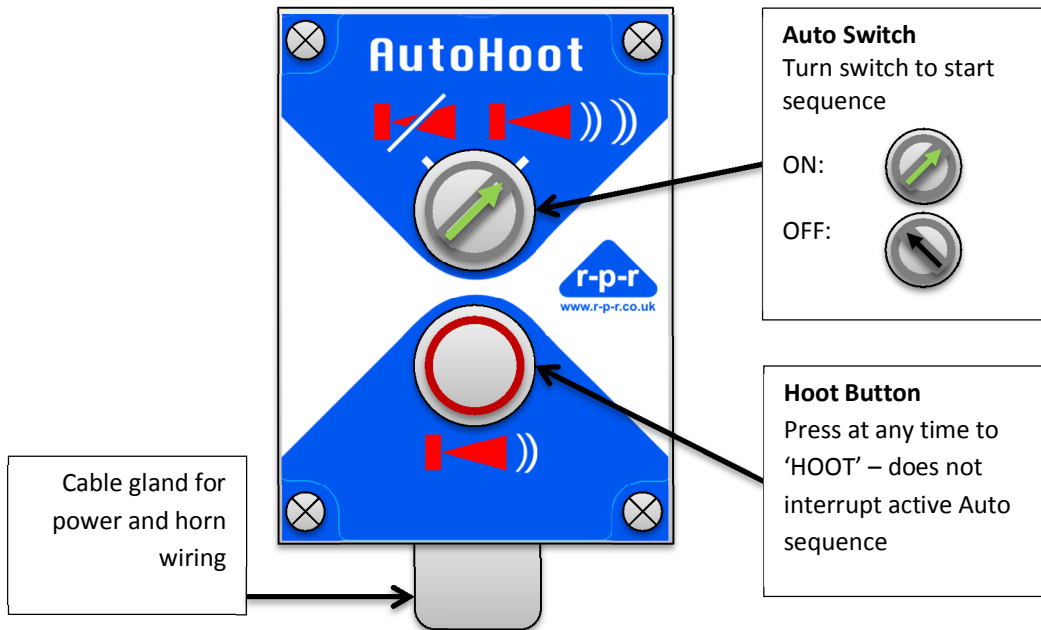


Thank you for choosing Richard Paul Russell Ltd's AutoHoot.

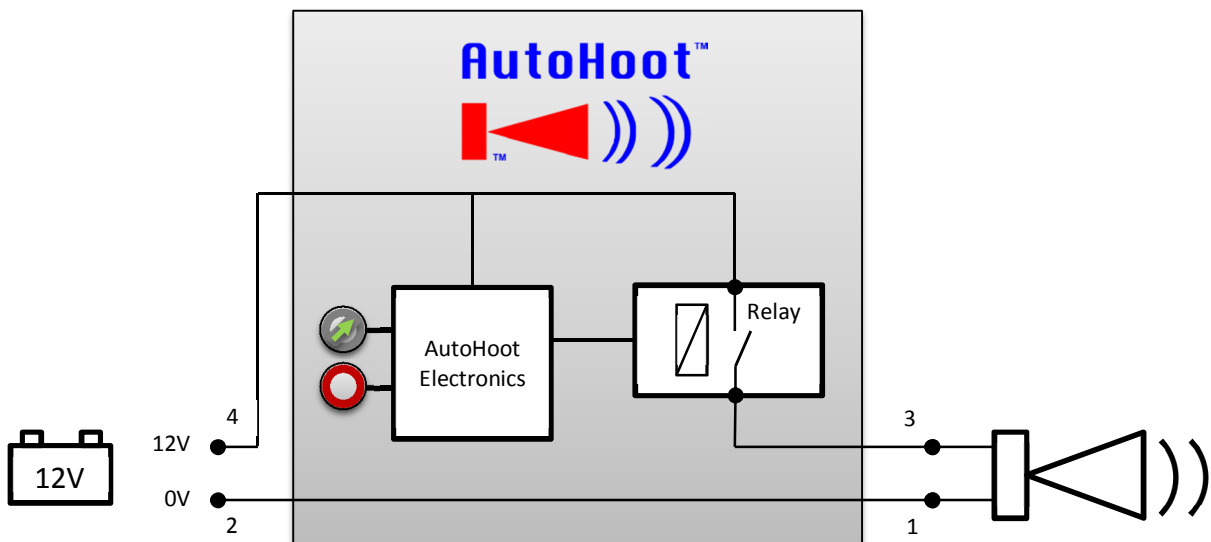
AutoHoot is an electronic control unit. It has been designed for simple operation when a particular sound signal sequence is required to be emitted with reliable timing.

For full user instructions and technical specification please download the AutoHoot User Manual from our website www.autohoot.com

CONTROLS OVERVIEW



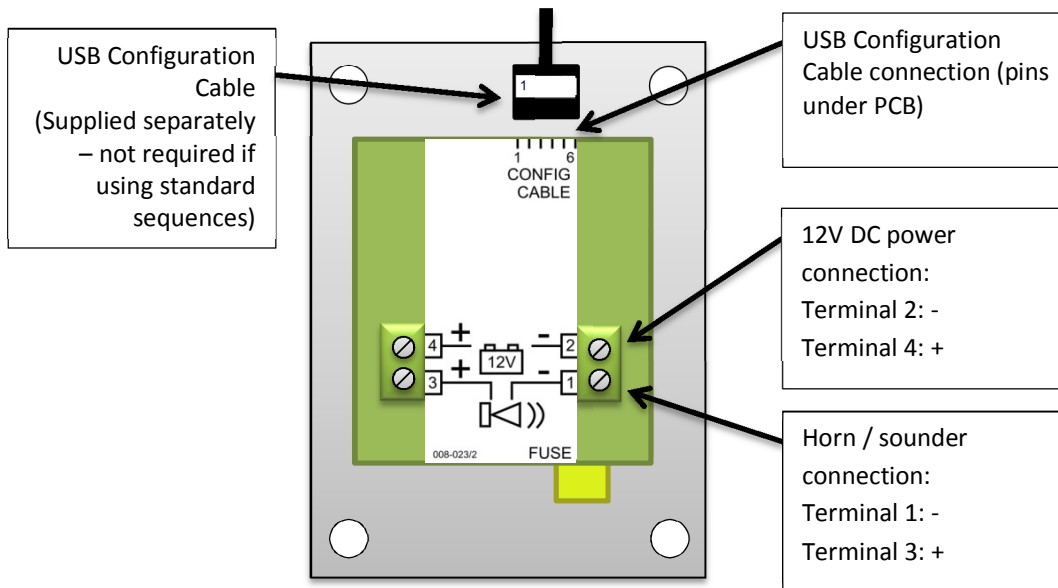
CONNECTION DIAGRAM



QUICK START: EASY STEPS TO USING AUTOHOOT

- ① Connect horn/sounder to AutoHoot
- ② Connect power to AutoHoot
- ③ Fasten enclosure closed and tighten cable gland
- ④ Select sequence
- ⑤ Turn Auto Switch to ON when ready to start sequence
- ⑥ Press Hoot Button at any time if additional signal required
- ⑦
- ⑧ Turn Auto Switch to OFF when sequence completed

INSTALLATION



Horn / Sounder: A 12V horn or sounder needs to be connected to produce a high decibel output.

Power Supply: 12V DC power is supplied via terminals 2 (-ve) and 4 (+ve) on the green connector blocks. The power supply needs to be capable of supplying sufficient current to the particular horn/sounder that is connected.

For instructions on the following features, please refer to the full AutoHoot User Manual:

- Connection to PC via USB Configuration Cable
- Output to PC of list & details of programmed sequences
- Programming of custom sequences via PC

BASIC OPERATION

Indication of Active Sequence













On power up the LEDs will flash to indicate the active sequence:

The red LED will flash the 10's followed by the green LED for the 1's.

e.g. red LED flashes 3 times, green LED flashes 5 times; Sequence No = 35



Selection of Active Sequence (without PC connection)

1. Power down AutoHoot
2. Ensure Auto Switch in OFF position 
3. On power up, the Hoot Button must be held pressed for 15 seconds  **15 SEC**
4. When both red  & green  LEDs turn on, release the Hoot Button  **RELEASE**
5. Press the Hoot Button the number of times equal to the 10's of the sequence number required
(e.g. for Sequence No = 23, press Hoot Button 2 times  ). Red LED will flash off when button pressed
6. Rotate Auto Switch to ON position 
7. Press the Hoot Button the number of times equal to the 1's of the sequence number required (e.g. for Sequence No = 23, press Hoot Button 3 times   ). Green LED will flash off when button pressed.
8. Rotate Auto Switch to OFF position 
9. The red and green LEDs will turn off
10. The red and green LEDs will flash to indicate the selected sequence, as at on power on (see section above). This sequence is now active.

Note: If the sequence selected does not exist, the active sequence will remain unchanged.

Note: If the selection process is not completed, the unit will time out 15 seconds after the last action. The active sequence will remain unchanged.

AutoHoot is pre-programmed with the following 37 sequences. The default active sequence is no 1.

No	Name	Description
1	Rule 26 1.5s rep no delay	ISAF Rule 26 (5,4,1,start) – 1.5 sec hoots with long hoot at 1 min to go, multiple starts at 5 min intervals, no delay before first signal
2	Rule 26 1.5s no delay	ISAF Rule 26 (5,4,1,start) – 1.5 sec hoots with long hoot at 1 min to go, one start only, no delay before first signal
3	Rule 26 1.5s rep 10s delay	ISAF Rule 26 (5,4,1,start) – 1.5 sec hoots with long hoot at 1 min to go, multiple starts at 5 min intervals, 10 sec delay before first signal
4	Rule 26 1.5s 10s delay	ISAF Rule 26 (5,4,1,start) – 1.5 sec hoots with long hoot at 1 min to go, one start only, 10 sec delay before first signal
5	Rule 26 2.5s rep no delay	ISAF Rule 26 (5,4,1,start) – 2.5 sec hoots with long hoot at 1 min to go, multiple starts at 5 min intervals, no delay before first signal
6	Rule 26 2.5s no delay	ISAF Rule 26 (5,4,1,start) – 2.5 sec hoots with long hoot at 1 min to go, one start only, no delay before first signal
7	Rule 26 2.5s rep 10s delay	ISAF Rule 26 (5,4,1,start) – 2.5 sec hoots with long hoot at 1 min to go, multiple starts at 5 min intervals, 10 sec delay before first signal
8	Rule 26 2.5s 10s delay	ISAF Rule 26 (5,4,1,start) – 2.5 sec hoots with long hoot at 1 min to go, one start only, 10 sec delay before first signal
9	Rule 26 2.5s 10min rep no delay	ISAF Rule 26 (5,4,1,start) – 2.5 sec hoots with long hoot at 1 min to go, multiple starts at 10 min intervals, no delay before first signal

No	Name	Description
10	Rule 26 2.5s 10min rep 10s delay	ISAF Rule 26 (5,4,1,start) – 2.5 sec hoots with long hoot at 1 min to go, multiple starts at 10 min intervals, 10 sec delay before first signal
11	3,2,1(long),0 rep no delay	3,2,1,start with long hoot at 1 min to go – multiple starts at 3 min intervals, no delay before first signal
12	3,2,1(long),0 no delay	3,2,1,start with long hoot at 1 min to go – one start only, no delay before first signal
13	3,2,1(long),0 rep 10s delay	3,2,1,start with long hoot at 1 min to go – multiple starts at 3 min intervals, 10 sec delay before first signal
14	3,2,1(long),0 10s delay	3,2,1,start with long hoot at 1 min to go – one start only, 10 sec delay before first signal
15	5 min hoots	1 signal every 5 min
16	4 min hoots	1 signal every 4 min
17	3 min hoots	1 signal every 3 min
18	2 min hoots	1 signal every 2 min
19	1 min hoots	1 signal every 1 min
20	5 min count-down	5 min count-down to start – 5 long hoots at 5 min, 4 at 4 min, 3 at 3 min, 2 at 2 min, 1 long & 3 short at 1 min 30 sec, 1 long at 1 min, 3 short at 30 sec, 2 short at 20, 1 short at 10 & 5,4,3,2 & 1 sec & 1 long at start, one start only
21	5 min count-down rep.	As per No.20 but with multiple starts at 5 min intervals
22	3 min count-down (Appx S)	US Sailing RRS Appendix S Sound-Signal Starting System (includes 3 long hoots at 3 min, 2 at 2 min, 1 long & 3 short at 1 min 30 sec, 1 long at 1 min, 3 short at 30 sec, 2 short at 20, 1 short at 10 & 5,4,3,2,1 sec & 1 long at start, one start only)
23	3 min count-down rep.	As per No.22 but with multiple starts at 3 min intervals
24	1 min count-down	1 min count-down to start – 1 long hoot at 1 min, 3 short at 30 sec, 2 short at 20, 1 short at 10 & 5,4,3,2 & 1 sec & 1 long at start, one start only
25	1 min count-down rep.	As per No.24 but with multiple starts at 1 min intervals
26	3 min team race	Team Racing Start – 3 long hoots at 3 min, 2 at 2 min, 1 at 1 min, 3 short at 30 sec, 2 short at 20, 1 short at 10 & 5,4,3,2,1 sec & 1 long at start, one start only
27	3 min team race rep.	As per No.26 but with multiple starts at 3 min intervals
28	3 min team race rep 4min	As per No.26 but with multiple starts at 4 min intervals
29	3 min team race rep 5min	As per No.26 but with multiple starts at 5 min intervals
30	3 min team race rep 6min	As per No.26 but with multiple starts at 6 min intervals
31	match race 10 min	ISAF Appendix C 3.1 Match Racing Starting Signals with 'Attention signal' at 10 min before first start, start signal is the warning for next flight (i.e. starts at 5 min intervals)
32	match race 6 min	As per 31 but 'Attention signal' at 6 min before first start
33	Circuits 5x45on+20rest	Circuit training – each station has 5 exercises x 45 sec with 20 sec rest between stations, half way signal & 10 sec countdown to end of each exercise
34	Circuits 6x30on+15rest	Circuit training – each station has 6 exercises x 30 sec with 15 sec rest between stations, half way signal & 10 sec countdown to end of each exercise
35	Circuits 10x60on30off+120rest	Circuit training – circuit of 10 exercises, 60 sec on with 30 sec rest between each exercise and 2 min rest between circuits, half way signal & 10 sec countdown to end of each exercise
36	Fog horn powered underway	ColRegs - Signals in Restricted Visibility - Power-Driven Vessels Underway – 1 prolonged blast every 1 min
37	Fog horn sailing	ColRegs - Signals in Restricted Visibility - Sailing Vessels Underway – 1 prolonged blast followed by two short blasts every 1 min