
EZPull SRX-01SK Skeet/Trap Receiver - Setup Manual

Connecting the Receiver to the Trap

The SRX01 is a remote switching device designed for indoor use with Skeet or Trap target throwers.

1. Mounting: use keyholes to mount the receiver close to an opening in the Trap House..
2. Wiring: The SRX comes wired with a 4 wire cable:

Wire Color	Wire Function
RED	+12VDC
BLACK	GROUND (-)
BLUE	Trap Switch N/O
YELLOW	Trap Switch COM

Connect the RED and BLACK wires to +/- terminals of an AC/DC adaptor. Adaptor must be none switching transformer type A wall transformer none regulated AC/DC adaptor specified 9VDC, 500mA is suitable. See Power Supply Specifications below.

3. Connect the BLUE and YELLOW wires to a plug suitable for your trap machine's "pull cord".

WARNING: Do not exceed the maximum ratings!

- * Maximum Trap switch current < 2Amp
- * Maximum DC Trap switch < 30VDC
- * Maximum AC Trap switch < 250VAC

4. Power Up: Plug the AC/DC adaptor to a wall socket.

Receiver LED Indicators

The receiver is equipped with Blue and Red LED light indicators.

1. The Blue LED is normally on but when the receiver senses significant radio traffic, the Blue LED goes off causing the LED to appear as if it is flashing. This is useful for troubleshooting.
2. The Red LED is normally off and provides the following indications:

- 2.1. When a Target command is received, the Red LED turns on momentarily.
- 2.2. After each target release, the receiver checks the power supply condition. When the receiver detects low voltage the Red LED flashes few times.
- 2.3. When in Pairing mode (see below), the Red LED is on steady.

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Pairing the Receiver with the Transmitter

Each shooting station requires a transmitter and receiver(s) on the same unique address code.

For setting the address on the transmitter, see the setup manual for your specific EZPull model.

The SRX receiver is "Paired" with the EZPull on the desired Trap number by simply pressing the specific Trap release key on the transmitter.

1. Ensure the receiver is powered up. A Blue LED should glow steady. A flashing Blue indicates EZPull systems are being used by neighboring shooting stations.
2. To avoid mismatch with neighboring shooting stations, ensure EZPull systems on other fields/stations are not being used during this procedure.
3. Locate the magnetic Pairing switch on the receiver. It looks like a red bar under the center of the clear cover.
4. Hold a small magnet directly on top of the Pairing switch. Blue and Red LEDs will start alternating. Keep holding the magnet until only the Red LED glows steady and remove the magnet at once. The receiver is now waiting for a "call" from a transmitter.
5. Press the respective target key on the EZPull transmitter. If Pairing is successful, the lights will flash rapidly and the receiver will revert to normal operating mode.
6. Press the target key on the EZPull transmitter again to verify pairing. The Red target LED should glow momentarily.
7. Troubleshooting Pairing:
 - 7.1. If the Red LED remains steady, check that your transmitter is working, or try with another transmitter.
 - 7.2. If the Red LED goes off without flashing rapidly, the pairing failed, try again.
8. To abort Pairing mode, place the magnet above the Pairing switch and remove it at once, the Red LED will go off and the Blue LED will turn on.

Troubleshooting:

Always use comparative approach to troubleshooting. If both receivers don't work, the problem is most likely with the transmitter. If a transmitter works with one receiver but not with the other, check that receiver, etc.

1. Receiver does not throw targets. Stand close to receiver. While observing the LED indicators, press the respective key on the transmitter:
 - 1.1. No lights – Check the receiver has power. Check that transmitter indicators are on when you press the key.
 - 1.2. Red light on receiver turns on and Blue light goes off momentarily– the target command was received – check wiring to trap.
 - 1.3. Blue light goes off momentarily but no Red light – check pairing with the transmitter. You may need to follow the pairing procedure described above.
2. Receiver has no lights:
 - 2.1. Check power, wiring to the trap, etc.
 - 2.2. Unplug from trap, wait 10 seconds and plug again.

Power Supply specifications:

The AC/DC should meet the following specifications:

- Wall transformer (not a switching supply).
- Max. Unregulated open circuit voltage 15VDC.
- Barrel connector O.D. 5.5mm, I.D. 2.1mm, center (+).