



**OPERATIONS MANUAL
FEATURES
OPTIONS**

WiseEyeFeeders.com

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Congratulations

Thank you for investing in the most advanced game management system available. Prior to making use of your system please take the time to read this manual completely and also review the videos on our website www.wiseeyefeeder.com . Failure to do so may result in your system not performing properly or damage that will not be covered by the warranty.

The purpose of this manual is to give you as much information as possible on the set up, use and features of your WiseEye Smart Feeder. This feeder is the product of many years of research and testing and we are confident that you will not find a more capable or feature rich feeder on the market today. Please take the time to read through this manual and familiarize yourself with all of the features of your feeder so that you can get the best results possible. Also please check our website at www.wiseeyefeeder.com as we continue to further develop this feeder and other new and exciting projects.

Once again, from all of us here, thank you for your business and good luck this, and every other, season.

Initial Setup

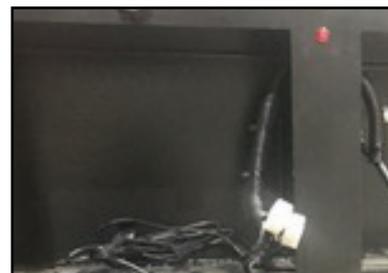
- 1. Mounting the Control Box - (Figure 1)** The control box is shipped with the feeder with this manual. The box is securely packaged to prevent damage to the internal components during shipping. Remove the wing nut from the control box. Locate the pre-drilled hole in the back of the control box housing. Place the stud through the hole and secure the box by tightening the wing nut onto the stud from the inside of the feed hopper. **Be sure to save the packaging the box came in for returning if necessary. Some models mount with a bolt & a wing nut.**
- 2. Connecting the Cameras - (Figure 2)** After mounting the control box, locate the male USB connectors which should be in the control box housing. These connectors are numbered. Locate the female USB ports on the control box. The ports are numbered to match the connectors. Connect the numbered male end to the corresponding female port.
- 3. Connecting the Main Harnesses - (Figure 3)** Locate the harnesses marked **"A"** and **"B"** in the control box housing. **The control box also has harnesses labeled "A" and "B". Plug the marked harnesses into the corresponding harness on the control box. The Stag single door only has the "A" harness.**
- 4. Installing the Battery - (Figure 4)** All feeders require a 12V battery (not included). A table with some helpful information for selecting a battery is included below. The battery leads in the feeder are marked with a "+" for the Positive Lead and a "-" for the Negative lead. Also, the Positive lead is a red wire with an inline fuse. The negative lead is a black wire with no



1. Wing Nut on Rear of Control Box



2. Cameras connected to control box



3. Main Harnesses in Control Housing



4. Properly Connected Battery

inline fuse. The inline fuse on the positive wire is sufficient to prevent damage to the control mechanism in case of improper battery installation. Connect the Positive (+) lead to the battery first using the installed ring terminal. Finally, connect the Negative (-) lead to the battery using the installed ring terminal. The manufacturer is not responsible for damage caused by improper battery installation. Every feeder can use a full size 12V automotive battery, except for the Lil' Nubbin' 225, this feeder will require a smaller 12V AGM battery. For most feeders the recommended battery is a group 24 AGM battery. For the Lil' Nubbin' 225 a smaller battery is required.

5. The Solar Panel Regulator - (Figure 5) The solar regulator is located on the hopper lid. (Inside the computer box on the Bull Buck Model) Once the battery is properly connected the systems solar regulator will display the battery voltage on the regulator's display screen. This regulator also controls the voltage flow into the battery from the solar panel and from the battery to the system. These settings are preset at the factory and should not be changed. The control box is wired into the regulator and will shut the system down when the required voltage is not available. Once the required voltage is present in the battery, the system will restart and resume normal operation. This feature will prevent the battery from being discharged to minimal levels, damaging the cells and ruining the battery.



5. Solar Charge Controller

6. Replacing the Fuse - Your feeder is equipped with an inline fuse near the battery connection. The fuse is supplied with the feeder. The fuse should only have to be changed if the battery connections were done improperly. The fuse is standards mini blade ATP fuse. Should the fuse blow, remove the battery connection and replace the fuse with the same amp rating as the one removed from the machine. Different feeders may have different size fuses depending on the size and features of the feeder. Do not replace the fuse with the battery still connected, electric shock can occur.

7. ZapEm™ Switch - (Figure 6) If you purchased the ZapEm™ system with your feeder, then this unit will be pre-installed from the factory. However, there are a couple of extra steps you will need to take when setting up your feeder.

1. First on the control panel of the control box, you will notice a ZapEm™ switch. The ZapEm™ switch controls main power to the Zapper. If you did not want the feeder to be able to shock any animals, then turn this switch to the off position. If you would like to be able to shock non-target species, then turn the switch to the on position. When the switch is in the on position, the computer will automatically turn the ZapEm™ system on and off depending on the animals around the feeder at the time. Once the ZapEm™ system is activated, it will stay on for 3 minutes with the doors shut. At the end of three minutes, the



6. Switches on the Control Box

computer will check the surroundings again. If a non-target species is found again, then the computer will activate the ZapEm™ system for another three minutes. This process will repeat until the animal has left the area.

2. Second, you will need to ground the ZapEm™ system. This is very similar to an electric fence system. The feeder acts as the positive side of the circuit and in order of the animal to be shocked the animal needs to be in contact with the negative side of the circuit (the ground). You will notice a cable coming out of the bottom of the feeder. Drive a stake made of a conductive material into the ground at least 6 inches away from the bottom of the feeder and attach the cable to the stake.
3. When the ZapEm™ system is activated you will notice a red light illuminated on the front panel of the feeder. This light is only illuminated if the computer has activated the ZapEm™ system to deter an animal. This light is not to indicate if the ZapEm™ switch is on.

NOTE: We recommend elevating feeder with 2x4 or 1x4 blocks of wood to elevate feeder for ZapEm™ to work best.

8. Removing the Pallet- For best results remove the the pallet from the feeder. Your feeder was shipped attached to a wooden pallet. To remove from pallet, the feeder needs to be set in “Normally Open” mode so that the doors will remain open. The feeder is secured to pallet through the bottom of the doors.

9. Installing the Solar Panel

1. Place the Solar Panel on the lower section of the bracket.
2. Tighten bolts on bottom to secure panel to lower section.
3. Install adjustable bracket using small 1/2” bolt and slide bracket against the panel then tighten.
4. Tighten bolts on top end of bracket to secure panel to top of bracket.

Positioning Your Feeder

➔ Below are some things to consider when positioning your feeder.

1. What are the Cameras pointed at?

The cameras need to be pointed into more open areas and away from obstructions such as trees or brush. Also, it is not a good idea to have other trail cameras pointed at the cameras on your feeder as the flashes from the cameras will interfere with the image quality on each other.

2. How much Sunlight?

In order to keep the battery charged your solar panel will need as much light as it can reasonably get. Keep this in mind when positioning the feeder. The solar panel should always be pointed to the South when possible. The panel is mounted on an angle to make aiming the panel easier.

3. Is anything touching the feeder?

Not only will tall grasses or brush possibly block camera views, but if tall grass or brush comes in contact with the feeder it may render the deterrent system (if equipped) ineffective since the charge will be transmitted into the brush instead of the non-target animal.

4. Level Ground

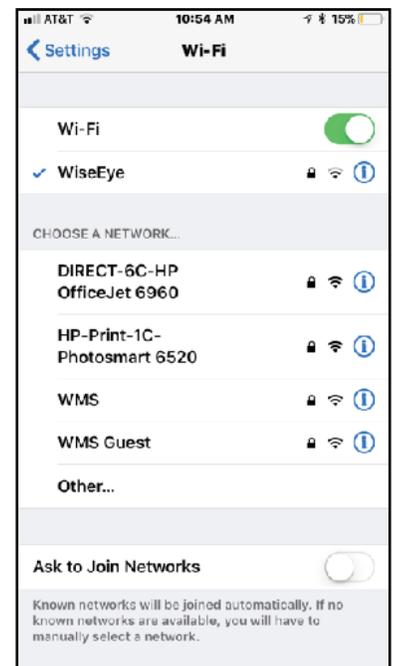
The feeder will work best when located on as level ground as possible.

- ➔ Once you have selected a location for the feeder, use this manual to guide you through the rest of the setup process before filling the feeder. It is recommended that the ground be free from leaves, sticks and debris when placing the feeder on the ground.

The GameSet™ Wifi Menu

You are ready to begin customizing the system for your use. Locate the power switch on the front of the control box and turn the system on. If your system is equipped with the electronic deterrent system you should also turn on that switch at this time.

- 1. Connecting to the WIFI - (Figure 7)** You will need to connect to the WIFI network that is broadcast by your feeder in order to access the detailed settings menus. Wait for 30-60 seconds after powering on the feeder, this allows time for the feeder to begin to broadcast. Using the WIFI device of your choice (smartphone, tablet, laptop, etc.) go to the WIFI selection menu. Choose the WiseEye WIFI Network that is being broadcasted by the feeder, enter the password that was supplied with your feeder and press continue or submit. Your device should now be connected to your feeder. Questions concerning how to connect a particular device to the network should be directed to the manufacturer of your WIFI device.
- 2. Accessing the GameSet™ Menu - (Figure 8)** Once connected to the WIFI that your feeder is broadcasting, open your internet browser. Enter <http://wiseeye> in the address bar of your browser and press enter or go. You should now see the main index page of the menu system. The WiseEye logo should now be at the top of your screen.
- 3. Saving for Faster Access -** It is a good idea to save the web address in an icon on your home screen, so you can access it



7. Common WIFI Selection Menu

quicker the next time. Below are some instructions on how to do this using common mobile systems.

A. Android Systems

1. You will first need to save the page as a bookmark. Go to the main page of the menu, tap More then tap Star to create the bookmark.
2. Press and hold on the home screen you want the place the bookmark shortcut on. Select Widgets from the menu. Depending on your device, you may need to tap Apps and Widgets, or a similarly-named menu option.
3. Press and hold on the Chrome Bookmark widget, then drag it to the home screen of your choosing. There will need to be space on the home screen to successfully add a new widget.
4. Choose the bookmark you made above. You will see the name of the widget's icon change to the site's name. Tap it to open the web address.

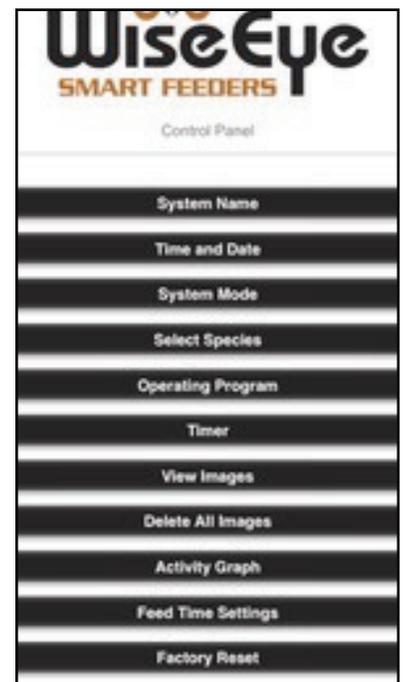
B. IOS Systems (Apple)

1. While on the main page of the menu, tap the share button at the bottom middle of the screen.
2. On the next menu that appears select the option on bottom for “Add to Home Screen” which has a plus icon.
3. You should now see an option to name the shortcut. Name it if you would like and tap “add” at the top right.

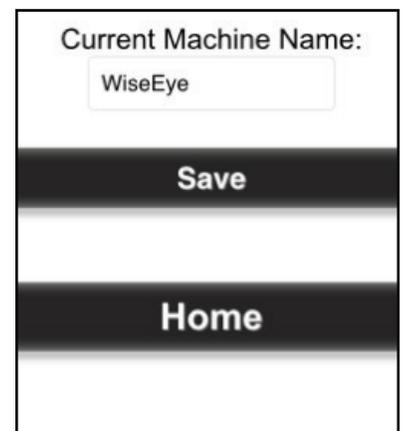
Setting the GameSet™ Control Panel

You have many options that can be adjusted on your GameSet™ WIFI Control Panel (*Figure 8*). The following section will take you through the assorted options and explain how to use each setting. For this section you will need to be connected to the WIFI and have browsed to the menu screen. Please review the previous section for more information on these steps. At any time in the WIFI menu, the “Home” button will take you back to the main menu (*Figure 8*).

- 1. System Name** - (*Figure 9*) Selecting this option will allow you to change the name of your feeder. This will also change the name of the wireless network that your feeder is broadcasting. Enter a new name in the box provided. It is best if the name has no spaces. Use “_” (underscores) for spaces. For instance, “Feeder 1” would be “Feeder_1”. Do not use special characters; use only letters and numbers. This name will



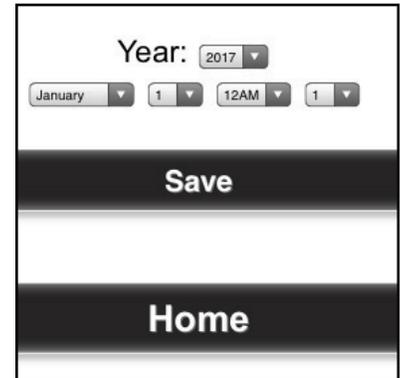
8. Main Screen of GameSet Menu



9. Change the Name of Your Machine

appear on every picture saved on the feeder. You will learn how to access the pictures in the sections below. Once you have entered the name, click “Save”, this will save the setting and reboot the feeder. After 30 - 60 seconds the new WIFI menu should appear. Connect to the WIFI using the same password as before.

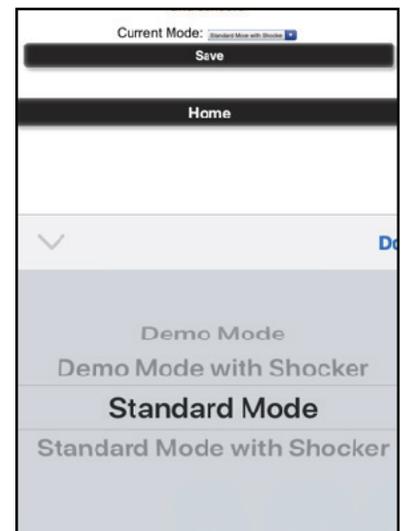
2. **Setting the Time and Date** – (Figure 10) It is important for your feeder to have the correct time and date. The feeder will use the current time and date to display on pictures as well as to create the Activity Chart that you will see later. It is possible that the date and time will already be correct on your feeder. Otherwise, you will need to use this option to correct the time and date. After you select “Time and Date” on the main menu (Figure 8), you will see a series of drop down menus. Select the correct time and date using the menus and select save. The feeder will reboot after saving the time and date. The feeder should resume normal operation within 30-60 seconds. When the feeder restarts you will need to reconnect to the WIFI.



10. Setting the Date and Time

3. **Selecting a System Mode** - (Figure 11) Your feeder is capable of a few different modes. To change the mode, select “System Mode” on the main menu (Figure 8). On the next screen, choose the appropriate mode for your desired function. The modes are explained below.

1. **Demo Mode** - This mode is made for the retail environment in order to demonstrate the feeder to customers. This will allow the user to quickly move through the functions of the feeder. Using this mode will allow the user to show pictures of animals to the feeder and have the feeder move through its various functions in a quick manner in order to do quick demonstrations. When using the feeder to feed game, you should never be in demonstration mode.
2. **Demo Mode with Shocker** - For feeder with the available electric animal deterrent, this mode will allow you to demonstrate the feeder while also showing the shocker in a safe manner. This mode operates exactly as Demo Mode, except when a non-target animal is found by the feeder, the feeder will activate the ZapEm™ warning light for 1 minute. The ZapEm™ system will not function in this mode, only the light. This should be used only for demonstration purposes and should never be used to feed game.
3. **Standard Mode** - This setting should be used when feeding game and the ZapEm™ system is either not attached or not desired. This mode will open the doors for target animals and close for non-target animals, using all of the settings chosen by you in the other menus. This is the best operation mode for normal use.
4. **Standard Mode with Shocker** - This setting works much the same as Standard Mode, except it will activate the ZapEm™ system when a non-target animal approaches.



11. System Modes

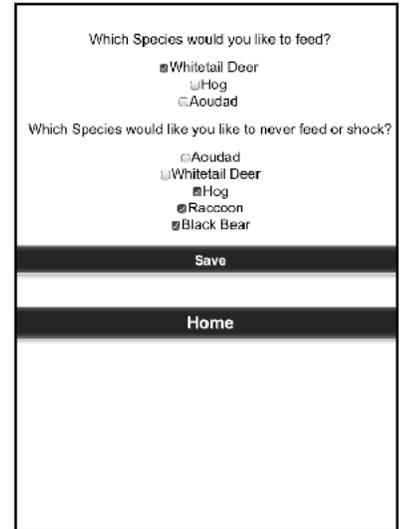
The ZapEm™ warning light will also be activated. The ZapEm™ system can be manually disabled by using the ZapEm™ switch. This mode is only necessary when non-target animals are a problem.

4. **Selecting Species** - (Figure 12) To change the species that your feeder is set to target, select the “Select Species” option on the main menu (Figure 8). On the following page you will see two sections. The first section is the animals that you have selected to feed, and the second section is the animals that you have selected to never feed or shock (if ZapEm™ system is equipped and activated). Select the species you want to feed at the top. Select the animals you want to never feed at the bottom and click “Save”. The feeder will restart the detection program which will take roughly 30 seconds. Ensure that you select each species only once. For instance, do not select Hog in both categories, the feeder will not function.

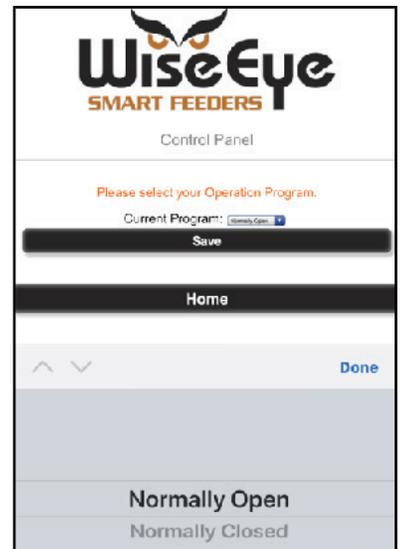
5. **Operating Program** - (Figure 13) There are two ways for your feeder to operate the doors. The two methods are explained below. Once you have selected your program, click save and your feeder will restart and save the changes. When the feeder restarts you will need to reconnect to the WIFI.

1. **Normally Open** - In this program the doors for the feeder will open initially and close when a non-target animal approaches. The doors will also close when the current time is outside of the feed time window that you will set later on, when low voltage is detected, or when it is raining (if rain sensor equipped). The ZapEm™ system can also be activated when the doors shut for a non-target animal. The feeder will still capture images of target animals as they approach the feeder and save them in the view images section. This method is best used when the animals are not used to the feeder. We recommend that the optional rain sensor is purchased if using this Operating System.
2. **Normally Closed** - In this program, the feeder will close the doors and wait for a target animal to approach before opening. Otherwise the doors will remain closed. This system is best used with animals that are accustomed to eating from the machine.

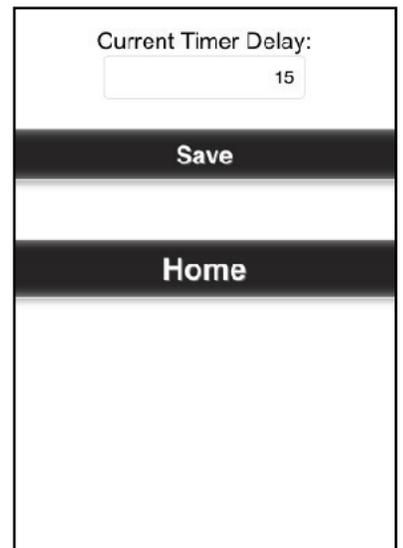
6. **Timer** - (Figure 14) When the feeder is in the Normally Closed program, the feeder will need to know how long you would like to leave the doors open after seeing a target animal. For example, if the feeder is set to feed Whitetail Deer, when the deer approaches the feeder will open the door. If the deer moves out of view of the camera or if the deer has his head in the feed doors, there is a chance that the cameras may not see him. For this reason, the feeder is equipped with a timer that will hold the doors open for a set period of time to allow for the animal to eat. You can set this timer to any number that you select, but it will need to be in minutes and it must be



12. Selecting Species



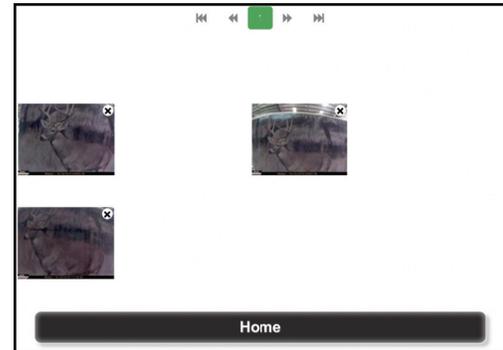
13. Operating Modes



14. Setting the Timer

a whole number (i.e. 1, 2, 3, 4 ...). After you select your number and click save, the program will restart.

7. **View Images** - (Figure 15) The View Images screen stores all the photos that were taken by the Smart Feeder. The feeder will only save images of the species that you selected to feed in the Select Species menu. The images will load in a thumbnail view in order from the most recent to the oldest. The cameras will store 1 image per minute, and it will categorize the images into to pages with 20 images per page. You can navigate through the pages by clicking on the left and right arrows at the top of the menu. Clicking on a Thumbnail image brings up a full-size view of the image. Once you see the full-size view, you can save the image to your device. Instructions for saving images on some common devices are below:



15. Thumbnail View of Images

A. IOS (Apple Devices)

1. Touch and hold the image that you wish to save for 2 seconds, until a menu appears. On some of the newer devices you may need to press hard and drag up at the same time.
2. Select Save.
3. The photo is now in your photos.

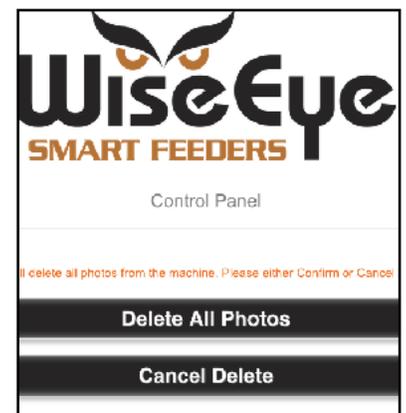
B. Android Devices

1. Touch and hold on the picture until a menu appears.
2. Select Save.
3. The picture will be saved to your Gallery, possibly in a section called Downloads.

C. Laptop Computers

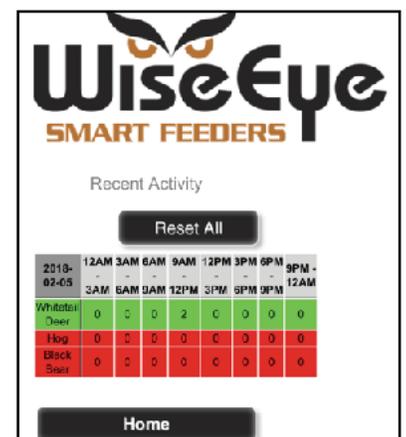
1. Right Click the Image and Select "Save Image As..."
2. Select what to call the image and where to save it.
3. Save the Image

8. **Delete All Images** - (Figure 16) If you no longer wish to view images that are currently on your device, then you can delete all images quickly by pressing this button. You will have to confirm delete on the next page. Once you delete the images, you will not be able to recover them.



16. Delete All Images

9. **Activity Chart** - (Figure 17) The Activity Chart allows you to track the movement of animals around the feeder through the different parts of the day. Once you have selected the Activity Chart button, you will see a printout of all activity at the feeder since the last time it was reset. The Activity Chart is preset to show only Whitetail Deer, Hogs, and Black Bears. The Chart will show how many times an animal was registered at different times of the day. Keep in mind that the same animal may have triggered the cameras multiple times. The Chart gives a great representation of when the animals are around the feeder, without having to sort through every image to look at timestamps. The time periods are preset in three-hour increments. A new Chart will appear every day that there is



17. Activity Graph

activity around the feeder. You can remove all Charts by selecting the Reset All button at the top.

10. Feed Time Settings - (Figure 18) Using the Feed Time settings allows you to deactivate the feeder during night if you desire. The feeder can be set in 24-hour mode or you can select a start time and end time. If you set a start and end time, then the feeder will activate at the start time and deactivate at the end time. The feeder will still capture pictures after being deactivated, but the doors will not open. This is useful to encourage game to use the feeder during sporting hours.

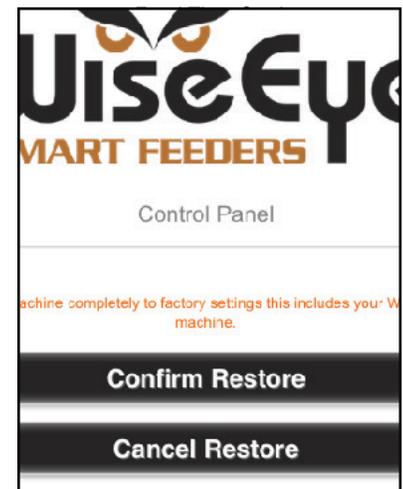
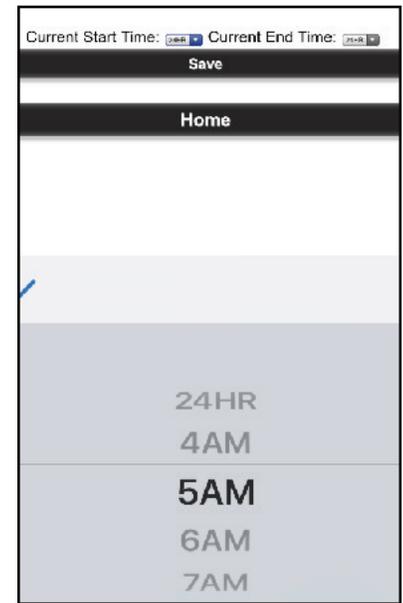
11. Factory Reset - (Figure 19) This allows you the reset the feeder to factory condition. This will likely only be used in case of a problem with the feeder. This will reset every option to the factory default and it will reset the WIFI name as well. This will also delete all pictures and activity graphs. You will be asked to confirm the selection on the next screen. The feeder will reboot after resetting. You will need to reconnect to the original wifi network after the feeder restarts.

Removing the Pallet - For best results remove the the pallet from the feeder. Your feeder was shipped attached to a wooden pallet. To remove from pallet, the feeder needs to be set in “Normally Open” mode so that the doors will remain open. The feeder is secured to pallet through the bottom of the doors.

Feeding Animals

➔ Once your feeder is in the proper location and all of the settings have been set, it is time to start using the feeder to attract and feed animals. Below are some suggestions for use to help get the most out of your feeder.

1. You will need to attract animals to the feeder to get the use to eating from the feeder. Use the Normally Open program for a few days to get the animals use to eating from the feeder. Once you have evidence of animals eating from the feeder, you can switch to the Normally Closed program. If the animals do not take to the feeder or if you move the feeder you will likely need to use the feeder in Normally Open again to get the animals accustomed to the feeder. You can alternatively continue to use the Normally Open program.



19. Factory Reset

2. To fill the feeder leave it in the “Normally Open” Operating System. (See “GameSet™ control panel step 5.1) Open the lid and load the feed in through the top of the feeder. The Lil Nubbin and the Big Bubba series are equipped with adjustable flow tubes. To adjust these, remove the side panels, locate and loosen the adjustment bolts and adjust tubes to flow feed of choice appropriately. The tubes are factory set for corn and normal sized protein pellets. If you use a specialized feed, you may want to check the flow in the gravity system before using the feed. Also, on the Bull Buck feeders, you can set the feed flow using the selector knob on the side and adjusting flow as desired. It also is preset for corn and normal sized protein pellets.

Features & Options

Standard Features

Solar Panel - (Figure 20A) Your system is equipped with an adequately sized solar panel to ensure sufficient charging of your systems battery.

Solar Regulator - Your system is equipped with a solar regulator. The regulator controls the flow into and out of the battery. The regulator also is set to shut the system down when the required minimum voltage is not available in the battery and restart the system once the battery has the required minimum voltage. This feature prevents the battery from being discharged to minimal levels, damaging the cells, reversing polarity and rendering the battery inoperable.

Integrated Flush Mount Cameras w/Motion Sensors - (Figure 20B) Your system is equipped with 3-megapixel cameras featuring 24 LED infrared lights. These cameras deliver good clarity and resolution. These cameras deliver the best results for the overall function they are intended for. The normal effective range on the cameras is 20 feet (detection and processing) but they are effective at much greater distances in the right environment and conditions. These cameras do not simply take pictures of anything. They are designed to take and process pictures of the targeted species only.

Contained Control Box and Battery Box - Your system is equipped with separate containment boxes for both the control box and the battery. These containment boxes isolate the electronic components from each other and the rest of the system. This feature not only provides a clean look but also serves to protect the systems electronics resulting in extended life span of all components.



20. Features Overview

SmartFlo™ - Your system is equipped with our SmartFlo™ internal gravity feed system. This system ensures that a specific amount of feed is dispensed and equally distributed to all feed bins.

StaTight™ Feed Bins - (Figure 20C) Your system is equipped with our StaTight™ feed bins. These feed bins feature counter sunken doors. This design prevents any animal from getting its claws under the door, damaging the door mechanism and possibly accessing the feed. The doors are operated with electric actuators providing 200lbs of down force to ensure the doors cannot be opened unless the system detects the targeted species. The feed bins also feature moisture cut outs in the bottom of the bin allowing any moisture to drain from the bin. The doors are also equipped with weather guards to prevent any moisture from entering the feed bins at the hinge area.

GameSet™ - GameSet™ is the Wi-Fi controls that are used to customize the operating program of your system and maximize your time in the field. This feature allows you to choose the systems name, set time and date, select timers, select feed settings, select species, select operating program, view pictures, delete pictures and view your activity graph and more.



21. Electronic Deterrent System

Optional Features

ZapEm™ System (optional) - (Figure 21) The electronic deterrent system must be factory installed and cannot be added later. This feature energizes the system with 10,000 volts of DC current when selected non-targeted species are detected. This feature is effective on all game and quickly results in the selected non-targeted species avoiding the system. This results in a feeding area where the targeted species can feed without interruption making the area much more productive. If your system is equipped with this feature the system must be raised off the ground. This can be done with bricks, wood etc. You will also need to connect the systems ground wire to a ground rod (not supplied) and drive the ground rod into the ground.



22. Rain Sensor

Rain sensor (optional) - (Figure 22) If you are using your system with the normally open operating program we recommend the system be equipped with the optional rain sensor. The rain sensor will interact with the system and close the feed bin doors when rain is detected. This option can be purchased as an accessory from your retailer.

Wi-Fi range extender (optional) - (Figure 23) This option increases the range of the systems Wi-Fi signal. The system normally is effective from 0 to 45 feet depending on the device and environment. The range extender increases the effective distance dramatically over the standard option (Up to 3000 feet under optimal conditions). This option is available at your local retailer.



23. Wi-Fi Range Extender

Troubleshooting

➔ *Below are some troubleshooting tips for basic issues with your feeder.*

1. Feeder will Not Power ON

- Check the Battery
- Check the Battery Connections
- Check the wiring harnesses that connect to the control Box
- Check the fuse on the battery cables

2. Cannot Connect to the Wi-Fi

- Check to make sure that you are using the password assigned to your feeder.
- Restart the device you are connecting with.
- Restart the feeder using the power switch on the control box

3. Cannot Load the Photos on the Wi-Fi Menu

Use the Delete All Photos option to reset the photo library.

Clear the photos out from time to time to prevent too much data from accumulating on the memory of the feeder.

4. Feeder not Opening for Target Animals

- Check to make sure the feeder is set for the correct target animal.
- Check that all camera connections are connected and tight.
- Check that the cameras do not have any obstructions.
- Check to make sure the “Feed Times” setting match the corresponding time the animal was not detected.
- Restart the feeder.

Warranty

Your WiseEye Smart Feeder is guaranteed to be free of defects in material and workmanship as follows, two years on electronic components, five years on door actuators and ten years on body. WiseEye will replace all parts found to be defective, pay for all shipment of parts found to be defective and provide any necessary assistance required to replace defective parts during the warranty period specified above. If you do experience any trouble with your feeder or need assistance with set up, please feel free to contact us for assistance. The best way to contact us is through our website. Thank you for purchasing the WiseEye Smart Feeder. We hope you enjoy the features and benefits of the systems and that it helps make your time in the field more successful.

Rain Sensor Installation

Below are the instructions for installation for the optional rain sensor. This sensor is pre-wired and preset for best use. The sensor will ensure that the doors on the feeder are shut during rainfall to prevent the food from getting wet and spoiling or sticking. Please find the instructions for your feeder model below.

Lil Nubbin, Big Bubba, and Bull Buck

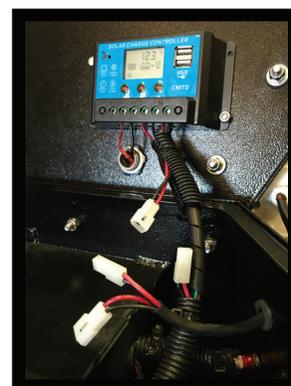
1. Turn off power to feeder
2. Remove plug from top of lid and insert rubber grommet
3. Remove bolt near grommet hole
4. Insert Rain Sensor with plug through grommet hole and slightly twist into grommet
5. Install bolt through top side of Sensor bracket to the inside of lid
6. Insert rubber washer and tighten with wing nut to ensure seal
7. Unplug the connectors from the solar regulator and insert the plugs from the rain sensor to each end.
8. Turn power back on to feeder

Stag (1 door)

1. Turn off power to feeder
2. Remove the 2 bolts on side on feeder
3. Install rain sensor bracket using bolts that were removed
4. Remove plug from side of feeder and insert rubber grommet (same hole is used for Antenna)
5. Install Rain Sensor to bracket
6. Push wire with plug through grommet hole
7. Unplug the connectors from the solar regulator and insert the plugs from the rain sensor to each end.
8. Turn power back on the feeder



Step 1



Step 2



Step 3

Long Range Wi-Fi Antenna Installation

Below are the instructions for the optional Long Range Wi-Fi Antenna. This antenna will boost the signal range of your feeder up to 4x's. The feeder is antenna ready and the installation is quick and simple. Please find the instructions for your model below.

Lil Nubbin, Big Bubba, and Bull Buck

1. Remove the top bolt located between the 2 compartments on the rear of the feeder Note: If shocker is installed, then hole above light
2. Install rubber grommet
3. Insert wire through grommet
4. Insert wire through hole with wire harness to the inside of the computer compartment
5. Screw Antenna onto the side of the computer box
6. Place Antenna on top of the lid

Stag (1 door)(bracket may come installed)

1. Remove bolts (2) from side of feeder
2. Install Antenna bracket with bolts that were removed
3. Remove plug from side of feeder and insert rubber grommet (same hole is used for Rain Sensor)
4. Insert Antenna wire through grommet
5. Feed wire through the computer compartment
6. Screw Antenna onto the side of the computer box
7. Place Antenna on top of bracket



FEATURING

***Species
Recognition***

TECHNOLOGY

Psalm 46:10 “Be Still”