

Keiron PRO Remote Introduction

The PRO Remote may be used to control or activate a variety of Keiron PRO products. It gives the rangemaster or instructor the ability to create unexpected events and ensures that each time a course of fire is shot, the experience can be made unique.

The PRO Remote is a wireless remote control. It works through walls and does not need a clear line of sight. The unit runs off 2 AA batteries and should offer many years of operation before battery replacement is necessary.

A total of 11 unique signals may be sent, providing direct control over up to 11 Keiron PRO products.

Controls:

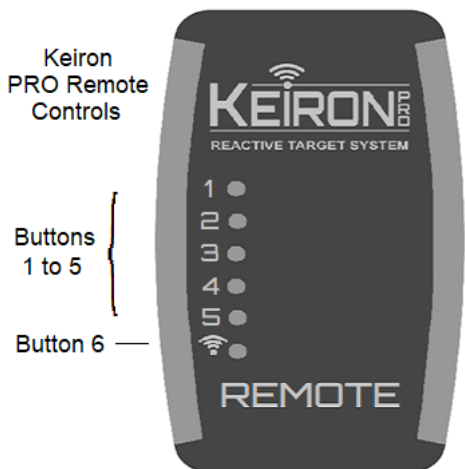


Figure1: Controls

There are 6 buttons on the face of the product. A short press on any of the buttons will transmit a unique code, allowing 6 products to be directly activated with a quick press.

A long press on buttons 1 to 5 allows another 5 products to be directly activated. If using a long press, the unit will emit a very short beep to indicate the button has been pressed long enough and the code will be transmitted.

The 6th, bottom button puts the unit into remote command receive mode where instructions may be received over the network. (see below). This may be cancelled by simply pressing any button.

Remote Command

A long press of the bottom button (=> 1 second) puts the PRO Remote into a special mode where commands may be received to program the unit from another Keiron PRO

device. While waiting for a command, the beeper will chirp every second, indicating that the unit is waiting for a command. Once the command is received, the system will beep to acknowledge, the command will be performed and normal operation is then resumed. This Remote Command Receive mode may be cancelled by any button press.

The only remote command that the PRO Remote will respond to is the channel change command, where the active channel is set by the PRO Timer. Unless you have multiple, separate Keiron PRO systems in one location, you will not need to change channels, the defaults allow operation out of the box.

Keiron PRO Wireless Network

All Keiron PRO elements forming a logical system must be configured to be on the same channel. This allows multiple systems to co-exist, and ensures reliable operation.

If required, place the PRO Remote into “REMOTE COMMAND RECEIVE” mode by long pressing the bottom button, and send the channel to be used from the system controller (for example a PRO Timer).

Hints and Tips on Pairing

Generally, please note that compatible Keiron PRO products that are remotely activated, may be paired with and activated by 1 Keiron PRO product as well as 1 PRO Remote. This allows automatic and manual operation at the same time. To clarify, let's use a swinger target as an example. The Swinger target may be paired with and activated automatically by a single Keiron PRO product, such as a target, motion detector, other swinger target etc. These are considered to be “automatic” activators, and only one may be active at any time. Any new pairing will replace the existing pairing.

However, the PRO Remote activation is treated separately, as a second activator.

Staying with the swinger target example, if you put the Swinger target into pairing mode, and pair it with a target, it will remember that target and each time the target is shot, the swinger will be activated. If you then pair the swinger target with a second, different target the first pairing will be deleted, and the swinger will thereafter only be activated by the second target.

However, if you pair the swinger with the PRO remote (example, button 1), it will remember that pairing AND the target pairing. The swinger target will respond to either the target being shot, or the PRO remote button 1 being pressed.

To delete a pairing, simply put the other Keiron product (say the swinger) into pairing mode, and activate the same control as you did originally. The pairing will be deleted. If you activate a different control, the pairing will be replaced with the new control.

Power ON/OFF:

When no button is being pressed the units sleeps, drawing less than 1 millionth of an Ampere. A button press wakes the unit, performs the required operation and then goes back to sleep. There is therefore no need for a power switch. If the unit is going to be stored for a long period it is recommended to remove the batteries.

Software Revisions 1.0

V1.0 Initial release

V1.1 Protocol update for New Zealand / Australia region.

V1.2 Internal change to revised shared code handling

V1.3 Bugfix. A client found a problem where channel would not change

Known bugs @ 1.3: None