



RRANGEMASTER
SYSTEMS

Rangemaster HDMI Monitor Drive User manual

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TABLE OF CONTENTS

1. DESCRIPTION OF UNIT.....	2
TECHNICAL DATA.....	2
OPTIONAL ACCESSORIES OR DEVICES.....	2
2. INSTALLATION.....	3
3. SETTINGS UP (COLOUR, FONTS, SIZE).....	6
1.1 TOP TEXT.....	7
1.2 TOP TIME.....	8
1.3 HEADER.....	9
1.4 LINES.....	11
1.5 BLOCKS.....	13
1.6 WINDOW.....	15
1.7 TEMPLATES.....	16
1.8 VERSION.....	16
1.9 LOG.....	17
1.10 EXT. BUTTONS.....	17
1.11 SAVE/CLOSE SETTINGS.....	17
4. OPERATING.....	19
4.1. SWITCHING ON/OFF.....	19
4.2. GENERATE FILE FOR DATA TRANSFER AND IMPORT DATA FROM USB STICK.....	19
5. LIMITED WARRANTY.....	20
6. RMA FORM.....	21

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1. DESCRIPTION OF UNIT

Rangemaster HDMI Monitor Driver is a video signal generator for monitor with HDMI output for showing shooting scores/progress

TECHNICAL DATA

Power Input:	Power (input): via car battery, external power supply, polarity fail-safe
Power consumption:	Without monitor connected: < 1000mA at 12V DC With monitor connected: < 2000mA at 12V DC (assuming monitor needs less than 12W)
Min. supply voltage:	11,9V DC
Max. supply voltage:	15V DC
Operation temperature:	-5°C to +50°C
Output:	HDMI signal, audio stereo signal for speakers, data, power output for monitor 12V DC
Input:	Serial data from X2, X2 PRO, power in

OPTIONAL ACCESSORIES OR DEVICES

Speaker, 4-8Ohm (YOU MUST NOT USE SPEAKERS WITH OHM >8)

Metal enclosure

Monitor (OPTIONAL/BOUGHT BY CUSTOMER)

2. INSTALLATION

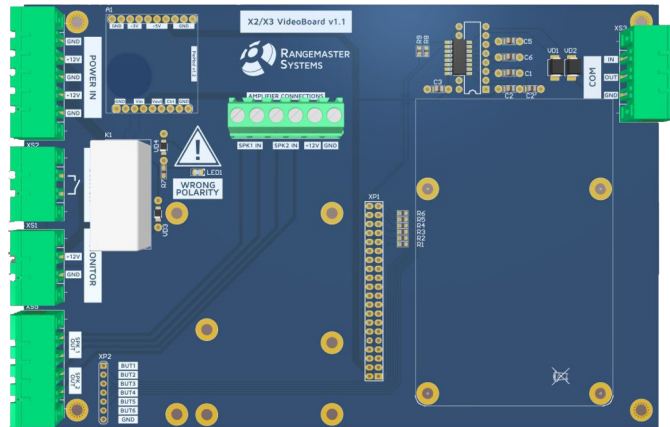
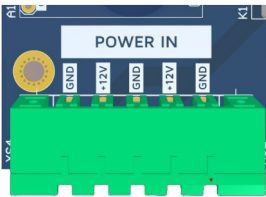
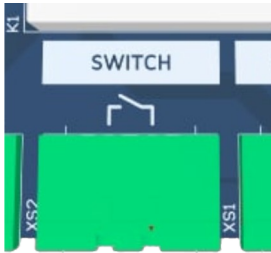
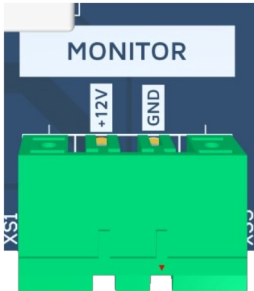

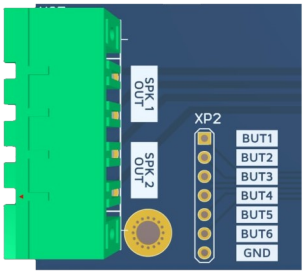
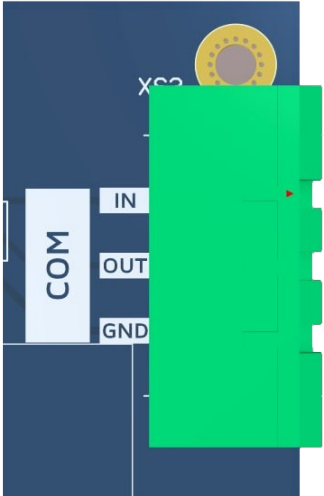
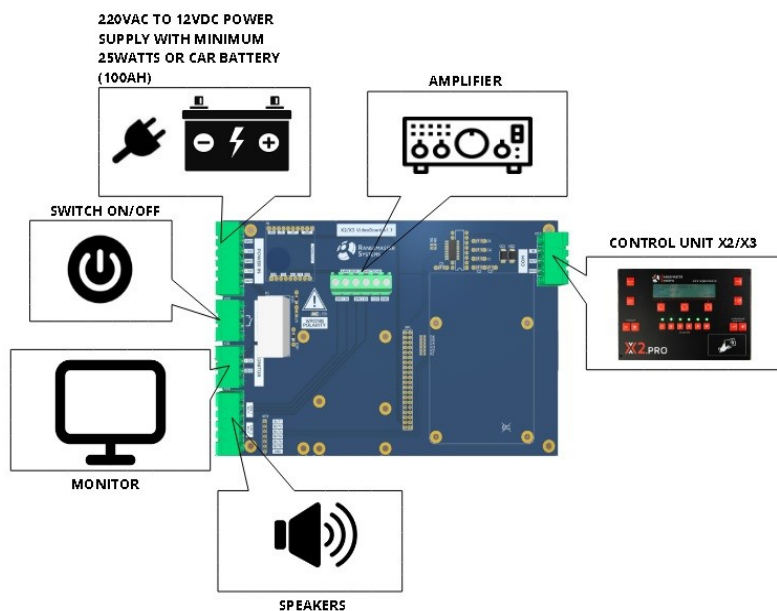


IMAGE OF THE PCB SECTION	DESCRIPTION	CONNECTION
	POWER IN For connecting power	Connect ground to GND and 12V to +12V You can connect up to 2 car batteries at the same time.
	SWITCH This is the power switch	It is connected "Ready to use" with the toggle switch "ON/OFF" inside the unit
	MONITOR This is the power output to the monitor	Connect ground to GND and 12V to +12V Connecting a 12V Monitor to this socket is only allowed, if the power consumption is less than 12W/1A at 12VDC. Otherwise use external power supply shipped with your HDMI monitor

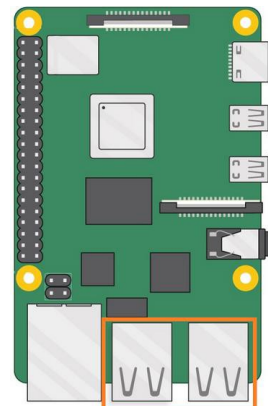
	<p>WRONG POLARITY</p> <p>indicates if the polarity was not followed when connecting monitor power</p>	<p>If the power is supplied incorrectly (plus and minus are confused), the red LED1 "WRONG POLARITY" will light up</p>
	<p>SPEAKERS</p> <p>..</p>	<p>SPK OUT 1 and 2 - here we connect the wires that go to the speakers.</p> <p>XP2 connector - you can connect buttons here.</p>
	<p>COM</p> <p>..</p>	<p>A COM cable (RS232) that goes to X2 or X2 PRO is connected here</p> <p>USE ONLY THE CABLE SUPPLIED BY USE!</p>



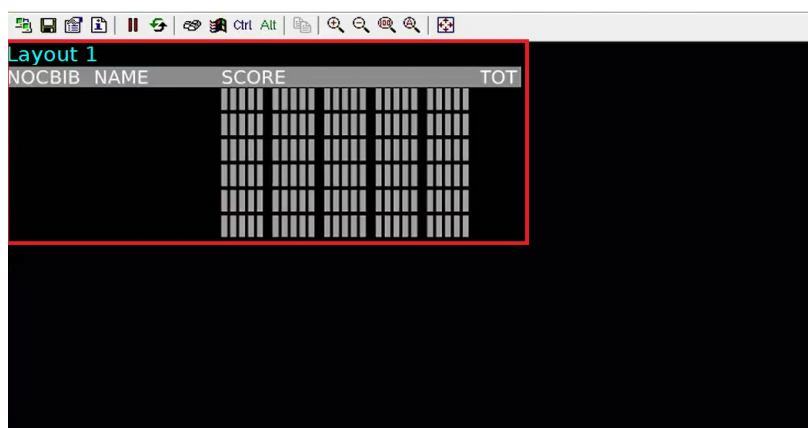
PUSH BUTTON	DESCRIPTION
Toggle switch	Power on/off
VALID FOR COMPAK INLINE ONLY	
1 st push button	Load Data from USB Stick
2 nd push button	Save data from USB stick
3 rd push button	Remove shooter
4 th push button	Restore shooter

3. SETTINGS UP (COLOUR, FONTS, SIZE)

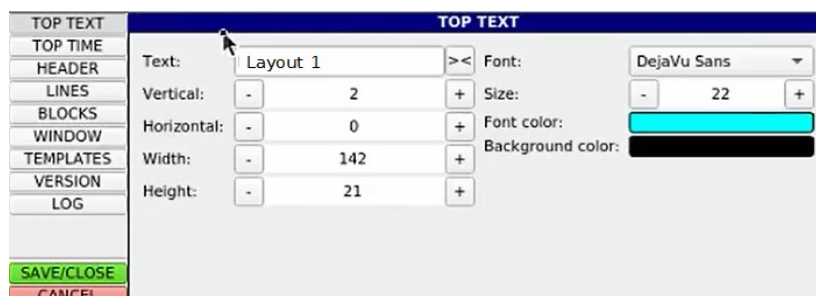
To set up background colour, font size, resolution and so on connect a mouse to the mini computer (USB slots are shown inside the orange frame on the picture below).



To start setting up the scoreboard, double-click the scoreboard.



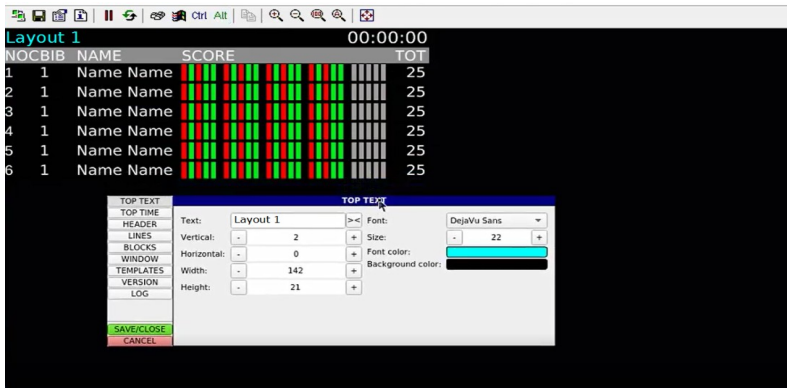
The following window will open:



You need to configure the following blocks in the column on the left:

Name of the block	Description
TOP TEXT	The text on the top line of the scoreboard. You can show the name of the range (<i>Range A</i>), the name of the competition (<i>World Cup</i>), or leave it empty
TOP TIME	The right part of the top line on the scoreboard, showing the time (00:00:00).
HEADER	The second line is the header of the results table (NOC, BIB, NAME, SCORE, TOT).
LINES	Table content.
BLOCKS	Misses and hits shown in the column SCORE.

Hold the **Alt** button on the keyboard and drag configuration window with the left mouse button so that you can move it and see the virtual scoreboard window in the program. This is necessary in order to see all the changes made in configuration window.



1.1 TOP TEXT

In this you can customize the appearance and size of the text of the top row of the scoreboard. You can show the name of the range (*Range A*), the name of the competition (*World Cup*) or leave it empty

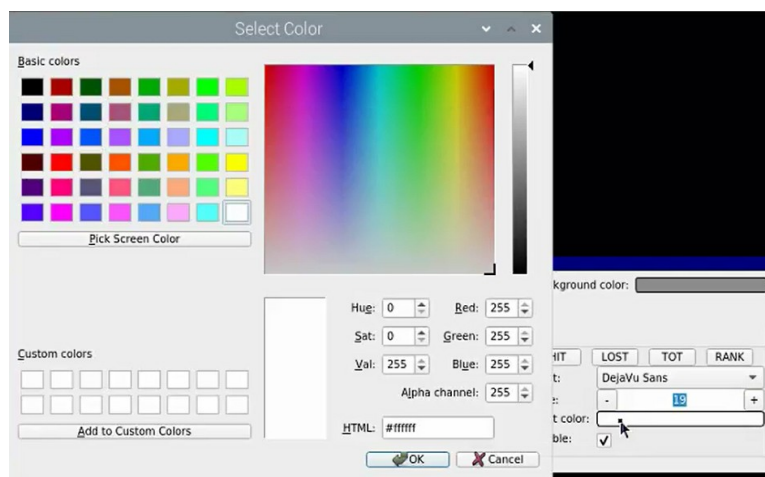
Layout 1		00:00:00	
NOCBIB	NAME	SCORE	TOT
1	1	Name Name	25
2	1	Name Name	25
3	1	Name Name	25
4	1	Name Name	25
5	1	Name Name	25
6	1	Name Name	25



To do this, you must fill in and / or edit the following fields:

TOP TEXT	TOP TEXT			
TOP TIME	Text: Layout 1		Font: DejaVu Sans	
HEADER	Vertical: -	2	+	Size: - 22 +
LINES	Horizontal: -	0	+	Font color: [Cyan]
BLOCKS	Width: -	142	+	Background color: [Black]
WINDOW	Height: -	21	+	
TEMPLATES				
VERSION				
LOG				
[SAVE/CLOSE]				
[CANCEL]				

Name of the field	Description
Text	Text shown in the top line of the scoreboard
Vertical	Setting vertical position of the text
Horizontal	Setting horizontal position of the text
Width	Setting column width
Height	Setting column height
Font	Setting text font
Size	Setting text size
Font color	Setting font color
Background color	Setting background color

To change the color, click the field with the color, and select the desired color from the palette that opens and click **OK**.



To enter values use  and 

1.2 TOP TIME

THIS SECTION IS VALID FOR X3 VERSION ONLY!

Layout 1										00:00:00			
NOC	BIB	NAME	SCORE										TOT
1	1	Name Name	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	25	
2	1	Name Name	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	25		
3	1	Name Name	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	25		
4	1	Name Name	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	25		
5	1	Name Name	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	25		
6	1	Name Name	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	25		

To edit, click **TOP TIME** on the left side of the window.

TOP TEXT	TOP TIME					
TOP TIME	Vertical:	-	2	+	Font:	DejaVu Sans
HEADER	Horizontal:	-	418	+	Size:	22
LINES	Width:	-	102	+	Font color:	
BLOCKS	Height:	-	21	+	Background color:	
WINDOW						
TEMPLATES						
VERSION						
LOG						
SAVE/CLOSE						
CANCEL						

You will see the

window where you need to configure the following fields:

Name of the field	Description
Vertical	Setting vertical position of the text
Horizontal	Setting horizontal position of the text
Width	Setting column width
Height	Setting column height
Font	Setting text font
Size	Setting text size
Font color	Setting font color
Background color	Setting background color

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

To enter values use  and 

1.3 HEADER

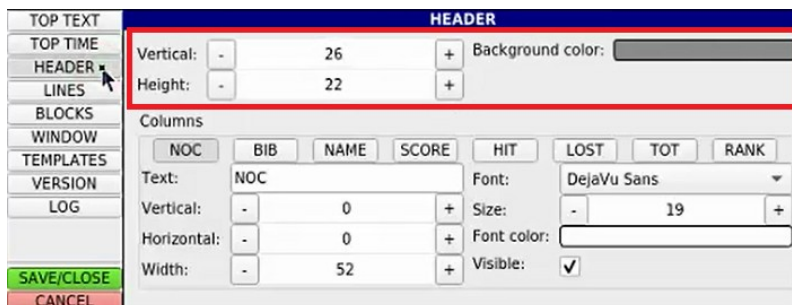
Here you can edit the header of the results table.

Layout 1		00:00:00									
NOC	BIB	NAME	SCORE								TOT
1	1	Name Name									25
2	1	Name Name									25
3	1	Name Name									25
4	1	Name Name									25
5	1	Name Name									25
6	1	Name Name									25

To edit, click **HEADER** on the left side of the window.

Here you can make settings for the entire row and for each column in the row separately.

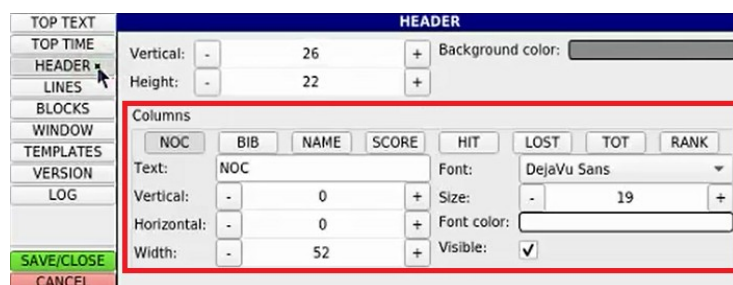
The top three fields - **Vertical**, **Height** and **Background color** - are general settings for the entire row.



Below are the settings for each column: NOC, BIB, NAME, SCORE, HIT, LOST, TOT, RANK.

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

To enter values use  and 



Here you can also configure the following:

Name of the field	Description
Text	Text shown in the top line of the scoreboard
Vertical	Setting vertical position of the text
Horizontal	Setting horizontal position of the text
Width	Setting column width
Font	Setting text font
Size	Setting text size
Font color	Setting font color

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

To enter values use  and 

NOTE: Vertical, Horizontal and Width fields apply to the entire column, including the values in the column content.

It is also possible to hide the column when not in use. To do this, untag the **Visible** box. To display the column on the scoreboard, check the **Visible** box back.

	BIB	NAME	SCORE	TOT
1	1	Name Name		25
1	1	Name Name		25
1	1	Name Name		25
1	1	Name Name		25
1	1	Name Name		25
1	1	Name Name		25

	NOC	BIB	NAME	SCORE	TOT
1	1	1	Name Name		25
2	1	1	Name Name		25
3	1	1	Name Name		25
4	1	1	Name Name		25
5	1	1	Name Name		25
6	1	1	Name Name		25

If the column name does not completely fit into the specified width, you can increase the column width (Width) or decrease the font size (Size).

	NOC	BIB	NAME	SCORE	TOT
1	1	1	Name Name		25
2	1	1	Name Name		25
3	1	1	Name Name		25
4	1	1	Name Name		25
5	1	1	Name Name		25
6	1	1	Name Name		25

1.4 LINES

Here you can customize the appearance of lines and text in the result table.

	NOC	BIB	NAME	SCORE	TOT
1	1	1	Name Name		25
2	1	1	Name Name		25
3	1	1	Name Name		25
4	1	1	Name Name		25
5	1	1	Name Name		25
6	1	1	Name Name		25

To edit, click **LINES** on the left side of the window.

TOP TEXT
TOP TIME
HEADER
LINES
BLOCKS
WINDOW
TEMPLATES
VERSION
LOG
SAVE/CLOSE
CANCEL

LINES

Vertical: - 48 +
Height: - 25 +

Spacing: - 2 +
Background color:

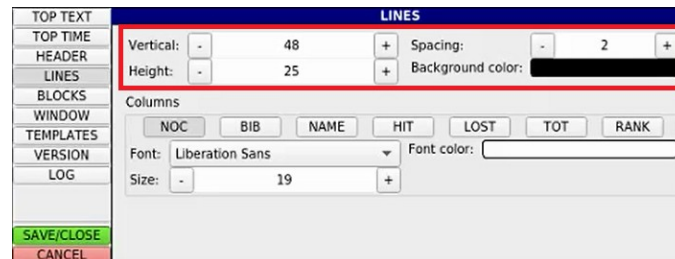
Columns

NOC BIB NAME HIT LOST TOT RANK

Font: Liberation Sans
Size: - 19 +

Font color:

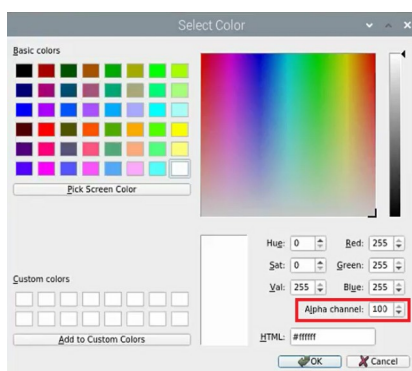
The top four fields - **Vertical** (the position of the lines vertically), **Height** (the height of the row), **Spacing** (the distance between the rows in the table), **Background color** (the background color of the row) - are general settings for the entire row.



You can change the position of the lines, the height, and also set the background color of the line.

NOC	BIB	NAME	SCORE	TOT
1	1	Name Name	25	25
2	1	Name Name	25	25
3	1	Name Name	25	25
4	1	Name Name	25	25
5	1	Name Name	25	25
6	1	Name Name	25	25

To make the background of the line transparent, click the **Background color** field and set the **Alpha channel** to "0". Depending on the value (0... 225), you can set the transparency for the background of the line.



NOC	BIB	NAME	SCORE	TOT
1	1	Name Name	25	25
2	1	Name Name	25	25
3	1	Name Name	25	25
4	1	Name Name	25	25
5	1	Name Name	25	25
6	1	Name Name	25	25

Below are the settings for the text in each column: NOC, BIB, NAME, HIT, LOST, TOT, RANK.

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

To enter values use  and 

TOP TEXT
TOP TIME
HEADER
LINES
BLOCKS
WINDOW
TEMPLATES
VERSION
LOG
SAVE/CLOSE
CANCEL

LINES
Vertical: - 48 + Spacing: - 2 +
Height: - 25 + Background color:
Columns
NOC BIB NAME HIT LOST TOT RANK
Font: Liberation Sans Font color:
Size: - 19 +

Layout 1 00:00:00

NOC	BIB	NAME	SCORE	TOT
1	1	Name Name	<div></div>	25
2	1	Name Name	<div></div>	25
3	1	Name Name	<div></div>	25
4	1	Name Name	<div></div>	25
5	1	Name Name	<div></div>	25
6	1	Name Name	<div></div>	25

Here you can configure:

Name of the field	Description
Font	Setting text font
Size	Setting text size
Font color	Setting font color

To enter values use  and 

1.5 BLOCKS

Here you can customize the blocks (hits, misses, upcoming shots) in the contents of the SCORE column.

Layout 1 00:00:00

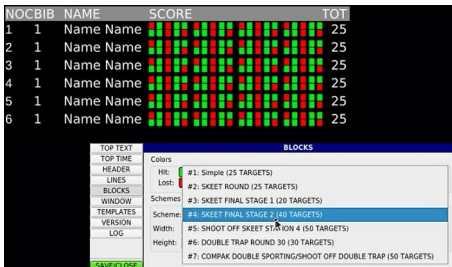
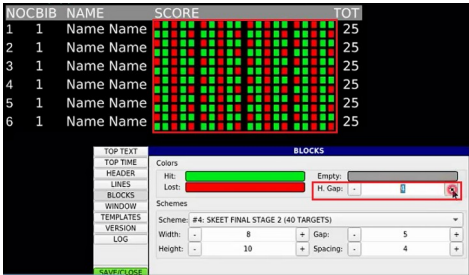
NOC	BIB	NAME	SCORE	TOT
1	1	Name Name	<div></div>	25
2	1	Name Name	<div></div>	25
3	1	Name Name	<div></div>	25
4	1	Name Name	<div></div>	25
5	1	Name Name	<div></div>	25
6	1	Name Name	<div></div>	25

To edit, click **BLOCKS** on the left side of the window.

TOP TEXT
TOP TIME
HEADER
LINES
BLOCKS
WINDOW
TEMPLATES
VERSION
LOG
SAVE/CLOSE
CANCEL

BLOCKS
Colors
Hit: Empty:
Lost: H. Gap: - 2 +
Schemes
Scheme: #1: Simple (25 TARGETS)
Width: - 6 + Gap: - 10 +
Height: - 23 + Spacing: - 3 +

Here you can set the following values:

Name of the field	Description
Hit	Setting the color of the block when hitting the target
Lost	Setting the color of the block when missing the target
Empty	Setting the color of the blocks of shots that have to be fired
Scheme	<p>Setting the shooting scheme. The type, number and arrangement of blocks in the SCORE column changes depending on the selected shooting scheme.</p>  <p>For schemes with 30 or more targets you can adjust H. Gap - the vertical distance between blocks in a group, since the blocks are arranged in a group in two rows (e.g. for scheme # 4: SKEET FINAL STAGE 2 (40 TARGETS)).</p> 
Width	Setting block width
Height	Setting block height
Gap	Setting distance between groups of blocks
Spacing	Setting horizontal distance between blocks within a group

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

To enter values use  and .

Here you can customize the background or image for the entire scoreboard.

TOP TEXT

TOP TIME

HEADER

LINES

BLOCKS

WINDOW

TEMPLATES

VERSION

LOG

EXT. BUTTONS

SAVE/CLOSE

CANCEL

WINDOW

Position

Vertical: - 0 +

Horizontal: - 0 +

Resolution

☐ 1920x1080
 ☐ 1366x768
 ☒ 1040x416
 ☐ 640x320
 ☐ 628x208
 ☐ 520x208

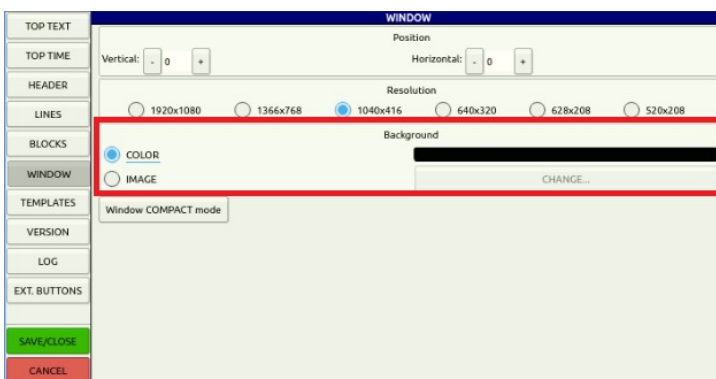
Background

☒ COLOR
 ☐ IMAGE

CHANGE...

Window COMPACT mode

At the bottom of the settings screen, in the **Background** section, you can change the background color (COLOR) or set the image (IMAGE) to the background of the scoreboard.



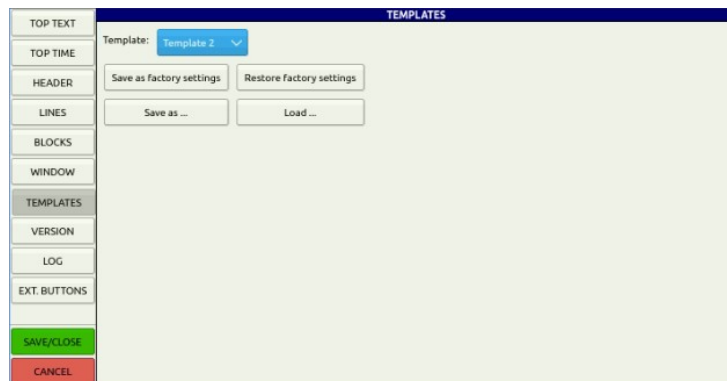
LAYOUT A SKEET				00:00:00
NOC	BIB	NAME	SCORE	TOT
1	1	Name Name	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></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1.7 TEMPLATES

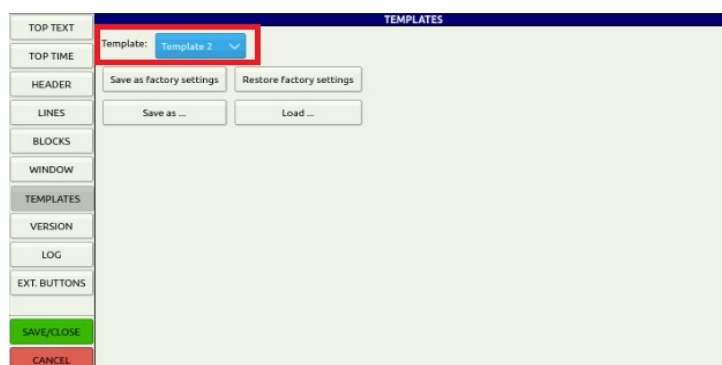
Here you can choose a template from preset templates.

To edit, click **TEMPLATES** on the left side of the window.

You will see the following window:



From the drop-down list of templates you can select a template already set with color, line size, font, etc.



ATTENTION: The buttons below ("Save as factory settings", "Restore factory settings", "Save as ...", "Load ...") are intended for use by Rangemaster Systems employees only. **Using them is strictly prohibited!**

1.8 VERSION

This section is intended for use by Rangemaster Systems employees only. **It is strictly prohibited to make changes in it!**

1.9 LOG

This section is intended for use by Rangemaster Systems employees only.

It is strictly prohibited to make changes in it!

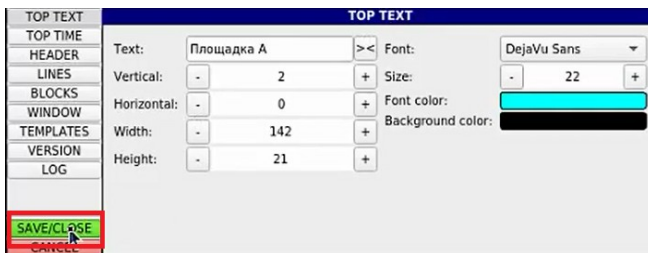
1.10 EXT. BUTTONS

This section is intended for use by Rangemaster Systems employees only.

It is strictly prohibited to make changes in it!

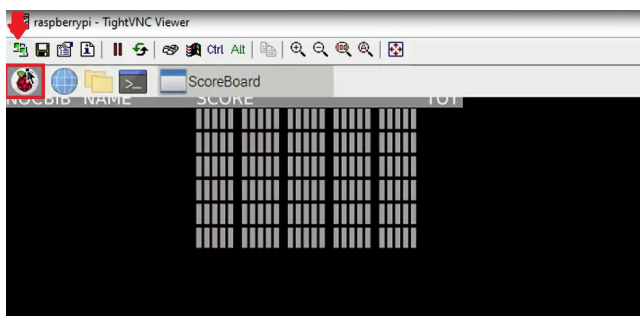
1.11 SAVE/CLOSE SETTINGS

To save settings, click the **SAVE / CLOSE** button in the lower left corner of the window.

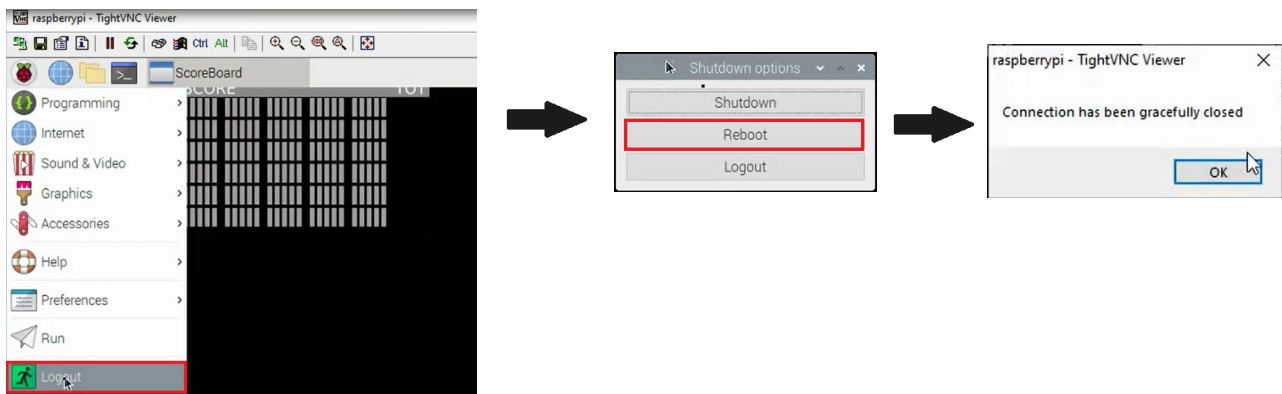


Restart the program to activate the changes.

To do this, point to the top of the window and click the icon in  the drop-down menu.

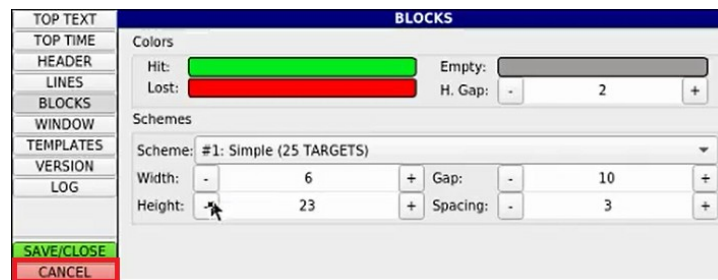


Click **Logout** in the drop-down list. In the window that opens, click **Reboot**. Then an information window appears, where you need to click **OK** button.



The program will restart, launching the scoreboard with the settings you have set.

In case you do not want to save the settings set in the program, click the **CANCEL** button in the lower left corner of the window.



4. OPERATING

4.1. SWITCHING ON/OFF

Switch on HDMI driver unit first. Wait until the standard screen is visible. Then you power up X2 PRO.
Switching off – sequence is not important.

4.2. GENERATE FILE FOR DATA TRANSFER AND IMPORT DATA FROM USB STICK

To import list of the shooters follow the steps:

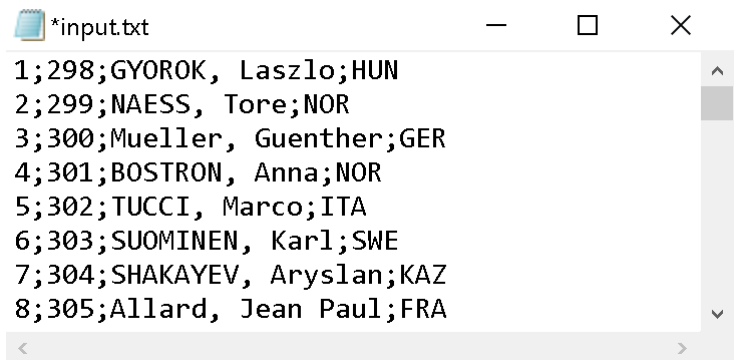
1. Create a file in .txt format (NotePad file) and name it **input.txt**
2. Enter the list of the participants in the following format: ***sequential number;back number; Last name *capital letters), First name; NOC***

E.g.:

1;298;GYOROK, Laszlo;HUN

2;299;NAESS, Tore;NOR

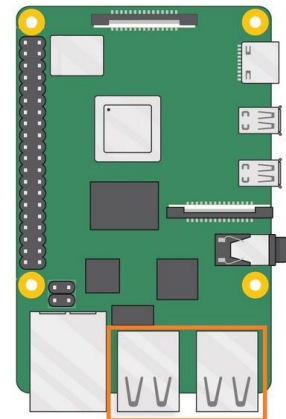
3;300;Mueller, Guenther;GER



```
*input.txt
1;298;GYOROK, Laszlo;HUN
2;299;NAESS, Tore;NOR
3;300;Mueller, Guenther;GER
4;301;BOSTRON, Anna;NOR
5;302;TUCCI, Marco;ITA
6;303;SUOMINEN, Karl;SWE
7;304;SHAKAYEV, Aryslan;KAZ
8;305;Allard, Jean Paul;FRA
```

3. Move the file on the USB stick

4. Insert the USB stick into the free USB slot of the Monitor driver
(USB slots are shown inside the orange frame on the picture):



5. LIMITED WARRANTY

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

This period starts upon receipt of the product.

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

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

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

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

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

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

Return unit for repair to:

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

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

6. RMA FORM

To:

Maxima WarenhandelsGmbH

© Rangemaster Systems – Ext. Storage

8082 Weissenbach 9

Austria/Europe

RMA: _____

Date: ____/____/____

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

Please return to:

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