



***ACE**Target-S*

Manual

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AceTarget-S(Static) Contents

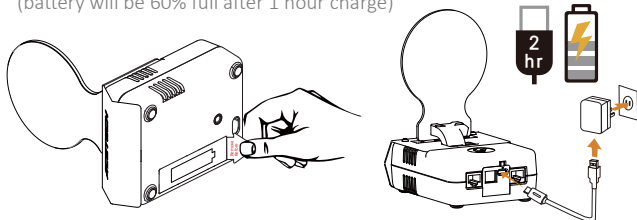
Contents

| Image |  |  |  |  |  |
|----------|---|---|---|---|---|
| Contents | AceTarget-S (With 18650 Li-Ion Battery) | Type C Charging cable | 1/4" Screw | Non-slip mat | Manual |
| Quantity | 1 | 1 | 1 | 1 | 1 |

Precautions

- ✘ Please remove the battery insulation tab before the first time use and charge it for at least 2 hours.

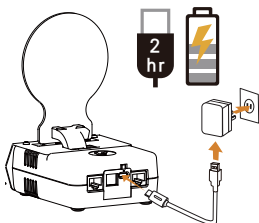
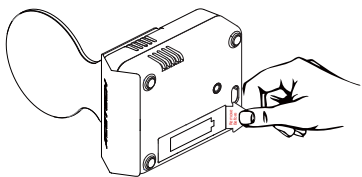
(battery will be 60% full after 1 hour charge)



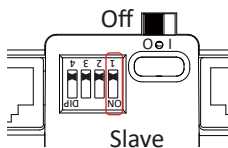
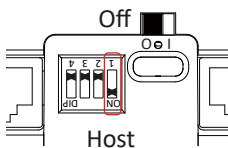
- ✘ The target face and connection part of AceTarget-S is consumable and not covered by the warranty.
Consuming speed is varied by the frequency of usage, and the velocity of the airsoft gun.
- ✘ Bullet marks and dents on the target face are normal and not be covered by the warranty.
- ✘ When using an AceTarget-S, the metal covered front should face to the shooter. There is no protection at the back side of the AceTarget.
- ✘ AceTarget can be charged when it is being used. Please avoid charging cable and portable charger being hit by BBs.
- ✘ Please turn off AceTarget when it is not in use.
- ✘ Recharge AceTarget for 30 minutes once in every 3 month to avoid battery damage.

Quick Start Guide

1. Remove the battery insulation tab and charge AceTarget for at least two hours before use.



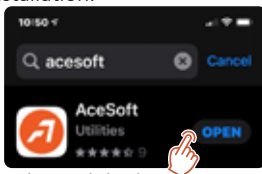
2. Turn off AceTarget and set one of AceTarget-S as host and keep the other AceTarget-S as slaves as default.



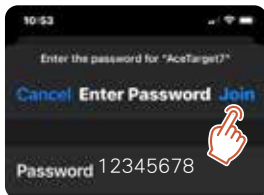
3. Turn off all the devices before setting the channel.
Please refer to page 4 for the setting details.

* If there are 2 sets of AceTarget systems in the same area, set the WIFI into different channels to avoid being bonded as one system.

4. Download the AceSoft App on a mobile device and run the App after installation.



5. Connect the mobile device to any of AceTarget-S.
Default password: 12345678

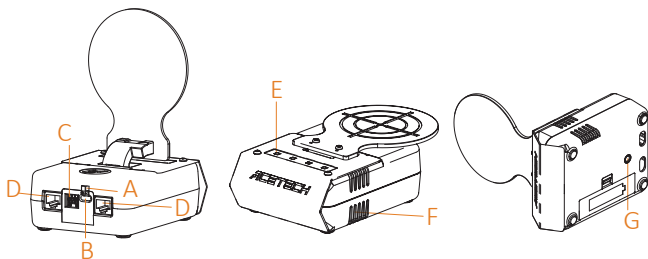


6. Start the games. For more details of the operation for the games, please refer to **App Operation Guide**.

Product Introduction

AceTarget-S device introduce:

AceTarget-S raise up and fold down the target face. When the target is raised up, it emits a sound to remind the shooter. At the same time, LED irradiates red or green light to the target face.



A. Power Button

B. TYPE-C Charging Port and Indicator LED:

Turn off the power and plug-in Type C power cable to charge AceTarget. The indicator LED lights up in red when the device is being charged, and turns off when the device is fully charged. The LED flashes in red when the charging is failed. Please check if the battery is faulty or the battery performance has been severely degraded.

C. 4 digit Setting Button:

Toggle the switch to the symbol "ON" for binary "1".

Toggle the switch to the digits "1 2 3 4" for binary "0".

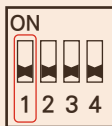
- The first digit sets the Host/Slave , 1 : Host , 0: Slave. Only one device is allowed to be Host, the rest devices shall be set as Slave as the default setting.
- The switches on 2, 3 and 4 can provide 8 independent WIFI channels. The same system must be set to the same channel. The default setting is channel "Acetarget1"

Digi 1: Host / Slave Settings →









← Digi 2~4: Channel Settings



Digi1: Set as host



Digi1: Set as Slave

| Digits | Channel | Digits | Channel |
|---|-----------|---|-----------|
|  | Channel 1 |  | Channel 5 |
|  | Channel 2 |  | Channel 6 |
|  | Channel 3 |  | Channel 7 |
|  | Channel 4 |  | Channel 8 |

D. Cable ports: For wired system set.

E. RGB LED light: green light means shooting is allowed, red light means not allowed

F. Speaker hole: The Speaker can beep and the volume can be adjusted by App.

G. The 1/4-inch camera tripod screw hole at the bottom is used to mount the camera tripod.

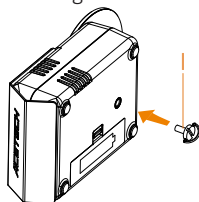
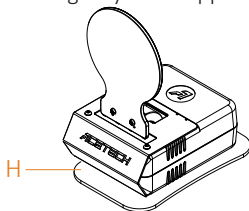
H. Non-slip Pad: Both-side anti-slip mat, the size is about 14.5*9cm. Prevent position shift caused by target face falling or shaking when being shot. The pad might loses its stickiness due to dirt. Cleaning the pad with water and drying, it can be restored

I. 1/4 inch screws: screw holes on the bottom, fixed AceTarget on the shelf.

J. Dimensions: 126mm x 92mm x 168mm
(the size when the target is standing)

K. Weight: 375g (including battery)

Recommend to use more than 5 AceTargets to connect to the mobile device. An AceTarget system supports up to 32 targets

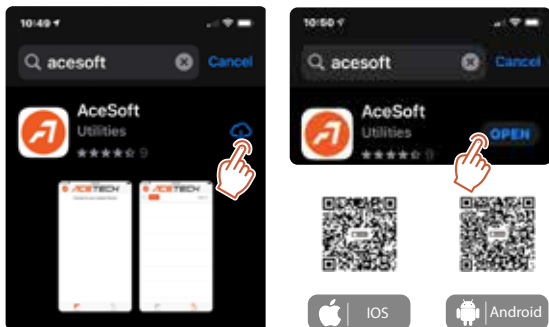


App Operation Guide

1. Download App

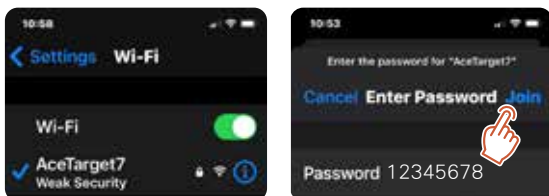
Scanning the QR code on the package to download AceSoft Appy or searching on App Store (Apple) or Play Store (Android).

Android 5.0 / iOS 10.0 or later is recommended



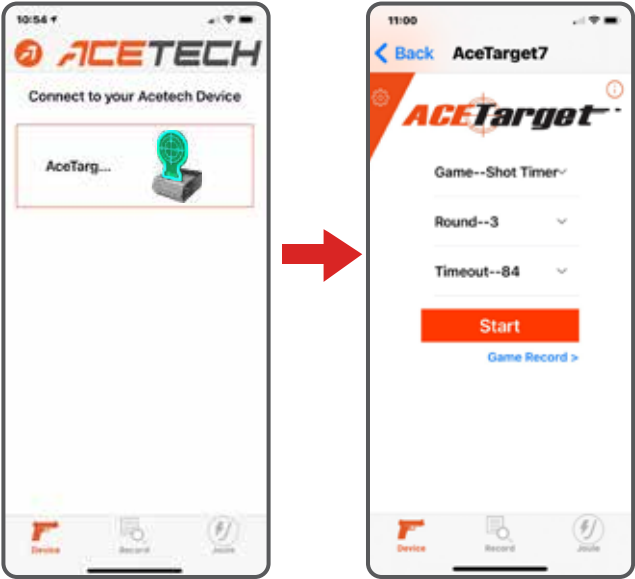
2. Connect Host

Turn WiFi of the mobile device on and connect to AceTarget(1-8). Password: 12345678. Host can only be connected by one mobile device only.

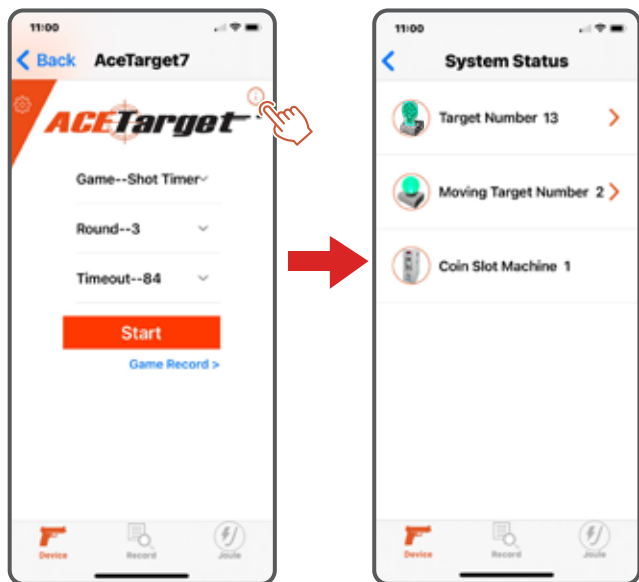


3. Run the App

Make sure the mobile device has connected to Wi-Fi of AceTarget. Run the App, the app displays the following picture. Tap the device figure to enter the game setting.



4. System Function Guidance: Tap



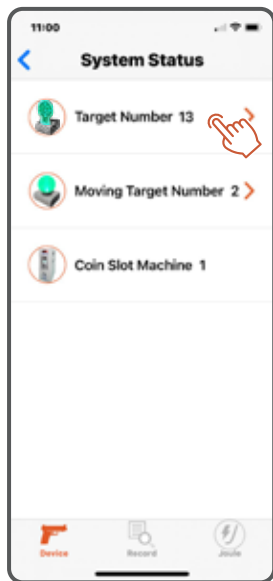
"Target Number 13" means there are 13 units of AceTarget-S in the system.

"Moving Target Number 2" means there are 2 units of AceTarget-D in the system.

◎ Tap Target Number > to check the remaining battery percentage of each AceTarget-S.

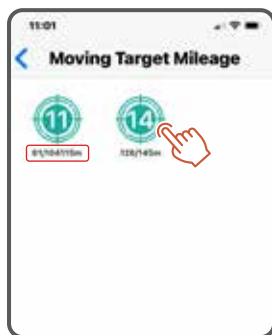
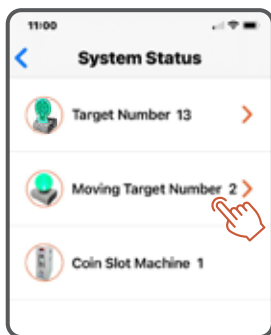
When AceTarget-S connect to charging cable and no battery percentage be displayed

◎ Tap , and the contraposed AceTarget-S rise and flow in green.

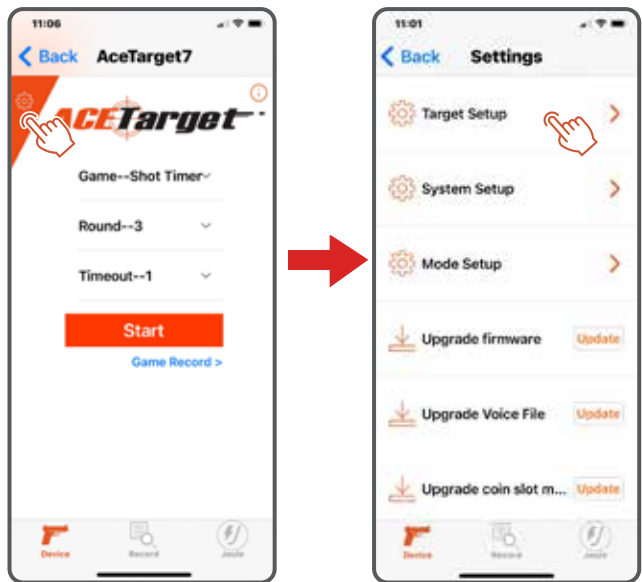


④ Tap Target Moving Target Number > to see the mileage of AceTarget-D.

Then, Tap the icon 14 the selected AceTarget-D to turn on green light, and there will be a message on the App asking if you need to clear the mileage of AceTarget-D. The mileage record of the selected AceTarget-D will be erased after the requirement of the message is confirmed.



5. **System Setup Description:** Tap ⚙️ to enter the System Setup page.

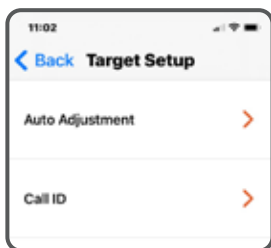


A. Target Setup

1. **Auto Adjustment** : Rise all AceTarget-S to check the location, and AceTarget-D move around to remeasure the length of rail.

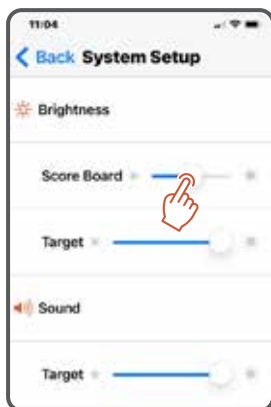
The target flashes green to indicate that it is working properly, and it flashes red abnormally.

2. **Call ID**: Enter to check the current battery percentage. Tap the number on the screen, the corresponding target rise up with green light, shows the AceTarget-S location.



B. System Setup

Adjust the scoreboard / Target brightness and Target volume



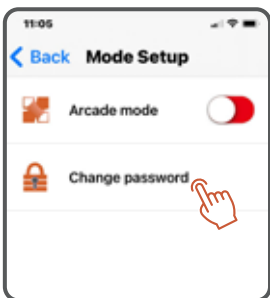
C. Mode Setup



- Enter the password to change the mode.
(Default Password: acetarget)
- To switch to Arcade Mode, a coin slot machine is requested.

Change Password: Tap Change password, enter a new password in the blank of pop-up window.

- After entering the correct password, the user enter by new password, (Enter at least four digits.)



D. Update firmware /Update voice / Update coin slot Machine

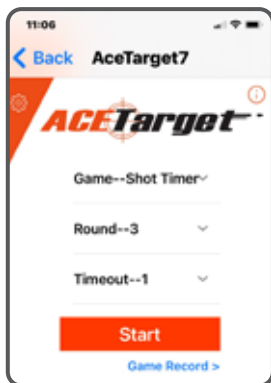
Tap "Update" button to update the latest firmware for connected AceTarget-S and AceTarget-D one by one

6. Game setting: Total 4 Game Modes and a Demo.



1) Shot Timer :

The Shot Timer game starts after the countdown to 3 2 1 and all target face rise up. When time is over or all the AceTarget-S are hit down, means the game is over. The less time the shooter spends to terminate the game, the more accurate it represents.



2) Whack a Mole :

Whack a mole game. When the game starts, the AceTarget-S rise up randomly. According to the difficulty level of the game, there are up to 3 AceTarget-S rising at the same time. AceTarget-S have different duration rising-up per the difficulty level. The shooter must hit the target down within the duration to get scores.



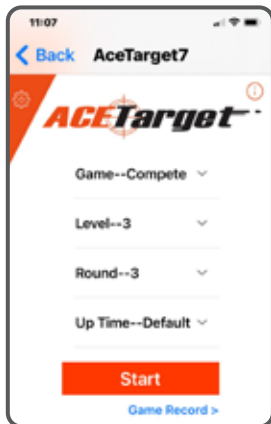
3) Rescue :

Rescue game is similar to the Whack a Mole game. The hostage roles join the game (Red target face is on for the hostages) mistakenly hitting the hostage will deduct the points.



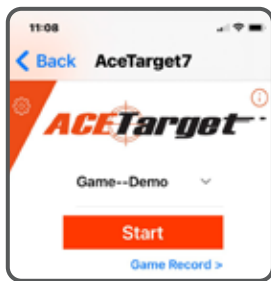
4) Compete :

CCompete game. Only one AceTarget rise up at a time. The higher the LEVEL is, the shorter the rising time will be. One AceTarget-S rise up after the former target is automatically down or manual hit down by the shooter. The game ends after all the AceTarget-S are down in sequence.



5) Demo :

Demonstration mode. The system automatically take turns to demonstrate 4 games, providing operators to demonstration the modes.

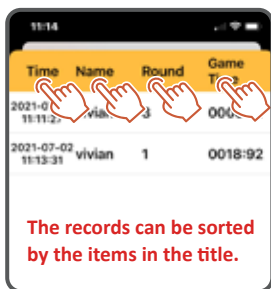
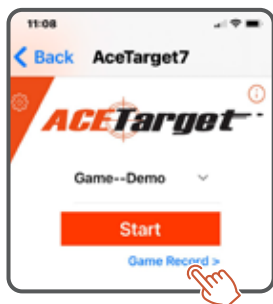


- ⦿ When a AceTarget-S rise up, a green LED light will be projected on the target face, and a beep will sound to remind the player to start shooting.
- ⦿ Difficulty and times settings of each game are adjustable.
- ⦿ Level: Difficulty, set range 1~5. 1 is the easiest, and 5 is the most difficult. Speed up the movement with the LEVEL setting.
 - LEVEL=1 : Moving target speed = 1, Move left and right regularly
 - LEVEL=2 : Moving target speed = 2, Move left and right regularly
 - LEVEL=3 : Moving target speed = 3, Move left and right regularly
 - LEVEL=4 : Moving target speed = 2, Move left and right irregularly
 - LEVEL=5 : Moving target speed = 3, Move left and right irregularly
- ⦿ Round : The setting range is 1~5. 1 means that all AceTarget-S rise up and fall once. Round 2 means all AceTarget-S rise up and down twice, and so on.
- ⦿ Hostage : Number of hostages in the rescue game. Red target face is on for the hostages, mistakenly hitting the hostage will deduct the points.

7. Game Record .

Record points of each game separately. Take Quick Shooting for example as shown below:

After the the game, enter the User Name and tap Yes to keep the record. Tap the Record on the game page, and all the shooting records can be seen. The records can be sorted by tap titles.



Warranty

1. 12 months warranty from order date.
2. Warranty not covering.
 - A. Unauthorized dismantling or repair
 - B. Damage from incorrect usage, external force, or liquid intruding inside the product
 - C. Lightning strikes and other damage caused by natural disasters.
 - D. Products without product serial number sticker.

FEDERAL COMMUNICATIONS COMMISSION INTERFERENCE STATEMENT

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:

CAUTION:

Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the equipment.

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.

RF exposure warning

This equipment must be installed and operated in accordance with provided instructions and the antenna(s) used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter. End-users and installers must be provided with antenna installation instructions and transmitter operating conditions for satisfying RF exposure compliance.



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