
E-Portal 3 Quick Start Guide

About E-Portal 3

E-Portal 3 is used to connect a PC (personal computer) to the Eclipse Geo CS1 paintball marker. Once connected it is possible to -

- Modify the marker control parameters.
- Change the graphics on the start-up (splash) screen.
- Upgrade the marker firmware.

For connecting to earlier marker models please make use of E-Portal 2.

System Requirements

A PC running Microsoft® Windows 7®, Windows 8® or Windows 10® with the following minimum hardware specification:

- 1GHz 32bit (x86) processor
- 1Gb RAM
- 5Mb free storage space
- 1024 x 768 display resolution
- one free USB 1.1 port
- a USB A-Micro B cable

Installation

E-Portal 3 is installed using Microsoft's Click-Once deployment tool. To begin the installation, use your web browser to navigate to

www.planeteclipse.com/eportal

and click the Install button.

The Install page is displayed which lists any additional (prerequisite) software that is required to run E-Portal 3. Click the Install button.

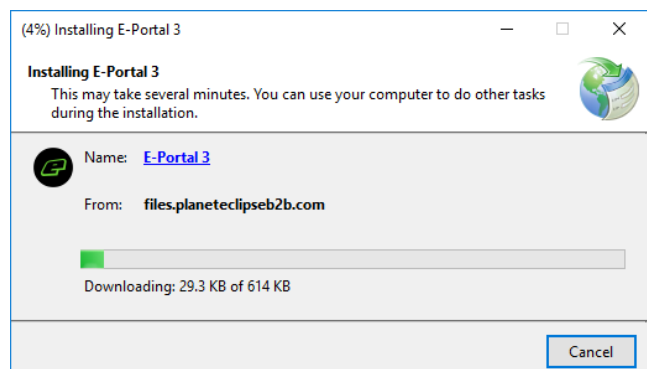
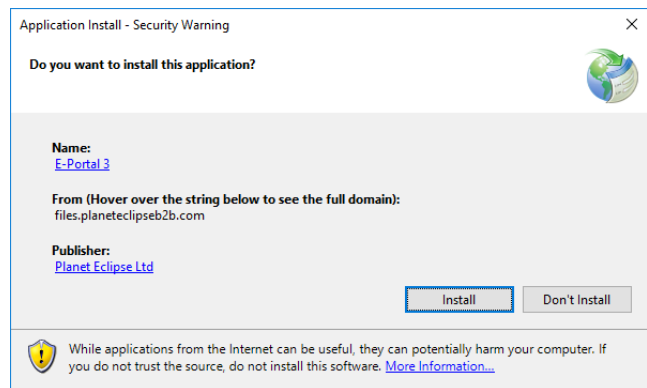
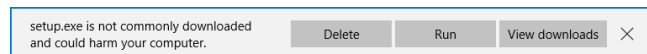
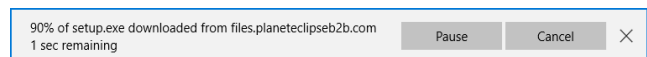
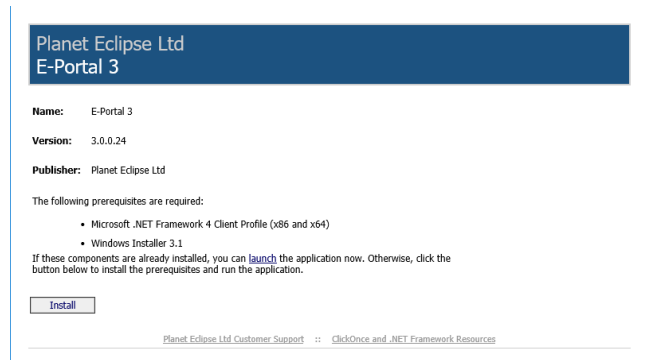
If the prerequisite software is not already installed on your machine then it will be installed now. Simply follow the instructions to complete the installation.

Once the prerequisites have been installed the E-Portal 3 installation program will be downloaded.

Depending upon your operating system you may get a security warning about the installation program, simply click the Run button to allow the installation to continue.

An application install warning will be displayed, simply click the Install button to continue.

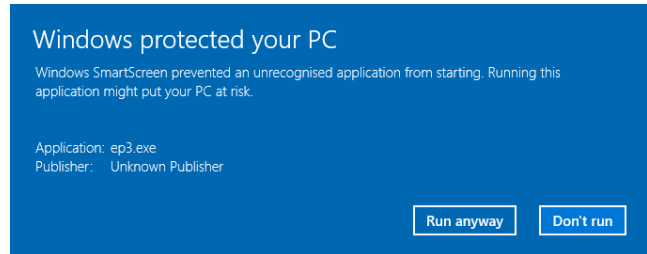
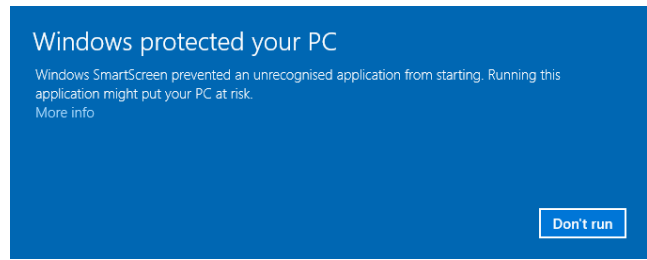
The E-Portal 3 application will now be downloaded and installed.



Once installed, E-Portal 3 will try to run and Windows SmartScreen may prevent this.

DON'T CLICK THE BUTTON! Click on the **More info** link and then click the Run anyway button that appears.

This warning should not appear the next time that you run E-Portal 3.

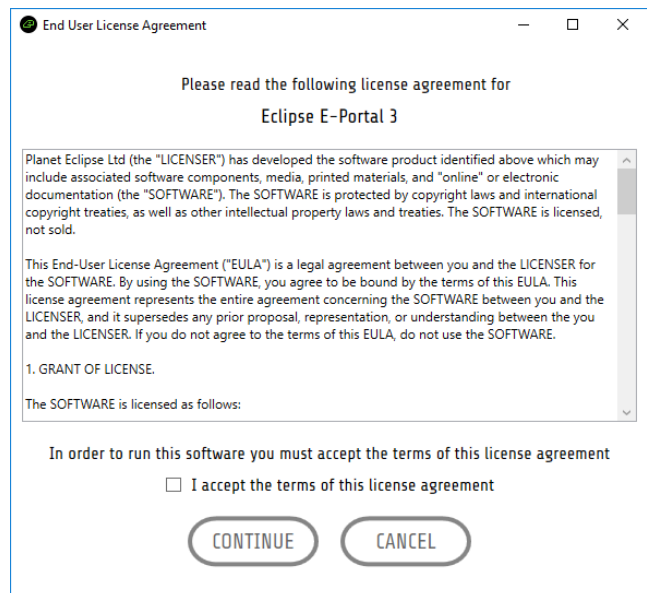


Running E-Portal 3

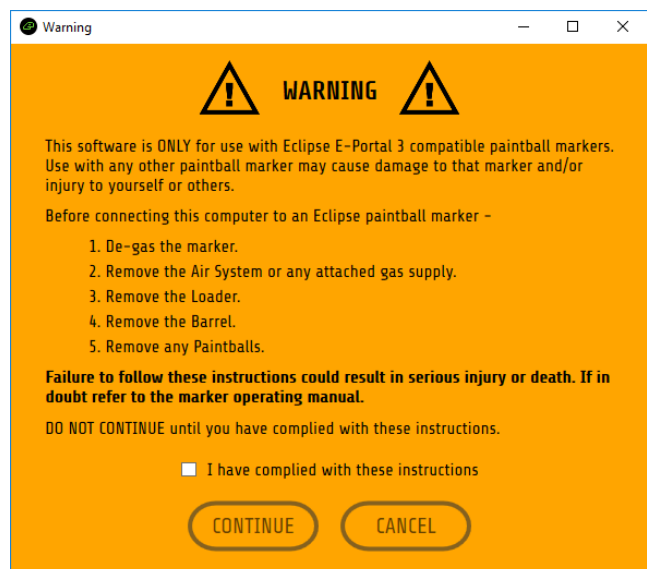
The first time that you run E-Portal 3 you will be prompted to accept the End User License Agreement and you must do so if you want to run the application.

Simply check the box and click the CONTINUE button to run the E-Portal 3, or click CANCEL if you don't want to accept the EULA.

Once accepted the EULA will not be displayed again.

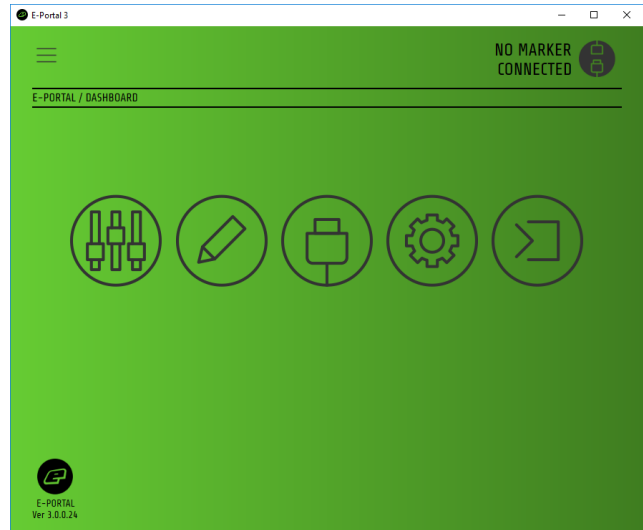


A warning will be displayed. This serves as a reminder that paintball markers are not toys and should be handled with care. Follow the instructions in the warning before checking the box and clicking the CONTINUE button.

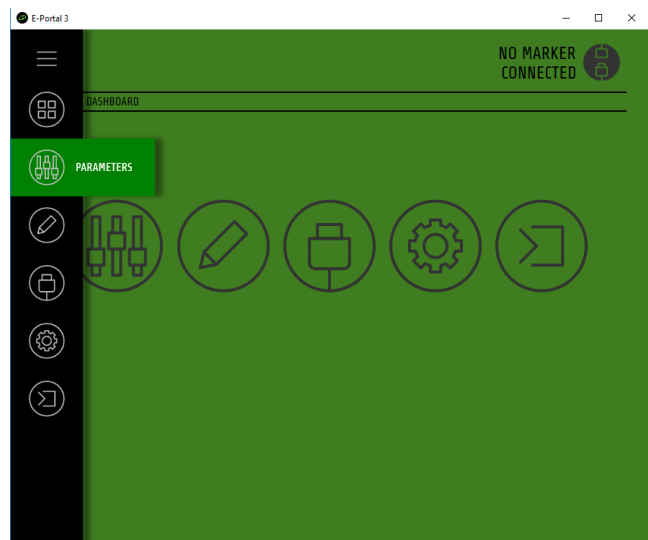


Navigation

The dashboard has icons that provide navigation to the different parts of E-Portal 3.



You can also use the side menu to navigate.



Connecting a Marker

E-Portal 3 should be running before you connect a Geo CS1.

Connect a USB-A to Micro-B cable to a USB port on your computer and then to the USB connector on the Geo CS1 circuit board.



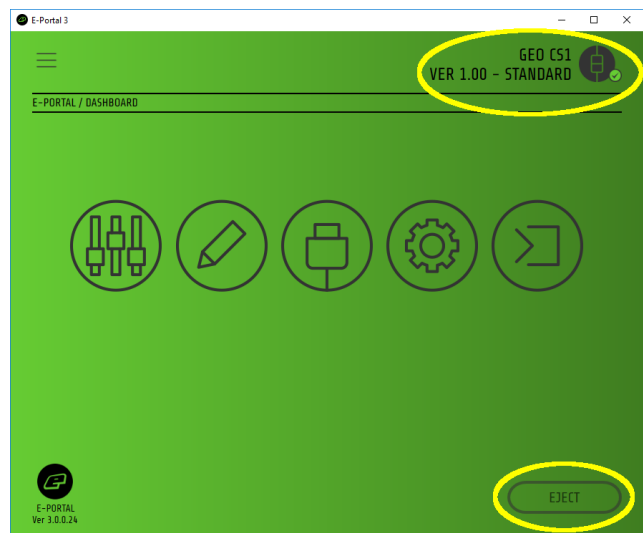
Push and hold the power button for 2 seconds and an LED will start to flash.

The first time that a marker is connected the LED will flash slowly while a device driver is installed on your PC. Once the device driver has been installed the LED will flash quickly.

Note: if no LED flashes and the marker starts up as normal then refer to 'Revision-E Circuit Board' at the end of this section.



The marker model and firmware version is displayed in the top-right of the screen and an EJECT button is displayed bottom-right. Click the EJECT button when you are ready to disconnect the marker from the computer. If you unplug the USB cable without ejecting the marker then you may need to remove a battery to get the marker to power-up again.



Revision E Circuit Board

Initially, the Geo CS1 was supplied with a Revision E circuit board which does not have an LED to indicate a USB connection. The revision number can be determined by looking at the part number on the underside of the circuit board, below the LCD module.

In order to connect a Revision-E circuit board to your PC, push and hold the tournament lock pushbutton and then push and hold the power button for 2 seconds. The board will make a short beep and then connect as detailed above.

