of the possibility of such damages. Nor shall recovery of any kind against Steradian Technologies LLC be greater in amount than the purchase price of the product causing the alleged damage. Without limiting the foregoing, you assume all risk and liability for loss, damage or injury to you and your property and to others and their property arising out of the possession, use, misuse or inability to use the product sold by Steradian Technologies LLC not caused solely and directly by the negligence of Steradian Technologies LLC. This limited warranty shall not extend to anyone other than the original purchaser of the product, and states your exclusive remedy.





Notes: