

EZPull Manager 1.0.1 User Guide

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Introduction

EZPull Manager is a PC Windows program for the Gun Club's office. EZPull Manager controls the USB EZPull Desktop Reader. EZPull Manager and the Desktop Reader are used to load targets on RFID cards. The RFID cards activate the EZPull TargetManager located in each shooting station/field at the club.

Hardware Installation

1. If you are installing on a PC running an older version of EZPull Manager and the USB EZPull Desktop Reader is already installed on the PC you can continue directly to software installation.
2. First time install:
 - 2.1. Do not connect the USB EZPull Desktop Reader to the PC!
 - 2.2. Install the USB drivers: Place the CD in the drive. If installation starts automatically, click Cancel. Open the CD. Open directory named *USB* and double click 'CDM20600.exe'
 - 2.3. After installation is complete, connect the EZPull desktop Reader to a USB port on the PC and verify the device is detected and ready (See Troubleshooting section for details).
 - 2.4. The Red LED on the Desktop Reader should be on. Place a card on the Reader. The Red LED should turn OFF and the Green LED should turn ON.
 - 2.5. Proceed to section Software Installation.

Software Installation

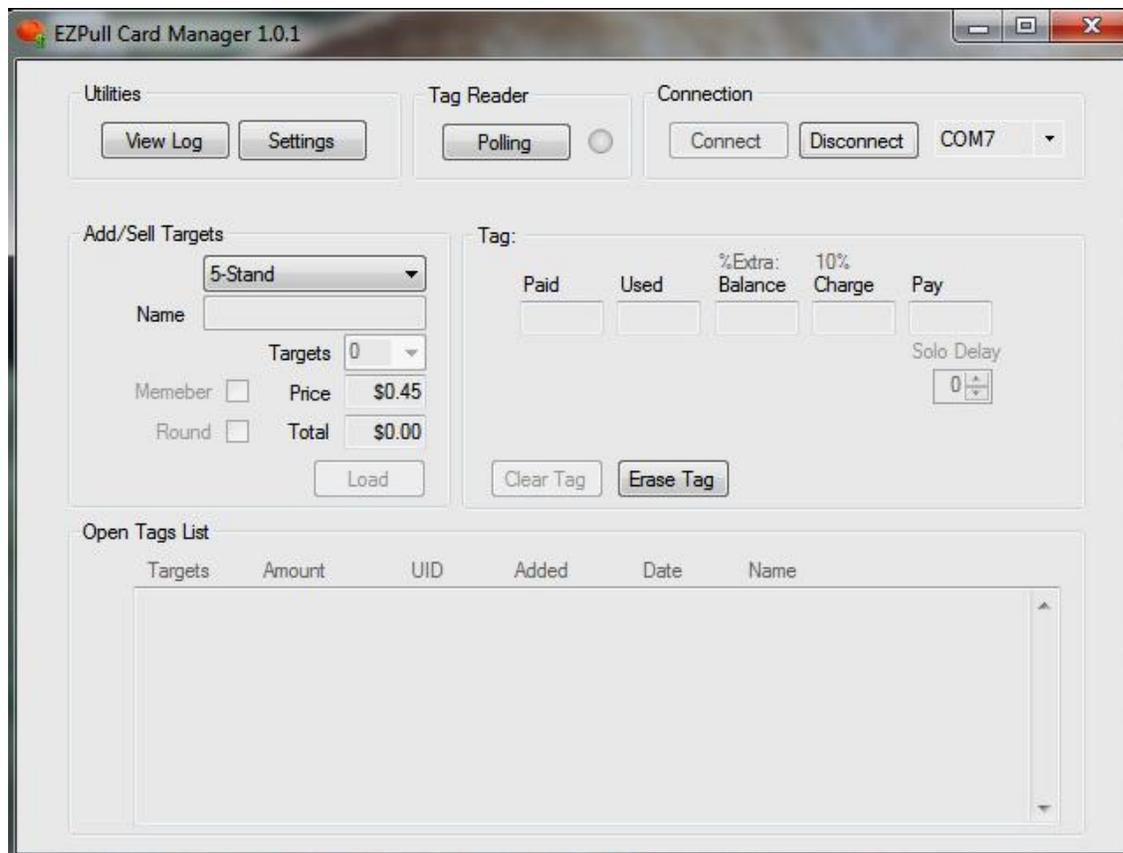
1. Installing on a PC running an older version of EZPull Manager:
 - 1.1. Remove any earlier versions of EZPull Manager:
Start > Settings > Control Panel > Add or Remove Programs
Select EZPull_MGR and click Remove.
 - 1.2. Place the CD in the drive. If installation does not start automatically, open the CD, open directory *EZPMGER_101* and double click Setup.exe
2. First time install on a PC with high-speed internet connection:
 - 2.1. Open directory *EZPMGER_101* and double click Setup.exe
 - 2.2. If your PC requires installation of additional Microsoft components, they will be downloaded from the internet and installed automatically. The installation process may take a while, be patient.
3. First time install on a PC with no high-speed internet connection:
 - 3.1. Open directory *Prerequisites* and install 'VisualBasicPowerPacksSetup.exe'
 - 3.2. Open EZPMGER_101 and double click Setup.exe
 - 3.3. If during installation the installer requires more programs, install the required programs from the *Prerequisites* directory.

Payment Methods

1. TargetManager target control system can be set to operate in two distinct payment modes:
 - 1.1. “Pay-Per-Target” – To throw targets, the card must be in the slot. Each target is counted as it releases. This is the only mode to be used for Sporting clays. Pay-Per-Target can be used for practice rounds on Skeet, Trap and 5-Stand. In Pay-Per-Target mode the “extra” targets are added on the card.
 - 1.2. “Pay-Per-Round” – TargetManager takes 25 targets (50 for Trap Doubles) on each transaction. The card is then removed. This mode is NOT suitable for Sporting Clays. Pay-Per-Round is the preferred mode for Skeet, Trap and 5-Stand. In Pay-Per-Round mode the “extra” targets are set in the TargetManager.
2. There are two approaches for loading targets on a card for a TargetManager set as “Pay-Per-Target”:
 - 2.1. “Pay-on-tab” - The card is loaded with more targets than the nominal number of targets on the venue. The customer can shoot more targets and will pay only for the used targets when done. EZPull Manager is set with a percentage extra targets which will be applied as a discount for broken or “show” targets. “Pay-on-tab” is suitable for practice and for regular members that shoot frequently. The Pay-On-Tab approach should NOT be used with a TargetManager set for “Pay-Per-Round”!
 - 2.2. “Pay-in-advance”. - The card is loaded with the nominal number of targets plus 5%-10% extra targets for broken or “show” targets. This is best for events, tournaments and for non members.
3. Loading Targets on a card for TargetManager set as “Pay-Per-Round” – Simply load the nominal number of targets required to shoot the number of rounds paid for. Example, to shoot two rounds of 5-Stand, load the card with 50 targets.

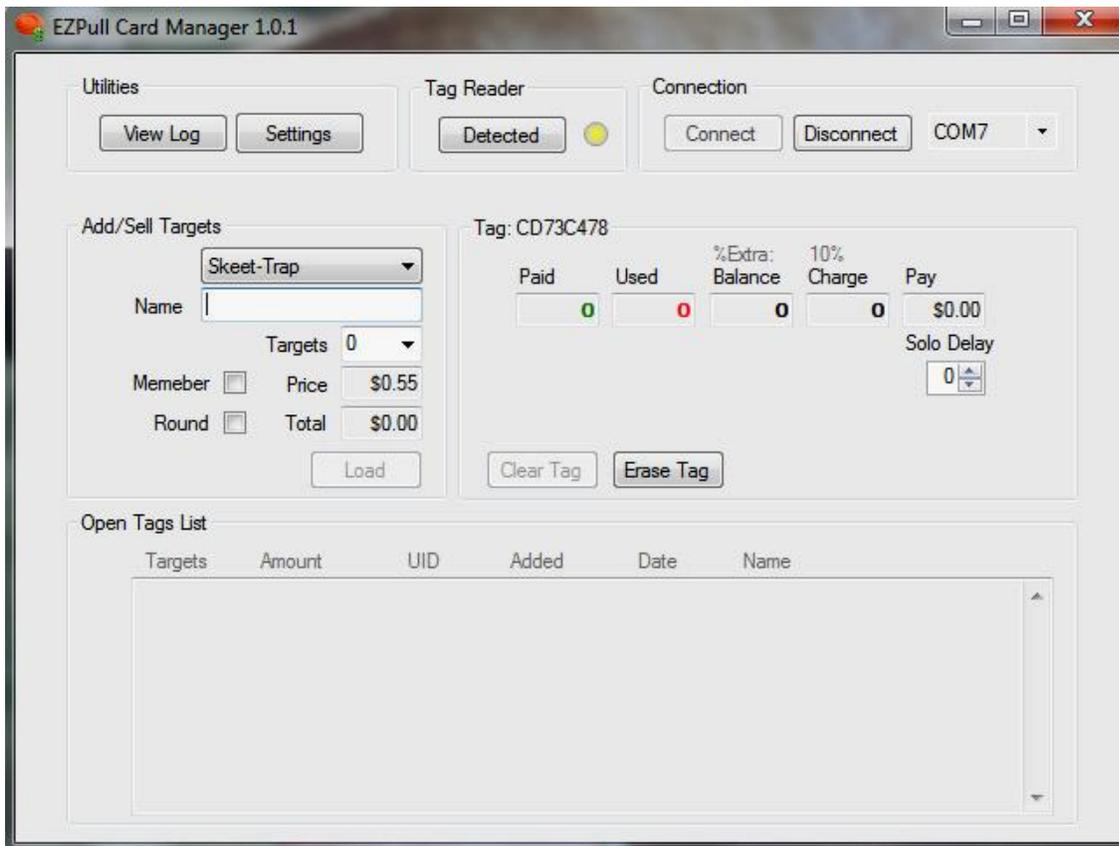
Quick Start

1. Launch *EZPull_MGR* from the shortcut on the desktop. The window should look like the picture below:



- 1.1. If the system is ready to read/write cards, the button in the 'Tag Reader' area is named *Polling* and a Green light is quickly flashing. "Polling" means the program is frequently checking if a card is in proximity to the Desktop Reader.
- 1.2. If you encounter a "Port Number Error" message, go to the troubleshooting section at the end of this manual.

2. Place a new card over the area marked with a target icon on the Desktop Reader. The window should look like the picture below:

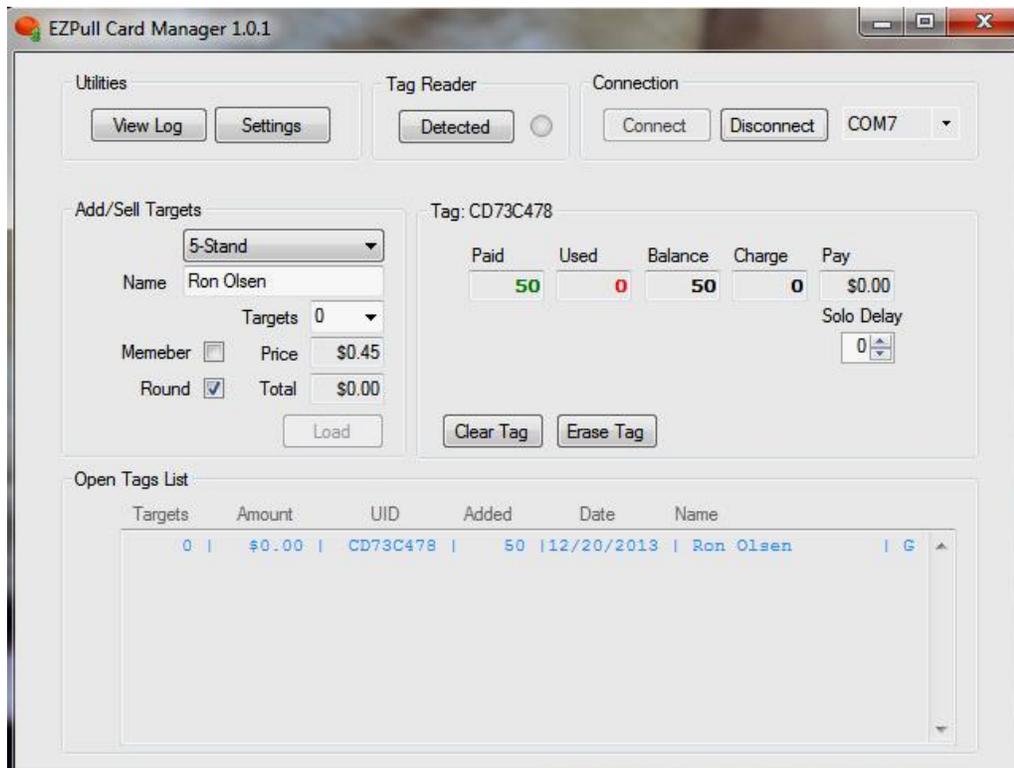


- 2.1. If you repeatedly get a card Error Message, go to the troubleshooting section at the end of this manual.
- 2.2. Note the button in the 'Tag Reader' area is now named *Detected*, the light is yellow flashing slowly. This indicates a card is detected on the Desktop Reader and the program is occasionally checking if it is still there.
- 2.3. Note that each card has a unique ID (UID) made of 8 alphanumeric characters. The card's UID is shown on the Tag area.
- 2.4. Because the card is new and "empty" all the values are shown as zeros.

Pay-Per-Round Tutorial

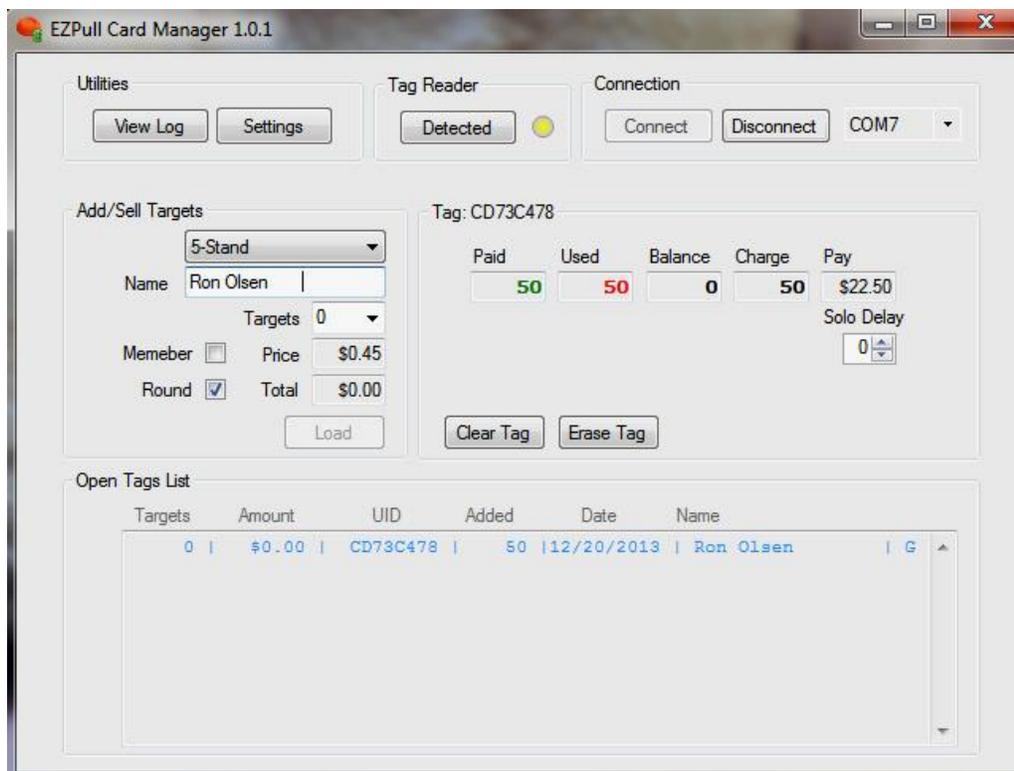
In this example the customer is a guest interested in shooting two rounds of 5-Stand. The TargetManager on the 5-Stand field is set for “Pay-Per-Round”

1. Place a card on the desktop reader and enter the data:
 - 1.1. Select *5-Stand* from the Game Type combo-box
 - 1.2. Enter a Name. Name entry is mandatory.
 - 1.3. Make sure the *Member* check-box is unchecked. If you check the member checkbox, the target price will automatically change to the member’s price and the letter ‘M’ will be added to the transaction line.
 - 1.4. Check the *Round* check-box.
 - 1.5. Select the number of targets. For example 50.
 - 1.6. Note that after selecting targets, the Load button is enabled.
2. Click the *Load* button. You will see a “progress bar” indicating loading the card is in progress. Do not move the card until the progress bar is gone and you hear a “bell” sound.
3. The window should look like the picture below:



- 3.1. Note that a summary of the transaction appears in the ‘Open Tags List’ area. Clearing a card will remove it from the list. Think of ‘Open Tags’ as a list of the cards that are out on the course. Usually, at the end of the day, after all cards are returned, paid for and cleared, this list should be empty.
- 3.2. Note the *Clear Tag* button is now enabled.

- 3.3. The *Erase Tag* button should be ONLY for clearing a defective card.
- 3.4. The *Paid* box (Green color) shows the total number of targets we loaded on the card. You can add more targets at any time.
- 3.5. The *Used* (Red color), *Charge* and *Pay* boxes are zero value because the card has not been used yet.
- 3.6. The *Solo Delay* is 0. TargetManager will release targets instantly. For a customer shooting alone, you can select a Solo-Delay in seconds. TargetManager will read the delay from the card and will launch targets “Solo-delay” seconds after the key is pressed.
4. Remove the card. The card is ready for use with TargetManager.
5. The customer shot two rounds of 5-Stand and came back to return the card.
6. Select 5-*Stand* from the combo-box
7. Place the card on the Desktop Reader. The window should look similar to the picture below:



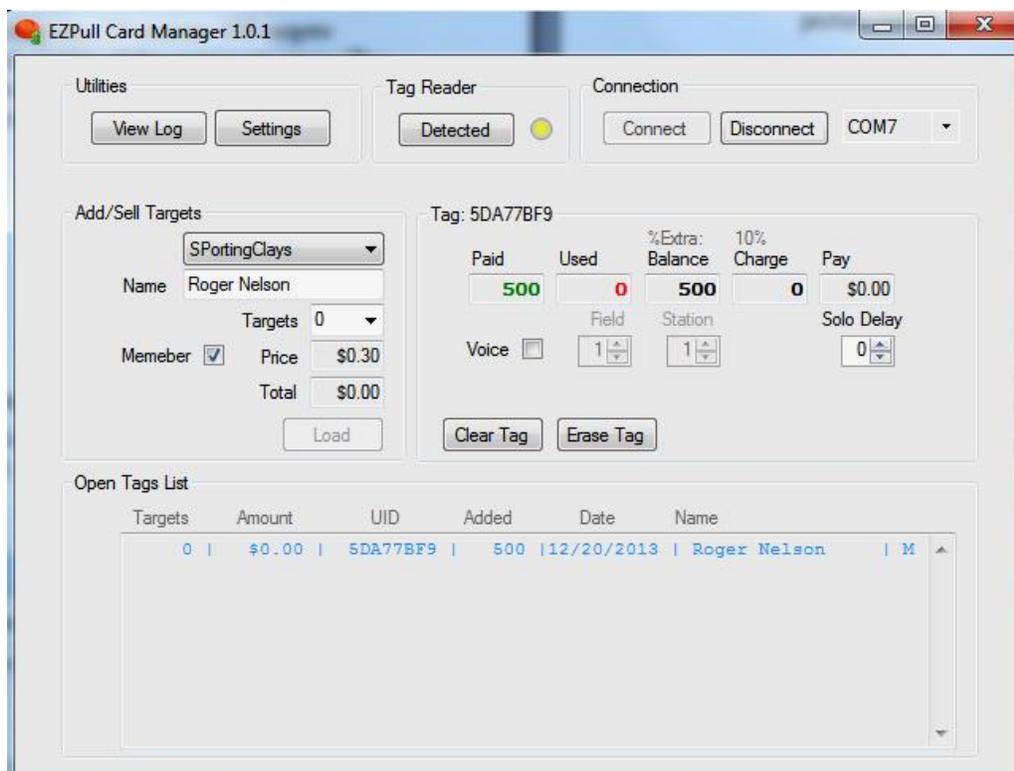
8. Let's review what's changed in the Tag area:
 - 8.1. The *Used* box (50) shows us how many targets were released.
 - 8.2. The *Balance* box (0) shows us the balance left on the card.
 - 8.3. The *Charge* box (50) shows us the number of targets that will be used to calculate the amount.
9. Verify the customer paid and then clear the card. Click the *Clear Tag* button. You will see a “progress bar” indicating clearing the card is in progress. Do not move the card until the progress bar is gone and you hear a “bell” sound.
 Note that original transaction has been deleted from the ‘Open Tags List’ area.
 Notice: the ‘Open Tags List’ shows you the cards that have not yet been cleared.

Pay-Per-Target Tutorial

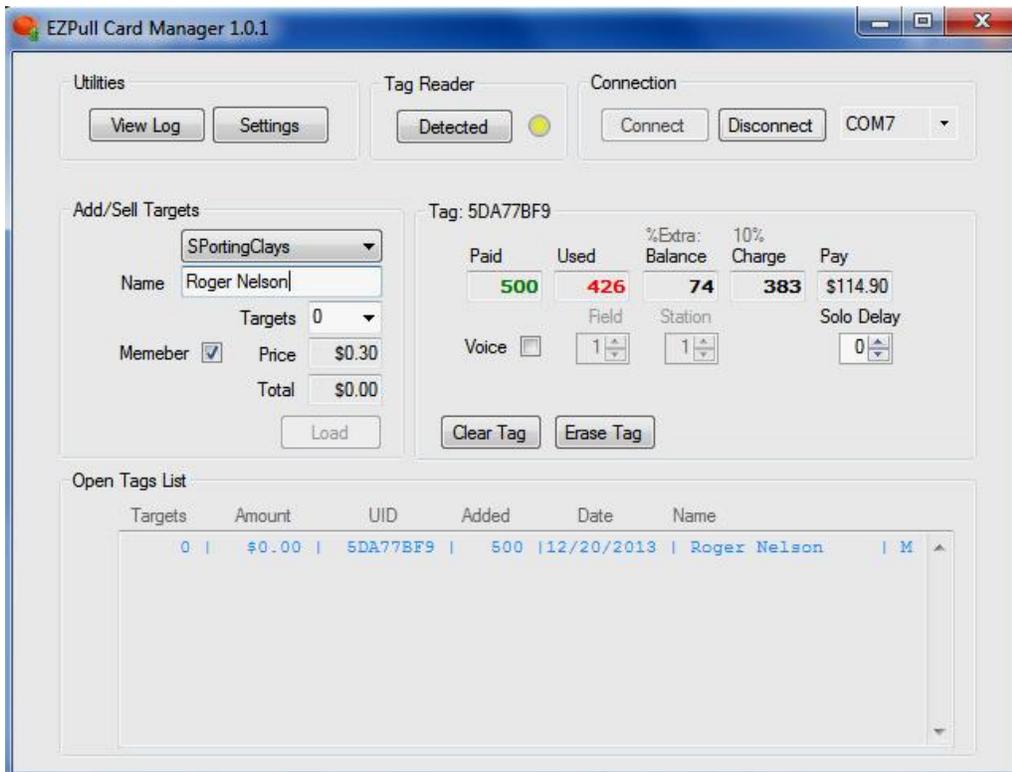
Pay on Tab Example

In this example a three club members are interested in practicing on a 100 targets Sporting Clays course. The TargetManager controllers on each station of the course are set to “Pay-Per Target” mode. We will prepare a card for “Pay-on-tab”, which means the card will be loaded with more targets than the 300 of targets required for a squad of three. The customers can shoot more targets and will pay for the used targets when done shooting.

1. Place a card on the desktop reader and enter the data:
 - 1.1. Select *SportingClays* from the Game Type combo-box
 - 1.2. Enter a Name. Name entry is mandatory.
 - 1.3. Check the *Member* check-box.
 - 1.4. Select the number of targets. For example 500.
 - 1.5. Click the *Load* button. You will see a “progress bar” indicating loading the card is in progress. Do not move the card until the progress bar is gone and you hear a “bell” sound.
2. The window should look like the picture below:



3. Give the card to the customers. You may take a credit card or driver license to ensure the customer does not forget to return the card and pay.
4. The customers went to shoot on the course, threw 426 targets and came back with the card. Place the card on the Desktop Reader and select *SportingClays* from the combo-box. The window should look similar to the picture below:



5. Review the screen:

5.1. The *Used Shots* box (426) shows us how many targets were released.

5.2. The *Balance* box (74) shows us the balance left on the card.

5.3. The *Charge* box (383) shows us the number of targets that will be used to charge the customer. As you can see in the above example the customers used a total of 426 Targets. We are charging only for 383 because EZPull Manager is currently set to give 10% discount for extra targets. See gray text above the Charges box *%Xtra: 10%* . Therefore, the total *Charge = Used * (1- % Xtra Clays) => 426 * 0.9 = 383*

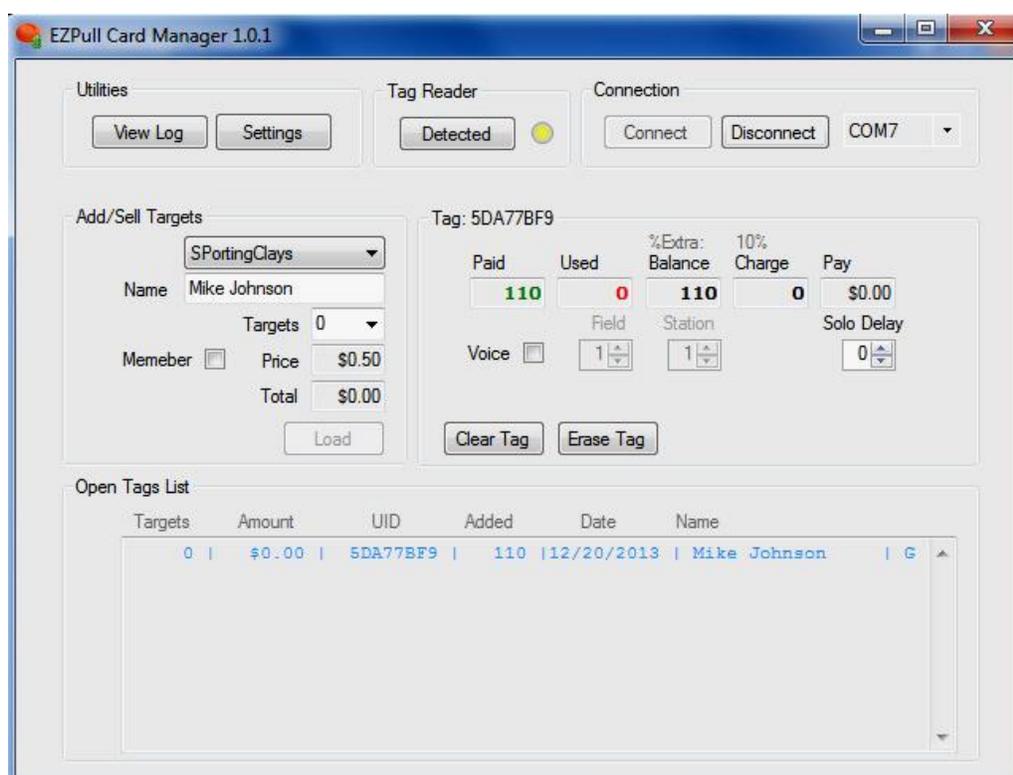
5.4. The *Pay* box (\$114.90) shows us how much money the customer has to pay:
 $Pay = Charge * Price.$

6. After the customer pays, we need to clear the card. Click the *Clear Tag* button. You will see a “progress bar” indicating clearing the tag is in progress. Do not mover the Tag until the progress bar is gone and you hear a “bell” sound. Note that original transaction has been deleted from the ‘Open Tags’ area.

Pay In Advance Example

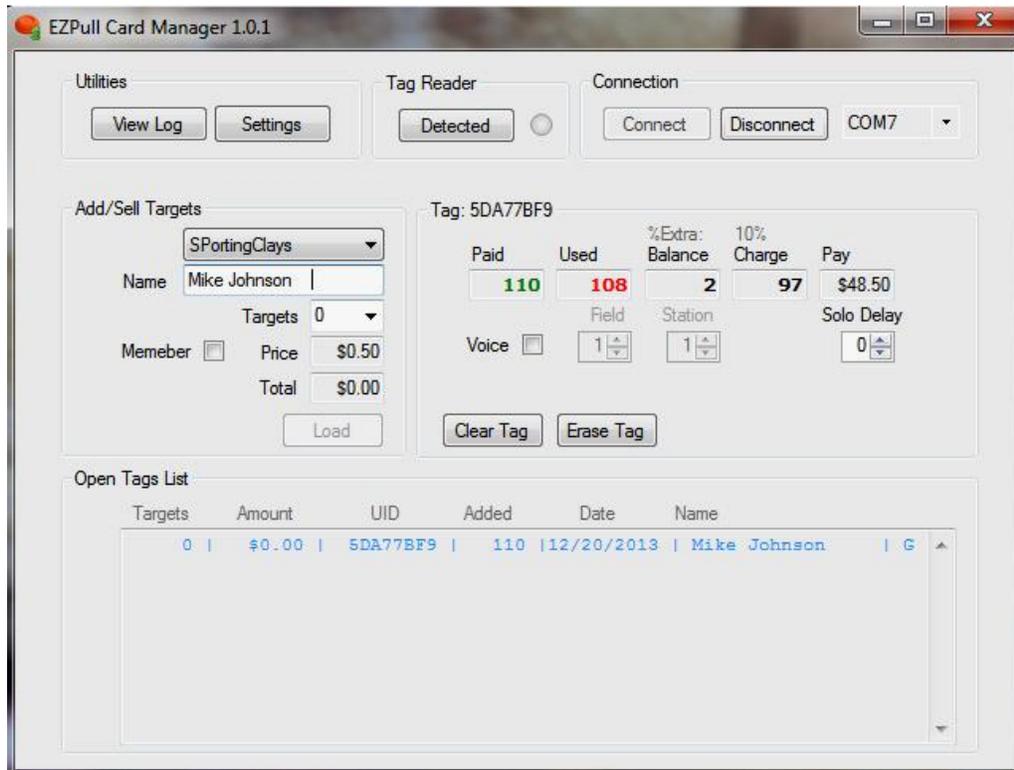
In this example a guest wants to shoot the 100 targets Sporting Clays course. The TargetManager controllers on each station of the course are set to “Pay-Per Target” mode. We will prepare a card for “Pay-in-advance”, which means the card will be loaded with the nominal number of targets plus some extra for broken or “show” targets.

1. Place a card on the desktop reader and enter the data:
 - 1.1. Select *SportingClays* from the Game Type combo-box
 - 1.2. Enter a Name.
 - 1.3. Click in the *Targets* box and type the number of targets including extra. For example 110.
 - 1.4. Click the *Load* button. You will see a “progress bar” indicating loading the card is in progress. Do not move the card until the progress bar is gone and you hear a “bell” sound.
2. The window should look like the picture below:



3. Charge the customer for a round of Sporting clays. You can ignore any pricing information on EZPull Manager. Give the card to the customer.

- The customers wend to shoot on the course and came back with the card. Place the card on the Desktop Reader and select *SportingClays* from the combo-box. The window should look similar to the picture below:



- The *Used* box shows 108 indicating the customer used 8 of the 10 extra targets you gave. However, since you already charged for a 100 targets Sporting Clays round, you can ignore the *Charge* and *Pay* data and proceed to clearing the card.

Customizing EZPull Manager

EZPull Manager can be customized for your Gun club's specific settings. Only the System administrator should have access to the Admin Setup dialog. Access to the Admin Setup dialog requires a password.

1. Remove any cards from the Desktop Reader.
2. Click the *Settings* button. A password dialog will appear. For initial setup, type Name: **Admin** and Password: **Password** and click the Login button. The Admin Setup Dialog will open.

Prices	Standard	Memeber
Sporting	\$0.50	\$0.35
5-Stand	\$0.45	\$0.35
Trap/Skeet	\$0.35	\$0.30

% Extra: 10%
Max. Sell: 2000

Save Targets Settings

Change Password

Name: Admin
Password: Password

Save Password

Close Clear Recent Activity

3. Targets Settings:
 - 3.1. Prices: Enter a target price for non-members and the target price for members for each game type.
 - 3.2. Extra Targets allocation: Select the percentage of 'Wasted' targets (5% to 10% are a good starting values).
 - 3.3. Select the Max. Sell value. This is the maximum number of targets that can be loaded to a card.
 - 3.4. Click the *Save Targets Settings* button to save the changes.
4. Password: Enter a Name and a Password that will be known only to personnel that can access the setup dialog and click the *Save Password* button. Write down the Name and Password and keep in a safe place for future access.

5. Clearing the *Open Tag List*: if lost cards accumulated and clutter the *Open Tag List* you can clear the list by clicking the *Clear Recent Activity* button.
6. Click the Close button to return to the main window.

Activity Log

EZPull Manager can generate periodic activity reports. Every transaction is recorded in a log. To access the log:

1. Remove any cards from the Desktop Reader.
2. Click the *View Log* button. The Activity Log window will open.
3. Use the *Start* and *End* date boxes to select the report's period and then click the *Show Log* button.

Activity Log 12/20/2013-12/20/2013

Targets	Amount	UID	Added	Date	Name	
0	\$0.00	CD73C478	50	12/20/2013	Ron Olsen	G
50	\$22.50	CD73C478	-50	12/20/2013	Ron Olsen	G
0	\$0.00	5DA77BF9	500	12/20/2013	Roger Nelson	M
426	\$114.90	5DA77BF9	-500	12/20/2013	Roger Nelson	M
0	\$0.00	5DA77BF9	110	12/20/2013	Mike Johnson	G
108	\$48.50	5DA77BF9	-110	12/20/2013	Mike Johnson	G
<hr/>						
584	\$185.90					

Select Date Range
 Start 12/20/2013 End 12/20/2013
 Close Show Log Export Log

4. The report in this example contains the data from the three examples in the tutorial.
 - 4.1. Loading Targets is indicated by a positive number under *Added*.
 - 4.2. Clearing the card offset this number with a negative value under *Added* and adds the actual number of targets used under *Targets*.
5. You can export the Log to a text file that can be opened with Microsoft Excel.
6. Note: the report does not account any extra targets given by TargetManager in *Pay-Per-Round* Mode. The total number of targets released by each trap can be obtained from the target counters in each TargetManager.

Options for Solo Shooters

Target Manager offers two options for “solo” shooter:

Solo Delay

In any game type (Sporting clays, 5-Stand, Skeet or Trap) you can program a ‘Solo Delay’ on the card by selecting a value (in seconds) greater than 0 in the *Solo Delay* box on EZPull Manager. TargetManager will launch targets “Solo-delay” seconds after a target key is pressed.

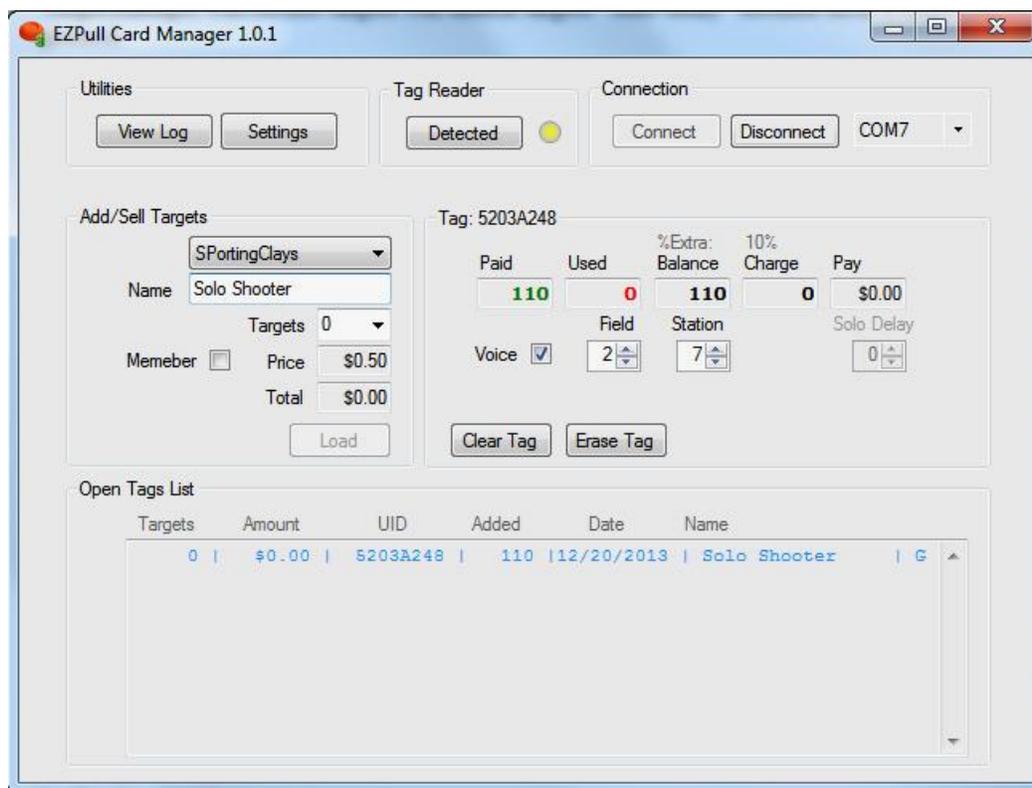
EZPull Voice Release

For Sporting Clays it is possible to use the EZPull TX/VR-Pro voice release controller to shoot the entire course. Here is how it works:

To prevent interferences between stations, the TargetManager on each station is paired with its wireless manual TX-2/3-Pro controller on a unique address. The manual release controller is always left at the station. A solo shooter equipped with the voice release controller has a special card that is programmed to the unique address of the EZPull TX/VR-Pro voice release controller. When the card is placed in the TargetManager, it automatically pairs TargetManager with the voice release controller. When the card is removed, TargetManager reverts to the pairing with the manual controller in the station.

Preparing a card for Sporting Clays voice release

1. Verify the Station and Field addresses on the EZPull TX/VR-Pro voice release controller. See document *EZP-VR_Setup.pdf* for details.
2. On EZPull Manager, select *SportingClays* from the Game Type combo-box. Place a cleared over the “Target” area on the Desktop Reader.
3. Enter a name, select the number of targets, etc.
4. Click and check the *Voice* check-box. This enables the *Field* and *Station* boxes and disables the *Solo Delay* box.
5. Set the values of the *Field* and *Station* boxes to the respective addresses on the voice controller.
6. Click the *Load* button. The window should look similar to the example below.



7. The customer can now strap the voice release controller, clip the lapel microphone and walk through the course using voice and Report on gunshot to release targets. See document *EZP-VR_User.pdf* for more details.

Troubleshooting

1. “Port Number Error” message:

- 1.1. Make sure the Reader is connected to a USB port on the PC, detected and ready to go (see item 2 below for verification procedure).
- 1.2. From the box at the top right corner of the window, select the correct COM#. If the button in the ‘Tag Reader’ area is named *Polling* and a Green light is quickly flashing, the system is ready to read cards.
- 1.3. If the button in the ‘Tag Reader’ area is named *Pause* and a Red light is steady, click on the button to start Polling.

2. Verify the port settings: Right click *My Computer* and select *Properties*. On the *System Properties* window, select *Hardware* and then *Device Manager*. Expand *Ports (COM & LPT)*. You should see ‘*USB Serial Port (COM#)*’. The COM number is the port number for the Desktop Reader.

3. “Tag Error” Message:



- 3.1. Remove the card and click OK.
- 3.2. Place the card on the area marked **LOAD** on the Desktop Reader. If ‘Tag Error’ message come up again, try another card.
- 3.3. If card Error message comes up again, the cards or the Desktop Reader may not be configured with matching key codes. Contact the Vendor for support.

4. Both ‘Load’ and ‘Clear Tag’ buttons are disabled:

- 4.1. In rare cases, a card may be “jammed” due to communications error with the reader causing both ‘*Load*’ and ‘*Clear Tag*’ buttons to appear disabled regardless of the state of the card.
- 4.2. To recondition the card click the *Erase Tag* button. Erasing a card will clear it from the ‘*Open Tags*’ list but will not create an entry in the Log.