

# DSR-01



MAQUINAS Y CONSUMIBLES PARA CAMPOS DE TIRO SL	
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<b>Versión</b>	V2
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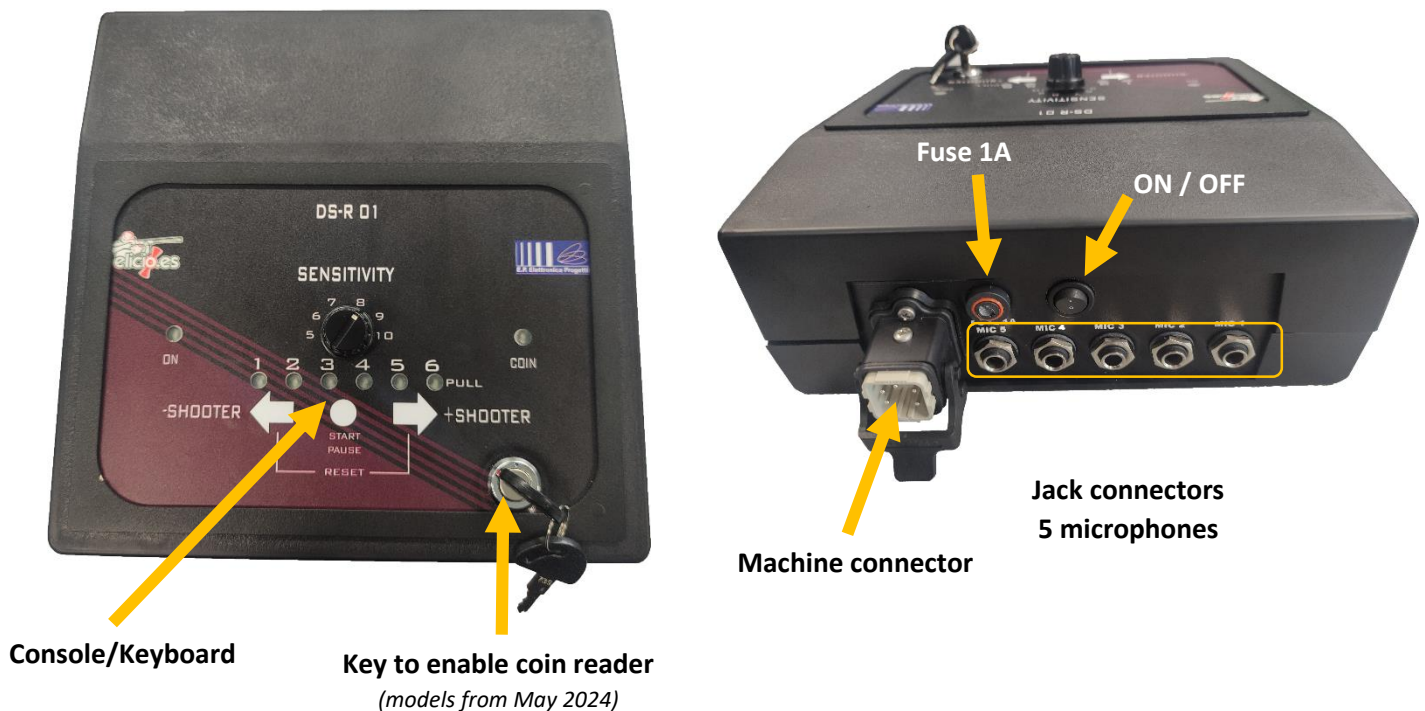
## 1 GENERAL DESCRIPTION

The **DSR-01** is control unit valid for Robot Clay machine. For American Trap, DTL and American Trap discipline in position 3

Main features are:

- Progetti Phonic Group. up to 5 microphones
- Sequential activation of microphones
- Connection for Coins reader or Chip card
- Interface for external referee
- Via radio Interface
- Input Voltage: 12VDC; Consumption 12W
- Output voltage: 12/5 VDC 0.5A max
- Temperature range: -10°C to + 45°C

## 2 MAIN PARTS



### 3 USE

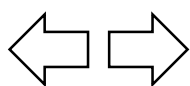
Turn on the DSR-01 with the ON/OFF button on the back of the device.

#### Discipline set up

The DSR-01 handles 3 disciplines for Robot: American Trap, DTL, American Trap Training (position 3)

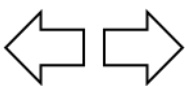
Turning ON the controller, it will show, by a flashing, the discipline set in the DSR-01. (As long as the coin reader is not activated)

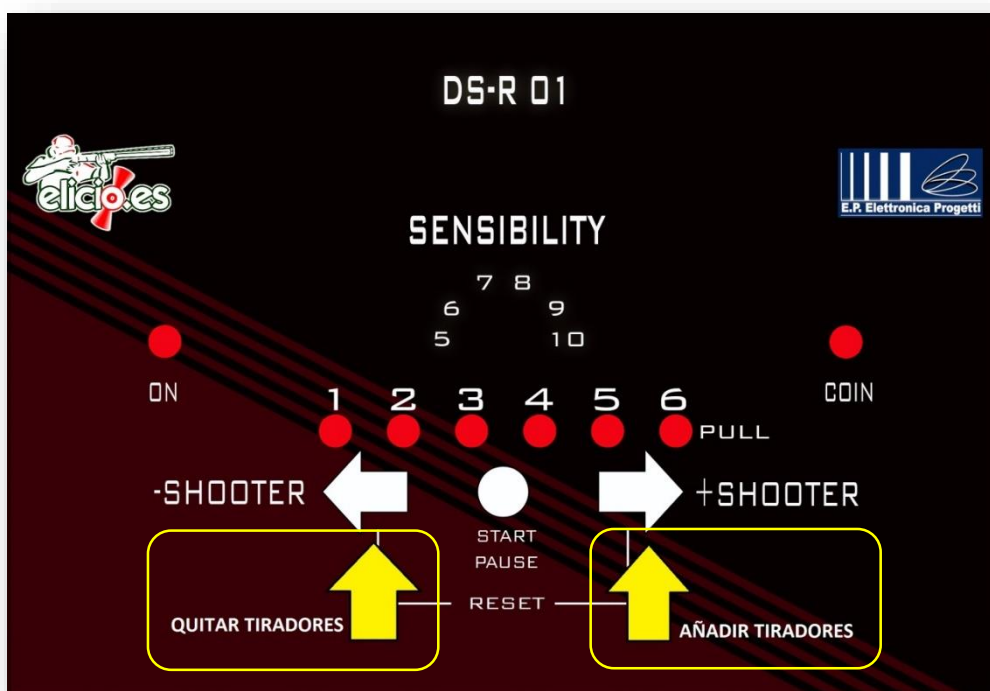
To select discipline, once the controller is turned on, press the START key for 3 seconds until the LED lights turn on by doing a sweep.

With the arrows  you can move the LED between 1, 2 and 3. To select discipline, press START

- 1.- American Trap
- 2.- DTL
- 3.- American Trap training (position 3)

#### Shooters set up

Use the arrows  to adding new shooters, LEDs indicate the number of shooters and the position they start at.






Once the discipline and the number of shooters are set, press START/PAUSE to start the game.

The LED on the microphone or, alternatively, on the controller indicates the position of the shooter. A LED on with a short flicker indicates the shooter in round. The LED off, but with a blinking blink in short, indicates the active shooters.

At the end of the game the 6 LEDs will flash. To resume with the same handles press START.

To pause the game press PAUSE once. To resume press again.

To reset the game and select a new discipline or different number of shooters, press PAUSE y and once it flashes, press   at the same time

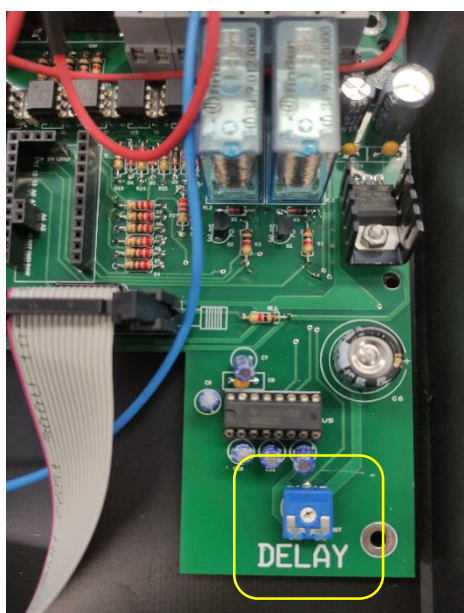
If there's a NO-BIRD and the shooter has already shoot in his round, press  to go back to the previous position.

To advance a position press PAUSE and  To go **back** a position press PAUSE and 

You must repeat the same combination of PAUSE + arrow as many times as positions you want to go back or forward

## 4 DELAY ADJUSTMENT

The DSR-01 allows you to adjust the time between shooters, increasing or decreasing it according to needs



Remove the top cover of the controller to access its interior. On the board is placed a small potentiometer. Turn left to decrease time. Turn right to increase time (minimum 1.5 seconds; maximum 8 seconds.)

## 5 COIN READER

To activate the coin reader, turn the key to enable or disable the function. Only for models from May 2024



When the reader is enabled it is displayed with the COIN LED on

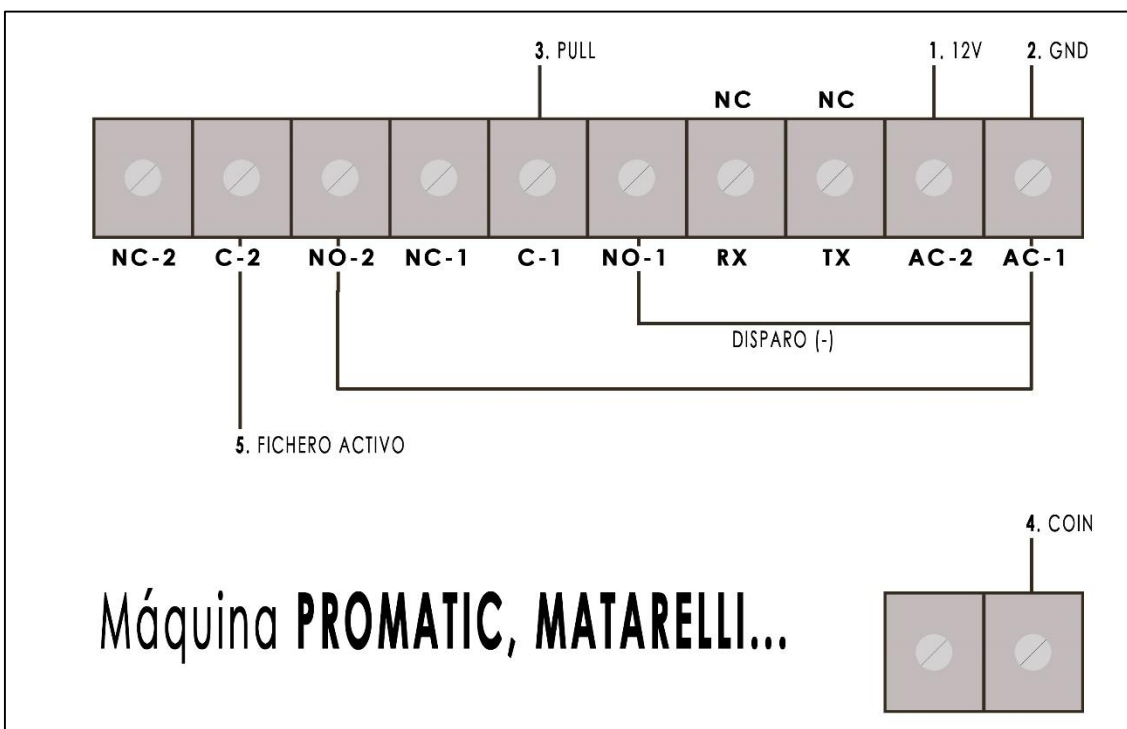
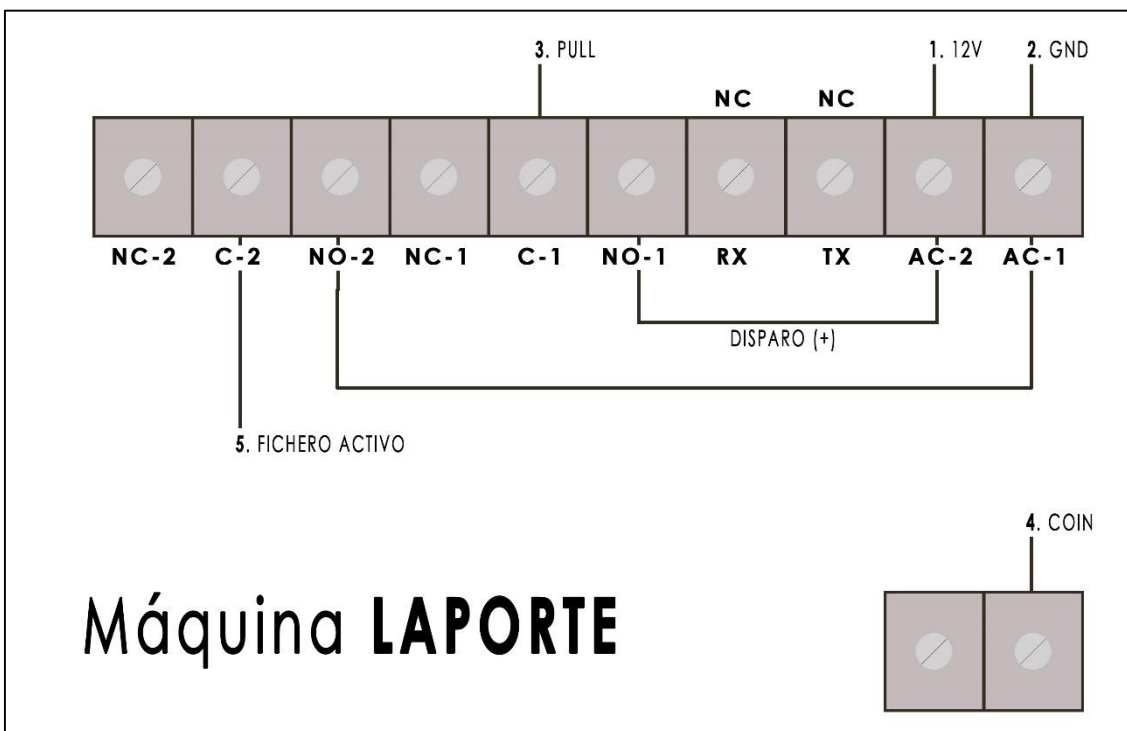


## 6 CONNECTIONS

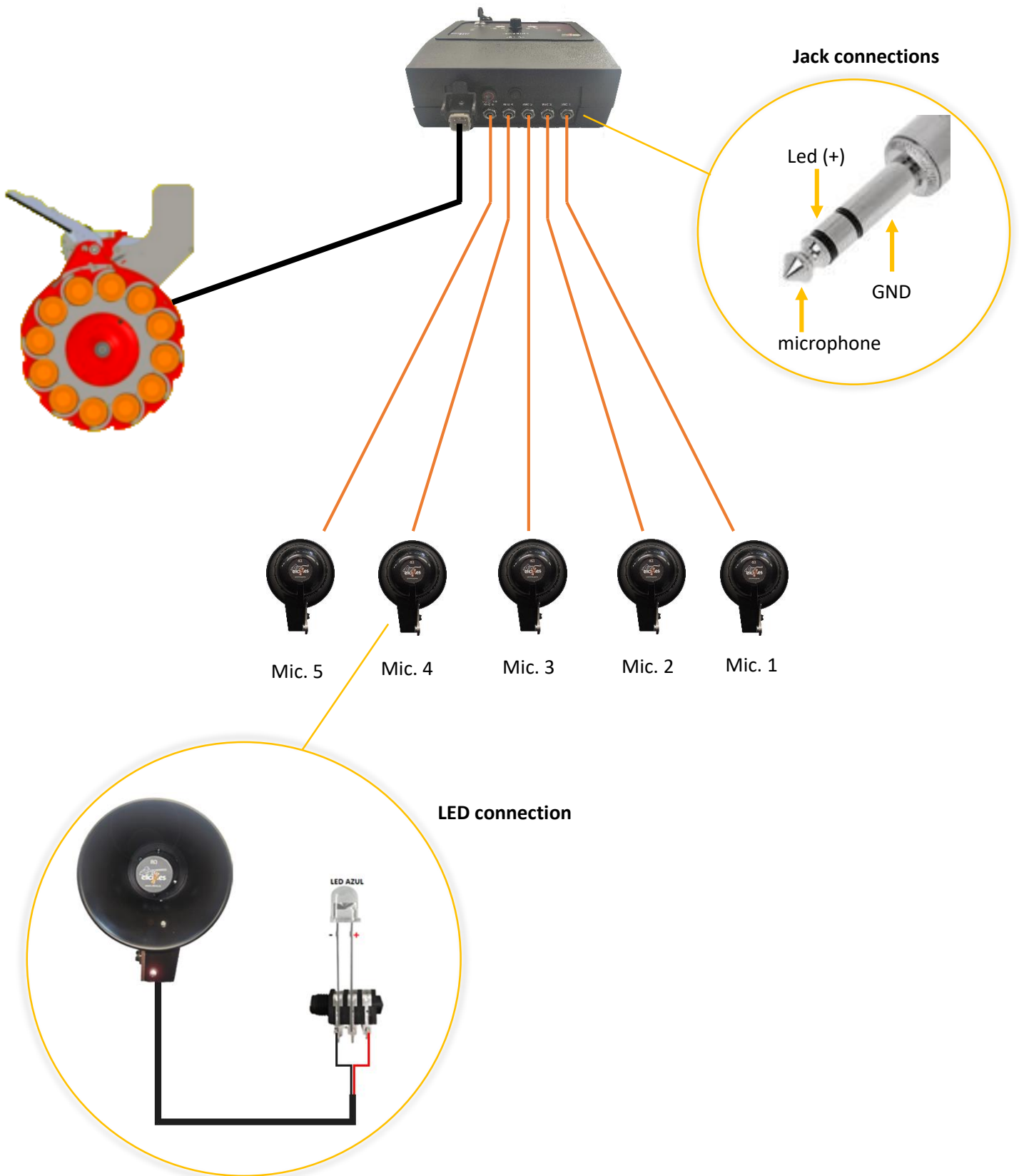


### Connection diagram of the ROBOT machine

5 pins connecto



**Microphones connection. 5 microphones with jack and LED indicator**





## 7 SAFETY



Any **maintenance** operation must be carried out by **qualified personnel**.



**Do not manipulate** any part of the device (electronic board, battery, ...).



Mandatory use of **safety goggles and hearing protection** to exercise shooting.