

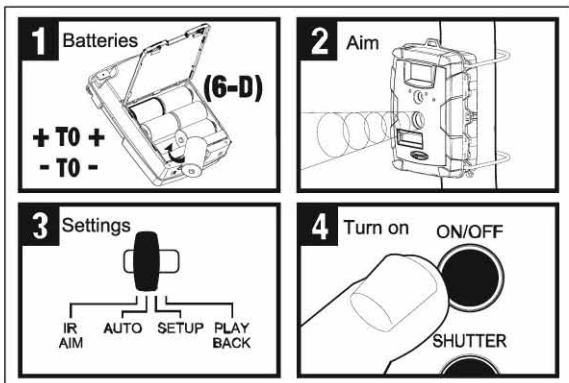


# DIGITAL GAME CAMERA

## USER MANUAL



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

### QUICK START INSTRUCTIONS



**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-DGS-D50

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**  position. Battery life is about 60 days depending on temperature and usage. When B = 20% replace with fresh D Cell batteries.



**TURN POWER ON AND OFF**

Slide the function 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
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SETTING DONE
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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
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FLASH OFF
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**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
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CAPTURE MODE VIDEO
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**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
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IMAGE QUALITY MEDIUM
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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: **LOW** 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

## 3

# 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. **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. To operate the digital game camera in **HANDHELD** mode, slide the function switch to **SETUP** position. Scroll through the manual till **HANDHELD** by pressing **CHANGE UP** or **Down** .



**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.

## 4

# SETUP • DEFINITIONS

### 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. The **DELETE** button can be used to delete pictures.

### TV OUT PORT

To plug handheld viewer to review pictures.

**FUNCTION SLIDE SWITCH**

Depending on the position of the switch there are four possible functions.

1. IR AIM. 2. AUTO. 3. SETUP. and 4. 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, the slide 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 35 seconds. The camera will then return to **STANDBY** mode until the camera is woken up and triggered again.

<b>AUTO P:0005/0100</b>
<b>DLY 00:59 B:99%</b>

Displays while counting down.

<b>AUTO P:0006/0100</b>
<b>DLY E:0009 B:99%</b>

Displays 35 sec. after event recorded.

**HANDHELD MODE**

To operate the digital game camera in **HANDHELD** mode, slide the function switch to the **SETUP** position. Scroll through the manual till **HANDHELD** by pressing **CHAGE UP** or **DOWN**. 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**.

<b>HANDHELD B:99%</b>
<b>*RDY P:0005/0100</b>

**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.

## 4

**SETUP • DEFINITIONS****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 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.

## 5

**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.



## 6

**OPERATIONS • AIMING****INFRARED (IR) AIM**

The camera can be aimed using the infrared detection system.



**INFRARED (IR) AIM *cont.***

Slide the function switch 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 5 minutes to save battery life.

IR AIM  
ON

**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. 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 16GB 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:

#### D50 MODEL 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	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.

**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.

Slide the function switch 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 function switch 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. The unit supports Windows ME/2000/XP/VISTA/7. 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.



<b>Operational Modes:</b>	Auto - Automatic operation <b>Handheld</b> - Removable/Manual operation <b>Setup Mode</b> - Customize menu settings
<b>Video:</b>	10 second AVI clips - Video automatically switches to still photos with the flash in low light situations.
<b>Picture Resolution (pixels):</b>	LOW / MEDIUM / HIGH <i>resolutions vary (see chart pg. 9)</i>
<b>Built-in Memory:</b>	16 MB / Stores pictures or video
<b>Format:</b>	JPEG-Still pictures, AVI-Video clips
<b>Max. External SD Memory:</b>	Up to 16 GB (optinal)
<b>Infrared Sensor:</b>	Passive, activates when motion is detected
<b>Infrared Sensor Range:</b>	45 ft. / 22° width
<b>Electronic Flash:</b>	Automatic or Off - security mode
<b>Flash Range:</b>	5 ft - 45 ft.
<b>Image Output:</b>	TV OUT, USB OUT, Optional SD card
<b>USB Output:</b>	Requires PC with Windows ME/2000/ XP/VISTA/7.
<b>Picture Delay:</b>	Variable, 1 min. - 60 min.
<b>Sequential Delay:</b>	15 Seconds between still pictures
<b>LCD Display Panel:</b>	Displays menu items for setup settings
<b>Power Supply:</b>	Standard or rechargeable 6-D cell batteries ( <i>not included</i> )
<b>Duty Cycle:</b>	60 day average with 6-D Cell batteries
<b>Adjustable Mounting:</b>	Elastic mounting cords

**D50 MODEL CAMERA**

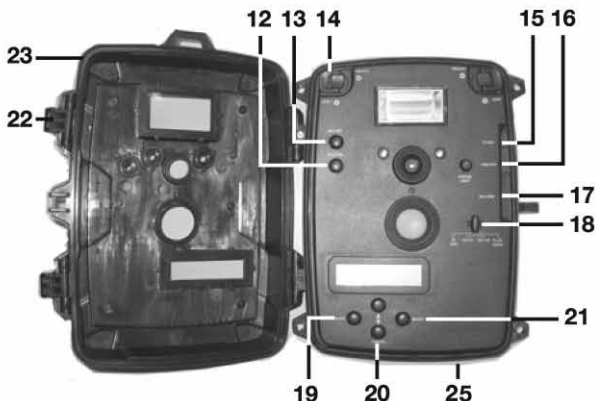
1. VIEWFINDER
2. MOUNTING CORD LUG
3. ELECTRONIC FLASH
4. FLASH SENSOR
5. CAMERA LENS
6. LIGHT SENSOR
7. STATUS LED
8. LOCKABLE LATCH
9. INFRARED SENSOR
10. LCD STATUS DISPLAY
11. WEATHER-RESISTANT CASE



## D50 MODEL CAMERA

12. SHUTTER BUTTON
13. POWER ON/OFF BUTTON
14. LOCK/UNLOCK HANDHELD CLIPS
15. TV OUT PORT
16. USB PORT
17. SD MEMORY CARD SLOT
18. FUNCTION SWITCH
  - IR AIM, • AUTO MODE,
  - SETUP MODE,
  - PLAYBACK MODE
19. DELETE BUTTON
20. CHANGE BUTTONS
21. SELECT BUTTON
22. CONTROL BOX LATCHES
23. AIRTIGHT WEATHER RESISTANT SEAL
24. BATTERY COMPARTMENT
25. 12-VOLT EXTERNAL POWER PORT
 

(This camera is compatible with the Moultrie Powerpanel accessory to extend your battery life. Please visit our website at [www.moultriefeeders.com](http://www.moultriefeeders.com) for more information.)



**NOTE:** Product label is inside battery compartment on the bottom.

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**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.

Changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

**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](http://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.