



SENTRY 1Pro Wireless Laser Target System User Manual

[Home](#) » [Sentry](#) » SENTRY 1Pro Wireless Laser Target System User Manual 

Sentry®

1Pro Wireless Laser Target System
User Manual



Contents

- [1 Product Overview](#)
- [2 Product Specification](#)
- [3 App Download](#)
- [4 Product Introduction](#)
- [5 RGB Indicator Definition](#)
- [6 Product Notification](#)
- [7 Documents / Resources](#)
- [8 Related Posts](#)

Product Overview

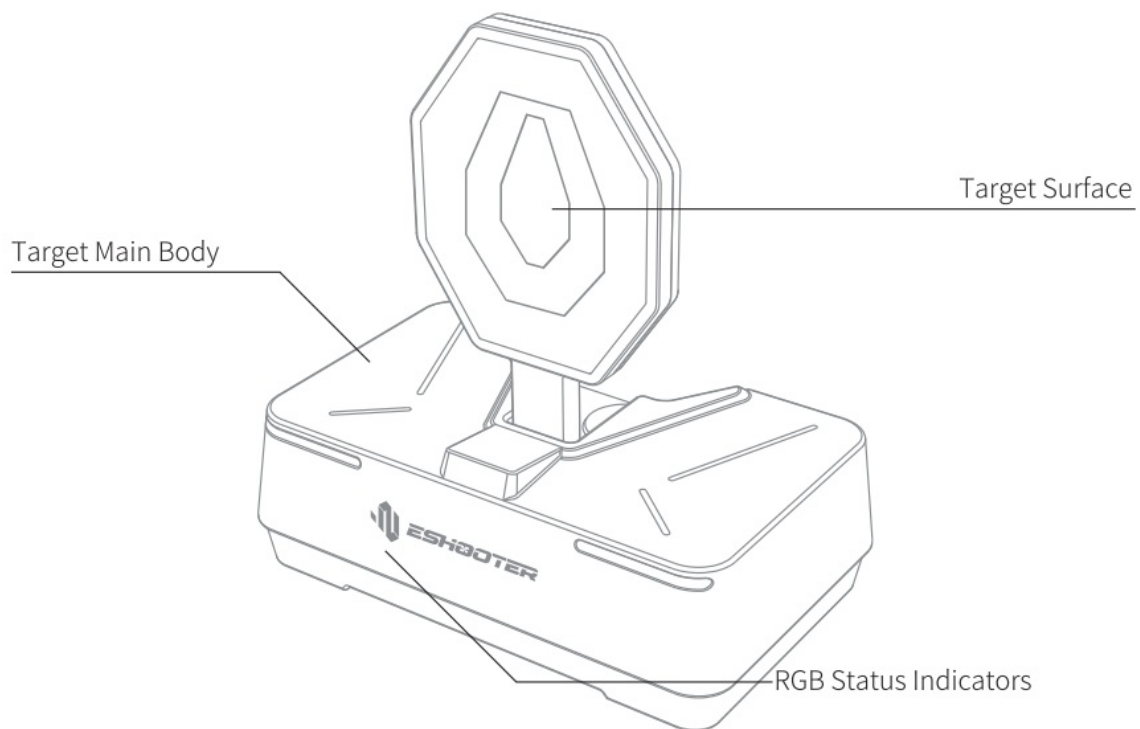
Dear customers,

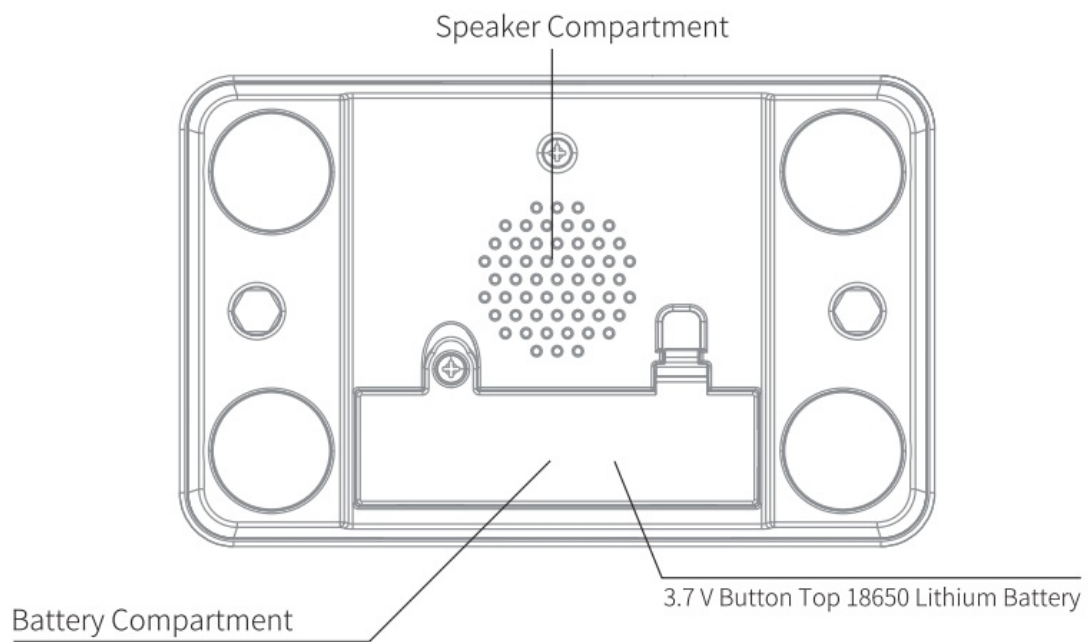
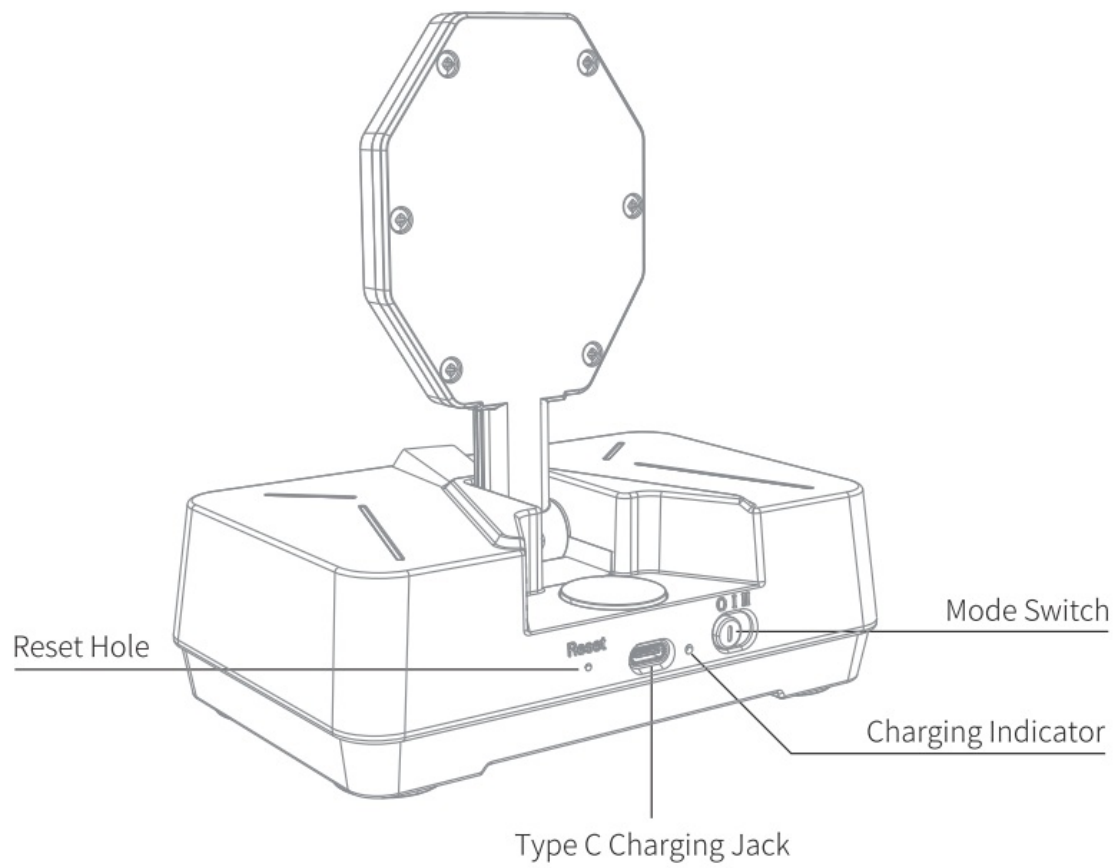
Thanks for purchasing our wireless laser target system. In order to help you know how to use it better, please kindly read this manual before using and remember to keep it well.

This package mainly includes : 1 wireless laser target, 1 sound activated laser shooter simulator and 1 type C charging cable. Once the surface of wireless target was received laser from laser shooter simulator, the signal was generated to order the target fall down to finish a whole shooting action. This product not only simulates a real gun shooting situation, but also records the shoot score in the App by wireless Bluetooth function.

They are mainly used for dry fire training, shooting range training and other shooting scenarios, which could improve your shooting accuracy, reaction speed and at the same time make your shooting more safer, convenient and interesting

Laser Target Illustration:





Product Specification

Product Model	V501
Size	146 x 91 x 156 mm(L/W/H)
Weight	373 g(With Battery)
Case Material	PA6 + Metal
Bluetooth Distance	≤30m
Carrier Frequency	38-56KHZ(Carrier Mode)
Temperature Range	-10°C – 60°C
Rated Input	5V = 1A
Standby Current	50 mA
User Age	14 +
Battery Type	Button Top 18650 Lithium battery 3.7V



Please take out the battery and remove the insulating shim when you use it for the first time.

App Download

Please download and install “ESHOOTER”App from App Store (iOS) and Google Play (Android). or scan the QR code to download



<http://www.eshooter-world.com>

Product Introduction

1. Laser Mode Option

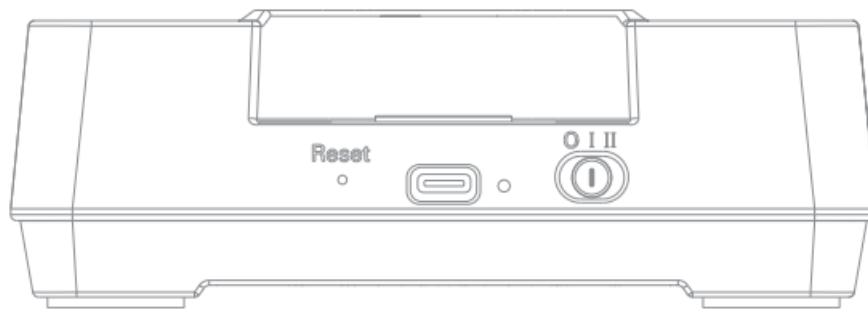
1.1 "I" is Carrier Mode, please use with Shouter V500 laser shooter simulator, which with 38-56KHZ frequency,"

II "is No Carrier Mode, which works with any laser shooter simulator.

1.2 RGB indicator color of target is blue light blink when target is turned on, then it will change to blue light on when App is connected successfully.

1.3 "0" is shutdown mode, when target goes to sleep mode, the target need to dial back "0" and switch back to the last laser mode to wake up.

1.4 If red indicator is blinking, which means a low battery warning of the target , please charge as soon as possible.



2. Device Connection

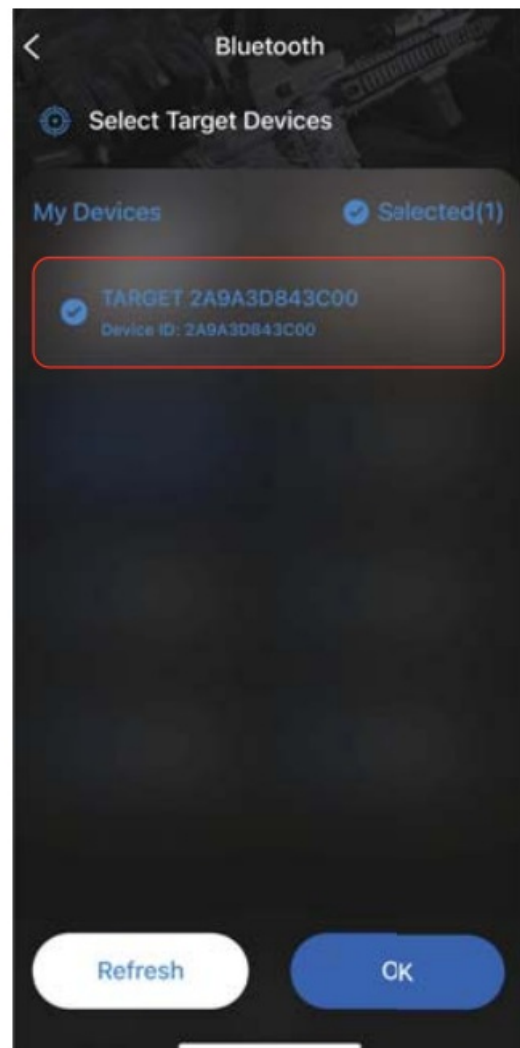
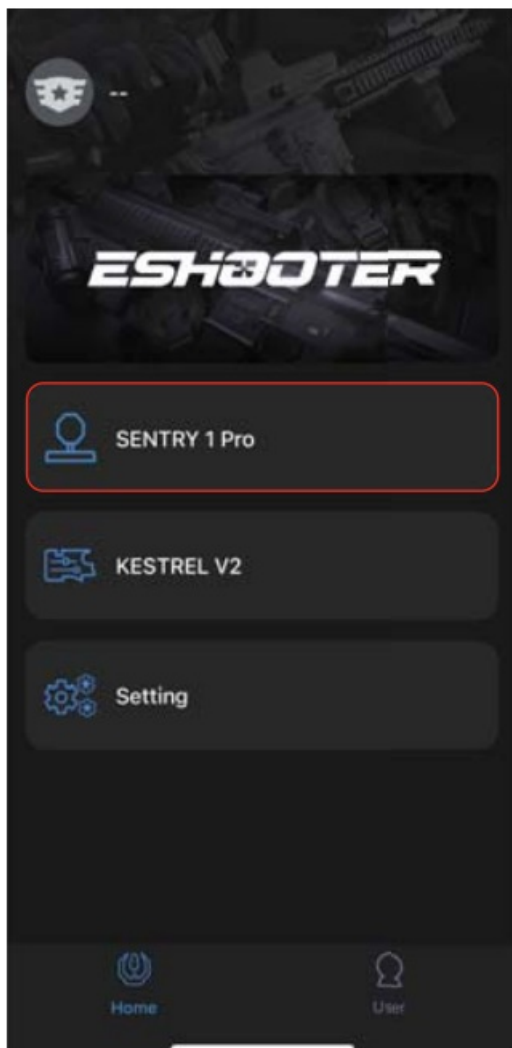
Notes :

1. Before connecting device, please make sure Bluetooth and position of your phone are turned on.

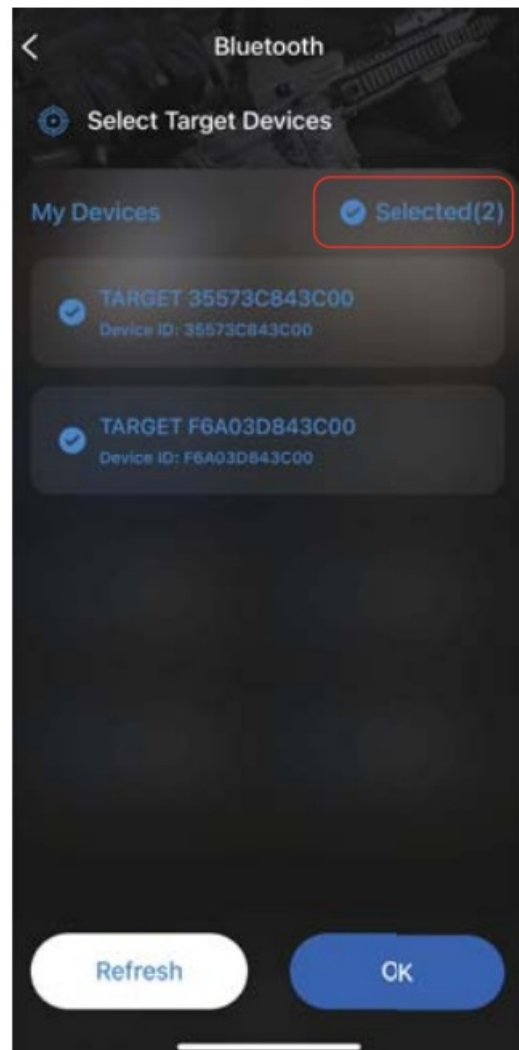
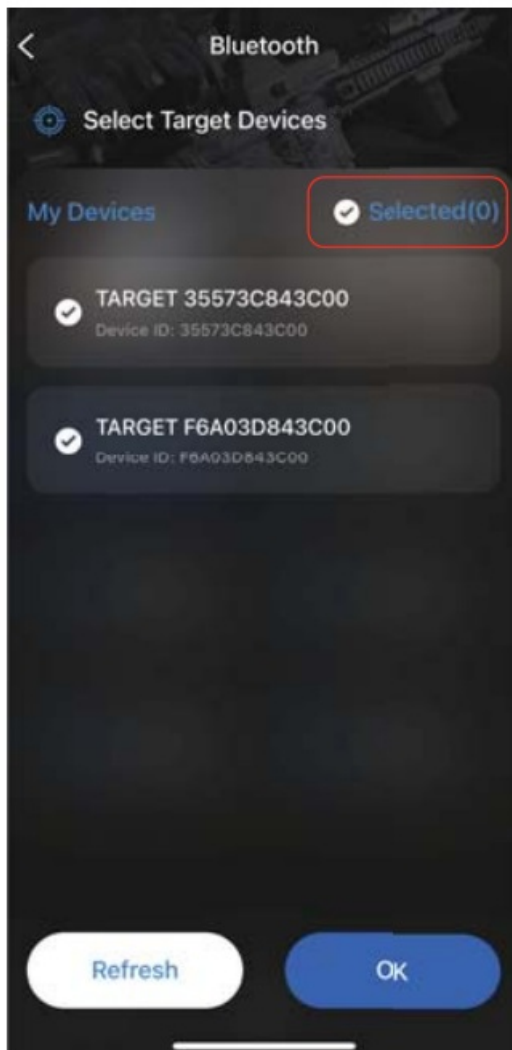
2. The target supports mobile phone with Android 5.0 and above or iOS 13.0 and above systems. The Bluetooth version is 4.0.

3. The App can connect targets up to 32 units.

2.1 Search the target which has been turned on and click to connection at the App connection



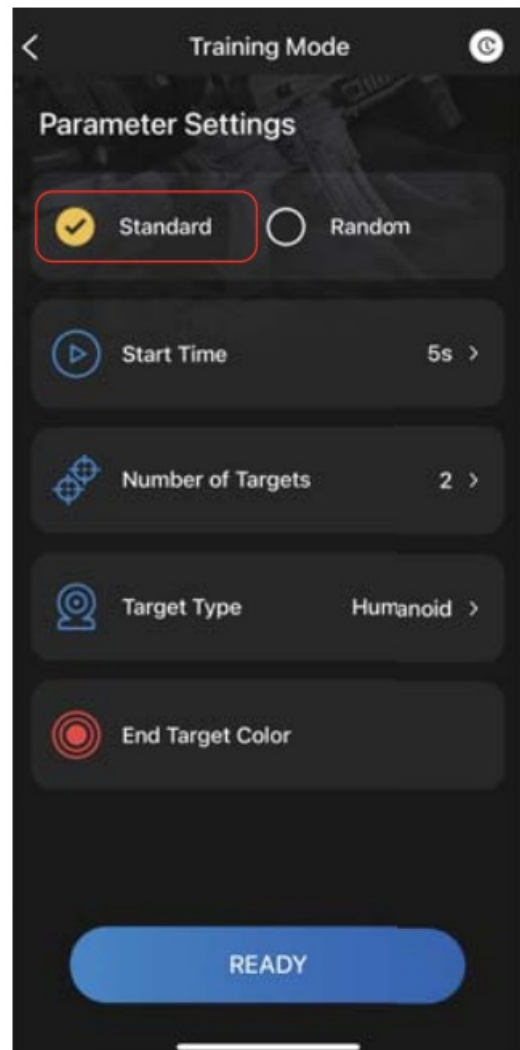
2.2 When reconnect the previous device, you can click " Select Alto connect all device once. interface.



3. Training Mode Training Mode includes “Standard” and “Random”. 3.1 Standard Mode: Select “Standard” at the “Training Mode” and set game parameters. Then click “Ready” to shoot. Shooting can start automatically once countdown is over. Notes: the target with red indicators is stop target, game will over once it is shoot down, the total score will be displayed at the App.



Training Mode



Standard



Countdown

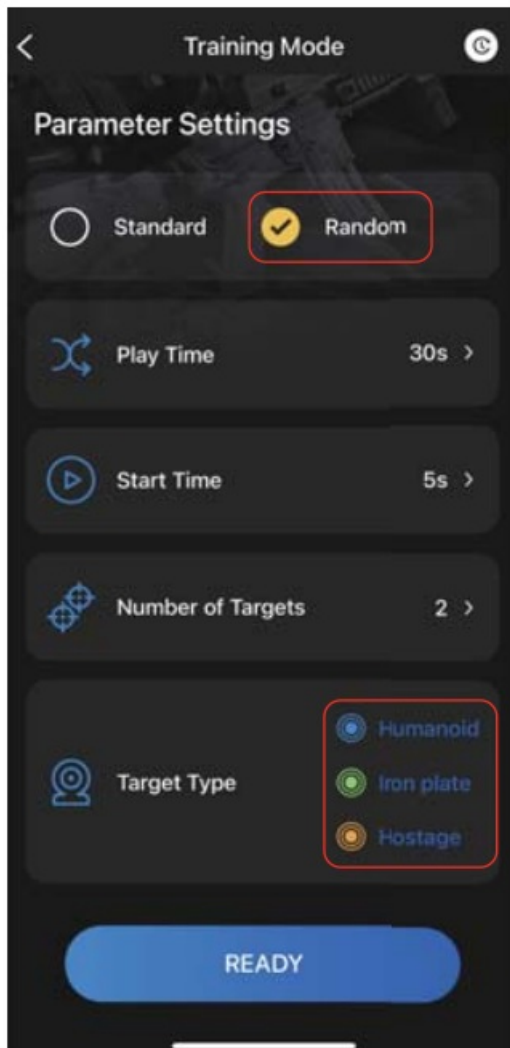


Score Record

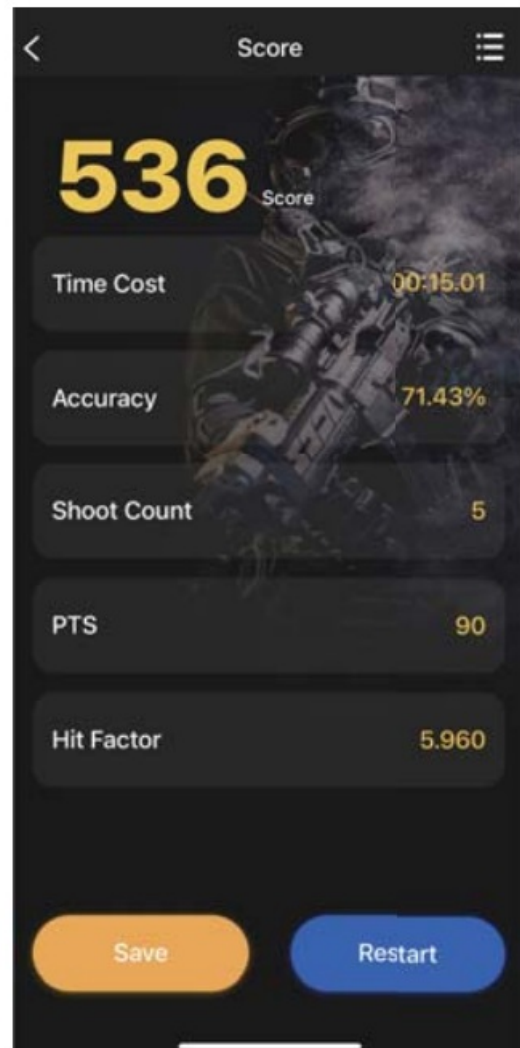
3.2 Random Mode: Select "Random" at the "Training Mode" and set game parameters. Then click "Ready" to shoot. Shooting can start automatically once countdown is over.

Note: The calculation rule of total score please refer IPSC.

1. Blue indicator means "Humanoid Target" : shoot 2 times to win the score.
2. Green indicators is "Iron Target" : shoot 1 time to win the score.
3. Orange indicator means "Hostage Target" : shoot to deduct the score.
4. When the shooting time is up, App will display total score.



Random&RGB Indicator Type

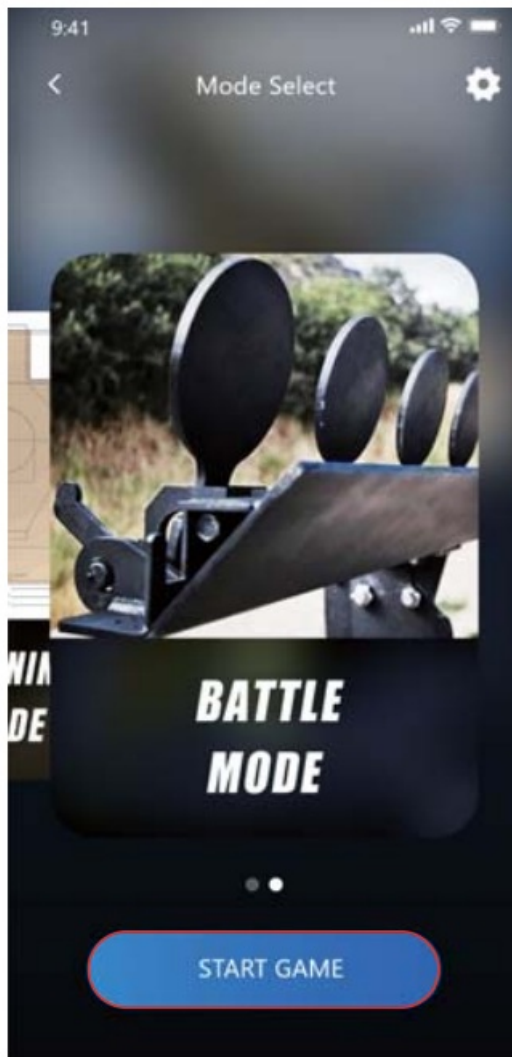


Score Record

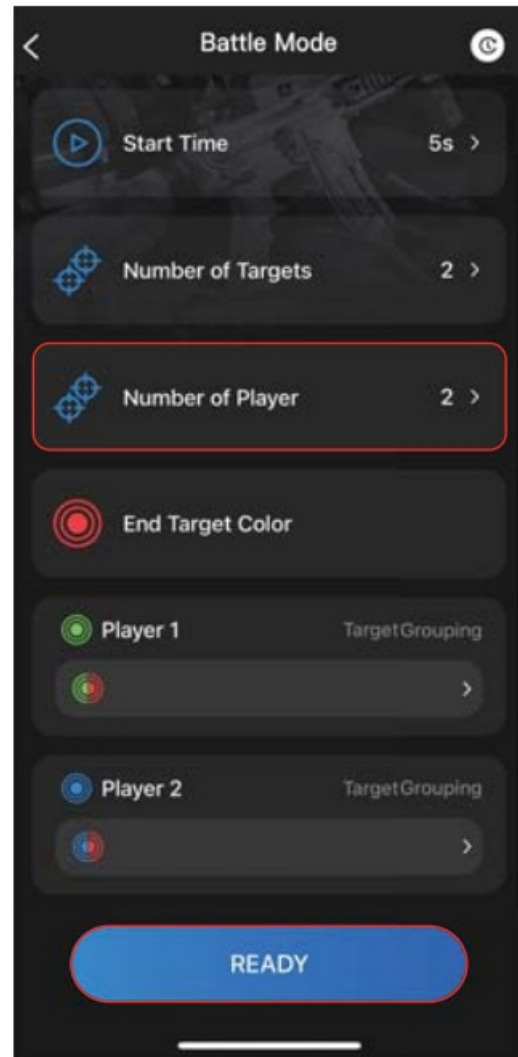
4. Battle Mode

Battle mode requires the number of connected targets from 2 to 32. And support the number of player groups from 2 to 5.

Select "Battle Mode" (swipe screen to left) on the mode selection page, then set game parameters (depend on the number of your targets and players).



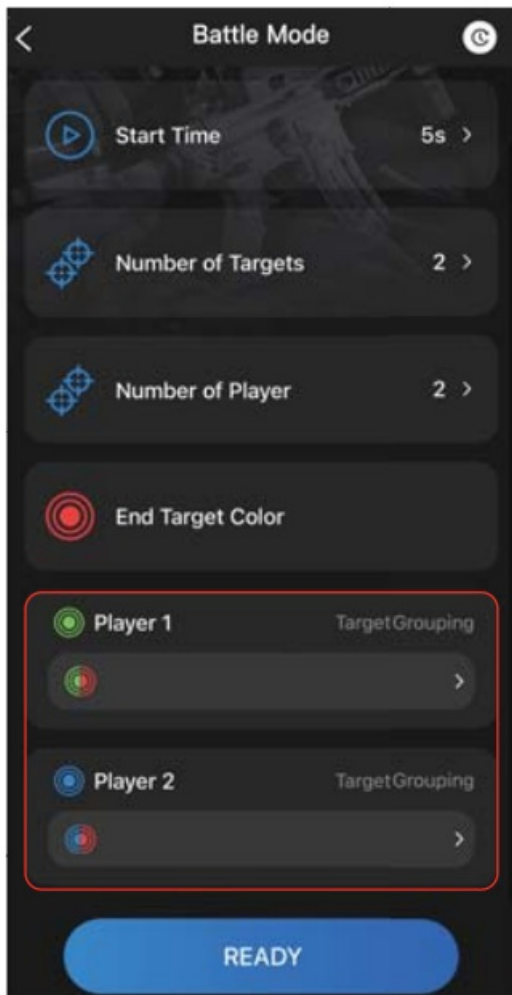
Battle Mode



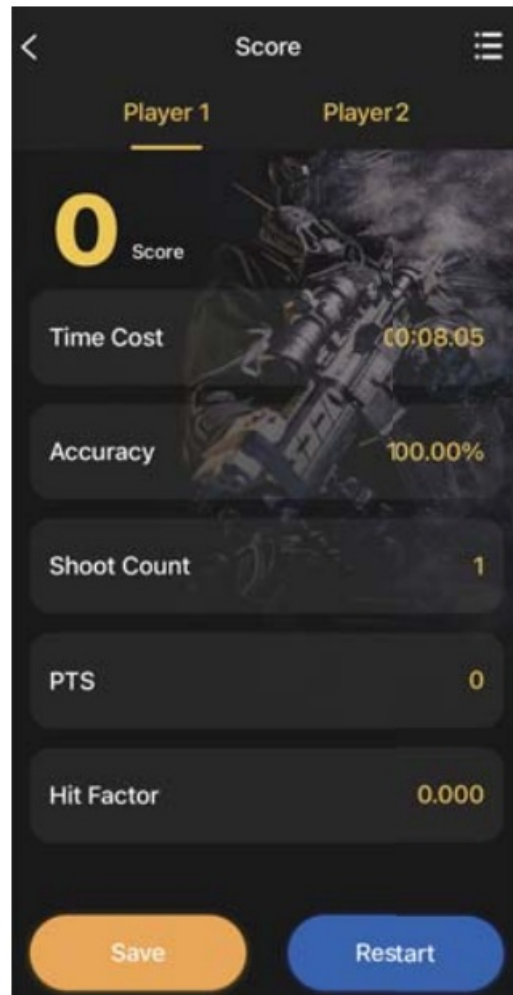
Numbers of players

Notes :

1. Once the player shoots stop target (red indicator of target), the game will be over.
2. Different player groups will be recognized with different colors (green, blue, orange, purple, cyan).
3. The score of each group will be displayed on the App when the game is finished. Setting player groups and group color on the App, red indicator of target means stop target. Player need shoot the same colored laser target with its team color to win the score; If player shoots stop target, the battle is finished. Each player's score can be displayed on the App when the game is finished.



Target Grouping



Score Record

RGB Indicator Definition

Blue Light Blink: Ready for shooting. Blue Light On: Shoot 1 time to turn green, shoot again to knockdown.



Green Light On: Shoot 1 time to knockdown.



Red Light On: Stop Target , the game will over after shooting Red Light Blink: Low battery warning.



Orange Light On: Shoot 1 time to knockdown. Orange indicator is “Hostage”. Target” : Score will be deducted once shoot.



Product Notification

Sleep Mode

Target will go to sleep mode if it doesn't use more than 5 mins, switch mode button again to restart.

Battery Charging

The type C charging jack supports DC 5v power supply, please use standard charging plug. The RGB indicator of target is red when it is charging. Once battery is fully charged, RGB indicator is off.

Low Battery Warning

When battery power of target is lower than 20%, RGB indicator is red light blink. please charge the battery as soon as possible.

Wireless Signal

When using SENTRY 1 Pro to connect to your phone, please turn off the connection of other devices; to avoid interference with the wireless signal.

Common Malfunction

Malfunction 1: The target with no response after turning on , and the blue indicator isn't blinking.

Solution : 1. Check the positive and negative terminals of the battery are correct or not.

2. Replace the battery and restart the target. Malfunction 2: RGB indicator is red light blink.

Solution : 1. When target rod is upright, push it to a position of 45° and restart the game in the App.

2. Replace to the fully charged battery. Malfunction 3: " I "Carrier Mode can't be recognized.

Solution : 1. Make sure the check" I "is on.

2. Restart the game in the App.

3. Please press"Reset"button in the target if it still doesn't work. Malfunction

4: Under' II "No Carrier Mode, target rod rises and falls automatically.

Solution : 1. Please press"Reset"button(or restart the target).

2. Try again under a weak light environment.

Battery Usage Precautions

- Do not use batteries which we don't recommend.
- Do not short-circuit the battery.
- Do not throw battery into fire, it may cause explode.
- Please dispose or recycle battery properly.

Declaration of Toxic and Hazardous Substances

Parts	Toxic and Hazardous Substances or Elements					
	Plumbed (Pb)	Mercury (Hg)	Cadmium (Cd)	Chromium VI (Cr6+)	Poly-brominated biphenyls (PB B)	Poly- brominated diphenyl ether (PBDE)
Plastic	0	0	0	0	0	0
Metal	X	0	0	0	0	0
PCB	X	0	0	0	0	0
Other	X	0	0	0	0	0

○ Indicates that the content of the toxic and harmful substances 'n all homogeneous materials of the part is less than the requirement in SJ/T-11363-2006 (Limit requirements for toxic and harmful substances in electronic products).

X Indicates that the content of the toxic or hazardous substance is at least in one homogeneous material of the part exceeds the limit requirement by SJ/T11363-2006.

This product complies with RoHS environmental protection requirements: At present, there is no mature technology in the world that can replace or reduce the lead content in electronic ceramics and copper alloys.

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.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction

Warranty Card

Name :.....

Phone Number :.....

Email :.....

Address :.....

Item Model :**SENTRY 1Pro**

Inspector :.....

Date of Production :.....

After Sale Policy

Please keep this warranty card, purchase receipt and product packaging properly. Please present them when after

sales service is requested.

1. SENTRY 1 Pro has 6 months warranty service since the date of purchase.
2. If there is any quality issued found under the normal operation (not man-made damaged) while the product has not been disassembled by unauthorised technicians, the product is free for replacement in the first 30 days from the date of purchase.
3. During the warranty period, if there is a quality defected be found in the normal operation, free repair service is provided after the production is inspected and verified by the authorised technicians. Warranty service does not include the transportation cost and door to door service.
4. Warranty is void under the below circumstances, free repair service is no longer provided if,
 - 4.1 User does not follow the instruction menu, mis-installation, storage and use which lead to the product failure or damage.
 - 4.2 Any damage caused by force majeure reasons.
 - 4.3 Product failure or damage caused by the disassemble or modification by the unauthorised technicians.
 - 4.4 Warranty card or purchase receipt is not provided.
 - 4.5 Warranty period is expired.
5. Warranty service would be refused to provide if there original warranty card is not presented, the repair record is not consistent with the fact, any alteration or unrecognized description on the warranty card.

More

 Watch the Video	
www.eshooter-world.com	https://www.youtube.com/channel/UCIdOJbJ4UJ4K-UlfsMwHc_A




ESHOOTER

SENTRY 1Pro

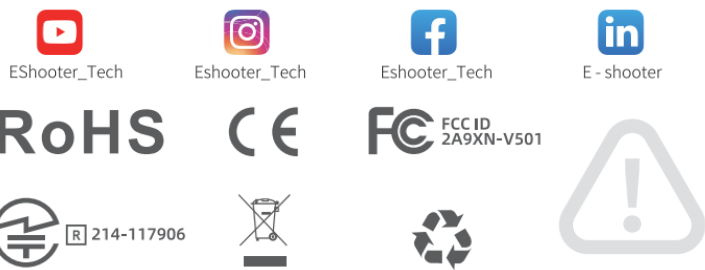
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Documents / Resources

	<p>SENTRY 1Pro Wireless Laser Target System [pdf] User Manual V501, 2A9XN-V501, 2A9XNV501, 1Pro Wireless Laser Target System, 1Pro, Wireless Laser T arget System, Laser Target System, Target System</p>
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