USER GUIDE

I-MTTS ARENA

Interactive Multi Target Training System (i-M.T.T.S.) and System Controller

INTRODUCING

The **i-MTTS ARENA** is a wireless electronic target system for laser based simulative firearm training. Used with Laser Ammo SureStrikeTM laser cartridges, either visible (Red) or Invisible (IR), inserted in double action pistols, or Laser Ammo recoil enabled training firearms.

Using wireless communication, the set of targets will allow you to perform multi-target shooting drills to create a customized training session or may be used as standalone targets.

The **System Controller** is a control and display unit for the **i-MTTS targets**, acting both as a remote control and a numeric display for the user's performance. Paired together to create the **I-MTTS ARENA**, the most advanced home electronic targeting system for 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 options that are not available in any other home electronic target training system.

The **i-MTTS targets** and the **System Controller** are available together or separately. This user guide covers both targets and system controller units.

⚠ SAFETY PRECAUTIONS

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

Training drill programs including:

- First Shot Timer
- Steel Plate Shooting
- 'Chase the Ball'
- Shoot – No shoot
- 'Double Tap'
- Mag Change Timer

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

- Wireless communication up to 20ft.
- Immediate score display, hundredths 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...

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 lasers. Any use with other products may cause the system to malfunction and will void the warrantee.

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

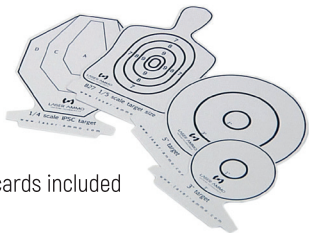## SETTING UP THE I-MTTS TARGETS without the system controller

Install batteries (3XAAA) on the underside of all i-MTTS base units according to the marking.

1. Insert a target card of your choice from the provided target cards into the base unit.
2. Position the i-MTTS, following these guidelines:
   a. Minimum distance of 8 inches (~20cm) between any two targets.
   b. Maximum spread between full set of targets is about 20FT (~6M). Range may be changed according to surrounding objects and environment.
   c. Avoid placing targets against walls or any objects. Keep a minimum distance of 4 inches (~10cm) from the target to any wall or object.
   d. Targets should be placed at least 1 Ft (30.5 cm) above floor level.
3. Turn on all the i-MTTS targets by pressing the On/Off button (1)
4. Select Hit Response (2) as a 'beep', 'light' or both (default is both)
5. Select Operation Mode (3).
   Please note that, with some exceptions, all targets must be set to the same operation mode
6. Start your drill.
7. Shoot at the targets using Laser Ammo's SureStrike™ laser cartridge using a double action pistol, or Laser Ammo recoil enabled training firearms.
8. When finished turn all targets off by pressing the On / Off button on each target.

I-MTTS CONTROLS AND INDICATORS

1. On/Off
2. Hit Response
3. Operation Mode
4. On/Off Indicator
5. Hit Response Indicator
6. Mode Indicator
7. Illumination LED
8. Optic Sensor

Target cards included

I-MTTS OPERATING MODES

When using separately from the system controller only.
When using with system controller please check page 12 for training programs.

1. **Stand Alone (Mode Indicator off).** Each target will respond to any hit. No communication between targets.

2. **Steel-Plate Shooting (Mode Indicator "A").** All targets will light up and then black-out when hit. Targets will automatically reset after hitting them all.

3. **"Chase the Ball" (Mode Indicator "B").** One random target will light up with bright-green color. Hitting the target will black it out and another random target will turn on with bright-green color.

4. **Shoot/No-Shoot (Mode Indicator "C")** - Targets will light up green or red for two seconds. Shoot only the green target that lights and move to the next random target that turns on green. Shooting a red target will result in a penalty.

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1. **Double-Speed Shoot/No-Shoot (Mode Indicator "AB")** - Advanced level of drill "4", for faster shooters.

2. **Double Tap (Mode indicator 'AC')** – All targets will light up. Shoot the target once, when hit, color will change to green. Shoot the target 2nd time to turn off the target. After hitting all the targets twice, all of them will light up again to start the drill from the beginning.

ADDITIONAL INSTRUCTIONS:

1. This system is intended for use with up to 10 targets working together. Using more than 10 targets might affect the system reliability and reaction time.
2. Some environmental settings may affect the system reliability. For example: placing devices too far apart, having obstacles between any two targets, placing any targets too close to the floor.
3. Direct sunlight or other very bright light source might affect the targets as well.
4. Low battery power indicated by weak or different light color from indication LED. Buzzer and other indication lights will also be weaker as battery power drops.

SETTING UP THE I-MTTS TARGETS with System Controller

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 one feet above floor level and away from walls or other objects. Set them at least 8 inches (20cm) apart, but no more than 20 feet (6m) total spread. Turn the targets on.
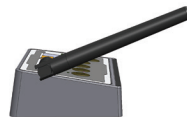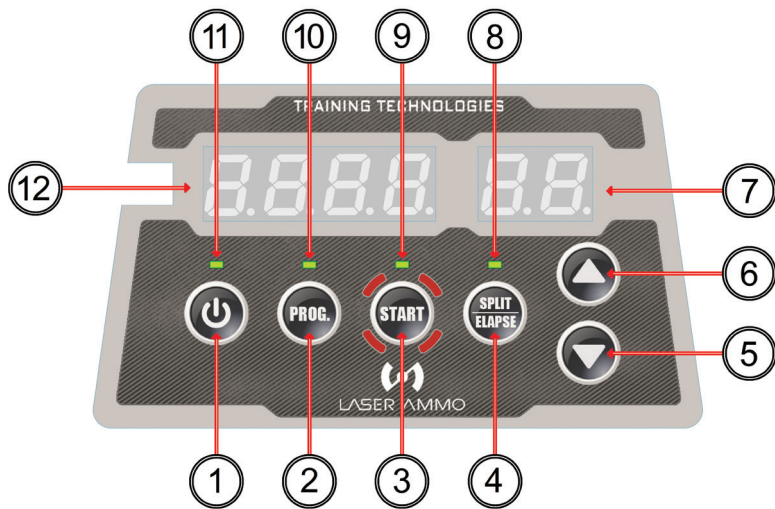
Please note:

- ■ 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.

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.

1. On/Off
2. Program
3. Start
4. Split / Elapse
5. Scroll Down
6. Scroll Up
7. Hit number Display
8. Split Indicator
9. Auto Start Indicator
10. Settings Indicator
11. Power Indicator
12. Time Display

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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 'Shot 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.

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 2 seconds to the total time. Number of presented targets is displayed before start.

P4, Shoot/No Shoot -Double Speed: Similar to P3, with one second between shots (double speed), for faster and more proficient shooters.
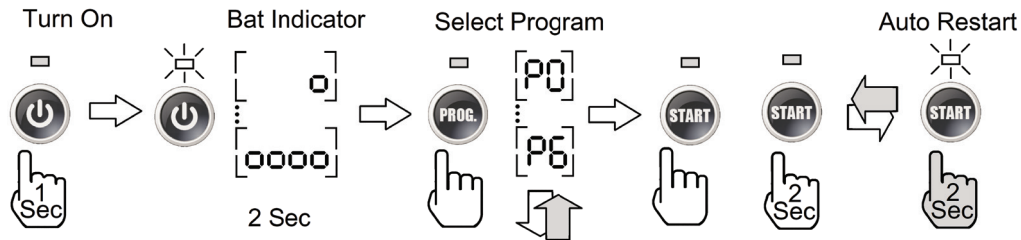
P5, Multiple tap: All targets need to be hit several times. Number of hits required is displayed before start. All target cards are illuminated, every hit will change the color until the required number of hits to turn off the light is reached. Timer stops when all target lights are off.

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

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GETTING STARTED

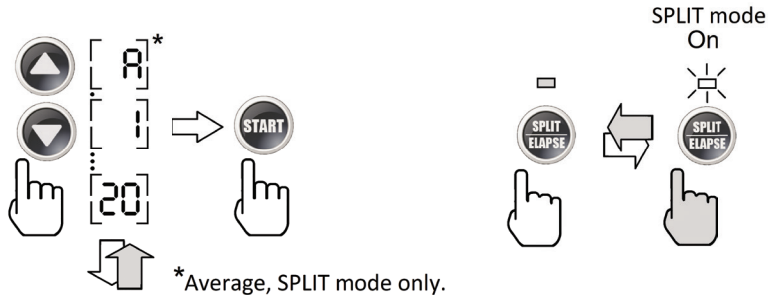After setting all the targets

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!

VIEW THE SCORES

*Average, SPLIT mode only.

SPLIT mode
On

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, press the Split/Elapse button. 'Split Indicator' will turn on to indicate when in Split mode.
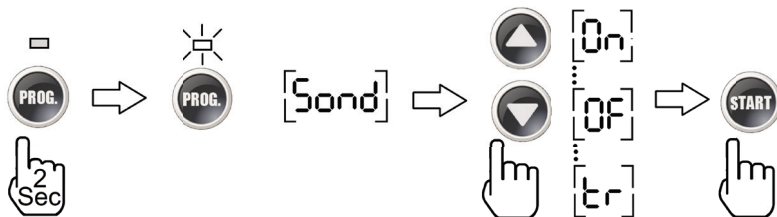
Press 'Start' to begin a new drill.

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: Inactivity for 5-7 seconds will return system controller back to normal operation.
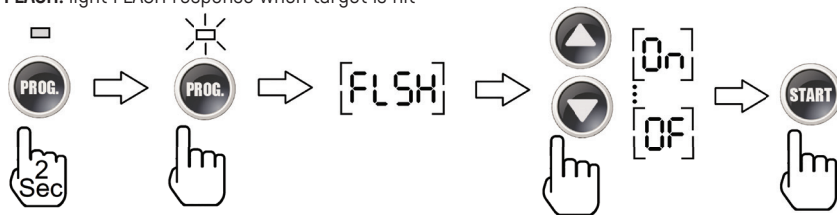
SOUND: Beeping sound

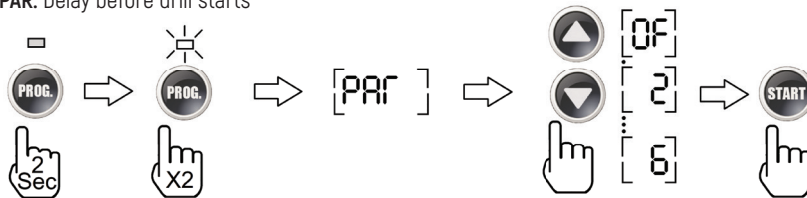On - Sound On
OF - Sound Off
Tr - Targets Sound (Only) On

FLASH: light FLASH response when target is hit
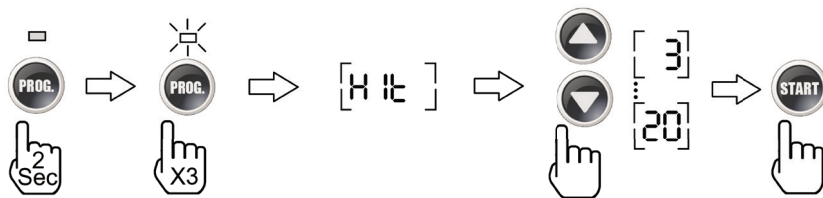

On - Flash On
OF - Flash Off

PAR: Delay before drill starts

OF - Random start, delay between 2 to 6 seconds
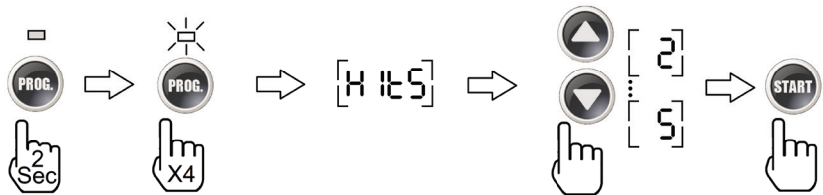2...6 – A set start delay, will show countdown before drill.

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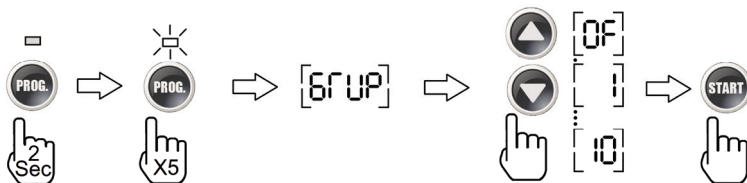

3...20 – Valid targets

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:

a. Currently In default group/'Group off'.
b. Already paired with the controller (In case of changing group number).
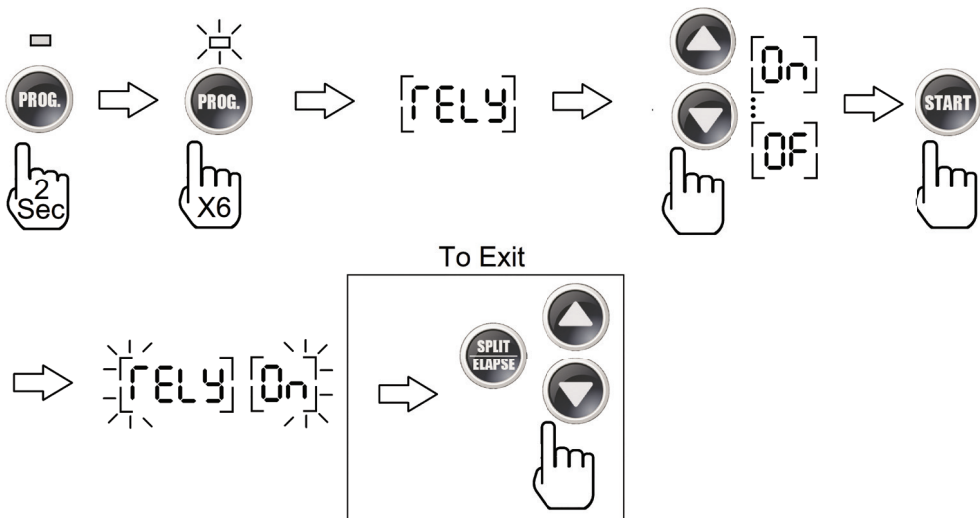c. Already set with the new group number.

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

OF – Set targets and controller back to default group, 'Group off'.
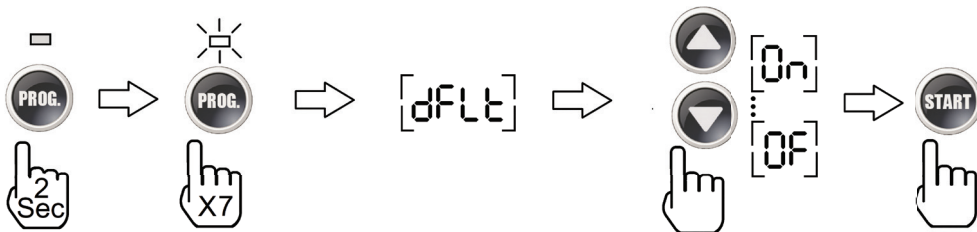
1…10 - 10 possible group.

* 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.

To Exit

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.
4. When storing for a long period of time, take batteries out of the targets and system controller.

SPECIFICATIONS:

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

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CERTIFICATIONS AND COMPLIANCE: $C\epsilon$

For System controller: *FCC ID: 2AHUUIMTTS2*   *IC: 21384-IMTTS2*

For I-MTTS target: *FCC ID: 2AHUUIMTTS1*   *IC: 21384-IMTTS1*

(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 interferences nuisibles dans une installation résidentille.

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 particuliére. Si cet équipement provoque des interférences nuisibles au niveau de la réception radio ou television, ce qui peut étre determiné par la mise hors, puis sous tension de l'équpment, l'utilisateur encouragé à essayer de corriger les interferences en prenant les mesures suivantes :

- Réorientation ou déplac ement de l'antenne réceptrice.
- Augmentation de la distance qui sépare l'équipement et le récepteur.
- Consultation du revendeur ou d'un technician radio/television 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 USA Inc 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 USA inc, 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.

LASER AMMO

TRAINING TECHNOLOGIES