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PROMATIC Trap Control Radio Receivers – Programming Information.

Please read and understand these Instructions BEFORE attempting to clear the Programming or Program any PROMATIC Radio Receivers.

These Instructions only apply to Black “Shuttle” case models.

This Document Covers the Following areas:

Clearing the Programming of a PROMATIC Radio Receiver.

Preparing a PROMATIC Receiver to accept Programming.

SP1 (Single Button) Transmitters.

SP2 (A-Hi / B-Lo / Pair) Transmitters.

DTL (Fire / Rotation) Transmitters.

ABT (Fire / Rotation / Elevation) Transmitters.

Sporting 8 and Sporting 16 Transmitters.

Game Trailer Transmitters.

Adding an Additional Transmitter to an Existing PROMATIC Radio Receiver.

Clearing the Programming of a PROMATIC Receiver.

Plug the Receiver into a trap and connect the Trap to the Battery. You will need to be in a quiet place in order to hear the Buzzing from the Receiver.

Assuming that you can see the front of the Receiver (PROMATIC Badge Visible) Place, and HOLD, a Magnet on the Top Left Hand Side of the Receiver a short distance from the Aerial.

After placing the Magnet, and after about 3 seconds, you should hear a Short (1 Second) Buzz from the Receiver.

DO NOT REMOVE the MAGNET, keep the Magnet in place for about 20 Seconds until you hear a Short (2 Second) Buzz and then the Receiver should start to make a Tick-Tock sound.

Now Remove the Magnet.

The Receiver is now un-programmed and will not respond to any Transmitter.



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Preparing a PROMATIC Receiver to accept a Transmitter.

Notes:

Make sure that no other PROMATIC Radio Transmitters are operating within 300 Metres of the Receiver to be programmed.

Both the Transmitter and Receiver need to be within 2 Meters of each other during this procedure.

After Programming any Receiver you must Test Fire the Trap a few times to confirm that the Programming is Correct.

If the Receiver does not respond to the Transmitter after Programming, you will need to start again from Clearing the Programming of an PROMATIC Receiver on page 1.

You will need to be in a quiet place in order to hear the Buzzing from the Receiver.

Plug the Receiver into a Trap and connect the Trap to the Battery.
You should hear the Receiver start to Tick-Tock.

If the Receiver does not start to Tick-Tock, Clear the Programming as outlined on page 1.

Assuming that you can see the front of the Receiver (PROMATIC Badge Visible) Place, and HOLD, a Magnet on the Top Left Hand Side of the Receiver a short distance from the Aerial.

After placing the Magnet, and after about 3 seconds, you should hear a Short (1 Second) Buzz from the Receiver.

REMOVE THE MAGNET.

Wait a couple of seconds until the Receiver goes quiet and is neither Buzzing nor Tick-Tocking.

You now have 10 Seconds to Programme the Receiver to the Transmitter, as outlined below

SP1 (Single Button) Transmitter with 1 Receiver.

Press the Fire Button for 1 Second and Release. After 5 Seconds, the Receiver should give a 2 Second Buzz to Confirm that it has accepted the Programming.

SP2 (A-Hi / B-Lo / Pair) Transmitter with 2 Receivers.

Press the corresponding Fire Button (A-Hi or B-Lo) for the Receiver for 1 Second and Release.

After 5 Seconds, the Receiver should give a 2 Second Buzz to Confirm that it has accepted the Programming.

The Pair Button does not need programming.



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DTL (Fire / Rotation) Transmitter with 1 Receiver.

Press and HOLD the Fire Button on the Transmitter for 5 Full Seconds then Release. After Releasing the Fire Button, the Receiver should give two Short (1 Second Long) Buzz's to Confirm that it has accepted the Programming.

Holding the Rotation Button for 5 Seconds should cause the Rotation Motor to operate constantly until the Button is Pressed again.

ABT (Fire / Rotation / Elevation) Transmitters with 1 Receiver.

Press and HOLD the Fire Button on the Transmitter for 5 Full Seconds then Release. After Releasing the Fire Button, the Receiver should give two Short (1 Second Long) Buzz's to Confirm that it has accepted the Programming.

Holding the Rotation and / or the Elevation Button(s) for 5 Seconds should cause the Rotation and / or the Elevation Motors to operate constantly until the Button is Pressed again.

Sporting 8 Transmitter with between 1 and 8 Receivers.

Press the correct Fire Button (Buttons 1 to 8) for the corresponding Trap for 1 Second and Release. After 5 Seconds, the Receiver should give a 3 Second Buzz to Confirm that it has accepted the Programming.

Sporting 16 Transmitter with between 1 and 16 Receivers.

Press the correct Fire Button (Buttons 1 to 8 on either the Top or Bottom Section) for the corresponding Trap for 1 Second and Release. After 5 Seconds, the Receiver should give a 3 Second Buzz to Confirm that it has accepted the Programming.

Single Game Trailer Transmitter with 1 Receiver.

Press the Fire Button for Trap 1 for 1 Second and Release. After 5 Seconds, the Receiver should give a 3 Second Buzz to Confirm that it has accepted the Programming.

Traps 2 and 3 will automatically have been programmed.

Dual Game Trailer Transmitter with 2 Receivers.

Press the correct Fire Button for Trap 1 (Game Trailer 1 or 2) for 1 Second and Release. After 5 Seconds, the Receiver should give a 3 Second Buzz to Confirm that it has accepted the Programming.

Traps 2 and 3 will automatically have been programmed.



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Single Game Trailer Transmitter with 3 Receivers.

Press the Fire Button (Buttons 1, 2 or 3) for the corresponding Trap for 1 Second and Release. After 5 Seconds, the Receiver should give a 3 Second Buzz to Confirm that it has accepted the Programming.

Dual Game Trailer Transmitter with 6 Receivers.

Game Trailer 1 is Receivers 1 to 3 and Game Trailer 2 is Receivers 4 to 6. Press the Fire Button (Buttons 1 to 6) for the corresponding Trap for 1 Second and Release. After 5 Seconds, the Receiver should give a 3 Second Buzz to Confirm that it has accepted the Programming.

Adding an Additional Transmitter to a PROMATIC Receiver.

Each Receiver can be operated by up to 4 different Transmitters.

Notes:

Make sure that no other PROMATIC Radio Transmitters are operating within 300 Metres of the Receiver to be programmed.

Both the Transmitter and Receiver need to be within 2 Meters of each other during this procedure.

After Programming any Receiver you must Test Fire the Trap a few times to confirm that the Programming is Correct.

You will need to be in a quiet place in order to hear the Buzzing from the Receiver.

Plug the Receiver into a Trap and connect the Trap to the Battery.
The Receiver will NOT Tick-Tock as it already has a Transmitter Programmed to it.

Assuming that you can see the front of the Receiver (PROMATIC Badge Visible) Place, and HOLD, a Magnet on the Top Left Hand Side of the Receiver a short distance from the Aerial.

After placing the Magnet, and after about 3 seconds, you should hear a Short (1 Second) Buzz from the Receiver.

REMOVE THE MAGNET.

Wait a second to ensure that the Receiver and is neither Buzzing nor Tick-Tocking.

You now have 10 Seconds to Add the Additional Transmitter to the Receiver.

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