App User Manual

***IMPORTANT: READ CAREFULLY BEFORE USE**

This manual is for the following software versions:
App Version: **1.1.0**
Device Firmware Version: **2.2**

Manufactured By
Trigger Interactive, LLC
Brookings, SD, United States

Veteran Owned. American Made.

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Power On and Pair Devices

Trigger Interactive

***Note - Refer to the Trigger Interactive System User Manual for details on pairing devices and mesh networks.**

Power Your Devices On

Hold power button down for 3 seconds.

Solid Green LED = Power On

Press and hold for 3 seconds

Pair Your Devices

Press the power button for 1 second on each device to enter pairing mode.

**Note* – Control Hubs will stay in pairing mode for 60 seconds. All other devices will stay in pairing mode for up to 60 seconds unless they are discovered by a Control Hub first.

Blinking Blue LED = Pairing Mode
Solid Blue LED = Paired

Press for 1 second

Getting Started

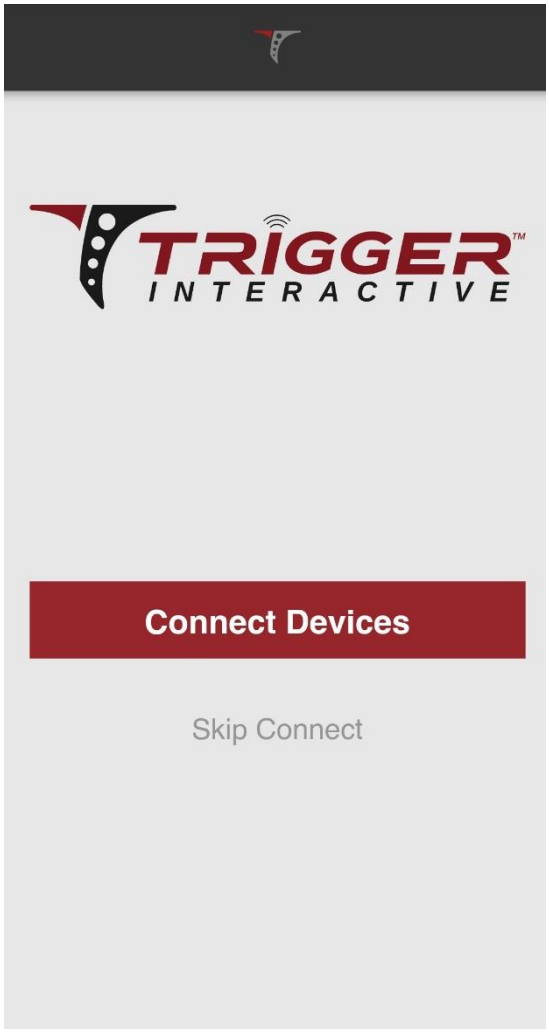
Download the App

Download the Trigger Interactive app from your app store.

At this time, the Trigger Interactive app is only available for Android operating systems.

Operating Systems Requirements:

- Android 9, or newer
- Bluetooth 5, or newer



Upon opening the app, the landing page will display.

Connect Devices – This will display the “Devices” management screen where you can pair and manage your Trigger Interactive devices.

Skip Connect – This allows you to skip pairing devices and takes you straight to the “Train” screen.

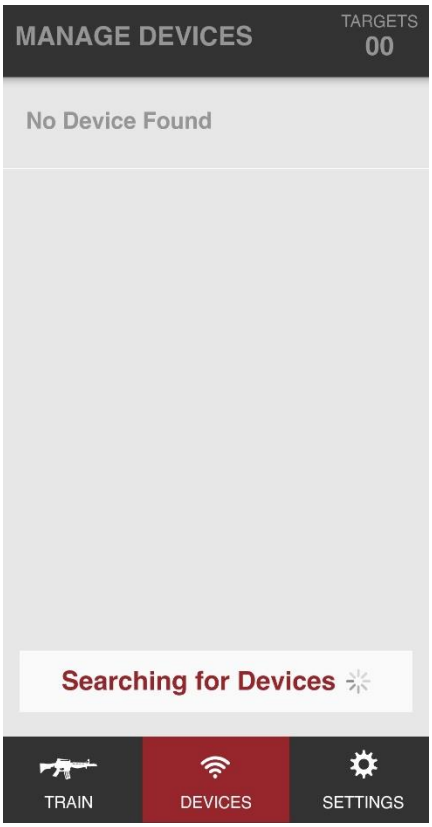
Connect a Control Hub (HUB)

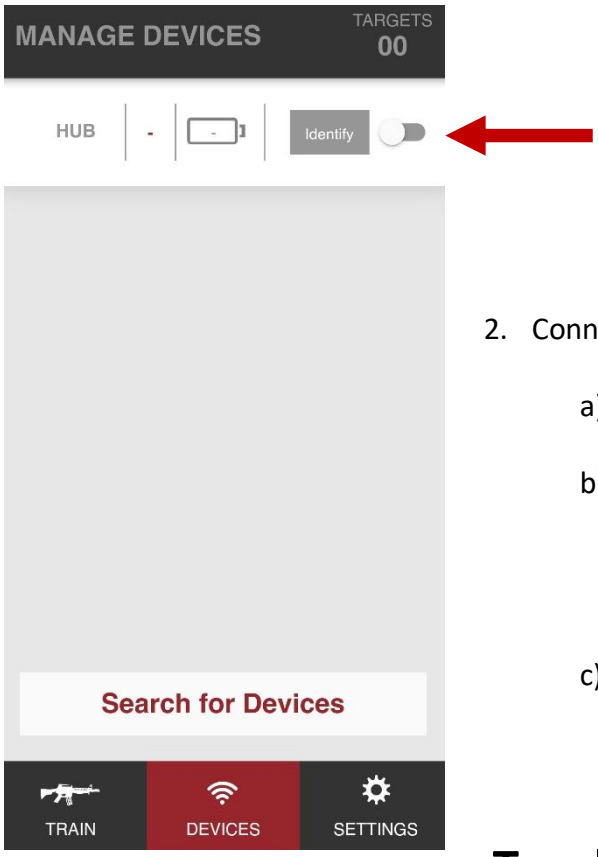
Trigger Interactive

1. Navigate to the Devices screen.

    a) Anytime you navigate to the Devices screen, the app will automatically refresh and search for available devices for 7 seconds.

    b) You will **NOT** be able to connect/disconnect devices during this refresh process.





2. Connect your Control Hub.

    a) Select the toggle button to pair your Control Hub.

    b) Only one Control Hub can be connected to a phone or tablet at a time. If multiple Control Hubs are available, once one is connected, the others will disappear from the available devices list.

    c) No other devices will display until a Control Hub is connected.

Toggle Switches

Disconnected Device: Grey switch in left position

Connected Device: Red switch in right position

Connect Devices

Trigger Interactive

Once a Control Hub is connected, it will search for, and display, available devices that have been paired to it – i.e. Smart Target Attachments (STA) and Signal Repeaters (RPT).

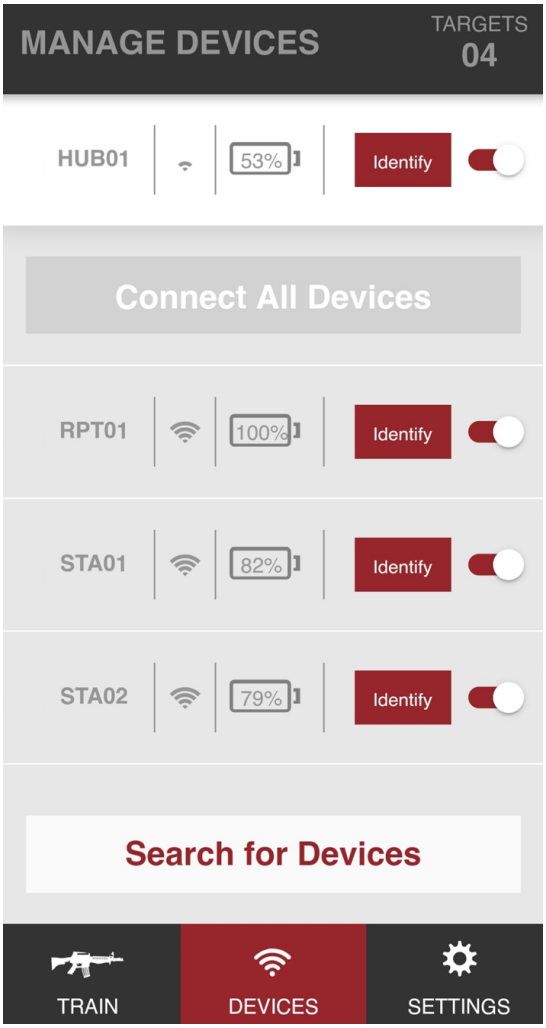
a) Devices cannot be connected/disconnected while the app is searching for devices.

b) Devices must be paired to a Control Hub before they can be seen in the app. Once paired, they will automatically show as connected.

c) Connected devices are automatically assigned an ID number once connected for identification while in use (STA01, STA02, etc.).

d) If your devices are paired, but not displaying in the app, you may need to select the “Search for Devices” button for them to display.

e) Signal Repeaters are always shown before Smart Target Attachments. Disconnected devices are displayed by signal strength in descending order.

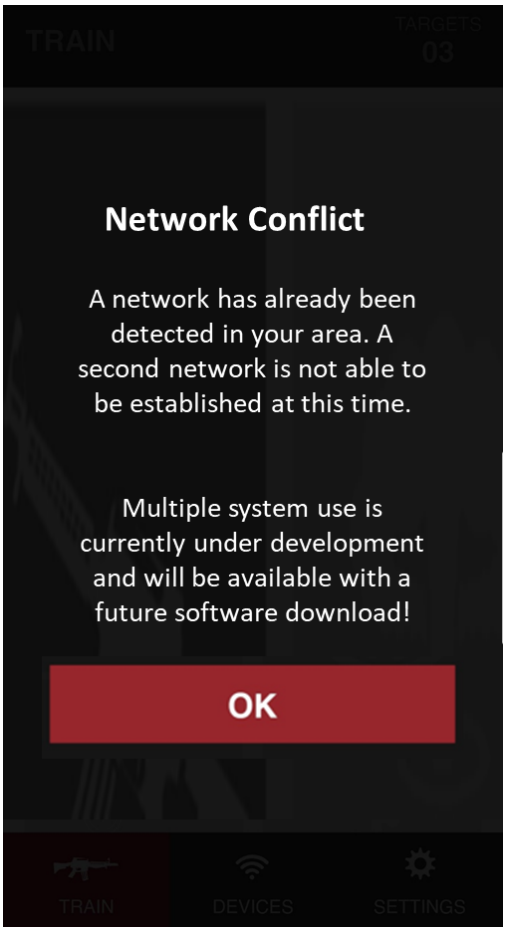


Maximum Device Limit

At the present time, the maximum number of devices that can be paired into a Trigger Interactive Smart Target Attachment System is 10.

This does not count the Control Hub. You can turn on, and connect, any number of Smart Target Attachments and Signal Repeaters as long as the total number of devices does not exceed 10 per system.

If more than 10 devices are connected to a system, the network stability will significantly decrease and the following message will appear.



If this message displays, immediately turn off any excess devices. If your network destabilizes, i.e. any devices, including the Control Hub, disconnect, the best practice is to restart the Control Hub and reconnect your devices. This will reestablish a stable network connection. Be sure to restart the app as well.

Device Status

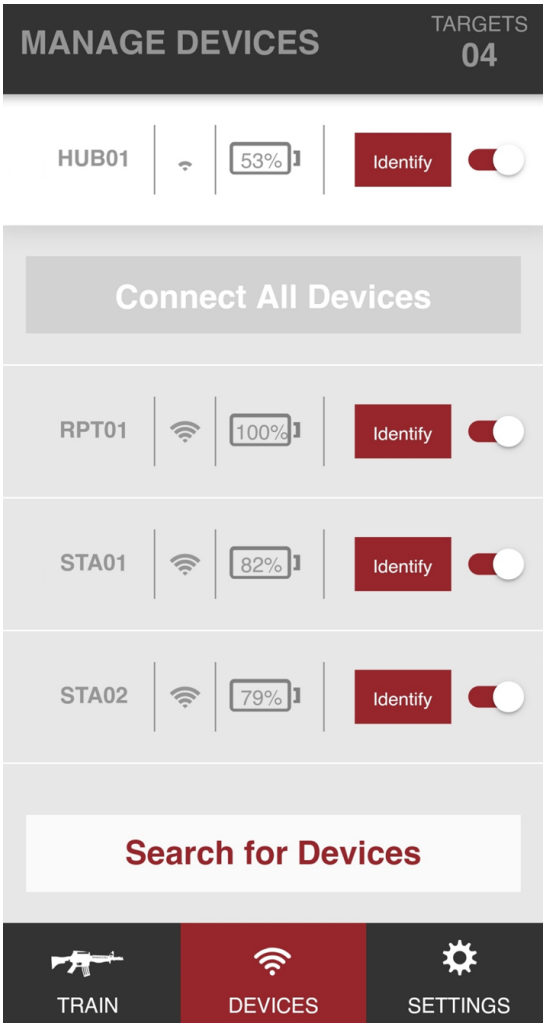
Trigger Interactive

*Note – the Identify button cannot be selected while the app is searching for available devices.

1. The Identify button can be used anytime (connected or disconnected) to help locate devices. Once pressed, each device will do the following:

    a) HUB and RPT – Green LED will pulse for 5 seconds.

    b) STA – The Active Target Indicator will activate and the green LED will pulse for 5 seconds. The Active Target Indicator will automatically deactivate after 5 seconds or if the target is shot before the time is up.



2. Once devices are connected, they are automatically assigned an ID number (Ex. RPT01) in numerical order in which they were connected.

    a) Scroll down to see the rest of the devices.

    b) Once connected, the battery status for each device will display.

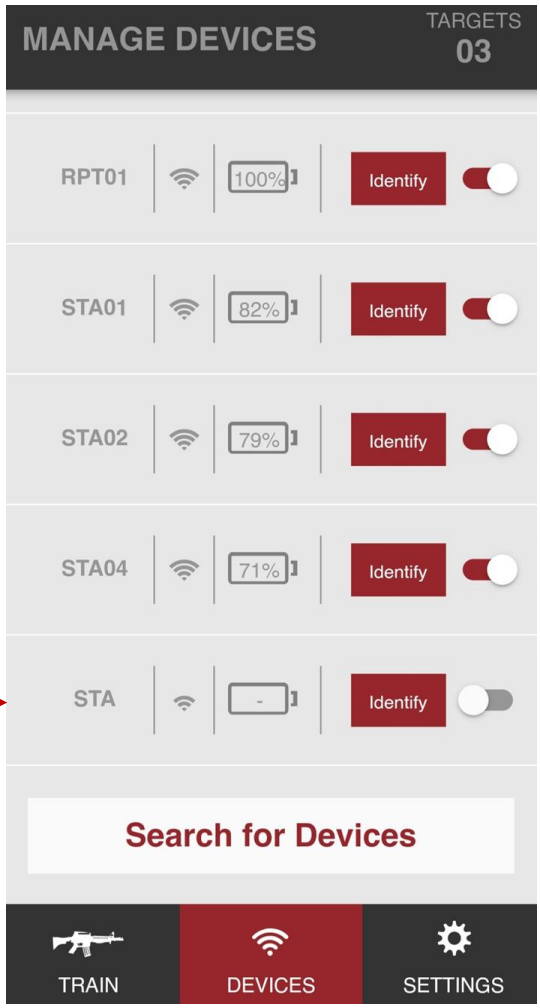
    c) If there are no devices available to connect, the Connect All Devices button will become greyed-out.

Disconnect Devices

Trigger Interactive

1. Devices can be individually disconnected by selecting the toggle switch.

Note - The devices are still paired to the Control Hub and Mesh Network, but this will allow the app to preclude them during scenarios.



2. If a device disconnects, other devices will retain their assigned ID, and the disconnected device will move below the connected devices.

    a) These ID's are automatically erased from memory once the app is closed or restarted.

    b) This allows for dropped/disconnected devices to easily be removed from the list, if needed.

3. Devices will automatically drop/disconnect for the following reasons:
    a) Loss of signal
    b) Insufficient battery power
    c) High Internal Temperature

Warning Icons

Trigger Interactive

Status Warning– appears at the top header of app when any of the following issues/warning icons appear on the Devices screen

*Note – This icon will remain until the issue is resolved or the affected device(s) is disconnected.

Low Battery – less than 10% battery power remaining

Dead Battery – device disconnected due to loss of power

Lost Signal – device disconnected due to loss of signal

High Temp Warning – device is nearing a non-operational internal temperature

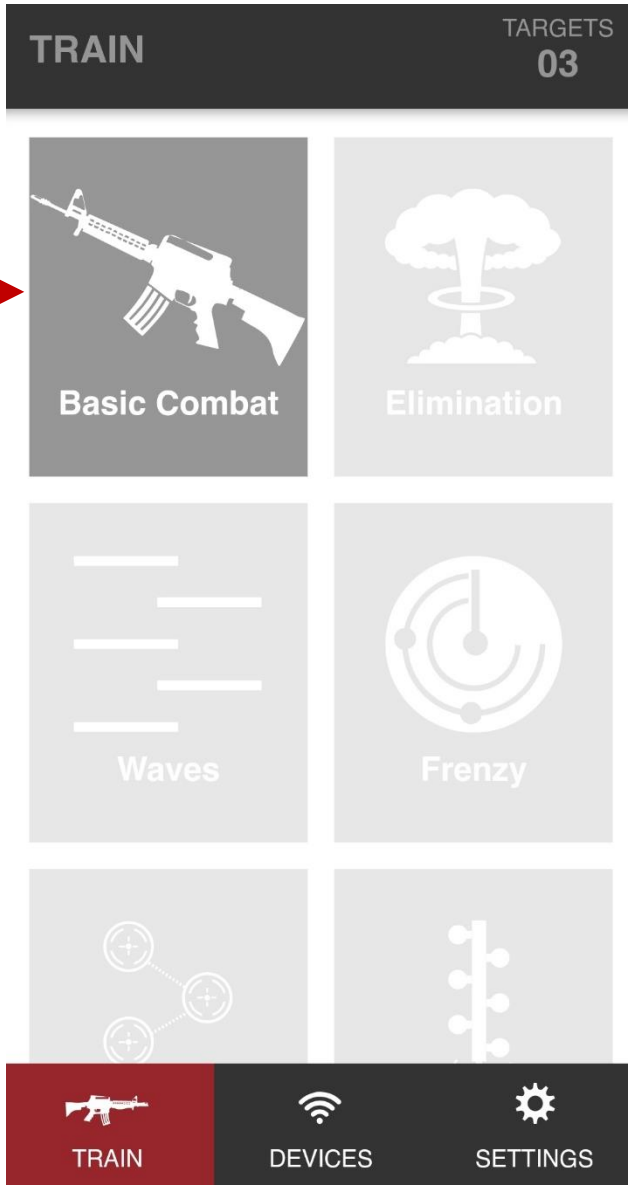
High Temp Shutoff–device disconnected due to internal temperature being too high for operation

Firmware Outdated – the device firmware needs to be updated to match the app software revision

*Note - see www.triggerinteractive.com/support for the latest device firmware

Train Screen

Trigger Interactive



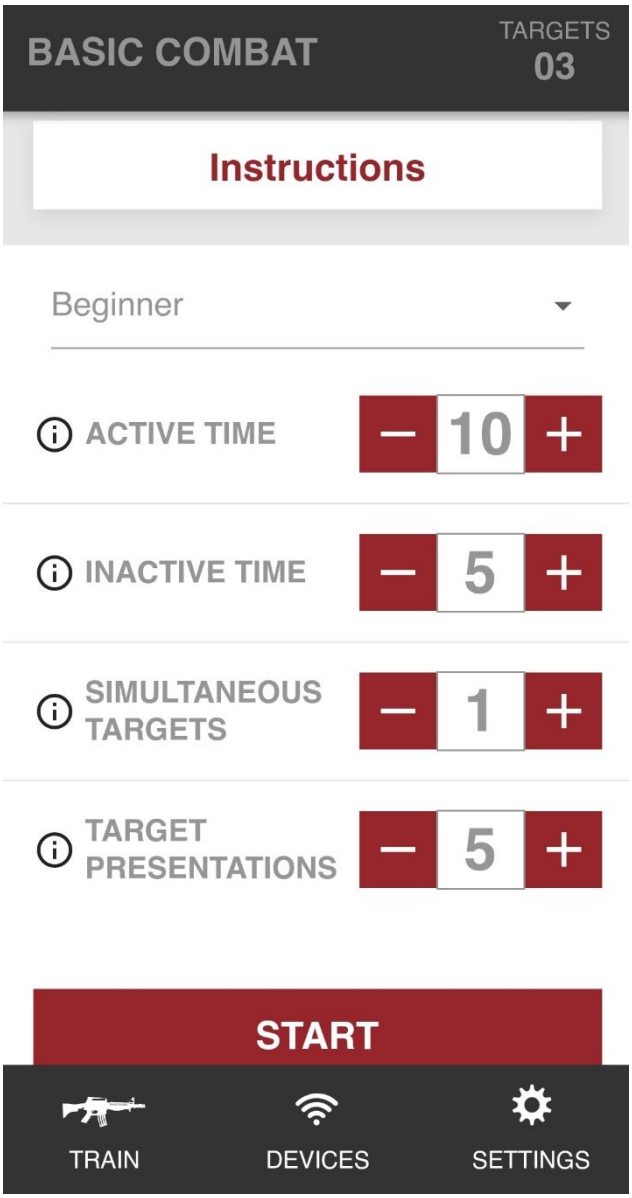
The Train screen contains various training scenarios. Basic Combat is immediately available and additional scenarios will be added in the future.

Select a scenario to enter the Setup Screen for that scenario.

Navigation Pane

You can easily switch between app screens using the navigation pane at the bottom of the app.

Basic Combat Setup Screen



1. When you select a scenario, you will go into the setup screen which allows you to set the parameters for that scenario.

2. Basic Combat has three preset difficulty settings you can choose from or you can set your own.

    a) Use the +/- buttons to change parameters.

    a) Changing any parameter will automatically create a custom setting which you can save for later use.

3. Once you have configured your scenario, press the Start button to begin.

Scenario Parameter Explanations

Active Time - The amount of time (seconds) a target, or set of targets, is actively indicating the shooter to engage it. Hits will only be recorded on active targets during this time.

> **Infinite Time (∞)** – When infinite time is selected, the Smart Target Attachment(s) will stay active until the target(s) is hit. Please note that the device()s will still power off if the automatic power down limit is reached before it reads a hit.
>
> **Note* – the scoring is different when infinite time is selected. See the "Scenario Scoring" section of this manual for more information.

Inactive Time - The amount of time (seconds) in between target presentations when no targets are active. During this time, any inactive target hit will be counted as a miss.

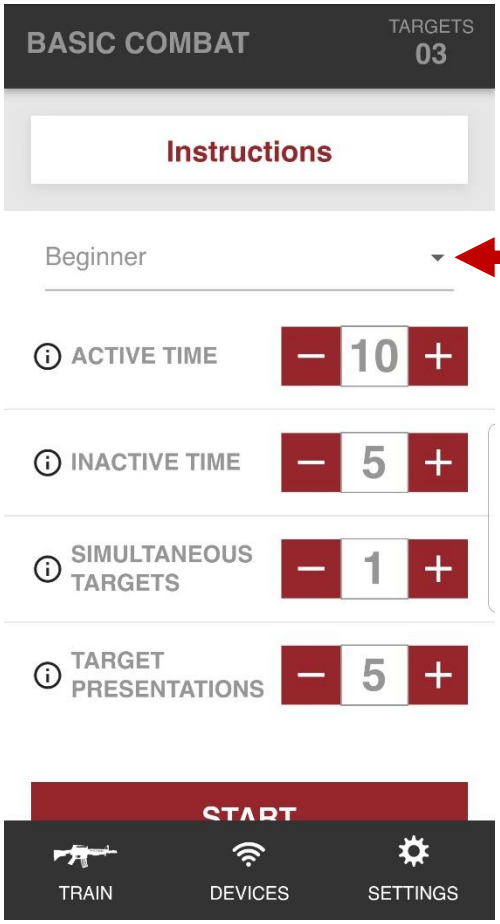
Simultaneous Targets – The number of targets that will be active during any given target presentation.

> **"All" Targets**– When "All" is selected under simultaneous targets, every connected Smart Target Attachment will activate during each target presentation.

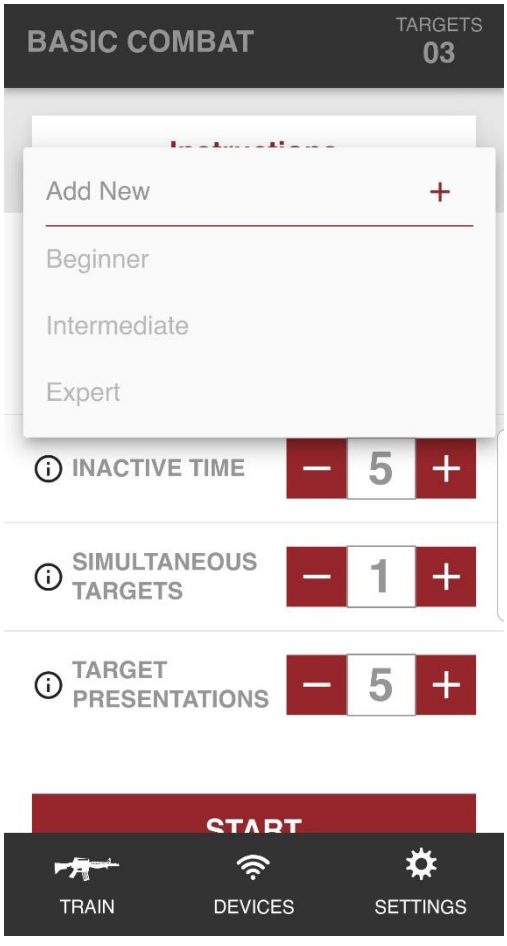
Target Presentations – The total number of times the targets present themselves to the shooter during the scenario.

Selecting a Preset Difficulty

Trigger Interactive



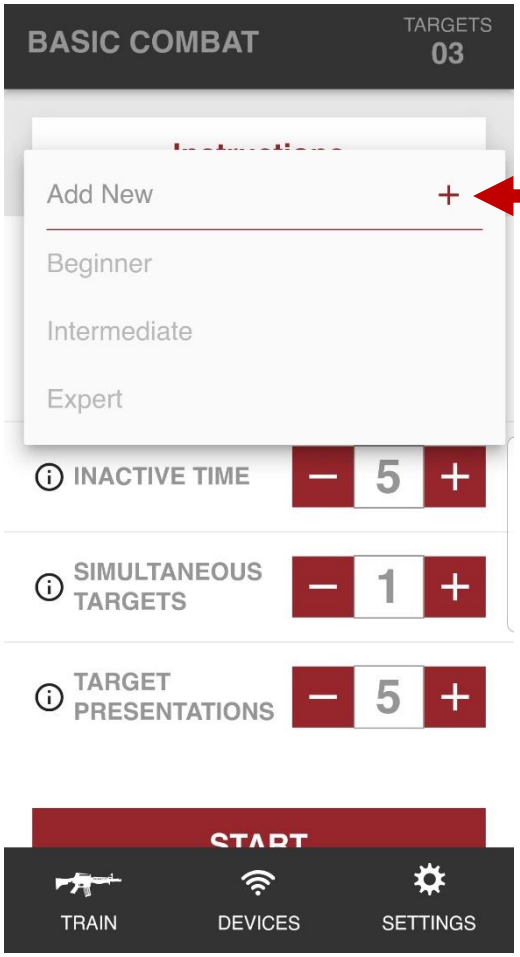
1. Select the drop down arrow to expand out the menu.



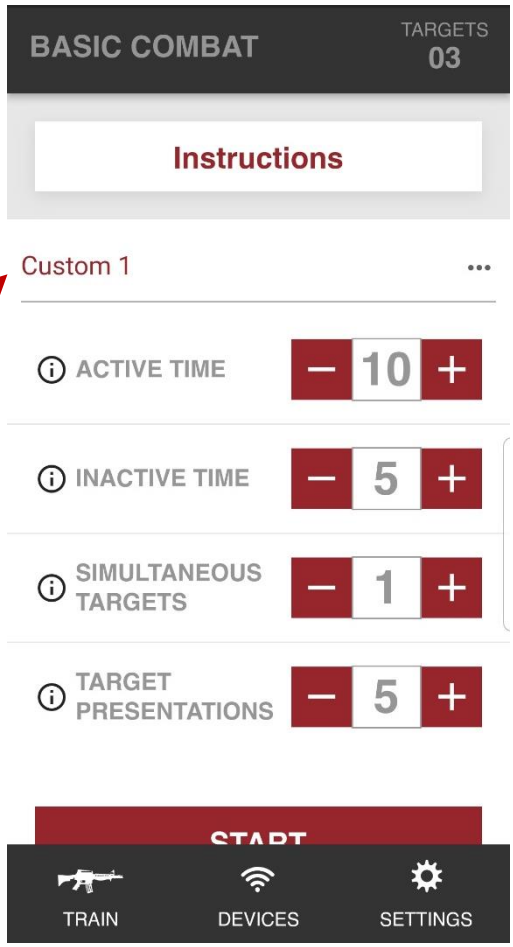
2. Select one of the preset difficulty levels (Beginner, Intermediate, or Expert) or create a custom setting by selecting “Add New.

Create a Custom Difficulty Profile

Trigger Interactive



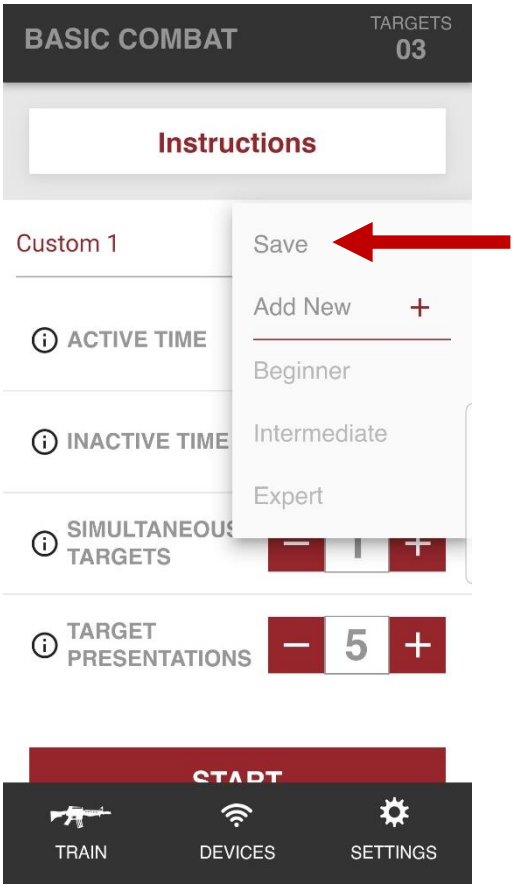
1. Select “Add New” to create a new custom difficulty setting.



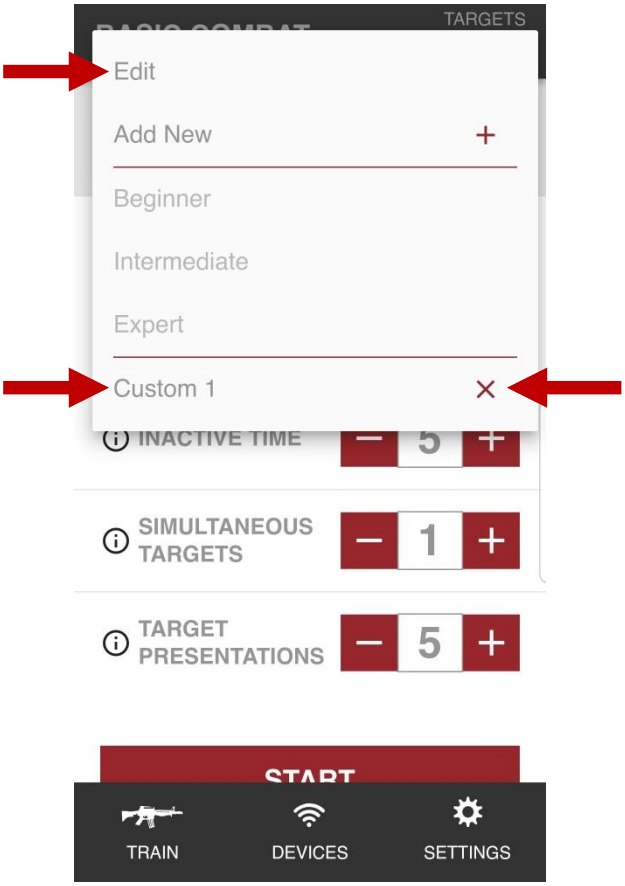
2. You can change the name of the custom difficulty setting by selecting the default name.

Save/Delete Custom Difficulty

Trigger Interactive



1. Select “Save” to store your newly created custom difficulty settings.

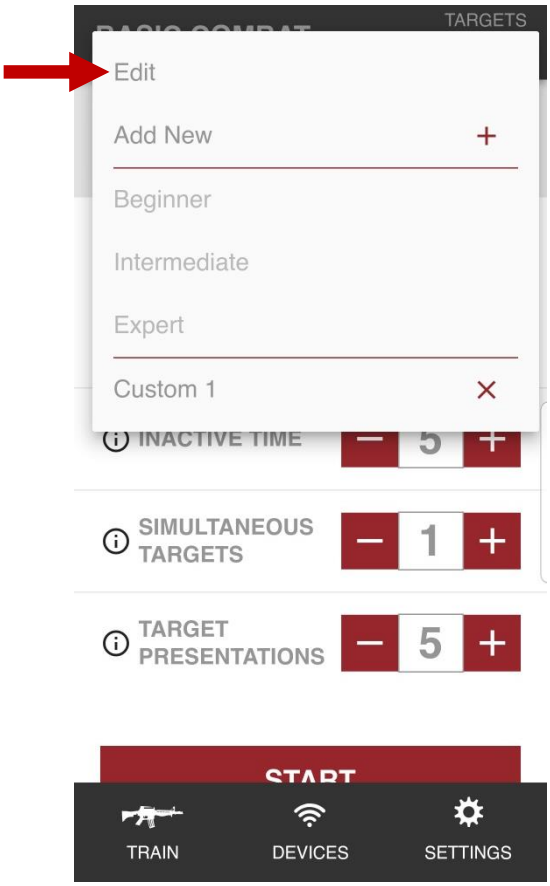


2. Custom difficulty settings are displayed under the settings dropdown menu once saved.

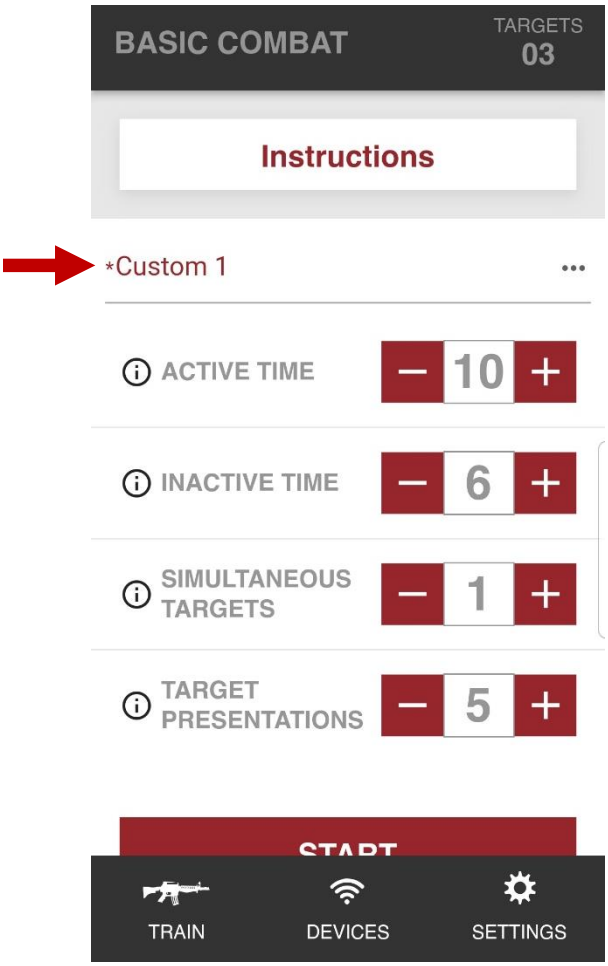
3. Select the ‘X’ icon to delete custom difficulty settings.

Edit Custom Difficulty

Trigger Interactive



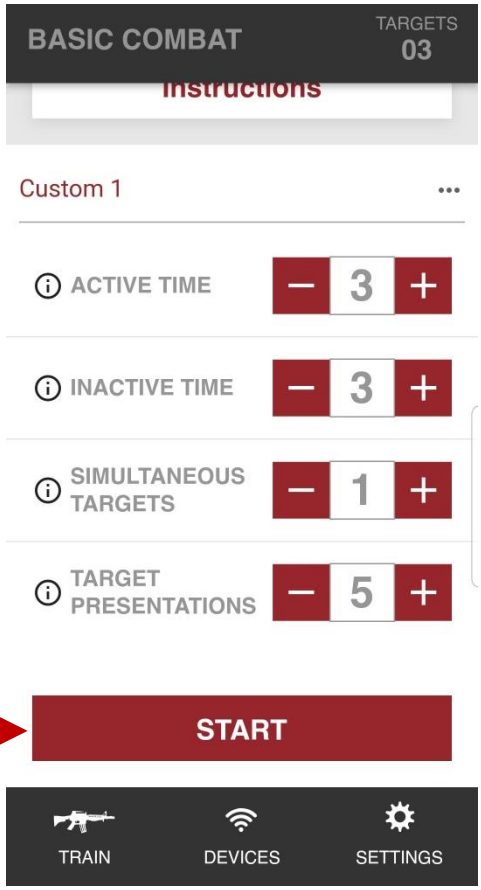
1. You can edit your custom difficulty settings by selecting “Edit” in the settings dropdown menu.



2. You can also edit your custom difficulty settings by simply changing a parameter.
    a) Settings that have been modified, but not saved, will be highlighted in red with ‘*’.

Starting a Scenario

Trigger Interactive

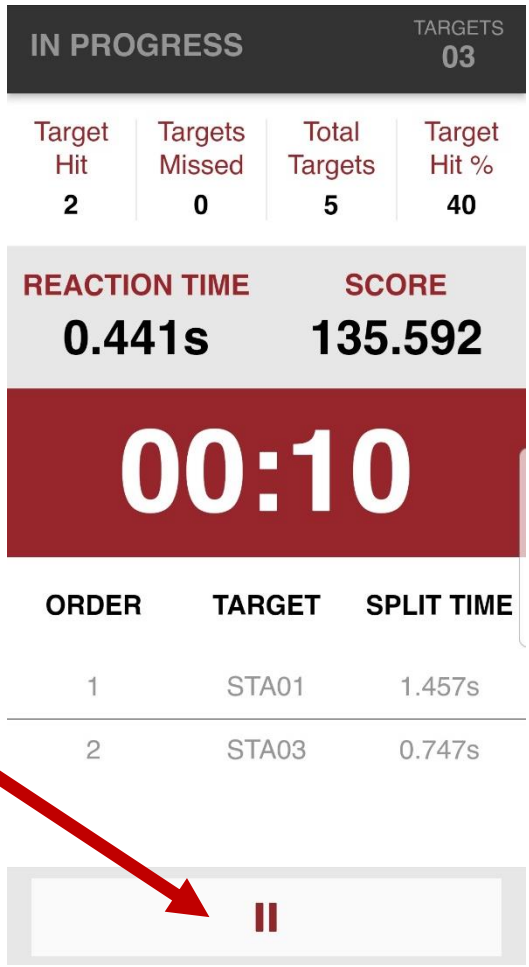


1. Select the Start button when you are ready to begin a scenario.

2. Scenarios will countdown from 5 seconds. The first Active Target Indicator(s) will activate when the countdown reaches 0.

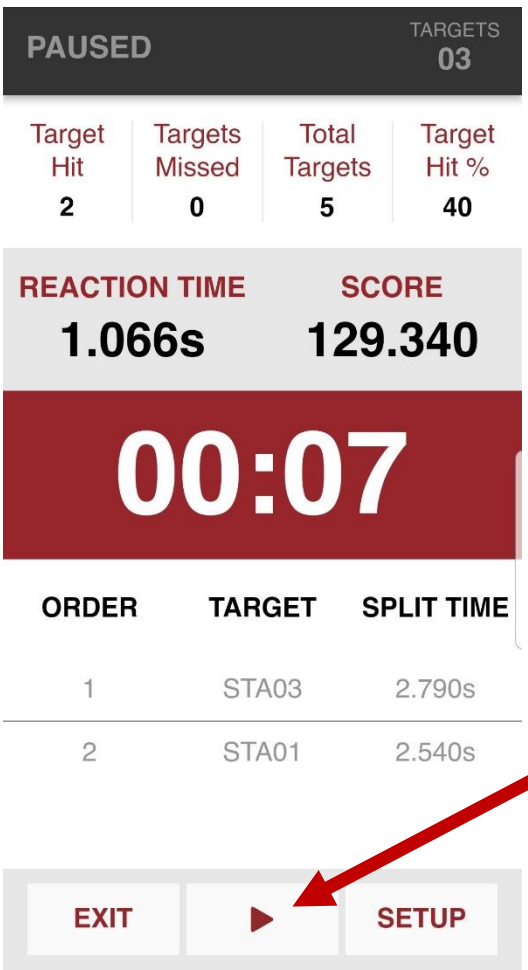
In-Progress Screen

Trigger Interactive



1. Scores and statistics are shown in real-time after each target presentation.

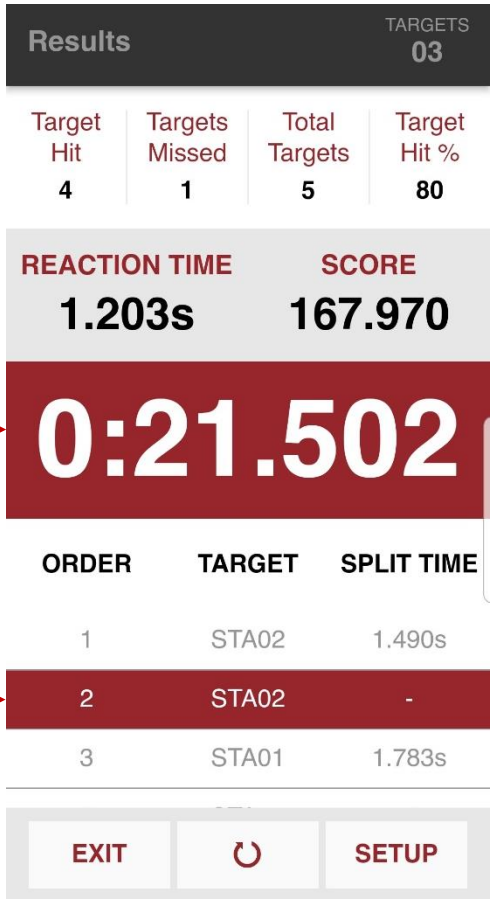
2. The scenario can be paused.
    a. Note – Before pausing, the scenario will finish out the active time on the current target presentation to deter gaining an unfair advantage.



3. Press the Play button to resume the scenario.

Results Screen

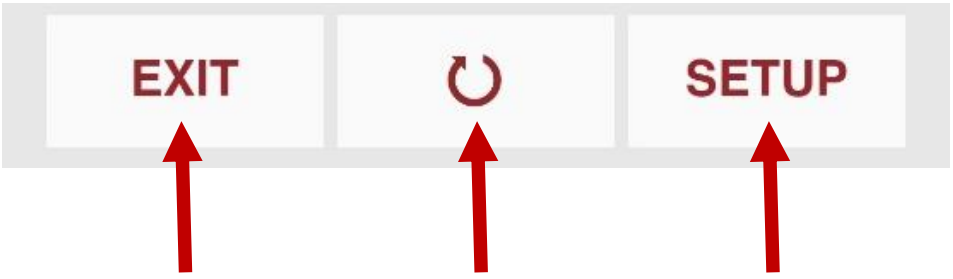
Trigger Interactive



1. The Results screen with display when the scenario is complete.
    a) Note – the scenario clock will display down to the millisecond on the Results screen.

2. Missed targets are highlighted in red.
    a) You are able to scroll through the target order to check your split times.

Scenario Navigation Pane



Takes you back to the Train screen

Restarts the scenario with the same settings

Takes you back to the scenario setup screen

Score Calculation with Limited Active Time

When there is a limit on the active time (anything other than infinite), the score is calculated using a combination of targets hit and reaction time, i.e. the speed in which you engage and hit the targets.

Users can obtain a maximum of 100 points for targets and 100 points for speed, with the maximum score being 200 points.

Score = $[(\frac{100\ Points}{Total\ Targets})\ X\ Targets\ Hit] + [(10 - Reaction\ Time)X\ 100\ ]$

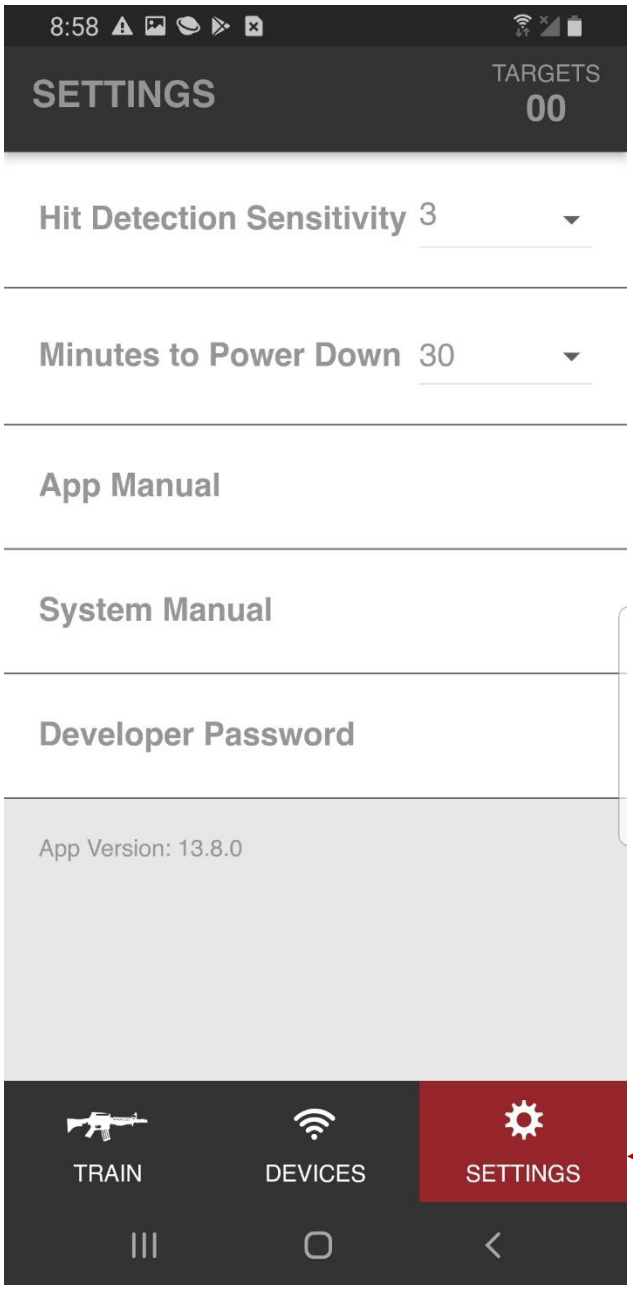
Score Calculation with Infinite Active Time

When the infinite active time parameter is selected, the score is calculated as shown below.

Score = $(\frac{Total\ Targets}{Overall\ Time})\ X\ 100$

Settings Screen Overview

Trigger Interactive



The Settings screen allows for various system adjustments, access to user manuals, and to find the latest app version.

Select the Settings pane to navigate to the Settings screen.

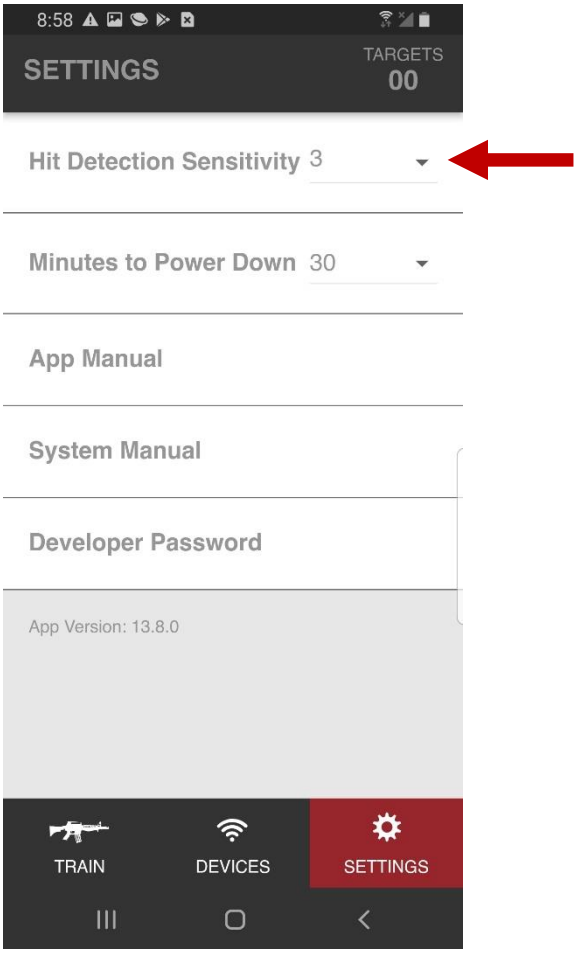
Adjusting Hit Detection/Target Sensitivity

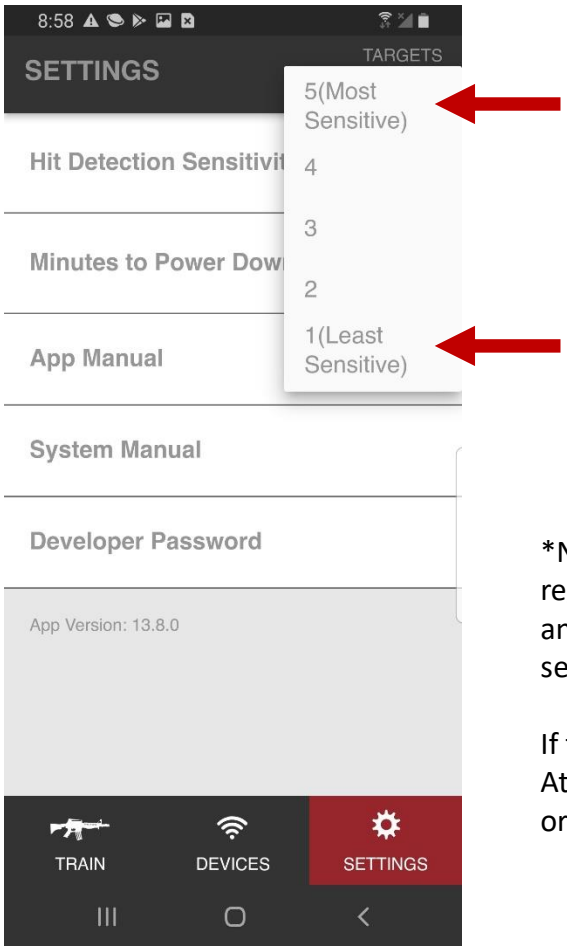
Trigger Interactive

There are multiple variables that affect the impact readings on a steel target such as the thickness of the steel plate, weapon caliber, distance from the target, the type of target, etc.

1. Select the dropdown arrow on “Hit Detection Sensitivity” on the “Settings” screen.
    a. The default sensitivity setting is 3.

    b. You can select from 1 (Least Sensitive) to 5 (Most Sensitive).





*Note - If your Smart Target Attachments are not registering bullet impacts with your weapon caliber and/or steel targets, you will need to increase the sensitivity.

If the sensitivity is too high, your Smart Target Attachments may read hits due to high wind gusts or residual target vibrations from previous hits.

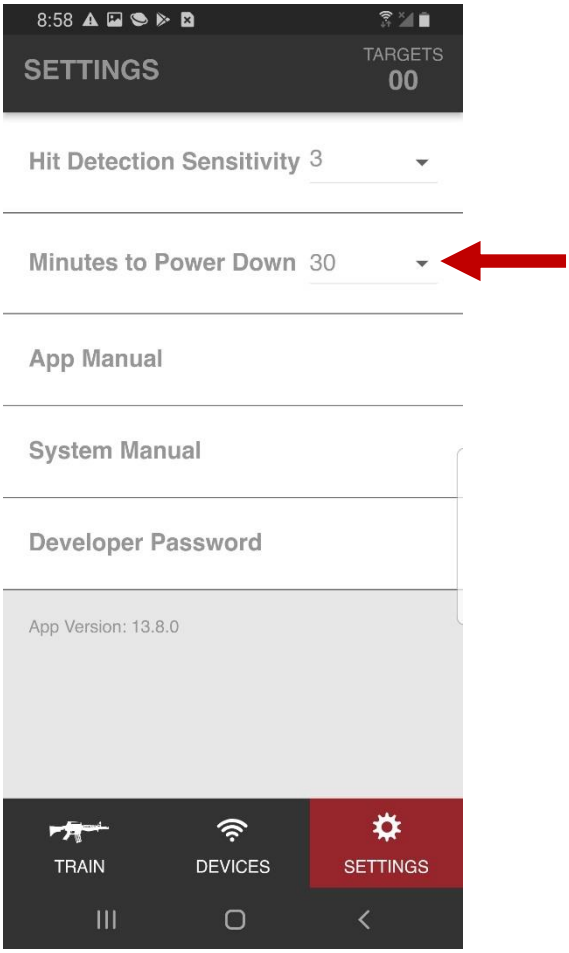
Automatic Power Down

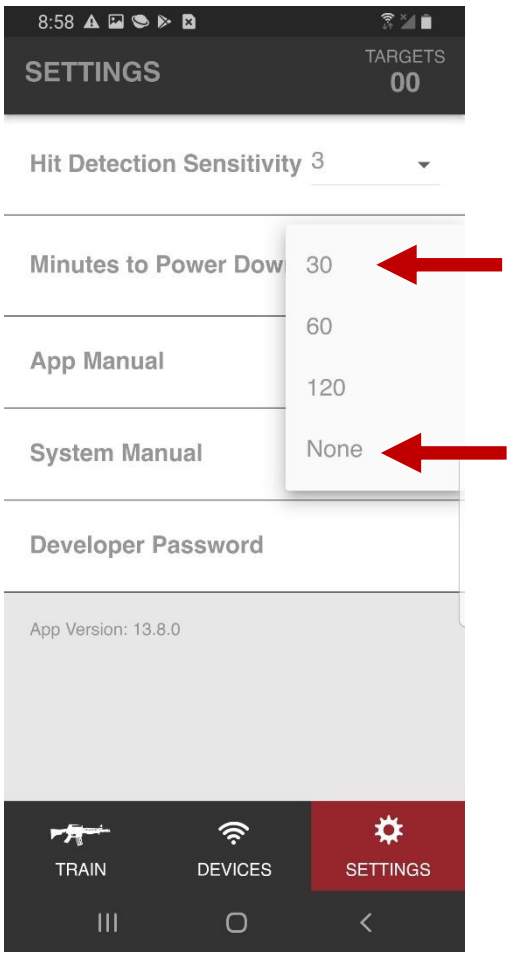
Trigger Interactive

Trigger Interactive devices contain and automatic shutoff feature intended to help preserve battery life.

1. Select the dropdown arrow on “Minutes to Power down” on the “Settings” screen.
    a. The default time is 30 minutes.

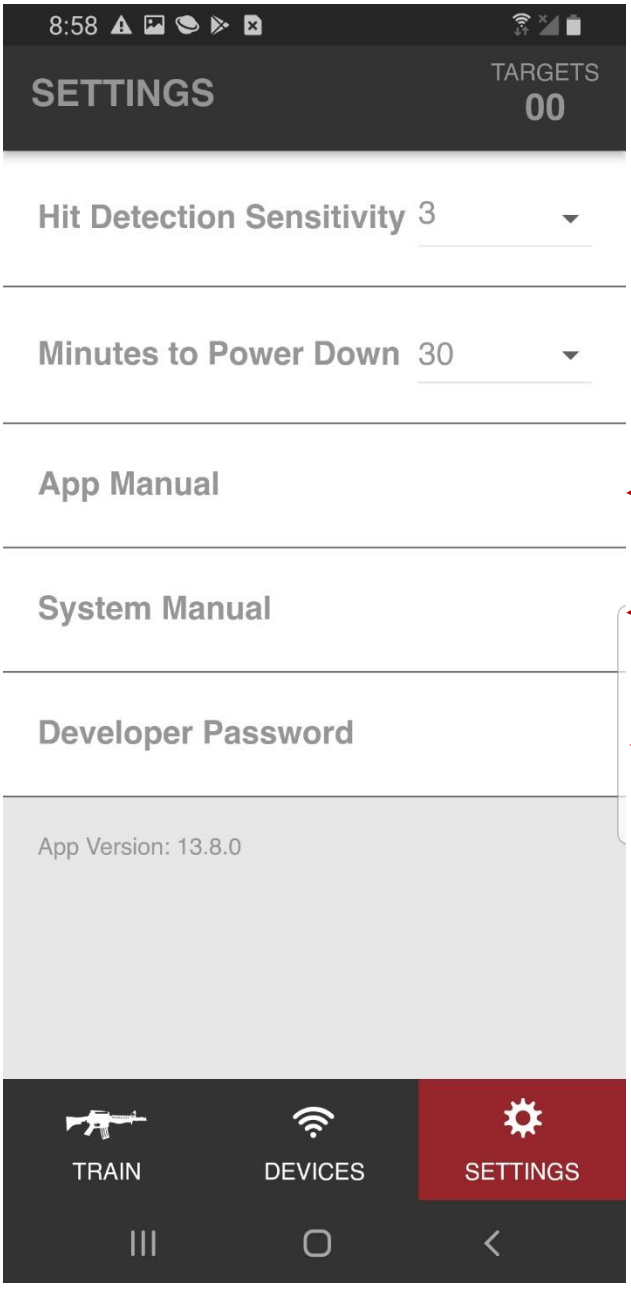
    b. You can select from 30 to 120 minutes or “None” which means the devices will only power down manually by holding the power button.





User Manual Links

Trigger Interactive



Selecting either user manual link will connect you to the online user manual. Your device must be connected to the internet in order for this feature to work.

The Developer Password button is for Trigger Interactive R&D use only as we continue to work on improving app functions, features, and user experiences.

For questions or concerns, please email
info@triggerinteractive.com

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