



## Advanced Training Systems

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## PTX-TAB TRANSMITTER USER MANUAL



# PTX-TAB TRANSMITTER

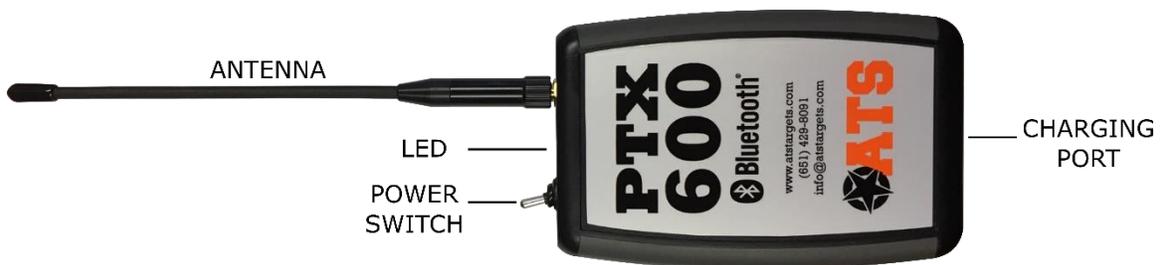
## General Information

The Bluetooth transmitter operates at 902-928 MHz spread spectrum frequency hopping. The RF output power is 4 mW. It acts as a repeater that translates commands from a Bluetooth enable device the the ATS Targets PT Series and FLEXI target systems. The operating range is up to150 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.

## Power

A micro USB rechargeable Lithium Ion battery provides power. When the unit is off (the LED is off) it draws about 20 micro amps from the battery. The battery life will depend on how the transmitter is used. If you send one command to the targets every 30 seconds you will get at least 40 hours of operating time from the battery. Under normal operating conditions, typical meantime between battery charge is about 3-4 weeks, but re-charging between uses is recommended.

When powered via the micro USB charging port, the LED will turn red while the unit is charging. Upon completion of the charge, the LED will go off.



**Please refer to the above illustration when reading the following operating instructions.**

## Turning the Transmitter On or Off

Turn the toggle switch to on. The green LED should begin to blink rapidly. In the event that power is connected via the USB charging port and the unit requires charge, the led will alternate red/green to indicate that the unit is both on, and charging.

## Pairing

To pair to an Andorid or Windows device, locate the Bluetooth pairing menu on the device and find the device with the name ATS.UTC. The pairing code is 1234.

## Android

Software can be found at [atstargets.com/downloads](http://atstargets.com/downloads). Call for passkey.

The target controller is operable in two modes: Classic and EZ.

**EZ Mode** is set up to be a quick method for connecting to and operating a target. The pulldown menu allows the user to select a target or group of targets to operate, then simple “**Friend**”, “**Edge**”, “**Foe**”, and “**Down**” commands drive the target. A sequence can be quickly recorded and played back. That sequence, however, cannot be saved.

**Classic Mode** simulates the proven PTX-200 and PTX-600 target controllers. Many of the menu items in the PTXs are intended for use with programmable targets like the PT-61 and PT-66. When used with a wireless IO Box many menu items will not be usable. The unusable menu items are not covered in this document, but the menu tree pages will show them.

To enter the menu system the display should read “TARGET \_ RUN” on the bottom line. If there is something else displayed, press **EXIT** as many times as it takes to get to that message. Press **MENU** and the opening menu will be displayed. There will be an arrow to the left of one line. That arrow can be moved to other lines by using the up or down arrow keys. When the arrow points to the desired selection, pressing **ENTER** will take you to that item. If you are setting up a target unit and the arrow is pointing to a line with an item you wish to change, pressing the **LEFT ARROW** key will decrement that item and pressing the **RIGHT ARROW** key will increment that item. Once the item you are changing is set as desired, pressing **ENTER** will execute the change. The **EXIT** key backs up to the previous display.

## 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 you press 5 instead, type 002 to correct it.

# TARGET CONTROL

## Run Mode

In run mode the display should read “TARGET \_ RUN” on the bottom line. If there is something else displayed, press **EXIT** as many times as it takes to get to that message. To operate a specific target, enter that target number or press **ALL** if you want all targets to respond, then with the green buttons at the bottom of the keypad 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, (You must assign targets to groups to use this feature. See “Groups”, under “Target Set Up” on page 11.), 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.

## Hold Mode (Programs)

When you are in run mode, pressing the **RUN/HOLD** key will put the transmitter in hold mode. Notice the \* in the left column and the “RUN” is replaced with “HOLD” to indicate hold mode. Hold mode is different from run mode in that the commands do not go to the target as they are entered. The commands are stored in memory and sent when the **RUN/HOLD** key is pressed again. This allows you to enter simple programs from the keypad. For programs of more than 125 commands you must create them on a computer using special software and download them to the transmitter. You can enter target and group commands as in run mode and there are two additional commands, “PAUSE” and “DELAY”. Use the left and right arrows to display these commands. Pause stops commands from being sent to the target until you press enter. Press **ENTER** when “PAUSE” is displayed to store a pause command. Delay allows you to stop commands from being sent to the target for a fixed length of time. When “DELAY” is displayed, enter 1-240 seconds and press **ENTER**. A program cannot begin with a PAUSE or DELAY, only with TARGET or GROUP.

## Saving Programs

Programs are created in the program development app. This is best learned by watching a short video found [here](#).<sup>1</sup> To get to this app, press **Menu > Programs > New**.

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<sup>1</sup> [https://www.youtube.com/watch?v=UA5Et2SdvZY&list=PLaM6iS2-XLpT8Mz\\_4UjRTsE\\_pHQuElmmu](https://www.youtube.com/watch?v=UA5Et2SdvZY&list=PLaM6iS2-XLpT8Mz_4UjRTsE_pHQuElmmu)

## Editing Programs

Any program can be edited. Simply press **Menu > Programs > Edit**.

## Computer Generated Programs

Programs with up to 10,000 commands can be created with optional Universal Target Controller PC software, or Android device using an optional SD card or cloud file software. The files must be moved in Android from the **SD Card** to the **Internal Storage** directory.

## Questions

Contact technical support at 651-429-8091 or email [info@atstargets.com](mailto:info@atstargets.com).