Claymate... Technology that Counts

Wi-Card Club House Programmer / Reset Unit

Start Up Guide

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Adding a 2nd Club House Programmer.

Adding a 2nd CHP to spread the workload at busy times in the Shop or Clubhouse is worthwhile investment.

The additional CHP should be set-up using your usual Master card (NOT a new one, if supplied) and it must use up the same Set-up options as your existing CHP.

The new CHP is likely to have slightly different Menu options and the most important section of this manual to read before adding the 2nd CHP is Card Security Mode on Page 7.

It is also possible to add a 2nd CHP and Wi-controller(s) for special occasions or a different layout. But they will be different Shooting Grounds as far as the Master card, CHP and Wi-controllers are concerned.

The blank Customer cards supplied by Promatic can be used on either your 'normal' Shooting ground or your 'special' Shooting layout, but not on both.

Basic Start-Up Guide

The Club House Programmer / Reset Unit is used in your shop or clubhouse to create Customer Cards and then add credit to them so the Customer can use them out on the shooting ground.

The Club House Programmer / Reset Unit will now be called the CHP for the rest of this document.

When you unpack the System, you will find a quantity of Wi-Card cards:

One is the Master Card.   This Card controls the CHP and all the WI-units on your shooting ground.

One is a Sub Master Card.   Put this Card away somewhere safe and secure.
                                   See Page 12 for further details.

The rest of the cards will mostly be used as Customer's cards (see Page 5) but you can also create Ground card(s) and Sales card(s) (see page 8, Steps 2 and 3), all of which is done on the CHP.

A new CHP, as supplied from the factory, will be in what is called **First Time Run** condition.

The CHP is powered by a Plug Top Power Supply unit (Supplied) which plugs into a socket on top of the CHP.

When the CHP is powered up for the first time, it will ask you to **Show Master Card** >>>

```
Card Programmer
Rev 6.5.d / 38k4
First Time Run
Show Master Card
```

Place the Master Card on the CHP in the space below the buttons.

When the Master Card is presented to the CHP the Display will show >>>

```
First Time Run
Setup Option.
Count  DOWN
Scroll         Change
```

The simplest Setup Option is to press the Button under Scroll **TWICE and then** OK.

This will set the CHP to make the Customers cards into **Count DOWN** and **Target Based** and also accept whatever **Upper Limit** is displayed on the CHP.

Count DOWN and **Target Based** are the easiest and most popular **Setup Options**.

These easy **Setup Options** are described in more detail below.

Count DOWN mode is where you use the CHP to add credits to the Customers Card (initially supplied by you either free or for a small fee) before they go out on the shooting ground.

The Wi-controllers out on the Shooting ground will deduct credit(s) for every clay release and the shooter can shoot away until they run out of credits.

More credit can be added to the Customer card by the CHP or the credits on the card can be deleted if you give them a refund.

If the Wi-card is lost or damaged, then any remaining Credits are lost too.

So choosing **Count DOWN** mode is the safest and most cost-effective method for starting.

Individual Customer cards can also be changed to **COUNT UP** mode if you wish.
See Page 6.

Press **Scroll** to accept **Count DOWN**.

Target Based Mode.

The next **Setup Option** to select is whether the Customer's
Cards will **Target Based** or **Cost Based** for the Clays launched
using the card out on the shooting ground.

<div style="border:1px solid #000; padding:8px; text-align:center;">
First Time Run
Setup Option.
Target Based
Scroll   Change
</div>

If every clay on the ground is to be sold at one price, then **Target Based** is the best selection.
But also see Wi-Controllers on Page 7.

If you choose **Target Based** then the display will show >>>

In this example the CHP is set to TARGET Based and Count
DOWN, and the current **Upper Limit** (maximum number of
Credits that can be stored on any Customer Card) is set to
9600. This number is random and can be different.

<div style="border:1px solid #000; padding:8px; text-align:center;">
Set TARGET DOWN
Upper Limit
9600
+200   --25   OK
</div>

To adjust the **Upper Limit** press the Top Left button (below the **+200**) which will (in this example)
will take the **Upper Limit** total to **9800**, pressing the button again will take the total to **0000**.

You can then take the **Upper Limit** total upwards by repeatedly pressing the Top Left Button, which
will increase the **Upper Limit** in jumps of 200 credits.
Pressing the middle button deducts 25 Credits from the **Upper Limit.**

The **Upper Limit** can be set between 25 and 9975.

Use the buttons on the CHP to set the desired upper limit and all NEW Customer cards will be
created with that maximum number of Credits allowed to be stored on the card.

Press **OK** when you have chosen the **Upper Limit.**

Remove power from the CHP for 10 Seconds and then power the CHP back up.

If you wish to change any of these **Setup Options**   later,
see Page 9, Step 11 – Reconfigure Programmer.

Daily Use Guide

When next powered on the CHP will Display >>>

The **Reason** code varies but it is not important.

> **Card Programmer**
> **Rev 6.5.d / 38k4**
> **Reason 100,0,000**
> **OK**

Press **OK** and the display will show >>>

In this example, 7 Wi-Controllers are known to the CHP.
Any changes will be added to the CHP by the Master card when you have set up more Wi-controllers.

> **Card Programmer**
> **Rev 6.5.d / 38k4**
> **7 Controllers**
> **Uplift 0000**

For information on **Uplift 0000** see **Uplift Ground** on Page 9.

Customer Cards.

Customer cards are supplied by you and once they have been formatted by your CHP cannot be used at any other Shooting Ground.

Cards formatted at another Shooting Ground cannot be used on your Shooting Ground.

You can supply your Customers with their own cards (free or for a fee) on a permanent basis or collect them at the end on each session and then reissue them to Customers again on their next visit.   The CHP is used to administer the Customer cards.

When the CHP is powered on, the default display is >>>

> **Card Programmer**
> **<<< Locked >>>**
> **Default**

The CHP is <<< **Locked** >>>.   See Page 7, Step 5.
It needs a Master card (or a Sales card, see Page 8, Step 2) to unlock it.

The **Card Security Mode** is set to **Default.**
See **Card Security Mode** on Page 7.

Placing a new Customer Card on the CHP will display >>>

> **Create**
> **New Customer**
>
> **Show Master Card**

Remove the Customer card and place the Master card (or a Sales card) on the CHP. This will unlock the CHP.

Remove the Master / Sales card and place the Customer card back on the CHP.

The display will show the basic card information >>>

> **Card Formatted**
> **Target Based**
> **Count DOWN**
> **Remove Card**

The Customer card now belongs to your Shooting Ground.

Remove the Customer card.

The CHP will again show the default display.

Place and remove the Master or Sales Card to again unlock the CHP.

Place the Customer card back on the CHP.

The CHP will Display >>>

Before Choosing **Yes** or **No,** See **Card Security Mode**
on Page 7.

```
┌─────────────────────────┐
│   Upgrade To New        │
│    Card Format          │
│                         │
│  Yes              No    │
└─────────────────────────┘
```

If you choose **Yes** then the Customer card will be upgraded to **Extreme** Mode.
If you Choose **No** then the Customer card will remain in **Default** Mode.

The CHP will then Display >>>

The card is set to **(E)** which is **Extreme** Mode.
If the display showed **(N)** that would be **Default** Mode.
The card is set to **Count DOWN**.
The card has **No Credit**.

```
┌─────────────────────────┐
│ Card Set To       (E)   │
│    Count DOWN           │
│    No Credit            │
│  Show Master Card       │
└─────────────────────────┘
```

The CHP now needs a Master (or Sales card) presented to allow Credit to be added to the Customer card. Remove the Master (or Sales card) and place the Customer card back on the CHP.

The CHP will Display >>>

Pressing **Clear** will clear any Credit on the Card.

Press **Change** and the CHP will Display >>>

```
┌─────────────────────────┐
│ Card Set To       (E)   │
│    Count DOWN           │
│     No Credit           │
│ Clear          Change   │
└─────────────────────────┘
```

Count Up
Individual Customer cards can be set to **Count UP** or **Count Down**.

Pressing button A on the **CHP** will change the card from **Count DOWN** to **COUNT Up**
This will also change the **B. From 0000**
　　　　　　　　To **B. To 0000**
The card will now be in **Count Up** mode

```
┌─────────────────────────┐
│ A.  Count DOWN          │
│ B.  From 0000           │
│                         │
│                  OK     │
└─────────────────────────┘
```

Pressing button A again will change the card back to **Count DOWN**

Press button B on the CHP will allow you add Credit to the Customers card. >>>
Using the A,B and C buttons you can add credit.
Press **Clear** to zero the current total.
Press **OK** add the new amount of credit.

```
┌─────────────────────────┐
│ Current 485             │
│ A=100   B=10   C=1      │
│     0000 Targets        │
│ OK              Clear   │
└─────────────────────────┘
```

In **Count Up** mode, you set the maximum number of Clays that can be added to the Customer card by the Wi-Controllers.

Wi-Controllers
Note that one option in the Menu in the Wi-Controllers out on the Ground is to select if each clay released by that Wi-Controller will count as 1 credit, or 2 credits, that will be deducted from (or added to) the Customers Wi-card.

So you can have Pyrotechnic or Smoke clays on a single Hoop/Stand for the Shooters and you can recoup the extra costs by deducting more credits (in **Count Down** mode) from the Customers card or charge extra by adding more credits in **Count Up** mode.

Card Security Mode.
Wi-Card CHP and Wi-Controllers with software Version 6 (and above) features an enhanced Wi-card security mode known as Extreme Mode.

Older WI-card CHP's and Wi-Controllers operate on Default Mode.
Newer or updated Wi-card CHP's and Wi-Controllers (V6 Software or above) can use Extreme Mode or Default Mode.

Your new CHP will be in First Time Run and in Extreme Mode when your Master Card is used to activate it for the first time.

If your shooting ground has older Wi Units operating on Software below Version 6, your ground will be operating in Default Mode.

So if your Shooting Ground is operating in Default Mode, when applying your Master Card (or any WI-card) to the CHP, you will need to select NO when asked **Upgrade to New Card Format?.**

If your Shooting Ground is operating in Extreme Mode then select YES.

To avoid having to repeat the same steps every time, you will need to apply your Master Card to the CHP, select the **B Administrate** menu and then scroll to **Card Security.** (Page 8, Step 16)

Use the **Change** button to change the display to **Default Mode.**

Then remove the Master Card.
The CHP will then be in **Default Mode** and will not ask you to **Upgrade to New Card Format?** again.

Your existing Wi-Controllers can be upgraded to the latest Software by returning them to Promatic in the UK.
The software upgrade can be done singly if necessary and after that, the whole Shooting Ground can be switched to Extreme Mode at the same time.

The CHP Master Card Menus

Place the Master card on the CHP below the buttons and the
display will show>>>

This example shows 1 Sales card, 1 Ground card,
and a total of 7 Wi-controllers / CHPs.

```
Master Card
                          S1:G1
7 Controllers
Menu
```

Pressing **Menu** displays >>>

The CHP is set to **Target Based.**

A Read Audit   Menu

```
       Target Based
 A  Read Audit
 B  Administrate
 C  Extended Menu
```

Press button A will show how many Targets and Sessions are stored on the Master card.
The Wi-controller info is stored by showing the Master card (or a Ground card) to each Wi-controller
in person.

Pressing **Scroll** will let you step though each Wi-controller in turn and view the target information
read from each controller.

Press **Exit** and the CHP will ask if you want to   **Write Audit to the Master record?.**
Pressing **Yes** will store the Audit information in the CHP.

B Administrate Menu

Place the Master card on the CHP, press the button below **Menu** and then press the Button B for
the **B Administrate Menu.**

Step 1   How many Sales and Ground Cards exist.

Step 2   Create or Delete Sales Card(s).
        Use Sales card(s) to unlock and use the CHP instead of using the Master Card to add credit to
        the Customers cards.

Step 3   Create or Delete Ground Card(s) (Cards for use by your Ground staff)
        Use Ground cards out on the shooting ground instead of the Master card for
        admin/audit/switching freeplay On/Off on the Wi-Controllers.

Step 4   FreePlay Now…. On/Off.
        Allow Master Card and Ground card(s) to set Freeplay On/Off on the Wi-Controllers.

Step 5   Lock Timer…. On/Off
        Auto Lock timer for CHP. Prevents unauthorised access.

Step 6   Uplift Ground ?   See Uplift Ground on Page 10

Step 7   Ground Code is….. Display 8 digit ground code.

Step 8   View..... Cost Codes.
When used as Cost Based instead of Target Based for Customer cards.
Cost Based uses currency (eg, $0.99 or $2.55) instead of counting clays.
There are 8 <u>Standard</u> Cost Codes that can be input.
There are 8 <u>Member 1</u> Cost Codes that can be input.
There are 8 <u>Member 2</u> Cost Codes that can be input.
There are 8 <u>Member 3</u> Cost Codes that can be input.
There are 8 <u>Member 4</u> Cost Codes that can be input.
There are 8 <u>Member 5</u> Cost Codes that can be input.
There are 8 <u>Member 6</u>Cost Codes that can be input.
There are 8 <u>Member 7</u> Cost Codes that can be input.
There are 8 <u>Member 8</u> Cost Codes that can be input.

Step 9   Toggle Card Type
Change Customer card between Target Based or Cost Based

Step 10   USB access off.   Must be set to Off.
Please do NOT change this setting.

Step 11   Reconfigure Programmer.
Change the FTR Options – Count Down or Count up,   Target Based or Cost Based.

Count Up mode is where every clay used is added to the Customers card by the Wi-Card Controller(s) out on the shooting ground.

Cost Based operation is more suited if you offer a range of Clays at different prices at different Hoops/Stands, but also see the paragraph Wi-Controllers on page 5.

Step 12   Serial Number .
Displays the CHP Serial No.

Step 13   Perform First Time Run.
Resets the CHP back to First Time Run.

Step 14   Set New Unit ID.   #
You can change the CHP ID No.

Step 15   Clear Master Record?
Clear the audit in CHP. Use with caution.

Step 16   Card Security.
Set Customer card security to   **Extreme**   or   **Default**.
If set to   **Extreme**   the CHP will offer to upgrade every card (that is still in Default mode) presented to it to Extreme Mode. Change to   **Default**   to stop this message.

C Extended Menu

Manage Ground Card
Allow Audit   Allows the Wi-controllers Audit to be read and stored on a Ground card.

Freeplay   Allows Freeplay function to be added to a Ground card, IF Freeplay is switched on in the CHP B Administrate Menu. See Page 8, Step 4.

Card Services
> Card Integrity Check. >>>
>> Tests any Wi-card for Integrity and displays if the card is Extreme or Default.

> View Stand Activity
>> Checks and displays a Customer card Audit.

> Erase Activity
>> Erases a Customer card Audit.

Insert……. Controller
> Allows you to insert a new or refurbished Wi-Controller in place of an existing Wi-controller and re-use its Shooting Ground No.

View Text Chip
> Step through the contents of the CHP Text Chip.

Save to Data Card
> Save Data to a Customer card, which can then be loaded into a CHP.

Create Local First Time Run Card (FTR)
> Makes a Customer card into a local FTR for resetting local Wi-Controllers back to FTR.
> This sets a CHP or Wi-Controller back to factory settings.

Clear Local First Time Run Card   Removes Local FTR mode from the card.

Uplift Ground

A new CHP begins life at Uplift 0000 and all the Cards and Controllers are loaded with Uplift 0000 as they are installed using the Master Card.

Reasons to Uplift your Shooting Ground.

Your Membership term has expired and so you **Uplift Ground** to switch ALL of your current Customer card Stock OFF, including all the card in your Customers possession.

Your Customers will need to re-new their Membership and pay any subscriptions due before you Up-lift their Customer cards.

Your stock of Customer cards has been compromised or has gone missing.

One or more of your Ground card(s) have gone missing.
> If the missing Ground card has had Freeplay enabled, then it could be being used to turn Freeplay On or Off out on your Shooting Ground or it could be used to lock your Wi-controllers closed.

One or more of your Sales card(s) have gone missing.
> A missing Sales card could be being used to credit selected Customers cards with large target or cash values.

A Customer has pre-paid for a large amount of targets and has lost their Card.
> You can replace the Customer Card and re-load the Credit, but an Uplift will ensure that the lost Customer card cannot be used if it is found.

Uplifting your shooting ground requires 5 steps.

Step 1.
Select in the **B Administrate Menu** the **Uplift Ground** option.

Pressing **Scroll** will take you past this Option.

> **This Action Will Disable Current Controllers.**
> **Scroll   OK**

If in ANY doubt, remove the Master Card or press **Scroll** now.

Pressing **OK** will briefly show >>>

> **Retain this Card And Show to all Controllers.**

The Programmer Uplift Value is incremented by 1, the Master Card Uplift Value is also incremented by 1.

Step 2.
Show the Master card to ALL the Wi-Controllers on the ground. This ensures that ALL the Wi-controllers will ONLY respond to Customer and Ground Cards that share the IDENTICAL Uplift value.
Once the Wi-Controllers are uplifted, 'old' Customer Cards or Ground cards presented to the Wi-controllers will show >>>

> **Return Card to be Validated!**

Step 3.
If any of your 'old' Sales or Ground Cards are shown to the CHP, they will be DELETED.
You can recreate them as normal, using the same cards if you wish.

Step 4.
Gather all of your Customer card Stock and apply them to the CHP as required.

You will see the display >>>

Select **YES** to Uplift

> **Uplifting**
> **From 0000**
> **To 0001**
> **YES   NO**

If you see that a card is being uplifted by MORE than one, you may need to ask where has that Card been since the last uplift ?

Remove the Customer Card noting that no other card data has been affected.

Step 5.
Be prepared for your Customers requiring their 'own' Customer cards to be Validated as necessary.

Sub-Master Card.

The Sub-Master Card gives you a fast recovery from a lost or stolen Master Card and is the only way to recover any shooting ground that may have been compromised by the loss of the Master Card.

If you OWN the shooting ground, YOU keep the Sub-Master Card safe because this is your way to get YOUR ground back if your Master Card is missing, being misused or destroyed.

The process is similar to the **Uplift Ground** option above, except you will have a new Master card instead of the 'old' Master card, which will be disabled.

Apply the Sub-Master Card to the CHP.
It does not matter if the CHP is locked.

Select **YES** >>>
Or remove Sub-Master Card to cancel.

> **Sub Master Card**
> **Promote Card To**
> **MASTER Status ?**
> **YES**

Select **OK** >>>
Or remove Sub-Master Card to cancel.

> **This Action Will**
> **Disable Current**
> **Master Card**
>   **OK**

Pressing **OK** causes the following actions to take place:

The CHP converts the Sub-Master card to a Master Card.

The CHP writes Data to the new Master Card including the new Uplift value, the Original Ground Code (that cannot be changed), and the number of Controllers.

The CHP Uplift count is increased by one.

Any Sales cards or Ground cards will be deleted if presented to the CHP.

All Customer cards will be invalid until presented to the CHP for Re-validation.

The new Master Card is a clone of the Original Master Card, however there is no Audit data transferred to the new Master card by the CHP.
The audit data needs to be refreshed by presenting the new Master card to all the Wi-controllers and then presenting the new Master card back to the CHP to transfer the audit data.

Don't forget to order a new Sub-master Wi-card from Promatic, just in case........