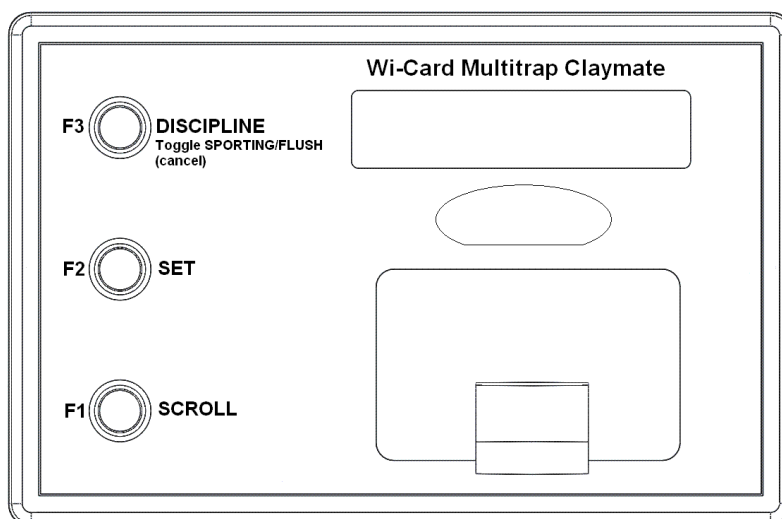




Claymate... Technology that Counts

Wi-Card Multitrap Sporting Claymate Operator and User Manual



Thank you for choosing Promatic Wi-Card Multitrap Sporting Claymate.

The Promatic Wi-Card Multitrap Sporting Claymate is part of the Promatic Claymate shooting ground management system, which maintains the integrity of shooting disciplines, enables charging for released targets and provides auditing functions to optimise your ground.

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1.0 The Controller and Accessories

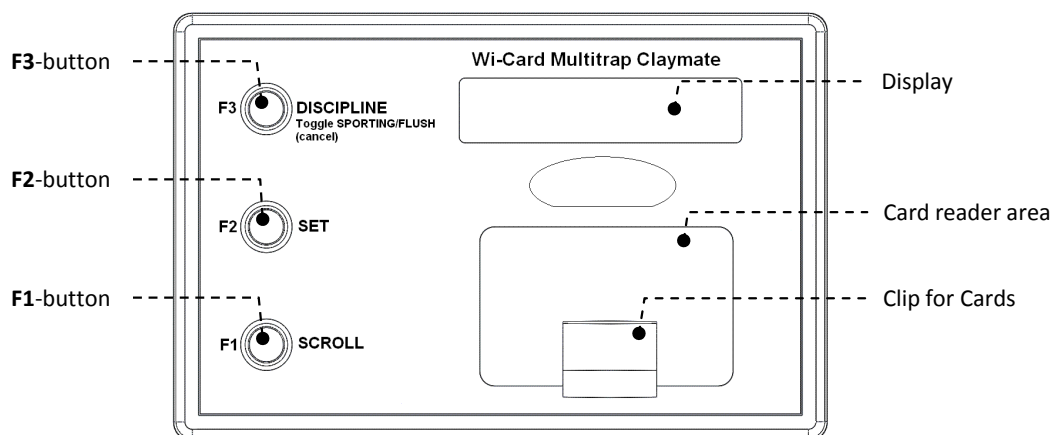
The cable connected Promatic Wi-Card Multitrap Sporting Claymate set consists of:

- 1 Controller
 - 1 1-button Handset with 5m cable and 4-pin plug
 - 1 Multitrap Sporting Cable Interface Box
 - 1 Controller Wall Bracket or Floor Stand
 - Optional extra Wi Sporting 8 Handset with 10m cable, or
 - Optional extra Wi Parcours Handset with 10m cable
-
- 1 Controller
 - 1 1-button Handset with 5m cable and 4-pin plug
 - 1 pre-programmed Multitrap Sporting Radio Interface Box
 - 8 pre-programmed standard Claymate receivers
 - 1 Controller Wall Bracket or Floor Stand
 - Optional extra Wi Sporting 8 Handset with 10m cable, or
 - Optional extra Wi Parcours Handset with 10m cable

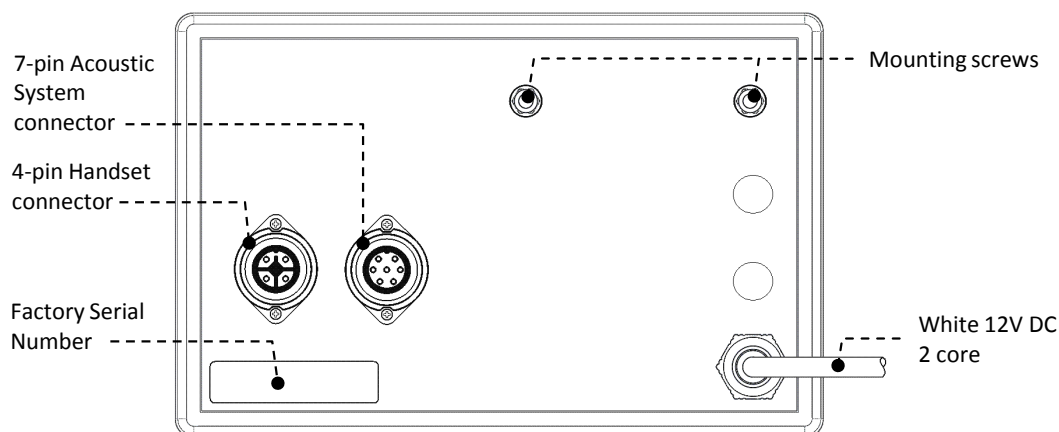
1.1 Functionality

Depending on the type of Handsets connected to the Controller and/or Interface Box the functionality and options of the Claymate Multitrap Sporting Controller vary:

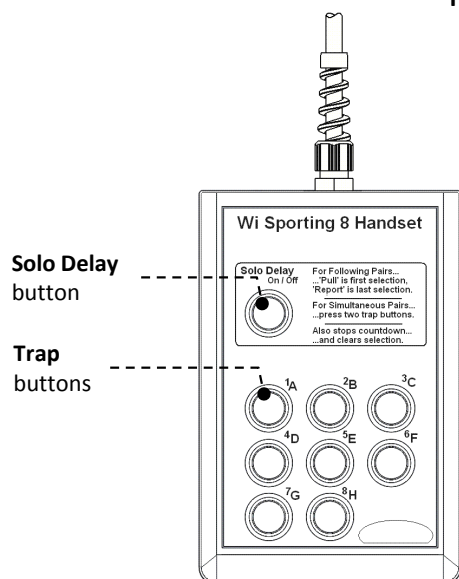
- 1-button Handset: Connecting the 1-button Handset to the Controller, will enable the user to start, pause and stop the Flush Discipline (if selected).
-
- Wi Sporting 8 Handset: Connecting the Wi Sporting 8 Handset to the Interface Box will automatically activate the Sporting Discipline enabling the user to manually operate individual traps and activate the solo shooter delay.
- Wi Parcours Handset. Connecting the Wi Parcours Handset instead of the Sporting 8 Handset to the Interface Box, will enable the user to run all the additional options linked to this handset. (See separate user manual)



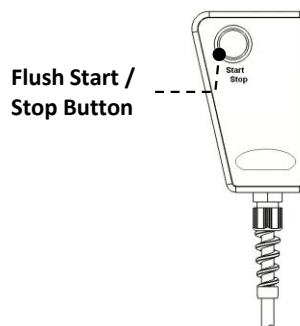
FRONT



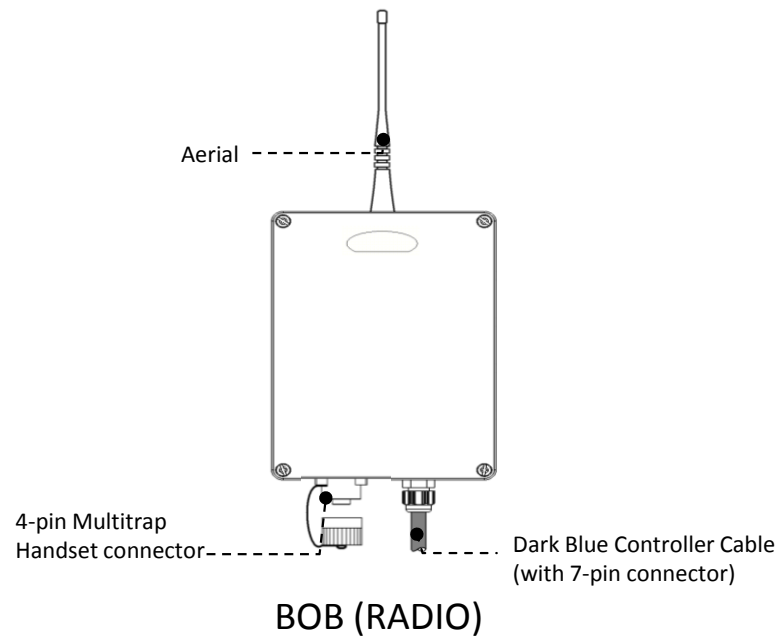
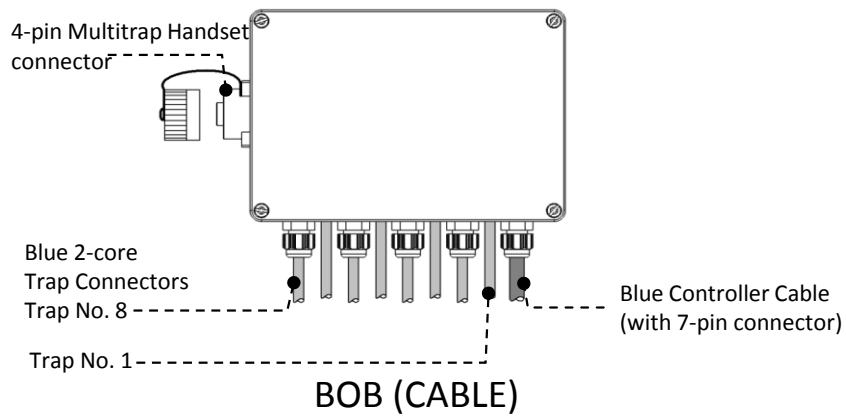
REAR



WI SPORTING 8 HANDSET



1-BUTTON HANDSET



1.2 Connecting the Handset(s) and Interface Box

- Connect the Interface Box to the rear of the Controller using the 7-pin connector
- The 1-button Handset connects directly to the rear of the Controller using the 4-pin connector
- The optional Wi Sporting 8 Handset or Parours Handset can be connected to the Interface Box using the 4-pin connector

1.3 Connecting your Controller

The cabled Wi-Card Multitrap Claymate Controller has a cable exiting at the rear to connect to a 12v DC power supply. Connection should be as follows:

White - Brown core connects to positive (+) 12v DC
Blue core connects to negative (-) 0v DC

NOTE: Operation of Claymate Controllers below 10v DC is not recommended.

1.4 Connecting your Traps to the Cable Interface Box

After connecting the interface box to the controller using the 7 pin connector, connect the Cable Interface Box to the release cables on upto 8 traps using the 8 dual core cables exiting at the bottom.

When viewing the Cable Interface Box from the front, with cables exiting at the bottom and moving from Right to Left, the cable connection details are : Controller connection cable (7 pin plug), Trap 1, Trap 2, Trap 3 ... finishing with Trap 8 (Left Hand cable).

The Cable Interface Box uses volt free isolated relay contacts to connect to the external traps enabling connection to traps with varying voltages form 12v DC to 110v AC.

1.5 Connecting your Traps using Radio transmission

The Radio Interface Box connects to the Controller using the 7-pin connector. The 8 pre-programmed Claymate receivers can be directly plugged into Promatic traps using the 3-pin connectors. If connecting to other makes of traps, the receivers require a 12v – 24v DC supply to function.

The receivers use volt free isolated relay contacts to connect to the external traps enabling connection to traps with varying voltages form 12v DC to 110v AC.

1.6 Retro-fitting Radio transmission

The Cable Interface Box can be replaced by a Radio Interface Box which connects into the 7 pin socket on the rear of the controller. The traps will be connected to pre-programmed Claymate receivers.

1.7 Button Test

After connecting the Controller and Handset, press each button, one by one to initiate a button test and confirm correct connection of the Handset. An audible signal will be heard and the button description can be read on the display of the Controller.



2.0 First Time Run / Quick Start

When a Controller is connected for the first time the display will show the start-up screen followed by its factory serial number. Then it will ask for a MasterCard to be shown.

Multitrap
Version F.t.m

SERIAL NUMBER
001

First Time Run
Show Master card

Insert the MasterCard in the clip on the front of to the Controller. The Controller will automatically set the unique Ground Code and local settings and allocate a Controller ID number.

Ground Code is
17 8B 58 E7

Once the Ground Code is displayed, remove the MasterCard and the "Ground" Serial Number will be briefly displayed. This number can be used for auditing the traps. (See Claymate Card Reset Unit Manual for details) The Controller will then start a detection test.

SERIAL NUMBER
001

External Device
Detected

8 Trap Driver
Version X.X

8 Trap Driver
Rafael Compliant

If the display shows that an External Device is **missing**, please check the connection between the Interface Box and the Controller.

External Device
Missing

If a Sporting 8 or Parours Handset is connected this will be shown, including its software version number.

Sporting 8
Handset V X.X

Evolution 8
Handset V X.X

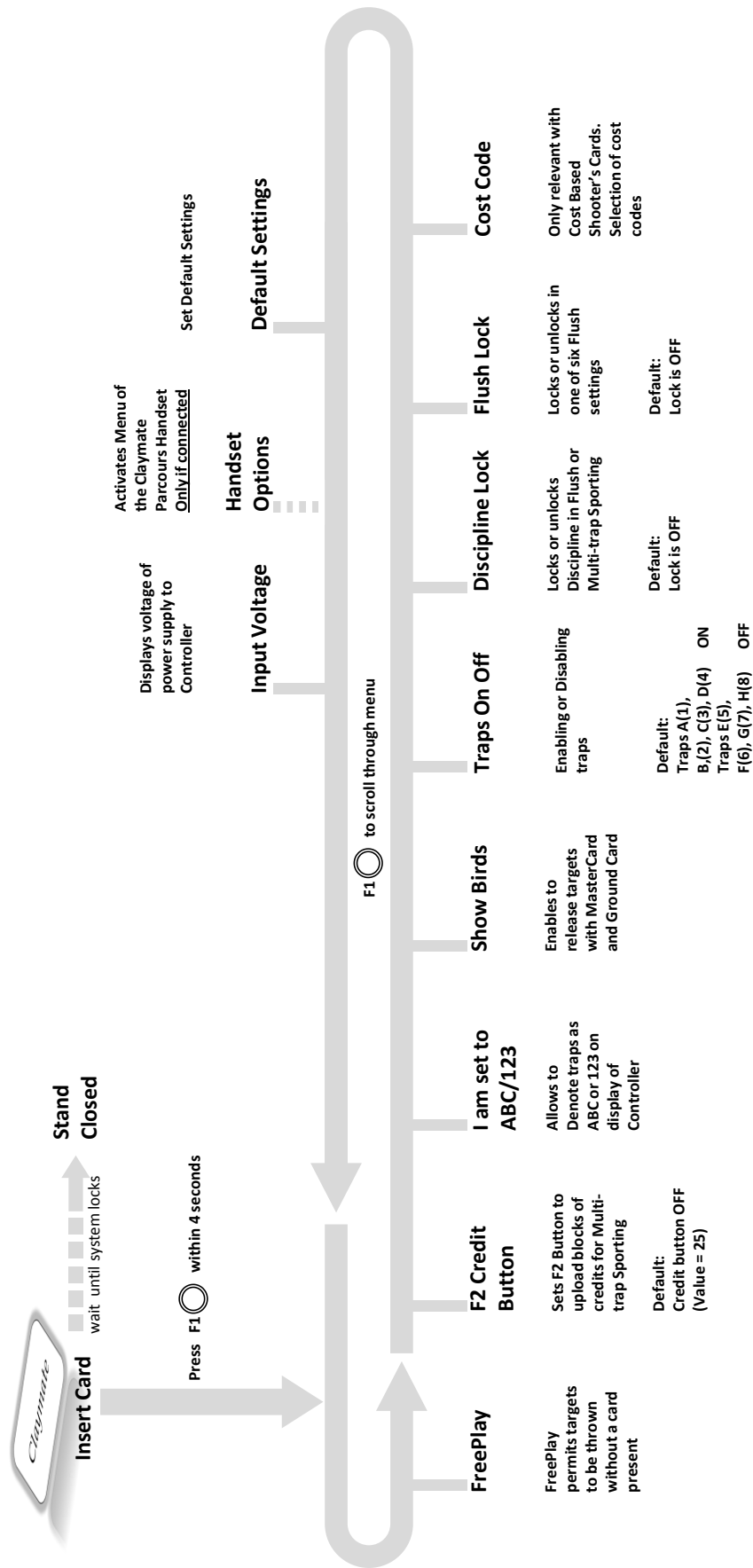
The display will now alternate between 2 screens

- Shows unit ID and 'F1= Scroll'
- Shows unit ID and 'Flush'

Unit ID 056
F1=Scroll

Unit ID 056
Flush

Assuming that traps A, B, C and D or (1, 2, 3 and 4) are connected and the ground is running target based cards, the Controller is now ready for use by shooters in the Flush Discipline (A, B or C Flush) or Sporting and Flush discipline if a Sporting 8 Handset has been detected.





3.0 The Service Menu

The Controller's Service Menu can be accessed by the MasterCard and GroundCard to change advanced settings if required.

3.1 Card detection and automatic Audit

The Controller detects each type of card presented to the unit. When a MasterCard is inserted, the Controller will immediately write the audit record to the card. This audit data will be read by the Card Reset Unit for keeping track of how many targets have been released from each stand.

450 Targets
Writing Audit.

450 Targets
Done

450 Targets
F1 for Menu

3.2 Controller Lock

The stand can be closed preventing any trap operation.

Present a MasterCard or a GroundCard and WAIT approximately 4 seconds until the System Locks.

A tone will be heard and you can remove the card.

SORRY
STAND CLOSED

The display will show that the stand is closed and which card closed the stand.

<M> MasterCard

<G1> GroundCard 1

<G2> GroundCard 2

Unit ID 001
STAND CLOSED

Unit ID 001
Service <M>

To re-open the stand, apply a MasterCard or GroundCard.

The display will ask you to confirm that all is safe to proceed.

Press **F1** to open the stand again, or simply remove the card or press **F2** to cancel.

ALL CLEAR ?
F1=Yes F2=No

Remove Card

3.3 Accessing Service Menu

Insert a MasterCard or GroundCard in the clip **and press F1 within 4 seconds** to access the Service Menu and show the Trap Count Values.

450 Targets
F1 for Menu

3.4 FreePlay MasterCard Full Access, GroundCard OFF Only

Permits targets to be released without, a Shooter Card present; normally used for competition days. The Controller continues auditing during FreePlay mode.

- Enabling FreePlay: in the FreePlay menu press **F2**. Enabling of FreePlay is only possible with an activated MasterCard. (See Claymate Card Reset Unit Manual for activation of MasterCard.)
- Disabling FreePlay can either be done with the MasterCard or the GroundCard. When in the FreePlay menu press **F2**.

FreePlay Off
F1=Scroll F2=Set

FreePlay On
F1=Scroll F2=Set

3.5 Credit Button (default OFF, value 25)

This menu enables to set the F2 button to credit targets from a shooter's card prior to starting the Multitrap Sporting Discipline. After activation of the F2 Credit Button it is possible to define a number of targets to credit from the shooter's card.

- In the F2 Credit Button menu press **F2** to enter the sub-menu
- Press **F1** to toggle between Allowed or Disabled and press **F2** to confirm

F2 Credit Button
F1=Scroll F2=Set

F2 Disabled
F1=Adjust F2=OK

F2 Allowed
F1=Adjust F2=OK

When setting the F2-Button as credit button (Allowed), the Controller will ask to Set a Credit Value.

- Press **F2** to select, or **F1** to scroll to the 'I am set to ABC / 123' menu
- Press **F1** to adjust the credit value between 5 and 31 targets taken from a Shooter Card each time the F2-button is pressed
- Press **F2** to confirm

Set Credit Value
F1=Scroll F2=Set

Sport credits 25
F1=Adjust F2=OK

3.6 I am set to ABC / 123

Toggling between 'ABC' and '123' enables to display the traps alphabetically (A to H) or numerically (1 to 8) on the display of the Controller.

- In the I Am Set To menu press **F2** to toggle between ABC or 123

I am set to ABC
F1=Scroll F2=Set

I am set to 123
F1=Scroll F2=Set

3.7 Show Birds

Show Birds enables to send a release signal from the Controller to any individual trap, without the use of a Wi-Sporting 8 Handset or Parours Handset.

- In the Show Birds menu press **F2** to enter the sub-menu
- Use **F1** to cycle through the menu to select a trap
- Press **F2** to send a release signal to the selected trap

Show Birds
F1=Scroll F2=Set

Show Birds A
F1=Scroll F2=Set

Show Birds 1
F1=Scroll F2=Set

Note: Targets released in this menu are not audited.

Note: Using the Show Bird menu overrides the default cycle and dwell times. Please ensure enough time is given to enable the trap to reload between releasing a first and following target from the same trap.

Note: In the Multitrap Claymate Controller a cycle time (reload time of trap) of 3.0 seconds and a dwell time (length of release signal) of 0.3 seconds have been set. These values cannot be changed.

3.8 Traps On Off (default A B C D On – E F G H Off / 1 2 3 4 On – 5 6 7 8 Off)

Traps On Off menu enables or disables individual traps. This menu impacts the Multitrap Sporting and the Flush Discipline.

Multitrap Sporting

The Controller does not automatically detect if a trap is connected. If a trap is not connected, set the trap value to Off, otherwise the Shooter will be charged for non existing targets. When a Shooter tries to release a target from a disabled trap, an audible signal is given and the display will indicate that no trap is connected.

Flush

The Controller is pre-loaded with 6 standard flushes, to be able to run a specific Flush, all required traps for this flush must be connected and enabled. (A minimum of 4 traps , A,B,C,D or 1,2,3,4 must always be connected to enable flush mode).

Important: If a flush includes disabled traps, the complete flush will be disabled

Pre-loaded Flush sequences

Flush Name	No Guns	No Targets	¹ A	² B	³ C	⁴ D	⁵ E	⁶ F	⁷ G	⁸ H
A	1	30	Yes	Yes	Yes	Yes	-	-	-	-
B	2	30	Yes	Yes	Yes	Yes	-	-	-	-
C	2	50	Yes	Yes	Yes	Yes	-	-	-	-
D	3	50	Yes	Yes	Yes	Yes	Yes	-	-	-
E	3	75	Yes	Yes	Yes	Yes	Yes	Yes	-	-
F	4	100	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

- In the Traps On Off menu press **F2** to enter
- Press **F1** to cycle through the traps and use **F2** to toggle between On and Off

Traps On Off
F1=Scroll F2=Set

Trap A On
F1=Scroll F2=Set

Trap A Off
F1=Scroll F2=Set

Note: The Controller does not automatically detect if a trap is connected. If a trap is not connected, set the trap value to Off, otherwise the Shooter will be charged for non existing targets.

3.9 Discipline Lock (default Lock is OFF)

Locks the Controller in Multitrap Sporting or Flush mode or if not selected enables the Shooter to toggle between both Disciplines.

- In the Discipline Lock menu press **F2** to enter sub-menu
- Press **F1** to cycle through Lock = Flush, Lock = Sporting or Lock is OFF
- Press **F2** to confirm choice

Discipline Lock
F1=Scroll F2=Set

Lock is OFF
F1=Adjust F2=OK

Lock = Flush
F1=Adjust F2=OK

Lock = Sporting
F1=Adjust F2=OK

3.10 Flush Lock (default Lock is OFF)

Enables locking the Flush mode to a specific pre-programmed Flush sequence. If no Flushes are locked, the Controller will automatically offer all available Flush sequences to the Shooter.

If locking a specific Flush sequence, it needs to be checked that all traps required are enabled.

Important: it is recommended to check your settings after applying a Flush lock to see if the Flush sequence can be run. Using a Shooter's Card or in FreePlay mode, start the Flush, if a Flush sequence was selected and locked without all the required traps enabled, the Controller defaults and gives an audible warning. The Controller must be powered down and restarted, before using the MasterCard or GroundCard to change the trap connection settings.

- In the Flush Lock menu press **F2** to enter sub-menu
- Press **F1** to cycle through the 6 available Flush modes or Lock is OFF
- Press **F2** to confirm choice

Flush Lock
F1=Scroll F2=Set

Lock is OFF
F1=Adjust F2=OK

Lock to Flush A
F1=Adjust F2=OK

Lock to Flush F
F1=Adjust F2=OK

3.11 Cost Code

The Cost Code function is only relevant when using cost based Shooter's Cards. The relevant cost code (1 to 8) can be selected to correspond with the costs set in the Claymate Card Reset Unit.

- In the Cost Code menu press **F2** to enter sub-menu
- Press **F1** repeatedly to cycle through cost codes 1 to 8
- Press **F2** to confirm choice

Cost Code
F1=Scroll F2=Set

Cost Code 1
F1=Adjust F2=OK

Cost Code 8
F1=Adjust F2=OK

3.12 Default Setting

Resets all F2 Credit Button, Traps On/Off, Discipline and Flush lock settings to factory standards.

- . Press **F2** to reset values to factory standards

Default Settings
F1=Scroll F2=Set

Default Settings
Done

Factory settings

FreePlay	Off	Notes:	
F2 Credit Button	Off		
Credit Button Value	25		
I am set to ABC/123	ABC		
Traps On Off	Trap A On		
	Trap B On		
	Trap C On		
	Trap D On		
	Trap E Off		
	Trap F Off		
	Trap G Off		
	Trap H Off		
Discipline Lock	Off		
Flush Lock	Off		
Cost Code	1		

3.13 Handset Options (Only with connected Parours Handset)

This menu will only appear if a Parours Handset has been connected to the Controller. Entering this menu will enable to switch controls to the Parours Handset. Please see Parours Handset Manual for further instructions.

- In the Handset Options menu press F2 to transfer to the Parours Handset

Handset Options
F1=Scroll F2=Set

Refer to Handset

3.14 DC Input Voltage

Displays the voltage of the power supplied to the Controller. It is advised not to run the controller below 10v DC.

Input
F1=Scroll 12.60V

4.0 Help

The Traps do not release targets

- Check that the stand is not CLOSED (see chapter 3.2)
- Check that the applied card is valid (from your ground) and has credit value remaining.
- Check that you can hear the release relays clicking inside the Controller. (Check the supply voltage with a meter or use the Menu feature to ensure that the supplied voltage is healthy (see chapter 3.11))
- Check that the Trap Count Values are set to 1 or 2 and NOT "n/c" (Not Connected) (see chapter 3.8)
- Check that the traps are switched ON and have targets loaded.
- Check that the trap battery or power supply is at the correct voltage.
- Check that the traps operate with the connector(s) directly attached to the controller instead of using extension leads. (to exclude faulty extension leads or connectors)
- Check that any Radio Receiver is connected, the correct receiver and transmitter combination is used and an adequate signal from the Transmitter is received.

When calling for another target, the Handset does not seem to respond

- The Controller will ignore any requests from the Handset if the called traps are still cycling. (see chapter 3.7)

When I release a target I get charged for two targets.

- The Trap Count Value is set to 2 (counting two targets)

I need to remove a trap temporarily from the Stand.

- In Trap Count Values section of the main menu, set the value of the trap you wish to disconnect to read "n/c". (see chapter 3.7)
The Controller will not send a release signal to the trap and will not count a target on the Shooter Card.

Can I use other makes of traps?

- Yes. The Claymate system has been developed to be able to control any type of traps up to 110V AC. If in doubt... Call us.

What happens if I loose power to the Controller?

- All System settings such as Target count, dwell timers and Stand CLOSED are stored. When power is restored, the System wakes up with no loss of data*.

If you have any problems setting up or using your Wi-Card Sporting Claymate please call:

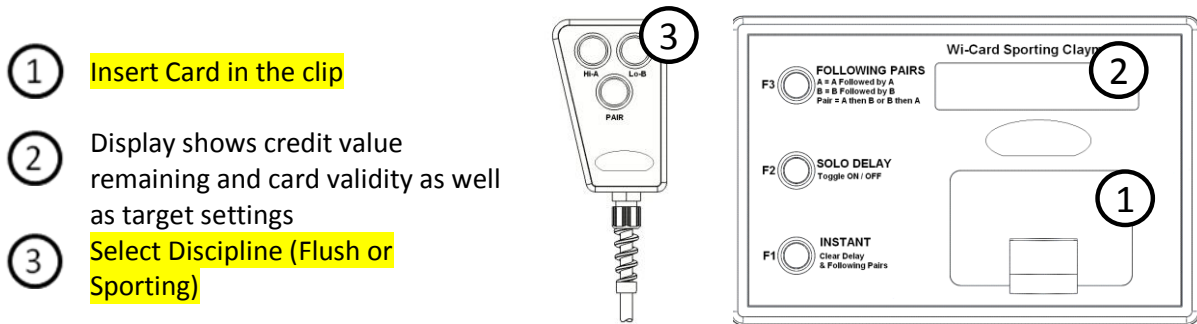
Promatic International on +44 (0) 151 327 2220 or email info@promatic.co.uk.

Promatic Inc on +1 888 767 2529 or email sales@promatic.biz

Visit us at www.promatic.co.uk or www.promatic.biz

* In order to extend the life of the internal memory, The Sporting Claymate writes the latest audit information every 4th thrown target. If you remove the Controllers to a storage facility overnight, you can ensure an accurate audit by using the MasterCard to read the audit before removing power.

5.0 User Instructions



Flush	Multitrap Sporting
Scroll (F1) through available Flush sequences and press F2 to confirm	Use Wi Sporting 8 Handset to select any trap. When pressing a button for a non-connected trap Beep will be heard
Select speed (F1) (Normal, Slow, Fast and Manual) and press F2 to select	Solo Delay (ON: long beep, off: short beep) <ul style="list-style-type: none"> - Press 2 buttons at same time for a simultaneous pair or two buttons after each other for a following pair - To cancel pair, press 'Solo Delay'
Press F1 to confirm settings or F2 to cancel	
	Shooting in a team (each paying for themselves)
	If F2 button is set: insert card and press F2 to upload credit. Insert following card and press F2, etc.