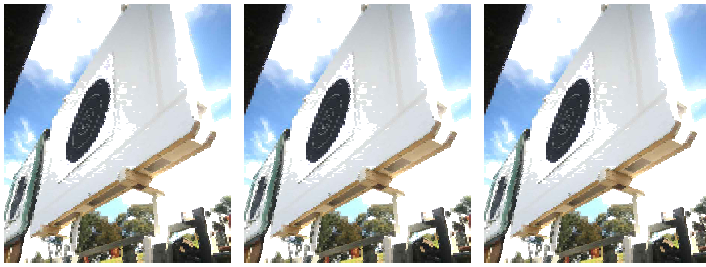


HEXTA-002 System organisation



Each target obtains IP address from the local Range Server (DHCP)

Targets

Butts LAN transceiver

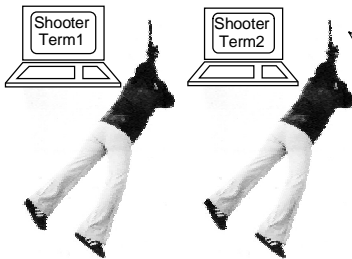
WiFi links

re-transmitting the signal across long distance range

Local wireless bidirectional links with redundancy and acknowledgement

Shooters

Shooter terminals run browser which connects to local Range Server via HTTP (web service)
Shooter terminals have no data control.
They can zoom, and temporarily view neighbouring targets.



WiFi LAN

Mounds

Scorers



WiFi LAN

Scorer terminals run browser which connects to local Range Server via HTTP (web service)
Scorer terminals have limited data control:
1. Choose name from a list
2. Enter a new name
3. Cut sighters
4. Set miss or reassign sighters

Local Spectators

Spectator terminals run browser which connects to local Range Server via HTTP (web service).
Spectator terminals have no data control.
They can zoom, browse all targets and the day's history.



Local spectators (Club Houses etc.)



WiFi LAN

Mound LAN transceiver

WiFi LAN

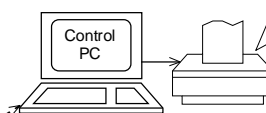
WiFi LAN

3G modem or other type of i-net connection



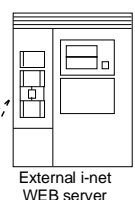
The Range Server runs a web server which generates the interfaces to the various terminals. It generates IP addresses for targets, transceivers and monitors. It communicates with the targets, collates shot data and sends it for display by the terminals.

Range control



Range PC, Printer, Shooters registration and queue support, Scoring system, Real time Web Update etc

i-net link



External i-net WEB server

Remote Spectators



Real time results on the WEB accessible around the globe