



K531
WIRE-FREE GATES

INSTRUCTIONS



K531 Wire-Free Gates

OPERATION

Plug the 'S' and 'F' leads from the receiver into the gate sockets on your timer and extend the receiver aerial.

Switch the receiver to channel 1 and ensure the timer is powered and switched on (the 'ON' lamp will light).

Attach the heads and reflectors to the tripods and position at each side of the start and finish lines (the head and reflector must be between 5 and 30 metres apart). Push the tripods into the ground slightly, tighten the leg-locking nuts to ensure that the tripods are firm and point the reflector towards the head.

Extend the head aerial and switch to 'CH1 S' for the start gate, or to 'CH1 F' for the finish gate.

The 'BATT' lamp should light - if not the unit needs charging (you can still use it with a cable connection).

Align the head with the reflector - the 'BEAM' lamp will go out to show correct alignment.

Tighten all the screws and carefully recheck that the head is still aligned.

NOTE that any delay you may notice in the start or finish signal to the timer (due to radio reception delays) is cancelled-out by special circuitry in the receiver to ensure perfect timing accuracy.

CONTROLS - RECEIVER

Channel switch	Switch to '1'. Switch to '2' for second ring, or if there is interference. The receiver and both heads must be set to the same channel.
'ON' lamp	This lights to show the receiver is powered. If this lamp flashes after the heads have been switched on it indicates that there is a source of interference (but this is not serious if the 'FAULT' lamps are off).
'FAULT' lamps	These light if there is no radio signal from the gate. If either lamp flashes either you are trying to use two heads switched to the same gate position on the same channel, or there is interference so severe as to affect timing. Try the other channel and if the problem continues you should connect the heads using cables.
'BATT' lamps	These flash if the head batteries are within a couple of hours of exhaustion.

CONTROLS - HEAD

Channel switch	Switch OFF when not in use to preserve the internal batteries. When OFF the head can still be used with a cable connection to the timer. In use, switch the start gate to ' CH 1 S ' and the finish gate to ' CH 1 F '. Use ' CH 2 ' if you are using a second ring. Switch the receiver to channel 2.
'BEAM' lamp	Lights when the beam is not aligned.
'BATT' lamp	This lights when the unit is switched on. It flashes if the batteries need charging. If the batteries run down you can still use the head with a cable connection to the timer, or you may connect a 12 volt battery to the cable socket.
'CHARGE' lamp	Lights when the batteries are being charged using the 'CHARGE' socket.



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PROBLEMS

Cannot align head	Ensure reflector and head lenses are clean and dry. Place head and reflector closer together (this may be necessary in heavy rain).
'FAULT' lamp lit:	Ensure head is switched to correct channel AND that the beam is aligned. Ensure aerials on receiver and head are extended. Ensure head is not too far from receiver (200 metres max in normal conditions).
'FAULT' lamp flashes	Ensure no two heads have the same switch position. Switch heads and receiver to the other channel. If the fault persists, use a cable connection as there is bad radio interference.
'BATT' lamp flashes	Batteries are low but you may have a couple of hours use.

CHARGING

The heads should be charged for 24 hours before and after each use and every 3 months if not in use. You cannot overcharge.

CHANNEL CODING

Three different channel codes are available (green, black and grey), as indicated by the colour of the channel switching knob. Green coding is supplied unless otherwise specified at the time of ordering.
The different codes apply ONLY to channel 2. Channel 1 is the same for all sets (so any head will work with any receiver on channel 1).