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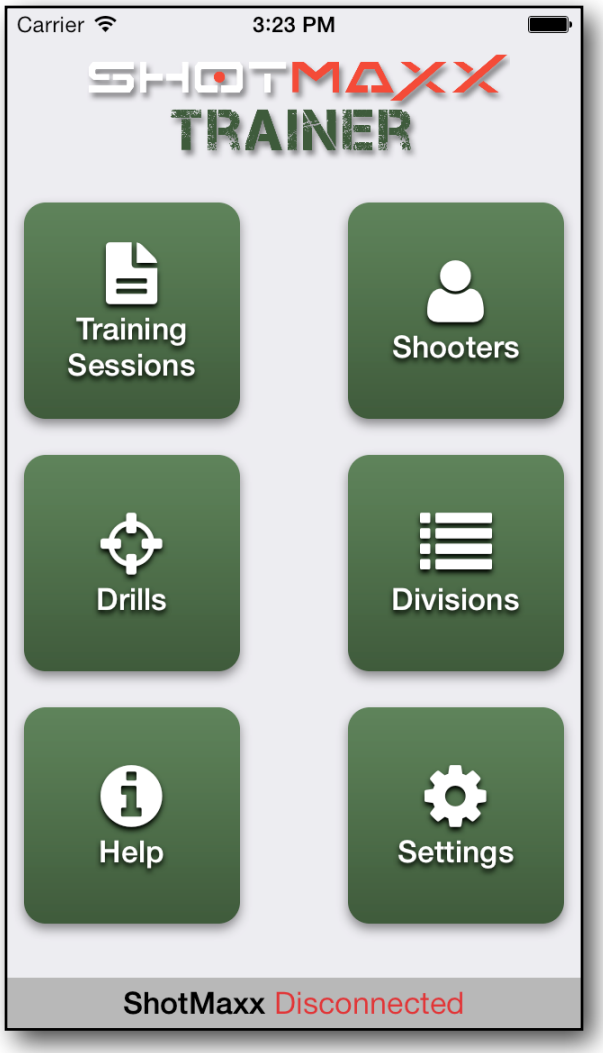
Introduction

Thank you for purchasing the ShotMaxx Trainer iOS application. The ShotMaxx Trainer app will allow you to record your sessions directly from the Double-Alpha ShotMaxx shot timer. It can be used by an individual or group of shooters, with one or more drills.

The first things you will want to do is setup the Shooter(s) and some Drills. If you know what drills you want to practice, you can enter them now. When you are at the range, you can take a picture of the drill and add it to that specific drill. Then you will setup you Session and then begin the Repetitions.

We have a section on our website forums setup for users to upload and down their drills to share with others. http://on-core.com/forums/index.php/board,35.0.html You must be registered in order to upload or download.

Please note that the ShotMaxx timer Requires: iPad 2 or newer (note: it will not work with 1st generation iPads as Apple did not allow Bluetooth headset connections)



Feedback

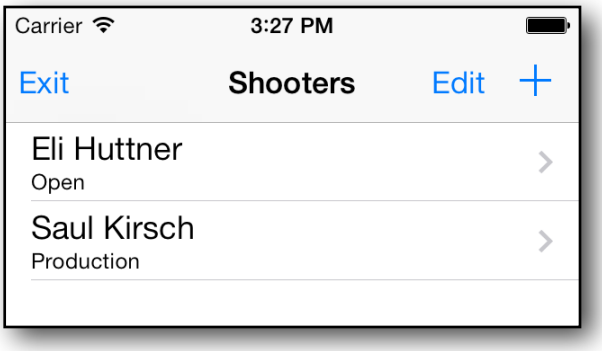
We encourage all users to provide us with comments, ideas, or improvements you would like to see in our software. Please do not hesitate to write to: info@on-core.com or to daa@doublealpha.biz with any comments, requests, or simply to encourage us to build more great software.

Technical Support

Please email us at: support@on-core.com with any issues. We will contact you as soon as possible to help you resolve any problems. Our technical support line is available Monday through Friday, from 10 AM to 6 PM Eastern Standard Time.

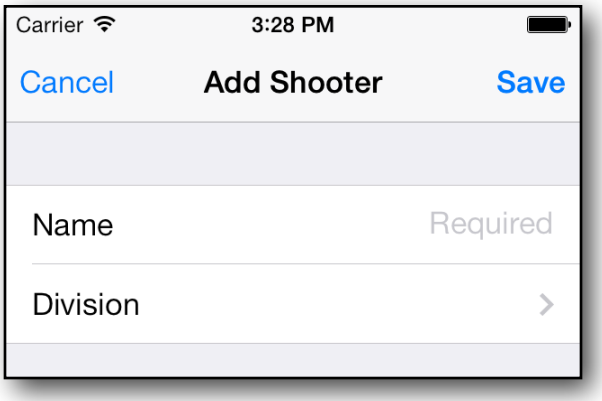
Shooters

The first things you will want to do is setup the Shooter(s). From the main screen tap on the Shooter button to bring up the list.



Add / Edit Shooter

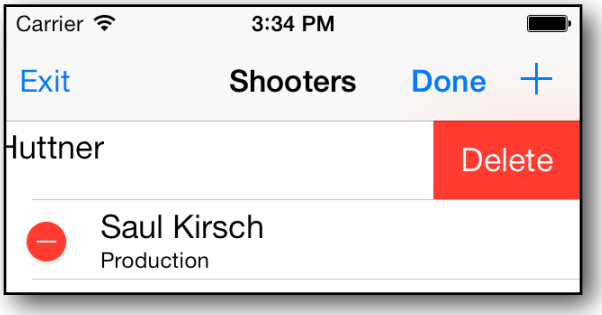
To Add a new shooter tap on the **+** (plus) button in the upper right corner and the Add Shooter window will appear. Enter the persons name and optionally the Division. We provide the standard IPSC and IDPA divisions, however you may add anything you want by tapping on the **+** (plus) button on the Divisions screen.



When Editing the shooter, it will display previously set information.

Delete Shooter

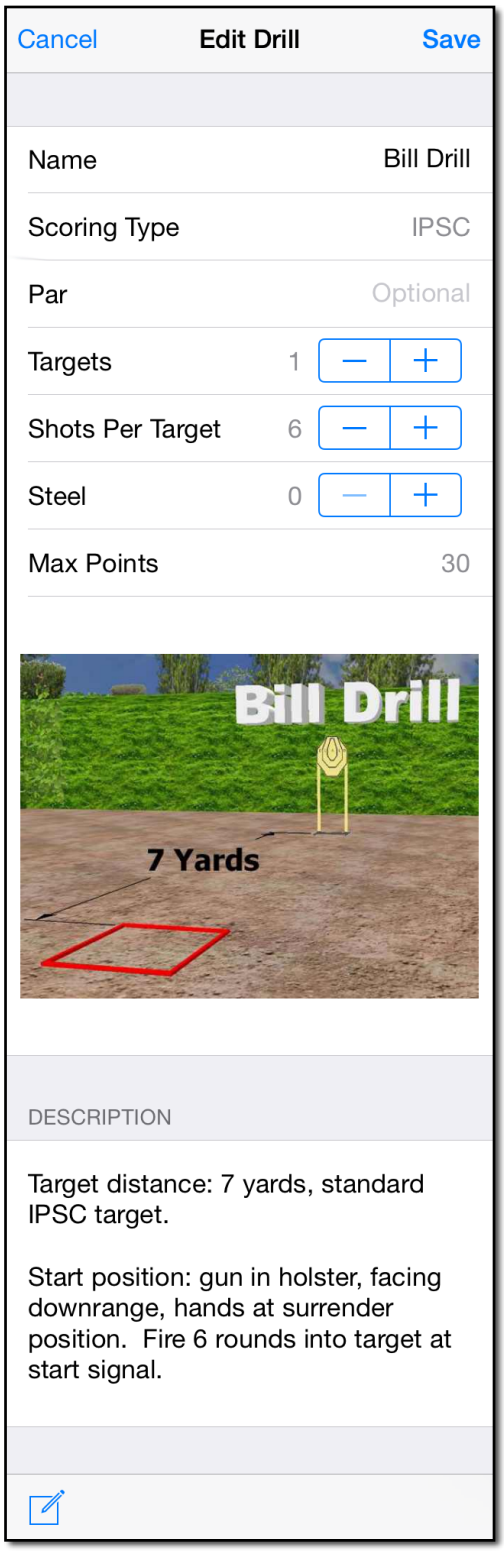
To delete a shooter you can either swipe from right to left to expose the *Delete* button or you can tap on the *Edit* button, then tap on the red circle, to the left of the name to expose the *Delete* button and the tap on *Delete* to remove them. If you selected the *Edit* button tap *Done* when finished.



Note: If you delete a shooter, it will permanently delete them from any sessions and remove all their Repetitions. The is not reversible!

Drills

Add / Edit Drills



To Add a drill, tap on the + (plus) button from the drill selector screen.

To Edit a drill, tap on the drill row.

Name: Name of the drill.

Scoring Type: Two different scoring methods are available. IPSC (USPSA) and IDPA. Each follows their respective rules and the "Calculator" is customized for each type. Note that when you create Sessions, you will set the Scoring Type and only be able to choose Drills that have the same scoring type.

Par: If you want to assign a Par time to this drill, enter it here. The maximum amount of time is 80 seconds for the ShotMaxx timer.

Targets: The number of paper targets.

Shot Per Target: This is the number of shots per paper target. It is defaulted to 2.

Steel: The number of Steel Plates or Poppers in the drill.

Max Points: (IPSC/USPSA only) The maximum points that can be achieved for this drill. This field is not directly editable, but is calculated based on the target info above.

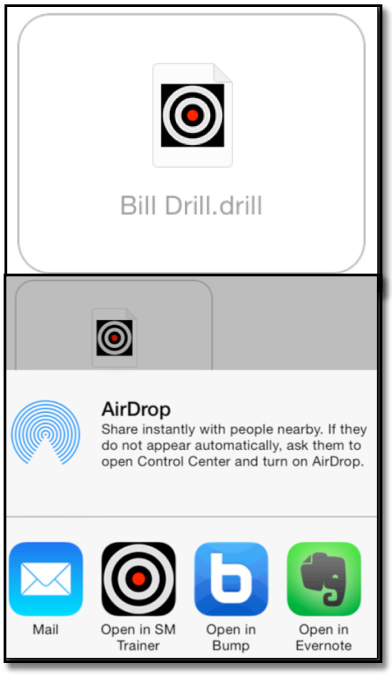
For example the Bill Drill is a series of 6 shots on a single target. It is based on the maximum point value for the target. An "A" value is worth 5 points. So in this example you would have 6 x 5 = 30 points.

Picture: You can either take a picture of the drill with the built-in camera or import it from your photo library. Tap on the Image Selector to add a picture.

Description: Enter a description of how the drill is to be setup and the course of fire.

Importing and Exporting Drills

Importing Drills



The drills can be imported from other users or downloaded from websites, such as from our Forums. All drills will end in the extension ".drill". Do not rename the extension.

The drill file can be emailed from/to you and your friends. In an email you will see the attachment with the ShotMaxx Trainer icon. Tap on the file and select the option to "Open in SM Trainer". This will launch the app and will let you preview the drill. If you want to import the drill, tap on the ***Import*** button (upper right) to add it to your drills database.

To download files from our website's forums, use the built-in Safari web browser. If you have Tapatalk, it may ask you if you want to use TT? Tap *Cancel*. You must be registered and signed into the forums in order to see the drill file attachments. You will find the drill attachment towards the bottom of a message next to the paperclip icon. Tap on the filename and it will open a new window with the Bill Drill.drill icon. Tap on the "Open in SM Trainer" link (upper right). This will launch the app and will let you preview the drill. If you want to import the drill, tap on the ***Import*** button (upper right) to add it to your drills database.

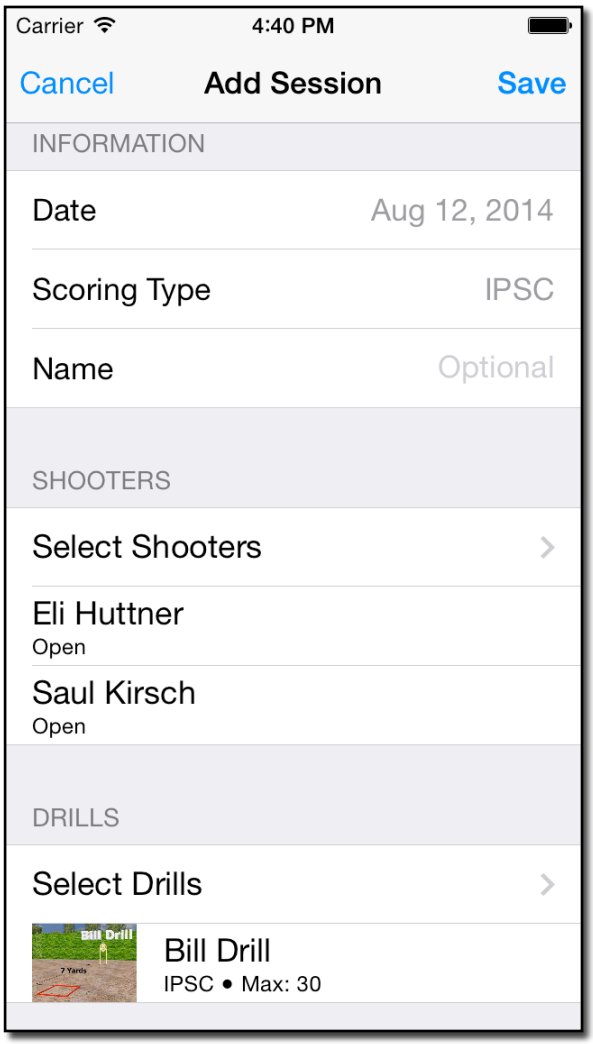
Exporting Drills

To export a drill, tap on the export button (square box with pencil on it, lower left). This will allow you to email the file to yourself or your friends. You could then upload it to the Forums to share with other users.



Training Sessions

Add / Edit Session



Now it's time to setup a Training Session. Tap on the + (plus) button to add a new Session.

Date: Today's date will automatically be selected when you add a new entry. Tap on the row to change the date and then tap on the top date row when finished.

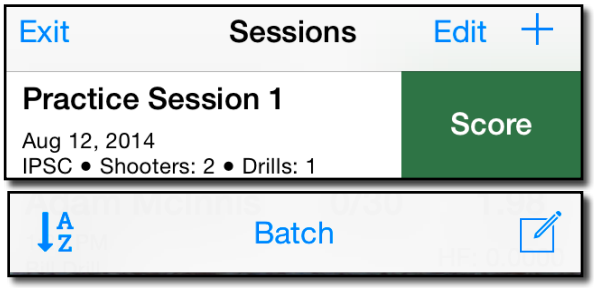
Scoring Type: Two different scoring methods are available. IPSC (USPSA) and IDPA. Each follows their respective rules and the Calculator is customized for each type. Note that the Scoring Type can only be set when you Add a Session. You will only be able to choose Drills that have the same scoring type.

Name: The name of your practice session.

Shooters: Tap on Select Shooters to add one or more shooters. A list will pop-up that will have the list of all shooters entered in the app. Tap on the name to select that shooter. A checkmark will appear to the right of their name. Tap on as many shooters are you want to add to this session. To remove a shooter, tap on the row again to remove the checkmark.

Drills: Tap on Select Drills to add one or more drills. A list will pop-up that will have the list of all drills entered in the app. Tap on the name to select that drill. A checkmark will appear to the right of the drill name. Tap on as many drills are you want to add to this session. To remove a drill, tap on the row again to remove the checkmark.

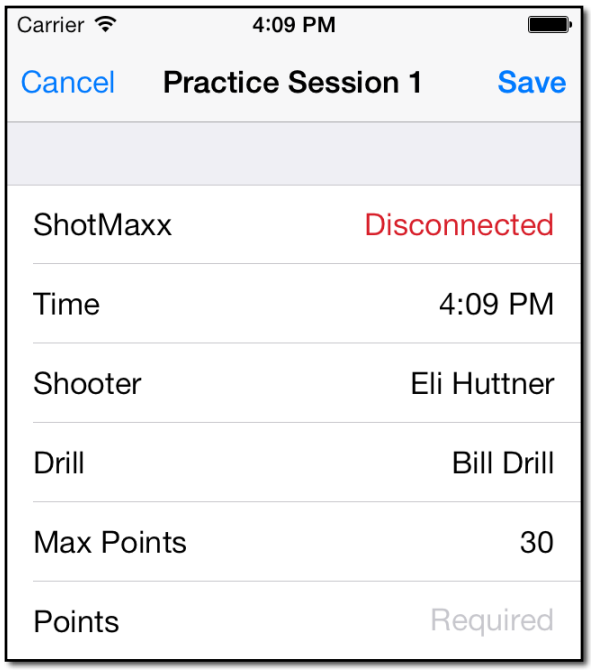
When finished tap ***Save*** button and you will see the new Session in the list.



Export the Session: If you want to export the sessions, on the **Repetition** screen tap on the little square box with the pencil (bottom right corner) and it will bring up a Mail window. Select the To: email address and the tap Send.

Scoring

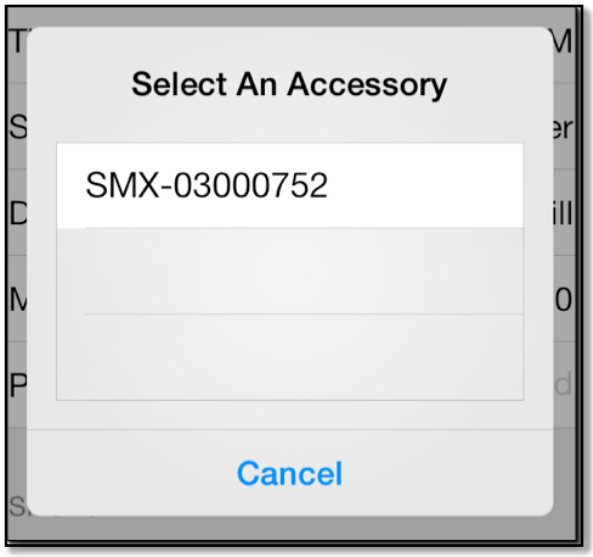
To start Scoring tap on the green Score button on the Sessions page. This will bring up the Repetitions screen. Tap on the **+** (plus) button to add a new *Repetition*.



ShotMaxx: The first thing you need to do is connect the ShotMaxx timer to the app. When the ShotMaxx is not connect, red text will show that it is Disconnected. If the ShotMaxx is connect, it will display the serial number of the timer in green text.

On the ShotMaxx you will need to enable the Bluetooth communications. From the timer screen "- - - -", press the ***Set*** button until you see the "**bt**" option. Press the ***Rev*** or ***Set*** button to turn it "on".

Tap on the ShotMaxx row to bring up the Bluetooth picker. Select the ShotMaxx device "SMX-xxxxxxxx". It will take approximately 20 seconds for the devices to "pair".



Once "connected", the text will change to a Green color and show the connected device number. e.g. ShotMaxx: SMX-03000123 and the Select An Accessory screen will disappear.

The timer is now connected to the ShotMaxx Trainer app.

Time: The time that the repetition was created.

Shooter: This will default to the first shooter in the list. If necessary pick the correct shooter.

Drill: This will default to the first drill in the list. If necessary pick the correct drill. The drill will be "memorized" until it is changed to a different drill.

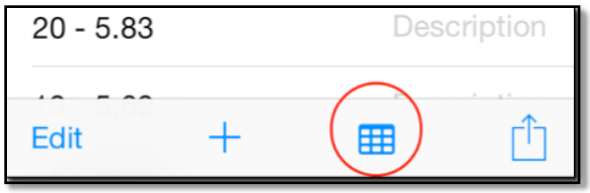
Max Points: (IPSC/USPSA only) Will display the maximum number of points that can be scored on this drill. This number cannot be modified from this screen. If you need to change the points, it must be changed from the Drill screen. However the drill can only be changed if it has not been used and removed from this Session.

Points: (IPSC/USPSA only) This is the points scored when the drill is completed. You will need to determine the points based on the scoring rules. You can either score manually or use the built-in shot calculator.

Score: (IDPA only) will show Score instead of Max Points / Points. The Score will be the time plus any penalties scored using the IDPA Calculator. You can enter the total time in this field if you prefer.



Calculator



The calculator is access by tapping on the calculator icon, bottom icon, second from the right. The score on the top of the screen will update on each tap. Press *Done* when finished.

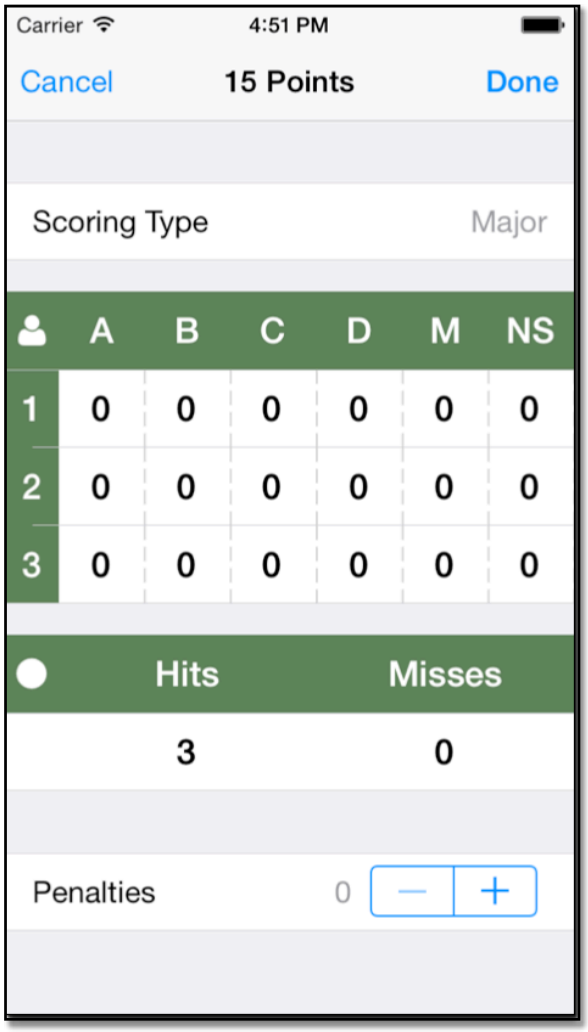
IPSC/USPSA Calculator

Scoring Type: First set the scoring type to Major or Minor for your division.

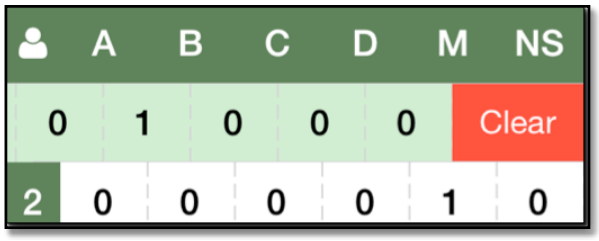
Paper Targets: Each row will allow you to score each paper target. Tap on the number of A, B, C, D, Misses or No Shoots. Once the maximum number of hits has been completed the row will turn Green to show that target is now complete.

Steel: The steel will default to all hits. If you miss a steel target, tap on the Misses value. To add back to the Hits, just tap on the Hits.

Penalties: If any penalties are accessed, tap on the **+** (plus) button to add penalties.



Clear: If an incorrect value is score on a row, you can Clear out the row by swiping from Right to Left on that row. Tap on the Clear button to clear out the values.



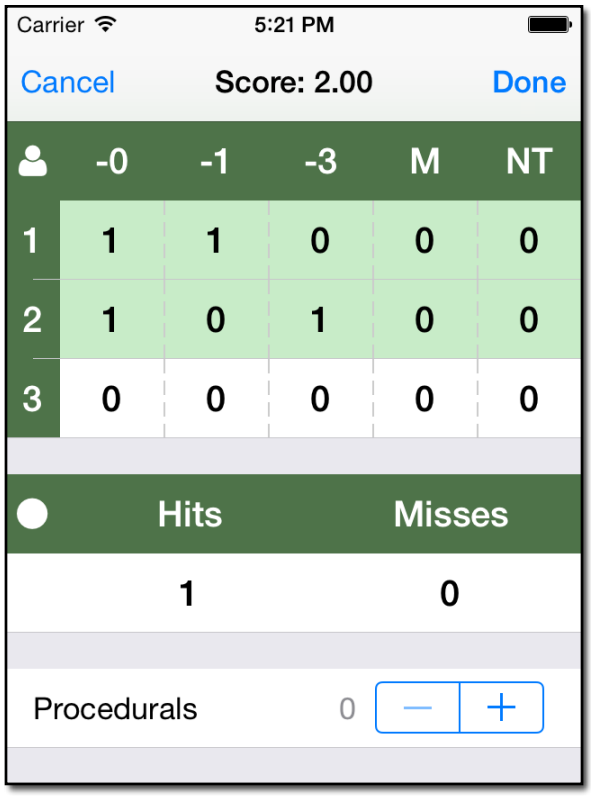
IDPA Calculator

Paper Targets: Each row will allow you to score each paper target. Tap on the Points down: down zero (-0), down one (-1), down 3 (-3), Misses / down 5 (M), or Hits Non-Threat (NT).

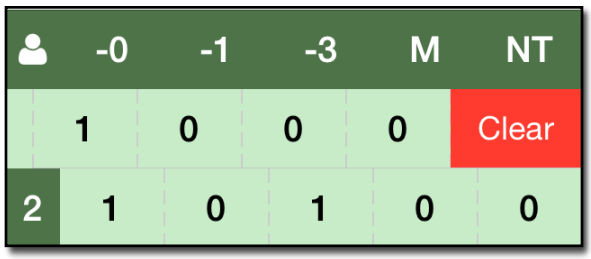
Note: if you do not have at least one down 0 or down 1, the calculator will automatically assign a "Failure to Neutralize" penalty (+5 seconds). Once the maximum number of hits has been completed the row will turn Green to show that target is now complete.

Steel: The steel will default to all hits. If you miss a steel target, tap on the Misses value and HNT penalty. To add back to the Hits, just tap on the Hits.

Procedurals: If any penalties are accessed, tap on the **+** (plus) button to add penalties.



Clear: If an incorrect value is scored on a row, you can Clear out the row by swiping from Right to Left on that row. Tap on the Clear button to clear out the values.



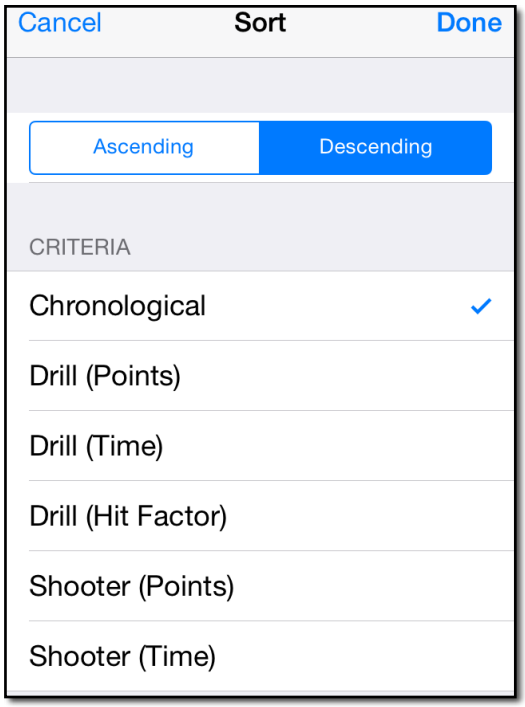
Repetitions

Once you have saved your Repetition it will show up in the Repetitions list for that Session.



Sorting the Repetitions

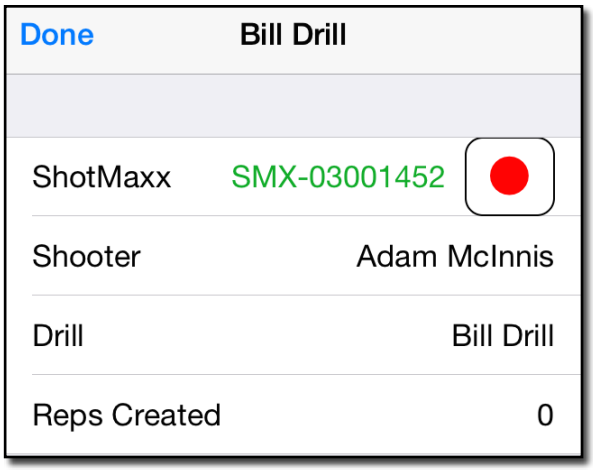
Tap on the Sort button (A/Z on bottom left). This will bring up the sorting options.



To Edit/View the repetitions, tap on a row. You can edit the repetition if desired.

Batch mode

Starting with the ShotMaxx firmware v3085, we now have a Batch mode where you can capture many repetitions without needing to score them. Their “points” (IPSC/USPSA) or “score” (IDPA) will be set 0 (zero) or no additional penalties (+0) respectively.

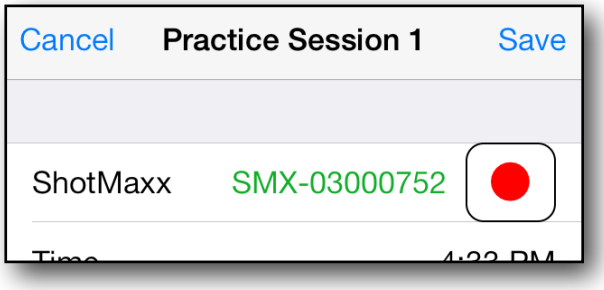


Make sure to select the Shooter and Drill that you want to record. On the ShotMaxx you will hit Start to start the repetition and then the Rev button to finish the repetition. The ShotMaxx will beep after it has sent all the shots to the ShotMaxx Trainer app. The *Reps Created* will increment by 1.

When you are finished tap on the Done button and it will bring you back to the Repetitions list. You can optionally go into each repetition and score them or leave them at zero.

Connecting to the ShotMaxx

First you need to enable Bluetooth on the timer. From the timer mode "— — — —" press the SET button until you get to "bt". Use the REV button to turn it ON. It will automatically turn Bluetooth OFF if it is inactive for 5 minutes, so you may have to repeat the connection process again.

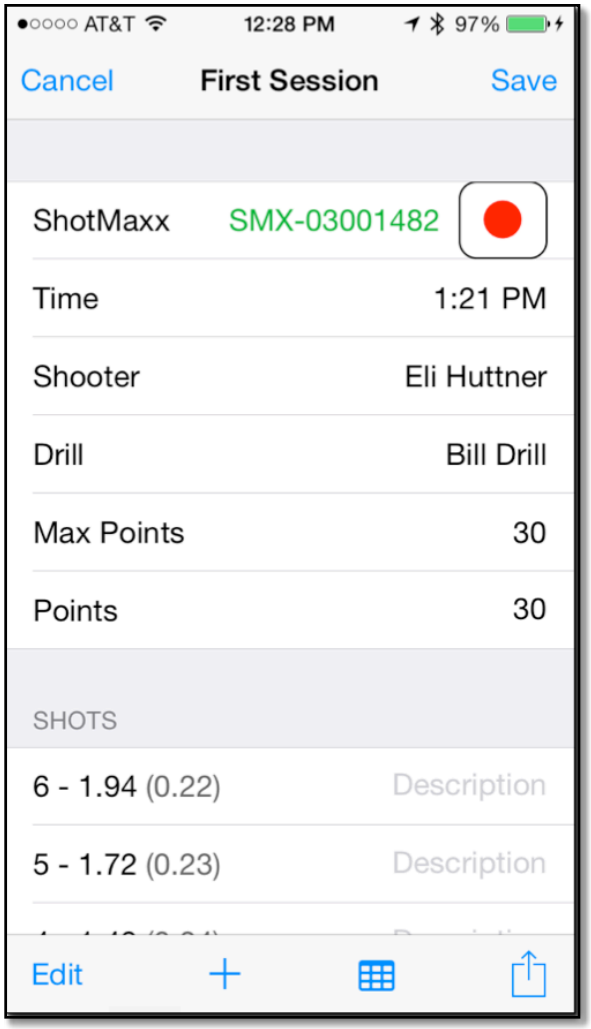


When you first launch the app, or the SM timer has timed out and stopped Bluetooth, it will say Disconnected. Tap on Disconnected to bring up the connection dialog and "Open Settings". Since iOS 12+, we can no longer user the old analog Bluetooth picker and you must connect to the timer using Apple's "Settings" app. Go to Bluetooth and find you timer, which starts with "SMX". Once it is "Connected" you can return to the ShotMaxx Trainer app and you should see something like the above when you are in a practice session.

NOTE: The ShotMaxx will turn Send off after 5 minutes of no activity.

Using the ShotMaxx Timer

The ShotMaxx timer added a new feature as of v3085. The new "**SEnd**" function can either send "**ALL**" shots or the "**LASt**" shot. We recommend setting it to **ALL** when using the ShotMaxx Trainer so you will see all the shot times and splits.



The ShotMaxx timer can be activated in one of two ways. First by pressing the START button on the ShotMaxx timer. The second option is to tap on the Record button on the ShotMaxx Trainer app.

When the shot(s) have been completed, press the **Rev** button on the ShotMaxx timer. The display will say "WAIT" while it is sending the shots and will beep when finished.

You can make notes on each shot line by tapping on the row and entering some short notes. Splits will be shown in parenthesis after the shot time.

Delete Shot: To delete a shot, swipe from Right to Left to reveal the *Delete* button. Tap Delete to remove the shot.

To Add a Shot: Tap on the + (plus) button on the bottom center of the screen. The new shot will be added in chronological order.

Export Repetition: The repetition can be export to Messages, Mail, Facebook or Twitter. Tap on the little square box with the up arrow (bottom right corner) and it will bring up the export chooser. Select the option and it will allow you to edit the message before sending. If using Twitter, the message size may be too large and will require some editing to get it down to the 140 character limit.

What to do if there is an error with a time?

From time to time ShotMaxx Trainer may show no time recorded or the shot time does not agree with what you are seeing on the ShotMaxx. There are a couple ways to correct this.

On the ShotMaxx:
- To resend the shots, press and hold the **Rev** button for 1 second on the ShotMaxx. It will beep once. This will resend the ALL shots or Last Shot time and Number of Shots depending on how you have the “SEnd” function set. It will beep when finished.

On the ShotMaxx Trainer App:
- Manually delete all shots and enter the last shot time directly to the application.

The ShotMaxx will display “WAIT” and then produce 2 to 3 short beeps when it has finished sending the Shot(s) to the app. That will alert the RO, so they will know that he/she can be ready to start the next string if everything is ok.

ShotMaxx Troubleshooting

First make sure that you are using the latest version of the firmware available. Firmware version 3085 or greater is required. The latest firmware version can be found here: http://www.shotmaxx.com/support/

If the ShotMaxx is not used for 5 minutes, it will turn the "**bt**" off and will no longer transmit times. If the ShotMaxx Trainer still shows Connected, you can try to turn "**bt**" back "on" again and should work properly. If the ShotMaxx Trainer says Disconnected, make sure that "**bt**" is "on" on the ShotMaxx and tap on the text Disconnected to reattach the ShotMaxx timer.

If you are having problems getting the ShotMaxx connected, you may want to connect the ShotMaxx to a power source, such as the car charger or electrical outlet to Reset it. Wait for 5 to 10 seconds and then disconnect the power. Set "**bt"** to ON and then follow the procedure at the beginning of this section to Connect the ShotMaxx again.

When the ShotMaxx Trainer app first launches it iOS will ask you if you want to allow it to use the "Microphone". If you had tapped No, then you will not be able to receive times. Launch the Apple "Settings" app. Go to Privacy -> Microphone, find ShotMaxx Trainer and turn the switch ON. It should be green in color when on.

Please feel free to contact us on our Forums: http://www.on-core.com/forums or via email (links on the first page of this manual).