



EZ Load Electronic Magazine Loader User Guide

223/5.56 Universal AR15 Part No. AG-15ARLDR



WARNING: THIS PRODUCT CAN CAUSE SERIOUS INJURY OR DEATH. THOROUGHLY READ INSTRUCTIONS BEFORE OPERATING.



IMPORTANT SAFETY INFORMATION

IT IS VERY IMPORTANT YOU READ ALL THE INFORMATION IN THIS GUIDE BEFORE USING THE PRODUCT

Before using the EZ Load Electronic Magazine Loader read this User Guide carefully to learn how to safely operate the loader. Failure to preoperly operate the loader can result in severe personal injury and /or damage to the equipment. If you read the guide and still have questions, email us at buck@andgrystag.com. This guide contains safety and operating informtion. Please keep it with the loader for easy reference.

SAFETY GUIDELINES

- · Always wear safety glasses.
- Read and understand the warnings and instructions that come with the loader, and keep them with the loader for reference. If you misplace the instructions, you will be able to request a pdf version by emailing buck@angrystag.com.
- Do not smoke while loading magazines, or load magazines near sources of heat, sparks or flame.
- · Keep your hands and fingers away from "danger" spots and pinch points where they might be injured.
- Keep all packing materials out of the reach of children.
- This product is not intended for use by individuals with restricted physical, sensory or mental capacity or those with lack of experience and/or knowledge, including children, unless they are supervised by an individual responsible for their safety or have received training in operating the loader.



WARNING!

The EZ Load Electronic Magazine Loader uses only .223 Remington and 5.56x45mm ammunition that conforms to industry standard SAAMI specifications. Do not attempt to load ammunition that is incompatible due to size. It will cause the loader to malfunction and reduce the product's life. You may use ammunition manufactured with steel, brass or nickel cartridge cases. Hollow point is not recommended due to wear on internal parts.

WARNING!



Before using this product, read and follow these instructions carefully. Failure to do so could result in serious injury or death, or property damage.



This guide contains important safety and operating information. Keep this with your loading equipment. Contact us if you need a replacement copy.

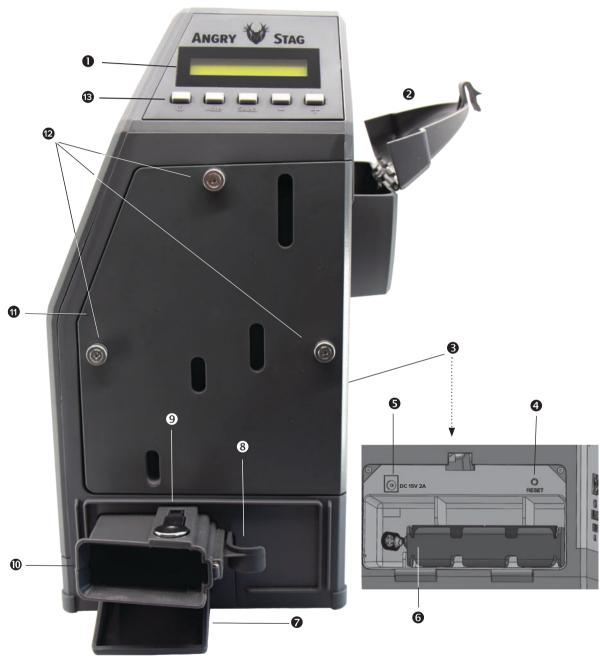
BATTERY WARNING!

The EZ Load Electronic Magazine Loader is designed to operate only with Lithium batteries. Lithium batteries can overheat and cause damage if physically damaged. Do not use any batteries that are damaged or show signs of wear. Never use a mix of old and new batteries, batteries with different brand names, or variable battery types.



EZ Load Electronic Magazine Loader- Parts and Controls

Please note: The product you have may look different than the images here.



- LCD Display
- Hopper Door
- **3** Battery Compartment (see insert closeup)
- Reset Button
- **5** Power Input Jack for AC Adapter (included)
- **6** Battery Holder for 8x AA Lithium ONLY
- Ammo Return Tray
- **3** Ammo Release Lever
- Magazine Release Button
- Magazine Well

- Side Panel
- Side Panel Thumbscrews
- © Control Buttons (Power, Mode, Select, -, +













1. Power On EZ Load

- Connect provided AC/DC power supply to power input jack on rear of unit (see Parts Guide, pg. 2) or insert 8 lithium AA batteries (not included) into the battery holder (observing correct +/- polarity markings), then insert the holder into the battery compartment. Note: the loader will not function correctly if powered by alkaline or other battery types. Lithium AA batteries are required for operation when not powered by AC.
- To power on **EZ Load**, press and hold the **Power** button. The LCD display will light up and display the booting (startup) (*Fig. 1*), system ready (*Fig. 2*), and product name and current firmware version screens (*Fig. 3*).
- Continue holding the **Power** button until the System Ready message (*Fig. 2*) is displayed. This will take approximately 4-5 seconds.
- The **EZ Load** will then display the home screen (Fig. 4, see "Select Number of Rounds to Load" below).



System Ready Release Button Angry Stag EZ Load 1.12

Fig. 1

Fig. 2

Fig. 3

2. Load Ammo Into The Hopper, Insert Empty Magazine

• Make sure loader power is on (see previous section). Open the Hopper Door and insert **not more than 60** loose .223 Rem./5.56x45mm rounds into the Hopper. **Adding more than 60 rounds will cause the loader to malfunction and reduce product life**. Keep the Hopper Door open during the loading process. Insert the magazine into the Magazine Well.



WARNING!: When operating the **EZ Load** Electronic Magazine Loader, only use .223 Remington and 5.56x45mm ammunition that conforms to industry standard SAAMI specifications. Do not attempt to load ammunition that is incompatible due to size. It will cause the loader to malfunction and reduce product life.

3. Select Number Of Rounds To Load

- From the home screen (*Fig. 4*), press the **Minus** or **Plus** ("-" or "+") button to view the Load Quantity screen (*Fig. 5*).
- Press the **Minus** or **Plus** button to change the number of rounds you wish to load into the magazine. Once the desired count is reached (*Fig. 6*) press the **Select** button to lock in the new quantity.
- The display will return to the home screen, which now displays the new quantity (Fig. 7).



Qty to load: 10 to chanse -/+ Qty to load: 15 to change -/+

Fig. 4

Fig. 5

Fig. 6



Loadinə 12/15

Insert masazine to load

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Fig. 8

Fig. 9

4. Load The Magazines

- Press the Select button while viewing the home screen (Fig. 7). Loading will begin.
- While the loading is in progress the screen will display the current number of rounds loaded into the magazine, along with the total quantity that was selected for loading (*Fig. 8*).
- If there is no magazine in place, you will be prompted to insert a magazine (Fig. 9).

- When the loading is complete, the display confirms the number of rounds loaded (*Fig. 10*). After 3 seconds the screen will prompt the user to remove/replace the magazine (*Fig. 11*), then 3 seconds later it will again display the rounds loaded screen (*Fig. 10*). This cycle continues until the magazine is removed and the display returns to the home screen (*Fig. 4 or 7*).
- If you pause or stop the loading operation by pushing the **Power** button, after any quantity of ammo has been loaded already, the Continue? screen will be displayed, indicating the number of rounds loaded/total quantity (*Fig. 12, example indicating 2:15 loaded*). **If no ammo has been loaded yet**, the Continue loading screen will be displayed (*Fig. 13*).
- If you select "No" from the Continue? (or Continue loading) screen by pressing the **Power** button, you will see the Restart screen (*Fig. 14*). *NOTE*: if no ammo was loaded into the magazine, the home screen (*Fig. 4 or 7*) will be displayed.
- If you select "Yes" from the Continue? screen by pressing the Select button, you will see the Loading screen (Fig. 8).
- To load another magazine with the same number of rounds simply remove the loaded magazine. Insert a new magazine and press the **Select** button to begin loading.

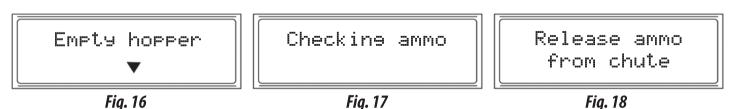


5. Power Off EZ Load

• From the home screen (*Fig. 4 or 7*), turn off **EZ Load** by pressing and holding down the **Power** button until the Power Off message (*Fig. 15*) is displayed. The Loader will turn off when you release the **Power** button.

Removing Ammunition From EZ Load

- All ammunition should be removed from the loader before storing it, or changing to a different type of compatible ammunition. Ensure that there is no magazine inserted in the Magazine Well. Press the **Mode** button while on the home screen (Fig. 4 or 7).
- When the Empty Hopper screen (Fig. 16) is displayed press the **Select** button.
- The internal hopper will start rotating and dispense any remaining ammo through the chute. The messages on the LCD will indicate the status (*Fig. 17*).
- When rounds are ready to be released from the loader the Release Ammo message (Fig. 18) will be displayed.
- Pull the Ammo Release Lever on the right side of the Magazine Well.





• The Hopper will continue to rotate and check the sensors for ammo. If ammo is not detected for 15 seconds, the loader will stop the process and the display will confirm that the loader is empty (*Fig. 19*). The hopper will dispense 4-5 rounds to the ammo chute. Once the Ammo Release lever is activated and the ammo is dispensed into the ammo release tray the hopper will begin dispensing another 4-5 rounds. This process will continue until the hopper is empty.

Loader empty

Fig. 19

- If the loader experiences a jam during the unloading process, stop the process and clear the jam as described in the Troubleshooting section. Once the jam is cleared, the unloading process can be restarted.
- The EZ Load Magazine loader may occasionally jam due to ammo that is within the SAMMI spec, but slightly mis-shapen due to surface damage, anomalous mold forming, and some reloads. If this occurs, the Mag Loader may jam. You should remove these as they likely will mis-load in your weapon. Although not every jam is caused by damaged ammo, some in-spec SAMMI ammo may also jam, but it is ultra rare.

User Alert Messages

- **Stopped**: If the unit must stop due to an error or jam, a message will appear indicating the unit has stopped (*Fig. 20*).
- **Replace Magazine**: If you press **Select** from the home screen to load another magazine, but have not removed the previous fully loaded magazine, the loader will display the "Replace Magazine" message (*Fig. 21*).
- Load Ammo in Hopper: When the hopper is running low or without ammo, it will display the "Load Ammo in Hopper" message (*Fig. 22*). Load more ammo into the hopper and continue the loading process.
- Loader Jam Clear Loader Jam: If the loader experiences higher than normal resistance while seating a round in the magazine, it will display the "Loader jam" message (Fig. 23). It is possible to see this error if the loader is attempting to load more rounds in the magazine than the free capacity. Remove the magazine and visually verify all rounds are removed from the Magazine Well. It may be necessary to actuate the Ammo Release Lever (see Parts Guide, #6) to clear ammo in the Magazine Well. Note: always verify no magazine is inserted in the Magazine Well before using the Ammo Release Lever. Insert an empty magazine and continue loading. After clearing a jam, the loader will continue loading where it left off. Example: if 2 out of 10 rounds were loaded in magazine prior to jam, after the jam is cleared and loading process restarted, the loader will resume with round 3 of 10.
- Insert Magazine to Load: If a magazine is not present or correctly inserted into the Magazine Well, the Loader will display this message (*Fig. 24*). Insert or re-insert the magazine, and ensure that it properly locks into the Magazine Well with an audible click.

Stopped Replace magazine Load ammo in hopper

Fig. 20 Fig. 21 Fig. 22

Loader jam Clear loader jam to load

Fig. 23 Fig. 24



User Alert Messages

- Motor Error Recovering: If the normal operation of the motor is interrupted for any reason, this message will be displayed (*Fig. 25*) and the unit will automatically attempt to recover. If recovery is successful, you will see "Recovery done" (*Fig. 26*).
 - If the unit cannot recover after 3 attempts, you will see "Recover Fail" (*Fig. 27*), Followed by "Remove Magazine, Clear Jam" (*Fig. 28*). As automatic recovery was unsuccessful, you will need to manually remove the ammo and check the internal hopper for jams.
- Connect Power: When the power level of the lithium AA batteries (if installed in battery holder) drops to 10% remaining, the loader will display "Connect Power" (Fig. 29). Connect the provided AC/DC power supply or install a fresh set of 8 lithium AA batteries to continue operation.

Motor error Recovery done Recover fail

Fig. 25

Fig. 26

Remove massazine Clear jam

Fig. 28

Fig. 29

Recovery done Recover fail

Recover fail

Fig. 27

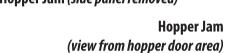


Troubleshooting

Hopper Jammed With Ammo

The Hopper is able to detect jams, reverse itself to clear the jam, and resume normal operation. If a cartridge gets jammed in a way that the Hopper is unable to clear itself, stop the loading process by pressing the Power button briefly (pauses current activity) and try clearing the jam manually from inside the hopper area. If unable to clear jam, remove the three thumbscrews holding side panel in place and remove side panel. Once the jam is cleared, reinstall the side panel and secure it with the three thumbscrews. Continue normal loading operation.







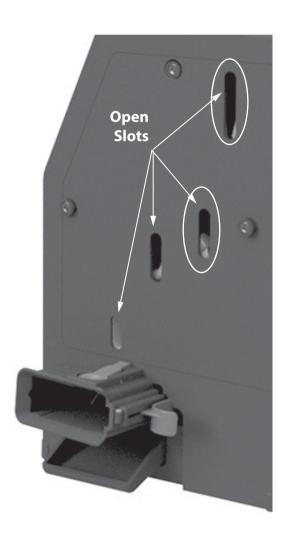
Ammo Jammed In Chute Between Hopper and Magazine

If a cartridge is noticed in either of the top 2 slots on the side panel and ammo is not flowing down the chute, it is likely that there is a jam in the mag loading area. Pause the loading process. Remove the three thumbscrews holding the side panel in place. Remove the side panel and clear the jam manually.



Jammed cartridges visible through top two slots in side panel

(note: left photo shows clear plastic panel on a prototype unit - actual panel is solid, with open slots)





Troubleshooting

Cartridges jammed in Magazine loading area



Top Views



Side View through Magazine Well







Ammo Release Lever dispenses 3-4 cartridges into tray

Ammo Jammed In Magazine Loading Area

Pulling the Ammo Release Lever will dispense 3-4 cartridges at a time into the cartridge return tray. This can be used to clear a jam, or while emptying the hopper. *Note: always verify no magazine is inserted in the Magazine Well before actuating the Ammo Release Lever*. Once the jam is cleared, reinstall the side panel and continue the loading cycle.

Loader Not Functioning (System Reset)

A system reset may be necessary if the loader stops functioning, i.e., control buttons are not functioning, or the motor stops and won't recover. If a system reset is required, the loader can be reset though the reset hole on the back panel using a small non-conductive (non metallic) pointed object, such as a pencil or toothpick. Simply depress the reset button with the object, release it, and unit will recover.

Loader Stops Running When Battery Powered

In the event the batteries are down to 10% or lower power output level, the Loader will display "Connect Power" (see below) and will not power on without AC connected power. Connect the provided AC/DC power supply to the power input jack and try turning on the Loader. Replace depleted batteries with a full set of 8 lithium AA batteries (the loader will not work properly with alkaline or other battery types).

Connect Power



FCC Statement

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Shielded interface cable must be used with the equipment in order to comply with the limits for a digital device pursuant to Subpart B of Part 15 of FCC Rules. Specifications and designs are subject to change without any notice or obligation on the part of the manufacturer.

Warranty

Angry Stag warrants its products against defects or malfunctions in material and workmanship under normal use and service, with the exceptions stated below.

This warranty lasts for one year from the original date of purchase. Coverage terminates if you sell or otherwise transfer the product. In order to keep this warranty in effect, the product must have been handled and used as prescribed in the instructions accompanying the product. Angry Stag shall (at its option) repair or replace a defective unit covered by this warranty, or shall refund the product purchase price. Repair, replacement with a new or reconditioned unit, or refund, as provided under this warranty, is your exclusive remedy. This warranty does not cover any damages due to accident, misuse, abuse, wear or negligence. Angry Stag shall not be liable for any incidental or consequential damages.

Some states do not allow limitation or exclusion of incidental or consequential damages, so the above limitation or exclusion may not apply to you. Implied warranties of merchantability and fitness for a particular purpose are limited in duration to the duration of this warranty. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

To make a warranty claim, the purchaser must obtain a return authorization number (RA) from Angry Stag (serial number and purchase date required), and then return the product to Angry Stag at purchaser's expense. A copy of the original dated receipt or shipping document must accompany the product. To obtain a return authorization, see Warranty on our website www.angrystag.com, e-mail buck@angrystag.com, or contact us at:

Angry Stag 974 Commercial Street, Suite 109 Palo Alto, CA 94303 USA

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