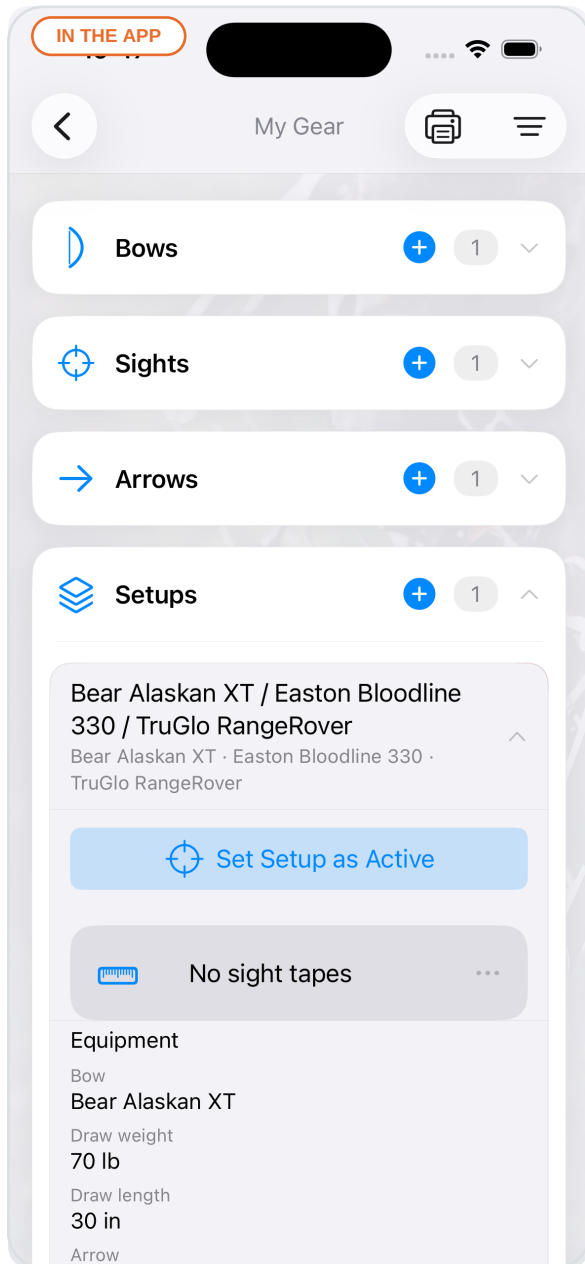




7

Creating stuff

Create equipment that is missing from the system catalog, save it to My Gear and combine it into a Setup.



WHAT YOU'LL DO

A four-part equipment series - plus a 3D Range bonus

Use this Jumpstart when the manufacturer or model you shoot is not in BowPro+'s catalog. The four parts build a Bow, Arrow, Sight and Setup; the bonus shows both manual 3D Range building and Range Wizard.

YOU'LL LEARN

- 1/4 Bow - create a missing manufacturer or bow model, use it in Builder and save it to My Gear.
- 2/4 Arrow - create missing shaft/model and spine data, then save the finished arrow build.
- 3/4 Sight - create a missing sight, add the required sight geometry and save it.
- 4/4 Setup - combine the bow, arrow and optional sight into one reusable Setup with its measurements.
- Bonus 3D Range - build a Range manually, let Range Wizard populate one, review the targets and publish the Range.

BEFORE YOU START

Create user equipment only when the manufacturer or model you need is missing from the built-in catalog. User catalog entries stay separate from system catalog data.

FINISH LINE

You finish with your own gear represented in My Gear, a reusable Setup, and - if you follow the bonus - a published 3D Range.

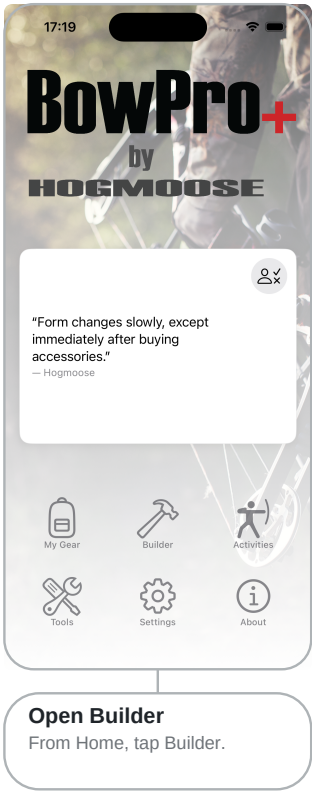


Create stuff 1/4: Bow

Create equipment that isn't in BowPro+'s system catalog, use it in Builder, then save it to My Gear.

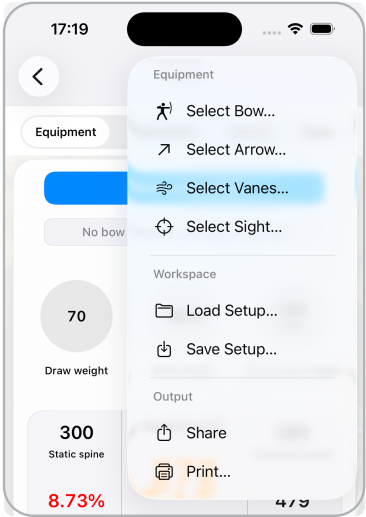
WHEN TO CREATE A USER BOW: When the manufacturer or model you need is missing. User bows stay separate from the built-in catalog.

CATALOG / DECIDE
STEPS 1-3 OF 10

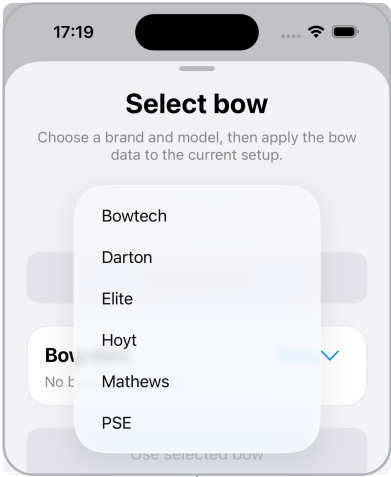


1

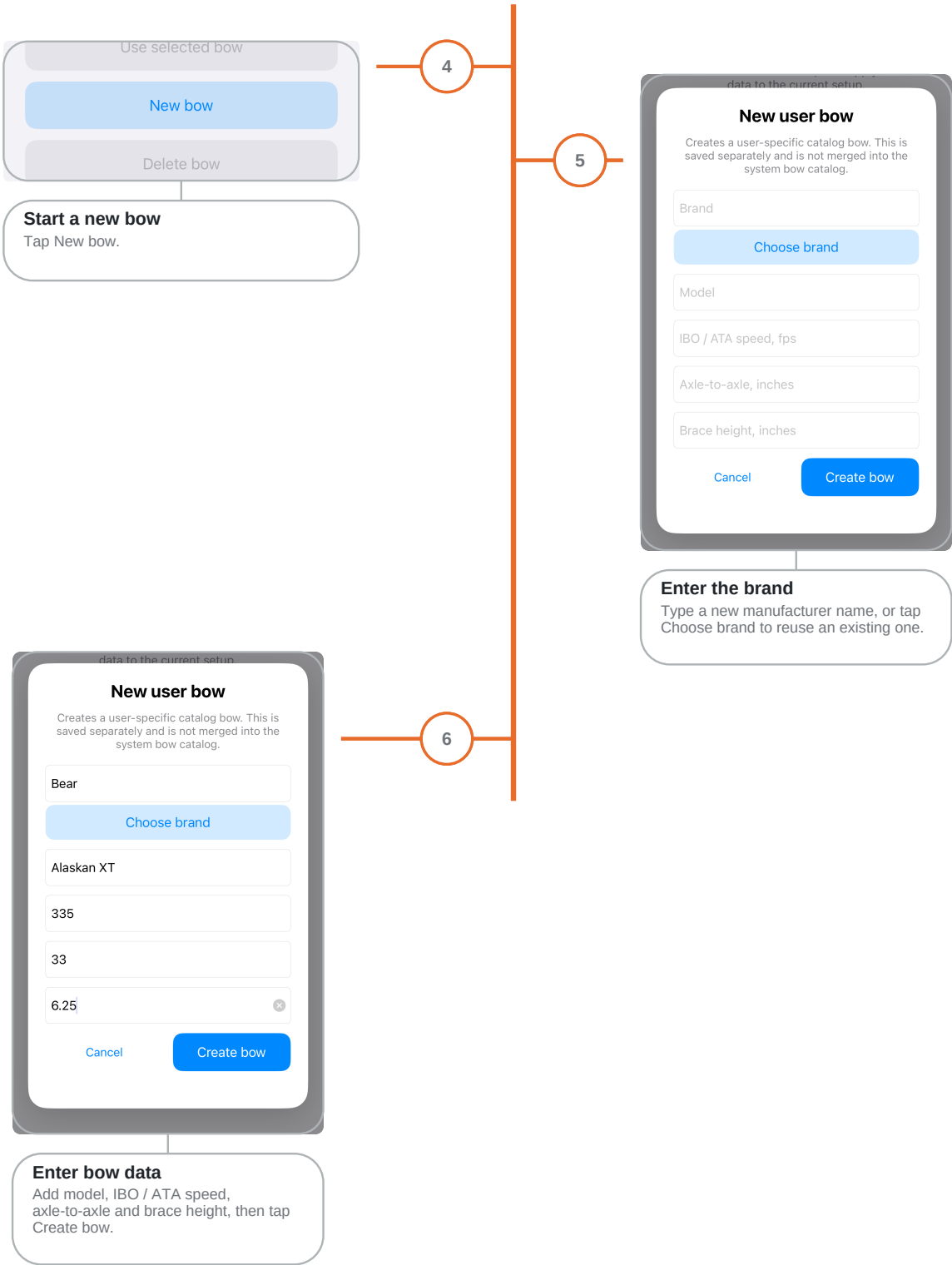
2



3

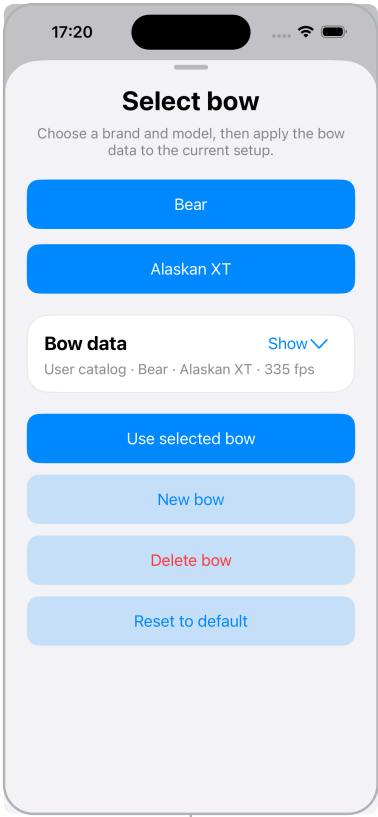


Create stuff 1/4: Bow

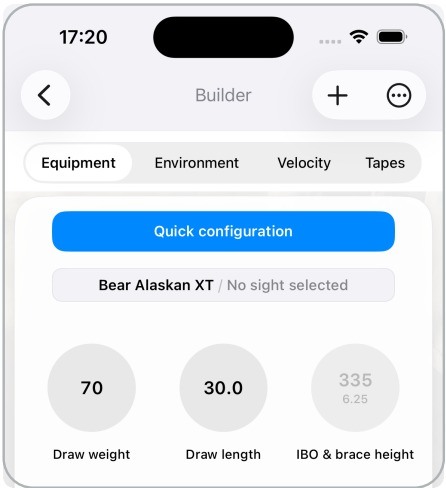


Create stuff 1/4: Bow

USE IN BUILDER
STEPS 7-8 OF 10

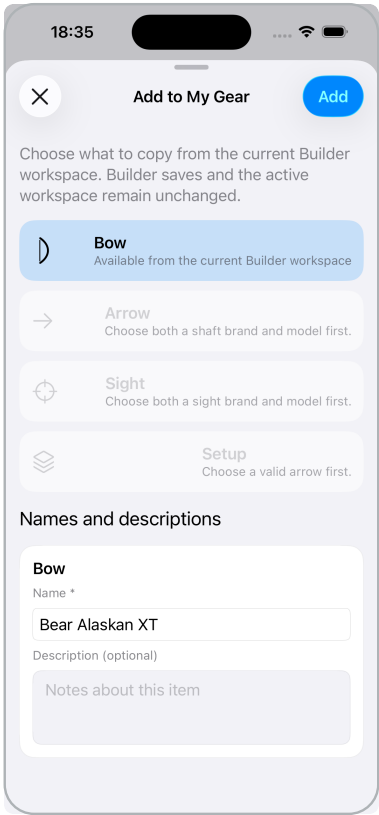


Use selected bow
The new user bow is now available. Tap Use selected bow.

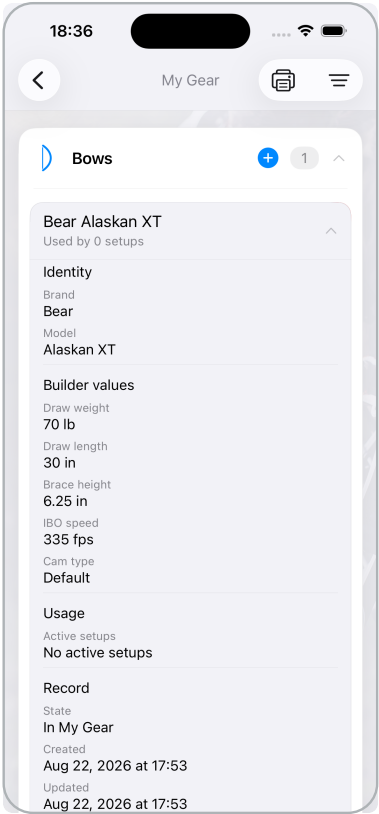
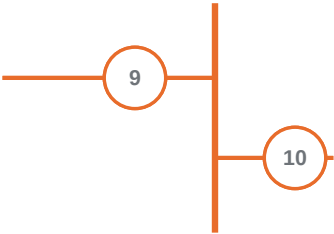


Check Builder
Confirm the new bow is now active in Builder.

Create stuff 1/4: Bow



Add to My Gear
Tap + in Builder, choose Bow, name it if needed, then tap Add.



Review the saved bow
Open Bows in My Gear and inspect the user bow you just saved.

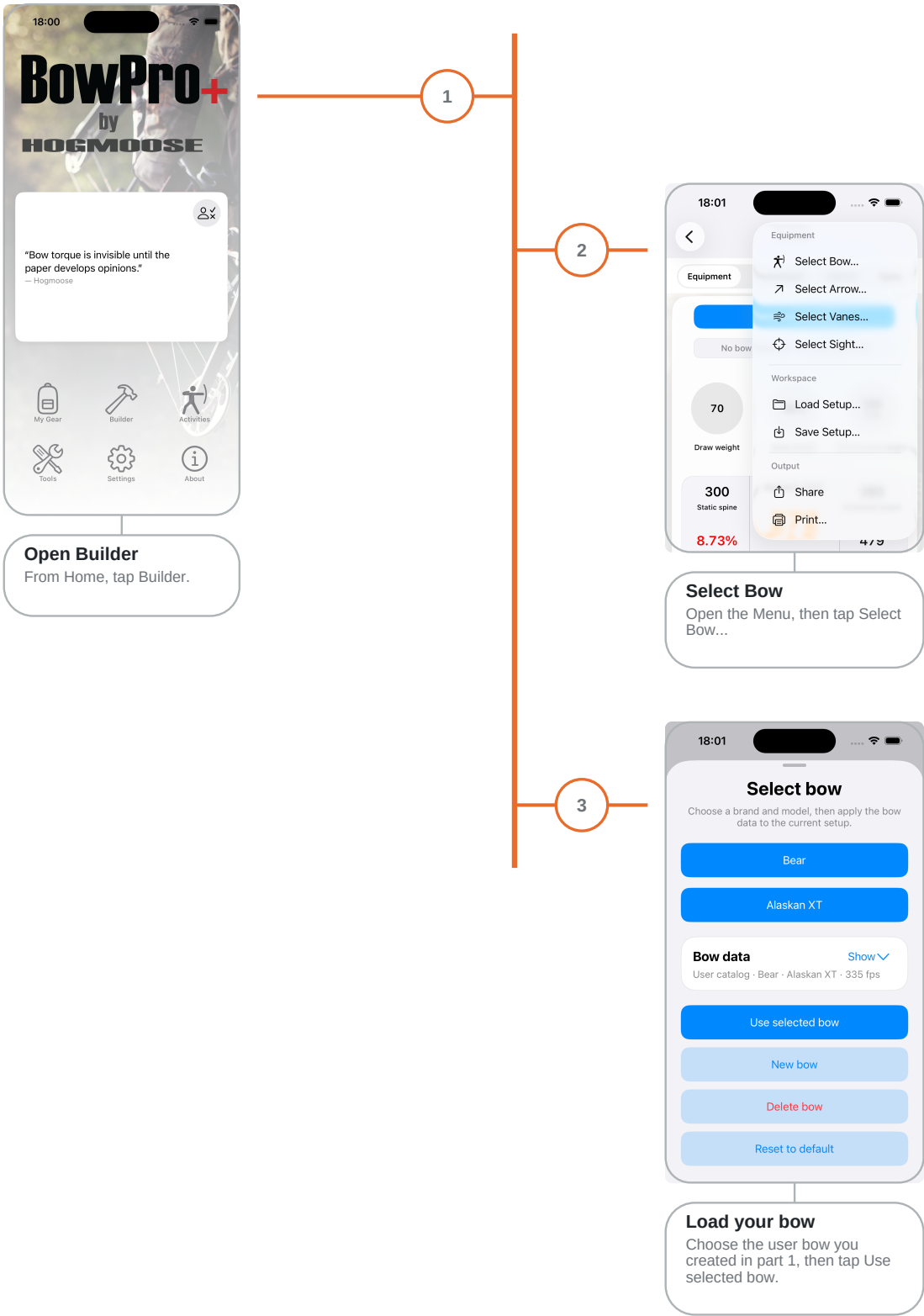


Create stuff 2/4: Arrow

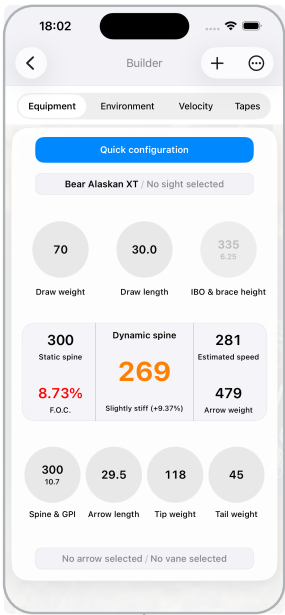
Your bow is ready, but the shaft you use isn't in BowPro+'s system catalog? Create a user arrow and save it to My Gear.

WHEN TO CREATE A USER ARROW: When the shaft manufacturer or model you need is missing. User arrows stay separate from the built-in catalog.

BOW / START
STEPS 1-3 OF 16

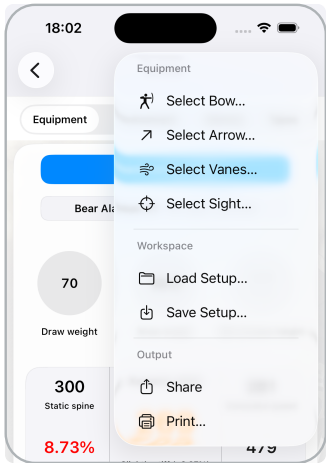


Create stuff 2/4: Arrow



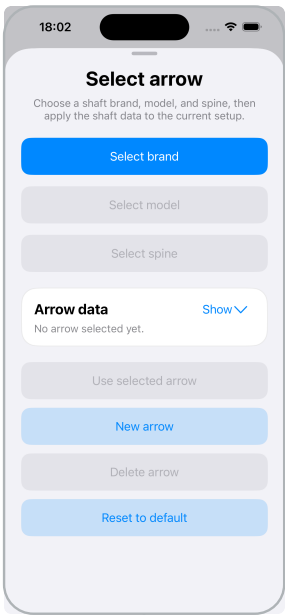
Bow ready

Confirm the bow is active in Builder.



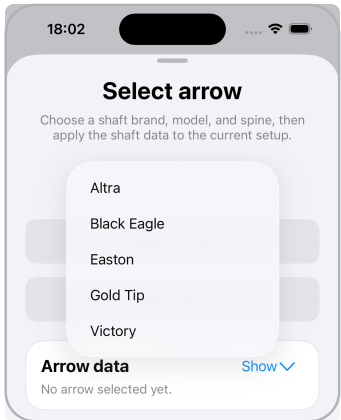
Select Arrow

Open the Menu, then tap Select Arrow...



Check the arrow catalog

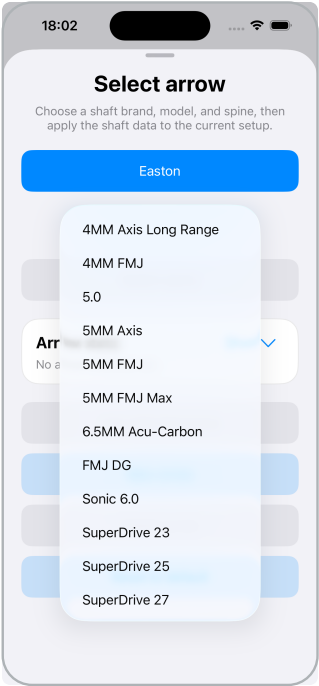
The shaft isn't selected yet. Start by checking the built-in catalog.



Choose shaft brand

Look for the manufacturer you use.

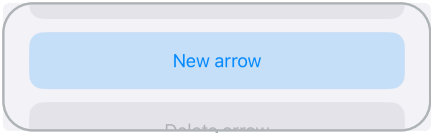
Create stuff 2/4: Arrow



Check the shaft model
If the model you use isn't listed, create a user arrow instead.

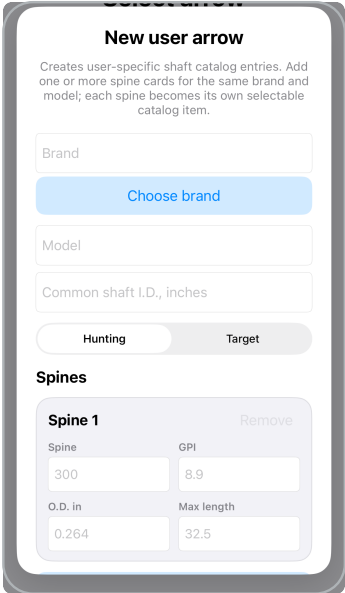
8

9



Start a new arrow
Tap New arrow.

10



Create a user arrow
Enter a new brand or reuse one, name the model, set common shaft I.D. and choose Hunting or Target.

Create stuff 2/4: Arrow

18:03

Select arrow

Easton

Choose brand

Bloodline

0.231

HuntingTarget

Spines

Spine 1

Remove

Spine

GPI

300

8.9

O.D. in

Max length

0.264

32.5

Add spine

Cancel

Create arrow

Done

Enter shaft details
Fill the model data and first spine card: spine, GPI, O.D. and maximum length.

Spines

Spine 1

Remove

Spine

GPI

400

7.7

O.D. in

Max length

0.280

31

Spine 2

Remove

Spine

GPI

330

8.7

O.D. in

Max length

0.285

31.5

Add spine

Cancel

Create arrow

Add the available spines
Add more spine cards for the same shaft model when needed, then tap Create arrow.

18:04

Select arrow

Choose a shaft brand, model, and spine, then apply the shaft data to the current setup.

Easton

Bloodline

330

Arrow data

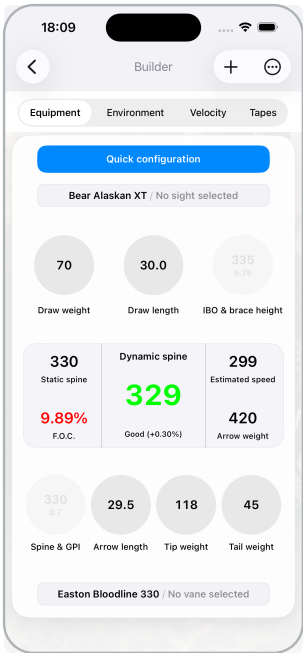
Show

User catalog · Easton · Bloodline · 330

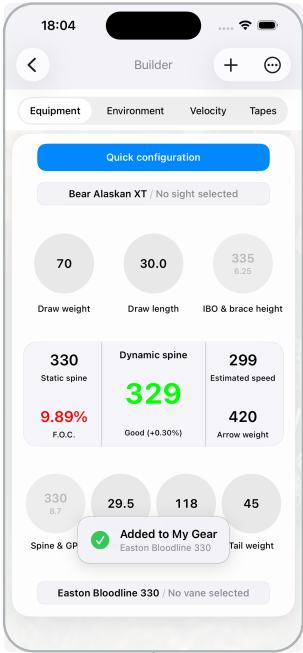
Use selected arrow

Use selected arrow
Choose the spine you shoot, then tap Use selected arrow.

Create stuff 2/4: Arrow



Check Builder
Confirm the new arrow and spine are active in Builder.

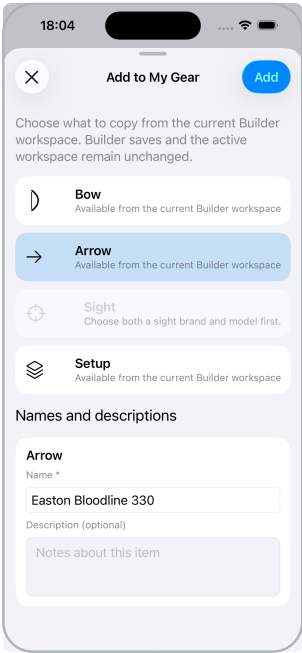


Confirm the save
Wait for Added to My Gear.

14

15

16



Add to My Gear
Tap + in Builder, choose Arrow, name it if needed, then tap Add.

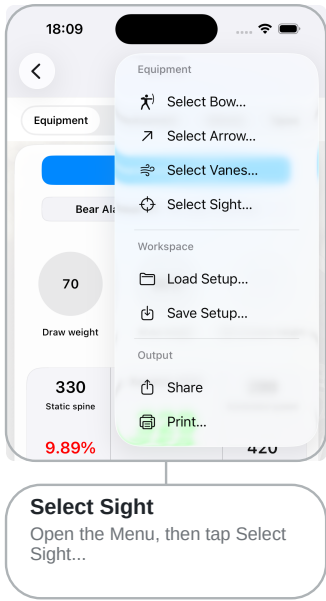
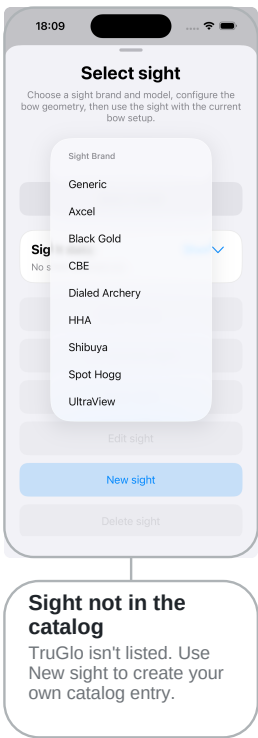
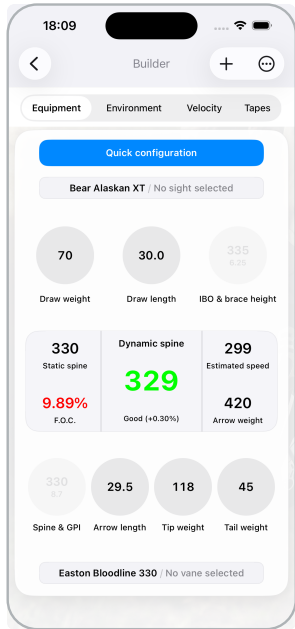
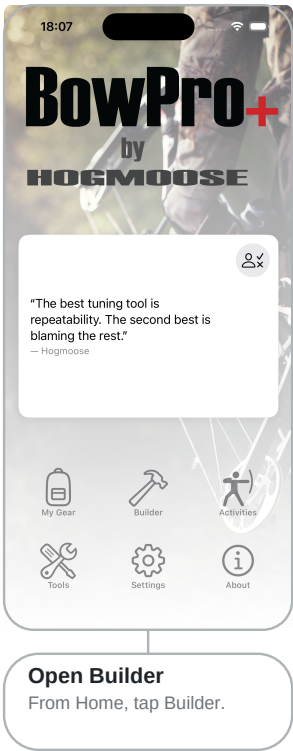


Create stuff 3/4: Sight

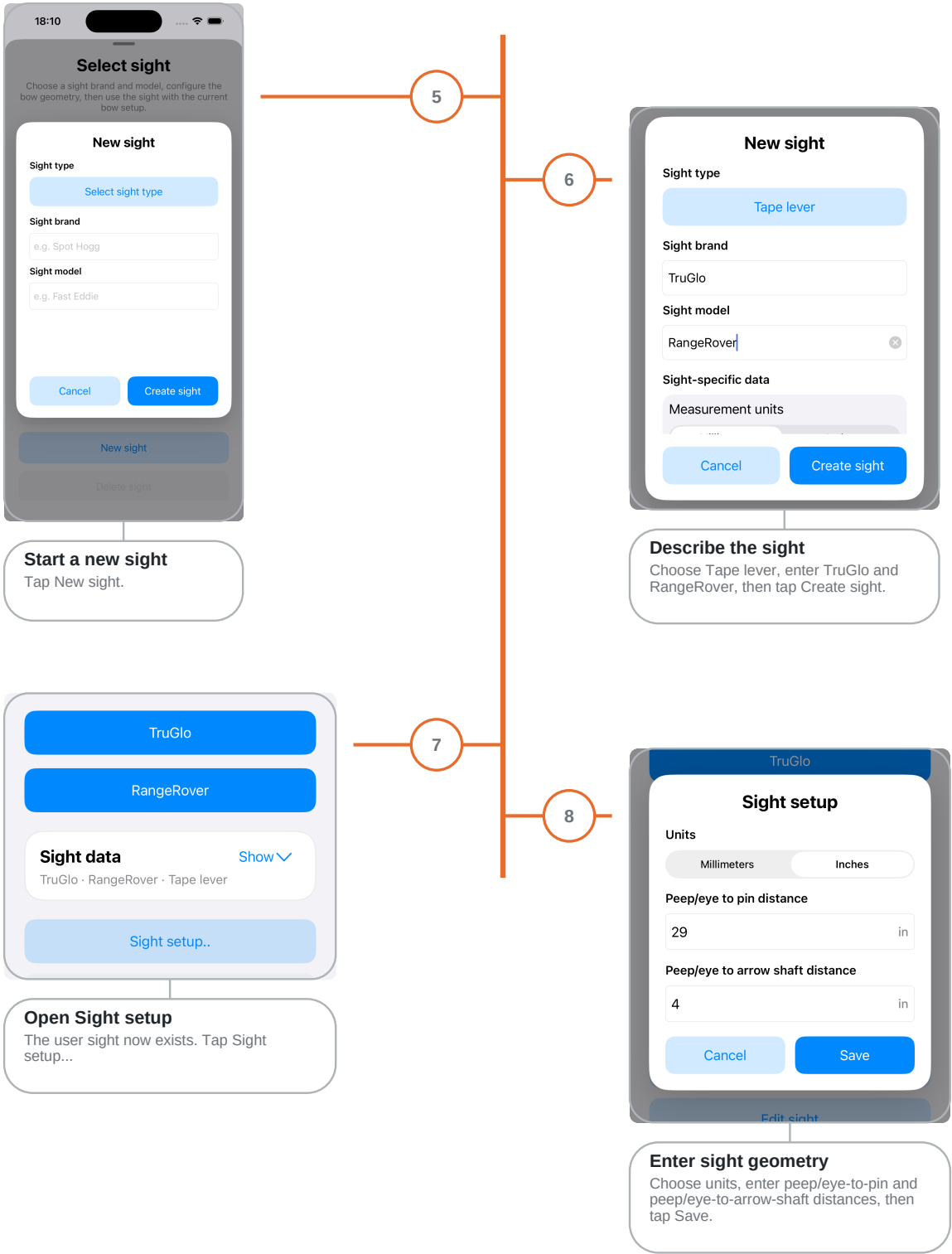
Your bow and arrow are ready, but the sight you use isn't in BowPro+'s system catalog? Create a user sight, add its sight-setup geometry, then save it to My Gear.

WHEN TO CREATE A USER SIGHT: When the sight manufacturer or model you need is missing. User sights stay separate from the built-in catalog.

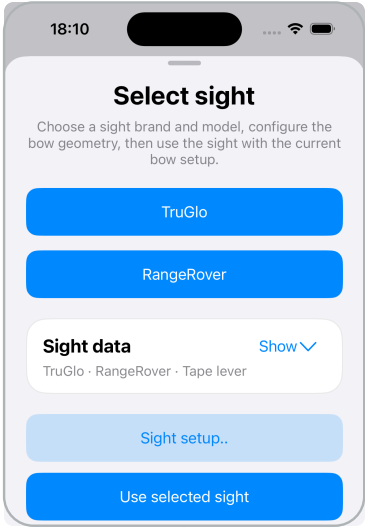
GEAR / CATALOG
STEPS 1-4 OF 15



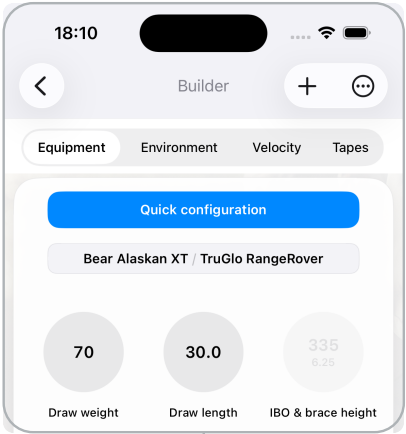
Create stuff 3/4: Sight



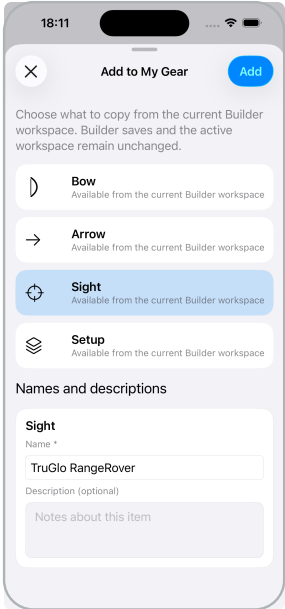
Create stuff 3/4: Sight



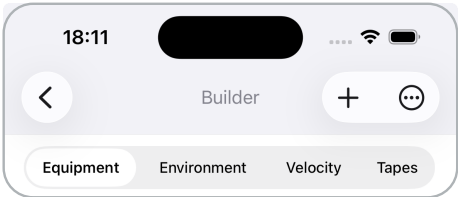
Use selected sight
Back in Select sight, tap Use selected sight.



Check Builder
Confirm the bow and TruGlo RangeRover are active in Builder.



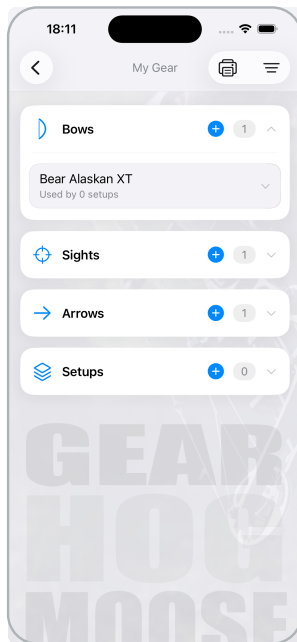
Save the sight
Choose Sight, keep or edit the name, then tap Add.



Add to My Gear
Tap + in Builder.

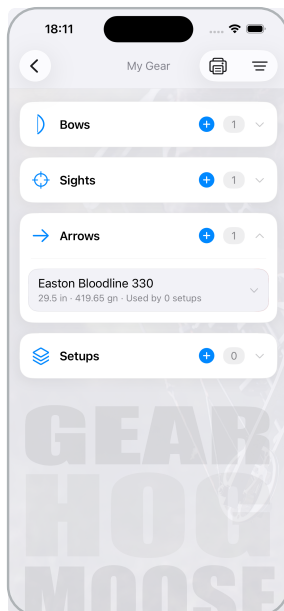
Create stuff 3/4: Sight

MY GEAR / READY
STEPS 13-15 OF 15



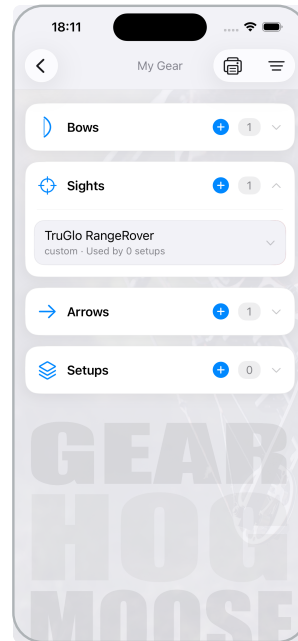
Sight saved

Back in My Gear, the Sights count now shows one item.



Ready for Part 4

Bow, sight and arrow are saved. Setups is still empty - Part 4 combines them.



Verify the sight

Expand Sights and confirm the custom TruGlo RangeRover.

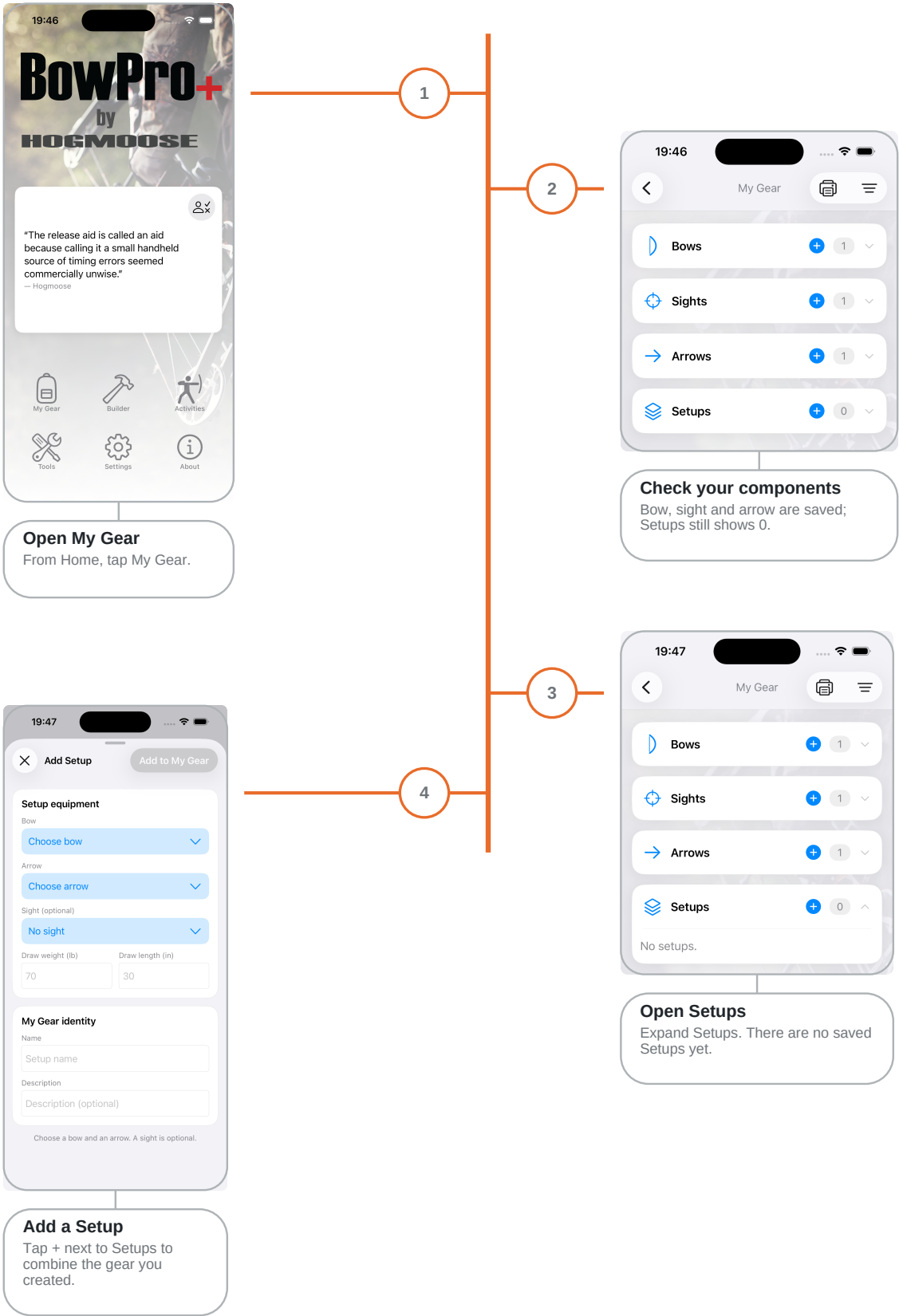


Create stuff 4/4: Setup

Your bow, arrow and sight are now in My Gear. Combine them into one reusable Setup.

WHAT A SETUP DOES: Groups a specific bow, arrow and optional sight - plus the shooting geometry needed for that combination.

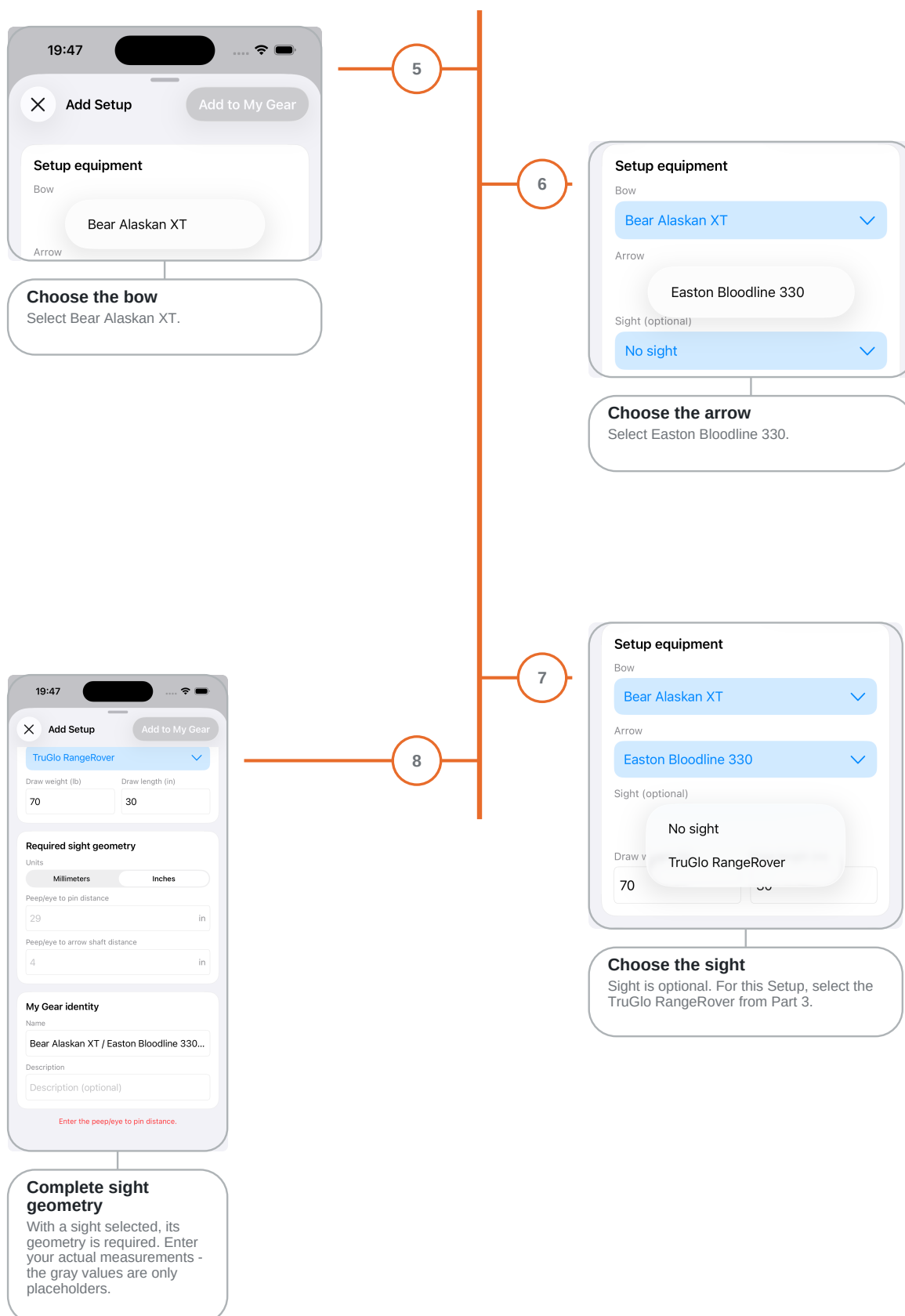
MY GEAR / START
STEPS 1-4 OF 11



Create stuff 4/4: Setup

EQUIPMENT / GEOMETRY

STEPS 5-8 OF 11



Create stuff 4/4: Setup

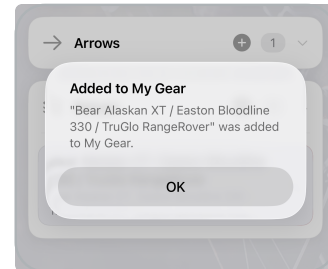
SAVE / VERIFY
STEPS 9-11 OF 11

Enter your measurements

Choose units and enter peep/eye-to-pin and peep/eye-to-arrow-shaft distances. Add to My Gear becomes available.

9

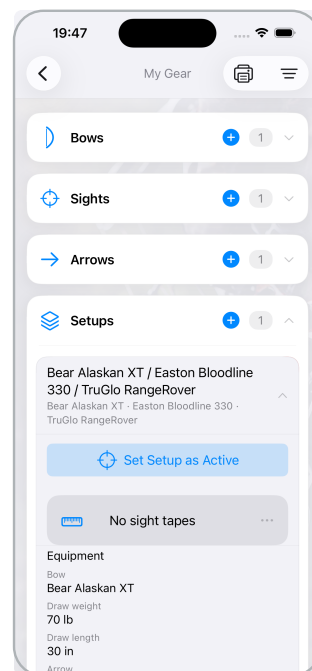
10



Save the Setup

Tap Add to My Gear and confirm the Setup was added.

11



Review the saved Setup

Expand the new Setup in My Gear to review the combined bow, arrow and sight.

CREATE STUFF 1/4-4/4 COMPLETE

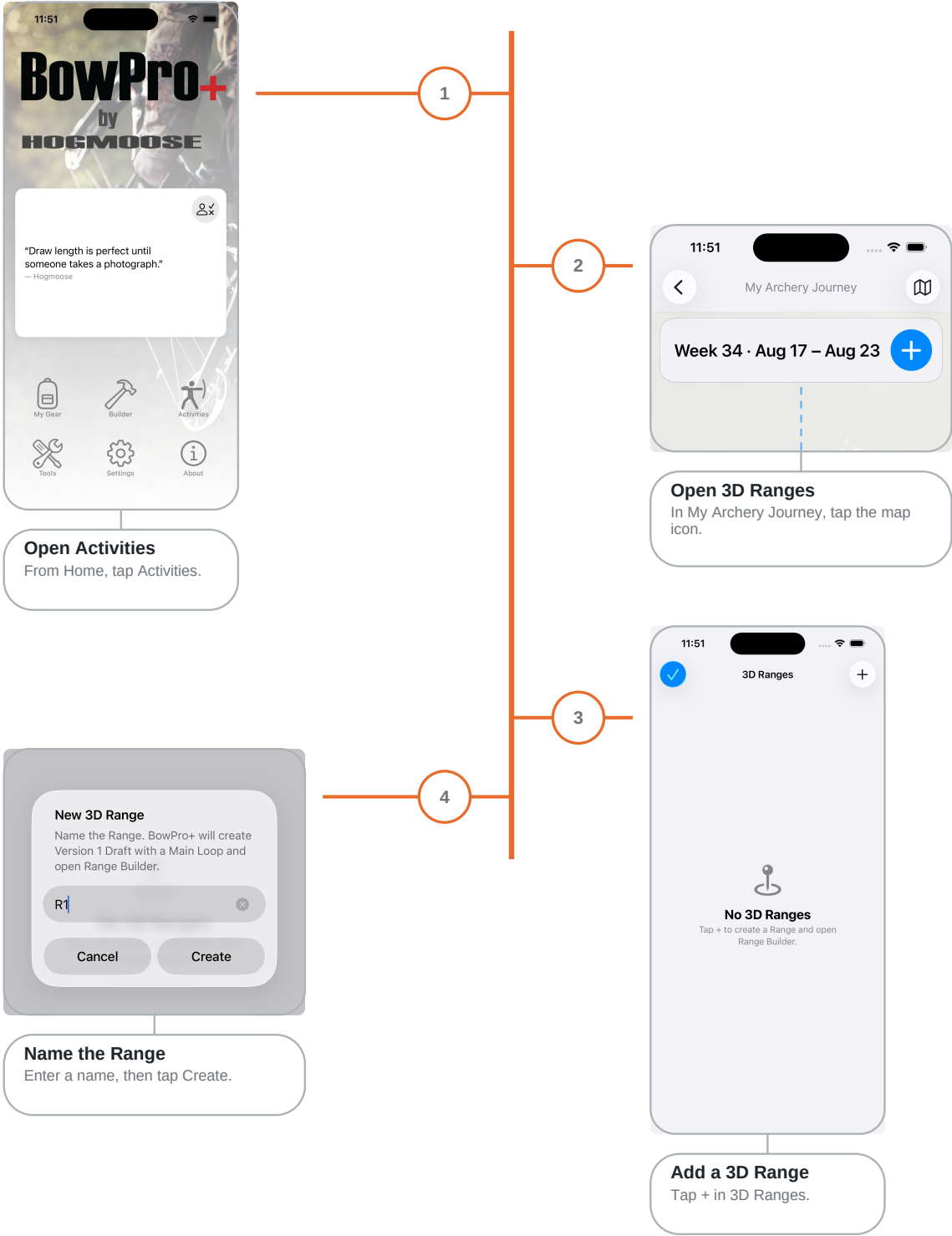


Create stuff Bonus: 3D Range

See how a 3D Range is built manually, then let Range Wizard create and populate a complete two-loop Range.

MANUAL OR WIZARD: The same draft stays editable either way. Build every loop and target yourself, or use Wizard for a fast first pass and refine it afterward.

MANUAL / START
STEPS 1-4 OF 22



Create stuff Bonus: 3D Range

11:52

R1

DRAFT

Range

Loops and targets (1/0)

Explore the draft

Range and Loops and targets are the two manual editing areas.

11:52

R1

DRAFT

Range

Loops and targets (1/0)

Set Range data manually

Choose Known, Unknown or Undefined; optionally record location and description.

11:52

R1

DRAFT

Range

Loops and targets (1/0)

Build loops manually

Set target count, loop name and color. Add more loops as needed.

13:06

R1

DRAFT

Range

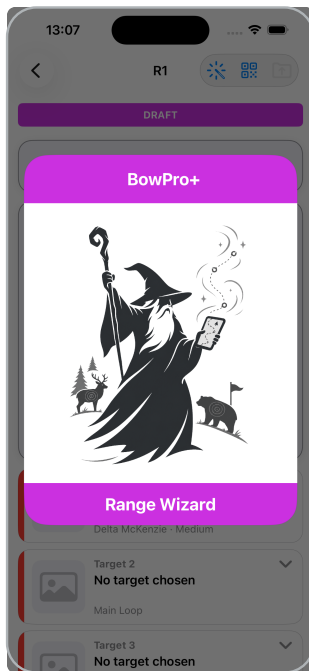
Loops and targets (1/10)

Populate targets manually

Target slots become editable cards. You can build the whole Range here, one target at a time.

Create stuff Bonus: 3D Range

WIZARD / START
STEPS 9-12 OF 22

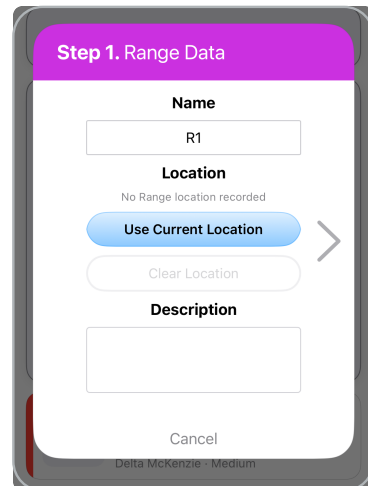


Open Range Wizard

Tap the wand. Wizard works on the same draft and can do the first-pass setup for you.

9

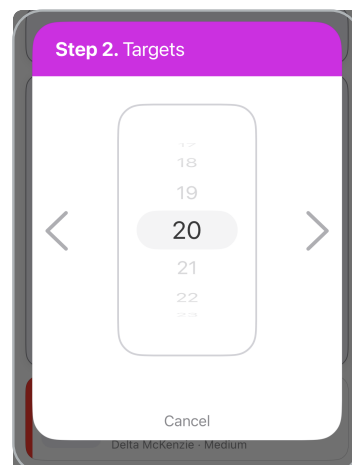
10



Step 1: Range data

Confirm the name. Add a location or description if you want, then continue.

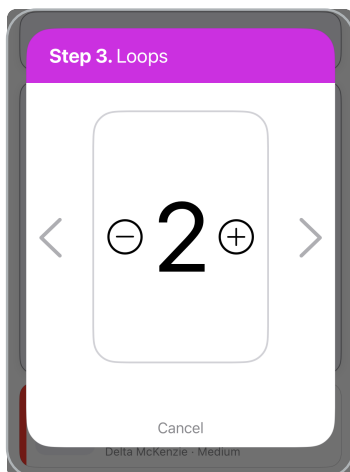
11



Step 2: Targets

Set the Range to 20 targets.

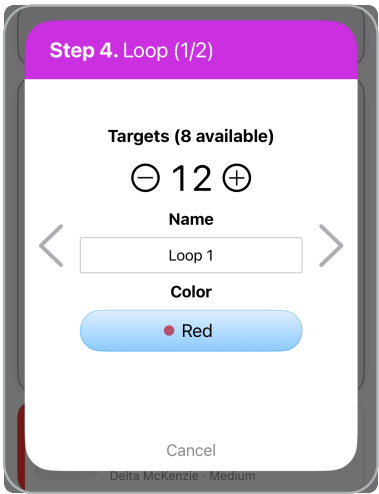
12



Step 3: Loops

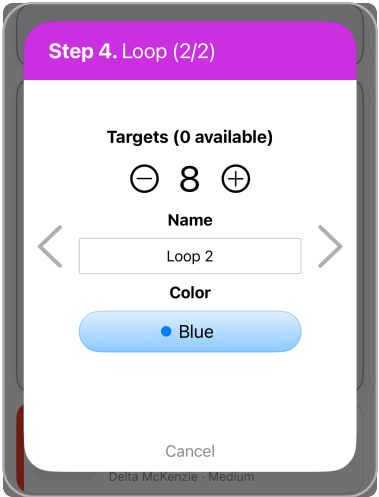
Set the Range to 2 loops.

Create stuff Bonus: 3D Range



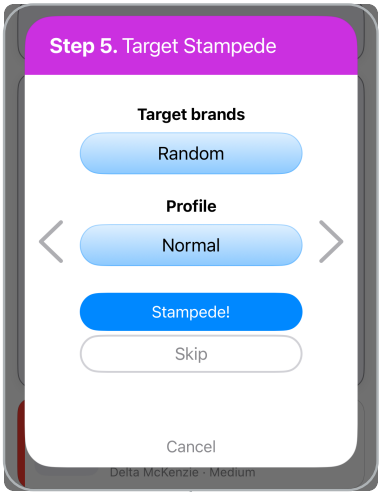
Configure Loop 1

Assign 12 targets, name it Loop 1 and keep the red color.



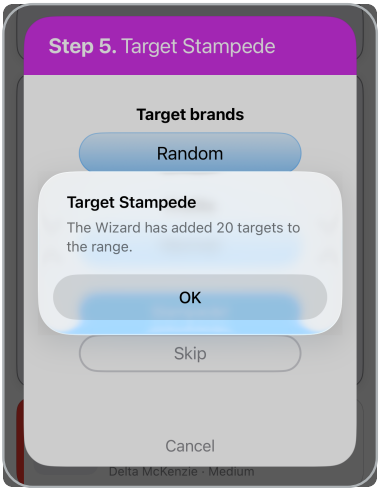
Configure Loop 2

Assign the remaining 8 targets, name it Loop 2 and use blue.



Choose Target Stampede

Use Random brands and the Normal profile, then tap Stampede!

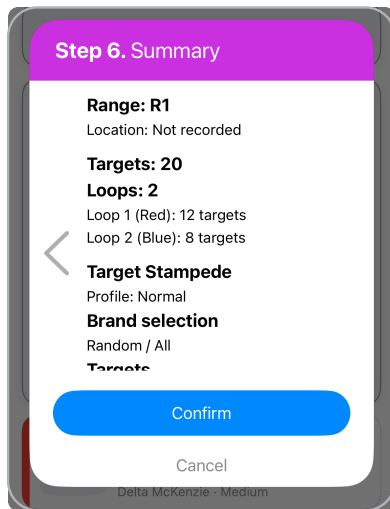


Accept the generated targets

Wizard has added all 20 targets. Tap OK.

Create stuff Bonus: 3D Range

WIZARD / REVIEW
STEPS 17-19 OF 22

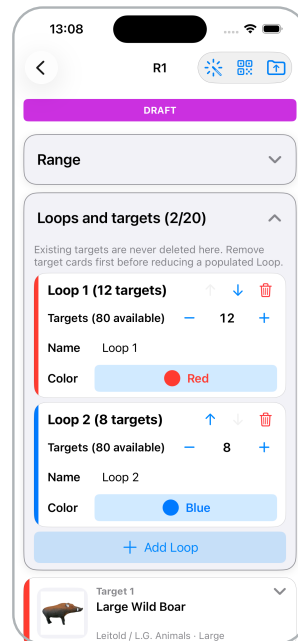


Review the summary

Check 20 targets, 2 loops, the 12/8 split and Stampede settings. Tap Confirm.

17

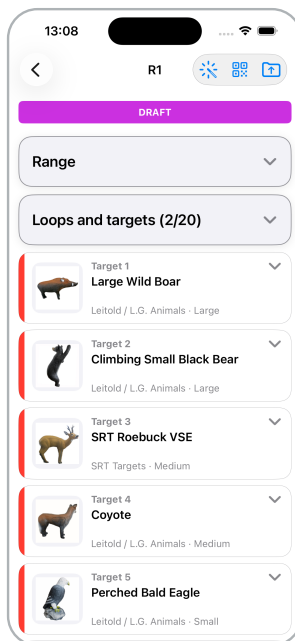
18



Back in the draft

The draft now contains 2 loops and 20 targets.

19

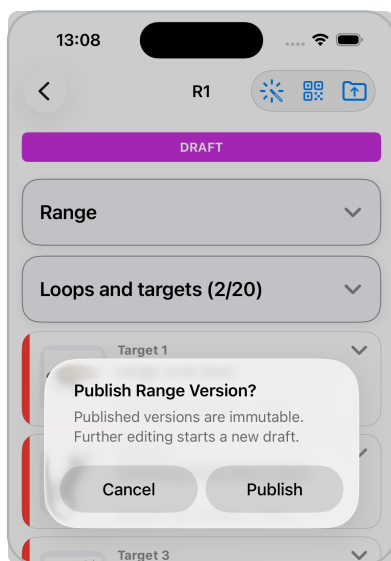


Inspect generated targets

Scroll through the generated target cards. You can still edit individual targets manually.

Create stuff Bonus: 3D Range

PUBLISH / DONE
STEPS 20-22 OF 22

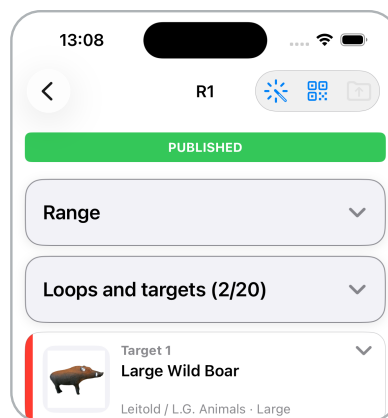


Publish the Range

When the draft is ready, tap Publish and confirm the new Range version.

20

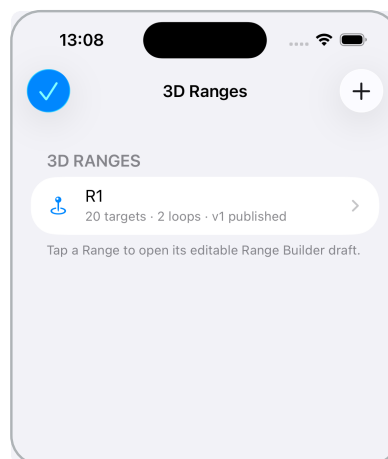
21



Published

The green PUBLISHED state marks the immutable version. Further changes start from a new draft.

22



Back in 3D Ranges

R1 now appears as a published 20-target, 2-loop Range.

CREATE STUFF BONUS - 3D RANGE COMPLETE