

EZPull Voice Card Setup Guide

EZPull TargetManager & Voice Release

To prevent “cross-talk” between shooting stations, each TargetManager at a gun club must have a unique radio address for communicating with the wireless remote control (RC) located at that shooting station.

Using a target card set for Voice Release, a solo shooter can use any EZPull “Pro” voice release RC on any TargetManager station without having to pair the RC to the address of the TargetManager on the station.

Here is how it works:

1. The Voice Release RC, for example TX-8/VR_Pro, is set to an address that is different than any other address on the club. For example 01-02.
2. The target card is set for voice release with the same address as the controller (example: 01-02).
3. When the voice card is placed in the slot, the TargetManager automatically tunes to the address on the card and becomes paired with the voice release controller. This process is completely transparent to the shooter. Just press a target(s) button on the RC, call “pull” and shoot.
4. As soon as the voice card is removed, the TargetManager reverts to the original station address and is paired again with the manual controller located at station.



Notes:

1. Voice Release cards work only in *Pay-Per-Target* Mode with the card positioned in the slot on the TargetManager
2. The Voice setup in EZPull TargetManager software (versions under 1.5) is only available in Sporting Clays and Skeet (see Manual for Skeet) games. There are two options To use Voice Release on 5- Stand:
 - 2.1. Option 1: The EZPull TargetManager software (version 1.4.1 or higher) and TargetManager (version 3.6.0 or higher) need to be set to “UniPrice” mode (see respective manuals).
 - 2.2. Option 2: Set the TargetManager on the 5-Stand or FITASC, to Sporting Clays mode and increase the maximum trap value to the number of traps available on that layout.

Additional EZPull literature you may need:

- Voice Remotes: *EZP_T8VR_Setup.pdf* or *EZP-VR_Setup.pdf*
- TargetManager: *EZP_TMGR_AdminGuide_V360.pdf*
- Software: *EZPTargetManager_Guide.pdf* and *New Features-EZPULL_SW_V14 .pdf*

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Setting the Address on the Voice Release RC

Select an address that is not being used anywhere on the club. We recommend allocating RCAD = 01 to all voice release controller and then set the RCCH of each voice release RC to a unique number between 1 and 16. See the set-up manual for your voice release product.

Mark the address on a sticker and place on the top panel of the Voice release RC

Preparing the Voice Release Card

Start the EZPull TargetManager software and place the card on the DTRW-2 office card reader. You must select Game = Sporting Clays. It is also possible to add the voice card option to Skeet by checking "Skeet voice" in the Admin Setup window. Otherwise, set the software to "UniPrice" mode (see screen picture below) and voice card will work on any TargetManager set for Sporting Clays or "UniPrice" (CHRG = 3, see manual).

1. Enter a name and check the Member checkbox so that the name and voice setting will not be cleared from the card during "Clear" operations.
2. Select the number of targets to load on the card.
3. In the "Solo" area, check the Voice checkbox and adjust the RCAD and RCCH to the values previously set on the voice release RC.
4. Click Load. The card is ready to use with the voice release RC. Label the card with the address it was set for.
5. Keep that card together with the Voice release RC (best to insert the card in the belt loop of the back of the RC's rubber boot).

The screenshot shows the EZPull Target Manager 1.4.1 software interface. The 'Customer' section has 'Name: Voice Card' and 'Member' checked. The 'Targets' section shows 'Load Money' at \$0.00 and 'Load Card' with 'Targets' set to 0 and 'Total' at \$0.00. The 'Solo' section has 'Delay' at 0, 'Voice' checked, 'RCAD' at 1, and 'RCCH' at 2. The 'Open Cards List' table shows one card with UID DA973145, Added 200, Date 9/12/2016, Game 1, Name Voice Card, and Phone | M. The 'Targets' summary at the bottom shows Loaded 200, Used 26, and Balance 174.

Game	Loaded	Used	Balance
Targets	200	26	174

UID	Added	Date	Game	Name	Phone
DA973145	200	9/12/2016	1	Voice Card	M

Target	Value	Unit
Loaded	200	
Used	26	
Balance	174	
Ea.	\$0.30	
Total	\$7.80	