

BRB Systems USA Co.

Instruction Manual

Console

IMPORTANT: Read and understand this manual before assembling, installing or using this system. Improper use of this system can cause serious injury

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(1)Safety Information

CAUTION:

This system is powered by electricity. To reduce the risk of electric shock, do not remove any cover from the apparatus. There are no user serviceable parts inside. Refer servicing to BRB Systems USA Co.

Make certain that any person assembling or installing this system has read and fully understood this Instruction Manual. It is your guide to safe and proper operation of this system.

- The enclosure for this apparatus is not waterproof. Do not allow liquid entry into the components.
- Protect the power cord from being walked on, pinched or damaged in any way.
- Disconnect this apparatus from its power source during lightning storms or when unused for extended periods of time.
- Use only the attachment parts/accessories supplied by BRB Systems USA Co.
- Ensure that any cabling associated with this system is routed not to cause a tripping hazard for the systems operators or users.

(2) Console Description

The Console is used to make and manage User Dongles, and to make Management Dongles.

User Dongles are used by the shooter to allow the release of targets. User Dongle types are:

- Count Up Dongle
- Count Down Dongle

Management Dongles are used to make changes to the operation of the Counter units. The types of management Dongles that can be made are:

- No-load Counter programming Dongle
- Pre-load Counter Programming Dongle
- Free Play programming Dongle
- Ground ID programming Dongle

(3) Operation

This equipment has been designed for versatility, which is achieved by offering a number of user options. Each user option needs to be set. Unless specified otherwise when ordered, each piece of this equipment will be preset to factory settings before shipping. For many customers no changes will be necessary. Should you need to make any changes from the factory settings a description of how to do so follows.

Button/Switch Operation

ON/OFF switch = Power the Console on or off.

COUNT↑↓ switch = Sets the Console into Count Up or Count Down Mode when programming or zeroing a User Dongle.

Keypad Buttons = Used to sequence through programs, make selections and input values.

→ key = The equivalent of 'Enter' on a standard keyboard.

User Dongles

To release a target a User Dongle, with the correct ground ID and available credit, must be inserted into the Counter socket. User Dongles types are:

- Count Up Dongles
- Count Down Dongles

Count Up Dongles

When a target is released using a Count Up Dongle the release is added to a count stored on the Dongle. The shooter can release a maximum of 10,000 individual targets before the count will need to be reset in the Console.

Count Down Dongles

Before a target can be released using a Count Down Dongle a credit must be added to the Dongle using the Console. The Console can apply credit of 1-999 targets to a Dongle. When a target is released, using a Count Down Dongle, the release is subtracted from the Dongle credit. When the credit reaches zero no more targets can be released.

The Console can make any Dongle into a Count Up or Count Down Dongle regardless of how it has been used in the past.

Reading the Type and Count/Credit of a Dongle

With a User Dongle inserted and the Console powered on, the display will show the count stored in the Dongle.

The count of a Count Up Dongle will read between 0 and 10,000 and will be displayed as follows: **1234**

The Dongle has counted that 1234 targets have been released.

The count of a Count Down Dongle will read between 0 and 999 and will be displayed as follows: **.9.8.7**

The Dongle is set to Count Down Mode and has a 987 target credit remaining.

Zero A Dongle

A Dongle should be zeroed before it is reused by another shooter, or its use type changed between Count Up and Count Down.

The following applies regardless of whether the Dongle to be zeroed has previously been used as a Count Up or Count Down Dongle:

Power on the Console. The display will show IdLE

Press the → key

If the COUNT↑↓ switch is in the COUNT↑ position when the → key is pressed the display will immediately zero the count.

The display will show clr donE 0.

The Dongle now has zero count and is ready to be used again as a Count Up Dongle.

If the Count↑↓ switch is in COUNT↓ position when the → key is pressed, the option to add more credit to the Dongle before zeroing is offered.

When the → key is pressed the display will show ._._.0 prompting the user to add more credit. If no more credit is required press → again.

The display will show . . .0

After adding credit the Dongle would be ready to use again.

Program Dongle Credit or Count

Any Dongle can be made into a Count Up or Count Down Dongle regardless of how it has been used in the past.

To use a Dongle in the opposite mode from that it was used in previously, simply zero the Dongle in the new mode it is to be used in.

Make a Count Up Dongle

To make a Count Up Dongle set the Count↑↓ switch to ↑.

Press the → key. The display will show 0.

Remove the Dongle and use.

Make a Count Down Dongle

To make a Count Down Dongle the amount of target credit required by the shooter must be programmed.

Set the Count↑↓ switch to ↓.

Press the → key. The display will read; ._._.0 prompting the input of the required number of credits.

Using the keypad input the number of credits to a maximum of 999.

Press the → key.

The display will show donE followed by the number of credits.
Remove the Dongle and use.

Management Dongles

Management Dongles allow the club management to set each Counter unit to operate as a No-load Counter, Preload Counter or Free Play Counter.

No-load target counting requires a Dongle to be in the Counter unit at the time of shooting and charges the Dongle per shot. This counter mode is of most use by a single shooter for Sporting disciplines.

Preload target counting allows shooters to each load multiples of 25 targets onto a Counter unit, where they are stored until used. Targets are preloaded by inserting and then removing a Dongle. This counter mode is of most use for single or multiple shooters, for Trap or Skeet disciplines.

Free Play mode allows the Counter unit to be used as a release system without any need for a Dongle to be inserted for payment.

All Dongles start as User Dongles and can be made into Management Dongles. When use as a Management Dongle is no longer required the Dongle can be cleared and it will return to being a User Dongle.

Making a No-load Management Dongle

Power on the Console. The display will show IdLE

Insert a Dongle into the socket.

Hold the ← key down and press 1.

The display quickly shows Cntr busy donE

Remove the Dongle. It can now be used to reprogram a Counter unit.

Making a Preload Management Dongle

Power on the Console. The display will show IdLE

Insert a Dongle into the socket.

Hold the ← key down and press 2.

The display quickly shows PreL Add_

Key in the number of free targets (0-5) that you want to add to a round of 25, to allow for broken targets etc. and press →.

The display quickly shows busy done

Remove the Dongle. It can now be used to reprogram a Counter unit.

Making a Free Play Management Dongle

Power on the Console. The display will show IdLE

Insert a Dongle into the socket.

Hold the ← key down and press 3.

The display quickly shows Free busy done

Remove the Dongle. It can now be used to reprogram a Counter unit.

Making a Ground ID Management Dongle

Each User Dongle and Counter unit is shipped with a unique ground ID preinstalled. Therefore under normal circumstances ground ID should not need to be reprogrammed by the customer. However if a change in ground ID is required then follow the instructions below.

To change the ground ID, each Counter and Dongle must be programmed with the new ground ID. For a Dongle this is done by reprogramming it in the Console. For a Counter unit this is done by inserting a Dongle, that has been programmed as a Ground ID Management Dongle, into the Counter unit.

Power on the Console. The display will show IdLE

Insert a Dongle into the socket.

Switch the Count↑↓ switch to Count↑.

Press the ← and → keys simultaneously.

The display shows gr.id followed by a prompt for the new ground ID number, which will read _ _ _ _

Using the keypad input a new 4 digit ground ID number, which will be displayed on the screen.

Press the → key. The display will read done

The Dongle is now a Ground ID Dongle and can be used to change the Ground ID of a Counter unit.

Note:

The ground ID process can be aborted by pressing the ← key. The display

will show **Abrt** before returning to display the original User Dongle count/credit.

Making a Management Dongle Back Into a User Dongle

Power on the Console. The display will show **IdlE**.

Insert any management Dongle into the Console socket.

The display will show a counter code specific to the management Dongle type (see Counter Codes page 9) then clear the Dongle.

The display will show '0' count. It is now a User Dongle.

Using a Management Dongle

Changing a Counter from one type to another is done by inserting the Management Dongle into the Counter socket. The Counter display will show when the programming is complete and the Dongle can be removed.

(4) Maintenance

The rugged manufacture of the BRB Console should ensure many years of trouble free use if it is not abused and given simple maintenance.

- Avoid moving any component of the system by pulling it by the cabling.
- Do not allow any component to be immersed in water.
- Regularly inspect the power cord from the power source to the Console. If any wear or damage is found, replace immediately.

There are no settings or adjustments that can be made to the system by the user. Should difficulty be found with the system operation, do not remove any of the system covers. This will void the system warranty and may result in an electric shock hazard.

Refer servicing to BRB Systems USA Co.

(5) Counter Codes

2 = Illegal key press with no Dongle.

3 = Bad ground ID. Dongle is from another ground.

4 = Tried to program Ground ID with less than 4 numbers entered.

5 = Cannot read Dongle.

6 = Clearing a Preload Dongle.

7 = Clearing a Free Play Dongle.

8 = Clearing a No-load Dongle.

9 = Clearing a Ground ID Dongle.

(6) BRB Systems USA Co. - Limited Warranty

This BRB Systems USA Co. product, supplied in the original packaging to the original purchaser, is warranted by BRB Systems USA Co. against manufacturing defects in materials and workmanship for a limited warranty period of

One (1) Year Parts and Labor.

This limited warranty begins on the original date of purchase and is valid only on products purchased and used in the USA. This warranty will terminate automatically prior to its stated expiration if the original purchaser sells or transfers the product to any other party.

BRB Systems USA Co. will repair or replace this product, at our option and at no charge as stipulated herein, with new or reconditioned parts or products if found to be defective during the limited warranty period specified above. All replaced parts and products become the property of BRB Systems USA Co. and must be returned to BRB Systems USA Co. Replacement parts and products assume the remaining original warranty or ninety (90) days, whichever is longer.

This limited warranty covers defects in materials and workmanship encountered in normal use of this product and shall not apply to defects or injuries caused by the following, including, but not limited to: damage which occurs in shipment; delivery and installation; applications and uses for which this product was not intended; product alterations not authorized by BRB Systems USA Co.; cosmetic damage or exterior finish; accidents; neglect; fire; water damage; vermin or insect infestation; lightning or other acts of nature; use of products, equipment systems, utilities, services, supplies, accessories, applications, installations, repairs, external wiring or connectors not supplied or authorized by BRB Systems USA Co. which damage this product or result in service problems; incorrect electrical line voltage; fluctuations and surges; customer adjustments and failure to follow operating instructions, cleaning, maintenance and environmental instructions that are covered and prescribed in the Instruction Manual.

BRB Systems USA Co. does not warrant uninterrupted or error-free operation of the product.

BRB Systems USA Co. shall not be liable for loss of revenue or profits, failure to realize savings or other benefits, or any other special, incidental or consequential damages caused by the use, misuse or inability to use this product, regardless of the legal theory on which the claim is based, even if BRB Systems USA Co. has been advised of the possibility of such damages. Nor shall recovery of any kind against BRB Systems USA Co. be greater in amount than the purchase price of the product sold by BRB Systems USA Co. Without limiting the foregoing, the purchaser assumes all risk and liability for loss, damage or injury to purchaser and purchaser's property and to others and their property arising out of the use, misuse or inability to use this product sold by BRB Systems USA Co. not caused directly by the negligence of BRB Systems USA Co.

To receive warranty service contact BRB Systems USA Co. for problem determination and service procedure. If it is determined that the product requires warranty service, ship the product, in its original packaging or its equivalent, together with proof of purchase, prepaid insured to BRB Systems USA Co.

Products repaired or replaced under warranty will be returned to you, within a reasonable time, freight prepaid.

To obtain warranty service contact BRB Systems USA Co. at:

brbsystemsusa@yahoo.com