



VULTURE
SYSTEMS

User Manual

GA-U-1

VultureNet: Long Range System

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CONFIDENTIAL DRAFT

Introduction

This user manual describes the features, specifications, and operation of the VultureNet Long Range System from Vulture Systems, LLC.

The VultureNet system is a long range (in excess of 1 mile range) two way, wireless system designed to be easily installed on tip ups and fishing poles to alert the user when a fish is on the line. The system consists of a **Sensor** and **Handheld**. The Sensor can be easily installed on tip ups and slip bobbers for ice fishing, traps for trapping, and fishing poles for bank fishing. Additionally, the device can be used to monitor game trails by simply using the trigger magnet feature on the **Sensor** or by adding the optional GameSensor.

Read this manual first

Read and understand the contents of this manual before installing or operating this equipment. These instructions cannot cover all details, variations of the equipment, or use cases.

Local Regulations

Verify all local fishing and hunting regulations before using this product. The long range capabilities of this product do not make it an alternative to inattentive fishing. Some local regulations may have requirements of being closer to the fishing line than the range of this product. The long range capabilities ensure adequate range and signal penetration through any type of shielded shanty.

Installation Procedures

Installing Batteries: *Sensor*



1. Unscrew the three ribbed captive thumb screws from the cover of the **Sensor** to gain access to the battery contacts. Only unscrew them to the point that the enclosure opens as the captive screws were designed to remain with the camouflage side of the enclosure.
2. The device requires two AA Alkaline batteries for operation. *Batteries are NOT included.*
3. Insert the batteries in the proper orientation as marked on the battery holder. Failure to properly install the batteries could cause damage to the **Sensor** or batteries.
4. The **Sensor** is equipped with a power switch located on one end battery holder. Turn the switch to the ON position as marked on the circuit board.

5. Upon properly installing the batteries and turning on the power switch the POWER LED will light briefly.
6. Perform any needed configurations or pairings before closing the Sensor. See **Pairing Procedure** and **Configuration Procedures** section if necessary.
7. Properly close the cover such that it properly squeezes down on the gasket to ensure a good seal.

Installing Batteries: *Handheld*



1. Remove the three #2 screws from the back of the **Handheld** to gain access to the battery contacts. The device requires two AAA Alkaline batteries for operation. *Batteries are NOT included.*
2. Insert the batteries in the proper orientation as marked on the battery holder. Failure to properly install the batteries could cause damage to the **Handheld** or batteries.
3. Upon properly installing the batteries all 6 of the **Handheld** LEDs will flash one time.
4. Carefully ensure the gasket is sitting properly on the cover before applying the cover back on. Failure to properly seat the gasket could allow water to enter enclosure.
5. **NOTE:** Do not over torque the screws and strip out the plastic.

Pairing Procedure

Before any **Sensor** can be used it needs to be properly paired to a **Handheld**. This is done such that other **Handheld's** in the area don't receive your alarms from your sensors. It is recommended to do this pairing process before fishing or being in an area with other fisherman. Failure to do so could send the pairing alert to other fisherman in the area. Care was taken to minimize the range of these pairing transmissions to minimize this possibility. Each **Handheld** can be uniquely paired to up to 6 different Sensor units such that **Sensor ID's** are not duplicated. This is most important in Poll Mode when the **Handheld** is polling a unique **Sensor ID** from 1-6. Having more than one ID can cause some collisions during polling.

1. Ensure the **Sensor** and **Handheld** are properly powered and next to each other.
2. Push the ERASE Button next to the batteries. This ERASE will cause the green POWER LED to flash 5 times.
3. Hold the PAIR button down for 3 seconds to initiate the pairing sequence to the desired **Handheld**. Once the pairing process is started the green POWER LED will remain on until the process is completed.
4. Initiating a PAIR command causes the **Sensor** to send out a PAIR request to ALL **Handheld's** in the area.
5. This PAIR command will cause the **Handheld** to quickly beep which means the Handheld is ready to be paired.
6. Press the button on the **Handheld** that you would like to be associated with the **Sensor** being paired.
7. The **Handheld** will stop beeping and green POWER LED will flash 5 times indicating a successful pair. The pairing process can take up to 15 seconds. The POWER LED will turn off on the **Sensor** when completed.
8. Confirm the pairing was successful by polling the **Sensor** if setup with POLL MODE ON or by forcing an alarm by setting/removing the magnet if in POLL MODE OFF. See **Installation of Alarm Magnet** for more details.
9. **NOTE:** Pairings of a **Sensor** to a **Handheld** are saved through removal of batteries on both ends so pairing doesn't need to be performed each time the devices are used.

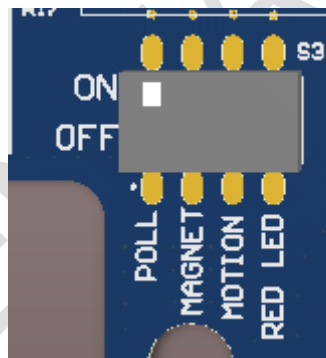
Configuration Procedures - Sensor

Before using the product determine the appropriate configurations based on your needs. Below is a brief description of the Modes to aid in determining the desired configuration on each **Sensor**.

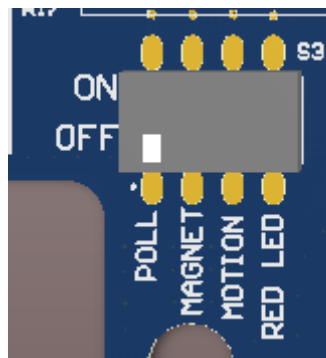
POLL MODE

Each **Sensor** has a POLL MODE option which determines if the **Sensor** can be polled at any given time from a **Handheld** or if it only reports when it senses an alarm. If a **Sensor** is in POLL MODE OFF it will be in a low power consumption mode until the magnet triggers or until the GameSensor triggers if that option is installed. A **Sensor** in with POLL MODE OFF will last for 6 months. A **Sensor** with POLL MODE ON will last 5 weeks. However, times can be shorter if the **Sensor** is polled frequently, alarmed frequently, or if WHITE LIGHT MODE is frequently used.

1. Determine the desired POLL MODE and slide the white dip switch to ON if POLL MODE is desired OR slide to OFF if POLL MODE is not desired and if longer battery life is needed. **NOTE:** Using a pointy object such pen tip or screwdriver is easiest to move the white dip switch actuator head.



POLL MODE: ON (white towards ON)



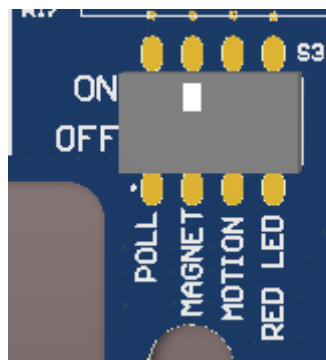
POLL MODE: OFF (white towards OFF)

2. Confirm the MODE was set accordingly by polling the **Sensor** if setup with POLL MODE ON or by forcing an alarm by setting/removing the magnet if in POLL MODE OFF. See **Installation of Alarm Magnet** for more details. **NOTE:** If testing POLL MODE the **Sensor** must be paired before testing.

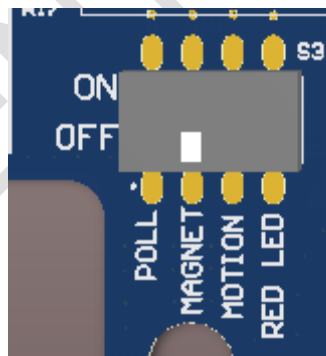
MAGNET MODE

If a **Sensor** has MAGNET MODE ON it will trigger alarms based on the removal of the magnet. This option typically is used in fishing applications for detecting a bite but it can also be used for detecting game coming down a trail. If a **Sensor** is in MOTION MODE it will trigger alarms based motion being detected.

1. Determine the desired ALARM MODE and slide the white dip switch towards **ON** if MAGNET ALARM MODE is desired **OR** slide towards **OFF** if MAGNET ALARM MODE is NOT desired. **NOTE:** Using a pointy object such pen tip or screwdriver is easiest to move the white dip switch actuator head.



MAGNET MODE ON (white towards ON)



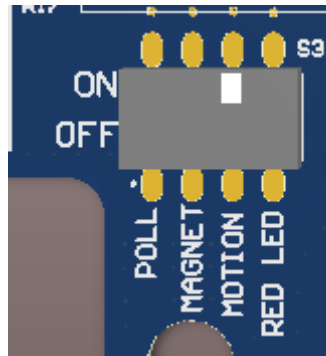
MOTION MODE OFF (white towards OFF)

2. Confirm the MODE was set accordingly forcing an alarm by placing the magnet in place for 5 seconds and then removing it to trigger an alarm. See **Installation of Alarm Magnet** for more details.

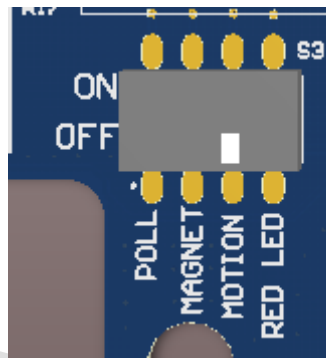
MOTION MODE

If a **Sensor** has MOTION MODE ON and if a GameSensor was purchased it will trigger alarms based on the detection of motion of a human or animal. This option typically is used in detecting animals or humans in range of the GameSensor.

- Determine the desired ALARM MODE and slide the white dip switch towards **ON** if MOTION ALARM MODE is desired OR slide towards **OFF** if MOTION ALARM MODE is NOT desired. **NOTE:** Using a pointy object such pen tip or screwdriver is easiest to move the white dip switch actuator head.



MOTION MODE ON (white towards ON)



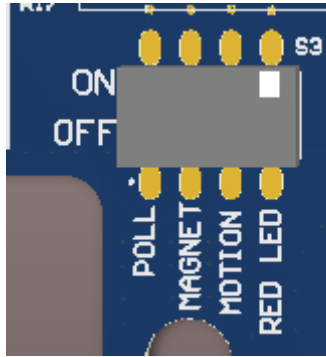
MOTION MODE OFF (white towards OFF)

- Confirm the MODE was set accordingly by triggering a motion alarm. See *Installation of Sensor for Trail Monitoring (GameSensor)* for more details.
- NOTE:** **MAGNET and MOTION ON cannot be used at the same time.**

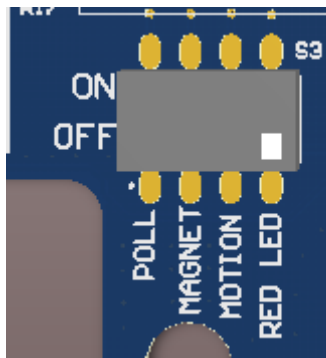
RED LED ALARM MODE

If a **Sensor** has RED LED MODE ON the Sensor will flash the high powered RED LED when an alarm is detected from the Magnet or Motion Sensors. Some applications may want the RED LED flashing an alarm such as in tip up fishing where other scenarios such as trail monitoring may not want the bright LED flashing as it would disturb the animals.

- Determine the desired ALARM MODE and slide the white dip switch towards **ON** if RED LED ALARM MODE is desired OR slide towards **OFF** if RED LED ALARM MODE is NOT desired. **NOTE:** Using a pointy object such pen tip or screwdriver is easiest to move the white dip switch actuator head.



RED LED ALARM MODE ON (white towards ON)



RED LED ALARM MODE OFF (white towards OFF)

7. Confirm the MODE was set accordingly by forcing an MAGNET or MOTION ALARM (depending on the selected modes) and monitor if the RED LED is illuminating.

Polling a Sensor

If the **Sensor** is configured for POLL MODE and paired to a **Handheld** it can be polled, which means it supports two way communications. The purpose of this POLL MODE is to allow for periodically checking the status of **Sensor** units, confirming the **Sensor** is within range, checking for possible missed alarms, or aiding in finding **Sensor** units.

1. If in POLL MODE and if properly paired you can poll a **Sensor** by briefly pressing (1 second) and releasing the associated ID button on the **Handheld**. **NOTE:** the button illuminates the green button LED as long as the button is pressed.
2. If the POLL is properly received at the **Sensor** it will briefly flash the WHITE LIGHT and send a confirmation packet back to the **Handheld**.
3. If the confirmation packet is received back by the **Handheld** it will produce a single flash on the green LED associated with the button pressed.
4. If the **Sensor** is in alarm and if the older alarm messages were missed the **Handheld** may now get this missed alarm. Alarm messages are only sent a few times so it is always important to stay within range to ensure alarms are not missed. Periodic polls are good to ensure you are within range and to ensure you get any possible missed alarms.

WHITE LIGHT MODE

If the **Sensor** is configured for POLL MODE and paired to a **Handheld** it also supports a WHITE LIGHT MODE. The purpose of this MODE is to briefly flash the WHITE LIGHT when a **Sensor** is polled. This aids in visually locating a **Sensor** in the dark at night. A person can also turn the WHITE LIGHT on solid to act as a source of light if needed. This aids in resetting or baiting a fishing line at night.

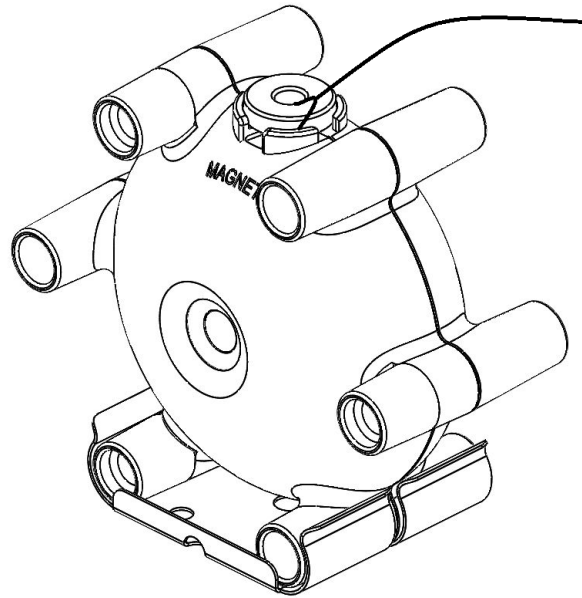
1. If in POLL MODE and if properly paired you can enable the WHITE LIGHT MODE in a **Sensor** by holding down the associated ID button on the **Handheld** for 5 seconds.
2. This will turn on the associated **Sensor** WHITE LIGHT LED. **NOTE:** Excessive use of the WHITE LIGHT LED will have significant impacts on battery life of the **Sensor**.
3. To turn off the WHITE LIGHT in a **Sensor** simply by briefly press (1 second) and release the same button used to turn it ON.

Installation of Alarm Magnet

The magnet is designed to hang onto the outside of the **Sensor** enclosure and detect when something such as a tip up flag, line removal from a fishing rod, or anything else has pulled it off the **Sensor**. The magnet has a hole in the center of it allowing easy attachment of fishing “trigger” line to the magnet. The other end of the trigger line is attached to the desired mechanism that pulls the magnet away from the **Sensor**. Some of those scenarios as described later in the manual.



1. Tie the appropriate length of trigger line through the magnet.
2. Place the magnet in the designated location on the side of the **Sensor**.



Magnet Location on Sensor

3. Once the magnet is properly installed in the correct location the **Sensor** will flash the green POWER LED 10 times. Always ensure the magnet is properly placed by verifying the LED's. If the magnet is not properly placed the **Sensor** will not be armed. These means the **Sensor** would not send an alarm nor would it flash the ALARM LED.

Clearing of Alarms – Magnet Mode

Clearing of Magnet Alarm: *Handheld*

1. Upon receiving an MAGNET ALARM, the **Handheld** will display the ID of the **Sensor** in alarm by flashing the associated button LED and beeping the buzzer.
2. Press the associated button ID to clear the buzzer and LED alarm indication on the **Handheld**.

Clearing of Magnet Alarm: *Sensor*

1. Upon being triggered for an MAGNET ALARM the **Sensor** RED ALARM LED can only be cleared by placing the magnet back in position.
2. If the magnet is properly placed the RED ALARM LED will stop flashing and the **Sensor** will flash the green POWER LED 10 times. Always ensure the magnet is properly placed by verifying the LED's. If the magnet is not properly placed the **Sensor** will not be armed and the RED ALARM LED will not clear.

Clearing of Alarms – Motion Mode (Optional GameSensor *)

* Sensor must have GameSensor to use Motion Mode)

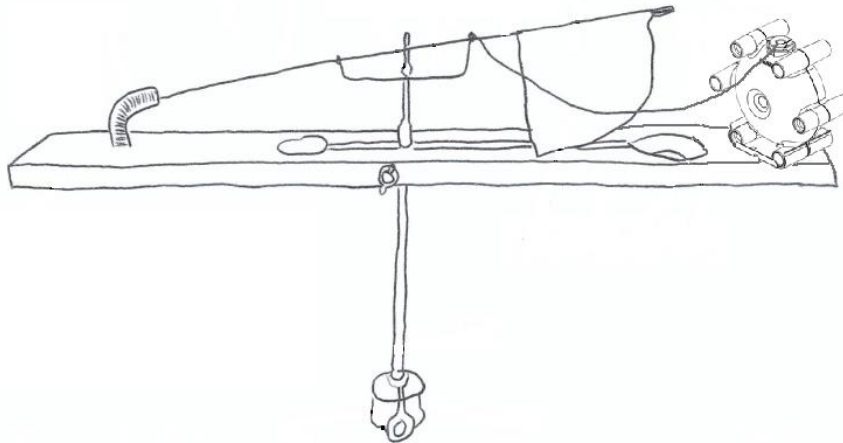
Clearing of Motion Alarm: *Handheld*

1. Upon receiving an MOTION ALARM, the *Handheld* will display the ID of the **Sensor** in alarm by flashing the associated button LED and beeping the buzzer.
2. The *Handheld* will automatically clear and rearm itself.

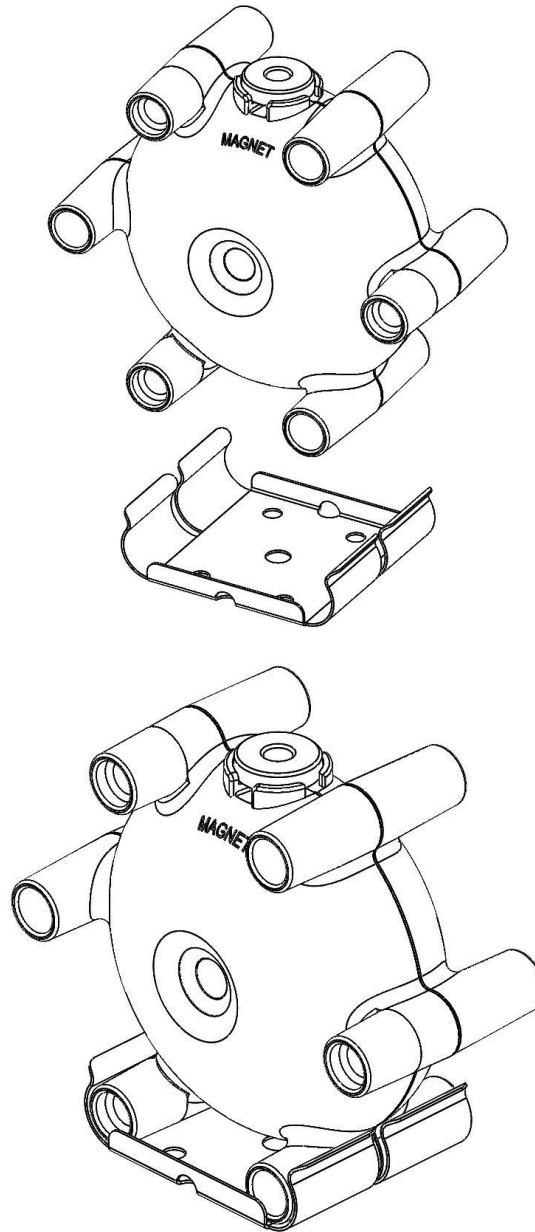
Clearing of Motion Alarm: *Sensor*

1. Upon being triggered for a MOTION ALARM the **Sensor** RED ALARM LED will automatically clear after flashing 3 times.
2. The **Sensor** will automatically clear and rearm itself.

Installation of Sensor to Tip Up (Ice Fishing)



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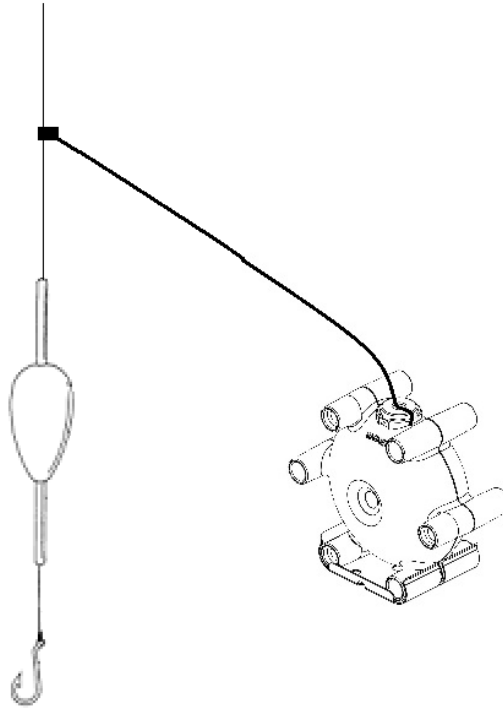


The **Sensor** can be installed by several methods to a tip up such as the following. Tie the end of the trigger line opposite the side of the magnet to the flag such that it will pull off the magnet when the flag goes up.

- Screw onto wooden Sensor of tip up through the standoff legs with **Sensor** flat on tip up.
- Screw holder onto wooden base of tip up.
- Velcro strap
- Sit directly on the ice.

Installation of Sensor to Slip Bobber (Ice Fishing)

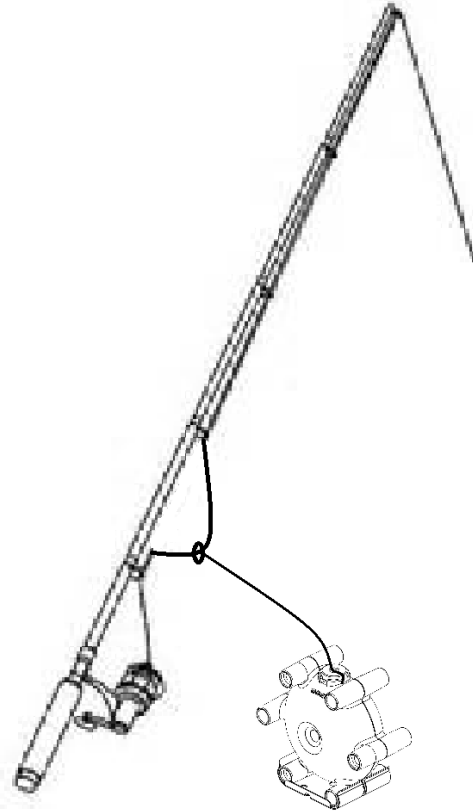
The **Sensor** can be used to monitor a bobber when ice fishing.



1. Fasten down the **Sensor** as desired or set directly on the ice.
2. Acquire a small clip to secure the end of the trigger line opposite the magnet to a position slightly above the bobber.
3. Leave the appropriate amount of trigger line to be pulled based on how far you want the bobber to go under before being alarmed.
4. Remove the clip and trigger line from the fishing line before reeling in the fish.

Installation of Sensor to Fishing Rod (Bank Fishing)

The **Sensor** can be used to monitor a line when bank fishing.



1. Fasten down the **Sensor** as desired.
2. Pull out an appropriate amount of slack from the fishing pole to attach to the trigger line.
3. Acquire a small clip or keychain loop to secure the end of the trigger line opposite the magnet to the slack line.
4. Setup the desired amount of slack line you want to be pulled before the magnet is pulled off and **Sensor** is alarmed.
5. Remove the clip and trigger line from the fishing line before reeling in the fish.

Installation of Sensor for Trail Monitoring (Magnet)

The **Sensor** can be used to monitor a trail with the magnet.

1. Fasten down the **Sensor** as desired to an object such as a tree or pole near the trail to be monitored.
2. Tie one end of the trigger line to another tree or pole on the opposite side of the trail to be monitored at the desired height.
3. Position the magnet on the **Sensor** accordingly.
4. The magnet will be pulled off the **Sensor** as any animal moves down the trail.
5. In scenarios that one does not want the RED ALARM LED illuminate and/or scare the animal it can be disabled via the dip switches as mentioned in RED LED ALARM MODE section above.
6. The magnet once again must be manually repositioned.

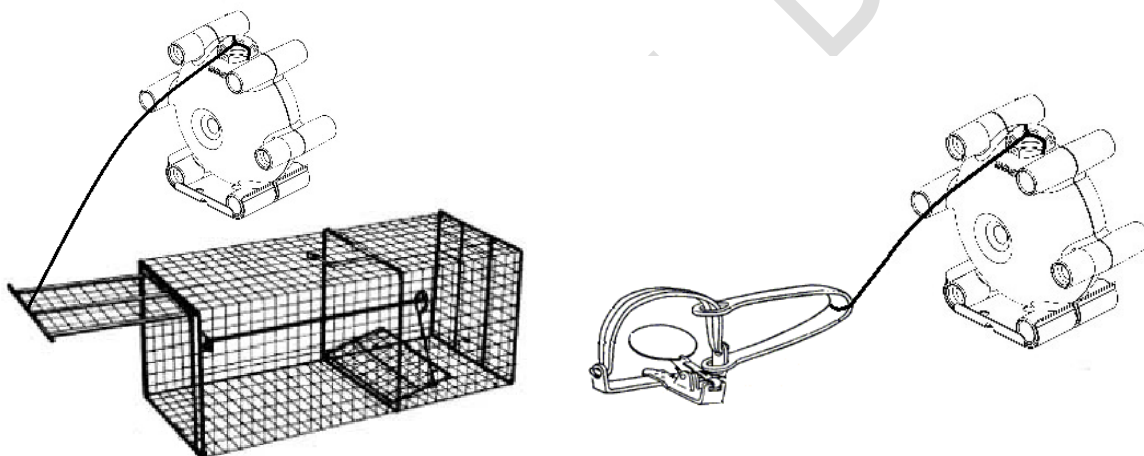
Installation of Sensor for Trail Monitoring (GameSensor)

The **Sensor** can be used to monitor a trail with the GameSensor.

1. Fasten down the **Sensor** as desired to an object such as a tree or pole facing the trail to be monitored.
2. The GameSensor will detect any object coming down the trail with 5 meters and report to the **Handheld**.
3. The device can be configured to enable or disable the high powered red alarm LED on the dip switches.
4. The device will automatically re-arm itself after 10 seconds.

Installation of Sensor for Trapping

The **Sensor** can be used to monitor the status of a trap.



1. Fasten down the **Sensor** as desired to an object such as a tree or pole near the trap
2. Tie one end of the trigger line to trap. For a line trap it can be positioned on the door or for a foothold on the trap itself.
3. Position the magnet on the **Sensor** accordingly.
4. The magnet will be pulled off the **Sensor** as the trap door closes or when the animal pulls the trap.
5. The magnet once again must be manually repositioned upon resetting the trap.

Low Battery Indication – Handheld

Low battery indications are shown in this product via the **Handheld** after pressing a poll button. Upon pressing a poll button the **Handheld** checks the status of the batteries. If the **Handheld** has a low battery all 6 LED's will turn on and the buzzer will annunciate for 3 seconds. IF POLL Mode is enabled, the **Handheld** will then commence in the normal poll sequence of sending its poll message and showing the poll response from the **Sensor** if one is present. It should be noted that once the low battery message is activated the product still has significant available run time before the unit becomes inoperable. The **Handheld** can still run for many days depending on the use of it.

Low Battery Indication – Sensor

NOTE: Low Battery indication for the Sensor is only supported if using POLL Mode.

Sensor low battery indications are shown via the **Handheld** after pressing a poll button. Upon pressing a poll button the **Handheld** sends a poll message to the corresponding **Sensor**. If the **Sensor** has a low battery only the corresponding LED associated with the **Sensor** will turn on and the buzzer will annunciate for 3 seconds. The **Sensor** will then commence in the normal poll sequence of sending its poll response message to the **Handheld**. It should be noted that once the low battery message is activated the product still has significant available run time before the unit becomes inoperable. The **Sensor** can still run for many days depending on the use of it.

Handheld Low Power Mode - Storage

The **Handheld** can be placed into a low power mode when done fishing or not in use. The **Handheld** can also be brought out of low power mode without opening the enclosure when fishing continues. However, it is recommended to completely remove the battery for longer term storage. One can quickly check if the **Handheld** is in low power mode by pressing any button. If the button lights when pressed you are in Normal Mode but if it does not light you are in Low Power Mode.

Enter Low Power Mode: **Handheld**

- At the same time hold down Button 1 and Button 2 for 5 seconds.
- Once the **Handheld** enters low power mode it will beep 3 times.
- Both buttons must be released once the beeps start.
- Press any button again and confirm the button LED does not light.

Leave Low Power Mode: **Handheld**

- At the same time down Button 1 and Button 2 for 5 seconds.
- All 6 LED's will light simultaneously to indicate that the device has turned back on.

Sensor Zero Power Mode - Storage

The **Sensor** can be placed into a zero power mode when done fishing or not in use by opening up the enclosure and turning the power switch to the OFF position. However, it is recommended to completely remove the battery for longer term storage.

Frequently Asked Questions

1. **Why are messages sometimes delayed?**
 - Messages are sometimes delayed due to a number of reasons. The device sending the message will go through a series of retries to get the message where it needs to go.
2. **Why am I hearing the pairing buzzer on my handheld when I am not pairing?**
 - Someone with range of you is pairing a device. Just let the pairing expire on your handheld and do NOT push a button or it may pair to your handheld only casing the person to continue trying on their end.
3. **Why is my WHITE LIGHT not staying on?**
 - Ensure that you are firmly holding down the button for 5 seconds.
4. **Why can't I poll a sensor?**
 - Ensure you have the sensor in POLL Mode by verifying the dip switch plunger is in the ON position or towards the battery holder.
 - Redo the pairing to the appropriate ID. It is recommended to label each Sensor so you know which **Sensor** is which ID.
5. **Why is my Sensor is not alarming when I remove the magnet?**
 - Ensure the Magnet was properly installed in the correct location by ensuring you see the *Sensor* flash the green POWER LED 10 times.
 - Ensure you are properly paired to the unit you are testing. Units must be paired together to work.
 - Ensure the dip switch MAGNET plunger is towards the ON position (towards battery holder).
6. **Why is my polling delayed if I hit a button for a Sensor I don't have?**
 - If you push a button for an ID that you don't have it will force the Handheld to still go through a series of retries. Therefore, you just need to wait about xx seconds for the retries to expire.
7. **What is the expected battery life of the Handheld?**
 - The expected battery life of the Handheld is xx days.
 - However when not in use it is suggested to put the Handheld into Low Power Mode. See Handheld into Low Power Mode Section.
8. **What is the expected battery life of the Sensor?**
 - In POLL MODE the expected battery life of the Sensor is xx days. This will decrease if excessive alarms, polls, and use of the WHITE LIGHT Mode are exhibited.
 - In NON POLL MODE the expected battery life of the Sensor is xx months. This will decrease if excessive alarms are exhibited.
9. **Why do I sometimes have to press the Handheld button more than once to clear an alarm?**
 - If the button is pressed at exactly the same time that the LED flashes for an alarm it can cause a timing issue to clear the alarm.
10. **Why did I miss an alarm?**
 - An alarm message is only sent a few times. If you were out of range that alarm message could be missed. If you are using POLL Mode one can periodically poll the unit in case any alarms were missed.
11. **Why have such long range?**
 - Even though the range is in excess of 1 mile Line of Sight, it is necessary to have adequate range and signal penetration to ensure the packets get back and forth.
 - Some products in the field today state several hundred feet of range but that is Line of Sight and those signals will go a fraction of that range in real life scenarios and will not be able to penetrate a metal fish shanty.
12. **Why does the Handheld beeped for 3 seconds when I press a button?**
 - If the Handheld lights all 6 LEDs and does a 3 second beep immediately upon pressing a button the Handheld has a low battery and you should consider changing them soon. The unit was designed to still have several hours of working life upon first detecting a low battery.
 - If the Handheld only lights the LED just polled and also does the 3 second beep that is your indication that the Sensor unit just polled has a low battery. The unit was designed to still have several hours of working life upon first detecting a low battery.
13. **Can I have more than 6 Sensor units sending to one Handheld?**

- Yes, you can have more duplicate Sensor ID's reporting to one Handheld. However, if you had 10 Sensor units with ID #1 you no longer know which one of the 10 Sensor units is alarming but you will get the alarm messages. Also if using POLL MODE it is quite possible that all 10 units will get the POLL and flash their white LED but the responses from the Sensor can collide at the Handheld causing some confusion in POLL Mode.

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FCC / Industry Canada Compliance

FCC:

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.

Warning

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

FCC Interference Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one 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.

Innovation, Science and economic Development Canada (ISED):

This Device complies with Industry Canada License-exempt RSS standard(s). Operation is subject to the following two conditions: 1) this device may not cause interference, and 2) this device must accept any interference, including interference that may cause undesired operation of the device.

Cet appareil est conforme à la norme d'Industrie Canada, exempts de licence standard RSS (s). Son fonctionnement est soumis aux deux conditions suivantes: 1) le dispositif ne doit pas causer d'interférences, et 2) le dispositif doit accepter toute interférence, y compris les interférences qui susceptible de provoquer un mauvais fonctionnement de l'appareil.

RF Exposure:

VS1000 (Handheld)
FCCID: 2AFRS-VS1000
IC: 21467-VS1000

This portable transmitter with its antenna complies with FCC and Industry Canada RF exposure limits for general population / uncontrolled exposure.

Cet émetteur portable avec son antenne est conforme aux limites d'exposition RF de FCC et d'Industrie Canada pour la population générale / l'exposition incontrôlée.

VS2000 (Sensor)
FCC ID: 2AFRS-VS2000
IC: 21467-VS2000

To comply with FCC and IC RF exposure limits for general population / uncontrolled exposure, the antenna(s) used for this transmitter must be installed to provide a separation distance of at least 20cm from all persons and operating in conjunction with any other antenna or transmitter.

Pour se conformer aux limites d'exposition RF FCC et IC pour la population générale / l'exposition incontrôlée, l'antenne utilisée pour cet émetteur doit être installée pour assurer une distance de séparation d'au moins 20 cm de toutes les personnes et fonctionnant conjointement avec toute autre antenne ou émetteur .