

Instructions for the reactive target BATTARGET

Product for people over 18 years of age.

BEFORE USING THE NEW REACTIVE PURPOSE, READ THIS INSTRUCTIONS BECAUSE IT CONTAINS IMPORTANT SAFETY, HANDLING AND MAINTENANCE INFORMATION.

Made by:
AMIMOR sp. Z oo
ul. Gruszkowa 18a, 72-003 Wołczkowo
POLAND
tel. (048) 507658969 www.battarget.com

Safety rules The

1. The target is not a toy, careless handling may cause serious injuries.
2. The reactive target is intended for shooting with a pneumatic weapon with a maximum projectile energy not exceeding 17J.
3. Always follow the instructions of the pneumatic weapon.
4. You and your companions must always wear protective glasses (the target is metal and can deflect projectiles and cause ricochets).
5. Before shooting, make sure what is behind the target, and that there is no human, animal or object near the target that you are not going to shoot at. (ricochets and reflected projectiles can endanger them) **Ricochet and reflected projectiles may have a range similar to the weapon used and their direction is very difficult to determine. A deflected projectile can bounce back and hit the shooter.**
6. Outside, place the target in a shaded place to improve visibility and stable operation of photo sensors as well as overheating of the battery that can lead to spontaneous combustion.
7. When using the target, use common sense and do not underestimate any of the circumstances that may contribute to the unpleasant situation. Anticipate! Don't take any chances!

Important information, Please read

Note: Buyer and user are fully responsible for the use and possession of this purpose.

Note: Before the first use, read the operating instructions carefully.

Target placement

It is best to place the target in a shaded place and pay attention that the light does not fall directly on the fields used to indicate the target's condition by the sensors, as this may interfere with the target's operation.



Power supply, battery installation

TargetAs standard, the target is powered by six AA batteries placed in the center of the shooting range, it is also possible to power it with a power bank or AC adapter with appropriate power and voltage between 5V and 12V.

1. Turn off the target with the switch on the side of the housing,



2. open the cover by unscrewing the mounting screws.



3. install the batteries,
4. close the cover and tighten the screws as in point 2)
5. you can turn the target on.

Disassembly of the bullet trap

If you have the appropriate size of the bullet trap that can replace the dedicated one, you can disassemble it and insert the target into the bullet trap.

1. unscrew the two bolts securing the bullet trap (one on each side)



2. disassemble the bullet trap Target

setup

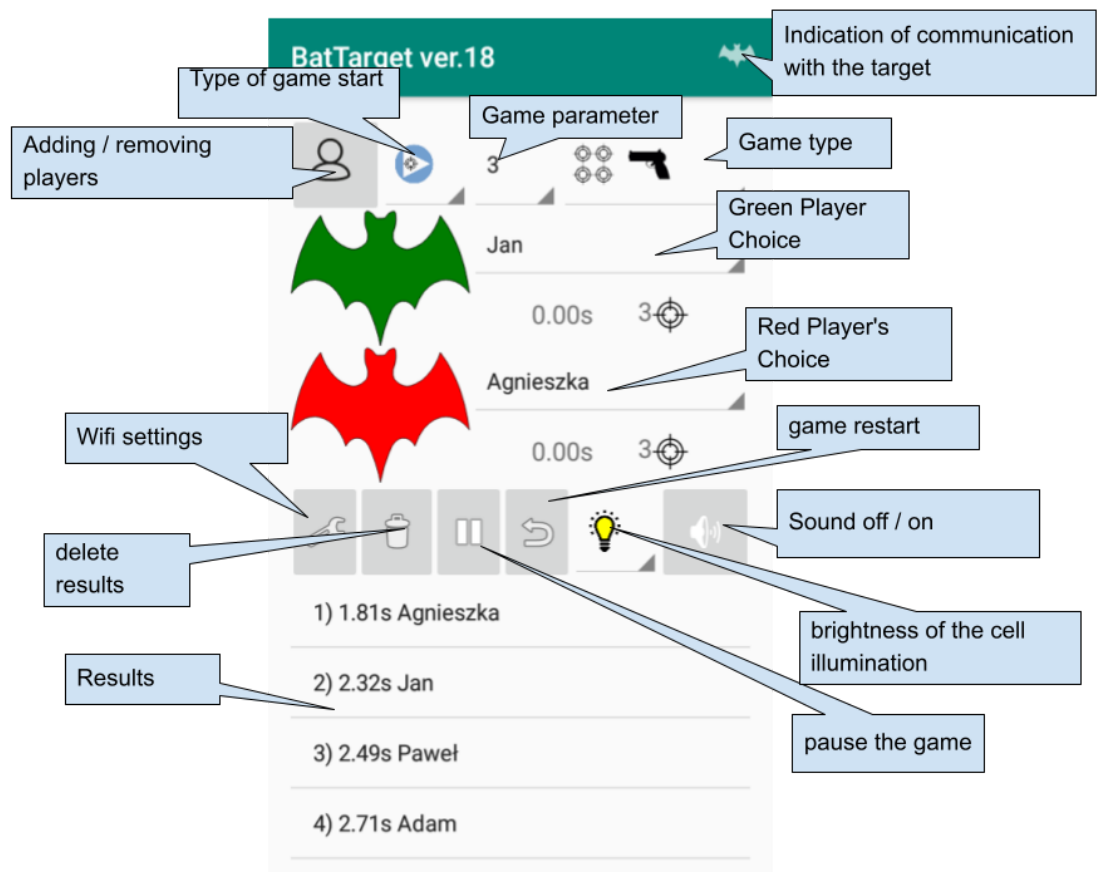
1. Install and run the program on an Android device



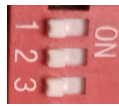





 BATTARGET program for Android system


















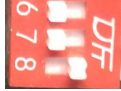



<https://play.google.com/store/apps/details?id=com.battarget.BatTarget>



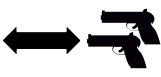










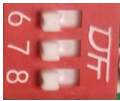





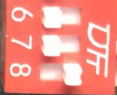

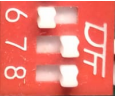

2. Connect to the Wifi network: **battarget** password: **123456789** if this is not possible, check if the switch is set to 00000000 (see thechapter **Switch Configuration**). Each game can be set from the program to an Android device or by hardware using the switch.

1-3	Game Selection / Default Setting		
	000 		The aim of the game is to knock down the set number of targets in the shortest possible time. The first player to knock down is green. As many targets as possible are activated.
	100 		The game consists in the precipitation of a given number of goals in the shortest time. The first player is knocked down by the green player, and the second by the red player. One goal is activated at a time.
	010 		The goal of the game is to knock down as many targets as possible within a given time. The first player is knocked down by the green player and the second by the red player.
	110		The game consists in the precipitation of most of the purposes in which the time for precipitation

			karzdego to another is reduced. The first player is knocked down by the green player and the second by the red player.
001			The game consists in knocking down a given number of targets by two players at the same time. The player who knocks down the most targets wins.
101			The game consists in knocking down as many targets as possible in a given time by two players at the same time. The player who knocks down the most targets wins.
011			The game is about knocking down as many targets as possible, or the time to knock down each of the next targets is getting shorter and shorter by two players at the same time. The player who knocks down the most targets wins.
111			The game consists in the precipitation of their goals, the player who reaches the edge of two shots or so has downing at the time of the end of time wins.
4-5	Start Type		
	For games:		
00			The game starts after the first hit.
10			The game starts with a delay of 5 seconds.
01			The game starts with a delay of 5 seconds.
11			The game starts with a delay of 5 seconds.
	For games:		

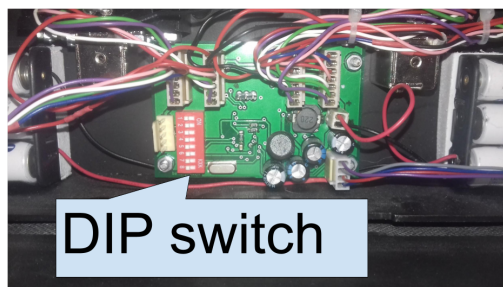
	00 		The game starts after the first hit.
	10 		The game starts with a delay of 10 seconds.
	01 		The game starts after the first hit. The green player is always on the left and the red player is on the right. (useful in bright sunlight and poor color visibility)
	11 		The game starts with a delay of 10 seconds. The green player is always on the left and the red player is on the right. (useful in high sunlight and poor color visibility)
6-8	Game parameter		
	For games:   		
	000 	1 - hits	
	100 	2 - hits	
	010 	3 - hits	
	110 	4 - hits	
	001 	5 - hits	
	101 	10 - hits	
	011 	15 - hits	
	111 	20 - hits	

For games:   		
000		1s - playing time
100		2s - playing time
010		3s - playing time
110		4s - playing time
001		5s - playing time
101		10s - playing time
011		30s - playing time
111		60s - playing time
For games:  		
000		1s - initial shot time
100		2s - initial shot time
010		3s - initial shot time
110		4s - initial shot time

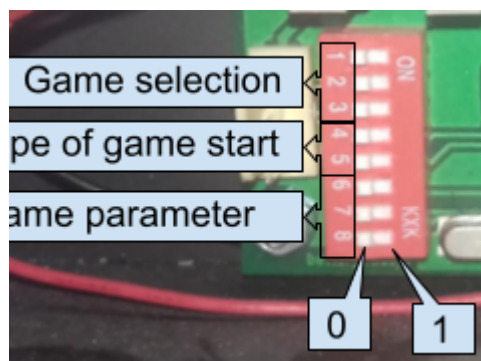
	001 	5s - initial shot time
	101 	6s - initial shot time
	011 	7s - initial shot time
	111 	8s - initial time per shot

Switch configuration

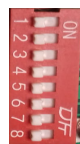
1. Remove the cover by unscrewing the fixing screws. (similarly as when installing the battery)
2. set the switch in the appropriate position (remember to do it with the target turned off)



a.



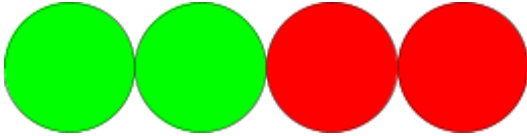
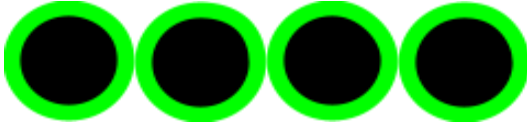
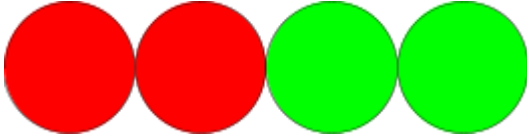

b.




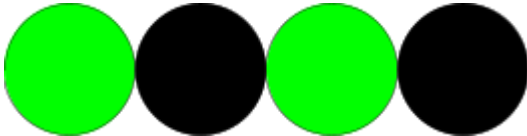
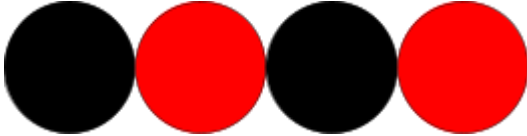
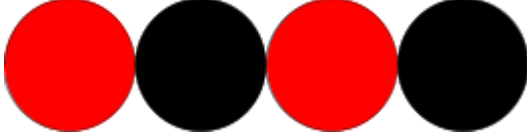
3. set the switch to 00000000 then run the BatTarget reactive target connect to the wifi network: SSID: battarget Password: 123456789 then you can change the program settings on the phone default settings then disable and enable reactive target. WiFi network settings are active for any other switch setting.

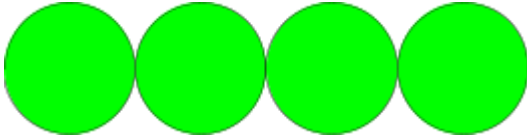
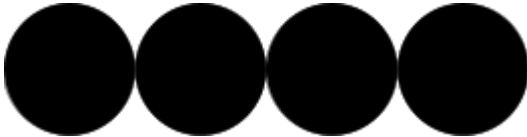
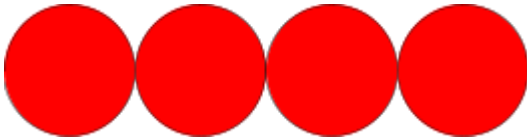
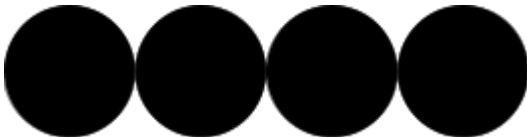
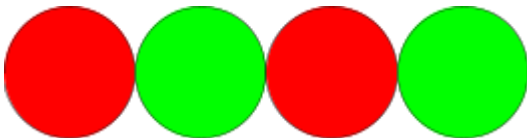
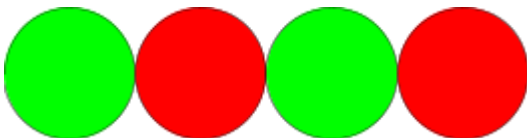
Light information

Activation of the reactive target BATTARGET Signal sequence:

	<p>After the target is switched on or after its restart (e.g. in the event of a power failure) The</p>
	<p>green lamps are lit depending on the settings of the switches 1,2,3,4</p>
	<p>The sequence before the next information The</p>
	<p>red lamps are lit depending on the settings 5,6,7,8</p>

Game statuses of the reactive target BATTARGET:turn

	<p>Green player's Sequences flashing alternately</p>
	
	<p>Red Sequences flashing alternately</p>
	

	<p>player's turn Won the green player green LEDs on and off green</p>
	
	<p>Won player red turn on and off red LEDs</p>
	
	<p>Draw</p>
	

Warranty:

No covers natural wear and tear. Dents in the cells and the sheet, especially when using steel bb, are a natural wear and tear, it is dictated by safety considerations because the deformation absorbs some of the energy, thanks to which the energy of the reflected ball is much lower than it would be for hardened cells. The sensor / led element is a consumable part and in the event of mechanical damage, it is subject to replacement not covered by the warranty, damage if used correctly (shooting from the front at the target level) does not happen.

The device is not resistant to moisture / water and should not be used / stored in humid places (basement,) and outdoors.

Spare parts available from the manufacturer:

- 1.5m usb power
- Cable cable wifi module
- Screw with cells
- Single target
- Bullet trap
- Body
- PCB
- Solenoid module 1
- Solenoid module 2
- Solenoid module 3
- Solenoid module 4
- Battery basket