

MULTIFUNCTIONAL ELECTRONIC TARGET II

USER'S MANUAL



Product Features

Dimension / H95 X Ø125 mm Weight / 425g

Number of USB power supplies for M.E.T. setup

The number of USB power supplies depends upon the length of wire used in the configuration and the number of targets. There are two scenarios:

1 The number of targets is less than 10, 1 USB power supply is required for every 15 meters of wire. (e.g. for 9 targets, each target will use 5 meters of wire. In this case, you will need 45 meters of wire. As one USB power supply is required at every 15 meters; you will need 3 USB power supplies. Please see figure 1 for more details.

Less than 10 targets:
Length = 45 meters/ USB power supplies = 3

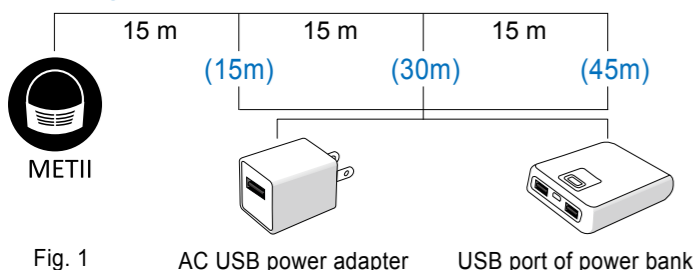


Fig. 1



Do not connect the USB port to a computer.

The G&G second generation MET has increased sensitivity, 4 LEDs, volume speakers and can be mounted on a wall. An independent power source is not required when linked up to multiple units; linked units will only require one power source. The second generation has 7 game settings (previously 4) waiting to be challenged.

Control Panel

1) Power/ Mode

Power On/Off. Mode switch. Start button.

2) Volume Control –Up and down.

3) Signal Port –For connecting other units.

4) DIP Switch –DIP 1&2 for sound effects
DIP3 for colors choices (blue/ red).
Resetting is not required for changing sound effects, however, switching color choices requires resetting.

5) Screw Base –1/4"-20UNC inclusive screw.

6) Signal port 2–Used to connect one target to another (same functionality as Port 1).

7) Reserved –No usage.

8) External Switch – same functionality as Power/Mode.

Model: G-11-071 Standard / G-11-070 Metal >(optional)

9) Wall Mount –3/16" x L25mm wall mount dimensions (recommend flat screw – philip's).

Functionality

A) Power Source

Input : DC 5V (Operating current : 75 ~ 600mAMAX)

Power Bank : Output above 2.0A

Model : G-11-065 >(optional)

USB Adapter : Output above 2.0A

Model : G-11-068 (US type) / G-11-069 (EU type) >(optional)

It is recommended to add more power sources when using additional MET units. If the distances between targets is increased, some instability may occur; adding more power sources is recommended.

B) Visual & Sound Effects

During stand-by Ready mode – Blue light displayed.

Once hit – Red light displayed.

When flashing red – The battery power is low. Mode 4 and mode 6 has different colors.

DIP switch 3 – Blue/ Red options. Reset/power on unit again to activate.

4 different sounds (internal speakers) – DIP switches 1&2 selects the sound effects (no need to reset).

C) 0.3 ~ 2J Sensitivity

Product sensitivity between 0.3J~2J (@ 10 Meter distance)

D) 360° Covering Angle

When MET becomes unstable due to interference from other sources, the MET system will shut down automatically to keep the fairness of the game.

2 The number of targets is more than 10. (e.g. for 11 targets, each will use 1 meter of wire. You will therefore need 11 meters of wire. In fact, one additional USB power supply will be required for the eleventh target. Please see figure 2 for more details.

More than 10 targets:
Length = 30 meters/ USB power supplies = 3

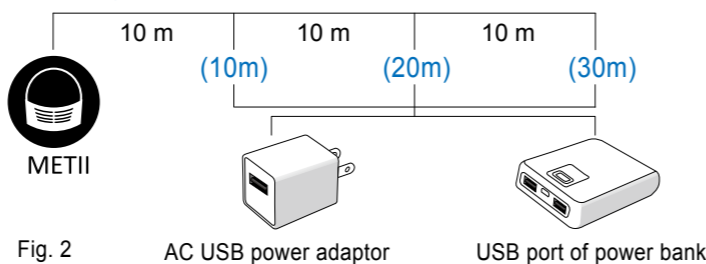


Fig. 2

Button Selections

1) Hold button for 2 seconds to turn on/off
2 sound effects indicate the unit has been powered on. The second sound means you have entered Shooting Mode and are ready for mode selection.

2) Mode selection–After powering on, quickly press the start button to select the desired modes. Mode selection is available 3 seconds after power up. For example, quickly pressing twice will take you to Mode 2 (the red light will flash twice).

3) Different power up selections

1. Standard Mode: Hold the start button for 2 seconds to turn on/off. All connected units will flash with the Master unit.

2. Challenge Mode: turn off/on the unit by following the steps in Standard Mode. To select a Challenge Game Mode, press the start button multiple times (number of presses dependant on the mode) and hold the button on the last press for more than one second. For example, to select the "Random" Game Mode, press 4 times and hold the 4th press for 1 second to activate the mode. After activation, the Master unit will flash 4 times (number of flashes dependant on the mode selected) with a sound effect (other linked units will not flash) and then turn off. After entering a challenge mode, you will only need to press the button once to activate the "Random" game mode. After you have finished the game, all units will return to the initial challenge mode, except a game in the "Time Bomb" mode. **In Challenge Mode, you will not be able to select the "Competition" or "Quick Draw" games.**

E) 1~25 Targets (max) Multi-Targets, 25 being Maximum

When the distance between units is greater than 15 meters, it is recommended to add a power source for every 3 units. Normal usages: 0.5 meters apart - 8 units can share one power source. Please refer to the "Wiring" section for more information.

F) Silicon domes (target cover), durable for at least 50,000 hits

G) Wall mounting specifications:

3/16" x L25mm (recommend flat screw – philip's head)

H) Screw dimensions for inbox are: 1/4"-20UNC

I) Operating temperature: -5 ~40 °C

Trouble Shooting

A) When the auxiliary targets malfunction after powering on, remove the primary target, and connect it to a stand alone target. Do the same for the other targets.

B) Sensor malfunction may be caused by a misaligned sensor ball - the target will flash red and blue or display a constant red light after powering on. This can be fixed by tapping the target 2 to 3 times. This causes a change in air pressure which may help the sensor ball recalibrate.



M.E.T.II

User's Manual



G&G SINCE 1986
ARMAMENT
WWW.GUAY2.COM



G&G ARMAMENT
AIRSOFT GUNS & ACCESSORIES

7 Challenge Modes

- 1) Competition Mode
- 2) Versus Mode
- 3) Random Mode
- 4) Practice Mode
- 5) Search and Destroy Mode
- 6) Hostage Rescue Mode
- 7) Time Bomb Mode

User's Manual 7 different game modes. First, turn on the target as Master Target.

MULTIFUNCTIONAL ELECTRONIC TARGET II

1) Competition Mode (default setting)

Press the start button once to select this mode. In this mode, all targets are in stand-by mode with Blue lights on. When the first target is hit, it will turn Red and all targets' light will be shut off. This mode will determine who hit the target first. Press the start button again to reinitiate competition mode.

2) Versus Mode

Press the start button twice to select this mode. In this mode, only the master target is in stand-by mode with blue lights on. After the master target has been hit, it will flash a blue light and count down for five seconds. Once the countdown is done, all targets will turn solid blue. The first target that was hit will turn red for five seconds and

3) Random Mode

Press the start button three times to select this mode. In this mode, the Master target will display a blue light with the other linked targets in standby mode. As soon as the blue light is hit, the next target will be activated randomly. Once all the targets are shot, the last target will turn solid red for 5 seconds, signaling the end of the round. The unit will auto reset for the next round.

4) Practice Mode

Press the start button four times to select this mode. In this mode, all targets will display a blue light. The target will turn red when hit and the last target will blink red for five seconds, signaling the end of the round. The unit will auto reset for the next round.

5) Search and Destroy Mode

Press the start button five times to select this mode. In this mode, the shooter will be challenged by locating the target from the sound it makes. The target will display a blue light and constantly make a noise. The noise will stop and the light will turn red once the target has been

6) Hostage Rescue Mode

Press the start button six times to select this mode. This mode is the most difficult mode for most shooters. Targets will switch between blue and red lights randomly. The blue light indicates that the target should be shot at, whereas the red light indicates targets that should not be shot at. This simulates a hostage situation when blue lights should be determined as terrorists, and red lights are hostages. When the red light has been shot, the target will stay in red to indicate the hostage has been killed. After the game ends, shooters can compare their speed and accuracy.

7) Time bomb Mode

Press the start button seven times to select this mode. This is one of the tricky modes where the target will display a solid blue light for three seconds. Once the timer zeroes, the target will turn red and turn off all other targets linked with it. This mode simulates a time bomb situation. If the shooter does not hit the target within three seconds, the bomb goes off and ends the game.

Connection

Other than having different lengths, there are 2 types of lines/cables.



- 1) **Data cable :**
Connects 2 MET units.



- 2) **Signal line + USB electrical line**
Coupled with a signal line, the USB electrical line can support both signals and electricity.
When the signal line is over 30 meters, an extra power source needs to be added.
If the first MET unit has a 15 meter line and the second MET unit also has a 15 meter line, the second MET unit will need to use the USB line as a power source.

Power Distributions

To link 25 units, for example, use 6 sets of wires (signal wire + ground wire) for the first 7 units. Between the 7th and 8th, add the USB power wire (signal wire + USB power wire + ground wire) and connect the ground wire from the 1st unit to the 8th unit's ground wire (only required when signal is unstable.)

Abnormal Status

- 1) A misaligned sensor ball will cause the MET to flash red and blue or constantly display red after powered on.
- 2) A red light flashes when low on power.

How to link up targets



Initial target (ex. 5 targets)

- 1) Link up targets in lines; do not link in a closed loop
- 2) It is recommended to place the initial target first in line.

Attention

- 1) Check batteries, wires...etc. before use.
- 2) The longer the distance the weaker the signals. Please take precautions and follow the manufacturer suggested guidelines.
- 3) If the target displays an abnormal status, has a loose connection wire, and/or is low in power, etc., troubleshoot the problem before use to avoid causing a chain reaction on other targets.
- 4) When not in use, please turn off the power and remove power sources, to save energy and for safety.
- 5) **Warning: please use original accessories to avoid unnecessary occurrences.**

Sensor Abnormality - Troubleshooting Guide

Status/ Condition of the MET :

- 1) MET flashes red and blue. Tapping the unit is ineffective and the red and blue flashing is frequent.
- 2) MET displays the normal state but sensors are inactive or have decreased sensitivity.
- 3) When turned on, and the MET displays red even without firing at it. If the above conditions are displayed, it indicates that there is sensor abnormality in the MET. Please refer to the troubleshooting method below:

Step 1: Check the 2nd generation MET Cover (the green part of the MET) for damages. If there are damages and the sensors are unresponsive, please replace the MET Cover.



Step 2: Remove the skirt cover. **Step 3:** Remove the MET Cover.

Step 4: Remove the small black cap by pulling in the opposite direction from the copper plate and wires (as depicted). You can then check if the electrostaticity is too strong. This is caused by incorrect positioning of the small Styrofoam ball.

Step 5: Remove the small styrofoam ball and store it in a safe place.

Step 6: Spray a small amount of Anti-Static spray inside the compartment from where the Styrofoam ball was housed.

Caution: Do not over spray Anti-Static spray inside the housing or the spray will not dry out fast enough and cause the Styrofoam ball to stick on the housing. It is recommended to spray the Anti-Static spray with 30cm distance.



Step 7: Spray a small amount of Anti-Static Spray on the inside/ bottom of the small black cap.

Step 8: When the Anti-Static Spray is dry, reinstall the small styrofoam ball into the compartment and reinstall the small black cap. Make sure the small black cap clicks closed. If the cap does not properly cover the compartment, then electrostaticity will deform the copper plate, causing malfunctions.

Step 9: Repeat Steps 1~8 on the auxiliary MET Targets.

Step 10: Reinstall MET Cover and Skirt. Align the arrow on the Skirt with the mounting holes.

Note: If you accidentally cause the copper plate to become deformed, it is recommended that you gently tweak it outwards 3-5 degrees. If you have any questions, please contact our support line.

