

AutoHoot Mk3

Quick Start Guide

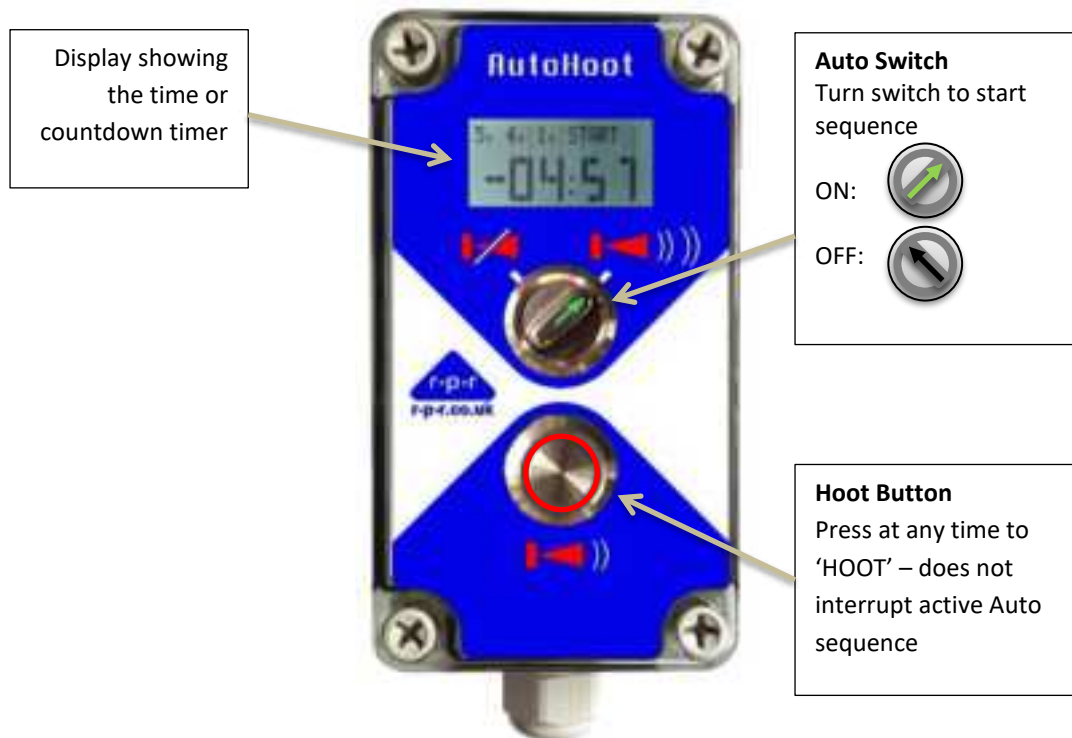


OVERVIEW

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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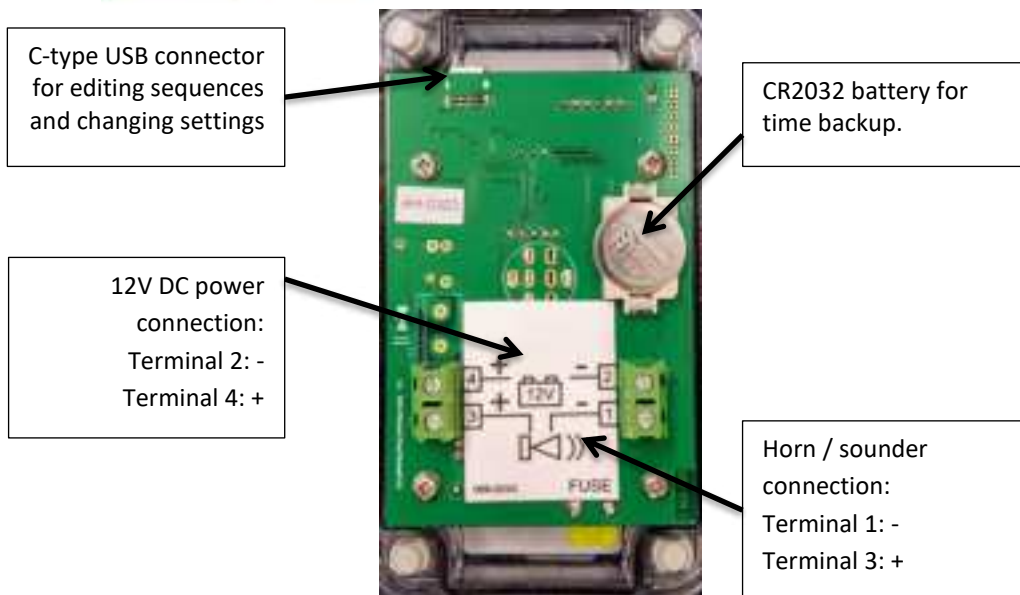
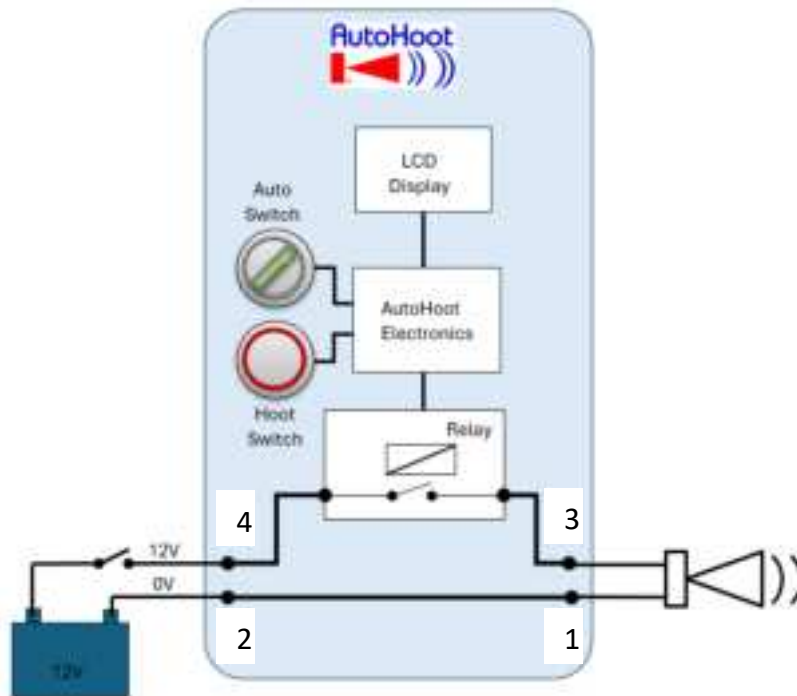
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INSTALLATION

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.

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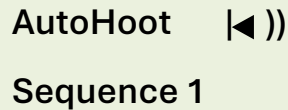
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CHANGING THE TIME AND SELECTING THE SEQUENCE

1.1 Indication of Active Sequence

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



AutoHoot |◀))
Sequence 1

1.2 Time Display

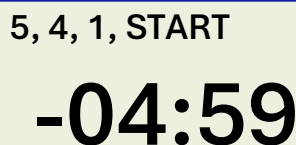
When the Auto switch is in the off position AutoHoot displays time in 24 hours format with the hours in a smaller character size.



AutoHoot |◀))
15: 02:34

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.





5, 4, 1, START
-04:59

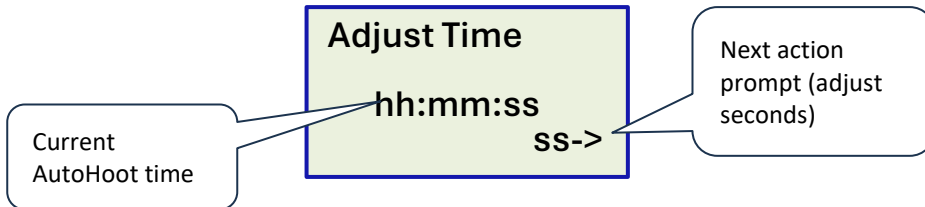
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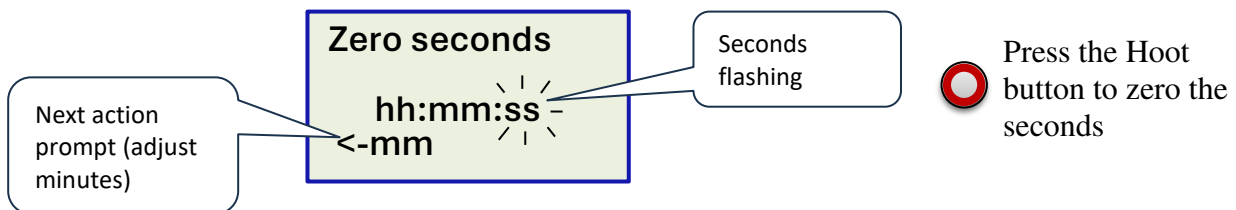



1.4 Adjusting the time

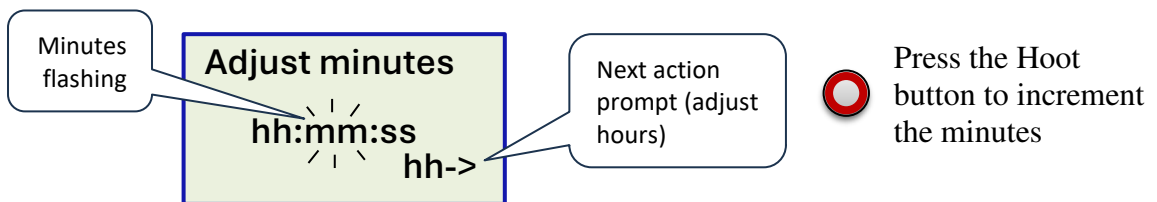
With power off and the Auto switch in the off position  hold the Hoot button  pressed. Switch on the power keeping the Hoot button pressed for about 4 seconds until the display shows:



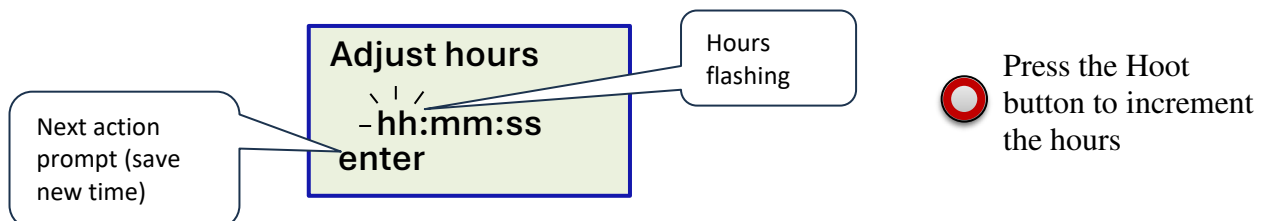
Rotate Auto Switch to the ON position  to adjust the seconds



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.

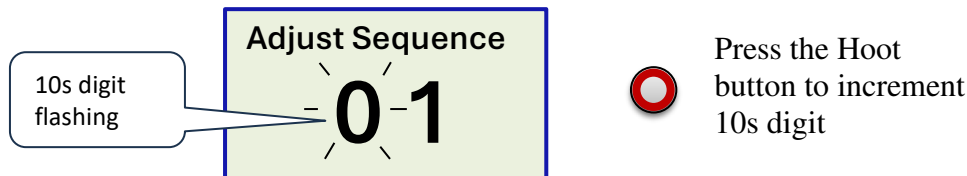
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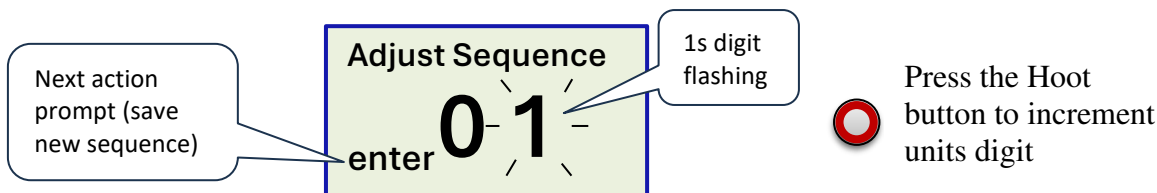



1.5 Selecting the Active Sequence

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 5)	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.