

# User manual for ML2000

## Appendices

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## 10 Appendices

### 10.1 Licence codes

Archive the licence code sheets here, or write down the data in the following table

<b>Program</b>	<b>Year</b>	<b>User name</b>	<b>Licence code</b>

## **10.2 Support**

Megalink a.s can be contacted as follows:

Web site:

WWW.MEGALINK.NO

E-mail:

FIRMAPOST@MEGALINK.NO

Mail:

Visit:

Megalink a.s  
Hestehagen 6  
N-1440 DRØBAK  
NORWAY

Post:

Megalink a.s  
P.O. Box 1051  
N-1442 DRØBAK  
NORWAY

Support phone:

(+47) 48 28 90 00

Phone:

(+47) 64 93 34 12

Fax:

(+47) 64 93 88 03

**10.3 Repair form**

Owner	
Return address	
Sent for repair (date)	
Name of contact person (Name, Phone, Cellular, e-mail)	
Comments	

Unit	Lane	Symptom

**10.4 ISSF guidelines**

# Guidelines

## ISSF competitions

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## **10.5 Guidelines for handling ISSF competitions**

### **10.5.1 For all events**

#### **10.5.1.1 General**

- Decide if pressure values are to be shown to the shooters (ISSF recommends off).
- Decide if shots are to be presented with or without the donuts (Megalink recommends automatic mode).
- Decide how decimal portion of shot values should be presented (Megalink recommends automatic mode).
- Make sure that range officers, jury and team leaders are familiar with the chosen monitor presentation.
- Make sure that the relevant regulations for backing targets etc. are understood, planned and followed.
- Make sure that spray paint and/or patches are available in order to conceal shots in front covers, outside targets, etc..
- Make sure that sufficient spare parts are available. In particular, aiming cards and bands, but also critical hardware components.
- Use maintenance mode when working on the targets. This is of particular important during a one stage 25m Pistol match when changing aiming cards between precision and rapid.
- Only technical staff and jury members are allowed to approach the targets during competitions. No shooters, team leader or others are allowed unless an explicit jury approval has been given.
- If a shooter is moved to another target, the shots can be brought to the new target with Ctrl-C and Ctrl-V operation. Remember to include the shots that the jury decides! The shots MUST be copied before the shooter starts with match shots on the new target.

#### **10.5.1.2 Preparation**

- Check versions in target, display and MLRange.
- Check chargers and battery condition.
- Check that all units communicate without problems.
- Verify setting of master monitors.
- For increased security level: Seal the electronics and lock units for SW upgrade
- Do a rough test of precision with 1:1 print
- Check that bands, adapters, aiming faces and back foam/rubber are mounted correctly
- Check that the friction is correct for the bands
- Check that the correct courses of fires are selected and that standard band advance is used.

#### **10.5.1.3 Procedure for moving shooter**

If a shooter has to be moved from on lane to another during shooting, the following procedure should be followed

- Move the shooter in MLRes
- Copy and paste shots in MLRange
- Select the proper shots as match shots for the already shot series
- Delete names in MLRes (all lanes or old+new lane for moved shooter)
- Result+Update card in monitor to ensure that startsum, corrections etc. are correct

- Delete the shots on the old card (in order to prevent them from being sent to MLRes)
- Allow sighter shots if the rules gives this right to the shooter

## 10.5.2 25m

### 10.5.2.1 Preparation

- Check operation of frame sensors.
- Check/adjust the steel front alignment on the target frame.
- Check lamps and adjust intensity.
- Clean lamp contacts for steel front and preserve with contact spray.
- Practice on starting the timer and calling the commands. Use the **Ins**, **Home** and **End** keyboard buttons for the timer instead of the mouse. Commands should be called according to the timer on the PC or monitor.
- The officer calling the command should be in contact with the computer operator or use the MLRange remote control.
- Decide if timer should be used with “Split timer button” or not (ISSF recommends using the Split timer button while Megalink recommends automatic timer without specifically using the split timer button). If the split timer is used, the **Home** button should be pressed *just before* 3 seconds remaining is displayed in the load time. In RFPF the automatic mode (without split button) is highly recommended.
- Make sure that range officers, jury and team leaders are familiar with the chosen monitor presentation for frame shots, double shots, missing shots and shots that are out of sequence.
- Make sure that the range officer and/or jury are able to understand exceptions like:
  - Frame shots in one target due to debris sprayed from a frame hit on a neighbor target. And also the consequence of double shots on Rapid fire events in such circumstances.
  - Effect of ricochets from dysfunctional bullet catchers.
  - Double shots, from automatic fire and/or cross fire, will be ignored. In case of cross fire, the wrong shot might be included by the system. In case of automatic fire, the target would accept an additional shot to be included to the series (in the unlikely case that the shooter fires 6 shots).

### 10.5.2.2 25m Pistol/Center fire – Precision stage

- Calling of “attention” when the red lights are started is optional. Megalink recommends informing the shooters before the competition regarding the details of your chosen method.

### 10.5.2.3 Rapid Fire Pistol

- Call “Attention!” just when the red light comes on (start just a fraction before the countdown changes from 3-2-1 to 4-3-2-1-0).
- Call “Three!” when 3 is displayed.
- Call “Two!” when 2 is displayed.
- Call “One!” when 1 is displayed.
- Call “Start!” when 0 is displayed.
- Wait 3 additional seconds and observe that all red lamps turn off and the green lamps turn on.

### 10.5.2.4 Rapid Fire Pistol final

- Set up MLView with the 6 active lanes only and select FinalView as picture type

- Do not use «Split timer button».
- Before EACH shooter starts:
  - Ensure that the series selection is correct.
  - Select the correct shooter within the segment.
  - Press the **Shoot** button.
  - When the shooter and range is ready, start the timer with the **Home** keyboard button
- Do not call “Attention” when red light starts
- Count the number of shots fired. If too few shots are fired, the results must be corrected to reflect - 1 point for each missing shot. All other negative points (except jury penalties) are supposed to be handled automatically.
- Shoot offs are handled with the shoot off *series*.

### **10.5.3 10m/50m/300m**

#### **10.5.3.1 General for qualification**

- The shooters are only changing from ‘sighter’ to ‘match’. They should NOT do anything on the monitor after each ten shot sub-series.

#### **10.5.3.2 50m Rifle 3x40**

- The range officer changes to the next sighter series after the matches in each position is finished.
- The shooter only selects when to change from sighter to match.

#### **10.5.3.3 50m Rifle 3x20**

- The shooters selects all transitions between sighter and match series.

#### **10.5.3.4 Finals**

- Verify that the correct start score is present for all shooters.
- Verify that decimal values are shown on monitors, MLRange and MLView.
- Set up MLView as follows:
  - 8 lanes
  - One shot graphical
- Ensure that the range officer and computer operator are communicating during the final.
- Exceptions (cross fire, missing shots, penalties, etc.) MUST be handled immediately and before the next shot is fired.
- Shoot offs after tie-breaks are handled by continuing with shot number 11 etc. on the final series. The shoot-off series can be used, but this will remove the final series score from the monitor and MLView.

### **10.5.4 Target configuration**

#### **10.5.4.1 4K187 AR/AP**

- Use 10cm adapter (P.nr. 1307) behind paper band
- Use 120mm black paper band (P.nr. 1046) in front of adapter. Verify that the band is mounted centered and the friction is as high as possible without stopping the band.
- Use AR aiming card (P.nr. 1037) or AP aiming card (P.nr. 1038)
- The white clips must be used to press the aiming card towards the band



- The backside of the sound chamber should be covered with a 22x22 foam piece (P.nr. 1220-B)

#### **10.5.4.2 4K300 AR/AP**

- Use 210mm black paper band (P.nr. 1045). Verify that the band is mounted centered and the friction is as high as possible without stopping the band.
- Use AR aiming card (P.nr. 1037) or AP aiming card (P.nr. 1038)
- The backside of the sound chamber should be covered with a 30x30 foam piece (P.nr. 1089-B)

#### **10.5.4.3 4K560 50m**

- Main rubber sheet
- Use 250mm wide and 1mm thick rubber paper band (P.nr. 6151-B). Verify that the band is mounted centered and the friction is as high as possible without stopping the band. The band should leave the roll from behind and coming forward over the top roller before the band is threaded through the slot in the front cover of the sound chamber. The band should be threaded through a similar slot at the bottom before entering the motor mechanism.
- Use 50mRifle aiming card (P.nr. 5865) or 4K560 Precision aiming card (P.nr. 5866)
- The backside of the sound chamber should be covered with a 59x59 foam piece (P.nr. 2047)
- Add control sheet at the back

#### **10.5.4.4 4K560-8 25m**

- Main rubber sheet with white aiming lines
- Use 250mm wide and 1mm thick rubber paper band (P.nr. 6151-B). Verify that the band is mounted centered and the friction is as high as possible without stopping the band. The band should leave the roll from behind and coming forward over the top roller before the band is running in front of the main rubber sheet and entering the motor mechanism.
- Use 4K560 Precision aiming card (P.nr. 5866) or rapid fire aiming card (P.nr. 5867)
- The backside of the sound chamber should be covered with a 59x59 foam piece (P.nr. 2047)
- Add control sheet at the back