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## **DATEC Controller**



**Launch and count**  
**Your clays**

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## Quick help for use controller DATEC

**All disciplines except  
Compact on line**

### TO CHANGE THE LAUNCHING SEQUENCE:

- 1 Press \*MENU\* to see “\*\*\*\* CHANGE \*\*\*\*”
- 2 Press \*ENTER\*.
- 3 Select sequence with \*ADVANCE+\* or \*NO-BIRD-\*
- 4 Press \*ENTER\* to validate your choice.

### TO ACTIVATE 1 to 6 SHOOTERS AND LAUNCH SEQUENCE:

1. Put button one to six up (light is on).
2. Press \*ENTER\* to start cycle.

### TO INSERT A SHOOTER AFTER START:

- 1 Wait the shooter position after the insertion cage.
- 2 Press \*no bird-\*
- 3 Put the shooter button up. (Activate the start button position but not the active position)
- 4 Press \*advance+\* buttons to activate the modification.

### TO DISABLE A SHOOTER:

- 1 Put the shooter button down.
- 2 Press the \*ADVANCE+\* button to activate the modification.

### TO SEE ALL CLAYS:

- 1 Put all shooter buttons down (0 shooter); but  
If the sequence is launched, press \*MENU\* to see “VIEW ALL CLAYS”
- 2 Press \*ENTER\* to start.
- 3 Launch all clays by pressing \*ENTER\* or by calling in micro ONE.
- 4 At the end, press \*MENU\* one time to finish.

### TO CANCEL CYCLE:

- 1 Press \*MENU\* to see “CYCLE FINISH”.
- 2 Press \*ENTER\* to exit cycle.

### TO CHANGE NO-BIRD LIMIT or AUTOMATIC VIEW clays:

1. Press \*MENU\* to see “LIMIT NO-BIRD” (at the end)
  2. Press \*ENTER\*.
  3. Select number with \*ADVANCE+\* or \*NO-BIRD-\*
  - \* → If you select 0, you disable this mode and enable AUTOMATIC VIEW clays for double simultaneous in Compact mode.
  - \* → If you select a number, this is a maximum no-bird authorised.
4. Press \*ENTER\* to validate your choice.

## Quick help - Automatic Compack on Line

### *For training, only work with cards:*

1. Go on \*MENU\* → \*\*\*\* CHANGE \*\*\*\* → Select a compack sporting sequence.
2. Go on \*MENU\* → \*COMPACK ON LINE\* → Put ON
3. Go on \*MENU\* → \*TOKEN MODE IF 1\* → Select 7

Now you are ready for working on automatic mode.

### *How this mode work:*

A shooter come and put a card on controller. After that controller says “take off card”, you listen a START beep. The microphone “one” is open and waits for launch clay.

A second shooter present a card; he goes on memory and must wait to the next change for enter on post “one”. If not a second shooter, the controller put post one empty and the next round continues normally.

When you want, you put a card on controller, you start on the next turn and on post one.

The controller has a memory for SIX shooters on waiting station.

A maximum of five shooters are effective and six on wait station.

Beep information: After the end of each post, you hear the START beep for a change of station.

### *If you use a TV and card reader on computer:*

You have a text memory (96 chars) on each card and when this card is used, the first line text is printed on TV screen after N° of card. Maximum 18 chars printed on TV screen.

Only work with internal card reader.

## Quick help - Automatic Compack

4. Go on \*MENU\* → \*COMPACK ON LINE\* → Put OFF

### *How this mode works:*

1. Each shooter presents a card and activate another position.
2. when you are on that there are more a maximum of 6 shooters.
3. If not full, you see position of shooters on screen.
4. Push \*VALIDE\* for start and listen START beep.

## Limit No-Birds on Automatic mode

*You can limit the number of no-birds in automatic mode:*

By default, this mode is disabled with 25 No-Birds per shooter.  
Remember; put a password on controller for your security.

*For enable:*

- 1 Go on \*MENU\* → \*LIMIT NO BIRD\* → Select clays between 2 and 4.
- 2 Go on \*MENU\* → \*MANUAL NO BIRD\* → Put to OFF

*Result:*

For example you put 3 no-birds on \*LIMIT NO BIRD\*

If only one shooter: No-birds are  $3 * 2 = 6$

If more shooters: 3 no-bird \* shooters = maxi = 6 shooters \* 3 no-birds = 18 for all.

When the controller stops, END SHOOTS, all no birds are clear.

*If you have a problem with a launcher and many No-Birds:*

For reset the number of No-Birds, you have two possibilities:

- 1 Enter on the \*MENU\* with password.
- 2 Or Put your MASTER CARD on place.

## Use and Change the radio mode

### *If the controller has a radio option:*

→ You have the opportunity to manage up to 32 channels with 8 launchers each.

### *For working with radio mode:*

→ You enable radio mode in **\*MENU\*** → **\*Radio options\***

- Put mode ON
- Select a valid channel
- If you use smart cards, put the security ON.
- One time, use **\*MENU\*** → **\*SWAP TRAP\*** select launcher 11 **\*VALIDE\*** and select launcher 6

→ Normal memory organisation:

- All compact on memory use 6 launchers: 1 – 2 – 3 – 4 – 5 – 11
- Universal Trench use 5 launchers: 6 – 7 – 8 – 9 – 10 (launcher 1 to 5)
- ABT / DTL use one launcher: 8

→ When you use for Compact Sporting, for a good use with radio **channel between 1 up to 16**, you must swap launchers 6 and 11.

- Use **\*MENU\*** → **\*SWAP TRAP\*** a first time with launcher 11 go to 6
- On the one round, if you use a universal trench on the same place, you must plug wired launcher plugged cable 6 to plug 11.
- In this case, a 2<sup>nd</sup> time **\*MENU\*** → **\*SWAP TRAP\*** for launcher 6 go to 11
- You must plug the wired launcher n° 6 to the n° 11
- Result: Compact = 1 – 2 – 3 – 4 – 5 – 6 and Trench = 11 – 7 – 8 – 9 – 10

→ When you use for Compact Sporting, for a good use with radio **channel between 17 up to 32**, you must swap **ALL** launchers.

- Use **\*MENU\*** → **\*SWAP TRAP\*** a first time with launcher 1 go to 9
- Use **\*MENU\*** → **\*SWAP TRAP\*** a first time with launcher 2 go to 10
- Use **\*MENU\*** → **\*SWAP TRAP\*** a first time with launcher 3 go to 11
- Use **\*MENU\*** → **\*SWAP TRAP\*** a first time with launcher 4 go to 12
- Use **\*MENU\*** → **\*SWAP TRAP\*** a first time with launcher 5 go to 13
- Use **\*MENU\*** → **\*SWAP TRAP\*** a first time with launcher 11 go to 14

# Voice Trap Controller JPB

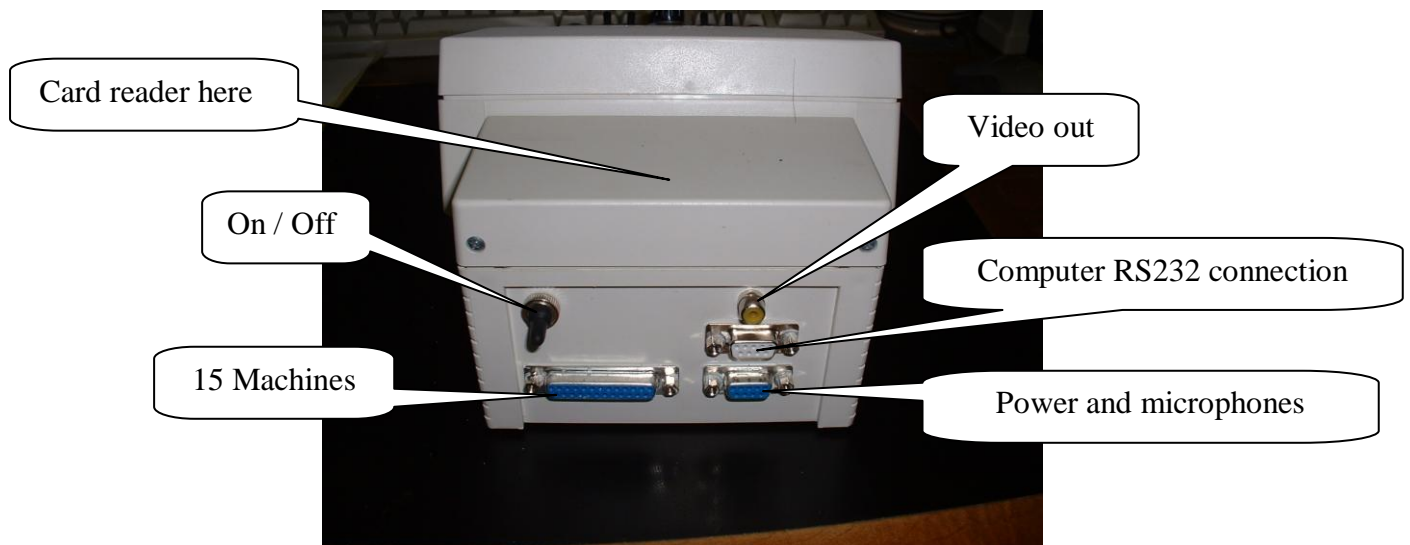
## **Electric Specifications:**

- The power is between 10 and 18 volts, 1,5 Amp AC or DC
- The maximum for all launchers relays is 1 Amp.

## **Use:**

- ⇒ Actuation with the button located behind.
- ⇒ Validation is made by (\*ENTER\*) or (\*MENU\*) in the menus
- ⇒ Displacement in the menus with (\*ADVANCE\*) or (\*NO-BIRD\*)
- ⇒ Plate throwing by (\*ENTER\*) and no-bird by ( no-bird )
- ⇒ During the shot cycle, one pressure on (\*ZERO\*) reduces the shooters counter and the score is displayed at the end of the cycle. One pressure on (\*ENTER\*) erases everything and two pressures start a new cycle again.

## **Position of cable plugs:**



## **To test the machines or to show them on a competition:**

- Select the position of the program you want to launch, if it is not already done.
- **Put 0 shooter while descending all shooters buttons, OFF mode.**
- Press the \*ENTER\* button to start the cycle.
- **Microphone N°1** is on and waits for the call of all the plates with a 2 seconds time between each launching. If you want, the \*ENTER\* button launches the clay.
- If the program comprises only one machine or one double, that does not function because it is enough to launch the program normally, and then to call the 1st clay or doubled to see it. Automatic No-bird will retrogress.
- At the end of cycle, press \*MENU\* to exit from test machines.

## **For manual launch cycle:**

- Verify the program you want to launch, on screen, and change if not done with the \*MENU\* button.
- Put shooter button up (the correct starting position)
- Press \*ENTER\* to start the cycle.
- ➔ See Quick Help for other commands.



# Install your controller

## ***Plug Power, Micros and launchers:***

- ➔ See on next sheets your connexion card; plug a 12 Volts 2 Ampere power on card.  
Maximum is 20 volts
- ➔ Plug all microphones 1 to 5 and if skeet add mic. 6 with mic 1, mic 7 with mic 2 and mic 8 with mic 3.
- ➔ Plug your wired launchers:
  - Universal trench: 6 – 7 – 8 – 9 – 10
  - Skeet: pull=14 ; mark=15 ; light pull=12 ; light mark=13
  - Compack: 1 – 2 – 3 – 4 – 5 – 11

## ***On first test launchers:***

- ➔ On first, plug your common launchers and for each new launcher plugged: Check with a small cable touching the screws launcher, you must have a tray out.
- ➔ Start your controller now with button in the back.  
If wont start, verify power between 12 and 20 volts AC or DC.

## ***For test good place of your microphones:***

1. Put 5 shooters and launch sequence with “Valide” button.
2. Speak lower on micro 1; you should hear the relay of controller and after 3 or 5 second a No-Bird sound.
3. If yes, its ok put “Avance” button for going to next micro and repeat for all.

If you want to simulate a gun: lightly tap on the microphone with an object.

### If it does not respond:

- Verify volume “- or +” and you see xx% on down right of screen. (adjust to 25% on start)
- Speak on each microphone to see a reversal possibility.
- If the microphone doesn't work, verify plugged cables, directly on connection card, with an OHMS controller: you must have between 8 at 15 ohms on each microphone.



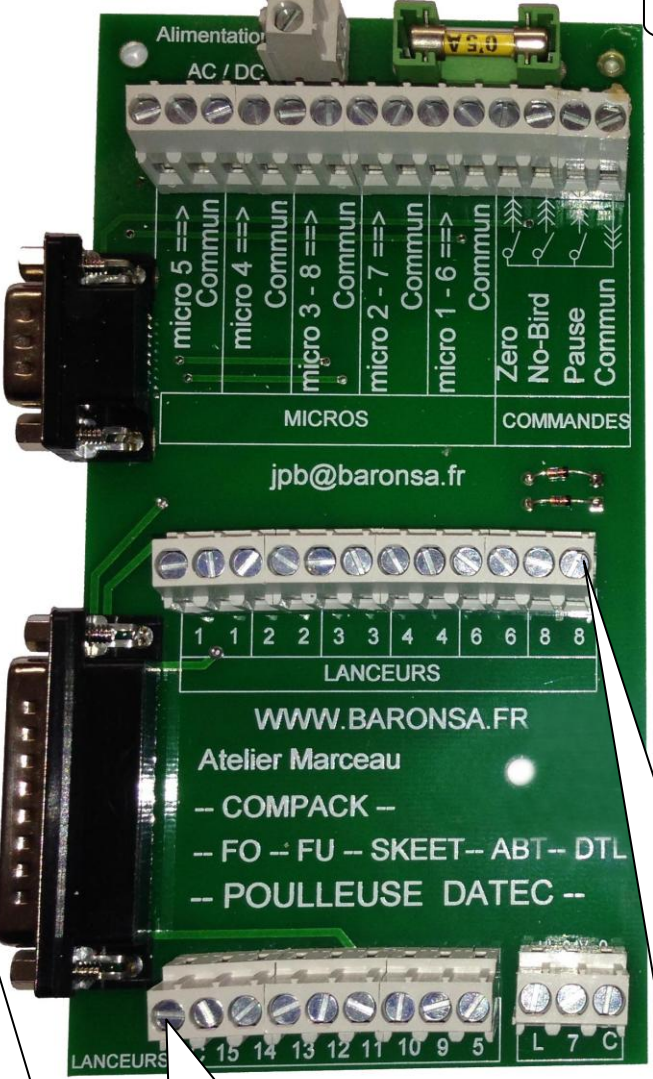
# Launchers, Power and Mic.

**This is two possibilities for plug your launchers:**

- Only one common for OLYMPIC (right)
- Eight commons for COMPACK (left)

Power 12v AC or DC Fused

DATEC plug for  
Micros and



One common for launchers 9 to 15 and 5

8 Different commons

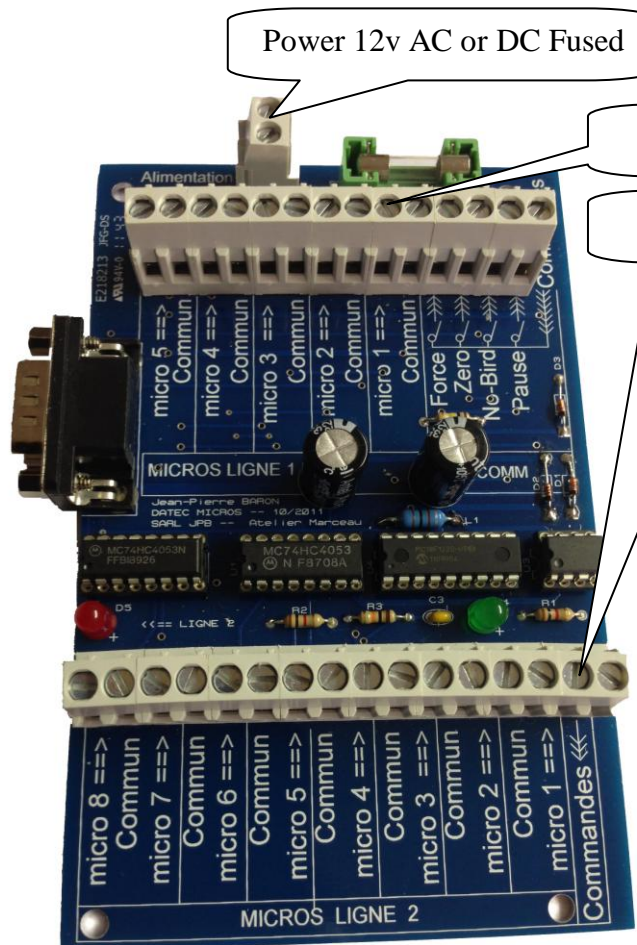
Fuse for Launchers

Only One common here

DATEC plug for launchers

# Two lines of micros on same controller

## Possibilities for plug two microphones lines:



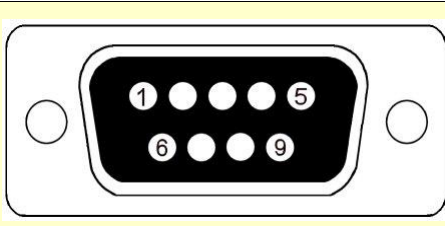
**Automatic change micros line when you change launching sequence.**

**For Trench and skeet:**  
Trench on line 1 and Skeet on line 2

**For Trench and Compack:**  
Trench on line 1 and Compack on line 2

**For Compack and Skeet:**  
Compack on line 1 and Skeet on line 2  
Enable it on Menu Voice: compack on line 1

## Power and microphones plug

|   |                           |  |
|---|---------------------------|--|
|  <p>Plug DB9 male see in front</p> | Pin                       | Action   |
|   | 1                         | <b>Power 10v to 18v AC/DC positive or negative</b> |
|   | 2                         | <b>Power 10v to 18v AC/DC positive or negative</b> |
|   | 3                         | Mic 2  |
|   | 4                         | Mic 1  |
|   | 5                         | Mic 5  |
|   | 6                         | Zero activate with ground                          |
|   | 7                         | No-bird activate with ground                       |
|   | 8                         | Mic 3  |
|   | 9                         | Mic 4  |
| Box   | Ground for mics and other |  |

## All prams by MENU button

### To use the \*MENU\* button:

- Press \*MENU\* button for modify the options.
- Press \*ENTER\* to enter the selected menu.

### → To exit the menus: Press \*ZERO\*

\_\_\_\_\_ All menus: \_\_\_\_\_

### \*\*\*\* CHANGE \*\*\*\*:

#### To modify launch sequence

- Press \*ENTER\*.
  - Select the sequence with \*ADVANCE+\* or \*NO-BIRD-\*
  - Press \*ENTER\* to validate your choice.
- You have 55 memorised positions for all trench or compack, skeet .....

### Token mode if 1:

#### To enable or disable token mode

- Press \*ENTER\*.
    - Select 0 to disable mode **OR**
    - Select by one time \*NO-BIRD-\* push to enable this mode. (put 7 on screen)
  - Press \*ENTER\* to validate your choice.
- You have a possibility for enter tokens manually here; Select 1 to 6 for use on this except mode.

### SWAP TRAPS:

#### To swap traps

- Press \*ENTER\*.
  - Select **normal trap** and press \*ENTER\*
  - Select **new trap** and press \*ENTER\* to validate your choice.
- Very useful when you have more than 6 launchers on compack place.

### RESET TRAPS:

#### To put all traps in correct position

- Press \*ENTER\* to put all launchers in the normal position.
- If you modify launcher with "SWAP TRAPS", use this command to reset everything.

### SOUNDS ADJUST:

#### Sub desktop for sounds

- Press \*ENTER\* and see special sheet **13** for information.

### ALL TIMERS:

#### Sub desktop for all timers

- Press \*ENTER\* and see special sheet **14 and 15** for information.

### RADIO OPTIONS:

#### Sub desktop for manage radio

- Press \*ENTER\* and see special sheet **16** for information.

### PARAM. CARDS:

#### Sub desktop for manage cards

- Press \*ENTER\* and see special sheet **17** for information.





# All Sounds Adjustments:

## SHOOTGUN RANGE:

### Sensitivity for shotgun detection

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
  - Press \*ENTER\* to validate your choice.
    - Default: 5 down for more sensitivity
- When your microphones cables are older, the resistance goes up and you must decrease this value.

## CHANGE VOLUME:

### Lock volume control on Automatic mode

- Each time you press \*ENTER\* to change mode.
    - Default: OFF
- If Enable (ON), to change the volume, enter the menu (after the password)  
Or present a master card. This is the best solution to adjust the volume while shooting.

## POWER MIC 3 :

### Output power micro 3 sounds.

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.
  - Default: 15 Up for increase power sounds (maxi 20)

## MICRO MODE:

### Number of micros to kill bad sounds.

- Each time you press \*ENTER\* to change value.
    - Default: 4 killer's micros for Trenches and others.
    - Default: 2 killer's micros for Compack only.
- Mode 2 killers is very useful for compack when the shooter must call to extreme right or left.

## VOICE ANALYSE:

### Type of voice detection

- Each time you press \*ENTER\* to change mode. (Analogical , Numeric)
    - Default: ANALOGIQUE
- For trenches, use all time ANALOGIQUE = Maximum sensitivity and speed reaction.  
If you have a problem **with huge wind**, use NUMERIQUE mode.  
Or you can adjust micro one by one.

----- Only visible if numeric mode used -----

## VOCAL POWER:

### Global sensitivity of shooter micro

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.
- Only if you use Numeric voice detection.
  - Default: 8 Up for more sensitivity and down for less.

## POWER MICRO 1 TO 8:

### Micro sensitivity one by one (Only on Numeric mode)

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.
- Work only if you use "VOICE ANALYSE" on Numeric mode.  
A possibility for adjust micro sensitivity one by one.  
If you change "VOCAL POWER" value, all 8 entries take same values.
  - Default: Same as "VOCAL POWER" for all.
  - Increase the value to increase sensitivity.

# All Timers menus:

The next menu “**No Bird Delay**” is most important on compack sporting

→ You must adjust this time for waiting a shotgun; if shorter, the controller declares No-bird before the clay is down.

→ The good way for adjusting:

- Launch a compack and advance for launch longest clay
- Call on post and wait BEEP of No-Bird
- If This BEEP comes before a possible shoot: → TIME IS SHORTER.
- Increase it. ( 10 = 1 second )

## No Bird delay:

**The time before clay is no-bird if no shoot**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.

→ **DEFAULT** 30 for 3 seconds (TRENCHS)

→ **DÉFAUT** 50 for 5 seconds (COMPACT and others)

For Compack, change between 50 and 70 or more if necessary. You must adjust on place with your launchers.

Launch clay and wait BEEP of no-bird.

You must hear a beep after clay on ground. → Very important!

## Delay Pause:

**Time before opening mic between posts**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.

→ **Default** 15 for 1.5 seconds

Time for referee press ZERO buttons.

## Delay non sol:

**Time to relay of machine**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.

→ **Default** 3 for 0.3 seconds

## Delay Stop:

**Time to auto kill cycle and see results**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.

→ **Default** 100 for 10 minutes

→ When controller is in token mode, if no clay goes before end delay, the cycle is over.

## Wait End Shoot:

**Disable for external token box.**

- Press \*ENTER\* to modify. (OFF or ON)

→ **Default** ON

→ On Automatic mode, erase immediately score boards for new shooters.

### Repeat delay:

### **Time to launch 2 clays with the same machine**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.
  - Default 30 for 3 seconds

### Fire delay:

### **To put a no time delay**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.
  - SKEET 30 for 3 seconds
  - COMPACK 2
  - TRENCHS 0 or (10 for DOUBLE TRAP)

### Time End PO. :

### **Delay for automatic validate on post 5**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.
- With **New COMPACK ON LINE**, at end of post 5, wait some seconds before enter new shooter. For disable this mode, enter 0 and you must validate manually for enter a new shooter. Important: After the controller enter a new shooter, it's impossible to put a No-Bird.
  - Default: 5 in seconds (0 for disable)

For international FITASC, this mode must be enabled.

If you disable this mode with 0: you must validate the end of post 5 for exit this shooter and put a new one on post one. This is useful for referee because when shooter on post 5 are exited, it's not possible to modify a zero. (add or clear)



# All Radio Adjustments:

## RADIO SENDER:

### Enable or disable radio mode

- Each time you press \*ENTER\* to change mode.  
→ Default: ON

## \*\*\*\* CHANGE \*\*\*\*:

### Channel selection 1 to 16

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ Default: 1

## FO AND COMPACK:

### Special mode for Olympic and CPK

- Each time you press \*ENTER\* to change mode.  
When you use, you have 30 launchers possible: 15 wired and 15 by radio.  
If trench type: Only wired launching, automatic radio to OFF.  
If other type: Only radio is used, automatic relays off mode.  
→ Default: OFF

## SECURITY RADIO:

### Enable a special code on radio

- Each time you press \*ENTER\* to change mode.  
If you enable, you must put good shooting range number on controller, Automatic when use Promatic cards and manually for JPB cards.  
→ Default: OFF

## RADIO MODE:

### Select type of radio signal used

- Each time you press \*ENTER\* to change mode.  
This depends of you shooting ground.
- **You must wait 2 seconds** between each press button to change mode.  
→ Default with PROMATIC cards software: FM - Claymate  
→ Default with JPB cards software: AM - JPB

# All Card Adjustments:

## STAND NUMBER:

Put your range number (see on invoice)

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ Default: variable and automatic with Promatic cards.

## SECURITY CODE:

Your security code (see on invoice)

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ Default: 14 (Year of start) and automatic with Promatic cards.

## TOKEN MODE IF 1:

Number of tokens for one shooter round

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ Default: 25

## Automatic change type of course

For enable some compacts with shooter possibility for change, you must see the first number on the left of the screen. (Example 1 for Olympic trench or 2 for universal 55 is compact end list) You must put this number on next menu for enable. You have 4 positions possible (A to D)

## CHANGE PARCOUR (A to D):

Automatic selection by shooter

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ Default: 0                      0 for disable or N° of memory position

## AUTOMATIC (A to D):

Counter used in card for this position

- Each time you press \*ENTER\* to change mode. 3 possible counters on each card.  
→ Default: 1                      (1, 2 or 3)

### PARAM PROGRAM:

### Change type of course on current place

- Press \*ENTER\* to modify.
- Select sequence type with \*ADVANCE+\* or \*NO-BIRD-\*
- You must be sure of the active sequence and select same to fix clays distribution.
- Press \*ENTER\* to validate your choice. (Twice for verification).
  1. → No Default Only for fix if problem with memory

### CHANGE LANGUAGE:

### Change language on Memory

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.
  - No Default 3 Possible languagesFrench, English and “free for now”

### NO-BIRD LIMITED or AUTOMATIC VIEW clays:

### Voice limit No-Bird

5. Press button \*MENU\* to see “LIMIT NO-BIRD” (at the end)
  6. Press \*ENTER\*.
  7. Select number with \*ADVANCE+\* or \*NO-BIRD-\*
  - \*\* → If you select 0, you disable this mode and enable AUTOMATIC VIEW clays for double simultaneous in Compack mode.
  - \*\* → If you select a number, this is a maximum authorised no-bird.
  8. Press \*ENTER\* to validate your choice.
- Default is 25 (to disable AUTOMATIC VIEW clays)
- If you want to use with a token box, select between 2 and 4.

# ***Special Options:***

## **SKEET LIGHTS:**

### **Output relays for SKEET lights**

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice each time.  
→ Default: 12 and 13      0 for disable or a relay number between 1 up to 16

## **COMPACT:**

### **When you use double micros inputs.**

- Each time you press \*ENTER\* to change mode.  
8 Micros input position on card.  
All trench work on line 1  
If OFF, all compact work on line 1  
→ Default: ON

## **AUTRE / OTHER:**

### **When you use double micros inputs.**

- Each time you press \*ENTER\* to change mode.  
8 Micros input position on card.  
All trench work on line 1  
If OFF, all skeet and others work on line 1  
→ Default: ON

## **UNIV. LAUNCHERS:**

### **Universal trench launchers output relays**

- Each time you press \*ENTER\* to change mode.  
→ Default: Launchers 6 – 7 – 8 – 9 – 10  
→ Swap by Launchers: 11 – 12 – 13 – 14 – 15

## **ORDER 4 SHOOTERS:**

### **Change OT or UT shooter position**

- Each time you press \*ENTER\* to change mode.  
When only 4 shooters on Automatic trench mode:  
→ Default Position: 1 – 2 – 3 – 4  
→ Swap by Position: 1 – 3 – 5 – 6

## **ANTIBRUIT:**

### **To kill all sounds**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ Default: 220      range between 220 and 250 → 250 = minimum and 220 = maximum

## **SHOOTGUN TIME:**

### **2 nd Shoot gun adjustment (hard)**

- Press \*ENTER\* to modify and change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ Default: 2  
Normally don't change.

### VIDEO MODE:

**For EUROPE or USA**

- Each time you press \*ENTER\* to change mode.
  - ➔ **Default: PAL**
  - ➔ Swap for NTSC

### DATE AND TIME:

**Update Date and Time Manually**

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice each time.

### RESET ALL MEMORY:

**If you broken all. (Factory reset)**

- Each time you press \*ENTER\* to change mode.
  - ➔ **PUT ALL MEMORY ON BASE MODE**

## Frequently Asked Questions

### ***The controller does not go to next clay:***

→ You must have a shoot gun or little choc on micro for all clay launched.

### ***The controller does not take shoot gun:***

→ With the time, and older micros cables, the micros power reduce and you must decrease value on “SOUND ADJUSTMENT” → [SHOOTGUN RANGE](#) → Reduce the value one by one.

### ***The controller launch a simultaneous and normally on report:***

→ If many times, check the power supply. The minimum is 11 volts and maximum is 19 volts.

→ “SOUND ADJUSTMENT” → [SHOOTGUN RANGE](#) → Increase the value one by one.

### ***It possible to manage 15 launchers with DATEC wireless:***

→ Yes - You have 16 channels of 15 launchers on datec wireless

If you use card for 8 launchers, you have a (switch option N° 1) on this card for enable launchers 9 to 16. Put ON for enable. For information this enable channels 17 to 32 for wireless box transmitters.

### ***The controller launch all the time every no-bird delay finished:***

→ You must have an unplugged microphone or cut cable of microphone.

### ***The controller does not launch clays by wireless:***

→ Check the channel if is ok for this place first.

→ On the radios menus: check radio mode must be ON.

→ Some choices must be same for all the shooting ground:

1. On the radios menus: check radio security ON or OFF but same of others.
2. If Security is ON, on the Cards menus: Shooting ground number must be same.
3. On the radios menus: check radio mode must be same for all.