

# EZPull Target Manager Software Guide

## Table of contents

Introduction .....	2
System Requirements .....	2
Hardware Installation .....	2
Software Installation.....	3
Quick Start .....	4
Understanding TargetManager Payment Methods.....	7
Pay-Per-Target Tutorials.....	8
Pay In Advance Example .....	8
Pay on Tab Example.....	9
Activity Log .....	10
Customizing EZPull Target Manager .....	11
UniPrice vs. Game specific pricing.....	13
Options for Solo Shooters.....	14
Solo Delay .....	14
Voice Release .....	14

## Introduction

EZPull Target Manager is a PC Windows program for the Gun Club's office. EZPull Target Manager controls the DTRW-2 USB RFID card reader. EZPull Target Manager and the DTRW-2 are used to load targets on RFID cards. The RFID cards activate the EZPull TargetManager controllers located in each shooting station/field at the club.

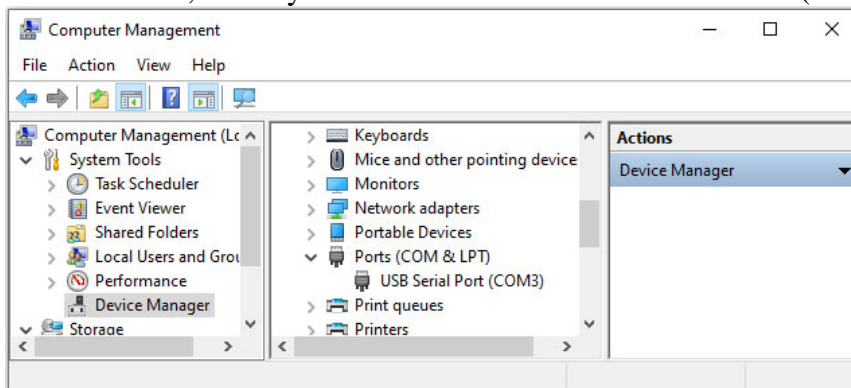
## System Requirements

- Personal Computer (PC) with at least 4 GB RAM, running Windows (7, 8, 10)
- Available USB 2.0 (or higher) port
- Minimum Screen resolution 1366x768
- A High Speed Internet Connection may be needed only during installation.



## Hardware Installation

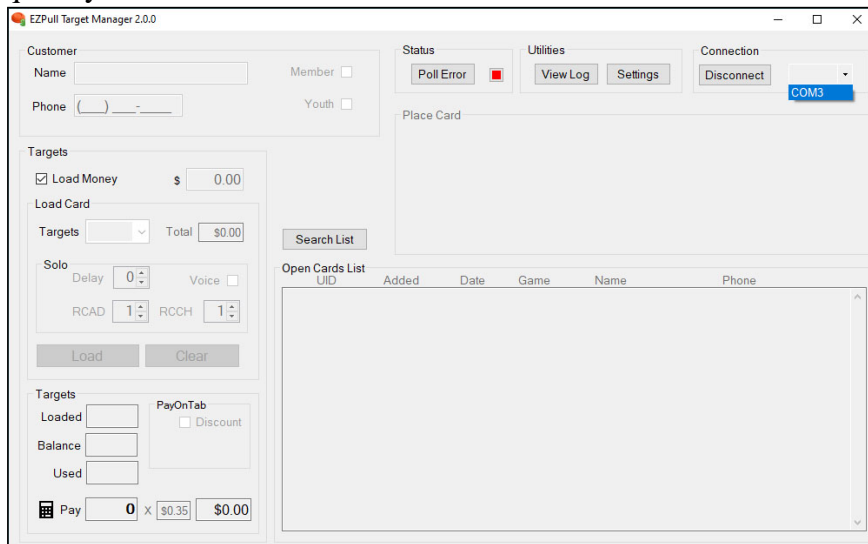
1. Connect the DTRW-2 to a USB port on the PC and verify the device is detected and ready. If encountering driver issues, see document *DTRW2 USB Driver Install.pdf*.
2. Optional - Verify the DTRW-2 is detected and get the port number:
  - 2.1. Open the “Device Manager”: On Windows 10, *Windows Administrative Tools > Computer Management > System Tools > Device Manager*
  - 2.2. Under “Ports”, identify the COM number of “USB Serial Port(COM#)”



3. Proceed to Software Installation section.

# Software Installation

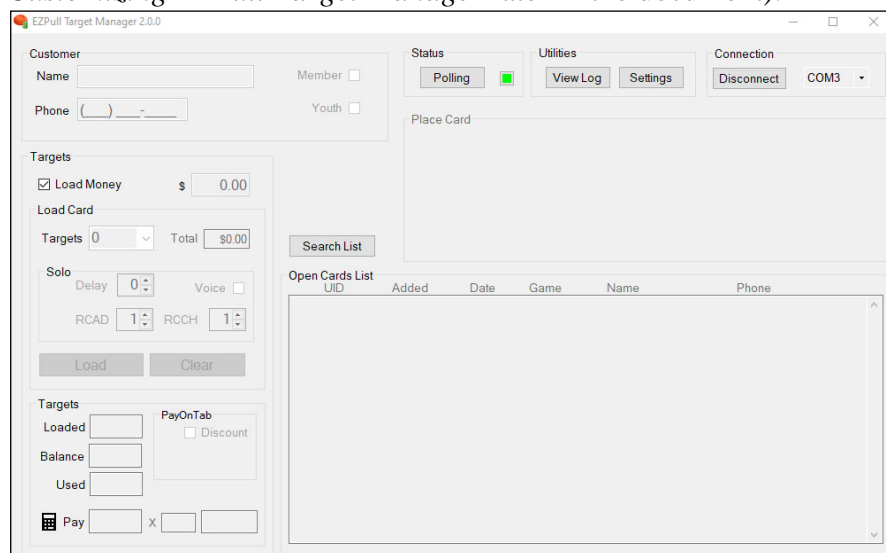
1. The DTRW-2 USB card reader MUST be properly attached to the PC!
2. Remove any earlier versions of EZPullTMGR (EZPull Target Manager) prior to installation.  
Before removing the older version, you can export your log with past activity (see later in this document). To remove: *Start > Settings > Control Panel > Add or Remove Programs*. Or on Windows 10: *Start > Settings > Control Panel > Apps*. Select EZPullTMGR and click *Remove or Uninstall*.
3. Make sure your PC has high speed internet connection.
4. Open directory *EZPTMGR\_2.##.##* and double click *Setup.exe*  
If your PC requires installation of additional Microsoft components, they will be downloaded from the internet and installed automatically. If so, the installation process may take a while.
5. After installation, the software will open. You may receive an error message. Select the COM port number (top right corner of the window) of the DTRW-2. The 'Polling' Green light should be flashing quickly.



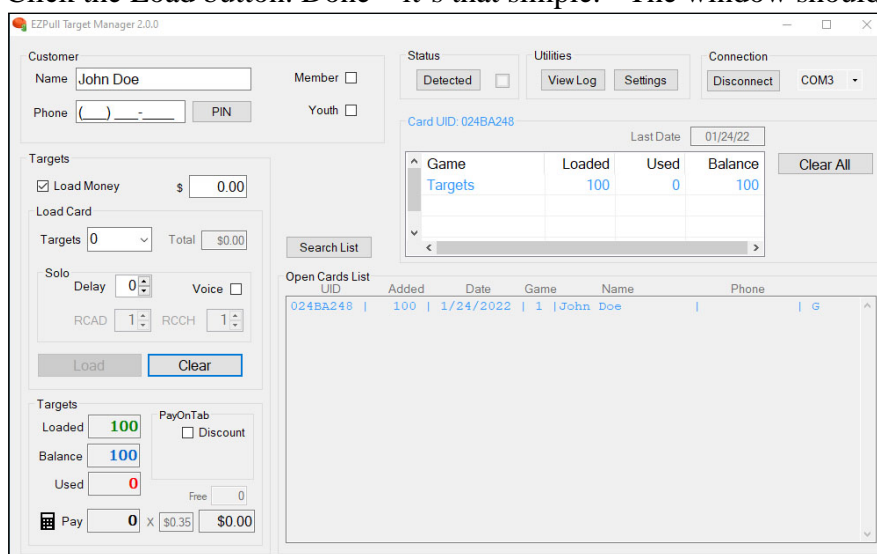
6. If you encounter a "Port Number Error" message, go back to the *Device Manager* (Hardware Installation, Section 2) verify the device is attached and get the correct the COM number.

# Quick Start

1. Launch EZPull Target Manager from the *EZPullTMGR* shortcut on the desktop. The window should look like picture #2. Note the program initially installs in “UniPrice” mode where target prices are identical for all clay shooting games. You can change to game specific pricing from Settings (see *Customizing EZPull Target Manager* later in the document).



2. The system is ready for a card, the button in the *Status* area is named *Polling* and a Green light is flashing quickly. A Polling status means the program is frequently checking if a card is in proximity to the DTRW-2.
3. Place a new card on the area marked with a target icon on the DTRW-2. Hold steady until you hear a “bell” sound.
4. Let’s Load targets on a card:
  - 4.1. In the Name box, type a name “John Doe”.
  - 4.2. In the Targets box, click select 100. You may charge the customer \$35 which is shown in *Total*.
  - 4.3. Click the Load button. Done – it’s that simple. - The window should look like picture #3.



5. Let's review what's on the screen:

- 5.1. *Status* Area: The button in the 'Status' area is now named *Detected* and Yellow light is flashing slowly. This indicates a card is detected by the DTRW and the program is occasionally checking if it is still there.
- 5.2. *Card UID* Area: Shows what's on the card
  - 5.2.1. Each card has a unique ID (UID) made of 8 alphanumeric characters. The card's UID is shown on the *Card* area.
  - 5.2.2. The card's targets count is shown in a table. Because the card is new and "empty" all the values are shown as zeros.
- 5.3. *Customer* Area: This is where you enter information about the customer.
  - 5.3.1. *Name* - In order to add targets to the card you must enter a name.
  - 5.3.2. *Phone* – Optional phone number entry which will be stored in the program and on the card in case you need to contact the customer.
  - 5.3.3. *Member* – checking the *Member* check-box changes to member's pricing. Also, if the customer is a member, when a card is cleared, the Name and other individual preferences are not erased.
  - 5.3.4. *Youth* – checking the *Youth* check-box changes to Youth's pricing.
- 5.4. *Load Card* Area: This is where you set the number of targets to be added on the card
  - 5.4.1. *Load Money* – In "UniPrice" mode, checking the *Load Money* check-box converts a dollar amount entered in the *Load Money* box, to targets based on the target price.
  - 5.4.2. *Targets*– select or type the number of targets to load on the card.
  - 5.4.3. *Total* – the amount to pay for the number of targets to load on the card.
- 5.5. *Solo* Area: this is where you can set for a solo shooter.
  - 5.5.1. *Delay*– select a solo delay in seconds. Once this card in the station, all the targets will be delayed by this selection.
  - 5.5.2. *Voice* – check to make a "Voice Card" for an EZPull voice release remote.
  - 5.5.3. *RCAD and RCCH* - select the radio address matching that of the voice release remote.
- 5.6. Card transaction buttons:
  - 5.6.1. *Load* - This button loads the targets from the *Targets* box onto the card.
  - 5.6.2. *Clear*- This button clears the data from the card and records the transaction in the *Log* (later in this document)
- 5.7. *Targets* Area - used to display the count on the cards and calculate payment when shooter(s) pay after they are done shooting.
- 5.8. *Open Cards List* – shows a list of cards that were not yet cleared. You can search within this list to find a specific card.

6. The customer went and shot 100 clays and returns the card. Place the card on the DTRW-2, the window should look like picture #4.

Customer: Name  Member ☐ Phone  PIN  Youth ☐

Status: Detected ☐ Utilities: View Log Settings Connection: Disconnect COM3

Card UID: 024BA248 Last Date: 01/24/22

Game	Loaded	Used	Balance
Targets	100	100	0

Clear All

Search List

Open Cards List

UID	Added	Date	Game	Name	Phone
024BA248	100	1/24/2022	1	John Doe	

Targets: Loaded 100 Balance 0 Used 100 Pay On Tab ☐ Discount

Pay 100 x \$0.35 = \$35.00

- 6.1. Note the *Used* targets shown in the table as well as in the *Targets* area.
- 6.2. To prepare the card for the next customer and to record the transaction in the Log, press the *Clear* button. The Clear Game message box come up, click *Yes*.
- 6.3. Note the card disappeared from the *Open Cards List*. The transaction was recorded in the Log and card shows all "0" values.

# Understanding TargetManager 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 options for loading targets on a card for a TargetManager set as “Pay-Per-Target”:
  - 2.1. “Pay-in-advance” –The card is loaded with the nominal number of targets on the course, plus some extras. Typically clubs add a percentage for broken targets plus “show” targets. This is best for events, tournaments and guests.
  - 2.2. “Pay-on-tab” - The card is loaded with significantly more targets than the nominal number of targets needed on the course. The *Discount Extra* check-box should be checked. The customer can shoot more targets and will pay only for the used targets when done. EZPull Target Manager Ver.2 and higher provide settings for a percentage of “broken” targets and a fixed number of “show” targets. The total of targets will be applied as a discount. “Pay-on-tab” is suitable for practice and for regular members that shoot frequently. The Pay-On-Tab approach can be used only in “UniPrice” mode or for Sporting Clays.
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 Trap, loads the card with exactly 50 targets. The extra targets will be automatically assigned by the TargetManager target control system at the Trap field.  
The Quick Start demo is for a “Pay-Per-Round” scenario.

# Pay-Per-Target Tutorials

## Pay In Advance Example

In this example four guests 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. Let’s say, our club has no more than 3% broken targets and 28 “show targets on 14 stations. We would give them:  $400 * 1.03 + 28 = 440$  targets and charge for 400.

1. Place a card on the DTRW-2 and enter the data:
  - 1.1. Enter a Name.
  - 1.2. Make sure the *Discount Extra* check-box is not checked.
  - 1.3. Click in the *Targets* box and select 400. Note the price in the *Total* box (\$140). This is what they would pay. Note the label in gray text “*Add free 40*” under the *Targets* box. The program recommends the number of free targets to add using the above formula.
  - 1.4. Now double click on the 400 to select it and type 440. Ignore the price change in the *Total* box.
  - 1.5. Click the *Load* button.
2. Give the card to the customers.
3. The customers released 437 targets and came back with the card. Place the card on the DTRW-2. The window should look picture #5.

Game	Loaded	Used	Balance
Targets	440	437	3

UID	Added	Date	Game	Name	Phone
024BA248	440	1/25/2022	1	John Doe	G

- 3.1. Note the *Used* targets shown in the table as well as in the *Targets* area.
- 3.2. To prepare the card for the next customer and to record the transaction in the Log, press the *Clear* button. The Clear Game message box come up, click *Yes*.
- 3.3. Note the card disappeared from the *Open Cards List*. The transaction was recorded in the Log and card shows all “0” values.



## Pay on Tab Example

In this example the four members are interested in “playing” on the same 100 targets Sporting Clays course. We will prepare a card for “Pay-on-tab”, which means the card will be loaded with more targets than the nominal number of targets required for a squad of four. The customers can get “*carried away*” and shoot a lot more targets. They will pay for the used targets when done shooting.

1. Place a card on the DTRW-2:
  - 1.1. Enter the name of the squad leader.
  - 1.2. Check the *Member* check-box.
  - 1.3. Select the maximum number of targets (example 900). This is like a limit on a debit card.
  - 1.4. Check the *Discount* check-box.
  - 1.5. Note *Broken 3%* and *Show 28* appeared under the *Discount* check-box. These values were set in settings so they automatically used for the discount calculations.
  - 1.6. Click the *Load Game* button.
2. Give the card to the customers. You may take credit cards, driver licenses or car keys, to ensure customers do not forget to return the card and pay.
3. The customers went to shoot on the course, threw 568 targets and came back with the card. Place the card on the DTRW-2. The window should look like Picture #6:

The screenshot displays the EZPull Target Manager 2.0.0 interface. On the left, the 'Customer' section shows 'Name: John Doe' and 'Member' checked. Below, the 'Targets' section shows 'Loaded: 900', 'Balance: 332', and 'Used: 568'. The 'Pay' button shows a total of \$156.90. On the right, the 'Status' section shows 'Detected' and 'Card UID: 024BA248'. Below this is a table with columns 'Game', 'Loaded', 'Used', and 'Balance'. The table shows 'Targets' with 'Loaded: 900', 'Used: 568', and 'Balance: 332'. At the bottom, the 'Open Cards List' table shows a single entry for '024BA248' with 'Added: 900', 'Date: 1/25/2022', 'Game: 1', 'Name: John Doe', and 'Phone: M'.

Game	Loaded	Used	Balance
Targets	900	568	332

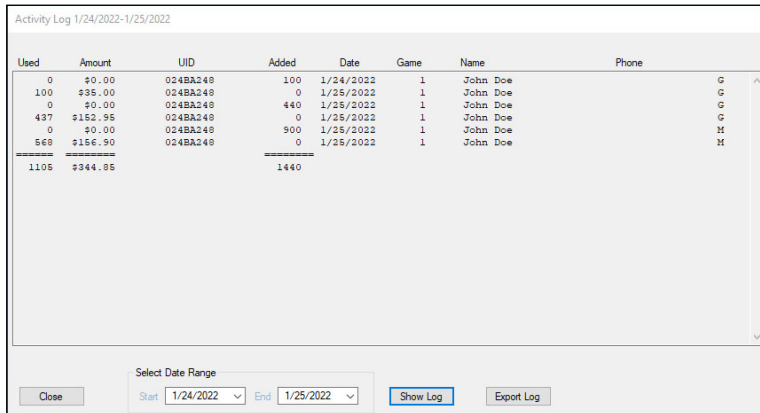
Open Cards List	UID	Added	Date	Game	Name	Phone
024BA248	900	1/25/2022	1	John Doe	M	

- 3.1. Note the *Used* targets shown in the table as well as in the *Targets* area. Under the *Used* (in red) you see *Pay* with the discounted number of 523 targets which was derived as follows  
$$\text{Used} * (1 - \text{Broken}\%) - \text{Show}$$
or in this example:  $568 * 97\% - 28 = 522.96$  which was rounded up to 523. You can also see the Member Price per target \$0.30 and the total the customers have to pay \$156.90.
- 3.2. To prepare the card for the next customer and to record the transaction in the Log, press the *Clear* button. The Clear Game message box come up, click *Yes*.

# Activity Log

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

1. Remove any card from the DTRW-2.
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.



Used	Amount	UID	Added	Date	Game	Name	Phone	
0	\$0.00	024BA248	100	1/24/2022	1	John Doe		G
100	\$35.00	024BA248	0	1/25/2022	1	John Doe		G
0	\$0.00	024BA248	440	1/25/2022	1	John Doe		G
437	\$152.95	024BA248	0	1/25/2022	1	John Doe		G
0	\$0.00	024BA248	900	1/25/2022	1	John Doe		M
568	\$156.90	024BA248	0	1/25/2022	1	John Doe		M
=====	=====							
1105	\$344.85		1440					

Close    Select Date Range    Start 1/24/2022    End 1/25/2022    Show Log    Export Log

4. Let's see what's on the Log report:
  - 4.1. Loading targets is records the loaded targets under *Added*.
  - 4.2. Clearing the card records the actual targets used under *Used*.
  - 4.3. Each transaction has a date, the Game type indicator (#1 for UniPrice and Sporting Clays, #2 for 5-Stand and #3 for Trap/Skeet). The Letter G indicates a guest, M is for a member and Y for youth.
5. For data storage simplicity, the log does not account for certain parameters such as:
  - 5.1. Extra targets given by TargetManager in *Pay-Per-Round* Mode
  - 5.2. Pay-On-Tab discounts. However, the discounted dollar amount is recorded.
  - 5.3. The log only shows the dollar amount on used targets. Therefore, on a "pay in advance" card if the used are less than the loaded, the report will show less money.
6. Note the report in this example accounts for the three tutorials in this manual:
  - 6.1. In the Quick Start we sold 100 (first line) and then cleared the card with 100 used (second line)
  - 6.2. In the Pay-In-Advance example, we sold 440 targets (3<sup>rd</sup> line), and cleared 437 used (4<sup>th</sup> line).
  - 6.3. In the Pay-On-Tab example, we sold 900 targets (line 5), and cleared 568 used (line 6). The amount is for the discounted number of targets.
7. You can click the *Export Log* button to export a periodic report to a text file that can be opened with Microsoft Excel.

# Customizing EZPull Target Manager

Using the *Admin Setup* window, EZPull Target Manager can be customized for your Gun club's specific needs. 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 DTRW-2.
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.

The image shows two side-by-side screenshots of the 'Admin Setup' dialog box. Both windows have a 'Targets' section at the top with a 'UniPrice' checkbox. The left window has 'UniPrice' checked, and the right window has it unchecked. Below this is a 'Prices' table with columns for 'Standard', 'Member', and 'Youth'. In the left window, the table has three rows: 'Standard' with prices \$0.35, \$0.30, and \$0.25; 'Member' with prices \$0.35, \$0.30, and \$0.25; and 'Youth' with prices \$0.35, \$0.30, and \$0.25. In the right window, the table has four rows: 'Sporting' with prices \$0.35, \$0.30, and \$0.25; '5-Stand' with prices \$0.35, \$0.30, and \$0.25; 'Trap/Skeet' with prices \$0.30, \$0.25, and \$0.20; and 'Youth' with prices \$0.35, \$0.30, and \$0.25. Below the table are fields for 'Free' (checked), 'Show Targets' (28), '% Broken' (3%), and 'Max. Sell' (64000). A 'Save Targets Settings' button is present in both. Below this is a 'Change Password' section with 'Name' (Admin) and 'Password' (Password) fields, and a 'Save Password' button. At the bottom are 'Clear Targets Log' and 'Clear Recent Activity' buttons, and checkboxes for 'Voice Card', 'Read Only', and 'Allow erase'. A 'Close' button is at the bottom right.

3. *Targets* area:
  - 3.1. *UniPrice* check box – when checked, all the venues at the club see the same “target bank”. This also means that all the games type (sporting clays, trap/skeet or 5-Stand), cost the same. If the *UniPrice* check box is unchecked, (see screen shot on the right) each game type has independent pricing. See the two windows above in comparison.  
Note: after modifying the *UniPrice* check box, for changes to take effect - click the *Save Targets Settings* button, close the *Admin Setup* window, and also close and reopen the program.
  - 3.2. *Prices*: Enter a target prices for guests (standard), members and youth.
  - 3.3. *%Broken*: Select the percentage of broken targets (the default is 3%).
  - 3.4. *Show Targets*: enter how many show targets are needed on the course (the default is 28).
  - 3.5. *Free* check box – when checked, a box for free targets is shown in the *Targets* area. In the *PayOnTab* when *Discount* is checked and *Show* is unchecked, you can manually select how many targets to discount, but you can never exceed the number of show target set in *Show Targets*. For 5-Stand and Trap/Skeet, you can manually discount the percentage of %Broken from the used targets. When *Free* check box – is unchecked, there is no option for manual discount.
  - 3.6. *Max. Sell*: Select the maximum number of targets that can be loaded to a Game on the card.
  - 3.7. *Save Targets Settings* button: Click to save any changes made in the *Targets* area.
4. *Password* area: 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.  
**Note:** there is no work around. If you forget the password, you will need to reinstall the software and may lose the Log and other data in the system.

5. *Clear Targets Log* button: Click if you need to start a “fresh” Activity Log. You may want to export the old log prior to clearing. In any case a backup of the old Log file is automatically saved in ‘C:\EZPull\Logs’
6. *Clear Recent Activity* button: if too many cards clutter the *Open Tag List* you can clear the list by clicking the *Clear Recent Activity* button.
7. *Voice Card* check box: check to enable EZPull Voice Release remotes to automatically pair with the TargetManager set for 5-Stand, Skeet or Trap. See *Options for Solo Shooters* below.
8. *Allow erase* check box: when checked the *Erase Card* button is added the main window. Erasing a card reformates the card as a new card and could resolve any issues with a specific card.
9. *Read Only* check-box: check to make EZPull Target Manager a read only program. The next time you launch the program it will operate in Read Only Mode. Users will be able to see the content of the card but not modify it. The “Read Only” mode can be used on another station with PC and DTRW2 so customers to check the balance on their cards.
10. Click the *Close* button to return to the main window.

## UniPrice vs. Game specific pricing

Above section 3.1 in Customizing EZPull Target Manager explains how to change from UniPrice to Game specific pricing.

Let's review the difference between UniPrice and Game specific pricing. An RFID card is divided into individually accessed sectors. EZPull allocates a sector for each clay target Games: #1-sporting clays, #2-five-stand and #3-trap/skeet. This allows different prices for each game and with compatible settings forces the TargetManager card reader to only use targets corresponding with the game it is set for.

In UniPrice mode, the program reads/writes all the targets from the same "target sector" (sector #1).

In Game specific mode, the program reads/writes the targets for a specific "game" to its respective sector.

When the TargetManager card reader is set to read/write from the sector allocated to the game it is on, it is compatible with the Game specific cards. If the TargetManager card reader is set to always read from the first sector (sporting clays sector), it is compatible with UniPrice cards. For details, see *TMGR\_AdminGuide.pdf* - Payment Mode Setup.

All of this means that in UniPrice all the games (sporting clays, trap/skeet or 5-Stand) cost the same. UniPrice simplifies the operation. Members who have their own cards are inclined to purchase more targets as they can use them everywhere at the club. The Option to *Load Money* is only available in UniPrice mode.

The main reason to using Game specific is tradition. Once you count every targets, they actually cost you the same.

Because UniPrice is the default mode after installation, all the examples where shown in UniPrice mode. Let's take a look at the window in Game specific mode.

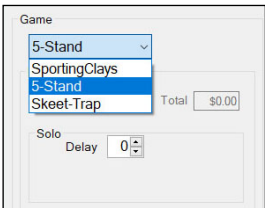
The screenshot shows the EZPull Target Manager 2.0.0 interface. The 'Game' dropdown is set to '5-Stand'. The 'Load Card' section shows 'Targets' at 0 and 'Total' at \$0.00. The 'Targets' section shows 'Loaded' at 500, 'Balance' at 300, 'Used' at 200, and 'Free' at 0. The 'Pay' section shows '200' x \$0.30 = \$60.00. The 'Status' section shows 'Detected' and 'Card UID: 4AA76B65'. The 'Utilities' section shows 'View Log' and 'Settings'. The 'Connection' section shows 'Disconnect' and 'COM3'. The 'Open Cards List' table is empty. The 'Recent transactions log' is also empty.

Game	Loaded	Used	Balance
SportingClays	700	248	452
Stand-5	500	200	300
Skeet-Trap	600	350	250

UID	Added	Date	Game	Name	Phone
-----	-------	------	------	------	-------

Recent transactions log

You can see *Load money* disappeared and instead of the *Targets* area we now have a *Game* area. The table shows targets for each game. If you click on the combo-box under *Game*, you select the game to work with from the list.

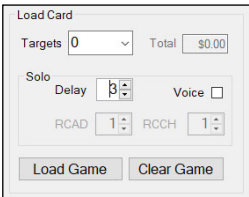


## Options for Solo Shooters

The Target Manager system offers three options for “solo” shooter. All options require the TargetManager card reader to be in Pay-Per-Target mode. A TargetManager set to Pay-Per-Round, can be changed instantly to Pay-Per-Target using a *PayChanger* control tag/card (TMGR\_AdminGuide).

### Solo Delay

1. Solo delay with a standard card: In sporting clays (Mode 6 – see TargetManager Guide), prior to placing the card in the slot, the user can select a 2, 3 or 4 seconds delay from the respective keys on the TargetManager card reader.
2. Solo delay with a Delay card: In any game type (Sporting clays, 5-Stand, Trap/Skeet) you can program a ‘Solo Delay’ on the card by selecting a value (in seconds) greater than 0 in the *Delay* box in the main window. TargetManager will launch targets “Solo-delay” seconds after a target key is pressed.



### Voice Release

For Sporting Clays (and Skeet when *Admin Setup > Skeet Voice Card* check-box is checked) it is possible to use a “Voice Card” with any EZPull VR\_Pro voice release remote to shoot on any station. The customer can strap the voice release remote, clip the lapel microphone and walk through the course using voice and report on gunshot to release targets. For more details, see the setup guide of the specific voice release remote and the document *VoiceCard\_setup.pdf*.

