SHOOMS

DEVICE 05 / 08

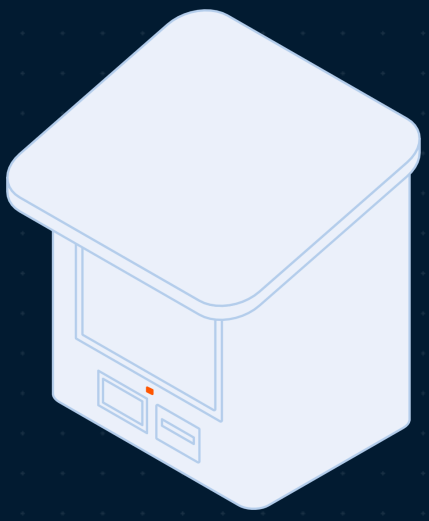
TECHNICAL DOCUMENTATION

sp-terminal

Self-service terminal

17″ touchscreen | Shooter's card | 9 languages | One per field

For shooters, range operators and technicians: how a shooter enrols in a series, what the board shows, and what to do when something goes wrong.



DOCUMENT	VERSION	SOFTWARE	DATE
DOC-TR-EN	1.0	1.0	09.2026

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DOC-TR-EN · V1.0

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CHECK THE CONTENTS BEFORE INSTALLATION

Check the contents immediately after unpacking. Report any missing or damaged item to your supplier before installation.

AT A GLANCE

17″	9	RFID	1
Screen 1280 × 1024	Interface languages	Shooter or club card	Terminal per field

COLOUR CODING

Warning
Important information that needs particular attention. Read it before you act.

Note
A clarification or useful additional information.

Tip
Useful recommendations.

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01 Overview and key specs

The terminal is a touchscreen on the shooting field through which a shooter enrols in a series, and on which everyone present follows the shooting. The shooter holds their card to the card reader beside it, chooses a series template — and their name appears in the queue on the board.

17″
Touchscreen 1280 × 1024

RFID
Shooter or club card

1
Terminal per field

Purpose

- Works with a shooter's or a club card: presenting the card opens the popup of whoever it belongs to.
- Creating a series: the sequence template, the clay colour, microphone and timer on or off.
- The shooter's targets balance: staff see what is left and top it up from an administrator's card.
- Live results on the board, the results of finished series, and tournament results.
- Field diagnostics: the state of the microphone modules, the event journal and card scans.

What it consists of

The terminal is a small computer with a touchscreen that starts straight into the working screen: no desktop, no windows. Everything comes from the SHOOMS server over the network; the terminal itself stores nothing but its field binding and display settings.

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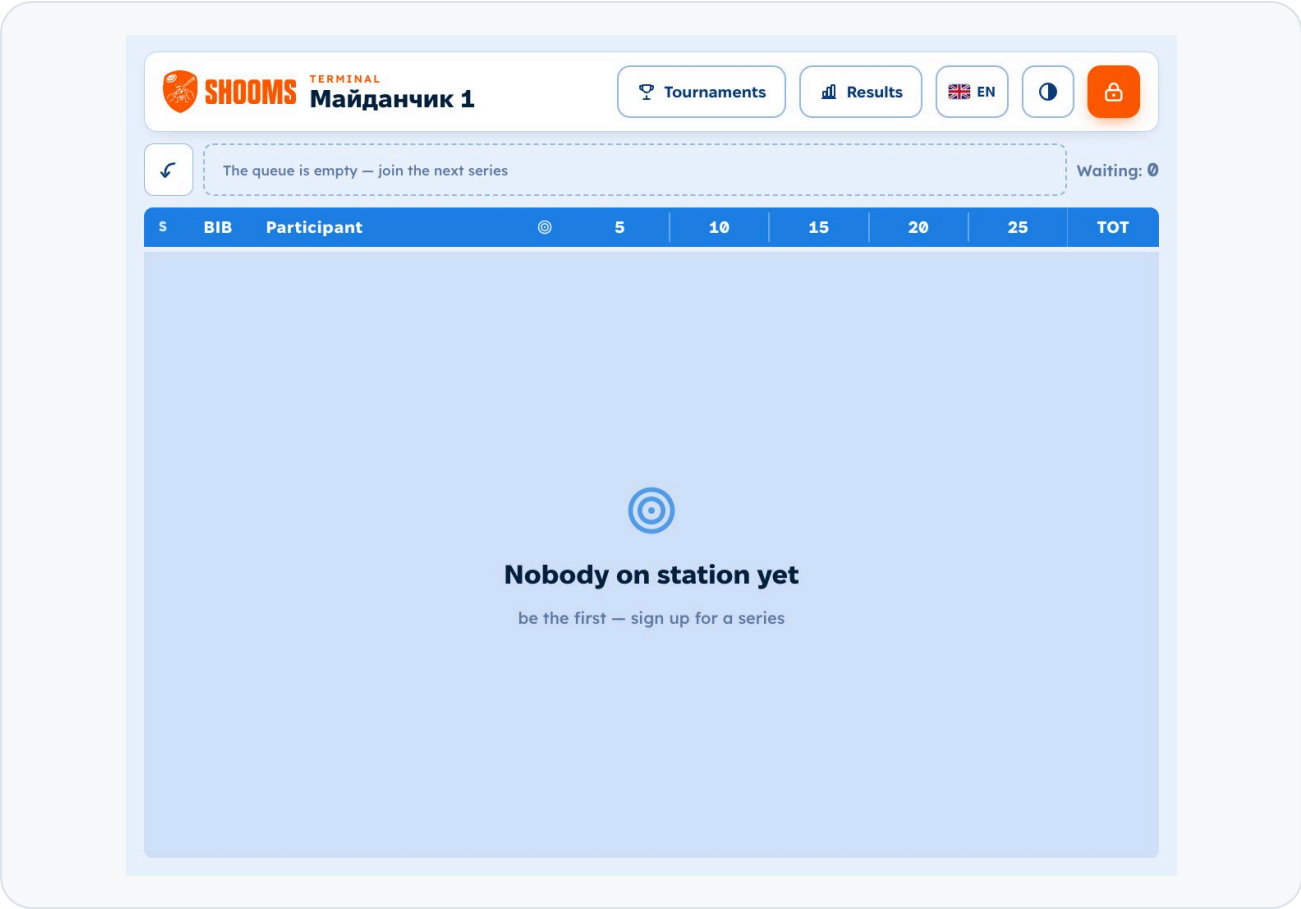


Fig. 1. The board of the field with nobody on station

PART OF THE SCREEN	WHAT IT SHOWS
Header	The field name, the «Tournaments» and «Results» buttons, the language picker, the theme, and the staff lock button. During a series the timer appears here.
Queue strip	Who is enrolled for the next series and how many are waiting.
Board	One row per station, each with 25 target cells and the «TOT» total.

ONE TERMINAL, ONE FIELD

The terminal is bound to its own field and shows only its series. Cards read on other fields are ignored.

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02 What's in the box

CHECK THE CONTENTS BEFORE INSTALLATION

Check the contents immediately after unpacking. Report any missing or damaged item to your supplier before installation.

QTY	ITEM
1	Terminal sp-terminal with a 17″ touchscreen (1280 × 1024)
1	Power cable
1	Mounting kit
—	Card reader — a separate device, installed beside it (see its own manual)

THE CARD READER IS SEPARATE

The terminal and the card reader are two different devices. No cable joins them: the reader sends the card number to the server, and the server tells the terminal.

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03 Safety and warranty

ONLY SHOOMS STAFF OPEN AN ENCLOSURE

Removing a lid and doing anything inside the enclosure of any device in the system is for authorised SHOOMS personnel only. The customer and third parties must not open an enclosure, press buttons on the board, move any parts, or unplug connectors or cables inside it. Interfering breaks the enclosure's seal, voids the warranty and can cause a trap to fire unexpectedly.

General rules

- Install the terminal under a canopy or indoors: the screen is not made for direct rain.
- Do not leave the screen in direct sun — on infrared touch frames sunlight causes phantom touches.
- Wipe the screen only with a soft, dry or barely damp cloth, without solvents.
- Do not block the ventilation openings of the enclosure.
- Route the cables where they cannot be caught.

Power

The terminal is built for a range where the power is cut with one switch at the end of the day. A hard power cut is normal for it: settings and the field binding are written to disk and restored when it starts again.

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Warranty

The warranty period is 12 months from the date the terminal is put into service. It does not cover damage to the screen, moisture ingress, lightning, overvoltage on the supply, or mechanical tampering with the enclosure.

For a warranty claim provide: the serial number, a description of the fault and, if possible, a photo of the screen.

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04 Installation and first start

Choosing the position

- The terminal stands on its own field, beside the card reader, so that the screen can be seen by shooters and spectators.
- Avoid places where the sun falls on the screen or rain reaches it.
- At a height comfortable for touching while standing; the screen is touch-only, with no buttons on the enclosure.
- A socket and the range network — wired or Wi-Fi — must be nearby.

First start

A terminal that is ready for work starts straight into the working screen. A new or re-imaged terminal asks for two things first:

1. Sign in with a SHOOMS staff account: e-mail and password, or the QR code from the mobile app.
2. Choose the field this terminal is bound to.

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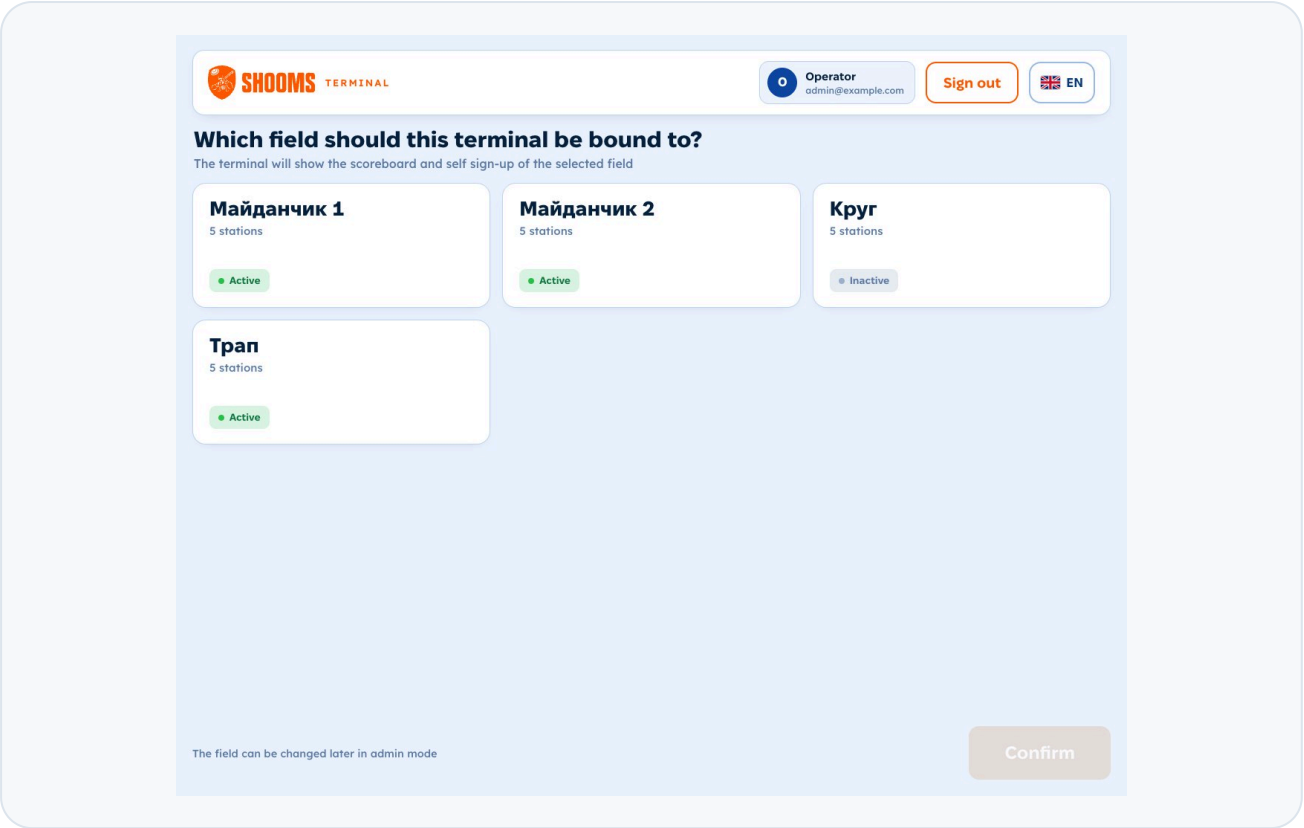


Fig. 2. Choosing the field at first start

The choice is kept on the device and survives reboots and power cuts. The field can be changed later in staff mode.

THE BINDING IS DONE BY AN ENGINEER

The first start is performed by a SHOOMS engineer or a trained range technician. A shooter never sees these screens.

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05 Connection

NETWORK

The terminal joins the range network by cable or Wi-Fi. The server address is set once during commissioning.

LAN or Wi-Fi

Link to the server

Everything on the screen is sent by the SHOOMS server: the state of the field, the queue, the results. The terminal is a window into the system, not a device that works on its own. Without the network it shows a message about the lost connection and recovers by itself as soon as the network returns.

Link to the card reader

There is no cable between the terminal and the reader. The reader sends the card number to the server, the server identifies the shooter and tells the field's terminals. A card therefore works only while the reader, the network and the server are all healthy.

THE READER IS BOUND TO A FIELD ON THE SERVER

If the reader is assigned to another field in the system, the terminal deliberately ignores its cards. The binding is configured in the SHOOMS system.

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06 How a shooter enrols in a series

The whole sequence is a few taps. Below is how it looks on screen, step by step.

1. Present the card

The shooter holds their card to the reader beside the terminal. A popup opens with the name, status, card number and targets balance. It closes by itself after 30 seconds — the countdown is visible at the bottom.

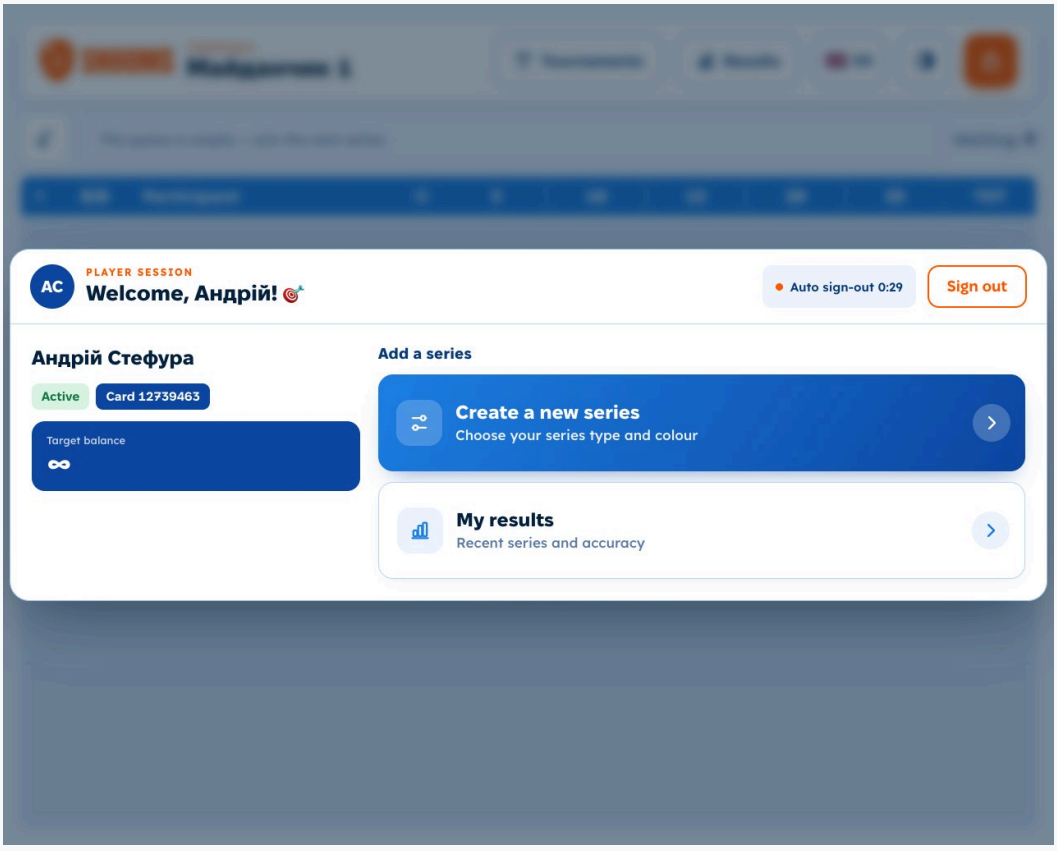


Fig. 3. The shooter popup after the card is presented

2. Create the series

«Create a new series» opens the chooser. The template defines the kind of series — for example singles with a signal double; every series is 25 targets. Leave «Microphone and timer» on if the targets are released by voice. The clay colour is chosen from those allowed on the field.

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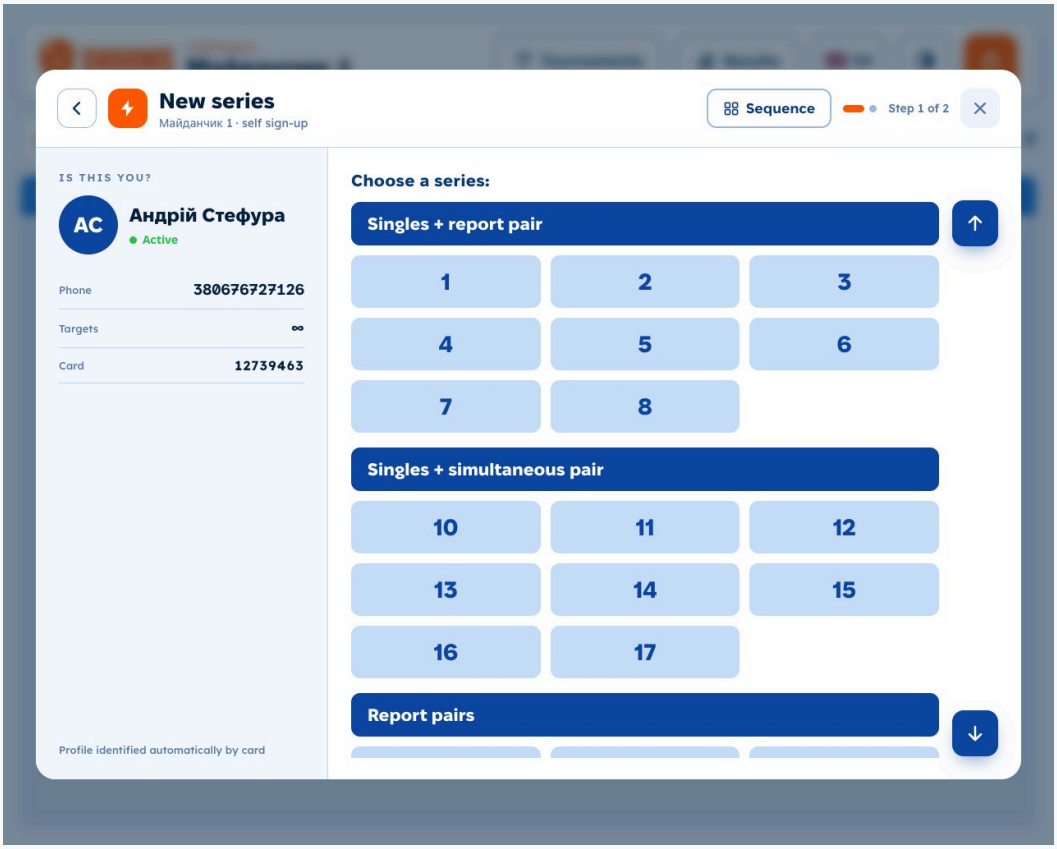


Fig. 4. Choosing the template, the colour and the mode

The «Create series» button is enabled only when the balance covers the whole series. If it does not, the button is disabled and the shortfall is shown above it: «Not enough targets: 3 available, 25 needed». The same rule applies to «Join the current series».

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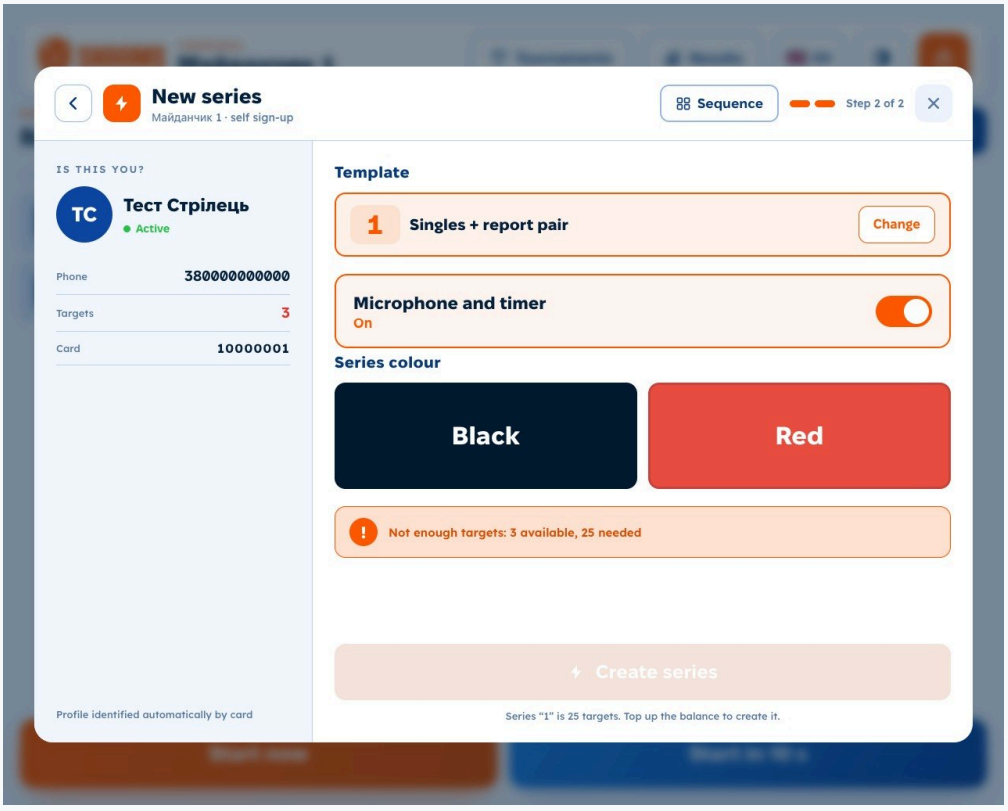


Fig. 5. Not enough targets on the balance: the button is disabled

If a series still cannot be created, a popup shows the reason — not enough balance, an unknown template, a server refusal or no connection. It closes with «OK», and the template chooser stays open.

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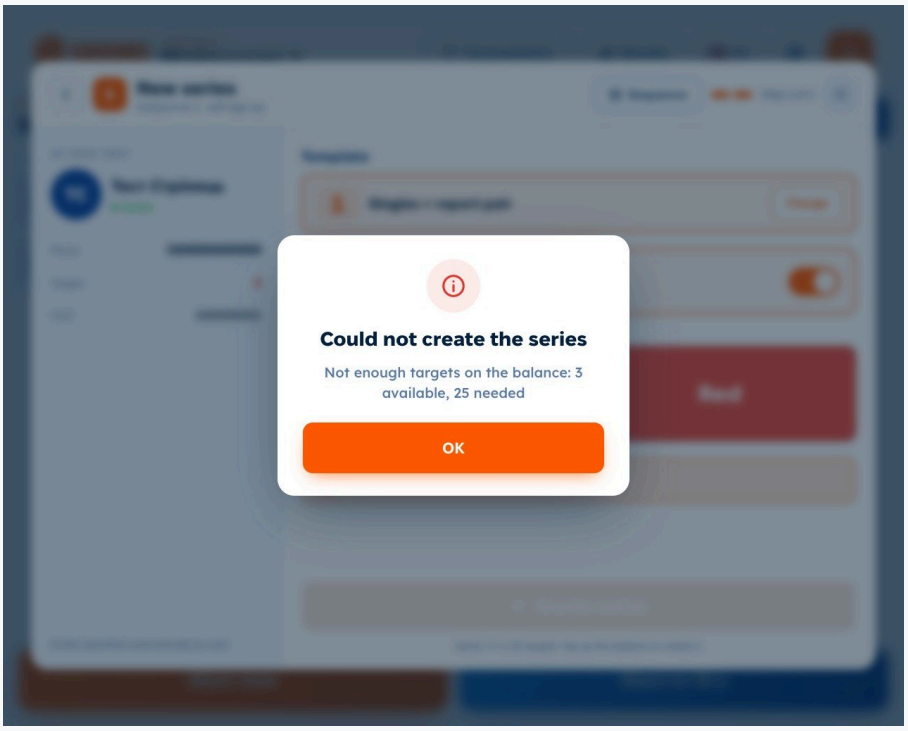


Fig. 6. The reason for the refusal is shown in a popup

3. Wait your turn

After «Create series» a green confirmation appears and the series joins the queue: the name, colour and series number are visible in the queue strip. When nobody is on station, the «Ready to start» panel appears on the board with the buttons «Start now» and «Start in 10 s».

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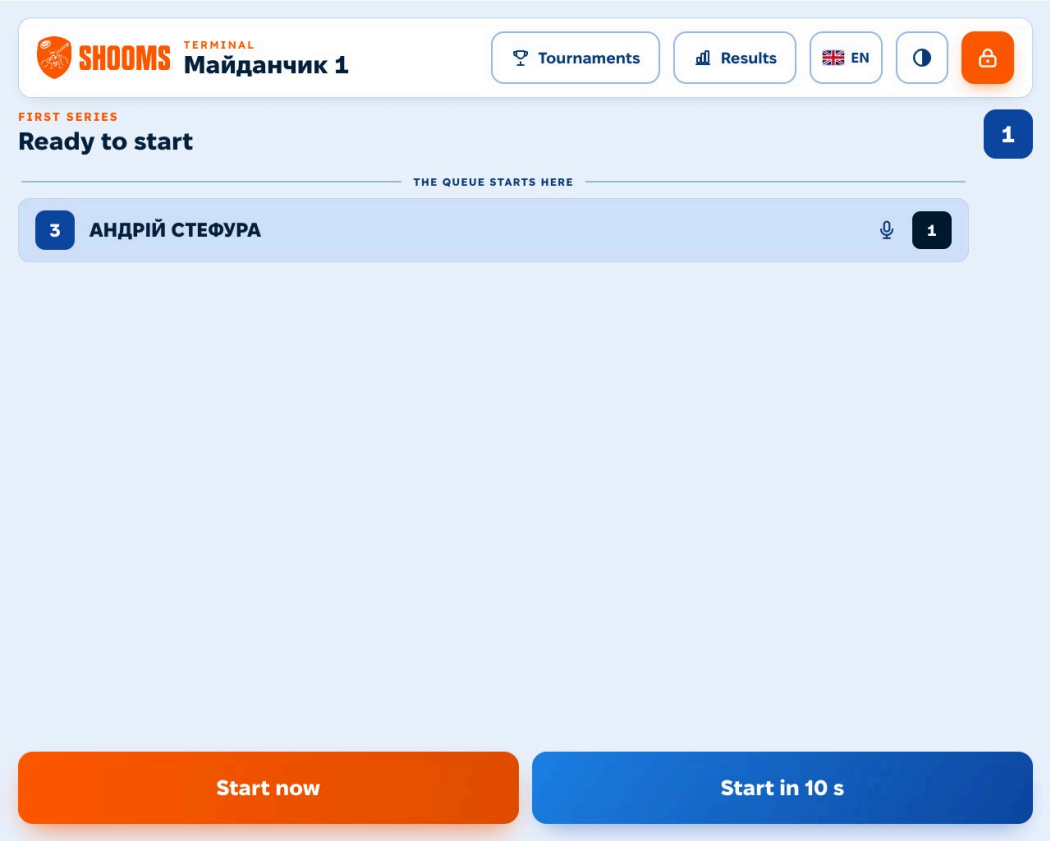


Fig. 7. The queue and the start buttons

4. Shoot

As soon as the series starts, the shooter's row on the board becomes active, the timer runs in the header, and the system takes over the microphones and the traps. Every scored target appears on the board at once.

5. Collect the result

When the last target is scored the series ends by itself: the row moves to the lower part of the board with its total. A shooter can always see their own series under «My results», and everyone can see them under «Results».

THE POSITION IS NOT CHOSEN

A shooter chooses neither the station nor the number of targets: the station is assigned by the system at the start, and a series is always 25 targets — as many as the template holds.

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07 What the board shows

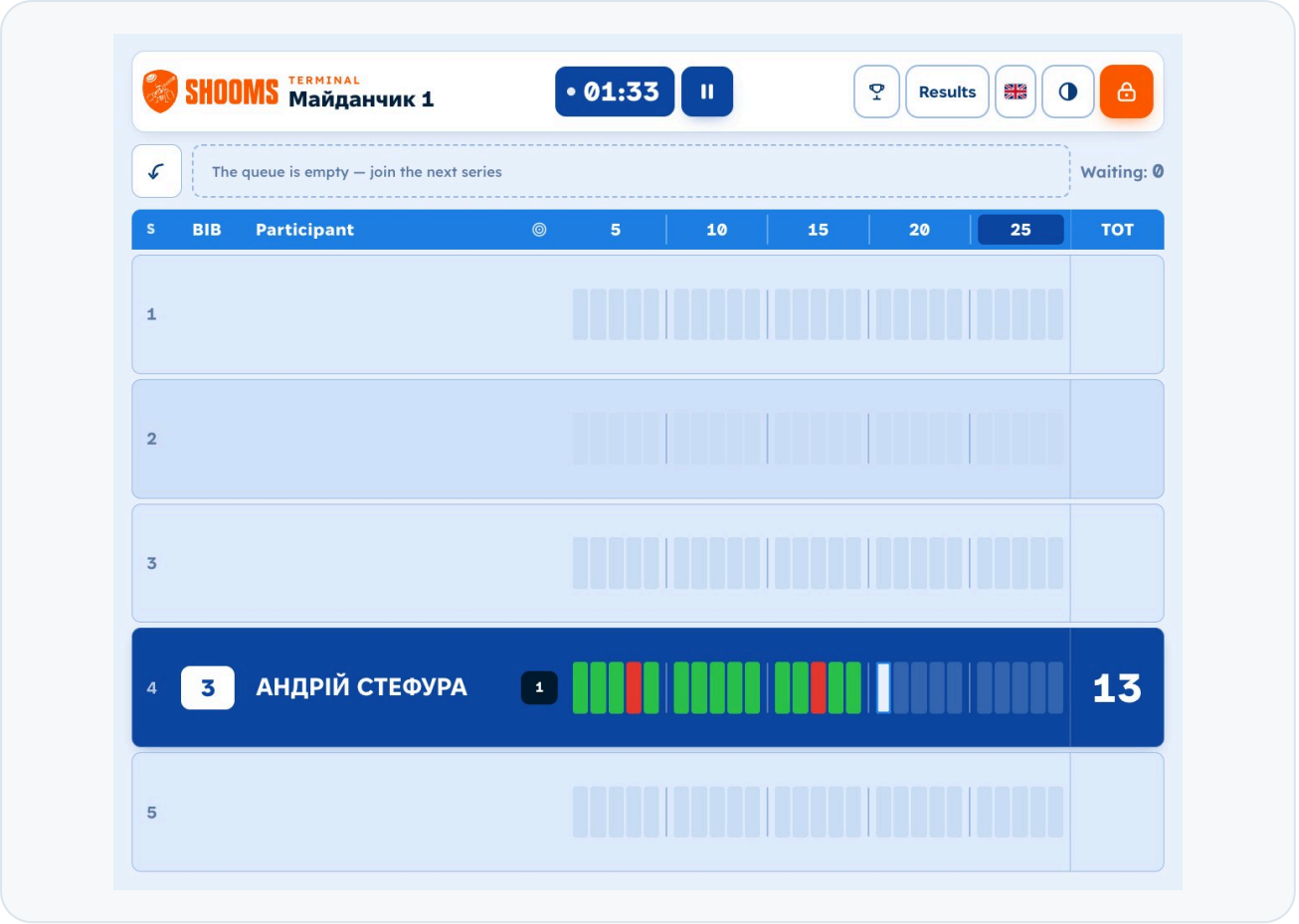


Fig. 8. The board during a series

ON THE SCREEN	WHAT IT MEANS
Green cell	The target was scored as a hit.
Red cell	The target was scored as a miss.
Cell with a white outline	The next target of this series.
Dark row	This shooter is on station now.
Green row at the bottom	The series is finished; the total is shown.
«TOT»	The number of hits in the series.

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ON THE SCREEN	WHAT IT MEANS
Timer in the header	The time left for the series. The button beside it pauses it.
Marks 5 · 10 · 15 · 20 · 25	The checkpoints of the series; the current one is highlighted.

Language and appearance

The interface language is switched in the header — the same nine languages as the rest of the system. The dark theme, contrast and background tint are set by staff in the management mode.

THE SERIES IS RUN BY THE SERVER

The terminal does not decide whether it is a hit or a miss: it shows what the system scored. Questions about scoring are settled by the referee or the operator.

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08 Staff mode for the range administrator

The management mode is meant for the range administrator and the referee. It offers the actions a shooter cannot perform from their own card: creating series on someone's behalf, managing the queue, correcting results and configuring the field.

How to enter

- The orange lock button in the header opens «Admin access» — a keypad for the six-digit code. The code is checked by the server.
- The other way is to hold an administrator's card to the field's reader: the mode turns on without a code.

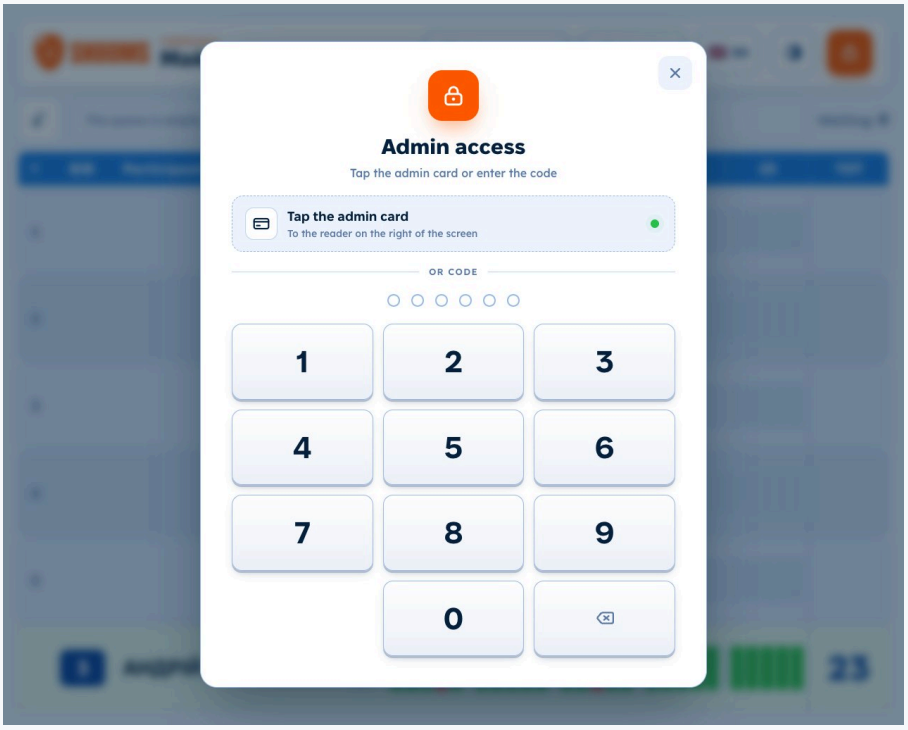


Fig. 9. Entering the access code

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What you can do

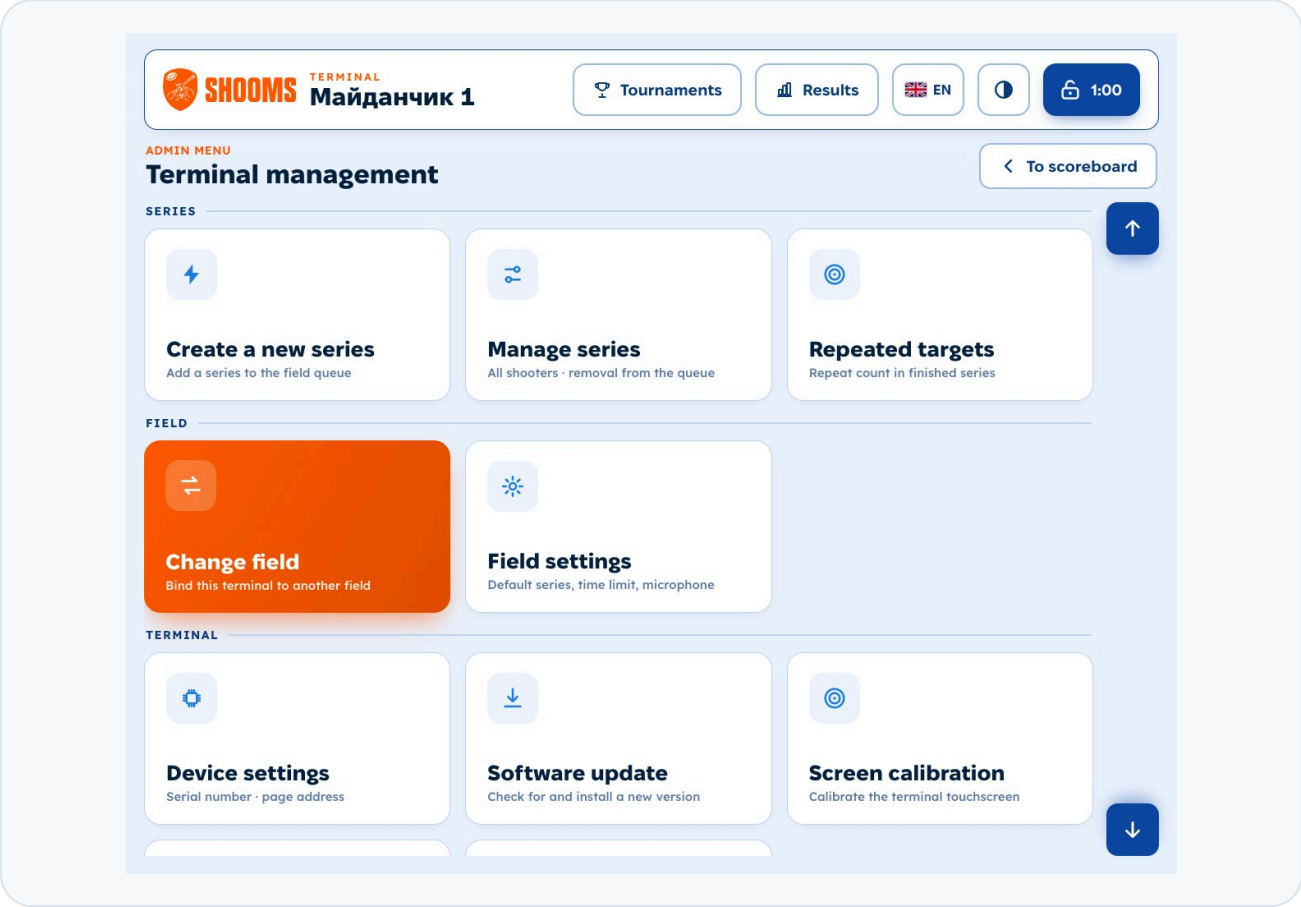


Fig. 10. The «Terminal management» menu

MENU ITEM	WHAT IT DOES
SERIES	
Create a new series	Adds a series to the field's queue. A client can be attached — then their balance applies, as for a shooter; without a client the series goes in the administrator's name and no targets are charged.
Manage series	All shooters on station and in the queue: removing any of them with a confirmation, and changing the order of the queue with the up and down buttons.
Repeated targets	The number of repeats in finished series: within the limit green, over the limit red. The «All fields» switch shows the picture across the range.
AREA	

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MENU ITEM	WHAT IT DOES
Change field	Binds the terminal to another field. After the change the terminal shows the series of the new field.
Field settings	The default series, the time limit, the microphone, the «Target repeat limit» (0 — no limit) for new series, and the theme, contrast and background tint.
TERMINAL	
Device settings	The serial number and the address of the server page.
Software update	Checks for and installs a new version of the terminal's software.
Screen calibration	Calibrates the touchscreen if a touch lands somewhere other than where it was made.
Diagnostics	The state of the microphone modules of this field.
Event journal	A live journal: connections to the server, card scans and the verdict on each of them.
EXIT	
Leave admin mode	Returns the ordinary board; the device's staff session is kept.
Sign out of the terminal	Ends the device's staff session: the terminal will ask to sign in again. Use it only when handing the equipment over.

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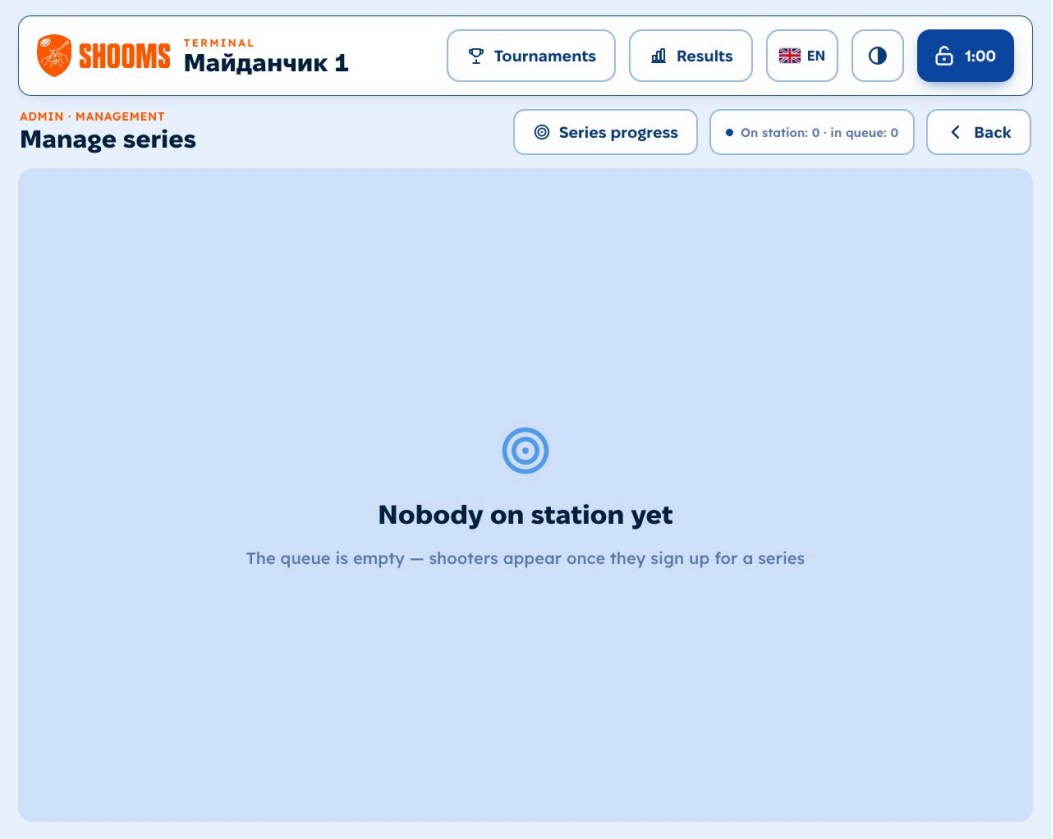


Fig. 11. Managing series: stations, queue, order

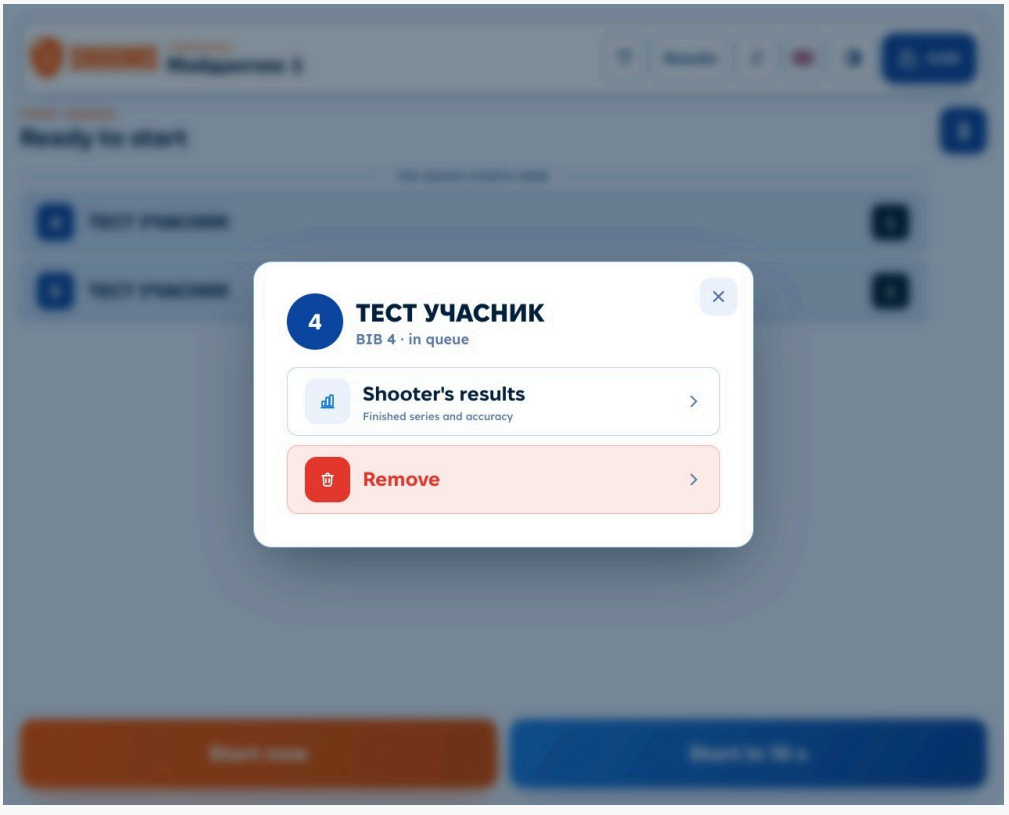


Fig. 12. Tapping a queue row: the shooter's results or removal

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Actions available straight from the board

WHERE	WHAT YOU CAN DO
A row in «Ready to start»	A tap opens the shooter popup: «BIB N · in the queue», «Shooter's results» and «Remove» with a confirmation.
A row on the board or in «Results»	A tap opens editing: a grid of 25 cells, a tap on a cell flips hit to miss and back, «Update» saves. Works both for a running series and for finished ones.
The shooter popup	The remaining targets; with an administrator's card, the balance top-up buttons. The shooter's own results open from here too.
«Results»	Switching the field to look at other fields' series, and browsing by day.
«Tournaments»	The results, participants and series of ongoing tournaments.

Targets balance

The remaining targets are always visible in the shooter popup. If an administrator's card is presented while that popup is open, top-up buttons appear in it — that is the only way to add balance from the terminal. When creating a series for an attached client, the administrator is subject to the same balance check as a shooter: not enough targets, and the button is disabled.

Exit

«Exit admin mode» returns the ordinary board. «Sign out of the terminal» ends the device's staff session — after that the terminal asks to sign in again, so use it only when handing the equipment over. If the mode is left alone, the staff popup closes by itself after 60 seconds.



A SERIES CANNOT BE RESTARTED

There is no separate «restart» action. If a series has to begin again, remove it under «Manage series» and the shooter enrols anew.

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THE ACCESS CODE IS NOT FOR SHOOTERS

The code and the administrator's card grant the right to change results. Keep them with the staff and change the code if it becomes known to others.

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09 If something does not work

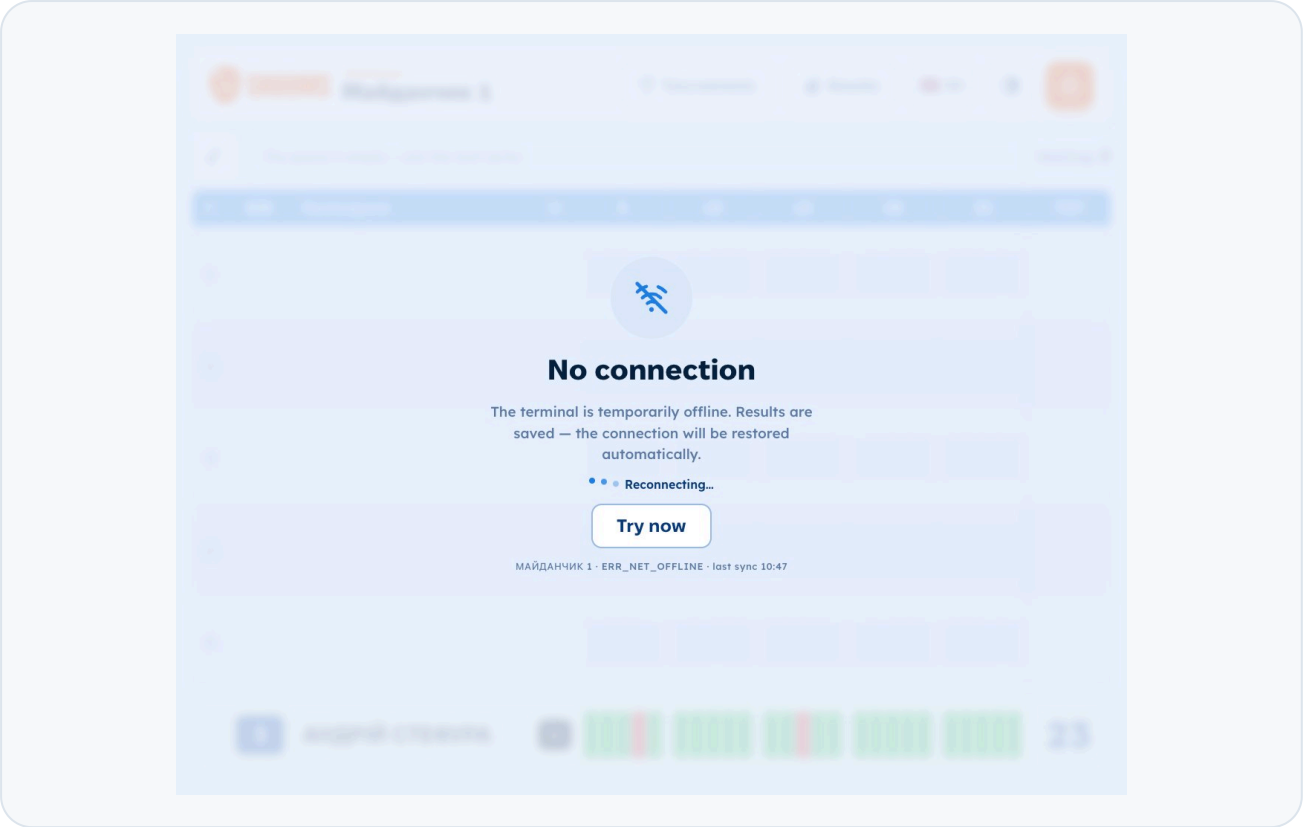


Fig. 13. The message about a lost connection

SYMPTOM	LIKELY CAUSE	FIX
«No connection» over the board	The terminal has temporarily lost the link to the server	Nothing needs doing: the link restores itself. If the message persists, call the operator.
The card beeped but no popup opened	The reader is bound to another field, or the terminal's link to the server dropped	Call the operator: the reason is visible in the event journal in the management mode.
«Card not registered»	The card is unknown to the system	Ask the administrator to create a profile.
«Target balance is used up»	No targets are left on the card	Top up with the administrator: it cannot be done from the terminal.

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SYMPTOM	LIKELY CAUSE	FIX
The screen does not react to touch, or reacts in the wrong place	The touch calibration has drifted	**Call a technician: calibration is done in the management mode.**
The screen is black	No power, or the device is starting up	**Check the power. After switching on, give the terminal about a minute.**
Phantom touches on their own	Sun, a heater, or dust on the touch frame	**Shade the screen, wipe the frame; if it persists, call a technician.**

WHAT TO TELL SUPPORT

The name of the field, what exactly is on the screen, whether the other terminals and the SHOOMS app are working, and whether the reader beeps when a card is presented.

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10 Maintenance and cleaning

INTERVAL	TASK
Daily	Wipe the screen with a soft cloth; check that the touch frame is clean.
Weekly	Inspect the cables and the mounting; check that the ventilation openings are not blocked.
Monthly	Check the accuracy of touch in the corners of the screen; call a technician for calibration if needed.
Before winter	If the range is idle for over 2 months, power the terminal down.

NO WET CLEANING OF THE FRAME

Moisture inside the touch frame destroys it. The cloth must be barely damp and the screen switched off or unpowered.

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11 Technical specifications

PARAMETER	VALUE
SCREEN	
Diagonal	17″, 4:3
Resolution	1280 × 1024
Control	Touch, no physical buttons
Touch	Single-touch, no gestures
COMPUTING	
Platform	Single-board computer
Mode of operation	Full-screen interface with no desktop
NETWORK	
Connection	Wired or Wi-Fi
Network name	sp-terminal-‹serial number›
INTERFACE	
Languages	Nine
Series	25 targets
Positions on the board	5 by default
PLACEMENT	
Enclosure	Metal
Installation	Under a canopy or indoors, beside the card reader
Operating temperature	–20 … +50 °C

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12 Software and changelog

The software version is shown on the cover. Updates are performed by SHOOMS support; the terminal can also check for updates by itself at every start. There is no self-service update by the customer.

VERSION	DATE	CHANGES
1.0	09.2026	First release within the SHOOMS system.

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APPENDIX A

A Appendix: SHOOMS device family

Every SHOOMS device has its own manual in the same structure.

1 · DOC-MM

Media module

Media module: TV and sound

2 · DOC-RB

Release module

Target release module

3 · DOC-MC

Microphone

Microphone module

4 · DOC-RF

Card reader

Shooter card reader

5 · DOC-TR

Terminal

Self-service terminal

This document

6 · DOC-WR

Wireless receiver

Wireless release receiver

7 · DOC-WT

Transmitter

Wireless release transmitter

8 · DOC-BS

Base station

Range server and network

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