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## Controller DATEC



Launch and count  
Your clays



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# Voice Trap controller JPB

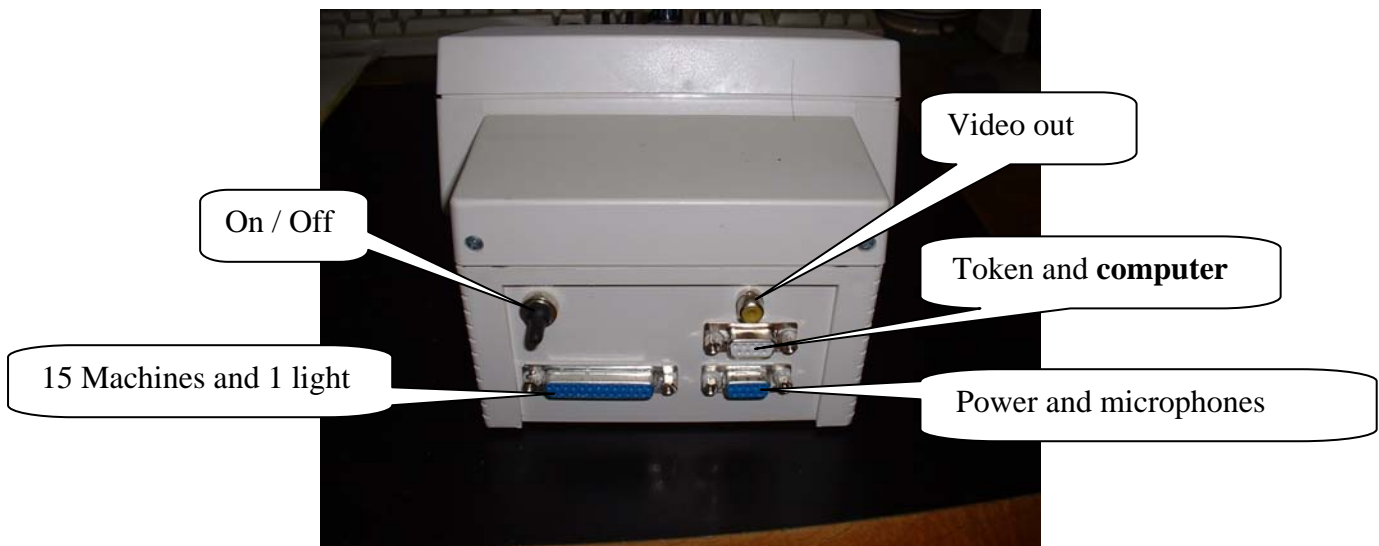
## Electric Specifications:

- It feeds between 10 and 24 volts, 1 amp uninterrupted or alternative.
- The maximum for all relays is 1 Amp. 24 volts uninterrupted or alternative.

## Use:

- ⇒ Actuation with the button located behind.
- ⇒ Validation is made by (\*ENTER\*) or (\*MENU\*) in the menus
- ⇒ Displacement in the menus is done 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:



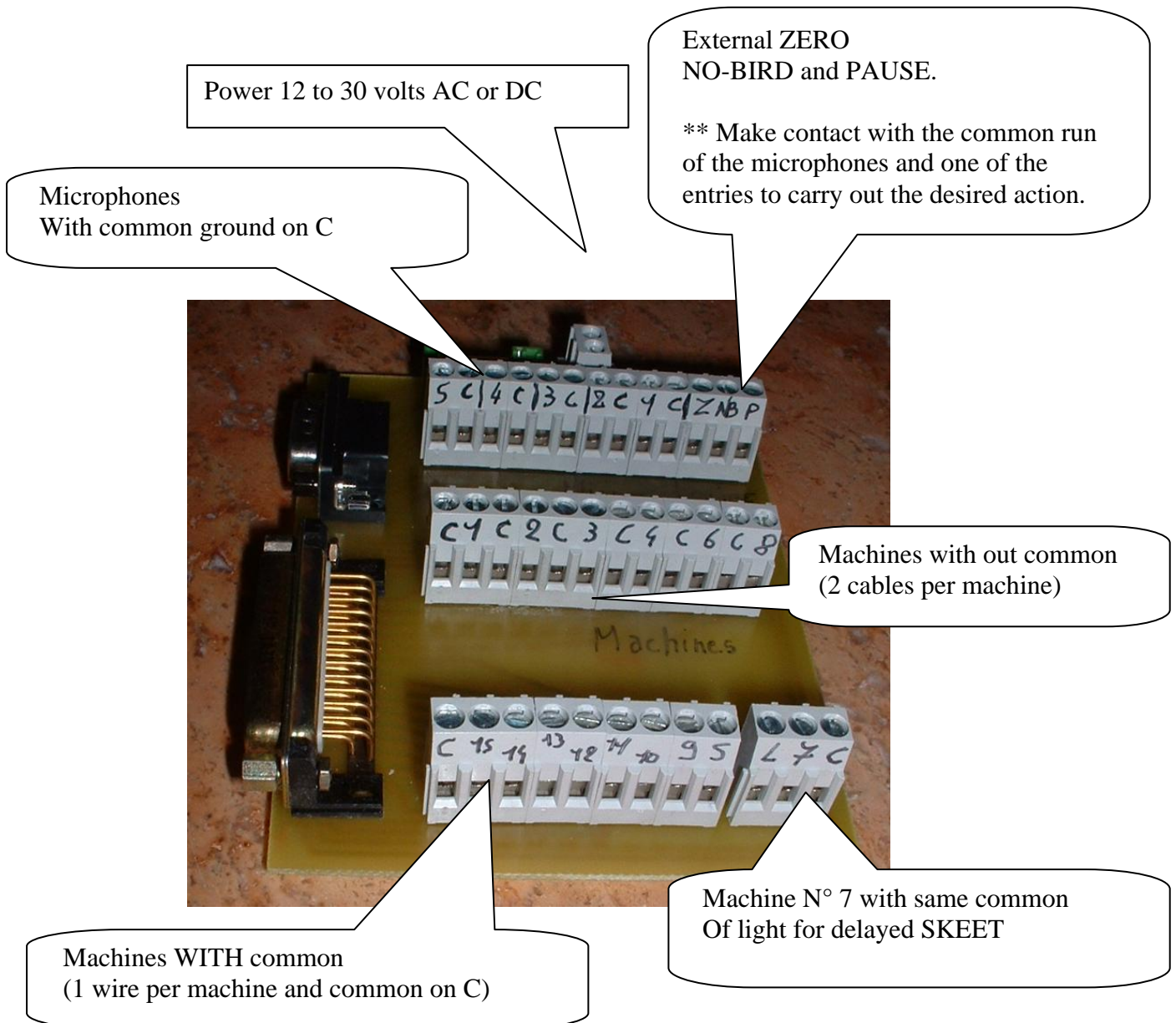
## For test machines or to show them at the time of a competition:

- Select the position of the program you want to launch, if it is not already done.
- **Put 0 gunner** while **descending all the buttons from gunner**.
- 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 test machines.

## For launch cycle:

- Select the position of the program you want to launch, with the \*MENU\* button if not done.
- Put gunner button up (the correct starting position)
- Press \*ENTER\* to start the cycle.
- ➔ See Quick Help for other commands.

## Plug for compact or trench



### Operations order

#### Connect machines:

Connect all machines and check with a little cable directly on the connector.

If the card has two fuses, all common is internally connected, you have only one machine common.

Caution: do not connect any machine cable to microphone connection.

#### Connect microphones:

→ You have two possibilities:

→ All common cables of ground are already connected.

You put one cable of microphone 1 to plug 1 .... And one common cable on plug C.

→ Each microphone has two cables: (left to right)

You connect microphone 5 to plug 1 and ground microphone5 to plug C between plug 1 and 3.

You connect microphone 4 to plug 3 and ground microphone4 to plug C between plug 3 and 4. ....

Connect power: Possible DC or AC up to 30v. And > 10v.

## Quick help for use controller DATEC

### 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.
2. Press \*ENTER\* to cycle start.

### TO INSERT A SHOOTER AFTER START:

- 1 Put the shooter button up.
- 2 Press \***no bird-**\* and \***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; 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 mic ONE.
- 4 At the end, press \***MENU**\* to finish.

### TO CANCEL A 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 authorised no-bird.
4. Press \*ENTER\* to validate your choice.

# Menus of DATEC

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

- ➔ Press the \*MENU\* button to change menus.
- ➔ 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.

### Token mode if 1:

### **To enable or disable token mode**

- Press \*ENTER\*.
  - ➔ Select 0 to disable mode **OR**
  - ➔ Select 250 with one \*NO-BIRD-\* push to enable mode.
- Press \*ENTER\* to validate your choice.

### SWAP TRAPS:

### **To swap traps**

- Press \*ENTER\*.
- Select **normal trap** and press \*ENTER\*
- Select **new trap** and press \*ENTER\* to validate your choice.

### 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

### Fire delay:

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

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

### No Bird delay:

The time before clay is no-bird if no shoot

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ **DEFAULT**            25 for 2.5 seconds (TRENCHS)  
For Compact, change between 50 and 60

### Repeat delay:

Time to launch 2 clays with same machine

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

### Delay non sol:

Time to relay of machine

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ **Default**            60 for 0.3 seconds

### Partial counter:

You see the first counter and reset here

Press \*ENTER\* to reset.

### Total counter:

You see the second counter and reset here

Press \*ENTER\* to reset.

### Change Password:

Password modifies or disable here

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice. (Twice for verification).  
→ **Default**            0 to disable password

### Time Token:

Serial for token mode

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ **Default**            64

## Delay Stop:

## Time to auto kill cycle and see results

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice. (twice for verification)  
→ Default 100 for 10 minutes

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

## Delay Pause:

## Time before opening mic

- Press \*ENTER\* to modify.
- Time change with \*ADVANCE+\* or \*NO-BIRD-\*
- Press \*ENTER\* to validate your choice.  
→ Default 15 for 1.5 seconds

## NBA:

## Automatic No-Bird mode

- Each time you press \*ENTER\* to change mode.  
→ NBA: ON enable for one or two clays  
→ NBA: SIM 1 CF the first shoot validates one or two clays  
→ NBA: OFF disable mode

## RADIO SENDER:

## Enable or disable radio mode

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

## SOUND ZERO:

## Enable or disable sound

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

## SOUND NO-BIRD:

## Enable or disable sound

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

## DATE AND TIME:

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

## VIDEO MODE:

## For EUROPE or USA

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

**NO-BIRD LIMITED or AUTOMATIC VIEW clays:      **Voice limit No-Bird****

1. Press button **\*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 authorised no-bird.**
  4. Press **\*ENTER\*** to validate your choice.
- Default is 25** (to disable AUTOMATIC VIEW clays)  
**→** If you want to use with a token box, select 2 or 3.

**MANUAL NO-BIRD:**

**Lock or not No-Bird button**

- Each time you press **\*ENTER\*** to change mode.  
**→ Default: FREE**
- If you choose LOCK: each No-Bird button press decreases the counter for maximum No-bids and if the counter is finished, the No-bird button is disabled.  
**→** If the counter (No-Bird Limited) is finished and does not shoot clay; the controller goes to the next clay. The controller beeps three times for you.

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**When the controller is in launching cycle**

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**CYCLE FINISH:**

**Exit cycle before normal end**

- Press **\*ENTER\*** to end cycle.

**VIEW ALL CLAYS:**

**For see all used launchers**

- Press **\*ENTER\*** to start cycle.
- Microphone one is on all time.  
**→** Launch clays through the **\*ENTER\*** button or microphone one and go to the previous clay using the **\*NO-BIRD-\*** button. (**\*ADVANCE+\*** works, too)
- When you finish, press \*MENU\* to EXIT.**
- The clays random is not modified and the controller is in the same position as before launch this test mode.



# Change of the radio broadcast channel

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

→ You have the opportunity to manage up to 16 reception cards.

## **For working with radio mode:**

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

## **Procedure for change:**

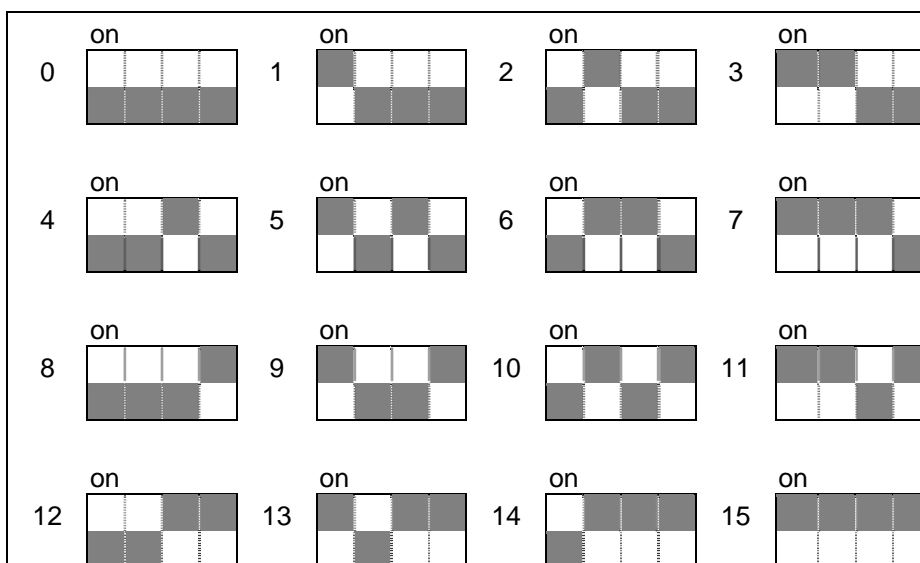
1. The voice controller must be **turned off**.
2. Press simultaneously (**NO-BIRD -**) and start the controller.
3. Move with the keys (**ADVANCE +**) and (**NO-BIRD -**) to select the channel of the reception card.
4. Validate with the key (ENTER).

## **Broadcast channel wording:**

0 → Fosse1 / Pit 1	1 → Fosse 2 / Pit 2	2 → Skeet	3 → Plaine / Plain
4 → Prairie / Clam	5 → Rabbit	6 → Marais / Swamp	7 → Bois / Wood
8 → Chêne / Oak	9 → Clairière 1 / Glade 1	10 → Glade 2	11 → Genêts/Brooms
12 → Tour / Tower	13 → Etang 1 / Pond 1	14 → Etang 2 / Pond 2	15 → Bécasse / Woodcock

## **The channel selector on the reception card on which the machines are connected:**

- It contains 4 activation buttons and allows the selection of 16 broadcast channels. See to it that the radio transmitter is on the same channel as the card.
- As an indicator, channel 0 is worded: « fosse 1 / pit 1 » displayed on the throwing case.



# Change the memory of controller

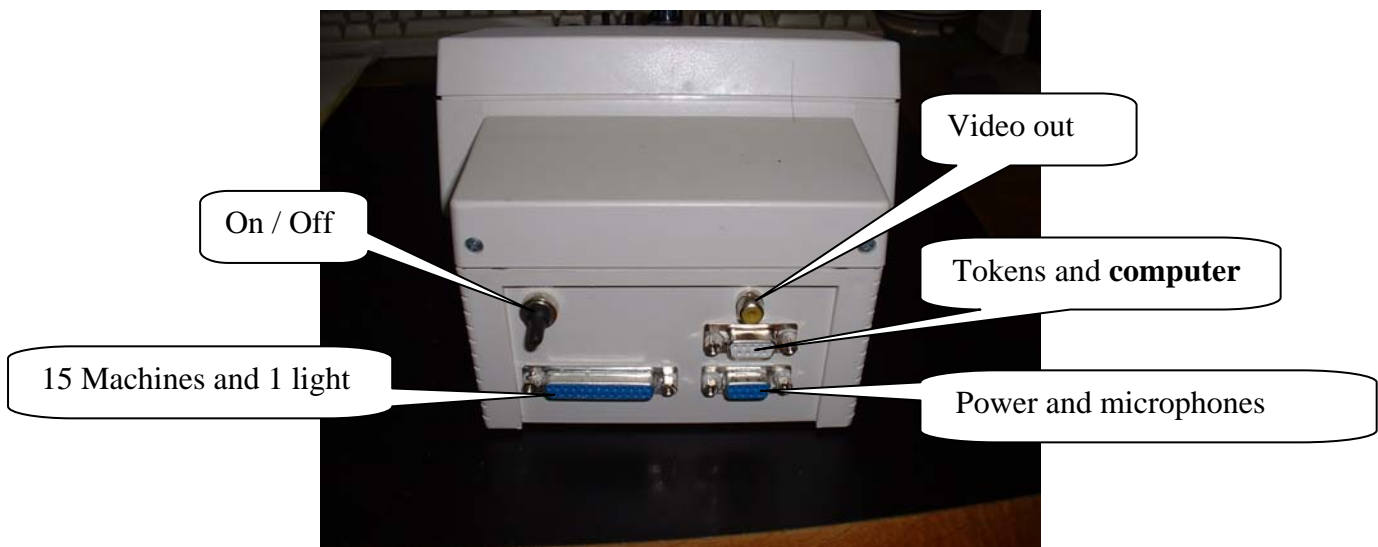
## List of equipment:

- A modem cable DB9 - Male/Female. (the same of external modem)
- The power is in plug of microphone. Or you make a special connector with transducer.
- A computer with Windows and a free serial port.

**Size of memory: 55 positions (40 compact FITASC) + Trenches + skeet**

## Connexions :

1. Plug power and computer cable.
2. Start controller.
3. Install the software and launch BBE232.EXE <http://www.baronsa.fr> (Flag English to up in site)

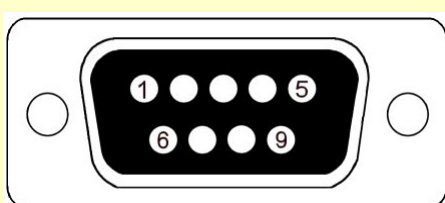


## Software use :

- Plug power cables and computer.
- Put controller ON. Launch software.
- After data are loaded, select layout in the drop-down list box.
- Read buttons and click to make a choice.

➔ A backup for all memory is possible. For copy memory and a backup only one layout too.

## Power and microphones

	Pin	Action
 Plug DB9 <b>male</b> see in front	1	<b>Power 9v to 28v AC/DC positive or negative</b>
	2	<b>Power 9v to 28v 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