

E.R.A.D. Optional Functions

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External Manual Mode

What does it do:

This is a simple and quick activation mode. Just press any key to wake up the transmitter (if unit is in sleep mode) then press the (FLD) field key one time. The transmitter is now VOICE ACTIVE and ready for use on the specified field.

To activate this feature:

1. Unlock the unit (you should already know how to do this). The display should show (STD*BY).
2. Press and hold the (4) and (6) keys at the same time until the display changes (it will most likely display 0).
3. Using the (8) & (9) keys, select the primary field you use, it must be 1 or 2.
4. Press the (EDT) key to save the value. The unit will beep 3 times then turn off.

To use the transmitter on the non specified field, follow the same procedure you currently use. This function is disabled while the transmitter is unlocked.

To deactivate this feature, change the value in step 3 to zero.

Voice Manual Mode (Useful for specific target practice)

What does it do:

Release target(s), via voice call, in any sequence set by the user.

To activate this feature:

1. Unlock the unit The display should show (STD*BY).
2. Press the (SEL) key, the display will show (MODE).
3. Press the (EDT) key.
4. Using the (0) key, press until the display shows (V*MAN) voice manual mode.
5. Press the (EDT) key to save the value, the display will show (STD*BY).

To program a sequence:

1. Press the (FLD) key, enter (field) 1 or 2, press the (FLD) key, the display will show (MIC*OF).
2. Press the (OPT) key to initiate the sequence, the display will show (LD*CMD) load command.
3. Press the command keys *(H/D/L) in the order you want the targets thrown.
4. Press the (OPT) key to complete the sequence, the transmitter is now VOICE ACTIVE and ready for use on the specified field. The display will show the 1st target to be thrown.

* as an example, pressing H H H L L will throw 3 high house targets then 2 low house targets. At the end of the sequence the unit will beep then repeat the sequence over and over. Logging off the field (pressing the (FLD) key twice) will cancel the programmed sequence.

Note: You must change back to (V*AUTO) voice auto mode for standard games.

Random Delay Mode

What does it do:

This function will randomly delay the release of the bird between the values programmed by the user.

To activate this feature:

1. Unlock the unit The display should show (STD*BY).
2. Press the (SEL) key, the display will show (MODE).
3. Using the (0) key, press until the display shows (DELAY).
4. Press the (EDT) key.
5. Use the (U/D/L/R) arrow keys to program the maximum delay in 2 hundredths of a second increments. (Max is 5*08) or 5.08 seconds delay. (*24) would be a good starting point.
6. Press the (EDT) key to save the value, the display will show (STD*BY).
7. Press the (SEL) key, the display will show (MODE).
8. Using the (0) key, press until the display shows (DLY*FR) delay * fixed or random.
9. Press the (EDT) key.
10. Using the (0) key, press until the display shows (DL*RND) delay random mode.
11. Press the (EDT) key to save the value, the display will show (STD*BY).

The system will randomly delay the release of the bird between 60ms (fixed) and the value programmed under the (DELAY time).

Auto Microphone Mode

What does it do:

This function automatically turns the microphone off each time the shooter completes a station. To turn the microphone back on, simply touch the (9) up arrow key.

To activate this feature:

1. Unlock the unit The display should show (STD*BY).
2. Press the (SEL) key, the display will show (MODE).
3. Using the (0) key, press until the display shows (AM*MIC) auto mic.
4. Press the (EDT) key.
5. Using the (0) key, press until the display shows (UNLOCK) unlock mode.
6. Press the (EDT) key to save the value, the display will show (STD*BY).

Lynn and I tested this feature and it worked really well. It may take a round or two to get used to pressing the (9) key before shooting but it's easier than trying to recover once your out of sequence. I placed a small round orange dot on the (9) key to make it easier to locate (bad eyes). This function will eliminate all of the accidently thrown targets due to chit chat.

Edit Pin Number

What does it do:

Allows the user to change the pin number. The unit does not require a pin number so you can edit this and not enter one. This will make it quick and easy to unlock the unit since you don't enter any numbers, just hit the (EDT) key when the display shows (#####).

To activate this feature:

1. Unlock the unit The display should show (STD*BY).
2. Press the (SEL) key, the display will show (MODE).
3. Using the (0) key, press until the display shows (PIN*NB) pin number.
4. Press the (EDT) key.
5. Using the (0) key, press until the display shows (EDIT) edit mode.
6. Press the (EDT) key, the display will show (#####).
7. Enter your current pin number (which will be 999999 if you haven't changed it).
8. Press the (EDT) key, the display will show (NEW).

Edit without a value:

1. Press the (EDT) key, the display will show (VERIFY).
2. Press the (EDT) key again, the display will show (STD*BY).

Edit with a value:

1. Enter your new pin number.
2. Press the (EDT) key, the display will show (VERIFY).
3. Re-enter your new pin number.
4. Press the (EDT) key, the display will show (STD*BY).

Using The (OPT) Button

This has always been a little confusing to me when the first miss occurred on doubles. However, it's very simple if you look at it just one way:

- If you miss the 1st target of a double, press the (OPT) key one time.
- If you miss the 2nd target of a double, press the (OPT) key two times.

The unit knows what station your on and therefore knows if the 1st target is a high or low house.