

Hitmate CWES-2 Quickstart Guide

1. Briefly press the black power switch on the first Plugin, which is located between the pins. Remove your finger as soon as the Plugin powers up so that it is not touching the pins.

One of the internal LEDs will illuminate and the buzzer will sound for one second. A green LED indicates the Plugin is charged and ready to use. A red LED indicates the battery is running low and the Plugin requires charging. The red LED will first come on when there is 20-40 minutes of charge remaining.

***Note:** Immediately after the LEDs turn off the Plugin performs a brief calibration cycle. It is vital that the pins and associated screw heads are not touched during this period, therefore it is important to move your finger away from the switch as soon as the Plugin powers up.*

2. Wait for the LEDs to turn off and then insert the Plugin into your epee.

One of the internal LEDs will illuminate and the buzzer will sound for one second. This indicates the epee has been detected and has passed some basic checks. The displayed LED indicates the assigned colour for your epee.

***Note:** The epee tip switch **must not** be pressed or the pins touched when the Plugin is inserted into the epee. The Plugin will switch off if an epee is not detected within 5 seconds.*

3. Repeat instructions 1 and 2 for the second Plugin.

4. Check your epee.

Body hit – Press the tip switch either against your foot or spare hand and confirm your assigned colour LED illuminates and the buzzer sounds on both Plugins for 3 seconds.

Guard hit – Press the tip switch against your opponents guard and confirm nothing happens.

***Note:** Body hits will only be displayed on both Plugins when both Plugins are switched on, plugged in and the epees correctly detected.*

5. You are now ready to start fencing.

6. When you have finished, remove the Plugins from your epees.

One of the internal LEDs will illuminate and the buzzer will sound for one second to indicate the Plugin has shutdown.

***Note:** Removing the Plugin from the epee between fights will significantly increase the battery life.*

Please refer to the Hitmate website for the full User Guide, which includes sections on trouble shooting and charging.