

Damage Cheat Sheet

Navigation

Press **Menu / -**

Test -> Menu 1 Items -> Menu 2 -> Setup -> Test

Enter -> Go into Menu **Prog / +** -> Change Program, Setting

Changing Program Settings

e.g. Ranking Round 2

Press **Prog / +** to check / change program

T1	T2	T3	SER	M
10	240	30	02	02

T1	T2	T3	SER	M
Lead in time 2 Beeps to start Red light on Clock Counting	Shooting time 1 beep to start Green Light on Clock Counting	Warning Time 2/3 beep to end Amber light on Clock continues	Number Details	Menu 1 – in top menu 2 – in Menu 2

Menu / - -> Reduce digit by 1 **Prog / +** -> increase digit by 1 **Enter** -> Move to next digit

Normal Operation

Check AB boards (change detail by using **Next L <> R AB**)

Press **Start** -> program starts running

Press **Start** -> if line is clear to move to next

If less than 5 seconds – do nothing as possibly skip.

Emergency Stop

Press **Emg Stop** – will immediately do 5 beeps and stop the program

Can remove/add time with **Menu / -** and **Prog / +**

Press **Start** to resume once emergency over

Make up Arrows

Press **1 Arrow** when ready to do make up arrows (at end of detail or when ready)

Display will flash 1 Arrow / Program Name

Press **1 Arrow** to cancel

At end of detail will sound 5 beeps Emergency Stop

Press **1 Arrow** again for each make up arrow to shoot

Press **Enter**

Press **Start** when ready

At end of make up will do correct beeps for next action

(1st detail = 2 beeps, 2nd detail = 3 beeps, out of time = nothing!)

Other Combinations

Error / Hold + **Prog** -> single beep