

EZPull RXP-02 Sporting clays Receiver Setup Manual

Connecting the Receiver to the Trap

The RXP02 is a remote switching device designed for use with 12VDC Sporting Clays trap machines.

WARNING: DO NOT CONNECT THE RECEIVER TO THE TRAP MACHINE BEFORE GOING THROUGH THE FOLLOWING PROCEDURE!

1. Determine if your trap uses "Negative" or "Positive" release:
 - 1.1. If applying the "Switch" line to Ground (Battery -), releases a target, it is a "Negative" release. If applying the "Switch" line to the +12V releases a target, it is a "Positive" release.
 - 1.2. You can also measure the voltage on the "Switch" line in reference to Ground (BAT-). If the voltage on this line is approximately the battery voltage, it is a "Negative" release trap.

WARNING: Do not exceed the maximum ratings!

- * Maximum supply voltage 15VDC
- * Maximum Trap switch current < 2Amp
- * Maximum DC Trap switch < 30VDC
- * Maximum AC Trap switch < 250VAC

2. **Wiring the RXP02 4 wire cable** - Connect the cable to a plug suitable for your trap machine according to table below:

Wire Color	Connect to
RED	+12VDC
BLACK	GROUND (-)
BLUE	Trap Switch N/O (Trigger)
YELLOW	Trap Switch COM
	For Positive release connect together with RED
	For Negative release connect together with BLACK

3. You can now connect the RXP02 receiver to the trap machine. A Blue LED should glow indicating the receiver is ON.

Mounting the Receiver:

1. The receiver must be mounted vertically with the cable going towards the ground.
2. For optimal performance, the receiver should be mounted a few feet above the ground and a few feet away from the Trap, preferably with a "line of sight" to the transmitter.
3. The SunGuard Step-In Post 3/8" 4 ft from Kencove http://www.kencove.com/fence/Fiberglass+Posts_detail_F38SSG.php is a low cost and effective mounting solution. Use Zip Ties to attach the receiver.



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Receiver LED Indicators

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

1. The Blue LED is normally on, but when the receiver senses 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 indicates the following:
 - 2.1. When a Target command is received, the Red LED turns on momentarily.
 - 2.2. After each target release, the receiver checks the battery condition. When the receiver detects a low battery (LED ACID 12V battery), the Red LED flashes a few times.
 - 2.3. When in Pairing mode (see below), the Red LED glows steady.
3. The Yellow LED is normally off It is used for timing setup indications.

Pairing the Receiver with the Transmitter

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

To set the address on the transmitter, see the setup manual for your specific EZPull model.

The RXP02 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 on the side of the circuit board across from the LED indicators.
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 immediately remove the magnet. The receiver is now waiting for a "call" from a transmitter.

Notice: If you keep holding the magnet close to the pairing switch after the Red LED goes steady, the system will enter delay setup mode (see below).

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. Blue and Yellow LEDs alternating – you held the magnet too long and entered the timing setup mode. Remove the magnet and then place it above the Pairing switch to abort.
 - 7.2. If the Red LED remains steady, check that your transmitter is working, or try with another transmitter.
 - 7.3. 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 turn off and the Blue LED will turn on.

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Using the Transmitter to setup timing functions:

The RXP02 can be set for several timing functions such as delayed release, increased latch duration and reload delay.

1. To enter the timing setup mode:
 - 1.1. With the receiver ON, hold the magnet directly on top of the Pairing switch. Blue and Red LEDs will start alternating. Keep holding the magnet until Blue and Yellow LEDs start alternating. Remove the magnet.
 - 1.2. The receiver is now waiting for a “setup command” from the transmitter. While waiting for a command, the LEDs display the current timing settings in a repetitive loop.
 - 1.3. To abort timing setup mode, place the magnet above the Pairing switch and remove it at once, the receiver will return to normal operation.
2. Setting the Release Delay: the RXP02 can be set for a delayed release. This feature replaces expensive timers and is useful in setting precision timing on following pairs.
 - 2.1. The yellow LED indicates the release delay:
 - 2.1.1. No Delay - Yellow blinks once
 - 2.1.2. Delay 1 Sec- Yellow blinks twice
 - 2.1.3. Delay 2 Sec- Yellow blinks three times
 - 2.1.4. Delay 3 Sec- Yellow blinks four times
 - 2.2. The [1-A] button on the transmitter adjusts the release delay. Click the [1-A] button and observe the Yellow LED blinking. The adjustment is cyclical. See above: 2.1.1. - 2.1.2. - 2.1.3. - 2.1.4. - 2.1.1. ...
3. Setting the Latch and Reload timing:

Latch time: some traps may require a longer period to release a target. The RXP02 can be set to close the release switch for a longer period of time.

Reload time: this feature is for use with EZPull controllers that can throw a following pair from the same trap (*Rafael*).

 - 3.1. The Red LED indicates a longer reload period and the Blue LED indicates longer latch time:

- 3.1.1. Latch 0.4 Sec, Reload 2 Sec. – No lights
 - 3.1.2. Latch **0.6** Sec, Reload 2 Sec. – Blue LED
 - 3.1.3. Latch 0.4 Sec, Reload **4** Sec. – Red LED
 - 3.1.4. Latch **0.6** Sec, Reload **4** Sec. – Blue and Red LEDs.
- 3.2. The [2-B] button on the transmitter adjusts the Latch and Reload timing. Click the [2-B] button and observe the LEDs. The adjustment is cyclical. See above: 3.1.1. - 3.1.2. - 3.1.3. - 3.1.4. - 3.1.1. ...
4. Save and Exit: Send a True pair A + B from the transmitter to save and abort the setup mode.
 - 4.1. From TX-C2/3 or TX-VR2, press the [T] key.
 - 4.2. From TX-4 or MTX-8, press [TP], then select [1-A] and [2-B] and then press [TP] again.

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 the receiver, etc.

Receiver does not throw targets - Stand close to receiver. While observing the LED indicators, press the respective key on the transmitter:

1. No lights – Check the receiver has power. Check that transmitter indicators are on when you press the key.
2. Red light on receiver turns on and Blue light turns off momentarily– the target command was received – check wiring to trap.
3. Blue light turns off momentarily but no Red light – check pairing with the transmitter. Follow the pairing procedure described above.