

Users Manual Model: CTS-1000



Powered by Take Aim[®]

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Our Mission

At Take Aim our passion is empowering the clay target shooter and sportsman to improve their accuracy and elevate their shooting skills to the next level. Our technology delivers an enhanced learning experience that calculates and presents detailed shot performance data and statistics.

ShotTracker mounts to the barrel of your shotgun turning it into an intelligent device that analyzes each shot. The analysis is delivered using the ClayTracker application.

How It Works

Take Aim's patented SmartShot® software turns your shotgun into an intelligent device. The SmartShot software analyzes your shot to provide immediate feedback on how well you placed the shot pattern on the clay target, range & velocity of the target, and the motion of the shooter. The corrections needed to make the next shot perfectly aimed are furnished both audibly and visually.

The SmartShot software uses the ShotTracker's integrated sensors to monitor the motion of the shooter and the shotgun. When a shot is detected, the images from the on board camera are analyzed to compute the flight path and velocity of the clay target.

The flight path and velocity of the pellet cloud are calculated to ascertain the point where the clay and the pellets will intersect. At this intersection point, the SmartShot algorithms estimate the number of pellets that will impact the clay and how much kinetic energy they contain. This information is used to compute the probability of breakage for the clay.

Finally, the software computes the corrections needed to make the next shot perfectly aimed.



Hardware Platform



Mobile Application



Cloud Application

Product Details

Architecture

Quad-core CPU

Gyros

Accelerometers

5 MP Camera (1920x1080)

with diagonal FOV 22.2°

Powered by 2 CR123 Batteries

Runtime on fresh batteries ~ 2.5 hours

Dimensions: 6" L x 1.3" W x 2" H

Weight: 8.5 oz.

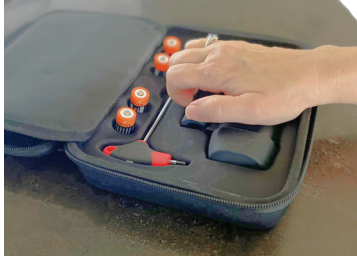
ShotTracker Kit Contains

- ShotTracker & Case
- Screw Driver
- Sub-Gauge Barrel Pad Kit
- Auto-Boresight Template
- 4 Rechargeable Batteries with charger



Storage

To remove the ShotTracker from the storage case, hold the unit at the barrel clamp and gently pull the unit away from the case.



To place the ShotTracker into the case, insert the bottom of the unit first and then gently pivot the unit pushing down until it is secure.



Battery Charging

Before using your ShotTracker fully charge the four rechargeable Lithium-ion CR-123 batteries. Place the batteries into the L16340 battery charger and plug the charger into a USB charging port. Each charging slot has four LED indicators. When all four LEDs are on constantly (no flashing) that battery is full charged. **If all four LEDs flash continuously when a battery is placed in the charger, the charger could not start the charging process (the battery was very depleted). Remove the battery and place it in a different slot for charging.** If the battery does not begin to charge, it has reached its end of life, please recycle appropriately.

As the battery is charging, once it has reached 25% charge the bottom LED will stay on and the LED next to the bottom will begin to flash. This sequence will continue as the battery reaches 50% and 75% charge levels. Once the battery is completely charged all four LEDs will be constant on.

Fully charged batteries should be removed from an un-powered charger.

Battery Installation

Using your thumb, push the battery door lock to the left to release the door. Open the door to access the battery compartment.

ShotTracker uses two standard CR123 Lithium batteries. Four rechargeable lithium-ion batteries should give you four-six hours of run time at the shooting range.

To remove the batteries, use the pull tab or battery extraction loop.

When placing batteries in the compartment, the + terminal of both batteries should be pointing upward.

Close the battery door and use your thumb to press and slide the latch to the right to lock the door.



First Time Set Up

Out of the case, the ShotTracker needs three items to be completed to be ready to analyze your shot. Until these items are completed, the ShotTracker's LED will flash magenta. The three items are:

- 1. A completed profile in the Profiles section.**
- 2. A completed boresight for that profile.**
- 3. An active Session in the Let's Shoot section.**

Once these three criteria are met, the ShotTracker is operational and the LED will function as detailed below.

Operation

To turn the ShotTracker on/off - briefly press  until the LED flashes red.

LED Indicator Light

Flashing Magenta – The ShotTracker is not completely configured. Three items are needed to initially configure the ShotTracker:

1. A completed profile in the Profiles section.
2. A completed boresight for that profile.
3. An active Session in the Let's Shoot section.

Once these three criteria are met, the ShotTracker is operational and the LED will function normally.

Red Blinking – Unit booting

Steady Green – Unit ON and Ready for next Shot

Fast Green Blink – Processing shot data

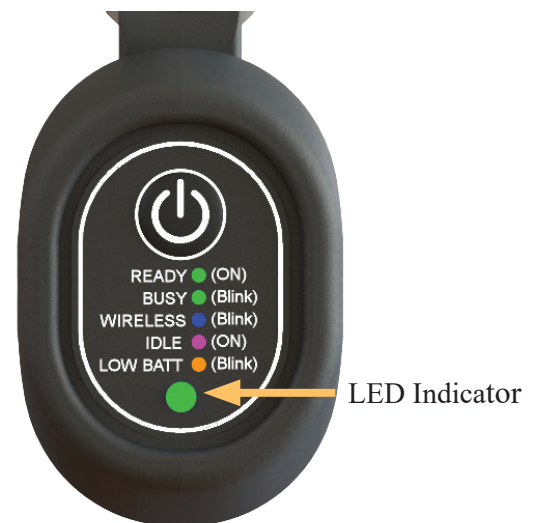
Blue Blink – ClayTracker App connected via Wi-Fi

Steady Magenta – Idle mode. The shotgun is in a non-shooting position (pointing up/down or laying on its side). Once the shotgun has returned to a ready position, Ready for Shot (steady green) mode will be active. Idle mode is entered six seconds after the shotgun barrel is pointed down at the ground (waiting between shots) or pointed up towards the sky (sitting in a gun rack).

Slow Red Blink – Low batteries. Replace with a fresh set of batteries.

White Blink - The ShotTracker's memory is getting full. You will need to go to the History page and delete sessions to free up memory.


If the ShotTracker becomes unresponsive, you can perform a hard reboot by pressing and holding the On/Off button for 10 seconds until the LED does a fast red flash. Then release the button.



Downloading ClayTracker Pro App

The  Application can be downloaded to your smartphone/iPad/tablet from



In the Apple App Store or the Google Play Store, search for *ClayTracker Pro*. Find red icon shown here and select to download/install the free app. The app allows you to configure the ShotTracker's settings, create profiles, and view the shot analysis. 

Connecting to the Wi-Fi

The ShotTracker has built-in Wi-Fi. You do not need any other source of Wi-Fi.

Step 1 – Turning on ShotTracker


Turn the ShotTracker on by pressing the button  until the LED flashes red then release.

Step 2 – Smartphone Settings Configuration

Once the ShotTracker is up and running, open Settings on your smartphone/iPad/tablet and go to Wi-Fi section.

Step 3 – WiFi SSID & Passcode

Open the ShotTracker battery door and look on the label (see sample) to find the ShotTracker's SSID and Passcode. In the Wi-Fi Settings, select the ShotTracker's SSID and enter the Passcode.

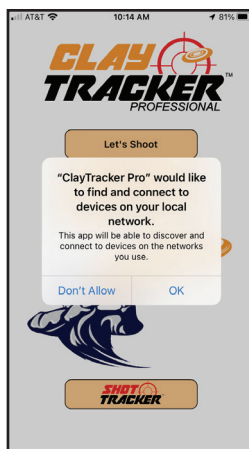
ShotTracker CTS-1000 Serial #: A1RG836DA14B SSID: ST_836DA14BB Passcode: 11223344 Patent: 10,782,096 Contains FCC ID: TFB-1004 IC: 5969A-1004	
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The ShotTracker is designed to connect to the ClayTracker Pro application over WiFi, The ShotTracker does not connect directly to the Internet.

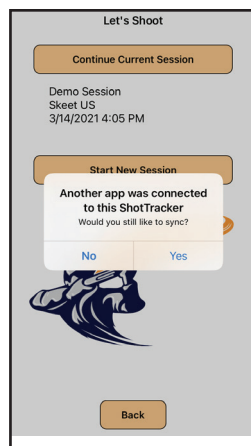
Launching & Using the ClayTracker Pro App

Once the Wi-Fi connection is established, open the ClayTracker Pro app. The first time you run the app be sure to allow the app to find and connect to devices on the local network (i.e. your ShotTracker).

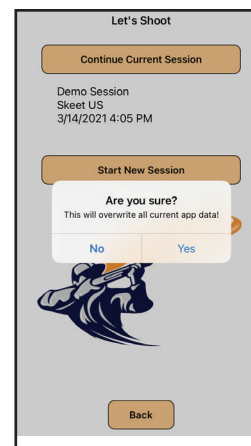
The first time an app connects to a new ShotTracker you will be prompted to answer several questions. Answer OK, Yes and Yes




Select "OK"



Select "Yes"



Select "Yes"

From the Main Menu, press the  button. You will see the words CONNECTED at the top of the screen if the ShotTracker is connected to the ClayTracker Pro app.

Every time the ClayTracker Pro app connects to a ShotTracker, the app Syncs up to the shot history database on the ShotTracker. Depending on the length of the Shot History, this may take a few moments. During this time the Syncing message with the spinning disc will appear on the screen.

If you connect the ClayTracker Pro app to multiple ShotTracker units, when you connect to the next unit all of previous shot history data in the app will be over written by the new ShotTracker's data. No data is lost or deleted. The next time you connect the app to the previous unit, all of its shot history data will be downloaded. The only way to delete shot history data permanently is to delete shooting sessions from the HISTORY page.

Once you are synced up to the ShotTracker, you will see the HOME page. From here you can access the four major functions of ClayTracker Pro.

Main Menu Screen

Let's Shoot – Selecting this button lets you start a new shooting session or continue the previous session.

History – Selecting this button lets you view all of the previous shooting sessions stored on the ShotTracker unit. The unit can hold up to 4000 shots in memory.

Profiles – Selecting this button lets you set up a shooting profile for your shotgun and boresight the ShotTracker to your shotgun.

ShotTracker – Selecting this button lets you access ShotTracker information, settings and log into your ClayTracker Cloud account.

ShotTracker Settings

From this screen you can:

1. See if the ClayTracker Pro app is connected to the ShotTracker
2. See the current battery charge %
3. Select the battery type being used to power the ShotTracker
4. Set the Trigger Detection Threshold so that each shot is detected
5. Get information on the ShotTracker (serial number, core temperature..)
6. Install firmware updates
7. Perform a Factory Reset

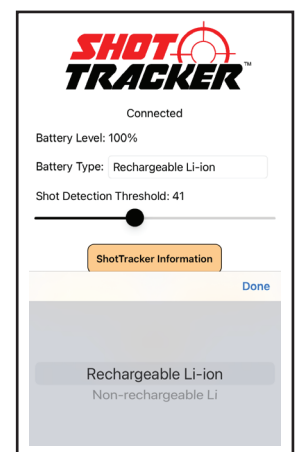
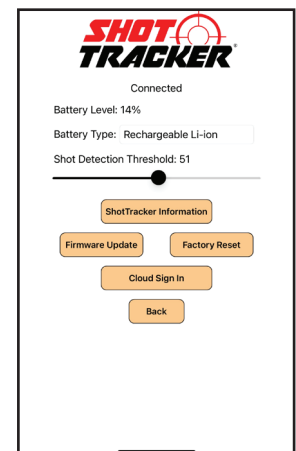
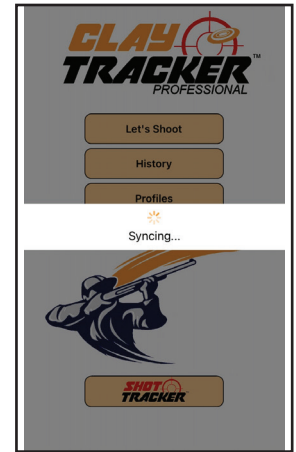
Battery Type

The ShotTracker page contains the battery gauge. To get an accurate battery reading, select the Battery Type field and scroll to the type of battery that is installed.

The options are Lithium and Lithium-ion. Best performance is achieved using rechargeable Lithium-ion CR123 cells.

The Battery Level meter provides a relative battery charge level. Once the batteries go below 25% charge you should install fresh batteries soon.

On most screens in the ClayTracker Pro app, a battery charge level indicator appears in the upper right hand corner



Shot Detection Threshold

The ShotTracker allows the user to set the threshold sensitivity for detecting that a shot was fired. Initially set the threshold to 50. This will work for most shooters.

If you experience the ShotTracker not detecting a shot, move the detection threshold lower in small increments until the shot is detected.

If the ShotTracker detects a shot when the shotgun was not fired or multiple shots when only one was fired, raise the detection threshold in small increments until proper shot detection occurs.

ShotTracker Information

The ShotTracker Information button provides all the details of the unit:

Serial Number:

Hardware Version:

Firmware Version:

ClayTracker Pro App Version:

Shot Data Space Remaining:

Lifetime Shot Count:

CPU Core Temperature:

Firmware Update

Firmware updates for the ShotTracker are delivered using the ClayTracker Pro app. From the ShotTracker page press the Firmware Update button. If a new version of firmware is available, you will be prompted on the process to update the unit.

Factory Reset

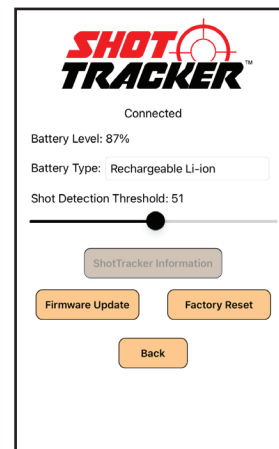
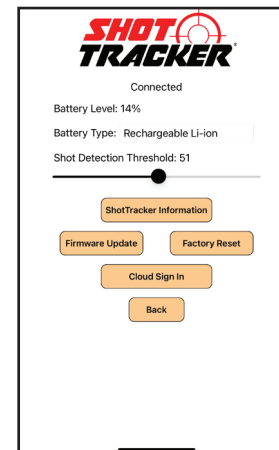
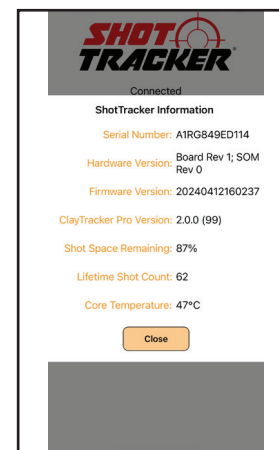
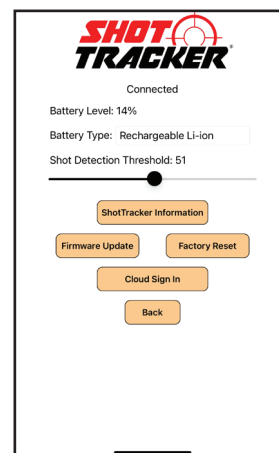
The Factory Reset button is used to clear the shot information database and reset the ShotTracker unit to factory settings. All data will be erased and the ShotTracker restored to its factory settings.

ShotTracker Information (grayed out)

If the ShotTracker Information button is grayed out and the top of the screen says Connected, the ShotTracker unit and ClayTracker Pro app are not connected properly. There are two possible ways to correct this problem.

First turn off the ShotTracker, then delete and reinstall the ClayTracker Pro app. Finally, turn the ShotTracker back ON and connect the WiFi.

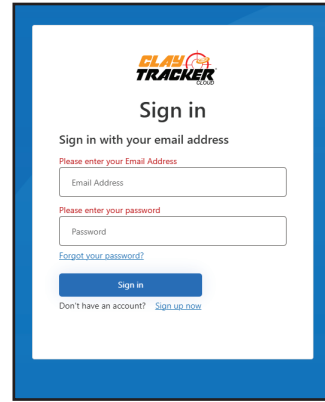
If this does not work, press the Factory Reset button on the ShotTracker page. This will reset the ShotTracker to factory defaults and reinitialize the database. Previous shot history will be lost.



ClayTracker Cloud Account

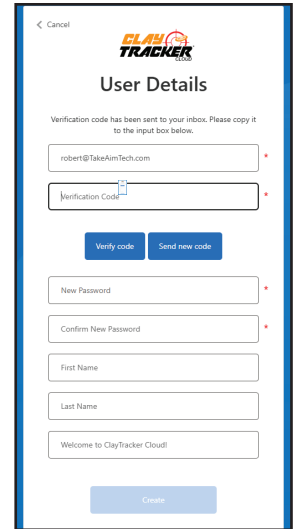
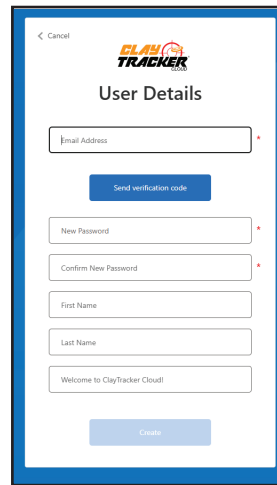
To take advantage of the ClayTracker Cloud service you first need to set up a ClayTracker Cloud account. If you did not set up an account and create a User Name / Password when you purchased your ShotTracker then go to ClayTrackerCloud.com to set up your account.

In the bottom right side of the login page click on the link [Sign up now](#).



On the User Details screen, enter a valid email address and then press blue Send verification code button. Check your email for an email with your code. Copy the code into the Verification Code text box and press the blue Verify code button. Finally, complete the form with a password, first name and last name. Once all the data is entered press the blue Create button.

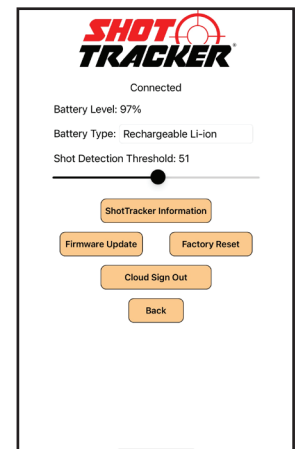
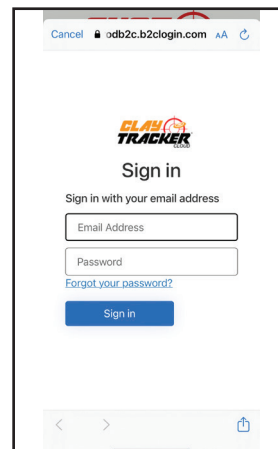
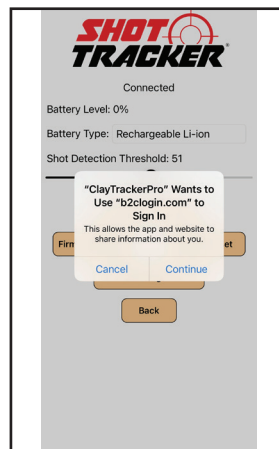
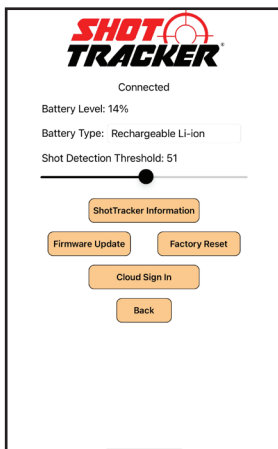
The email and password that you used will be your credentials to both log into the ClayTracker Cloud portal and connect your ClayTracker Pro app to your cloud account.



ClayTracker Pro Cloud Sign In

Once you have set up your ClayTracker Cloud account, you can connect the ClayTracker Pro app on your phone to the cloud. This will enable all of your Shot Results data, Panoramic videos and Shot Details to be uploaded to your cloud account.

To connect the ClayTracker Pro app to the cloud, press the  button from the Main screen followed by the Cloud Sign In button. Next, press Continue to allow the app to connect to your account. Finally, enter the email address and password for your ClayTracker Cloud account and press the blue Sign in button. While signed in all of your shooting session will be pushed up to your cloud account. To stop sending your shooting sessions to the cloud press the Cloud Sign Out button.



Mounting ShotTracker *CAUTION: Make sure the shotgun is unloaded before mounting / dismounting the ShotTracker.*

Step 1 – Loosen Screws

Remove the ShotTracker from the storage case. Use the 9/64” Allen driver to loosen the three mounting screws to open the clamp on the multi-gauge barrel mount.

Step 2 – Place ShotTracker on Shotgun

Insure the protective rubber pads are properly attached to the barrel clamp and slide the mount onto your shotgun’s barrel. Place the ShotTracker as far back on the barrel as you like. Just be sure to leave enough space to activate the On/Off button.

Step 3 - Alignment

Once the unit is placed at the desired position on the barrel, snug up the middle screw on the mount using the screw driver / T-wrench. Be careful to maintain a vertical alignment where the ShotTracker’s camera is directly below the barrel.



Step 4 – Securely Tighten

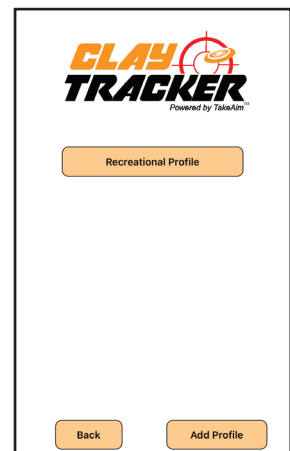
When the unit is properly aligned, tighten all three mounting screws.
Do Not Over Tighten - Max Torque 15 in-lbs.

Setting up Profiles

The ClayTracker Pro app allows you to create a custom profile for your shotgun. Go to the Profiles page and select an existing profile to edit or add a new profile by selecting the Add Profile button.

To complete a profile, you will need to know the following:

- What choke is installed
- The ammo’s pellet/shot size
- The ammo’s Load Oz.
- The ammo’s muzzle velocity
- The Point of Impact for your shotgun



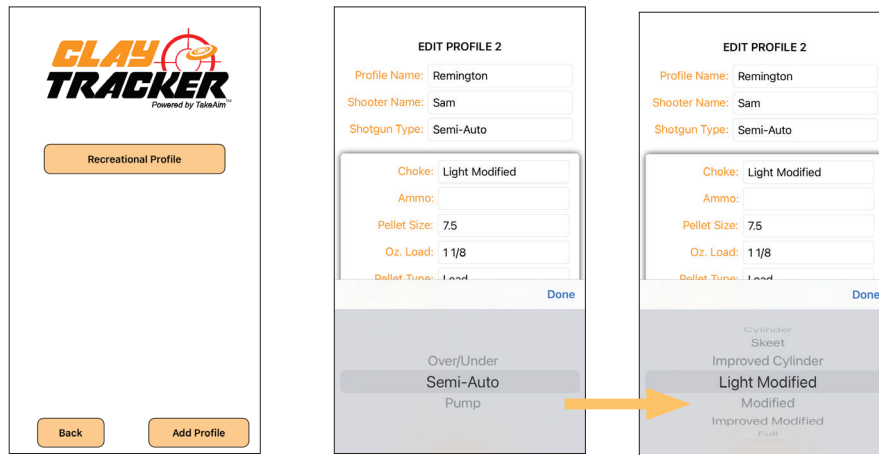
For additional details go to the Profiles Section of this document.

Profiles

The Profiles section allows you to create custom Profiles for your shotgun. This information is used by the ShotTracker's SmartShot® software to analyze each shot. To create a new profile or edit a previously used profile, select the Profiles button from the Home page.

To create a new profile, select the Add Profile button.

To edit an existing Profile, select the Profile.



Completing the Profile

Profile Name: This is a text field where you give your Profile a name. For example: Jim's Beretta

Shooter Name: Enter your name or the shooter's name. For example: James

Shotgun Type: For this entry you can select from Over/Under, Semi-Auto, Pump or SxS. For a single shot, single barrel shotgun (.410 Bore) use Pump.

Choke: For the choke type, you can choose from Cylinder, Skeet, Improved Cylinder, Light Modified, Modified, Improved Modified, Full, and Extra Full.

Ammo: This is a text field to record the type of ammo you are using.
For example: Federal High Over All 12 gauge

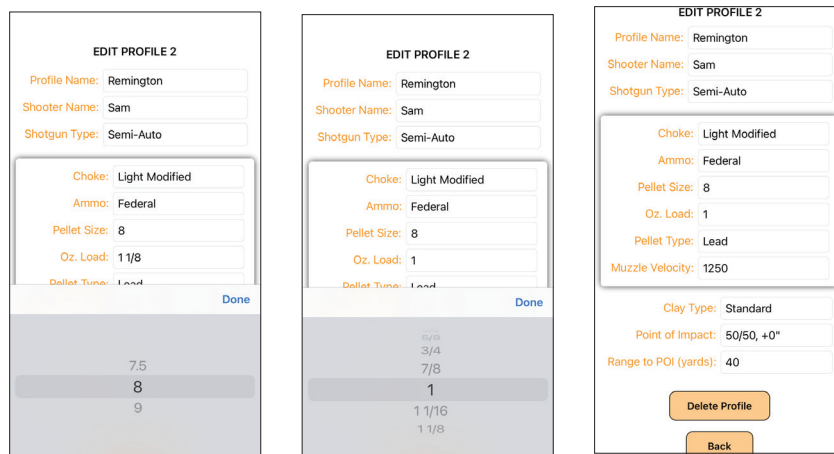
Note – for an Over/Under shotgun you will have two sections to complete. One for the upper barrel and one for the lower barrel.

Pellet Size: For this entry you can select from 7, 7.5, 8, 8.5 or 9.

Oz. Load: For this entry you can select from 1/2, 5/8, 3/4, 7/8, 1, 1 1/16, or 1 1/8.

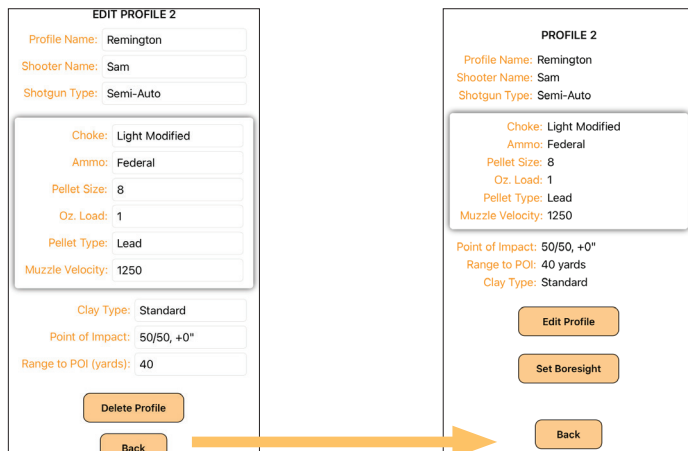
Pellet Type: For this entry you can select from Lead or Steel.

Muzzle Velocity: This is a numeric field to enter the muzzle velocity of the round in feet per second.

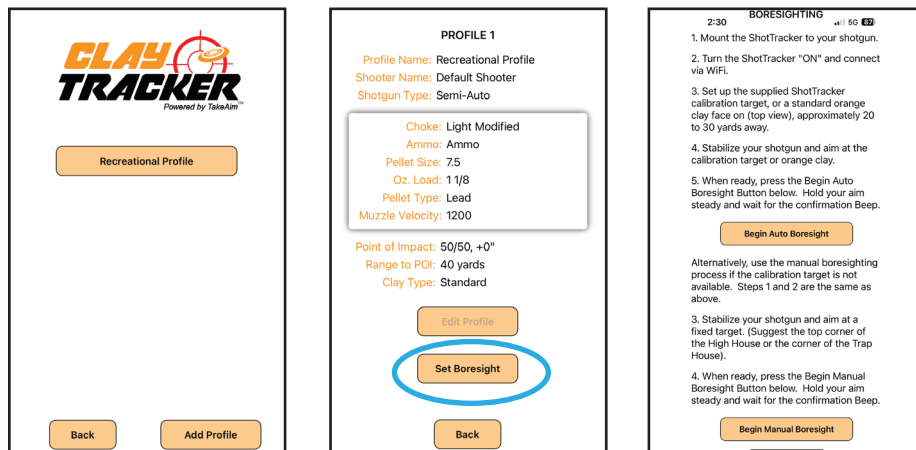


ShotTracker supports analyzing different clay sizes/types including: Standard, Midi, Mini, Olympic, International, Battue, and Rabbit. Use the Clay Type field to make your selection. The default selection is Standard.

Prior to performing a Boresighting, you can set your shotgun's Point of Impact (POI). Use the Point of Impact field and Range to POI field to set your shotgun's POI. The default selections are 50/50 at 40 yards. For additional details on POI, see Appendix A.



When you have completed editing the Profile, press the Back button to leave the editing page.



To complete the Profile, perform a Boresight procedure.

Boresighting the ShotTracker

Before you take your first shot, you need to boresight the ShotTracker to your shotgun. To boresight the unit, you need to be in a position to stabilize your shotgun and aim at an object that is 15 to 25 yards away.

Step 1 – Getting Ready to Boresight

Turn on the ShotTracker and connect the ClayTracker Pro app. Go to the Profiles Page, select the Profile you will be using and then Set Boresight.

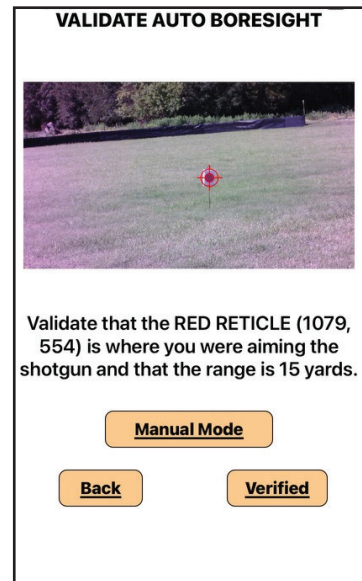
There are two options for boresighting, Auto and Manual. To use the Auto boresight use ShotTracker Automatic Boresight Target template from your ShotTracker kit or download the Boresight Clay Template from <https://takeaimtech.com/downloads/>. Place the clay image on a wall or fence 15-25 yards away.

It is very critical to keep your shotgun very still and stable during the last two seconds of the boresighting process while the gyros are calibrated.

Step 2 - Auto Boresighting Option

When you are ready to Auto Boresight, press the Begin Auto Boresight button and immediately stabilize your shotgun while aiming at the clay target on the paper. Wait for the count down Beep (5 second timer) and your boresight image will appear. Verify that the red reticle is placed on the clay and that the range estimate is correct (+/- 1 yard).

If the reticle is properly place and the range estimate is good, press the Verified button to complete the boresighting process.

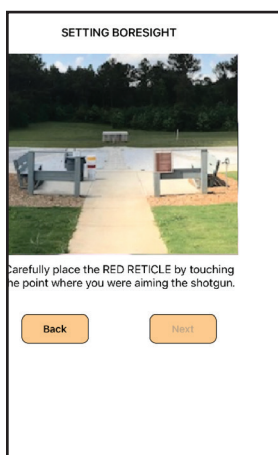


Step 2 - Manual Boresighting Option

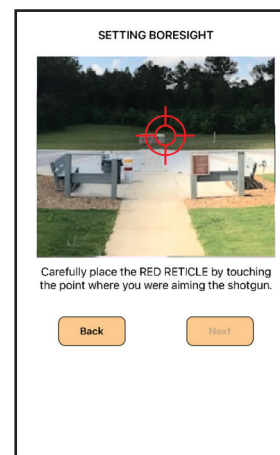
When you are ready to boresight, press the Begin Boresight button and immediately stabilize your shotgun while aiming at your boresight target. Wait for the countdown Beep (5 second timer) and your boresight image will appear.



Boresight aim point is the upper right corner of the trap house.



Using your fingers, zoom in on the upper right corner of the trap house.

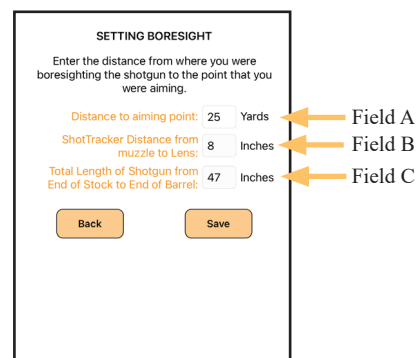
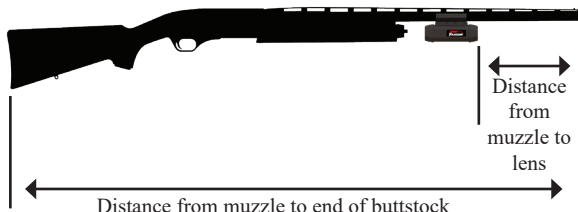


Use your finger to place the red reticle on your boresight aim point.

ShotTracker Placement

To complete the Manual Boresight process, you need to measure three distances.

1. Measure the distance from the boresight aim point to the muzzle of the shotgun (yards) and enter this value in field A.
2. Measure the distance from the muzzle to the lens of the ShotTracker (inches) and enter this value in field B.
3. Finally, measure the distance from the muzzle to the end of the buttstock (inches) and enter this value in field C.



Once you have entered the three numbers, press Save to return to the Profile. Press Back to return to the Profiles page and Back again to return to the Home page.

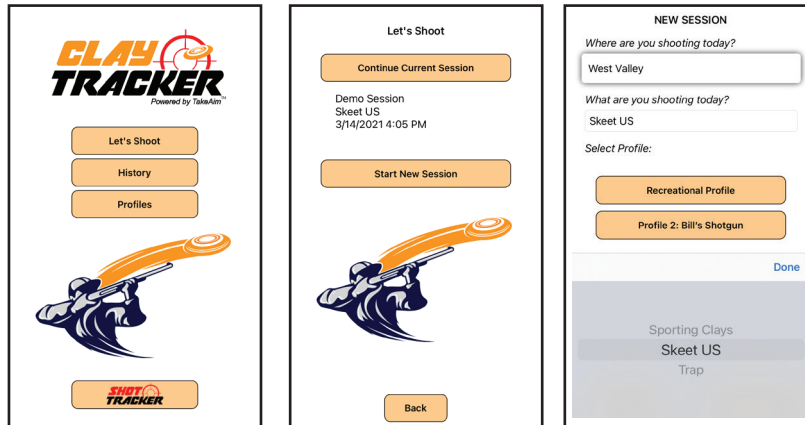
Remember each profile needs to have its own boresight.

Let's Shoot

Once you have a complete Profile with a good boresight, you are ready to begin your ShotTracker shooting session.

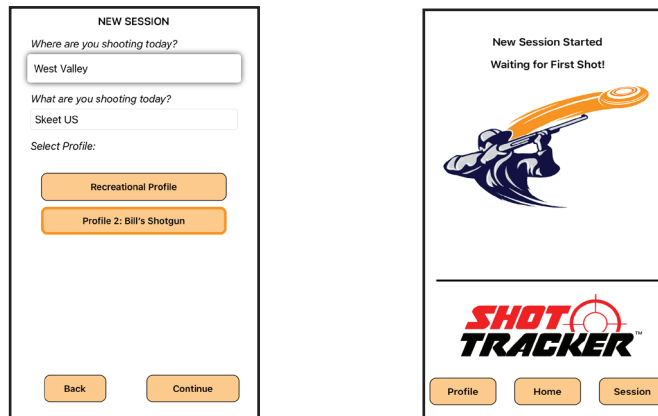
Starting a Session

From the Home page select Let's Shoot, then press Start New Session. In the text box, enter where you are shooting today and select which discipline you are shooting. The options are Sporting Clays, Skeet, Trap, Helice (ZZ Birds) and Special. The ShotTracker customizes the Results page based on the shooting discipline that is selected to insure that the most useful data is presented.



After you have selected your shooting discipline, select the profile you will be using. The selected Profile will be highlighted with an orange border.

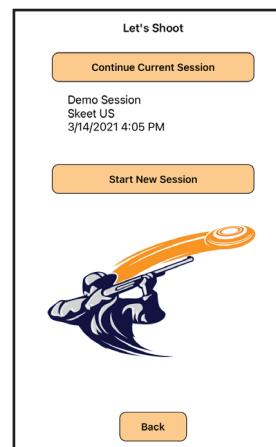
Press Continue and wait for the Steady On green LED to come on. Now you are ready to shoot.



To conserve the battery, turn the ShotTracker off when you are done shooting or taking a break.

Continuing a Current Session

When you begin shooting again after turning the ShotTracker off, you can either start a new session or you can continue with your previous session. To continue with your previous session, from the Home Page press Let's Shoot and then press Continue Current Session.



Shot Results

After each shot you will hear audible feedback and be presented with a Shot Results page. The Shot Results page is customized for each shooting sport - skeet, trap, sporting clays and Helice. The following information is available for each shot.

Audible Feedback (four levels)

Great Shot - You will hear this feedback if your shot pattern placement had the clay in the inner half of the Green circle (high probability of breaking the clay).

Good Shot - You will hear this feedback if your shot pattern placement had the clay in the outer half of the Green circle (medium probability of breaking the clay).

The Center of your pattern was - You will hear this feedback if your shot pattern placement had the clay in the Purple ring. (low probability of breaking the clay).

Try Again, the center of you pattern was ... - You will hear this feedback if your shot pattern placement had the clay outside of the Purple ring.

Visual Feedback

The Shot Results screen is customized for each shooting discipline to insure that relevant information is presented. You can always get all of the shot details by pressing the clay icon labeled Shot Details

The Result of your shot: Example - Good Shot

Clay Flight Path: Example - Crossing Right to Left

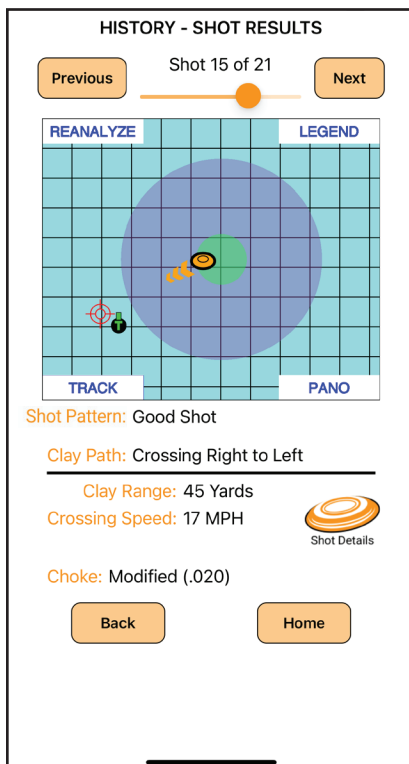
Range to Clay at time of shot: Example - 45 yards

Clay Crossing Speed: Example - 17 MPH

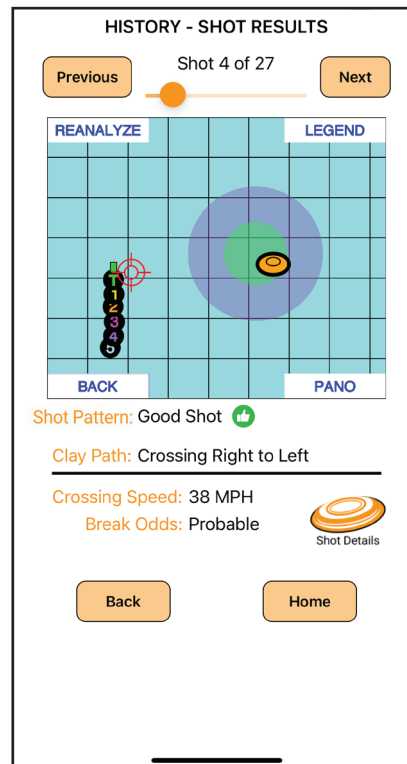
Probability of Break: Example - Probable

Choke: Example - Modified (.020)

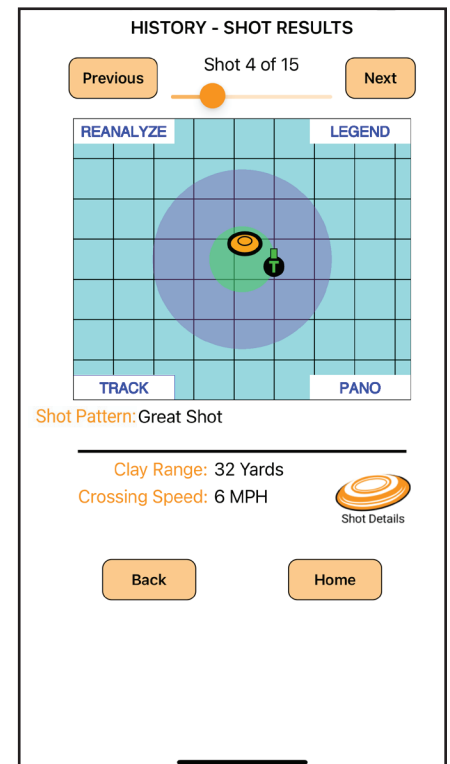
Sporting Clay Screen



Skeet Screen



Trap Screen



Reading the Graph

Purple Ring - Effective Pattern - Clays in inner half of the purple ring have a 5% probability of breaking. Clays on the outer edge of the purple ring and beyond have a less than 5% probability of breaking.

Green Circle - Crush Zone - Clays in the green circle have a 95% probability of breaking the clay (~9 out of 10 break and ~1 out of 10 does not).

Black Barrel with green T - where you were aiming with respect to the clay when you pulled the trigger.

Red Reticle - Aim Point for a perfectly aimed shot. Move the bead of the Green Trigger barrel into the center of the red reticle and that will move the center of the Green circle onto the center of the clay. The reticle does not appear on a Great Shot.

Shot Details

All of the details for each shot regardless of the shooting discipline are available by pressing the Clay icon labeled Shot Details. The following information is presented here.

Choke: The choke used for the shot from the active Profile.

Pellet Size: The pellet size used for the shot from the active Profile.

Oz Load: The oz. load used for the shot from the active Profile.

Pellet Type: The pellet type used for the shot from the active Profile.

Muzzle Velocity: The muzzle velocity for the shot from the active Profile.

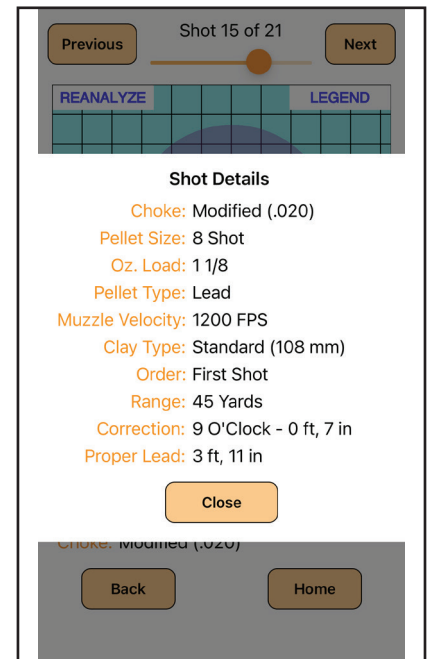
Clay Type: The default clay type from the active Profile.

Order: If this shot was the second of a double/'pair - Second Shot will be displayed.

Range: Range to the clay when the trigger was pulled.

Correction: The adjustment needed for this shot to make it perfectly aimed.

Proper Lead: The proper lead on this clay to make it a perfectly aimed shot.



Shot Processing - Shooting Doubles

When the ShotTracker's LED is Steady Green, it is ready to process a shot. After a shot is detected and being processed (Flashing Green LED), the unit continues to collect information. If a second shot occurs shortly after the first, that shot's information is analyzed and presented after the first shot's Results are presented.

The ShotTracker analyzes the clay target closest to the boresight. When shooting doubles in skeet if you are hitting the first target late in its flight, the ShotTracker may pick up the second clay in its field of view. If the second clay happens to be closer to the boresight than the first clay, you may get unusual shot analysis results.

Shot Processing Time

The ShotTracker contains various SmartShot software algorithms for detecting and analyzing your shot. Some of the algorithms process the information rapidly and present the results in under two seconds. For shots where there is a complex back ground (trees, foliage, broken clay debris fields..), some of the more advanced algorithms are invoked and shot processing time can be longer. If after 10 seconds the ShotTracker cannot find a solution, it will discontinue processing the shot and return to Ready Mode.

Shot Analysis

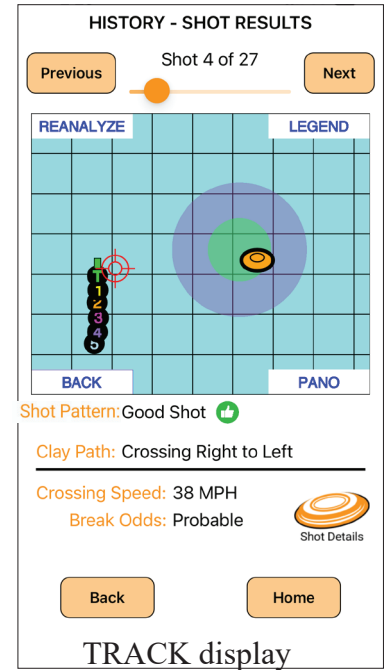
The ShotTracker contains multiple algorithms and processes to find clays even in dense, cluttered backgrounds. Before the results are presented several checks are performed to insure accurate shot results are provided. If for some reason the software does not have a high confidence in the shot analysis the audio and video feedback will be **Shot Detected, No Clay Found**. Even if the analysis could not be presented, the video of the shot is still available by pressing the Simple Panoramic button .

Features and Functionality of the Shot Results Graph

LEGEND - Pressing this text shows you the meaning of all of the graph's icons: Fringe Zone, Crush Zone, Trigger Point and Ideal Trigger Point. Pressing anywhere on the graph dismisses the popup window.

PANO - Pressing this text presents you with the video capture of your shot. The screen contains controls to Play, Single Step Rewind and Single Step Forward. The Green framed picture is where the trigger was pulled. Pressing the X in the upper right hand corner dismisses the popup window.

TRACK - As shown in image to the right, pressing this button presents you with the last five barrel positions leading up to trigger pull. The barrel positions are presented sequentially in order 5 - 4 - 3 - 2 - 1 - T. Then at the end they are all presented together. This information represents your barrel movement within the last 0.2 seconds before trigger pull. Pressing the BACK text dismisses the TRACK data.

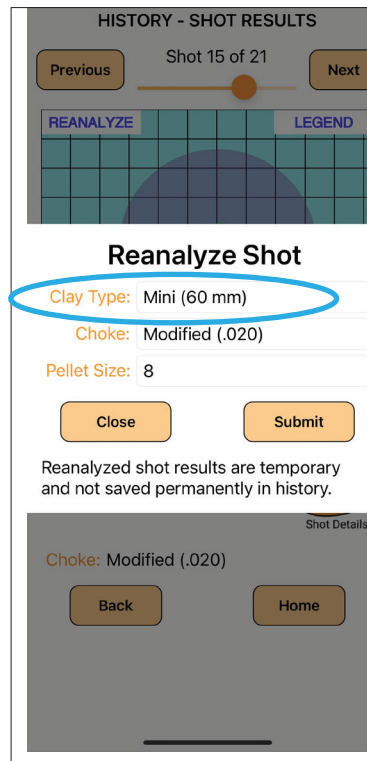


REANALYZE - This feature was designed with the Sporting Clays shooter in mind. By pressing the REANALYZE text a popup screen is presented where you can modify the Clay Type, Choke selection, or Pellet size and reanalyze that shot again with the new parameters. This is useful when shooting sporting clays and you notice the clay that was just thrown was a Mini not a Standard clay. Now you can reanalyze the shot to see the proper results. To use this feature the ClayTracker Pro app must be connected to the ShotTracker.

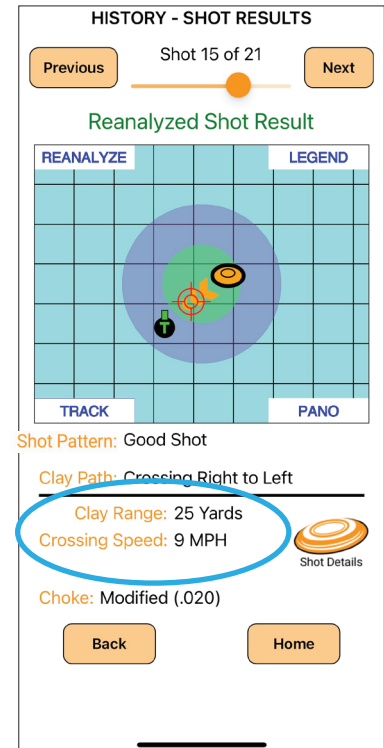
Shot Before REANALYZE



REANALYZE popup



REANALYZED shot



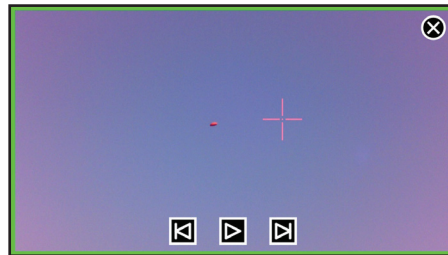
Touching the sky blue background toggles off and on a one foot reference grid on the graph.

Results Screen for Skeet

For the game of skeet the following information is presented on the Results screen.

- The Green Zone circle - High probability of breaking the clay
- The Purple Ring - Marginal probability of breaking the clay
- Shot Pattern Placement - Good Shot, Great Shot...
- The Green Thumbs Up icon - If the shooter matches the speed of the clay target, the Green Thumbs Up icon appears. If the speed is NOT matched you will get an audible "Check TRACK"
- Clay Path - Crossing Right to Left
- Crossing Speed - 38 MPH
- Break Odds - Probable

PANO Button - Plays the panoramic video of the shot. Green border indicates trigger pull.



TRACK/BACK Button - Pressing **TRACK** shows a slow motion playback of your barrel's position with respect to the clay leading up to the trigger pull. When the barrels are all stacked on top of each other horizontally, that shows that you were stable and matching the speed of the clay prior to pulling the trigger (Green Thumbs Up). If the barrels are spaced out horizontally you were either accelerating or decelerating prior to the trigger pull.

The barrel sequence is 5 - 4 - 3 - 2 - 1 - T with T being the trigger pull.

If a red reticle is shown, that is where you should have been aiming. Trigger Barrel Bead in the middle of the reticle for a perfectly aimed shot.

Shot Details Popup

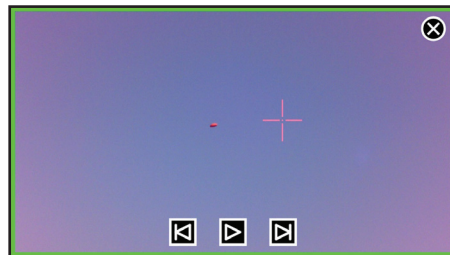
- Choke - From your profile, what choke was used.
- Pellet Size - From your profile, what shot size was used.
- Oz. Load - From your profile, what oz. load was used.
- Pellet Type - From your profile - Lead or Steel.
- Muzzle Velocity - From your profile, what is the muzzle velocity.
- Clay Type - From your profile, what is the clay type.
- Order - Is this shot the 1st shot or 2nd shot of a pair/double.
- Range - Range to the clay target when the trigger was pulled.
- Correction - The correction need for this shot to make is perfectly aimed.
- Proper Lead - The determined proper lead for this shot.

Results Screen for Trap

For the game of trap the following information is presented on the Results screen.

- The Green Zone circle - High probability of breaking the clay
- The Purple Ring - Marginal probability of breaking the clay
- Result - Good Shot, Great Shot...
- Clay Range - 32 yards
- Crossing Speed - 6 MPH

PANO Button - Plays the panoramic video of the shot. Green border indicates trigger pull.



TRACK/BACK Button - Pressing **TRACK** shows a slow motion playback of your barrel's position with respect to the clay leading up to the trigger pull.

The barrel sequence is 5 - 4 - 3 - 2 - 1 - T with T being the trigger pull.

If a red reticle is shown, that is where you should have been aiming. Trigger Barrel Bead in the middle of the reticle for a perfectly aimed shot.

Shot Details Popup

- Choke - From your profile, what choke was used.
- Pellet Size - From your profile, what shot size was used.
- Oz. Load - From your profile, what oz. load was used.
- Pellet Type - From your profile - Lead or Steel.
- Muzzle Velocity - From your profile, what is the muzzle velocity.
- Clay Type - From your profile, what is the clay type.
- Order - Is this shot the 1st shot or 2nd shot of a pair/double.
- Range - Range to the clay target when the trigger was pulled.
- Correction - The correction need for this shot to make is perfectly aimed.
- Proper Lead - The determined proper lead for this shot.

HISTORY - SHOT RESULTS

Previous Shot 4 of 15 Next

REANALYZE LEGEND

TRACK PANO

Shot Pattern: Great Shot

Clay Range: 32 Yards
Crossing Speed: 6 MPH

Shot Details

Back Home

HISTORY - SHOT RESULTS

Previous Shot 4 of 15 Next

REANALYZE LEGEND

Shot Details

Choke: Full (.035)
Pellet Size: 8 Shot
Oz. Load: 1 1/8
Pellet Type: Lead
Muzzle Velocity: 1200 FPS
Clay Type: Standard (108 mm)
Order: First Shot
Range: 32 Yards
Correction: 12 O'Clock - 0 ft, 5 in
Proper Lead: 0 ft, 10 in

Close

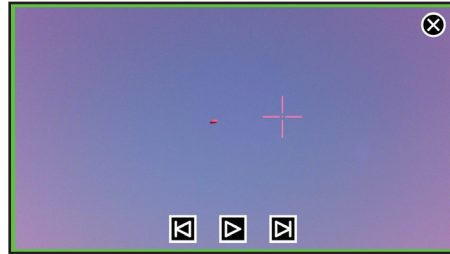
Back Home

Results Screen for Sporting Clays

For the game of skeet the following information is presented on the Results screen.

- The Green Zone circle - High probability of breaking the clay
- The Purple Ring - Marginal probability of breaking the clay
- Shot Pattern Placement - Good Shot, Great Shot...
- Clay Path - Crossing Right to Left
- Clay Range - 45 yards
- Crossing Speed - 17 MPH
- Choke - Modified

PANO Button - Plays the panoramic video of the shot. Green border indicates trigger pull.



TRACK/BACK Button -

Pressing **TRACK** shows a slow motion playback of your barrel's position with respect to the clay leading up to the trigger pull. When the barrels are all stacked on top of each other that shows that you were stable and matching the speed of the clay prior to pulling the trigger. If the barrels are spaced out horizontally you were either accelerating or decelerating prior to the trigger pull.

The barrel sequence is 5 - 4 - 3 - 2 - 1 - T with T being the trigger pull.

If a red reticle is shown, that is where you should have been aiming. Trigger Barrel Bead in the middle of the reticle for a perfectly aimed shot.

Three Orange Chevrons - These indicate the direction the clay was traveling,

Shot Details Popup

Choke - From your profile, what choke was used.

Pellet Size - From your profile, what shot size was used.

Oz. Load - From your profile, what oz. load was used.

Pellet Type - From your profile - Lead or Steel.

Muzzle Velocity - From your profile, what is the muzzle velocity.

Clay Type - From your profile, what is the clay type.

Order - Is this shot the 1st shot or 2nd shot of a pair/double.

Range - Range to the clay target when the trigger was pulled.

Correction - The correction need for this shot to make is perfectly aimed.

Proper Lead - The determined proper lead for this shot.

HISTORY - SHOT RESULTS
Shot 15 of 21

Previous Next

REANALYZE LEGEND

TRACK PANO

Shot Pattern: Good Shot

Clay Path: Crossing Right to Left

Clay Range: 45 Yards

Crossing Speed: 17 MPH

Shot Details

Choke: Modified (.020)

Back Home

HISTORY - SHOT RESULTS
Shot 15 of 21

Previous Next

REANALYZE LEGEND

Shot Details

Choke: Modified (.020)

Pellet Size: 8 Shot

Oz. Load: 1 1/8

Pellet Type: Lead

Muzzle Velocity: 1200 FPS

Clay Type: Standard (108 mm)

Order: First Shot

Range: 45 Yards

Correction: 9 O'Clock - 0 ft, 7 in

Proper Lead: 3 ft, 11 in

Close

Choke: Modified (.020)

Back Home

Results Screen for Helice (ZZ Birds)

For the game of Helice the following information is presented on the Results screen.

- The Green Zone circle - High probability of breaking the clay
- The Purple Ring - Marginal probability of breaking the clay
- Shot Pattern Placement - Good Shot, Great Shot...
- Correction - 2 O'Clock - 1 ft, 4 in
- Proper Lead - 1 ft, 3 in
- Clay Path - Crossing Left to Right
- Clay Range - 19 yards
- Crossing Speed - 8 MPH
- Break Odds - Probable
- Choke - Modified

PANO Button - Plays the panoramic video of the shot.

TRACK/BACK Button - Pressing **TRACK** shows a slow motion playback of your barrel's position with respect to the clay leading up to the trigger pull. When the barrels are all stacked on top of each other that shows that you were stable and matching the speed of the clay prior to pulling the trigger. If the barrels are spaced out horizontally you were either accelerating or decelerating prior to the trigger pull.

The barrel sequence is 5 - 4 - 3 - 2 - 1 - T with T being the trigger pull.

If a red reticle is shown, that is where you should have been aiming. Trigger Barrel Bead in the middle of the reticle for a perfectly aimed shot.

Shot Details Popup

Choke - From your profile, what choke was used.

Pellet Size - From your profile, what shot size was used.

Oz. Load - From your profile, what oz. load was used.

Pellet Type - From your profile - Lead or Steel.

Muzzle Velocity - From your profile, what is the muzzle velocity.

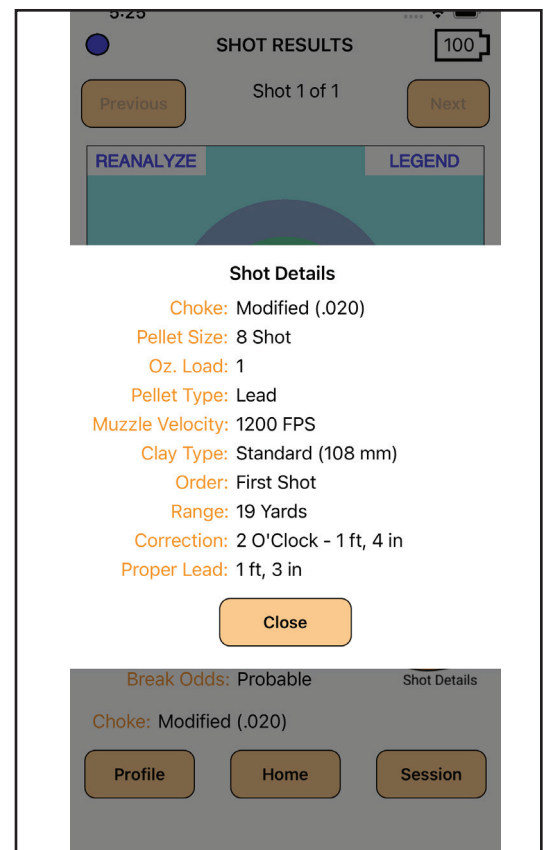
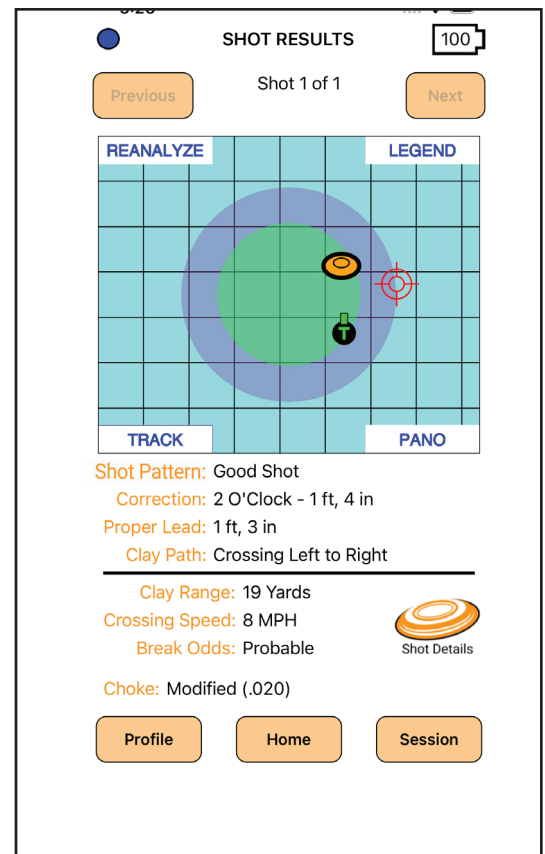
Clay Type - From your profile, what is the clay type.

Order - Is this shot the 1st shot or 2nd shot of a pair/double.

Range - Range to the clay target when the trigger was pulled.

Correction - The correction need for this shot to make is perfectly aimed.

Proper Lead - The determined proper lead for this shot.



Results Screen for Special Game

The Special game presents all of the data for the shot with no segmentation or filtering and has an extended audio feedback option.. It is geek mode. The following information is presented on the Results screen.

- The Green Zone circle - High probability of breaking the clay
- The Purple Ring - Marginal probability of breaking the clay
- Shot Pattern Placement - Good Shot, Great Shot...
- Correction - 10 O'Clock - 0 ft, 8 in
- Proper Lead - 1 ft, 4 in
- Clay Path - Crossing Left to Right
- Clay Range - 21 yards
- Crossing Speed - 8 MPH
- Break Odds - 95%
- Break Odds - Probable
- Choke - Modified

PANO Button - Plays the panoramic video of the shot.

TRACK/BACK Button - Pressing **TRACK** shows a slow motion playback of your barrel's position with respect to the clay leading up to the trigger pull. When the barrels are all stacked on top of each other that shows that you were stable and matching the speed of the clay prior to pulling the trigger. If the barrels are spaced out horizontally you were either accelerating or decelerating prior to the trigger pull.

The barrel sequence is 5 - 4 - 3 - 2 - 1 - T with T being the trigger pull.

If a red reticle is shown, that is where you should have been aiming. Trigger Barrel Bead in the middle of the reticle for a perfectly aimed shot.

Shot Details Popup

Choke - From your profile, what choke was used.

Pellet Size - From your profile, what shot size was used.

Oz. Load - From your profile, what oz. load was used.

Pellet Type - From your profile - Lead or Steel.

Muzzle Velocity - From your profile, what is the muzzle velocity.

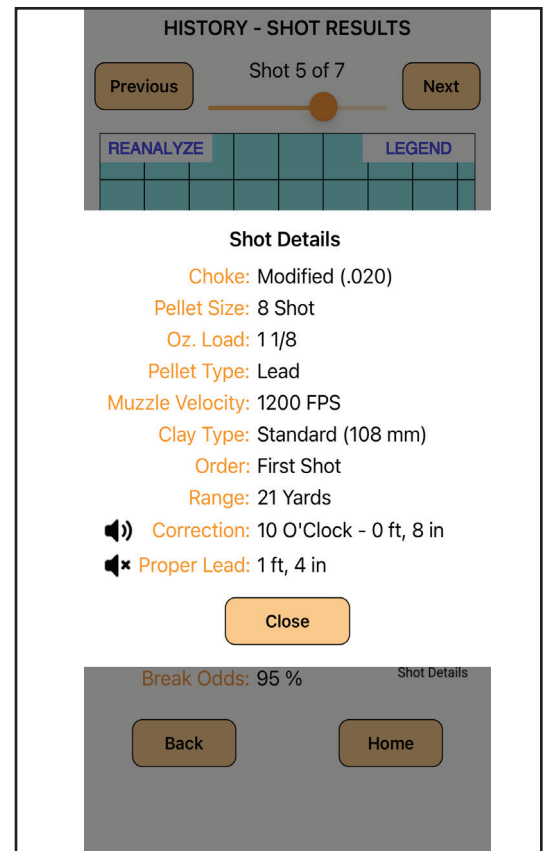
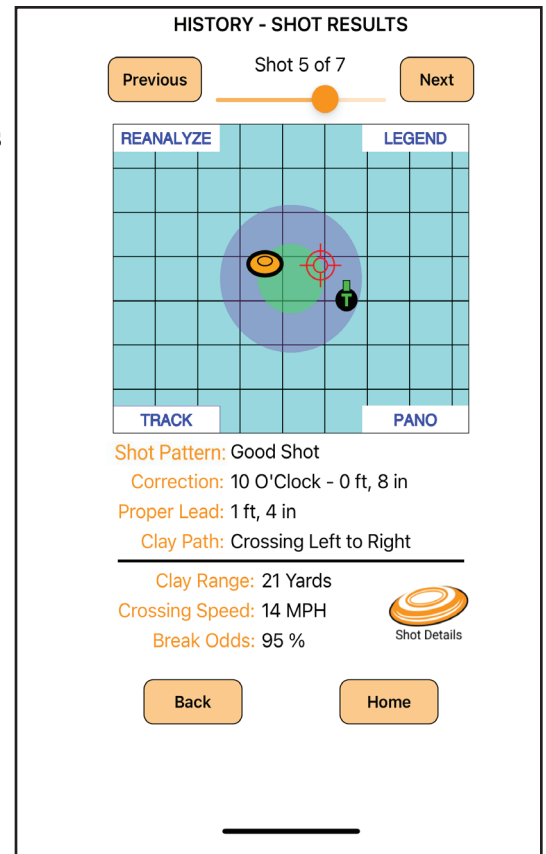
Clay Type - From your profile, what is the clay type.

Order - Is this shot the 1st shot or 2nd shot of a pair/double.

Range - Range to the clay target when the trigger was pulled.

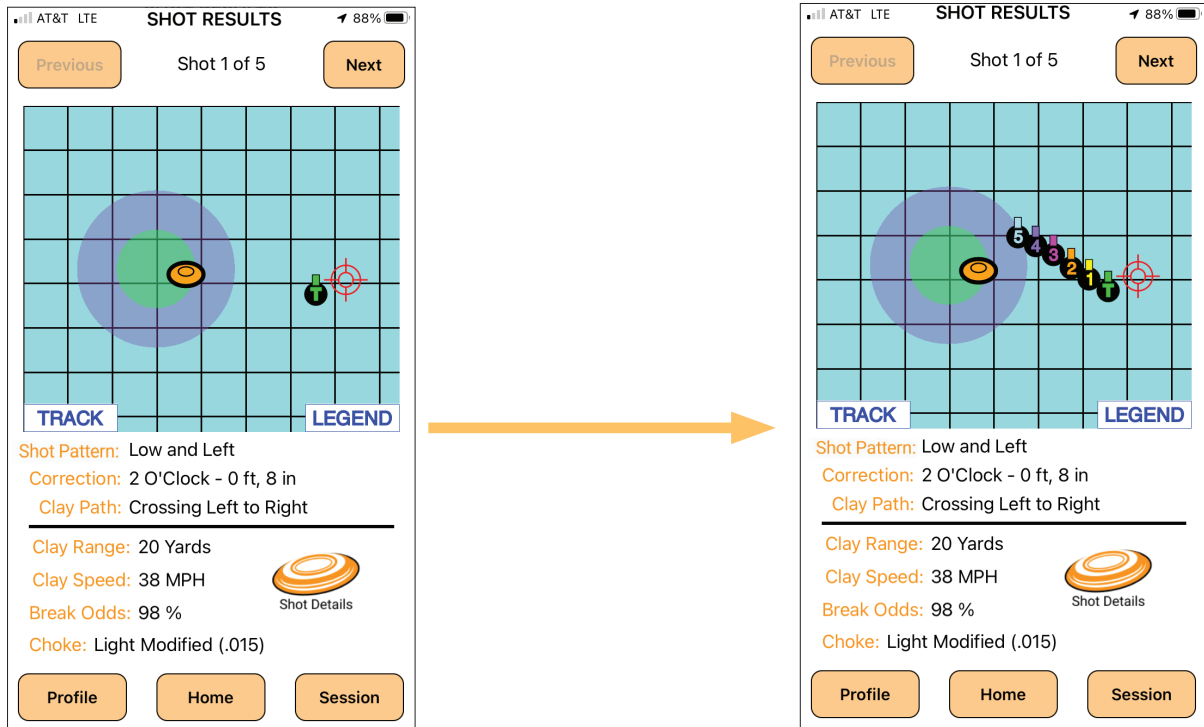
Correction - The correction need for this shot to make is perfectly aimed. By touching the speaker icon you can toggle off and on the verbose audio feedback for Correction.

Proper Lead - The determined proper lead for this shot. By touching the speaker icon you can toggle off and on the verbose audio feedback for Proper Lead.



TRACKER Feature Detail

The TRACKER feature provides an analysis of your shot indicating how stable your lead was and how well you were matching the clay's speed. To access this analysis press, the TRACK icon in the lower left corner of the Results graph.



- The graph shows the barrel position with respect to the clay leading up to the trigger pull (barrel with green T).
- Barrel 5 represents the barrel position 0.166 seconds before the trigger pull. At this time the barrel is ~9" in front of the clay and 12" above the clay.
 - Barrel 4 represents the barrel position 0.133 seconds before the trigger pull. At this time the barrel is ~12" in front of the clay and ~11" above the clay.
 - Barrel 3 represents the barrel position 0.1 seconds before the trigger pull. At this time the barrel is ~18" in front of the clay and ~9" above the clay.
 - Barrel 2 represents the barrel position 0.066 seconds before the trigger pull. At this time the barrel is ~24" in front of the clay and ~6" above the clay.
 - Barrel 1 represents the barrel position 0.033 seconds before the trigger pull. At this time the barrel is ~30" in front of the clay and even with the clay.

The shooter was accelerating, increasing the lead during the last 0.2 seconds before the trigger pull.

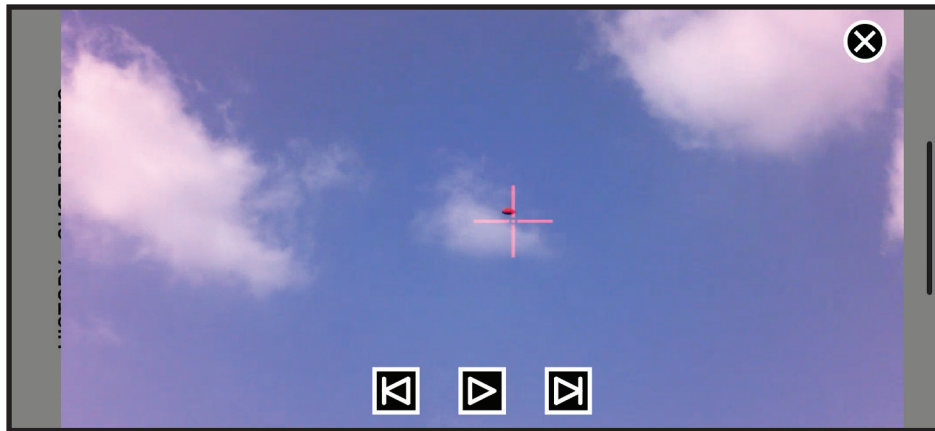
In the case where the shooter matches the speed of the clay, all of the barrel positions would be stacked on top of each other.

Simple Panoramic Feature Detail

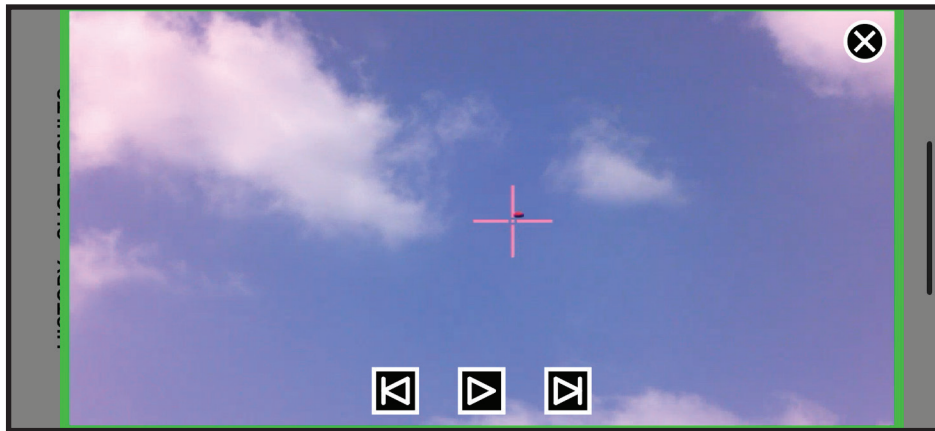
Pressing the Simple Panoramic button on the Shot Details popup starts a slow motion imagery progression of the flight path of the clay starting one second prior to trigger pull, including trigger pull (green boarder) and one-half second after trigger pull. Playback controls - SS Back - Play - SS Forward- are at the bottom of the frame. Touching the screen pauses playback. There is a green border around the trigger pull image.

The ShotTracker uploads the video to the ClayTracker Pro app where they can be viewed. Once the video is uploaded to the app, it can be viewed without having to connect back to the ShotTracker.

Panoramic Video



Single-Step Back Play Single-Step Forward

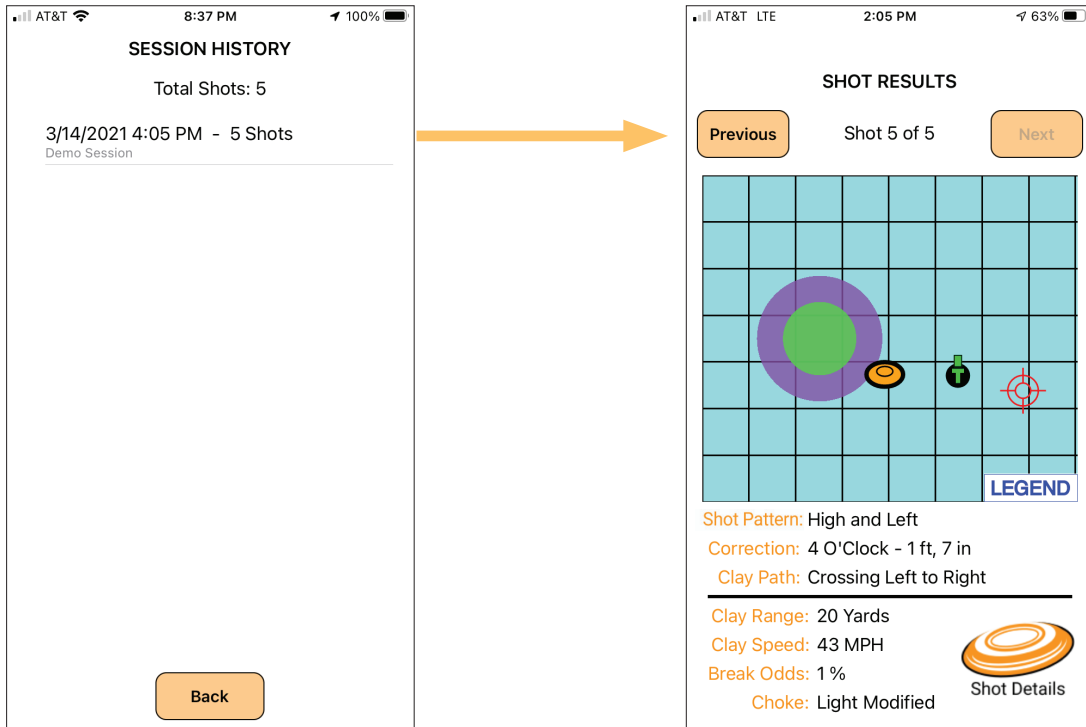


The Green Border Indicates - Trigger Pull

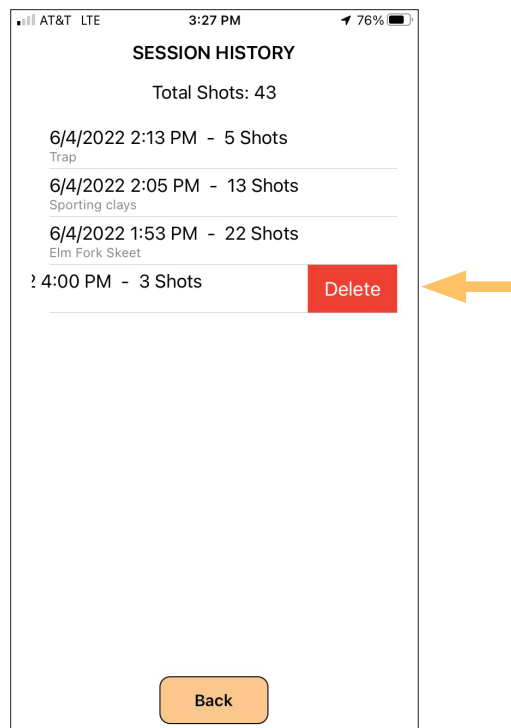
History

The History button on the Home Page will take you to a list of all the sessions that are saved on the ShotTracker. This page will also provide you with the total number of shots that the ShotTracker has processed.

On the Session history page, selecting a Session will take you to the last shot in that session. You can use Previous and Next to scroll through all the shots for a session.



The ShotTracker can hold up to 4000 shots in memory. When you are done with a session and no longer need the history, you can free up memory and delete the session by “left swiping” on the session you want to delete and pressing Delete.



Appendix A – Advanced Boresighting

Point of Aim

The generally accepted Point of Aim for shotguns with a single front bead is the top of the bead. If you were boresighting on white paper with a RED dot at least 10 yards away, your sight picture would look like the picture below.



Front bead: Correct sight picture for a shotgun with a single front bead sight.

Some shotguns have a front bead sight along with a mid-bead sight. The generally accepted Point of Aim for this type of sight is forming a figure 8 with the mid-bead on the bottom and the front bead on top with your target sitting on top of the front bead. If you were boresighting on white paper with a RED dot at least 10 yards away, your sight picture would look like the picture below.



Front plus mid-bead: Correct sight picture for a shotgun with a front bead and mid-bead sight.

Point of Impact

Point of Impact (POI) is defined loosely as the relationship between the center of a shotgun pattern and a correct Point of Aim on the shotgun. Point of Impact and Point of Aim are closely related. Most shotguns have a POI of 50%/50%. This means 50% of the pattern is above your Point of Aim and 50% of the pattern is below the Point of Aim at 40 yards. The following table lists typical POIs.

Point of Impact Table

Point of Impact Pattern	Center of Pattern with respect to POA
50% / 50%	0" High
60% / 40%	3" High
70% / 30%	6" High
80% / 20%	9" High
90% / 10%	12" High
100% / 0%	15" High

All data references a 30" circle target at 40 yards.

Shotguns can be configured for different POIs for different situations. To determine your shotgun's POI, you can do a pattern board test. Detailed instructions are below.

To perform the patterning you will need:

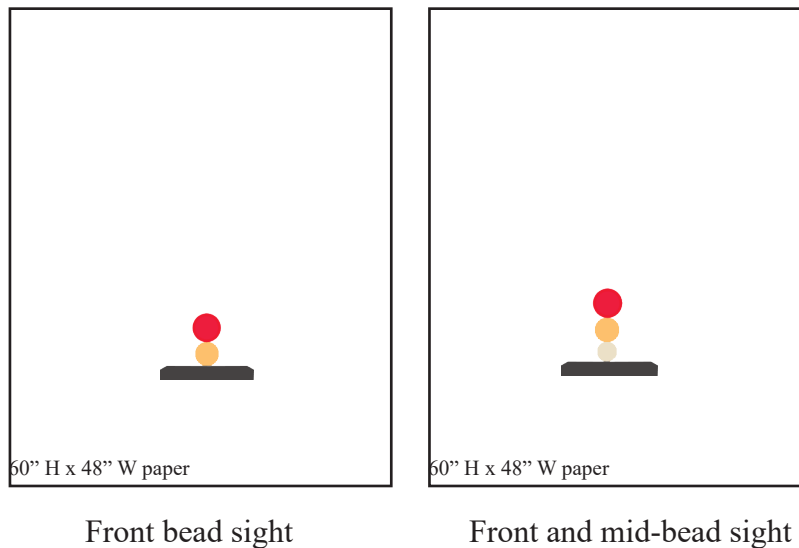
- A safe range to do the testing
- Several large pieces of white butcher paper that are 48"x48"
- Something to hold the paper in place (a wooden frame, for example)
- A way to measure a 30" circle on the paper and the center point of the circle
- A marker to put a red aiming dot or "cross hair aiming point" on the paper

Determining a Shotgun P.O.I.

POI testing is typically done at a range of 40 yards. The shotgun is shot from a shooting bench using a front and rear rest. A sheet of paper at least 48" square (60" H x 48" W preferred) is used and is marked with a center aiming point 3 inches in diameter.

The shooter will use the sight picture appropriate for the type of shotgun being tested (single front bead or front with mid-bead). In all cases, the center aiming point (red circle) should be sitting on top of the front bead as shown in the following images.

Proper point of aim for both single bead and front with mid-bead sight.



The target is shot 3 times. This gives a denser pattern to examine. After the pattern paper is recovered, a template 30 inches in diameter with a center hole is placed on the pattern and moved around to cover the most pellet holes. A mark is made through the center hole onto the paper and the template is set aside. Next, measure from the mark denoting the center of the pattern to the center of the aiming point; up, down, right or left. With these measurements one can determine where the center of the pattern is in relationship to the aiming point.

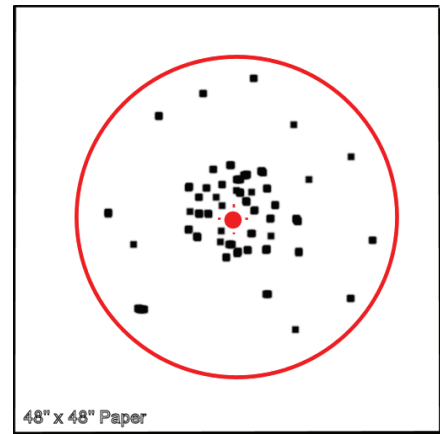
Sample POI of 50% / 50%

The red cross hair denotes the center of the shot pattern (using the mark made in the center hole of the template).

The red circular dot is the Point of Aim (reference sight picture previously shown).

The large red circle is 30" in diameter.

The distance between the two marks is 0" (they are on top of each other). Therefore the POI is 0" above the POA. From the table above this gives us a 50% / 50% Point of Impact.



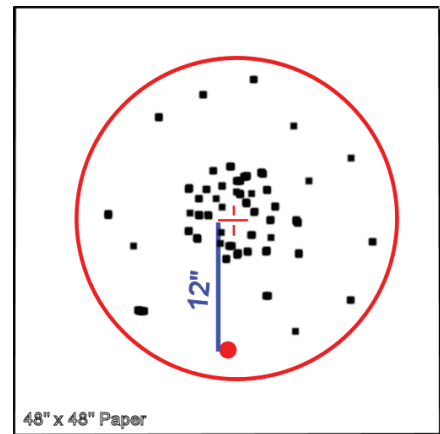
Sample POI of 90% / 10%

The red cross hair denotes the center of the shot pattern (using the mark made in the center hole of the template).

The red circular dot is the Point of Aim (reference sight picture previously shown).

The large red circle is 30" in diameter.

The distance between the two marks is 12". Therefore the POI is 12" above the POA. From the table above, this gives us a 90% / 10% Point of Impact.



I have a blinking magenta LED.

The ShotTracker has not been configured. Complete a Shooter Profile with a boresight and start a new session.

I am getting 2nd shot detected when I only shot once.

The “Shot Detection Threshold” may be set too low. Inside the ClayTracker application, from the Home page go to the “ShotTracker” page. If the detection threshold is low (between 0 and 20), raise the detection threshold by 10. NOTE: you must be connected to the ShotTracker for this change to take effect. If this does not correct the problem, raise the threshold some more until the false 2nd shot detections stop.

I fire my shotgun and no shot is detected (No flashing green LED)

The “Shot Detection Threshold” may be set too high. Inside the ClayTracker application, from the Home page go to the “ShotTracker” page. If the detection threshold is high (higher than 60), lower the detection threshold by 10. NOTE: you must be connected to the ShotTracker for this change to take effect. If this does not correct the problem, lower the threshold some more until the shot is detected.

How do I connect the ClayTracker Application to the ShotTracker?

Download the ClayTracker Pro application from your Apple or Android store. Place fresh batteries in the ShotTracker unit and note the SSID and PASSWORD marked on the battery door, then turn the unit on. Go to Settings on your smart phone and select Wi-Fi connectivity. Select the SSID and enter the PASSWORD that you noted from the battery door label. Exit Setting and launch the ClayTracker Pro application. Select the ShotTracker button on the Home page. The top of the ShotTracker page should show you are Connected. Also, when the ClayTracker application is connected to the ShotTracker, the blue LED on the ShotTracker will flash every few seconds to indicate the two are connected.

Which Profile is currently active in my shooting session?

On the Profiles page, the active Profile’s button will have an orange border around it. From the Results page you can select the Profile button in the lower left hand corner to be taken to the active Profile.

How do I make Profile changes during a shooting session?

During a session, to make Profile changes to the Profile you are using (i.e. change a choke, change ammo, select a different clay target type...), go to the Profile button at the bottom of the Results page (NOTE: Make sure you are connected to the ShotTracker). That will take you to the Profile currently in use and allow you to enter Edit Profile mode. Once your edits are complete, select the Back button. Confirm your changes are correct. Then press Back again to return to the Results page. Your changes will take effect on the very next shot.

I make adjustments to my Profile and the Shot Results don’t reflect the change.

If you made adjustments to a Profile and those changes are not being reflected in your shot Results, you might not be editing the active Profile being used in the Current Session. To make Profile changes to the Profile you are using during a session, edit the Profile from the Results page. See FAQ – How do I make Profile changes during a shooting session?

I'm getting Good Shot and Great Shot, but the clay is not breaking. What is going on?

Check your boresight. Shoot a position seven, low house on a skeet range. If you are aiming at the clay, the boresight should be in the center of the green circle. If it is, then you need to check your shotgun and ammo at a pattern board to see your POI is correct and that your ammo/choke combination is producing a uniform pattern. Inexpensive ammo can sometimes have “holes” or “gaps” in the pellet pattern distribution.

How do I Boresight the ShotTracker?

To boresight the ShotTracker to your shotgun, turn on the ShotTracker, launch the ClayTracker application and select Profile from the Home page. Next, select from the list the Profile corresponding to your shotgun. Determine what object you want to use for your boresighting target (i.e. the top corner of the high house, the back corner of the trap house....). With the ShotTracker firmly mounted to your shotgun (turned on with a green LED), press the Set Boresight button on the Profile page. Stabilize the shotgun while aiming at the boresight target and press the Begin Boresight button. Keep the shotgun stabilized on the boresight target for 5 seconds until the ClayTracker application “beeps”.

Next, zoom in on the boresight image and touch your boresight aiming point to place a red reticle on the aim point. When the reticle is properly placed, press the Continue button.

Now enter the distance from where you were standing while boresighting the shotgun to the boresight aim point in yards. Then enter the distance from the ShotTracker lens to the end of the shotgun's muzzle in inches. Finally, enter the distance from the muzzle of the shotgun to the far end of the buttstock in inches. Press the Done button to complete the boresighting.

During a shooting session, how can I find out my Profile details without going back to the Profile page?

On the Results pages for any Shot Result, you can press the Shot Detail icon (the orange clay target on the bottom right side of the page). This will pop up a page that shows all of that shot's details including: Choke, Pellet Size, oz., Load, Pellet Type, Muzzle Velocity and Clay Target Type. Press the Close button to exit this screen.

My Smart Phone cannot connect to the ShotTracker Unit.

Check and make sure that your phone is not set for a VPN connection on WiFi.

The ShotTracker does not analyze my shot?

The ShotTracker uses multiple algorithms and process to analyze each shot. Shots that contain a cluttered background, especially a dark clustered background (i.e. continuous line of trees), can cause the processing of the shot to continue for more than 30 seconds. To keep this from delaying your shooting, the ShotTracker stops processing an shot if the analysis is not completed with in 30 seconds.

My Smart Phone alerts that there is no Internet access over Wi-Fi.

This is normal. When you are connected to the ShotTracker, you will not have access to the Internet over Wi-Fi. You will have Internet access on your smart phone via cellular data if that service is available based on cellular coverage.

What do the green circle and the purple ring mean on the Results Page?

The area inside the green circle represent the region where there is a 90% probability of breaking the clay. This means that for 9 out of 10 shots in the green the clay will break. It is also true that 1 out of 10 times it will not break.

Clays in the purple ring have a 5% probability of breaking. Clays that are on the outer edge of the purple ring and beyond have a less than 5% chance of breaking.

Precautions

Read all of the gun manufacturer's safety information and safety instructions before handling the gun, installing the ShotTracker, or using the ShotTracker on a gun. Read and apply all of their instructions before using the ShotTracker to avoid injury. **WARNING:** Failure to follow these safety instructions could result in fire, electric shock, or other injury or damage.

Disposal information: Do not dispose of either the ShotTracker or batteries in a fire. Dispose of batteries in accordance with local laws and regulations.

Correct Disposal of this Product: This product should not be disposed of with other household wastes. To prevent possible harm to the environment or human health from uncontrolled waste disposal, recycle it responsibly to promote the sustainable reuse of material resources.

ShotTracker Warranty and Return Policy

NEVER attempt to repair or modify the ShotTracker yourself. Disassembling a ShotTracker will cause damage that is NOT covered under the warranty. The ShotTracker does not contain any user replaceable parts, except the batteries.

Take Aim Technologies Development, LLC ("Manufacturer") warrants to the original end user ("Purchaser") that for the 1 year ("Warranty Period"), the ShotTracker and accessories ("Product") will be free from defects in materials and workmanship when properly installed and used for its intended purpose and in its intended operating environment.

This warranty does NOT apply to any Product that has been either:

- (a) Disassembled example - front lens or mechanical housing
- (b) Altered, repaired, or modified
- (c) Damaged or destroyed by accidents or similar events or by any intentional, reckless or negligent acts or omissions of any party.

In the event of a defect, return the Product to the Manufacturer, but only after instructed to do so by the Manufacturer. Purchaser shall ship and bear the cost of shipping the Product to the Manufacturer and the Manufacturer shall bear the cost of shipping the Product back to Purchaser after the completion of service under this limited warranty. Purchaser's exclusive remedy and the Manufacturer's entire liability under this warranty will be for the Manufacturer at its option to repair or replace the Product or refund purchase price less any rebates. Manufacturer does not warrant against loss of any data (including data stored on Product returned to the Manufacturer for service), and assumes no liability for such loss.

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ShotTracker is covered by US Patents 10,782,096 and 10,634,454
Several Patents Pending.

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Version 2.0

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FCC Statement

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: 1) this device may not cause harmful interference, and 2) this device must accept any interference received, including interference that may cause undesired operation. Note: 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 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 by the party responsible for compliance could void the user's authority to operate the equipment.

FCC Radiation Exposure Statement: This device complies with FCC RF radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Industry Canada: This Class B device meets all requirements of the Canadian Interference Causing Equipment Regulations. Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.



ShotTracker
Contains FCC ID: TFB-1004
Contains IC: 5969A-1004

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Version 2, June 1991

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a “work that uses the Library”. Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a “work that uses the Library” with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a “work that uses the library”. The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a “work that uses the Library” uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a “work that uses the Library” with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer’s own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable “work that uses the Library”, as object code and/or source code, so that the user can

modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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