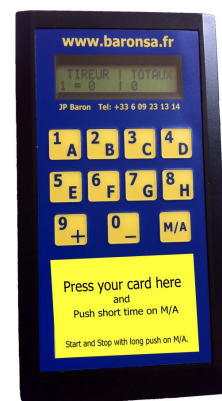


Counting wireless remote control with voice mode



Use:

By the starting up. (M/A button)

Button (M/A) :

- One pressure to start. **And long push, you see the energy level of the batteries or accumulators.**
- One long pressure to turn off the remote control.
- One short pressure when the display is operating will show you the downloaded course.

Buttons (+) and (-) :

- They allow the change of the counted or decrease shooter counter.
- All time push (M/A) for enter or modify a command. If enter, after modify with + or – you must push (M/A) for write this update.

Energy:

Four small batteries or round AA Type (same of R6) accumulators. By their change, be careful that no water could come into the box and that the insertion way for the positive and the negative is correct.

Internal commands : the machine must be turned on and operating.

Partial counters reset or add clays manually on box:

1. Press first M/A and **simultaneously** ((-) or (+)) keys.
2. Press on the password four keys if necessary.
3. Valid with a short pressure on (**m/a**).

If you are on counter mode:

4. Automatic exit.

If you are on decrease mode:

4. Select a counter with buttons 1 to 8.
5. With short push on (+) you add a series and (-) you decrease a series.
If you push button half second time, **you go on decimal mode** and use buttons 1 to 0 and M/A for enter. For erase a digit, you push a second any button.

Tips:

- With Mifare cards, put card down the box and little push on (M/A) for read this card.
- You see ******* on screen : You don't have clays on this shooter counter. And you use decrease mode.

→ With shooter card :

You put a card one time => Clays goes card to radio sender counter

You shoot some clay and you want stop.

You put same card another time => Clays goes counter to card.

→ Each different card takes a different counter on radio sender.

→ When run, push (M/A) and simultaneously Button (1) → Channel change quickly.

→ When run, push (M/A) and simultaneously Button (4) → Enable Light on screen.

You have 3 special functions enabled when you push button when start:

- 1 → Button A : Enable random Skeet Timer – Button H make a double D+F – (Don't launch H)
- 2 → Button B : Enable a simple random timer 1 second.
- 3 → Button C : **Enable VOICE mode:**

For use voice mode, after enabled, select 1 button for simple clay or 2 for a simultaneous.

If you select 1 and 1 your choice are double on report.

For cancel a command, push M/A or a 3 éme button.

After push button, you have 15 seconds before active voice detection.

Call and shoot.

On this mode Buttons (+) and (-) are used for voice sensitivity adjustment.

All access to the internal commands:

1. Press first M/A and **simultaneously** ((-) or (+)) keys.
2. Press on the password four keys if necessary.
3. Then select the function key :
 - The **A** Key : Number of clays free of charge add for one token. Default = 0
 - The **B** Key : allows to swap between increase and decrease counter mode.
 - The **C** Key : Tokens (clays) number for one round. Default = 27 (2 no-bird)
 - The **D** Key : Active counter used for card mode (on card) = 3 possibilities. (3 Prices)
 - The **E** Key : **Permanent global counter**. Reset with the (M/A) button. You see only here.
 - The **F** Key : Fitting/installation change. 32 are possible, select with (+ ou -) and valid with (m/a). You select channel first use and end use included. Default (1 to 16)
 - The **G** Key : **Password change** with four figures. All buttons can be used, even 4 time (m/a) key. In order to disable the password, you have to keyboard four times (m/a) and it wouldn't be asked anymore for a reset.
 - The **H** Key : **EXIT**.

For going to all others menus, you must push (+) button.

- "AUTOSTOP TIME" : default = 7 minutes.
- "SECURE CODE" : must be same on all materials.
- "RADIO SECURITY" : Coding your radio sender with your shooting range code.
- "ACTIVE BUTTONS" : Possibility for disable counter on some buttons.
- "MAX SER. ON CARD" : limit clays on one card.
- "SCREEN MODIFY" : Small back light change. Default = 70.
- "INSERT CARD MODE" : Only one time if ON.
- "ONLY ONE COUNTER" : For disable normal 8 shooters counter and limit to one.
- "PRINT SERIES" : OFF = you see clays and ON = you see series on counters.
- "RADIO TIME" : Radio sender time for one launching. Default = 3.
- "CHANGE LANGUAGE" : Possible French and English.
- "VOICE PARAMETERS" : Don't change.

Box for loading shooters cards



Use:

By the starting up (M/A button) and put password.

Button (M/A) :

- One pressure to start. **And long push, you see the energy level of the batteries or accumulators.**
- One long pressure to turn off the remote control. Short press for command.

Energy:

Four small batteries or round AA Type (same of R6) accumulators. By their change, be careful that no water could come into the box and that the insertion way for the positive and the negative is correct.

Internal commands : the machine must be turned on and operating.

Partial counters reset or add clays manually on box:

6. Press first M/A and **simultaneously** ((-) or (+)) keys.
7. Press on the password four keys if necessary.
8. Valid with a short pressure on (m/a).

Tips:

- With Mifare cards, put card down the box and little push on (M/A) for read this card.
- Buttons 5, 6, 7 see total counter of clays puts on cards for counter 1, 2 or 3.
- If you enable 3 counter ON : Quick change counter with button 1, 2 or 3.
- With a long push on + or - : you go on numeric mode and use buttons 0 to 9 and M/A for enter. When you are on numeric mode, a long push erases a character each second.

All access to the internal commands:

4. Press first M/A and **simultaneously** ((-) or (+)) keys.
5. Press on the password four keys if necessary.
6. Then select the function key :
 - The **A** Key : Active counter used for card mode (on card) = 3 possibilities. (3 Prices)
 - The **B** Key : must be same on all materials.
 - The **C** Key : Tokens (clays) number for one round. Default = 27 (2 no-bird)
 - The **D** Key : Use only ONE counter (price) if ON.
 - The **E** Key : “AUTOSTOP TIME” : default = 7 minutes before down.
 - The **F** Key : “PRINT SERIES” : OFF = you see clays and ON = you see series on counters.
 - The **G** Key : **Password change** with four figures. All buttons can be used, even 4 time (m/a) key. In order to disable the password, you have to keyboard four times (m/a) and it wouldn't be asked anymore for a reset.
 - The **H** Key : **EXIT**.

For going to all others menus, you must push (+) button.

- “SCREEN MODIFY” : Small back light change. Default = 70.
- “CHANGE LANGUAGE” : Possible French and English.

Radio receiver for 8 launchers

Power:

- ➔ This card accepts DC or AC power **between 9 up to 29 volts**. If you use DC mode, you must plug positive wire on + and negative wire on – (see position on card)
- ➔ Used fuse is 500 Ma.

Launchers:

- ➔ You plug 2 wires for each launcher. When a command come this 2 wires goes on contact.
- ➔ Maximum admissible power: **1 Ampere 110 Volts**.

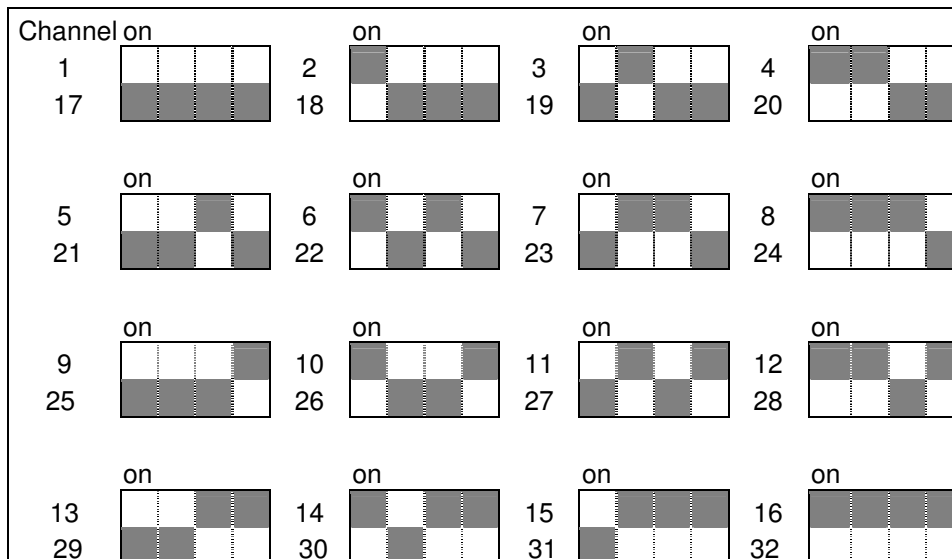
First use:

When you connect a new card, you must initialize with your materials.
 When you plug power, you have up to 30 seconds for sending a launching command.
 After clay sent by this new card, you put internal switch 4 to ON for lock code.

Switch internal Options:

1. ON : Put channels to 17 up to 32
2. ON : Enable skeet mode for lights on relay 7 and 8.
3. Not used.
4. ON : Lock shooting range security code.

Switch external Channels:



Radio receiver for 1 launcher

Power:

→ This card accepts DC or AC power **between 9 up to 35 volts**. If you use DC mode, you must plug positive wire on + and negative wire on – (see position on card)

Launchers:

→ Maximum admissible power: **1 Ampere** 110 Volts.

→ You plug (yellow/green) command cable on one plug of relay and for the second plug of relay, you make a bridge with this plug and power + or – (depends of launcher).

First use:

When you connect a new card, you must initialize with your materials.

When you plug power, you have up to 30 seconds for sending a launching command.

Help for plug Promatic:

Brown on centre | yellow/green on left | blue on right → If don't work swap blue and yellow/green
Brown all time on centre.

Put a Bridge between 2 card plug launcher and **negative** power.

New Promatic launchers:

For open, plug male and female. After unscrew with a key size 24.

1 = Blue = negative | 2 = brown = positive | 3 = yellow/green = launcher

Put a Bridge between 2 card plug launcher and **negative** power.

Laporte launchers:

1 = Blue = negative | 2 = brown = positive | 3 = yellow/green = launcher

Put a Bridge between 2 card plug launcher and **positive** power.

Matarelli launchers:

Put a Bridge between 2 card plug launcher and **negative** power.

Receptor coding table for a single launcher:

The radio receiver card contains two four buttons switches:

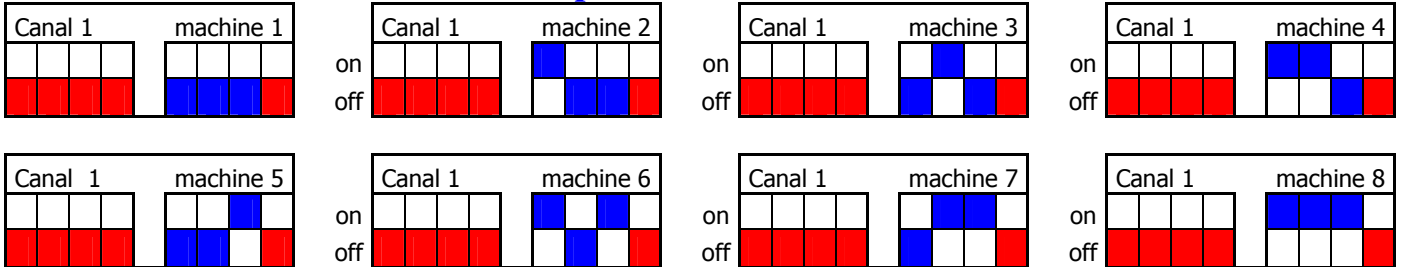
To the right code: On first, put all switches on OFF;

After, encode the 5 switches of channel (red on the table) → Possibility for test launcher A.

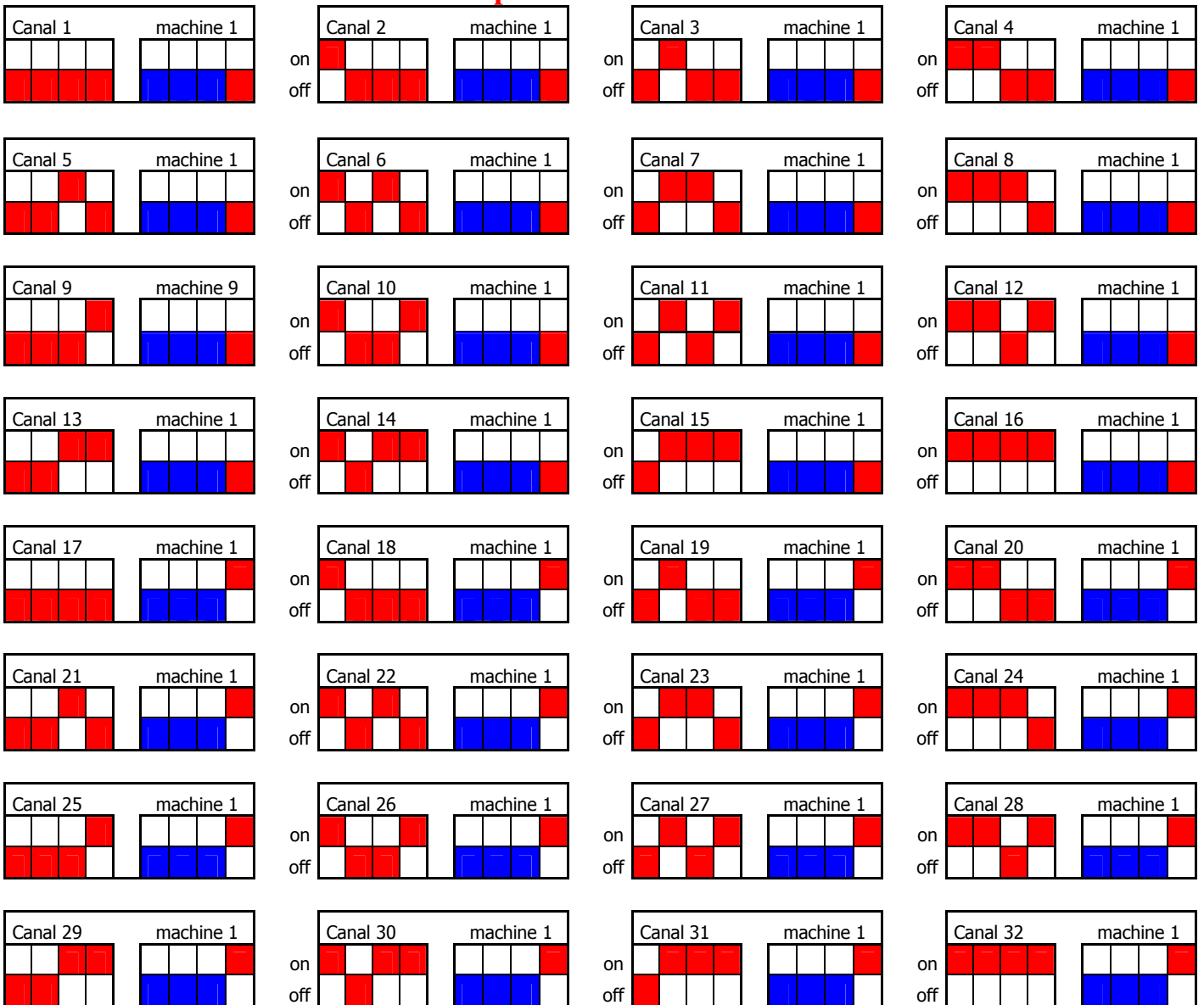
Then encode the 3 switches of the machine (on blue on the table)

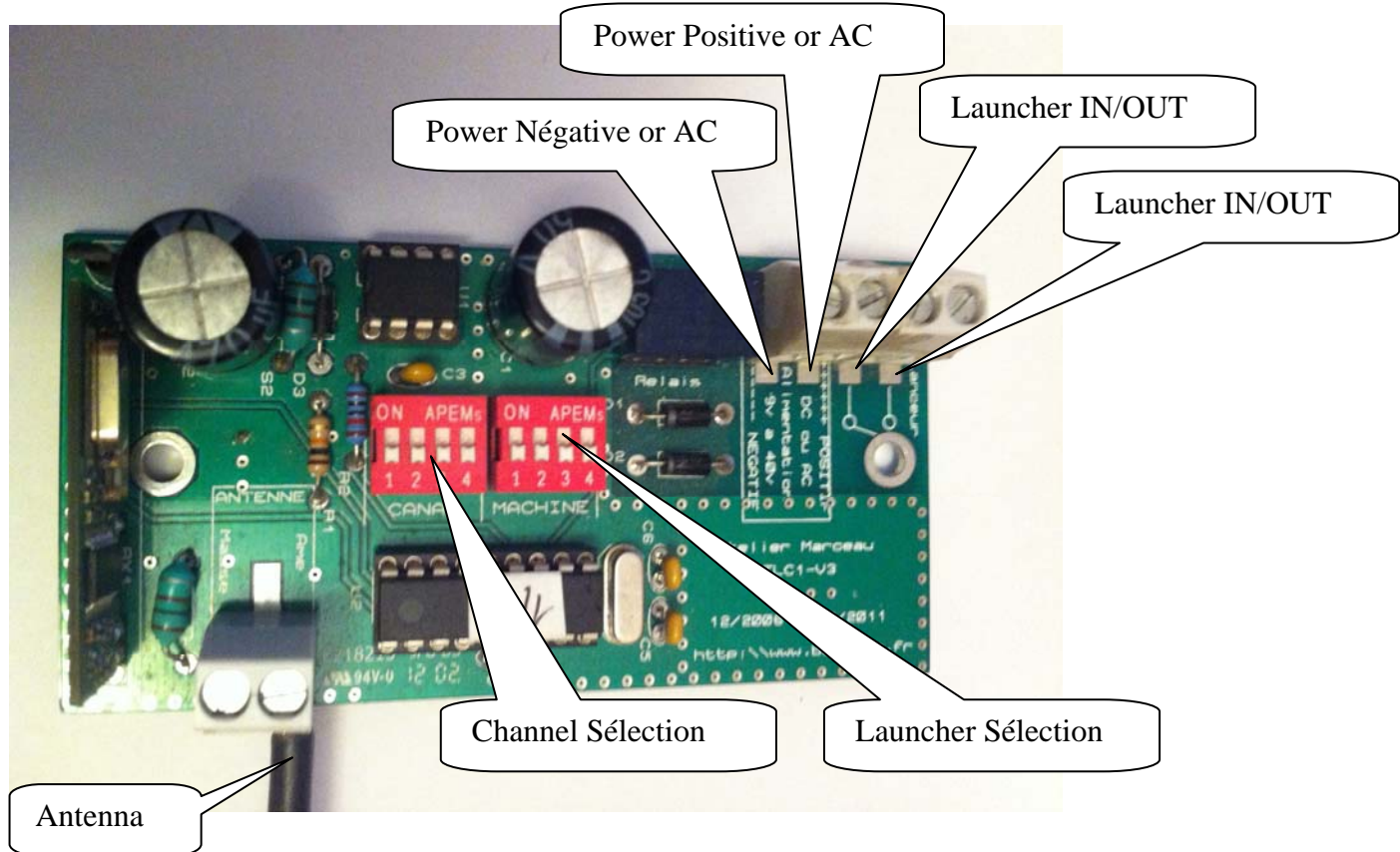
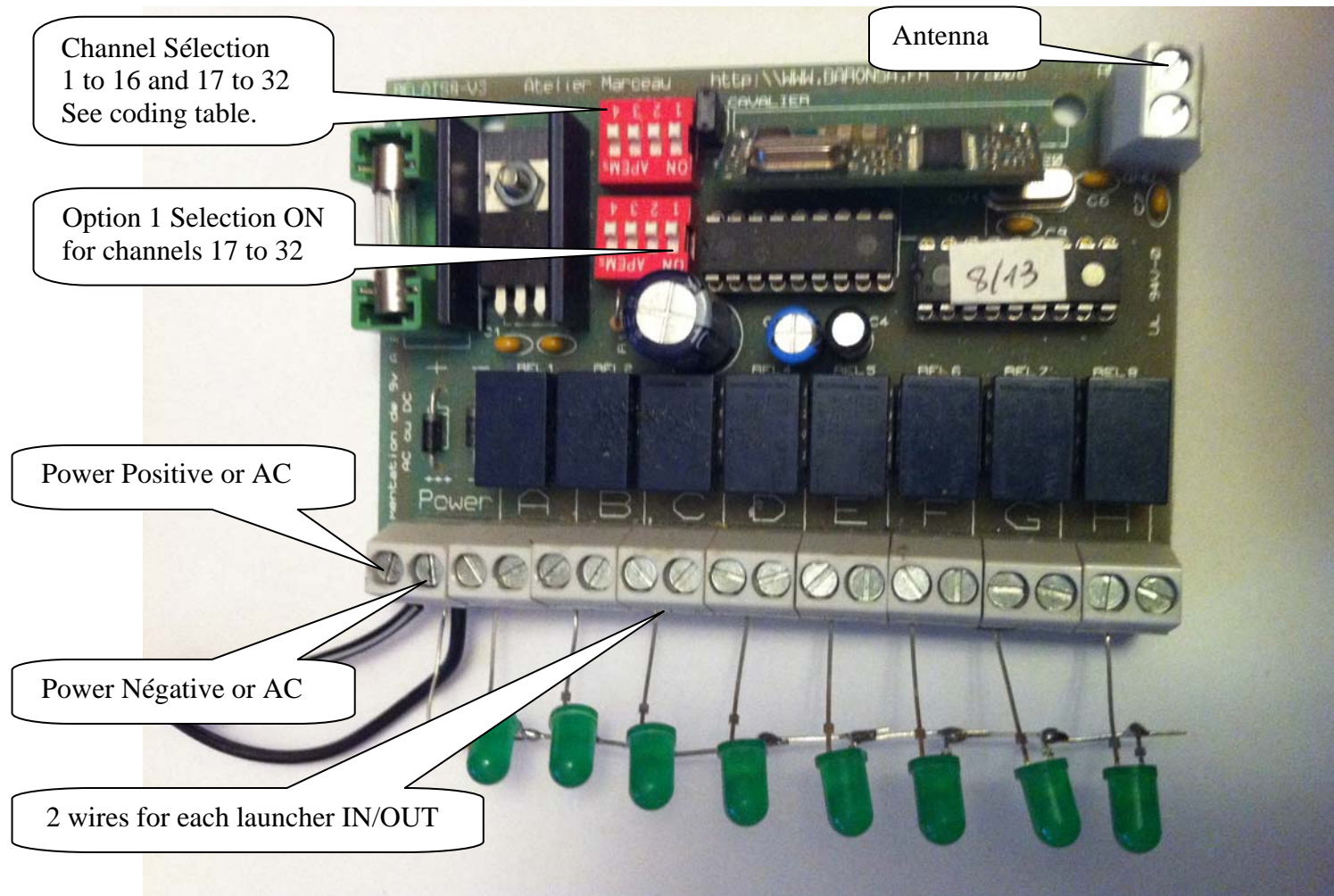
When you change a switch without unplug the card: Wait 20 seconds before launch a command.

8 possible machines



32 possibles channels





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