



ELFIPA



AUTOMAZIONE TIRO A VOLO
REALIZZAZIONI ELETTRONICHE



**MANUAL ABOUT THE USE
OF
SMART-CARD ELECTRONIC TOKEN MACHINE
AND
PORTABLE LOADER**



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1- GENERAL DESCRIPTION

1.1 - SUMMARY

Dear customer, thank you for choosing ELFIPA; **we suggest reading carefully this manual** about the use of the electronic smart-card token machine and the portable loader, because it is necessary for a correct use of them and for your safety.

1.1.1 FEATURES OF THE PRODUCT:

- The electronic token machine is the equipment which allows the completely automatic management of the shooting range, thank to the safe smart-cards given to the shooter. Moreover the cards let have a simple accounting on the earnings and a complete safety on whatever attempt of robbery by the range users.
- The Portable Loader is the equipment that allows to manage the credit in the cards of the shooters and the programming of all the available electronic token machines, thanks to the special smart-cards given to the range owner.



This Manual is to be considered part of the products “Electronic Token Machine with cards + Portable Loader for cards” and therefore it must be kept in a safe place as a possible reference for the whole duration of the products.



1.2 SPECIFICATIONS

1.2.1 INTENDED USE

- The electronic token machine with Smart-card is a product destined to work with all ELFIPA products that present the output COIN-BOX. There are no other uses of this product.

1.2.2 DIMENSIONS AND WEIGHTS

- For the **token machine with Smart-Card** the dimensions (if not packed) and weight are the following:

Width: 16cm
Length: 19cm
Height: 17cm

Weight: 3,1Kg

- For the **portable loader with Smart-Card** the dimensions (if not packed) and weight are the following:

Width: 10cm
Length: 19,5cm
Height: 4cm

Weight: 0,5Kg

1.2.3 TECHNICAL DATA

The token machine with Smart-card is an equipment which can be supplied in different ways, on account of the versions. With the electric power supply at **220Vac** or **110Vac** at **50/60Hz** or with a **continuous tension of 12-24 Vcc**. Anyway the absorption musn't overpass **8VA**. The standard conditions of functioning require temperatures between 5°C and +40°C with a dampness of 50% ±20%. The product has been produced to be used in open external spaces. The equipment have to be protected from weather agents (rain, dew, etc...). The declared protection index is IP 42.

The portable loader with Smart-card is an equipment which is supplied with **4 batteries type AA 1,5 V** and the absorption musn't overpass **20 mA**. The standard conditions of functioning correspond to temperatures between 5°C and +40°C with a dampness of 50% ±20%. The product has been produced to be used in open external spaces. The equipment have to be kept indoor. The declared protection index is IP 42.



1.2.4 SAFETY DIRECTIONS

The two products depend on the following safety conditions:

- Before doing any operation of cleaning and/or maintenance, take away any form of power supply in the same products;
- ELFIPA S.n.c. is not responsible in these cases:
 - Unproper use of the products (for the established use, go to the paragraph USE of this manual);
 - Defects in the electric power supply;
 - Non-authorized variations or interventions, or made by not specialized staff;
 - Partial or total neglect of the manual.





2 - EQUAL DESCRIPTION FOR ALL THE EQUIPMENT

When the display is on, you will read the following pieces of information:

- Language (IT=Italian, EN=English, DE=German, ES=Spanish)
- Firmware version (identify the revision and the model)
- Range code (show the code given to the range)

Examples of display

```
## ELFIPA ## IT  
V.3.00P CP 0-20
```

Immediately after, the equipment is ready.

Moreover when we insert a card, we can have the following messages:

Examples of display

```
Wrong  
card
```

It means that this card cannot be used in this equipment or that it belongs to another shooting range.

Examples of display

```
Damaged  
card
```

It means that the card has been electrically damaged or there was attempt of copy; the card is blocked permanently and cannot be used any longer.

Examples of display

```
Manipulated  
card
```

It means that some data, that were stored in the card, have been changed; this could be due to a wrong contact during the use or a real attempt of manipulation; to regenerate this card it is necessary to follow the operation at point 7, inserting the number of this card.



3 – PORTABLE LOADER WITH SMART-CARD

3.1 – DESCRIPTION OF THE LOADER

The equipment is provided already ready to be used with the inserted batteries and programmed with a unique code (given by the firm to each shooting range).

To switch on the loader it is enough to press “**On**”, the loader will be switched off automatically, if for some seconds no buttons are pressed.

The numbers from “**0** to **9**” are useful to insert the figures, the button “.” is needed to introduce the decimals, the buttons “+ and -“ allows to see the menus, the button “**C**” is used to cancel or go back to the previous menu, finally the button “**OK**” to confirm the selection.

After the loader has been switched off, after some seconds this inscription will appear:

Insert Card

Yet, if the loader is protected by a PASSWORD (see chapter 6)

Type Password

Now the loader is ready to work, on account of the cards that are inserted.

In case the Firmware is updated, all the data in the memory will be cancelled. This operation lasts about 20 seconds, during which the loader seems to be switched off. It can be necessary also to set the contrast in the display; proceed as follows:

- 1- Take away the batteries and insert them again after some seconds
- 2- Press the button “0” and keep it pressed
- 3- Press the button “On”
- 4- Set the contrast with the buttons “+” or “-“
- 5- Press “OK” to confirm



3.2 – ROUND COST CARD

This card allows the personalization of several functions of the token machine:

- Round Serie
- Targets for each Round
- Credit Check
- Card Revision
- Single Round

3.2.1 -Operations to program the Round Cost:

In order to personalize individually the Round Cost, the token machine let manage four different cost levels at the same time. The four prices of the round cost are stored permanently in the same token machine and can be programmed again in whatever moment with simple operations.

In each card given to the shooter it is possible to chose which of these prices should be taken into consideration (see chapter Use of the Shooter's card)

3.2.1.1 When the Portable Loader is ready, insert the special card **Round Cost**.

Loader display:

Program. Card
>Round cost n.1

3.2.1.2 Press the button OK to accede the programming of the cost 1; in the display the previous cost will be showed.

Loader display:

One Round	6.00
>Cost 1	0,00

Type the established amount, using the button “.” the decimal numbers can be introduced, with the button C the inserted figure will be cancelled. Press the button OK to store the new amount; automatically a shift to cost n.2 takes place.

3.2.1.3 Use the buttons “+” and “-“ to select the other costs N.1, N.2, N.3, N.4; for each one follow the instructions at point 3.2.1.2. Cost N.1 is the basic one, set at the beginning in each card, it is advisable that it is chosen as the highest one in case of different prices. Instead, if a single cost is used, the shooter had better to set equal all the Round costs.

3.2.1.4 Now the card can be removed from the loader and inserted in the token machine, which should be updated.

ATTENTION!: the round cost can be updated also with the card **Hunting Sport Programming**.



3.2.2- Operations to program the Targets for each Round:

This function is necessary only for token machines, which suit manual implants. Two ways of deduction are available:

- A) If the number of targets is zero, the shooter has to leave the card inserted in order to shoot and after each release, the chosen cost will be deducted. It should be remembered that this option is selected, the round cost corresponds to one target.
- B) If the number of targets is higher than zero, when the Shooter's card is inserted, the established cost will be deducted and the release machine is predisposed for the chosen number of targets. By inserting a new card the new targets are added to the previous ones; it is suggested to insert a higher number of targets to give the opportunity to recover possible breaks. In the token machine, once the round has begun, if a new card is inserted, the previous targets are cancelled; this occurs even if nobody shoots for more than three minutes.

3.2.2.1 When the Portable Loader is ready, insert the special card **Round Cost**.

Loader Display:

Program. Card >Round Cost n.1

3.2.2.2 Press the button + for some times, till the following writing appears:

Loader Display:

Program. Cards >Round targets

3.2.2.3 Press the button OK to accede the programming of Targets; in the display the previous situation will be showed.

Loader Display:

Target =	25
For Round	0

Type the established amount, with the button C the inserted number will be cancelled. Press the button OK to store the new amount. Automatically they shift to next function.

3.2.2.4 Now the card can be removed from the loader and inserted in the token machine, which has to be updated.



3.2.3- Operations to program the Credit Check:

This function let the use of an eventual spare token machine, which can be used by the shooters to see the remaining credit in their cards. This function disables all the other functions in the token machines.

3.2.3.1 When the Portable Loader is ready, insert the special card **Round Cost**.

Loader Display:

```
Program. Card  
>Round cost n.1
```

3.2.3.2 Press the button + for some seconds, till the following writing appears:

Loader Display:

```
Program. Card  
>Credit check
```

3.2.3.3 Press the button OK to accede the programming of Check; in the display the previous situation will be showed:

Loader Display:

```
Credit Check  
> NO          YES
```

Press the button + or – to move from NO to YES and vice versa. Press the button OK to store the new situation. Automatically there is a shift to next function.

3.2.3.4 Now the card can be removed from the loader and inserted in the token machine, which has to be updated.

To bring the token machine back to the original conditions, repeat this operations choosing NO.



3.2.4 -Operations to program the Card Revision:

This function allows to block temporally all the cards that have not been enabled again in the loader, obliging the shooters to go to the secretary for a check. This function can be useful to check the ones who have not renewed the registration.

3.2.4.1 When the Portable Loader is ready, insert the special card **Round Cost**.

Loader Display:

```
Program. Card  
>Round cost n.1
```

3.2.4.2 Press the button + for some times, till the following writing appears:

Loader Display:

```
Program. Card  
>Card Revision
```

3.2.4.3 Press the button OK to accede the programming of the Revision; in the display the previous situation appears.

Loader Display:

```
Enable Revis. ?  
> NO      YES
```

Press the button + or – to move from NO to YES and viceversa. Press the button OK to store the new situation. Automatically there is a shift to next function.

3.2.4.4 Now the card can be removed from the loader and inserted in the token machine, which has to be updated.

To start again the revision is enough to repeat these operations. One the revision has begun, it is not necessary to disable it; if it is disabled and then enabled, the cards, that have been already checked, must be enabled again.



3.2.5 -Operations to program the Single Round:

This function prevents a shooter from using their own card to enable more stations in the same round.

3.2.5.1 When the Portable Loader is ready, insert the special card **Round Cost**.

Loader Display:

Program. Card >Round Cost n.1

3.2.5.2 Press the button + for some times, till the following writing appears:

Loader Display:

Program. Card >Round Cost

3.2.5.3 Press the button OK to accede the programming of the single round; in the display the previous situation appears.

Loader Display:

Enable 1 Round? > NO YES

Press the button + or – to move from NO to YES and vice versa. Press the button OK to store the new situation. Automatically there is a shift to next function.

3.2.5.4 Now the card can be removed from the loader and inserted in the token machine, which has to be updated.



3.3 – PROGRAMMING OF THE USER’S CARD

With the Shooter’s card, it is possible to:

- Charge the Credit
- Change the Price Code

The shooter’s cards contain the stored amount of money paid by the shooter (credit); they can be charged in whatever moment by using the Portable Loader or the Automatic Loader. In each card the Price code can be programmed, that means they can choose which of the four round costs, which are predisposed in the token machine, will be detracted when the card is used.

3.3.1 -Operations to charge the credit:

With this proceeding, a certain amount can be added or detracted in the card; the total amount cannot be over 800,00 euro and cannot be negative.

3.3.1.1 When the portable loader is ready, insert the **Shooter Card**:

Loader Display:	Credit>1	75,00
	Add	0,00

3.3.1.2 Type the amount that the shooter has paid in advance (using the button “.” to introduce the decimal numbers and the button C to cancel the wrong amounts). Pressing the button OK the amount, which has just been inserted, will be added to the existing credit and the first row of the display shows the total credit, which can be used by the shooter.

3.3.1.3 To correct the mistakes of excess on the total credit, it is possible to detract: type the amount which has to be subtracted, press the button – (minus) and press the button OK to execute the operation.

Loader Display:	Credit>1	110,00
	Subtract	10,00

3.3.1.4 Now the card can be removed and given back to the shooter, who can use it in the token machines.



3.3.2 – Operations to program Price Code (personalized round cost):

The price code is used to distinguish the round cost on account of the shooters' type (e.g. members, non-members, juniors, etc...).

Four different prices are available: with this proceeding they can choose which of these prices will be detracted as soon as the shooter inserts the card in the token machine.

3.3.2.1 When the Portable Loader is ready, insert the special **Price Code** card:

Loader Display:

Price Code	
Next Card	1

3.3.2.2 Press the buttons + and – or directly the numbers from 1 to 4, to select one of the four price codes, which have to be stored in the shooter's card.

3.3.2.3 Remove the special Price Code card and consequently insert the card without doing any other operation; the card will be automatically programmed and in the first row of the display the selected code can be seen. To program other cards repeat the operation at point 3.2.1.

Loader Display:

Credit>2	75,00
Add	0,00

3.3.2.4 Now the card can be removed and given back to the shooter, who can use it in the token machines.

ATTENTION: All the new cards (never programmed) are given the code 1.



3.4 – SEARCH FUNCTIONS

This card allows to find in the portable Loader, in the Automatic Loader and in the token machines the amount stored in the shooter’s card when the equipment is used.

3.4.1 -Operations to search the remaining credit of a shooter’s card:

In case a shooter’s card has been damaged or lost, it is possible to go back to the remaining credit contained when the card was used last time. It is therefore possible to charge in a new card the exact amount, contained in the previous card.

3.4.1.1 When the Portable Loader is ready, insert the special **Cards Search** card:

Loader Display:	<table border="0"> <tr> <td colspan="2">Cards Search</td> </tr> <tr> <td>Ok</td> <td>n.00000</td> </tr> </table>	Cards Search		Ok	n.00000
Cards Search					
Ok	n.00000				

3.4.1.2 Type the number, which is printed on the back of the shooter’s card, which has to be searched, using the numbered buttons; in case of error, press C to cancel and type again the number.

3.4.1.3 Press the button OK and wait; after some seconds the number of the last operation done in the loader and the amount will be showed.

Loader Display:	<table border="0"> <tr> <td>Progr.</td> <td>Price</td> </tr> <tr> <td>N. 388</td> <td>E 100,00</td> </tr> </table>	Progr.	Price	N. 388	E 100,00
Progr.	Price				
N. 388	E 100,00				

3.4.1.4 Insert the special **Cards Search** card in the other equipments; after some time the number of last operation and the amount will be showed.

Loader Display:	<table border="0"> <tr> <td>Progr.</td> <td>Price</td> </tr> <tr> <td>N. 389</td> <td>E 94,00</td> </tr> </table>	Progr.	Price	N. 389	E 94,00
Progr.	Price				
N. 389	E 94,00				

3.4.1.5 By ordering the gathered information it is possible to reconstruct the chronology of the last operations, which have been done in the searched card; the highest progressive number stands for the last executed operation and so the real remaining credit.

3.5 – CASH FUNCTIONS

This card allows to:

- see and cancel the total amounts in the portable loader



- see and cancel the total amount in the automatic loader
- see and cancel the number of rounds, which have been done in the token machines
- limit the use of the loader through a password

3.5.1- Operations to check the cash in the portable loader:

It is possible to see the total cash, the single cashes, divided according to the price code, and cancel them.

3.5.1.1 When the Portable Loader is ready, insert the special **Cash** card:

Loader Display :

Old Key	9999
New Key	----

3.5.1.2 The display will require to insert a new password; now press the button OK to skip the proceeding. On the display the General Cash (which cannot be cancelled) will appear; it contains the sum of all operations, that have been done when the loader has been purchased.

Loader Display:

Tot.G	123.001,00
+/-=Tot.	

3.5.1.3 Now pressing + or – all the cashes from 1 to 4 can be seen, included the total one G. The four partial cashes are the only ones that can be cancelled with the button OK corresponding to each one, so that the accounting of the incomes is simplified. Here follows an example on the display:

Display (e.g.) :

Tot.1	588,00
+/-=Tot. Canc=	OK



3.5.2 – Password Activation

The loader with cards has been provided with a protection, against the improper use of it, to avoid the use of the cards by non-authorized people. The operations to manage the protection password follow:

3.5.2.1 When the portable loader is ready, insert the special **Cash** card:

Loader Display :	Old Key	9999
	New Key	----

3.5.2.1 Now through the numbered button-panel, insert the 4 numbers of the password, that one wants to program and then press OK. Notice that the code 9999 is the factory code and when used, it disables the password and the loader can be used freely.



3.6 – USE WITH PASSWORD

This function allows the block of the loader to avoid its use by non-authorized people.

3.6.1 Once a password different from 9999 is inserted, each time the loader is switched on, it requires the insertion of the password:

3.6.1.1 Press the button ON to switch on the loader and after the beginning visualization, it appears:

Loader Display :

Type Key ****

3.6.1.2 Now type the 4 numbers of the password through the buttons-panel; each time a number is inserted, a line (-) will appear, replacing the asterisk (*); finally press OK.

Loader Display:

Type Key ---- OK

If the password has been correctly inserted, on the display the following writing appears:

Loader Display

Insert Card

3.6.1.3 If the sequence of the four numbers is written incorrectly for more than three times, the loader with smart-card is **BLOCKED** and on the display the following will appear:

Loader Display:

Wrong Key! =>Cash Card

Follow the operations at point 3.5.2 to enable again the loader.

ATTENTION: the cash card is the only one that allows to enter the loader, skipping the password; therefore it is necessary to keep it in a safe place.



3.7 – CARDS BLOCK

This card allows to block a shooter's card.

3.7.1 -Operations to block or unblock a shooter's card:

It is possible to block a single card to avoid its use in the equipment that are to be excluded from the use with this card. The card block doesn't cancel the inserted data.

3.7.1.1 When the portable loader is ready, insert the special **Cards Block** card:

Loader Display:

Card Block ? Ok n.00000

3.7.1.2 Type the number, which is printed on the back of the shooter's card, which has to be searched, using the numbered buttons; in case of error, press C to cancel and type again the number.

3.7.1.3 Press the button OK to confirm the number:

Loader Display:

Card Block ? > NO YES

Press the button + or – to move from NO to YES and vice versa. Press the button OK to register the new situation.

3.7.1.4 Now you can take out the card from the loader and insert it in the equipments to be updated.

Now when the shooter inserts the card in the equipment, the following is displayed:

Display:

Blocked Card

to enable again the card, follow the operations from 3.7.1.1 and select "NO" at point 3.7.1.3



3.8 – HUNTING SPORT CARD

This card allows to:

- personalize a shooting range or other disciplines
- change discipline
- set the targets block
- set the round cost

3.8.1 – Programming of Hunting Sport Card

To create a personalized Hunting Sport Card, follow these instructions:

3.8.1.1 As the Portable Loader is ready, insert the **Hunting Sport Programming** card.

Loader Display:

```
Functions selection  
Guided Proced.
```

With the buttons + and – it is possible to see the list of the functions. A more detailed explanation will be given at point 7.9.

Press the button OK to confirm; each time they want to go back, press the button C.

Select the function “Guided Proced.” and pressing OK, the first line of the display in the loader can be read:

Loader Display:

```
Range type :  
> .....
```

Afterwards, the display shows what has already been stored in the card.

3.8.1.2 Now we can select the most suitable type of range, by using the buttons + and – to choose one of the options, that appear on the second line.

As far as concern the inserted types of range, they can choose among:

- Itinerant for Trap (*each shooter begins shooting from the first Trap station and then the move to next station*)
- Itinerant for skeet (*each shooter begins shooting from the first Skeet station and then the move to next station*)
- With Rotation (*each shooter shots in his own station and then he moves to the next one*)
- Compak 6 shots (*each shooters shots in his own station and he moves only when he has done all the shots*)
- Compak 5 shots (*the operation is similar to the precedent point, but there isn't the shooter that stays stopped for one round*)



Once you choose the desired sport, push OK and go on with the operations.

3.8.1.3 Now, according to the type of sporting, there are two different types of directions:

- **With rotation, compak 5, compak 6**

Can select the total number of calls, that the shooter has to do to complete the serie; it appears in multiples of 5 and can be changed with the buttons + and – .

Loader Display : Max Number of
Calls > ..n..

- **Itinerant for trap or for skeet**

Can select the number of calls for each single station, which the shooter has to do to complete the serie; can be changed with the buttons + and – .
Inserting the number 0 you skip the station.

Loader Display : Station N°1
Calls >.. n...

Once you chose the number and complete all the stations, press OK.

3.8.1.4 A new page appears; on the first line you can read:

Loader Display: St 1 Ca 1 Ta 21
>.....

St = station
Ca = call
Ta = total amount of targets

As far as the station is concerned, it' s followed by the number of the station, where you do the call.

The type of call you can do appears on the second line; to select one you have to use the buttons + and – .

Among the different types of call, the shooter can select:

- Delayed doublet
- Shot doublet
- Single
- Simultaneous doublet

According to the type of call, the operations are different:



Single: through the buttons + and – , select the number of the release machine (from 1 to 15) and then press OK.

Simultaneous doublet/ Shot doublet : as first step it requires the number of the first release machine and then the number of the second one. (always through the buttons + and – , and OK)

Delayed Doublet : as first step it requires the number of the first release machine and then the number of the second one and the delay time between the two machines. (always through the buttons + and – , and OK)

3.8.1.5 Once you select the machine, on the display appears what follows:

Loader Display :

St 2 Ca 2 Ta 20 1° Machine : 8

Now you have to follow the point 7.5 , choosing one by one the type of call, until you complete all the shots, selected at point 7.4.

3.8.1.6 When the operation has been completed, you read:

Loader Display :

Written Card

And after one second you'll see the script:

Loader Display:

Take out the card

3.8.1.7 Now the card is ready; therefore you can take it out and insert it in the token machine (previously switched on), even if it was not enable. After 2 seconds the new sport has been stored in the token machine and you can take it out. Read the manual of the Sequencer or possible sheets in attachment, regarding this topic in order to enable the Hunting sport in the token machine.

3.8.2 – Function of Discipline Change:

allows to set the discipline in the Sequencer through the token machine.

On the display you'll see what follows:

TABLE:	n
DISCIPLINE:	n



Loader Display:

With the buttons + and – you can select the table (from 1 to 4); with the button OK you confirm the number of the Table. Now you can choose the discipline (from 0 to 8); press OK to save the settings. Now follow point 7.8.

3.8.3 – Function of Card Copy:

this function let copy the cards “ Hunting Sport Programmation”, in order to have a copy simple to modify.

Once you selected this function and inserted the card which has to be copied, press OK. The display shows:

Loader Display:

Take out the card

As soon as you take out the card, you'll see:

Loader Display:

Insert the card
Free to be copied

Now insert the new card and it will be automatically written.

3.8.4 – Function of Repetition Settings:

this function allows to insert a number of repetitions for each shooter, that are given to them during the use of the token machine. This function allows to remove the block of repetitions.

On the display you'll see what follows:

Loader Display:

Shooter 1°
Number Repet.> ...

With the buttons + and –one can respectively increase or decrease the number of repetitions for one shooter. If you set the number of repetitions at 0, the block of repetitions will automatically removed.

Once you press OK, you go through the introduction of 2 shooter.

(it's not available to insert a number inferior than the previous one)

Repeat the operations till you complete the introduction of six shooters. The repetitions are charged automatically together with the hunting sport and stored in the token machine; they are always maintained, even if they're not changed.

3.9 – BATTERIES SUBSTITUTION



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3.9.1 Turn on the portable loader pressing the button On. If after some seconds the following writing appears here, it means that the internal batteries are exhausting and you must replace as described below:

Display Loader:

Low	0[///]
Batteries	

3.9.2 Open the rear part of the loader, where the batteries are placed, making a certain pressure with a finger. Now remove the 4 batteries (type AA) and replace them with new ones of good quality. Close again the cover and switch on the loader again pressing the button OK. The loader shows this writing:

Display Loader:

Insert a Card



4 - SMART-CARD ELECTRONIC TOKEN MACHINE

USE OF THE TOKEN MACHINE

The token machine is provided, ready to be used; it's given with 2 cables, one must be connected to the supply unit and the other to our sequencer, where there's the writing COIN BOX. To use the sequencer with the token machine, follow the instructions in the manual of the sequencer.

When it is on, after the initial information, the following writing appears:

NOT enabled 1 Serie = 6.00

Or you can read this writing if the sequencer is ready to work with the token machine:

Insert a card 1 Serie = 6.00

Now the token machine is ready to be used.



4.1 – Use of the Shooter’s Card

Sezione I.1 When the token machine is not enabled, if the card is inserted, the red Led flashes and then the green one is on till when the card is taken out; in the card no operation takes place.

If the token machine is enabled, when you insert the shooter card, the roundcost joined to the price code will be detracted and then the following writing will appear, which shows the remaining credit:

Credit>1	33.00
Remove card	

When they take out the card, on the display the numbers of the cards, inserted during the round, are showed. This piece of information is useful to check who has actually inserted the card and therefore may enter the station; when the round begins, the numbers will be erased and the token machine will get ready for next round.

21 15

4.2 – Use of the Cash Card

It’s possible to see the rounds, that have been executed after last reset.

4.2.1 With the token machine on, even if it is not connected, insert the **Cash** card.

Token Machine Display:	<table style="width: 100%;"> <tr> <td style="text-align: right;">Tot.</td> <td style="text-align: right;">21</td> </tr> <tr> <td colspan="2">reset in 15 seconds</td> </tr> </table>	Tot.	21	reset in 15 seconds	
Tot.	21				
reset in 15 seconds					

4.2.2 The display will show the total number of the executed rounds and a timer which starts from 15 and decreases, when this timer reaches the zero, the round is cancelled; if they don’t want to reset, take out the card before the 15 seconds.

4.3 – Use of the Station Control Card

It is possible to see the round numbers of the last inserted cards; it can be useful to check the shooters on the station.

4.3.1 With the token machine on, even if it is not connected, insert the **Station Control** card.

Token Machine Display:	<table style="width: 100%;"> <tr> <td style="text-align: center;">21 15</td> </tr> </table>	21 15
21 15		



4.4 – Use of the Round Cost Card

Sezione I.2 The main use of this card is changing the round cost; when this card is inserted, every setting is updated in the token machine.

Executed
Operation

4.4.1- Activation Credit Visualization

When this function is enabled, on the display the following writing appears:

Credit Check
Insert a card

In this case the token machine is disenabled and when a shooter’s card is inserted, it appears what follows:

Credit>1 33.00
Take out if finished

4.4.2- Activation Card Revision

When this function is enabled, the shooter who inserts the card, which has not been checked, the display will show:

Card
Revision

4.4.3- Activation Single Round

When this function is enabled, the shooter inserting the card in the same station for the second time, in the display the writing appears:

Token Machine Display:

Not equal Round!
Take out card



4.5 – Use of the Cards Search Card

With this card the amount, stored in the shooter's card, can be seen, when the last round took place. For more details, look at chapter 2 of The Portable Loader.

Token Machine Display:

Progr.	Price
N. 389	E 94,00

4.6 – Use of the Card Block Card

With this card, a specific shooter's card can be blocked. For the details, look at point 7 of the portable loader; when the shooter inserts the blocked card, on the display they can see:

Token Machine Display:

Blocked card

In this case, the shooter has to search for the range owner.



5 - SMART-CARD AUTOMATIC TOKEN MACHINE

USE OF THE TOKEN MACHINE

The token machine is provided ready to be used; it is given with a wired cable, which has to be connected with our equipment, where there's the label COIN BOX. The token machine receives the information regarding the released targets from the equipment and blocks the release control when the credit is up or the timer of the targets reaches the zero.

After the switching on and initial pieces of information, some writings appears, depending on the setting of the round targets: (see point 3.2.2):

Targets =	0
Insert a card	

Insert a card	
1 target =	0.40

Now the token machine is ready to be used.



5.1 – Use of the Shooter's Card

The shooter inserts their own card and on account of the setting in the token machine, there is one of these functions:

5.1.1 setting targets=0

On the display the cost for each target is shown and the token machine is ready to receive the insertion of the card.

Insert a card
1 Target. = 0.25

The shooter inserts their own card and has to leave it inserted till it finishes to shot.

Credit>1 33.00
1 Target = 0.25

Every time a target is released, its cost is subtracted from the credit; if for a minute, no targets are released, the writing on the display changes, but the shooter can continue shooting.

Credit>1 33.00
Take out if finished

In case the credit ends, the token machine stops automatically the equipment; when the shooter finishes shooting, they can take out the card and leave the turn to next shooter.



5.1.2 setting targets more than zero

On the display the number of the remaining targets to complete the round is shown. Till this number is bigger than zero, the shooter can compete.

Targets =	0
Round cost =	6.00

When the shooter inserts the card, the amount of the round is subtracted while the set targets are added. During the insertion of the card, the equipment is stopped.

Credit>1	33.00
Take out card	

When you take out the card, the available targets are displayed and the token machine is ready to receive another card. Cards can be inserted till they reach 999 targets.

Once the round has begun and at least half of the targets has been used, if the round is reprieved for more than three minutes, the previous targets will be cancelled as soon as a shooter inserts a card.

5.2 – Use of the Cash Card

It's possible to see the rounds, that have been executed after last reset.

4.2.1 With the token machine on, even if it is not connected, insert the **Cash** card.

Token Machine Display:	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">Tot.</td> <td style="text-align: right; padding: 5px;">21</td> </tr> <tr> <td colspan="2" style="padding: 5px;">reset in 15 seconds</td> </tr> </table>	Tot.	21	reset in 15 seconds	
Tot.	21				
reset in 15 seconds					

4.2.2 The display will show the total number of the executed rounds and a timer which starts from 15 and decreases, when this timer reaches the zero, the round is cancelled; if they don't want to reset, take out the card before the 15 seconds.

5.3 – Use of the Round Cost Card

The main use of this card is changing the round cost; when this card is inserted, every setting is updated in the token machine. The following writing is displayed:

Executed Operation

ATTENTION! When this card is inserted, it cancels the available targets.



5.3.1- Activation of Credit Visualization

When this function is enabled, in the display the following writing appears:

Credit Check
Insert a card

In this case the token machine is disenabled and when a shooter’s card is inserted, it appears what follows:

Credit>1 33.00
Take out if finished

This function is necessary also to shot without using the token machine, and therefore they needn’t unplug it.

5.3.2- Activation Card Revision

When this function is enabled, the shooter who inserts the card, which has not been checked, the display will show:

Card
Revision

5.4 – Use of the Cards Search Card

With this card the amount, stored in the shooter’s card, can be seen, when the last round took place. For more details, look at chapter 2 of The Portable Loader.

Token Machine Display:

Progr.	Price
N. 389	E 94,00

5.5 – Use of the Card Block Card

With this card, a specific shooter’s card can be blocked. For the details, look at point 7 of the portable loader; when the shooter inserts the blocked card, on the display they can see:

Token Machine Display:

Blocked card

In this case, the shooter has to search for the range owner.



DECLARATION OF CONFORMITY



The Firm **ELFIPA S.n.c.**
Piazza XXIV Maggio, 6
31040 Gorgo al Monticano (TV)
It declares with own liability that:

the Product
***The Smart-Card electronic token machine
and
The portable loader for Smart-Card***

to which is referred this Conformity Declaration CE, has been planned and built, according to the following Community Directives:

- Electromagnetic Compatibility Directive (EMC) 2014/30/UE
- RED Directive 2014/53/UE
- Machines Directive 2006/42/CE

In particular, the following harmonized norms have been applied:

CEI EN 61000-6-3 ; CEI EN 61000-6-1 ; CEI EN 55022 ; CEI EN 61000-4-3 ; CEI EN 61000-4-2

Therefore the Product above-sued can be considered properly done to guarantee the safety of things and people, provided that it has been installed correctly, following what it's written in the Operating Instructions.

N.B. It's not allowed to make the product working till the machine, in which the product is integrated, is not identified and declared conforming to the Directive 2006/42/CE.

Gorgo al Monticano – Italy date 10/19/2017



ELFIPA

AUTOMAZIONE TIRO A VOLO
REALIZZAZIONI ELETTRONICHE



Notes....



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