# Attack IR®

Cuddeback Digital

# Operating Manual

# Attack IR® Operating Instructions

The latest, full size version of this manual is available for download at www.cuddeback.com/support. We recommend that you download the manual as we periodically make changes/updates to the product or manual.

## Introduction

Thank you for purchasing a Cuddeback Attack IR digital scouting camera. Attack IR is so easy to use that you may feel you do not need to read this manual. However, we recommend you read the manual to familiarize yourself with the not-so-obvious features of Attack IR.

## What You Need To Know

1) You should have one or more Secure Digital (SD) cards. (See Appendix A for recommendations).

2) You will need four D cell batteries (we recommend Rayovac® or Duracell® brand batteries).

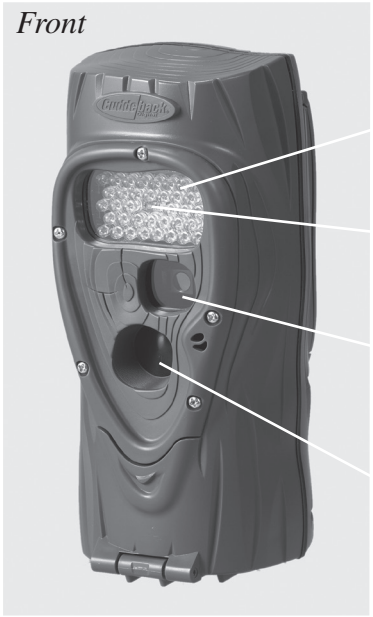
3) When Attack IR is working it displays an electronic ***"worm"*** on the LCD. This worm scrolls around the LCD to indicate that you must not remove the SD card, must not turn the rotary knob, or must not press any button. Please be patient and wait for the worm to go away before removing the SD card.

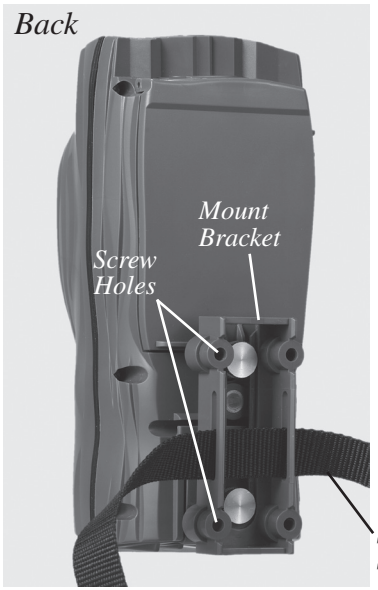
***"worm"***

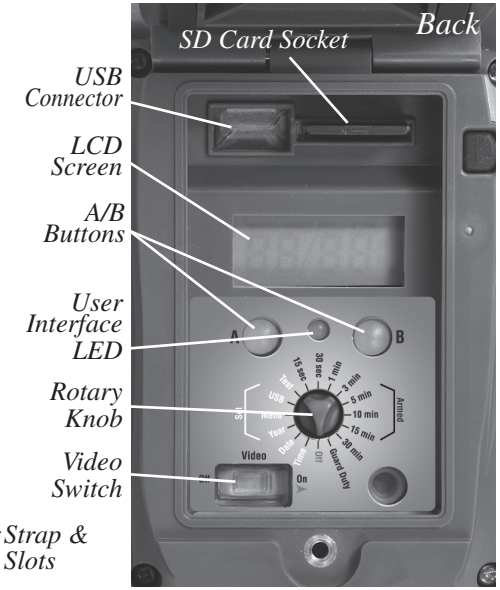


## Step 1 – Familiarize yourself with Attack IR

Take a moment to familiarize yourself with Attack IR's parts.






***NOTE:*** *After the bracket has been mounted to a tree, slide Attack IR's two thumb screws down into the bracket.*

## Step 2 – Installing Batteries and SD Card

1) Turn the rotary knob to the ***OFF*** position.

2) Loosen the battery thumb screw and open the battery compartment door. Install four brand new alkaline D cell batteries. Make sure to observe correct polarity. Close the door and tighten the thumb screw completely.

3) You may notice a series of numbers displayed. These are Attack IR's hardware and software version numbers.

4) Wait until the LCD display goes blank and the green and red LEDs are off.

5) Install your SD card. Be sure to observe the correct polarity with clipped corner on the card to the right.

*Battery Install*

*SD Card Install*

## Step 3 – Setting up the Attack IR

1) Turn the rotary knob to ***Time*** position, press A and B to set. Time is AM/PM format.

2) Turn the rotary knob to ***Date*** position, press A and B to set.

3) Turn the rotary knob to ***Year*** position, press A and B to set.

4) Later you will read **Step 8 – More Features** for information on the USB and MENU positions.



## Step 4 – Attaching Attack IR to a Tree

1) We recommend you first try your Attack IR at home. In this case, set Attack IR on a table instead of mounting it to a tree.

2) For optimum detection of deer-sized animals we recommend mounting Attack IR about 30 to 36 inches off the ground (this is about waist high to slightly higher).

3) For best image quality, install Attack IR about 10 to 15 feet from where animals are expected. Attack IR will detect animals at distances from directly in front of the camera to about 50 feet. Note that detection distance varies greatly with air temperature, animal size, and the speed the animal is moving.

4) Attack IR features our new Genius Mounting System. This system allows you to attach the bracket to a tree and then slide Attack IR on and off the bracket as needed. Use the included strap to attach the tree bracket. You can also use screws (not supplied) to attach the bracket to a tree.

5) Once the tree bracket is attached to the tree, make sure both thumb screws on the back of Attack IR are tightened completely. Then slide Attack IR onto the bracket.

6) It is best to remove any vegetation and obstructions from Attack IR's field-of-view that may interfere with Attack IR's sensor or camera.

7) Aim/align Attack IR to make sure it is pointed where you expect the animals to be. Aim Attack IR level with the ground to maximize detection range and performance. You can use Attack IR's test feature (explained next) to help you determine the detection area.

8) Cuddeback has optional mounting methods available, such as tilt-brackets, bear-resistant boxes, and mounting posts. See your retailer or www.cuddeback.com for details.

## Step 5 – Checking Attack IR's Detection Zone

1) Turn the rotary knob to the ***Test*** position. Close the cover and tighten the thumb screw. Put Attack IR back onto the tree bracket. (Note: there is a more convenient method to enable test mode, see **Step 7 - Checking your Attack IR** for details).

2) Walk back and forth in front of Attack IR. The red LED will illuminate when Attack IR's sensor has detected you. Using this method you can accurately position your Attack IR as desired. For more details on how Attack IR's motion/heat sensor works see our website, www.cuddeback.com/support.

## Step 6 – Arming the Attack IR

Turn the rotary knob to one of the ***Armed*** delay settings. These settings represent the amount of time Attack IR will wait before it will take another image. This dwell time prevents multiple images of the same animal. Here is our recommendation for the various ***Armed*** settings:

a. 15 and 30 seconds – game trails

b. 1 and 3 minutes – scrapes

c. 5 to 30 minutes – food plots or feeders

When first armed, Attack IR will display the indicated delay for 5 seconds and then begin counting down from 45 to 0. When the counter gets to 0, Attack IR will arm and be ready to record images.

When Attack IR detects a subject and takes a picture a ***"worm"*** will be displayed and the LED will flash red and green – do not remove the SD card until the LCD and LED are both OFF. After the image is saved to the SD card the LCD will display the delay setting and begin counting down. Once the counter reaches 0, Attack IR is ready to record the next image.



## Step 7 – Checking Attack IR

When you check Attack IR it is ***not*** necessary to turn the rotary knob. Instead, press the A or B button to temporarily suspend ***Armed*** mode and view pertinent information, such as the number of images on the SD card and battery level. Each time you press the A or B button new information will be displayed. Here is the sequence of information that is displayed each time the A or B button is pressed.

1) Images on SD card. Note the ARMED, DWELL, and IMAGES icons are displayed.
2) Free Space on SD card in MB. Note that ARMED and DWELL icons are displayed.
3) Battery Level as a percentage. For example, **bt:99** means there is 99% battery power left.
4) Time
5) Date
6) Year
7) ***Test*** indicates Attack IR is in Test mode and will illuminate the red Test LED when activity is sensed.
8) Pressing A or B again will Arm the camera and the current delay setting will be displayed.

You can leave Attack IR in any of the states 1 thru 7 and Attack IR will automatically re-arm in about 5 minutes. This allows you to close the cover and leave the area without triggering an image.

## Step 8 – More Features

### Video Mode

Attack IR can be set to record a 30 second video when it records an image. Video recording is enabled by moving the Video Switch to ON. To disable video recording move the switch to OFF. Attack IR ***will*** take an image before it begins recording the video, thus you do not give up images to get video.

**Menu Position**

Turn the rotary knob to the MENU position to perform various housekeeping activities. Press A to advance to the next menu item, or press B to activate the displayed menu action.

1) **Battery Level** – the battery level is displayed in the format **bt:99**, which is a percentage of remaining battery power. Press the A button to advance to the next menu item.

2) **CLr** (Clear SD card) – This menu allows you to clear all images and content on the SD card. Press and hold B to clear the card. The ***worm*** will appear and the LEDs will flash RED. When finished, the LCD will display the amount of space on the SD card in MBs. Press A to advance to the next menu item.

3) **LEd** (IR LEDs) – This menu allows you to test Attack IR's IR LEDs and measure the battery strength. Press B to test Attack IR's infrared LEDs. The LEDs will be driven from 33% maximum power to 99% maximum power. The test will stop when the batteries do not have sufficient power to drive the LEDs or at 99%. If the batteries are depleted, FAIL will be displayed. If the reading is below 99% you may want to change the batteries to maximize the illumination range.

4) **Pic** – This menu takes a test picture. Press B to take a picture. Press A to advance to the next menu item.

5) **LOAd** – This menu allows you to install new firmware. We may update the Attack IR firmware to improve its performance. If a firmware update is required you will need to download a firmware file from our website. Instructions will be provided with the firmware. Please see www.cuddeback.com\support for details. We recommend you check our website for updates at the beginning of your scouting season.

6) Turn the rotary knob to a new setting or press A to return to the battery level display.



**USB Position**

Attack IR can copy images from the SD card to a USB flash drive. This allows you to quickly retrieve your images and take them home with you.

**Follow these steps to copy images from SD card to USB device:**

1) Turn the rotary knob to the USB position. **USB** will be displayed on the LCD.

2) Install a compatible USB flash drive (see appendix A).

3) Press A to display COPY.

4) Press B to begin the transfer of images from the SD card to the USB device. The percentage of files copied will be displayed during the copy process. Please wait while the images are copied.

4) Once the copy process is complete all images on the SD card will automatically be erased, and **done** will be displayed.

5) If you need to interrupt and cancel this operation, press and HOLD B for 3 seconds. The operation will be cancelled and the images on the SD card and USB device will remain.

**Follow these steps to erase all content on the USB device:**

1) Turn the rotary knob to the USB position. **USB** will be displayed on the LCD.

2) Install a compatible USB flash drive (see appendix A).

3) Press A twice to display CLr.

4) Press and hold B to clear the USB device.
**CAUTION** - Once the device is cleared it cannot be restored.

**Guard Duty**

Attack IR features an innovative time lapse photography mode we call Guard Duty. When Guard Duty is enabled Attack IR will take a picture every 12 seconds and save the images onto the SD card. Guard Duty allows you to continuously monitor a field or hunting location and then view everything that happened. In practice, Guard Duty can compress an entire day of activity into a ten minute viewing experience.

- To enable Guard Duty turn the rotary knob to the Guard Duty position. Guard Duty will automatically arm after a 45 second countdown.
- Guard Duty will only take images during daylight; it will not record images at night.
- When Attack IR is in Guard Duty mode it will **not** take images when an animal is detected with the motion-heat sensor.
- Guard Duty images are 1.3 MP and are saved in the folder DCIM\200CUDDY. Images from each day will be saved in a separate folder.
- Guard Duty will record 3600 images every 10 hours. In a week Guard Duty can record over 10,000 images. This requires a large SD card. We recommend an 8GB card or larger.
- To check Attack IR when in Guard Duty mode press A. The check process is similar to checking Attack IR when in Armed mode, except the number of images on the card is not displayed. Instead, the free space on the card is displayed first. Additionally, the test mode is not enabled either as it is not required in Guard Duty. See Step 7 for additional information on checking Attack IR.
- A day's worth of Guard Duty images can typically be viewed in less than 10 minutes on your PC.
- Due to the high number of images saved we do not recommend using a field viewer to view Guard Duty images. You will need to use a PC to view Guard Duty images.



- Cuddeback's Trophy Room software will soon be able to rapidly view Guard Duty images. Trophy Room is available for free download at www.cuddeback.com.
- Battery life while in Guard Duty mode will be less than in other operating modes.

## *No Card Mode - Using Attack IR Without an SD Card*

When Attack IR is used without an SD card, images are stored in Attack IR's internal image memory. Attack IR features an internal memory of about 60 MB. This will allow storage of up to 60 images. Images can be transferred from internal memory to an SD card or USB flash device.

**Transfer to SD card:** If you use Attack IR without an SD card, follow these steps to transfer the images from the internal memory to an SD card.

1) If Attack IR is not armed, turn the rotary knob to any of the Armed positions.
2) If Attack IR is armed, press A to display the number of images in internal memory.
3) Insert your SD card into Attack IR.
4) Press A. The amount of free space on the SD card will be displayed.
5) Press A to initiate the transfer. Images saved in internal memory will be copied to the SD card. As they are being copied the ***worm*** will appear and the number of images remaining to be transferred will be displayed on the LCD.
6) When the count reaches 0 the transfer is complete and all images on the internal memory are erased.
7) To stop the transfer before it has finished, press and hold B.

**Transfer to USB flash device:** If you use Attack IR without an SD card, follow these steps to transfer the images from the internal memory to a USB flash device.

1) If Attack IR is armed, press A to display the number of mages in internal memory.
2) Insert your USB device into the USB connector.
3) Turn the rotary knob to the USB position. USB will be displayed.
4) Press B to initiate the transfer. Images saved in internal memory will be copied to the USB device. As they are being copied the ***worm*** will appear and the number of images remaining will be displayed on the LCD.
5) When the count reaches 0 the transfer is complete and all images on the internal memory are erased.
6) To stop the transfer before it has finished, press and hold B.

## Battery Life and Battery Low Warning

Battery life in Attack IR will vary depending upon battery quality, ambient temperature, the number of images taken, how long Attack IR has been operating, and other factors. What you get may be more or less than these numbers depending on the circumstances.

Attack IR – 50,000 images or 12 months, whichever comes first.

Guard Duty Mode – 80,000 images or about 1 month of use.

(Note – these numbers are based upon limited testing. See www.cuddeback.com for the most recent test results.)

Replace Attack IR batteries when:

1) The **BLOW** icon appears on the LCD.
2) When the displayed battery level is **bt:10** or **bt:00**.
3) When Attack IR does not appear to operate correctly. In some cases the batteries may be too low to turn on the LCD or BLOW icon.



## Viewing Images

You will need an external viewing device or computer to view images. First, remove the SD card from the camera. Make sure to only remove the SD card when the ***worm*** is not visible. Here is a list of some viewing options.

1) You can view the images with an optional viewer or a point-and-shoot camera that is able to read Attack IR images (Note: not all SD based cameras can view Attack IR images, please test any camera before purchasing).
2) Replace the SD card with a fresh SD card and take the original SD card with you to view on your PC or other device.
3) Cuddeback's CuddeView viewer will allow you to view the images, copy the images to a second SD card and erase the images from the SD card. You can then put the original SD card back into Attack IR. CuddeView allows you to transfer images from multiple cameras to a single SD card. See www.cuddeback.com for more information on CuddeView. (Note: CuddeView may not be able to copy all the images taken in Guard Duty mode. If you are using Guard Duty we recommend you view the images on a computer.)

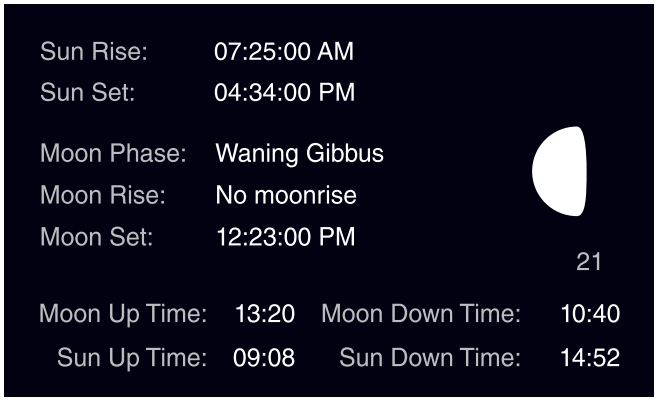
**Use Windows PC to Manage Cuddeback Images with Trophy Room**

***Trophy Room*** software makes it easy to manage your Cuddeback images.

### Trophy Room

1) Automatically copies images from your SD card to your PC and organizes them by year and date.
2) Allows you to rename each folder to make it easy to find your images.

3) Displays sun and moon data for each image, including moon phase, moon rise and set, sunrise and set, and moon and sun position in the sky at the time the image was taken.




*Trophy Room data screen example*

4) Categorizes images as buck, doe, fawn, bear, etc. There are 28 categories to select from. For whitetail deer you can enter point count and give deer a name to allow easy monitoring of trophy animals.

5) Automatically calculates the buck/doe/fawn ratios based upon your images.

6) Includes ***CuddeCharts*** with which you can analyze your images to determine peak movement patterns based upon sun and moon phase and position.

7) Includes ***Crystal Ball*** with which you can use the data you've collected and analyzed with CuddeCharts to predict future activity. Think of this as the traditional moon tables, only tailored to you.

8) Allow you to rapidly view Cuddeback images taken in Guard Duty mode.

9) Is FREE and works with all Cuddeback cameras. You can download it at www.cuddeback.com.



# Appendix A

## SD Card Requirements

SD cards are sized in GB (Gigabytes); the bigger the number the more images that can be saved on the card. Attack IR will work with card sizes from 1 GB to 32 GB.

| Card Capacity | | |
|---|---|---|
| **Card Size** | **Armed Mode** | **Guard Duty Mode** |
| 1 GB | 1,000 images | 10,000 images / 30 hours |
| 2 GB | 2,000 images | 20,000 images / 60 hours |
| 4 GB | 4,000 images | 40,000 images / 120 hours |
| 8 GB | 8,000 images | 80,000 images / 240 hours |
| 16 GB | 16,000 images | 160,000 images / 480 hours |
| 32 GB | 32,000 images | 320,000 images / 960 hours |

We have extensively tested Attack IR with most major brands of SD cards, however, low quality cards are available that may not operate in Attack IR. We recommend you use SanDisk brand cards which are readily available at stores that sell cameras. You can also order cards directly from Cuddeback. See www.cuddeback.com/products for information.

## USB Devices

Attack IR will only function with small form factor USB Flash Devices. If you decide to use a larger form factor you will need an optional extension cable. While we have made every attempt to assure Attack IR works with most brands of USB devices, it is possible some brands may not work. Compatible USB Flash Drives are available direct from Cuddeback at www.cuddeback.com/products.

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The Attack® begins!

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Non Typical, Inc., P.O. Box 10447, Green Bay, WI 54307-0447
920-347-3810