Channel Configuration Procedure for Acoustic Triggered Controller

Three parameters determine the channel range of the Holatron 12 channel high speed acoustic triggered controller:

Base Channel (1-12),
Last Channel (1-12),
Low Channel (1-12)

There are 12 cues on each channel. So single channel operation controls 12 cues. Additional cues can be controlled by configuring the transmitter to operate on multiple channels. For example 3 channels would control 3x12 = 36 cues, and 12 channels would control 12x12 = 144 cues. The controller does this by switching automatically to cue 1 of the next higher channel in its configured range after firing cue 12. If cue 12 of **Last Channel** was fired, the controller will switch to cue 1 of **Low Channel**. The controller always starts on cue 1 of **Base Channel** after power-on. Some configuration examples are:

Base Ch = **Last Ch** = **Low Ch** => Single channel operation.
Base Ch = **Low Ch** = 1, and **Last Ch** = 2 => Operation on channels 1 & 2.
Base Ch = **Low Ch** = 1, and **Last Ch** = 6 => Operation on channels 1 through 6.
Base Ch = **Low Ch** = 3, and **Last Ch** = 5 => Operation on channels 3 through 5.
Base Ch = 3, **Last Ch** = 5, and **Low Ch** = 2 => Operation on channels 2 through 5, with operation starting on channel 3 after power-on.

Channel range is configured as follows:

1. With the “A” or “B” button depressed, turn on the Enable key switch. Then release the button.
2. Enter each channel parameter by setting its number on the controller’s digital switch and then momentarily pressing the “A” and “B” buttons simultaneously.
3. The parameter being entered is indicated by the panel LEDs as: green = Base Ch, Red = Last Ch, green and red = Low Ch.
4. Turn off the key switch when done.
5. All 3 parameters need not be entered. If only Base Ch is entered, the configuration will be for single channel operation. If only Base Ch and Last Ch are entered, Low Ch will be set = Base Channel.
6. Set the digital switch back to the desired automatic fire rate setting, and turn on the key switch.
7. At power-on, the green LED will flash the Base Ch number, and then the red LED will flash the Last Ch number before automatic reset transmission and commencement of normal battery flash mode.
8. Channel configuration is saved in non-volatile memory. So it is not necessary to reconfigure the channel range each time the controller is turned on.

.

Operational Switch Settings for Acoustic Triggered Controller

Switch Setting	Button "A" Action	Button "B" Action
0	Enables transmission of a semi-automatic fire command upon detection of acoustic event or upon "Fire B" button depression. Minimum acoustic threshold (maximum acoustic sensitivity).	If "Fire A" button is also pressed, xmts a semi-automatic (single-shot) fire command continuously until one or both buttons are released.
1	Same as above with higher acoustic threshold.	Same as above.
2	Same as above with higher acoustic threshold.	Same as above.
3	Same as above with higher acoustic threshold.	Same as above.
4	Same as above with higher acoustic threshold.	Same as above.
5	Same as above with higher acoustic threshold.	Same as above.
6	Same as above with higher acoustic threshold.	Same as above.
7	Same as above with higher acoustic threshold.	Same as above.
8	Same as above with higher acoustic threshold.	Same as above.
9	Same as above with higher acoustic threshold.	Same as above.
A	Same as above with higher acoustic threshold.	Same as above.
B	Same as above with highest acoustic threshold (minimum acoustic sensitivity).	Same as above.
C	Semi-automatic firing. (Single shot, sequential)	Automatic firing (rapid fire) at a rate of **7.69** shots / second while the button is pressed. (0.13 second per shot)
D	Semi-automatic firing. (Single shot, sequential)	Automatic firing as above at a rate of **10** shots / second. (0.1 second per shot)
E	Semi-automatic firing. (Single shot, sequential)	Automatic firing as above at a rate of **14.3** shots / second. (0.07 second per shot)
F	Semi-automatic firing. (Single shot, sequential)	Automatic firing as above at a rate of **20** shots / second. (0.05 second per shot)