Quick Start Guide

Left Player

| S1 | S2 | S3 |

Sockets

Right Player
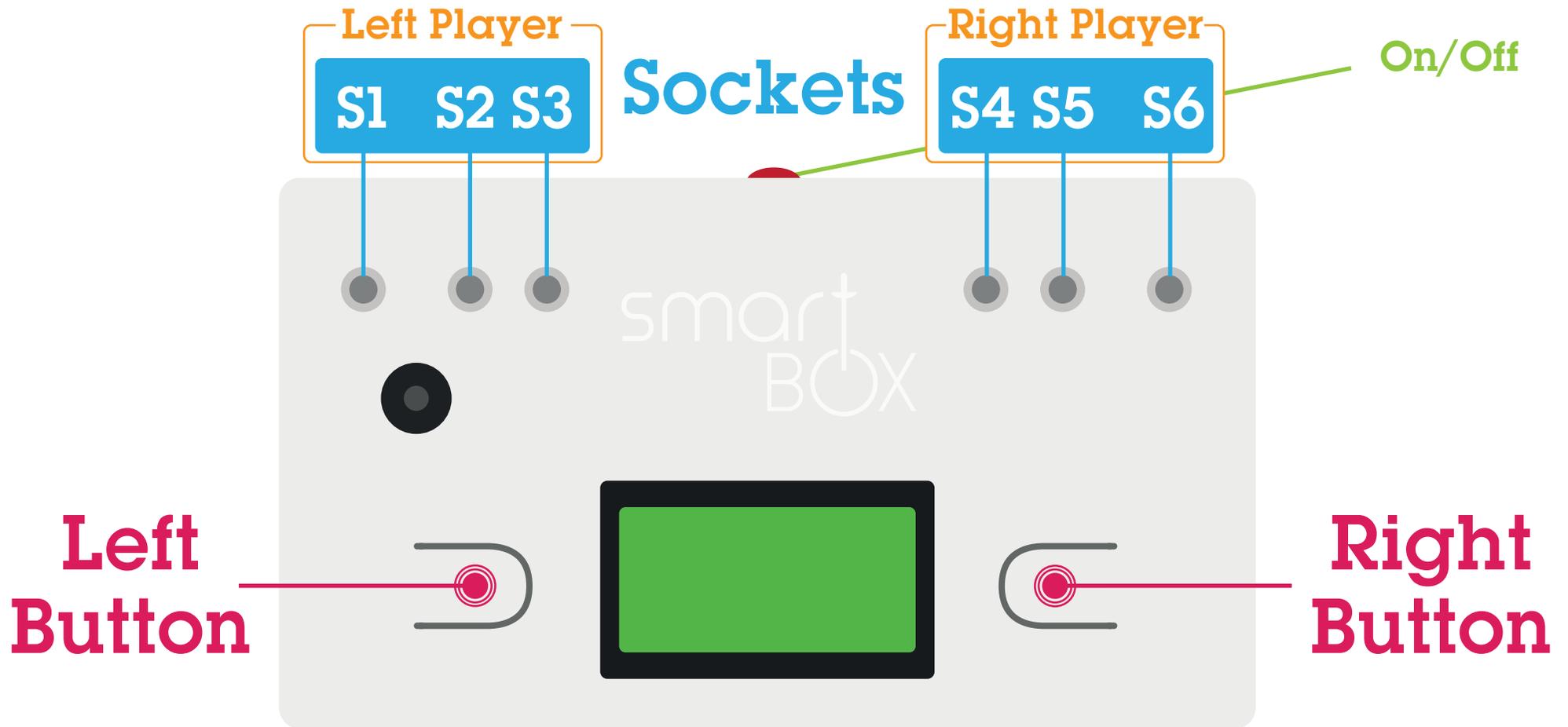
| S4 | S5 | S6 |

On/Off

smart BOX

Left Button

Right Button

BATTERY TEST On startup the SmartBox tests all lights and the buzzer; when the batteries need replacing it will continually reset.
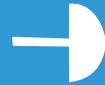
Play

Foil

1. If 'Foil selected' is not shown on the top line, press the left or right button until it is shown.

2. Off target lights are not shown until a fencer is connected.

3. When a fencer plugs in, an arrow is shown in the top corner on their side of the screen.

4. Each fencer tests by pressing the tip of their foil to their opponent's lame.

5. The SmartBox will beep twice to indicate the match has started.

6. Pressing the left button opens the options menu and pressing the right button enables automatic scoring (see user manual for more information).

Epee

1. If 'Epee selected' is not shown on the top line, press the left or right button until it is shown.

2. A guard short is indicated by an arrow in that fencer's top corner of the screen.

3. Once both fencers have tested their epees the SmartBox will beep twice to indicate the match has started.

4. Pressing the left button opens the options menu and pressing the right button enables automatic scoring (see user manual for more information).

Sabre

1. If 'Sabre selected' is not shown on the top line, press the left or right button until it is shown.

2. Fault lights will not be shown until a fencer is connected.

3. When a fencer is connected an arrow is shown in the top corner on their side of the screen.

4. Each fencer tests by touching their sabre to the opponent's lame or mask.

5. The SmartBox will beep twice to indicate the match has started.

6. Pressing the left button opens the options menu and pressing the right button enables automatic scoring (see user manual for more information).
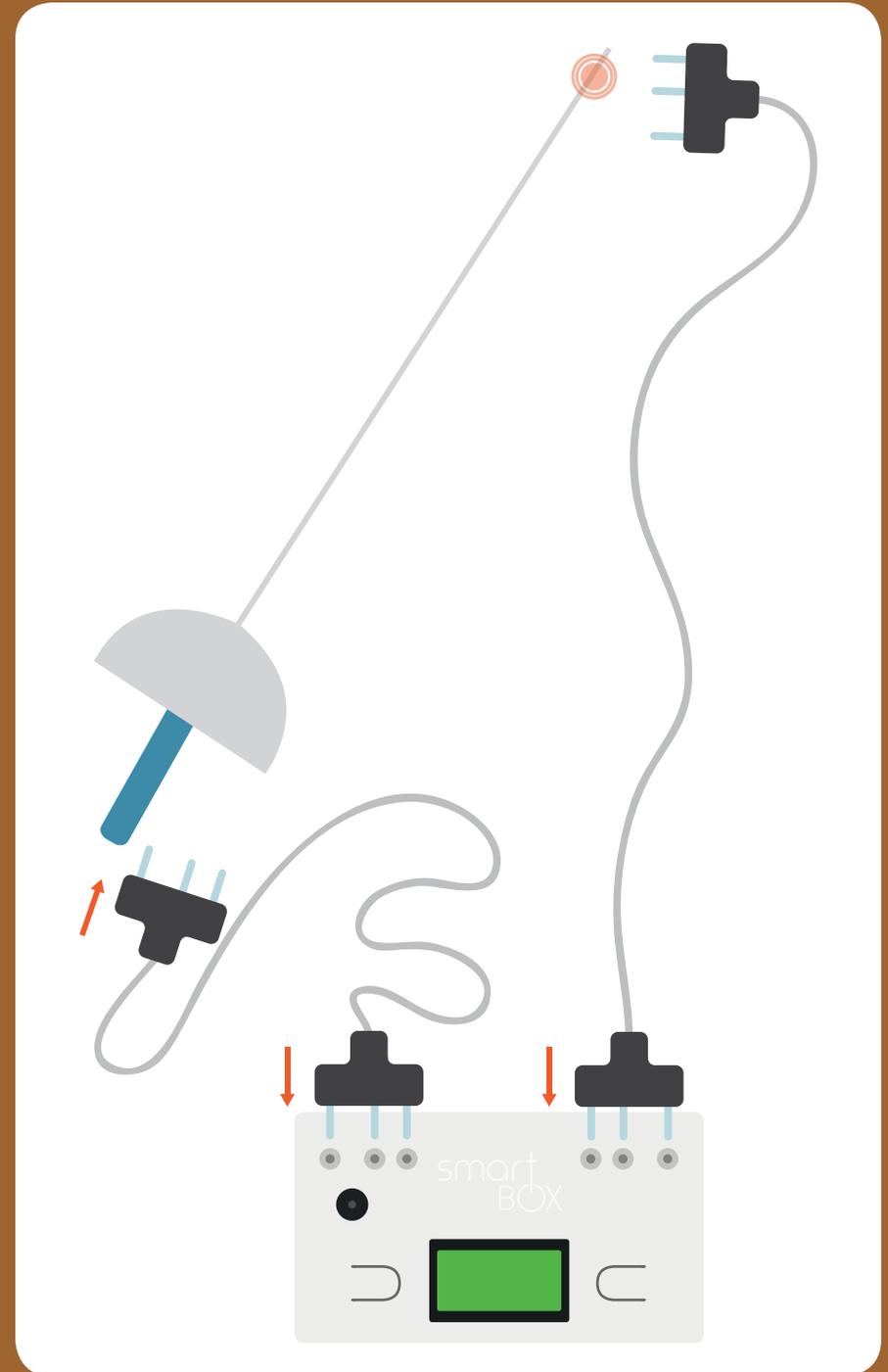
Armoury

Test Foil

1. Press the left or right button until the armoury menu is shown.

2. Press the left button to move the cursor '>' down to the "Foil/Sabre test" line.

3. Press the right button to start the Foil/Sabre test.

4. Use a bodywire to connect a foil to the left connection. A working foil should consistantly have only one or two blocks.

5. Pressing the foil tip should show a complete line of blocks and the white off-target light should come on.

6. If the number of blocks is changing or the white light is flickering this indicates a fault with the foil and/or bodywire. See the relevant section on how to test a bodywire.

7. If the white light does not go on when the foil tip is pressed, then the copper wire travelling along the foil blade is touching the blade/guard; check for damage to the wire insulation along the blade and where the wire passes through the guard.

8. If the white light will not go on when the foil tip is pressed, or even removed, then there is a permanent short between the wire and the blade.
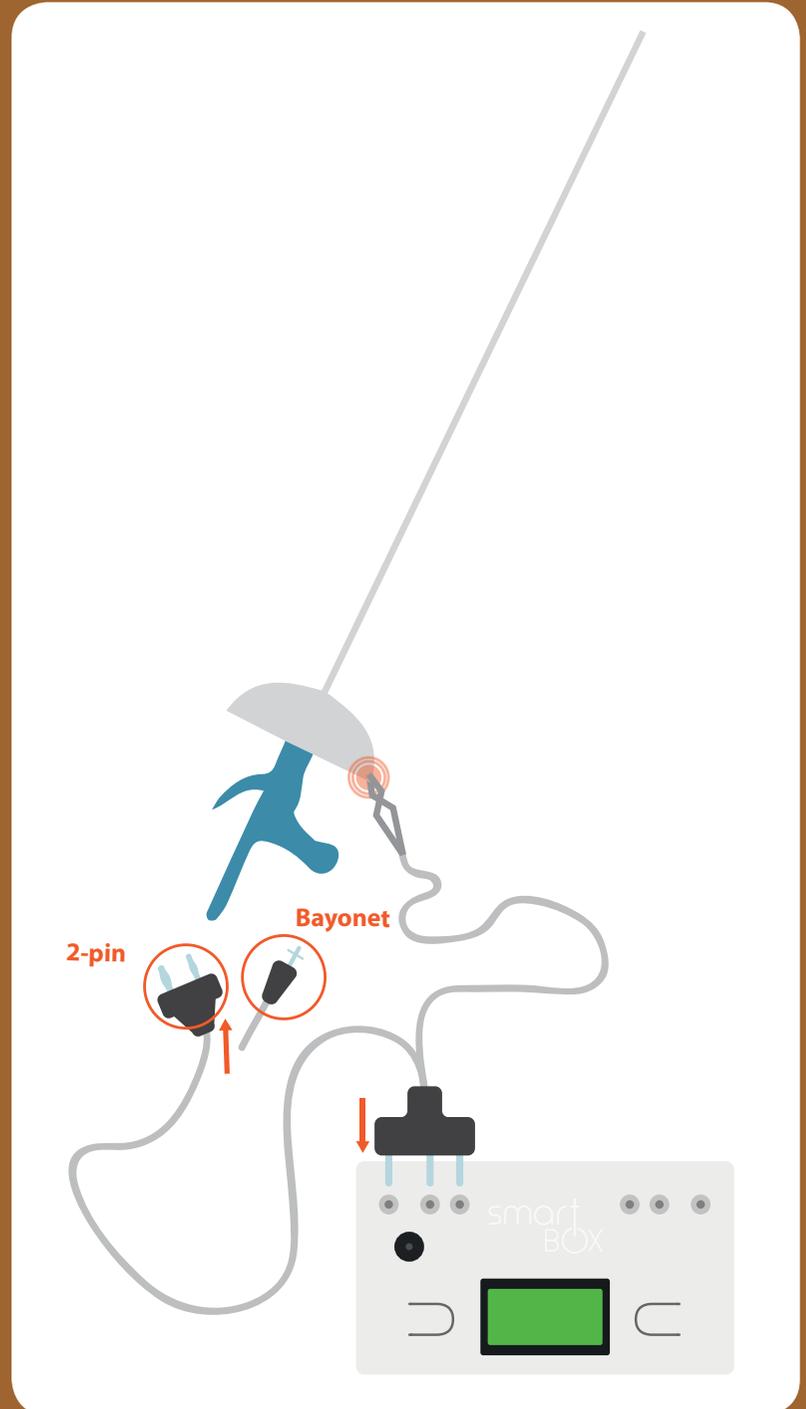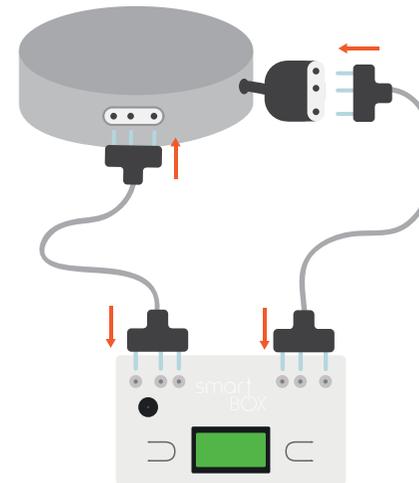
Test Epee

1. Press the left or right button until the armoury menu is shown.

2. Press the left button to move the cursor '>' down to 'Epee test'.

3. Press the right button to select the Epee test.

4. Connect the epee to the left side using a bodywire.

5. If one, or both, of the wires are touching the guard/blade a red light will be shown and the third line will tell you which of the wires is causing the fault (Middle, Closest, Both).

6. When the tip is pressed a working epee should consistantly have only one or two blocks.

7. If the blocks are shown even when the tip is not being pressed then the two wires are touching. Try cleaning out the barrel, check the barrel is tight and that the wires are not trapped behind the handle/grip.

8. If pressing the tip doesn't show any blocks it means that one, or both, of the wires are broken. Push the epee tip to any socket on the right side (S4, S5 or S6) or connect a bodywire to the right side and then push the epee tip onto one of the free bodywire prongs. If either wire is intact it will display the resistance (blocks) of each wire. If nothing happens then both wires are broken.
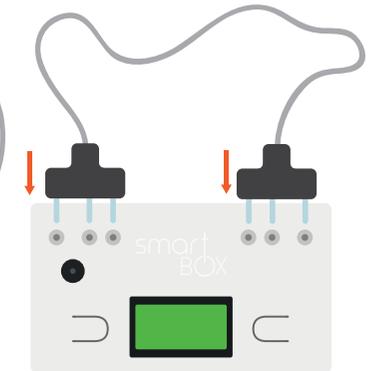
Bodywire/Ground lead/Spool

1. Press the left or right button until the armoury menu is shown.

2. Press the left button to move the cursor '>' down to "*Spool/Grndwire*".

3. Press the right button to start the test.

- *Spool*: Connect an Epee bodywire or ground lead from the left connection to one end of the spool and a second Epee bodywire or ground lead from the right connection to the other end of the spool.

- *Epee bodywire* or *ground lead*: Connect one end of the bodywire/lead to the left connection and the other end to the right connection.

- *2-pin bodywire*: Each of the 3 wires must be tested individually; connect the 3-pin end to the left connection then hold either the lame clip to **S4**, the smaller pin to **S5**, or the larger pin to **S6**.

- *Bayonet bodywire*: Each of the 3 wires must be tested individually; connect the 3-pin end to the left connection then hold either the lame clip to **S4**, the bayonet tip to **S5**, or any part below the bayonet tip to **S6**.

4. Each line shows the resistance between a socket on the left and the equivalent socket on the right; i.e. '**FUR**' shows the resistance between the sockets furthest from the middle sockets (**S1** to **S6**), '**MID**' shows the resistance between the middle sockets (**S2** to **S5**), and '**CLS**' shows the resistance between the sockets closest to the middle sockets (**S3** to **S4**).

5. The numbers on the bottom line increase every time one of the connections is broken, this breaks often occur too fast to be seen otherwise (pressing the right button resets all break values back to zero).

6. A working connection should consistently display only one block. To locate intermittent faults, manipulate the wire/spool until there is a change in the resistance bars and/or break numbers.
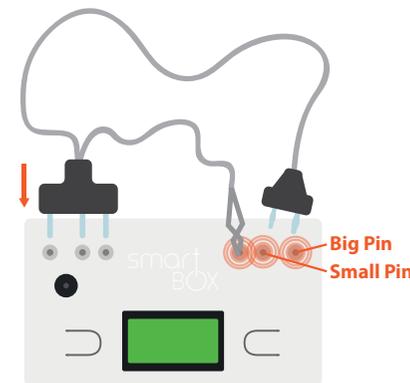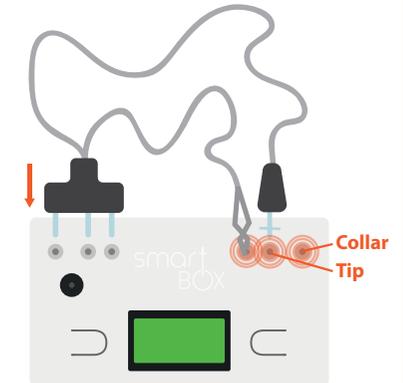
a. Spool

b. Ground lead

c. 2-pin Bodywire

Big Pin
Small Pin

d. Bayonet Bodywire

Collar
Tip

Lame

1. Press the left or right button until the armoury menu is shown.

2. Press the left button to move the cursor '>' down to the "*Foil/Sabre test*" line.

3. Press the right button to start the Foil/Sabre test.

4. Press the right button again to change to the lame test screen (shown on the top line).

5. Connect a working foil/sabre bodywire to the left side, or connect dedicated leads to **S2** and **S3**.

6. Connect the lame clip to the lame; preferably in the area it would normally be connected.

7. Probe the lame with enough pressure to ensure good contact using either...

- a bayonet bodywire, using the bayonet tip.

- a 2-pin bodywire, using either pin.

- a dedicated lead, using the 500g weight.

8. When measuring between any two points on the lame a working lame will show only one block and a green light.

9. If there are two or more blocks then a red light will be shown, indicating higher resistance than the FIE legal limit and the lame should not be used for competitions. However, depending on how high the resistance is, the lame may still be fine for training.