

LET-100 Laser Electronic Target User Manual

Please read this manual carefully before use, please keep it for further reference.

Due to continuous product improvement, the LET-100 laser electronic target you purchased may not be exactly the same as the instructions in the manual. We apologize for it.

1. Product Overview

The laser electronic target is using a laser pulse as real bullet for simulative shooting training system. It can work with any pulsed laser bullet or semiconductor pulse laser gun on the market. There are 4 basic functions such as free shooting, timing shooting, counting shots, and electron voice prompt shooting. While, electron voice ring prompter and large size LED display shooting ring number can meet various training scenes. The target has a built-in rechargeable lithium-ion battery with a standby time of more than 8 hours and can guarantee more than 4 hours running time for general training scene.

2. Technical parameters

2.1 Laser electronic target parameters

Working voltage: 3.5-4.3VDC (built-in lithium-ion battery working voltage)

Battery capacity: 1100mAh

Standby time: >5 hours

Working current: <300mA

Charging voltage: 5V \pm 10% adapter

Charging current: <500mA

Target effective diameter: 178mm

Shooting trigger interval: 0.2s

Response wavelength: 400~1100nm

Adapt to laser spot size: 5-10mm

Laser pulse peak power: <5mW

Single pulse width: 10-100ms

Shooting distance: >20m

Working environment temperature: -10~40°C

Storage temperature: -30~85°C

Humidity range: 30~75% RH

2.2 RF remote control parameters

Working voltage: 12V (23A type disposable dry battery)

Transmission frequency: 433.92MHz

Transmit power: <10mW

Modulation method: ASK/OOK

Number of coding groups: 4

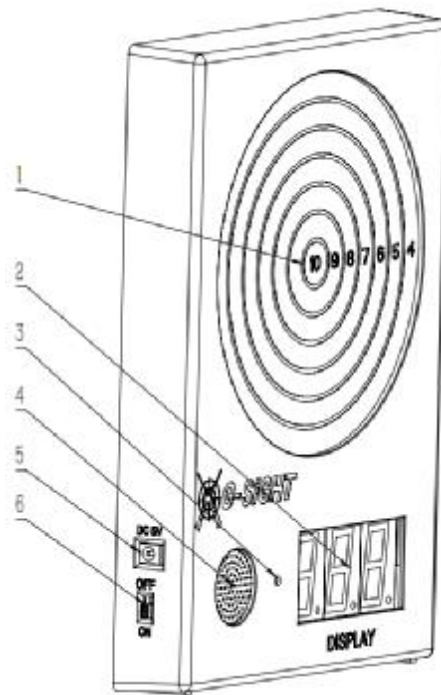
Remote control distance: >20m

Working environment temperature: -10~40°C

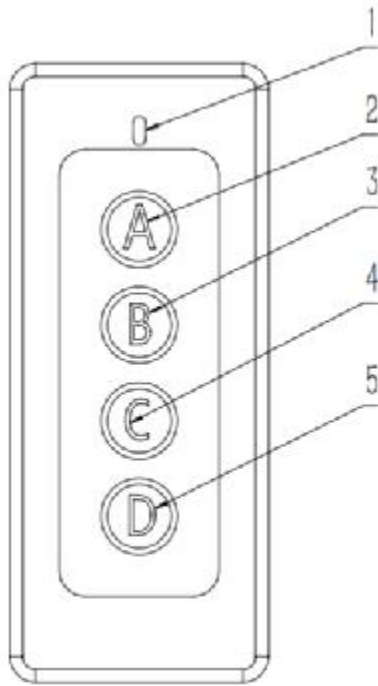
Storage temperature: -30~85°C

Humidity range: 30~95% RH

3. Structure drawing



- 1. target plate photosensitive surface
- 2. LED digital tube 3. LED three-color indicator
- 4. speaker 5. charge interface 6. power switch



1. Remote control transmitter indicator
2. A button
3. B button
4. C button
5. D button

4. Operational manual

4.1 Power supply

Built-in 1100mAh rechargeable Li-ion battery with 5V/2A charger. Please make sure power supply is at its normal range before using the product.

4.2 LED Tri-color indicator

LED-Red: battery is charging. LED-Green: battery is full. LED-Blue: Flashes for detecting every effective shooting.

4.3 Switching on the power and automatically entering the self-check mode, after five around flashes of the LED tube, F-1 letter starts flashing which is on “free shooting” mode, shooting sound will be simulated and scores will be displayed on LED screen when an effective shooting was detected. This mode has no limits on time and frequency. Please note that every effective shooting should have at least 0.2s interval.

4.4 Target board has four game and two self-checking modes available. These modes can be changed and selected by the enclosed remote.

4.4.1 Game mode:

F-1, Free shooting, every effective shooting will be displayed on the LED screen together with sound effect.

F-2, Time shooting, within the setting time, broadcasting every effective shooting and

total scores will be displayed at the end of the time. Press button D on the remote to start a new round.

F-3, Counts shooting, within the preset counts, broadcasting every effective shooting and total scores will be displayed at the end of the counts. Press button D on the remote to start a new round.

F-4, Respond shooting, the shooting hint (three bees) will be randomly provided within every 10 seconds count down, pulling out the gun and shot when the hint arises, the score and respond time will be circularly displayed on the screen. If there was no effective shooting detected within 60 seconds, digits 60 and 0 will continuously flash on the screen. Press button D on the remote to start a new round.

4.4.2 Self-checking mode:

4.4.2.1 Battery power level

The battery power level will be reflected by voltage: when the battery voltage is $\leq 3.5V$, the board enters low power mode and LED screen will display 'LO' to remind the user to charge the battery. No further operation is allowed just switch off the power and recharge to battery to 3.5v-4.3v, then it can be operated.

Under the game mode, long press the A button on the remote to enter power level displaying mode and press A again to return to game mode.

4.4.2.2 PT array detection (only for engineering test) mode:

Circularly detect the corresponding PT of 1-5 controller: the LED screen will indicate "1.00" when entering this mode, using a big diameter light plate to illuminate the board (PT array), the "00" will change from 1-30. Among those five controllers, number 1-4 has 30 corresponding PT each and number 5 has 27 instead.

For example:

1. 00: 1. Means number controller

00 means the functional corresponding PT of number one controller.

4.5 Remoter button definition

A: Function switching

Under the game mode: short press this button to select from F-1. F-2. F-3. F-4. Long press this button to enter battery power level mode (indicating the current battery voltage)

Under the PT detection mode: short press this button to select from 1.00, 2.00, 3.00, 4.00, 5.00 which will be displayed on the LED screen.

B: +

Short press: number increasing under F-2 and F-3 mode.

Long press: Speaker volume increasing

C: -

Short press: number decreasing under F-2 and F-3 mode.

Long press: Speaker volume decreasing

D: Confirmation

Short press:

F-1 selected and flashes, the board will start work after one effective shooting is

detected;

F-2 selected and countdown, total score will be displayed at the end of countdown;

F-3 selected and display the remaining counts of shooting, total score will be displayed when the counts are over;

F-4 selected and 10s random countdowns start, shoot at the hint and total score and time will be displayed after the shooting.

Long press: Press D button more than 10s will enter PT array self-checking mode and press for another 10s will get back to game mode.

5. Cautions

5.1 Ambient light has certain influences on this target board, indoor using is recommended. If frequent false-report appears during the shooting, it could be the influences of ambient light. User just need to find a way to avoid the strong ambient light.

5.2 If there was no sound from the speaker after the shooting, please long press button B under the game mode to increase the volume.

5.3 When the LED shows LO, please charge the battery immediately to avoid over discharge compromise the life-span of the battery.

5.4 The remoter are universal for all our target boards. So, there may cause some interferences during the operations of more than 1 target board.

5.5 If the target board can't be controlled via remoter, please check red indicator on the remoter, if it's not indicating, then please change the battery.

5.6 This product is not water proof, please keep it away from water.

6. Packing list

LET-100 Laser electronic target board x 1

Remoter x 1

5V/2A Power adapter x 1

User manual x 1

FCC Caution:

This device complies with part 15 of the FCC Rules. 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.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.