

Mode Selection	Function	Light Indications	Description
1	Instant Voice active	Inst H/L flashes green	Means the Instant Voice Release is active. This is the default that will happen each time the Autopuller Controller is turned on. Push one of the top arming buttons to tell the Autopuller which target (high or low) to arm the microphone. Call into the microphone to launch the target. There will be no delay between the call and the launch of the target
2	VD active	VD HIGH flashes green	Means the Voice Delay mode is turned on. This is a set delay between when you call for the target and when it launches. You can adjust this delay. The factory setting is for .5 seconds.
3	AD active	AD LOW flashes green	Means the American Delay mode is turned on. This is a random delay between when you call for the target and when it launches. Each time you call for the target it will wait a different amount of time before it launches the target. It will wait up to 1 second which is the NSSA limit for a valid pull. You can adjust the maximum time this delay. The factory setting is for the full 1 second.
4	H/L active	Inst H/L flashes red	Means that when you are on a station and want to throw both the high house single and the low house single without taking your hand off the gun, you arm the high house and call for the target. When you shoot this target, the sound of the gun will arm the microphone for the low house. You can now call for the low house without having to press the arming button
5	VD and AD active	VD HIGH flashes green AD LOW flashes green	Means that the Autopuller will never launch a target faster than what you have the Voice Delay set for (factory setting is .5 seconds), and never longer than what you have the American delay set for (factory setting is 1 second). So if you leave the settings at factory setting and arm a target (press an arming button on the top of the Autopuller) and call for the target using the microphone, then you will get a target that will launch at a different delay each time, but never faster than .5 seconds and never later than 1 second

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6	H/L and VD are active	Inst H/L flashes red VD HIGH flashes green	Means the H/L and the VD are turned on. You will get the delay that you have set for the Voice Delay (factory setting is .5 seconds) when you call for these targets. Example: if you leave the factory setting, and when you are on a station and want to throw both the high house single and the low house single, that you can do so without taking your hand off the gun and you will get the .5 second delay between your call and the launch of each of these targets. Arm the high house and call for the target. When you shoot this target, the sound of your gun will arm the microphone for the low house. You can now call for the low house without having to press the arming button and will get the .5 second delay before this target launches
7	H/L and AD active	Inst H/L flashes red AD LOW flashes green	Means the H/L and the AD are turned on. You will get the delay that you have set for the American Delay (factory setting is 0-1 second) when you call for these targets. Example: if you leave the factory setting, and when you are on station 3 and want to throw both the high house single and the low house single, you can do so without taking your hand off the gun and you will get the random 0-1 second delay between your call and the launch of each of these targets. Arm the high house and call for the target. When you shoot this target, the sound of your gun will arm the microphone for the low house. You can now call for the low house without having to press the arming button and will get a random 0-1 second delay before this target launches.
8	H/L, VD, and AD active	Inst H/L flashes red VD HIGH flashes green AD LOW flashes green	You will get the delay that you have set for the Voice Delay (factory setting is .5 seconds) and the American Delay (factory setting is 0-1 second) when you call for these targets. Example: if you leave the factory settings, and when you are on a station and want to throw both the high house single and the low house single, that you can do so without taking your hand off the gun and you will get the delay that is random, but never faster than .5 seconds and never longer than 1 second between your call and the launch of each of these targets. Arm the high house and call for the target. When you shoot this target, the sound of your gun will arm the microphone for the low house. You can now call for the low house without having to press the arming button and will get a random 0-1 second delay before this target launches as well with the same delay

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9	Instant Voice active	Inst H/L flashes green	Means the unit has cycled back to Instant Voice Release. Refer back to beginning of this sequence