



Running Rangemaster X3 Pro/.net software on the layout computers User Manual

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This unit has been carefully produced by:

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1. ABOUT THE PROGRAMM

Rangemaster Start up local administrative program (*rmc.exe*) is an automatically executed upon start gives access to the following shooting modes:

1. Shooting with chipcard (Pay mode)
2. Competition shooting mode
3. Shooting without chipcard (Free shooting mode)

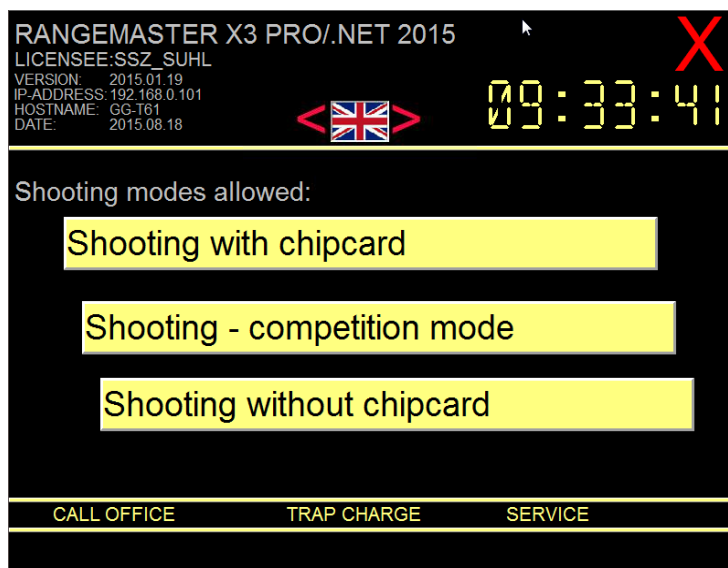
In addition this program gives access to the following sub-programs:

- local administration and basic set-ups for the specific layout (pin code protected area, also accessible with an administrative chip card)
- setting traps as refilled
- voice over IP program to call to back office and etc.

In addition this program is able to do following:

- automatically launch the shooting mode program, as set up in the sysadmin section (c auto start)
- testing of the attached hardware
- setting of error tones
- shutting down or rebooting the system
- checking for rounds aborted (e.g.: rounds not finished due to loss of power) and continuing upon request

2. SHOOTING MODES ALLOWED

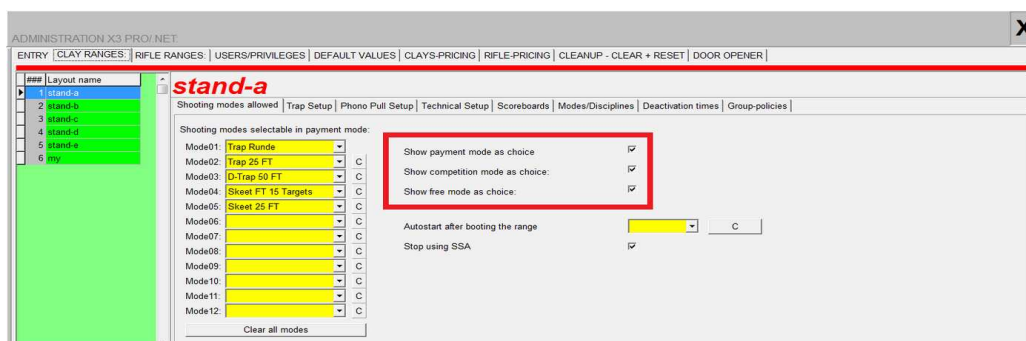


To set shooting modes allowed use **Sales administrative program** (refer to para. 13.1.1):

Go to **Sysadmin > Clay ranges > (Select the range) > Shooting modes allowed**

Here you need to tag all necessary modes for each layout:

- Payment mode (Shooting with chipcard)
- Competition mode (Shooting – competition mode)
- Free mode (Shooting without chipcard)



NOTE: for running competitions tag Competition mode and Free (Shooting without chipcard) mode to set the traps in the morning before competition starts.

To change language use the following buttons:



- English language



- Russian language

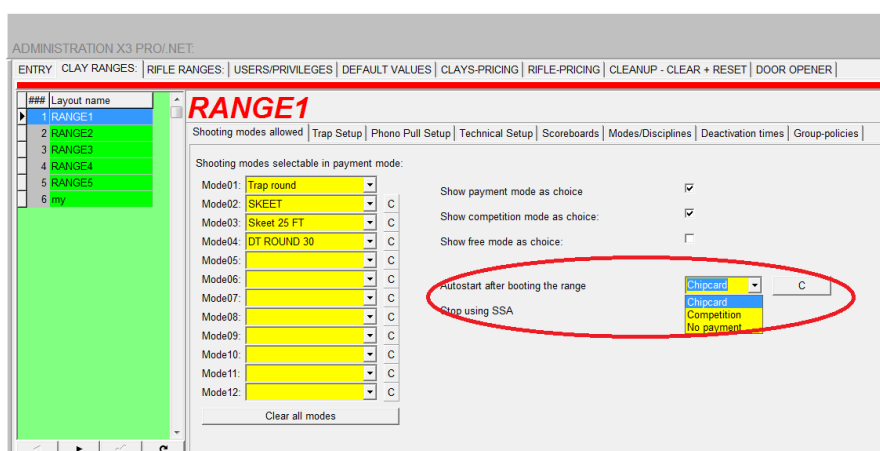


- German language

* To get more information refer to the **Sales manual**

It is possible to set the Autostart: when starting the program the chosen mode will run automatically.

To do that go to **Sales program > Sysadmin > Clay ranges > (Choose the layout)**

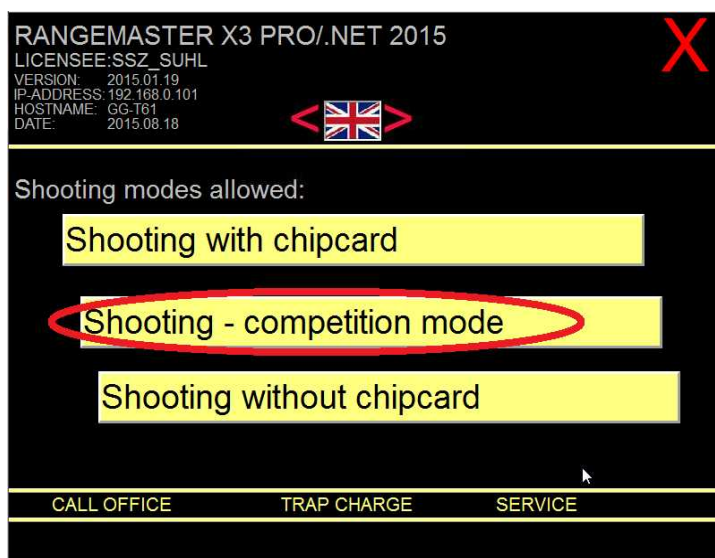


In the **Autostart after booting the range** section choose the mode using the scroll menu:

- chipcards (Shooting with chipcard mode)
- competitions (Competition mode)
- No payment (Shooting without chipcard mode)

3. COMPETITION SHOOTING (SHOOTING IN COMPETITION MODE)

This mode is used for running competitions.



NOTE: To set up the competition use **EasyScore X3 Pro/.net** program and manual!

After pressing this button on the layout computer you see the following window (in case if the competition is already set up):



To start the round press **Start this round/squad** button bellow.

It is possible to change the squad by pressing **Previous squad** or **Next squad**.

NOTE: Don't scroll backward and forward amongst squads if there is no need!

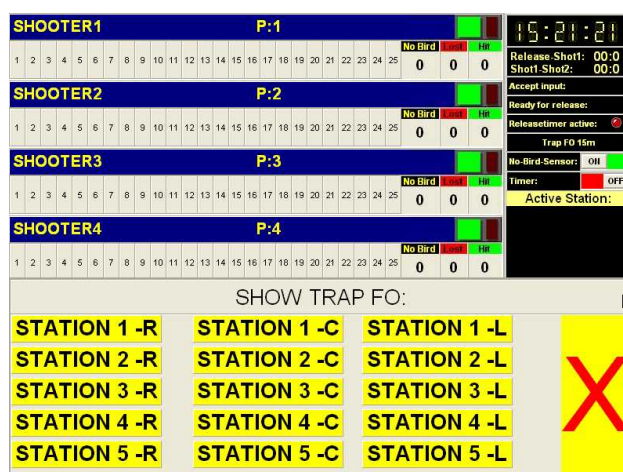
Now you can see the window which shows the shooting process during the round, hit/missed targets, number of the shot, name of the shooter and etc.

3.1 SHOOTING PROCESS



Start – press to start the round

View – use if you want to demonstrate the targets before/during the competition if applicable



Setup – this button gives you the following options:



Abort this round – press it if you need/want to abort this round

Warning: Before pressing this button, be aware!

You should only abort a round, if:

- you selected the wrong squad by accident
- you are running a sudden death shoot off and the tie has been broken.

Re-reporting (trap only) – use this option in case the trap is out of order during the shooting and there is no chance to fix it immediately.

Note: Reporting during a shooting will work only for the active round;

if you want to re-port a trap for a longer time use the trap setup in the Sales program and change the ports there. *(Please, refer to **Sales manual: para. 13.1.2**)*

Close this menu – use it to close the current menu

[1007]NINO, A.-KAZ																									P:1 Next:High			93	No Bird		0	0	0	Release,Shot1: 00:0		Shot1-Shot2: 00:0																																																																																																																																										
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	0	0	0	Accept input:																																																																																																																																																	
[1005]NAURUZBAYEV, M.-KAZ																												83	No Bird		0	0	0	Ready for release:		Releasetimer active:																																																																																																																																										
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	0	0	0	Sheet																																																																																																																																																	
[1004]SEROV, V.-KAZ																												82	No Bird		0	0	0	No-Bird-Sensor: ON		Timer: ON																																																																																																																																										
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	0	0	0	Active Station:																																																																																																																																																	
[1006]MUKHAMEDIYEV, A.-KAZ																												85	No Bird		0	0	0	1		Version 2015-06-19																																																																																																																																										
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	0	0	0																																																																																																																																																		
[1002]KAZAKOVTSSEV, A.-KAZ																												92	No Bird		0	0	0																																																																																																																																													
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	0	0	0																																																																																																																																																		
[1001]KONOVALOV, N.-KAZ																												95	No Bird		0	0	0																																																																																																																																													
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	0	0	0																																																																																																																																																		
Hold RC: F																									No Bird RC: E																									Zero RC: A																									2nd Zero RC: B																									Man.release RC: H																									VIEW																									Setup																								

Buttons for interaction:

Zero ('A') – press if shooters missed the target (button A) if a single target has been launched or the shooter missed the first target in a double.

Zero ('B') – only valid for a lost target which was launched as the second target in a double.

Quit – press when the round is finished and results verified. This button will show up only after the last target has been launched.

Note: The results will not be imported unless you don't press **Quit** button

Hold – this button deactivates a microphone and no further interaction with the system is possible. Useful if referee wants to talk to a shooter. Press this button again to activate the system and continue the round.

No bird – press if there is no bird/broken target is released (button E)

Man.release – press if you want to release the target manually (button H)

No-Bird-Sensor (on/off): - activates or deactivates *No-bird* sensor

Timer (on/off): - enables and disables a release timer

Info fields:

Release-Shot1 – shows the time period between the target is released and the first shot is fired

Shot1-Shot2 – time gap between 1st and 2nd shot (*used for skeet and double trap only*)

Accept input – accepts a call or action via remote control or touch screen.

Ready for release – the green signal shows that the target might be called

Release timer active – call has been received from the phono pull unit or remote control/touch screen and countdown on the random release timer has been initiated (*for skeet only*)

3.2 SEMI-FINALS/SHOOT OFFS/MEDAL MATCHES (ISSF)

Qualifications, shoot offs before semi-final and semi-finals are set using EasyScore program.

Shoot offs before medal matches and medal matches are set by **Shoot off and final wizard** on the layout computer only.

The program opens automatically when the semifinal is over.

You will see the following window on the layout computer:



Choose the shooters who will take part in a shoot off or a medal match:

click the name so the button turns red and start the competition shooting.

Be aware about the correct process:

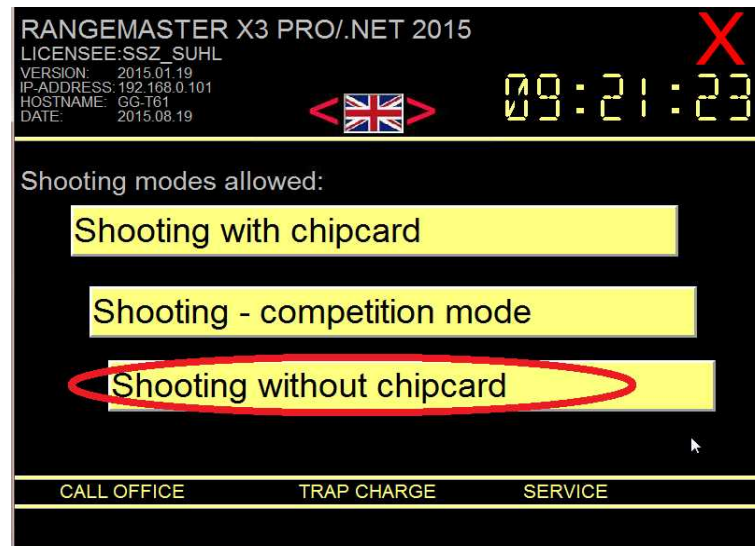
After Semi final, possible ties have to be broken; for that use the 1st. Button (shoot off before medal matches)

After having broken ties, continue with the bronze medal match; if necessary, proceed with another tie after bronze medal match.

Please, follow the same procedure for the following gold medal match (as in bronze medal match).

If the shoot off follows the new rules, then the shoot offs are prepared in EasyScore.

4. SHOOTING WITHOUT CHIPCARD



When opening the **Shooting without chipcard mode** you see the following window on the layout computer:



It shows all possible shooting disciplines.

Since the version 2015.3 and onwards you are able to hide the disciplines you don't want to offer or you don't have (to hide/set disciplines refer to **Sales** program: **Sysadmin**→**Clay Ranges**→**Shooting without chipcard - Setup**)

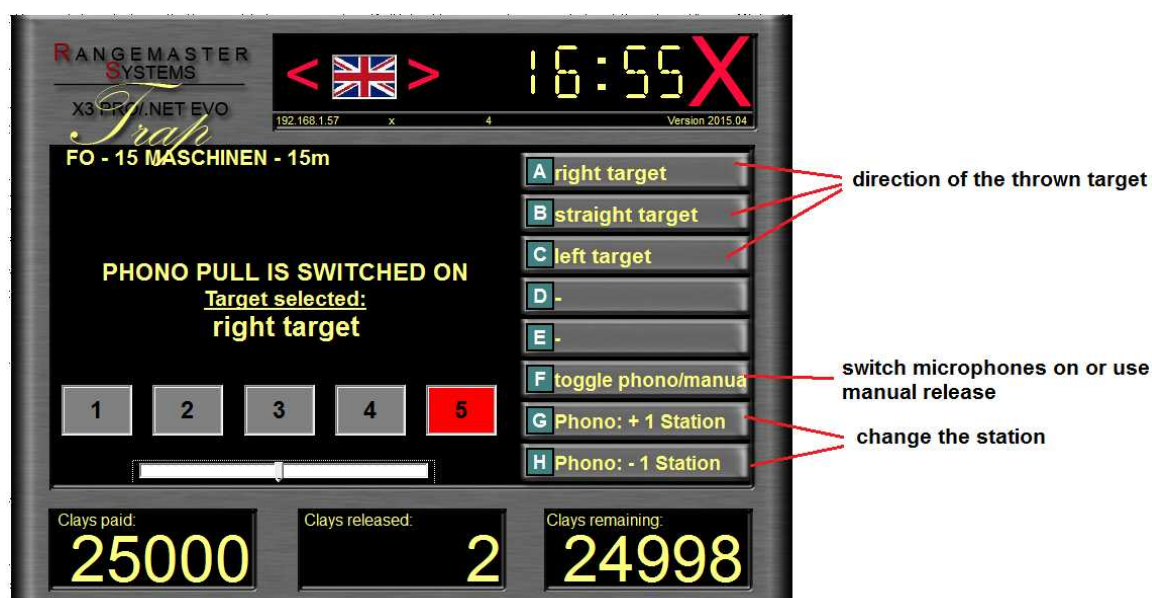
Each discipline gives option to shoot **Rounds** or **Free training** shooting mode:

Round mode allows to shoot preprogrammed rounds, shoot offs, semi-finals and medal matches (according to new and old ISSF rules).

E.g.: during the round while all shooters shoot classical round a shooter can choose preset round for himself and shoot e.g. straight targets only.

Free training mode allows to shoot in a pre-set mode to improve the shooting technique using microphones or remote control.

E.g.: This is the monitor of a layout computer when shooting Olympic trench 15m in the free training mode.

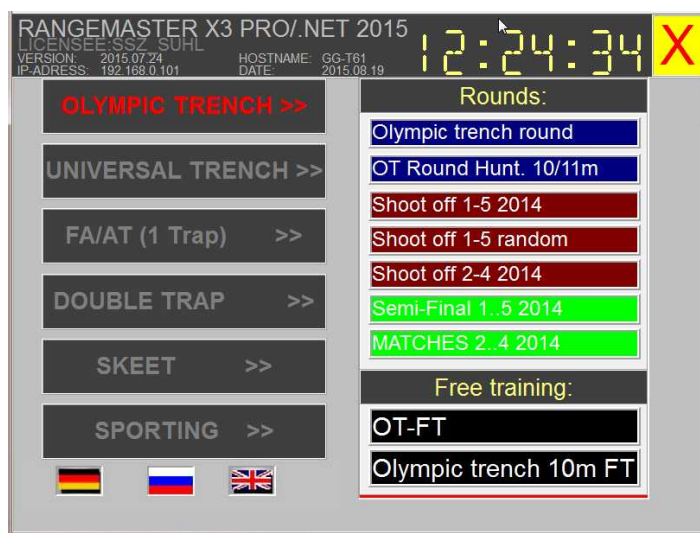


As you can see shooter can preset the target and shoot it as much as he needs.

E.g.: shoot right, straight or left target only for training Trap; shoot on the chosen station; activate the microphone to trigger the next clay by voice command or use the remote control for the manual release.

4.1 ROUND AND FREE TRAINING MODES

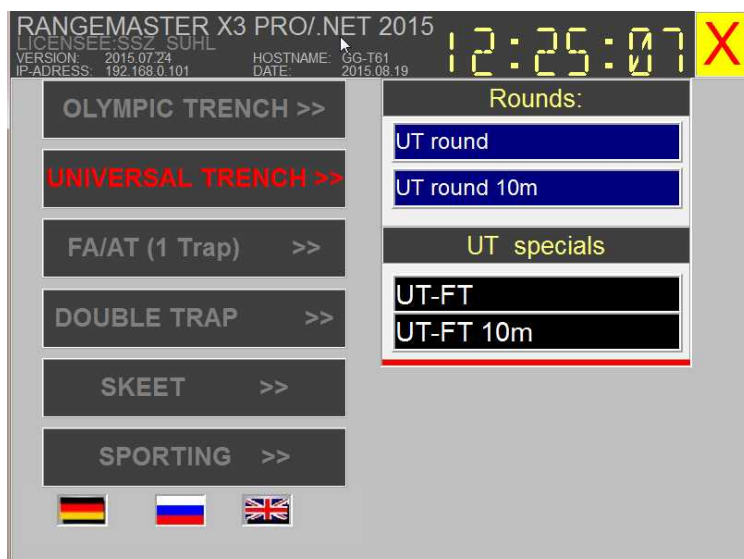
Olympic trench



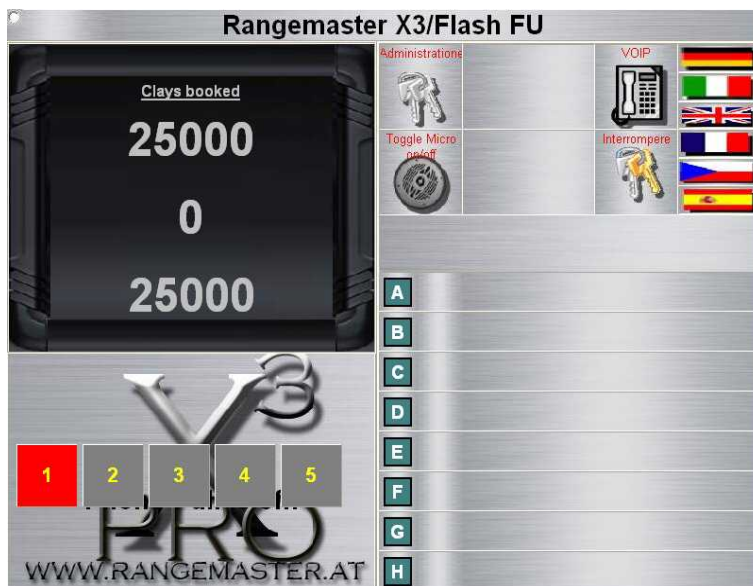
Free training:



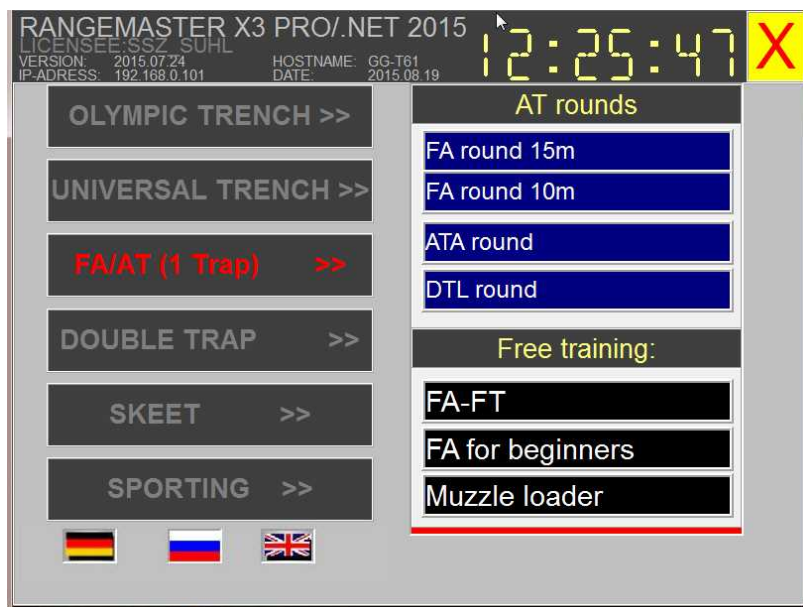
Universal trench (Universal Trap)



Free training:



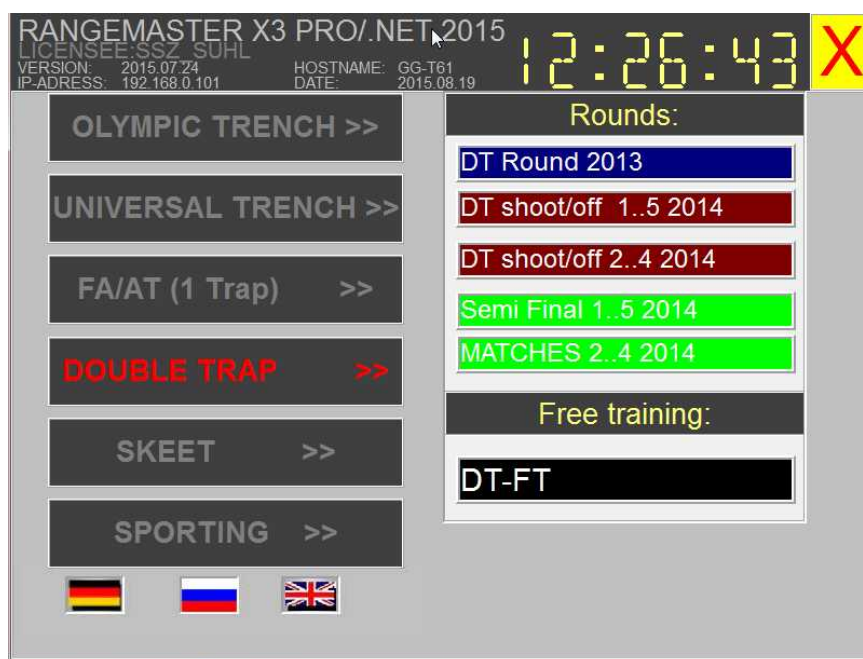
FA/AT (1 Trap)



Free training:



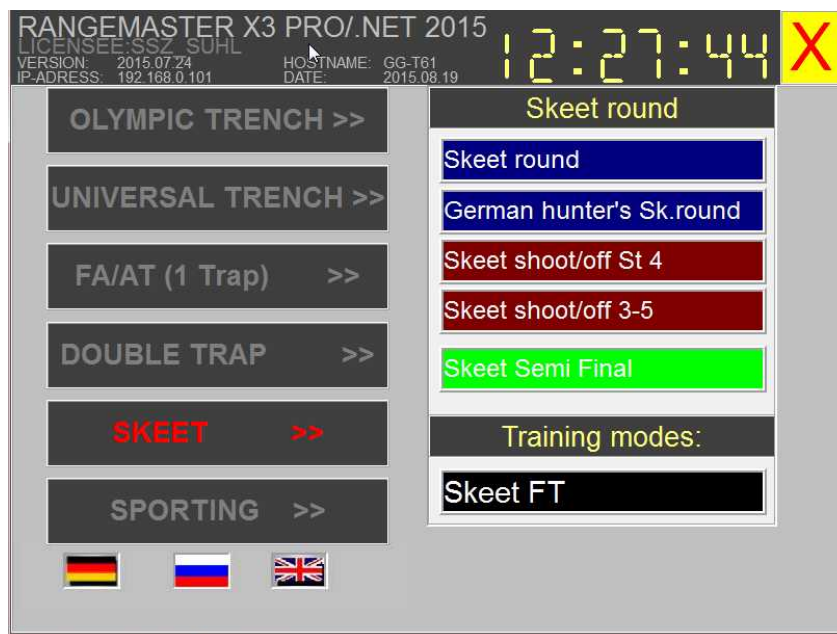
Double trap



Free training:



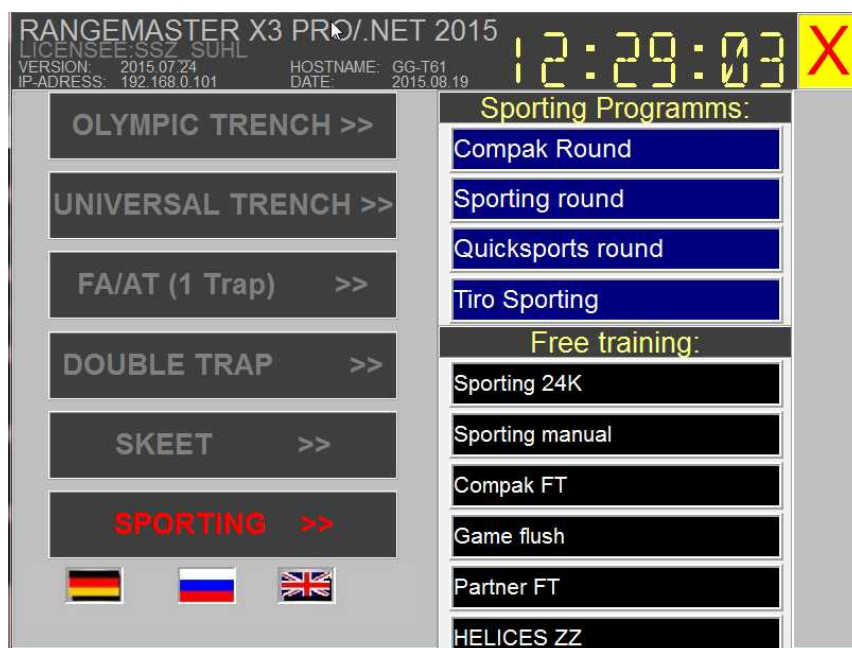
Skeet



Free training:



Sporting



Free training:

Sporting 8K



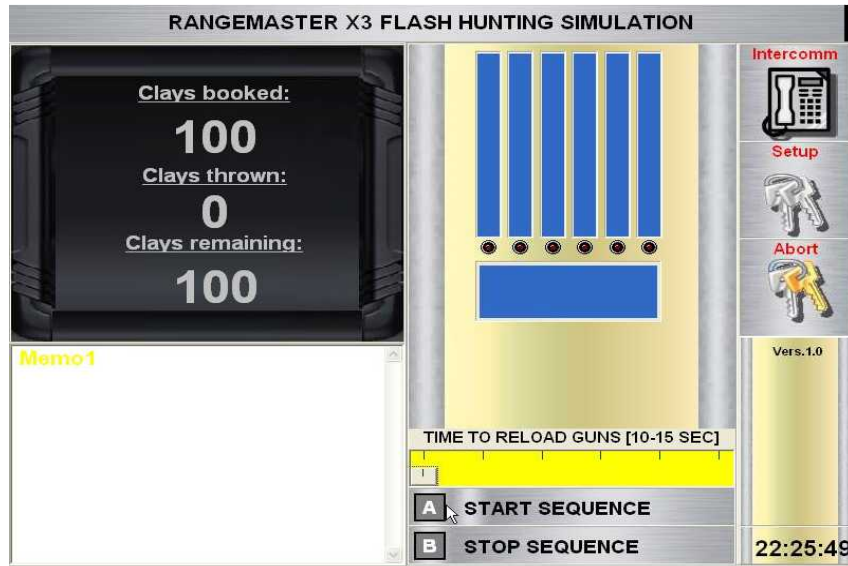
Sporting 24K



Compak 5 stations

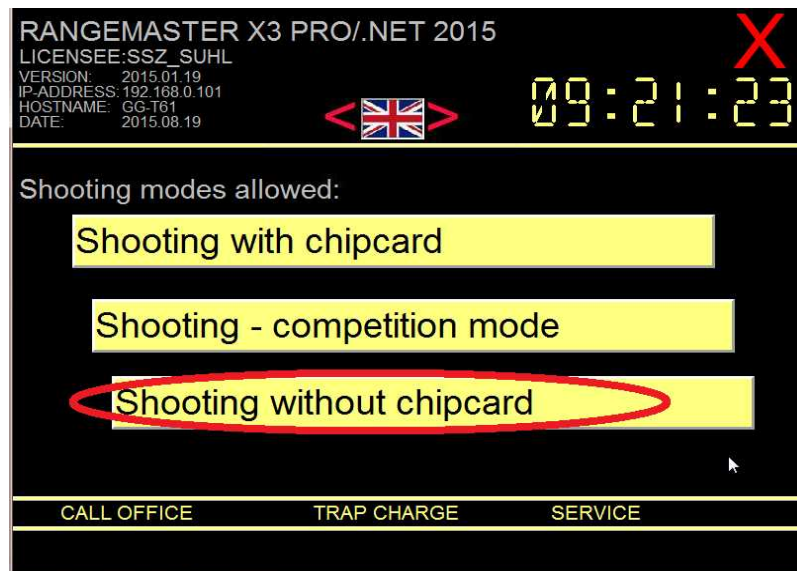


Hunting simulation

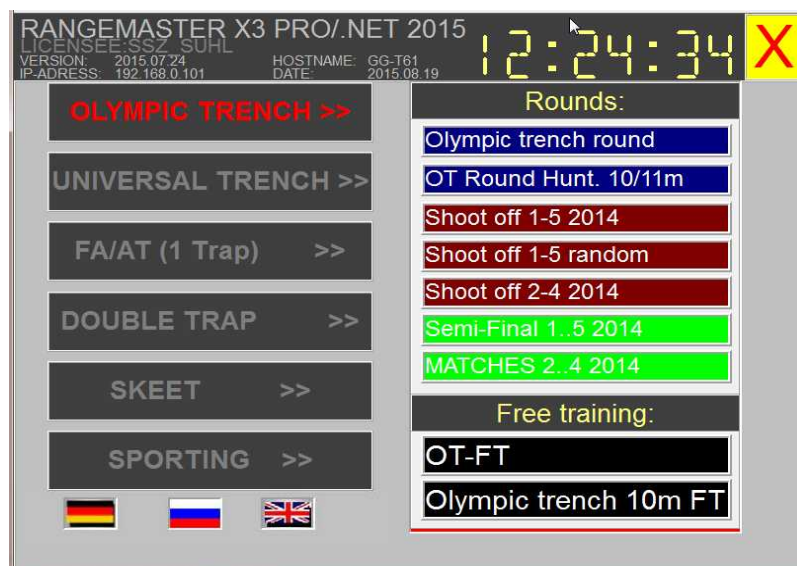


4.2 SHOOTING PROCESS

Choose the Shooting mode



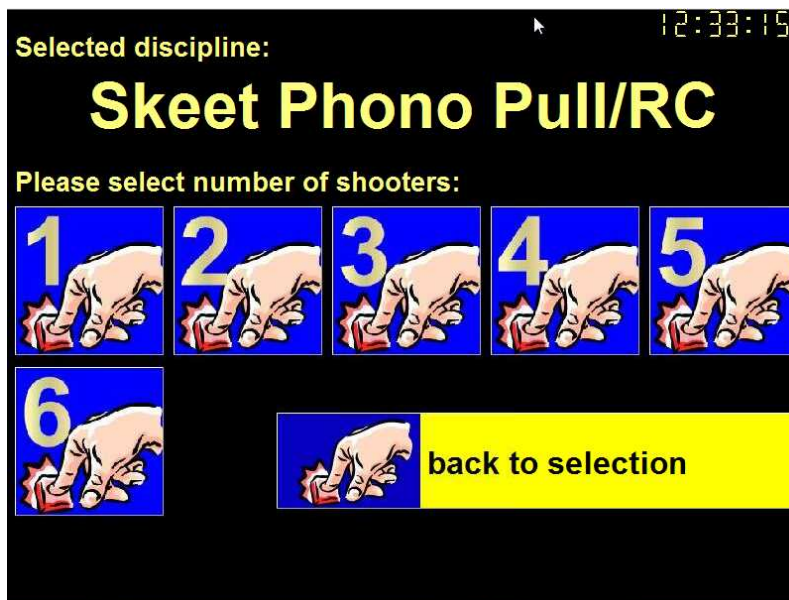
Choose the discipline and mode: **Rounds** or **Free training**



Round mode:

If you take round mode you see the following window.

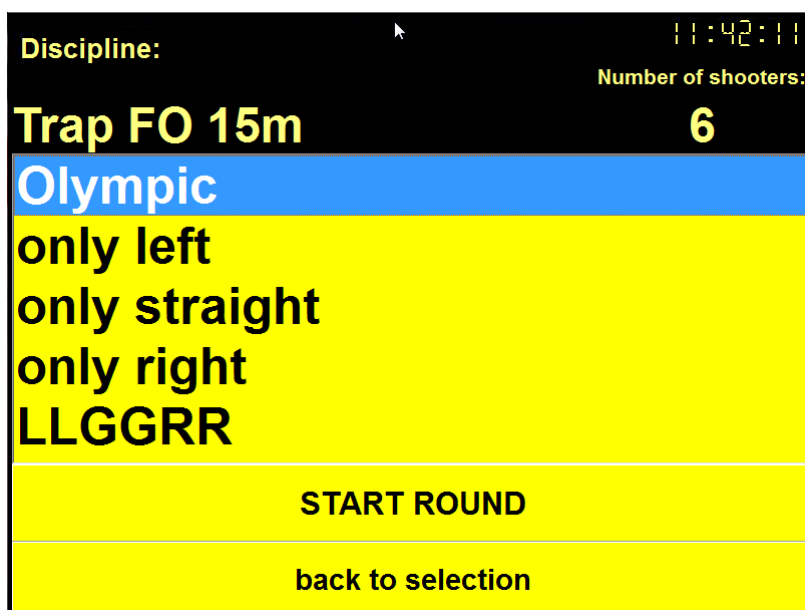
Here choose the number of shooters taking part in the round.



The following window opens only when a discipline gives few modes.

E.g.: in Trap using Round mode it is also possible to shoot straight launched target.

How to set up additional modes refer to **Sales manual, para.Free Training mode*



SHOOTER1																									P:1					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

SHOOTER2																									P:2					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			


SHOOTER3																									P:3					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

SHOOTER4																									P:4					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

SHOOTER5																									P:5					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

SHOOTER6																									P:6					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

START																									VIEW			Setup		
-------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	------	--	--	-------	--	--

11:54:15																								
Release-Shot1: 00:0 Shot1-Shot2: 00:0																								
Accept input:																								
Ready for release:																								
Releasetimer active: <input checked="" type="checkbox"/>																								
Trap FO 15m																								
1																								
No-Bird-Sensor: ON																								
Timer: OFF																								
Active Station:																								
																								
Version 2015-06-19																								

Start – press to start the round

View – use if you want to demonstrate the targets before/during the competition if applicable.
When pressing the button the demonstrative target is released.


SHOOTER1																									P:1					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

SHOOTER2																									P:2					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

SHOOTER3																									P:3					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

SHOOTER4																									P:4					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	No Bird	Lost	Hit			
																									0	0	0			

15:21:21																								
Release-Shot1: 00:0 Shot1-Shot2: 00:0																								
Accept input:																								
Ready for release:																								
Releasetimer active: <input checked="" type="checkbox"/>																								
Trap FO 15m																								
No-Bird-Sensor: ON																								
Timer: OFF																								
Active Station:																								

SHOW TRAP FO:																								
STATION 1 -R								STATION 1 -C								STATION 1 -L								
STATION 2 -R								STATION 2 -C								STATION 2 -L								
STATION 3 -R								STATION 3 -C								STATION 3 -L								
STATION 4 -R								STATION 4 -C								STATION 4 -L								
STATION 5 -R								STATION 5 -C								STATION 5 -L								

Setup – this button gives you the following options:



Abort this round – press it if you need/want to abort this round

Warning: Before pressing this button, be aware!

You should only abort a round, if:

- you selected the wrong squad by accident
- you are running a sudden death shoot off and the tie has been broken.

Re-reporting (trap only) – use this option in case the trap is out of order during the shooting and there is no chance to fix it immediately;

Note: Reporting during a shooting will work only for the active round;

if you want to re-port a trap for a longer time use the trap setup in the Sales program and change the ports there. *(Please, refer to **Sales manual para. 13.1.2**)*

Close this menu – use it to close the current menu

Buttons for interaction:

Zero ('A') – press if shooters missed the target (button A) if a single target has been launched or

the shooter missed the first target in a double.

Zero ('B') – only valid for a lost target which was launched as the second target in a double.

Quit – press when the round is finished and results verified. This button will show up only after the last target has been launched.

Note: The results will not be imported unless you don't press **Quit** button

Hold – this button deactivates a microphone and no further interaction with the system is possible. Useful if referee wants to talk to a shooter. Press this button again to activate the system and continue the round.

No bird – press if there is no bird/broken target is released (button E)

Man.release – press if you want to release the target manually (button H)

No-Bird-Sensor (on/off) - activates or deactivates No-bird sensor

Timer (on/off) - enables and disables a release timer

Info fields:

Release-Shot1 – shows the time period between the target is released and the first shot is fired

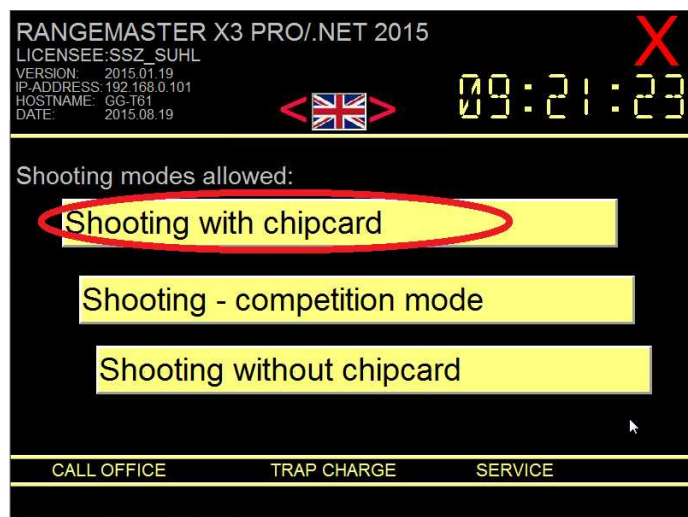
Shot1-Shot2 – time gap between 1st and 2nd shot (used for skeet and double trap only)

Accept input – accepts a call or action via remote control or touch screen.

Ready for release – the green signal shows that the target might be called

Release timer active – call has been received from the phono pull unit or remote control/touch screen and countdown on the random release timer has been initiated (for skeet only)

5. SHOOTING WITH CHIPCARD (PAYMENT MODE)



Shooting with chipcard is available only to shooters having a chipcard assigned.

When you press **Shooting with chipcard** you see the following window where shooter/customer can choose the discipline he wants to shoot.



To set the disciplines offered use **Sales** administrative program.

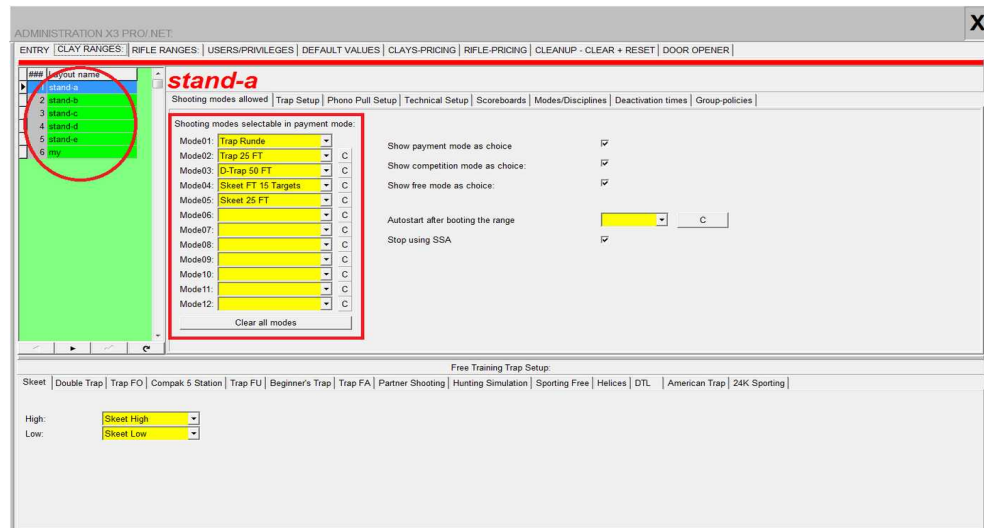
Go to **Sysadmin > Clay ranges > (Select the range) > Shooting modes allowed**

In this subsection you should choose and add shooting modes selectable in payment mode.

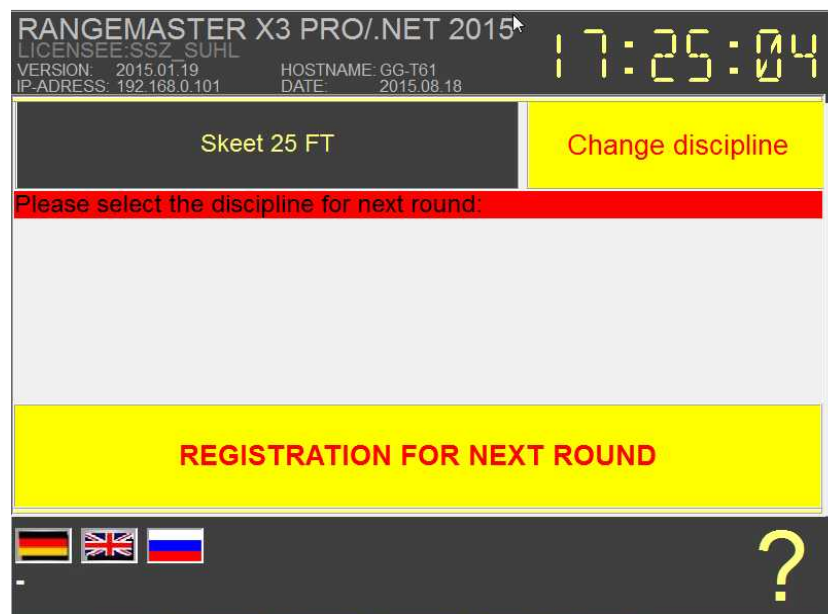
Chosen shooting modes for the each layout will be represented in payment mode.

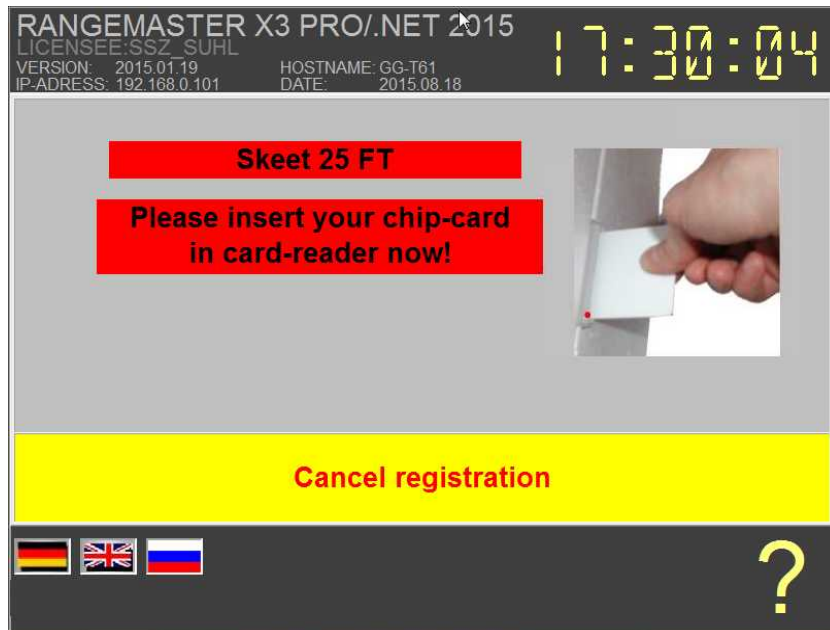
To clear the cell press **C** button.

NOTE: Don't forget to set up disciplines for each layout (stand-a, stand-b, etc.)

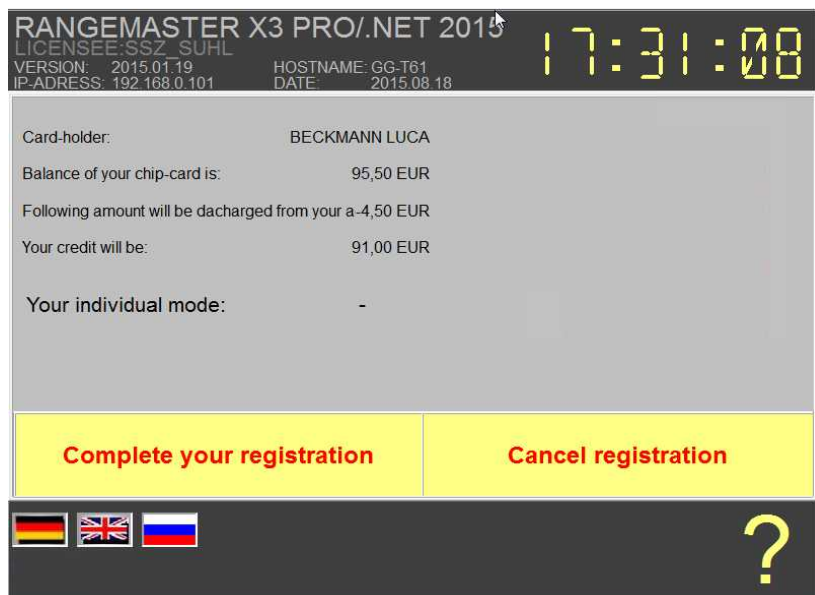


After choosing a discipline on the layout touch screen computer program asks the shooter to register and insert the chip card:





Here the customer sees how much he will be charged for this round and how much money on his account left.



Please take note of the difference in the screen-shoot above and below. The screen shot above shows a free training mode; below shows a pre-programmed round mode, where you can select your individual shooting mode/sequence.

RANGEMASTER X3 PRO/.NET 2015
 LICENSEE: SSZ_SUHL
 VERSION: 2015.01.19
 IP-ADDRESS: 192.168.0.101

HOSTNAME: GG-T61
 DATE: 2015.08.18




13:18:31

Card-holder: BECKMANN LUCA
 Balance of your chip-card is: 100,00 EUR
 Following amount will be dacharged -4,50 EUR
 Your credit will be: 95,50 EUR
 Your individual mode: Olympic

Choose your personal mode
 Olympic
 Left Only
 Straight Only
 Right Only

Complete your registration

Cancel registration

?

RANGEMASTER X3 PRO/.NET 2015
 LICENSEE: SSZ_SUHL
 VERSION: 2015.01.19
 IP-ADDRESS: 192.168.0.101

HOSTNAME: GG-T61
 DATE: 2015.08.18

17:31:51

Skeet 25 FT

##	Name of shooter	Personal mode:
1	BECKMANN LUCA	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-

To start round

Registration of next shooter





?

It is possible for a shooter to register as the 2nd, 3rd (and etc.) shooter for the same round if he has a Multi-charge **per round** option tagged on his personal **Shooter's details** section in Sales program.

In order to prevent multi-charge registration for a shooter leave this option untagged.



Note: Shooter cannot access credit and check in while this window is active!

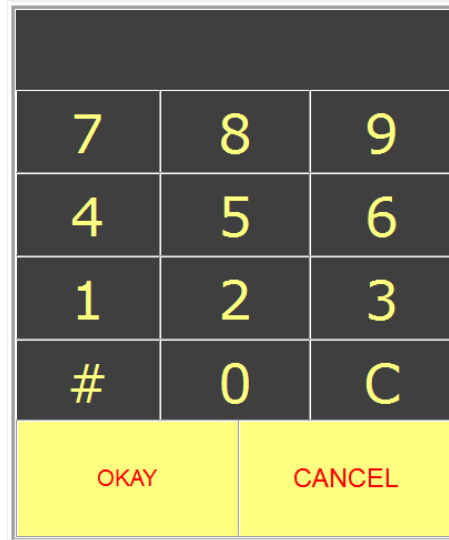
In case you need to leave the program mode press



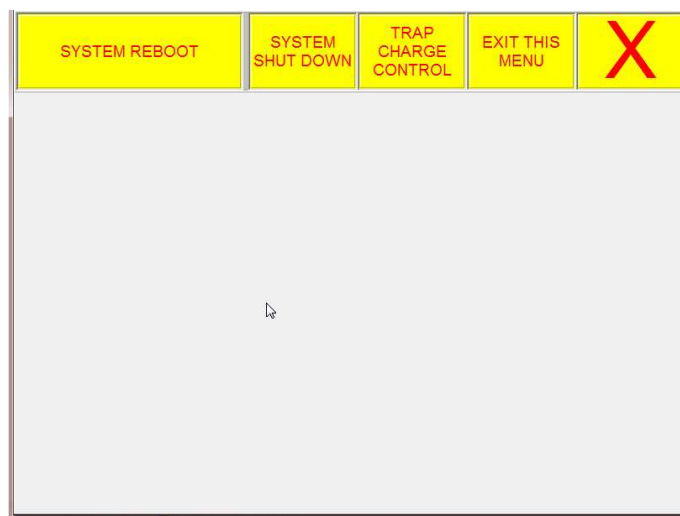
button.



Enter the pin code and press **Okay** (how to set up a pin code refer to para. [6 Service](#)).



To go back press  button.



This option allows to:

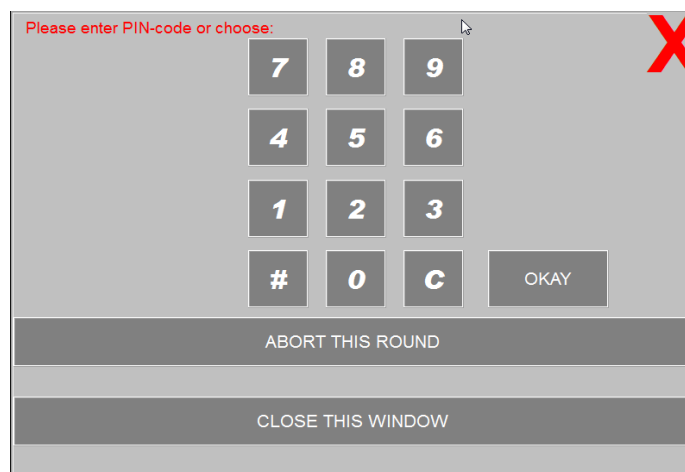
- reboot the system
- shut down the system
- use the trap charge control option (refer to para. [7 Trap charge control](#)).
- exit the menu

5.1 SHOOTING PROCESS



Start – press to start the round


Setup – this button gives you the following options:



Abort this round – press it if you need/want to abort this round

Note: For entering the administrative area, you have to enter your pin-code. (This applies only in shooting with chipcard).

Close this menu – use it to close the current menu

HUDAK, Franz																									P:1			No Bird			Quit			10:49:33		
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	0	0	0	Release-Shot1: 00:0	Shot1-Shot2: 00:0								
Accept input: <input checked="" type="checkbox"/>																																				
Ready for release: <input checked="" type="checkbox"/>																																				
Releasetime active: <input checked="" type="checkbox"/>																																				
Trap FO 15m																																				
0																																				
No-Bird-Sensor: <input checked="" type="checkbox"/> ON																																				
Timer: <input checked="" type="checkbox"/> ON																																				
Active Station:																																				
1																																				
																																				
Version 2015-05-19																																				
Hold RC: F					No Bird RC: E					Zero RC: A										Man.release RC: H					Setup											

Buttons for interaction:

Zero ('A') – press if shooters missed the target (button A) if a single target has been launched or the shooter missed the first target in a double.

Zero ('B') – only valid for a lost target which was launched as the second target in a double.

Quit – press when the round is finished and results verified. This button will show up only after the last target has been launched.

NOTE: The results will not be imported unless you don't press **Quit** button

Hold – this button deactivates a microphone and no further interaction with the system is possible. Useful if referee wants to talk to a shooter. Press this button again to activate the system and continue the round.

No bird – press if there is no bird/broken target is released (button E)

Man.release – press if you want to release the target manually (button H)

No-Bird-Sensor (on/off) - activates or deactivates No-bird sensor

Timer (on/off) - enables and disables a release timer

Info fields:

Release-Shot1 – shows the time period between the target is released and the first shot is fired

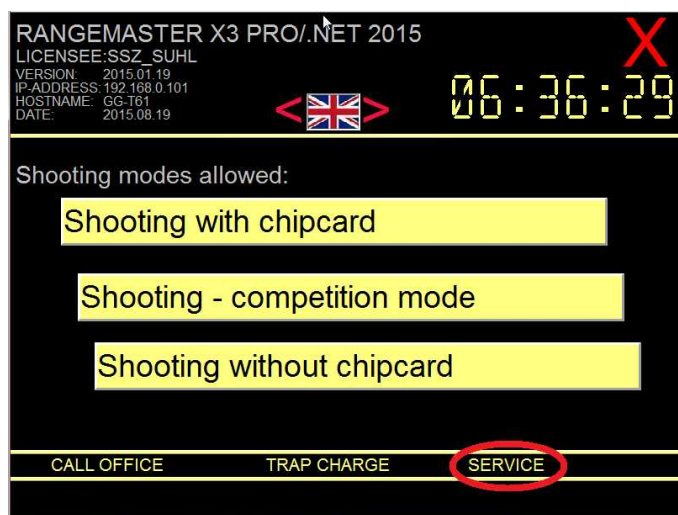
Shot1-Shot2 – time gap between 1st and 2nd shot (used for skeet and double trap only)

Accept input – accepts a call or action via remote control or touch screen.

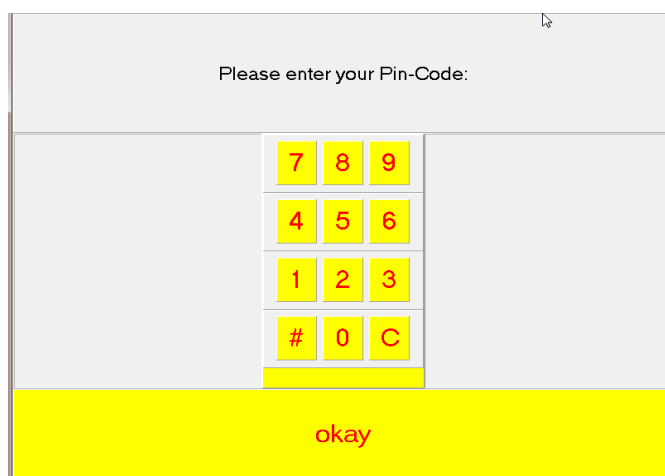
Ready for release – the green signal shows that the target might be called

Release timer active – call has been received from the phono pull unit or remote control/touch screen and countdown on the random release timer has been initiated (for skeet only)

6. SERVICE



To be able to use **Service** option enter a password first.




To avoid entering a pin code use administrative chip card.

NOTE: You cannot enter the **Service menu** with a chip card inserted!

A password should be set in Sales program (refer to **Sales manual: para. 13.1.4 Technical setup**).

stand-a

Shooting modes allowed		Trap Setup	Phono Pull Setup	Technical Setup	Scoreboards	Modes/Disciplines	Deactivation times	Group-policies
Range name:	stand-a							
Static IP-Address:	192.168.0.101							
Mac-Address:	00045A4B068E							
Registration Code:								
Emergency stop attached to port:								
Voice over IP-Name:								
Static camera IP-Address:								
Pin-Code:	007							
Skeet: Pull light attached to port:	O18	F18						
Skeet: Mark light attached to port:	O19	F19						
Relay Sporting activation/deactivation:								
FA Movement activation/deactivation:								
FA Center activation/deactivation:								
Local USB-Printer is attached:	<input type="checkbox"/>							
Shot Sensor attached:	<input checked="" type="checkbox"/>							
No Bird automatic:	<input checked="" type="checkbox"/>							
Nasta Central Trap Activation Codes:								
Port Lamp for Final:								
USB Port 24K receiver:								
Use Phono Pull for 10M Trap:	Dia							

Go back to the main menu use  button.

After entering the pin code press **Okay**.

You will have the following options:

Rangemaster X3/PRO.NET - Service + Setup

Basic system options <small>Set payment options, En-/Disable shot sensor and enable/disable no-bird control</small>	Microphone Setup <small>Reconfigure the ports microphones are attached to</small>
Release timers <small>Select minimum / maximum timer intervals</small>	Trap/Launcher Setup <small>Reconfigure the ports traps/launchers are attached to</small>
Error tones <small>Select error tones shooters will hear</small>	TEST
Special training setup <small>Set traps to use for different disciplines</small>	Allowed Disciplines <small>available as choice for chipcard mode</small>
REBOOT	SHUT DOWN
CLOSE THIS MENU	

Note: All these options are usually set in Sales program

6.1 BASIC SYSTEM OPTIONS

This option allows to set payment options, activate or disable shot sensor and no bird control.

Rangemaster X3/PRO.NET - Service + Setup	
BASIC SYSTEM SETUP:	
CUSTOMER I/F STANDARD LANGUAGE:	GER
SKEET LIGHT ACTIVATION CODES - PULL:	ON: O18 OFF: F18
SKEET LIGHT ACTIVATION CODES - MARK:	ON: O19 OFF: F19
NO BIRD AUTOMATIC ENABLED:	ON
NO BIRD TIMEOUT IN [mSec]:	3000
TRAP FA MOVEMENT ACTIVATION CODES:	ON: OFF:
TRAP FA / CENTER POSITION ACTIVATION CODES:	ON: OFF:
SPORTING/COMPAK EXTERNAL RELAIS CODES:	ON: OFF:
DISPLAY CHIPCARD MODE:	YES
DISPLAY COMPETITION MODE:	YES
DISPLAY FREE MODE:	YES
PINCODE FOR THIS SYSTEM:	007
USE PHONO PULL FOR [10/11m] TRAP:	Yes
CLOSE THIS MENU	

CUSTOMER I/S STANDARD LANGUAGE allows to set the language of the interface

SKEET LIGHT ACTIVATION CODES - PULL: enter the ports used for skeet lights in the following format - „O“ letter + number of the port in the first cell and „F“ letter + number of the port in the second cell - the port number refers to the relay PCBs, where the lights for high and low house are connected to.

SKEET LIGHT ACTIVATION CODES - MARK: enter the ports used for skeet lights in the following format - „O“ letter + number of the port in the first cell and „F“ letter + number of the port in the second cell – the port number refers to the relay PCBs, where the lights for high and low house are connected to.

NO BIRD AUTOMATIC ENABLED: activates or deactivates „no bird“ sensor

NO BIRD TIME OUT IN {mSec}: choose the time period. The time period stated here will refer to Skeet, Trap and double trap only. If not shot has been detected after launching the target, an automatic no bird procedure will be initiated.

TRAP FA MOVEMENT ACTIVATION CODES: If you have a Rangemaster Trap FA control unit attached to your systems, enter the appropriate control codes (e.g. 'O26', 'F26')

TRAP FA/ CENTER POSITION ACTIVATION CODE: If you have a Rangemaster Trap FA control unit

attached to your systems, enter the appropriate control codes (e.g. 'O25', 'F25')

SPORTING/COMPAK EXTERNAL RELAIS CODES: If you have an external line breaker attached for switching on/switching off power supply to your sporting traps, enter the appropriate control codes here ('e.g. 'O24', 'F24')

DISPLAY CHIPCARD MODE: enables or disables pay mode

DISPLAY COMPETITION MODE: enables or disables competition mode

DISPLAY FREE MODE: enables or disables free mode

PINCODE FOR THIS SYSTEM: enter the pin code to enter the system

USE PHONO PULL FOR {10/11m } TRAP: Yes will activate microphones; no will limit the release of clays to Radio control/wireless remote control. Ask will prompt for an operator's choice before the next round is started.

6.2 RELEASE TIMERS

Select minimum/maximum timer interval for disciplines or randomize the time

Rangemaster X3/PRO.NET - Service + Setup			
RELEASE TIMERS:			
Timer Photo Pull:	min (ms):	max (ms):	Randomized:
Skeet:	100	2900	<input checked="" type="checkbox"/>
Trap 15m:	0	0	<input type="checkbox"/>
Trap 10m:	0	0	<input type="checkbox"/>
Compak Sporting:	250	250	<input type="checkbox"/>
Sporting:	0	0	<input type="checkbox"/>
Double Trap:	25	750	<input checked="" type="checkbox"/>

CLOSE THIS MENU

Recommended values are:

Skeet: 100ms-3000ms. Randomize tagged.

Double Trap - old 50 targets scheme: 0-1000ms Randomize tagged.

For **ISSF Double Trap** (after 01.01.2013 with 15 doubles = 30 targets), any value entered here will be overridden.

Compak Sporting & Sporting: 250/250ms

Trap 15m 0/0ms

6.3 ERROR TONES

Here you can select the error tones for missed targets

Rangemaster X3/PRO.NET - Service + Setup

ZERO TONES:

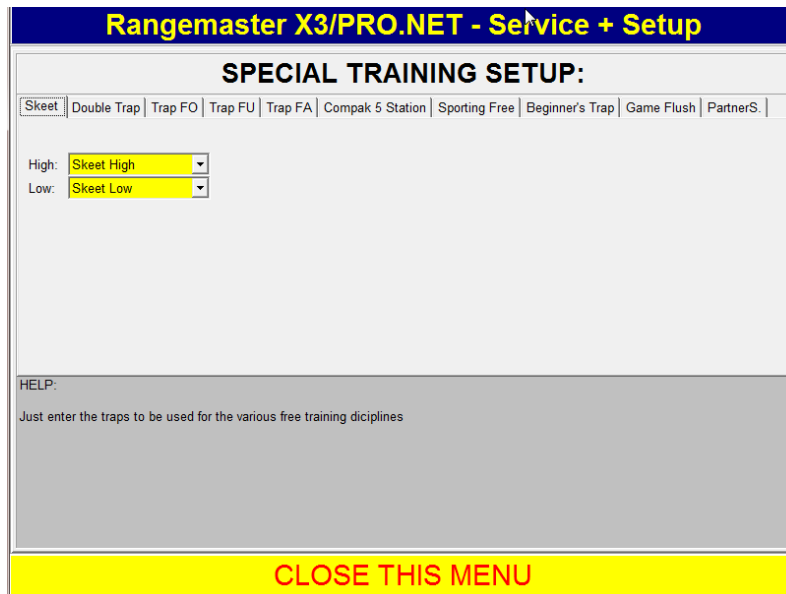
Standard tunes:	Star wars tunes:	Funny tunes-for special occ.:
01: 'METAL'	06: 'R2D2'	11: 'UHH-OHH'
02: 'BELL'	07: 'ALERT RED'	12: 'CHIMP'
03: 'HOLLOW'	08: 'PHASER'	13: 'GOOD-BYE'
04: 'IMPACT'	09: 'STALLED'	14: 'TARZAN'
05: 'BEEP'	10: 'TILT'	15: 'FANFARE'

Selected tone: 11

CLOSE THIS MENU

6.4 SPECIAL TRAINING SETUP

To set traps for different disciplines enter the traps to be used for the various free training mode. For further details – please refer to the **Sales manual (Administrative Program for Rangemaster X3 pro/.net)**



Rangemaster X3/PRO.NET - Service + Setup

SPECIAL TRAINING SETUP:

Skeet | Double Trap | Trap FO | Trap FU | Trap FA | Compak 5 Station | Sporting Free | Beginner's Trap | Game Flush | PartnerS.

High: Skeet High

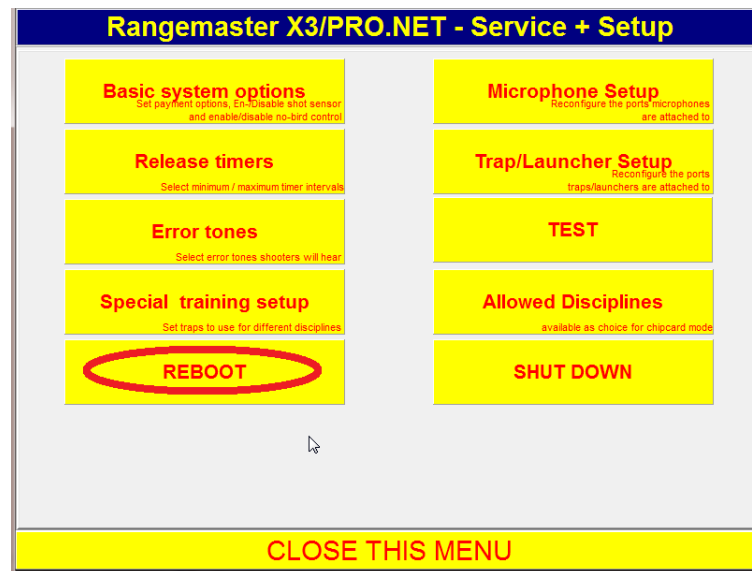
Low: Skeet Low

HELP:
Just enter the traps to be used for the various free training diciplines

CLOSE THIS MENU

6.5 REBOOT

Use this option to reboot the system



6.6 MICROPHONE SETUP

This section is for reconfiguring the ports microphones are attached to.

Do not change the values entered!

Rangemaster X3/PRO.NET - Service + Setup												
MICROPHONE SETUP:												
	Station N°/Port N°:											
	1	2	3	4	5	6	7	8				
Skeet:	06	07	08	09	10	11	12	13				
Trap 15m:	01	02	03	04	05							
Trap 10m:	01	02	03	04	05							
Compak Sporting:	01	02	03	04	05							
Sporting:	01	02	03	04	05							
Helices/ZZ	03											
<small>HELP:</small> Microphones are connected via cables to ports located on PCB FN#2004-010. The ports are named "01" to "17". So when you connect the microphone located on Skeet station #01 i.e. to Port "15", then you enter "15" in the skeet tablet for Station -1-.												
I												
CLOSE THIS MENU												

6.7 TRAP/LAUNCHER SETUP

Here you can reconfigure the ports traps /launchers are attached to

Range master X3/PRO.NET - Service + Setup							
TRAPS / LAUNCHERS SETUP:							
Trap Name	Clay Capacity	Reload-time (ms)	Port (01..30)	Clays thrown	Current fill	Minimum fill	No Birds requested
FO 01 Station 1 right	348	3000	01	13699	346	60	230
FO 02 Station 1 center	348	3000	02	7727	348	60	187
FO 03 Station 1 left	348	3000	03	14493	347	60	701
FO 04 Station 2 right	348	3000	04	13735	348	60	289
FO 05 Station 2 center	348	3000	05	7757	348	60	167
FO 06 Station 2 left	348	3000	06	13960	346	60	221
FO 07 Station 3 right	348	3000	07	52121	348	60	1132
FO 08 Station 3 center	348	3000	08	46801	348	60	1039
FO 09 Station 3 left	348	3000	09	26716	347	60	467
FO 10 Station 4 right	348	3000	10	13976	347	60	206
FO 11 Station 4 center	348	3000	11	7546	348	60	126
FO 12 Station 4 left	348	3000	12	13488	348	60	165
FO 13 Station 5 right	348	3000	13	13932	348	60	174
FO 14 Station 5 center	348	3000	14	7700	348	60	135
FO 15 Station 5 left	348	3000	15	13455	348	60	180
Skeet High	500	3000	16	40741	496	100	2009
Skeet Low	520	3000	17	37670	519	100	1635

CLOSE THIS MENU

6.8 TEST

System / equipment test: Here you can manually test relays and traps as well as the attached wireless/remote control.

Rangemaster X3/PRO.NET - Service + Setup

SYSTEM/EQUIPMENT TEST:

Pulse Relais (you will release targets when traps are powered on):

Port 01	Port 02	Port 03	Port 04	Port 05	Port 06	Port 07	Port 08	Port 09	Port 10
Port 11	Port 12	Port 13	Port 14	Port 15	Port 16	Port 17	Port 18	Port 19	Port 20
Port 21	Port 22	Port 23	Port 24	Port 25	Port 26	Port 27	Port 28	Port 29	Port 30

Remote control test:
(Just press keys on R/C)

A	B
C	D
E	F
G	H

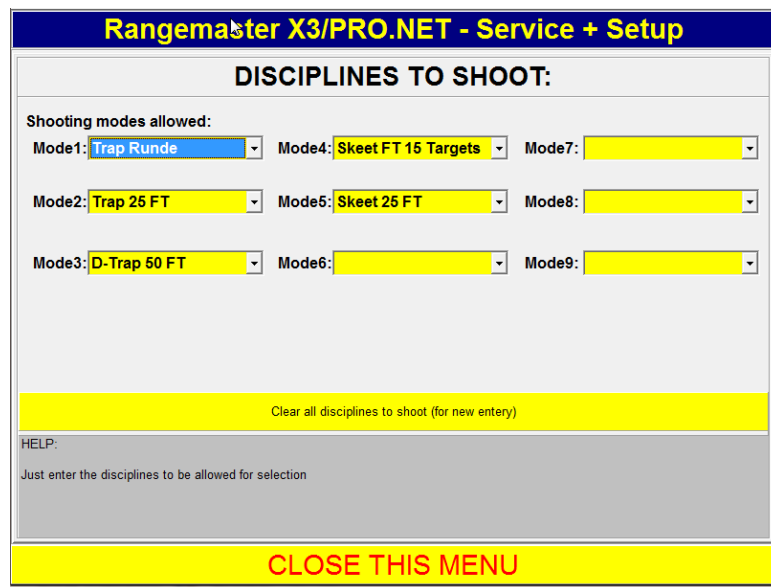
Microphone Test::

CLOSE THIS MENU

6.9 ALLOWED DISCIPLINES

To set up disciplines in payment mode (shooting with chipcard).

For further details – please refer to the **Sales manual (Administrative Program for Rangemaster X3 pro/.net)**



Rangemaster X3/PRO.NET - Service + Setup

DISCIPLINES TO SHOOT:

Shooting modes allowed:

Mode1: Trap Runde	Mode4: Skeet FT 15 Targets	Mode7:
Mode2: Trap 25 FT	Mode5: Skeet 25 FT	Mode8:
Mode3: D-Trap 50 FT	Mode6:	Mode9:

Clear all disciplines to shoot (for new entry)

HELP:
Just enter the disciplines to be allowed for selection

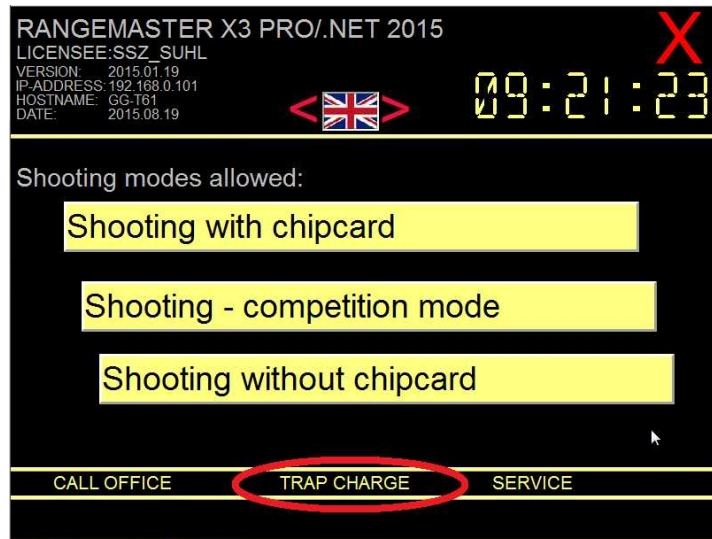
CLOSE THIS MENU

6.10 SHUT DOWN

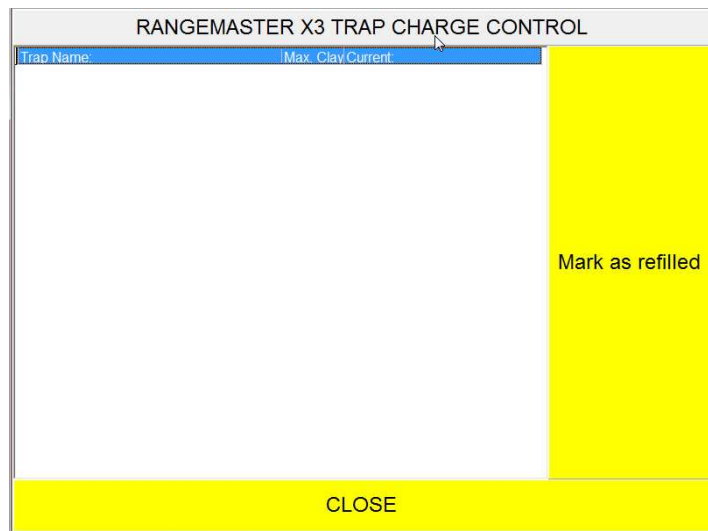
Use this button to Shut down the program



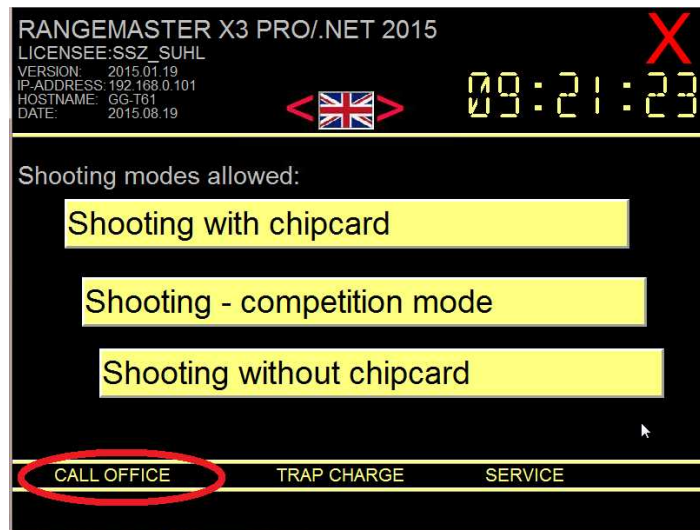
7. TRAP CHARGE



Here you can mark refilled on demand



8. CALL OFFICE



This option might be used to connect to/call the office form the layout computer

