(19) Europäisches Patentamt
European Patent Office
Office européen des brevets

(11) Publication number: **0 358 832**
A2

(12) EUROPEAN PATENT APPLICATION

(21) Application number: **88500108.1**

(51) Int. Cl.5: **F41A 33/00 , F41G 3/26**

(22) Date of filing: **10.11.88**

(30) Priority: **14.09.88 ES 8802794**

(43) Date of publication of application:
21.03.90 Bulletin 90/12

(84) Designated Contracting States:
DE FR GB IT

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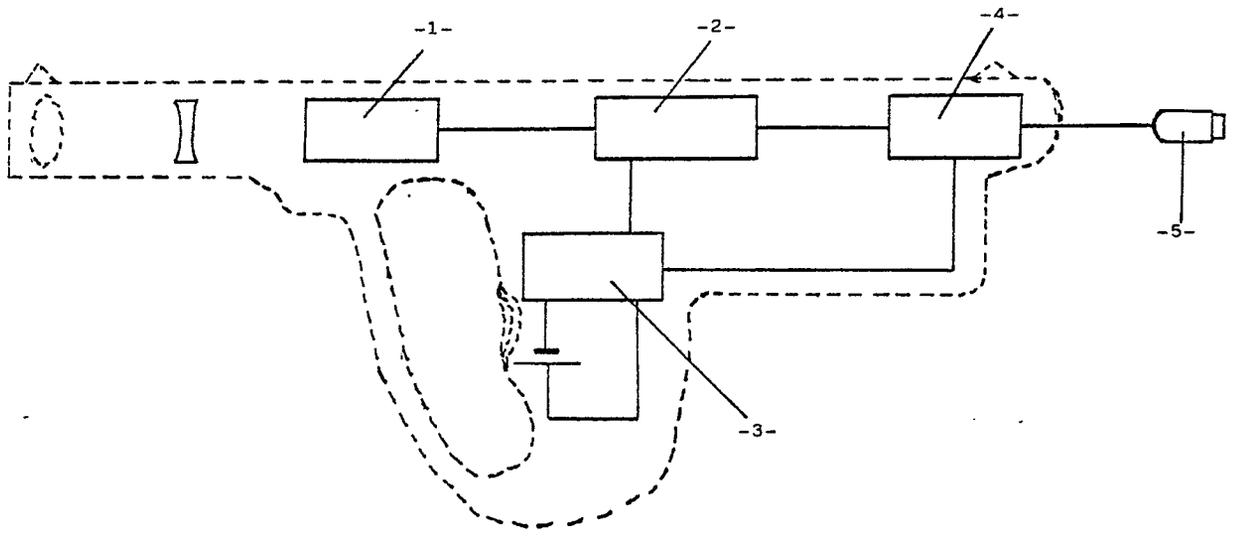
(54) Electronic pistol for computer games.

(57) It consists of an electronic pistol for computer games, which has a lens situated in the barrel, that channels determined points of light coming from a computer screen going towards a posterior sensor which connects by means of an amplifying detector with a simulated switching circuit that is linked to the trigger and to the standardized connector of the controls for games. It is also comprised of an automatic supply interruption device and a pilot light to indicate it is in working order, and it is adaptable to all types of home computers, and does not require the incorporation of any other outside element.



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This invention, as its name implies, refers to a new prototype of electronic pistols for games that has a lens capable of receiving points of light emitted by a computer or television monitor, that consists of an independen cable and a plug that makes possible the connection to the game control outlet which is standard in home computers.

It is widely known that the great diversification of home computers on the market makes it necessary to manufacture an infinite number of pistol models for games which necessitates the incorporation of a different outside element according to the make and model of the computer to which it is destined to be used. It is also known that there exist home computers, exclusively for games, which come with their own control or pistol, that is irreplaceable, which means that when said control or pistol is damaged in any way, it is impossible to hook up another model to the computer that would make it possible to use the different game programs that are elaborated for said computers.

On the other hand, this abundant diversification of computer makes and models also means that the standardized plugs, generally incorporated in home computers, become completely inoperable, given the fact that the components that make up the control or pistol are designed to exclusively fit a determined home computer model, which makes it incompatible with the rest of the existing computers on the market.

Naturally, this individualization of game pistols generates a manufacturing cost which directly affects the consumer, besides limiting its use to a determined home computer model as well, hence conditioning the pistol's functional possibilities to the specific characteristics of the computer on which it is to be used.

This invention completely resolves all of these problems, simplifying the manufacture of the game pistols by using simple elements that complement each other in order to attain a high level of efficiency in its usage, as well as an easy and comfortable handling, which permits its immediate adaptation to all types of home computers.

With this ideal device it is not necessary to incorporate any outside element to the pistol, because of the incorporation of a simulated electronic switching circuit which facilitates the opening or closing of other program interpretation circuits introduced in each computer. In this way, the cable plug which said pistol has can be directly applied to the standardized game control connector that all home computers have, which undoubtedly, represents an extraordinary reduction in manufacturing cost, as well as an easy and comfortable handling limitlessly expanding the possibilities for using this pistol on any type of home computer which constitutes an important technical advance in the field of the application of these devices.

On the attached sheet of drawings, there appears an example of the workings of the electronic device's assembly that comprises the pistol of this invention.

1.- It is sensor that receives the light rays emitted by a screen and that converge here via a lens placed in the barrel of the pistol.

2.- It consists of a device that receives the electrical signal emitted by the sensor (1), which is detected and amplified.

3.- The automatic interruption device which connects to elements (2) and (4), as well as to the supply batteries that are incorporated in the mechanism.

4.- It is the simulated electronic switching circuit which receives the amplified signal emitted by the preceding device (2) forcing the opening or closing of the corresponding simulated switch.

5.- Outlet cable with standard connecting plug for game controls, of the "joystick" type, through which the information supplied is transmitted by the circuit (4), to the computer.

In the preferred form of operation, and correctly connected to the computer, the complete device will be off due to the automatic interruption system in the circuit (3), which will be automatically connected upon activating the pistol's trigger for the first time, and at which time the pilot light to show that it is working will go on. The automatic supply interruption is produced after approximately two minutes have passed after the last operation of pulling the trigger, which avoids the deterioration of the batteries if, because of forgetfulness, they are left on after the gas has ended, and the aforementioned pilot light will turn itself off as well.

In the barrel of the piston there is a lens that makes the light rays coming from the computer screen converge towards the sensor (1) which transforms it into an electrical signal that is detected and amplified by the device (2) and transmits it to the circuit (4) in which the corresponding simulated switch is activated which is in turn linked to the connector of the game control "joystick", which passes the information of light detection on to the computer. The trigger is also joined to a simulated switch placed in the circuit (4) that, likewise, converges on the game control's or "joystick's" connector, throug which it passes the information on the shot made to the computer, which will distinguish, according to the program being used at the time, the correctness of the captured point of light, accepting or not, the target as being hit by the shot made.

All of the mentioned elements can be manufactured in any kind of appropriate material and in the most convenient forms and dimensions, because there is not particular limitations placed on it.

Having described sufficiently herein the nature and purpose of this invention, what remains is to spread upon the record that any detail modification that is introduced into this invention will be considered included in this -protection, provided it does not alter, change or modify its characteristic purposes.

Claims

1.- Electronic pistol for computer games, essentially characterized by the fact that it has a lens in the barrel which channels determined points of light coming from the computer monitor or television screen towards a posterior sensor which detects and amplifies said points of light.

2.- Electronic pistol for computer games, according to the preceding claim, is essentially characterized by the fact that its trigger has simulated electronic switching circuits that are independently activated upon receiving the amplified signal from a sensor and from the pistol's trigger, transmitting the information received to the computer via the standardized game control's connector.

3.- Electronic pistol for computer games, according to the preceding claims, is essentially characterized by the fact that its trigger connects to a circuit which permits the automatic connection and interruption of the supply source, as well as to the pilot light that indicates it is in working order.

4.- Electronic piston for computer games.

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