RANGEMASTER SYSTEMS

# Administrative program “SALES.EXE”

# for Rangemaster X3 Pro/.Net

# User Manual

Revision date: 10.03.2021
File name:SALES.EXE_ENG.pdf

PROFESSIONAL SHOOTING GROUND AUTOMATION

## TABLE OF CONTENTS:


| | | |
|---|---|---|
| 1. | INTRODUCTION | 4 |
| 1.1 | ABOUT THE PROGRAM | 4 |
| 1.2 | MINIMUM REQUIREMENTS FOR RUNNING ADMINISTRATIVE PROGRAM SALES.EXE | 9 |
| 2 | LOGGING IN | 10 |
| 3 | MAIN MENU | 11 |
| 3.1 | ALIVE-STATUS-REMOTE REBOOT-SHUT DOWN | 11 |
| 3.2 | CLAY TARGET LAYOUTS | 12 |
| 3.2.1 | GLOBAL-VIEW | 13 |
| 3.2.2 | LIVE-VIEW | 13 |
| 3.2.3 | RESET RANGE | 14 |
| 3.3 | TRAPS FILLS | 15 |
| 4. | CHARGE CHIP CARD | 16 |
| 5. | CLIENTS/CARDS/ACCOUNTS | 17 |
| 5.1 | SHOOTER'S DETAILS | 18 |
| 5.1.1 | MODES OF PAYMENT ALLOWED | 21 |
| 5.1.2 | DELETING A SHOOTER FORM THE MAIN DATABASE | 24 |
| 5.2 | ADMINISTRATE CHIP CARD | 24 |
| 5.3 | SHOOTER'S ACCOUNT | 26 |
| 5.4 | SHOP SALES BUTTONS | 27 |
| 5.5 | LOAD ACCOUNT | 27 |
| 5.6 | DEBIT ACCOUNT | 28 |
| 5.7 | ADD A NEW SHOOTER AND ETC. | 28 |
| 5.8 | DETAILED SEARCH | 29 |
| 5.9 | PRINT LABELS | 30 |
| 5.10 | PRINT REPORTS | 31 |
| 5.11 | EXPORT TO.CSV | 32 |
| 6. | PREPARE CHIP CARD | 33 |
| 7. | COMPETITION SUPPORT | 34 |
| 8. | TRAP CHARGE CONTROL | 35 |
| 9. | WS-QUICKVIEW | 38 |
| 10. | DATA MINING | 40 |
| 10.1 | CUSTOMER LIST WITH PLUS/CREDIT | 40 |
| 10.2 | CUSTOMER LIST WITH MINUS | 41 |
| 10.3 | BEST CUSTOMER LIST | 41 |
| 10.4 | CONSOLIDATED CREDITS | 42 |
| 10.5 | TOTAL CLAYS THROWN | 42 |
| 10.6 | TURNOVER BY DISCIPLINES | 43 |
| 10.7 | GRAPHICAL ANALYSIS | 44 |
| 10.8 | REPORT OF DISCHARGE-MANUAL DISCHARGE | 44 |
| 10.9 | DEBITS – CSV EXPORT | 45 |
| 10.10 | CREDITS – CSV EXPORT | 46 |
| 10.11 | AMOUNT AVAILABLE – CSV EXPORT | 47 |
| 10.12 | DOOR LOGS | 47 |
| 10.13 | CLAYS THROWN (DAY) | 48 |
| 10.14 | CLAYS THROWN (DAY RANGE) | 49 |
| 10.15 | CLAYS THROWN SHOWING INSTRUCTORS | 50 |

| | | |
|---|---|---|
| 10.16 | CHIP CARDS GIVEN | 50 |
| 10.17 | CHIP CARDS TAKEN BACK | 51 |
| 10.18 | TURNOVER WITH V.A.T. | 52 |
| 10.19 | ACCOUNT CREDITING: CASH PAYMENT | 53 |
| 10.20 | ACCOUNT CREDITING: NON-CASH CREDITING | 54 |
| 10.21 | ACCOUNT CREDITING: VOUCHER | 55 |
| 10.22 | ACCOUNT CREDITING: BANK COLLECTION | 56 |
| 10.23 | ACCOUNT CREDITING: ATM | 57 |
| 10.24 | TOTAL LIST OF ACCOUNT CREDITS | 58 |
| 10.25 | LISTS OF PAYBACK | 59 |
| 10.26 | ATM LISTS | 60 |
| 11. | REPORTING | 61 |
| 11.1 | DAILY REPORT OF CHIP CARDS GIVEN AND RETURNED | 62 |
| 11.2 | DAILY REPORT OF TMGS (ONLY FOR AUSTRIA) | 62 |
| 11.3 | DAILY REPORT OF CREDIT LOADED | 63 |
| 11.4 | DAILY REPORT OF CREDIT LOADED ON NON-CASH BASIS | 63 |
| 11.5 | DAILY REPORT OF MONEY RECEIVED IN CASH FROM SHOP | 64 |
| 11.6 | REPORT OF SHOP INVOICES (PAID WITH ATM) | 64 |
| 11.7 | DAILY REPORTS PAID TO CLUB (WITH ATM) | 65 |
| 11.8 | DAILY REPORT OF MONEY RECEIVED IN COUPON | 65 |
| 11.9 | ALL REPORTS FOR: ADMINISTRATOR | 66 |
| 11.10 | ALL REPORTS FOR ALL | 66 |
| 12. | WEBMODULES | 67 |
| 13. | SYSTEM ADMINISTRATOR (SYSADMIN) | 70 |
| 13.1 | SYSTEM ADMINISTRATOR → CLAY RANGES | 71 |
| 13.1.1 | SHOOTING MODES ALLOWED | 71 |
| 13.1.2 | TRAP SETUP | 73 |
| 13.1.3 | PHONO PULL SETUP | 74 |
| 13.1.4 | TECHNICAL SETUP | 75 |
| 13.1.5 | SCOREBOARDS | 77 |
| 13.1.6 | MODES/DISCIPLINES | 79 |
| 13.1.6.1 | PREDEFINED SHOOTING SCHEMES | 80 |
| 13.1.6.2 | SCHEMES | 85 |
| 13.1.6.2.1 | SKEET ROUND SETUP | 85 |
| 13.1.6.2.2 | TRAP FO | 86 |
| 13.1.6.2.3 | TRAP FU | 87 |
| 13.1.6.2.4 | TRAP FA | 87 |
| 13.1.6.2.5 | DOUBLE TRAP 50 (OLD DOUBLE TRAP RULES BEFORE 01.01.2013) | 88 |
| 13.1.6.2.6 | SPORTING | 88 |
| 13.1.6.2.7 | COMPAK SPORTING | 91 |
| 13.1.7 | FREE TRAINING TRAP SETUP | 93 |
| 13.1.7.1 | SKEET FREE TRAINING SETUP | 93 |
| 13.1.7.2 | DOUBLE TRAP FREE TRAINING SETUP | 95 |
| 13.1.7.3 | TRAP FO FREE TRAINING SETUP | 96 |
| 13.1.7.4 | COMPAK 5 STATIONS FREE TRAINING | 98 |
| 13.1.7.5 | TRAP FU | 99 |
| 13.1.7.6 | BEGINNER`S TRAP FREE TRAINING SETUP | 100 |
| 13.1.7.7 | TRAP FA | 101 |
| 13.1.7.8 | PARTNER SHOOTING | 102 |

| | | |
|---|---|---|
| 13.1.7.9 | HUNTING SIMULATION | 103 |
| 13.1.7.10 | SPORTING FREE | 104 |
| 13.1.7.11 | HELICES | 105 |
| 13.1.7.12 | DTL | 106 |
| 13.1.7.13 | AMERICAN TRAP | 107 |
| 13.1.7.14 | 24K SPORTING | 108 |
| 13.1.8 | DEACTIVATION TIMES | 109 |
| 13.1.9 | GROUP-POLICIES | 109 |
| 13.2. | SYSTEM ADMINISTRATOR → USERS -PRIVILEGES | 110 |
| 13.3 | SYSTEM ADMINISTRATOR → DEFAULT VALUES | 114 |
| 13.4 | SYSTEM ADMINISTRATOR → CLAYS PRICING | 116 |
| 13.5 | SYSTEM ADMINISTRATOR → CLEANUP-CLEAR+RESET | 117 |
| 13.6 | SYSTEM ADMINISTRATOR → DOOR OPENER – ACCESS TIMES | 118 |
| 14. | INTRA-MAIL | 119 |
| 15. | HOW TO: | 121 |
| 15.1 | ADD A NEW SHOOTER | 121 |
| 15.2 | ASSIGN A CHIP CARD FOR THE SHOOTER | 123 |
| 15.3 | CHANGE DISCIPLINES AVAILABLE IN PAYMENT MODE | 124 |
| 15.4 | HAVE ALL NEW CHIP CARDS FORMATTED | 127 |
| 15.5 | SHOOTER HAS LOST HIS CHIP CARD | 128 |
| 15.6 | SHOOTER WANTS TO GET MONEY FROM HIS ACCOUNT AND RETURN A CHIP CARD | 130 |
| | GLOSSARY | 133 |
| | APPENDIX TO ADMINISTRATIVE PROGRAM “SALES.EXE” | 137 |


Copyright Maxima WarenhandelsGmbH © Rangemaster Systems - all material published on this manual is protected by copyright including design of circuits and software.
You are expressly prohibited from electronically storing any material found here or republishing it by any means. Furthermore it is prohibited to reverse-engineer software or hardware, disassemble or copy software or hardware or parts of it.
Customer is responsible for data backup, recovery, security and auditing. The copyright holder does not guarantee the data integrity and functionality on all platforms.

This unit has been carefully produced by:
Maxima WarenhandelsGmbH
© Rangemaster Systems
Dr.Robert Graf Straße 64/9
8010, Graz, Austria/Europe

Phone: +43 699 104 03 204
Fax: +43 720 920 195
Mail: info@rangemaster.at
Web: www.rangemaster.at

# 1. INTRODUCTION

## 1.1 ABOUT THE PROGRAM

**Rangemaster X3 Pro/.Net is the only all-in-one range automation system including the best payment/accounting system available for modern shooting ranges.**

Due to powerful and easy-to-use Software **Rangemaster X3 Pro/.Net** System is a unique tool for complete and easy range administration and management.

Features included to the X3 Pro/.Net basic set:

- Shooters' database
- Complete reporting
- Administration of clay target launchers (thrown/fill/no bird/etc.)
- Separate accounting for each customer showing all transactions
- Chip card administration with loss protection
- Administration of shooting modes
- Complete range administration
- Payment administration + accounting
- Trap charge control
- Separate price models according to customer groups, weekdays and etc.
- Access to software only by predefined access-levels
- Multi language support: English, German, Russian
- Dynamic pricing solution: different prices for different shooting disciplines for up to 26 customer groups, with different prices for each customer group for every weekday and 2 different prices in the morning and in the afternoon (for each day).

**Accounting system**

**Rangemaster X3 Pro/.Net** accounting and reporting system for professional shooting ranges management includes:

- complete dynamic pricing solution: different days/time pricing
- separate price models for all types of clay shooting
- accounting system for the shooting ground and separate reporting for users
- separate accounting for each shooter showing all transactions
- access to accounting and administration software only by individually assigned privileges
- daily/weekly/monthly reporting per user/administrator or for the whole shooing ground
- different client groups with separate optional bonus per transaction
- different payment options assignable to each shooter gives vast possibilities of reporting – detailed logs and reporting

**Security**

Due to the unique security features integrated into the **Rangemaster X3 Pro/.Net system** it is the safest payment solution available to shooting grounds:

- Each transaction is permanently logged
- All data residing on the server is automatically backed up every 15 minutes
- It is impossible for customers to manipulate their credit/account
- chip cards can only be used on the range that issued the card
- Lost or stolen chip cards can be locked – the credit on the shooter's account is still available when a new card is issued.

**NOTE:** The chip card assigned to a shooter is used for identification purposes only. There is no credit stored on the chip card, but in the central database. If a shooter looses his card credit will be in safety.
Anyway if a customer loses his chip card he should always report to the range administration to have it locked to avoid any fraudulent activities.

**Rangemaster X3 Pro/.Net System** enables shooting range administrators to operate

shooting ranges with a minimum of personal in a most flexible way for the convenience of customers.

**Payment System**

**The Rangemaster X3 Pro/.Net** system offers following payment options – assignable to each customer/shooter separately:

**- Prepaid:**

The customer puts an amount of money on his account and this amount is available to the shooter for any type of clay shooting on his shooting range. But he can not shoot if amount of money on his account is not enough for the next shooting round.

**- Shooting with debit (Post-Charge):**

The account of a shooter with the "post-charge" option set does not have to have money on the account at all and the account can be loaded at any time later but he can not exceed a credit shown. It means he can not exceed his credit limit which can be set for each shooter individually.

**- Free-of-charge:**

All transactions are logged/reported, but does not have any influence on the shooter´s account/balance.

Shooter can shoot for free in payment mode (notwithstanding his current account state), only time, date, range and discipline will be added to the account, but no change to shooter's account status.

**Rangemaster X3 Pro/.Net Training system**

**The Rangemaster X3 Pro/.Net system** offers unique possibilities for competition shooters to improve their shooting:

**TRAP**

shooting left, straight or right target only in standard training rounds together with other shooters (while they shoot standard random schemes) as well as free station training with phono-pull and protection of targets.

**SKEET**

Olympic & hunter's or American skeet can be combined in one training round for shooters according to their needs.

In addition free station training with pre-selection of targets and release with phono pull or remote control is possible.

- Time taking (clay release) with logged and detailed reporting for each shooter is optionally available
- Continuous logging and tracking of hits/misses also in training with detailed logging and reporting

**Rangemaster X3 Pro/.Net chip cards**

Within Rangemaster X3 Pro/.Net System chip cards used only is an identification card of the customer. All information about credit resides in a database on the back office server and is save from possible tempering attacks. For identification purposes also bio-metrical devices like fingerprint sensors could be used.

chip cards can be directly printed from the software and adding shooter's picture is also possible.

It is also possible to lock stolen or lost chip cards. The shooter's credit is no longer accessible with the locked chip card and can be re-accessed when a new chip card is assigned.

**Rangemaster X3 Pro/.Net Reporting & Data mining**

**Rangemaster X3 Pro/.Net System** provides complete data mining & reports for a certain time period.

**Data mining** gives full reports on all fields for a certain period ( week, month, year and etc.) and might be used according to limited access only.

**Reporting** option gives daily report on data which is important for administrator's daily work.

System allows to have the following reports:

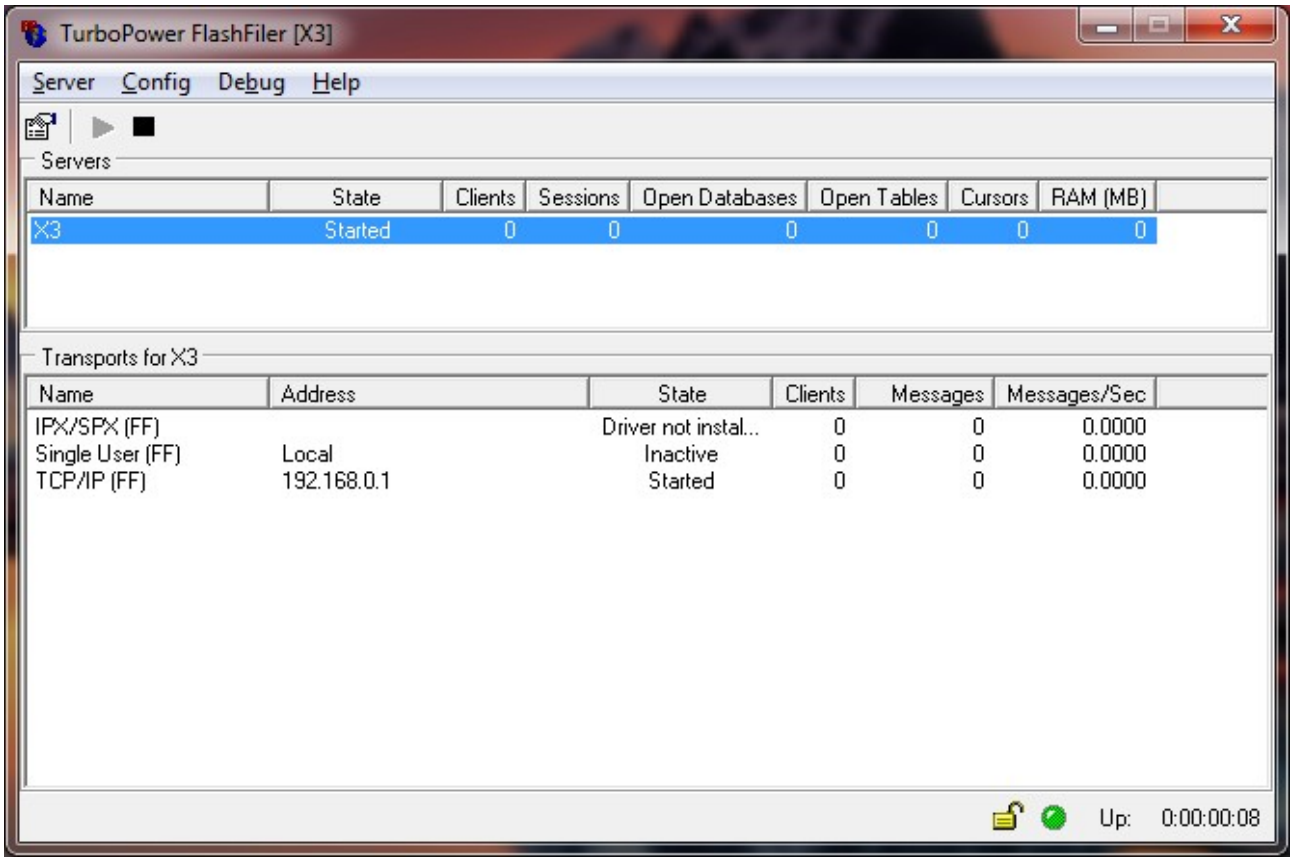
- reports when money was put into account (date, time)
- reports where money was used (date, time, layout and discipline)
- reports about clays thrown
- customer list with plus/minus crediting
- turnover
- daily reports of given chip cards and returned
- daily report of income received (cash/non-cash/ATM/coupon)
- all reports for a certain administrator/all administrators for the whole day

and etc.

## 1.2 MINIMUM REQUIREMENTS FOR RUNNING ADMINISTRATIVE PROGRAM SALES.EXE

- Rangemaster X3 USB Chip drive attached to COM Port COM9

- Rangemaster Server up and running (ffserver with 192.168.0.1 IP address)




- The workstation has to be connected to the same network as the server

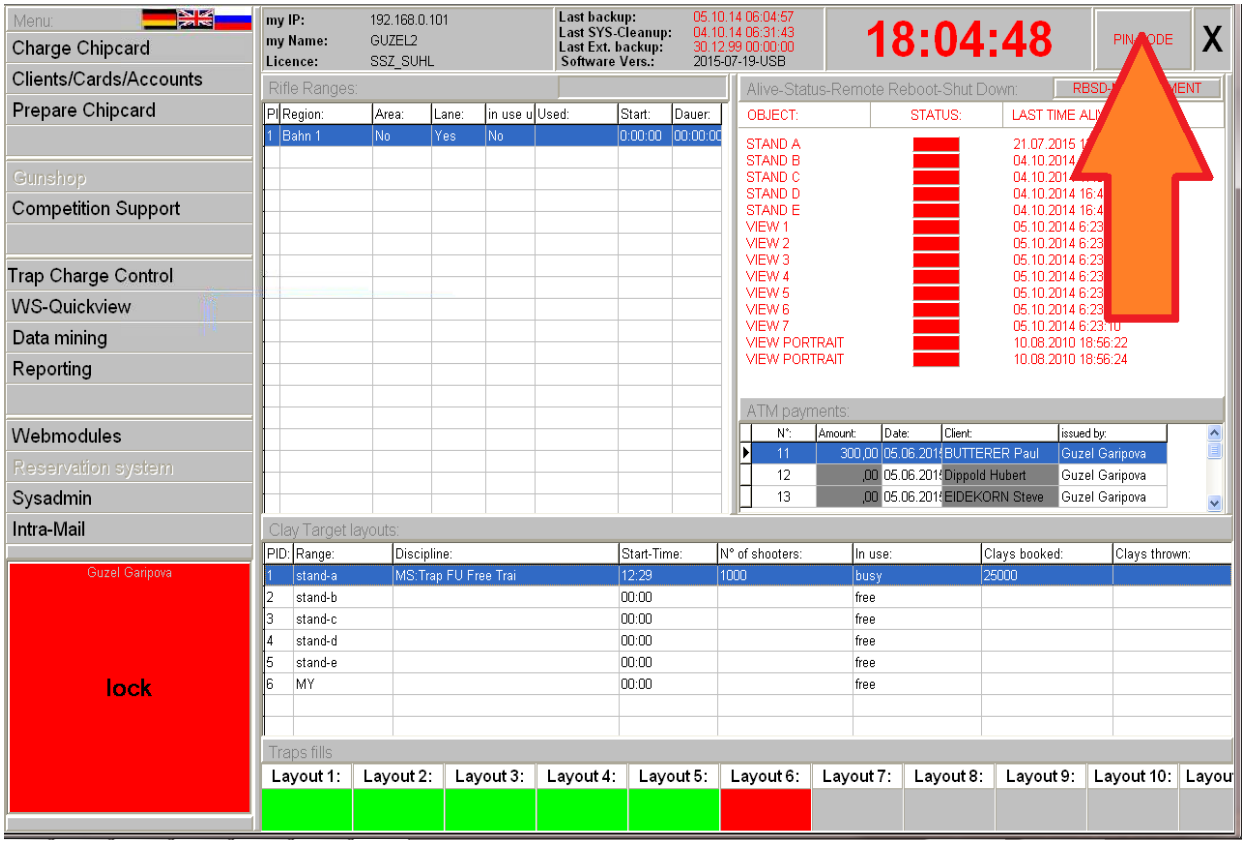
- The client's IP address is within the range 192.168.0.4 to 192.168.0.19

## 2. LOGGING IN

There are two ways to log in to the program:

- by entering your administrative PIN-code

- by inserting the administrative chip card into the chip card reader




To make an administrative card use any chip card (shooter's used/old chip card):

- First insert the chip card into the chip card reader

*Orange light: card is being processed*

*Red light: card is inserted in the wrong side or you insert a new chip card*

*Green light: everything is correct and you can continue*

Issuing chip cards and passwords should be entered by System Administrator:

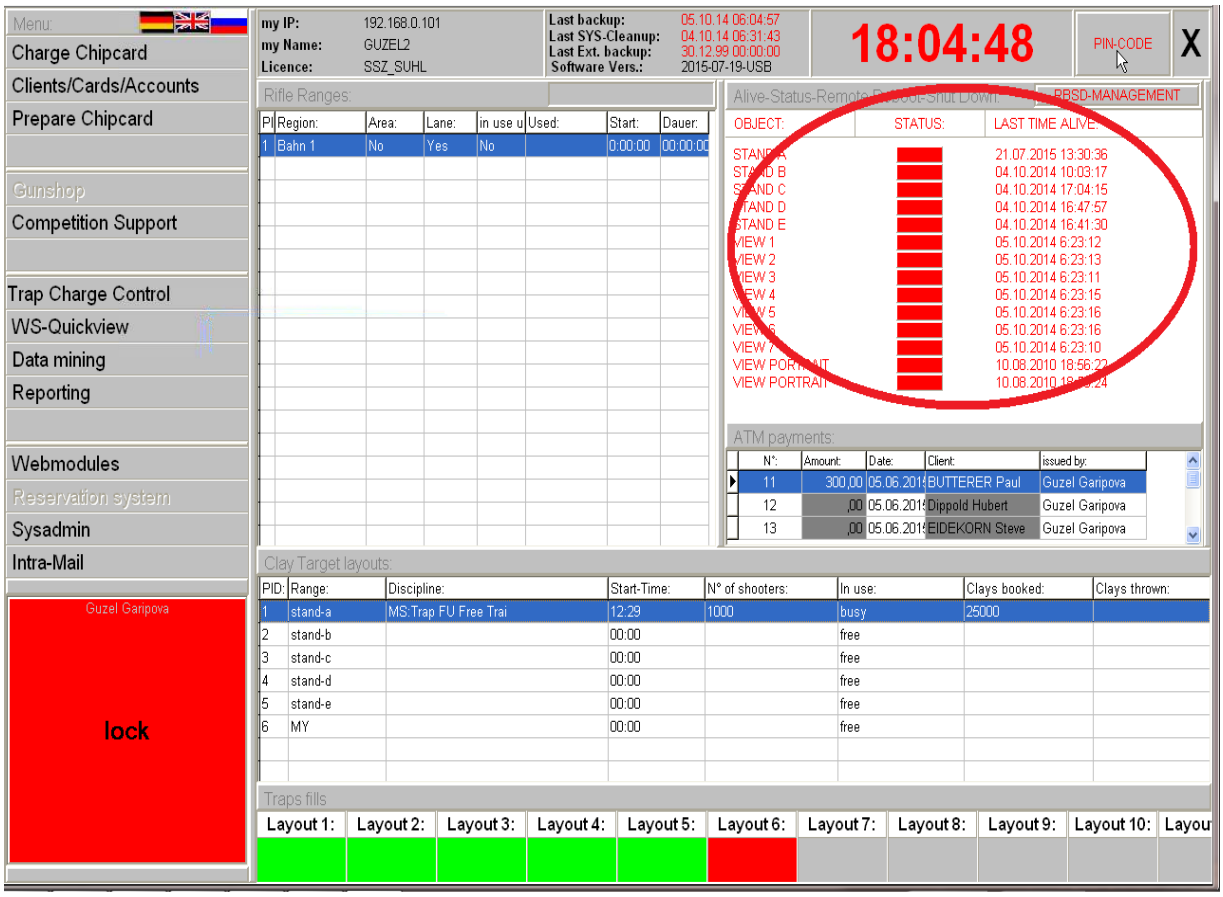
**Main Menu → System Administrator (menu list on the left) → USERS / PRIVILEGES**

Here you can do all necessary settings for the chip card.

How to set the chip card refer to 5.2

# 3. MAIN MENU

## 3.1 ALIVE-STATUS-REMOTE REBOOT-SHUT DOWN




This section shows the status of all computers/layouts/monitors.

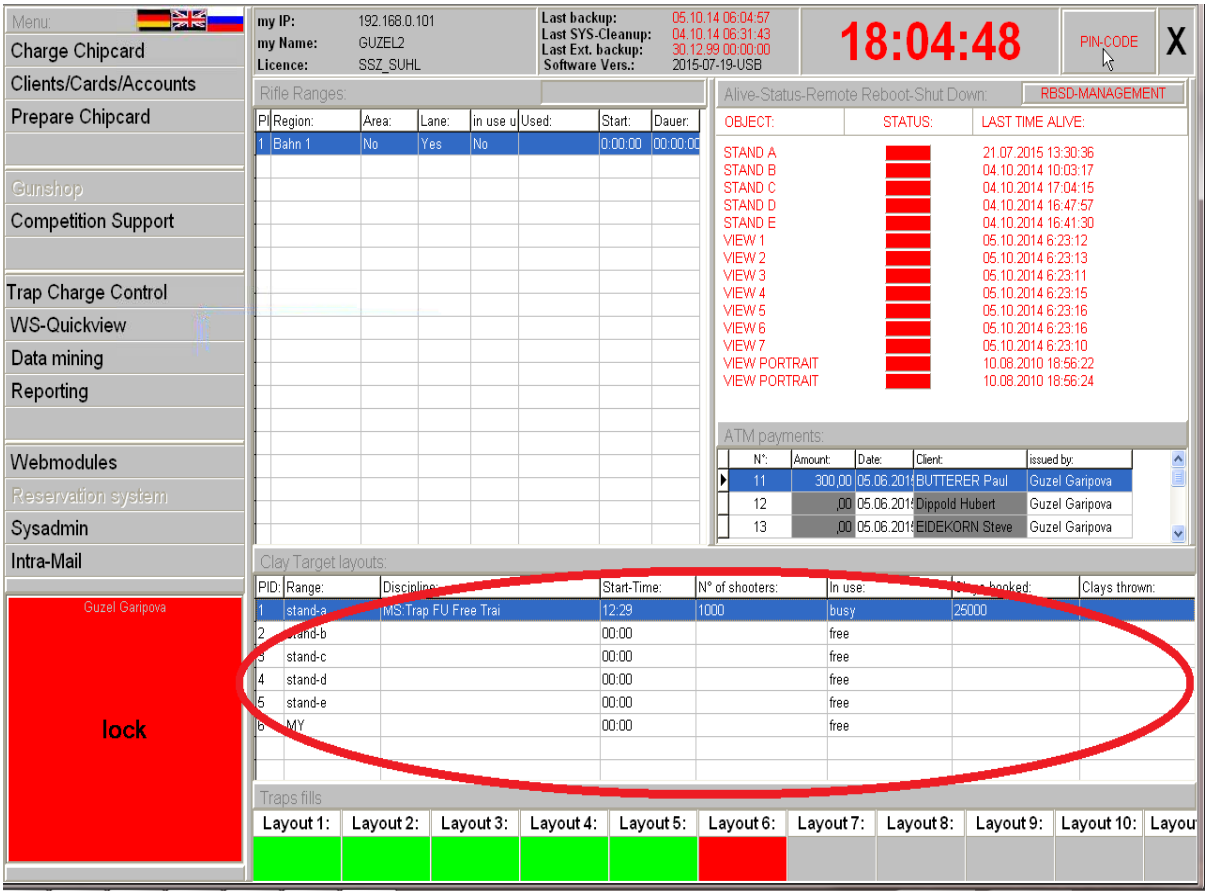
Status: **green** – online / **red** – offline

**Last time alive** column shows when the layout/monitor was active last time.

**RBSD-Managment** is a remote reboot and shut down button.

**NOTE:** In case you have **TIGHT VNC** program installed use it instead of **RBSD-Managment**

## 3.2 CLAY TARGET LAYOUTS




This section shows the status of each shooting layout:

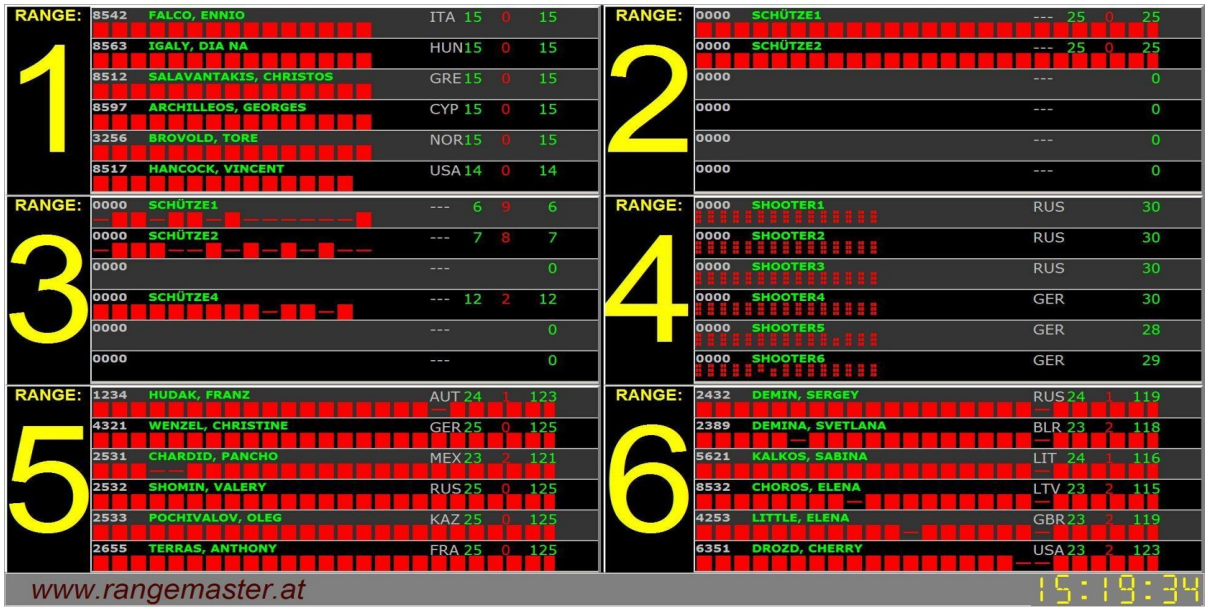
- busy or free
- discipline of the round currently active
- start time
- number of shooters
- clay booked
- clays thrown

Right-click opens a window with the following options:

- Global-View
- Live-View
- Reset range

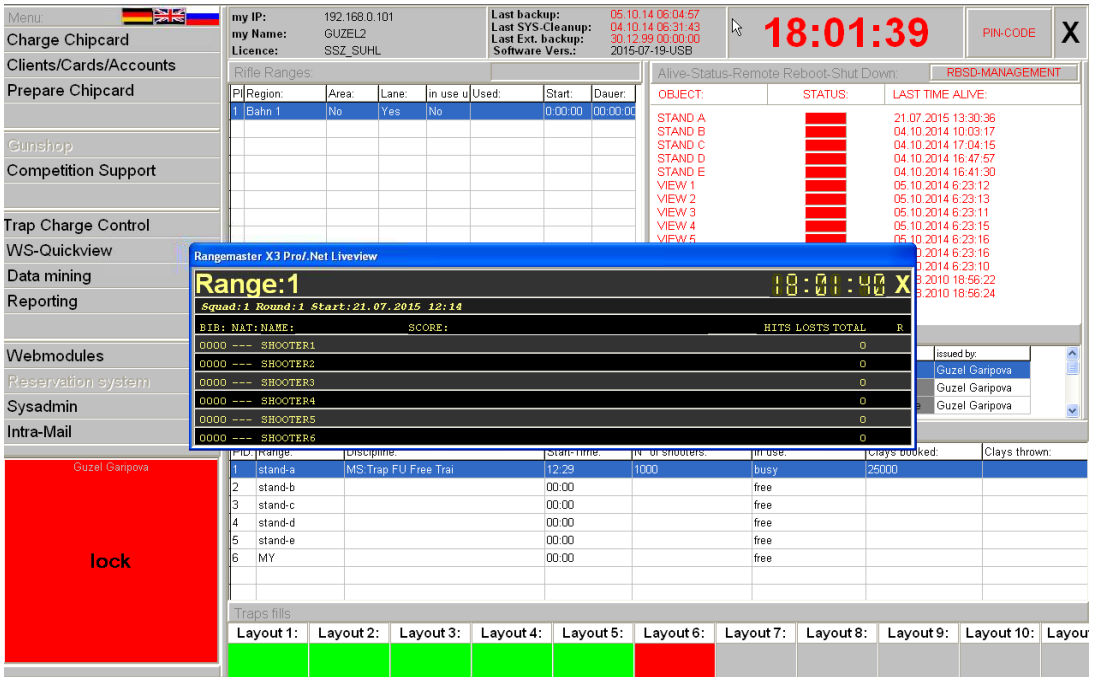
## 3.2.1 GLOBAL-VIEW

It is an option program for displaying the shooting progress on up to 6 layouts – to be viewed on an HD-Monitor only.




## 3.2.2 LIVE-VIEW

Using the Live-View option you can see who is shooting on the layout (Squad/Round/Start time/ Names of the shooters with Bib numbers/Nationality/ Hits/misses/Total/R (ranking)



## 3.2.3 RESET RANGE

This feature should be used to reset data only if you have a layout marked as **busy** from last day shooting. This old data is displayed only if there was no database clean up ( **Last Sys-Clean-Up**) at 06.31 in the morning.

*E.g. here you can see an old competition round is still shown on Range 1.*

*In this case use **Reset range** option to clear it before starting a new competition/training*

**NOTE:** This feature will never reset a round or abandon a shooting progress

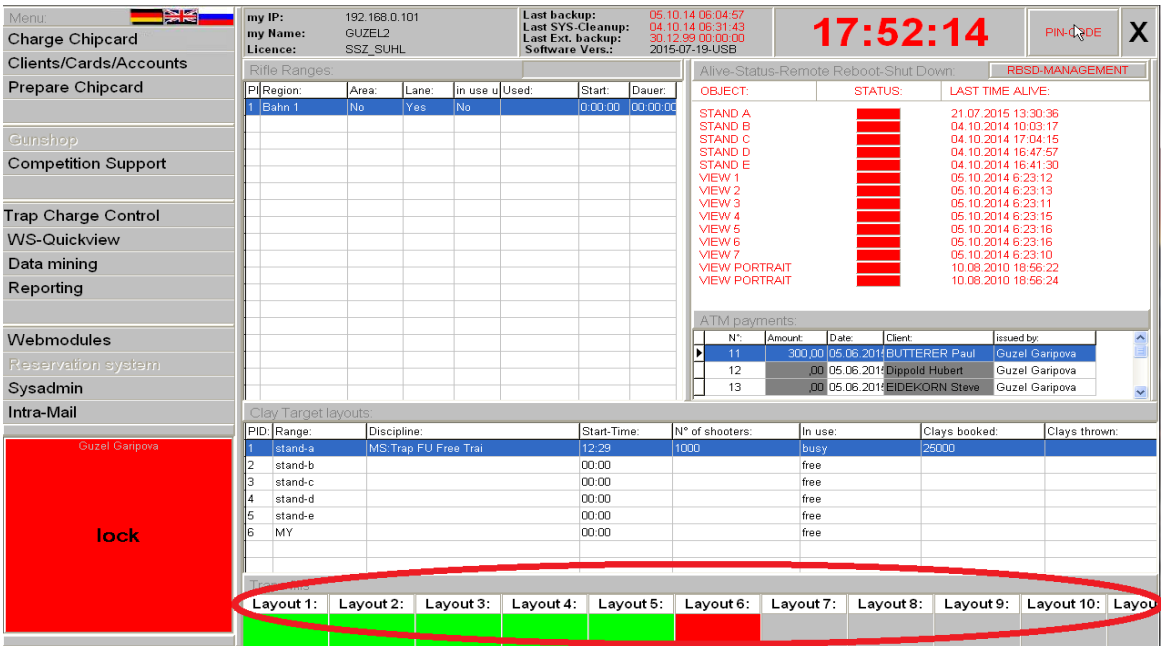
Clay Target layouts:

| PID: | Range: | Discipline: | Start-Time: | N° of shooters: | In use: | Clays booked: | Clays thrown: |
|---|---|---|---|---|---|---|---|
| 1 | stand-a | Competition | 21:37 | 5 | busy | 125 | 3 |
| 2 | stand-b | | 00:00 | | free | | |
| 3 | stand-c | | 00:00 | | free | | |
| 4 | stand-d | | 00:00 | | free | | |
| 5 | stand-e | | 00:00 | | free | | |
| 6 | MY | | 00:00 | | free | | |

Clay Target layouts:

| PID: | Range: | Discipline: | Start-Time: | N° of shooters: | In use: | Clays booked: | Clays thrown: |
|---|---|---|---|---|---|---|---|
| 1 | stand-a | | 00:00 | | free | | |
| 2 | stand-b | | 00:00 | | free | | |
| 3 | stand-c | | 00:00 | | free | | |
| 4 | stand-d | | 00:00 | | free | | |
| 5 | stand-e | | 00:00 | | free | | |
| 6 | MY | | 00:00 | | free | | |

## 3.3 TRAPS FILLS

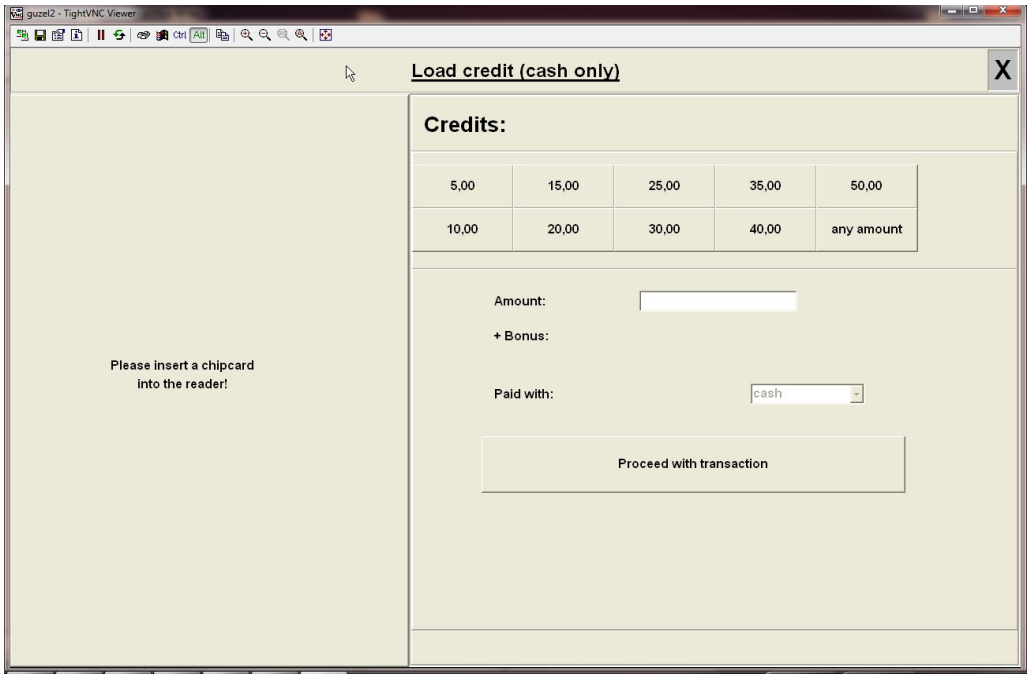



This info will show if launching machines are running low/out of targets on one of the layouts. Red status means that trap reached minimum fill (or is already empty) and it is worth having maintenance outage for filling.

**Trap charge control** refer to part 8.

## 4. CHARGE CHIP CARD

This section is meant for a quick account loading with cash only.

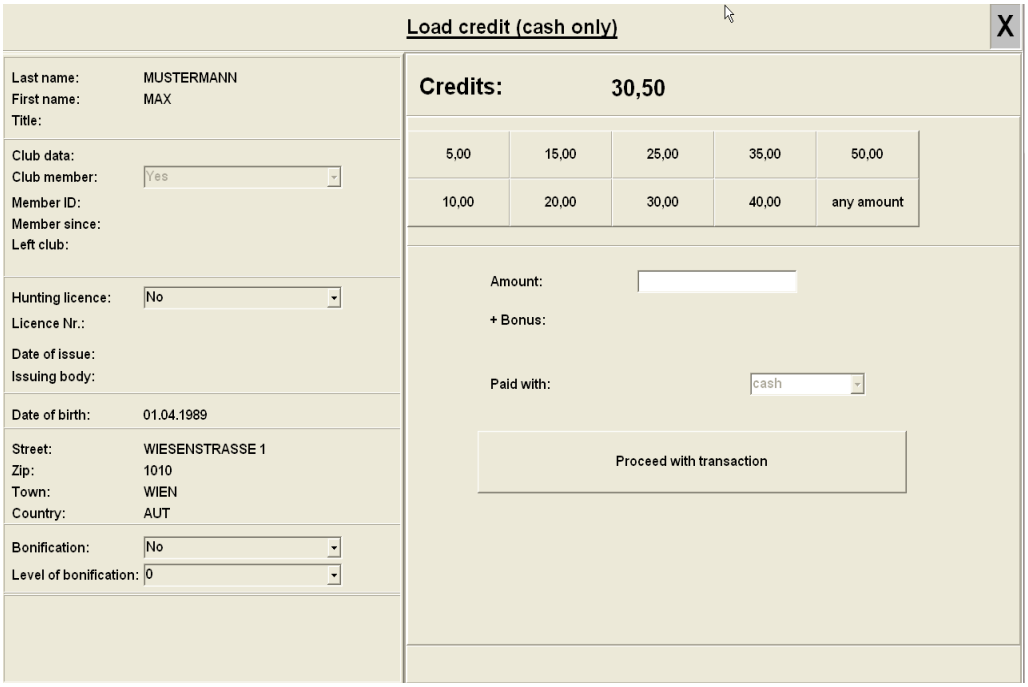



All you need is to:

- insert the chip card into a chip card reader

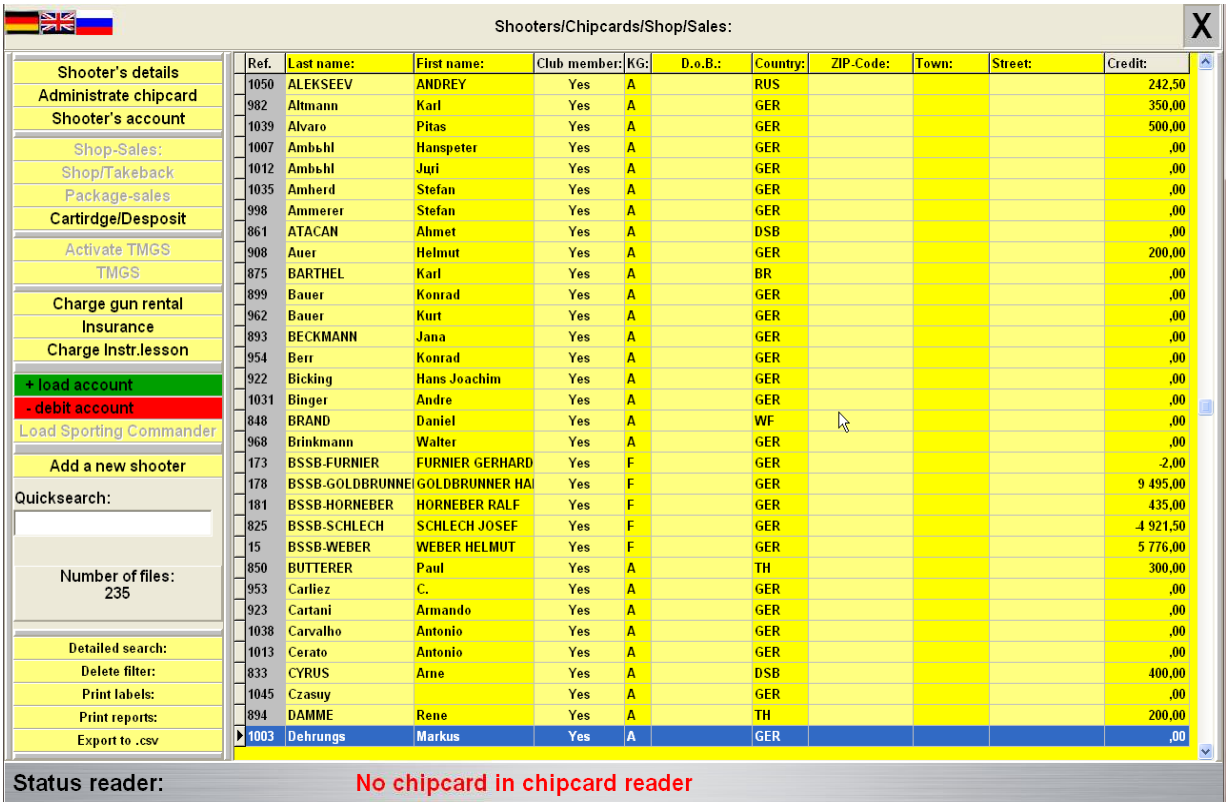
- choose/enter the right amount you have received in cash

- press **Proceed with transaction**



## 5.CLIENTS/CARDS/ACCOUNTS

This section is all about shooters' and customers' database with information about their account status.



## 5.1 SHOOTER'S DETAILS

To open shooter's personal card with all details click twice his name or mark his record and press **Shooter's details.**

If you need to add or edit any information in this card press **Edit data** first.

**WARNING:** While editing shooter's data shooter cannot register to shoot with a chip card!

**Print chip card:**

This feature allows to put the shooter's photo and name on his future chip card in case you have a special chip card printer. As a front side (background) you can use your own design/layout.

*E.g. name of your shooting ground and etc.*

To insert your own picture as a background:

- Go to C:***Rangemaster*** folder

- open ***background1.jpg*** document and insert your own image

**Add picture:**

Using a web camera it is possible to store shooter's picture.

**Last Name**

**First Name**

**Title**

**Date of birth**

**Customer group** offers 26 groups (A-Z)

**First visit**

**Address (Street, ZIP, City, Country)**

**Club member**

**Club ID**

**Member since**

**Club member before**

**<u>Valid for Austrian customers only:</u>**

**TMGS**

**Last TMGS activated**

**TMGS exclusion**

**Permanent TMGS Exclusion**

**Bonification in %**

If this option with bonification is tagged and a shooter puts money into his account using cash/credit card/ATM he gets additional money/bonification on his account (according to the percentage shown).

*E.g. shooter puts 500 Euro into his account and he has 5% bonification granted, he gets 525 Euro in total added into his account.*

### 5.1.1 MODES OF PAYMENT ALLOWED:

**- Pre-paid:**

The customer puts an amount of money on his account and this amount is available to the shooter for any type of clay shooting on his shooting range. But he can not shoot if amount of money on his account is not enough for the next shooting round.

***E.g.:****525 euro is on the account:*

*It is possible to use all 525 euro, but if remaining credit is 5 euro and the next round costs 6 euro – shooter is not allowed to register for a new round.*

**- Post-Charge (pay later):**

The account of a shooter with the "post-charge" option does not have to have money on the account at all and the account can be loaded at any time later but he can not exceed a credit shown.

**- Free of charge:**

All transactions are logged/reported, but does not have any influence on the shooter´s account/balance.

Shooter can shoot for free in payment mode (notwithstanding his current account state), only time, date, range and discipline will be added to the account, but no change to shooter's

account status.

**- Multi-charge per round –** untagged allows shooter register only once in each round with his chip card

**- Account locked –** if tagged shooter cannot register and shoot in pay mode.

**- Credit ("-" if no)** shows how much additional credit is granted to the shooter.

This field can be used only together with the field **shooting with credit** tagged.

**Bank data (should be filled if payment is done as a bank collection):**

**Account ID**

**Bank ID**

**Account name**

**Credit** is current amount shooter has in his account (might be plus or minus)

**chip card** is a 9 digit number of assigned card

**Gun license database (This data is added as an indicator of legitimation of gun usage):**

**Legitimation**

**Issuing authority**

**Data of issue**

**Doc number**

**Date of birth**

**Hunting licence shown:**

**Card number**

**Date of issue**

**Issuing authority**

**Valid till**

**Competition data:**

**Club**

**State**

**Fed ID**

**ISSF-ID**

**Data acquisition**

The following data is added for future filtering according to customer group *(e.g. for mailing)*

**Sport shooter**

**Hunter**

**Pistol shooter**

**Rifle shooter**

**Disciplines 1,2…**

**Researcher** it is possible to add any information to find person or create groups according to similar features you add here *(e.g. dog owner)*

**Club**

**Company**

**Mailing accepted**

**is an instructor** should be tagged if a card holder is an instructor.

This option is necessary when shooters are shooting on a layout where SSA mode is activated (**Sysadmin – Shooting modes allowed**). This mode allows to register for the shooting in a payment mode only when instructor is registered. It is necessary for supervision of shooters by their instructor and for accounting, in case instructor is payed according to his working hours and etc.

**Telecoms-Data (Phone, cell-phone, fax, e-mail, web access, web pin)**

**Picture** here you can see picture of a shooter taken by using a web camera. To add a picture press **Add photo**

**Remarks** for memos

## 5.1.2 DELETING A SHOOTER FORM THE MAIN DATABASE

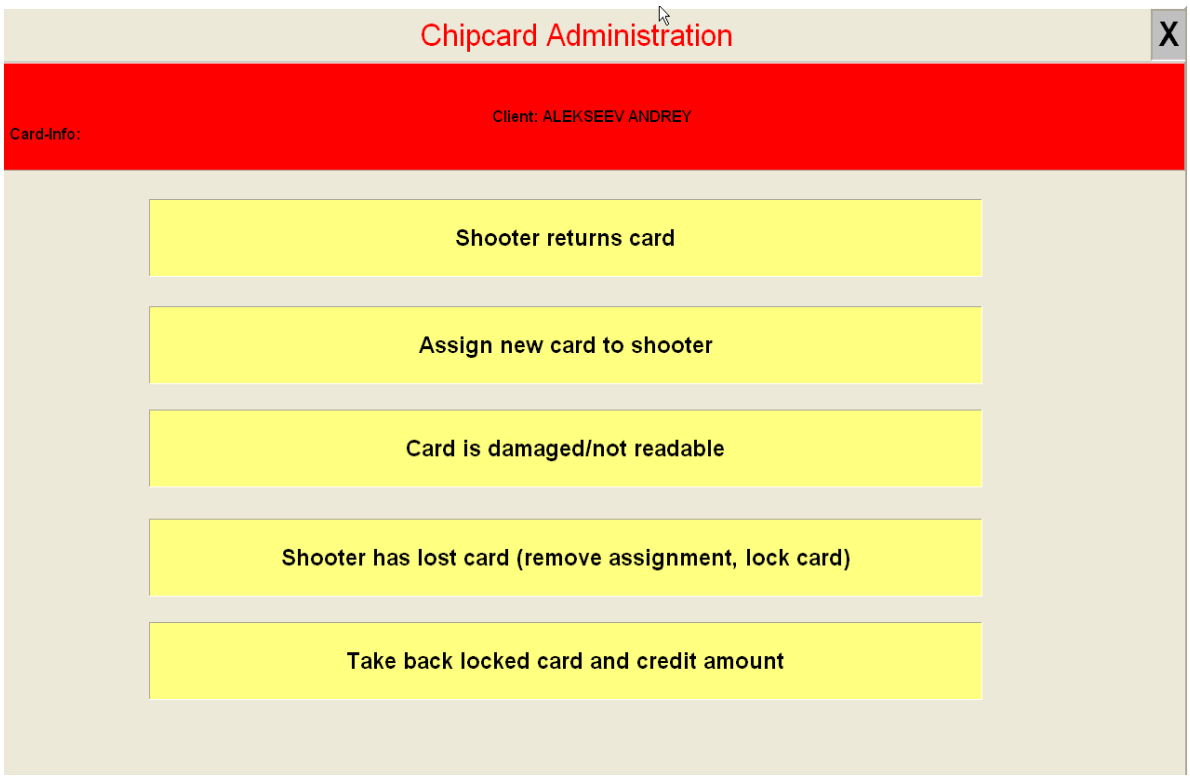
- Click **Edit data button**
- Press **Delete Shooter**

**WARNING**: There is no further access to his record and all of his account data, if shooter is deleted.

Be sure that customer is deleted only if he passed away

To delete shooters a special privilege is needed (Sysadmin→ Users/privileges)

## 5.2 ADMINISTRATE CHIP CARD



**Shooter returns card:** removes assigned number and card is locked, so it might be formatted and used again.
The initial amount taken from customer's account (when his chip card was initially issued to him) will be refunded again (in favor of his account).

**Assign new card to shooter:** Insert a new (formatted) chip card and press this button to assign a new chip card to the shooter selected. The amount for issuing a chip card will be taken from his account.

**Card is damaged/ not readable: (= shooter returns card):** In the rare case when chip is not readable, press this button in order to refund the amount taken from the account, remove the old signature (stored) from shooter's record in order to be able to assign a new chip card to this customer.

**Shooter has lost card (remove assignment, lock card):** In case a shooter called and reported that he has lost his chip card, administrator should immediately enter his account and press this button.
As a result credit status will be frozen until customer gets a new chip card assigned to his record.

**Take back locked card and credit amount:** adds deposit (amount the shooter was charged when received the chip card) in favor of shooter's account. It adds a line in the shooter's account sheet that the card is taken back and certain amount is given back. Plus it adds a line in a card log with card taken back.

## 5.3 SHOOTER'S ACCOUNT

Button **Delete turnover, print accounting report** erases all transactions from customer's account; his credit will not be touched and preserved. Administrator can use this option to delete data of the customer at the beginning of a new year. He can always restore this data by pressing **Re-organize** button, but customer will not be able to print this data by his own.

**Re-organize:** record can be recuperated again for a new print of customer's account.

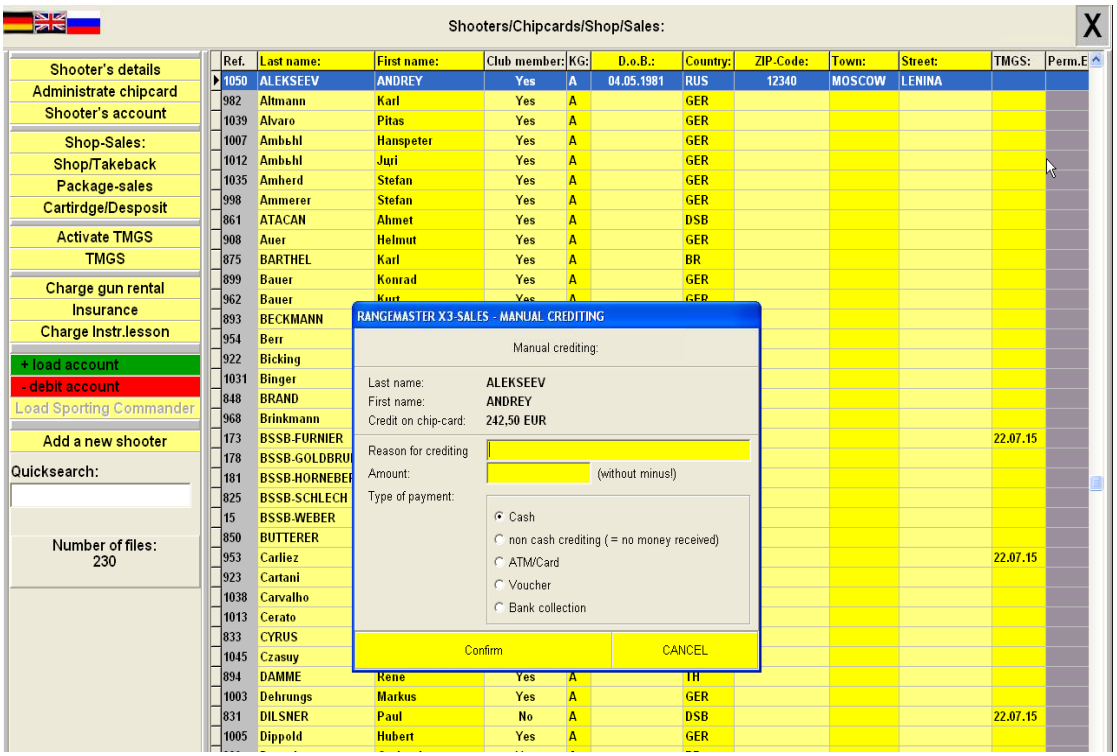
**Payback credits, delete turnovers, print account sheet** If shooter wants to cancel his account and have his credit returned to him, press this button. As a result you will have two printouts of account sheets. One should be signed by a customer and kept by administrator.

**NOTE:** The chip card has to be taken back first!

## 5.4 SHOP SALES BUTTONS

These buttons can be used only if you have **Rangemaster Gunshop** installed.

## 5.5 LOAD ACCOUNT




Using **+ load account** button administrator puts money or gives credit to the customer/shooter.

**NOTE:** when putting money add the amount into the **Amount filed without** minus.

Fill **Reason for crediting** field if necessary.

Types of payment:

- **Cash**
- **Non cash crediting**
- **ATM/Card**

- **Voucher**

- **Bank collection**

When the amount is entered press **Confirm**

**NOTE:** When entering amount please use the following format:  5000, not: "5.000,00"

## 5.6 DEBIT ACCOUNT

**Credit on a chip-card** shows current amount of money on shooter's account.

Fill **Reason for debiting** field if necessary.

Add the amount of debit into the **Amount** box without minus.

## 5.7 ADD A NEW SHOOTER AND ETC.

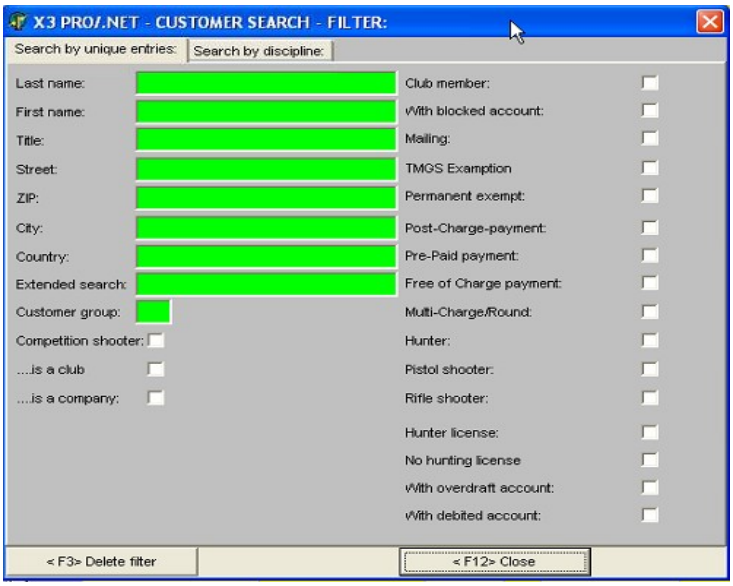
**Add a new shooter** button opens a new window where you need to add all information about the shooter (refer to 5.1)

**Quicksearch** option allows quickly find the shooter from the list according to his first or last name.

## 5.8 DETAILED SEARCH

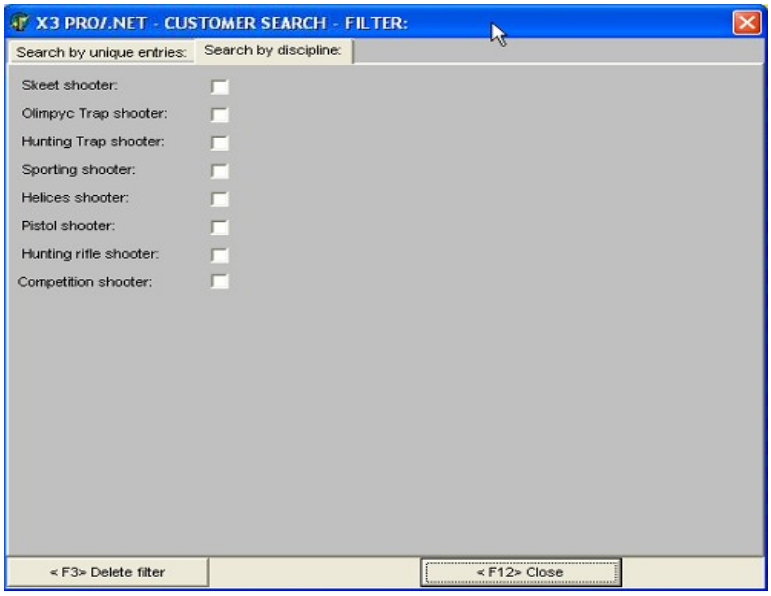
**Detailed search** option allows to filter customers according to shooter's unique entries or discipline.

**Search by unique entries:**




Using filter according to customers' unique entries you can easily find a shooter or make up a list of shooters.

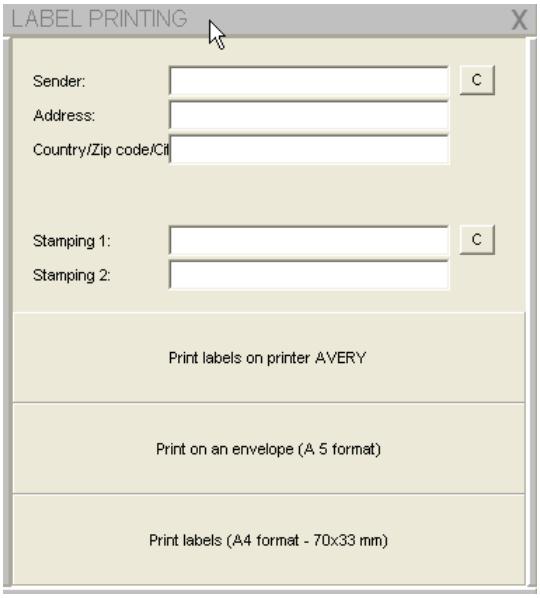
**Search by discipline:**



**Search by discipline** filter allows easily find shooters according to their disciplines (if it is shown in **Shooter's detail).**

## 5.9 PRINT LABELS

This option is for printing labels for envelopes in case you need to mail letters to your customers.



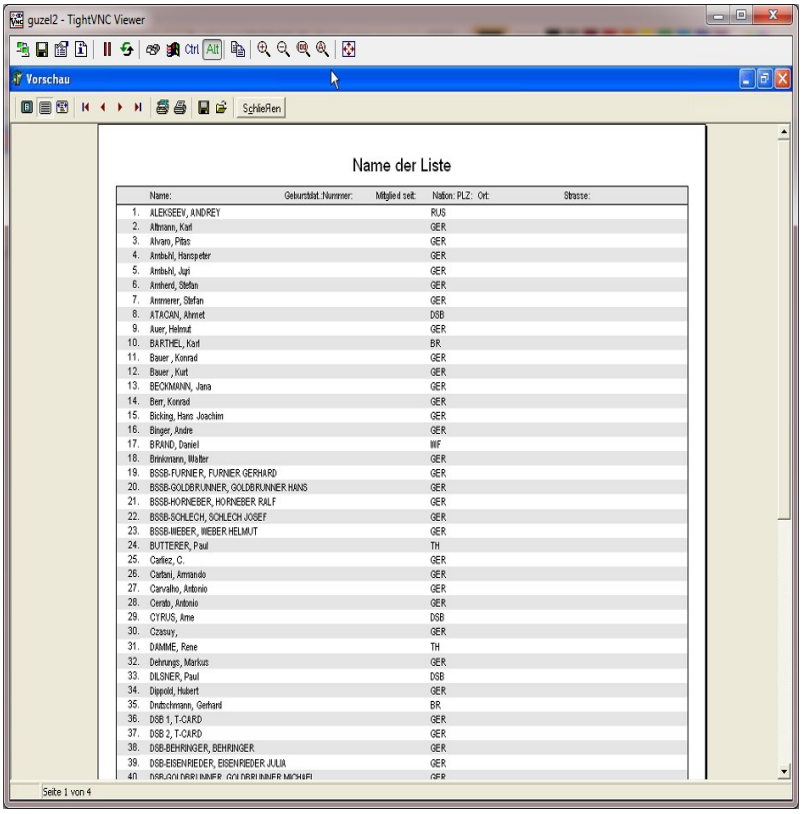

Enter information about **Sender, Address, Country/Zip code/City**

**Stamping 1/ Stamping 2** lines are used for adding remarks about payment.

The 3 buttons bellow are used to choose options about the size of output.

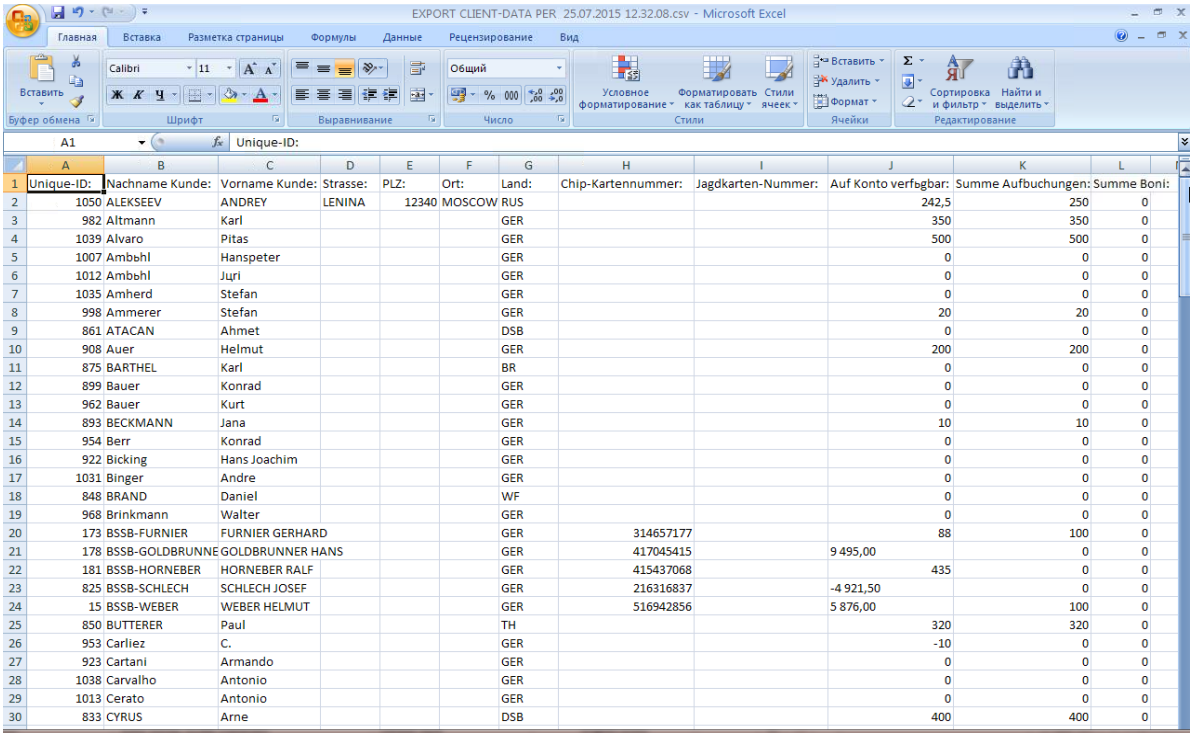
## 5.10 PRINT REPORTS

Using the filter you can create your own list of shooters according to their similar features_ name the report and print/save it.



## 5.11 EXPORT TO.CSV

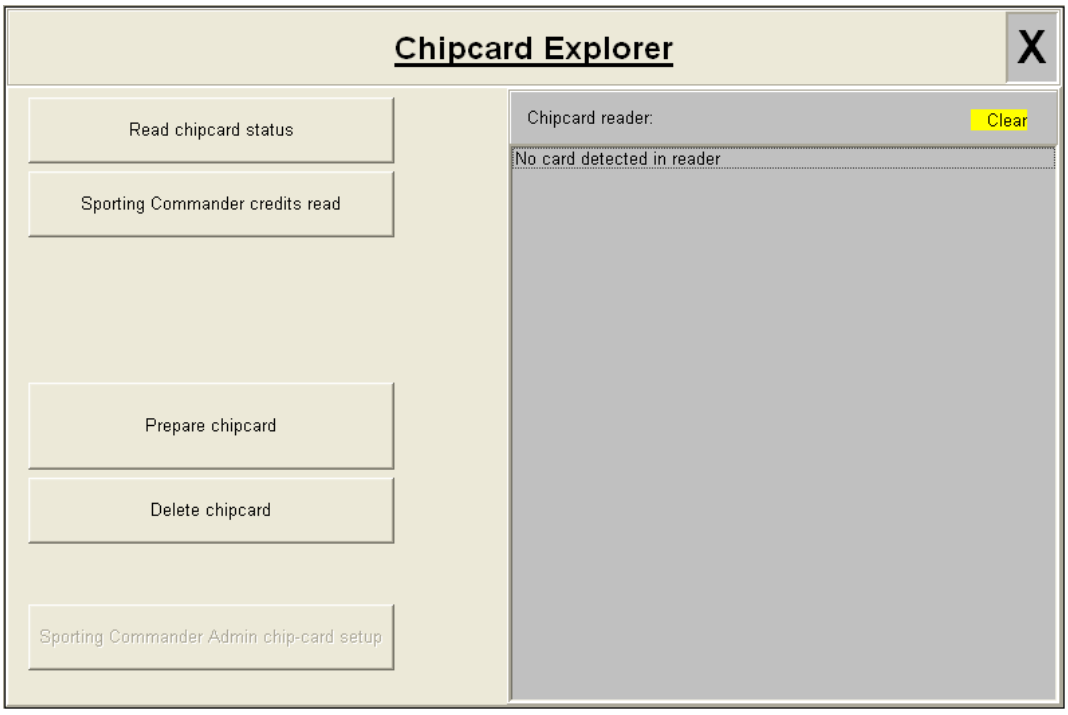
This button exports data to: **C:\EXPORT CLIENT-DATA per dd.mm.yyyy xx.xx.xx.csv**



EXPORT CLIENT-DATA PER 25.07.2015 12.32.08.csv - Microsoft Excel

| | A | B | C | D | E | F | G | H | I | J | K | L |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Unique-ID: | Nachname Kunde: | Vorname Kunde: | Strasse: | PLZ: | Ort: | Land: | Chip-Kartennummer: | Jagdkarten-Nummer: | Auf Konto verfügbar: | Summe Aufbuchungen: | Summe Boni: |
| 2 | 1050 | ALEKSEEV | ANDREY | LENINA | 12340 | MOSCOW | RUS | | | 242,5 | 250 | 0 |
| 3 | 982 | Altmann | Karl | | | | GER | | | 350 | 350 | 0 |
| 4 | 1039 | Alvaro | Pitas | | | | GER | | | 500 | 500 | 0 |
| 5 | 1007 | Ambьhl | Hanspeter | | | | GER | | | 0 | 0 | 0 |
| 6 | 1012 | Ambьhl | Juri | | | | GER | | | 0 | 0 | 0 |
| 7 | 1035 | Amherd | Stefan | | | | GER | | | 0 | 0 | 0 |
| 8 | 998 | Ammerer | Stefan | | | | GER | | | 20 | 20 | 0 |
| 9 | 861 | ATACAN | Ahmet | | | | DSB | | | 0 | 0 | 0 |
| 10 | 908 | Auer | Helmut | | | | GER | | | 200 | 200 | 0 |
| 11 | 875 | BARTHEL | Karl | | | | BR | | | 0 | 0 | 0 |
| 12 | 899 | Bauer | Konrad | | | | GER | | | 0 | 0 | 0 |
| 13 | 962 | Bauer | Kurt | | | | GER | | | 0 | 0 | 0 |
| 14 | 893 | BECKMANN | Jana | | | | GER | | | 10 | 10 | 0 |
| 15 | 954 | Berr | Konrad | | | | GER | | | 0 | 0 | 0 |
| 16 | 922 | Bicking | Hans Joachim | | | | GER | | | 0 | 0 | 0 |
| 17 | 1031 | Binger | Andre | | | | GER | | | 0 | 0 | 0 |
| 18 | 848 | BRAND | Daniel | | | | WF | | | 0 | 0 | 0 |
| 19 | 968 | Brinkmann | Walter | | | | GER | | | 0 | 0 | 0 |
| 20 | 173 | BSSB-FURNIER | FURNIER GERHARD | | | | GER | 314657177 | | 88 | 100 | 0 |
| 21 | 178 | BSSB-GOLDBRUNNE | GOLDBRUNNER HANS | | | | GER | 417045415 | | 9 495,00 | 0 | 0 |
| 22 | 181 | BSSB-HORNEBER | HORNEBER RALF | | | | GER | 415437068 | | 435 | 0 | 0 |
| 23 | 825 | BSSB-SCHLECH | SCHLECH JOSEF | | | | GER | 216316837 | | -4 921,50 | 0 | 0 |
| 24 | 15 | BSSB-WEBER | WEBER HELMUT | | | | GER | 516942856 | | 5 876,00 | 100 | 0 |
| 25 | 850 | BUTTERER | Paul | | | | TH | | | 320 | 320 | 0 |
| 26 | 953 | Carliez | C. | | | | GER | | | -10 | 0 | 0 |
| 27 | 923 | Cartani | Armando | | | | GER | | | 0 | 0 | 0 |
| 28 | 1038 | Carvalho | Antonio | | | | GER | | | 0 | 0 | 0 |
| 29 | 1013 | Cerato | Antonio | | | | GER | | | 0 | 0 | 0 |
| 30 | 833 | CYRUS | Arne | | | | DSB | | | 400 | 400 | 0 |

## 6. PREPARE CHIP CARD




This section is useful for setting/formatting chip cards for the shooters.

When you have new/unformatted chip cards first it is necessary to format them using the Rangemaster chip card explorer:

- insert a chip card into a chip card reader
- press **Prepare chip card**

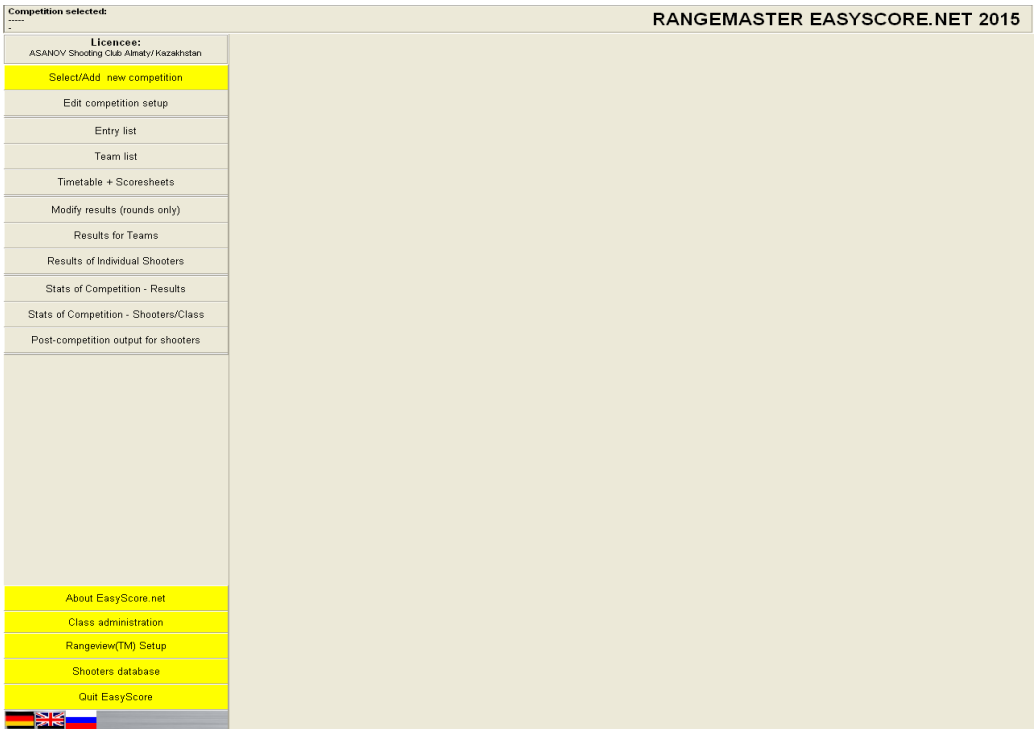
Program automatically gives a card a unique 9 digit number which will be assigned to a shooter.

**Read chip card status** shows current information on the chip card

**Read Sporting Commander credits** is used only for Sporting (refer to special **Sport shooting manual**)

**Delete chip card** "erases" it so it can be reused and be assigned it to a new shooter.

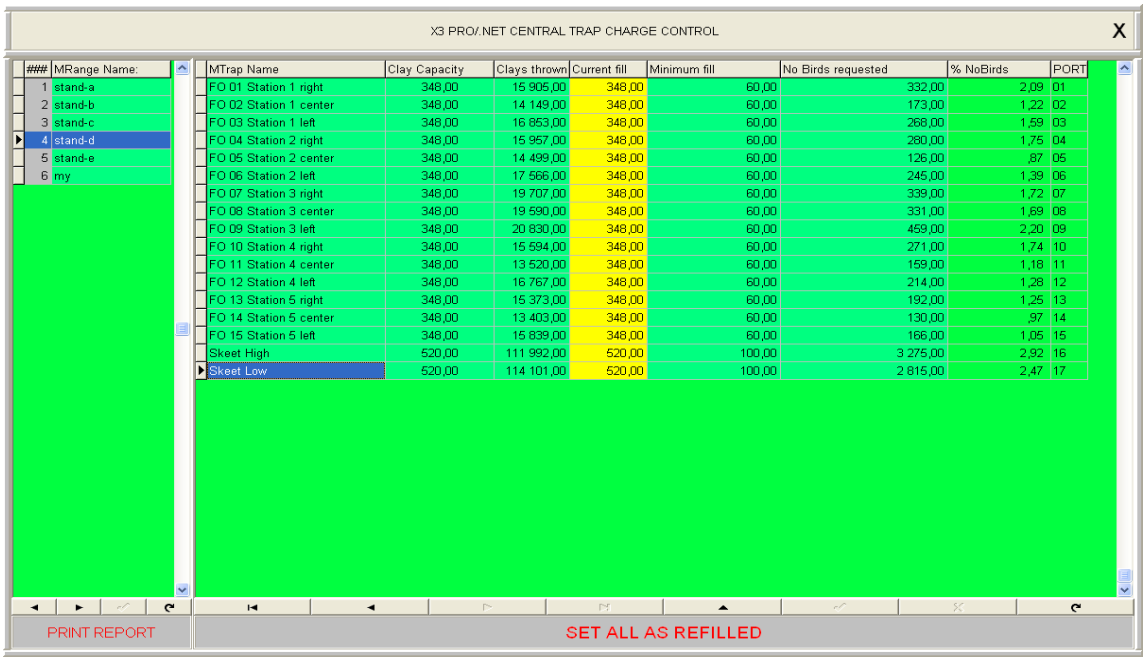
## 7. COMPETITION SUPPORT




This section will start **EasyScore X3 PRO/.NET** program for running a competition.

## 8. TRAP CHARGE CONTROL

**Trap charge control** button or left click the Layout on the **Trap fills** section opens the following **Central Trap Charge Control** window:

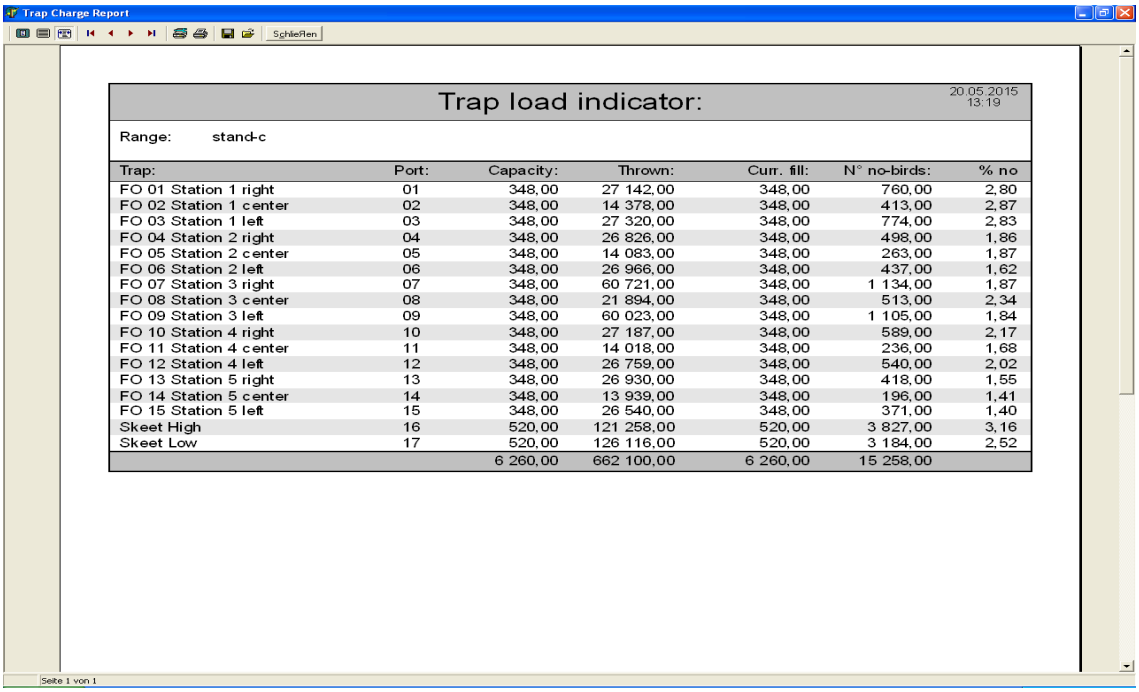



| ### | MRange Name: |
|---|---|
| 1 | stand-a |
| 2 | stand-b |
| 3 | stand-c |
| 4 | stand-d |
| 5 | stand-e |
| 6 | my |

| MTrap Name | Clay Capacity | Clays thrown | Current fill | Minimum fill | No Birds requested | % NoBirds | PORT |
|---|---|---|---|---|---|---|---|
| FO 01 Station 1 right | 348,00 | 15 905,00 | 348,00 | 60,00 | 332,00 | 2,09 | 01 |
| FO 02 Station 1 center | 348,00 | 14 149,00 | 348,00 | 60,00 | 173,00 | 1,22 | 02 |
| FO 03 Station 1 left | 348,00 | 16 853,00 | 348,00 | 60,00 | 268,00 | 1,59 | 03 |
| FO 04 Station 2 right | 348,00 | 15 957,00 | 348,00 | 60,00 | 280,00 | 1,75 | 04 |
| FO 05 Station 2 center | 348,00 | 14 499,00 | 348,00 | 60,00 | 126,00 | ,87 | 05 |
| FO 06 Station 2 left | 348,00 | 17 566,00 | 348,00 | 60,00 | 245,00 | 1,39 | 06 |
| FO 07 Station 3 right | 348,00 | 19 707,00 | 348,00 | 60,00 | 339,00 | 1,72 | 07 |
| FO 08 Station 3 center | 348,00 | 19 590,00 | 348,00 | 60,00 | 331,00 | 1,69 | 08 |
| FO 09 Station 3 left | 348,00 | 20 830,00 | 348,00 | 60,00 | 459,00 | 2,20 | 09 |
| FO 10 Station 4 right | 348,00 | 15 594,00 | 348,00 | 60,00 | 271,00 | 1,74 | 10 |
| FO 11 Station 4 center | 348,00 | 13 520,00 | 348,00 | 60,00 | 159,00 | 1,18 | 11 |
| FO 12 Station 4 left | 348,00 | 16 767,00 | 348,00 | 60,00 | 214,00 | 1,28 | 12 |
| FO 13 Station 5 right | 348,00 | 15 373,00 | 348,00 | 60,00 | 192,00 | 1,25 | 13 |
| FO 14 Station 5 center | 348,00 | 13 403,00 | 348,00 | 60,00 | 130,00 | ,97 | 14 |
| FO 15 Station 5 left | 348,00 | 15 839,00 | 348,00 | 60,00 | 166,00 | 1,05 | 15 |
| Skeet High | 520,00 | 111 992,00 | 520,00 | 100,00 | 3 275,00 | 2,92 | 16 |
| Skeet Low | 520,00 | 114 101,00 | 520,00 | 100,00 | 2 815,00 | 2,47 | 17 |

By selecting the layout from the list on the left side administrator can see all information about status of traps of being filled up.

Print this information by pressing **PRINT REPORT:**




| Trap: | Port: | Capacity: | Thrown: | Curr. fill: | N° no-birds: | % no |
|---|---|---|---|---|---|---|
| FO 01 Station 1 right | 01 | 348,00 | 27 142,00 | 348,00 | 760,00 | 2,80 |
| FO 02 Station 1 center | 02 | 348,00 | 14 378,00 | 348,00 | 413,00 | 2,87 |
| FO 03 Station 1 left | 03 | 348,00 | 27 320,00 | 348,00 | 774,00 | 2,83 |
| FO 04 Station 2 right | 04 | 348,00 | 26 826,00 | 348,00 | 498,00 | 1,86 |
| FO 05 Station 2 center | 05 | 348,00 | 14 083,00 | 348,00 | 263,00 | 1,87 |
| FO 06 Station 2 left | 06 | 348,00 | 26 966,00 | 348,00 | 437,00 | 1,62 |
| FO 07 Station 3 right | 07 | 348,00 | 60 721,00 | 348,00 | 1 134,00 | 1,87 |
| FO 08 Station 3 center | 08 | 348,00 | 21 894,00 | 348,00 | 513,00 | 2,34 |
| FO 09 Station 3 left | 09 | 348,00 | 60 023,00 | 348,00 | 1 105,00 | 1,84 |
| FO 10 Station 4 right | 10 | 348,00 | 27 187,00 | 348,00 | 589,00 | 2,17 |
| FO 11 Station 4 center | 11 | 348,00 | 14 018,00 | 348,00 | 236,00 | 1,68 |
| FO 12 Station 4 left | 12 | 348,00 | 26 759,00 | 348,00 | 540,00 | 2,02 |
| FO 13 Station 5 right | 13 | 348,00 | 26 930,00 | 348,00 | 418,00 | 1,55 |
| FO 14 Station 5 center | 14 | 348,00 | 13 939,00 | 348,00 | 196,00 | 1,41 |
| FO 15 Station 5 left | 15 | 348,00 | 26 540,00 | 348,00 | 371,00 | 1,40 |
| Skeet High | 16 | 520,00 | 121 258,00 | 520,00 | 3 827,00 | 3,16 |
| Skeet Low | 17 | 520,00 | 126 116,00 | 520,00 | 3 184,00 | 2,52 |
| | | 6 260,00 | 662 100,00 | 6 260,00 | 15 258,00 | |

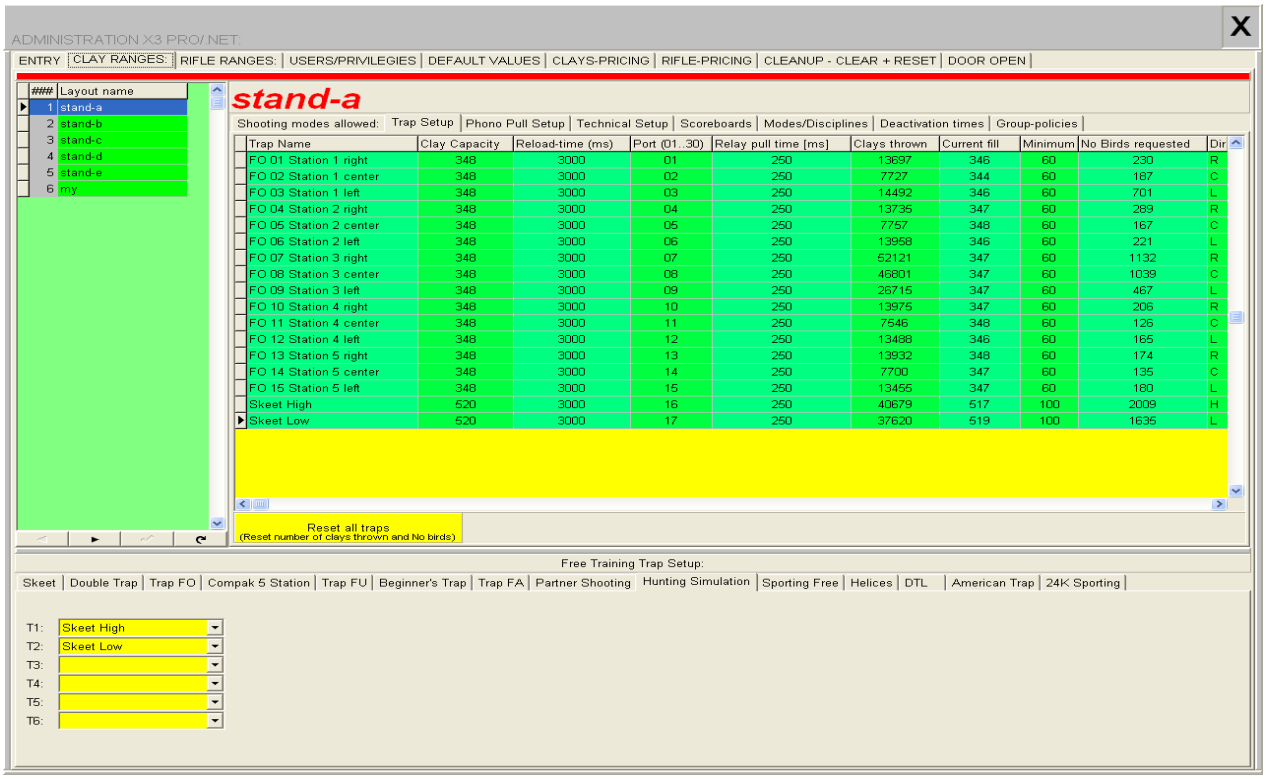
After refilling the traps on the layout you should press **SET ALL AS REFILLED**

The setup for the traps of all layouts (to which port/relay each trap is connected, minimum fill and magazine capacity) is set in the sysadmin section (you need the appropriate privileges to access this section)

To set all data about traps on each layout go to **Main Menu** → **Sysadmin** (menu list on the left) → **Clay ranges** (upper menu bar) → **Trap Setup** (upper menu bar)

**WARNING:** Changing ports on traps might cause unexpected/unwanted changes in schemes (e.g. Trap FO), so be aware of what you are doing and what you are changing.

*E.g. for Trap FO (bunker trap with 15 traps used): Trap number one – throwing targets to the right and assigned to shooter's position number one breaks during completion and cannot be repaired. As a quick fix, you could re-port trap number one to port 02 (which is already assigned to trap number 2 (launching center targets/targets going straight) without re-wiring. So you would have 3 straight targets being thrown for each shooter on shooter's position number 1.*



| | | | |
|---|---|---|---|
| **my IP:** | 192.168.0.11 | **Last backup:** | 05.10.14 06:04:57 |
| **my Name:** | GUZEL2 | **Last SYS-Cleanup:** | 04.10.14 06:31:43 |
| **License:** | SSZ_SUHL | **Last Ext. backup:** | 30.12.99 00:00:00 |
| | | **Software Vers.:** | 2015-05-14-USB |

**My IP** is the IP address of the computer

**My Name** is a name of the computer

**License** shows the shooting ground

**Last backup** is the time when the last back up was made and archived on the back up server

**Last SAYS-Cleanup** shows when the last database cleanup was done;

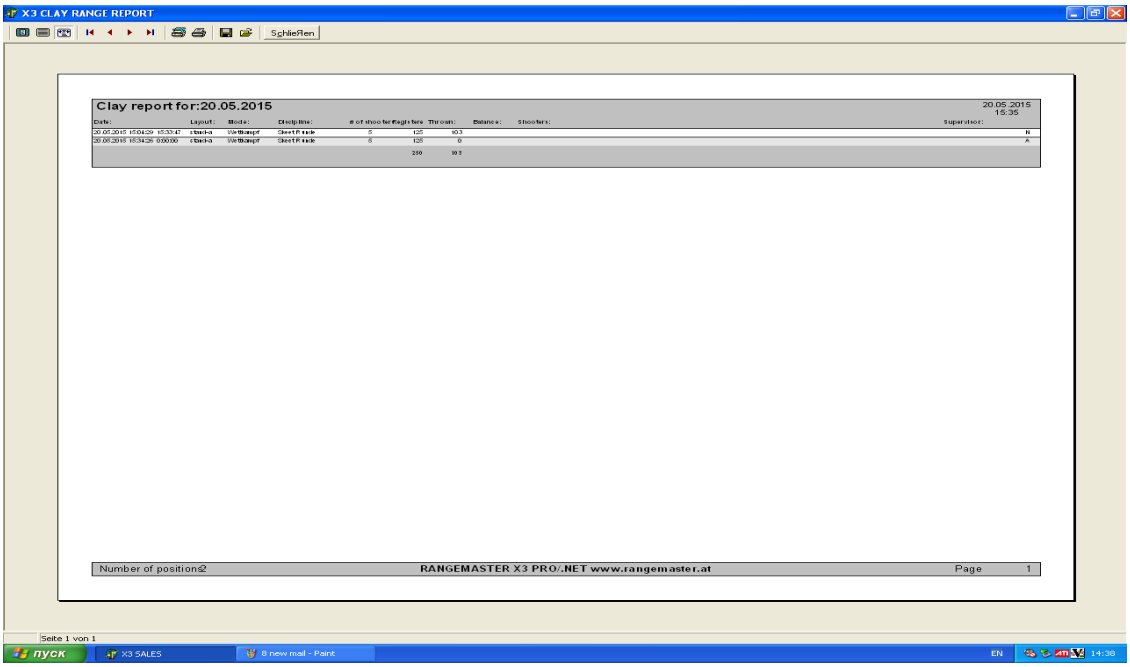
It is always done around 06:31 in the morning.

**Last Ext.backup** shows when the last database backup has been made and was successfully mailed to the requested email account (this ***Last ext. backup*** module is an additional module and it is not included in the standard package)

**Software Vers.** shows the version of the software used

## 9. WS-QUICKVIEW

Here you can get the report about shooting progress clays thrown and round, which mode (free, comp, payment) and etc. For the current day:




This report gives information about:

- Date
- Layout
- Mode of shooting (3 possible modes: competition mode, free training mode, payment mode(shooting with a chip card)
- Discipline
- # of shooters
- Register: amount of clays booked on this round
- Thrown number of all birds launched incl. no birds
- Balance cumulative counter
- Shooters names

At the end of the line there is usually a letter:

**U –** aborted by user into action

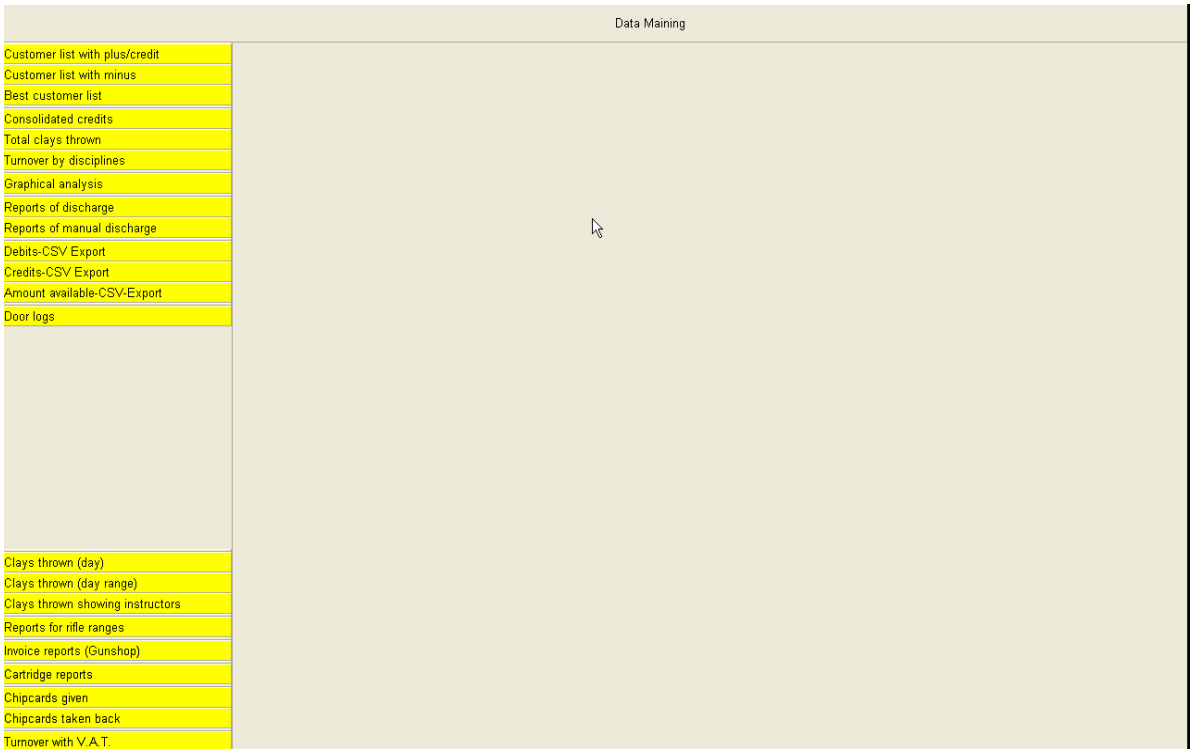
**N –** finished correctly

**A –** computer/ system crashed (because system was out of power)

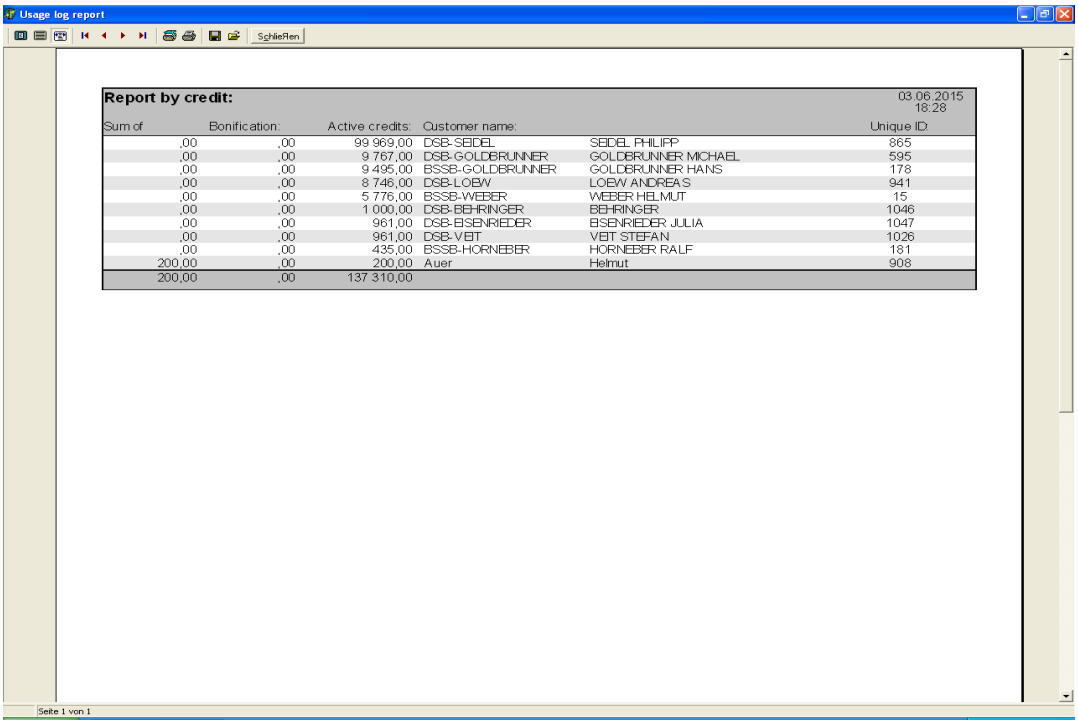
In case you need full details about the competition go to **Data mining** (section 10).

## 10. DATA MINING

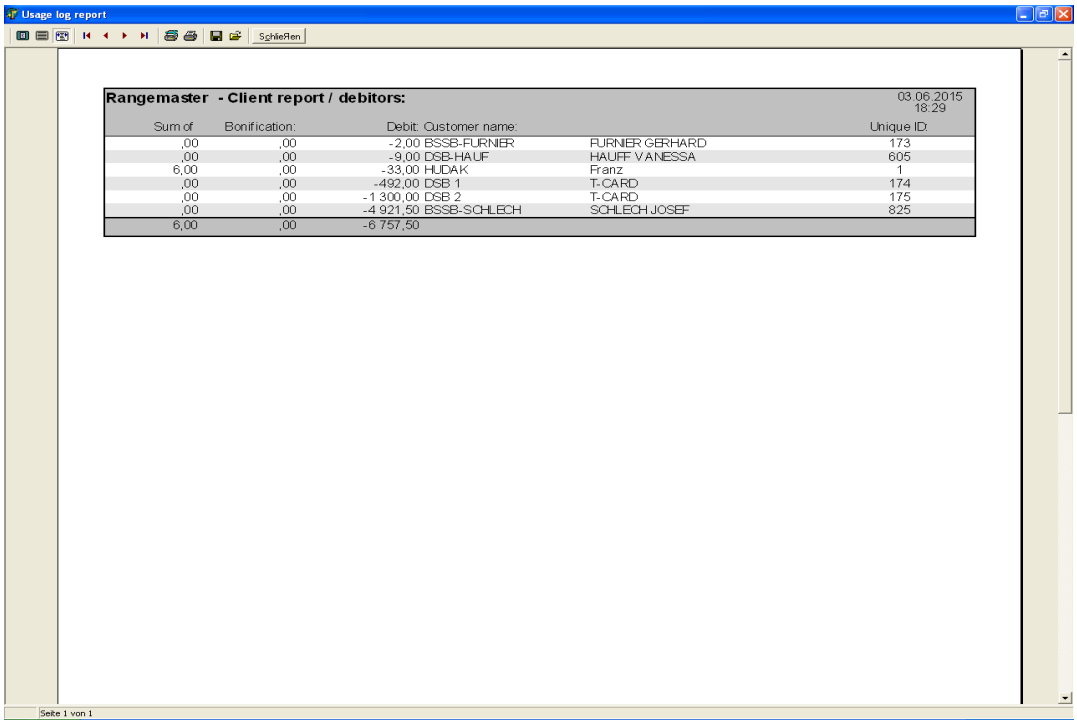
This section gives full details about the shooting for chosen period of time:




## 10.1 CUSTOMER LIST WITH PLUS/CREDIT

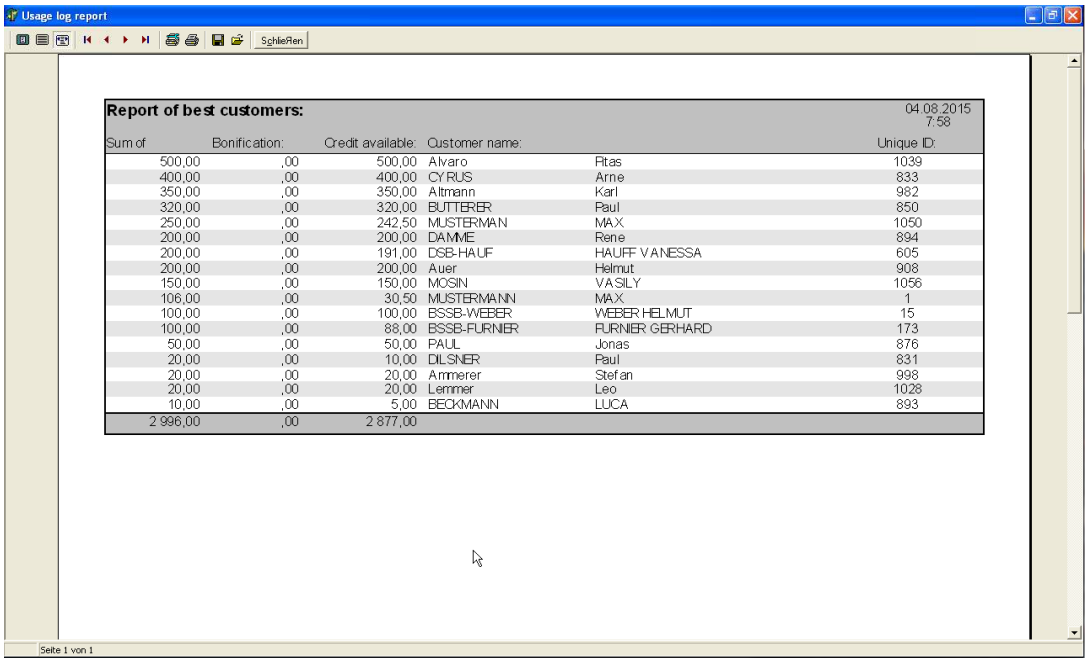


## 10.2 CUSTOMER LIST WITH MINUS

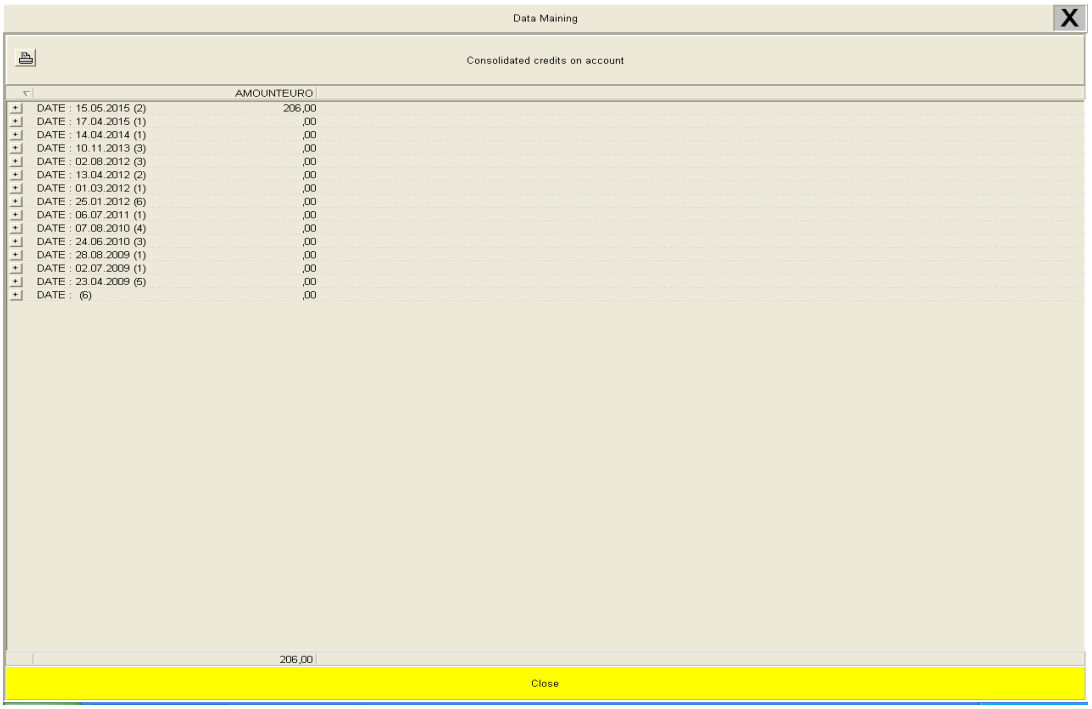



## 10.3 BEST CUSTOMER LIST

Shows the list of customers with the highest turnover on the top.

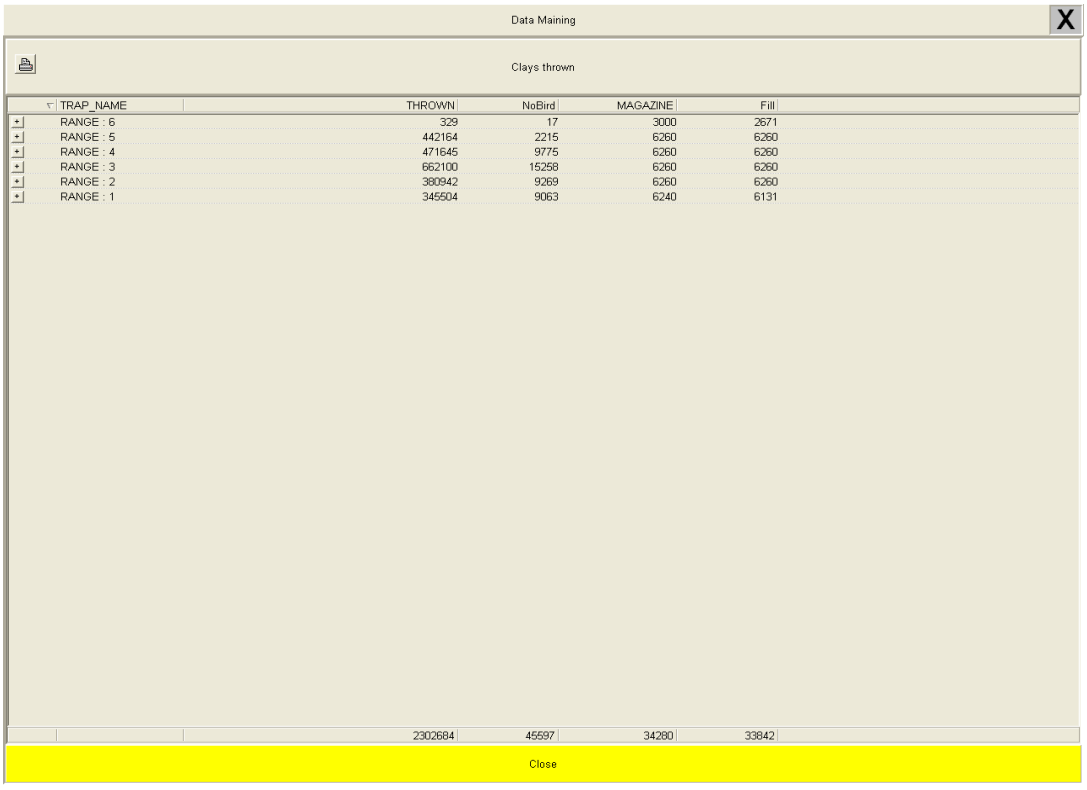


## 10.4 CONSOLIDATED CREDITS

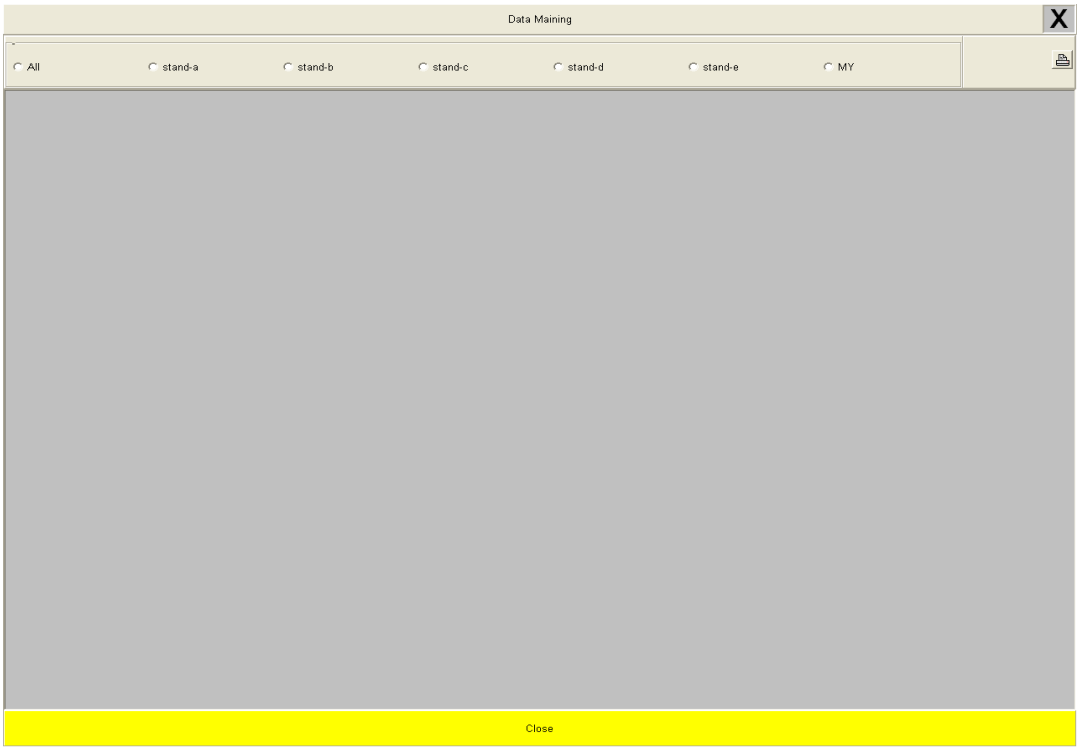



## 10.5 TOTAL CLAYS THROWN

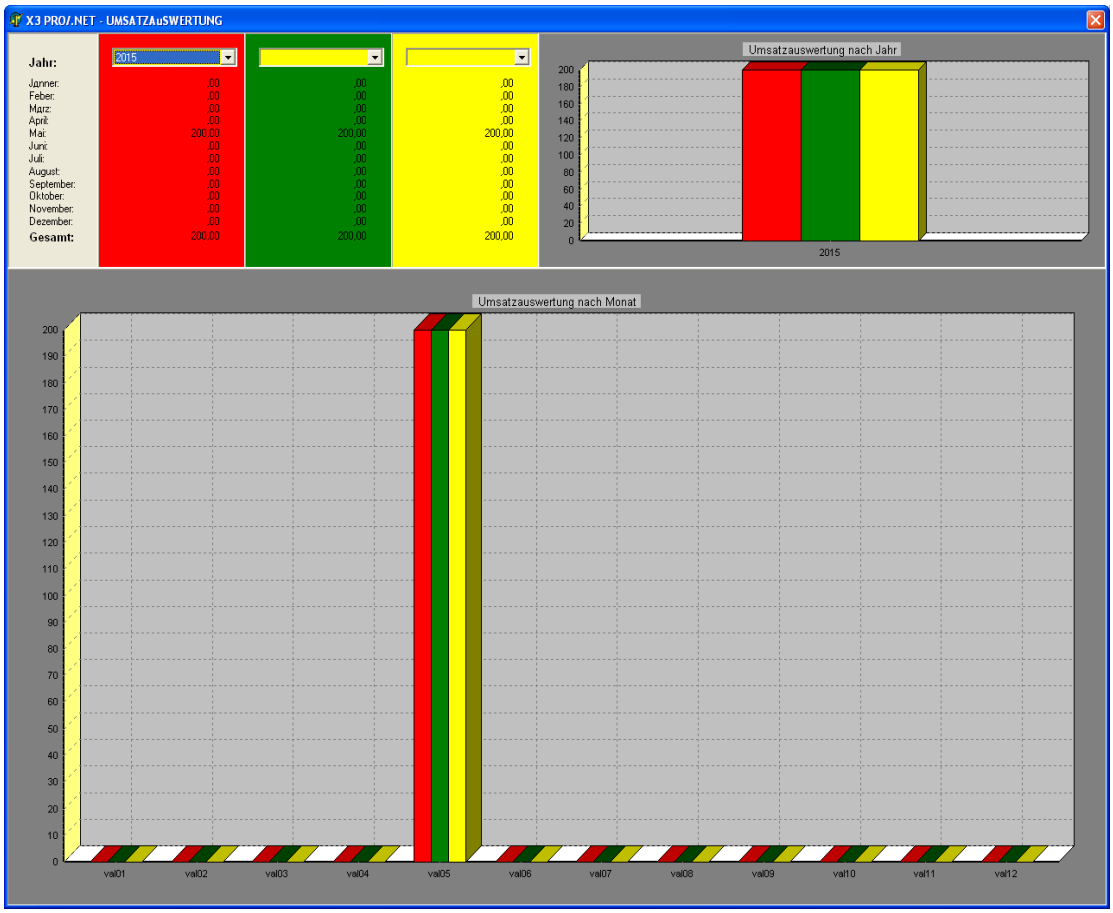
Here you can see the total number of thrown **clays/no birds**



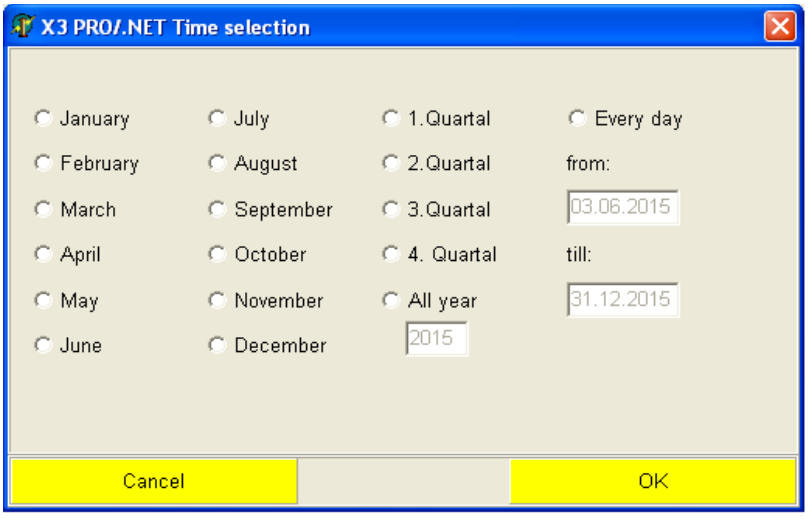
## 10.6 TURNOVER BY DISCIPLINES

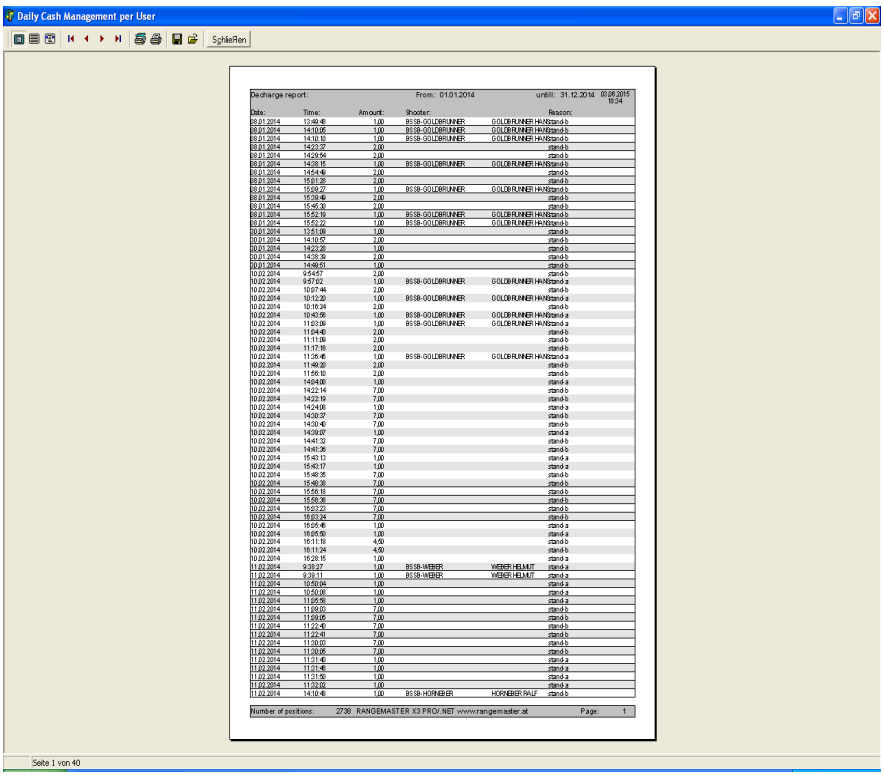


## 10.7 GRAPHICAL ANALYSIS




## 10.8 REPORT OF DISCHARGE/ MANUAL DISCHARGE

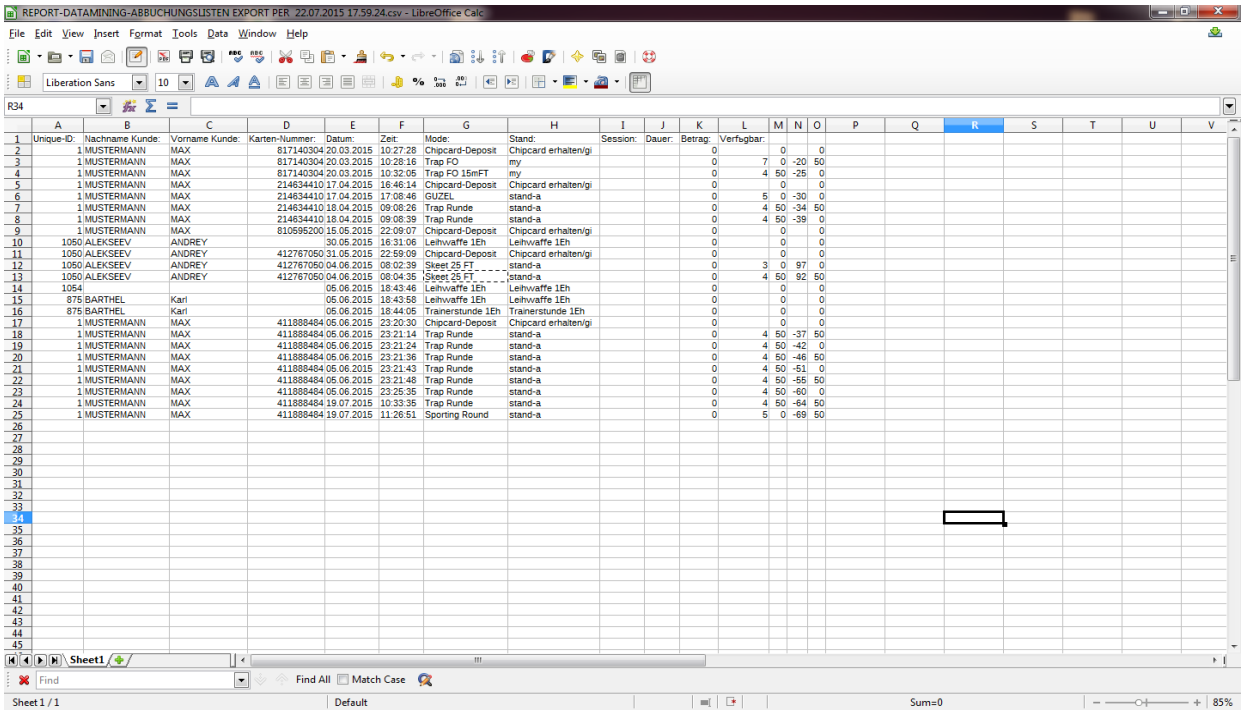





## 10.9 DEBITS – CSV EXPORT

First, choose the time period of the report.

Data will be stored in **Rangemaster** folder as **REPORT-DATAMINING-ABBUCHUNGSLISTEN EXPORT PER dd.mm.yyyy hh.mm.ss.csv** document:

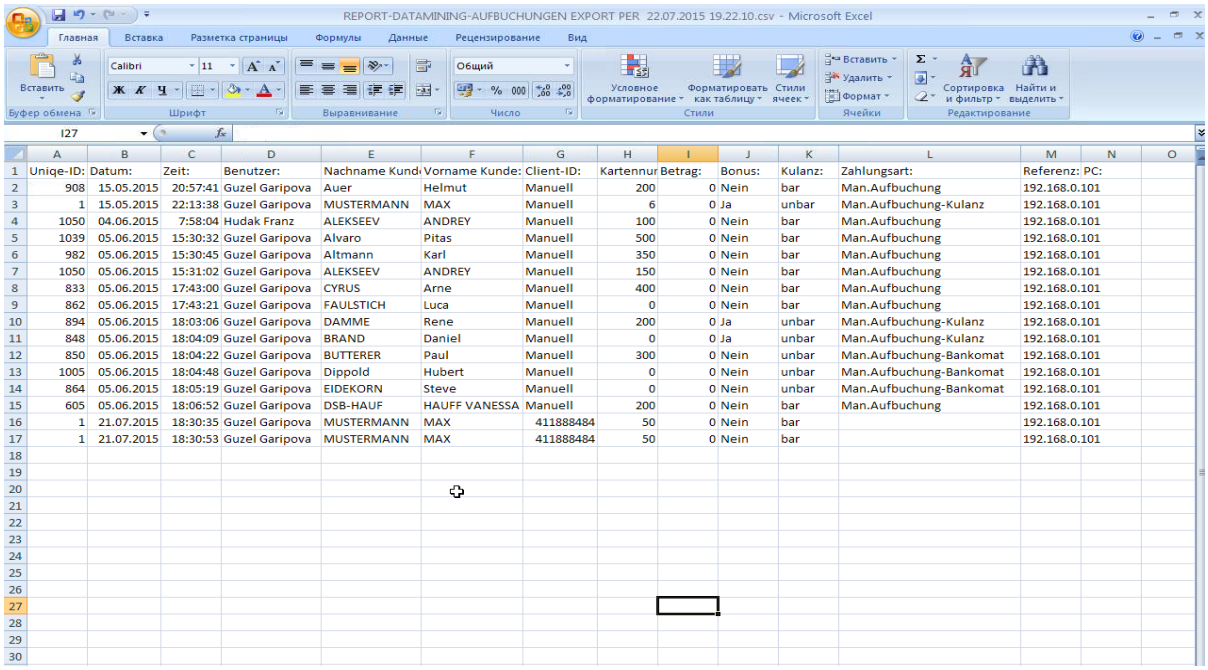



## 10.10 CREDITS – CSV EXPORT

Choose the time period of the report.

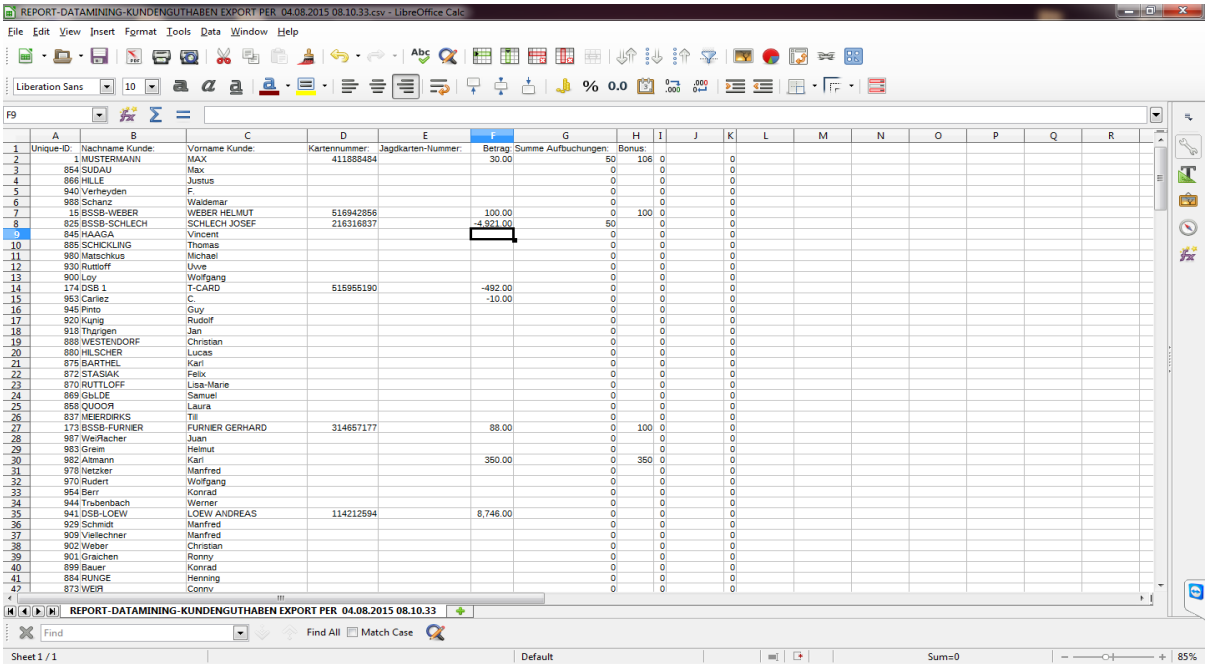
Data will be stored in **Rangemaster** folder as **REPORT-DATAMINING-AUFBCHUNGEN**

**EXPORT PER dd.mm.yyyy hh.mm.ss.csv** document:



## 10.11 AMOUNT AVAILABLE – CSV EXPORT

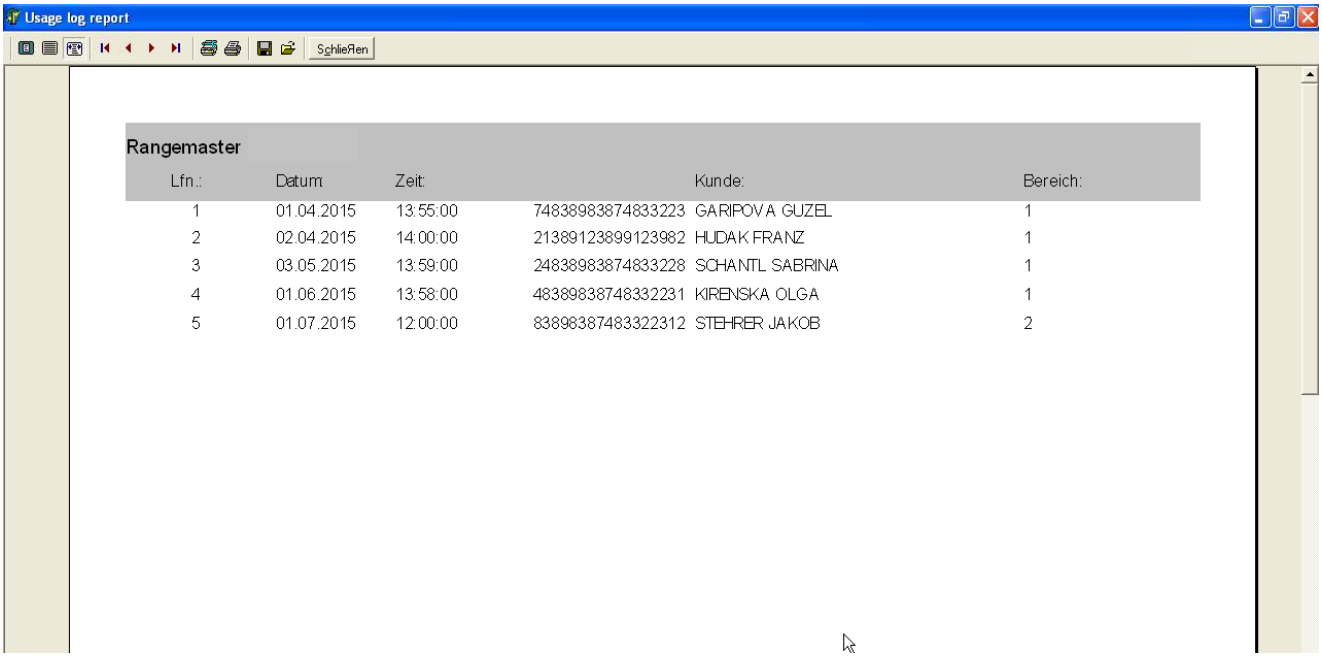
Data will be stored in **Rangemaster** folder as **REPORT-DATAMINING-KUNDENGUTHABEN EXPORT PER dd.mm.yyyy hh.mm.ss.csv** document:




| Unique-ID: | Nachname Kunde: | Vorname Kunde: | Kartennummer: | Jagdkarten-Nummer: | Betrag: | Summe Aufbuchungen: | Bonus: |
|---|---|---|---|---|---|---|---|
| 1 | MUSTERMANN | MAX | 411888484 | | 30.00 | 50 | 106 |
| 854 | SUDAU | Max | | | | 0 | |
| 866 | HILLE | Justus | | | | 0 | |
| 940 | Verheyden | F. | | | | 0 | |
| 988 | Schanz | Waldemar | | | | 0 | |
| 15 | BSSB-WEBER | WEBER HELMUT | 516942856 | | 100.00 | 0 | 100 |
| 826 | BSSB-SCHLECH | SCHLECH JOSEF | 216316837 | | -4,921.00 | 50 | |
| 845 | HAAGA | Vincent | | | | 0 | |
| 885 | SCHICKLING | Thomas | | | | 0 | |
| 980 | Matschkus | Michael | | | | 0 | |
| 930 | Ruttloff | Uwe | | | | 0 | |
| 900 | Loy | Wolfgang | | | | 0 | |
| 174 | DSB 1 | T-CARD | 515955190 | | -492.00 | 0 | |
| 953 | Carilez | C. | | | -10.00 | 0 | |
| 946 | Pinto | Guy | | | | 0 | |
| 920 | Kunig | Rudolf | | | | 0 | |
| 918 | Thurigen | Jan | | | | 0 | |
| 888 | WESTENDORF | Christian | | | | 0 | |
| 880 | HILSCHER | Lucas | | | | 0 | |
| 875 | BARTHEL | Karl | | | | 0 | |
| 872 | STASIAK | Felix | | | | 0 | |
| 870 | RUTTLOFF | Lisa-Marie | | | | 0 | |
| 869 | GbLDE | Samuel | | | | 0 | |
| 858 | QUOOR | Laura | | | | 0 | |
| 837 | MEERDIRKS | Till | | | | 0 | |
| 173 | BSSB-FURNIER | FURNIER GERHARD | 314657177 | | 88.00 | 0 | 100 |
| 987 | Weißacher | Juan | | | | 0 | |
| 983 | Greim | Helmut | | | | 0 | |
| 982 | Altmann | Karl | | | 350.00 | 0 | 350 |
| 978 | Netzker | Manfred | | | | 0 | |
| 970 | Rudert | Wolfgang | | | | 0 | |
| 954 | Berr | Konrad | | | | 0 | |
| 944 | Trabenbach | Werner | | | | 0 | |
| 941 | DSB-LOEW | LOEW ANDREAS | 114212594 | | 8,746.00 | 0 | |
| 929 | Schmidt | Manfred | | | | 0 | |
| 909 | Viellechner | Manfred | | | | 0 | |
| 902 | Weber | Christian | | | | 0 | |
| 901 | Graichen | Ronny | | | | 0 | |
| 899 | Bauer | Konrad | | | | 0 | |
| 884 | RUNGE | Henning | | | | 0 | |
| 873 | Weiß | Conny | | | | 0 | |

## 10.12 DOOR LOGS

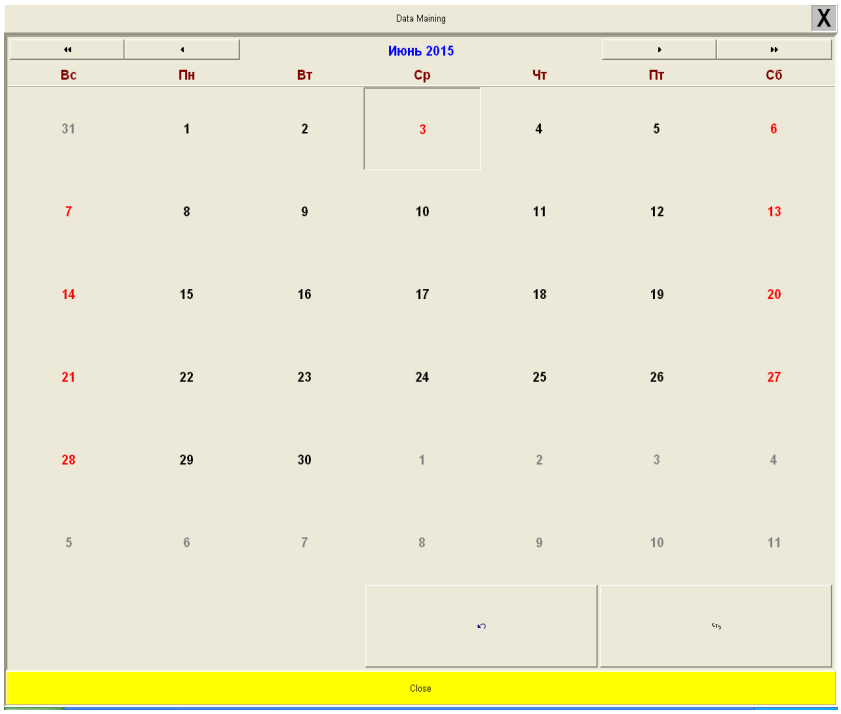
This report shows who opened the range doors (if Door log feature is installed)

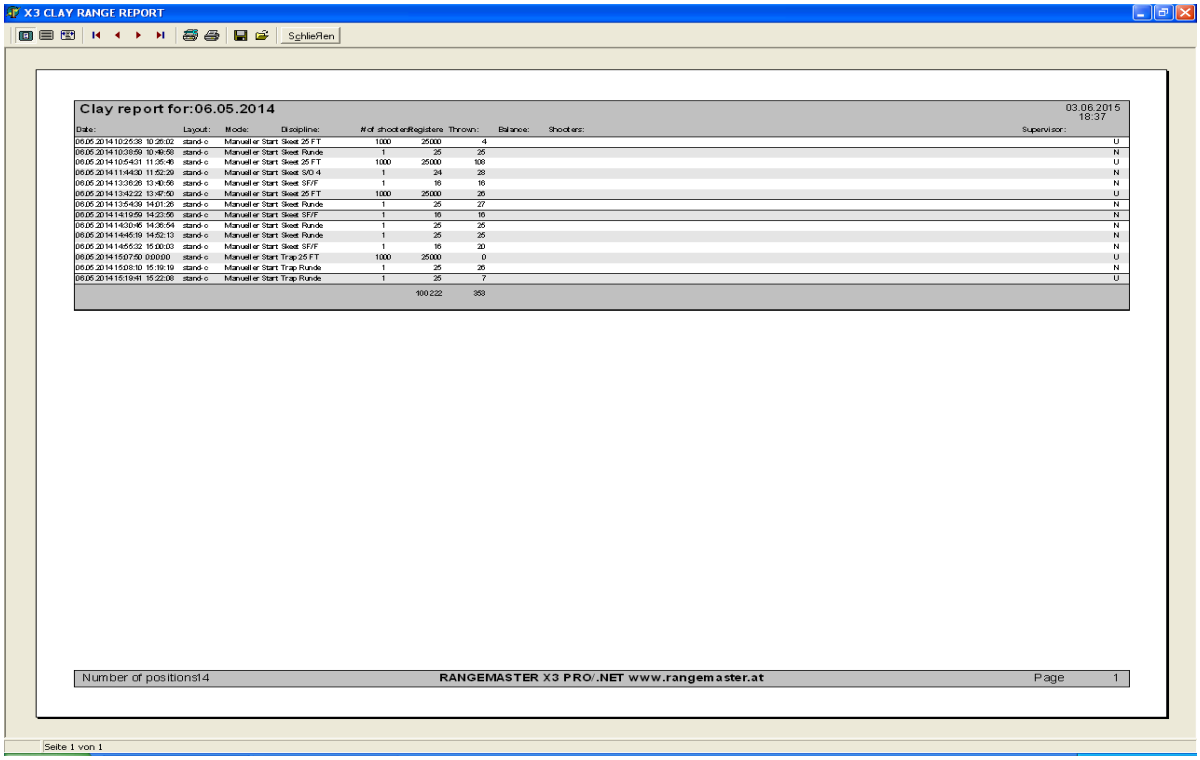



Rangemaster

| Lfn.: | Datum | Zeit: | Kunde: | Bereich: |
|---|---|---|---|---|
| 1 | 01.04.2015 | 13:55:00 | 74838983874833223 | GARIPOVA GUZEL 1 |
| 2 | 02.04.2015 | 14:00:00 | 21389123899123982 | HUDAK FRANZ 1 |
| 3 | 03.05.2015 | 13:59:00 | 24838983874833228 | SCHANTL SABRINA 1 |
| 4 | 01.06.2015 | 13:58:00 | 48389838748332231 | KIRENSKA OLGA 1 |
| 5 | 01.07.2015 | 12:00:00 | 83898387483322312 | STEHRER JAKOB 2 |

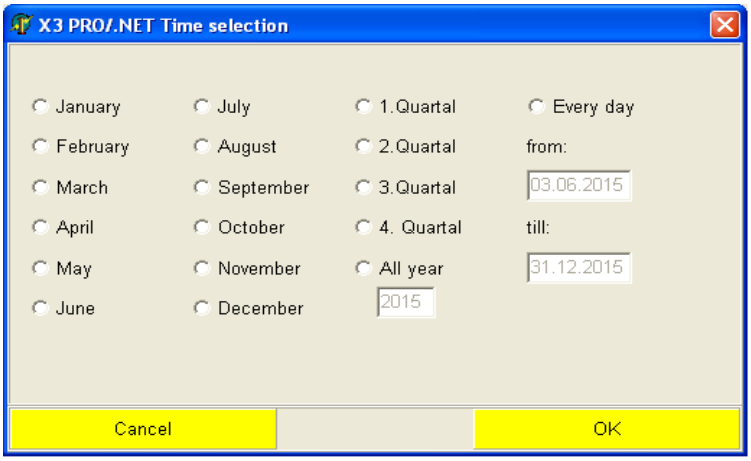
## 10.13 CLAYS THROWN (DAY)

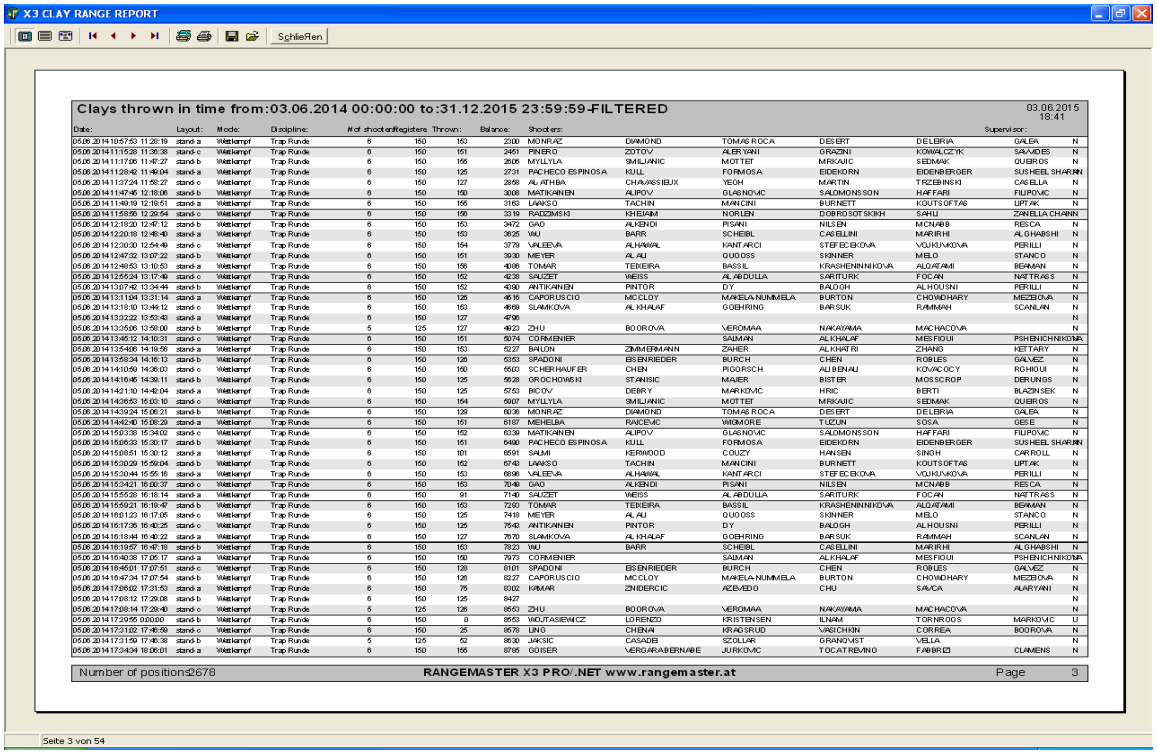


## 10.14 CLAYS THROWN (DAY RANGE)

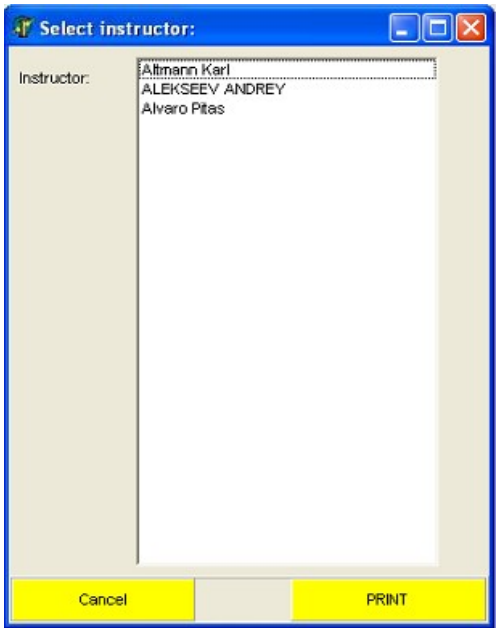
In comparison with **Clays thrown (day)** this option gives more detailed information ( according to period, range). You can anonymize the customers, print or export this data.



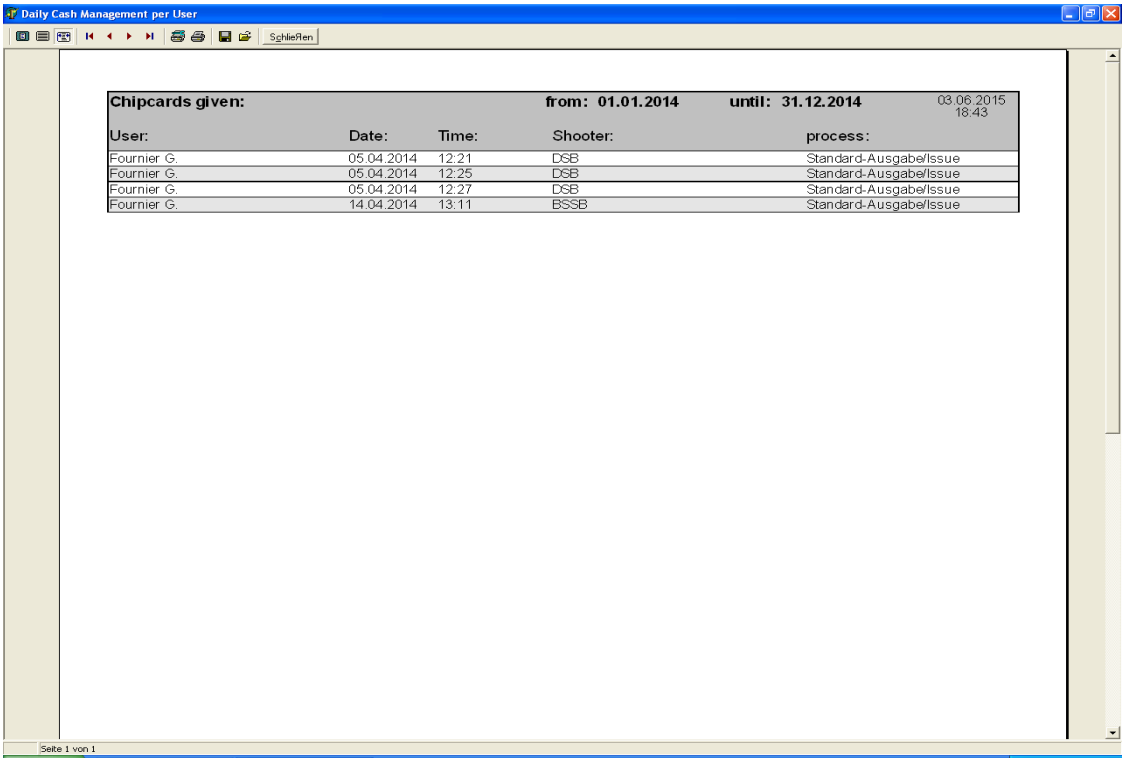


## 10.15 CLAYS THROWN SHOWING INSTRUCTORS

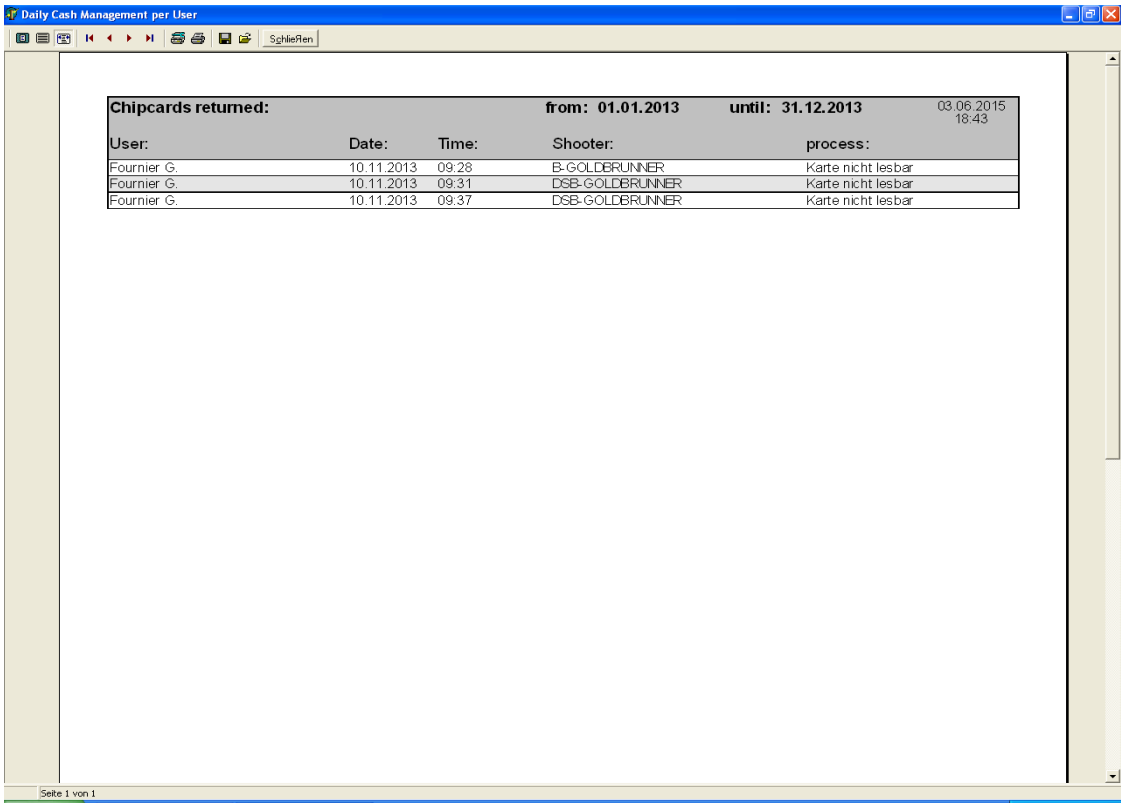
Clays thrown under the supervision of the instructor.



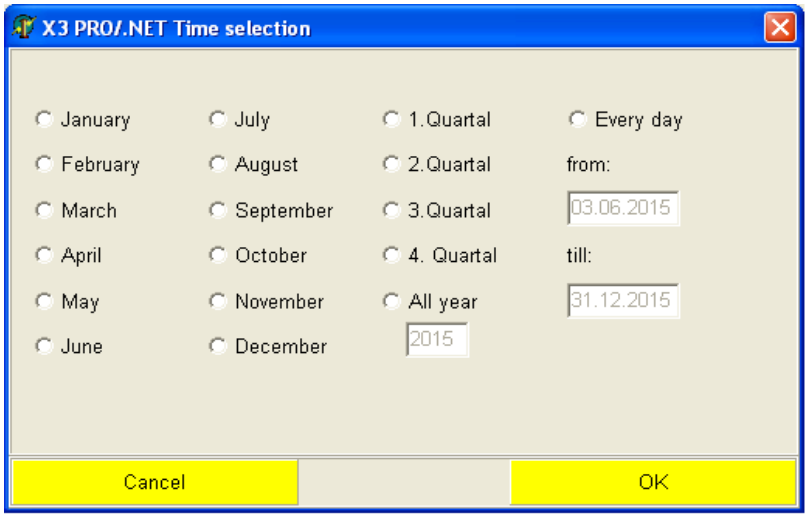

## 10.16 CHIP CARDS GIVEN

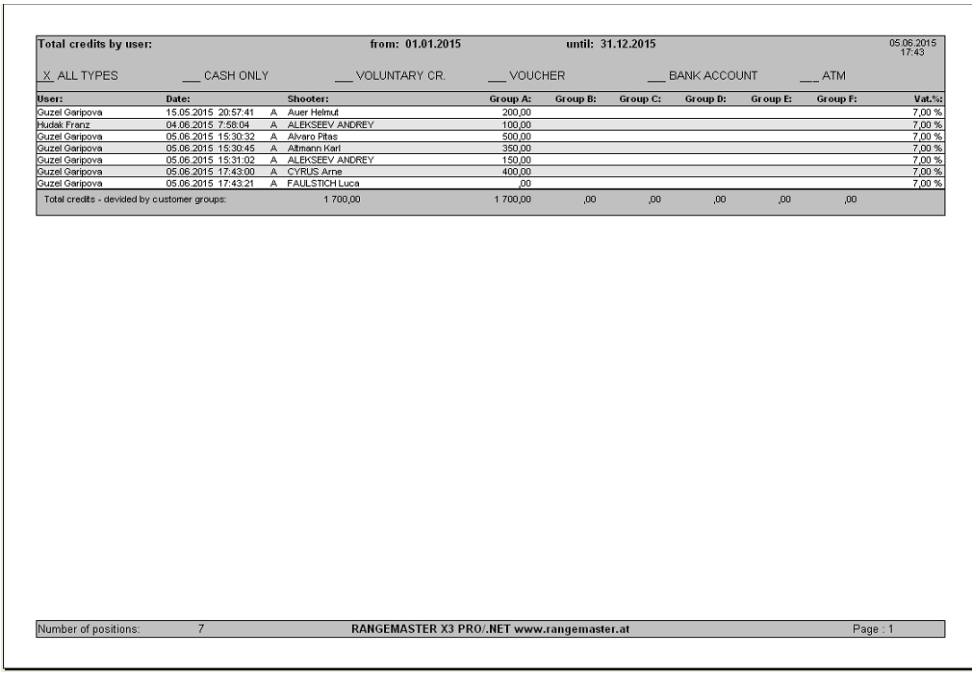


## 10.17 CHIP CARDS TAKEN BACK



## 10.18 TURNOVER WITH V.A.T.



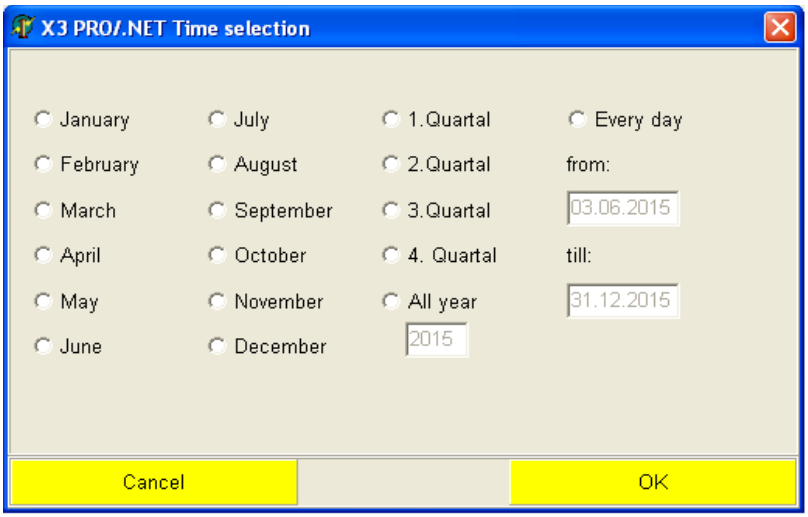
**Total credits by user:** **from: 01.01.2015** **until: 31.12.2015** 05.06.2015 17:43

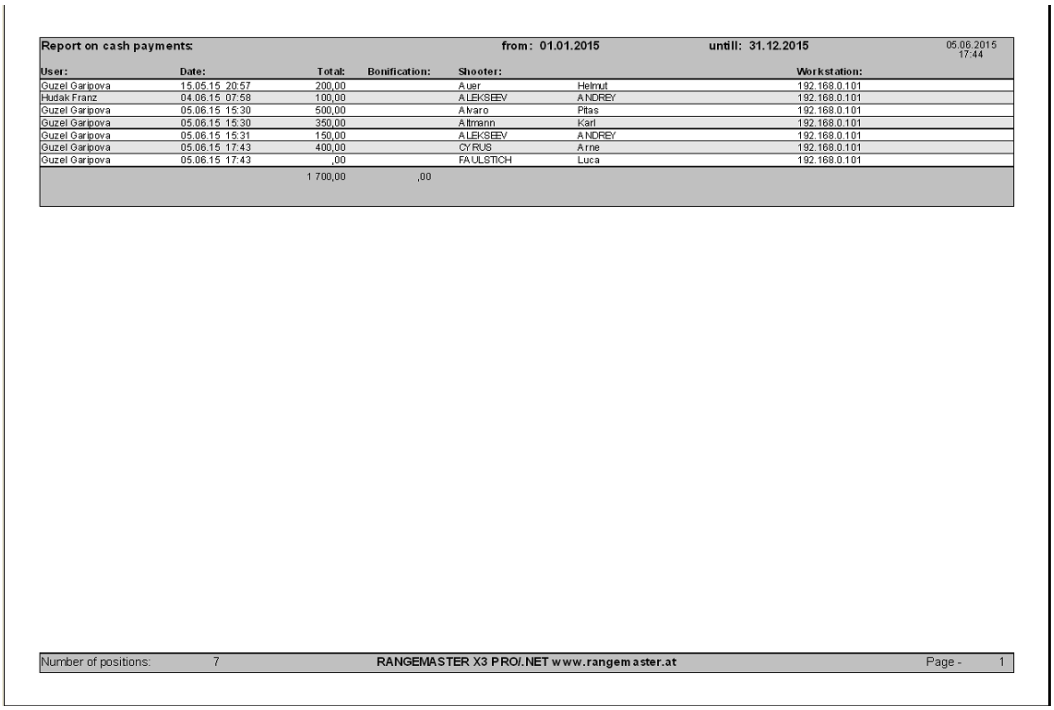
X ALL TYPES ___ CASH ONLY ___ VOLUNTARY CR. ___ VOUCHER ___ BANK ACCOUNT ___ ATM

| User: | Date: | | Shooter: | Group A: | Group B: | Group C: | Group D: | Group E: | Group F: | Vat.%: |
|---|---|---|---|---|---|---|---|---|---|---|
| Guzel Garipova | 15.05.2015 20:57:41 | A | Auer Helmut | 200,00 | | | | | | 7,00 % |
| Hudak Franz | 04.06.2015 7:58:04 | A | ALEKSEEV ANDREY | 100,00 | | | | | | 7,00 % |
| Guzel Garipova | 05.06.2015 15:30:32 | A | Alvaro Pitas | 500,00 | | | | | | 7,00 % |
| Guzel Garipova | 05.06.2015 15:30:45 | A | Altmann Karl | 350,00 | | | | | | 7,00 % |
| Guzel Garipova | 05.06.2015 15:31:02 | A | ALEKSEEV ANDREY | 150,00 | | | | | | 7,00 % |
| Guzel Garipova | 05.06.2015 17:43:00 | A | CYRUS Arne | 400,00 | | | | | | 7,00 % |
| Guzel Garipova | 05.06.2015 17:43:21 | A | FAULSTICH Luca | ,00 | | | | | | 7,00 % |
| Total credits - devided by customer groups: | | | | 1 700,00 | 1 700,00 | ,00 | ,00 | ,00 | ,00 | ,00 |

Number of positions: 7 **RANGEMASTER X3 PRO/.NET www.rangemaster.at** Page : 1

## 10.19 ACCOUNT CREDITING: CASH PAYMENT



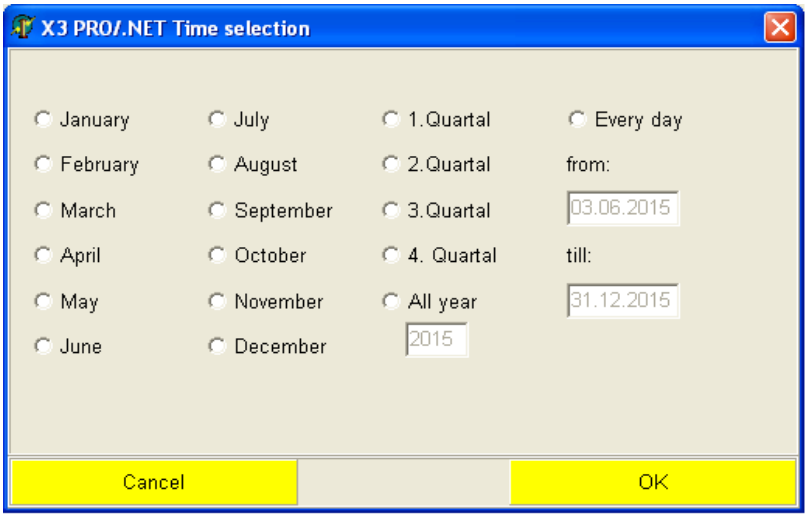



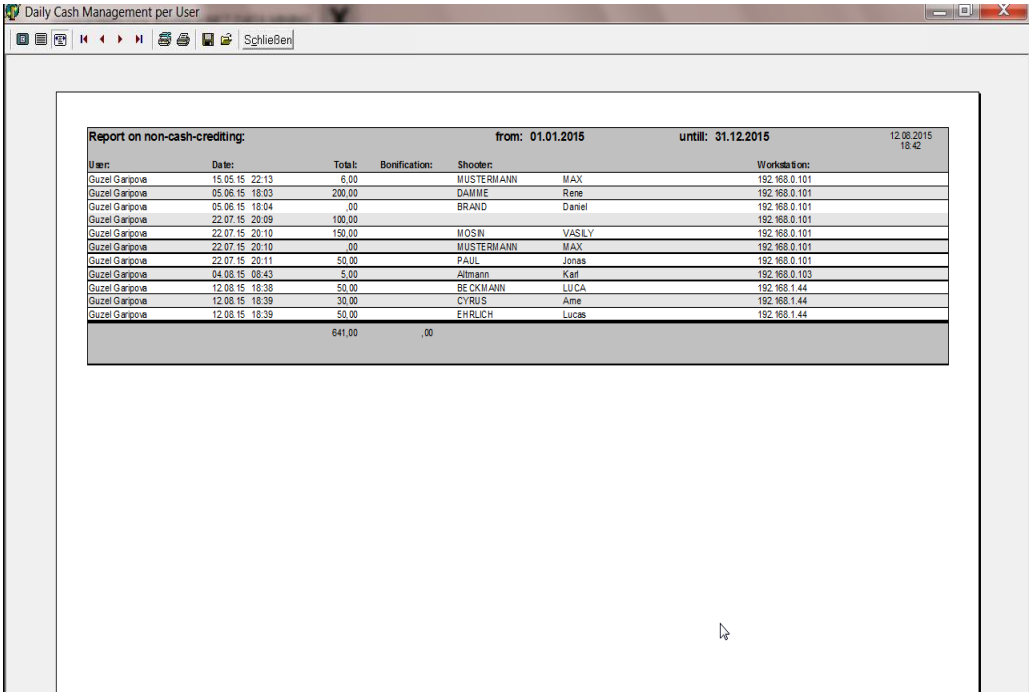
Report on cash payments: from: 01.01.2015 untill: 31.12.2015 05.06.2015 17:44

| User: | Date: | Total: | Bonification: | Shooter: | | Workstation: |
|---|---|---|---|---|---|---|
| Guzel Garipova | 15.05.15 20:57 | 200,00 | | Auer | Helmut | 192.168.0.101 |
| Hudak Franz | 04.06.15 07:58 | 100,00 | | ALEKSEEV | ANDREY | 192.168.0.101 |
| Guzel Garipova | 05.06.15 15:30 | 500,00 | | Alvaro | Pitas | 192.168.0.101 |
| Guzel Garipova | 05.06.15 15:30 | 350,00 | | Altmann | Karl | 192.168.0.101 |
| Guzel Garipova | 05.06.15 15:31 | 150,00 | | ALEKSEEV | ANDREY | 192.168.0.101 |
| Guzel Garipova | 05.06.15 17:43 | 400,00 | | CYRUS | Arne | 192.168.0.101 |
| Guzel Garipova | 05.06.15 17:43 | ,00 | | FAULSTICH | Luca | 192.168.0.101 |
| | | 1 700,00 | ,00 | | | |

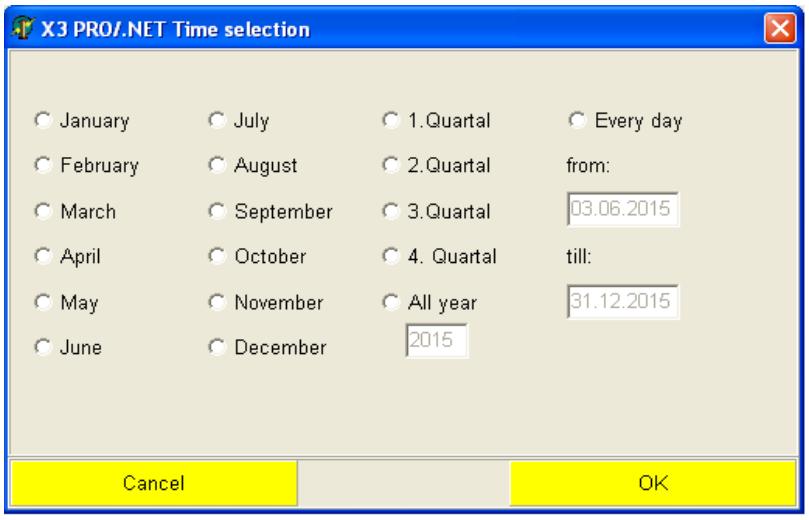
Number of positions: 7 RANGEMASTER X3 PRO/.NET www.rangemaster.at Page - 1

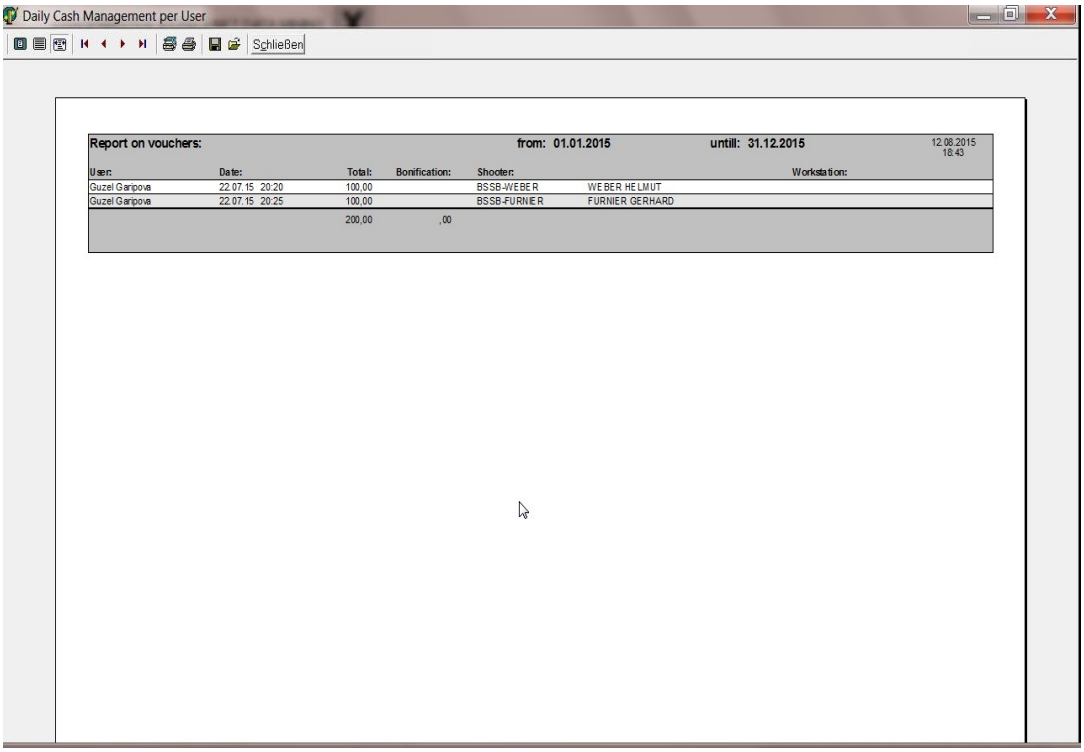
## 10.20 ACCOUNT CREDITING: NON-CASH CREDITING



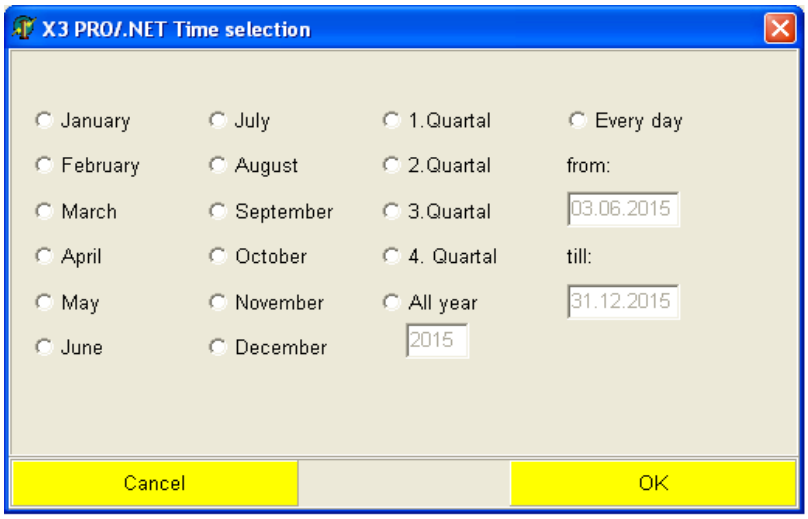



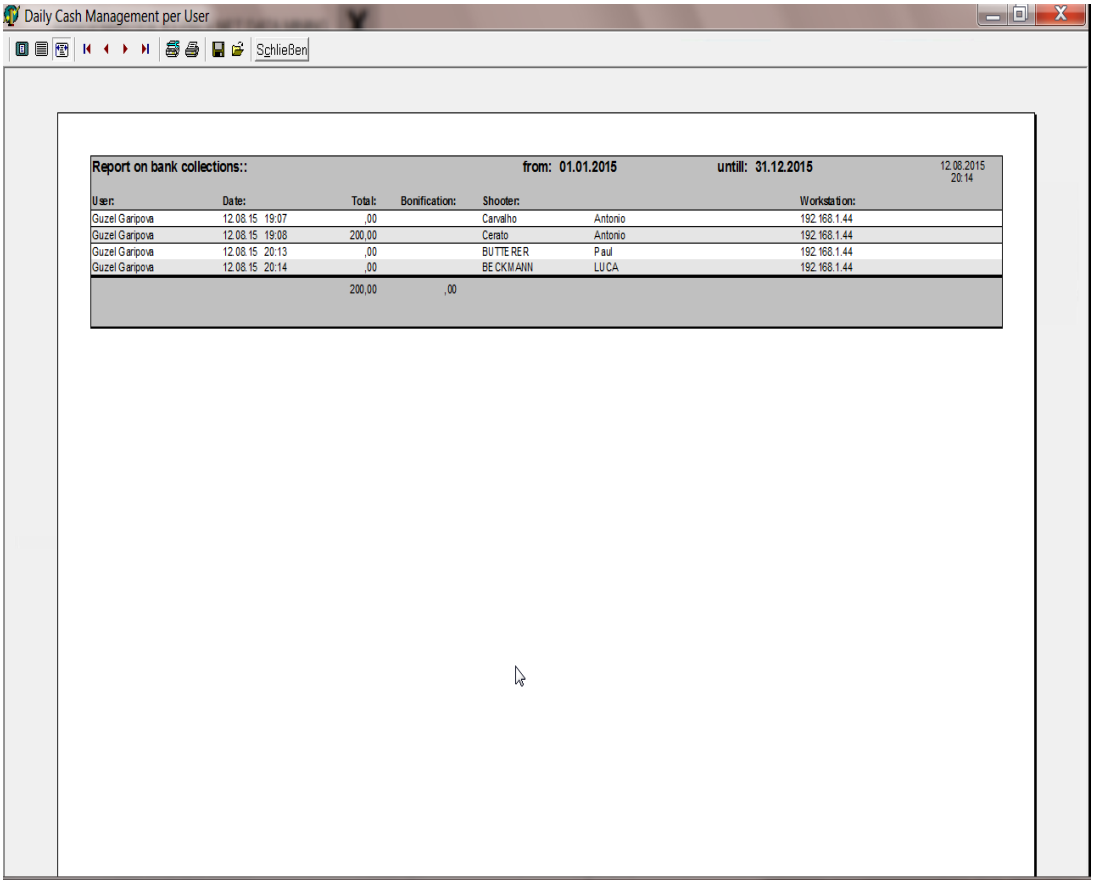
## 10.21 ACCOUNT CREDITING: VOUCHER



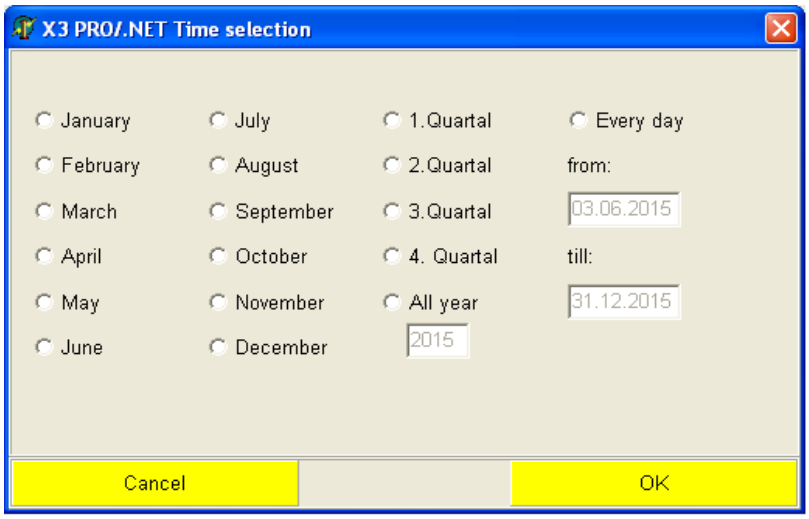



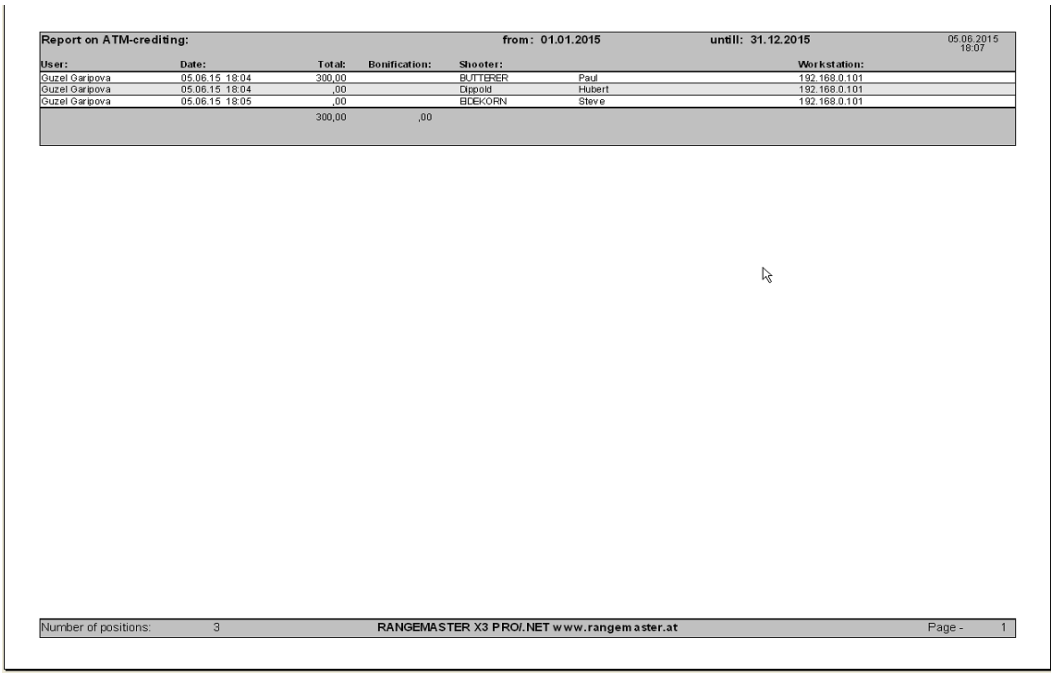
## 10.22 ACCOUNT CREDITING: BANK COLLECTION



## 10.23 ACCOUNT CREDITING: ATM



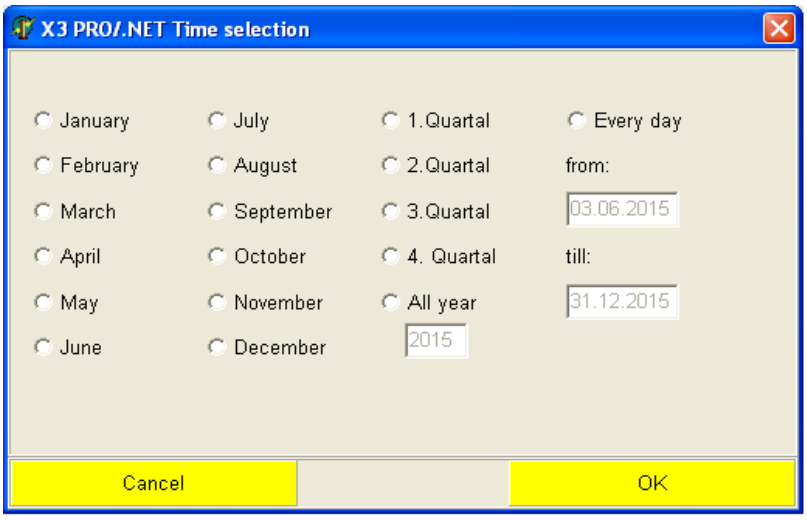



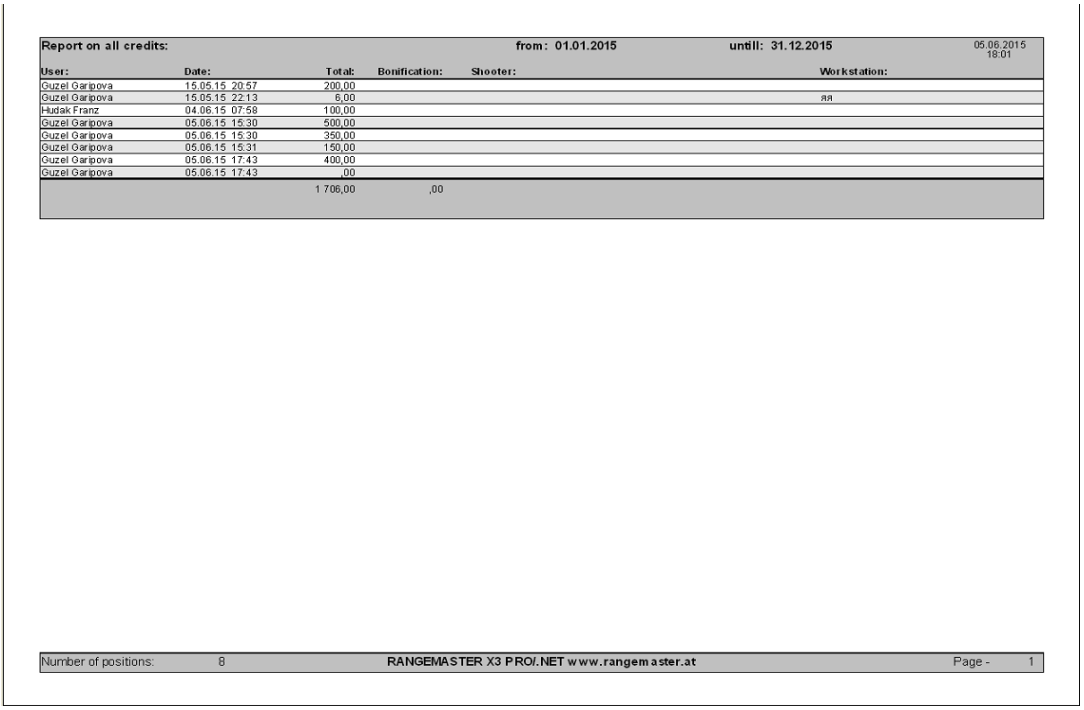
Report on ATM-crediting: from: 01.01.2015 untill: 31.12.2015 05.06.2015 18:07

| User: | Date: | Total: | Bonification: | Shooter: | | Workstation: |
|---|---|---|---|---|---|---|
| Guzel Garipova | 05.06.15 18:04 | 300,00 | | BUTTERER | Paul | 192.168.0.101 |
| Guzel Garipova | 05.06.15 18:04 | ,00 | | Dippold | Hubert | 192.168.0.101 |
| Guzel Garipova | 05.06.15 18:05 | ,00 | | EDEKORN | Steve | 192.168.0.101 |
| | | 300,00 | ,00 | | | |

Number of positions: 3 RANGEMASTER X3 PRO/.NET www.rangemaster.at Page - 1

## 10.24 TOTAL LIST OF ACCOUNT CREDITS



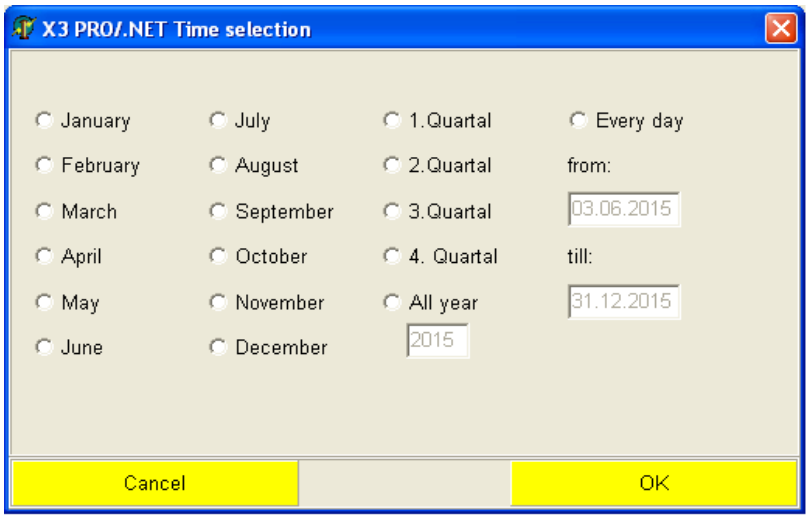



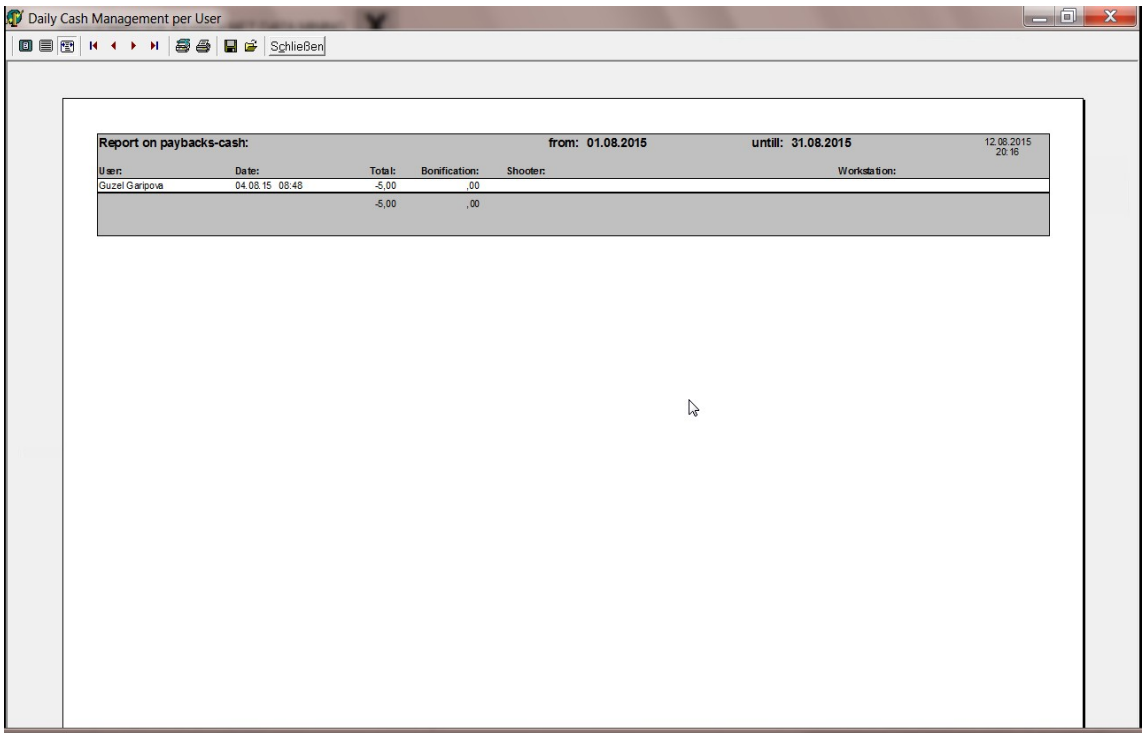
Report on all credits: from: 01.01.2015 until: 31.12.2015 05.06.2015 18:01

| User: | Date: | Total: | Bonification: | Shooter: | Workstation: |
|---|---|---|---|---|---|
| Guzel Garipova | 15.05.15 20:57 | 200,00 | | | |
| Guzel Garipova | 15.05.15 22:13 | 6,00 | | | ## |
| Hudak Franz | 04.06.15 07:58 | 100,00 | | | |
| Guzel Garipova | 05.06.15 15:30 | 500,00 | | | |
| Guzel Garipova | 05.06.15 15:30 | 350,00 | | | |
| Guzel Garipova | 05.06.15 15:31 | 150,00 | | | |
| Guzel Garipova | 05.06.15 17:43 | 400,00 | | | |
| Guzel Garipova | 05.06.15 17:43 | ,00 | | | |
| | | 1 706,00 | ,00 | | |

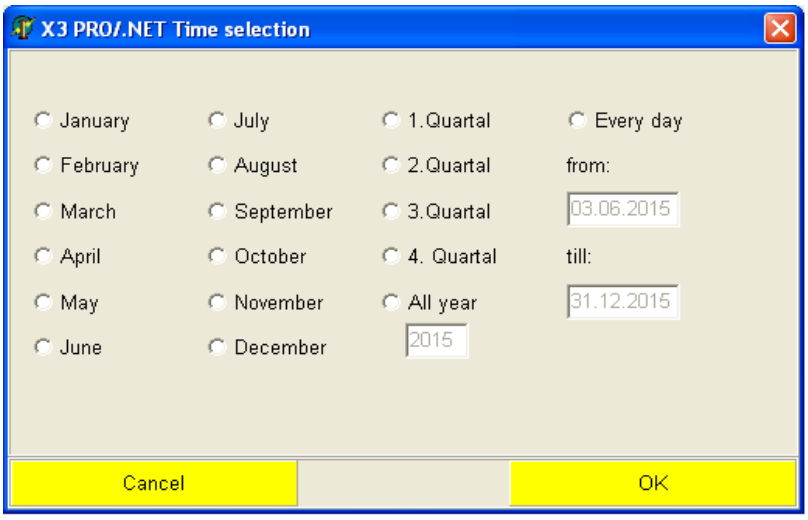
Number of positions: 8 RANGEMASTER X3 PRO/.NET www.rangemaster.at Page - 1

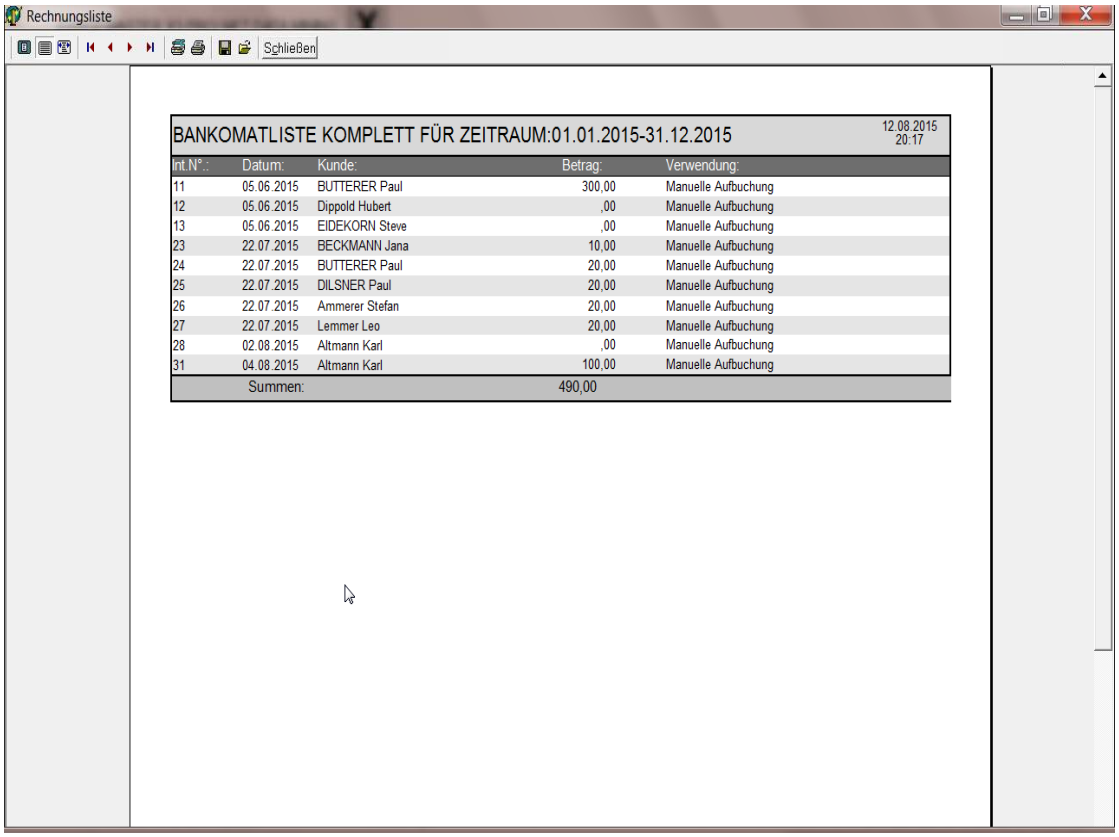
## 10.25 LISTS OF PAYBACK



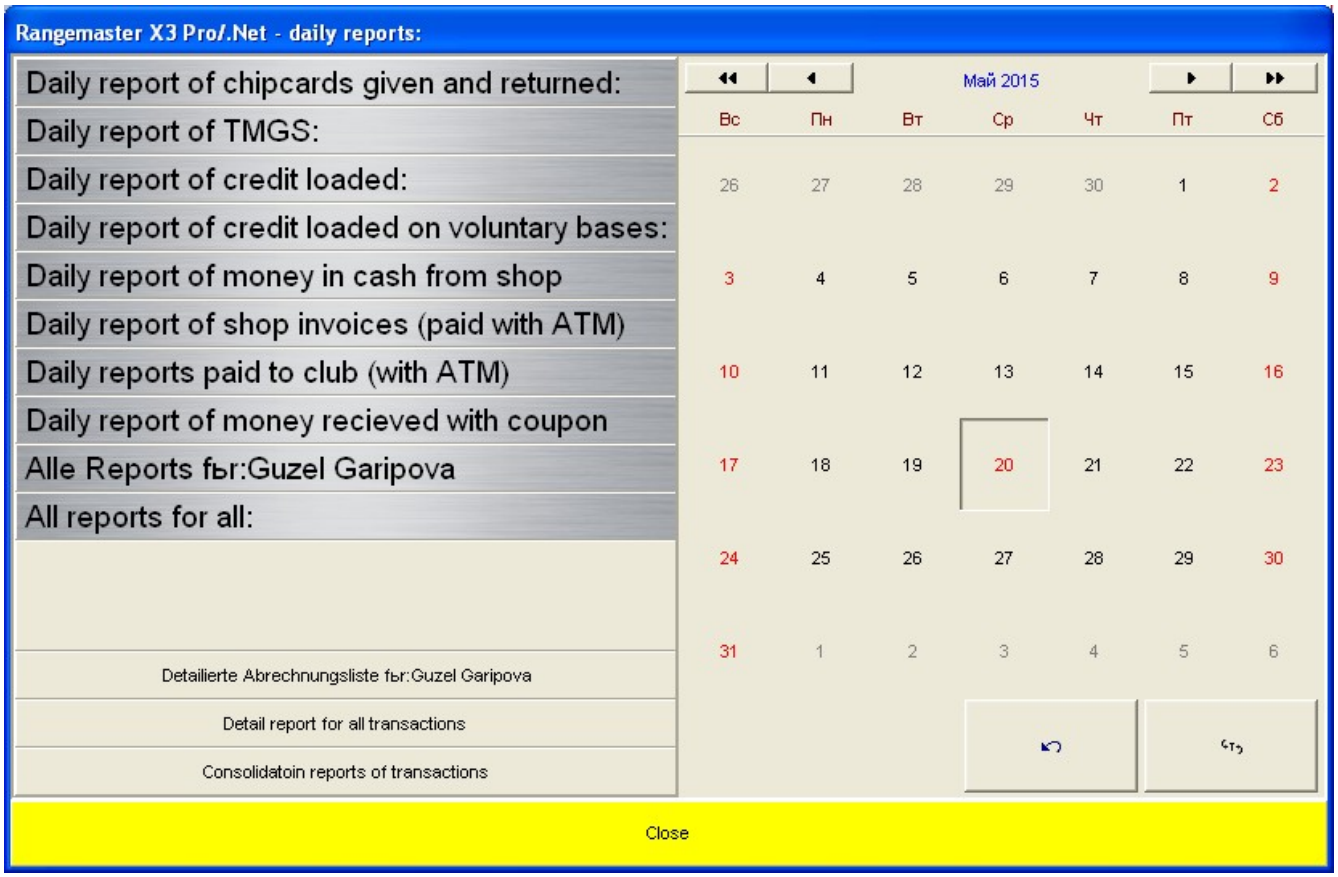
## 10.26 ATM LISTS



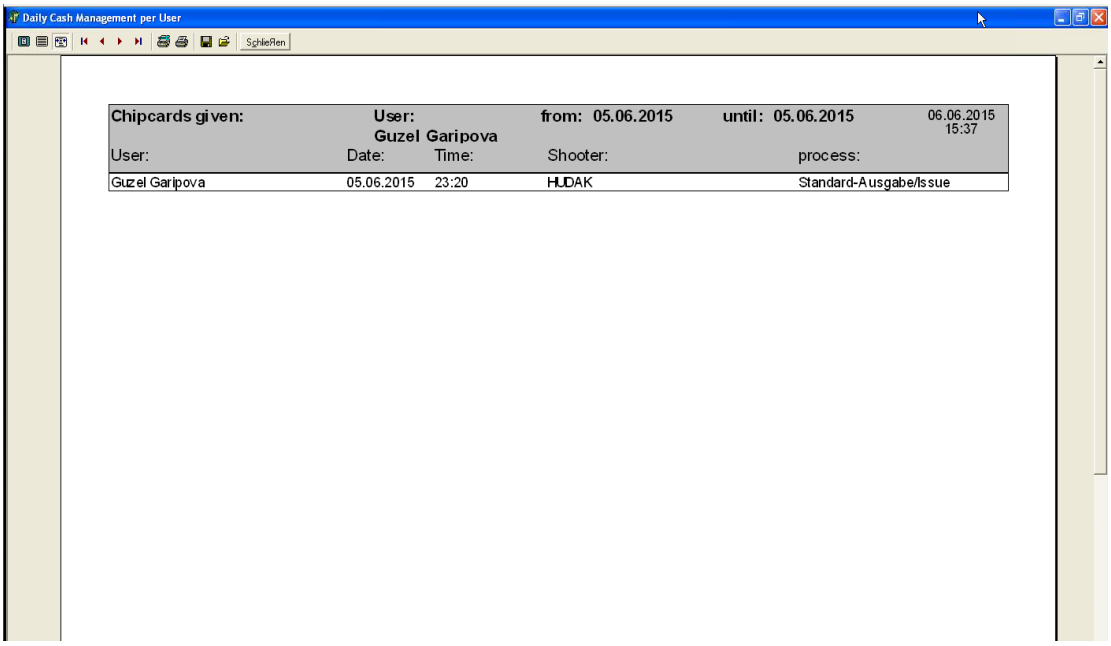



## 11. REPORTING

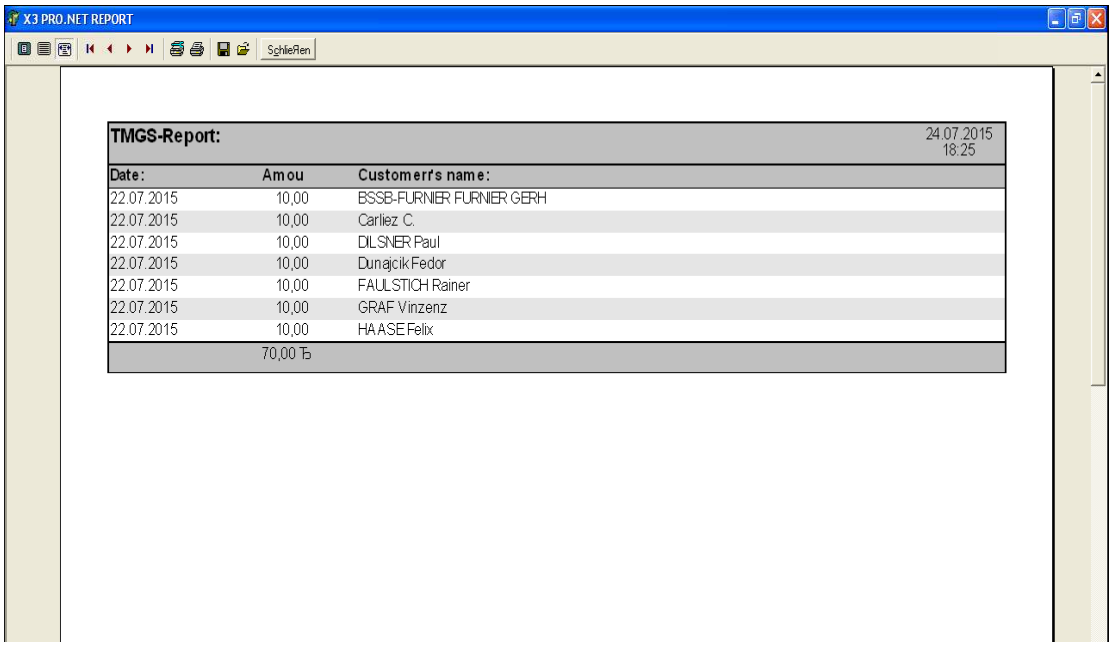
In comparison with **Data mining** which gives full reports on all fields for a period of time (week, month, year and etc.) and with limited access, **Reporting** option gives daily report on data which is important for administrator's daily work.



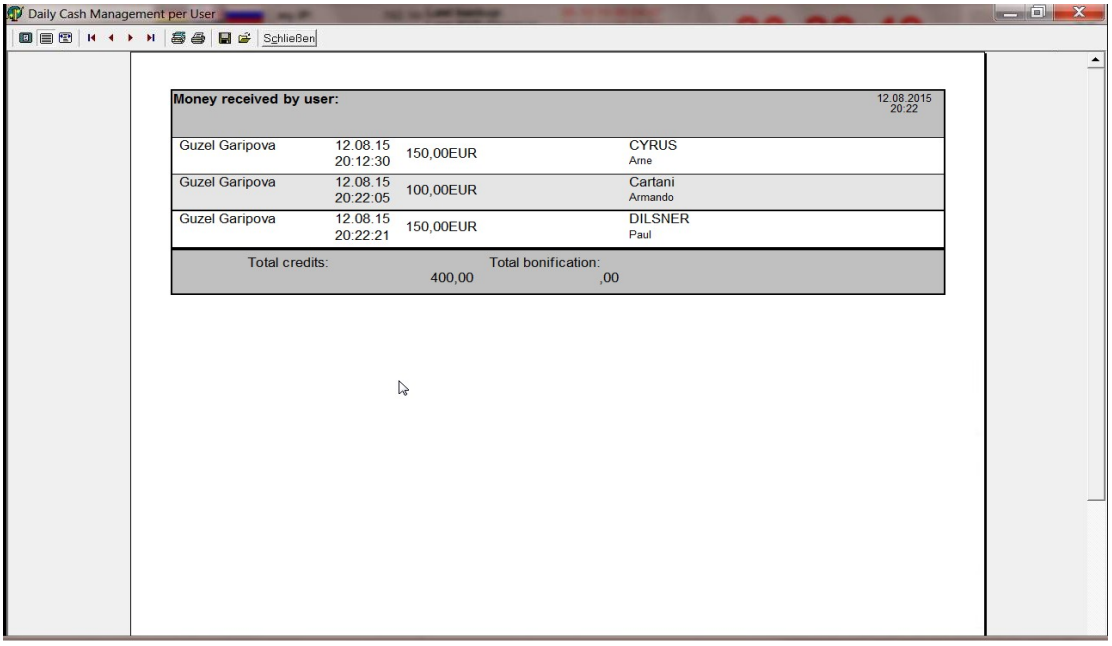
## 11.1 DAILY REPORT OF chip cardS GIVEN AND RETURNED



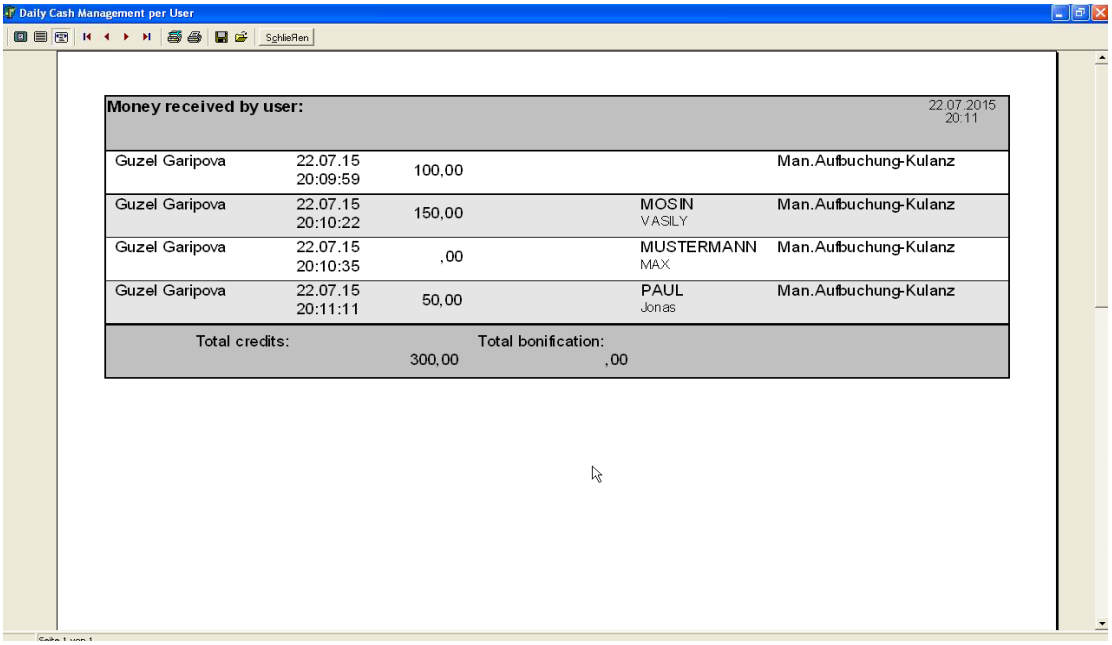

## 11.2 DAILY REPORT OF TMGS (ONLY FOR AUSTRIA)



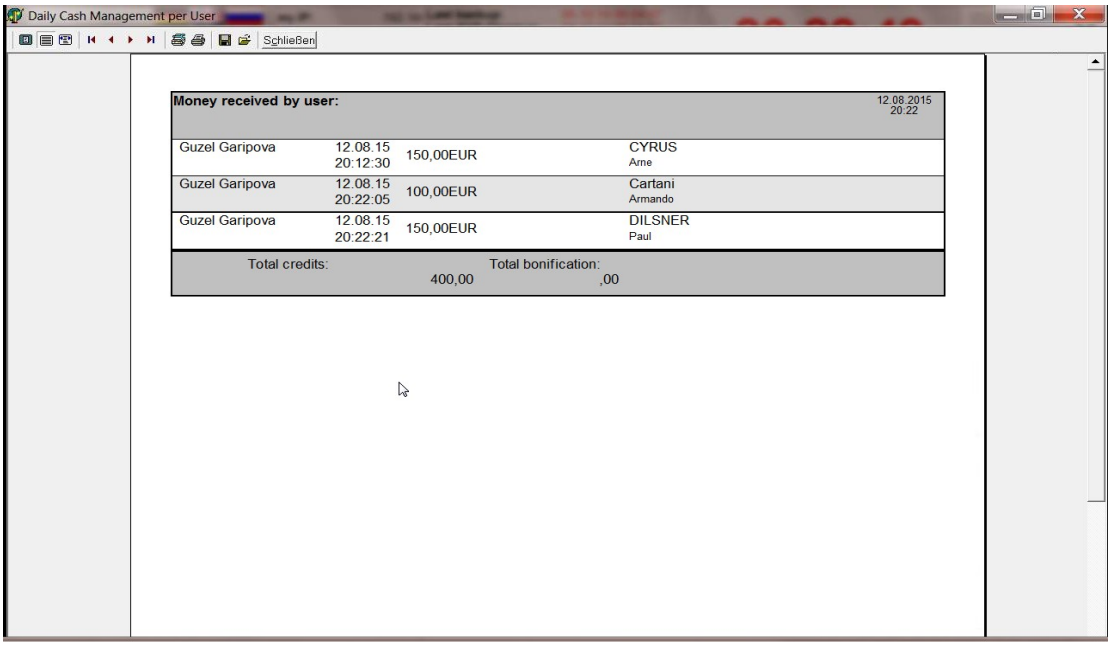
## 11.3 DAILY REPORT OF CREDIT LOADED



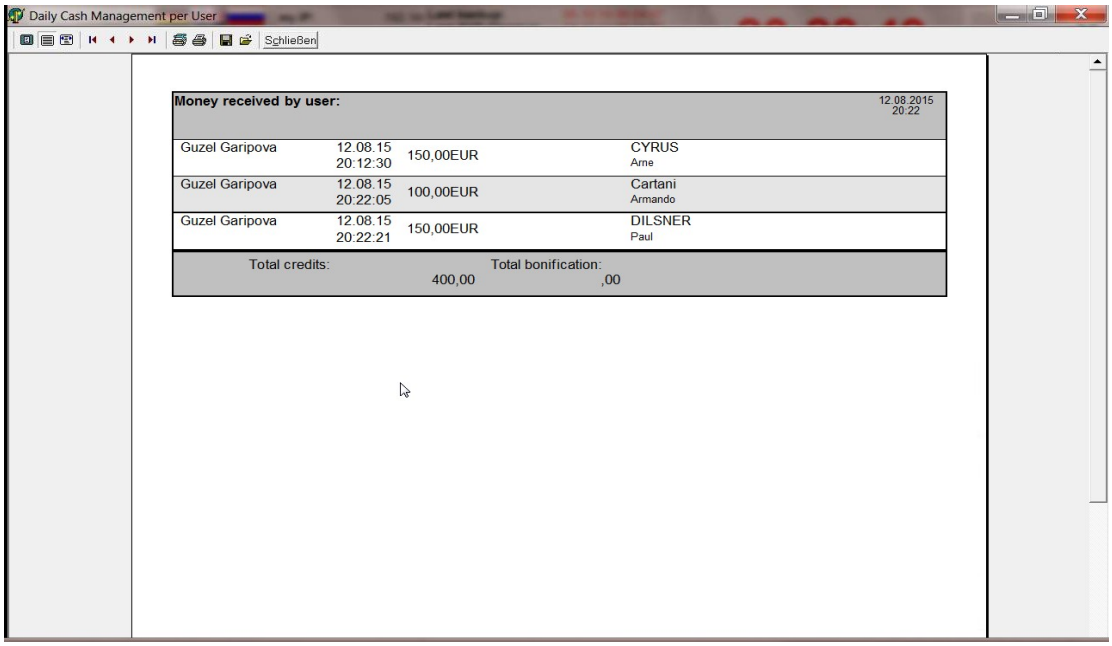

## 11.4 DAILY REPORT OF CREDIT LOADED ON NON-CASH BASIS



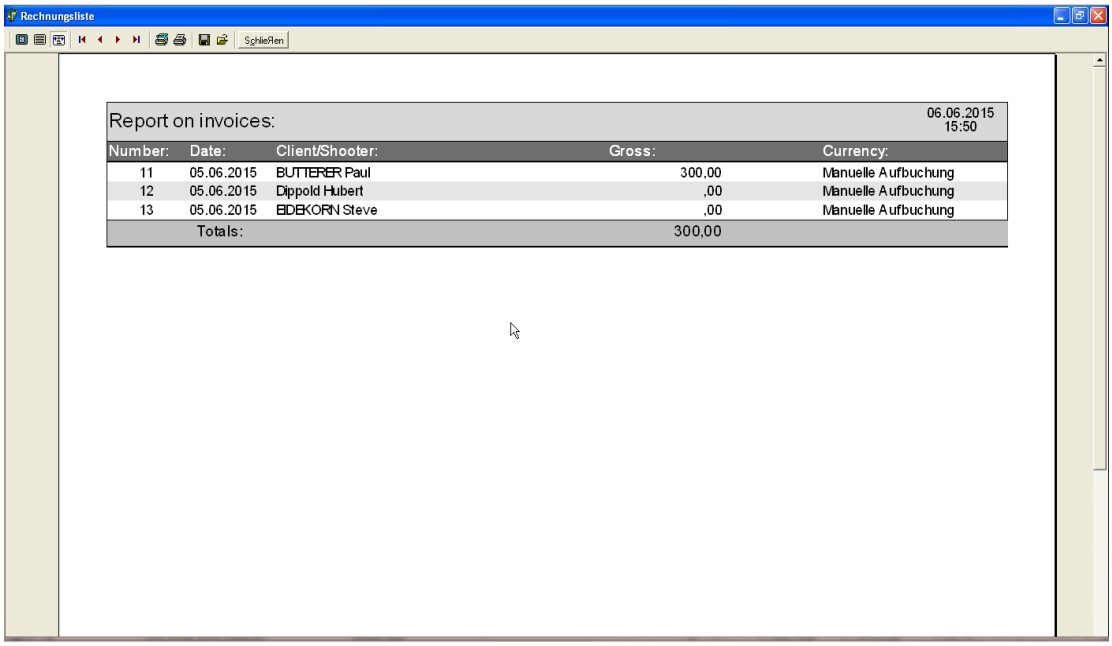
## 11.5 DAILY REPORT OF MONEY RECEIVED IN CASH FROM SHOP



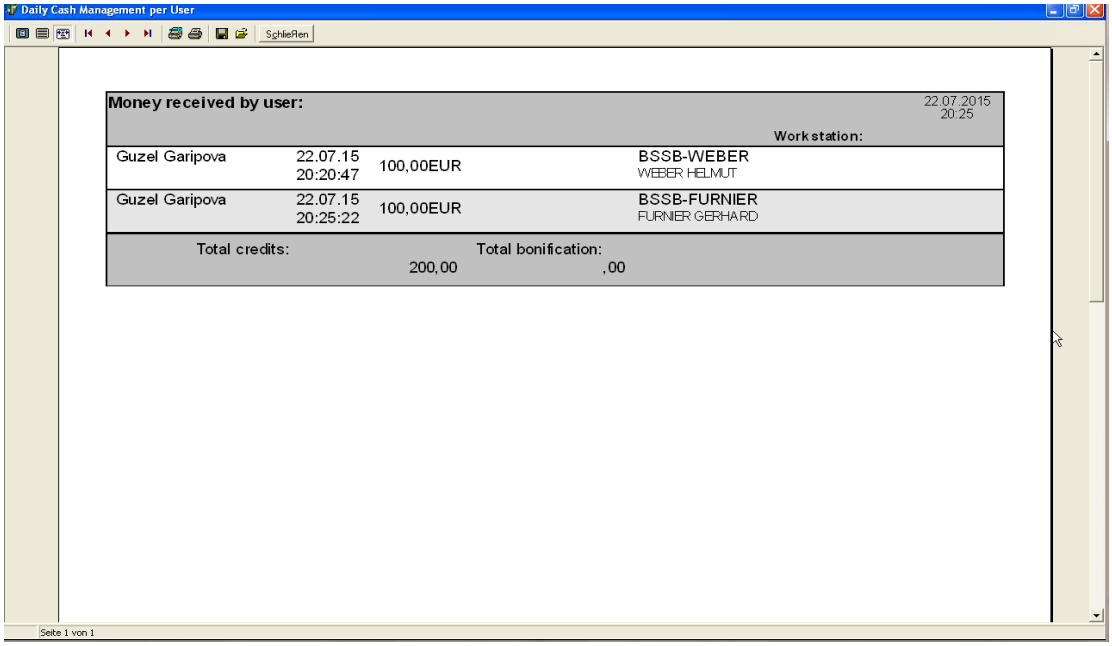

## 11.6 REPORT OF SHOP INVOICES (PAID WITH ATM)



## 11.7 DAILY REPORTS PAID TO CLUB (WITH ATM)




## 11.8 DAILY REPORT OF MONEY RECEIVED IN COUPON



## 11.9 ALL REPORTS FOR: ADMINISTRATOR

Administrator gets printouts of all reports he has made for a certain day.

## 11.10 ALL REPORTS FOR ALL

Printouts of reports for a certain day of all administrators who logged in to the system.

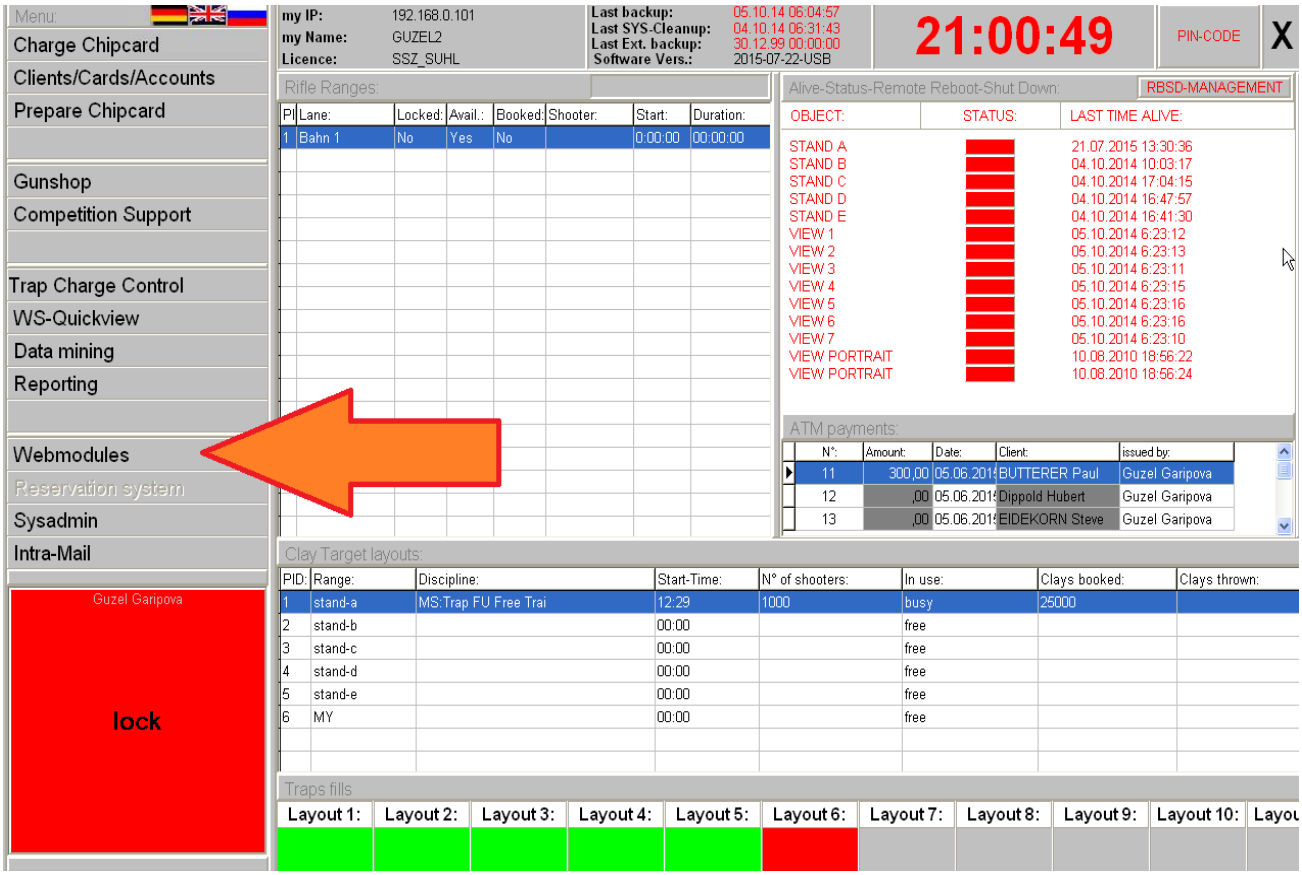
## 12. WEBMODULES

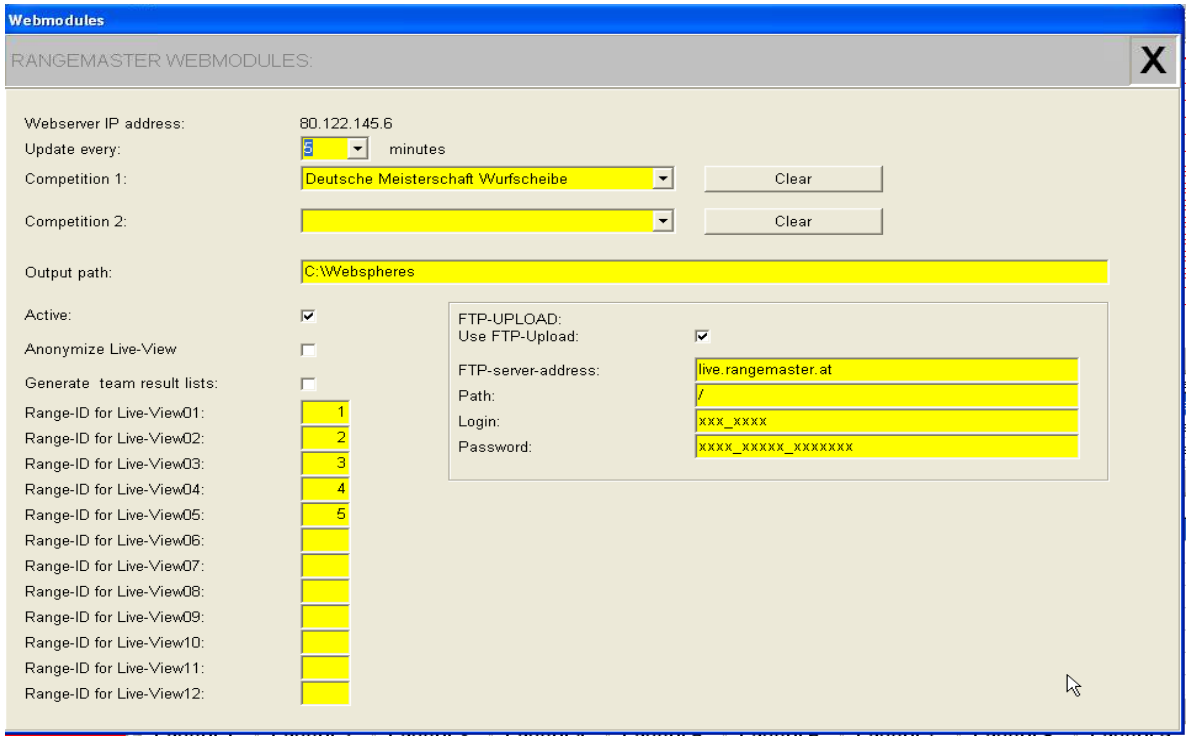
This section is for selecting competitions for online results

To set up the connection with the internet you need:

- Open Sales program

- Click **Webmodules** option






For running the Internet live results, you need to have

- The il.exe (for classic/FITASC modes) and the il2014.exe (for ISSF 2014 competitions). (Both programs are pay option programs)
- An account for the Rangemaster live.rangemaster.at server

You should not change the data for the ftp upload (this info is usually supplied by Rangemaster Systems).

You can have all results and real time info (on a shot per shot basis) be uploaded automatically to your live.rangemaster.at web space.
Maximum 2 competitions can be simultaneously uploaded to your web space.

The only things for you to set up:

- report generation every X minutes (will also depend on your upstream internet bandwidth – the lower the bandwidth – the higher the time in minutes)
- Competition(s) to upload (select from the drop down fields by competition name)

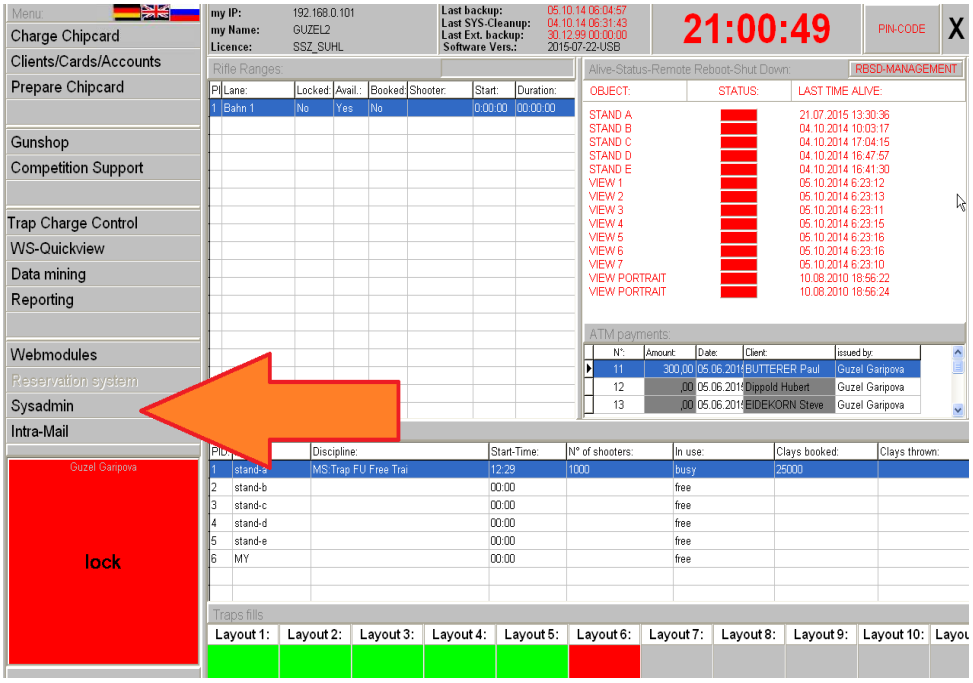
- the “active” tag will allow you to switch data transfer on and off
- The anonymize button will replace the shooter’s names with “shooter 1, shooter 2 etc. in the live-view lists.
- Range-ID for Liveview 01 (etc): here you enter the corresponding ranges to watch.

**Link for public to watch the results**: live.rangemaster.at/yourid/compeditionid_index.html

**Your id**: the name assigned by Rangemaster

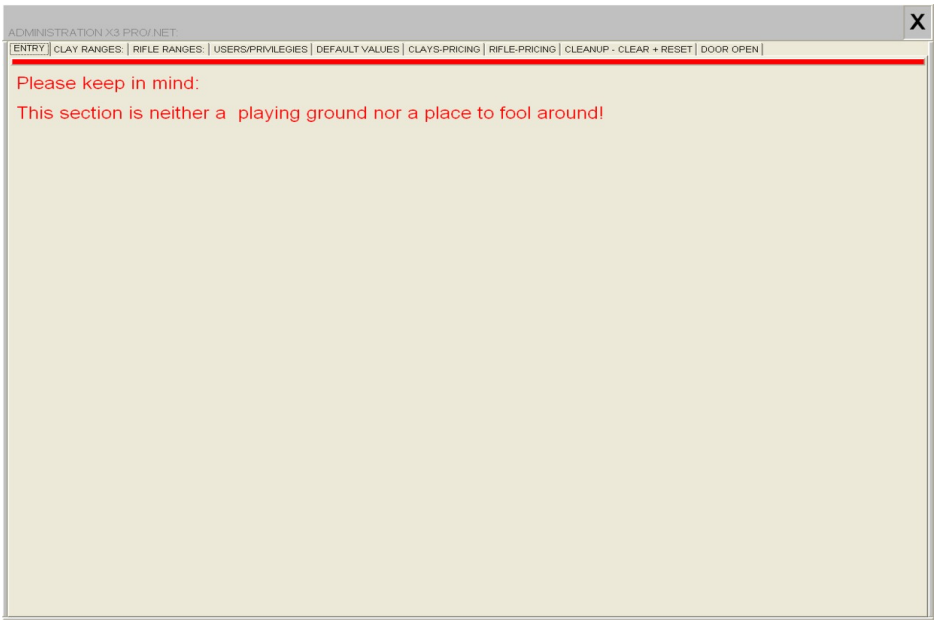
**Competition id**: the number you see in the select competition screen on the left side of competition name.

## 13. SYSTEM ADMINISTRATOR (SYSADMIN)



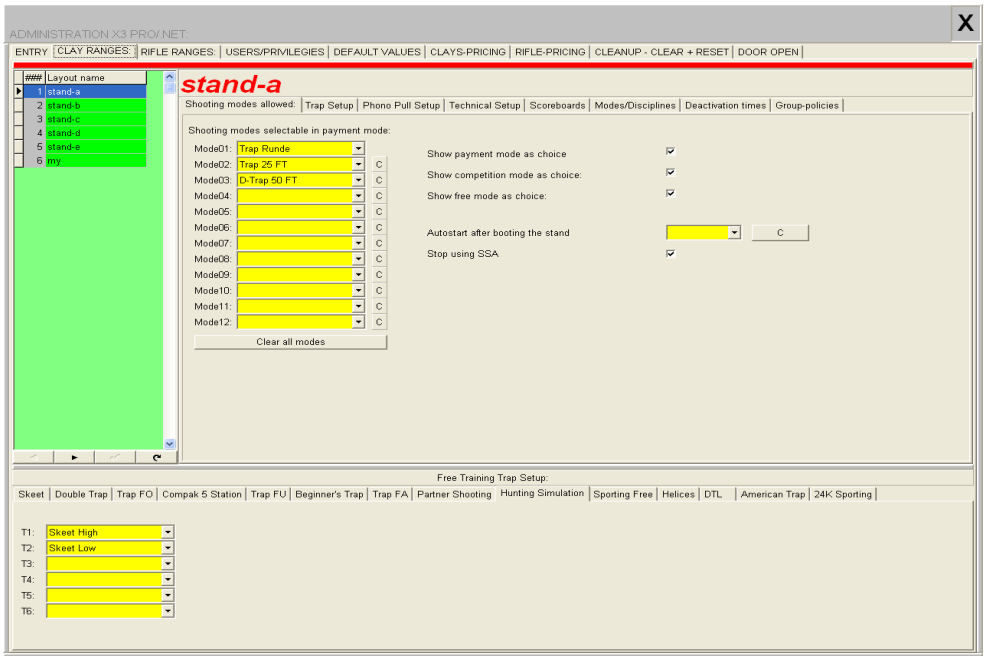

It is the section on the main menu which includes following subsections:

- clay ranges
- rifle ranges
- users/privileges
- default values
- clays pricing
- rifle pricing
- cleanup-clear+reset
- door opener



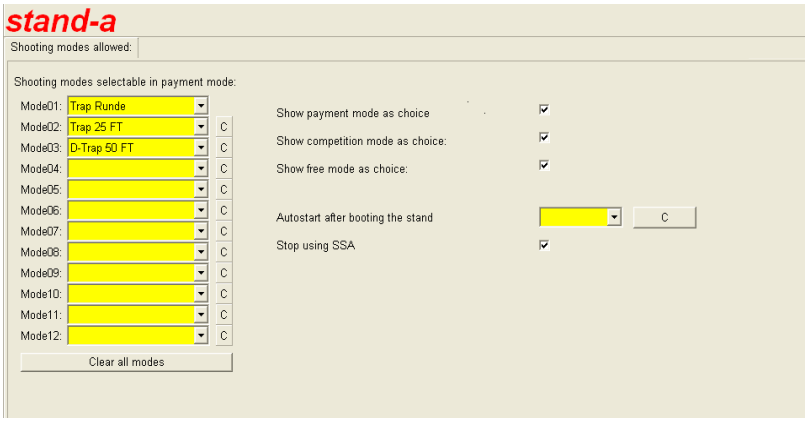

**WARNING:** please be careful editing data in this section! Deleting or entering wrong data may cause unexpected results !

## 13.1 SYSTEM ADMINISTRATOR → CLAY RANGES




Here you can set up each layout (stand-a, stand-b, etc.) according to:

### 13.1.1 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.

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

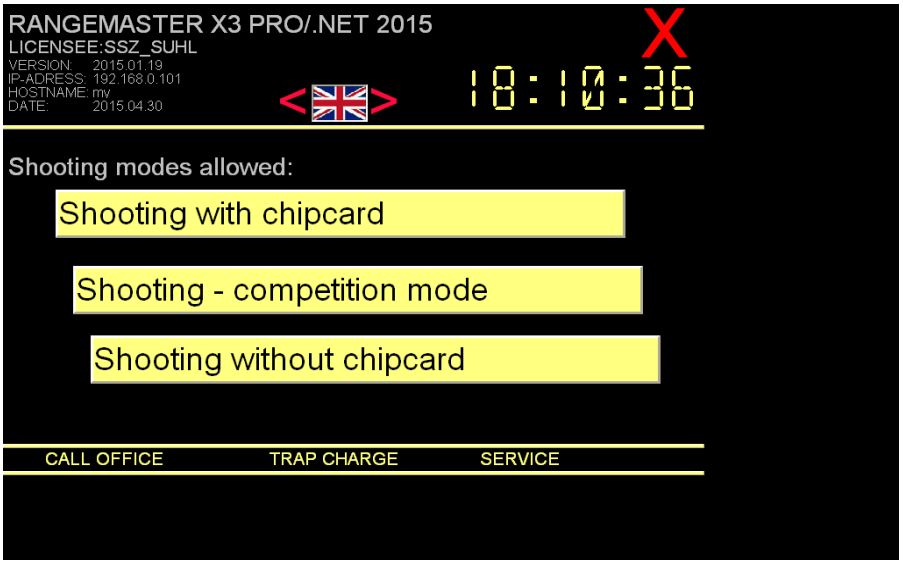
- Payment mode (Shooting with chip card)

- Competition mode

- Free mode (Shooting without chip card)

**NOTE**: for running competitions it is enough just to tag Competition and Free modes (e.g. free mode is handy to set up targets in the morning before competition)

That's how it looks like on the display of the computer on the layout




Auto start after starting the computer on the layout:

- chip card

- competition

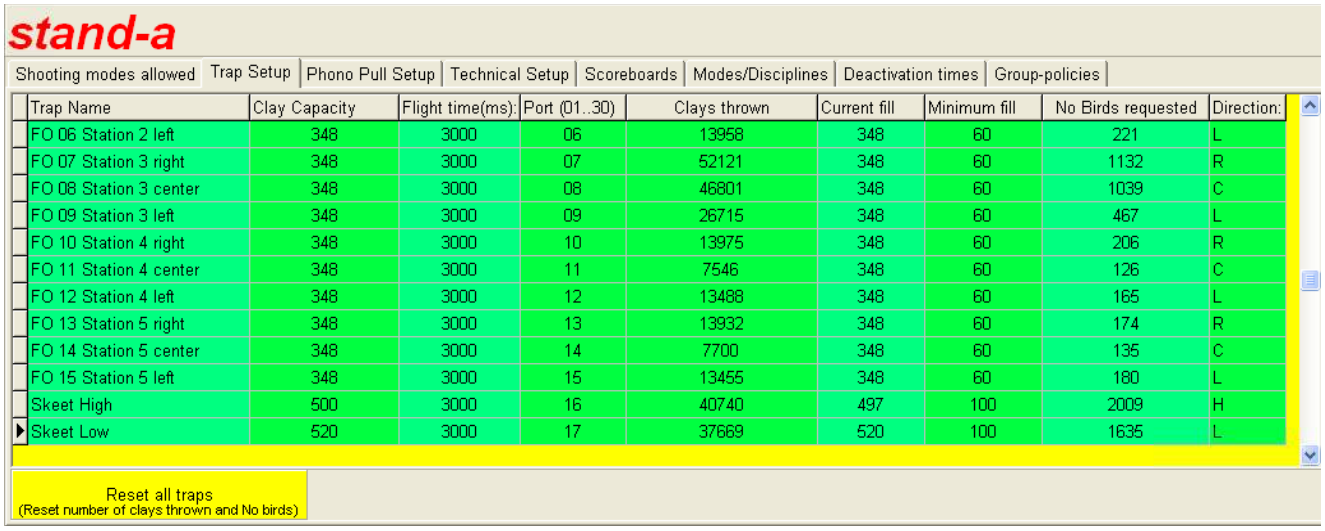
- no payment

**Stop using SSA** switches instructor's mode on.

This option is necessary when shooters are shooting on a layout where SSA mode is activated (**Clients/Cards/Accounts – Shooter's details**). This mode allows to register for the shooting in a payment mode only when instructor is registered. It is necessary for supervision of shooters by their instructor and for accounting, in case instructor is payed according to his working hours and etc.

**NOTE**: Instructor's mode unlocks the payment module by inserting his instructor's chip card; then shooters are able to register for the next round. Instructor has the "instructor" field tagged in the shooter's details.

## 13.1.2 TRAP SETUP




| Trap Name | Clay Capacity | Flight time(ms): | Port (01..30) | Clays thrown | Current fill | Minimum fill | No Birds requested | Direction: |
|---|---|---|---|---|---|---|---|---|
| FO 06 Station 2 left | 348 | 3000 | 06 | 13958 | 348 | 60 | 221 | L |
| FO 07 Station 3 right | 348 | 3000 | 07 | 52121 | 348 | 60 | 1132 | R |
| FO 08 Station 3 center | 348 | 3000 | 08 | 46801 | 348 | 60 | 1039 | C |
| FO 09 Station 3 left | 348 | 3000 | 09 | 26715 | 348 | 60 | 467 | L |
| FO 10 Station 4 right | 348 | 3000 | 10 | 13975 | 348 | 60 | 206 | R |
| FO 11 Station 4 center | 348 | 3000 | 11 | 7546 | 348 | 60 | 126 | C |
| FO 12 Station 4 left | 348 | 3000 | 12 | 13488 | 348 | 60 | 165 | L |
| FO 13 Station 5 right | 348 | 3000 | 13 | 13932 | 348 | 60 | 174 | R |
| FO 14 Station 5 center | 348 | 3000 | 14 | 7700 | 348 | 60 | 135 | C |
| FO 15 Station 5 left | 348 | 3000 | 15 | 13455 | 348 | 60 | 180 | L |
| Skeet High | 500 | 3000 | 16 | 40740 | 497 | 100 | 2009 | H |
| Skeet Low | 520 | 3000 | 17 | 37669 | 520 | 100 | 1635 | L |

Here it gives information about trap setup for all traps on each layout:

**- Trap name**

**- Clay capacity** is the maximum number of clays which might be filled in the trap

**- Reload time** is time in ms trap needs to be reloaded

**- Port:** there are 30 ports in total in each **Rangemaster X3** sequencer placed on the layout and each trap is connected to one port.

**- Relay pull time** in ms

**- Clay thrown** in total

**- Current fill**

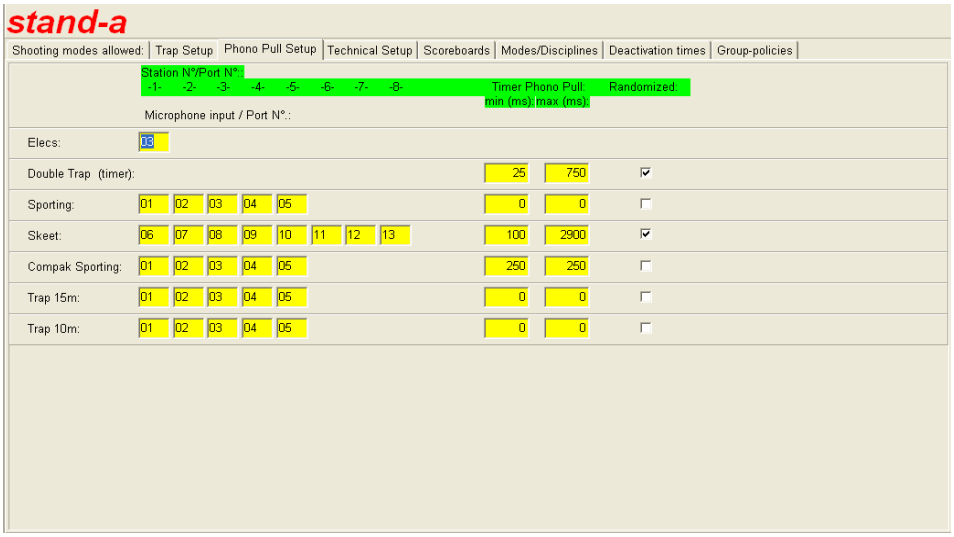
**- Minimum** quantity of clays left; when there are less than minimum on the main menu you'll see the layout in **Traps fills** section turns red and it is worth having maintenance outage for filling.

**- No birds requested**

**- Direction** of targets thrown: **R**– right, **C**- center, **L**- left

**- Reset all traps** button resents number of clays thrown+no birds

### 13.1.3 PHONO PULL SETUP




This section is for setting up phono pulls on stations on each layout according to discipline.

Here you can set:

- microphones attached to the phono pull ports for the different disciplines

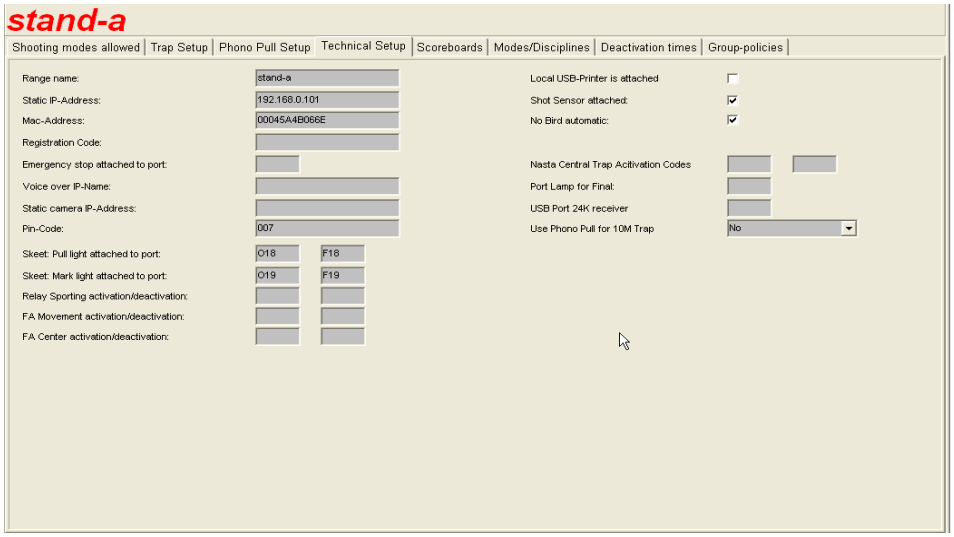
- timer: maximum and minimum time of launching of targets after calling in ms or randomize it by tagging.

**Recommended settings for Phono Pull**

| **Discipline** | **Port number** |
|---|---|
| Elecs | Usually 03 or 10 |
| Sporting | Freedom of choice |
| Skeet | Always 06..13 |
| Trap FO 10m and Compak | Always 14..18 |
| Trap FO 15m and alternative compak | Always 01..05 |

| | |
|---|---|
| Timer | Has to be set in accordance of ISSF rules;<br>tag **Randomized** where applicable<br>(e.g. for Skeet) |

## 13.1.4 TECHNICAL SETUP




Here it is applicable to fill all technical details for setup:

**Range name:** set by Rangemaster Systems

**Static IP address** of computer on the layout: set by Rangemaster Systems

**Mac-address** is a unique number of the network card built into the computer (set by ***Rangemaster Systems)***

**Registration code** is a code for unlocking this sequencer – copyright protection (set by Rangemaster Systems)

**Emergency stop attached to port:** with this feature you can shut down for example line breakers for switching off power supplied to the traps in case of an emergency.

**Voice over IP name:** use a unique IP address for accessing this device

**Static camera's IP-Address:** use a unique IP address for accessing this device

**Pin code:** a numerical pin code (use 0..9 digits only)

**Skeet: "Pull" light attached to port:** e.g. O29 and F29. This means: the light for the skeet high house is attached to port 29 and the command for switching on the light is O29; for switching off is F29.

**Skeet: "Mark" light attached to port:** same as above, use e.g. O30 and F 30

**Relay sporting activation/deactivation** with these commands ("O" + Portnumber and "F" Portnumber) you can switch a line breaker to switch on and off power supply for sporting traps

**FA Movement activation/deactivation:** in case you have no automatic movement system for your American trap, you can use this handy feature to switch on and switch off the engine for having the trap oscillated

("O" + Portnumber and "F" Portnumber)

**NOTE**: **O** stands for **On**, **F** for **OFF**, so do never use "0" = Zero

**FA Center activation/deactivation:** commands for placing an oscillating trap to center position.

**Local USB-Printer is attached** a printer used for printing score sheets and training results

**Shot Sensor attached** tag/untag

**No bird automatic** tag/untag

**Nasta Central Trap Activation Codes line breaker command (O port and F port)** to switch on and off Nasta traps automatically at the beginning and at the end of a shooting round

Port Lamp for Final ("O" port and "F" port) for switching the lamp used during finals for showing the breaks on and off

**USB Port 24K receiver:** use COM8 for the RX24K receiver option

**Use Phono Pull for 10M Trap**

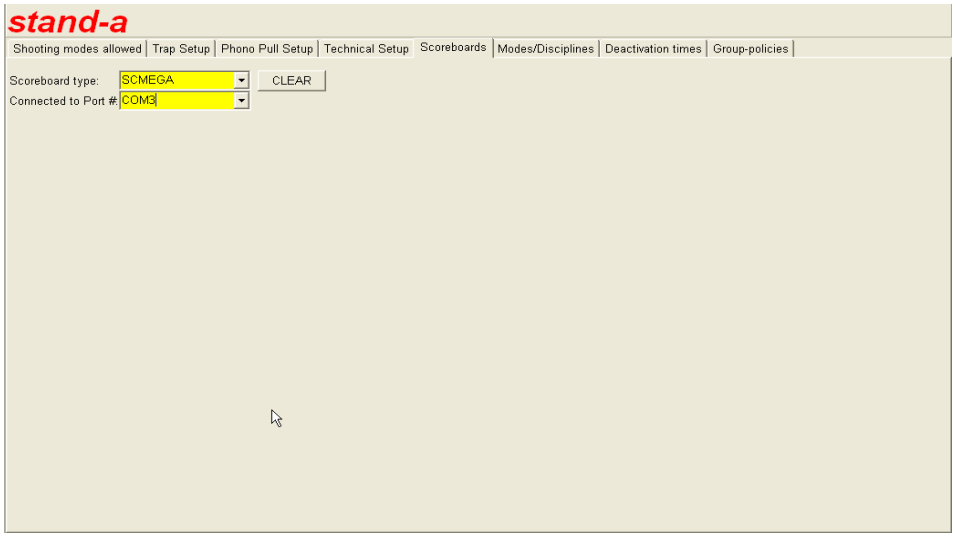
scroll bar gives following options:

- Yes – phono pull is switched on

- No – phono pull is switched off

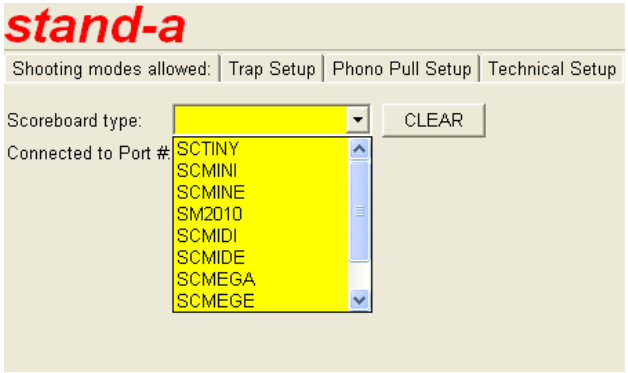
- Ask – shooter will be asked before each round if he wants to use phono pull or not

### 13.1.5 SCOREBOARDS




This section is for setting the scoreboards on each layout.

First you need to choose type of scoreboard present on the layout by using the scroll bar:



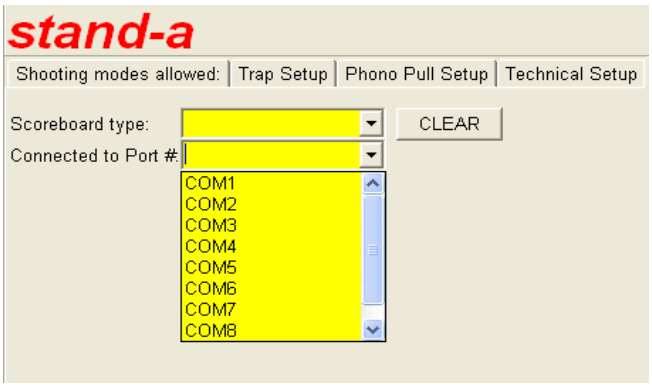

- SCITINY
- SCMINI

- SCMINE
- SM2010
- SCMIDI
- SCMIDE
- SCMEGA
- SCMEGE
- SCFME
- SCMG10

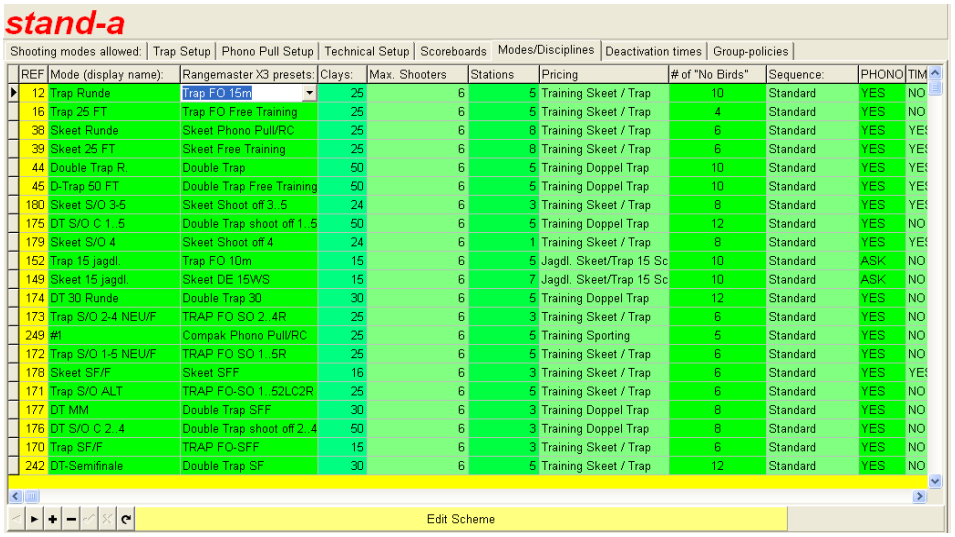
Then select the COM port # (to which the scoreboard is connected via the media converter – COM2-COM8)

Usually COM1, COM2, COM3 and COM4 are available on Rangemaster PC and COM2 is used as a default value.

**WARNING:** Please, never use COM1 port as it is used for connecting to the X3 computer's main board!



## 13.1.6 MODES/DISCIPLINES




| REF | Mode (display name): | Rangemaster X3 presets: | Clays: | Max. Shooters | Stations | Pricing | # of "No Birds" | Sequence: | PHONO | TIM |
|---|---|---|---|---|---|---|---|---|---|---|
| 12 | Trap Runde | Trap FO 15m | 25 | 6 | 5 | Training Skeet / Trap | 10 | Standard | YES | NO |
| 16 | Trap 25 FT | Trap FO Free Training | 25 | 6 | 5 | Training Skeet / Trap | 4 | Standard | YES | NO |
| 38 | Skeet Runde | Skeet Phono Pull/RC | 25 | 6 | 8 | Training Skeet / Trap | 6 | Standard | YES | YES |
| 39 | Skeet 25 FT | Skeet Free Training | 25 | 6 | 8 | Training Skeet / Trap | 6 | Standard | YES | YES |
| 44 | Double Trap R. | Double Trap | 50 | 6 | 5 | Training Doppel Trap | 10 | Standard | YES | YES |
| 45 | D-Trap 50 FT | Double Trap Free Training | 50 | 6 | 5 | Training Doppel Trap | 10 | Standard | YES | YES |
| 180 | Skeet S/O 3-5 | Skeet Shoot off 3..5 | 24 | 6 | 3 | Training Skeet / Trap | 8 | Standard | YES | YES |
| 175 | DT S/O C 1..5 | Double Trap shoot off 1..5 | 50 | 6 | 5 | Training Doppel Trap | 12 | Standard | YES | NO |
| 179 | Skeet S/O 4 | Skeet Shoot off 4 | 24 | 6 | 1 | Training Skeet / Trap | 8 | Standard | YES | YES |
| 152 | Trap 15 jagdl. | Trap FO 10m | 15 | 6 | 5 | Jagdl. Skeet/Trap 15 Sc | 10 | Standard | ASK | NO |
| 149 | Skeet 15 jagdl. | Skeet DE 15WS | 15 | 6 | 7 | Jagdl. Skeet/Trap 15 Sc | 10 | Standard | ASK | NO |
| 174 | DT 30 Runde | Double Trap 30 | 30 | 6 | 5 | Training Doppel Trap | 12 | Standard | YES | NO |
| 173 | Trap S/O 2-4 NEU/F | TRAP FO SO 2..4R | 25 | 6 | 3 | Training Skeet / Trap | 6 | Standard | YES | NO |
| 249 | #1 | Compak Phono Pull/RC | 25 | 6 | 5 | Training Sporting | 5 | Standard | YES | NO |
| 172 | Trap S/O 1-5 NEU/F | TRAP FO SO 1..5R | 25 | 6 | 5 | Training Skeet / Trap | 6 | Standard | YES | NO |
| 178 | Skeet SF/F | Skeet SFF | 16 | 6 | 3 | Training Skeet / Trap | 6 | Standard | YES | YES |
| 171 | Trap S/O ALT | TRAP FO-SO 1..52LC2R | 25 | 6 | 5 | Training Skeet / Trap | 6 | Standard | YES | NO |
| 177 | DT MM | Double Trap SFF | 30 | 6 | 3 | Training Doppel Trap | 8 | Standard | YES | NO |
| 176 | DT S/O C 2..4 | Double Trap shoot off 2..4 | 50 | 6 | 3 | Training Doppel Trap | 8 | Standard | YES | NO |
| 170 | Trap SF/F | TRAP FO-SFF | 15 | 6 | 3 | Training Skeet / Trap | 6 | Standard | YES | NO |
| 242 | DT-Semifinale | Double Trap SF | 30 | 6 | 5 | Training Skeet / Trap | 12 | Standard | YES | NO |

**Mode (display name)** will be displayed as a button name in pay mode (refer to 13.1.1 )

## 13.1.6.1 PREDEFINED SHOOTING SCHEMES

**Rangemaster X3 presets** are predefined shooting schemes

| Name (Rangemaster X3 presets) | Remarks | Traps | Stations used | Max. Shooters | Round mode | Free training | Editable scheme | Mic used | Targets per shooter |
|---|---|---|---|---|---|---|---|---|---|
| Trap FO 15m | Olympic Trap/ISSF | 15 | 5 | 6 | YES | NO | Partial | Yes | 25 fixed |
| Trap FO 10m | Trap with 15 bunker traps using 10m microphones | 15 | 5 | 6 | YES | NO | Partial | Choice | 25 or 15 |
| Trap FO FT | Rangemaster free training for 15 bunker traps | 15 | 5 | 6 | NO | YES | NO | Choice | Choice |
| Trap FO SO 1...52LC2R | Trap shoot off station 1 to 5 – new ISSF rules | 15 | 5 | 6 | YES | NO | NO | YES | 25 |
| Trap FO SO 1...5R | Trap shoot off on stations 1..5 with random target selection | 15 | 5 | 6 | YES | NO | NO | YES | 25 |
| Trap FO SO 2...4R | Trap shoot off on stations 2 to 4 – new rules | 9 | 5 | 6 | YES | NO | NO | YES | 25 |
| Trap FO SF | Trap Semi-final (station 1 to 5) | 15 | 5 | 6 | YES | NO | NO | YES | 15 |
| Trap FO SFF | Trap FO medal matches on station 2 to 4 | 9 | 5 | 2 | YES | NO | NO | YES | 15 |
| Trap FO 10m FT | Rangemaster Free training using 10m microphones | 15 | 5 | 6 | NO | YES | NO | Choice | 25 |
| Trap FU 15m | Universal trap using 15m microphones | 5 | 5 | 6 | YES | NO | Partial | Yes | 25 |
| Trap FU 10m | Universal trap using 10m microphones | 5 | 5 | 6 | YES | NO | Partial | Choice | 25 |
| Trap FU FT | Rangemaster Free training using 15m microphones | 5 | 5 | 6 | NO | YES | NO | Choice | 25 |
| Trap FU 10m FT | Rangemaster Free training using 10m microphones | 5 | 5 | 6 | NO | YES | NO | Choice | 25 |

| Name (Rangemaster X3 presets) | Remarks | Traps | Stations used | Max. Shooters | Round mode | Free training | Editable scheme | Mic used | Targets per shooter |
|---|---|---|---|---|---|---|---|---|---|
| Trap FA 15m | American trap/wobble trap using 15m microphones | 1 | 5 | 6 | YES | NO | NO | YES | 25 |
| Trap FA 10m | American trap/wobble trap using 10m microphones | 1 | 5 | 6 | YES | NO | NO | Choice | 25 |
| Trap FA FT | Rangemaster free training using wobble trap | 1 | 5 | 6 | NO | YES | NO | Choice | 25 or adjustable |
| Double Trap | Double trap round – old rules with 25 doubles | 3 | 5 | 6 | YES | NO | Partial | YES | 50 |
| Double Trap 30 | Double trap round – new rules with 15 doubles | 3 | 5 | 6 | Yes | NO | NO | YES | 30 |
| Double Trap S/O 1..5 | Double trap shoot off – new rules – stations 1 to 5 | 3 | 5 | 6 | YES | NO | NO | YES | 50 |
| Double Trap S/O 2..4 | Double trap shoot off – new rules – stations 2 to 4 – after semi-finals and medal matches | 3 | 5 | 6 | YES | NO | NO | YES | 50 |
| Double Trap SF | Double trap semi final – station 1 to 5 | 3 | 5 | 6 | YES | NO | NO | YES | 30 |
| Double Trap SFF | Double trap medal matches. Station 2..4 | 3 | 5 | 2 | YES | NO | NO | YES | 30 |
| Double Trap FT | Rangemaster free training for double trap. | 3 | 5 | 6 | NO | YES | NO | Choice | 50 or adjustable |
| QuickSports Round | New sporting scheme using trap microphones on stations 1 to 5 | Up to 8 | 5 | 6 | YES | NO | Fully programmable | YES | 25 |
| Tiro Sporting | New sporting scheme using trap microphones on stations 1 to 5 | Up to 8 | 5 | 6 | YES | NO | Fully programmable | YES | 25 |

| Name (Rangemaster X3 presets) | Remarks | Traps | Stations used | Max. Shooters | Round mode | Free training | Editable scheme | Mic used | Targets per shooter |
|---|---|---|---|---|---|---|---|---|---|
| Olympic Sporting | New sporting scheme using trap microphones on stations 1 to 5 | Up to 8 | 5 | 6 | YES | NO | Fully programmable | YES | 25 |
| Sporting/RC | Sporting schema – for self definition | Up to 8 | Up to 8 | 6 | YES | NO | Fully programmable | Choice | 25 |
| Sporting FT | Rangemaster Sporting free training with remote control using up to 8 traps | Up to 8 | 0 | 6 | NO | YES | NO | NO | 25 or adjustable |
| Compak Phono Pull/RC | Compak sporting in accordance to FITASC rules | Up to 8 | 5 | 6 | YES | NO | Fully programmable | YES | 25 |
| Compak Free Training | Rangemaster Compak free training using microphones and remote control. | Up to 5 | 5 | 6 | NO | YES | NO | Choice | 25 |
| Skeet Phono Pull RC | Standard program for ISSF Skeet and custom made schemes | 2 | 8 | 6 | Yes | NO | Fully programmable | YES | 25 |
| Skeet S/O 4 | Skeet shoot off program for station four only | 2 | 1 | 6 | YES | NO | NO | YES | 24 |
| Skeet S/O 3...5 | Skeet shoot off program for stations 3..5 | 2 | 3 | 6 | YES | NO | NO | YES | 16 |
| Skeet SFF | Skeet schema for Medal matches | 2 | 3 | 2 | YES | NO | NO | YES | 16 |
| Skeet DE 15WS | German hunter's skeet program | 2 | 7 | 6 | YES | NO | Fully programmable | Choice | 15 |
| Skeet FT | Rangemaster Skeet free training for using wireless remote control or 8 microphones | 2 | 8 | 6 | NO | YES | NO | Choice | 25 or adjustable |

| Name (Rangemaster X3 presets) | Remarks | Traps | Stations used | Max. Shooters | Round mode | Free training | Editable scheme | Mic used | Targets per shooter |
|---|---|---|---|---|---|---|---|---|---|
| Trap Training Clay | Training program for wobble trap using wireless remote control or 5 trap microphones | 1 | 5 | 6 | YES | NO | NO | Choice | 25 or adjustable |
| Partner shooting | Special fun shooting program for 2 shooters | 4 | 1 | 2 | NO | YES | NO | NO | 25 |
| Helices | Release program for Helices/ZZ | 1 | 1 | 1 | NO | YES | NO | YES | 10 |
| Hunting simulation | Release program for 1 or 2 shooters releasing 50 or 100 targets in sets of 4 clays within a random time frame of 3 seconds | 4 out of 6 | 1 | 2 | NO | YES | NO | NO | 50 |
| Uebungstaube | Special training program for beginners using wobble trap | 1 | 5 | 6 | NO | YES | NO | Choice | 25 or adjustable |
| DTL | Down the line scheme | 1 | 5 | 5 | YES | NO | NO | YES | 25 |
| American Trap | American trap scheme for up to 5 shooters. | 1 | 5 | 5 | YES | NO | NO | YES | 25 |
| Japanese DT | Japanese version of double trap | 3 | 5 | 6 | YES | NO | NO | YES | 50 |
| Vorderlader | Muzzle loading release program | 1 | 5 | 6 | NO | YES | NO | Choice | 25 or adjustable |
| 24K Sporting | Special release program for the Rangemaster 24K Transmitter/receiver combo. | Up to 24 or 48 when cascaded | 0 | 6 | NO | YES | NO | NO | 25 or adjustable |

**Clays** according to discipline for each round or as set up.

Basically, it is possible to set any quantity of clays for each discipline. But: for shooting modes with pre-programmed schemes, always use the number of clays defined by rule: e.g. Sporting, Compak, Skeet and trap rounds: 25 targets, Double trap: 30 targets

For example for skeet discipline using free training mode you can set 5, 15, 25 or any other quantity.

**Max.shooters:** maximum number of shooters per round or allowed in registration progress; maximum number is 6 shooters per registration process/round.

**Stations:** number of stations used.

**Pricing:** pricing model used (for setting up pricing models please refer to 13.4**)**

**Number of no targets/no birds (per shooter):** for each round/shooter

**Phono:** Will determine if phono pull is active after starting the program (especially for free training); valid entries: "**YES**" and "**NO**" only; please follow this format when entering/changing.

**Timer:** "**YES**" activates timer upon start up of the program, "**NO**" sets timer deactivated upon start up.

Anyway, in all release programs, timer can be activated or deactivated upon request at run-time.

**Edit scheme:** According to the scheme selected, a new window will be opened; there you can edit schemes or add new ones.

## 13.1.6.2 SCHEMES

***The Rangemaster X3 Pro/.net*** offers unique features like programming individual shooting schemes in a very easy way. This applies for Sporting, Compak, Skeet, Trap FO, FU and old version of Double trap; below you will find the way how to set up your own schemes.

### 13.1.6.2.1 SKEET ROUND SETUP

For the “Autom” field, always have “SK125” set for the Olympic scheme

'**Name**': How you call the clay being released; e.g.: '**High**' or '**Pull**' for the high house clay;

'**Low**' or '**Mark**' for the low house clay or “Go” for a double

'**Station**': defines from which station the released clay will be shot.

'**Clay1**' and '**Clay2**' is the sequential counter starting with '1' for the first clay on station 1 and ending with '25' for the last clay on station 8.

'**Trap used**:' defines the trap you will use for the specific clay(s) released.

'**Simult.**' valid only if you use in doubles; value 'true/yes' means that 2 clays are released at the same time. Always have "NO" entered for single clays; "Yes" for simultaneous doubles.

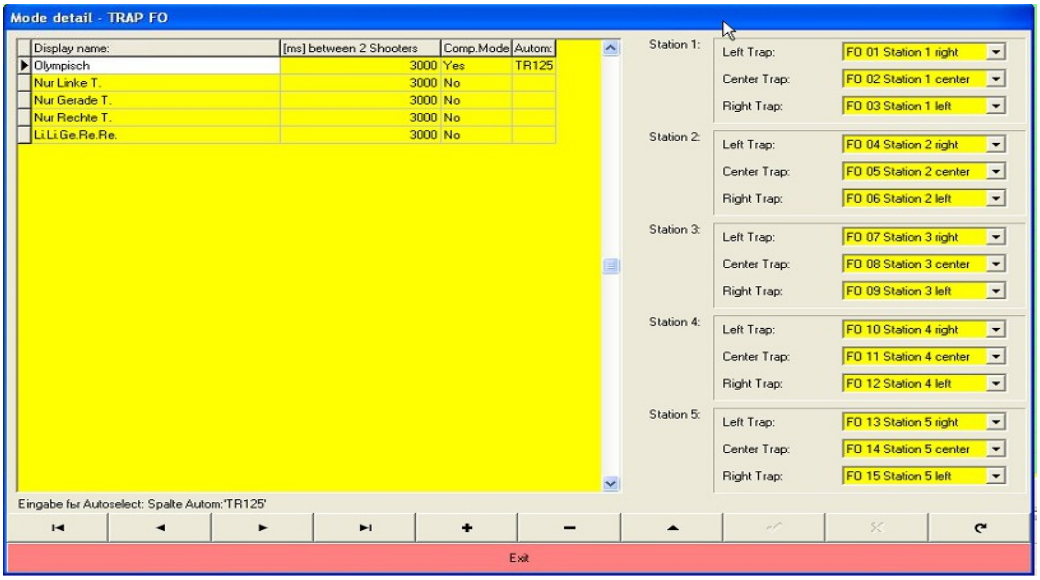
**Sequ.:** By default set to "**NO**". Use **YES** only, if you want to have 2 clays released from the same trap "on report".

**[ms] between 2 shooters:** do not change the value of 3000.

**Light:** Use "**H**" for high house light, "**L**" for low house light and "**B**" for doubles.

### 13.1.6.2.2 TRAP FO

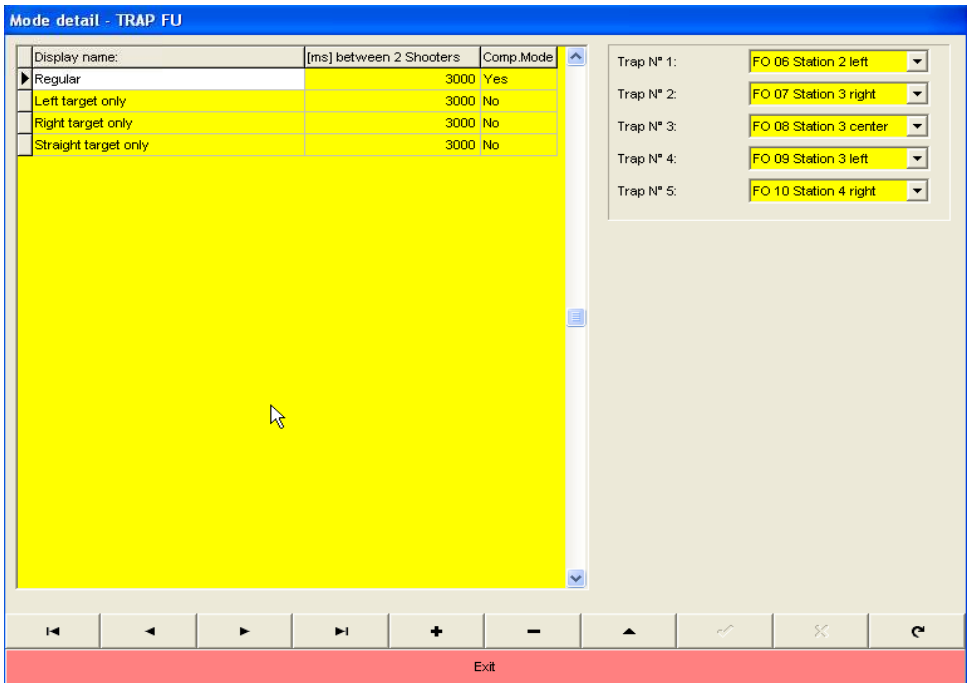
Here you can set up additional schemes for personal training purposes.




Choose/rename the **Display name** on the left section and set all **Stations** on the right section.

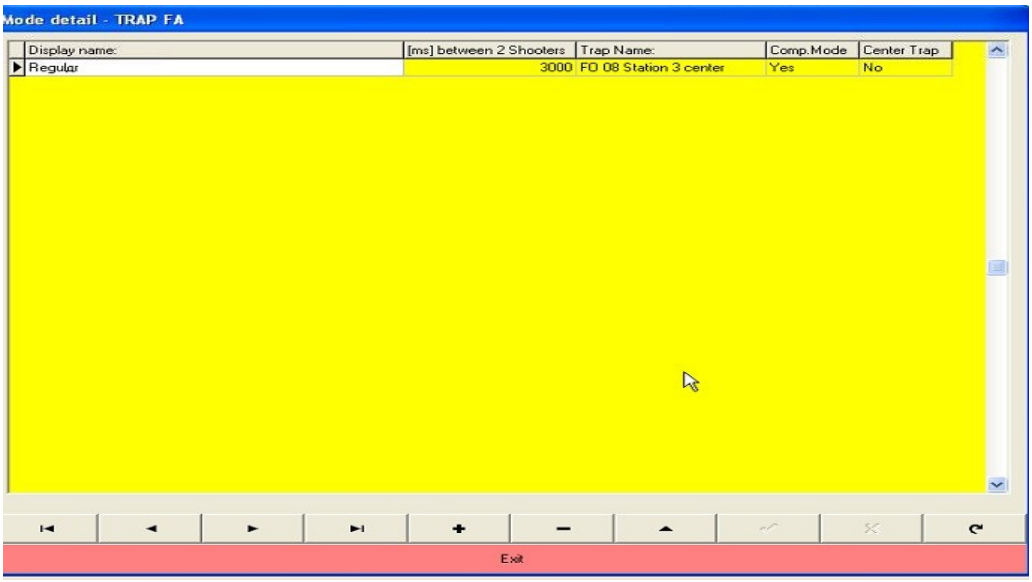
**NOTE:** always have "**TR125**" in "**Autom**" set for the Olympic scheme!

## 13.1.6.2.3 TRAP FU



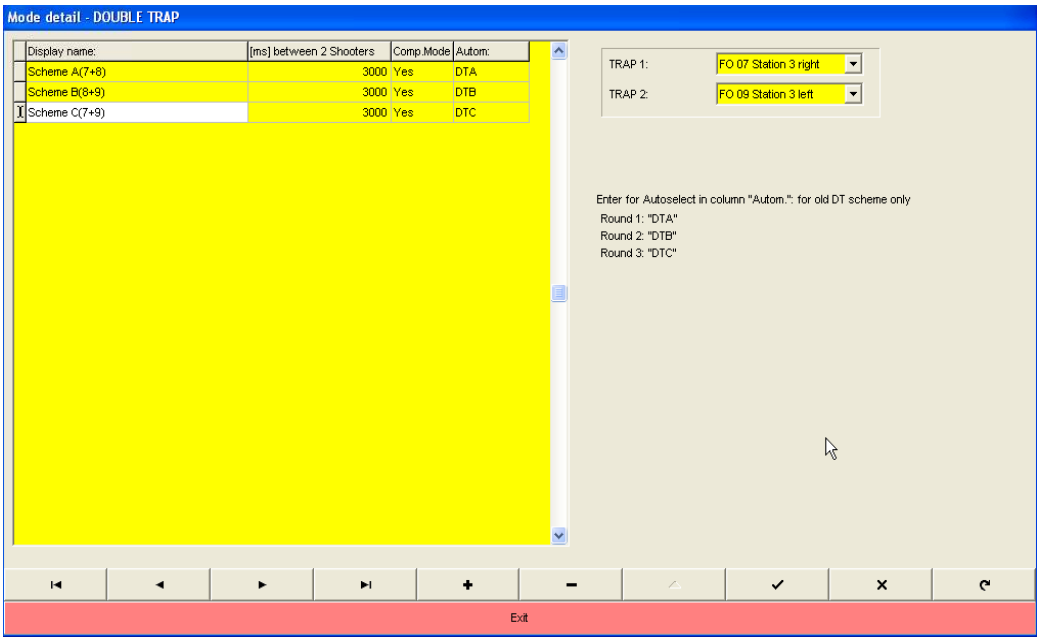

Choose/rename the **Display name** on the left section and set all **Traps** on the right section.

## 13.1.6.2.4 TRAP FA



Choose/rename the **Display name** on the left section and set the Trap

### 13.1.6.2.5 DOUBLE TRAP 50 (OLD DOUBLE TRAP RULES BEFORE 01.01.2013):




Choose/rename the **Display name** on the left section and set the **Traps** on the right section

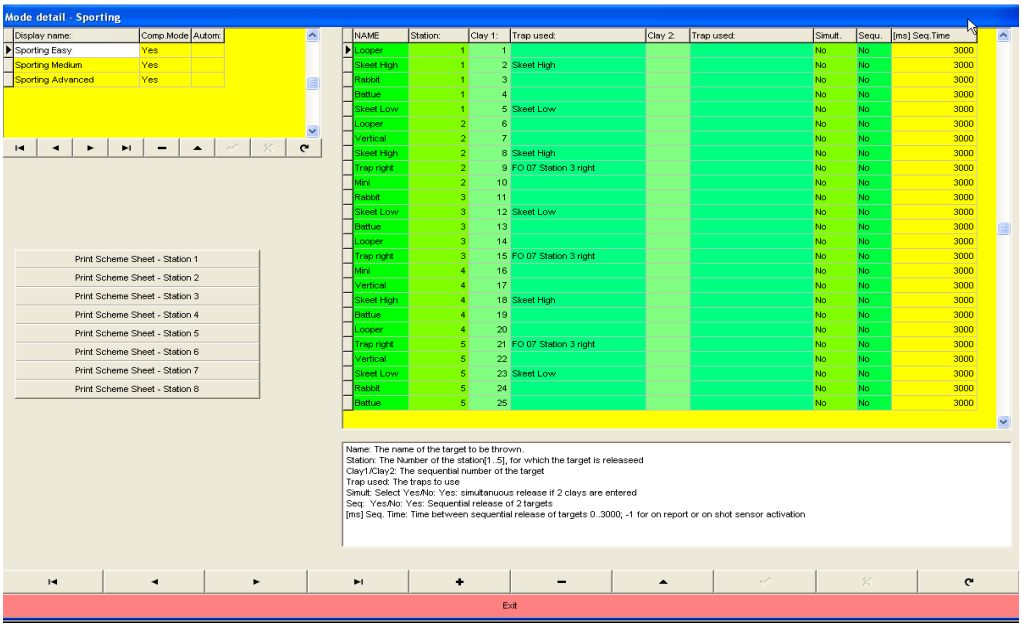
**NOTE:** Enter for Autoselect in column “Autom” old DT scheme only:
Round 1: DTA
Round 2: DTB
Round 3: DTC

For the new ISSF Double trap rules (valid after 01.01.2013), there is nothing to be set up in addition.

### 13.1.6.2.6 SPORTING

Here you can easily define additional shooting schemes; there is no limitation in numbers of schemes. You can create easy schemes for beginners and more difficult schemes (with more

simultaneous doubles) for professional shooters.




**Name**: The name of the target to be thrown.

**Station**: The Number of the station[1..5], for which the target is released

**Clay1/Clay2**: The sequential number of the target

**Trap used**: The traps to use

**Simult**: Select Yes/No: Yes: simultaneous release if 2 clays are entered

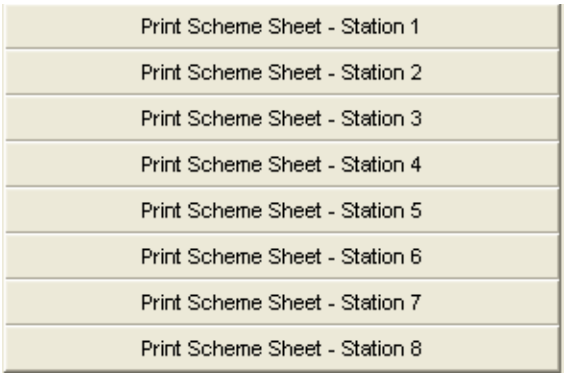
**Seq**:  Yes/No: Yes: Sequential release of 2 targets

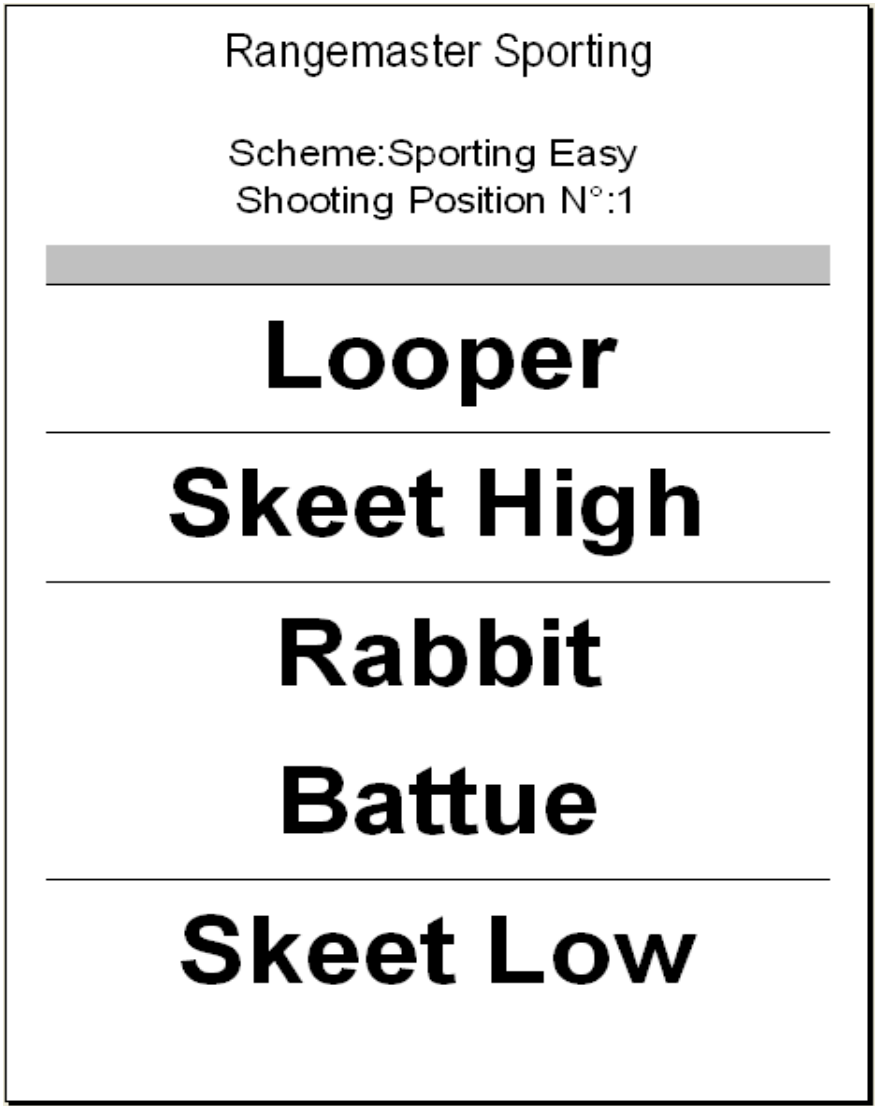
**[ms] Seq. Time**: Time between sequential release of targets 0..3000;

-1 for on report or on shot sensor activation

Choose/rename the **Display name** on the left section and set all Targets on the right section.

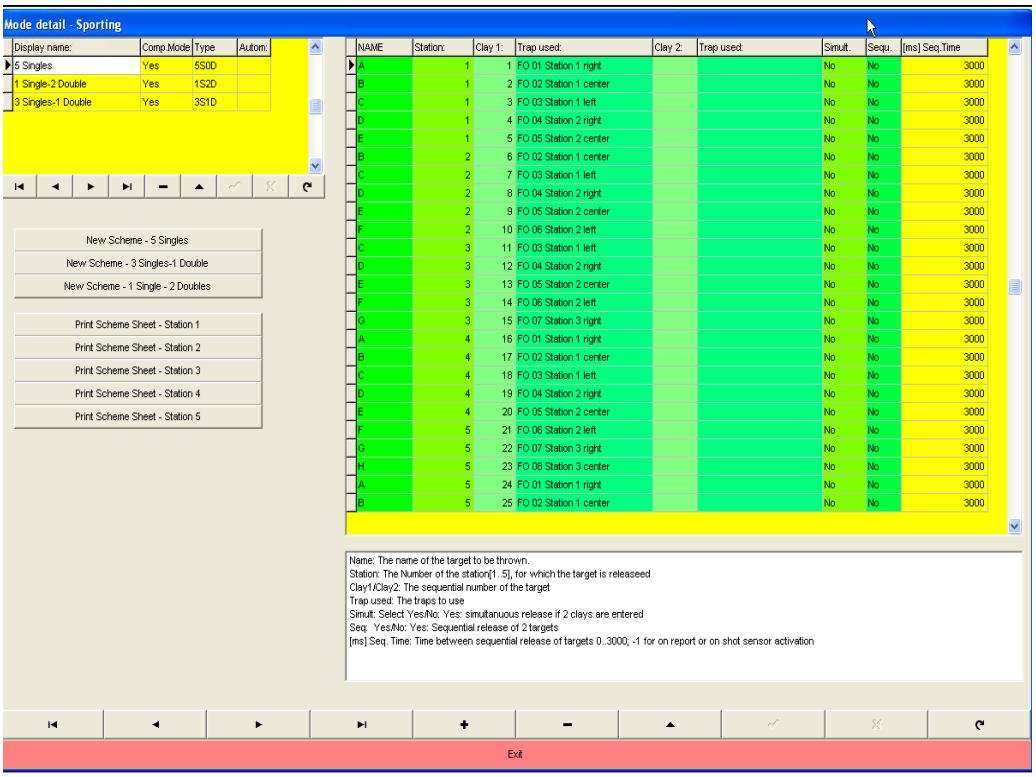
To print station schemes/sequences of clays thrown just click the button of the Station:


Print Scheme Sheet - Station 1
Print Scheme Sheet - Station 2
Print Scheme Sheet - Station 3
Print Scheme Sheet - Station 4
Print Scheme Sheet - Station 5
Print Scheme Sheet - Station 6
Print Scheme Sheet - Station 7
Print Scheme Sheet - Station 8


Rangemaster Sporting
Scheme:Sporting Easy
Shooting Position N°:1
Looper
Skeet High
Rabbit
Battue
Skeet Low

## 13.1.6.2.7 COMPAK SPORTING

Here you can easily define additional shooting schemes; there is no limitation in numbers of schemes. e.g. you should create some easy schemes for beginners and more difficult schemes (with more simultaneous doubles e.g.) for professional shooters.




**Name**: The name of the target to be thrown.

**Station**: The Number of the station[1..5], for which the target is released

**Clay1/Clay2**: The sequential number of the target

**Trap used**: The traps to use

**Simult**: Select Yes/No: Yes: simultaneous release if 2 clays are entered

**Seq**: Yes/No: Yes: Sequential release of 2 targets

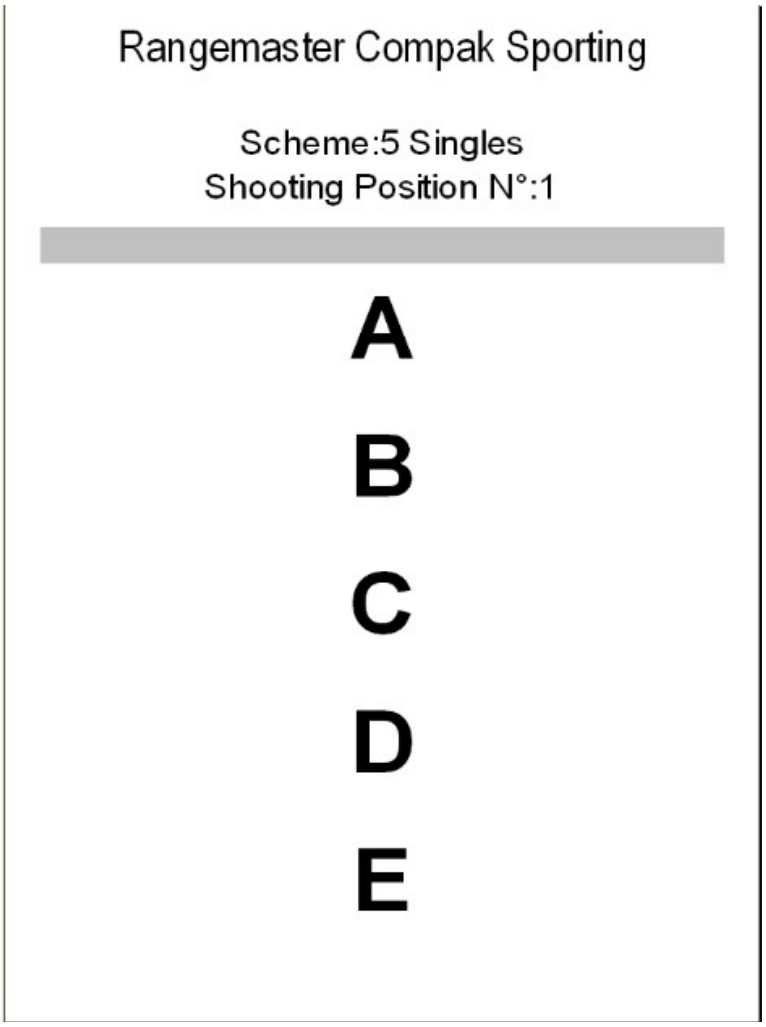
**[ms] Seq. Time**: Time between sequential release of targets 0..3000;

-1 for on report or on shot sensor activation

Printing the station schemes/sequences of clays thrown is also very easy;

just click the button for the station desired and you will get the right print for the station.

Below you see a sample print for station **# 1**:



## 13.1.7 FREE TRAINING TRAP SETUP

This section is for assigning traps from the trap pool of the range selected for free training modes/free training disciplines.

Some setups usually are never changed (e.g. Skeet, Double Trap, FO), others might be changed pretty frequently (e.g. Sporting FT, 24K) according to your needs.

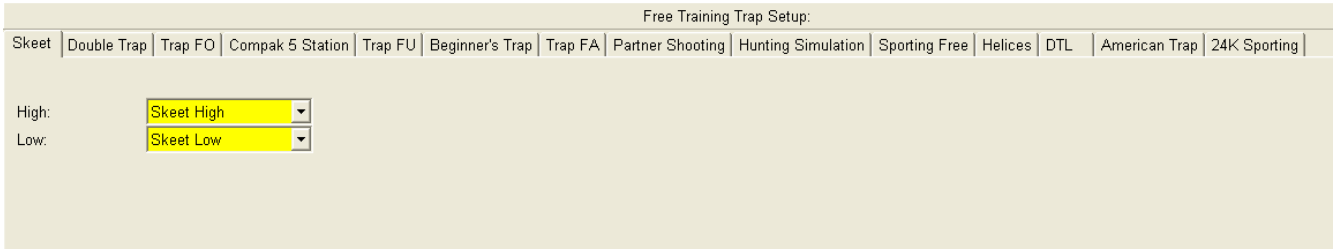
Basically, in this section it is possible to combine traps with disciplines in Free training.

Free Training Trap Setup is possible for the following disciplines:

- Trap FO 15m
- Trap FO 10m
- Trap FU 15m
- Trap FU 10m
- Trap FA 15m
- Trap FA 10m
- DT / DT 30
- Sporting
- Compak
- Skeet

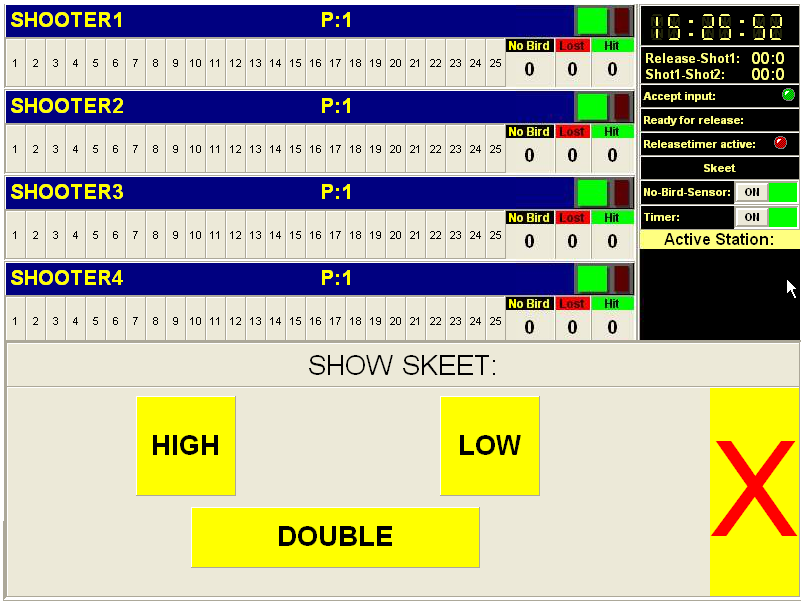
### 13.1.7.1 SKEET FREE TRAINING SETUP

Enter the 2 traps necessary for commencing the Skeet free training round.



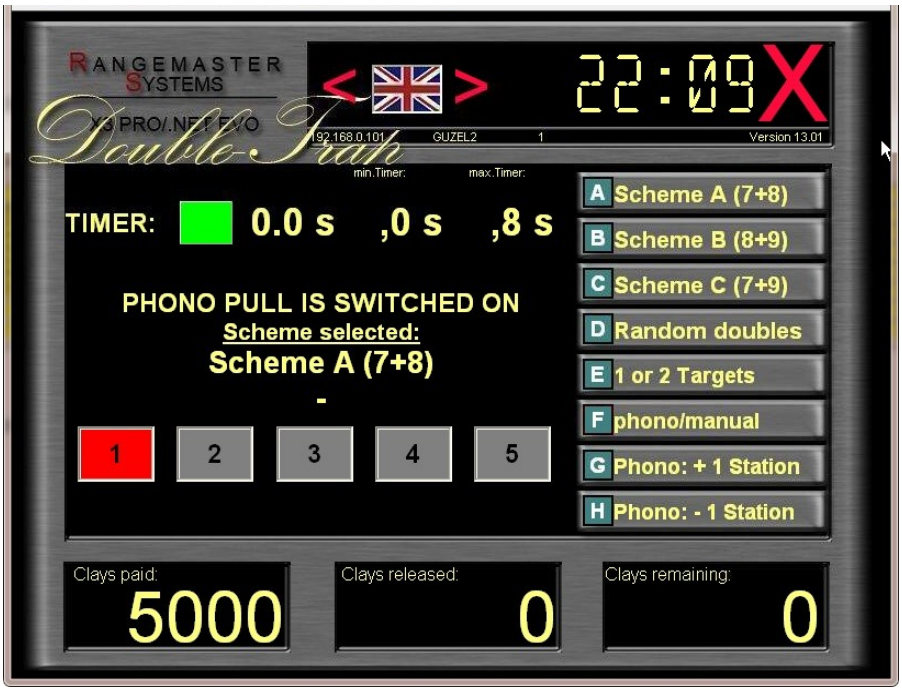

**NOTE**: This section is also important for running competitions; the traps set up here will be also used for targets demonstration before/during competition

RANGEMASTER SYSTEMS
X3 PRO/.NET EVO
Skeet
15:38
192.168.0.101
GUZEL2
1
Version 15.07
min.Timer:
max.Timer:
TIMER:
0.0 s
,1 s
2,9 s
A Pull / High house
B Mark / Low house
C Go/Double
D Double low house
E Double high house
F toggle phono/manua
G Phono: + 1 Station
H Phono: - 1 Station
PHONO PULL IS SWITCHED ON
Next clay to shoot:
Pull / High house
1
2
3
4
5
6
7
8
Clays paid:
25000
Clays released:
0
Clays remaining:
0

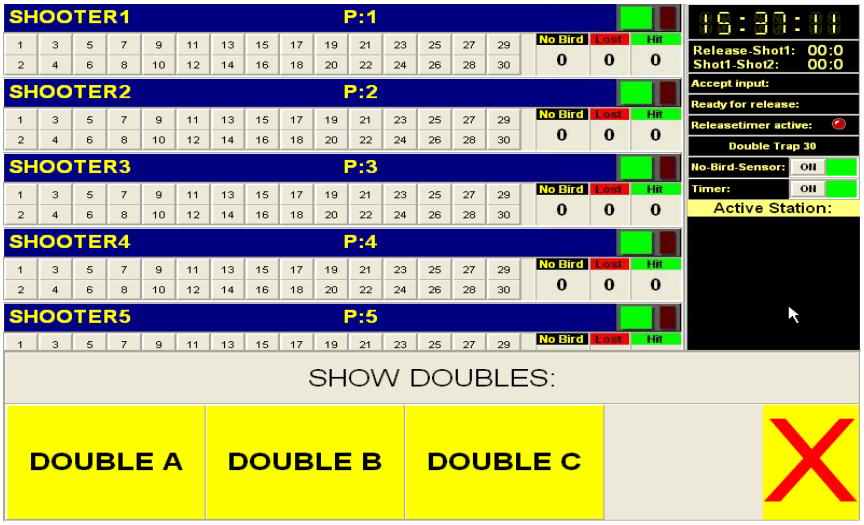

SHOOTER1 P:1
SHOOTER2 P:1
SHOOTER3 P:1
SHOOTER4 P:1
No Bird
Lost
Hit
19:25:52
Release-Shot1: 00:0
Shot1-Shot2: 00:0
Accept input:
Ready for release:
Releasetimer active:
Skeet
No-Bird-Sensor: On
Timer: On
Active Station:
SHOW SKEET:
HIGH
LOW
DOUBLE
X

## 13.1.7.2 DOUBLE TRAP FREE TRAINING SETUP

Enter three traps for Double trap free training; usually traps #7, #8 and #9 (in a 15 traps bunker) are used.

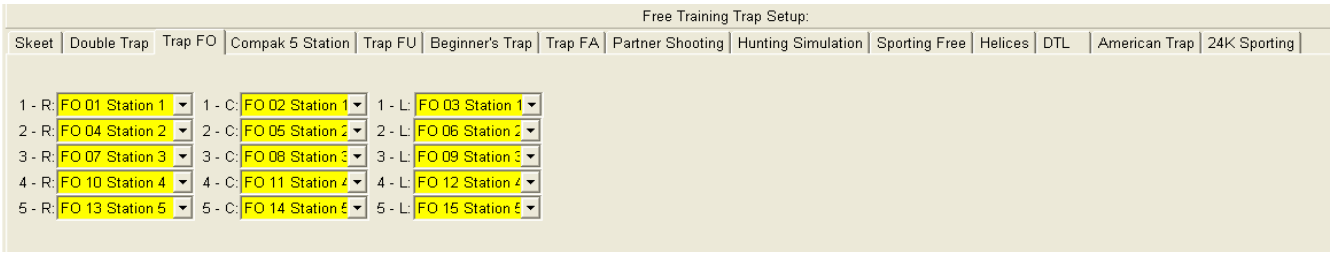



**NOTE**: This section is also important for running competitions; the traps set up here will be also used for targets demonstration before/during competition

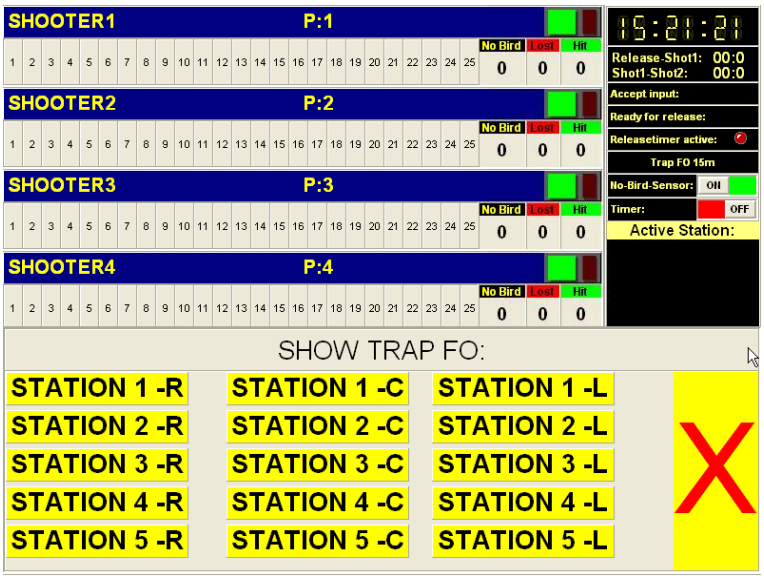



## 13.1.7.3 TRAP FO FREE TRAINING SETUP

Here you need to enter 15 traps usually used for a trap FO round

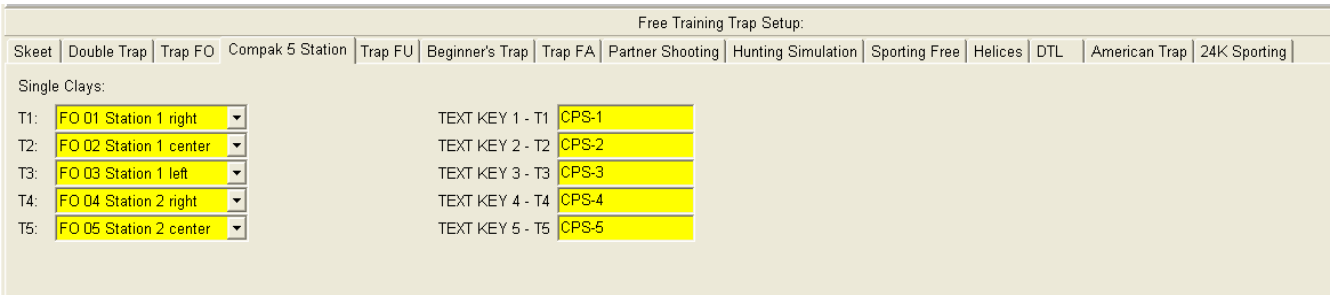


**NOTE**: This section is also important for running competitions; the traps set up here will be also used for targets demonstration before/during competition



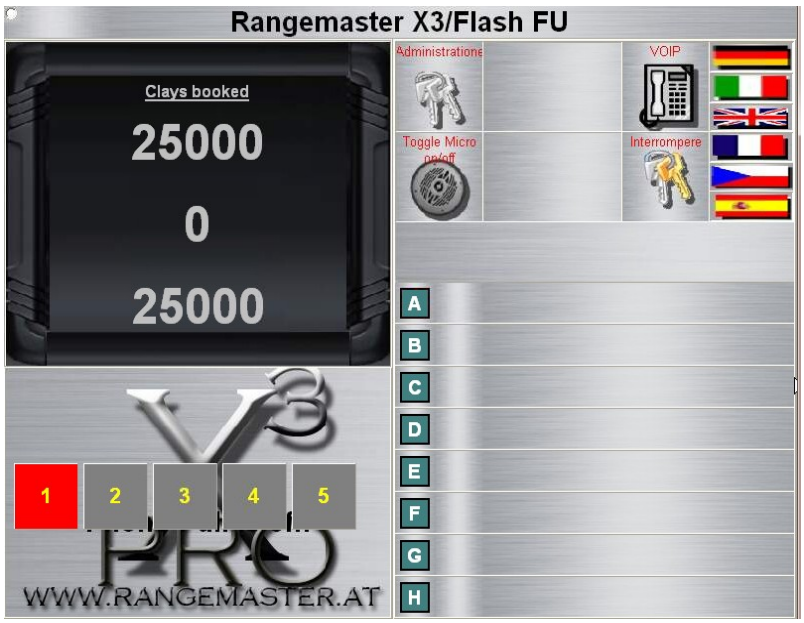
## 13.1.7.4 COMPAK 5 STATIONS FREE TRAINING

Use this section to select 5 traps assigned to 5 push buttons and enter the text corresponding to the name of the traps used (e.g. “Battue”, “Rabbit” or another name which describes the thrown target).

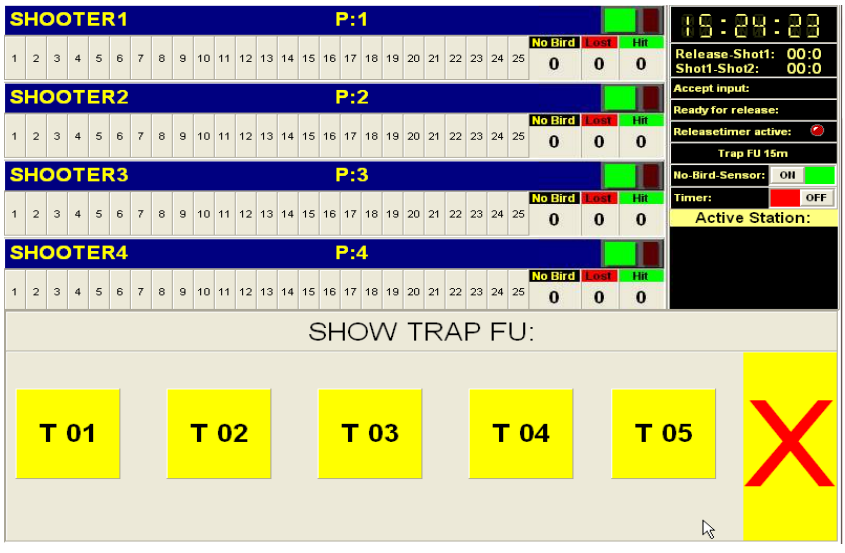


## 13.1.7.5 TRAP FU

Here enter 5 traps usually used for a trap universal round.

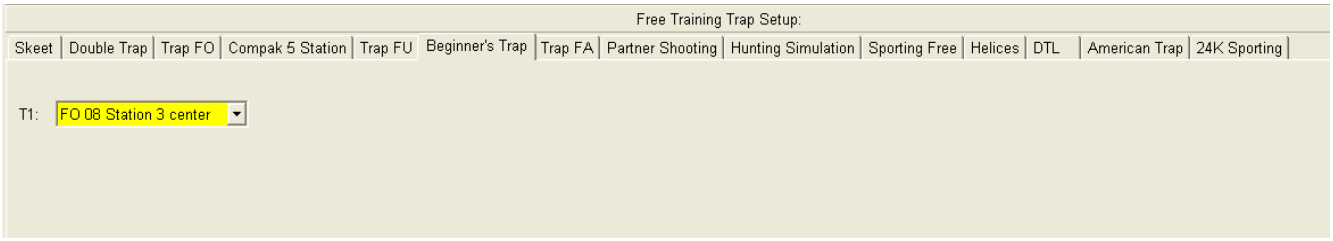



**NOTE**: This section is also important for running competitions; the traps set up here will be also used for targets demonstration before/during competition



## 13.1.7.6 BEGINNER`S TRAP FREE TRAINING SETUP

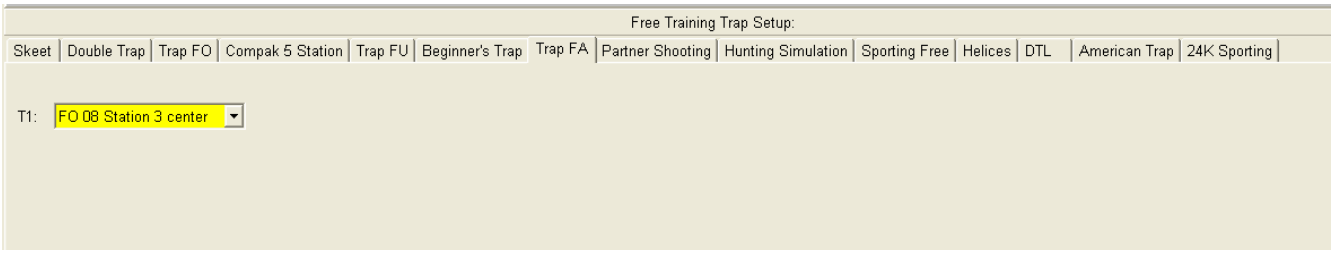
Here you need to enter the trap used for Beginner's trap free training mode.




Background info: during free training & beginner's microphone on the station activates and oscillation of the wobble trap number 8 is suppressed, if you have the Rangemaster Trap FA box with sensor installed, the trap is automatically centered and moved to the highest position.

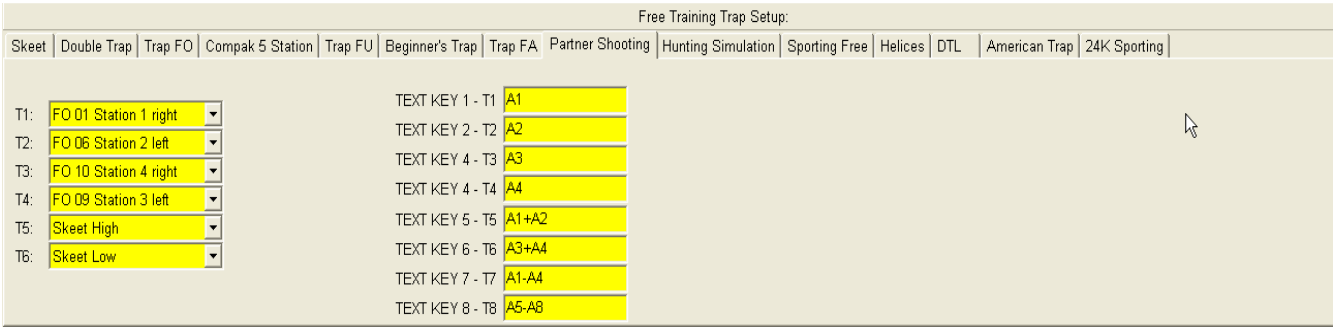
## 13.1.7.7 TRAP FA

Here you will set up the FA trap for free training only. Select your trap from the trap pool.




For the FA free training mode trap # 8 always gets moving impulse to start oscillating.

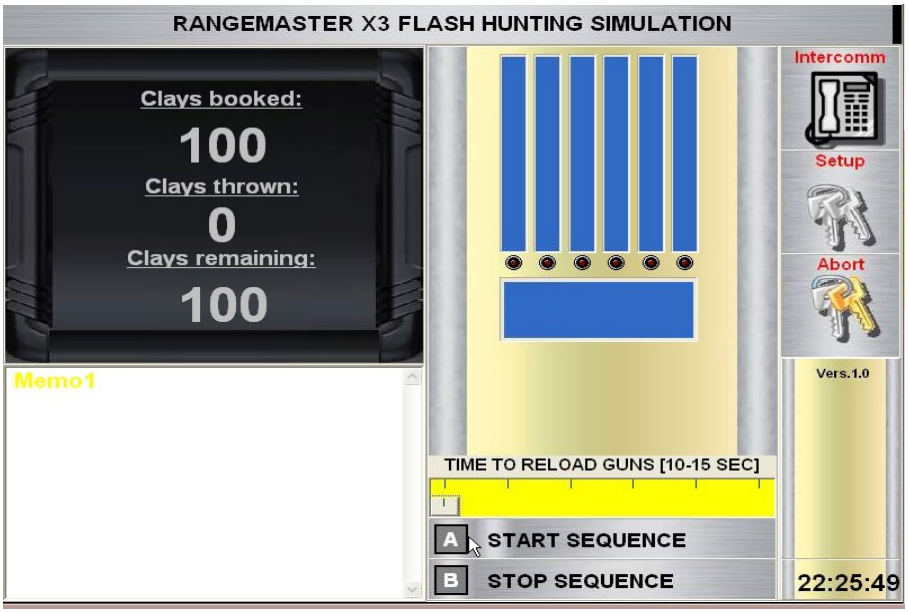
## 13.1.7.8 PARTNER SHOOTING




Use this section to select 6 traps assigned to 8 push buttons and enter the text corresponding to the name of the traps used (e.g. “Battue”, “Rabbit” or another name which describes the thrown target)

## 13.1.7.9 HUNTING SIMULATION

**NOTE**: all 6 traps should be selected!

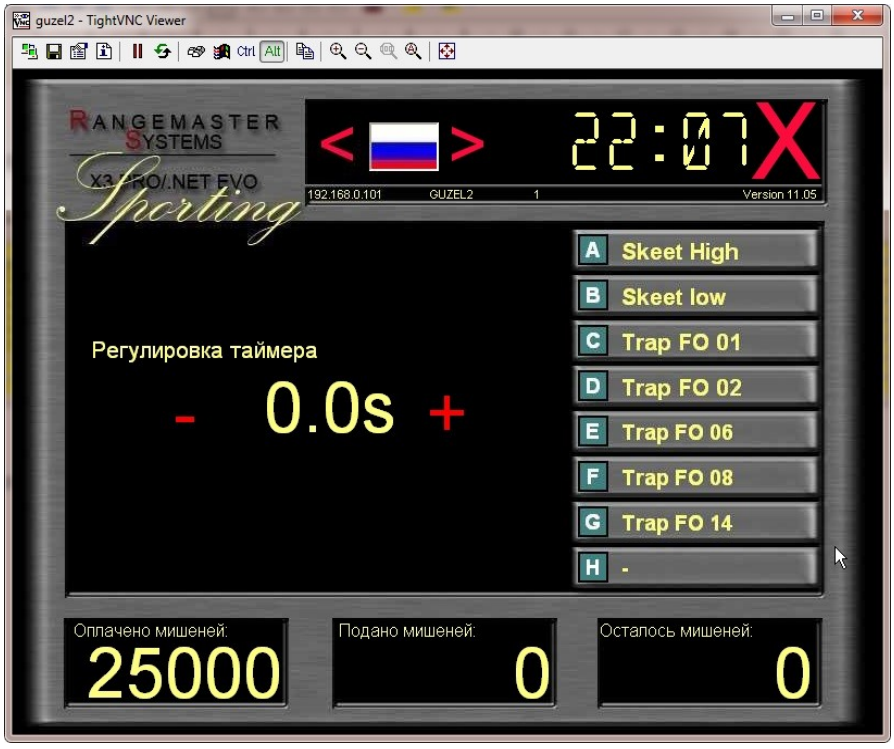


## 13.1.7.10 SPORTING FREE

Select up to 8 traps and assign each trap per button.

Use this section to select 8 traps assigned to 8 push buttons and enter the text corresponding to the name of the traps used (e.g. “Battue”, “Rabbit” or another name which describes the thrown target) in a Text key field.

**WARNING**: " - " as a key text disables push button!



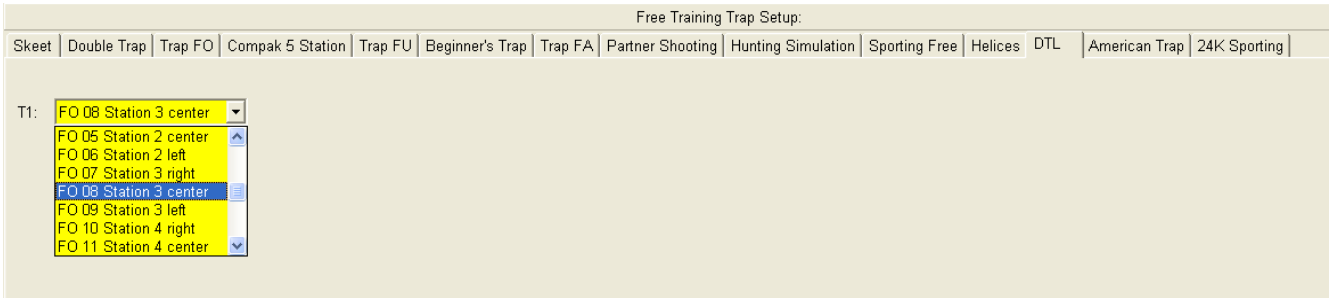
## 13.1.7.11 HELICES

## 13.1.7.12 DTL

Here the DTL trap for rounds are set up.

Select the trap from the trap pool.

**NOTE**: There is no free DTL trap training, the data/trap entered will be used for DTL rounds



## 13.1.7.13 AMERICAN TRAP

This section allows to set up the ATA trap for rounds. Select your trap from the trap pool.

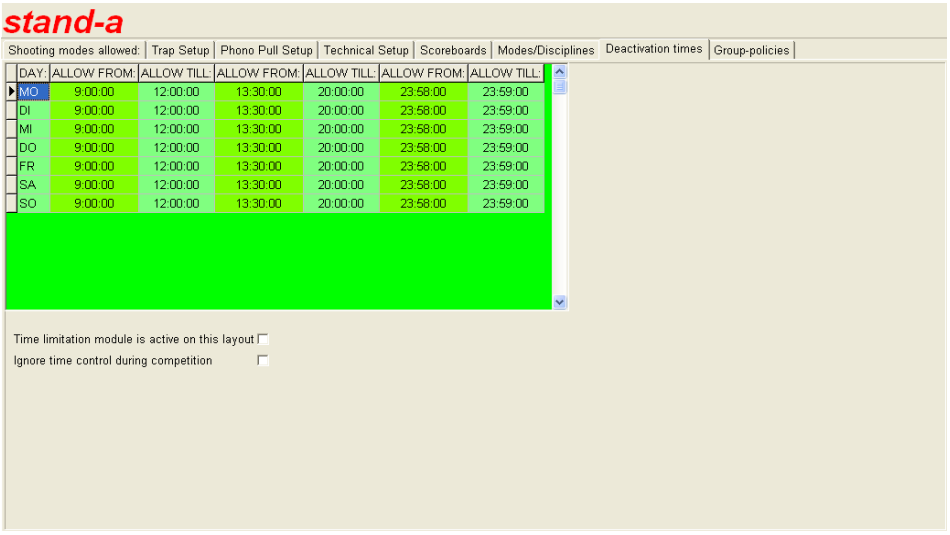
**NOTE**: There is no free ATA trap training, the data/trap entered will be used for ATA rounds.

## 13.1.7.14 24K SPORTING

For 24K you can to enter up to 48 traps from your trap pool.

Using up to 48 traps implements the use of two 24K transmitter working on one 24 receiver.

## 13.1.8. DEACTIVATION TIMES




This section allows to set the time when ranges might be used:

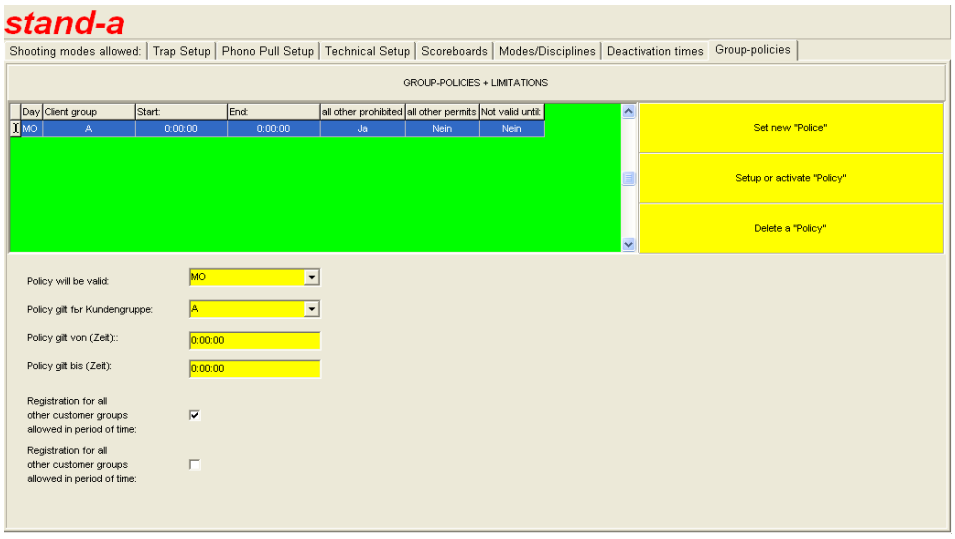
**allowed from...till....** for each day of the week.

You can use following options by tagging them:

- Time limitation module is active on this layout
- Ignore time control during competition

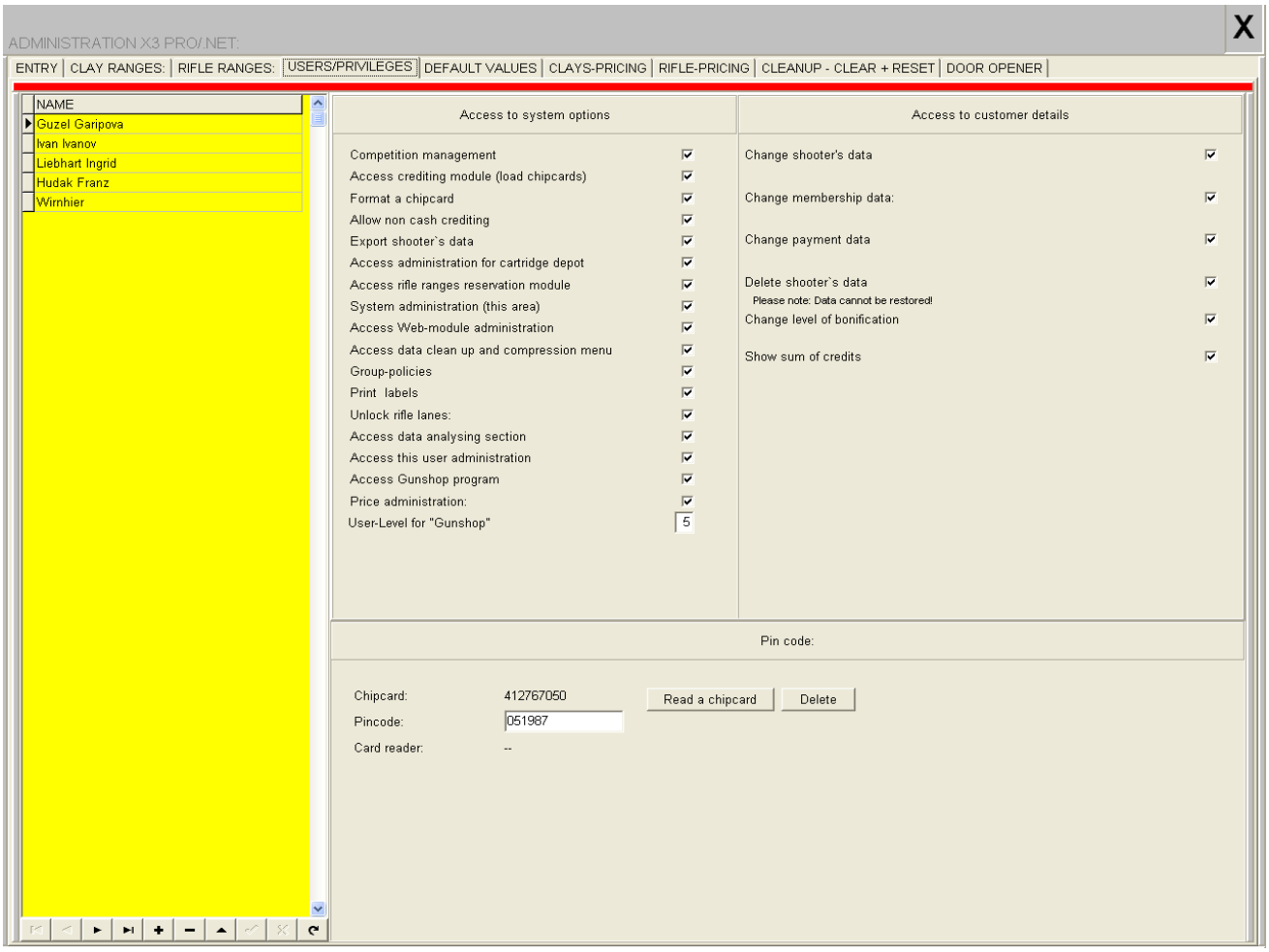
## 13.1.9 GROUP-POLICIES

(This option will be available in the next version of the Software)



## 13.2 SYSTEM ADMINISTRATOR → USERS / PRIVILEGES

All staff of the shooting range can have it's own administrative card or PIN-code with different privileges according to the lists of **Access to system options** and **Access to customer details.**




**Access to system options**

**Competition management:** by tagging this field you allow administrator to start EasyScore from the main menu (Competition management)

**Access crediting module** allows to put money into account of the shooter selected.

**Format a chip card** option is an accessible module on the main menu in the sales.exe program; this privilege allows to erase and/or initialize pre-used or new chip cards and assign them for the exact shooting ground.

**Allow non-cash crediting** allows to put (non-cash) money on shooter's account.
This feature might be used for example to refund a canceled round.

**Export shooter's data** allows to export all/filtered shooters.

**Access administration for cartridge depot:** usable only if Rangemaster Gunshop is installed.

**Access rifle ranges administrative module:** usable only if Rangemaster reservation module is installed.

**System administration:** If it is not tagged, administrator is not able to access the sysadmin section to change setups, administrators privileges, prices etc.

**Access Web-module administration** allows to set up data transfer of competition data (Live view and result lists) to the web server

**Access data clean up and compression menu** gives access to various clean up routines

**Group policies** allows to limit access to shooting grounds for different customer groups

**Print labels** allows to print labels with shooter addresses from the shooters/cards/accounts section.

**Unlock rifle ranges** allows to activate rifle lanes remotely

**Access data analyzing section** gives access to data mining section

**Access this user administration** enables to change privileges usually for other administrators.

**NOTE:** you can lock yourself out of this section, but also may allow other users to have access to this section what may cause unwanted results

**Price administration** allows to change prices for clay target shooting and rifle ranges

**Access to customer details**

**Change shooter's data** allows to edit shooter's name, club data, payment data, delete client

**Change membership data** allows to edit information about shooter's club status

**Change payment data**

**Delete shooter's data**

**WARNING**: data cannot be restored!

**Change level of bonification** allows to add/edit or delete shooter's bonuses

**Show sum of credits**

To afford a certain administrator privileges:

Choose the name of the administrator form the list on the left side.
When you click the name you can see his tagged administrative privileges which you can edit.

If you want to deprive someone of administrative rights click his name and press **Delete.**

If you want to add a new administrator or delete him you should use the buttons bellow:

**<|** - go to the first line

**<** - next line

**>** - previous line

**|>** - go to the last line

**+** - add a new line

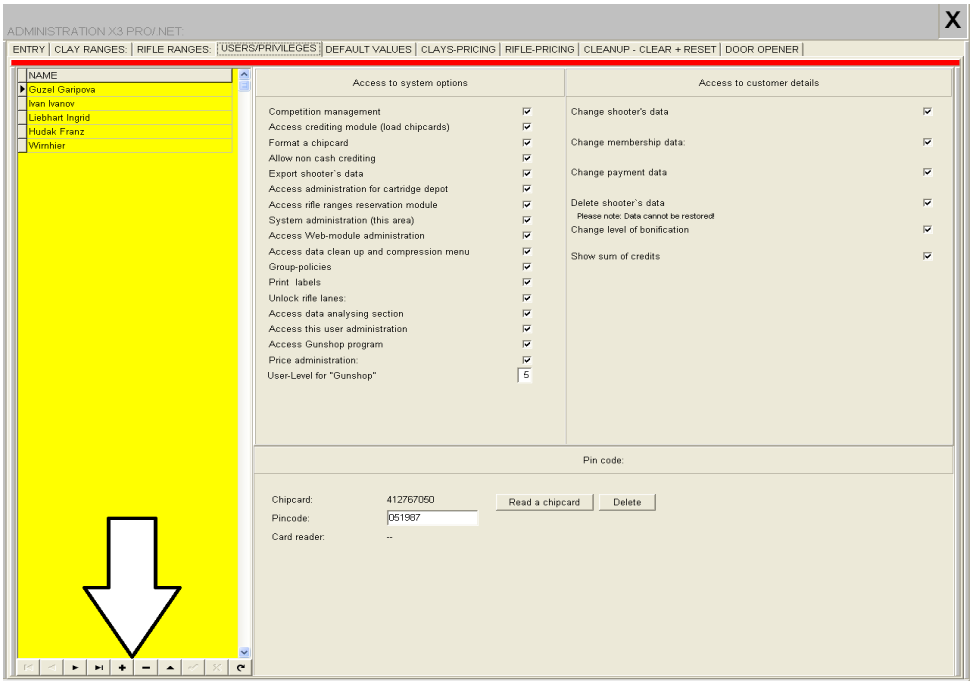
**-** - delete the line

**Δ** - editing

**√** - OK

**x** - no

↻ - previous action

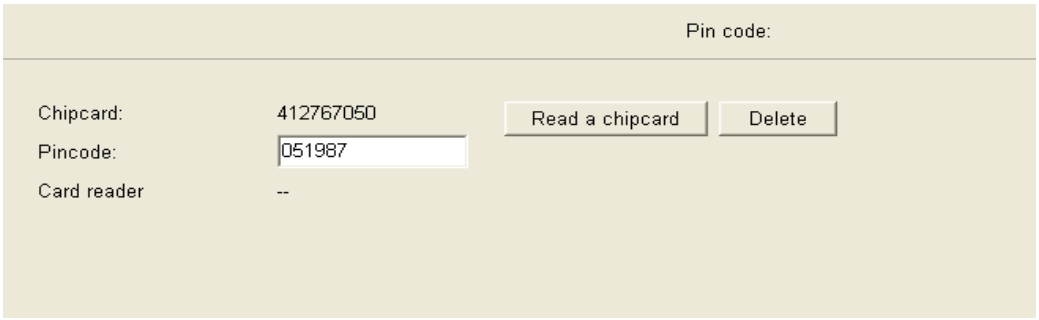



chip card section shows the number of the administrative chip card you use to log in.

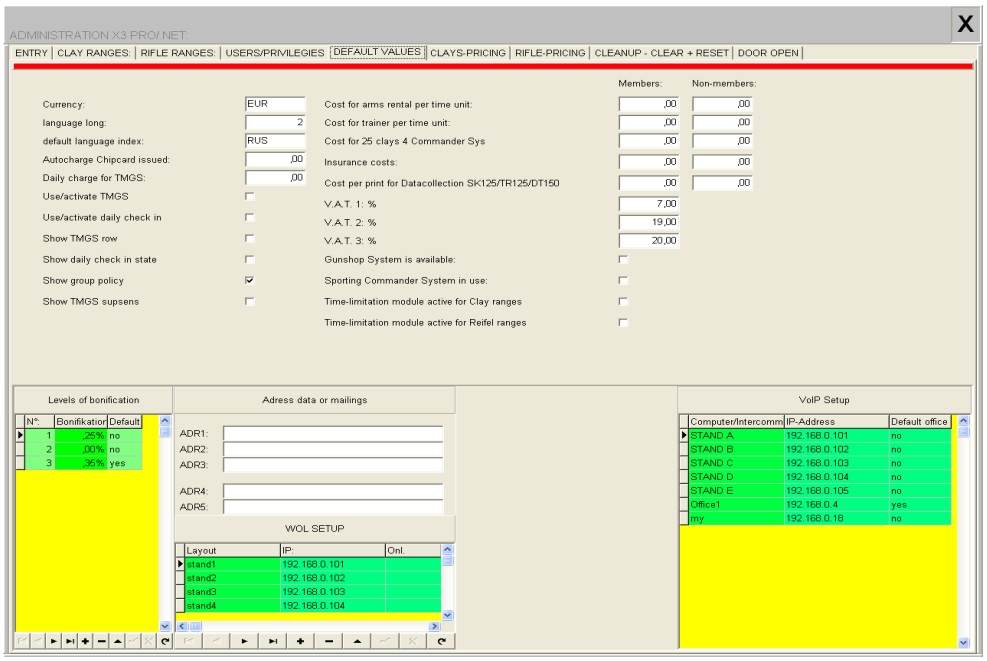
Pin code shows the pin code administrator uses to log in. You can also change it.

By clicking **Read chip card** with an inserted chip card inside of the chip card reader you **assign** it for the administrator so in the future he can log in to the sales program or computer on the layout using this administrative chip card.

The chip card used can be also used as a pay card for the administrator.



## 13.3 SYSTEM ADMINISTRATOR → DEFAULT VALUES




**Currency:** Currency abbreviation for your country

**Language long:** Code 1: German, Code 2: English, Code 3: Russian, Code 4: French

**Default language index:** 3 letter code: GER/GERMAN, ENG: English, RUS: Russian.

The choosen language will be automatically used when starting the system

**Auto charge chip card issued:** Money taken from the customer's account per chip card given

**Daily charge for TMGS:** Is not intended for use outside Austria

**Use/activate TMGS:** Is not intended for use outside Austria

**Use/activate daily check in:** Shooters have to report at the front desk of the shooting club to have their account unlocked every day they will shoot

**Show TMGS row:** Is not intended for use outside Austria

**Show daily check in state:** Shows the specific row in the customer's list

**Show group policy:** for future use

**Show TMGS suspense:** Is not intended for use outside Austria

**Cost for arms rental per time rental:** costs per day

**Cost for trainer per time unit:** costs per day

**Cost for 25 clays Commander Sys**

**Insurance costs:** costs per day

**Cost per print** for Data collection SK125/TR125/DT150

**V.A.T. 1%** Enter your reduced V.A.T percentage for club members

**V.A.T. 2%** Enter your reduced V.A.T percentage for non club members

**V.A.T. 3%** where applicable

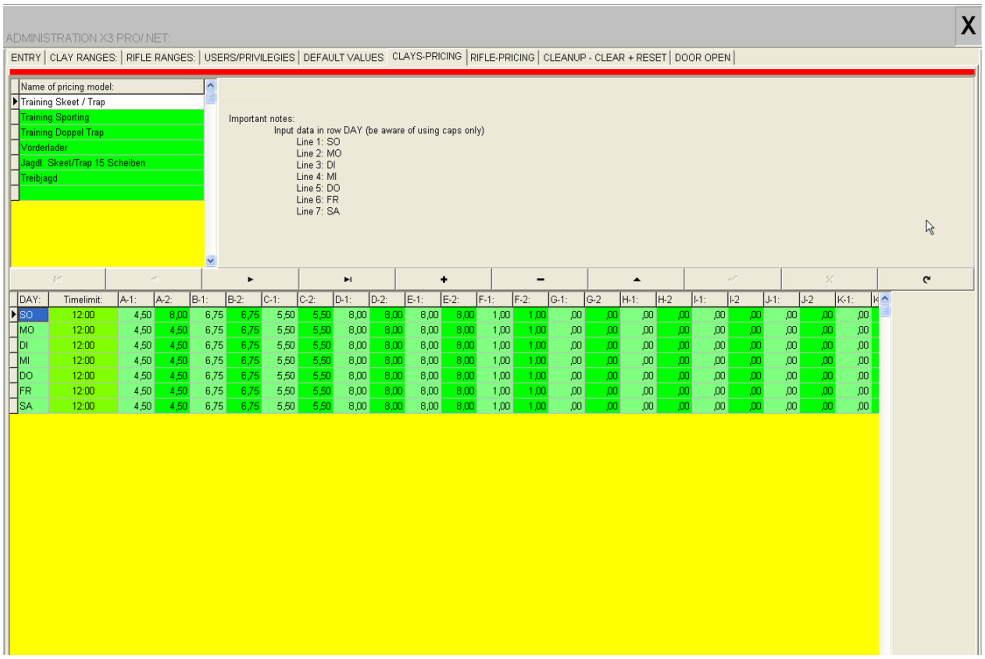
**Gunshop System is available:** Tag if you have Rangemaster Gunshop environment installed

**Sporting Commander System in** use: Tag if you are using devices like TXSPO8

**Time-limitation module active for Clay ranges:** Tag if installed

**Time-limitation module active for Rifle ranges:** Tag if installed

## 13.4 SYSTEM ADMINISTRATOR → CLAYS PRICING



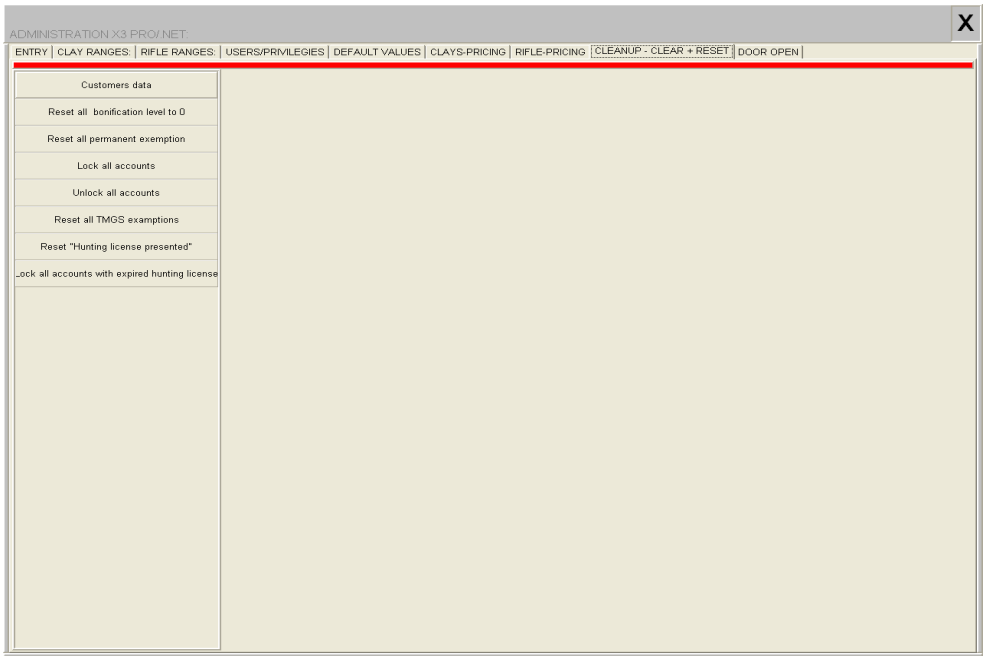

This section is for creating different pricing models for different types of shooting indicating different prices for different days per week and you even can enter 2 prices per day (before time limit and after time limit). And all of these prices can be set for the 26 customer groups (Groups A..Z – individually addressable to every shooter).

**NOTE**: **"F"** group is already preset as a customer group for Shooting Federations

It is recommended to have minimum following pricing models list:

- For Skeet and Trap (can be the same pricing model if prices are the same) – 25 targets
- Sporting and or Compak 25 targets
- Double trap with 30 targets
- Double trap with 50 targets – in case of using only
- Hunting simulation in case of being offered.
- Also possibly for other types of training with 15 targets e.g. (beginner's trap etc.)

## 13.5 SYSTEM ADMINISTRATOR → CLEANUP-CLEAR+RESET




These buttons will exactly execute the commands as described on the buttons:

- Resets all bonification level to 0

- Reset all permanent exemption

- Lock all accounting

- Unlock all accounts

- Reset all TMGS exemptions

- Reset "Hunting license presented"

- Lock all accounts with expired hunting licence

## 13.6 SYSTEM ADMINISTRATOR → DOOR OPENER – ACCESS TIMES

In this screen you enter the allowed time windows for up to 8 doors controlled by Rangemaster door openers.

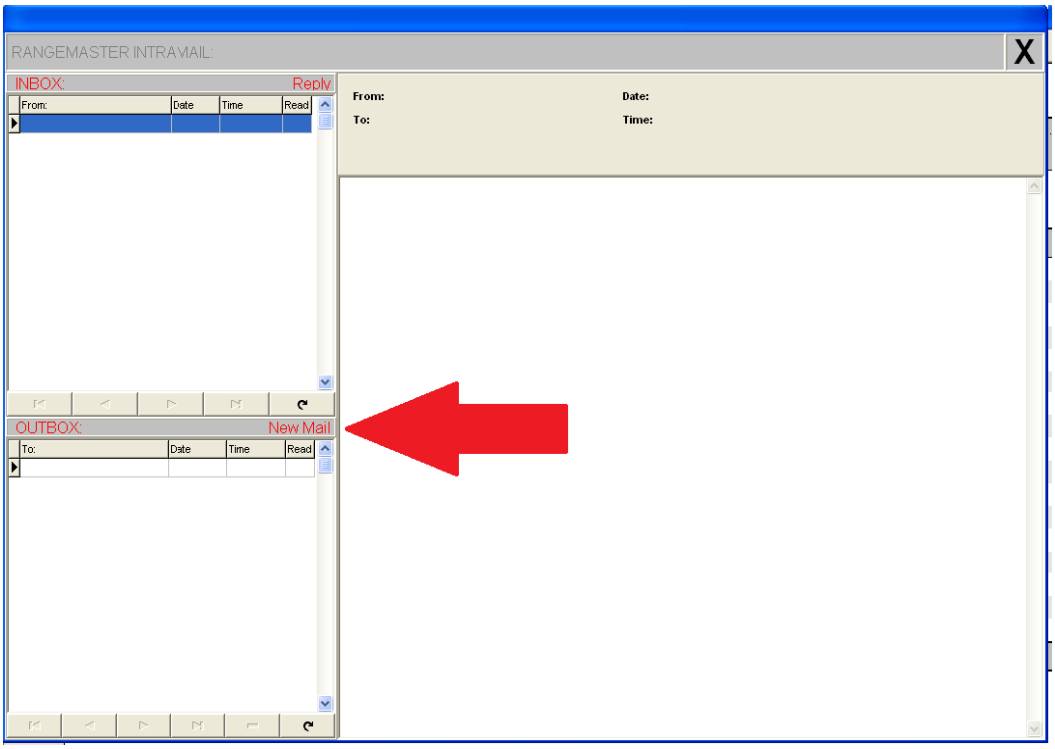
It means each door which opens/locks the range might be automatically locked/opened at certain times according to the schedule set in this section.

## 14. INTRA-MAIL

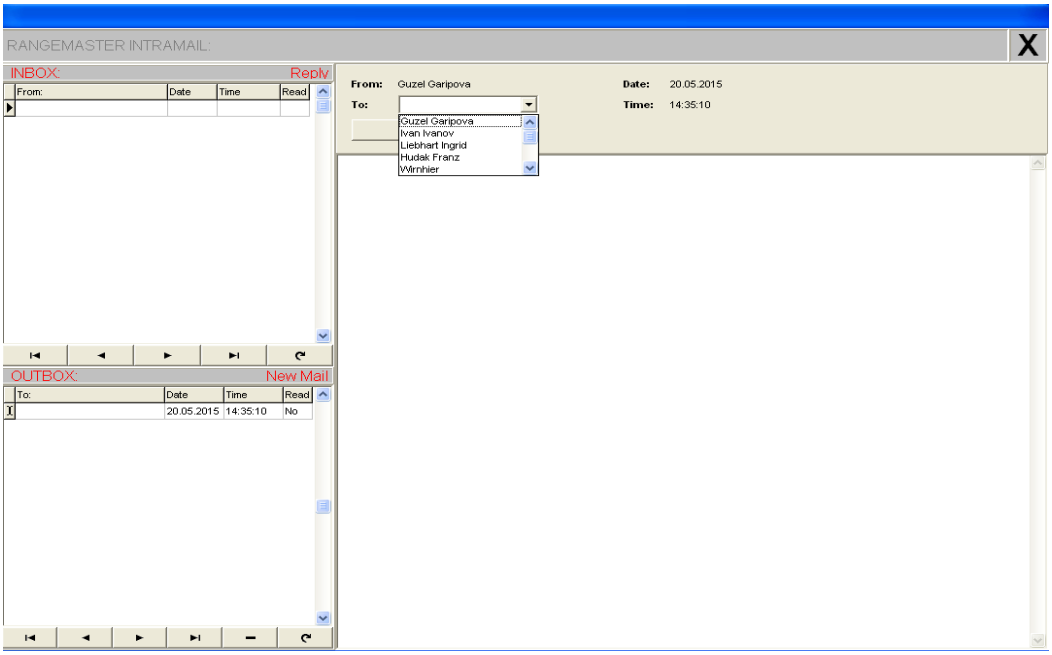
This option allows to send message to other administrators who also logs in to Sales program.

To send a message:

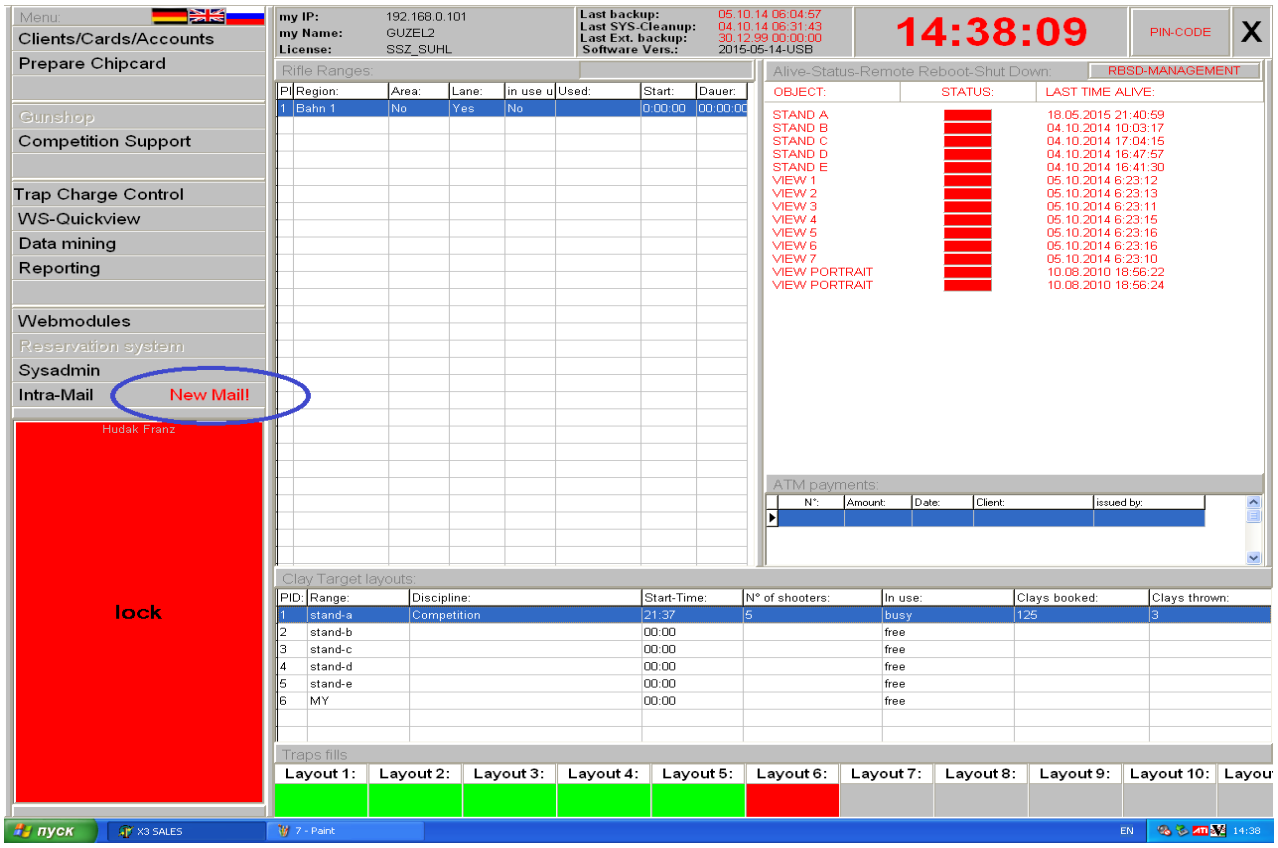
- Press **New Mail**




- Choose the addressee, enter the text of the message and press **Send**



When addressee logs in to the system in front of the Intra-Mail there will be a **New Mail** sign.

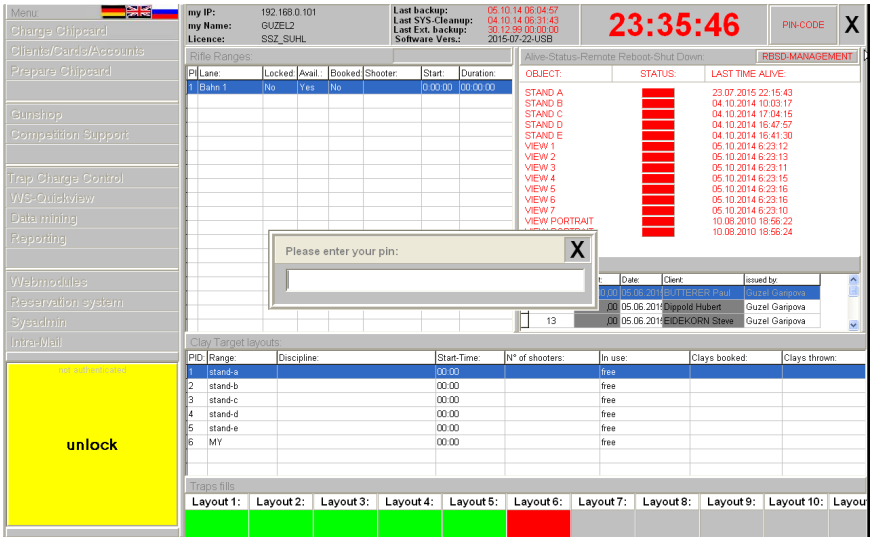


# 15. HOW TO:

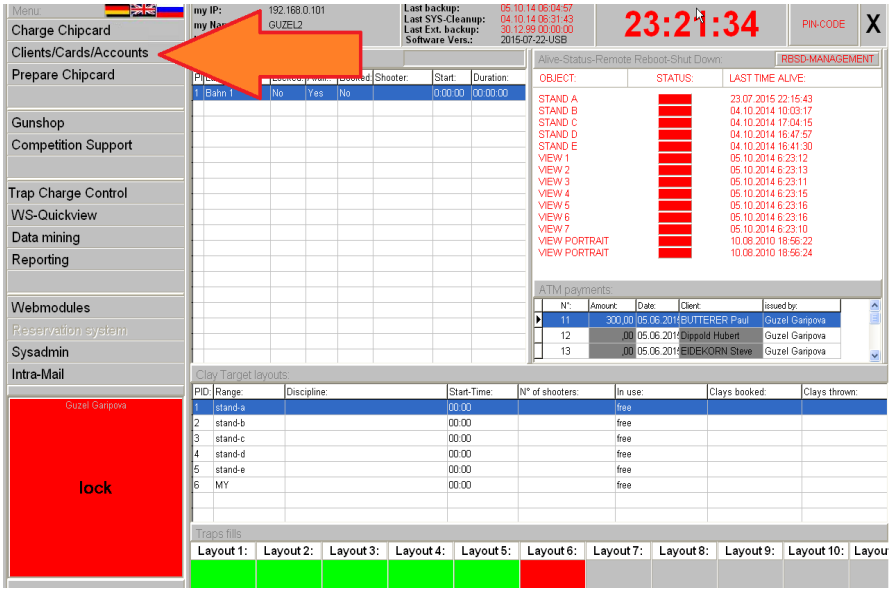
**Step by step tutorial**

## 15.1 ADD A NEW SHOOTER

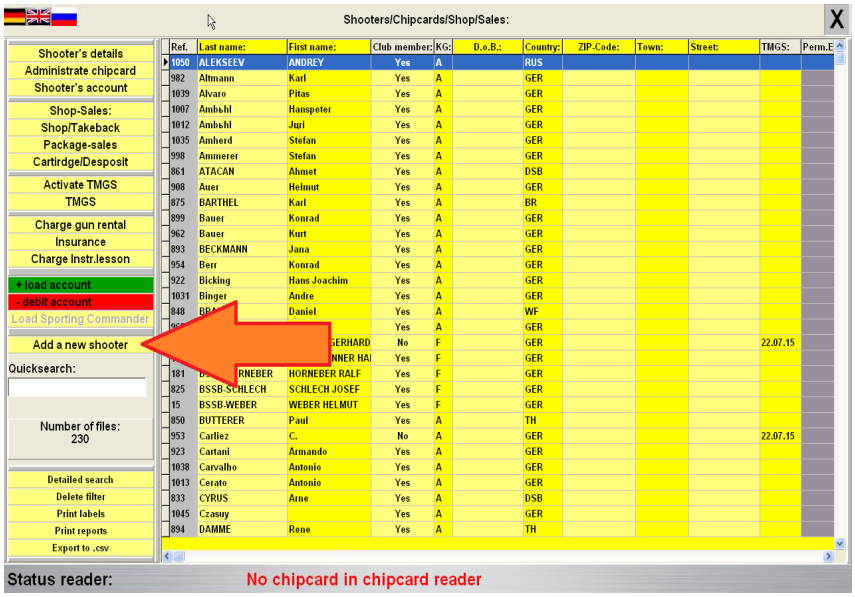
1.Log in to the system




2. Press **Clients/Cards/Accounts**



3. Press **Add a new shooter**

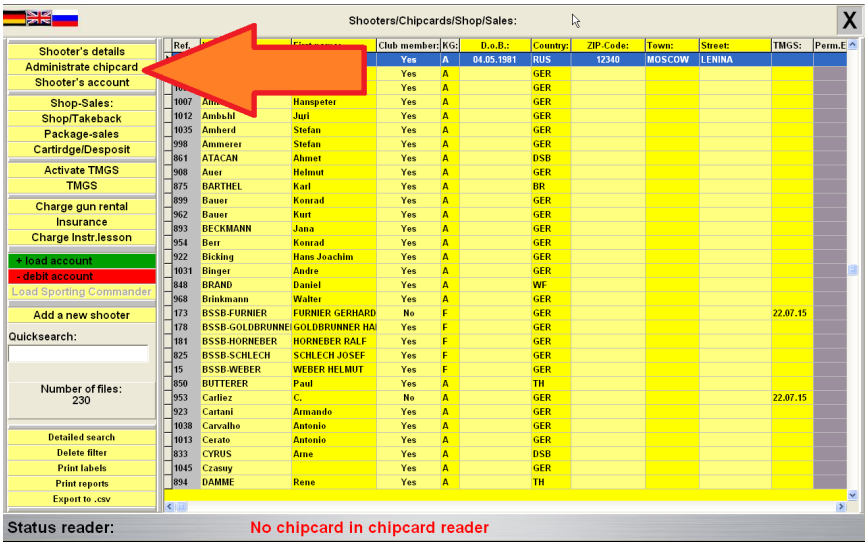



4. Fill a new form for a shooter (press **Edit data** first)

Minimum information should be filled in:

- First name
- Last name
- Date of birth
- Address
- Customer group
- Payment + credit base

## 15.2 ASSIGN A CHIP CARD FOR THE SHOOTER

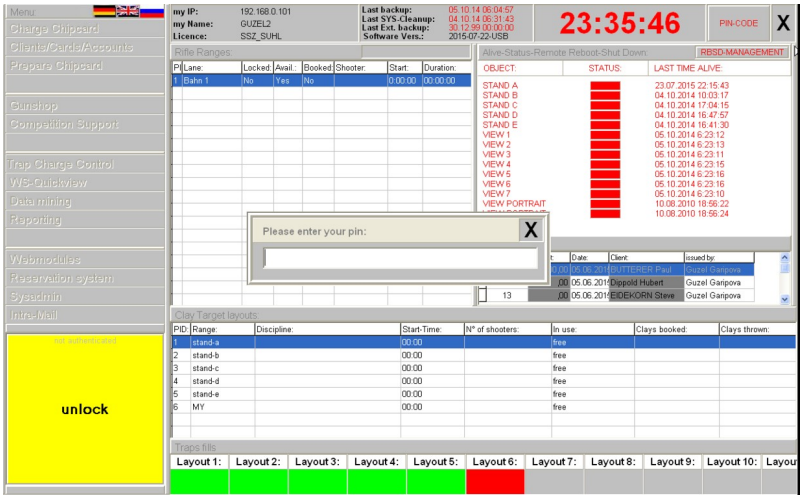


## 15.3 CHANGE DISCIPLINES AVAILABLE IN PAYMENT MODE

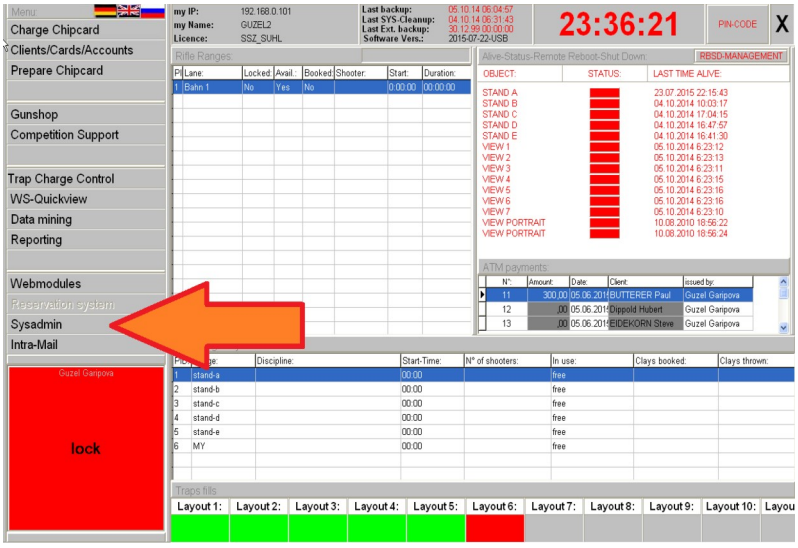
(to be displayed on the range computer for the shooters):

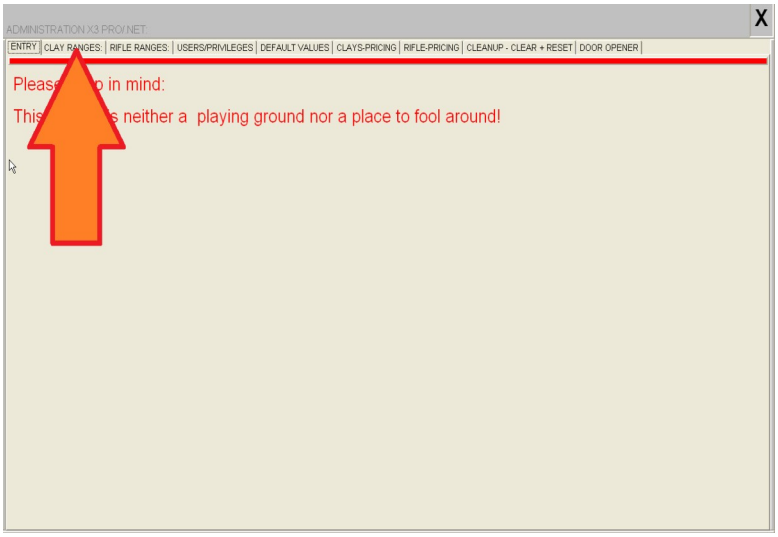
For example there are following disciplines on the layout and you want to change the list of shooting modes allowed (add or remove disciplines)

- Log in to the system



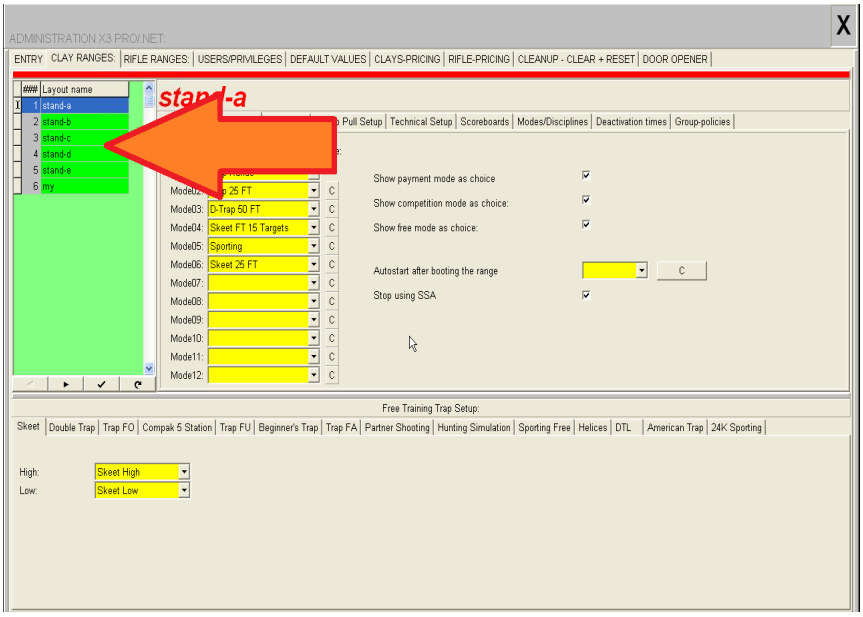

- Go to “Sysadmin” section and choose **Clay ranges** tab



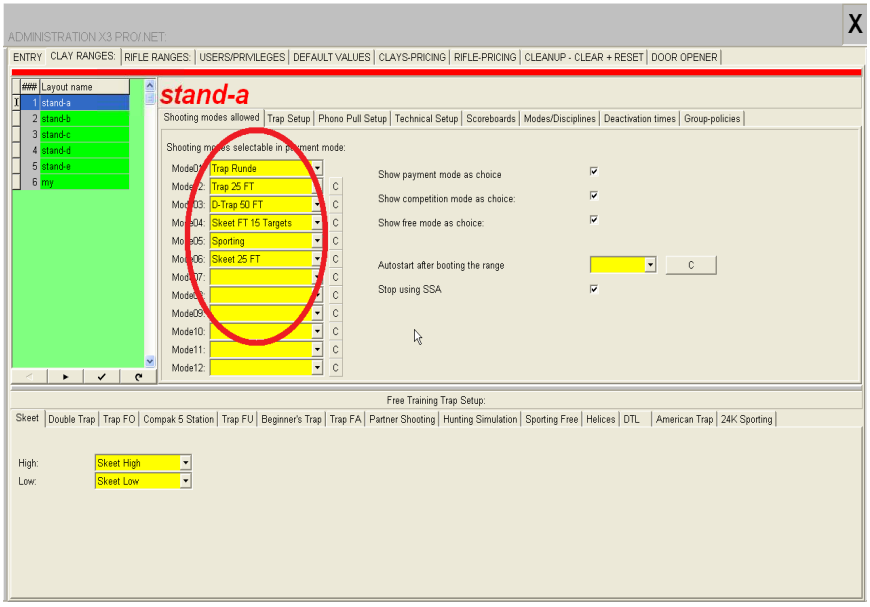



- There you see “Shooting modes allowed” tab

- Select the range (Stand-a, stand-b, etc.) where you need to change the list of disciplines.

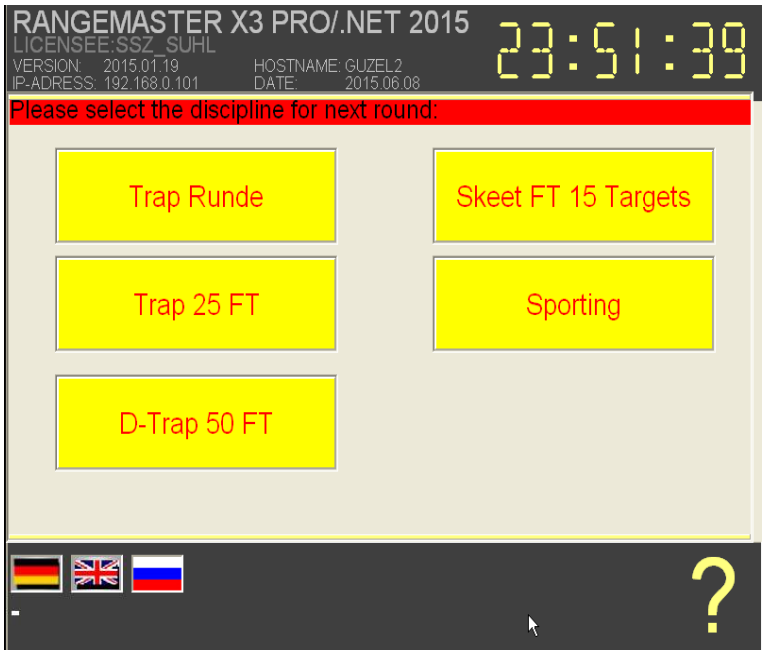



- Add or remove disciplines (Mode01, Mode02, etc.)



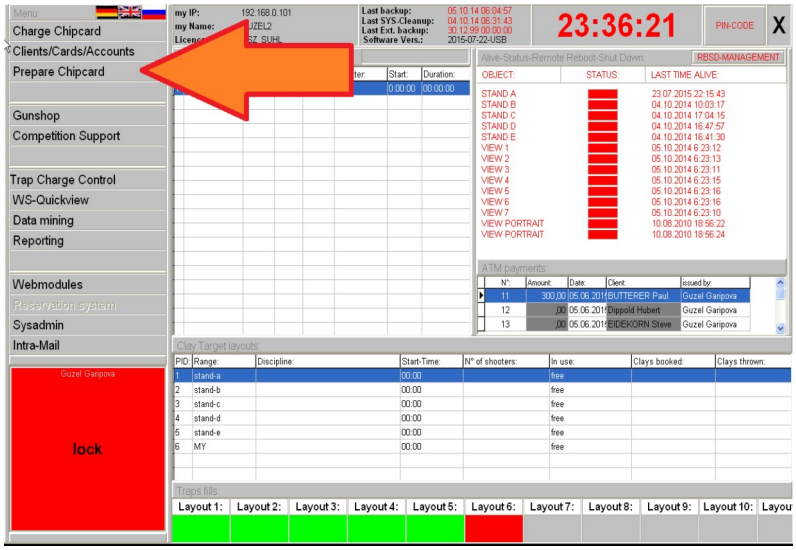

As an example we removed Skeet 25 FT and added Sporting instead.

As a result on the Range A you have following 5 disciplines:



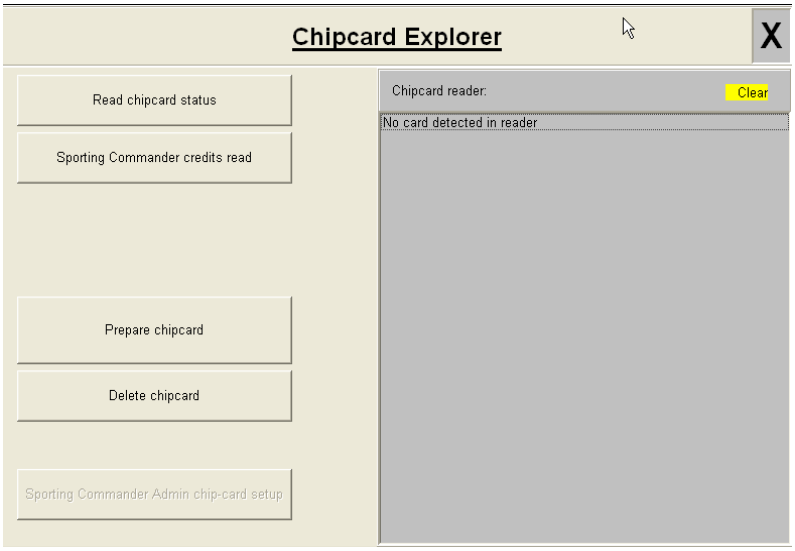

## 15.4 HAVE ALL NEW CHIP CARDS FORMATTED

- Log in to the system
- Go to **Prepare chip card** section



- Insert a card into the chip card reader

- Press **Prepare chip card**

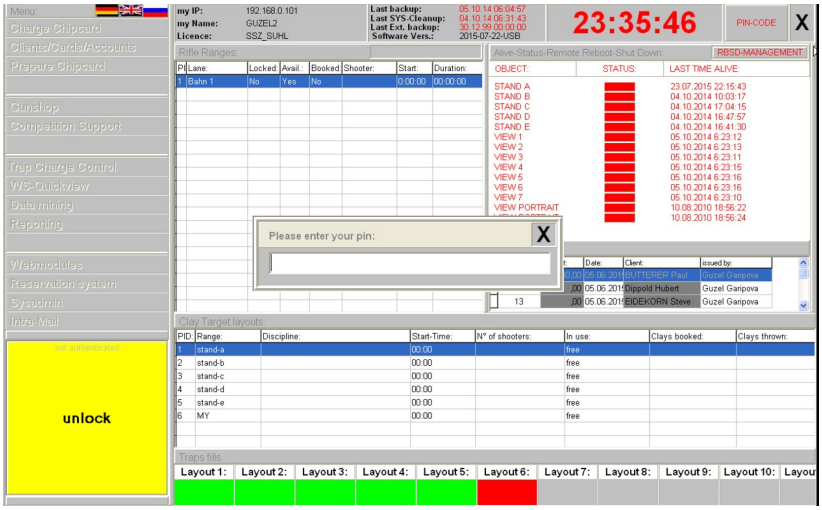



- Do the same with all new chip cards

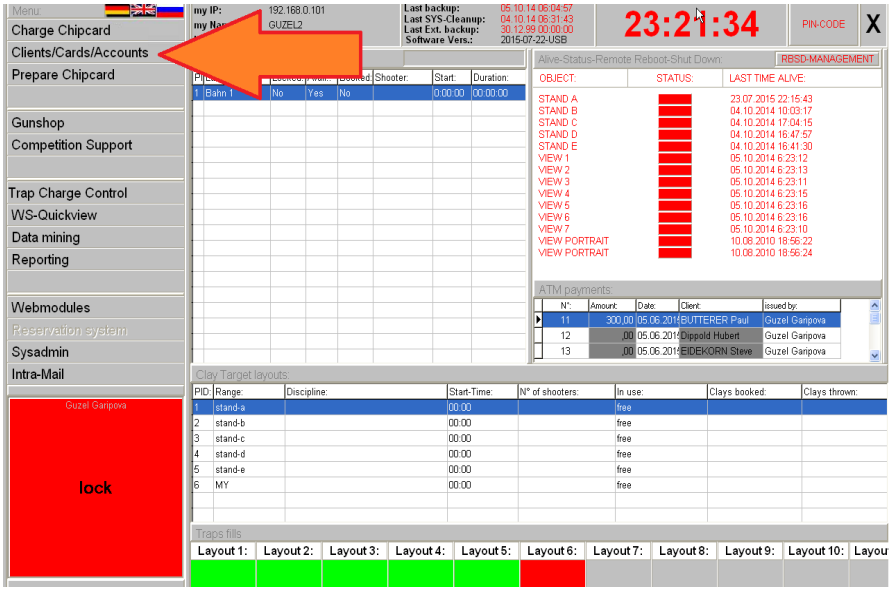
**NOTE:** you can also recycle all your pre-used/returned cards

## 15.5 SHOOTER HAS LOST HIS CHIP CARD

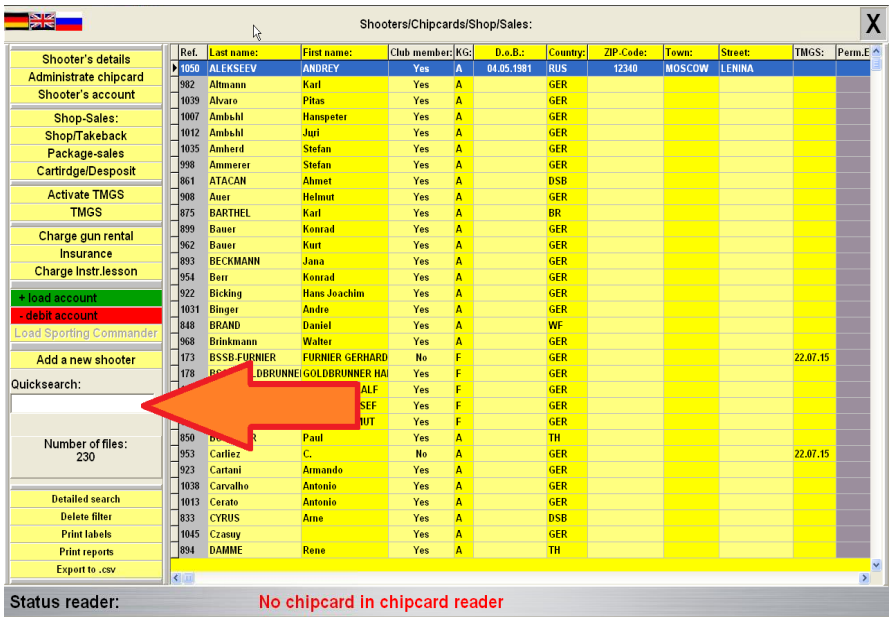
- Log in to the system



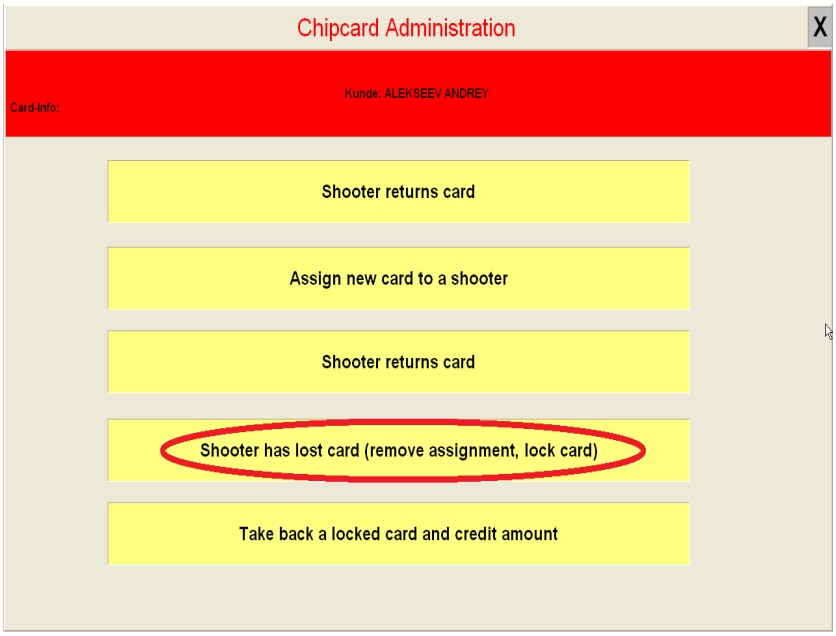
- Go to **Clients/Cards/Accounts** section




- Find the shooter using quick search by his last name



- Press **Administrate chip card**

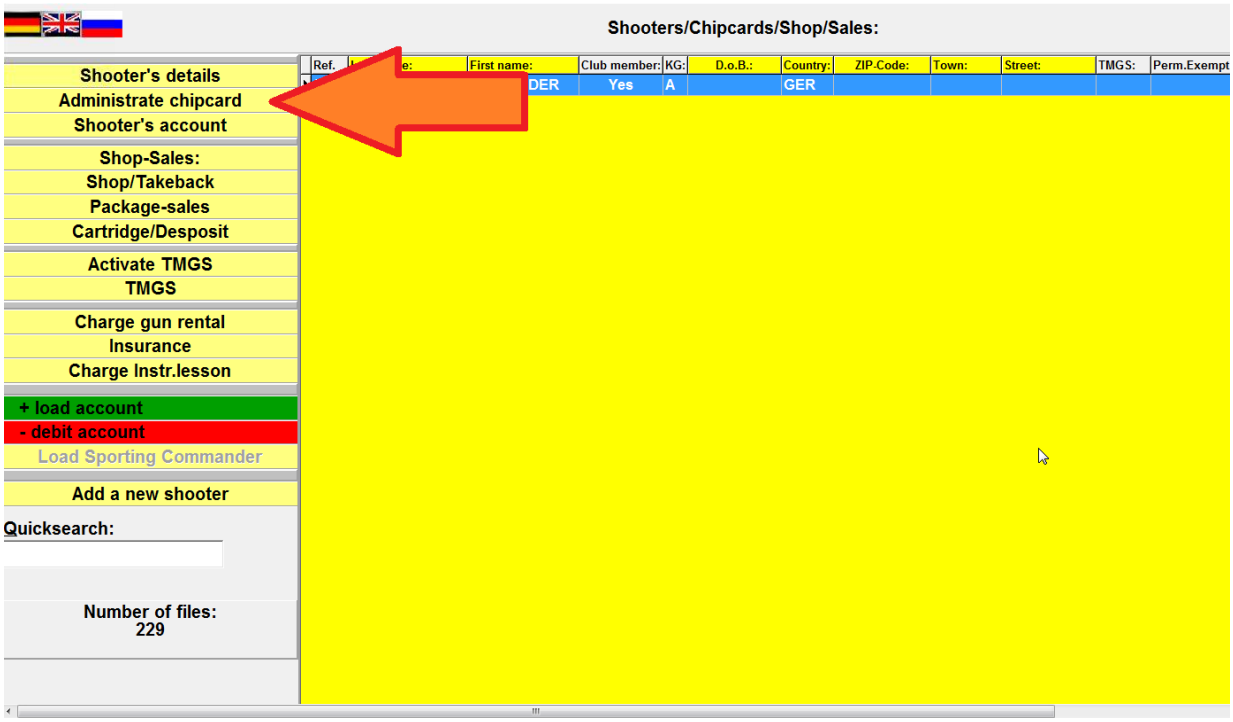



- Click **Shooter has lost card (remove assignment, lock card)**

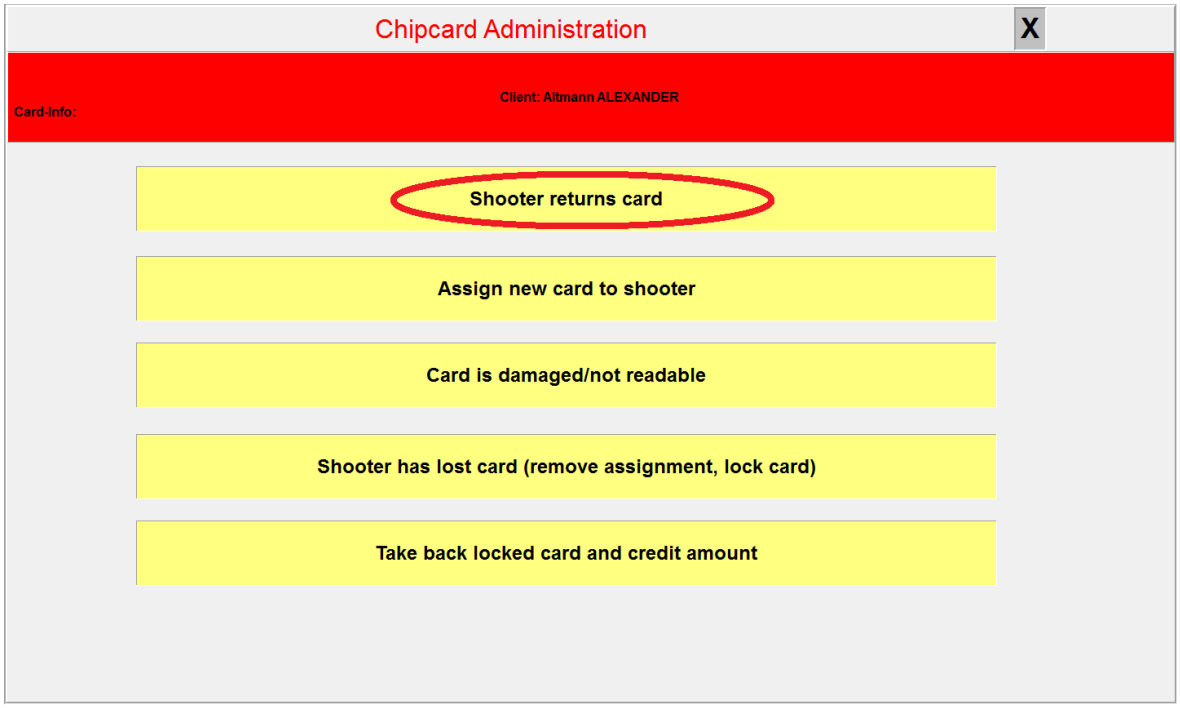
- Assign a new chip card to a shooter if necessary

## 15.6 SHOOTER WANTS TO GET MONEY FROM HIS ACCOUNT AND RETURN A CHIP CARD

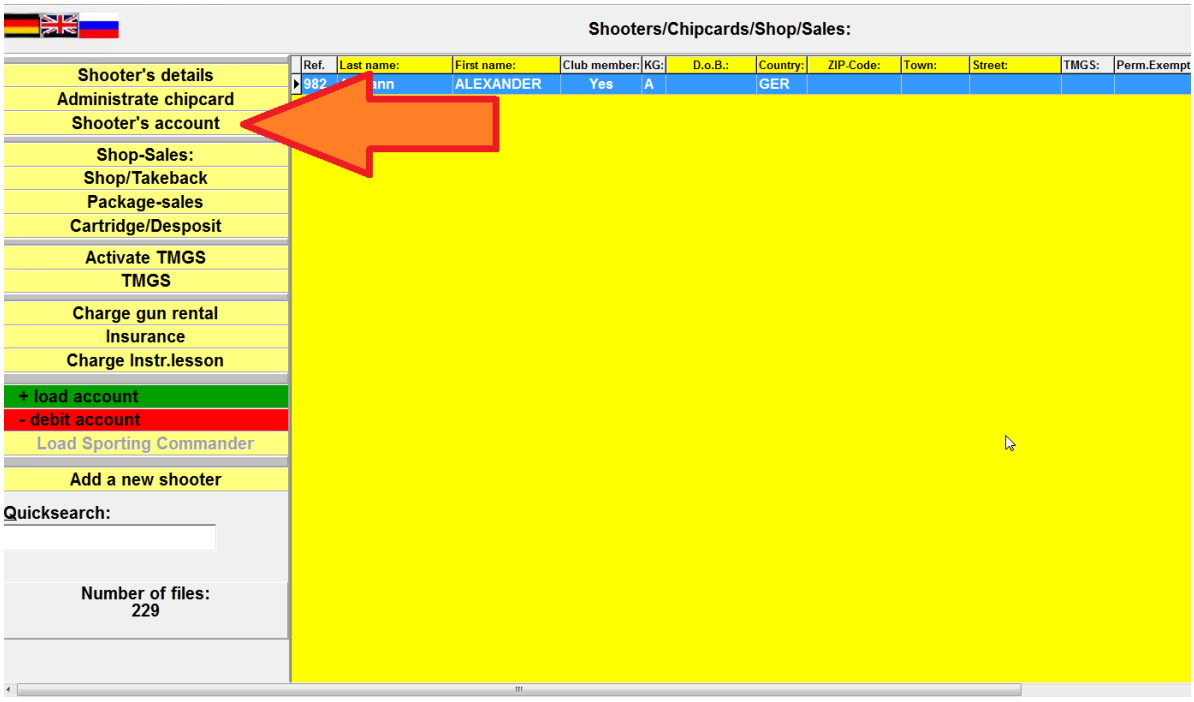
- Insert shooter's chip card into chip card reader
- Press **Administarate chip card**



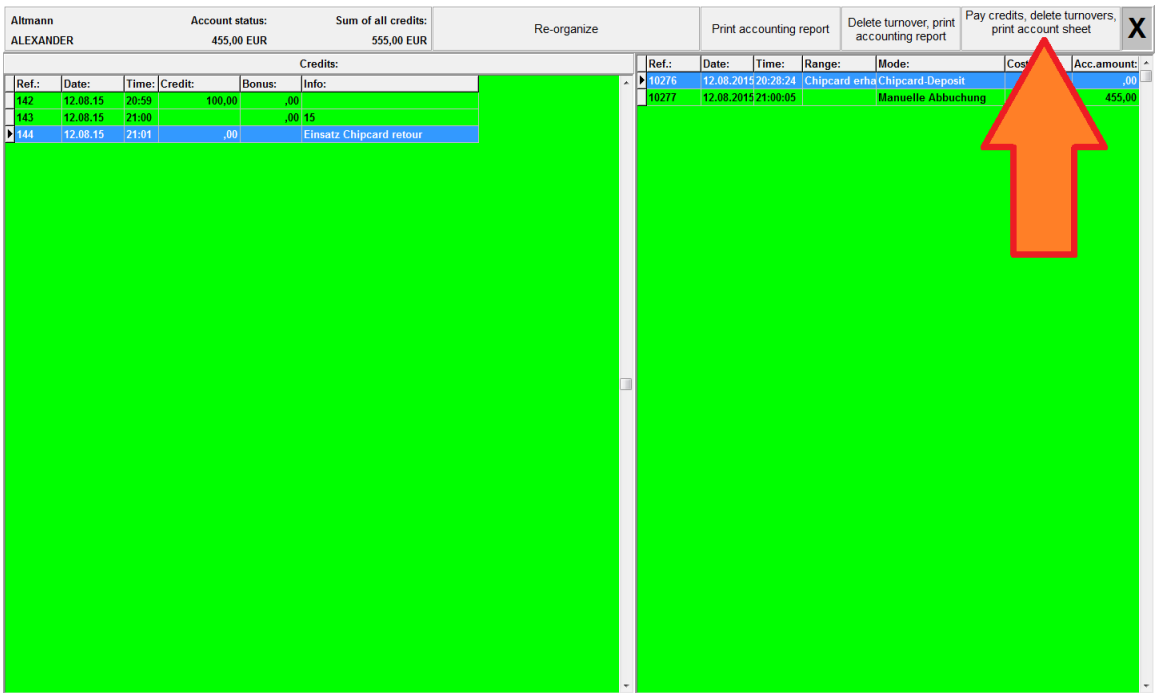

- Press **Shooter returnes card** to lock the card



- Go to **Shooter's account**




- Press **Pay credits, delete turnover, print account sheets**




- Print two account sheets. One should be given to the shooter, the other should be signed by the customer and taken back

## Glossary

24k sporting....4, 79, 102
access to customer details....104, 106
access to system options....104
account id....23
account locked....22
account name....23
account status....7, 18, 22
accounting system....6
add a new shooter....2, 28, 116
add picture....21
administrate chip card....2,11, 24,107
amount available – csv export....2, 45
assign new card to a shooter....25
bank data....23
bank id....23
best customer list....2, 40
bonification....22
central trap charge control....35
chip card....2, 4, 11, 17, 19p., 22, 24p., 33, 38, 49, 107, 117, 121p., 124
clay booked....13
clay capacity....71
clay ranges....3, 69
clays pricing....4, 110
clays thrown....2, 9, 13, 38, 41,46, 71, 85p.
cleanup-clear+reset....4, 111
clients/cards/accounts....2, 18
com port....10
com 9....10
compak sporting....3, 86
competition mode....70
competition support....2, 34
credit ("-" if no)....23
credits – csv export....2, 45
customer group....21, 117
customer list with minus....2, 40
customer list with plus/credit....2, 39
daily report....3, 60pp.
daily report of chip cards given and returned....3, 60
data mining....2, 9, 38,39, 59
deactivation times....103
debit account....28
debits – csv export....2, 44

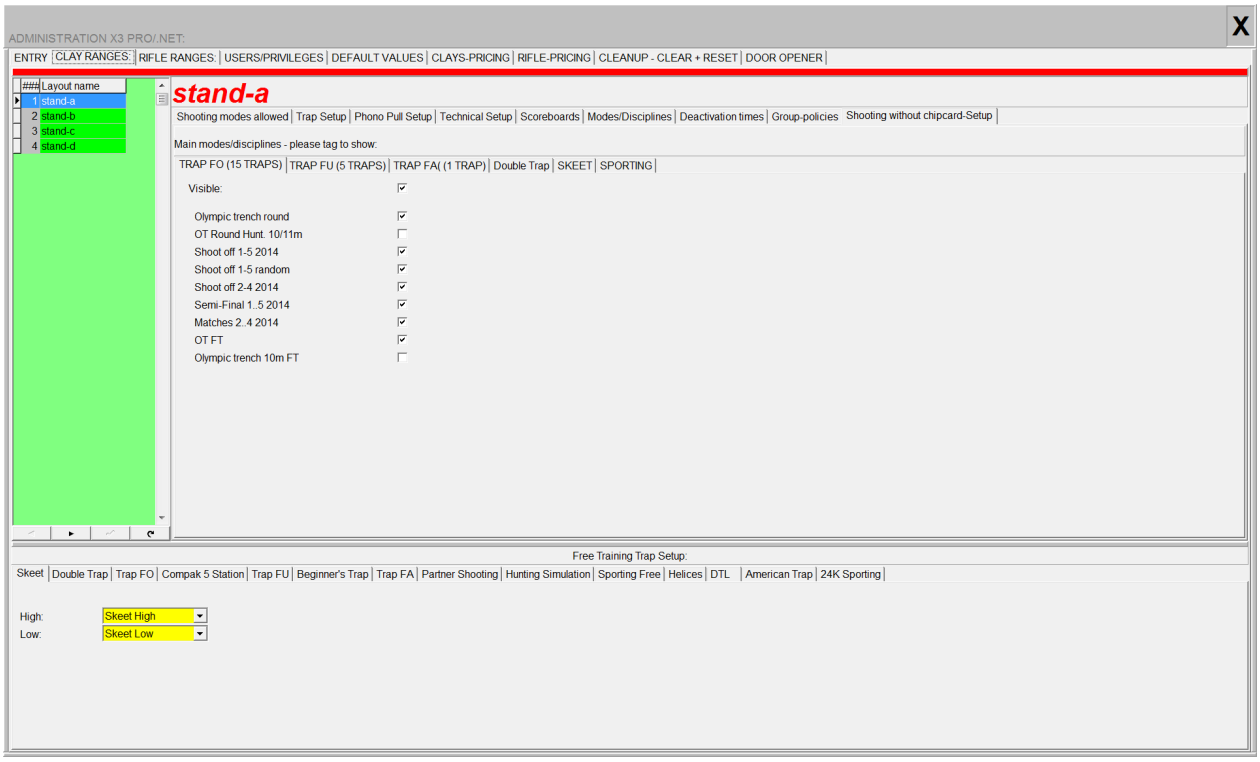
default language index....108
default values....4, 108
detailed search....2, 29
disciplines....3, 23, 76
door opener – access times....112
double trap 50....3, 83
emergency stop attached to port....73
export to excel....2, 32
FA movement activation/deactivation....74
ffserver....10
filter....23, 29, 32, 105
free mode (shooting without chip card)....70
free of charge....22
free training....38, 77pp., 88pp., 94p.
free training trap setup....3, 88
free-of-charge....7
global-view....2, 13p.
group-policies....103
gun license database....23
HD-monitor....14
helices....3, 79, 99
how to....4, 115
insert picture....20
intra-mail....4, 113
IP address....10, 37, 73
last backup....37
last ext.backup....37
last says-cleanup....37
last sys-clean-up....15
last time alive....12
load account....27
live-view....2, 13p.
mac-address....73
microphones....72, 77pp.
minimum fill....16, 36
minimum quantity of clays....71
minimum requirements for running administrative program....2, 10
modes of payment....2, 22
monitor....12
multi-charge per round....22
new shooter arrives to shooting ground....4, 115
partner shooting....3, 79, 96
payment mode (shooting with chip card)....70
payment system....7

phono pull setup....3, 72
photo....20
pin-code....11, 104
port....10, 71p., 74
port number....73p.
post-charge....7, 22
pre-paid....7,22
predefined shooting schemes....77
prepare chip card....33, 121
print chip card....20
print labels....2, 30, 105
print reports....2, 31
privileges....4, 11, 104
proceed with transaction....17
quick account loading....17
quicksearch....28
RBSD-managment....12
reason for debiting....28
registration code....73
relay sporting activation/deactivation....73
reload time....71
reporting....9, 59
reporting system....6
researcher....23
reset range....2, 13, 15
running the internet live results....66
schemes....3, 81
search by discipline....29
search by unique entries....29
security....6
server....10
set all as refilled....36
settings for phono pull....72
shooter has lost card (remove assignment, lock card)....25, 124
shooter returns card....25
shooter's account....26
shooter's details....2, 19
shooting modes allowed....3, 69, 119
shooting progress....14p., 38
shooting with debit....7
skeet round setup....3, 81
skeet: “mark” light attached to port....73
skeet: “pull” light attached to port....73
sporting....3p., 33, 72, 78pp., 84, 86, 88, 98, 102, 109p., 120

static ip address....73
status of shooting layout....13
stop using SSA....70
system administrator....3p., 11, 68, 69, 104, 108, 110pp.
take back a locked card and credit amount....25
tight VNC....12
training system....8
trap charge control....5, 16
trap FO....3, 36, 72, 77, 81p., 88, 91
trap FU....3, 82
trap setup....3, 71
traps fills....2, 16, 71
types of payment....27
uebungstaube....79
use phono pull....74
users / privileges....4, 11, 104
voice over ip name....73
vorderlader....79
webmodules....3, 65
WS-Quickview....2, 38

# APPENDIX TO ADMINISTRATIVE PROGRAM "SALES.EXE" USER MANUAL

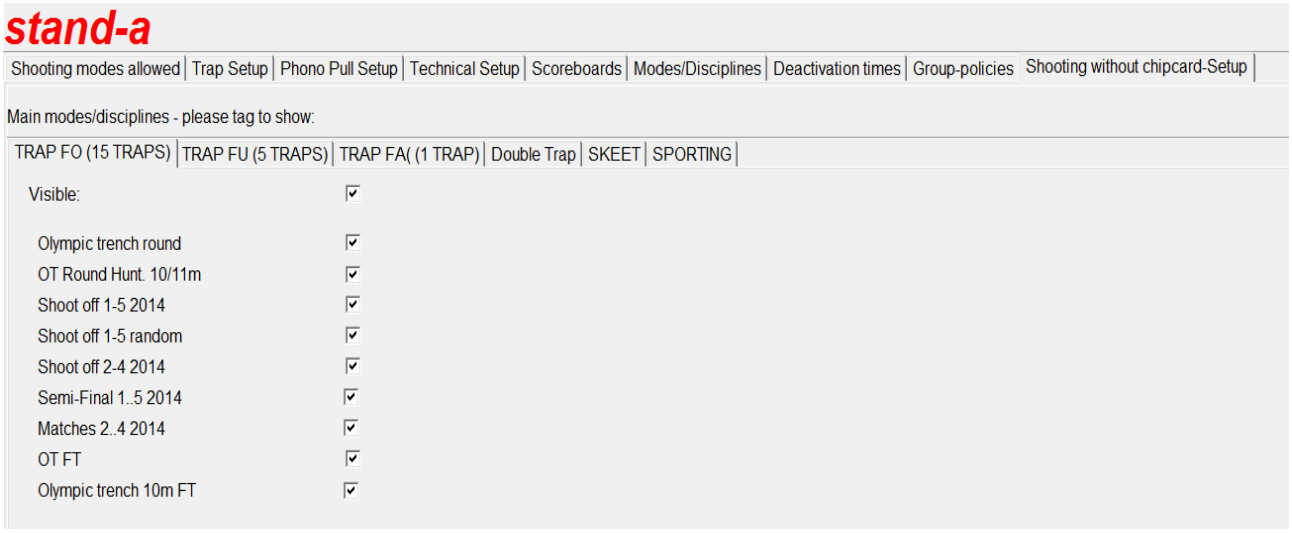
## 13.1.6.0 SHOOTING WITHOUT CHIP CARD - SETUP



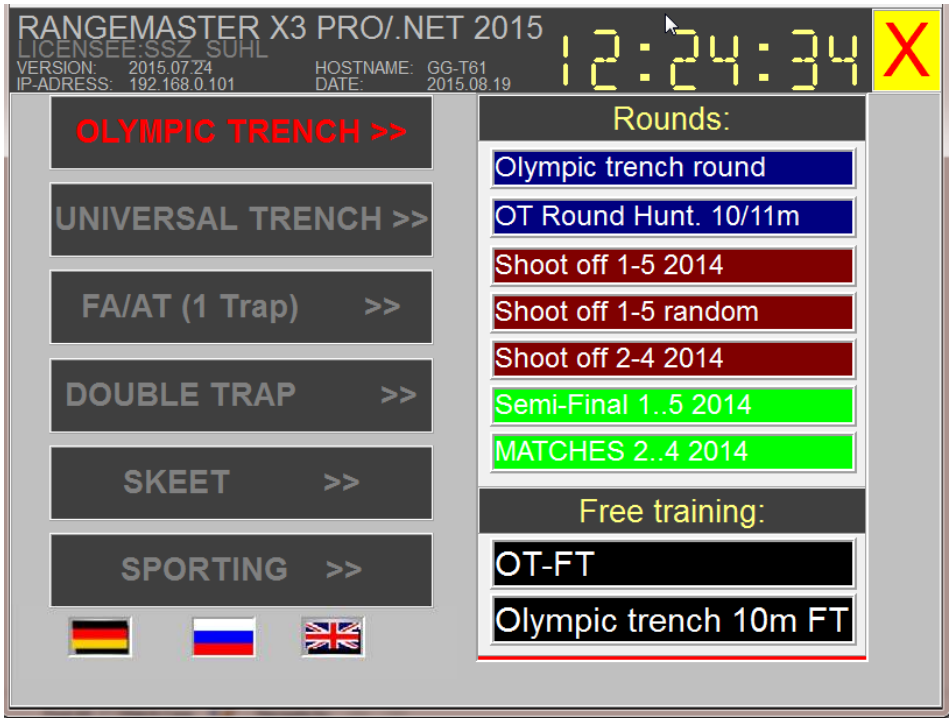

In this section you are able to hide the disciplines for the shooting without chip card/free mode which you don't want to offer or you don't have on each layout.

Just tag **Visible** for the certain discipline to be shown on the touch screen monitor of the sequencer for shooting without chip card mode and tag all options for each discipline to be offered to shooters.

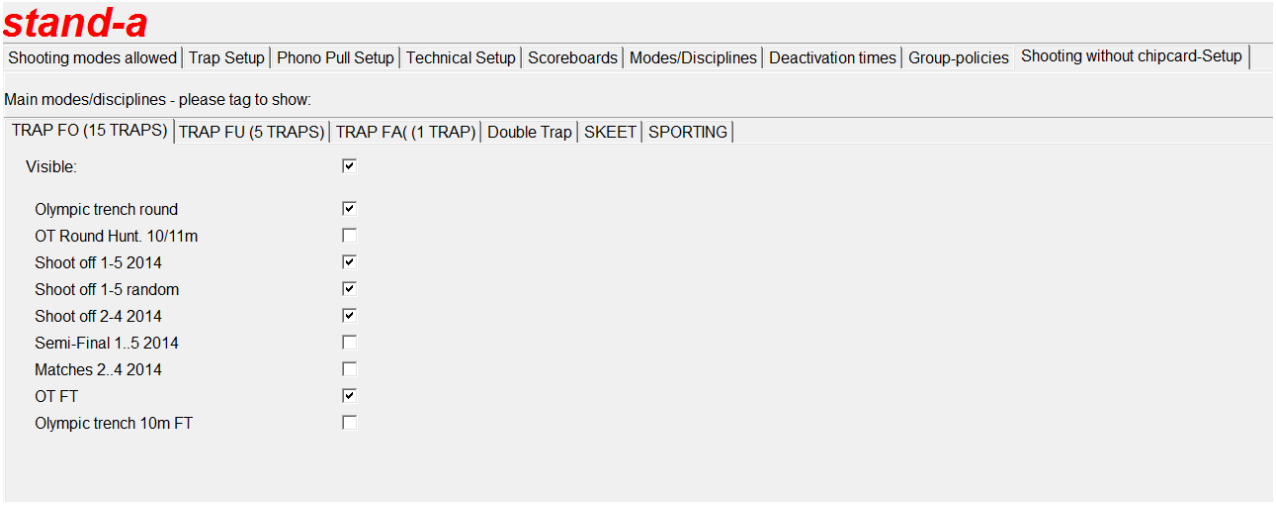
***Exmaple**: for TRAP FO (15 TRAPS) discipline **Visible** and all modes are tagged.*



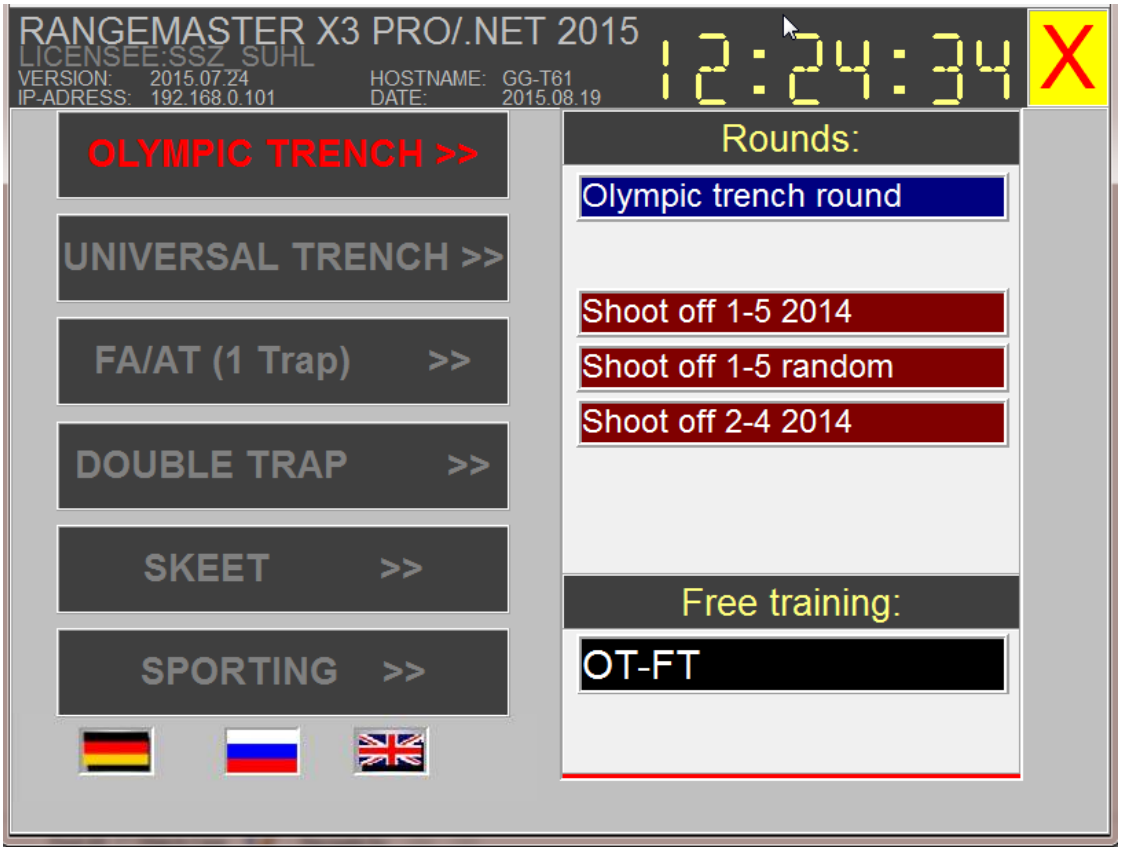

As a result on the touch screen layout computer we can see **Olympic trench** discipline with all modes.




In case some modes are not necessary just untag them:




As a result they are not shown on the layout computer:



*** 12. WEB MODULES** feature is removed to **EasyScore** program.

This section is for selecting competitions for online results.