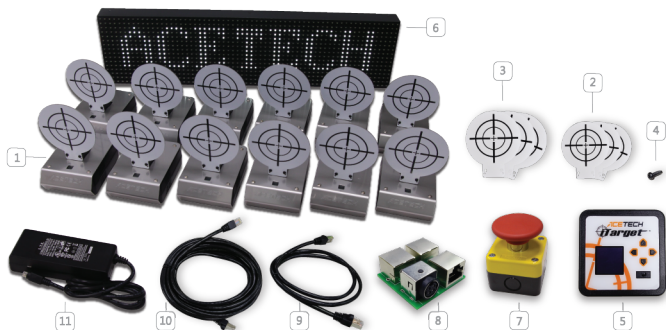


 **Target**



iTarget-12T Kit Accessories	P1
Introduction to Product	P2
Introduction to Each Unit	P3
iTarget Setup	P5
1-1 Setup of Round Target	
1-2 iTarget System Wiring Instructions	
1-3 iTarget System Setup Instructions	
2-1 Controller Operation Instructions	
2-2 Set Target ID	
2-3 Set Moving Target ID	
2-4 Call Target	
Controller Operation Instructions	P9
System Status	
Main Menu	
Unit1 : Game Setup	
(Shot Timer / Whack a Mole / Rescue /	
Compete / Demo)	
Unit2 : Scoreboard Information/ Scoring Instructions	
Unit3 : Target setup	
Unit4 : iTracer Pairing: iTracer Unit/SCU Pairing	
Unit5 : System setup	
Warranty	P15

iTarget-12T Kit Accessories



No.	Name	Quantity	Instructions
1	Target	12	Each iTarget is comes with an 8 cm and 10 cm round target
2	8 cm round target	12	FPR material, thickness of 1.6mm
3	10cm round target	12	FPR material, thickness of 1.6mm
4	M3*10mm self-tapping screw	30	24 screws for normal use. rest of them for spares
5	Controller	1	Operate and control the operation of iTarget.
6	LED scoreboard	1	16x64 white LED display.
7	Control button	1	Start and stop iTarget .
8	PDU (Power Distribution Unit)	1	Power Din to RJ45 power tap.
9	1-meter wire	14	Used for connecting to iTarget, 12 ones for normal use and 2 ones for spares.
10	5-meter wire	2	One is connected to the controller and one to the scoreboard.
11	adaptor	1	Input : 100-240VAC 50-60Hz Output : 19V / 4.7A

Introduction to Product

- iTraget system consists of iTargets, moving targets, scoreboard, controller, start button, adaptor and network wires.
- Basic requirements of iTraget: a number of targets (3~32)+ controller to construct iTarget system
- 16*64 dot LED Scoreboard: Real-time display of current scores
- Use controller to execute game and set system parameters
- The controller is equipped with RF communication and iTracer Unit, iTracer SCU connection (as shown in the figure below), and the function description is as follows:



Connection Device	Functions	Remarks
iTracer Unit	Shot limit and incorporate the number of shot into the fractional calculation	Individually paired iTracer Unit can score the amount of shots.
iTracer SCU	Perform the function of limiting the amount of shots fired, When the game is over, iTracer SCU interrupts the power of the AEG, making it impossible for the AEG to shoot. The game must be started again before it can shoot again.	The function of limiting shots can only be performed by simultaneously pairing iTracer Unit and SCU.

- The controller is equipped with Bluetooth communication and can be connected to the phone or tablet, making it easier to use the APP.



- 8cm and 10cm round target are provided. Users can install 8cm or 10cm round target on iTargets as they like
- Moving target (optional) : Target that will move left and right. The higher the difficulty (Level) is set, the faster the moving speed will be, thereby improving the fun and difficulty of the game.
- Adaptor: 19V/ 4.7a can supply 20 power consumption units
- Description of power consumption:

The user calculates the power consumption according to the system installation requirements to determine whether the adaptor can supply the power consumption of the system.

Power consumption of target	: 1 power consumption unit
Power consumption of moving target:	4 power consumption units (including the iTargets on moving platform)
Power consumption of scoreboard	: 3 power consumption units
Power consumption of controller	: 1 power consumption unit

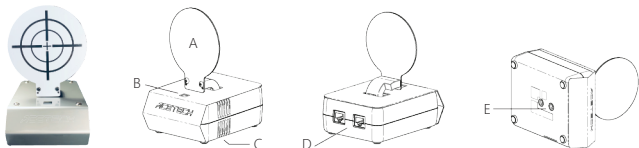
- For example: iTarget-12T kit accessories:
target *12+ controller *1+ scoreboard *1=1*12+1*1+3*1=16 power consumption units

- A set of iTarget can support up to 32 target connections (including 1 moving target).

Introduction of Each Unit

1.Target :

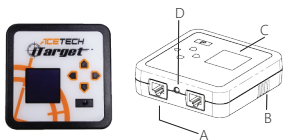
This device is responsible for raising and knocking down the target, and when setting up the target, it will give out a warning sound to alert the shooter. Meanwhile, LED will illuminate red or green light to add the fun of shooting on the target surface.



(Figure 1.)

- A. Comes with one 8cm and 10cm round target.
- B. RGB LED light: green light means shooting, red light means not shooting, blue light means self-correcting.
- C. Horn hole: for making beep sounds, the volume is adjustable.
- D. Two RJ45 ports, using RJ45 cable connection to set up the system.
- E. There are two 1/4 inch camera tripod screw holes at the bottom. Install the screw holes as required
- F. Dimensions: 94mm x 127mm x 49mm
- G. Weight: 337g

2.Controller: the game and device can be set and the game can be started. The following is the description of each part. (Figure 2)



(Figure 2.)

- A. Two RJ45 ports, using RJ45 cable connection to set up the system.
- B. Horn hole: give out button prompt sound, volume can be adjusted.
- C. 1.5 inch 128*128 dot OLED
- D. 3.5mm headphone jack, inserted to activate the button wire connector.
- E. Dimension: 92mm x 92mm x 28mm
- F. Weight: 105g

3.16x64 LED scoreboard: (Figure 3)

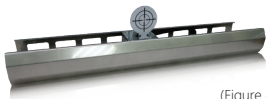


(Figure 3.)

Dimension : 640mm x 160mm x 50mm
Weight: 2.5kg

4. Moving Target:

It is composed of a moving platform and an iTarget, so that the iTarget can move left and right, and the moving speed can be set to increase the fun and difficulty of the iTarget (Figure 4).

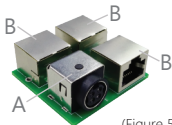


(Figure 4.)

- A. Use the RJ45 cable connection to set up the system.
- B. Institutional introduction: stepper motor, belt, shaft, electronic target, optical interrupter.
- C. Dimension: 740mm x 160mm x 91mm
- D. Weight: 3.5kg

5. PDU (Power Distribution Unit): (Figure 5)

The PDU is used to connect the power supply and all devices via RJ45 cable.



(Figure 5.)

- A. Adaptor Power Din connector, connected to adaptor.
- B. Three RJ45 couplers are connected to iTarget, moving target, scoreboard and controller respectively.

6. Adaptor: (Figure 6)



(Figure 6.)

- Input : 100~240VAC
- Output : 19V/4.7A

7. RJ45 network wire: provide 1 m and 5 m cable dual isolation network wire respectively.

The use of non-original wire may lead to system abnormality.

8. Control button: button for starting or stopping the game (Figure 7.)

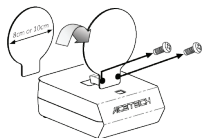


(Figure 7.)

iTarget Setup

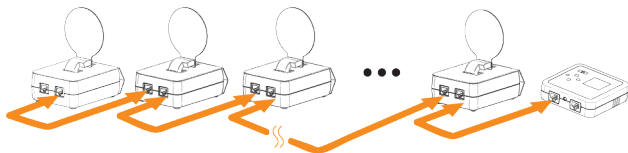
1-1. Setup of Round Target :

Select 8 cm or 10 cm round target as desired, and lock the target into the screw hole of the iTarget shaft with M3*10 screws, as shown in the figure.



1-2. iTarget System Wiring Instructions

Use RJ45 cable (shown by the orange line below) for wiring connection as shown in the figure below. (for setup, please refer to chapter 1-3 below. iTarget System Setup Instructions)



1-3. iTarget System Setup Instructions:

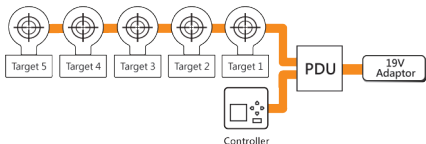
The basic elements of iTarget system are controller and electronic target. Therefore, as long as there are controllers and more than 3 targets, an iTarget system can be set up. Moving target, scoreboard and start button are designed to increase the fun and difficulty of iTarget. Users may increase the number of targets on demand. Examples are shown in A, B and C.

A 1 controller+ n targets

For example: 1 controller+5 targets

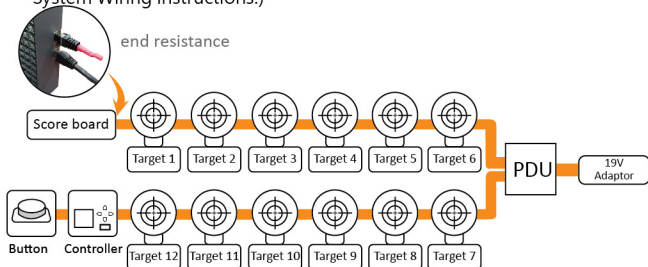
- ① Select one of the PDU RJ45 connectors and sequentially connect 5 targets by using a 1-meter network wire
- ② Select one of the PDU RJ45 connectors and connect to the controller by using a 5-meter network cable
- ③ When all devices are connected, plug the adaptor into the power din of the PDU to power it.

(The orange line represents RJ45 cable. Please refer to Chapter 1-2. iTarget System Wiring Instructions.)



B iTarget-12t set: controller + 12 targets + scoreboard + start button

- ① Select one of the PDU RJ45 connectors and use a 1-meter network wire to connect 6 targets and scoreboard sequentially.
 - ② Select one of the PDU RJ45 connectors and use a 1-meter network wire to connect 6 targets controller and start button sequentially.
 - ③ When all devices are connected, plug the adaptor into the power din of the PDU to power it.
- (The orange line represents RJ45 cable. Please refer to Chapter 1-2. iTarget System Wiring Instructions.)

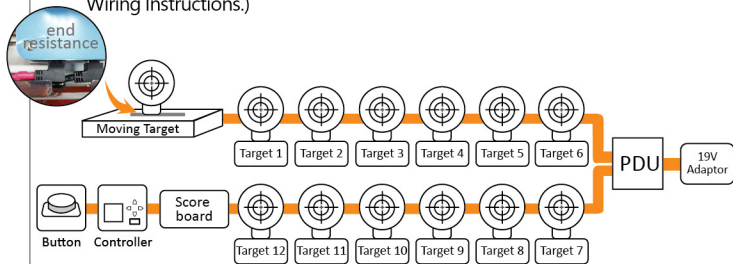


C iTarget-12T + a set of moving targets



For example, 12 targets + 1 moving target + 1 controller + 1 scoreboard + 1 control button

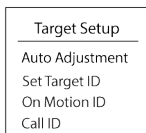
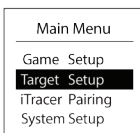
- ① Select one of the PDU RJ45 connectors and use a 1-meter network wire to connect 6 iTargets and scoreboard sequentially.
- ② Select one of the PDU RJ45 connectors and use a 1-meter network wire to connect the moving target
- ③ Select one of the PDU RJ45 connectors and use a 1-meter network wire to connect 6 iTargets, controller and start button sequentially.
- ④ When all devices are connected, plug the adaptor into the power din of the PDU to power it.

(The orange line represents RJ45 cable. Please refer to Chapter 1-2. iTarget System Wiring Instructions.)





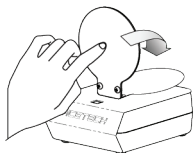
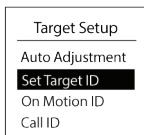
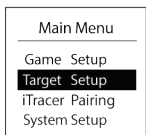
2-1. Controller Operation Instructions :

When the iTarget system is set up, plug in the power and turn it on. At this time, the controller OLED displays iTarget. Press any button of the controller to enter the System Status screen, press the "Right"  button to enter the Main Menu and then press the "Right"  button again to enter the Target Setup.





2-2. Set Target ID :

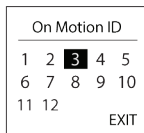
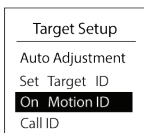
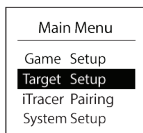
In the iTarget Setup screen, press the "Down"  button on the controller to select Set target ID, and press the "Right"  button to perform this function. At this time, all targets will be raised, please knock down the targets manually in sequence (as shown in the figure below), and the system will set numbers according to the sequence of falling, the target ID of the first knocked down is 1, the target ID of the second knocked down is 2, and so on.



2-3. Set Moving Target ID:



[This function can only be performed when users are equipped with moving targets (optional equipment)]

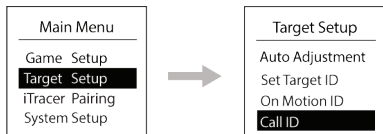
In the iTarget Setup screen, press the "Down"  button to select On Motion ID, press the "Right"  button to perform this function and enter the screen to select the automatic target ID number on the moving platform, and then press the "OK" button to complete the setting.



2-4.Call Target

Upon completion of ID setting, iTarget ID confirmation can be confirmed through this function.

In the iTarget Setup screen, press the "Down"  button to select Call ID, and press the "Right"  button to perform this function. The target with ID=n will be called. The No. n target will raise up and the green LED will be projected and a beep will sound.



Controller Operation Instructions



System Status	
Score Board	: ✓
Target Number	: 12
Moving Target	: ✓
iTracer Unit	: ✓
iTracer SCU	: X
Version	: v1.000



Main Menu	
Game Setup	
Target Setup	
iTracer Pairing	
System Setup	

Main Menu	
Game Setup	
Target Setup	
iTracer Pairing	
System Setup	



Game Setup	
Shot Timer	
Whack a Mole	
Rescue	
Compete	
Demo	



Shot Timer	
Start	
Round	: 1
Time Out	: 36 s
Count	: 100 *Remarks

Game Setup	
Shot Timer	
Whack a Mole	
Rescue	
Compete	
Demo	



Whack a Mole	
Start	
Level	: 1
Round	: 1
Count	: 100 *Remarks

Game Setup	
Shot Timer	
Whack a Mole	
Rescue	
Compete	
Demo	



Rescue	
Start	
Level	: 1
Round	: 1
Hostage	: 1
Count	: 100 *Remarks

Game Setup	
Shot Timer	
Whack a Mole	
Rescue	
Compete	
Demo	



Compete	
Start	
Level	: 1
Round	: 1
Count	: 100 *Remarks

*Remarks:
The Count field is the function of limiting the number of shots fired; This feature is only displayed on the screen when iTarget completes its connection to the iTracer Unit.

Main Menu	
Game Setup	
Target Setup	
iTracer Pairing	
System Setup	



Target Setup	
Auto Adjustment	
Set Target ID	
On Motion ID	
Call ID	

Main Menu	
Game Setup	
Target Setup	
iTracer Pairing	
System Setup	



iTracer Pairing	
Unit Pairing	
Unit Flash ON	
SCU Pairing	

Main Menu	
Game Setup	
Target Setup	
iTracer Pairing	
System Setup	



System Setup	
Power Saving	
Brightness	
Sound	

System Status	
Score Board	: √
Target Number	: 12
Moving Target	: √
iTracer Unit	: √
iTracer SCU	: X
Version	: v1.000

System Status Screen :

- Score Board** : √, indicates that the system has been installed scorecard.
- Target Number** : 12, indicates that the system is equipped with 12 targets.
- Moving Target** : √, indicates that the system is equipped with moving target.
- iTracer Unit** : √, indicates that the system is equipped with iTracer Unit.
- iTracer SCU** : X, indicates that the system is not equipped with iTracer SCU.

Main Menu	
Game Setup	
Target Setup	
iTracer Pairing	
System Setup	

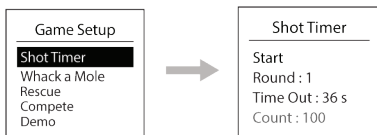
Main Menu:

- Game Setup** : Select the game and set the game number and difficulty (see Unit 1 for details)
- Target Setup** : Set up the ID of the iTarget and auto calibration of the motor (see Unit 3 for details)
- iTracer Pairing** : Connect with the iTracer to execute a game with limited shots (see Unit 4 for details)
- System Setup** : Set controller volume, screen brightness, system program update and iTarget volume (see Unit 5 for details)

Unit 1 Game Setup :

Enter Game Setup , right-click on Game Setup to enter Game Setup. There are 4 games and a Demo.

- ① **Shot Timer** : Fast shooting game, this game will start with all the targets raised up; when the time ends or all the targets are knocked down, then the game is over.



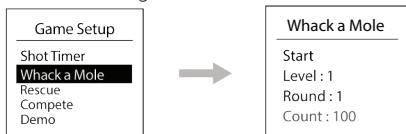
Start : Select start

Round : Round, set 1~5 round, Round 1 indicates that all targets will be raised up and knocked down once. Round 2: indicates that all targets will be raised up and knocked down twice. (preset value: 1)

Time Out : Time limit (unit: second)

Count : The Count field is a function of limiting the number of shots; This function is only displayed on the screen when iTarget completes its connection to the iTracer Unit.

② **Whack a Mole** : Playing the Whack a Mole. When this game starts, targets will raise up randomly. According to the difficulty of the game , there will be 1~3 targets raised up at the same time. The duration of the target raised up will be reduced when difficulty level is increased. The shooter must knock the target down while the target is raised up, otherwise one will miss the time to knock down the target.



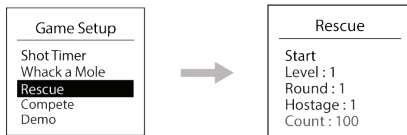
Start : Select to start

Level : Difficulty setting (see Remarks for details)

Round : Round, set 1~5 round, Round 1 indicates that all targets will be raised up and knocked down once. Round 2 indicates that all targets will be raised up and knocked down twice, and so on. (preset value: 1)

Count : The Count field is a function of limiting the number of shots; This function is only displayed on the screen when iTarget completes its connection to the iTracer Unit.

③ **Rescue** : Rescue is similar to whack-a-mole game, but the role of hostages will be added into the game, points will be deducted for mistakenly knocking down the hostage, thereby increasing the fun of the game.



Start : Select to start

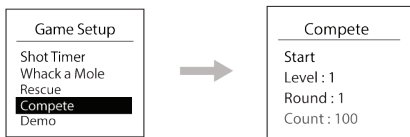
Level : Difficulty setting (see Remarks for details)

Round : Round, set 1~5 round, Round 1 indicates that all targets will be raised up and knocked down once. Round 2 indicates that all targets will be raised up and knocked down twice, and so on. (preset value: 1)

Hostage : The number of hostages in the rescue game is set as 1~1/2 of the number of iTargets. When the iTarget is set up, red light is projected on the target surface to indicate that it is a hostage. Shooting the hostage is prohibited; mistakenly knocking down the target will result in point deductions.

Count : The Count field is a function of limiting the number of shots; This function is only displayed on the screen when iTarget completes its connection to the iTracer Unit.

- ④ **Compete** : There will only be one target raised up at the same time. The duration of the target raised up will be dependent on the LEVEL being set. The higher the LEVEL is set, the shorter the duration of the target raised up. When the shooter knocks down the target or the target falls down automatically, the next target will raise up. The shooter knocks down the target in sequence until the end of the game. The shorter the time, the more accurate the shooter is.



Start : Select to start

Level : Difficulty setting (see Remarks for details)

Round : Round, set 1~5 round, Round 1 indicates that all targets will be raised up and knocked down once. Round 2 indicates that all targets will be raised up and knocked down twice, and so on. (preset value: 1)

Count : The Count field is a function of limiting the number of shots; This function is only displayed on the screen when iTarget completes its connection to the iTracer Unit.

-
- ⑤ **Demo** : Provide demonstration to users.
-

Remarks :

- ※ When the target is raised up, the green LED will be projected on the target surface and the prompt sound will be issued to prompt the player to shoot.
- ※ Each game can be set with difficulty and number of times
- ※ **Level** : Difficulty, setting the range from 1 to 5; 1 is the easiest and 5 is the hardest. If the system is set up with a moving target, the moving target speed increases with the LEVEL setting
 - LEVEL=1 : moving target speed = 1, move left and right regularly
 - LEVEL=2 : moving target speed = 2, move left and right regularly
 - LEVEL=3 : moving target speed = 3, move left and right regularly
 - LEVEL=4 : moving target speed = 2, move left and right irregularly
 - LEVEL=5 : moving target speed = 3, move left and right irregularly.

※ **SHOT Number** : This parameter can only be set when the pairing of iTarget and iTracer Unit is completed. There are a total of 5 stages that can be set. For example, the number of iTarget is 12, and the set value is 12, 24, 36, 48, 60 (default= the number of iTarget x3).

● Scoreboard Information

Game Name	TIME	HIT	MISS	BAD	SHOT	SCORE	Remarks
SHOT TIMER	○	×	×	×	Remarks 2 / 3	×	Remarks1
WHACK A MOLE	○	○	×	×		○	
RESCUE	○	○	○	○		○	
COMPETE	○	○	○	×		○	
DEMO	○	○	○	○		○	

Remark :

- This game has TIME OUT, TIME OUT is the end of the game. N targets multiplied by 5 seconds
E.g.: TIME OUT for 12 targets is 60 seconds.
- SHOT parameters will only be displayed in the scoring information when the iTarget is connected to iTracer
- If iTarget was connected to iTracer Unit, SHOT information will be displayed.

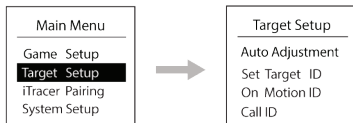
● Scoring Instructions

Game Name	TIME	HIT Points	Moving Target HIT Points	MISS Points (Remark 3)	BAD Point (Remark 4)	SHOT Score	SCORE	Remarks
SHOT TIMER	○	×	×	×	×	0.5 second added as a bonus for each hit	×	This game has TIME OUT, TIME OUT is the end of the game.
WHACK A MOLE	○	100 points	150 points	×	×	Miss: -10 points	As shown in Remark	SCORE= HITx100+Number of MISS x(-10)
RESCUE	○	100 points	150 points	-20 points	-300 points	Miss: -10 points		SCORE= HITx100+MISSx(-20)+BADx(-300)+ number of MISS x(-10)
COMPETE	○	100 points	150 points	-20 points	×	Miss: -10 points		SCORE= HITx100+MISSx(-20)+ number of MISSx(-10)
DEMO	○	100 points	150 points	-20 points	-300 points	Miss: -10 points		SCORE= HITx100+MISSx(-20)+BADx(-300)+ number of MISSx(-10)

Remarks:

- SHOT parameters will only be displayed in the scoring information and are included in the scoring when iTarget is connected to iTracer.
- SHOT: When shooting, points will be deducted according to the type of game. In the BAD category of RESCUE, points will not be deducted twice for targets missed after taking shots.
- MISS: The number of times that the target is not hit and retracted automatically due to time out within the duration of the target raised up.
- BAD: Represents the number of times the hostages are mistakenly shot

Unit 3 Target setup



Auto Adjustment : iTarget motor calibration (factory preset completed)

Set Target ID : Set up the ID of the iTarget. When this function is performed, all iTargets will be raised up and be knocked down in sequence. The target ID of the first knocked down is 1, the target ID of the second knocked down is 2, and so on.

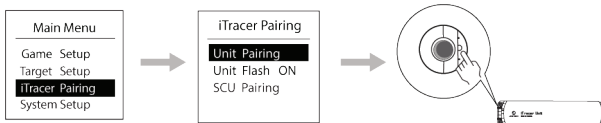
On Motion ID : Set up the iTarget ID on the moving target. Use the directional buttons to select the automatic target ID number on the moving platform and press the Confirm button to complete the setting

Call ID : When the ID setting is completed, iTarget ID can be confirmed through this function. The iTarget with ID=n will be called. The No. n target will be raised up and the green LED will be projected, along with a beep sound.

Unit 4

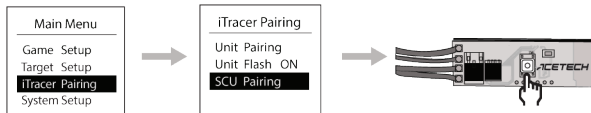
iTracer Pairing : Pairing with iTracer Unit, the number of shots taken can be counted into the score. Paired with iTracer SCU, the function of limited shots can be performed.

Unit Pairing : Pairing with iTracer Unit; select Unit Pairing; start iTracer Unit; After power on, continue to hold down the power button for 3 seconds. When the screen of the controller shows OK, the pairing is completed Pairing with the iTracer Unit to score instant hits.



Unit Flash : ON , Start the flash function of iTracer Unit, need to be used with tracer ammunition.
Turn off the flash function of iTracer Unit.

SCU Pairing : Pairing with iTracer SCU and enter SCU Pairing, connect iTracer SCU to the battery to power it, press and hold the button of SCU for 3 seconds, the Pairing is completed when the controller displays OK.



Note:

Only when Unit and SCU are paired together, the function of limiting shots can be implemented. For example, the number of shots in the game is 50. When 50 rounds were shot, the game will be over and no more tracer BBs can be shot. The game must be reset and restarted before the gun can fire tracer BBs.

Unit 5 | System setup :



Power Saving : Power saving function. When the system is idle for more than the set time, the screen of the controller and scoreboard will be dimmed to achieve power saving function. This function can also be turned off.

Brightness : Display brightness adjustment, you can adjust the brightness of the controller and scoreboard display.

Sound : Volume adjustment, the controller button tone and iTarget prompt tone volume can be adjusted respectively, you can also turn off the sound.

Warranty

1. Warranty is for 14 months. Free repair service for natural damage during warranty period
2. Free maintenance services are not available in any of the following cases
 - A. Disassembling or repairing without authorization
 - B. Damage caused by improper use or human error (such as using the wrong power supply, flooding, pests, falling machine, battery leakage corrosion plate, etc.)
 - C. Damage caused by natural disasters such as lightning strike
 - D. No serial number sticker