MT4300
Instruction Manual

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Introduction

Features of the MT4300

The MT4300, along with the R4300 series of transmitters and receivers, are the latest in the line of remote control systems from Long Range specifically designed for shooting sports.

Using some of the very latest technology such as "Spread Spectrum", we have increased the number of fields to 255. Each field can operate 15 trap machines independently from any other field. This effectively gives us the ability to operate 3,825 machines at the same time.

The MT4300 is powered by a small lithium ion battery that, on a full charge, will throw 60,000 targets. The unit is supplied with a wall transformer or can be charged from a PC with the supplied USB cable. A battery level indicator is shown in the **System Status Window** (📖3).

Each MT4300 can be updated via the USB cable and a PC. As updates become available, they will be distributed via email, CD, and will be available as a download from the Long Range share site: www.longrange.keepandshare.com

The following games are available on the MT4300:

Manual Mode	**Flush**
5 Stand	**Compak**
FITASC	**User Defined**
NSCA Pro-Challenge	

Trap Breakdown or Viewing Targets

In the event of a trap breakdown and trap personnel need to throw some targets from a particular trap without leaving the game (5 Stand, Compak, or FITASC), press ENTER to go to **Manual Mode**. From here, press the trap number to release a target as needed. To return to the game, press BACK.

Menus and User Defined Sequences

A menu is a predefined sequence of targets for a particular round. These sequences can consist of single, true pair, report pair, rafale pair, or a combination of these. These custom sequence menus, once programmed to a specific game type, will automatically cycle as targets are fired. **5 Stand** and **Compak** will save up to 6 different user defined menus and **FITASC** will save up to 4. These menus can be overwritten. Be aware that the **5 Stand** and **Compak** game modes share the same 6 menus. If a programed menu is overwritten in one mode, it will be overwritten in the other. There are also 6 **Predefined Menus** that can be used in **5 Stand** and is discussed in the **5 Stand** section (📖6).

Initial Setup

Unless otherwise requested, the MT4300 will be preset to channel 1 and receivers will be set to channel 1 and labeled with their appropriate trap number.

```
        System Status
GamCtrl          V6.50Si
BID  1               Chn  1
        E ▼▼▼▼▼▼F
```
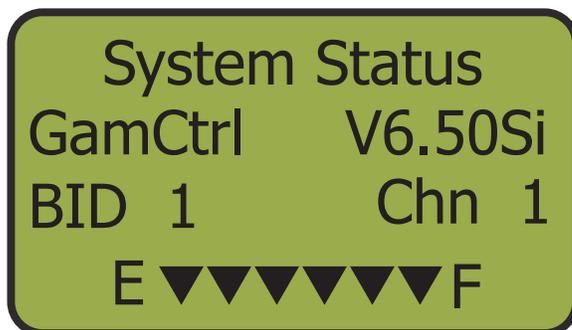
The default, password is set to 1234. This can be changed in the **System Setup Menu** (📖24).

Keypad

The MT4300 has a 12 button keypad that assists the user to navigate through the menus. Some of these buttons have multiple functions and are described in this section.

- **1A**: Used to report a No Bird in a shooting sequence.
- **3C**: Used to exit game modes and return to the Main Menu.
- **4D**: Used to skip forward in a shooting sequence.
- **8H**: Used to scroll up through menu options.
- **0**: Used to scroll down through menu options. Also used as **No Bird** in **NSCA Pro Challenge Mode.**
- **True Pair/Enter**: Used to confirm selections and fire a true pair in **Manual Mode**.
- **ON/BACK**: Used to turn on the device and return to previous menu.

System Status

The **System Status** function displays the current state of the MT4300. The current software version and channel are displayed as well as a meter which indicates battery life. The battery life is represented by 6 triangles. An overnight charge is required to fully charge an exhausted battery. The MT4300 may also stay plugged in without overcharging. You can get to the System Status Menu from the **Main Menu**.

1   **Select Option 3, System Status**
From the **Main Menu**, press button 3 to select the **System Status** option.

```
       Main Menu
1  Games
2  Manual Mode
3  System Status  ↓
```
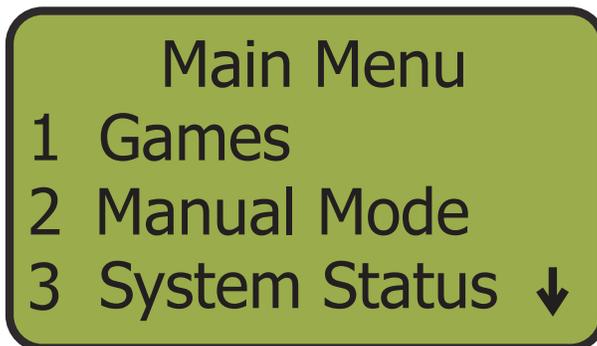
2   **Press BACK to Exit**
Pressing the BACK button will bring you back to the **Main Menu**.

```
    System Status
GamCtrl      V6.50Si
BID  1         Chn  1
     E ▼▼▼▼▼▼ F
```
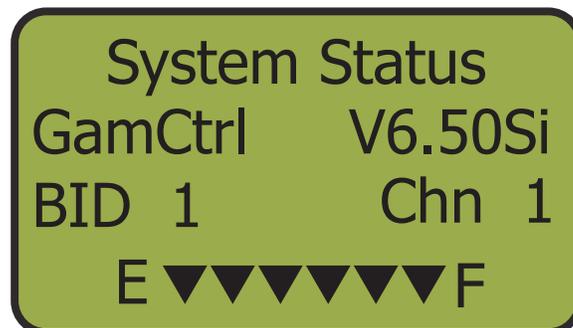
Main Menu

Before powering on the MT4300, make sure it has been charged or is plugged in.

1 **Turn on the MT4300**
Press the On/Back button to power up the unit.

2 **Main Menu**
The main menu will be displayed when the unit is powered on. When an up or down arrow is displayed, this means there are more options available. Use the up (button 8) or down (button 0) to scroll the menu screen.

```
       Main Menu
  1  Games
  2  Manual Mode
  3  System Status  ↓
```
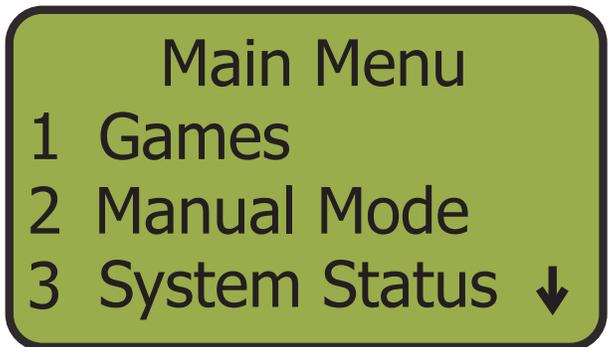
3 **Choose Your Option**
By using the corresponding number key, you will navigate to the next menu. From any screen, the On/Back button will back out to the previous menu screen.

```
  4  System Setup  ↑
  5  Voice Mode
  6  Blue T Mode
```
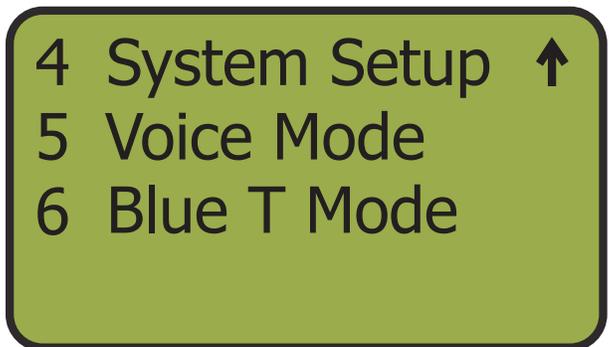
Manual Mode

Manual Mode allows the user to manually fire any individual trap or any combination of 2 traps simultaneously. You can get to **Manual Mode** by pressing button 2 from the **Main Menu**, by pressing button 2 from the **Game Menu**, or by pressing ENTER from **5 Stand**, **Compak**, or **FITASC** game modes.

1 **Select Trap Number**
Each trap will have a corresponding number from 1 to 15. By pressing 1-9, the coordinating trap will instantly fire. To fire a trap with a double digit number, the zero button must be pressed first. The trap will fire when the last button is pressed. For example, to fire trap 15, you must press 0, 1, 5. The trap will fire when the 5 button is pressed.

```
     Manual Mode
   Choose Trap #
1st  _        Count
2nd _          0
```
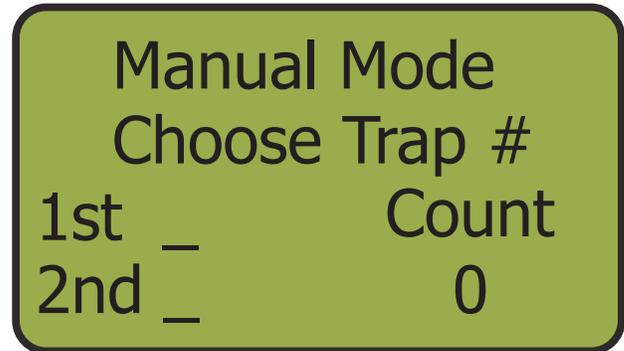
Firing Two Traps Simultaneously (True Pair)

1 **Press the "True Pair" Button**

2 **Select First Trap**
Each trap will have a corresponding number from 1 to 15. By pressing 1-9, the number will display next to the first trap. To enter a trap with a double digit number, the zero button must be pressed first. Press the zero button. The square cursor begins to blink. Now enter the corresponding double digit. The number will display next to the first trap.

```
     Manual Mode
   Choose Trap #
1st  5        Count
2nd _          0
```
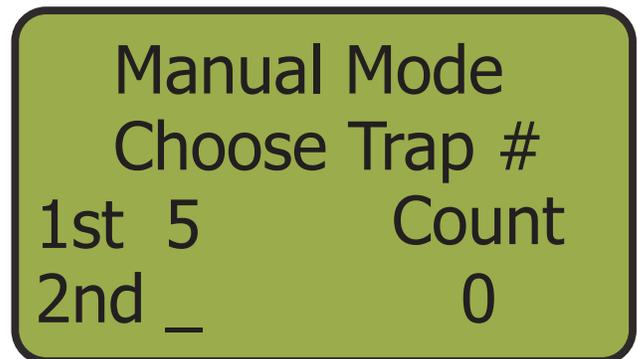
3 **Select Second Trap**
By pressing 1-9, the two selected traps will instantly fire. To enter a trap with a double digit number, the zero button must be pressed first. Press the zero button. The square cursor begins to blink. Now enter the corresponding double digit. The two selected traps will fire simultaneously when the last number is pressed.

```
     Manual Mode
   Choose Trap #
1st  5        Count
2nd 1█         0
```
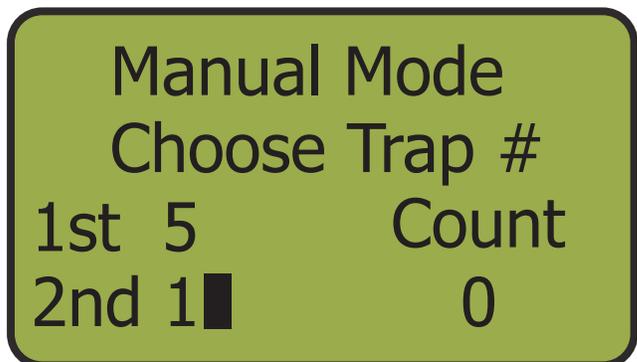
Games

The MT4300 is programmed with 7 options in the Games Menu. These options include:

```
     Game Mode
 1  5 Stand
 2  Manual Mode
 3  FITASC          ↓
```

```
 4  Pro Challenge  ↑
 5  Flush
 6  Compak
 7  User Defined
```
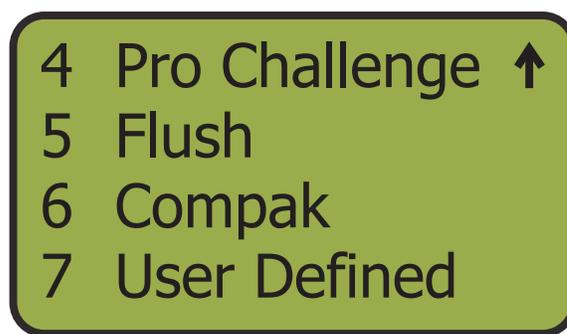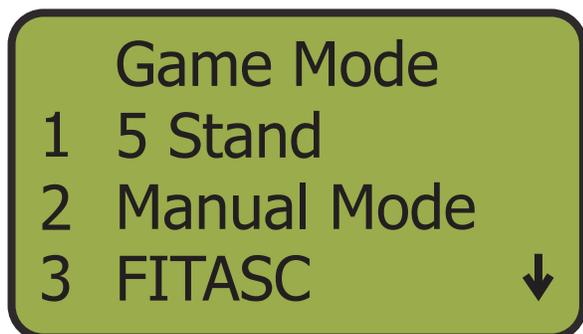
5 Stand

5 Stand consists of 5 stations and is played with up to 5 shooters; one at each station. Each shooter gets to shoot at 5 different target presentations from each station. A full round consists of 25 targets per shooter. These sequences are based on either **Predefined Menus** or **User Menus**. The **User Menus** can be overwritten. Be aware that the **5 Stand** and **Compak** game modes share the same 6 menus. If a programed menu is overwritten in one mode, it will be overwritten in the other.

The MT4300 keeps track of what station each shooter is shooting from and fires the designated trap, or traps, for that specific station. The MT4300 gives the trapper a one button operation to release the sequence. In the case of a "No Bird" press the NO BIRD button (1 button) to step back in the sequence. At any point during the round, users may back out into **Manual Mode** by pressing ENTER. Press BACK to return to the game. To begin, select **5 Stand** from the **Games Menu**, select your level, and enter the number of shooters.

Predefined Menus
The MT4300 follows the NSCA convention of having 3 levels of difficulty:

Level 1: 5 Single Targets
Level 2: 3 Singles and 1 Pair
Level 3: 1 Single and 2 Pairs

The predefined menus include each of these 3 levels for use with either 6 traps or 8 traps. The predefined menus include:

Menu 1: Level 1 for 6 Traps   **Menu 3**: Level 2 for 6 Traps   **Menu 5**: Level 3 for 6 Traps
Menu 2: Level 1 for 8 Traps   **Menu 4**: Level 2 for 8 Traps   **Menu 6**: Level 3 for 8 Traps

*For a detailed list of each predefined menu, see Appendix A (📖39).

1   **Select Option 1, Games**
From the **Main Menu**, press button 1 to select the **Games** option.

```
     Main Menu
 1  Games
 2  Manual Mode
 3  System Status  ↓
```
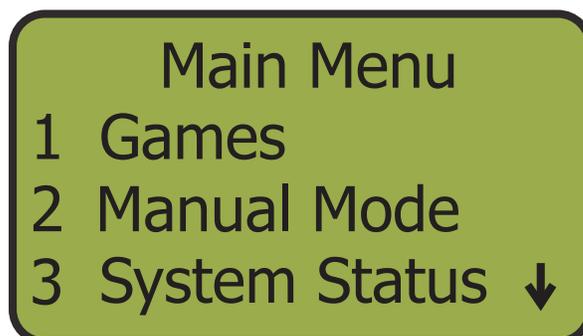
2

Select Option 1, 5 Stand
From the **Games Menu**, press button 1 to select the **5 Stand** option.

```
   Game Mode
1  5 Stand
2  Manual Mode
3  FITASC        ↓
```

3

Select Option 2, Select Level
From the **5 Stand Menu**, press button 2 to select the **Select Level** option.
*Option 3, **Main Menu**, will return to the **Main Menu.** Option 4, **Program Menu**, is where user programs are defined and is discussed in detail in a later section (📖20).

```
     5 Stand
1  # of Shooters
2  Select Level
3  Main Menu     ↓
```

4

Select User Programs or Predefined
If you have programed a custom sequence in the **Program Menu**, press button 1 to select it from the **User Programs**. **Program Menu** is discussed in detail in a later section (📖20). If you would like to use a predefined menu, press 2 to select **Predefined**.
*When a level is selected, this becomes the default level and will not need to be selected for each squad.

```
    Level Menu
1  User Programs
2  Predefined
```
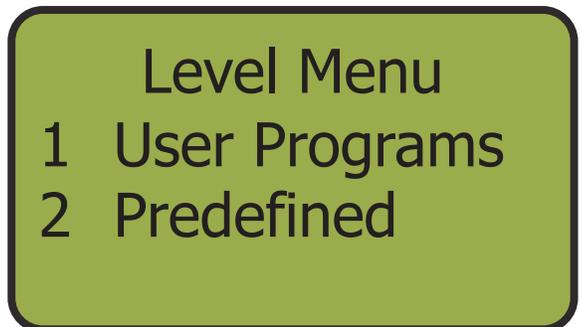
5

Select Level
Press the number which corresponds with the desired **Level** or **User Program**. This will return the screen to the **5 Stand Menu.**

```
1  Level1,  6Trap
2  Level1,  8Trap
3  Level2,  6Trap
4  Level2,  8Trap
```

6

Select Option 1, # of Shooters
From the **5 Stand Menu**, press button 1 to select the **# of Shooters** options**.**

```
     5 Stand
1  # of Shooters
2  Select Level
3  Main Menu     ↓
```

7 **Enter Number of Shooters**
Enter number of shooters, from 1 to 5. Press ENTER. The menu will progress to the **5 Stand** game mode screen.

> # of Shooters
>
> 1 to 5
> Press Enter

---

5 Stand Screen

> Menu1   Shooter 1
> 62   Stand 1
>   5   Single
> NoBird-Pull-Exit

Chosen Menu

Targets in Target Bank. Only in Target TAG Mode

Trap number that will fire.

Press button 1 for a "No Bird"

Identifies which shooter is up.

Identifies which stand is being played.

Identifies what kind of target is next.

Press button 3 to back out to the **Game Menu.**

Press button 2 to launch the next target(s).

---

8 **Play Through Round**
The MT4300 becomes a one button transmitter. Press PULL/2B to launch the designated trap(s). The MT4300 will progress to the next shooter and/or trap(s) and wait for the PULL/2B button to be pressed. In the case of a "No Bird" press the NO BIRD button and the controller steps back in the sequence for the target to be thrown again. You can also jump forward in the sequence by using the SKIP/4D button, which is best used if a shooter drops out during a round.

> Menu1   Shooter 1
>   Stand 1
>   5   Single
> NoBird-Pull-Exit

---

9 **Change Stands, Press ENTER**
After each shooter has shot their 5 targets for that station, the MT4300 will display "Change Stands". Press NO BIRD to re-throw the last target(s) or press ENTER to start the next station.

> Change Stands
>
> NoBird or Enter
>   to Continue

10 Finish the Round

Once all of the targets are thrown on the fifth and final station, the MT4300 will display "Round Finished". Press NO BIRD to re-throw the last target(s) or press EXIT to end the round. Pressing EXIT will bring you back to the **Game Menu**.

```
Menu1    Shooter 2
⟫⟫⟫⟫⟫   Stand 1
Round Finished
NoBird         Exit
```
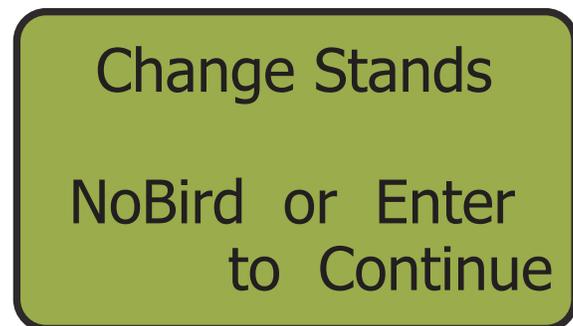
If at any point you need to exit 5 Stand Mode, press the EXIT button and it will return you to the Game Menu.

FITASC

The MT4300 makes it easy for the referee to also be their own trapper. One button operation is used to step through the FITASC menu, while the NO BIRD button steps back. The system's default is a 3 stand layout and has 4 user defined menu options. There are no predefined menus in FITASC so they must be manually programmed through the **Program Menu**. This process is described in a later section (📖22). Although a FITASC squad is typically comprised of 6 shooters, the system allows up to 8 shooters per squad. At any point during the round, users may back out into **Manual Mode** by pressing ENTER. Press BACK to return to the game. To begin, select **FITASC** from the **Games Menu**, select your level, and enter the number of shooters.

1 Select Option 1, Games

From the **Main Menu**, press button 1 to select the **Games** option.

```
    Main Menu
1  Games
2  Manual Mode
3  System Status ↓
```

2 Select Option 3, FITASC

From the **Games Menu**, press button 1 to select the **FITASC** option.

```
    Game Mode
1  5 Stand
2  Manual Mode
3  FITASC         ↓
```

3
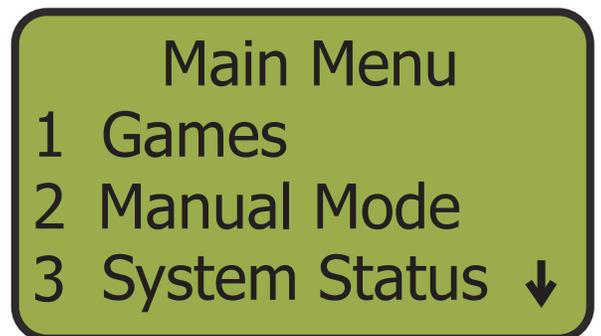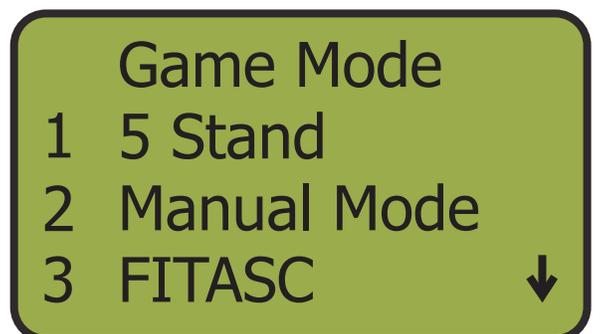
Select Option 2, Select Level
From the **FITASC**, press button 2 to select the **Select Level** option.
*Option 3, **Main Menu**, will return to the **Main Menu.** Option 4, **Program Menu**, is where user programs are defined and is discussed in detail in a later section (📖22).

```
      FITASC
1  # of Shooters
2  Select Level
3  Main Menu      ↓
```

4

Select User Programs
There are no predefined menus for FITASC. You must have previously programed your sequence in the **Program Menu. Program Menu** is discussed in detail in a later section (📖22).
Select your **User Program** by pressing the corresponding number (1-4). The screen will back up to the **FITASC Menu**.
*When a level is selected, this becomes the default level and will not need to be selected for each squad.

```
1  User Prog.  1
2  User Prog.  2
3  User Prog.  3
4  User Prog.  4
```

5
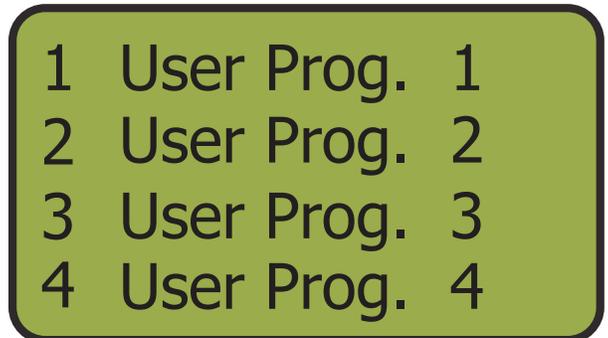
Select Option 1, # of Shooters
From the **FITASC Menu**, press button 1 to select the **# of Shooters** option.

```
      FITASC
1  # of Shooters
2  Select Level
3  Main Menu      ↓
```

6

Enter Number of Shooters
Enter number of shooters, from 1 to 8. Press ENTER. The menu will progress to the **FITASC** game mode screen.
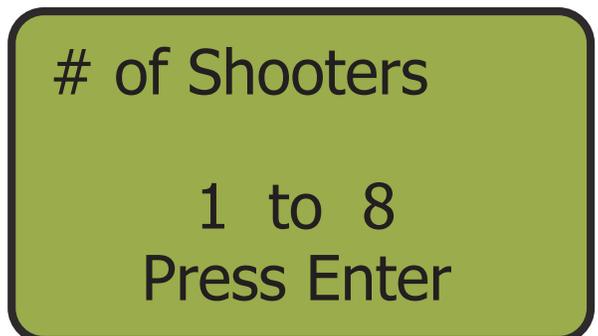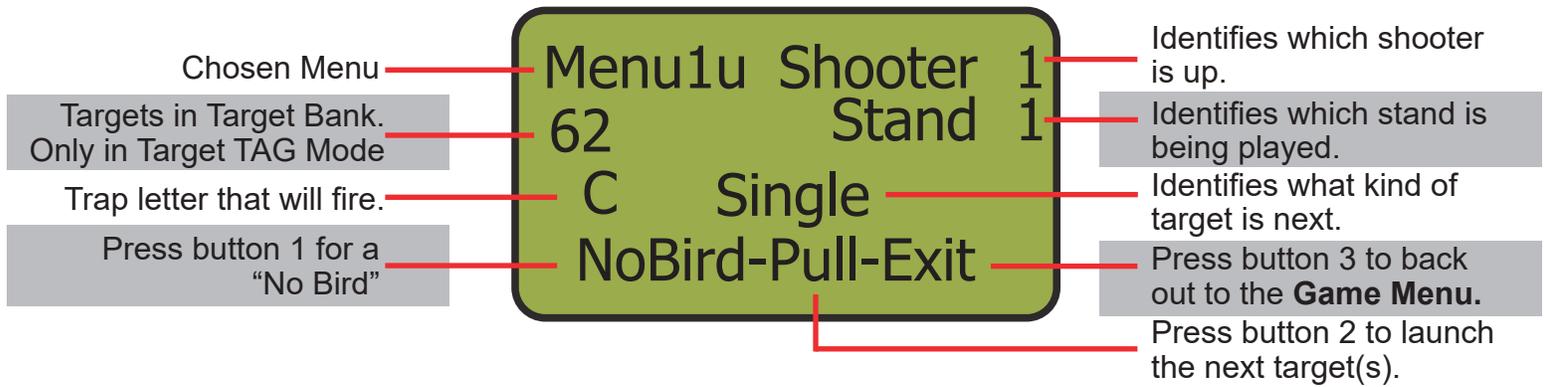
```
# of Shooters

     1  to  8
   Press Enter
```

FITASC Screen

Chosen Menu ⟶ **Menu1u Shooter 1** ⟵ Identifies which shooter is up.

Targets in Target Bank. Only in Target TAG Mode ⟶ **62   Stand 1** ⟵ Identifies which stand is being played.

Trap letter that will fire. ⟶ **C   Single** ⟵ Identifies what kind of target is next.

Press button 1 for a "No Bird" ⟶ **NoBird-Pull-Exit** ⟵ Press button 3 to back out to the **Game Menu.**

Press button 2 to launch the next target(s).

7

Play Through Round

The MT4300 becomes a one button transmitter. Press PULL/2B to launch the designated trap(s). The MT4300 will progress to the next shooter and/or trap(s) and wait for the PULL/2B button to be pressed. In the case of a "No Bird" press the NO BIRD button and the controller steps back in the sequence for the target to be thrown again. You can also jump forward in the sequence by using the SKIP/4D button. This is best used if a shooter drops out during a round.

> Menu1u Shooter 1
>   Stand 1
> C   Single
> NoBird-Pull-Exit

8

Change Stands, Press ENTER

After each shooter has shot their designated targets for that station (singles and doubles), the MT4300 will display "Change Stands". Press the NO BIRD to re-throw the last target(s) or press ENTER to start the next station.

> Change Stands
>
> NoBird or Enter
>   to Continue

9
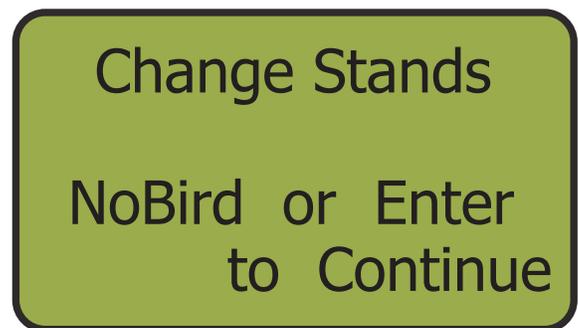
Finish the Round

Once all of the targets are thrown on the final station, the MT4300 will display "Round Finished". Press the NO BIRD to re-throw the last target(s) or press EXIT to end the round. Pressing EXIT will bring you back to the **Game Menu**.

> Menu1u Shooter 2
> ≫≫≫≫≫ Stand 3
> Round Finished
> NoBird   Exit
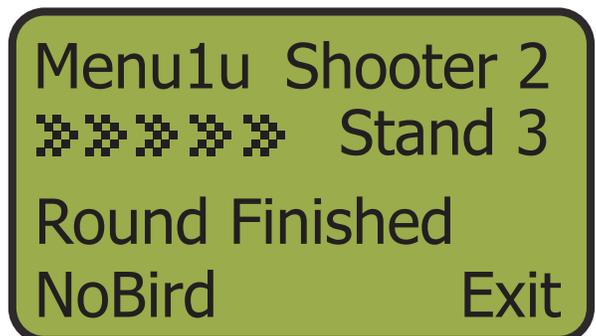
NSCA Pro-Challenge

The NSCA Pro Challenge consists of 3 rounds totaling 30 target and is designed for no more than 2 shooters. The three rounds are Menu Round, Speed Round, and a Bonus Round. All targets must be shot within the field markers. After each round, shooters will rotate positions on the podium and the points leader will shoot first. The MT4300 will walk shooters through the game format and is described below.

Trap Setup:
The 4 traps that are designated as "Trap 1" will have trap addresses of 12, 13, 14, and 15. Traps 2, 3, 4, 5, 6, and 7 will have their corresponding trap addresses.

Begin by pressing button 1 from the **Main Menu** to select **Games**, then press button 4 from the **Game Menu** to select **Pro Challenge**.

```
        Main Menu
1  Games
2  Manual Mode
3  System Status  ↓
```

```
4  Pro Challenge  ↑
5  Flush
6  Compak
7  User Defined
```

From the **Pro Challenge Menu**, press button 2 to select **# of Shooters**. Press 1 or 2 to select the number of shooters and press EN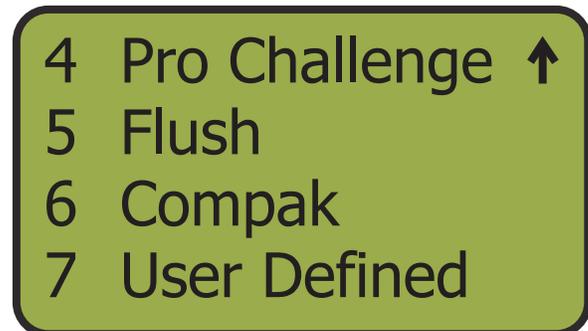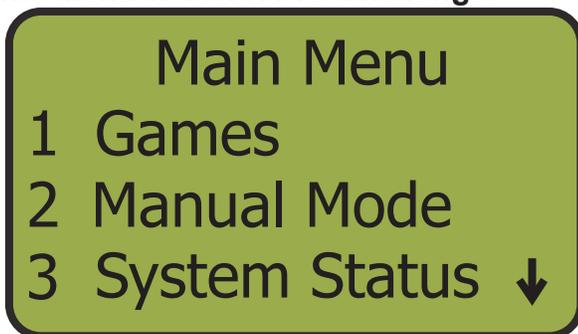TER. This will begin the game. The MT4300 will remember the last entered number of shooters and you can bypass this step by pressing button 1 in the **Pro Challenge Menu** to select **Start Game**.

```
      Pro Challenge
1  # of Shooters
2  Select Level
3  Main Menu
```

```
    # of Shooters


      1  to  2
    Press Enter
```
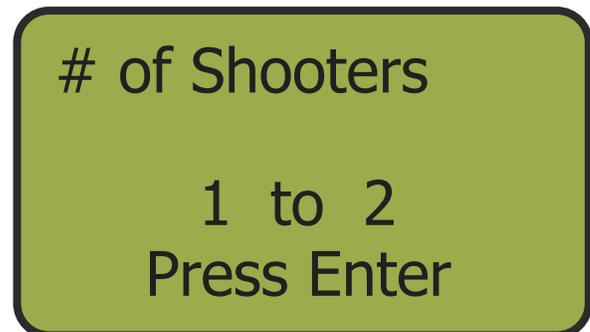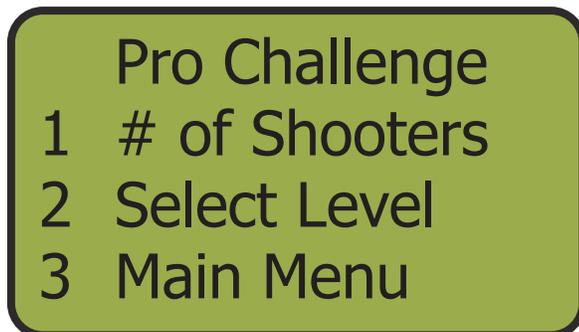
Round 1: Menu Round

The **Menu Round** consists of 6 report pairs, totaling 12 targets per shooter. In this round, all six #1 targets will fire from one of the randomly selected #1 traps. The #1 target must be broken in order to advance to the second target. In the event of a "No Bird", press the zero button to step back. Shooters will shoot the following sequence:

1 on report 2	1 on report 5
1 on report 3	1 on report 6
1 on report 4	1 on report 7

Scoring consists of tallying the broken target's numbers for the total score. For example, a 1 and 5 dead pair will give you 6 points. The maximum amount of points allowed in the **Menu Round** is 30.

1 **Begin the Menu Round**
To fire the first target, press button 1. The MT4300 will display the target to be fired on report. If the first target is broken, press button 1 again to shoot the second target. Repeat this process for each shooter. The MT4300 will display "Next Shooter" or "First Shooter" when it is time to switch shooters.

> Menu Round
> Press 1 then
> on report
> Choose Trap#2

2 **Finish Menu Round**
When the Menu Round finishes its last sequence, the MT4300 will ask if you want to repeat the final sequence. If you would like to re-throw the final sequence, press button 1 to select **Yes**. If you would like to move onto the **Speed Round**, press button 1 to select **No**.

> Finished
> Repeat Sequence
> 1) Yes
> 2) No

Round 2: Speed Round

The **Speed Round** consists of 2 volleys of single targets which consists of 5 targets each. The **Speed Round** consists of a total of 10 targets per shooter and there is a 4 second delay between each target. There is no limit to the amount of ammo that can be shot in the **Speed Round**. No more than 2 rounds can be in the gun at any given time. Shooters will shoot the following sequence:

• Volley 1: Four #1 targets and one #2 target in random order with a 4 second delay between targets.

• Volley 2: #3, #4, #5, #6, and #7 in order with a 4 second delay between targets.

Each broken target is worth 4 points in the **Speed Round**. For example, 9 broken targets are worth 36 points (9 targets x 4 points each = 36 points). In the event of a broken target, the shooter will be given the option to take the points earned or start the **Speed Round** over with no points established.

1 **Begin the Speed Round**
The **Speed Round** begins when the PULL button is pressed. All 5 targets of the first sequence will fire automatically with a 4 second delay between each target. After the fifth and final target of the sequence has fired, the MT4300 will display "Round Finished" and prompt the next shooter. Repeat this process for each shooter. When both volleys are finished, the MT4300 will call for the first shooter and automatically load up the **Bonus Round** menu screen.

> Speed Round
>
> Press Pull
> to Start

Round 3: Bonus Round

The **Bonus Round** consists of 4 report pairs, totaling 8 targets per shooter. These report pairs are chosen by the shooter and can be any combination of the #2 through #7 targets. Targets #4 and #5 may only be chosen once during the bonus round. Pairs will be launched on report with the lowest value first and the first target must be broken to move onto the second target of the pair.

Scoring consists of tallying the broken target's numbers for the total score. For example, a 4 and 5 dead pair will give you 9 points.

1 **Begin the Bonus Round**
The **Bonus Round** begins with the first shooter calling out the two traps that he wishes to shoot (2-7). The trapper presses the lower corresponding target number to fire that trap first. The second target number is pressed on report to fire that trap. The MT4300 will call for the next shooter and the process is repeated until each shooter has shot their 4 report pairs. When finished, the screen will display "Round Finished" and return to the **Pro Challenge Menu**.

Bonus Round
Press Buttons as
called.
Report Pair # 1

Flush/Flurry

The MT4300 currently has 2 flush versions available: **Quick Flush** and **User Flush. Prog Flush** is in development and will be released for use in the near future. Both, **Quick Flush** and **User Flush** have the same user interface where you can set number of traps in use, delay between firing, number of shooters, and number of total targets to be launched. Both flushes start by launching as many targets possible depending upon number of traps in use, number of shooters, and number of targets. The MT4300 will initially launch a maximum of 2 targets per shooter if number of traps and number of targets allow it. For example, if you are using 5 traps, but only 2 shooters, the initial launch will be 4 targets. If there are 3 shooters, all 5 traps will fire.

Quick Flush

This is a flush with a bit of a different theme. After the initial launch of all traps, the MT4300 will launch single targets and progress onto doubles then triples. Although it starts fairly easy, it becomes increasingly more difficult depending on the number of traps you have in the flurry.

User Flush

This is more of a traditional flurry. After the initial launch of all traps, the system will fire a combination of singles, doubles, triples, and quads depending upon the number of traps you have in the flurry. The traps and amount of targets launched are chosen randomly.

The **Quick Flush** and **User Flush** user interface is described on the following page.

1

Select Option 1, Games
From the **Main Menu**, press button 1 to select the **Games** option.

```
   Main Menu
1  Games
2  Manual Mode
3  System Status  ↓
```
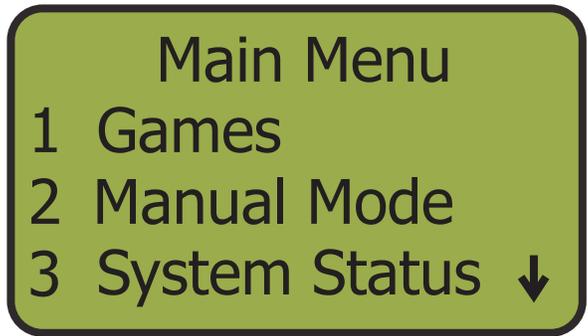
2

Select Option 5, Flush
From the **Game Menu**, press button 5 to select the **Flush** option. This will bring you to the **Flush/Flurry Menu**.

```
4  Pro Challenge  ↑
5  Flush
6  Compak
7  User Defined
```

3

Select Quick Flush or User Flush
From the **Flush/Flurry Menu,** press button 1 to select the **Quick Flush** option or button 2 to select the **User Flush** option.

```
   Flush/Flurry
1  Quick Flush
2  User Flush
3  Prog Flush
```
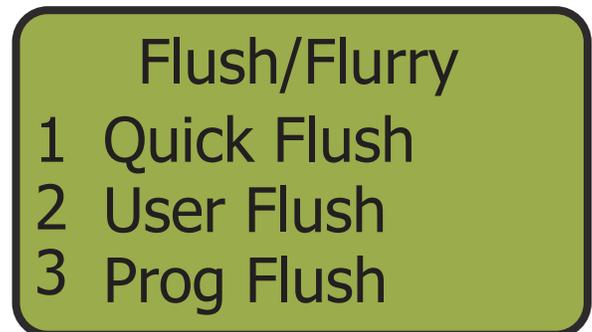
4

Enter Number of Traps and Delay
You may use up to 8 traps for **Flush/Flurry Mode**. Press button 1-8 to set the amount of traps in use and press ENTER. Next, enter the amount of seconds you would like between firing targets (1-9) and press Enter.

```
# of Traps 1-8    █
Delay  (Sec.)  _

     Press Enter
```
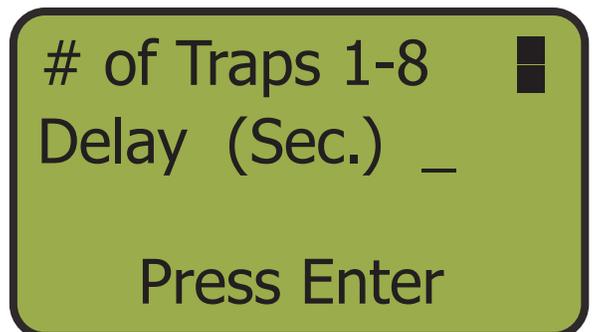
5   **Enter Number of Shooters and Targets**
Up to 9 shooters may participate in **Flush/ Flurry Mode**. Press button 1-9 to set the amount of shooters and press ENTER. Next, enter the amount of targets (max: 999) you would like to fire in total and press ENTER.

```
# of Shooters    ▊
# of Targets  _


    Press Enter
```

6   **Press PULL**
The **Flush/Flurry** is now ready to begin. The screen displays the number of shooters and total targets remaining in the **Flush/Flurry**. Press PULL to fire the initial launch.

```
Shooters  =  4
Targets    =  60
    When Ready
      Press Pull
```

7   **Play Through Sequence**
While the **Flush/Flurry** sequence is active, press button 1 in case of a "No Bird". Press button 2 to pause the sequence, press button 2 to restart from that point. Press button 3 to exit.

```
Target  60
No Bird 0
Delay 4       Cnt 49
   NoBird-Stop-Exit
```

8   **Finish Sequence**
When the target count reaches zero or the user presses button 3 to exit, the device will ask if you would like to repeat the sequence. Press button 1 if you would like to throw the same sequence. Press button 2 to return to the **Game Menu.**

```
    Finished
Repeat Sequence
1) Yes
2) No
```
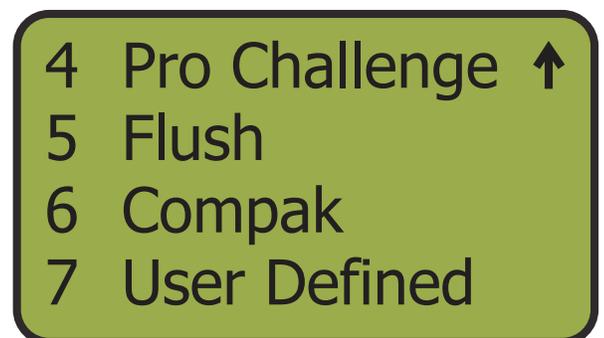
Compak

Compak is very similar to **5 Stand**. The main difference being Stand 1 always begins shooting (on a squad of 5 or more) and up to 6 shooters per squad. Also, **Compak** does not offer any predefined menus and the sequences must be manually programmed through the **Program Menu**. This process is described in a later section (📖20).

The MT4300 keeps track of what station each shooter is shooting from and fires the designated trap, or traps, for that specific station. The MT4300 gives the trapper a one button operation to release the sequence. In the case of a "No Bird" press the NO BIRD button to step back in the sequence. At any point during the round, users may back out into **Manual Mode** by pressing ENTER. Press BACK to return to the game. To begin, select **Compak** from the **Games Menu**, select your level, and enter the number of shooters.

1 **Select Option 1, Games**
From the **Main Menu**, press button 1 to select the **Games** option.

> Main Menu
> 1 Games
> 2 Manual Mode
> 3 System Status ↓
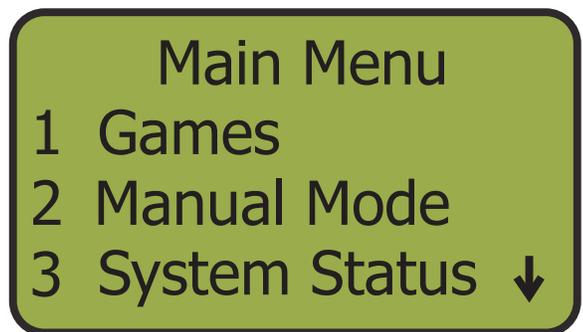
2 **Select Option 6, Compak**
From the **Games Menu**, press button 6 to select the **Compak** option.

> 4 Pro Challenge ↑
> 5 Flush
> 6 Compak
> 7 User Defined

3 **Select Option 2, Select Level**
From the **Compak Menu**, press button 2 to select the **Select Level** option.
*Option 3, **Main Menu**, will return to the **Main Menu**. Option 4, **Program Menu**, is where user programs are defined and is discussed in detail in a later section (📖20).

> Compak
> 1 # of Shooters
> 2 Select Level
> 3 Main Menu ↓

4 **Select User Programs**
There are no predefined menus for FITASC. You must have previously programed your sequence in the **Program Menu. Program Menu** is discussed in detail in a later section (📖20).
Select your **User Program** by pressing the corresponding number (1-6). The screen will back up to the **Compak Menu**.
*When a level is selected, this becomes the default level and will not need to be selected for each squad.

```
1  User Prog.  1
2  User Prog.  2
3  User Prog.  3
4  User Prog.  4  ↓
```
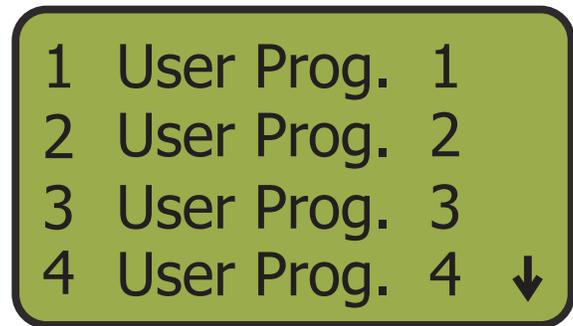
5 **Select Option 1, # of Shooters**
From the **Compak Menu**, press button 1 to select the **# of Shooters** options.

```
     Compak
1  # of Shooters
2  Select Level
3  Main Menu       ↓
```

6 **Enter Number of Shooters**
Enter number of shooters, from 1 to 6. Press ENTER. The menu will progress to the **Compak** game mode screen.

```
# of Shooters


    1  to  6
   Press Enter
```

Compak Screen

Chosen Menu —————

Targets in Target Bank. Only in Target TAG Mode —————

Trap letter that will fire. —————

Press button 1 for a "No Bird" —————

```
Menu1u  Shooter  1
34           Stand  1
  1       Single
NoBird-Pull-Exit
```

Identifies which shooter is up.

Identifies which stand is being played.

Identifies what kind of target is next.

Press button 3 to back out to the **Game Menu.**

Press button 2 to launch the next target(s).
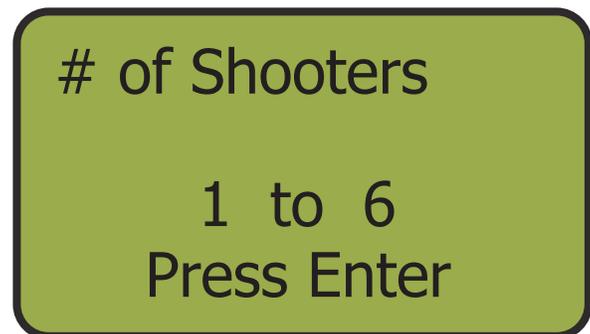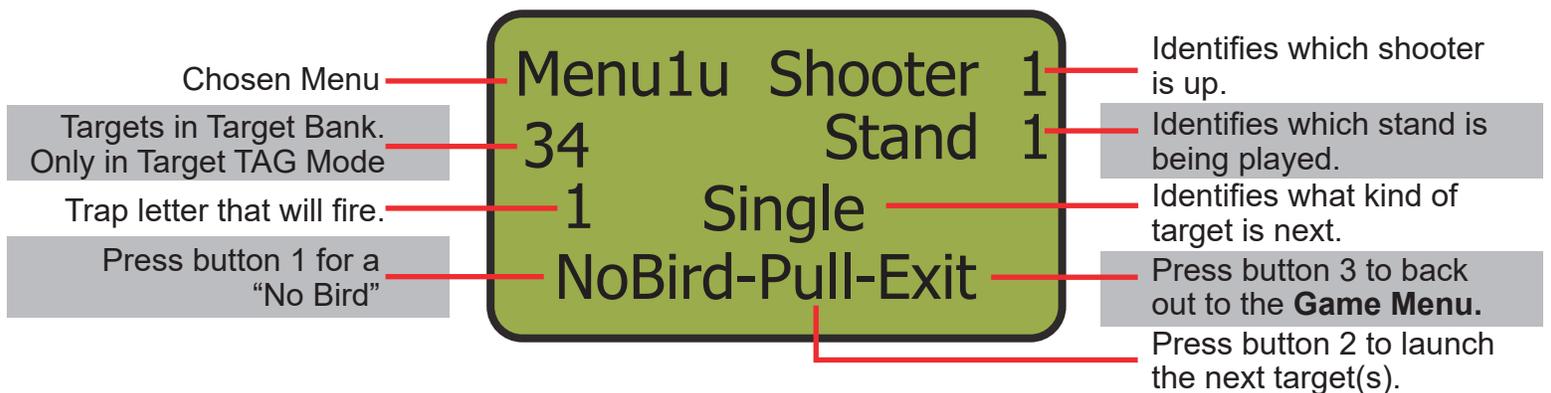
7 Play Through Round

The MT4300 becomes a one button transmitter. Press PULL to launch the designated trap(s). The MT4300 will progress to the next shooter and/or trap(s) and wait for the PULL button to be pressed. In the case of a "No Bird" press the NO BIRD button and the controller steps back in the sequence for the target to be thrown again. You can also jump forward in the sequence by using the SKIP button. This is best used if a shooter drops out during a round.

```
Menu1u  Shooter  1
              Stand  1
 1     Single
   NoBird-Pull-Exit
```

8 Change Stands, Press ENTER

After each shooter has shot their 5 targets for that station, the MT4300 will display "Change Stands". Press NO BIRD to re-throw the last target(s) or press ENTER to start the next station.

```
  Change Stands

 NoBird  or  Enter
        to  Continue
```

9 Finish the Round

Once all of the targets are thrown on the fifth and final station, the MT4300 will display "Round Finished". Press NO BIRD to re-throw the last target(s) or press EXIT to end the round. Pressing EXIT will bring you back to the **Game Menu**.

```
Menu1u  Shooter 1
≫≫≫≫≫  Stand 5
Round Finished
NoBird          Exit
```

If at any point you need to exit Compak Mode, press the EXIT button and it will return you to the Game Menu.
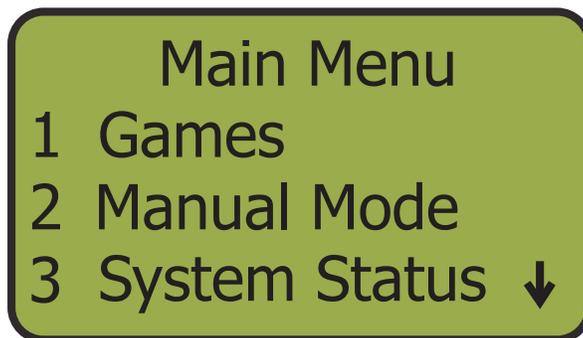
Program Menu

The **Program Menu** can be found in the **5 Stand, FITASC,** and **Compak** menus and allows users to program their own custom sequences. These user programmable menus can be overwritten. **5 Stand** and **Compak** share the 6 user defined menus and if a programed menu is overwritten in one mode, it will be overwritten in the other. **FITASC** will save up to 4 user defined sequences. The process of creating these defined User Programs vary slightly and discussed here in this section.

5 Stand and Compak Program Menu

Both **5 Stand** and **Compak** have the same **Program Menu** and are accessed by selecting option 4 from their respective menus. It is best practice to have the game menu written up before inputing it into the **Program Menu**. Have this menu in front of you and program from stand 1 to 5. Each stand will allow a maximum of 5 sequences.

1   **Select Option 1, Games**
From the **Main Menu**, press button 1 to select the **Games** option.

> Main Menu
> 1 Games
> 2 Manual Mode
> 3 System Status ↓

2   **Select Option 1 or 6, 5 Stand or Compak**
From the **Games Menu**, press button 1 to select the **5 Stand** option, or press button 6 to select the **Compak** option.

> Game Mode
> 1 5 Stand
> 2 Manual Mode
> 3 FITASC ↓
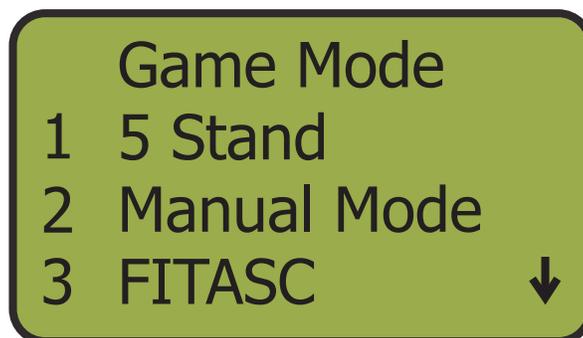
3   **Select Option 4, Program Menu**
From the chosen game's menu, press button 4 to select the **Program Menu** option.
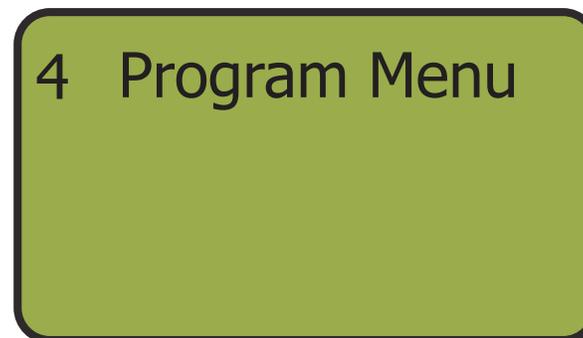
> 4 Program Menu

4 **Select User Program**
From the **Program Menu**, press a button 1-6 to select the **User Program** you would like to create or overwrite.
*If there is already a sequence programmed, you will be asked if you would like to overwrite it.

```
1  User Prog.  1
2  User Prog.  2
3  User Prog.  3
4  User Prog.  4  ↓
```

5 **Choose Bird Type for Stand 1, Seq 1**
The cursor will be flashing next to **Bird Type**. Using the up (8) and down (0) arrows, cycle through the bird types and choose the one needed. Press ENTER.

```
Stand  1    Seq  1
Bird Type - None
1st Trap      0
2nd Trap      0
```

Available Bird Types:
None: Ignores the sequence.
Single: Single target. User only needs to assign 1st Trap.
Pair: True pair. Press the PULL button once to release the two targets. User needs to assign the 2 traps that are to be fired simultaneously.
Report: Report pair. Press the PULL button on call to release the first target, then again when the first target is shot at to release the second target. User needs to assign the 2 traps that are to be fired.
Rafale: Following pair from the same trap with a delay of 2.5 seconds between the two targets. Typically seen in FITASC sporting. Keep in mind that this kind of target will empty a trap quickly.

6 **Assign the Traps to be Used**
The cursor will be flashing next to **1st Trap**. Using the keypad, enter the trap number of the first trap to be fired. If it is a double digit number, you must press zero first, then the 2 digit number. Press ENTER. The cursor will move down to second trap if a pair is to be thrown. Enter the second trap number. Press ENTER.

```
Stand  1    Seq  1
Bird Type - Single
1st Trap      0
2nd Trap      0
```

7 **Complete Programing**
Continue programing the stands and sequences until finished. Each menu may not use all 5 available sequences. Use the NONE **Bird Type** to ignore the sequences that are not needed. When you finish, the MT4300 will briefly display "Programing Complete" before returning to the **Program Menu.**

```
Programming
Complete
```

FITASC Program Menu

Th **FITASC Program Menu** and are accessed by selecting option 4 from the **FITASC Menu**. One of the main differences in the **FITASC Program Menu**, is that it uses trap letters instead of numbers. Use the corresponding letters to assign the traps. It is best practice to have the game menu written up before inputing it into the **Program Menu**. Have this menu in front of you and program from stand 1 to 3. Each stand will allow a maximum of 7 sequences.
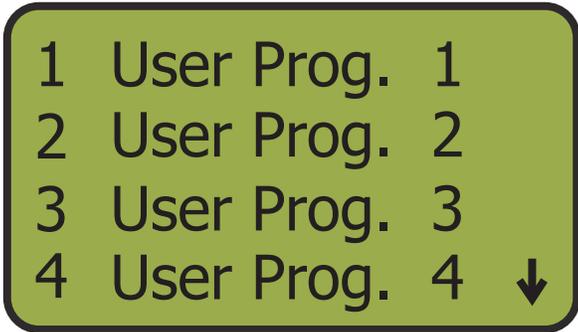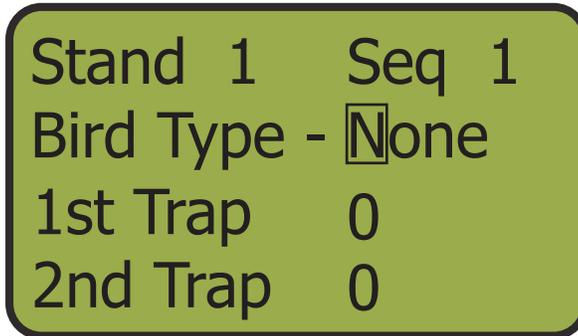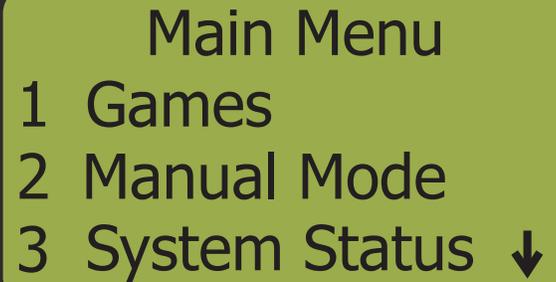
1 **Select Option 1, Games**
From the **Main Menu**, press button 1 to select the **Games** option.

```
        Main Menu
1  Games
2  Manual Mode
3  System Status  ↓
```

2 **Select Option 3, FITASC**
From the **Games Menu**, press button 3 to select the **FITASC** option.

```
        Game Mode
1  5 Stand
2  Manual Mode
3  FITASC            ↓
```

3 **Select Option 4, Program Menu**
From the **FITASC Menu**, press button 4 to select the **Program Menu** option.

```
4  Program Menu
```

4 **Select User Program**
From the **Program Menu**, press a button 1-4 to select the **User Program** you would like to create or overwrite.
*If there is already a sequence programmed, you will be asked if you would like to overwrite it. If no sequence has been added, you will be taken to the **Program Menu** screen.

```
1  User Prog.  1
2  User Prog.  2
3  User Prog.  3
4  User Prog.  4
```

5 **Choose Bird Type for Stand 1, Seq 1**
The cursor will be flashing next to **Bird Type**.
Using the up (8) and down (0) arrows, cycle
through the bird types and choose the one
needed. Press ENTER.

```
Stand  1    Seq  1
Bird Type - None
1st Trap      0
2nd Trap      0
```

Available Bird Types:

None: Ignores the sequence.

Single: Single target. User only needs to assign 1st Trap.

Pair: True pair. Press the PULL button once to release the two targets. User needs to assign the 2 traps that are to be fired simultaneously.

Report: Report pair. Press the PULL button on call to release the first target, then again when the first target is shot at to release the second target. User needs to assign the 2 traps that are to be fired.

Rafale: Following pair from the same trap with a delay of 2.5 seconds between the two targets. Typically seen in FITASC sporting. Keep in mind that this kind of target will empty a trap quickly.

6 **Assign the Traps to be Used**
The cursor will be flashing next to **1st Trap**.
Using the keypad, enter the trap letter of the
first trap to be fired. Press ENTER. The cursor
will move down to second trap if a pair is to
be thrown. Enter the second trap letter. Press
ENTER.

```
Stand  1    Seq  1
Bird Type - Single
1st Trap      0
2nd Trap      0
```

7 **Complete Programing**
Continue programing the stands and
sequences until finished. Each stand may not
use all 7 available sequences. If not, use the
NONE **Bird Type** to ignore the sequences that
are not needed. When you finish, the MT4300
will briefly display "Programing Complete"
before returning to the **Program Menu.**

```
Programming
Complete
```

System Setup

The **System Setup Menu** is accessed from the Main Menu (option 4) and requires a 4-digit password. The MT4300 ships with a default password of 1234. It is recommended that this password is changed once the unit is received. You may do this in the **System Setup Menu**. There are 7 options in the **System Setup Menu**. Each option is described below.

1 **Select Option 7, System Setup**
From the **Main Menu**, press the 7 button which corresponds with **System Setup**. You will be prompted to enter your 4-digit password, then press ENTER.

> Enter Password
> 1234

> System Setup
> 1 Chg Password
> 2 Chg System ID
> 3 Trap Status ↓

> 4 Chg Mode ↑
> 5 Set Clock
> 6 Backlight
> 7 Target Mgt

1 **Change Password**
Here is where you can change your password. Enter your new 4-digit password and press ENTER. This will remain the password to get into the **System Setup Menu**.

2 **Change System ID**
This changes the current **channel** and **message format** the MT4300 is set to. Initially, this is preset to Channel 1, unless otherwise requested. To change the channel, from the **Chg System ID Menu**, press 1 to choose **RF Channel**. Next, press 1 to choose **MT Channel**. Press ENTER to change the channel. Finally, press BACK to save the new channel.

> Set System IDs
> 1 RF Channel
> 2 Msg Format

> Set RF Channel
> 1 MT Channel
> 2 Link Mode

The message format may be set to 3 or 4 byte. The default message format is 4 byte. To change this, from the **Chg System ID Menu,** press 2 to select **Msg Format**. Press the 1 button for 3 byte, or press the 2 button for 4 byte. Press BACK to save.
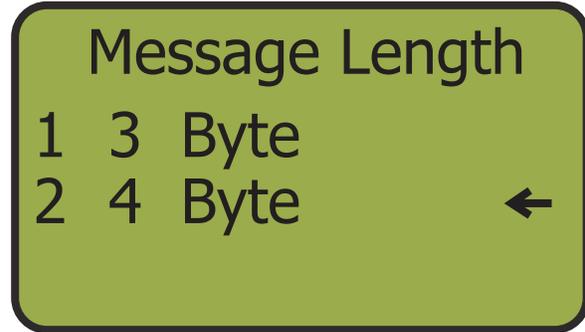
```
  Set System IDs          Message Length
1  RF Channel           1  3  Byte
2  Msg Format           2  4  Byte          ←
```

It is now possible to set the channel/frequency and trap number on the R4300 Receiver without using dip switches. This is done with **Link Mode** which is found in the **Set RF Channel Menu**. This process is discussed in detail on the following page (📖26).

Box ID is also changed here. **Box ID** is used to identify the MT4300 when used with the **Target TAG** counter system.

3 **Trap Status**
Diagnostic tests for Long Range LLC use only.

4 **Chg Mode**
Here is where you set the MT4300 to **Tournament** or **Target TAG Mode. Tournament Mode** does not require the card system to operate. **Target TAG Mode** requires users to have a valid card to launch targets with the MT4300 or to preload targets onto the unit. **Target TAG** is discussed in detail in another section (📖29). The **Power Down** option allows users to set the amount of inactivity before turning off. The 3 options are 15 minutes, 1 hour, or 2 hours.

5 **Set Clock**
This is only used for the **Target TAG** counter system. Use your keypad to enter the time and date. Use ENTER to move to the next number.

6 **Back light**
The screen on the MT4300 has a back light which is useful for low lighting and night shooting. With this option, you can turn it ON or Off or choose how long the back light stays on after a period of inactivity.

7 **Target Mgt**
This menu is used in conjunction with the **Target TAG** counter system and has two options: **Target Margin** and **Set Tier Price**.

Target Margin is used to set the number of targets given for "No Birds" and broken birds. This number is automatically added to the **Target Bank** when targets are added using **5 Stand Cards** (📖33). Set the **Target Margin** from zero to 40. Press ENTER.

Set Tier Price is used in conjunction with cash cards and allows you to set the price per target for different customers depending on membership status and other attributes. For more information on setting tier price, see the section on **Cash Cards** (📖33).

Link Mode

It is now possible to set the channel/frequency and trap number on the R4300 Receiver without using dip switches. This operation only needs to be done once, or if you want to change the channel or trap number. Once set, the channel and trap number are stored in memory until changed, even after power is turned off to the machine.
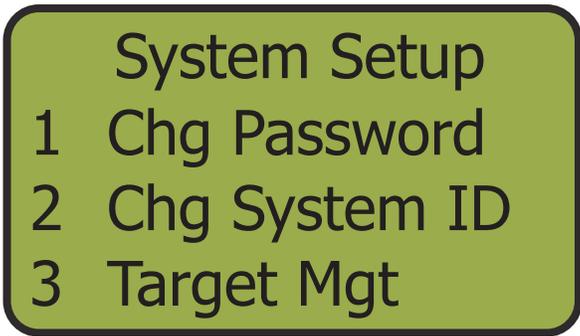
1 **Select Option 4, System Setup**
From the **Main Menu**, press button 4 which corresponds with **System Setup**. You will be prompted to enter your 4-digit password, then press ENTER. This will bring you to the **System Setup Menu**.
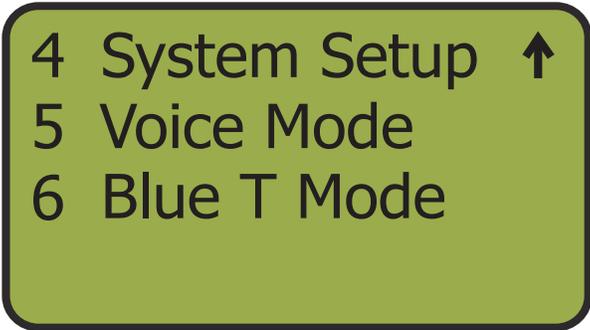
```
4  System Setup  ↑
5  Voice Mode
6  Blue T Mode
```

2 **Select Option 2, Chg System ID**
From the **System Setup Menu**, press button 2 which corresponds with **Chg System ID**. This will bring you to the **Set System IDs Menu**.

```
    System Setup
1  Chg Password
2  Chg System ID
3  Target Mgt
```

3 **Select Option 1, RF Channel**
From the **Set System IDs Menu**, press the 1 button which corresponds with **RF Channel**. This will take you to the **Set RF Channel Menu**.

```
    Set System IDs
1  RF Channel
2  Msg Format
```

4 **Select Option 2, Link Mode**
From the **Set RF Channel Menu**, press the 2 button which corresponds with **Link Mode**. This will take you to the **Link Mode Menu**.

```
    Set RF Channel
1  MT Channel
2  Link Mode
```

5 Enter Trap Number and Channel

This is the link mode screen, from here you can set any **Channel** and/or **Trap Number**. The **Channel** the MT4300 is currently set to is displayed on the screen, but can be changed to any **Channel**. The cursor is blinking on the **Trap Number**, default is 1. Change the **Trap Number** by pressing the corresponding number on the keypad. Press ENTER to move the cursor move to **Channel**. Again, you can change the **Channel** by entering it on the keypad.

> Link Mode
> Select Trap/Chn
> Trap ⟦1⟧ Chn 2
> Enter to Link

Prepare the Receiver for Link Mode

• The MT4300 is now ready to link to the R4300 Receiver.

• Ensure the dip switches for channel and trap are in the OFF (Open) position.

• Replace the clear cover, don't over tighten.

• Connect any R4300 to a trap. Power on the machine or connect power to the receiver as you normally would.

• With power ON you will now see a RED blinking LED. The link Led will blink for 15 seconds while the receiver remains in link mode (See below). You will be unable to fire a target during this 15 seconds. This is the period when the R4300 receiver waits to see if the channel and trap number are to be changed. After 15 seconds the previous channel and trap number are used. The default is channel 1, trap 1.

Link LED
Will blink for 15 seconds

Dip Switches
Set to OFF (Open) position

Power LED
Indicates power is on
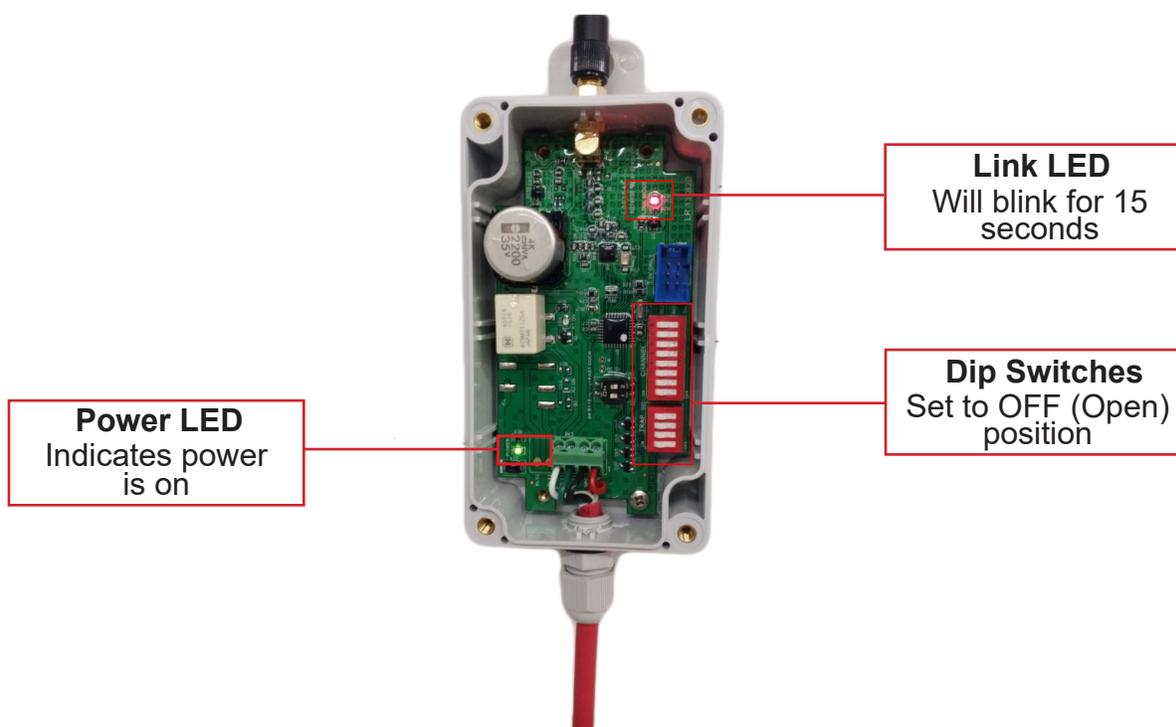
Complete the remaining steps on the MT4300 while the R4300 receiver is in link mode.

6 **Press ENTER Twice**
With the desired trap and channel entered on the MT4300 press "Enter" twice.

```
    Link Mode
 Select  Trap/Chn
 Trap   1    Chn  2
 Enter  to  Link
```

7 **Confirm Link**
If link is successful the message "**Receiver Linked**" will display on the screen. Press 1 to link the next trap.

```
      Receiver
       Linked
 1) Next
     Back to Quit
```

8 **Retry if Necessary**
If link is unsuccessful, the message "**No Link Response**" is displayed on the screen. Press 1 to retry.

```
      No Link
      Response
 1) Retry
     Back to Quit
```

9 **Repeat for the Remaining Traps**
When done, press BACK to return to the **Set RF Channel Menu.**
If you miss the 15 second window to perform the link function, the **Link LED** on the R4300 receiver stays ON. Turn the machine OFF or remove power from the receiver, wait 5 seconds and reconnect power. Repeat steps to link.

```
   Set RF Channel
 1  MT Channel
 2  Link Mode
```
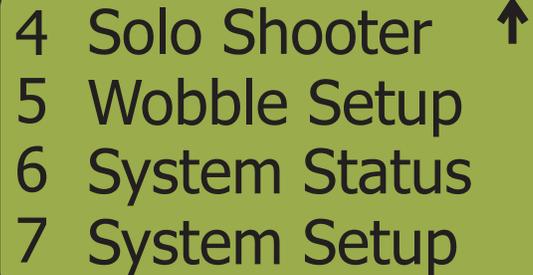
Voice Mode

The MT4300 is capable of launching targets with the sound of your voice or the report of your gun. These units must be built to order as it needs a custom microphone input. If your unit does not have a microphone input to the right of the display, it is not capable of voice control and "NA" will be displayed next to the **Voice Mode** option (option 5 on the **Main Menu**). Please contact us if you would like to upgrade to an MT4300 capable of voice activation.

1 **Select Option 5, Voice Mode**
From the **Main Menu**, press the 5 button which corresponds with **Voice Mode**. This will toggle **Voice Mode** on and off. Turn it on and be sure to have a microphone plugged into the input to the right of the display screen.

```
4  Solo Shooter    ↑
5  Wobble Setup
6  System Status
7  System Setup
```

**2** **Select Games or Manual Mode**
Press button 1 to go to the **Games Menu** or press button 2 to got to **Manual Mode**. Voice activation works will all game modes except **Flush**.
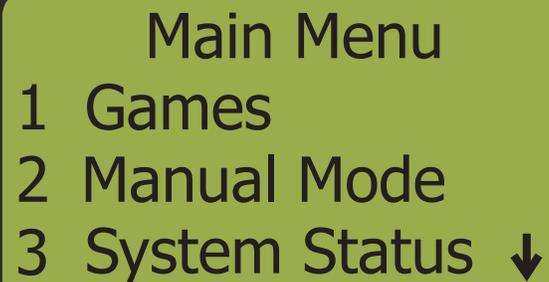
```
      Main Menu
1  Games
2  Manual Mode
3  System Status  ↓
```

3 **Manual Mode, Launch Single Target**
If you chose a game from the **Games Menu**, the sequences will automatically progress as you call for targets by saying "Pull" in a normal tone of voice to fire the designated trap. In **Manual Mode**, enter the trap number you wish to fire, then call "Pull" to launch the target.
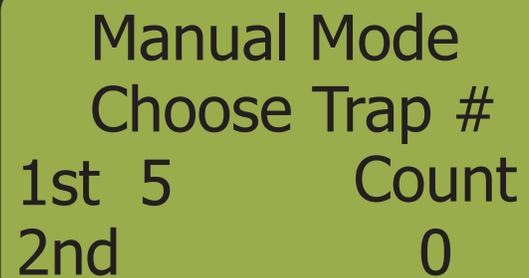
```
    Manual Mode
   Choose Trap #
1st  5         Count
2nd _             0
```

4 **Manual Mode, Launch True Pair**
If you would like to launch a true pair, press the **True Pair** button, then enter the first trap number, then enter the second trap number, and finally call "Pull" to fire both selected traps simultaneously.
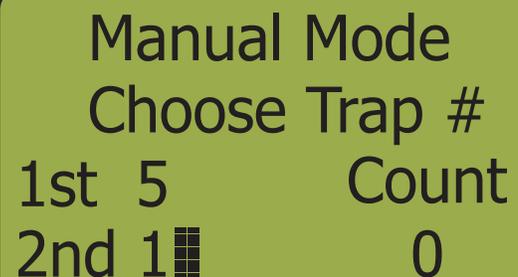
```
    Manual Mode
   Choose Trap #
1st  5         Count
2nd 1▊            0
```

Target TAG Counter System

The MT4300 is equipped with the Target TAG system which allows users to fire only targets that are paid for. When the MT4300 is in Target TAG mode, users need to have a valid card to launch targets with the MT4300 or to preload targets onto the unit. The MT4300 also stores each customer's transaction in its memory. Use the **Service Cards** to retrieve the data from the controller and transfer it to your PC (📖38).

The MT4300 makes use of a **Target Bank** which will always indicate the amount of targets left in the bank. When the bank reaches zero, the unit will no longer launch targets.

Each MT4300 that is used with the Target TAG system will be preprogrammed with your unique user ID so it will recognize only your cards.

Switching Between Target TAG and Tournament Modes

You may turn off **Target TAG** mode and allow targets to be launched freely without a card. To do this, you must change the mode in the **System Setup Menu**.

1   **Select Option 4, System Setup**
From the **Main Menu**, press button 4 to select the **System Setup** option.
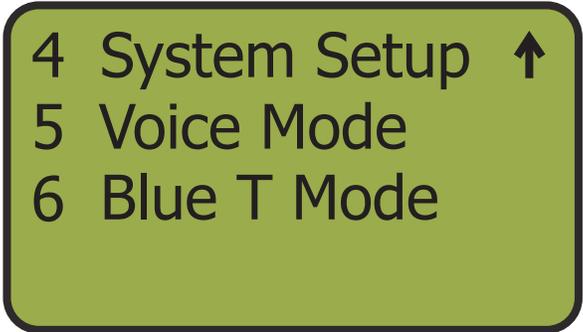
> 4 System Setup ⬆
> 5 Voice Mode
> 6 Blue T Mode

2   **Enter Your 4-Digit Password**
The MT4300 ships with a default password of 1234. If you have already changed the password, input the 4-digits and press ENTER.
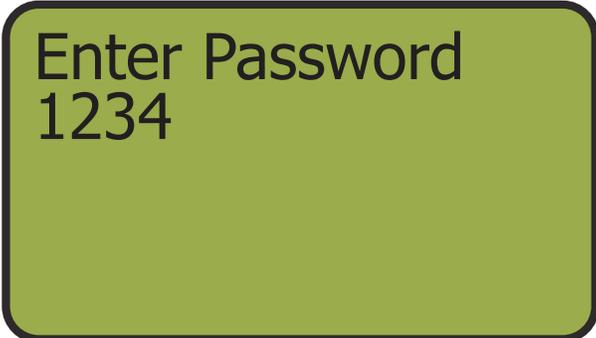
> Enter Password
> 1234

3   **Select Option 4, Chg Mode**
From the **System Setup Menu**, press 4 which corresponds with **Chg Mode**.

> 4 Chg Mode ⬆
> 5 Set Clock
> 6 Backlight
> 7 Target Mgt

4 **Select Mode**
From the **Set Mode Menu,** press button 1 to select **Tournament Mode** (no card required to launch targets) or press button 2 to select **Target Tag Mode** (card required to launch targets). An arrow on the right of the screen will indicate the selected mode.
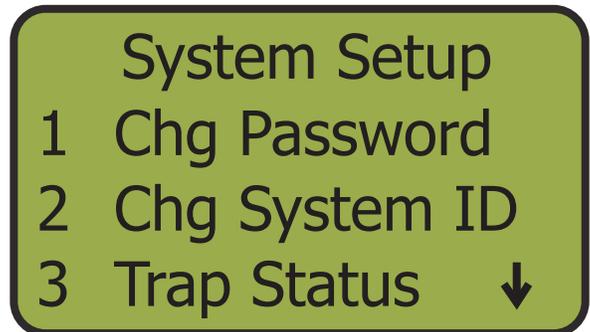
```
    Set Mode
1  Tournament    ←
2  Target TAG
3  Power down
```

---

5 **Press Back**
Press the BACK button to save your selection and return to the **System Setup Menu**.

```
   System Setup
1  Chg Password
2  Chg System ID
3  Trap Status    ↓
```

Using the MT4300 with the Target TAG System

There are two types of cards that can be issued to users: **Sporting Clays Cards** and **5 Stand Cards**. **Sporting Clays Cards** are limited to **Manual Mode** only and keep track of how many targets are being used. **5 Stand Cards** add targets to the MT4300's **Target Bank** and can either be **Count Down** cards or **Count up** cards**. Count Down** cards have an amount of targets preloaded on them and add targets to the **Target Bank** as targets are subtracted from the card. **Count Up** cards also add targets to the **Target Bank,** but targets are added to the card to keep track of how many are being used. The use of both **Sporting Clays Cards** and **5 Stand Cards** are explained in this section.

When the MT4300 is in **Target TAG** Mode, the screen will look like this:

```
   Insert TAG
      Or
  Press Enter
    To Play
```

With no targets loaded, pressing ENTER does nothing. Pressing BACK takes you to the **Main Menu**, however if you try to launch targets, the screen displays "Target Bank Empty".

5 Stand Cards

5 Stand Cards can be issued as either **Count Up** or **Count Down** cards. Both cards add targets to the device's **Target Bank** in increments of 25. The **Target Margin** will be added to the **Target Bank** to take care of breakage and "Show Birds" (📖25). A **Count Up** card will add targets to the **Target Bank** and add that amount to the card. These targets will be paid for when the card is checked in. A **Count Down** card will be preloaded with an amount of targets that have already been paid for. Targets will be added to the device's **Target Bank** and targets will be subtracted from the card. Begin by inserting a card into the clip on the back of the MT4300.

Adding Targets to the Target Bank:

1   **Insert TAG Screen**
Be sure to be on the **Insert TAG** screen. Otherwise, the device will not recognize the card. From the **Main Menu**, press BACK to get to the **Insert TAG** screen. Insert the **5 Stand Card** into the clip on the back of the MT4300. The screen will automatically take you to the **Target Transfer Screen**.

> Insert TAG
> Or
> Press Enter
> To Play

2   **Add Targets**
Once the card is inserted, the screen will display the **TAG Value** (amount of targets on the card) and the **Target Bank** (amount of targets loaded onto the device). To transfer targets from the card to the bank, press ENTER. 25 targets, plus the amount of targets set in the **Target Margin** will be added to the bank. Targets will be deducted from a **Count Down** card, and added to a **Count Up** card. Remove the card to back out to the **Insert TAG** screen.
*The **Target Margin** amount is only added **once** per squad when the first shooter adds targets to the bank

> TAG Value = 100
> TargetBank = 35
> To Transfer
> Press Enter

3   **Press Enter**
Press ENTER to go to the **Main Menu.**

> Insert TAG
> Or
> Press Enter
> To Play

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4

Choose Game Mode
Press 1 to select **Games** and select your game from the game menu.

```
      Main Menu
1  Games
2  Manual Mode
3  System Status  ↓
```
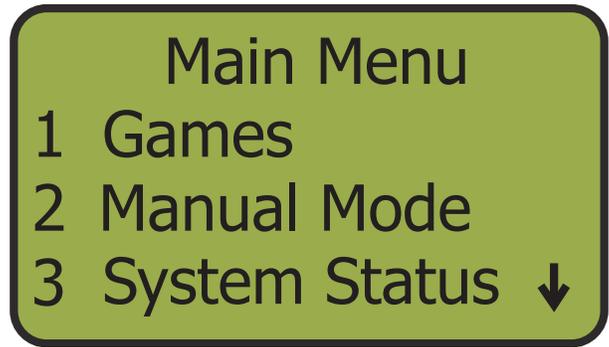
5

Play Through
Play through your rounds as you normally would. Pay attention to the **Target Bank** that is displayed on the screen. When this hits zero, more targets will need to be added to the bank. To do this, see step 1.

```
Menu1   Shooter  1
62          Stand  1
   5     Single
  NoBird-Pull-Exit
```
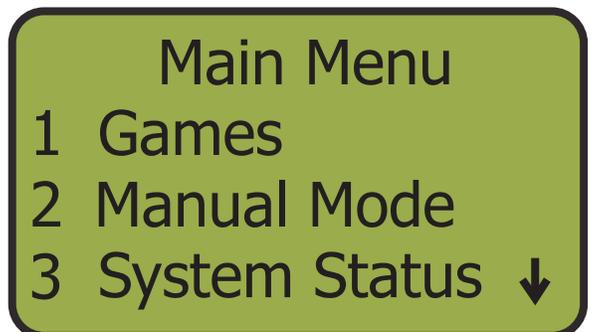
Sporting Clays Cards

Sporting Clays Cards may be used with this unit, but must remain in the card slot. These cards do not access the **Target Bank** and count targets as they are launched. To get started, insert the **Sporting Clay Card** into the MT4300. **Sporting Clay Cards** must stay inserted in the device in order to operate.

1

Insert TAG Screen
Be sure to be on the **Insert TAG** screen. Otherwise, the device will not recognize the card. From the **Main Menu**, press BACK to get to the **Insert TAG** screen. Insert the **Sporting Clays Card** into the clip on the back of the MT4300. The screen will automatically take you to the **Main Menu**.

```
   Insert TAG
       Or
  Press Enter
    To Play
```

2

Select Option 2, Manual Mode
From the **Main Menu**, press either button 1 to choose a **Game**, or button 2 to select **Manual Mode**.

```
      Main Menu
1  Games
2  Manual Mode
3  System Status  ↓
```

3 **Launch Targets**
Shown here is **Manual Mode** and it works the same as using a 5-Stand Card. The only difference is there is a display of how many targets are on the card. This is found under the word "TAG".

Manual Mode
Choose Trap #
1st _   TAG
2nd _   88
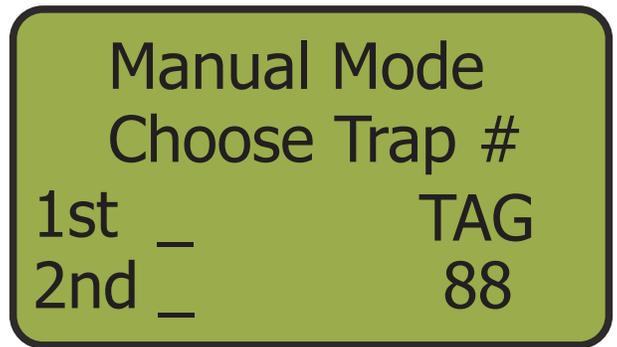
4 **Remove Card**
To finish, remove the **Sporting Clays Card** from the device. The screen will return to the **Insert Tag** screen.

Note: Sporting Clay Cards may not be used for flush and flurry mode.
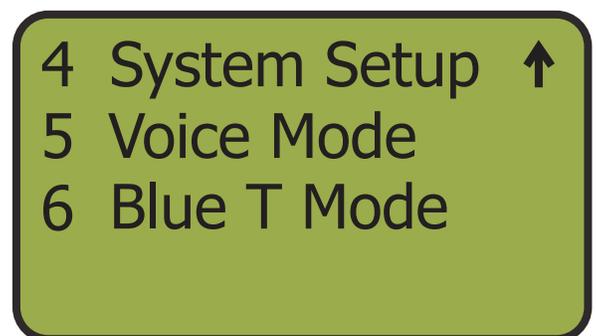
Insert TAG
Or
Press Enter
To Play

Cash Cards

Set Tier Pricing

There are a few steps that need to be taken to properly set up your MT4300 for use with **Cash Cards**. The MT4300 can be customized so that different customers can be charged differently for each target thrown. There are 8 different **Tier Prices** you can set. When you issue a **Cash Card** to a customer, assign them the appropriate tier and the MT4300 will charge them accordingly per target. Follow the directions below to set the **Tier Prices** on your controller.

1 **Select Option 4, System Setup**
From the **Main Menu**, press button 4 to select the **System Setup** option.

4 System Setup ↑
5 Voice Mode
6 Blue T Mode

2 **Enter Your 4-Digit Password**
The MT4300 ships with a default password of 1234. If you have already changed the password, input the 4-digits and press ENTER.

Enter Password
1234
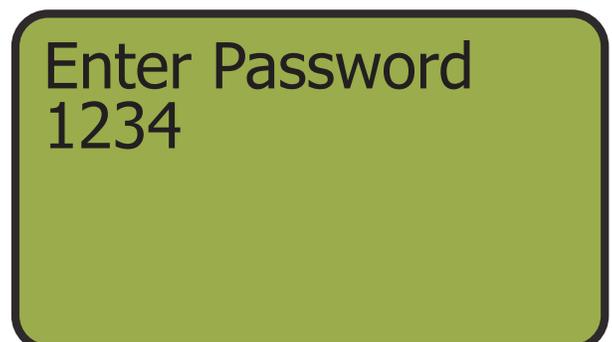
3 **Select Option 7, Target Mgt**
From the **System Setup Menu**, press 7 which corresponds with **Target Mgt**.

```
4  Chg Mode        ↑
5  Set Clock
6  Backlight
7  Target Mgt
```

4 **Select Option 2, Set Tier Price**
From the **Target Mgt** menu, press 2 to select the **Set Tier Price** option.

```
   Target Mgt
1  Target Margin
2  Set Tier Price
```

5 **Set Tier 1 Price**
The default price for Tier 1 is 37 cents per target. If you would like to change this, press three numbers to set the cost. For example, if you want to set the price per target for tier 1 to $0.25, press 0-2-5. Press ENTER to proceed to Tier 2.

```
   Set Tier Price

Tier 1  =  $0.37
   Press Enter
```
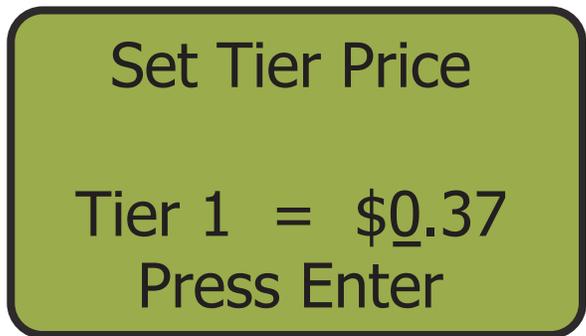
6 **Set Price for Remaining Tiers**
The default price for Tier 2 is 40 cents per target. As you did with Tier 1, enter the desired amount per target for Tier 1 and press ENTER. Set the prices for all 8 Tiers if you desire.

```
   Set Tier Price

Tier 2  =  $0.40
   Press Enter
```
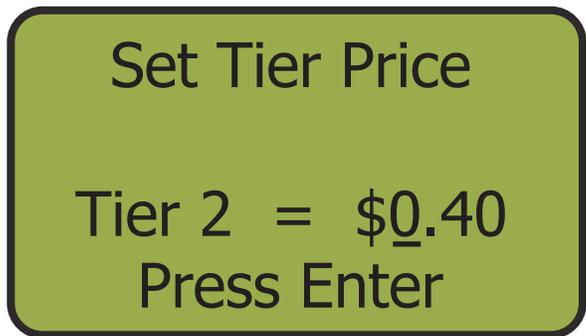
Now that your **Tier Prices** have been set, be sure to assign the appropriate tier to your customers when issuing cards using the TargetTAG software.

Now that the **Tier Prices** are all set, you are now ready to start using **Cash Cards** on the MT4300. There are 2 different ways of using **Cash Cards**. The first way is to add targets into the **Target Bank**. With this method, each shooter will insert their cash card, and transfer targets to the **Target Bank** by pressing ENTER when prompted. This is best for playing the preprogrammed games and is described in the **Target Bank** section.

The second way of using **Cash Cards** is by placing the card in the clip of the MT4300 and having the MT4300 count the targets as they are being thrown. The **Cash Card** must remain in the clip if you would like to use this method. This is method is described in the **Target Transaction** section.

Target Bank

1 **Insert TAG Screen**
Be sure to be on the **Insert TAG** screen. Otherwise, the device will not recognize the card. From the **Main Menu**, press BACK to get to the **Insert TAG** screen. Insert the **Cash Card** into the clip on the back of the MT4300. The will then ask you if you would like to buy a round.

> Insert TAG
> Or
> Press Enter
> To Play

2 **Choose Option 1, Yes**
The MT4300 will ask you if you would like to buy a round. A round consists of 25 targets plus the targets we entered for a **Target Margin** (📖25).Press 1 to select Yes.

> Buy Round?
>
> 1) Yes
> 2) No

3 **Press Enter**
To transfer targets into the **Target Bank**, press ENTER. This will add targets for a single round (25 targets plus the targets for the **Target Margin)**. The MT4300 will also charge the card for 25 targets, according to the customer's assigned **Pricing Tier**.
*Count Down card being shown in this example.

> TAG = $80.00
> TargetBank = 0
> To Transfer
> Press Enter

4 **Add Another Round or Remover Card**
As you can see, $8.00 was deducted from the card and 35 targets were added to the bank (25 for the round and 10 for the **Target Margin)**. From here, you can press enter again to add 25 more targets, remove the card and choose your game, or add another shooter's **Cash Card** to add more targets.

> TAG = $72.00
> TargetBank = 35
> To Transfer
> Press Enter

Target Transaction

1 **Insert TAG Screen**
Be sure to be on the **Insert TAG** screen. Otherwise, the device will not recognize the card. From the **Main Menu**, press BACK to get to the **Insert TAG** screen. Insert the **Cash Card** into the clip on the back of the MT4300. The will then ask you if you would like to buy a round.

> Insert TAG
> Or
> Press Enter
> To Play

2 **Choose Option 2, No**
The MT4300 will ask you if you would like to buy a round. Select No to advance to the **Main Menu** and use your **Cash Card** in transaction mode.

Note: Using **Cash Cards** in transaction mode will not take advantage of the **Target Margin**.

> Buy Round?
>
> 1) Yes
> 2) No

3 **Choose Option 1, Games**
From the **Main Menu**, press 1 to select **Games** and select your desired game.

Note: Pro Challenge and Flush are not options when using Cash Cards.

> Main Menu
> 1 Games
> 2 Manual Mode
> 3 System Status ↓

4 **Fire Targets in Desired Game Mode**
The MT4300 will display the current value of the **Cash Card** and will instantly write the transaction to the card as targets are thrown.

When finished, **remove your card**.

> Manual Mode
> Choose Trap #
> 1st _   TAG
> 2nd _ $7.25

Service Cards

The MT4300 stores each transaction in its memory. The information stored includes customer name, number of targets thrown and time and date of the transaction. The memory on the controller can fill up so it is a good idea to use the **Service Cards** to periodically transfer the data off from the MT4300. The following describes the process of retrieving the data from your MT4300.

Retrieving Data Service Records from MT4300

Make sure that you back out to the **Insert Tag** screen before inserting a **Service Card**.

1 **Insert a Service Card**
Customers are supplied with **Service Cards** in their management card binder. Place a **Service Card** in the card reader to begin the upload.

> Insert TAG
> Or
> Press Enter
> To Play

2 **Uploading Begins**
The MT4300 automatically begins transferring the data to the **Service Card**. Leave the card in the card reader as the transfer occurs. It is possible for a service card to fill up. In that case, the MT4300 will ask for another **Service Card**.

> Service Records
> Uploading Records
> Please Wait

3 **Remove Service Card**
You may remove the **Service Card** from the controller when the upload has finished.

> Service Records
> Done!   42
> Please Wait

4 **Transfer Data to PC**
The data from the MT4300 is now uploaded to the **Service Card(s)** you used to upload the data. Open up your TargetTag software on your PC and transfer the data using the **Import Data Tab**. If you need further assistance with the transferring of data, please refer to your TargetTag Software Manual.

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Appendix A

Preprogrammed Menus

If you would like to use one of the MT4300's predefined menus, select the level and number of traps from the 5-Stand or Compak menu. Below is a list of trap sequences for each menu.

Level 1

6 Traps

Stand	1	2	3	4	5
Traps	5	1	4	2	6
	2	4	3	6	5
	1	5	6	4	3
	6	3	1	5	2
	4	2	5	3	1

8 Traps

Stand	1	2	3	4	5
Traps	5	6	2	1	3
	3	4	7	5	2
	1	2	8	6	7
	6	3	1	4	8
	8	5	4	7	1

Level 2

6 Traps

Stand	1	2	3	4	5
Traps	2	1	5	4	6
	1	4	6	3	2
	6	3	4	5	1
	4+5	2+6	1+3	2+4	3+5

8 Traps

Stand	1	2	3	4	5
Traps	3	4	2	3	7
	6	8	1	4	5
	1	5	7	6	3
	2+7	3+6	4+8	1+5	2+8

Level 3

6 Traps

Stand	1	2	3	4	5
Traps	2	6	4	3	1
	1+5	3+4	2+5	5+6	2+6
	4+6	1+2	3+6	1+4	3+5

8 Traps

Stand	1	2	3	4	5
Traps	1	3	5	7	2
	3+8	1+5	6+8	1+4	2+7
	2+6	4+7	2+3	5+6	4+8

Trouble Shooting

Frequently Asked Questions

Questions	Answers
What should I do if my MT4300 isn't working?	First, ensure that your MT4300 is set to the same **Channel** as the trap that you are trying to fire. To do this, press 3 from the **Main Menu**. This will bring you to the **System Status** screen and will display the current **Channel**. You can change the **Channel** in the **System Setup Menu** (📖24). Second, ensure that your MT4300 is set to the correct **Message Length**. You can change the **Message Length** in the **System Setup Menu** (📖25).
What should I do if my MT4300 isn't turning on?	If the battery has been fully charged and still not turning on, unscrew the 6 screws on the back of the device and ensure that the ribbon cable is securely attached.
Is the MT4300 waterproof?	No. If used out in the elements, we suggest that you place the MT4300 in a plastic bag free of holes or defects to protect the device.

Contact

Please call us with any questions. Your satisfaction is our priority.

Call toll free:
1 800 987-6749, Monday-Friday 8:30am-4:30pm EST

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http://www.longrangellc.com

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