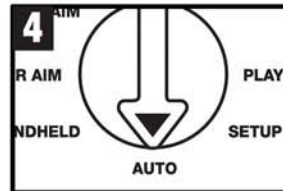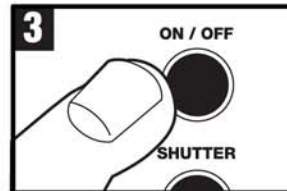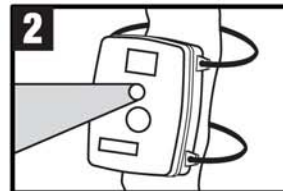# MOULTRIE®

DIGITAL GAME CAMERA
USER MANUAL

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

QUICK START INSTRUCTIONS

1 (6-D)
+ TO +
- TO -

2

3 ON / OFF
SHUTTER

4 AIM
R AIM   PLAYE
NDHELD   SETUP
AUTO
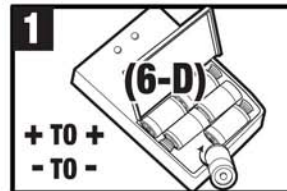
IMPORTANT NOTICE: If you have a problem, call us for help. DO NOT RETURN THIS UNIT TO THE RETAILER. (800) 653-3334
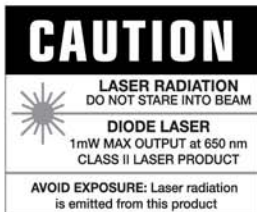
Manual covers the following units:
MFH-DGW-4.0, MFH-DGW-5.0 (with viewer)

1 ▶ CAUTION

LOOKING INTO LASER MAY BE HAZARDOUS TO THE EYES. DO NOT STARE INTO BEAM OR AIM AT OTHER PEOPLE UNNECESSARILY.

✕ **WARNING** ✕

DO NOT AIM AT EYES

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

CAUTION

LASER RADIATION
DO NOT STARE INTO BEAM

DIODE LASER
1mW MAX OUTPUT at 650 nm
CLASS II LASER PRODUCT

AVOID EXPOSURE: Laser radiation
is emitted from this product

This product complies with the applicable requirements of 21 CFR 1040.10 and 1040.11

2 ▶ SETUP • LOAD BATTERY

Rotate housing clips to the **UNLOCK** ⊖ position. Remove internal housing and open the battery chamber. Insert 6 fresh D Cell batteries. Place the batteries so the positive (+) and negative (-) polarities are lined up correctly as indicated in the battery chamber. Close battery chamber cover. Replace internal housing. Rotate housing clips to the **LOCK** ❶ position. Battery life is about 60 days depending on temperature and usage. When B = 20% replace with fresh D Cell batteries.

3 ▶ SETUP • PROGRAMMING

TURN POWER ON AND OFF
Turn the rotary switch to the **SETUP** position. Press and hold the **ON/OFF** button. The **SETUP MENU** window will appear in the LCD display. If you want to turn the unit off simply press the **ON/OFF** button again for about 1 second. **NOTE: If there is no activity for 2 minutes the camera will automatically shut off to conserve battery life.**

SETUP MENU
The setup menu will start with **SETUP TIME/DATE**. Press the **SELECT BUTTON** and the month will flash. Press **CHANGE Up ▲** or down ▼ to select the proper month, then press the **SELECT BUTTON** again to make selection. Repeat until date and time are set. Press **CHANGE down ▼** to choose next setting.

```
SETUP   DATE/TIME
02/10/07      05:12PM
```

RESET EVENTS
When the reset events window display is on. Press the **SELECT BUTTON** and the selection will flash. Press the **CHANGE Up ▲** to choose **YES**, this will reset the event counter to "0" or down ▼ to choose **NO**, this will maintain the current count of events. Press the **SELECT BUTTON** again to make selection. Press **CHANGE down ▼** to choose next setting.

```
RESET EVENTS
YES
```
```
RESET EVENTS
DONE
```
Display when finished.

ERASE IMAGES
Press the **SELECT BUTTON**, the selection will flash. Press the **CHANGE Up ▲** to choose **YES**, all images are erased or down ▼ to choose **NO**, does not change stored images. Press the **SELECT BUTTON** again to make selection. Press the **CHANGE BUTTON** down ▼ to choose next setting.

```
ERASE IMAGES
YES
```
```
ERASE IMAGES
DONE
```
Display when finished.

SETTING

Press the **SELECT BUTTON**, the selection will flash. Press **CHANGE** Up ▲ to choose default settings or down ▼ to choose custom settings. Press the **SELECT BUTTON** again to make selection. Press **CHANGE** down ▼ to choose next setting.

SETTING DEFAULT	SETTING DONE

Display when finished.

FLASH

Press **CHANGE** Up ▲ to choose **AUTO**, flash will fire automatically in low light or night situations or down ▼ to choose **OFF**, this will set the flash into security mode. The flash will not fire in low light or night. Press the **SELECT BUTTON** again to make selection. Press **CHANGE** down ▼ to choose next setting.

FLASH AUTO	FLASH OFF

CAPTURE MODE

Press **CHANGE** Up ▲ to choose **STILL**, this will take still pictures or down ▼ to choose **VIDEO**, this will take 10 second video clips. Press the **SELECT BUTTON** again to make selection. Press **CHANGE** down ▼ to choose next setting.

CAPTURE MODE STILL	CAPTURE MODE VIDEO

IMAGE QUALITY

Press **CHANGE** Up ▲ or down ▼ to choose between three different resolutions: LOW, MEDIUM, or HIGH. Press the **SELECT BUTTON** again to make selection. Press **CHANGE** down ▼ to choose next setting. Resolutions differ between models see resolution chart.

IMAGE QUALITY LOW	IMAGE QUALITY MEDIUM	IMAGE QUALITY HIGH

Resolution chart on page 9.

VIDEO QUALITY

Press the **SELECT BUTTON**, the selection will flash. Press **CHANGE** Up ▲ or down ▼ to choose between two different resolutions: STANDARD or HIGH. See resolution chart. Press the **SELECT BUTTON** again to make selection.

VIDEO QUALITY LOW	VIDEO QUALITY HIGH

EVENT DELAY

Press the **SELECT BUTTON**, the selection will flash. Press **CHANGE** Up ▲ or down ▼ to choose between four different delay settings: 1 MIN., 5 MIN., 10 MIN., or 60 MIN. Press the **SELECT BUTTON** again to make selection.

EVENT DELAY 01 MIN

MULTI-SHOTS

Press the **SELECT BUTTON**, the selection will flash. Press **CHANGE** Up ▲ or down ▼ to choose between three different settings: 1 SHOT, 2 SHOT, or 3 SHOT. This indicates the number of shots taken after one event. Press the **SELECT BUTTON** again to make selection. This setting does not effect Video.

MULTI-SHOTS 1-SHOT

CAMERA ID

Press the **SELECT BUTTON**, the selection will flash. Press **CHANGE** Up ▲ or down ▼ to choose the first character. Press the **SELECT BUTTON** again to make selection. Repeat process until camera ID has been set. Press **CHANGE BUTTON** to move to next selection.

CAMERA ID DEAD EYE

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. ALWAYS LEAVE THE MODE SWITCH IN THE AUTO MODE OR THE CAMERA WILL NOT OPERATE.
2) Manual **HANDHELD** mode records images using manual operation when circumstances warrant.

NOTE: When left inactive for more than 2 minutes the camera will automatically shutdown. The camera will need to be restarted to resume taking handheld pictures.

ON/OFF BUTTON
Turns the unit ON or OFF. To turn ON you must press and hold the **ON/OFF** bottom until the LCD display activates.

SHUTTER BUTTON
Manually press shutter button during handheld mode to take pictures.

SELECT BUTTON
Used to confirm selections during setup mode.

CHANGE UP▲OR DOWN▼ BUTTONS
Used to change the settings within the setup mode. Can also be used to move forward or backward while reviewing pictures if your model has a display panel. The **DELETE** button can be used to delete pictures.

TV OUT PORT
To plug handheld viewer to review pictures.

ROTARY FUNCTION SWITCH
Depending on the position of the switch there are six possible functions. **1** LASER AIM, **2** IR AIM, **3** HANDHELD, **4** AUTO, **5** SETUP, and **6** PLAYBACK.

BATTERIES
Recommended removing the 6-D Cell batteries before storing or leaving camera inactive for more than 30 days. This will prevent batteries from being depleted of charge.

LOCK/UNLOCK HANDHELD CLIPS
Used to remove internal housing for Handheld operation or replacing batteries.

SETUP MODE
To change digital camera settings in AUTO or HANDHELD modes, the rotary switch has to be in the SETUP position. If the LCD is not illuminated. Re-start unit.

AUTO MODE
In the Auto Mode the LCD counts down a 60 sec. delay **DLY 00:59**. The unit will then go into **PRE-STANDBY** mode and the LCD display will shut off. The camera moves into **STANDBY** mode. The camera will wake up when it is ready to record an event or picture. When a picture or event is recorded the LCD will turn on for 15 seconds. The camera will then return to **STANDBY** mode until the camera is woken up and triggered again.

| AUTO   P:0005/0100 | AUTO   P:0006/0100 |
| DLY   00:59   B:99% | DLY   E:0009 B:99% |

Displays while counting down.   Displays 15 sec. after event recorded.

HANDHELD MODE
Turn the rotary dial to **HANDHELD**. In this mode the digital camera can be triggered manually. The following display will appear in the LCD window.

When "READY" ***RDY** appears the user can take a picture by pressing the **SHUTTER BUTTON**.

| HANDHELD   B:99% |
| *RDY   P:0005/0100 |

MULTI-SHOTS
(MULTIPLE PICTURES PER EVENT)
Depending on user settings the camera may take 1, 2 or 3 multi-shot pictures in sequence per event. 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.

▶5 SETUP • DEFINITIONS

LASER AIM
Some camera models will come with a laser aiming function. This is a manual function and the camera does not to be on to use the laser. Batteries must be loaded to operate the laser. The laser, when turned on creates a red beam that will shine a red dot on the intended target area. See *section 7 operations for more details.*

FLASH OPERATION
The flash can be used in two different settings, **AUTO** or **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 **SECURITY** mode. In this mode the flash and the status light will not operate. In dark hours the camera will take still pictures without a flash in order not to alert the subject being photographed. The pictures taken at night will be a little or totally dark depending on the level of ambient light. Depending on the condition of the battery, charging can take as long as 30 seconds. Average time with a fully charged battery is about 24 seconds.

AUTOMATIC FUNCTIONS
LOW LIGHT OR NIGHT SITUATIONS The video clip mode will be automatically switch to still mode and still photos will be taken.

▶6 OPERATIONS • MOUNTING

MOUNTING CAMERA
Use elastic mounting cords, mount the camera 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.

▶7 OPERATIONS • AIMING

INFRARED (IR) AIM
The camera can be aimed using the infrared detection system.

▶7 OPERATIONS • AIMING

INFRARED (IR) AIM *cont.*
Turn the rotary dial to the **IR AIM** position. Press and hold the ON/OFF button until the IR AIM window appears in the LCD panel. The IR aiming mode is now active. Wave your hand in front of the camera. The Status light will turn red every time motion is detected. Find your desired target area. **Note: the camera will shut down automatically after 4 minutes to save battery life.**

IR AIM
ON

LASER AIM
To aim the laser open the camera cover. Turn the rotary dial to the **LASER AIM** position. The Laser is now activated. There will not be a LCD readout after the laser is turned ON. A red beam will appear. The red dot indicates the target area. Aim your camera accordingly.

CAUTION
Looking into laser may be hazardous to the eyes. Do not stare into beam or aim at other people unnecessarily. SEE LASER CAUTION ON PAGE 1

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 at various distances from the camera noting the status light activity.

2. To maximize battery life the camera "sleeps" when no activity occurs for 2 minutes when you enter the delay mode. It takes a couple of 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 60 days run time in above freezing weather, taking an average amount of photos daily. However, If you take a large number of photos it will shorten your running time in the field. This camera will not operate consonantly in below freezing temperatures.

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. Your camera will accept up to a 4GB card. Maximum pictures stored is 7600. Using large memory cards can slow the camera response.

Image capacity is based on average use and will vary.

MEMORY CHARTS:

4.0 GAME CAMERA					
Resolutions		Picture count stored at 16 MB Internal Memory		Picture count stored with 1GB SD Card	
Low	640 x 480	Low	94	Low	6881
Medium	1600 x 1200	Medium	26	Medium	1997
High	2336 x 1752	High	12	High	951
Video	AVI 320 x 240	Video	15	Video	1126
Video High Quality	AVI 640 x 480	Video High Quality	1	Video High Quality	103

5.0 GAME CAMERA					
Resolutions		Picture count stored at 16 MB Internal Memory		Picture count stored with 1GB SD Card	
Low	640 x 480	Low	94	Low	6881
Medium	2048 x 1536	Medium	16	Medium	1237
High	2560 x 1920	High	10	High	793
Video	AVI 320 x 240	Video	15	Video	1126
Video High Quality	AVI 640 x 480	Video High Quality	1	Video High Quality	103

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, TV, or handheld viewer connected to the unit. Some models have a built-in display monitor where pictures can be viewed.

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.

9 ▶ IMAGE VIEWING • HANDHELD

EXTERNAL HANDHELD VIEWER
If the camera model you have does not have a built-in LCD viewer images can be viewed in the field by using a external viewer. Turn mode switch to Playback. Plug your external viewer into the **TV OUT** port. View images as suggested by external viewer.

10 ▶ IMAGE VIEWING • BUILT-IN LCD

BUILT-IN LCD PANEL
Some game camera models pictures can be viewed on 2" built-in LCD screen. To operate turn the rotary dial to the **PLAYBACK** position. Press and hold the **ON/OFF** button until the screen lights up. Scroll through pictures by pressing the **CHANGE** buttons up or down. If there pictures you want to delete press the **DELETE** button. Press **CHANGE** Up ▲ to choose **YES**, then press the **SELECT BUTTON** again to delete picture.

Move the rotary dial to **PLAYBACK**. Connect unit **TV OUT** to a **VIDEO IN** jack on your TV. Press the **CHANGE** buttons up ▲ or down ▼ to scroll through recorded images. All pictures on memory card can be printed or edited directly from the card. *Video cable included.*

USB VIEWING
To connect the game camera to a PC computer the camera must be ON and the rotary dial in the **SETUP** position. Connect the USB cord between the **USB OUT** port and the PC computer. The computer will recognize the unit as a removable drive by the PC. Not the unit supports Windows ME/2000/XP. Print or edit pictures directly from camera or optional SD memory card. When the USB cable is disconnected the camera will go back to **SETUP** mode.

12 **CAMERA • SPECIFICATIONS**

Operational Modes:	**Auto** - Automatic operation
	Handheld - Removable/Manual operation
	Setup Mode - Customize menu settings
Video:	10 second AVI clips - Video automatically switches to still photos with the flash in low light situations.
Picture Resolution (pixels):	LOW / MEDIUM / HIGH
	resolutions vary (see chart pg. 9)
Built-in Memory:	16 MB / Stores pictures or video
Format:	JPEG-Still pictures, AVI-Video clips
Max. External SD Memory:	4.0-5.0 cameras - Up to 4 GB *(optional)*
LCD Display Monitor:	2.0" TFT *(optional)*
Infrared Sensor:	Passive, activates when motion is detected
Laser Aiming:	FDA Class 2 *(5.0 model only)*
Infrared Sensor Range:	30 ft. / 22° width
Electronic Flash:	Automatic or Off - security mode

12 **CAMERA • SPECIFICATIONS**

Flash Range:	5 ft - 45 ft.
Image Output:	TV OUT, USB OUT, Optional SD card
USB Output:	Requires PC with Windows 2000/ME/XP.
Picture Delay:	Variable, 1 min. - 60 min.
Sequential Delay:	15 Seconds between still pictures
LCD Display Panel:	Displays menu items for setup settings
Power Supply:	Standard or rechargeable 6-D cell batteries *(not included)*
Duty Cycle:	60 day average with 6-D Cell batteries
Adjustable Mounting:	Elastic mounting cords

13 **CAMERA • DESCRIPTION**

4.0 & 5.0 MODEL CAMERAS

1. VIEWFINDER
2. MOUNTING CORD LUG
3. ELECTRONIC FLASH
4. FLASH SENSOR
5. CAMERA LENS
6. LIGHT SENSOR
7. STATUS LED
8. LOCKABLE LATCH
9. INFRARED SENSOR
10. LCD STATUS DISPLAY
11. WEATHER-RESISTANT CASE

4.0 & 5.0 MODEL CAMERAS

12. SHUTTER BUTTON
13. POWER ON/OFF BUTTON
14. LOCK/UNLOCK HANDHELD CLIPS
15. LASER AIMING DEVICE
16. TV OUT PORT
17. USB PORT
18. SD MEMORY CARD SLOT
19. OPERATION DIAL
   • LASER AIM, • IR AIM,
   • HANDHELD MODE, • AUTO MODE,
     • SETUP MODE, • PLAYBACK MODE

20. LCD DISPLAY MONITOR *(5.0 model only)*
21. DELETE BUTTON
22. CHANGE BUTTONS
23. SELECT BUTTON
24. CONTROL BOX LATCHES
25. AIRTIGHT WEATHER RESISTANT SEAL
26. BATTERY COMPARTMENT
12. SHUTTER BUTTON
13. POWER ON/OFF BUTTON
14. LOCK/UNLOCK HANDHELD

NOTE: Battery compartment is located on the back of the removable handheld housing.

This product has been thoroughly tested and inspected before shipment. It 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.

CAUTION: Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

IF YOU HAVE A PROBLEM CALL US, DO NOT RETURN TO THE RETAILER.

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

Moultrie Feeders
150 Industrial Rd.
Alabaster, AL 35007

Printed in China
(0307)

This product is covered by one or more of the following US Patents: 6735387, 6768868, 6834162 and other pending patents.

Warning! This product contains lead, a chemical known to the state of California to cause cancer, birth defects and other reproductive harm.