



Advanced Training Systems

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PTX-200/600/2000 TRANSMITTER OPERATIONS MANUAL

GETTING STARTED WITH YOUR PTX TRANSMITTER

General Information

The transmitter operates at 902-928 MHz spread spectrum frequency hopping. The RF output power is 4 mW. The operating range is up to 150 meters when the target is in line of sight. For indoor and urban training operations, the range may be reduced depending on the type of obstructions encountered.

A standard 9-volt alkaline battery powers the PTX-200. When the unit is off (the display is blank,) about 20 micro amps are drawn from the battery. If the transmitter will not be used for a month or more, remove the battery.

Battery life will depend on how the transmitter is used. Sending one command to the targets every 30 seconds will give you at least 40 hours of operating time from the battery. Under normal operating conditions, the average time between battery failures is about 3–4 weeks.



Refer to the above illustration when reading the operating instructions.

Turning the Transmitter On or Off

When the display is blank, pressing any key will turn the unit on. The unit powers itself off after about 100 seconds without a key press.

The Menu System

To enter the menu system, the display should read *TARGET_RUN* on the bottom line. (If something else is displayed, keep pressing **EXIT** until *TARGET_RUN* appears.) Press **MENU** to display the opening menu. Navigate the menus by using the arrow keys and pressing **ENTER** to make selections.

If you are configuring a target unit and the arrow “cursor” is pointing to a line with an item you wish to change, use the **LEFT** and **RIGHT ARROWS** to cycle through options or numbers. Once the item you are changing is set as desired, press **ENTER** to apply the change. The **EXIT** key will return you to the previous display.

Refer to the menu tree diagrams on the next pages to become acquainted with the locations of each transmitter function.

Number Entry

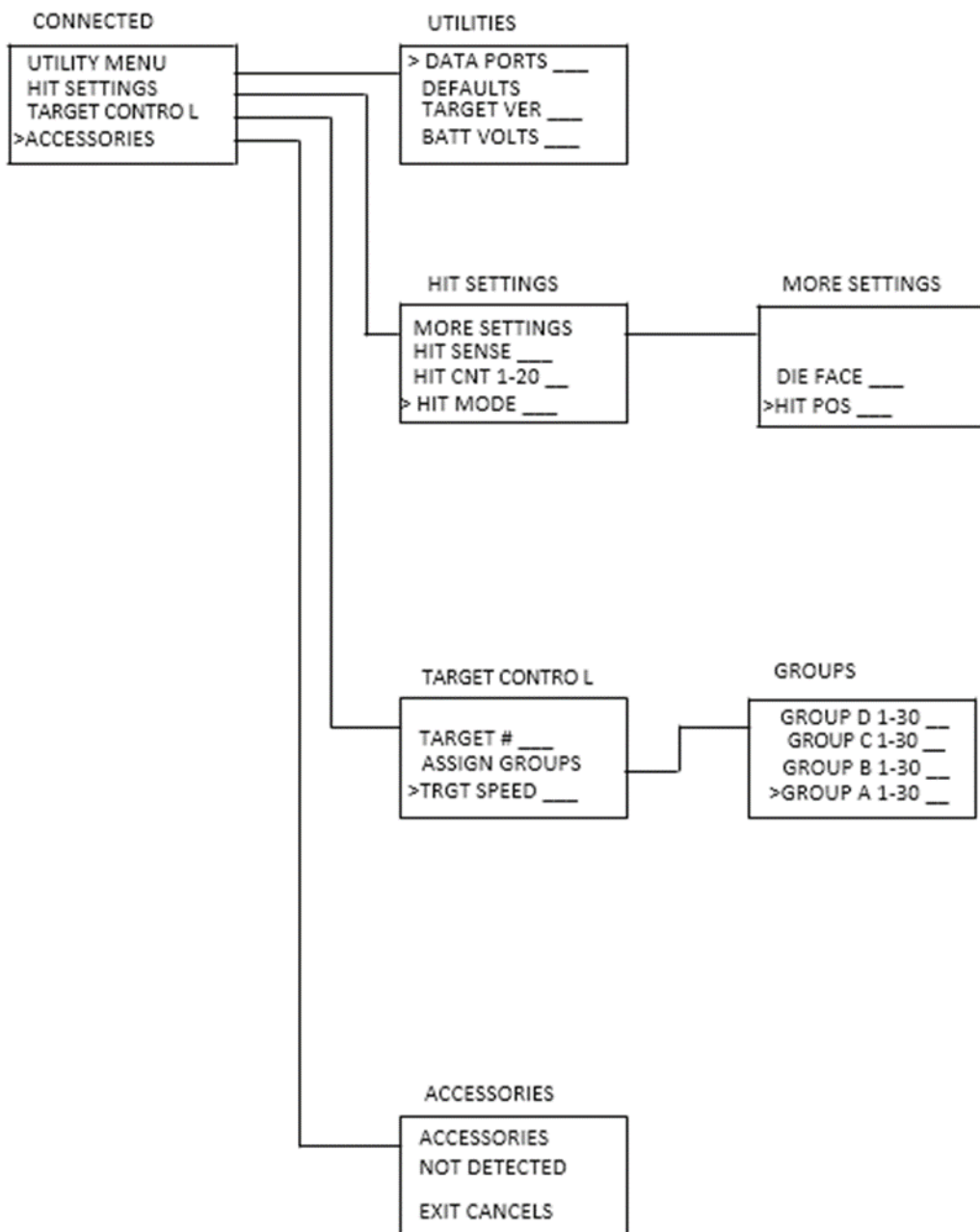
Target numbers and serial numbers are entered with the **NUMBER KEYS** on the keypad. Most other numbers are changed using the **LEFT** or **RIGHT ARROW** keys. When entering target numbers or serial numbers there is no need to enter the leading zeros. When target numbers or serial numbers are displayed, the leading zeros are not displayed.

If you make an error in entering a target number or serial number, correct it by typing over it.

For example, if you intend to enter target number 2 but press 5 instead, type 002 to correct the error.

PTX200/600/2000 MENU TREE

CONNECTED TO TARGET



TARGET CONTROL

9 Button Mode

If you have 9 or fewer target units, use 9-button mode to control the targets. You can select this mode from the opening menu. When in this mode, pressing buttons **1-9** will cause the target with that number to change state. If the target is up, it will go down, and vice versa.

Run Mode

In run mode, the display should read *TARGET_RUN* on the bottom line. If something else is displayed, keep pressing **EXIT** until *TARGET_RUN* appears.

To operate a specific target, enter its number. If you want all targets to respond, press **ALL**. Once you have selected the desired target or targets, use the green buttons at the bottom of the keypad to choose the desired face. If you do not have a twister (or bi-directional) target arm, the **FRND (Friend)**, **EDGE**, or **FOE** function keys will bring the target up and the **DOWN** function key will bring the target down.

To use target groups, press the **RIGHT** or **LEFT ARROW** key and the word “**TARGET**” will be replaced by “**GROUP**”. Enter the group number with the number key, then choose the face. All targets with that group number will respond to the command. *(You must assign targets to groups to use this feature.)*

Hold Mode (Programs)

Press the **RUN/HOLD** key to activate hold mode. The system is in this mode when an asterisk appears in the left column and “**HOLD**” appears on the display.

In hold mode, commands do not go to the target as they are entered. Rather, they are stored in memory and sent when the **RUN/HOLD** key is pressed. This allows you to enter simple programs from the keypad. You must use a computer with our software equipped to design and download programs with more than 125 commands.

In hold mode, you may enter target and group commands as in run mode. There are two additional commands: “**PAUSE**” and “**DELAY**”. **PAUSE** stops commands from being sent to the target until **ENTER** is pressed. **DELAY** allows you to stop commands from being sent to the target for a fixed length of time, from 1 to 240 seconds.

Use the left and right arrows to access the **PAUSE** and **DELAY** commands. Press **ENTER** when “**PAUSE**” is displayed to store a pause command. To store a **DELAY** command, enter a number 1-240 when **DELAY** is displayed, then press **ENTER**.

TIP: Programs cannot begin with a **PAUSE** or **DELAY** command. The first command must be **TARGET** or **GROUP**.

Saving Programs

Upon creating your program in Hold mode, you may run it before saving or save it as soon as you enter it. To save a displayed string of commands, press **MENU**, navigate to *PROGRAMS*, then select *SAVE*. The transmitter has capacity for 10 programs of up to 125 commands each. Programs are saved in nonvolatile memory, so they will remain saved even when the batteries are removed.

The **EXIT** key clears the displayed commands, allowing you to create a new program.

You may recall and delete programs through the menu, as well as overwrite old programs. When a program is recalled, press **RUN/HOLD** to execute it.

Editing Programs

Only programs created from the keypad can be edited. Computer-generated programs must be edited with a computer. To begin editing a program, it must be actively on the display; either enter the program as normal or RECALL a program from the menu.

Once the program is displayed, pressing the up arrow will activate Edit mode. The bottom line of the display will show *_<--DEL INS-->*. Use the **UP** and **DOWN ARROWS** to select the desired line. The **LEFT ARROW** deletes the selected line; the **RIGHT ARROW** inserts a blank line *above* the selected line. Enter a command into the new line as normal.

Computer Generated Programs

Programs with up to 10,000 commands can be created with the optional Universal Target Controller software and Programming Cable (part number 8000-0646). The transmitter must be prepared to receive data from the computer using **MENU > PC COMM/SCORES > PC CONNECTION**.

The display will prompt you to press **ENTER** when ready; please do so after connecting the cable to the computer. You should hear a chime from your computer signaling that it has made a connection. If you do not hear a chime, please check your volume. The display should read:

*SERIAL
COMMUNICATION*

EXIT CANCELS

At this time, please open the ATS UTC software. **If the software is started before you reach this point it will not work.** In the top bar of the UTC software please click on **Settings**. Then look for the icon labeled **PTX Handheld**. Click on it, and you should see it populate the COM port your PTX is connected to. You can now navigate to **Programs** in the left sidebar. Any programs you have made in the UTC software can be accessed from this tab. Once you have navigated to the program you wish to load onto the PTX, click the **Send to PTX** button. It will prompt you to select the slot on the PTX you would like it saved

to. Select a slot (this would be program number), then hit **Ok**. The program will now be available on the PTX device.

This mode draws significantly more power from the battery; do not leave the transmitter in the mode for prolonged periods. Keep pressing **EXIT** until *TARGET _ RUN* is displayed to increase battery life.