Manuals+ — User Manuals Simplified.

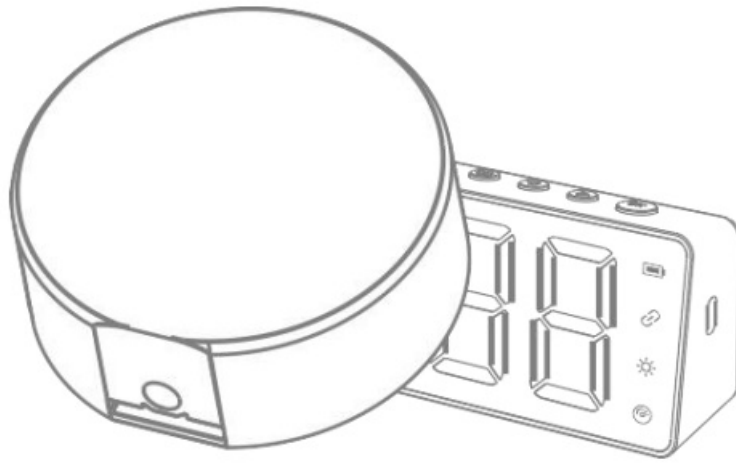# GMI WLTS101 Wireless LED Target System User Manual

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GMI WLTS101 Wireless LED Target System

Product Information

The Wireless LED Target System is a two-way communication system consisting of a controller and multiple target light terminals. It is designed for sensitivity game training using hitting/percussion toys or tools. The system offers five game modes that can be played in single-player or double-player format. The target lights provide positive feedback to enhance observation and reaction training.

- **Wireless LED Light Target:**
    - Power on/off button
    - LED light surface
- **Wireless LED Light Target Controller:**
    1. Current mode
    2. Time/score display
    3. Power On/Off/Function selection Buttons
    4. Back button
    5. Forward button
    6. OK button
    7. Battery level
    8. Matching Mode
    9. Brightness adjustment mode
    10. Sensitivity adjustment mode
    11. Type-C DC-IN interface

Product Usage Instructions

Light Target Status and Guide

- LED light surface
- Power on/off button
- Light status

Operation Definitions

Remote Functions and Operations Button Functions:

- **Power Button:**
    - **Long press:** Power on / off

- **Short press:** Switch between game mode and setting mode
- **Back Button:** Control sensitivity settings
- **Forward Button:** Control sensitivity settings
- **OK Button:**
  - Long press: Clear the paired devices in matching mode
  - Current Game Sub-mode
  - Battery Level Indication
  - Setting Mode

Matching Mode

Enter the matching mode and wait for the target lights to pair with the terminal device. Long press the confirm button to clear all previously paired devices. The maximum duration for pairing is 3 minutes. If timeout occurs, it will return to Game Mode.

Targets Brightness Adjustment Mode

Short press the forward and backward buttons to adjust the brightness level. Long press to quickly adjust the brightness. After adjusting to the appropriate brightness level, press the confirm button to exit the brightness mode. The brightness level ranges from 1 to 15, with a default level of 8.

Targets Sensitivity Adjustment Mode

Short press the forward and backward buttons to adjust the sensitivity level. Long press to quickly adjust the sensitivity. After adjusting to the appropriate sensitivity level, press the confirm button to exit the sensitivity mode. The sensitivity level ranges from 1 to 15, with a default level of 8.

Game Modes

- **MODE 1: Normal Mode**

  This mode is the standard game mode.
- **MODE 2:** Random Mode

  This mode introduces random patterns for added challenges.
- **MODE 3:** Duel Mode

This mode requires at least two paired target lights. If there are not enough paired lights, an alarm will sound, and the game mode cannot be entered. In Duel Mode, half of the target lights will display red and the other half will display green. Hitting a red target light increases the score by 1, while hitting a green target light.

Product Overview

The wireless LED light target system conducts two-way communication through a controller and multiple target light terminals. It can use hitting/percussion toys or tools for sensitivity game training. It provides five game modes, which can be single-player or double-player. Positive feedback of target lights to achieve observation and reaction training

Wireless LED light target

Power on/off button

LED light surface
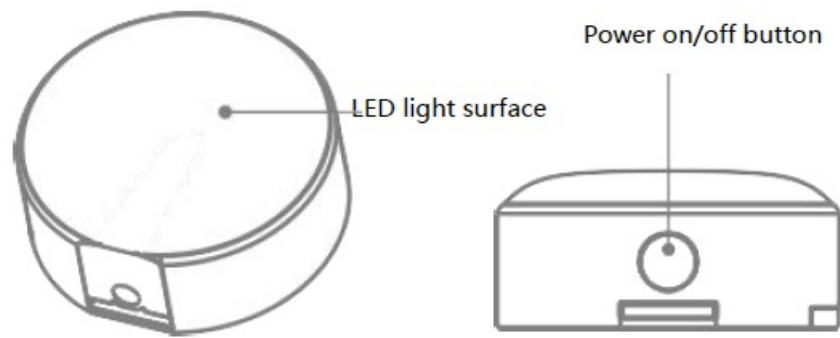
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Wireless LED light target controller
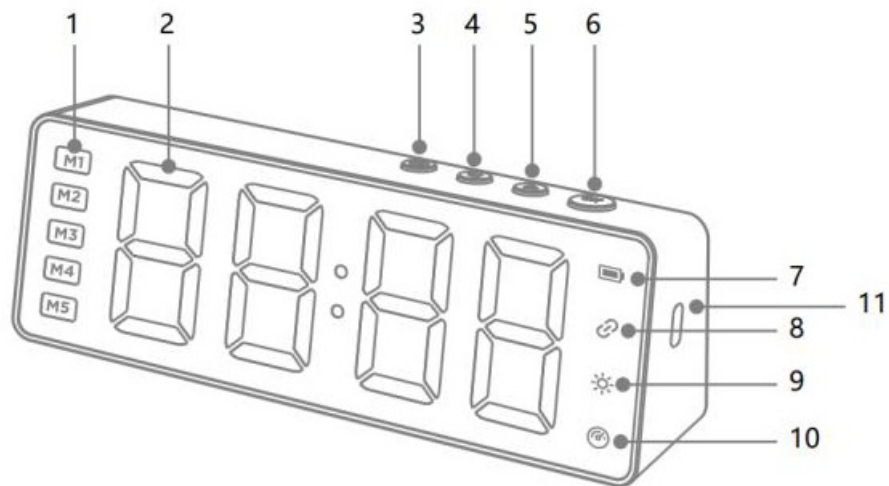
1. Current mode
2. Time / score display
3. Power On/Off/Function selection Buttons
4. Back button
5. Forward button
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Operation Guide

Light target status and guide

LED light surface

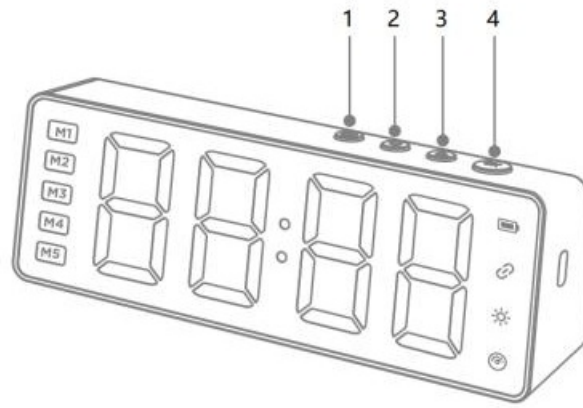Power on/off button
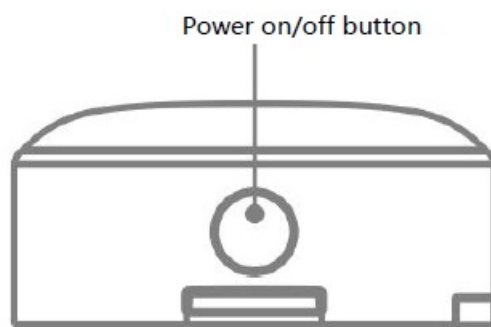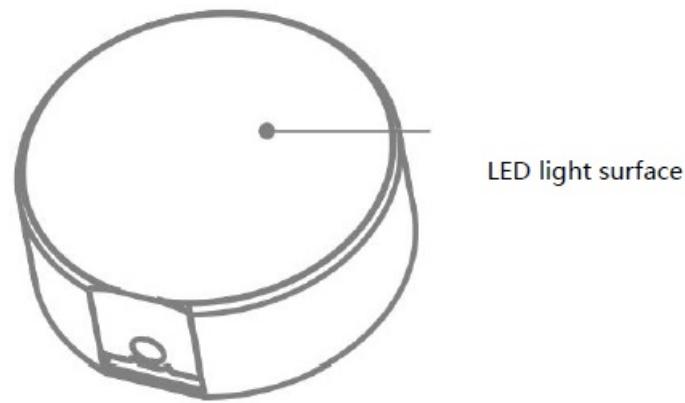
Light status

- Light Target is not paired, Default blue light flashes when power on
- Light Target is paired, Power on default blue light breathing, waiting for controller command
- Low power status, Red light flashes.

Operation Definition

- When the target light is in the off state, tapping the product or pressing a button will turn it on.
- When the target light is not paired, press the button briefly to switch colors and enter the pairing state. In the pairing state, press the button briefly to switch colors, and press and hold the button to exit the pairing state and enter the unpaired state with the blue light flashing. Press and hold the button to turn off the target light when it is in the unpaired state.
- When the target light is paired, press the button briefly to turn it on/off. After turning it on, the target light will display a breathing cyan light, waiting for the controller to connect and control it. Press and hold the button to clear the pairing information and enter the unpaired state with the blue light flashing.

Remote Fucnctions and Operations

Button Fuctions:

Power Button:

- Long press: Power on / off
- Short press Switch between game mode and setting mode

Back Button:

- Switch game modes by shorting in game mode.
- Switch setting modes(brightness/sensitivity /matching sub-modes)in setting mode.
- Has no function in game sub-mode and matching sub-mode.
- Adjust brightness or sensitivity in setting sub-mode (brightness / sensitivity)
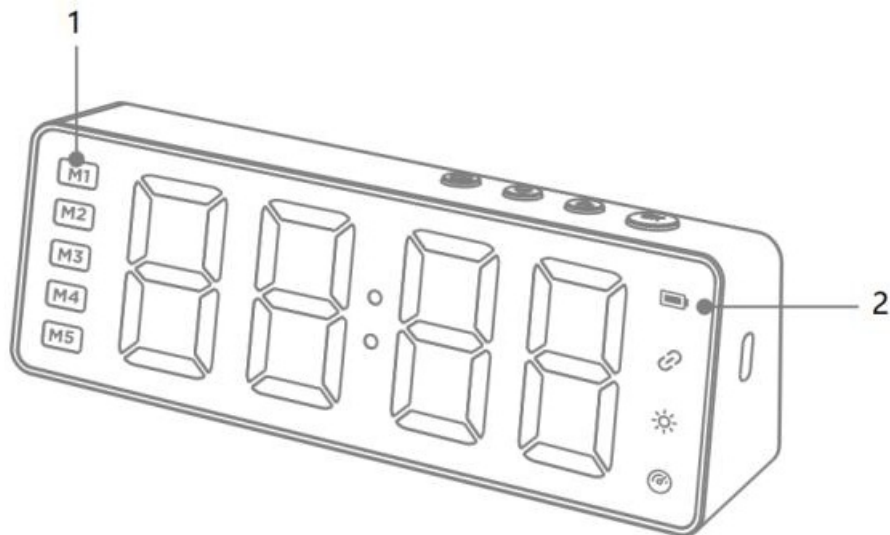
Forward Button:

- Switch game modes by shorting in game mode.
- Switch setting modes(brightness/sensitivity /matching sub-modes)in setting mode.
- Has no function in game sub-mode and matching sub-mode.
- Adjust brightness or sensitivity in setting sub-mode (brightness / sensitivity)

OK Button:

- Enter/exit sub-mode in setting mode; start/exit game in game mode.
- Long press to clear the paired devices in matching mode.

Current Game Sub-mode

- When not in game sub-mode, the indicator light of the current game submode
- will flash. Press the forward/backward button to switch game submodes,
- and press the OK button to enter the current mode. After entering
- the current mode, the indicator light of that mode will remain solid. When in
- a mode, press the OK button again to exit the mode.
- Game sub-mode 1 Left 2 digits: time right 2 digits: score
- Game sub-mode 2 Left 2 digits: time right 2 digits: score
- Game sub-mode 3 Left 2 digits: P1 score, right 2 digits: P2 score
- Game sub-mode 4 Left 2 digits: P1 score, right 2 digits: P2 score
- Game sub-mode 5 Left 2 digits: P1 score, right 2 digits: P2 score;

Battery Level Indication

- GREEN – Battery level is sufficient 100%~50%
- YELLOW – Battery level is moderate 49%~20%
- RED – Low battery 19%~1%
- BLUE – Powered by Type-C ;
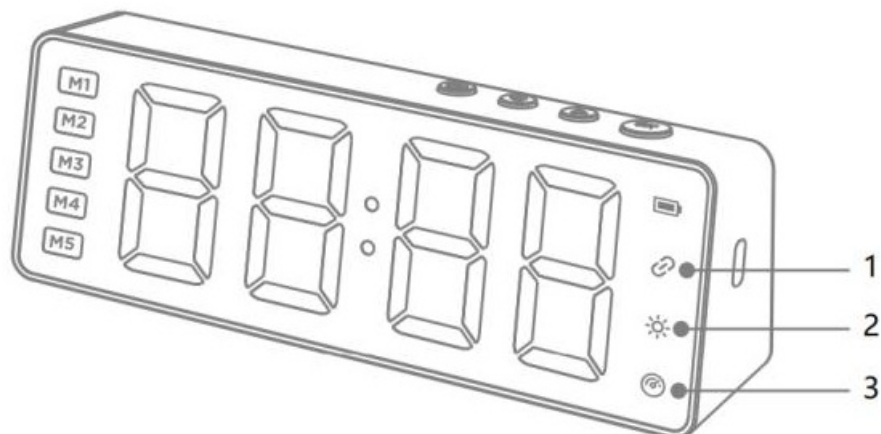
Setting Mode

- In game mode, press the power button to switch to setting mode. By default,
- the setting mode is in matching mode (1. Icon flashes). Press the forward
- button to switch to target light brightness adjustment mode (2. Icon flashes),
- and press the forward button again to switch to target light sensitivity
- setting mode (3. Icon flashes). Press the forward button to switch back to
- pairing mode, and press the backward button to switch to the opposite
- direction setting mode. Press the confirm button when the icon is flashing to enter the setting sub-mode

Matching Mode

Enter the matching mode and wait for the target light to pair with the terminal device. Long press the confirm button to clear all previously paired devices. The maximum duration for pairing is 3 minutes. When time out back to Game Mode.

Targets brightness adjustment mode

Short press the forward and backward buttons to adjust the brightness level. Long press to quickly adjust the brightness. After adjusting to the appropriate brightness level, press the confirm button to exit the brightness mode. The brightness level ranges from 1 to 15, with a default level of 8.

Targets sensitivity adjustment mode

Short press the forward and backward buttons to adjust the sensitivity level. Long press to quickly adjust the sensitivity. After adjusting to the appropriate sensitivity level, press the confirm button to exit the sensitivity mode. The sensitivity level ranges from 1 to 15, with a default level of 8

MODE 1: Normal Mode

In order to enter the game mode, you must have at least one paired target light. If not, the buzzer will sound an alarm and you cannot enter the game mode. When at least one paired terminal enters game mode 1, all terminals display default green, and the controller gives a default countdown. Within the countdown, each time a terminal is hit, the user earns a point. When all terminal lights are hit, all terminals are reassigned to red. After hitting all terminals in sequence (the colors will automatically change in order from green to red, blue, yellow, purple, and cyan), the game ends.

MODE 2: Random Mode

In order to enter the game mode, you must have at least one paired target light. If not, the buzzer will sound an alarm and you cannot enter the game mode. After entering the game mode 2, the left two-digit displays show a countdown of 1 minute, during which a random target light will turn green and stay on for 3 seconds. If the user hits the green target light within those 3 seconds, they earn a point, the targeted light goes out, and another green target light appears randomly. When the countdown ends, game mode 2 exits.

MODE 3: Duel Mode

To enter game mode 3, you must have two or more paired target lights. If not, the buzzer will sound an alarm and you cannot enter the game mode. After entering game mode 3, half of the target lights will display red and the other half will display green. Every time a red target light is hit, the left two-digit displays show an increase in points by 1. Every time a green target light is hit, the right two-digit displays show an increase in points by 1. The game ends when all green target lights are hit, or all red target lights are hit.

MODE 4: Random Duel Mode

To enter the game mode, you must have two or more paired target lights. If not, the buzzer will sound an alarm and you cannot enter the game mode. After entering game mode 4, only one red and one green target light randomly appear among all target lights. When the red target light is hit, the left display shows an increase in points by 1. When the green target light is hit, the right display shows an increase in points by 1. The game ends when the user presses the confirmation button to exit the game mode.

MODE 5: Full Random Duel Mode

To enter the game mode, you must have two or more paired target lights. If not, the buzzer will sound an alarm and you cannot enter the game mode. After entering game mode 5, half of the target lights will randomly display red and the other half will display green. Every time a red target light is hit, the left display shows an increase in points by 1. Every time a green target light is hit, the right display shows an increase in points by 1. The game ends when all red or all green target lights are hit and game mode 5 exit.

Specification Parameters

- **Model** WLTS101

- **Target Light Size:** 168mm*61mm*32mm
- **Remote Size:** 42mm*90mm*90mm
- **Target Light Weight:** 96.2g
- **Remote Weight:** 138.5g

Notice:
The controller and target lights should be operated according to the instructions to avoid unnecessary damage or malfunction Both the controller and target lights require three 5-AA batteries. Please ensure the safety of the batteries Please remove the batteries from the controller and target lights if they are not going to be used for a long time, to avoid battery leakage that could damage the equipment During use, please avoid collision, dropping, and other operations to prevent unnecessary damage or malfunction. If you encounter any problems during use, please contact our customer service center for more information. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmfull interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference to radio or television reception, which can bedetermined by tuming the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connext the equipment into and outlet on a circuilt different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. this device may not cause harmful interference, and
2. this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Documents / Resources

GMI WLTS101 Wireless LED Target System [pdf] User Manual
2BB35-WLTS101T, 2BB35WLTS101T, wlts101t, WLTS101, Wireless LED Target System, WLTS 101 Wireless LED Target System, LED Target System, Target System

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