

AutoHoot Mk3

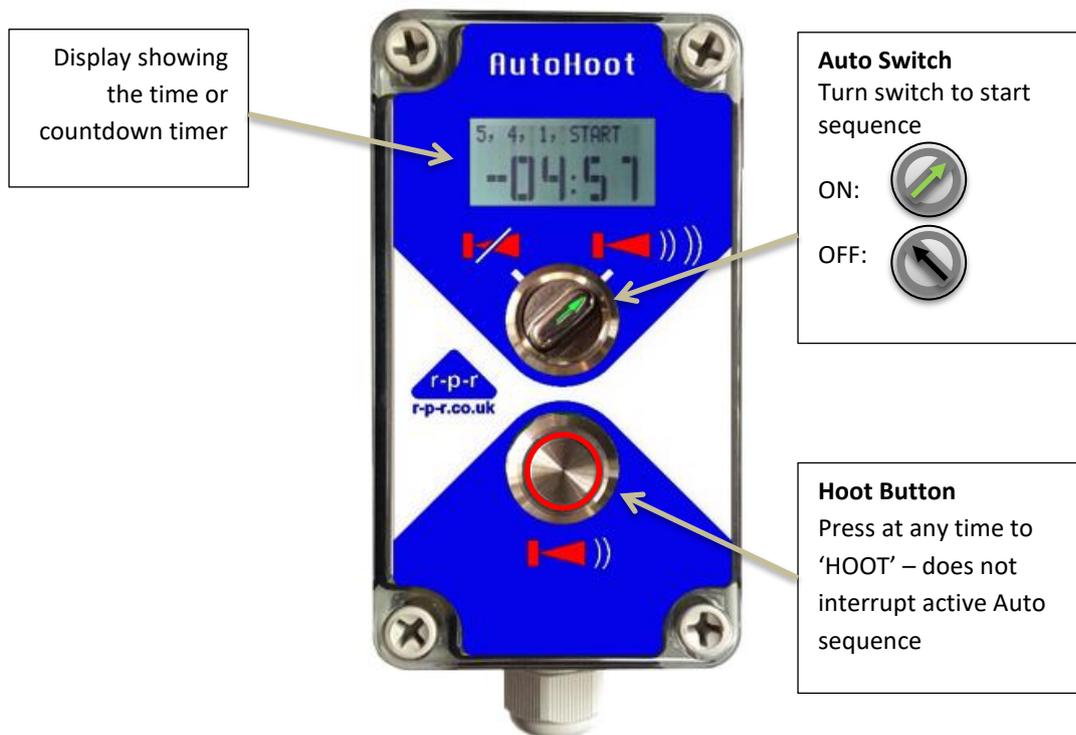
Quick Start Guide

OVERVIEW

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

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

In practice when starting a race all that is required is to rotate the Auto switch in a clockwise direction at the start of the starting sequence. The Hoot button can be pressed at any time for other race signals like recalls, shorten course or finish signals.



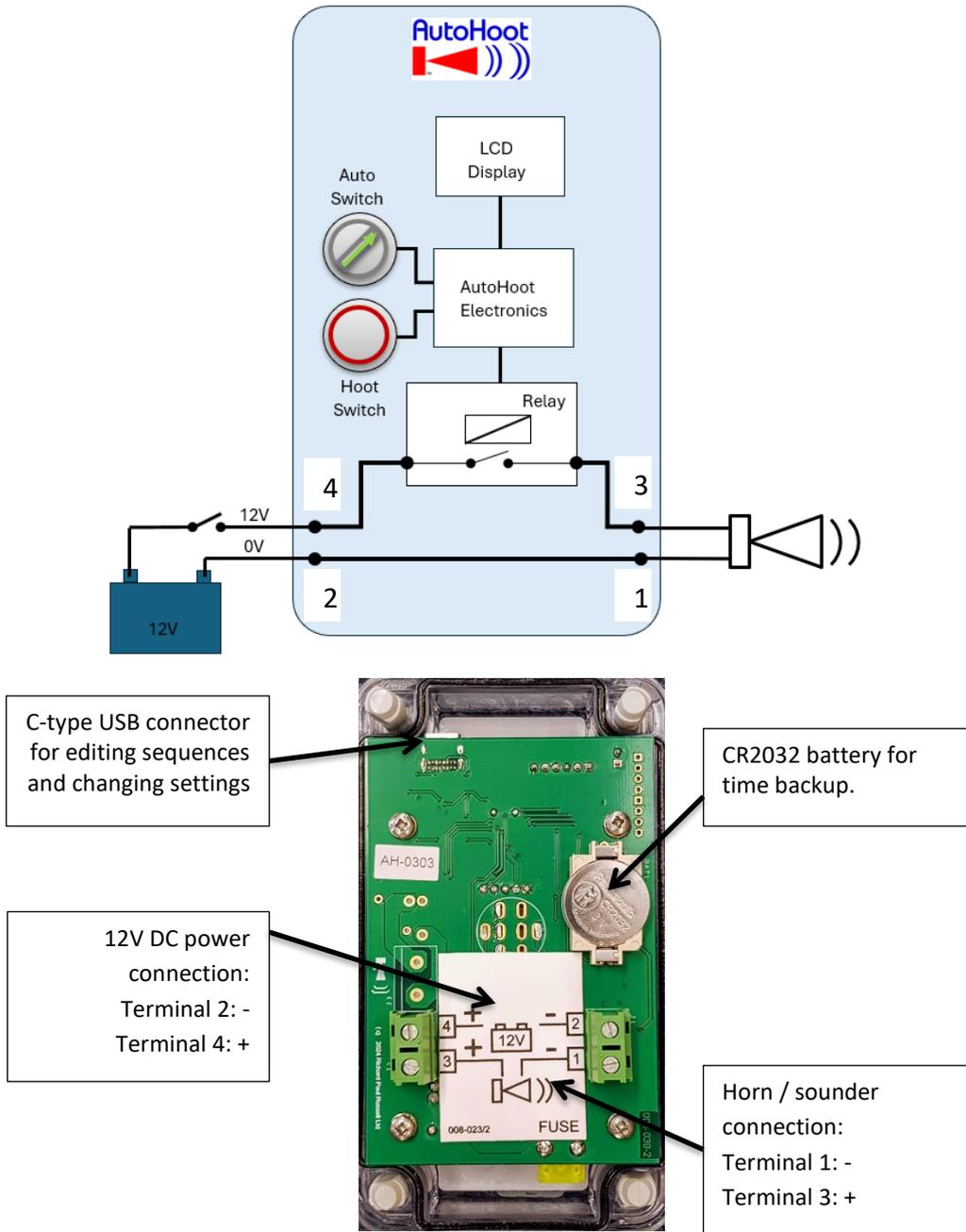
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INSTALLATION

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.



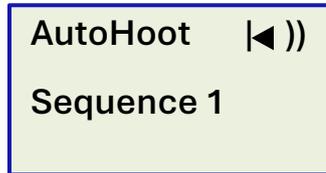
For instructions on the following features, please refer to the full AutoHoot User Manual:

- Connection to PC/smart device using a C-type USB Cable
- Output to PC/smart device of list & details of programmed sequences
- Programming of custom sequences via PC/smart device.

CHANGING THE TIME AND SELECTING THE SEQUENCE

1.1 Indication of Active Sequence

On power up the display will show momentarily software version followed by the current the active sequence:



1.2 Time Display

When the Auto switch is in the off position AutoHoot displays time in 24 hours format with the hours in a smaller character size.



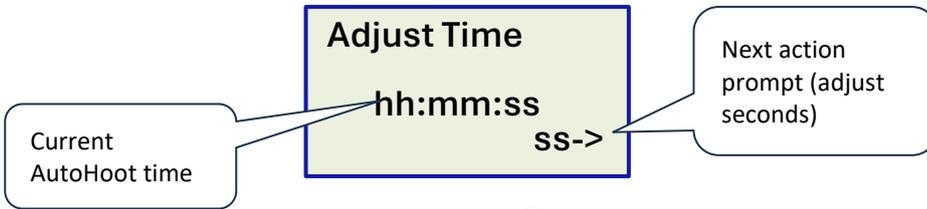
1.3 Countdown Timer Display

During a sequence a countdown/count up timer can be displayed. It is always displayed with a minus sign when in count down mode or a plus sign when in count up mode.

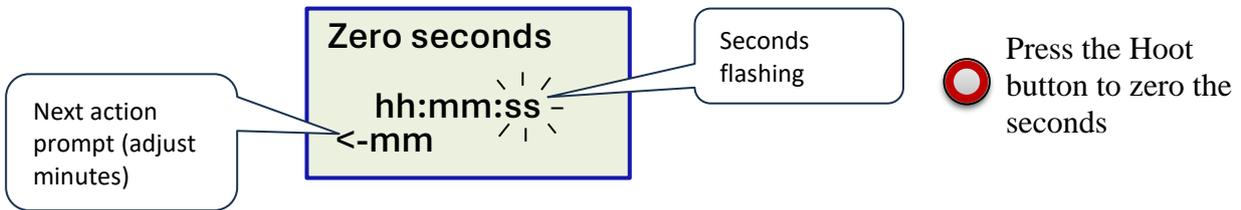


1.4 Adjusting the time

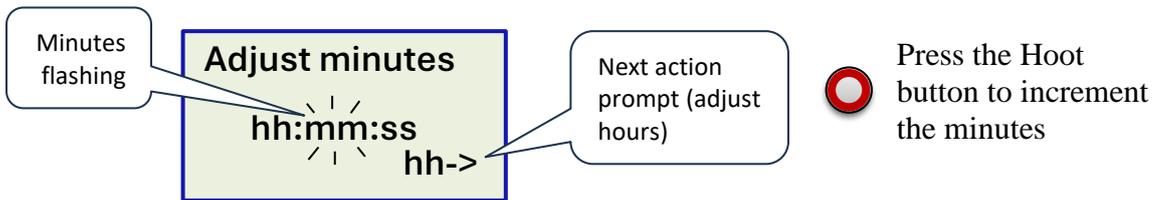
With power off and the Auto switch in the off position  hold the Hoot button  pressed. Switch on the power keeping the Hoot button pressed for about 4 seconds until the display shows:



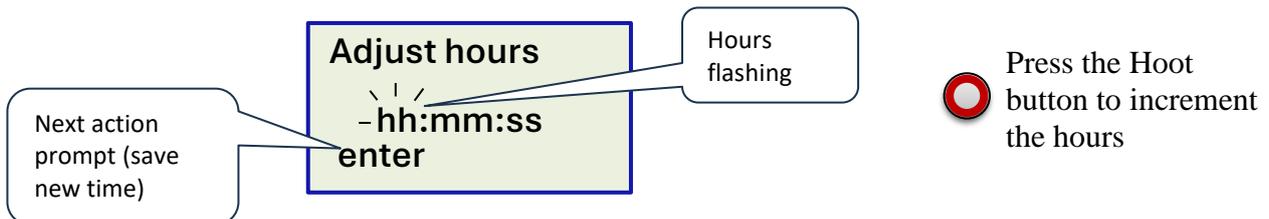
Rotate Auto Switch to the ON position  to adjust the seconds



Rotate Auto Switch to the OFF position  to adjust the minutes



Rotate Auto Switch to the ON position  to adjust the hours



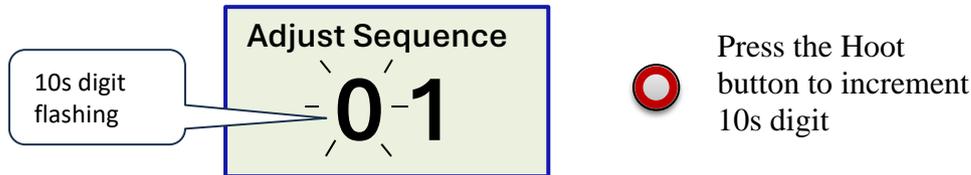
Rotate Auto Switch to the OFF position  to enter the new time and resume normal AutoHoot operation.

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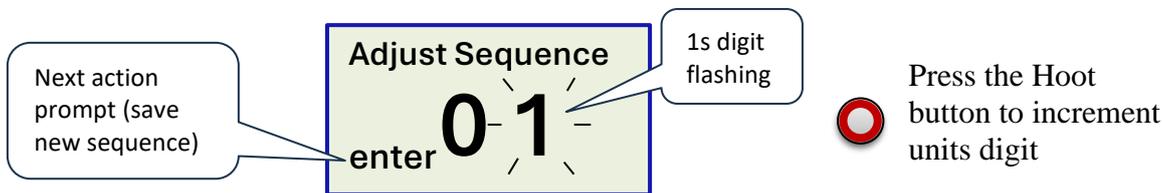
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1.5 Selecting the Active Sequence

With power off and the Auto switch in the off position  hold the Hoot button  pressed. Switch on the power keeping the Hoot button pressed for about 15 seconds until the display shows Adjust Sequence with the current sequence in large digits:



Rotate Auto Switch to the ON position  to adjust the units digit



Rotate Auto Switch to the OFF position  to enter the new active sequence and resume normal AutoHoot operation.

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.

SEQUENCES

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

| No | Name | Description |
|----|---------------------------------|---|
| 1 | Rule 26 1.5s rep no delay | RRS 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 | RRS 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 | RRS 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 | RRS 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 | RRS 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 | RRS 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 | RRS 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 | RRS 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 | RRS 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 |

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| No | Name | Description |
|----|----------------------------------|---|
| 10 | Rule 26 2.5s 10min rep 10s delay | RRS 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 – 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 – 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 – 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 – 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 |
| 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 | | |
| 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 |
| 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 3min 30s 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 | 7min match race 5 min rep | RRS Appendix C 3.1 Match Racing Starting Signals with 'Attention signal' at 7 min before first start, start signal is the warning for next flight (i.e. starts at 5 min intervals) |
| 32 | Olympic start sequence | 2024 Olympic SI 12.4.1 |
| 33 | Olympic medal race sequence | 2024 Olympic SI 12.4.2 |
| 34 | App B3 reaching starts | RRS Appx B3 Windsurfing reaching starts. 3min no sound, 2min warning, 1min preparatory, 30sec no sound, start |
| 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 |
| 38 | Radio Sailing E3.4(a) rep 2min | RRS Appx E3.4(a) Multiple starts at 2 min intervals |
| 39 | Radio Sailing E3.4(a) rep 3min | RRS Appx E3.4(a) Multiple starts at 3 min intervals |
| 40 | Alarm Clock 7am | One hoot at 7am |

As new sequences are requested or developed this list is subject to change. AutoHoot Mk3 is fully programmable, and the user can add or amend sequences as required.