

Switch Selection Table for Pairable 12-shot Receiver:

Rcvr Digital Switch Setting	Action
1	Fire cues 1-12 (of 12) for channel 1 & paired system code.
2	Fire cues 1-12 (of 12) for channel 2 & paired system code.
3	Fire cues 1-12 (of 12) for channel 3 & paired system code.
4	Fire cues 1-12 (of 12) for channel 4 & paired system code.
5	Fire cues 1-12 (of 12) for channel 5 & paired system code.
6	Fire cues 1-12 (of 12) for channel 6 & paired system code.
7	Fire cues 1-12 (of 12) for channel 7 & paired system code.
8	Fire cues 1-12 (of 12) for channel 8 & paired system code.
9	Fire cues 1-12 (of 12) for channel 9 & paired system code.
A	Fire cues 1-12 (of 12) for channel 10 & paired system code.
B	Fire cues 1-12 (of 12) for channel 11 & paired system code.
C	Fire cues 1-12 (of 12) for channel 12 & paired system code.
D	Fire second 12 cues (of 24), and ignore first 12 cues after power-on, for paired channel & system code. *
E	Pair with transmitted channel & system code .
F	Fire cues 1-12 (of 12) for paired channel and system code.
0	Fire first 12 cues (of 24), and ignore second 12 cues, for paired channel & system code. *

* Positions 0 and D are used only in single channel systems.

Pairing Procedure

Two parameters determine the transmitters to which the receiver will respond:

Proprietary System Code (0-255),
Digital Channel (1-12),

With the digital switch set to position E, a single transmission will cause the receiver to grab both parameters and pair itself with the transmitter that sent them. When the switch is subsequently set to position F, the receiver will continue to respond to this paired system code and channel. Optionally, the switch can be set to positions 1-C, as shown in the preceding table, to force operation to the selected channel. The paired system code is still used in this case.

After pairing, the activity indicator will cease flashing the battery level, and it will flash the received system code number once before going dark. Be sure to switch the digital switch away from position E after pairing to prevent possible change of the paired parameters on subsequent transmissions. Turn receiver power off for a few seconds and then back on to restore normal operation with the newly paired parameters. The receiver will remember the paired parameters even when power is off. So pairing does not need to be repeated on subsequent uses.

If the digital switch is set to position 0, the receiver will continue to respond to the paired system code and channel, but it will fire only on the first 12 cues after transmitter reset command or receiver power on, and it will ignore the second 12 cues. This setting should only be used in a single channel system with two receivers to expand it from 12 to 24 cues.

If the digital switch is set to position D, the receiver will continue to respond to the paired system code and channel, but it will ignore the first 12 cues after transmitter reset command or receiver power on, and it will fire the second 12 cues. This setting should only be used in a single channel system with two receivers to expand it from 12 to 24 cues.

Paired channel number is displayed at power-on, and paired system code is displayed during the pairing operation, as a series of activity flashes for each digit. Zero digits are represented by a single long flash in this display. Leading zeroes are not displayed. No flashes are displayed for the generic system code zero.