

5 MEMORY • CAPACITY & STORAGE

Your digital game camera has two types of memory capacity.

- 1) Internal memory.
- 2) Optional SD memory card.



NOTE: Optional SD memory card will override internal memory. Maximum card size is 1GB.

MEMORY CHART — Image capacity is based on average use and will vary.

Image	Size	Internal Memory	256 MB SD card (Optional)
Standard	640 x 480	97 pics	1711 pics
High	1600 x 1200	20 pics	466 pics
Video Clips	10 seconds	16 videos	369 videos

IMPORTANT: Always turn unit off when inserting or removing a memory card to avoid damage and ensure that the camera properly updates the memory information.

SD MEMORY CARD NOT INSTALLED: When the camera is turned on and an SD memory card is not present, pictures are automatically stored in the on-board camera memory. The stored images may only be viewed on a computer or TV connected to the unit.

INSERTING AN SD MEMORY CARD: When an SD memory card is inserted, any pictures stored in the camera on-board memory become inaccessible, but are not lost. The user can access these pictures via the camera USB port when the SD memory card is not installed.

NOTE: If you get a message (CHECK MEMORY CARD) Your card may be locked, full or defective and will not work.

3 THINGS TO REMEMBER:

1. This camera is activated by Infrared Sensors that detect game by sensing a moving heat source whose temperature is different than the ambient temperature. Temperatures and type of movement will effect the sensitivity of your camera. To verify the sensitivity you must go to the IR AIM mode and walk across the field of view noticing the status light activity.
2. To maximize battery life the camera "Sleeps" when no game activity occurs for 45 seconds or you enter the delay mode. It takes 3 seconds (Flash will be slightly longer) to "wake" the camera when activity occurs. **ONLY AFTER THE CAMERA WAKES** will game **movement** result in a picture.
3. Battery life is different for every user! It is determined by the quality of the battery, amount of charge, temperature, number and type of pictures taken. You should expect an average of 21 days run time in above freezing weather, taking an average amount photos daily. However, if you take a large number of photos it will shorten your running time in the field.

OPERATIONS • IMAGE VIEWING

TV IMAGE VIEWING

Move the Switch to (ON). Connect unit TV OUT to a VIDEO IN jack on your TV. Use the (CHANGE) buttons to scroll through recorded images. Video cable included. TV OUT works only in (SETUP) mode. All pictures on memory card can be printed or edited directly from the card.



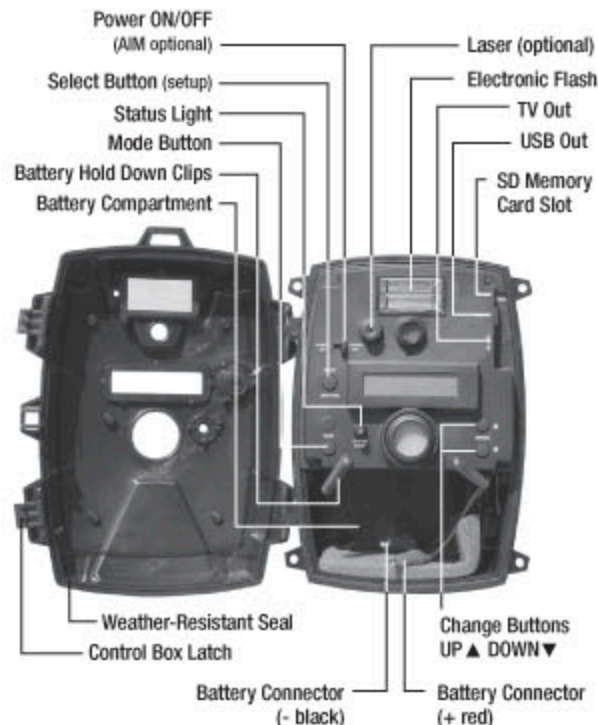
Use optional card reader to read images on card.

COMPUTER IMAGE VIEWING (Setup Mode Only)

Move the Switch to (ON). Connect unit USB OUT to a USB jack on the computer. Double click "My Computer" on the desktop and browse "removable disk". USB works only in SETUP mode. All your images will be stored inside. Images can be downloaded to your hard drive. The first image in the video mode is still and contains time and date information for the video clip.



NOTE: PC requires windows 2000/ME/XP.



Flash	Auto or Off (Security)
Flash Range	30'
Flash Cycle	15 Seconds
Power Supply	6 Volt alkaline Battery or equivalent
Duty Cycle	20 day average with 6 volt/6 ah battery
Power Connection	Alligator clips, red = (+) / black = (-)
Battery Hold Downs	Holds battery in place
Clock Battery	3 Volt battery powers LCD Time/Date
Laser Aim (optional)	Class 2
Size	7" X 10.25" X 3.5"

WARRANTY

This product is guaranteed from defects in material and workmanship from the date of purchase for 1 year. Under this limited guarantee we agree to replace or repair free of charge any part or parts which have been found to be defective in original material or workmanship. Should you require in-warranty service, call our Customer Service Department. If your problem cannot be addressed over the telephone, we may need you to send us your defective product plus proof of purchase.

IMPORTANT: 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.

Moultrie Customer Service
(205) 664-6700 or (800) 653-3334
www.moultriefeeders.com



DIGITAL GAME CAMERA USER MANUAL

Please take a few minutes to read and understand these instructions before using.

1 SETUP • LOAD BATTERY

Insert a fresh 6Volt/6ah alkaline or rechargeable battery. Connect the Red(+) & Black(-) clips to the battery and lower the battery hold down arms. Battery life is about 20 days depending on temperature and usage. When battery level gauge indicates low battery, battery should be replaced.



SETUP • PROGRAMMING

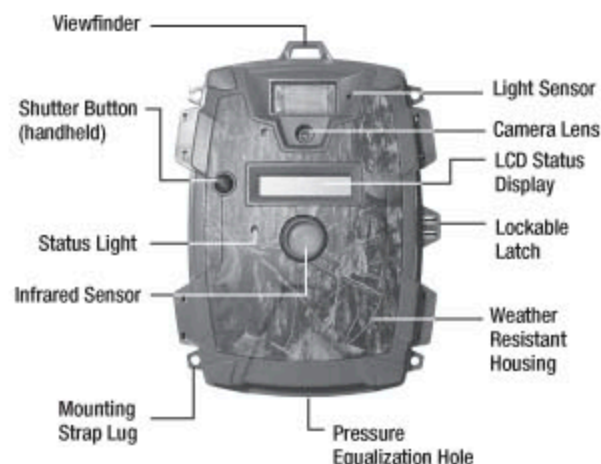
SETUP MENU

Press the (MODE) button on the game camera to enter setup. Press the (CHANGE BUTTONS) to scroll between setting choices. The feature setting will flash in the LCD until set. Press the (SELECT BUTTON) to accept settings and move to the next selection. Programming will rotate between functions until you exit the SETUP feature.

➔ SETUP DATE/TIME



6 CAMERA • DESCRIPTION



7 CAMERA • SPECIFICATIONS

Operational Mode	Auto or Handheld
Housing	Weather-resistant and lockable
Display	Liquid Crystal Display (LCD)
LCD Status Display	Operating Mode Pictures taken Pictures left Events Battery Strength Camera status Camera, Flash or IR activity
Status LED	
Built-in Memory	16 MB
Memory Card	Up to 1GB SD card (optional)
Format	JPEG - Still pictures, AVI - Video clips
Image Output	USB OUT, TV OUT, SD Card
USB Output	Requires PC / Windows 2000/ME/XP.
Picture Delay	Variable 1 Minute - 60 Minutes
Sequential Delay	12 Seconds between still pictures
Lens	Multi element, 10.2mm, F:2.8
Field of View	42
Focus	4' - Infinity
Infrared Sensor	Passive
Infrared Distance	32'/22°

⇒ **RESET EVENTS**

SEL NO YES SEL

Scroll using the (CHANGE BUTTONS) to choose whether you would like to reset the number of events counted. Choosing yes will reset the events back to (00).

⇒ **ERASE IMAGES**

SEL NO YES SEL

Scroll using the (CHANGE BUTTONS) to choose to erase any stored images on your game camera or optional memory card. Choosing YES will reset the events back to (00).

⇒ **DEFAULT SETTINGS**

SEL NO YES SEL

Scroll using the (CHANGE BUTTONS) if you wish to set the camera to its default factory settings.

⇒ **FLASH**

▲ AUTO OFF SEL
(SECURITY)

Scroll using the (CHANGE BUTTONS), Press select to choose flash setting: (AUTO) OR (OFF). Security mode = (OFF); Status light will remain off during this setting.

⇒ **IMAGE MODE**

SEL STILL VIDEO SEL

Scroll using the (CHANGE BUTTONS). Press select to choose between: (STILL), or (VIDEO).

⇒ **IMAGE QUALITY**

SEL STANDARD HIGH SEL

Scroll using the (CHANGE BUTTONS). Press select to choose between the image quality choices.

⇒ **IMAGE DELAY**

SEL 1 MIN 5 MIN 10 MIN SEL
30 MIN 60 MIN SEL

Scroll using the (CHANGE BUTTONS). Press select to choose between the image delay choices.

⇒ **MULTI - IMAGE**

SEL 1 - SHOT 2 - SHOT 3 - SHOT SEL

Scroll using the (CHANGE BUTTONS). Press select to choose the number of pictures to be shot in sequence.

⇒ **CAMERA ID** MODE 00 SEL

00 to 99

You are done with setup. To exit setup, press the (MODE) button again.

IR AIM

See section 4.

2 SETUP • MODE SELECTION

GENERAL OPERATION

- Your digital game camera can be used two ways.
- 1) Automatic (AUTO) mode records images using infrared detection. Use default or custom settings.
 - 2) (HANDHELD) mode records images using manual operation when circumstances warrant. Note: When left inactive for more than 6 minutes while in handheld mode camera will automatically shutdown. Camera will need to be re-started to resume taking handheld pictures.



NOTE: NEVER OPERATE THE CAMERA WITH FRONT DOOR OPEN.

1 LCD

●HANDHELD ●AUTO ●SETUP ●USB ●TV ●OFF ●RDY
●STILL ●VIDEO ●STD ●HIGH ●1 ●2 ●3 ●DELAY ●RDY
Security
SD Card
IR Aim
PICTURES: ●TAKEN ●REMAINING ●EVENTS

2 Camera Modes: Press change to

●HANDHELD AUTO SETUP
HANDHELD ●AUTO SETUP
HANDHELD AUTO ●SETUP

3 Rotating LCD action in HANDHELD:
8888
PICTURES: ●TAKEN REMAINING
8888 or MEMORY FULL
PICTURES: TAKEN ●REMAINING

4 Camera Status:

●DELAY RDY
DELAY ●RDY

- In the AUTO mode RDY means that the camera is not in the delay state

- In the HANDHELD mode RDY can flash to indicate that the flash is charged and that the camera is ready for capture

- Delay is selected when the camera is in the initial delay or active inter-capture delay states

5 USB: Connect USB cable TV: Connect TV cable

●USB TV ●USB ●TV

6 Rotating LCD action while in AUTO:
8888
● TAKEN
8888 or MEMORY FULL
FULL ● REMAINING
8888 ●EVENTS

7 Battery and Flash / Security

Flash used automatically at night

Flash is OFF
- Status Light is OFF even when IR detector is triggered
- Security message is ON

100% - 96% 66% - 33% Flashing border: battery < 33%

8 LCD action related to the SD Card

SD Card This turns on when the SD card is installed

SD LOCKED When the SD card is locked

SD ERROR When the SD card is not compatible

9 Status Messages:
SD ERROR
SD Locked
MEMORY FULL

3 SETUP • DEFINITIONS

BATTERIES

Recommend removing the 6-volt lantern and clock battery before storing or leaving camera inactive for more than 90 days. This will prevent batteries from being depleted of charge. The small CR2025 battery powers the clock and is located inside the battery compartment, should be replaced as required.

TURNING THE UNIT ON / OFF

(POWER ON)In the Auto Mode the LCD display reads DELAY for 30 seconds before arming the system. When display reads READY, the system is now working. (TURNING OFF) The unit saves all setup data and turns OFF. Turning the unit ON & OFF

resets the internal systems. This will not change your settings or erase images.

EVENTS

(MULTIPLE PICTURES PER EVENT) Depending on user settings the camera may take 1, 2 or 3 pictures per event spaced approximately 15 seconds apart. If the camera fails to detect motion after the first detection the camera will still take subsequent pictures. When capture mode is set to video or the camera is in (HANDHELD) mode this setting is ignored.

OPERATION

The flash can be used in two different settings: AUTO and OFF. In the AUTO setting the flash is used only when the lighting conditions require it. In the OFF setting the flash is never used and the camera goes into the: "SECURITY" mode.

SECURITY MODE

In this mode both the flash and the status light do not operate. During the dark hours, the camera will still take a picture without the flash in order not to alert the subject being photographed. The pictures taken at night without flash may be a little or totally dark depending on the level of ambient light.

FLASH CHARGING TIME: Depending on battery voltage, the flash will charge as follows: at 5V: 12.5 sec; at 6V: 9 sec; at 7V: 8 sec. This allows an average time of around 11 sec between consecutive pictures that require flash.

AUTOMATIC FUNCTIONS

(LOW LIGHT OR NIGHT SITUATIONS) The video clip function will be automatically switched to still photos in low light or night situations.

NOTE: First still in video will reflect time, date and camera ID. (DELAY STATUS MENU)During (AUTO) mode, when delay mode is activated it will be indicated on the LCD panel as (DELAY).

MEMORY ERROR MESSAGES

(MEMORY FULL) Turn off the unit; then turn it back on; when the unit is turned on it goes directly to the (SETUP) mode; Go to the (ERASE MEMORY) menu item to delete all the images from the memory or SD Card.
(SD CARD LOCKED) Turn the unit off; remove the SD card; unlock it; then insert it; then turn the unit back on.
(SD CARD BAD) Turn the unit off; remove the SD card; insert a new SD card or clean the contacts; turn the unit back on.
(UNFORMATTED SD CARD) If an unformatted SD card is inserted the camera automatically formats the card.

4 OPERATIONS • MOUNTING

MOUNTING CAMERA

Using mounting straps, mount the system securely in the desired location.



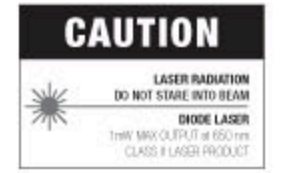
WARNING: Pulling mounting cord too tightly may cause cord to recoil or break causing injury, please use caution. Do not use mounting cords for purposes other than intended for by the manufacturer of this product, injury could result.

OPERATIONS • AIMING MODE

LASER AIMING (optional feature)

If your Game camera is equipped with a laser aiming device, slide the (POWER ON/OFF/AIM) Switch to the (AIM) position. Using the laser aim your camera. The red dot indicates the target area. Note you can also do "Walk" aim in the auto mode.

CAUTION: Looking into laser may be hazardous to the eyes. Do not stare into beam or aim at other people unnecessarily.



Product complies with applicable requirements of 21 CFR 1040.10 and 1040.11

Laser Classification
Class II Laser Product
Wavelength: 650nm
Maximum Output: < 1mW

OPERATION

IR AIM may be used only in the SETUP mode. Every time detection occurs during the IR AIM, the status light blinks and the camera captures an image. This happens about every one second. Every new image that is captured during the IR AIM overwrites the previous one, as a result, only the last image is stored.

STARTING THE IR AIM

Enter the SETUP mode and select ON at the IR AIM menu item to start IR AIM. Move from one field of view to another in front of the camera and observe the LED light up during detection.

STOPPING THE IR AIM

Press any of the UP, DOWN, SELECT or MODE buttons to stop the test.

TIMED IR AIM STOPPING

If the user does not stop the IR AIM, it stops automatically 4 min after starting and the camera automatically enters the AUTO mode.

OPERATIONS • INFRARED SENSOR

DETECTION

The game camera's infrared sensor will trigger camera when motion is detected in front of the camera infrared sensor.