PROGRAMMING PROMATIC WIRELESS RECEIVERS

- Promatic radio receivers are normally supplied pre-programmed.
- If the radio receiver needs to be reset, you must erase the receiver, which we call “tick tock” mode.
- Tick Tock Mode = When power is applied to the receiver, it has an audible “tick tock – tick tock” sound. Relay #4 is on-off, on-off, etc.

To erase any and all pairings, revert back to “tick tock” mode:
1. Place a magnet in the sensitive area of the receiver – the “sensitive area” is located on the top left side next to the aerial while looking at the Promatic label.
2. The system will buzz briefly indicating that it has entered the learn mode.
3. After approximately 10 seconds (with the magnet in position) the receiver will issue a long buzz to indicate a memory clearance and “tick tock” will start.

To program the receiver to accept a transmitter, there are two ways the receiver can be programmed:
- Momentary contact closure – Example: Sporting receivers
- Latching contact closure – Example: ABT Control

1. **Momentary contact (Learning Procedure)**
   a. Enter the learn mode (briefly place the magnet). The receiver will give a short buzz.
   b. Press and release (usually) the “A” button on the transmitter.
   c. After a short 1 second/ 2 second, repeat the button press to confirm the button.
   d. After a short pause, the system will respond with a single short buzz.

2. **Latching (Learning Procedure)**
   a. Enter the learn mode (briefly place the magnet). The receiver will give a short buzz.
   b. Press and hold (usually) the “A” button on the transmitter for approximately 3 seconds.
   c. After a short pause, the system will respond with two buzzes.

*In the case of a LATCHING receiver, the buttons, of which there can be up to 4, do the following:*

a. Buttons A and D act as trap release buttons on relays 1 and 4.

b. Buttons B and C are momentary (min 100mS or as long as the buttons are held up to a maximum of 3 seconds, at which time, the associated relay with LATCH and remain latched until power to the receiver is removed, the relevant button is pressed again, or a period of some 10 minutes has elapsed (for battery saving).
Conditions in ALL cases
When educating the receiver, whichever button is used be it on a single button or up to a 16 channel transmitter, will be associated with relay ONE.
Relay 2 will assume domain over button 2
Relay 3 will assume domain over button 3 etc whether these buttons exist or not.

IF you decide to press button B on a 2 button system, ignoring A, as you would do for the second receiver in a 2 trap system.
Button B will be paired with relay ONE (of this second receiver)
Relay 2 will assume domain over button 3
Relay 3 will assume domain over button 4 etc whether these buttons exist or not.

NOTE also that from “tick tock” mode, the MODE you teach into the receiver, be it Momentary or Latching, cannot be changed by subsequent transmitters being presented to the system without erasing the receiver and starting again with the first transmitter being used to set the momentary or latching mode.

You can teach a receiver up to 15 (I believe) different transmitters so it is possible to have Claymate operate two traps, one of which has a separate hand held 3 button transmitter paired to an ABT trap, so that ONLY the handset can joggle the ABT trap trajectory and test fire targets and Claymate can ONLY fire the traps.

It is NOT possible to UNLEARN a specific transmitter OTHER than to ERASE the entire receiver back to Tick Tock Mode and re-educate the associated transmitters.

The release time of Claymate, being 300mS is perfectly acceptable to educate the receivers. Shorter dwell times as may be set in Claymate (200mS) have not been tested and are not guaranteed to function to program receivers.