EZPull PMT-8 User Manual

Overview

EZPull PMT-8 is a water resistant, programmable multi-target controller for use in Five-Stand, FITASC, Super-Sporting and other clay target sports that require multiple traps. EZPull PMT-8 can control up to 15 trap machines. The PMT-8 can be used in manual mode or automatic sequencing from six programmable 5-Stand menus and three Flurry menus.



Turn On the PMT-8

Target keys 1-8

key is also used for

When the EZPull PMT-8 is turned off, the display is blank. Press the ON/OFF key [**也**命]. The Main menu will display on the LCD.

1.MANUAL 2.AUTO U.OFF 3.SETUP

Turn EZPull PMT-8 Off

From the Main menu, press the ON/OFF key [也介].

Using the PMT-8 in 8 traps Manual Mode

1. From the Main menu, press the [1-A] key. The display will show the target selection menu.

MANUAL MODE ①. EXIT

- 2. To release a single target, press and release any of the keys 1 to 8. The Red LED will glow and the target released will be displayed for about 2 seconds.
- 3. To release a True-Pair using two hands: Simultaneously press any two keys 1 to 8. The Red LED will glow and the targets released will be displayed for about 2 seconds.
- 4. To release a True-Pair using one hand:

both traps are selected.

- Press the Target [@] key. The display will show "TP?" indicating that you should 4.1. select the two traps.
- 4.2. Select the first trap using any of the keys 1 to 8. For trap #1, the display will show "TP 1" indicating that the first trap was selected.
- 4.3. Select the second trap using any of the keys 1 to 8. Notice: if you select the same trap twice, the PMT-8 will throw a "rafael" trailing pair from the same trap. For trap #2, the display will show "TP 1 + 2" indicating TP 1 + 2
- 4.4. When the shooter is ready, press the Target [9] key again to throw the pair.
- 4.5. Notes:
 - 4.5.1. If you selected only one target, you can abort the pair by pressing the Target [◎]
 - 4.5.2. Once a pair is selected it is not possible to throw a single until the pair is released.
 - 4.5.3. Once a pair is selected, as long as you did not press the Target [9] key, you can change the selection by pressing any other keys 1-8.
- 5. Exit manual mode by pressing the [Φû] key.

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Using the PMT-8 in 15 traps Manual Mode

The PMT-8 may be set to enable more than 8 traps. The ALT key $[\mathcal{T}]$ is used to select up to 15 Traps. Pressing and releasing the ALT key prior to selecting a trap number ads 8 to the value of any key 1-7. When ALTKEY enabled, the traps are shown as letters not in numbers. For example in manual mode: pressing Alt followed by pressing key [1-A], will throw from trap "I" (9), and pressing Alt followed by pressing key [7-G], will throw from trap "O" (15).

Table showing the trap value when pressing the ALT key $[\mbox{$\mathbb{Y}$}]$ before trap selection:

[飞] + Key								
Throw Trap	9-I	10-J	11-K	12-L	13-M	14-N	15- O	8-H

- 1. To release a single target for traps "A" to "H" (1-8), press the respective key. The Red LED will glow and the target released will be displayed for about 2 seconds.
- 2. To release a single target for traps "I" to "O" (9-15), first press the ALT key [飞] the Red LED will glow momentarily. Then press the required key as per table below. The Red LED will glow and the target released will be displayed for about 2 seconds.
- 3. Do not attempt to release a True-Pair that includes one trap #1-8 and the other trap #9-15 using two hands: Simultaneously press any two keys 1 to 8.
- 4. To release a True-Pair that includes only trap #1-8 see above section "Using the PMT-8 in 8 traps Manual Mode".
- 5. To release a True-Pair Example traps #3 and #10:
 - 5.1. Press the Target [0] key. The display will show "**TP?**" indicating that you should select the two traps.
 - 5.2. Select the first trap the [3-C] key, the display will show "**TP C**" indicating that the first trap was selected.

TPC+J

- 6. To release a True-Pair Example traps #9 and #12:
 - 6.1. Press the Target [@] key. The display will show "**TP?**" indicating that you should select the two traps.

TPI+L

7. When the shooter is calls "pull", press the Target [[®]] key again to throw the pair.

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Using the PMT-8 in Auto Sequence Mode

In Auto Sequence mode the 5-Stand target menu is preselected by the club's personnel.

- 1. From the Main menu, press the [2-B] key. The display will show the number of shooters selection screen.
- 2. Use the ▲ [2-B] and ▼ [7-G] keys to select the number of shooters then press the Target [®] key to accept and continue. Notice: The first shooter must always start on the first stand with the other shooters following the order of stands – no skipping stands!
- 3. Press the Target [®] key to start the game. The display will momentarily show the key functions used in this mode.
- 4. The Display will now show the first target in the sequence. On the left side you will see the Stand number *STD:#* and the Queue number *QUE:#* number (In 5-Stand, all shooters shoot the first queue, then the second queue, etc.)
- 5. **Target**: Press the Target [@] key to release the target(s). The display will now show the next target(s) to be released.
- 6. **Back**: If targets are broken or you need to repeat a segment in the sequence, press the ◀ [4-D] key to go back. Note the STD:# and QUE:# to navigate back to the desired segment.
- 7. **Skip**: If you need to skip a segment in the sequence, press the ▶ [5-E] key to skip to the next segment. Note the STD: # and QUE: # to navigate to the desired segment.
- 8. **Manual**: If you need to momentarily switch to a fully manual mode, press the ▲ [2-B] key. The PMT-8 will operate in manual mode (see above). Press the [�û] key to return to automatic sequence mode at the last segment where you left it.
- 9. **Pairs**: There are three release modes for pairs:
 - 9.1. **True Pair**: Press the Target [@] key Two targets release simultaneously. Indicated by a "+" between the trap numbers
 - 9.2. **Report Pair**: Press the Target [@] key First target released. Red LED ON steady reminding you to act on report. Press the Target [@] key again upon shooters gunshot (report) to throw the second target and advance to the next segment. Indicated by a ">" between the trap numbers.
 - 9.3. **Following Pair**: Press the Target [@] key First target released. Red LED blinks indicating you should wait the delay. The second target releases automatically after the number of seconds shown under the ~ symbol. Indicated by a "~" between the trap numbers.

10. When the sequence is complete, the display shows "GAME OVER".

Press the Target [0] key to start over or the [01] key to return to the main menu.

#SHOOTERS **04**

J FIRE ▲ MANL ■ BACK ► SKIP

STD: 1 2

STD: 2 QUE:3 3+4

STD: 2 3>4

.

STD: 3

QUE:2

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Automatic Power Down

After a preset idle time (typically, 5 to 15 minutes) with no key presses, the PMT-8 will go into low power mode and the display will go blank. If this occurs during target release, (manual or automatic modes), press the ON/OFF key [4] to return to the last activity prior to power down.

Low Battery

When the batteries are nearly empty, the display will show the "empty battery" icon. Replace the batteries.



Special Setup Options

The PMT-8 may be enabled for limited user access to certain setup parameters. To access setup:

- 1. From the Main menu, press the [2-B] key to select **SETUP**. The display will show "ENTER PASSWORD". Enter any 4 digits from the 1-8 keys (example 1111).
- 2. If limited access is enabled, the display will show "LIMITED ACCESS" followed by the first setup item. Otherwise, if limited access is disabled, you will be "kicked" back to the Main Menu.
- 3. Using Setup:
 - 3.1. Use the [4] or [5] keys to navigate between setup items.
 - 3.2. Use the [2] or [7] keys to modify the value.
 - 3.3. Press the Enter [0] key to save the new value.
 - 3.4. Press the SHIFT key [也分] to exit and return to the Main Menu.
- 4. Setup options:
 - 4.1. **MENU:** Selects the menu number that will be used for Five-Stand automatic sequencing mode.
 - 4.2. **BACKLIT:** If using the PMT-8 at night, set this parameter to 05 to enable LCD backlight after each key press. Otherwise set it to 00 to turn LCD backlight OFF.
 - 4.3. **SOLODLY**: selects a value in seconds for solo-delay so you can shoot alone.
 - 4.3.1. If you are shooting alone, using the PMT-8 without TargetManager target counter, select the delay you need in seconds.
 - 4.3.2. If you are shooting alone, using TargetManager target counter, request the front desk to add a solo-delay on the card.
 - 4.4. When you are done shooting, always set the SOLODLY back to 00.

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