



FAQS

MY CASING IS LOOSE IN THE CHAMBER OF MY GUN ... CAN THIS BE FIXED?

You can tighten the fit of the casing by using a loop of scotch tape as a shim around the casing.

MY CALIBER ISN'T LISTED; DO YOU HAVE ADDITIONAL CALIBERS AVAILABLE?

If your caliber isn't listed we don't currently make a casing for it.

THE CASING AND LASER EMITTER ARE TOO LONG TO FIT EASILY IN MY GUN ... CAN THIS BE FIXED?

Make sure that you have slid the emitter inside of the casing before screwing the casing to the emitter.

WILL THIS WORK AT SHORT DISTANCES AS WELL? 10M?

Yes! The system will work at any distances from 1 yard/meter all the way out to the maximum distance of the system

CAN I RUN MORE THAN ONE SYSTEM AT A TIME?

You can run any number of systems at the same time as each system has a unique WIFI ID (SSID).

CAN I UPGRADE THE BULLSEYE AMMOCAM SIGHT-IN EDITION TO THE BULLSEYE AMMOCAM LONG RANGE EDITION?

There is no direct upgrade. The Bullseye AmmoCam Long Range Edition features completely different hardware than the Sight-In Edition, so there is no "add on" upgrade. We do offer a trade-in program if you desire to upgrade

DO I HAVE TO USE A SPECIAL TARGET FOR THE SYSTEM TO WORK?

Absolutely not! You can use any type of target, commercial, hand drawn, piece of plywood – anything that can be punctured typically will work!

DO I NEED CELLULAR OR INTERNET SERVICE FOR THE SYSTEM TO WORK?

You do not need cellular or Internet service of any kind. The system can be used in the middle of the desert or anywhere you wish. The system generates its own WIFI Hotspot that your laptop connects with to transmit the camera images. The included software handles everything for you!

HOW DIFFICULT IS THE SYSTEM TO SET UP?

The Bullseye Camera System is incredibly easy to set-up. You can set it up and have it running in under 1 minute. You simply place the camera at the target and turn on the battery and then head back to your shooting location and run the Bullseye Target Manager software – it's that easy!

HOW FAR AWAY CAN I PLACE THE CAMERA FROM THE TARGET?

In a typical setup you would place the camera 8-15 feet back from the target. There is usually no risk in shooting the camera as it can be out of the way of your target.

The software has a zoom feature so you can zoom into the actual target and then zoom out to see the surrounding area. For example if you are shooting long distances and have a target, or several targets, on a piece of plywood – you can pick the area you are looking at – this is all controlled via the software. You never have to re-visit the target until you are done shooting!

HOW FAR FROM THE TARGET CAN I SET THE CAMERA?

The camera can be set up anywhere from 6-15 feet from the target. You can try different distances to get optimum viewing in your specific situation.

HOW FAR OUT CAN I SHOOT - CAN I REACH ONE MILE?

We have users using the Bullseye AmmoCam Long Range Edition at 1 MILE+. It's important that you have clear line of sight, free from obstructions to reach the maximum distances.

HOW LONG WILL THE BATTERIES RUN THE SYSTEM?

The batteries typically last about 12 hours of use. The system comes with a fast charger to charge the battery pack. The batteries in all of our systems are lithium-ion batteries.

WILL THIS WORK ON STEEL TARGETS?

Yes! With steel targets you can place the camera back further to avoid splatter as the impact marks are much larger and easier for the software to “see”. With steel targets it’s best to have them anchored and not free swinging or else you need to wait for the target to stop swinging to see your shot.

WHAT HAPPENS WHEN YOU UPDATE THE SOFTWARE AND ADD NEW FEATURES? DO I HAVE TO PAY FOR THOSE?

We offer free software upgrades. You will be able to download those directly from our website at anytime.

WILL THIS WORK ON MY IPHONE, IPAD OR ANDROID DEVICE?

Yes! We currently have an iOS (iPhone/iPad) application available in the Apple App Store entitled “Bullseye Target Manager”. The Android version is available from the Google Play store under “Bullseye Target Manager”. We are working on the Mac OSX version.