



**R**ANGEMASTER  
**S**YSTEMS

**Rangemaster TXSMART**  
Multifunctional smart remote control  
for Comapk and Sporting  
User manual



Order code: TXSMART  
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## 1. DESCRIPTION OF THE UNIT

**Rangemaster TXSMART** is a 15-channel multifunctional remote control for Sporting and manual Compak Sporting with RFID card payment solution and with voice release and settable delay for single targets, simultaneous doubles and doubles on report.

### 1.1 FEATURES

- Smart menu
- LCD display
- protected RFID reader built in
- Optional: Voice release via Microphone
- Extra long range
- No interference with other layouts
- Counter mode
- Payment mode
- True simultaneous doubles
- Inductive rechargeable battery

### 1.2 DISCIPLINES

Sporting and Compak Sporting

### 1.3 TECHNICAL DATA

Power Input:	Internal 3,6V rechargeable battery
Power consumption:	<100mW
Operation temperature:	-20°C up to 50°C
Dimensions:	Height: 16cm (+13cm antenna), width: 7,5cm, depth: 3.5cm
Weight:	~ 300 gr
Display:	128*32 monochrome LCD display
Frequency:	433MHz
Type of modulation:	FSK
Baud rate:	2 kBd
Max. permitted voltage:	24 V
Max. permitted current:	1,0 A
Television reception:	No
Data encryption:	No
Internet access:	No

## 1.4 OPTIONAL ACCESSORIES

### Receivers

8 Channel Digital Smart Receiver [RXSR8](#)

1/24 Channel Mini-Receiver [RX-U](#)

1 out of 24 Channel Digital Smart Receiver [RXSR4S](#)

### Loading devices


Chip Card Loading Software and Chip Card Reader [CCS PLUS](#)


Hand Held Chip Card Loader [CCC2](#)

RFID Chip Cards [CC SEC PLUS](#)

## 2. OPERATING

### 2.1 SWITCHING ON/OFF

To switch on – keep pressing Menu button  until the screen is on and you see Rangemaster Systems logo.

To switch off – keep pressing Menu button  until you see **Release MENU button to disable device** message.

### 2.2 CHARGING

To charge the battery use the wireless charging device by placing on it.

To see that the device is charging, there are two light indicators:

1. The wireless charging device will have a blue light
2. The indicator light placed on TXSMART on the upper right corner will turn green. When the green lamp switches off - the battery is fully charged.

The USB charging cable should be plugged into a standard 5V/10Watt charging device for smartphones with the USB slot.



### 2.3 OPERATING MODES

TXSMART CAN BE USED IN:

- **Free mode:** shooting without chip card; number of targets thrown can be checked via counters (Group counter, Shooter 1-Shooter 6 counters).

Free mode allows to use the device without prepaid chip card. Number of released targets are stored in the counter and shooter can pay later in accordance to the targets released.

- **Pay mode:** shooting with prepaid chip card with enough credit only attached to the remote control. Card is loaded via Card Manager Loading software or CCC2 Handheld loader.

To shift the mode, use mode cards: **Pay mode card** and **Free mode card**. Mode will be immediately changed after attaching the mode card.

## TYPES OF RELEASE

- manually with a direct release
- manually with settable delay
- with voice command via microphone

## TYPES OF THE TARGETS RELEASE

- **Direct** – direct release without any delay
- **Sing. Del.** - release of a single target with an adjustable delay
- **Simult.** - release of double with an adjustable delay
- **On report** – release of 2 targets on report with delays set for each target
- **Microphone Sing. Del.** – release of a single target with voice call via microphone attached
- **Microphone Simult.** - release of double with voice call via microphone attached
- **Microphone On Report.** - release of 2 targets on report with the first target released with the voice call via microphone attached and the second one is activated by the shot

### 3. CHIP CARD TYPES

CARD TYPE	DESCRIPTION	NOTES
PREPAID CARD	Prepaid cards are used by shooting ground customers' for payment. Can be reused (assigned to different shooter). For loading and managing payment cards Card Manager loading software is used.	Not included to the TXSMART set. Should be ordered in addition.
FREE MODE CARD	Used to shift the mode from Pay mode (shooting with chip card) to Free mode (shooting without chip card). Amount of targets released are shown in the built in counter. Mode is immediately changed after attaching the mode card.	Not included to the TXSMART set. Should be ordered in addition.
PAY MODE CARD	Used to shift the mode from Free mode (shooting without chip card) to Pay mode (shooting with chip card). Amount of targets released are shown in the built in counter. Mode is immediately changed after attaching the mode card.	Not included to the TXSMART set. Should be ordered in addition.
ADMIN CARD	Opens administrative menu where administrator can: <ul style="list-style-type: none"> <li>• set up the device</li> <li>• check/reset the counter</li> <li>• set traps and layouts</li> </ul> To get more detailed information how to use the card please <a href="#">refer to section 4</a>	One card is included in the TXSMART set.
COUNTER RESET CARD	Allows to enter the counter by attaching the card (without entering the administrative menu) and reset the counter.	One card is included in the TXSMART set.
LAYOUT CARDS	In case the device is used on more than one layout, administrator can order preset Layout Cards. It allows easily to change the layout by attaching the card to the device without entering the menu. Layout Cards can be attached to the wall on each layout.	Not included in the TXSMART set. Should be ordered in addition.

#### 4. ADMINISTRATIVE MENU

For accessing the administrative menu, you have to place the administrative card below the reading area.

In the administrative menu you can:

- check or erase the counter of targets released
- set traps and layouts
- set device



To enter administration section attach the admin chip card to the back side of the device.

⏪	Shift to the previous main menu section
⏴	Open the chosen section
⏩	Shift to the next main menu section
BACK	Go back to the main sub-menu section
CHANGE	Shift to next/higher value
OK	Save/next
ERASE	Delete the entered value/digit/letter

No	SETTING MODE	DESCRIPTION
1.	Free mode counter	Shows number of targets thrown for each counter (Shooter 1, Shooter 2 – if shooters want to pay separately and each one shoots via his own counter or Group counter if group shoots together) since the last reset. To reset use Reset button which resets all free mode counters at once. This section is used if customer doesn't use payment mode and pays post factum.
2.	Pay mode counter	Shows number of targets thrown in payment mode using prepaid cards in Targets and Cash mode.
<b>NOTE:</b> The counter reset card can be used without accessing admin menu <b>NOTE:</b> Shooting ground can charge cash or targets in pay mode		
3.	Layouts	Set up number of layouts, name, channel, traps used, cocking time



No	SETTING MODE	DESCRIPTION
3.1	Number of layouts	<p>Set number of layouts where the TXSMART is used <i>E.g. Number of layouts: 3 (this device can be used on 3 different layouts).</i></p> <p>When device is switched on and more than one layout is shown it always shows name of the layout USE LAYOUT OR SCROLL where user can choose the layout manually or change it by attaching a Layout Card. If nothing is pressed in a few seconds device automatically unlocks with the last used layout preset.</p> <p>NOTE: if "Present Layout Card after power on" option is activated then the device cannot be used as long as a Layout card is swiped (scrolling is off).</p>
3.2	Choose layout	<p>Choose layout to be set. <i>E.g. 1 (layout 1 is going to be set).</i></p> <p>After setting one layout (channel, traps, cocking time) go back here to set next layouts if you have more than one.</p>
3.3	Name (of the layout)	<p>Set the name or number for the chosen layout. Please use the table below (<i>Table for entering layout name</i>).</p>
3.4	Protocol* <i>(Section is shown in PRO protocol version only)</i> <u>Available in the TXSMART PRO version only</u>	<p>Set up protocol type: Basic or PRO.</p> <p>Basic protocol (recommended to use with RXu) allows to use the device on up to 31 channels (0-31).</p> <p>PRO protocol allows to use the device on up to 256 layouts (0-255). Might be used for SR4S and SR8 and if there are shooting ground around with the similar equipment to have an extra Protected protocol).</p>
3.5	Layout: Channel	<p>Set channel address for the layout (e.g. Channel: 5) Use Change button to increase the channel number or use number push buttons on the keypad.</p> <p><b>The layout channel set should have the same channel like all the receivers on that layout.</b></p>
3.6	Traps <i>(The number of traps on a layout are set here. E.g on layout there are only 4 traps, so A B C D traps are set)</i>	<p>Activating or deactivating certain traps on the layout in order to avoid losing credit on disabled trap, so in case some traps have to be blocked due to some reasons, administrator can deactivate them on each layout.</p> <p><i>E.g. To deactivate trap A press key A so on display it is set as "-".</i></p>
3.7	Cocking time	<p>The time required to fully recharge/cock the trap. During this period device will not send any signal even if push button is pressed to avoid customers' credit loss. Incremental step: 0,1 sec. Min:0,5 sec; max: 3 sec</p>

No	SETTING MODE	DESCRIPTION
3.8	Telemetry* <i>(Section is shown in PRO protocol version only)</i> <u>Available in the TXSMART PRO version only</u>	In this section user can switch off/on the option of receiving data about the state of the trap to the remote control: <ul style="list-style-type: none"> <li>the number of the targets left in the trap</li> <li>trap battery charge level</li> </ul> When telemetry option is off, the status information (number of targets, voltage) will not be available for transmission. OFF – disabled, ON - abled
3.9	Change SGC* <i>(Section is shown in PRO protocol version only)</i>	Shooting ground code is a 4 digit number Enter SGC: 0 0 0 0 Press OK if no changes needed NOTE: SGC should be the same for all devices (receivers and transmitters) on all shooting ranges.
4.	Transmitter	Transmitter settings
4.1	Power off timer	Automatic shut down if no keys pressed during set time. Incremental step: 10 sec. Min:40 sec Max: 600 sec For fast scrolling keep pressing the button. NOTE: if Buzzer is activated before shutting down the device will make four short double beeps and one long beep.
4.2	Backlight timer	Back light timer switches off brightness of the back light if no key button was pushed during the set time. Incremental step: 2 sec. Min:2 sec Max: 12 sec For fast scrolling keep pressing the button. Note: the device is equipped with the light sensor which adopts the brightness of the screen automatically in accordance to the light brightness of the surrounding.
4.3	Buzzer	Activate/disable keyboard beeping <b>OFF</b> - disabled <b>ON</b> - abled
4.4	Delay mode	Activate/disable delay mode – when targets can be released after a preset period of time <b>OFF</b> - disabled <b>ON</b> - abled
4.5	Microphone mode	Activate/disable microphone mode – when targets can be released via collar microphone <b>OFF</b> - disabled <b>ON</b> – abled To have this option activated microphone has to be connected as well

No	SETTING MODE	DESCRIPTION
4.6	Repeat Last Target	Activate/disable repeating last target option – when each target doesn't have to be preset and if no setting are done it is repeated. <b>For microphone mode only.</b> <b>OFF</b> - disabled <b>ON</b> - abled
4.7	Game Flush	Activate/disable Game Flush discipline. Game Flush allows to shoot randomly thrown targets alone or in a pair (hunting simulation). <b>OFF</b> - disabled <b>ON</b> - abled
4.8	English (language)	Set the language: <ul style="list-style-type: none"> <li>• English</li> <li>• Deutsch (German)</li> <li>• Русский (Russian)</li> <li>• Français (French)</li> <li>• Čeština (Czech)</li> </ul>
5.	Present Layout Card after power on	Set up the option when the device requires Layout Card after powering on to be able to use it. This allows shooters not make a mistake and start releasing targets on the wrong layout and unlock the device only by attaching it to the Layout Card which can be attached to the wall on each layout.
5.1	Compulsory after power on	If YES – a user has to attach the device to the Layout card to unlock the device (TO ACTIVATE PLEASE ATTACH LAYOUT CARD message is shown on the display) change the layout number (recommended if there is more than 1 layout and device is used in pay mode so shooter doesn't release targets on the wrong layout and cannot hurt operator on the layout) NO – can be used without layout card
6.	Payment	Setting up payment options
6.1	Payment type	Choose the payment type: <ul style="list-style-type: none"> <li>• Cash: money values are used for calculation and deduction from the payment card</li> <li>• Targets: targets are used for calculation and deduction from the payment card</li> </ul>
6.2	Price per target (Group A, B, C...) (section seen only if cash set as payment type)	Set prices per target for each customer group (A-Z) for cash payment type. Use digit keys to enter price per each customer group. Use CLR button to clear the price to 0,00 value. Max. format:XXXXXX,XX NOTE: price set for each groups by default is 999999,99



No	SETTING MODE	DESCRIPTION
7.	Card	Set up payment chip card features
7.1	Activate Year Code	<p><b>Year Code</b> is an optional feature used to force cardholders turn to the shooting ground's front desk to have the code updated. Cards with old Year Code cannot be used until updated. E.g. shooting ground needs all shooter to come to the counter to get some information from the shooters.</p> <p><b>ON</b> – enables the feature, <b>OFF</b> – disables it To update the Year Code use Card Manager loading program</p>
7.2	Block group A, B, C...	<p>Block certain customer groups if necessary. E.g. if the customer group F is blocked, customers who has that group cannot pay with his card any more.</p> <p><b>ON</b> – blocks the group <b>OFF</b> – keeps the group active</p>
8.	UID	8 digit unique ID number in XX-XX-XX-XX format


TABLE FOR ENTERING LAYOUT NAME:

<b>One push</b>	<b>Two pushes</b>	<b>Three pushes</b>	<b>Four pushes</b>	<b>Five pushes</b>
A	a	P	p	1
B	b	Q	q	2
C	c	R	r	3
D	d	S	s	4
E	e	T	t	5
F	f	U	u	6
G	g	V	v	7
H	h	W	w	8
I	i	X	x	9
J	j	Y	y	0
K	k	Z	z	space
L	l	space	space	space
M	m	space	space	space
N	n	space	space	space
O	o	space	space	space

NOTE: If you need to double the letter or enter the next letter/digit which is placed on the same key as the previous one, first press any other key and erase it.

## 5. SHOOTING MODES

RELEASE TYPE	SHOOTING TYPE	DESCRIPTION	DELAY, SEC
	Direct	Direct release (up to 6 traps simultaneously)	no
Delayed release (if buzzer is on beeps before releasing target(s))  	Single	Releases a single target with the delay. After pressing the button which matches the trap (e.g. A, B, C...) the timer (set) starts countdown and releases the target.	0,5 -10
	Simul (Simultaneous doubles)	Releases two different targets at the same time with the delay. After pressing the button which matches the traps (e.g. A and B) the set timer starts countdown and releases targets.	0,5 -10
	On Rep. (Double on report)	Releases two targets with the delay for each target (Delay 1 and delay 2). After pressing the button which matches the traps (e.g. A and B) the set timer starts countdown and releases targets one after another. In this mode it is also possible to shoot Raffale double by choosing the same target twice.	1) 0,5-10 2) 0,5-10
Release via microphone    (active only if activated in Admin section and microphone is attached)	Single	Releases single preset target via microphone.	0 - 5
	Simul (Simultaneous doubles)	Releases a preset simultaneous double via microphone. If shooter wants to repeat the same target, he calls again (if set in admin menu). When shooter wants to change the targets he should preset the double targets again.  NOTE: Before shooter called for a target he can change the targets without losing credit!	0 - 5
	On Rep. (Double on report)	Releases preset double on report via microphone. By pressing any allowed buttons user presets two targets (e.g. B and F) and calls for the target via microphone attached to the device to release the first target. Second target it released by the shot. If shooter wants to repeat the same target, he calls again (if set in admin menu). When shooter wants to change the targets he should preset the double targets again.  NOTE: Before shooter called for a target he can change the targets without losing credit!	0 - 5
	FLUSH	Hunting simulator. Please <a href="#">refer to section 6</a> to learn more about GAME FLUSH discipline.	3 -15

Both release/shooting types are available in free and pay modes (shooting with or without chip card). The only difference: in pay mode shooter has to have a pay card (with enough credit on it) attached to the device during shooting. After each release the cash or target amount is deduced and the rest is shown on the display next to the  symbol.

In the Pay mode (when the pay card is not attached) there is always a message on the display *Present your card*. When shooter attaches his card first he sees the following message:

Shooter: PeterG  
Group: A Cash:870,00

**Shooter** – is the name of the shooter (card). When assigning a new card the name can be assigned manually on the Card manager program which is shown on the display.

**Group** – is a customer group

**Cash** – amount of cash value left of his card.

Alt: **Targets** – number of targets left on the card

In free mode shooter can use counters (GS, S1,S2,S3,S4,S5,S6). Using M3 button can shift from one counter to another if shooters want to pay separately later in accordance to the number of targets released. E.g. shooter 1 uses S1 counter and shooter 2 uses counter S2.

If there is no need to use different counters they can just keep GC (group counter).

## 6. GAME FLUSH

GAME FLUSH TYPES	NUMBER OF TRAPS USED	DESCRIPTION
Chaos 3	3	Release of all traps in random order in a set time frame (min: set cocking time, max: 3 seconds) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed. <i>E.g. After pressing start within 3 seconds all 3 traps are released randomly. Routine is repeated all over as soon target is released.</i>
Chaos 6	6	Release of all traps in random order in a set time frame (min: set cocking time, max: 3 seconds) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed. <i>E.g. After pressing start within 3 seconds all 6 traps are released randomly. Routine is repeated all over as soon target is released.</i>
Storm 4	4	Release of all traps in random order in a time frame of 3 seconds after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed. <i>E.g. Break is 10 seconds. After pressing start in 10 seconds within 3 seconds all 4 traps are released randomly. After 10 seconds routine is repeated.</i>
Storm 6	6	Release of all traps in random order in a time frame of 3 seconds after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed. <i>E.g. Break is 7 seconds. After pressing start in 7 seconds within 3 seconds all 6 traps are released randomly. After 7 seconds routine is repeated.</i>
Straight 2	2	Simultaneous release of all traps after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed. <i>E.g. Break is 5 seconds. After pressing start in 5 seconds both traps are released simultaneously. After 5 seconds routine is repeated.</i>
Straight 4	4	Simultaneous release of all traps after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed. <i>E.g. Break is 6 seconds. After pressing start in 6 seconds all 4 traps are released simultaneously. After 6 seconds routine is repeated.</i>

GAME FLUSH TYPES	NUMBER OF TRAPS USED	DESCRIPTION
Straight 6	6	<p>Simultaneous release of all traps after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.</p> <p><i>E.g. Break is 9 seconds. After pressing start in 6 seconds all 6 traps are released simultaneously. After 9 seconds routine is repeated.</i></p>
V3	3	<p>Release of 2<sup>nd</sup> (centre) trap, break of 0,2 ms and simultaneous release of 1<sup>st</sup> and 3<sup>rd</sup> trap. After the settable delay (break) routine repeats. It is stopped only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.</p> <p><i>E.g. Break is 5 seconds. Traps A,B and C are chosen. After pressing Start in 5 seconds B traps is released. After 0,2 ms seconds traps A and C are released simultaneously. After 5 seconds routine is repeated.</i></p>
V4	4	<p>Release of 2<sup>nd</sup> and 3<sup>rd</sup> (centre) traps simultaneously, break of 150ms and simultaneous release of 1<sup>st</sup> and 4<sup>th</sup> traps. After the settable delay (break) routine repeats. It is stopped only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.</p> <p><i>E.g. Break is 3 seconds. Traps A, B, C and D are chosen. After pressing Start in 5 seconds traps B and C are released simultaneously. After 150 ms seconds traps A and C are released simultaneously. After 3 seconds routine is repeated.</i></p>
V6	6	<p>Release of 3<sup>rd</sup> and 4<sup>th</sup> (centre) traps simultaneously, break of 150ms and simultaneous release of 1<sup>st</sup>, 2<sup>nd</sup>, 5<sup>th</sup>, 6<sup>th</sup> traps. After the settable delay (break) routine repeats. It is stopped only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.</p> <p><i>E.g. Break is 5 seconds. Traps A, B, C, D, E, F are chosen. After pressing Start in 5 seconds traps C and D are released simultaneously. After 150 ms seconds traps B and E are released simultaneously. After 150 ms seconds traps A and F are released simultaneously. After 5 seconds routine is repeated.</i></p>
Continuous 6	6	<p>Release of all traps in random order in a time frame of 1 second after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.</p> <p><i>E.g. Break is 7 seconds. After pressing start in 7 seconds within 1 second all 6 traps are released randomly. After 7 seconds routine is repeated.</i></p>



Settable break for all types (except Chaos 3 and Chaos 6 type): min: 3 sec, max: 15 sec.  
Incremental step: 1 sec.

NOTE: if there are less active traps on the layout than necessary for activating any of the Flush type, these types are hidden.

*E.g. On Layout 1 you have 5 traps available (active). In that case types which require 6 traps will be hidden (Chaos 6, Storm 6, Straight 6, V6, Continuous 6)*

**7. TROUBLESHOOTING**

No	PROBLEM	POSSIBLE REASON	SOLUTION
1.	Trap does not respond	Antenna is damaged	Exchange antenna
		Issue with trap	1. Check battery level 2. No targets in the magazine
		Issue with the receiver	1. Check if receiver works (has power) 2. When you press the button if the receiver reacts 3. If no, check the channel. It should be set to the same channel as the remote control 4. Check the connection (if plug was connected correctly) 5. Check if traps is powered and works correctly
		Low battery level of the TXSMART remote control	Charge the TXSMART remote control
2.	Chip card cannot be read	Issue with the chip card	Remove and place it again. If doesn't work use another chip card
3.	Microphone mode cannot be activated	Microphone is not inserted (correctly)	Insert the microphone in the microphone slot (correctly)
		Microphone mode is not activated in the administrative menu	Activate microphone mode in the administrative menu
4.	I have a message on the display TO ACTIVATE PLEASE ATTACH LAYOUT CARD	In the admin menu Present Layout Card after power on – Compulsory after power on is activated	Attach the layout card or deactivate the feature in the administrative menu
5.	Not all Game Flush options are shown	Not enough traps are activated on the layout	Activate minimum 6 traps on the layout (in the administrative menu) to see all Game Flush options, because it requires 2,3,4 or 6 traps.

No	PROBLEM	POSSIBLE REASON	SOLUTION
6.	TXSMART is not charging	The device is not placed correctly	Make sure the device is placed correctly so the charger turns blue and the TXSMART has the green LED on
<b>MESSAGES ON THE DISPLAY</b>			
7.	Prohibited group Remove your card	The customer group assigned to the card is prohibited	Unblock the group in the admin menu or change the customer group of the card holder using Card Manager loading software
8.	No Credit on your Card	No credit left on the card	Load money/targets on the card
9.	Pay mode activated	Pay mode Card is attached and mode is activated.	Remove the card
10.	Free mode activated	Free mode Card is attached and mode is activated.	Remove the card
11.	Layout is prohibited!	This layout is not allowed to be used (was set by administrator for a certain reason. <i>E.g. trap is broken</i> )	Move to another layout or ask if the layout can be unlocked
12.	Counter Erase Card. Do you want to erase?	Counter Erase Card is attached. It allows to reset the counter.	Press OK if you want to reset the counter and remove the card
<b>ERROR MESSAGES ON THE DISPLAY</b>			
13.	Please, contact producer	Device issues	Get in touch with the producer and describe the issue
14.	System Error #	Device issues	Get in touch with the producer, send pictures and describe the issue
15.	Program Error!	Device issues	Get in touch with the producer, send pictures and describe the issue

### How to shift between free and pay modes?

Use Free mode and Pay mode cards (swipe to change the mode)

## 8. LIMITED WARRANTY

Rangemaster Systems gives a limited warranty on this products against defects in material or workmanship for time of 12 months.

This period starts upon receipt of the product.

Rangemaster Systems will not be liable for loss of data or loss of profit or turnover due to a defect.

The warranty only includes repair or replacement of defect components, which failed during daily use. "Daily use" has to be read as: Use in accordance to specifications and in intended use.

General information & warranty exclusions: Damages due to water, moisture, vandalism, lightening, surges over power line or power supply, usage outside of specifications, dropping the product, excessive heat or cold (both for operation and storage) damages because of dropping the product, unnecessary force, damages because of empty or discharged batteries or accumulators are warranty exclusions and do not entitle you for a free of charge repair or replacement.

In case of chip card readers with contacts are built in the product. Items or dirt inside the reader are warranty exclusions.

In case of touch screens are built in the product: Damages due to improper use (using something else than your finger) causing scratches or punctures on the screen or on the touch surface will not be covered with warranty.

Please ask for a RMA number by sending an email to [support@rangemaster.at](mailto:support@rangemaster.at)  
Add invoice number, date of invoice and serial number of product.  
Also add a detailed description of errors.

Return unit for repair to:

Maxima WarenhandelsGmbH  
Rangemaster Systems – Ext. Storage  
8082 Weissenbach 9  
Austria/Europe

Show your RMA number of the box. Send us a tracking link after returning the product to us.

**9. RMA FORM**

To:

 Maxima WarenhandelsGmbH  
 Rangemaster Systems – Ext. Storage  
 8082 Weissenbach 9  
 Austria/Europe



RMA: \_\_\_\_\_

Date: \_\_\_\_/\_\_\_\_/\_\_\_\_

<b>Date of purchase</b>	
<b>Supplied by</b>	
<b>Invoice number (Please attach copy of invoice)</b>	
<b>Product serial number</b>	
<b>Description of error</b>	

Please return to:

<b>Name</b>	
<b>Club</b>	
<b>Address 1</b>	
<b>Address 2</b>	
<b>Zip code</b>	
<b>City/Town</b>	
<b>Country</b>	
<b>Phone</b>	
<b>E-Mail</b>	

CHIP CARD MODE	COUNTER MODE
<p>ACTIVE TRAPS</p>  <p>M1 BUTTON: RELEASE TYPE</p> <p>M2 BUTTON: SETTING RELEASE DELAY</p> <p>MONEY OR TARGETS LEFT ON THE CARD</p>	<p>ACTIVE TRAPS</p>  <p>M1 BUTTON: RELEASE TYPE</p> <p>M2 BUTTON: SETTING RELEASE DELAY</p> <p>M2 BUTTON: CHANGING COUNTER</p>
<p>By pressing M3 button the counter can be changed, if each shooter wants to keep his own counter</p>	



SWITCHES ON/OFF DEVICE





CHANGES RELEASE TYPE



SETS THE DELAY



CHANGES THE COUNTING GROUP IN FREE MODE

RELEASE TYPE	RELEASE TYPE (Use M1 button to shift)	DESCRIPTION	SETTABLE DELAY, SEC
<b>Direct</b>	<b>Direct</b>	Instant direct release by pressing one or more buttons on the remote control	-
 (if buzzer is on beeps before releasing target(s))	<b>Single</b>	Releases a single target with the delay. After pressing the button which matches the trap (e.g. A, B, C...) the set timer starts countdown and releases the target.	0,5 -10
	Simul <b>(Simultaneous doubles)</b>	Releases two different targets at the same time with the delay. After pressing the button which matches the traps (e.g. A and B) the set timer starts countdown and releases targets.	0,5 -10
	On Rep. <b>(Double on report)</b>	Releases two targets with the delay for each target (Delay 1 and delay 2). After pressing the button which matches the traps (e.g. A and B) the set timer starts countdown and releases targets one after another. In this mode it is also possible to shoot Raffale double by choosing the same target twice.	1) 0,5-10 2) 0,5-10
 (active if microphone is attached)	<b>Single</b>	Releases single preset target via microphone.	0 - 5
	Simul ( <b>Mic Simultaneous doubles</b> )	Releases preset simultaneous double via microphone. If shooter wants to repeat the same target, he calls again. When shooter wants to change the targets he should preset the double targets again. NOTE: Before shooter called for a target he can change the targets without losing credit!	0 - 5
	On Rep. <b>(Mic Double on report)</b>	Releases preset double on report via microphone. By pressing any allowed buttons user presets two targets (e.g. B and F) and calls for the target via microphone attached to the device to release the first target. Second target it released by the shot. If shooter wants to repeat the same target, he calls again. When shooter wants to change the targets he should preset the double targets again. NOTE: Before shooter called for a target he can change the targets without losing credit!	0 - 5
	<b>FLUSH</b>	Hunting simulator	3 -15

**FLUSH (GAME FLUSH. HUNTING SIMULATOR)**

<p><b>Chaos 3</b> (3 traps)</p>	<p>Release of all traps in random order in a time frame between the time frame (min: set cocking time, max: 3 seconds) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. After pressing start within 3 seconds all 3 traps are released randomly. Routine is repeated all over as soon target is released.</i></p>
<p><b>Chaos 6</b> (6 traps)</p>	<p>Release of all traps in random order in a time frame between the time frame (min: set cocking time, max: 3 seconds) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. After pressing start within 3 seconds all 6 traps are released randomly. Routine is repeated all over as soon target is released.</i></p>
<p><b>Storm 4</b> (4 traps)</p>	<p>Release of all traps in random order in a time frame of 3 seconds after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 10 seconds. After pressing start in 10 seconds within 3 seconds all 4 traps are released randomly. After 10 seconds routine is repeated.</i></p>
<p><b>Storm 6</b> (6 traps)</p>	<p>Release of all traps in random order in a time frame of 3 seconds after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 7 seconds. After pressing start in 7 seconds within 3 seconds all 6 traps are released randomly. After 7 seconds routine is repeated.</i></p>
<p><b>Straight 2</b> (2 traps)</p>	<p>Simultaneous release of all traps after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 5 seconds. After pressing start in 5 seconds both traps are released simultaneously. After 5 seconds routine is repeated.</i></p>
<p><b>Straight 4</b> (4 traps)</p>	<p>Simultaneous release of all traps after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 6 seconds. After pressing start in 6 seconds all 4 traps are released simultaneously. After 6 seconds routine is repeated.</i></p>
<p><b>Straight 6</b> (6 traps)</p>	<p>Simultaneous release of all traps after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 9 seconds. After pressing start in 6 seconds all 6 traps are released simultaneously. After 9 seconds routine is repeated.</i></p>
<p><b>V3</b> (3 traps)</p>	<p>Release of 2<sup>nd</sup> (center) trap, break of 0,2 ms and simultaneous release of 1<sup>st</sup> and 3<sup>rd</sup> trap. After the settable delay (break) routine repeats. It is stopped only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 5 seconds. Traps A,B and C are chosen. After pressing Start in 5 seconds B traps is released. After 150 ms seconds traps A and C are released simultaneously. After 5 seconds routine is repeated.</i></p>
<p><b>V4</b> (4 traps)</p>	<p>Release of 2<sup>nd</sup> and 3<sup>rd</sup> (center) traps simultaneously, break of 150ms and simultaneous release of 1<sup>st</sup> and 4<sup>th</sup> traps. After the settable delay (break) routine repeats. It is stopped only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 3 seconds. Traps A, B, C and D are chosen. After pressing Start in 5 seconds traps B and C are released simultaneously. After 150 ms seconds traps A and C are released simultaneously. After 3 seconds routine is repeated.</i></p>
<p><b>V6</b> (6 traps)</p>	<p>B of 3<sup>rd</sup> and 4<sup>th</sup> (center) traps simultaneously, break of 150ms and simultaneous release of 1<sup>st</sup>, 2<sup>nd</sup>, 5<sup>th</sup>, 6<sup>th</sup> traps. After the settable delay (break) routine repeats. It is stopped only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 5 seconds. Traps A, B, C, D, E, F are chosen. After pressing Start in 5 seconds traps C and D are released simultaneously. After 150 ms seconds traps B and E are released simultaneously. After 150 ms seconds traps A and F are released simultaneously. After 5 seconds routine is repeated.</i></p>
<p><b>Continuous 6</b> (6 traps)</p>	<p>Release of all traps in random order in a time frame of 1 second after the settable delay (break) with the repeated routine which stops only when the card is removed or credit is empty (in pay mode) or PAUSE button is pressed.  <i>E.g. Break is 7 seconds. After pressing start in 7 seconds within 1 second all 6 traps are released randomly. After 7 seconds routine is repeated.</i></p>

# TXSMART ADMINISTRATION MENU STRUCTURE

