

# Hitmate CWES-3 Quickstart Guide

The Completely Wireless Epee (CWE-3) set comprises two Plugins and one Repeater.

The Repeater is intended to be used by a referee and its use is optional. The two Plugins will function normally even with the repeater switched off.

**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. Briefly press the green button on the Repeater.**

The front panel LEDs will briefly flash to indicate the battery charge status. Green LEDs indicate the Repeater is charged and ready to use. Red LEDs indicate the battery is running low and the Repeater requires charging. The red LED will first come on when there is 30-60 minutes of charge remaining.

**5. Briefly press the green button again to increase the LED intensity and buzzer volume.**

Repeated pressing of the green button will change from the low to high settings or visa-versa.

**6. Hold the repeater in your hand or leave in the storage box and place on the floor.**

**7. 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 and the Repeater when both Plugins are switched on, plugged in and the epees correctly detected. Hits indicated on each of the Plugins will be duplicated on the Repeater.*

**8. You are now ready to start fencing.**

**9. 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.*

**10. Press the red button on the Repeater.**

The Repeater will turn off immediately.

***Note:** The Repeater will automatically switch off 10 minutes after the last hit.*

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