



SYSTEM CONTROLLER for Interactive Multi Target Training System (i-M.T.T.S.) User Guide

Introduction:

The System Controller is a control and display unit for the already impressive I-MTTS targeting system for firearms training with Laser Ammo SureStrike products, acting both as a remote control and a numeric display for the user's performance. Paired together to create the **I-MTTS ARENA**

Training drill programs including:

- First shot timer
- 'Chase the Ball'
- 'Double tap'
- Steel plate shooting
- Shoot – No shoot
- Mag change timer

The System Controller **I-MTTS ARENA** features include:

- Wireless communication up to 20ft.
- Immediate score display, hundreds of a second accuracy.
- 'Split' and 'Elapse' times display.
- Remote push-button change & selection.
- Choice of Automatic or manual drill 'Restart'.
- Choice of Countdown or Random drill 'Start'.
- Control sound and light response.
- Set of 4 changeable target cards for each target.
- Usable as standalone targets.
- Activated by both visible and non-visible lasers.
- Scrolling through all the scores.
- Change and set drill parameters.
- Extended range.
- Pair and define multiple target groups.
- And more

The **I-MTTS ARENA** is designed to practicing home defense, IPSC, tactical, or even combat training for law enforcement, while developing target recognition, speed, firing accuracy and 'shoot/no-shoot' skills. The **I-MTTS ARENA** offers to you options that are not available in any other electronic target training system.



Safety precautions:

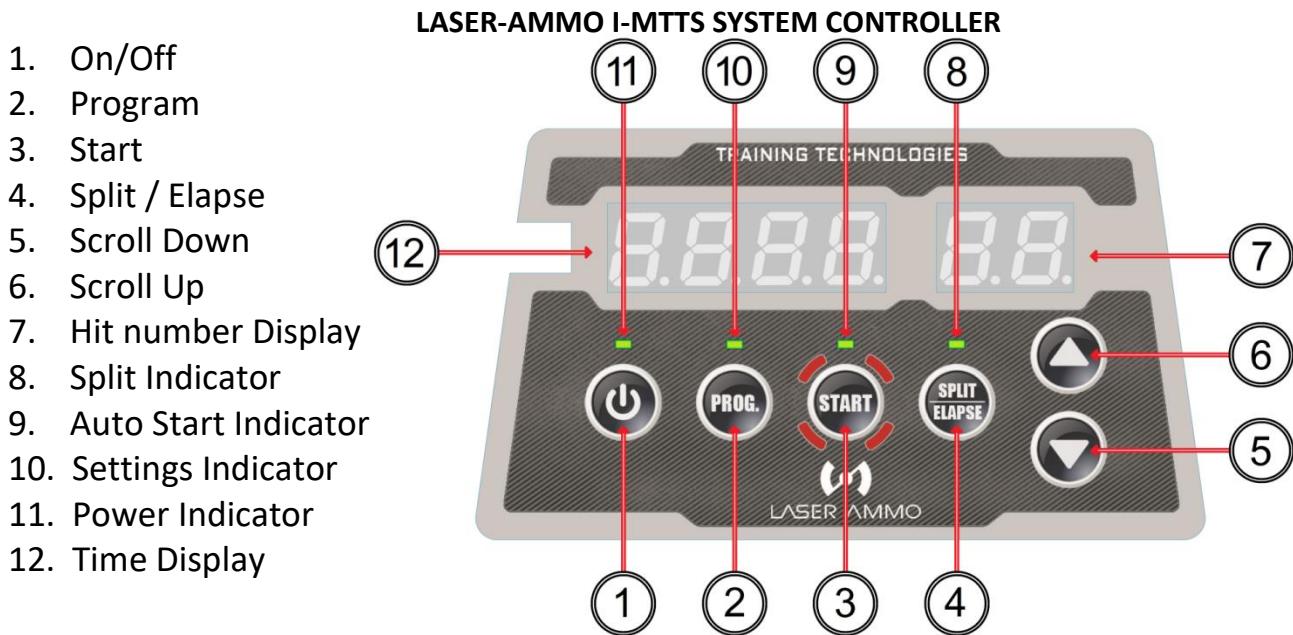
1. This product is suited for three 1.5V-AAA batteries. Do not use any other battery type.
2. This product is powered by three consumer grade alkaline non-rechargeable batteries.
3. Do not mix rechargeable and non-chargeable batteries. The device should be loaded with three batteries of the same type.

Please Note:

I-MTTS targets that were purchased in an earlier date from the System Controller may not be compatible or may require a firmware updated at a Laser Ammo facility.

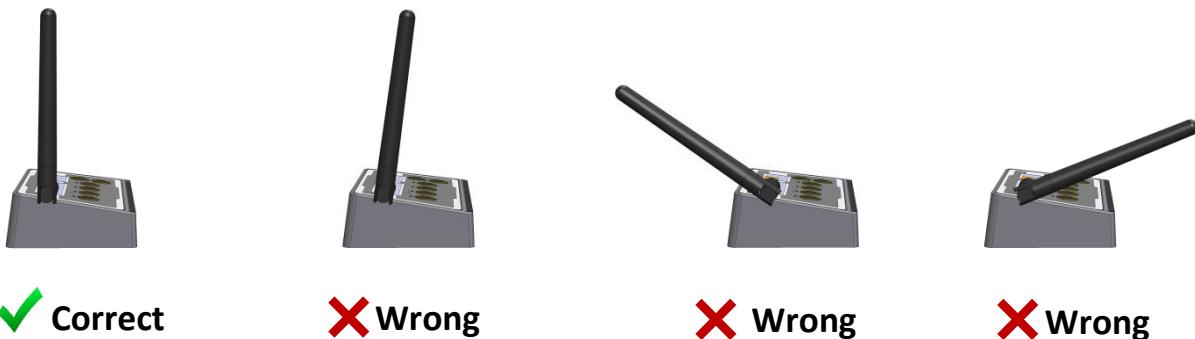
The i-MTTS ARENA is designed to work with Laser Ammo products. Any use with other products may cause the system to malfunction and will void the warranty.

***** Please read the user guide before using the I-MTTS ARENA *****



Setting up the System Controller:

Gently screw on the antenna and Install three AAA alkaline batteries, position the antenna upright as in the picture below and place on a reasonably flat surface from which the display is clearly visible. It is recommended to provide a clear line of sight the between controller and the targets.



Setting up the Targets:

Install three AAA alkaline batteries in each target base unit and then insert the target card of your choice (supplied) in the slot of each target base unit.

Place the targets on any reasonably flat surface at least three feet above floor level and away from walls or other objects. Set them at least eight inches apart, but no more than 20 feet total spaced. Turn the targets on.

- * The operating range may be affected by the environment and surrounding objects.
- * Avoid using in direct sunlight or any other very bright light source.
- * Low battery power in the targets is indicated by a weak light color and audible tone.

Control Buttons

On/Off, A long press for turning ON or OFF the controller, while turning ON, a Battery power indicator is displayed momentarily.

Program, A short press to select or change the training program, A longer press will enter into the 'Settings' mode and 'Settings Indicator' will turn on.

Start, A short press will reset and start the drill. A longer press will allow activating or de-activating the Auto Restart feature. The 'Auto Start Indicator' will turn on accordingly.

Split / Elapse, Switch between: 'Elapse Time' (time to hit from beginning of drill) or 'Split Time' (time between hits). The 'Split Indicator' will turn on accordingly.

For Programs P1 to P5.

Scroll Down/Up, To scroll between the time scores for each hit. A sequel hit number is displayed in the 'Hit number Display' and a corresponding time score in the 'Time Display'. The Average for the split times is also displayed and is indicated by the letter "A".

For Programs P1 to P5.

Training Programs

P0, Stand Alone: 'Hit' the targets. A count of the total number of hits will be displayed. Reset the counter by pressing the start button.

P1, Steel Plate Shooting: All targets need to be hit once. All target cards are illuminated, a hit will turn the light off, timer stops when all targets lights are off. For 'Shoot Timer' use only one target.

P2, Chase the Ball: Hit the GREEN target. Required hits are displayed before start. One target at random will light up GREEN, Shoot this target. When hit, target will turn off and another random target will turn GREEN. Number of presented targets is displayed before start.

P3, Shoot/No Shoot: Within two seconds, Hit the GREEN target- don't shoot the RED. A random target will light up for two seconds: GREEN for 'Shoot', RED for 'No Shoot'. When a GREEN target is hit, target will turn off and another random target will turn on. Hitting a red, will fail the drill, missing a GREEN will add the 2 seconds to the total time. Number of presented targets is displayed before start.

P4, Shoot/No Shoot -Double Speed: Similar to P3, but runs at double speed. For faster and more proficient shooters.

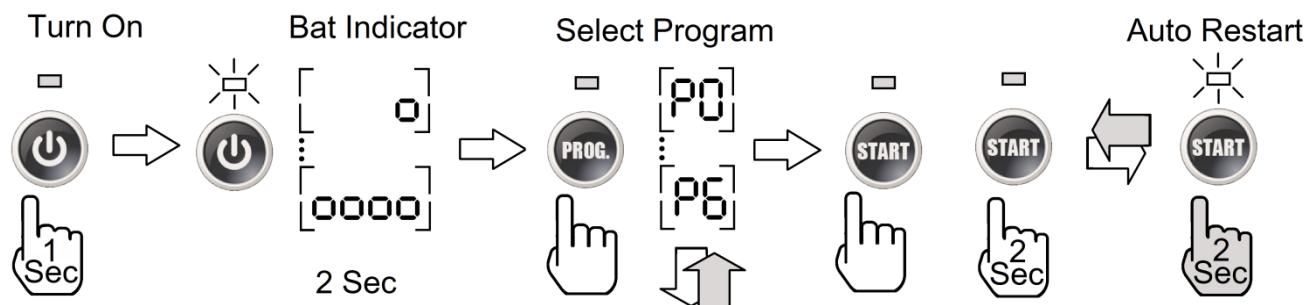
P5, Multiple tap: All targets need to be hit several times. Number of hits required is displayed before start. All target cards are illuminated, every hit will change the color until the required number of hits to turn off the light is reached. Timer stops when all target lights are off.

P6, Drill Timer: Displays the time between first and second hit. Shoot any target to start the timer once the controller indicates 'READY'. Preform your drill (for example: a magazine change) and hit any target again to stop the timer.

Getting Started:

* After setting all the targets

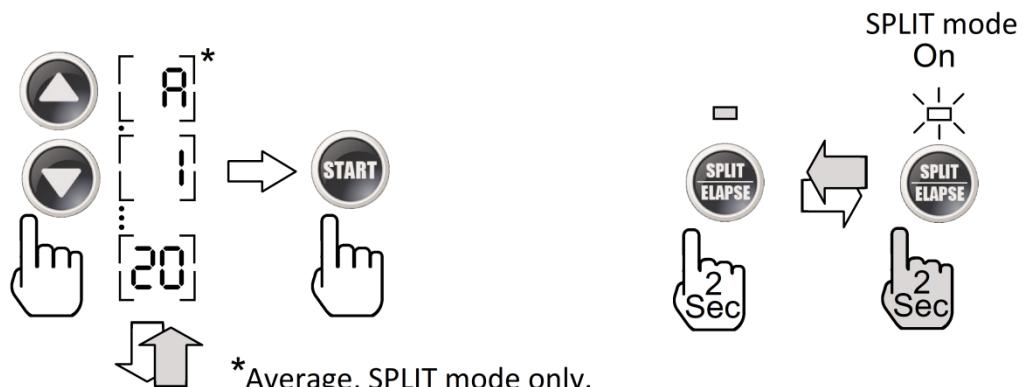
Turn Controller ON and select Program:



Turn on the system controller by pressing the On/Off button, power indicator will come on. Battery power indicator will display momentarily ranging between **oooo** (full) to **o** (low). Select program using Program button, all working targets will reset to the selected program. Press 'Start' to begin the drill, a long press will activate the Auto Restart feature.

Shoot the targets! Laser Ammo only!

View the Scores:



Scroll between the time scores for each hit by pressing the scroll Down/Up buttons. A sequel hit number will be displayed with the corresponding time score.

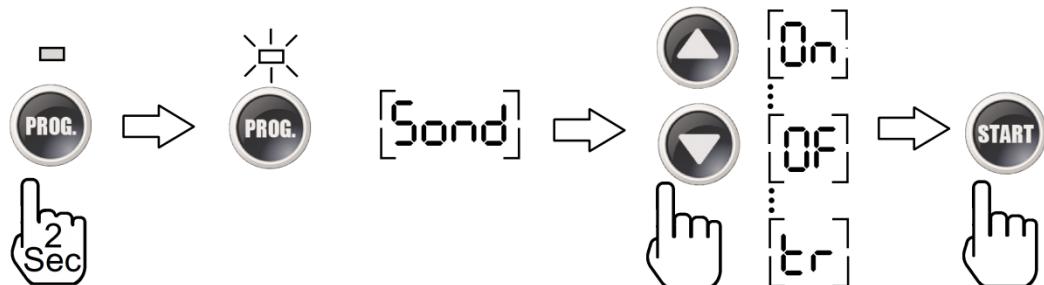
To switch between **Elapse** or **Split** view, hold down the Split/Elapse button for 2 seconds. 'Split Indicator' will turn on to indicate when in Split mode.

Press 'Start' to begin a new drill.

Settings:

Enter SETTINGS by holding down the 'Program' button until the Settings Indicator turns on. Navigate between the different available settings by repeatedly pressing the 'Program' button. After reaching the wanted setting, choose the option by using the up & down buttons and Press 'Start' to apply. To exit Settings: do not press any button and wait.

Sound: Beeping sound

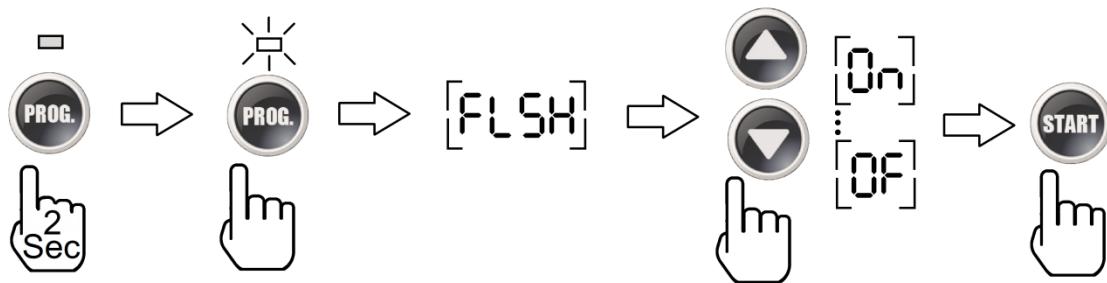


On - Sound On

OF - Sound Off

Tr - Targets Sound (Only) On

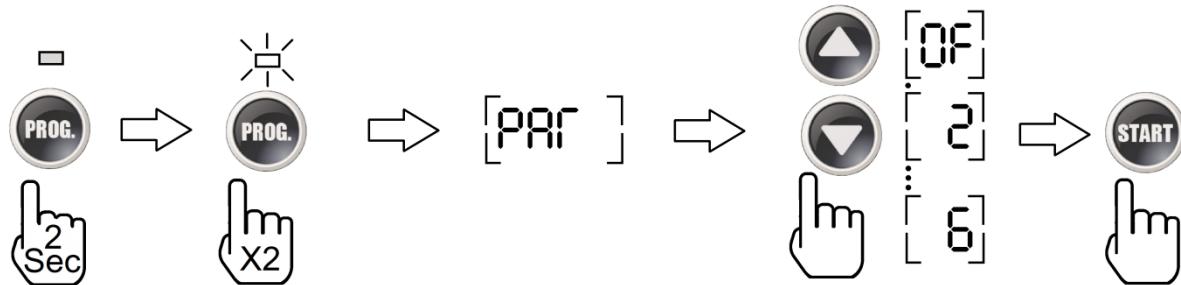
Flash: light FLASH response when target is hit



On - Flash On

OF - Flash Off

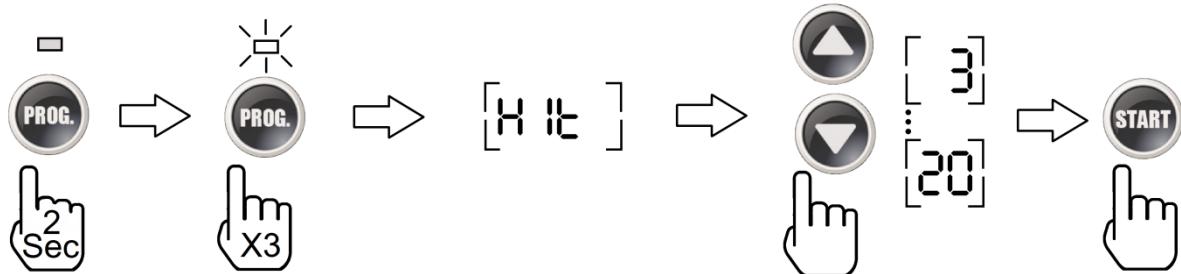
Par: Delay before drill starts.



OF - Random start, delay between 2 to 6 seconds

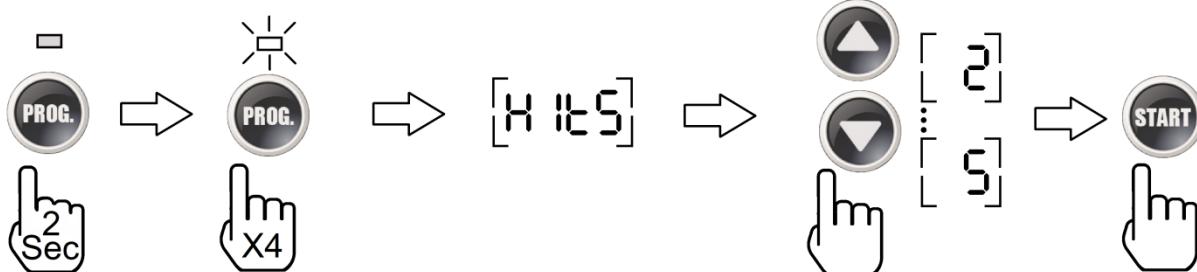
2...6 - A set start delay, will show countdown before drill.

Hit: Number of valid targets presented during a program, for programs P2, P3, P4.



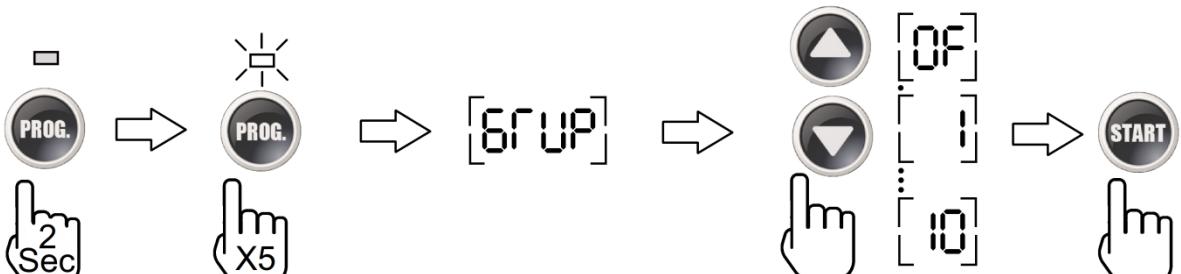
3...20 - Valid targets

Hit 5: Hits required for each target for program P5.



2...5 - Hits

Group: Pairing controller and targets into a group, enables for up to 11 systems to be used in the same space.



Change group number and press 'Start' to apply & Pair.

Creating a group is done by changing to a new group number and pairing with targets. Targets lighting up in green indicate they are already paired with the controller, lighting up in blue indicates they will be paired & added to the new group.

The targets to be paired into the new group are one of:

- Currently In default group/‘Group off’.
- Already paired with the controller (In case of changing group number).
- Already set with the new group number.

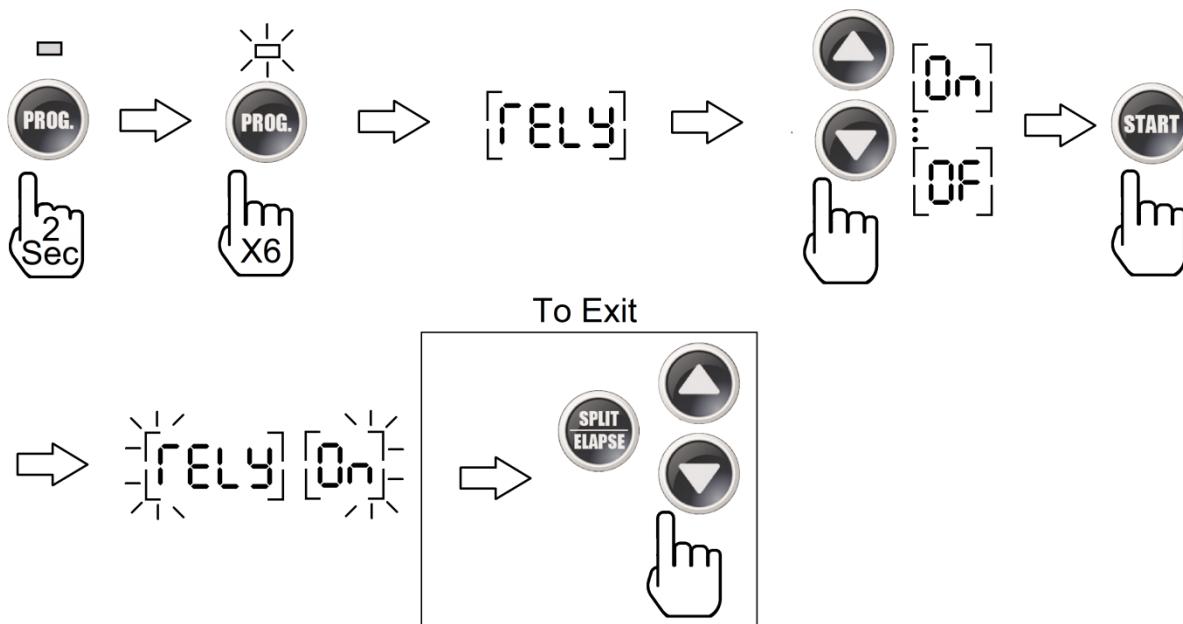
After the group is created – all paired targets will light in green.

OF – Set targets and controller back to default group, ‘Group off’.

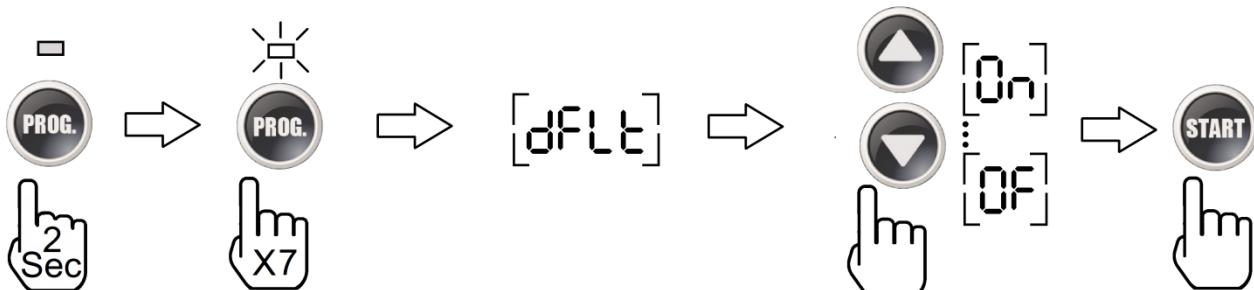
1...10 - 10 possible group.

* To avoid changing a target’s group while changing to a new group –Turn it off.

Relay: Used to extend the range between targets and the controller, requires an additional controller.



Default: Return to factory Default settings. Navigate to DFLT ON, and press start.



Storage and Maintenance:

1. Always keep all devices off when in storage.
2. Store devices in cool and dry environment.
3. Avoid getting the devices wet or in contact with water or any liquid.

Specifications:

Power Supply	4.5VDC ---
Batteries type	3xAAA / 1.5V alkaline non-rechargeable
Dimensions (base)	H 5.53" / 115mm L 2.91" / 74mm W 1.34" / 34mm

Certifications and Compliance:

IC: 21384-IMTTS2

FCC ID: 2AHUUIMTTS2



EN

This device complies with Part 15 of the FCC Rules and with Industry Canada license exempt RSS standard(s). Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation

FR

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée sous les deux conditions suivantes :

- (1) l'appareil ne peut pas produire de brouillage, et
- (2) l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

EN

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the device.
- Increase the separation between devices.
- Consult the dealer or an experienced radio technician for help.

FR

Cet équipement a été testé et jugé conforme aux limites s'appliquant à un appareil numérique de classe B, conformément à la Partie 15 des réglementations de la FCC. Ces limites ont été élaborées pour offrir une protection raisonnable contre les interférences nuisibles dans une installation résidentielle.

Cet équipement génère, utilise et peut émettre de l'énergie de fréquence radio et, s'il n'est pas installé et utilisé conformément aux instructions du fabricant, peut provoquer des interférences dangereuses pour les communications radio. Toutefois, rien ne garantit l'absence d'interférences dans une installation particulière. Si cet équipement provoque des interférences nuisibles au niveau de la réception radio ou télévision, ce qui peut être déterminé par la mise hors, puis sous tension de l'équipement, l'utilisateur encouragé à essayer de corriger les interférences en prenant les mesures suivantes :

- Réorientation ou déplacement de l'antenne réceptrice.
- Augmentation de la distance qui sépare l'équipement et le récepteur.
- Consultation du revendeur ou d'un technicien radio/télévision expérimenté pour obtenir de l'aide.



Warning: Changes or modifications to this equipment not expressly approved by the party responsible for compliance (Laser Ammo Ltd.) could void the user's authority to operate the equipment.

Warranty

Laser Ammo warrants that this product shall be free from material defects and defects in workmanship for a period of one (1) year from the date of the purchaser's receipt of the product. Notice of any warranty claim must be received by Laser Ammo, in writing, prior to the expiration of the warranty period.

Laser Ammo reserves the right to inspect the product before honoring the warranty.

Laser Ammo's warranty is limited solely to the above and applies only for the period set forth.

Laser Ammo will not be liable for any loss, damage, direct, incidental or consequential damages of any kind, whether based upon warranty, contract, negligence, or strict liability, or arising in connection with the sale or use of the product by the user or any third party.

Laser Ammo's warranty does not cover any damage to the product that results from improper installation, accident, abuse, misuse, natural disaster, insufficient or excessive electrical supply, abnormal mechanical or environmental conditions, or any unauthorized disassembly, repair, or modification.

This limited warranty does not apply to any product on which the original identification information has been altered, obliterated or removed.

Laser Ammo will, at its sole option, either repair or replace any part of the product that proves defective by reason of improper workmanship or materials.

In all events, Laser Ammo's maximum liability to the purchaser related to any warranty claim or defect with respect to the product shall not exceed the contract price for the specific product claimed to be defective or unsuitable, or alleged to have been the cause of any damage to the purchaser or any third party.

The foregoing is in lieu of all other warranties, oral, expressed or implied, including, but not limited to, any implied warranties of fitness for a particular purpose.

The provisions of this section shall be applicable to both implied warranties (if any) and expressed warranties.