



**Individual Control (multi lane UCP) Unit with booth speaker option.**

The Patriot Range Technologies Rangetech™ Individual Control Unit (UCP) has all the capabilities of the Master Control, with the exception that it only controls an individual lane. Any program from the Master Console can be downloaded into the UCP, or, the UCP can accept programming on its own. Any target function can be entered into the UCP for immediate use or stored for a later course of fire. All readouts on the backlit LCD display face occur in real time and utilize full text wording for ease of reading. The UCP keypad is extremely user friendly and does not require any computer skills to operate.





"The choice of the National Rifle Association of America!"



This is the only system that meets the demanding needs of the National Rifle Association. This system is installed at the NRA range in Fairfax, VA.

The Rangetech™ UCP operator interface utilizes our new 9-bit serial protocol. The operational system version 2.15 is our most advanced user-friendly software in existence.

\*Each UCP consists of a 2-line 20-character backlit liquid crystal display. A 20 key membrane, or spring-gas button, keypad to control all function. The white keys are typical for manual functions, while the colored keys control program function.

\*Each UCP is capable of storing and executing four profiles of up to 1000 individual steps each.

\*UCP units can be installed in groups of up to 40 lane units per master console.

\*UCP units can execute individual profiles (exercises) from the master simultaneously.

The membrane keys consist of icon faced operation keys that maximize the functions of the UCP. HIT is not an active function at this point in time. The icon face of the keypad indicates exactly what they represent. They are as follows:

FRIEND	Activates target to display the friend face.
EDGE	Activates target to display the edge or concealed face.
FOE	Activates target to display the foe face.
MOVE BACK	Activates destination distance by scrolling backward.
MOVE FORWARD	Activates destination distance by scrolling forward.
START / STOP KEY (START Description)	Start sets the carrier in manual mode and loads the units default settings at its current location. This is valid in any mode.
START / STOP KEY (STOP Description)	Stops target carrier activity in manual mode. In profile mode is cause the carrier to go in a wait sate.
PAUSE / RESUME KEY (PAUSE Description)	Stops target activity during a profile at the end of the step.
PAUSE / RESUME KEY (RESUME Description)	Allows the user to continue the profile after it has been stopped or paused. This is only while in the profile mode.
HIT	<b>*optional hit detection of target. Coming June 2008</b>
TARGET CHANGE	Moves target carrier backward behind home stop.
LIGHT	Activates light intensities, low, medium, & high by scrolling one at a time.
TIMER -	Decreases timed Foe value in manual mode & timer value in profile modes
TIMER +	Increases timed Foe value in manual mode & timer value in profile modes
RANDOM / ALIBI KEY (RANDOM Description)	In manual mode provides the user with a 12 step random profile.
RANDOM / ALIBI KEY (ALIBI Description)	Allows a user to stop the profile and repeat the last step. This feature is only valid in the Lock Step Mode.
EDIT PROFILE	Allows user to edit the user-accessed profile.
HOME	Causes target carrier to move to home stop.
PREVIOUS STEP	Used in programming for review of previous step.
NEXT STEP	Used in programming for review or insertion of next step.
SELECT MODE	Used to select the mode of operation (Manual or profile).
CLEAR	Clears the current display.
ENTER	Executes profile function or the move to distance selected.