

WARNING

Many individuals have elected to connect a common household 110-volt style male connector to the cord on the Autopuller. If the Autopuller is inadvertently plugged into an outlet, turned on, and operated, major damage will occur.

DO NOT, UNDER ANY CIRCUMSTANCE, PLUG THE AUTOPULLER INTO ANY OTHER CONNECTION THAN THE TARGET MACHINE CONNECTOR!

If your Autopuller will be used by other individuals, Clay Delay advises that you spend a little more for a dedicated twist lock connector. This will insure that a possible problem with a wall outlet cannot occur.

If you decide to connect a household connector, the owner of the Autopuller, not the Clay Delay company, takes full responsibility for proper use of their unit.

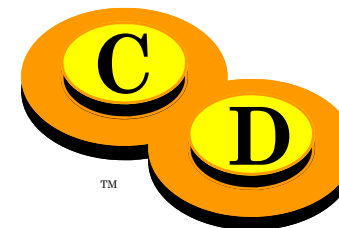
Thank you for ordering an Autopuller

Safety should always come first. The Autopuller was designed to give consistent pulls without the need for a trap boy. You should never be alone when practicing, but with Autopuller you do not have to rely on your companion to do the pulling.

CLAY DELAY takes no responsibility for damage caused by incorrectly wired trap machines, modified trap machines, modified units, incorrect data given to CLAY DELAY at time of order, or use of the Autopuller for purposes other than that for which it was designed.

This product is covered by a 1-year warranty against manufacturing defects.

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The Autopuller®

By CLAY DELAY

Owner's Manual

Model WAPF3-D



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Features of the WAPF3-D

- 3 routines available
 - ◆ 1x which allows single and multiple target's
 - ◆ 21x random target sequence
 - ◆ 30x random target sequence
- When in the 21x or 30x mode, pressing the left button at any point will enter a pause mode. This gives you the ability to compose yourself.
- Both the 21x and 30x routines are random, but will always release the same amount of left, center and right targets. This insures both equal usage (all machines will deplete targets at the same rate) and equal difficulty for all shooters. The order for the targets is varied, not the quantity of each target.
- The time delay may be adjusted from 1 second to 5 seconds.
- Auto off feature is adjustable and turns your unit off after 30 or 60 minutes of non use or you can elect to shut off the auto off feature.
- All modes may be run in either the time delay mode or the voice mode.
- The manual button allows you to release a target in the voice mode without the microphone

MODEL D HAS ONLY INTERMEDIATE FLURRY

FEDERAL COMMUNICATIONS COMMISSION (FCC) REGULATORY INFORMATION

This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION

The wireless radios are required to comply with FCC rules and regulations. Consequently, the radios have limited range because of the limited output power under these rules. Changes cannot be made to these devices because such changes may void compliance with U.S. rules and regulations.

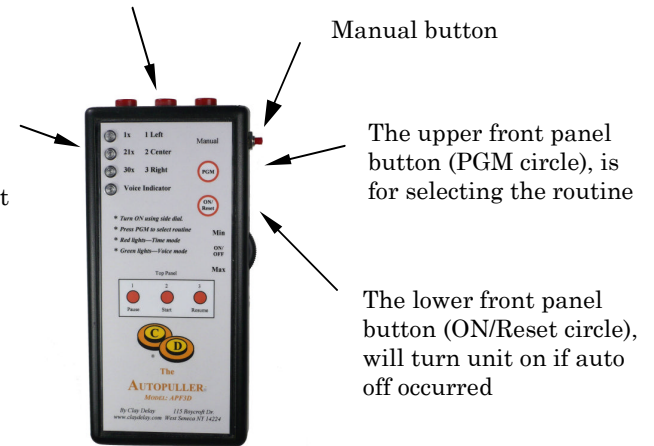
Notes:

The Autopuller WAPF3-D has 7 controls and 4 indicators

The large top buttons are for arming the target machine in the 1x mode and starting the sequence

Indicator Lights

- #1 1x / left target
- #2 21x / center target
- #3 30x / right target
- #4 voice indicator



Components of the Autopuller Package

- Autopuller Controller
- Autopuller Receiver
- (2) 9-volt Alkaline batteries
- Microphone
- (3) Adapter Cords and Identifier tags
- External 12 volt receiver power cord
- Small Screwdriver
- Instruction manual (this document)



Normal Operation

To help establish the mode you are in, the indicator lights will be red in the time mode and green in the voice mode.

1. Turn the unit on, (if necessary, press the ON/Reset button). This is now the 1x time mode standby state, the red light will be blinking. In the time mode, the launch timer starts counting at the press of the target button. To release multiple targets, you must then press the second or third button before the delay time is reached. Each press of a target button will reset the timer back to 0.
2. When in the 1x voice mode, (green light), the target will not be released until your call or you press the manual button.
3. At target launch, the corresponding light will blink red/green for the duration of the machine signal.
4. The unit will now go back into the standby state.
5. To advance through the routines, press the PGM button.

The selected routine will be as follows:

- 1x time mode (red light)
- 21x time mode (red light)
- 30x time mode (red light)
- 1x voice mode (green light)
- 21x voice mode (green light)
- 30x voice mode (green light)
- Power off (all lights blinking)
- Back to 1x time mode (red light)

Troubleshooting:

Receiver does not respond to the controller:

Refer to page 12, synchronize the controller to the receiver.

Controller buttons do not match targets launched:

Check wiring from machine to receiver and insure plugs are in correct jack.

Targets are launched too quickly:

Refer to page 6 to adjust the time between shots.

Erratic operation as you move around:

The problem may be that the signal is not strong enough at the receiver. You must have a line of sight from the controller to the receiver. If the receiver is behind an obstruction, such as a wall, mound of dirt etc., try repositioning the receiver. A good rule to follow is if you can't see the receiver, the controller can't see the receiver. The second reason for a poor signal is a reinforced structure. If the location of the receiver is in or on a concrete pad, try raising the receiver off the pad. The concrete may be absorbing some of the signal.

If all appears ok, increase the transmitter signal length. Refer to page 9 for procedure. This will send a longer signal that may correct the problem.

6. Both the voice and time modes operate the same when in a 21x or 30x routine. The only difference is the timing for target release. In the time mode, a target is launched when the time interval is reached. In the voice mode, the microphone is activated at the time interval, and the target is not released until your call.
- Pressing the center button will start the random sequence. As the sequence progresses, the fast blinking light gives you a visual of the time between shots. At any point, you may pause the sequence by pressing the left button .
- To return back to the sequence, press the right button. The sequence picks up where it left off.

Off Routine

The APF3D can be turned off using the side thumb wheel or by pulsing the PGM button until all lights are blinking.

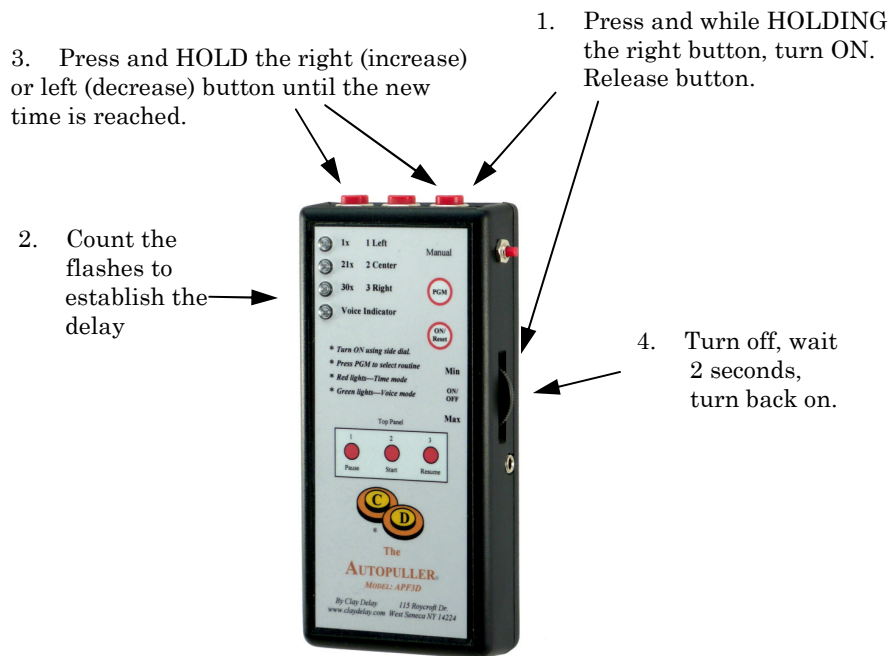
To help improve battery life, a 30 minute Off timer is activated after your last shot. This will automatically turn your unit off, helping to maximize battery life.

If your APF3 automatically turns off, or if you used the PGM button to turn off, it will be necessary to press the on / reset button to turn your unit back on.

Time Delay Adjustment

The time delay between shots may be adjusted to suit your particular event. The preset time is set to 2.5 seconds. This can be varied from 1 second up to 5 seconds.

When making the adjustment, you will be using the indicator lights to help you set the new value. To enter the programming routine, turn your unit off. Now press and while HOLDING the right button, turn on. Release the right button. The 1x and 21x lights will be on steady while the 30x light will be blinking. A count of 4 will give you a time of 2 seconds. Hold the left button to decrease time or right button to increase the time. When the new value is reached, turn your unit off, wait 2 seconds then turn back on. The new delay time will now be used.



Quick Answers to Common Problems and Questions

- **Erratic Operation**
 - ◆ Turn unit off, count to 5, turn unit back on.
 - ◆ Possible a bad or depleted battery, replace with a 9v alkaline.
 - ◆ Possible interference between transmitter and receiver. Try relocating or repositioning receiver.
- **Wrong House Triggers** - Change the order of the plugs
- **APF3 system seems to work ok but no target launch** Be sure target machines are on and the wiring connectors are connected properly and securely.
- **Can the three machine receiver be used with a personal Autopuller?**

The answer is yes, but only two target machines can be controlled with a APA through APE. Synchronize your Autopuller to the receiver, and launch a low then high house. Note which receiver target lights respond, and connect your adapter cords to the corresponding receiver jacks.

External Power Source for Receiver

The receiver has the ability to receive power from an external power source. This will allow continuous operation without depleting the internal 9-volt battery.

NEVER connect 110 volts directly to the receiver power cord. The supplied 6 foot cord must be connected to a 9 to 24 volt source.

The internal components have been designed to automatically adjust for proper operation. It does not matter which wire is attached to the positive side of the 12 volt battery or external power source.

NOTE: When the external cord is plugged into the side jack, the internal battery is automatically disconnected. When you have finished using your system, it is advisable to unplug the power cord from the receiver and then turn the receiver off. If you disconnect the power at the source, the receiver will go into an off state, but will turn back on when the cord is disconnected from the side of the receiver. If you do not turn your unit off, you may deplete the internal 9-volt battery.

If a wall plug transformer is used, a unit with a rating of 12volt DC 500ma. is best. The connector must be a 2.1mm x 5.5mm power plug.



Side power 2.1mm jack

Auto reset of armed target in voice mode

The APF3D comes preset at 30 seconds. This is the time you have from when you arm a target and when you call for the target. The adjustment allows you to select 30 seconds, 60 seconds or never. To adjust turn unit off and while HOLDING the center button, turn on. Release the center button. Press and release the center button until the light representing the time you want is lit.

The lights are as follows:

- Top 1x red light = 30 seconds
- Center 21x red light = 60 seconds
- Bottom 30x red light = no reset

Turn your unit off, wait 2 seconds then turn back on. The new delay time will now be used.

1. Press and while HOLDING the center button, turn ON.
2. Press the center button until the appropriate light in on
3. Turn off, wait 2 seconds, turn back on.



Microphone Setup

The microphone is preset to work in most situations. If you find that the external adjuster does not allow you to comfortably call for your target, you may adjust the sensitivity further by accessing the internal set of switches.

The internal switch is located in the battery compartment. Open the battery door and remove the battery. The switches are now visible in the center of the unit.

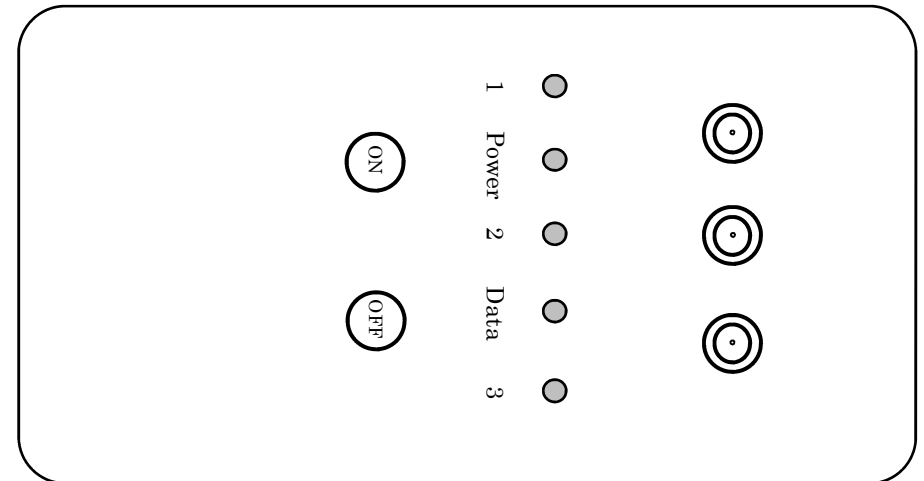
The normal setting is 1 on and 1 off. Turning both switches off (down) will decrease the sensitivity of the microphone. You will now need a louder and longer call before the unit will respond. Turning both switches on (up) will increase the sensitivity of the microphone. Keep in mind that the increased sensitivity will now release a target very easily; possibly even with the closing of your gun.



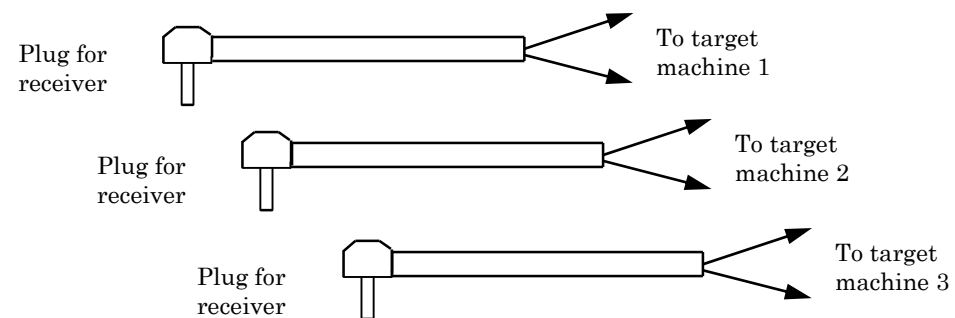
Wiring the Adapter Cord

The wiring for the receiver is very easy. You will be using a separate adapter cord for each machine, so it does not matter which wire goes to which terminal. For each machine, you simply connect the two wires of the adapter cord in place of the pull cord. If more cords are needed, the proper connector is a 2.5mm x 5.5mm size.

Receiver



Adapter Cords with no connectors

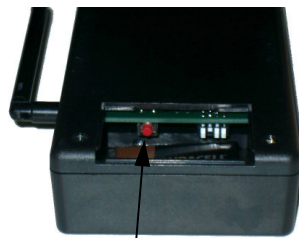


Synchronizing the Controller to the Receiver

Located inside the receiver battery compartment is a small pushbutton used to place the receiver in a learn mode. This may be necessary if you want to use more than 1 controller with the receiver.

To add a new unit, turn the receiver on, and wait until the power light starts to flash. Try the new controller. If the receiver does not respond to the controller, press and release the pushbutton inside the receiver battery compartment. The data light will now start to flash. Turn the Autopuller on, and press the left target button. For a APF3, wait for the Autopuller to send a target signal (the front Autopuller light goes back to blinking red) . For a APA through APE, send a command by pressing the left target button then the manual button. Press the button in the receiver again. The data light should go out. Both units are now synchronized. Check by sending a target command. The receiver should indicate that a target has been launched. The 2 units are now communicating with each other. Repeat the process for as many units as you have.

If you decide to remove a transmitter, due to interference from adjoining field usage, press and hold the button until the data light goes off (approx 10 sec.). After you release the button the light will come on again for 2 seconds, then go off. This has cleared ALL transmitters. You will have to press the button again and follow the procedure to add a controller to reinitialize your unit.



Small push button for synchronizing both units

Transmitter Signal Setup (in Controller)

It may be necessary to adjust the length of the signal to the receiver. If you are having difficulties releasing a target, the problem may in the transmission of the signal. The preset time is 1 second, with a range or 1, 2 or 3 seconds.

To adjust turn unit off and while HOLDING the left button, turn on. Release the left button. Press and release the left button until the light representing the time you want is lit.

The lights are as follows:

- Top 1x red light = 1 second
- Center 21x red light = 2 seconds
- Bottom 30x red light = 3 seconds

Turn your unit off, wait 2 seconds then turn back on.

The new delay time will now be used.

1. Press and while HOLDING the left button, turn ON. Release button.
2. Press the left button until the appropriate light in on
3. Turn off, wait 2 seconds, turn back on.



Machine Pulse Setup (in Receiver)

The machine pulse is set to work on most machines. If you are having difficulties in releasing a target, adjust the pulse length using the internal switch in the receiver.

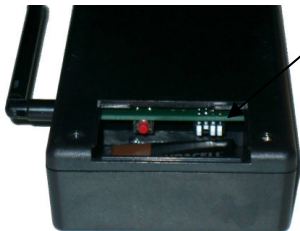
The internal switch is located in the battery compartment. Open the battery door and remove the battery. The switch is now visible on the right of the unit. As seen through the opening, down is off and up is on. Please reference the picture below and note switches 4, 2 and 1 are off and switch 3 is on. The numbers go from left to right, 4 to 1.

The 4 position switch has two functions. Switches 1 and 2 are for machine pulse and switches 3 and 4 are for auto-off state.

Switches 1 and 2 are used to increase the length of the pulse needed for the target machine to launch a target. A foot-operated machine or older machine may need a longer pulse. With both switches 1 and 2 off, the pulse to the machine will be .5 seconds. Placing switch 1 on, adds .5 seconds, for a total of 1 second pulse. Placing switch 2 on will add 1 second, for a total of 1.5 seconds. Placing both switches 1 and 2 on will give a pulse of 2 seconds.

NOTE: If after making an adjustment the pulse is too long, a second target may be released. To correct this, place switch 1 back in the off position.

As seen through opening, left 2 switches set auto-off



As seen through opening, right 2 switches set machine signal

Auto-Off Setup (in Receiver)

The receiver can be set to stay on until turned off, or turn off after a preset time.

The internal switch is located in the receiver battery compartment. Open the battery door and remove the battery. The switch is now visible on the right of the unit. As seen through the opening, down is off and up is on. Please reference the picture below and note switches 4, 2 and 1 are off and switch 3 is on. The numbers go from left to right, 4 to 1.

The 4 position switch has two functions. Switches 3 and 4 are for auto-off and switches 1 and 2 are for machine pulse.

Switches 3 and 4 are used to set the power off state. With both switches off, the receiver will stay on until manually turned off by pressing the OFF indication on the front panel. Turning switch 4 on will set the off time to 30 minutes after the last target is released. Turning switch 3 on will set the time to 60 minutes. Turning both 3 and 4 on will now set the turn off time to 1.5 hours. Each time you launch a target, the time is reset to 0.

NOTE: Photo shows auto-off set to 60 minutes.

As seen through opening, left 2 switches set auto-off



As seen through opening, right 2 switches set machine signal