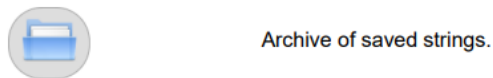
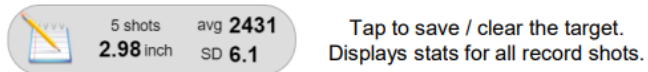
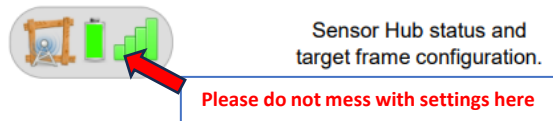
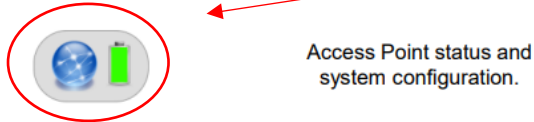
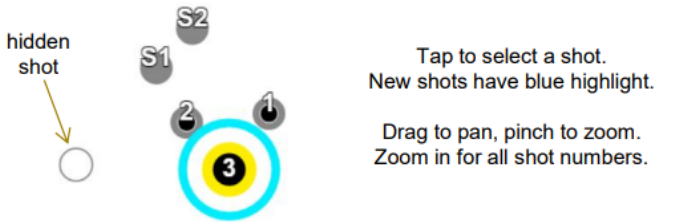


Overview and Default Settings

Interface Overview



Tip: Try the **Shot Simulator** to create some fake shots and explore the interface before you start shooting.

When you access ShotMarker on your device, you will see the adjacent icons on your screen somewhere. Locations vary by device. Each of these controls multiple options, some of which can jack things up for the next guy unless you return the system to what we will call our club device default settings, all under the **ADMIN** icon. Club Default Settings:

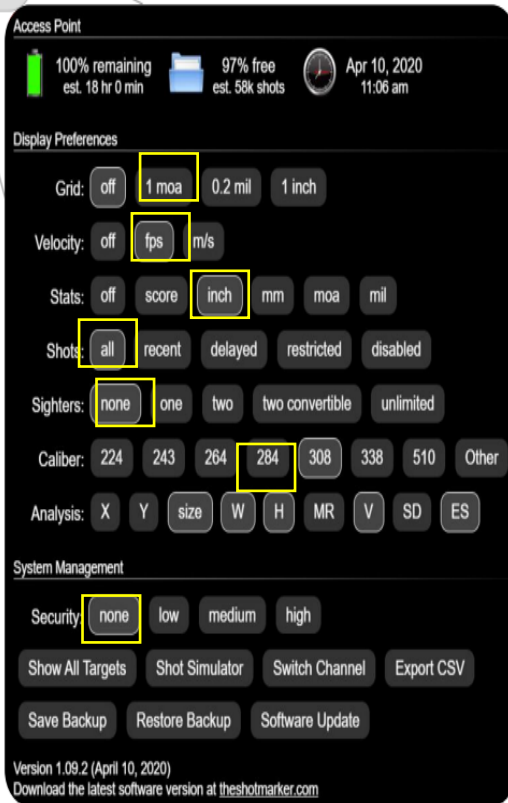
- Grid: 1 MOA
- Velocity: FPS
- Stats: Score
- Shots: All
- Sighters: None
- Caliber: .284 (It's a good average)
- System Management: Security – None

NOTE: To save changes you must click the **Green Checkmark** in the lower right-hand corner of dialog boxes when given this option.

These options are explained on the next page along with a screenshot of the Admin page you will see on your device when you select the admin icon.

If you change any of these settings while using the system, please return the system to this configuration before you power the system down so the next guy has our common starting point.

Administration



Time remaining is estimated. Reported battery life will be higher while charging. Remember to charge the Access Point before each full day of shooting.



Storage capacity for saved strings. Tap to erase older strings and free space.



If the time is incorrect, tap to sync the system time with your device.

Club default settings are shown to the left in **yellow**. Please return the system to these settings before you power the system down.

If you power the system up and things look or act strange, configuring to these settings will get you to a simple starting place from which to operate the system.

By the way, if the power icon is low, it's a good idea to charge the Access Point while you're at the range and definitely plug the access point in to the solar power supply when your done.

Explanation of Display Preferences

- **Grid:** overlay a grid on the target (useful for scope adjustments).
- **Velocity:** display shot, average, and SD of velocity at the target.
- **Stats:** preference for display of total score or group size unit.
- **Shots:** control how shots are displayed on target (useful for competition). See page 16 for details.
- **Sighters:** choose whether the first few shots are interpreted as sighters (useful for competition). See page 16 for details.
- **Caliber:** select the bullet size used for display and scoring (the hole may touch the edge of a scoring ring).
- **Target Row:** display the most recent shot on adjacent targets, with an optional highlight when a new shot arrives (option shown when multiple targets connected).
- **Analysis:** customize which values are calculated for groups (option shown when an analysis box is present on target).
- **Security:** restrict functionality to shooter and spectators with a password. See page 18 for details.
- **Show / Hide All Targets:** show or hide all targets which are currently disconnected for offline configuration.
- **Shot Simulator:** double-tap to simulate a shot on target (useful for demonstration and training).
- **Switch Channel:** move your Sensor Hub and Access Point to a separate radio channel to operate independently from another ShotMarker system in the area. See page 18 for details.
- **Export CSV:** export saved strings within a recent period of time (day, week, month, etc.) to a formatted spreadsheet.
- **Save / Restore Backup:** export a backup file of everything stored on your Access Point. **Save backups often!**
- **Software Update:** Visit theshotmarker.com for the latest software update and instructions.

Clearing Shots and Saving Strings of Fire

To clear shots off of the target and save your string, click the **Pencil and Paper** icon. A dialog window will open that if you click on, will allow you to fill with your name or other information which the string will be saved as. If you leave the space blank the string will be saved without a name.

Saved strings can be reviewed by clicking the **File Folder** icon and clicking on your file.

Interface Overview



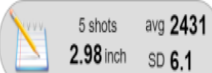
Access Point status and system configuration.



Sensor Hub status and target frame configuration.



Target face, distance, and caliber.



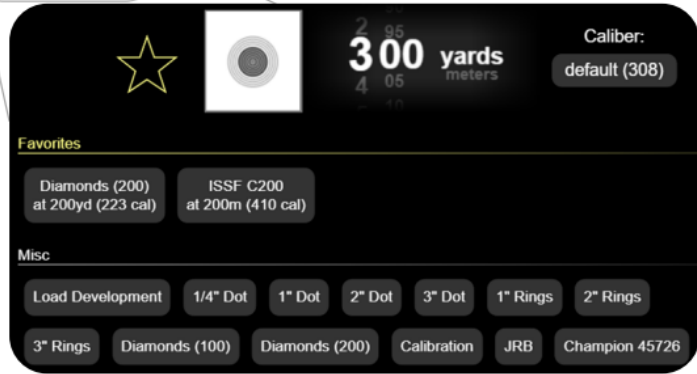
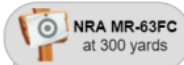
Tap to save / clear the target.
Displays stats for all record shots.



Archive of saved strings.

Tip: Try the **Shot Simulator** to create some fake shots and explore the interface before you start shooting.

Target Face and Distance



- Select the target face and distance.
 - Remember, your physical paper target is just a central aiming mark and doesn't necessarily have to match.
 - Any target face can be used at any distance. This will only affect calculations of moa or mil, and the grid display.
- If necessary, enter a custom bullet caliber.
 - Only use this if each target should use a different caliber. Otherwise, use the global setting (see page 11).
- Tap the star icon to save a favorite.
 - This target face, distance, and caliber configuration will be saved at the top of the list.
- Tap the checkmark to apply changes.
 - If the target is part of a group, the entire group will be updated. See page 17 for instructions on grouping targets.

13 Email adamjmac@gmail.com to request additional target faces.

Click on the green check-mark in the lower right-hand corner of the dialog box to save changes

Changing Targets

To change the target face, go to the Target Icon, and select the target face desired. Additional instructions are to the left.

The targets available for club use in the 600yd target shed are the U.S. SR(200), SR-3(300), and MR-1(600) and MR-1FC

The targets available for club use at the 1000 are the LR-FC.

Scroll to the top of the target screen to see these targets saved as our “favorites”.

Note: These are the only targets authorized for club use – no modifications whatsoever may be made to these physical targets. Willful disregard of this or any other rule may result in loss of privileges on this range or possible expulsion from the club. We put a lot of work into keeping this range operational and electronic target use is a privilege few clubs offer to their general membership so please help us maintain its integrity.

If a ShotMarker target needs repair or refacing, please contact a HP Official.