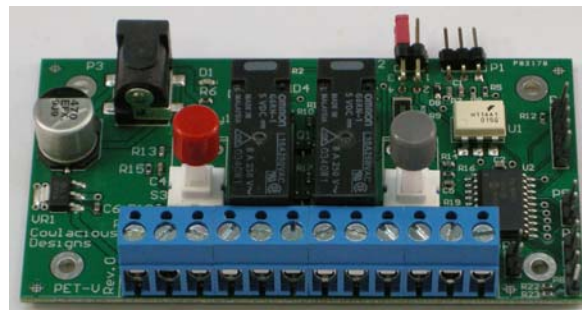


PET-V

Programmable Effect Timer



COWLACIOUS DESIGNS
By Computer & Electronic Services

CAUTION!

Avoid Possible Safety Hazards!

- Please read the entire manual before attempting to use this device.
- When this device is connected to an AC outlet, some output terminal screws and output connections could shock you.
- When using AC voltage, always use a three-prong connection! Make sure your outlet is properly polarized or damage could occur to the unit and possibly the user.
- Do not use the PET-V in wet locations.
- This device is not recommended for outdoor locations unless it is properly protected.

Always unplug the PET-V before adjusting any of the terminal screws or making connections!

Introduction:

Congratulations on choosing one of the most versatile effect controllers on the market. The Programmable Effect Timer (PET-V) has been designed to meet the needs of the professional hunter at a cost that is appealing to the home hunter.

Please take the time to familiarize yourself with this manual. You will find that it can help you in achieving the most from this product and the effect (prop) that you desire to control.

The PET-V has many features that make it unique in the marketplace and it provides the user with many different set-up options. This unit is capable of the following types of settings:

- **Timer Interval Setting** – Allows the user to choose the time interval used for the On-Time and Off-Time settings. The choices are: 1, ½, ¼, 1/8, 1/16 seconds.
- **Initial Delay Setting.** This allows you to set some time between when the PET-V is triggered and when you want the effect to actually operate. This may be used when the location of the triggering device cannot be placed right where you want it to be triggered. The PET-V will not be able to be retriggered during this time.
- **On-Time Setting**—both in 1, ½, ¼, 1/8, 1/16 seconds and/or minute intervals. This is the time that the effect will actually operate. The PET-V will not be able to be retriggered during this time.
- **Off-Time Setting**—both in 1, ½, ¼, 1/8, 1/16 seconds and/or minute intervals. This is the time you would like the unit to remain off and not be able to be retriggered by someone. This prevents people from repeatedly activating the effect, one time after another.
- **Repeat Setting.** This function allows you to set how many times the effect will repeat the above On-Time and Off-Time settings after the Initial Delay Setting—every time the PET-V is triggered. When using the Repeat Setting, the last Off-Time in the cycle is replaced by the Repeat Off-Time (listed below). So, if the Repeat Setting was programmed to be zero, then the device would skip the repeat time settings. However, if the Repeat Setting was set to three, for instance, you could have a prop that, when triggered, would go through its Initial Delay Setting (if one was programmed), turn on for the On-Time, go off for the Off-Time, turn on for the On-Time, go off for the Off-time, turn on for the On-Time, and go off for the Repeat Off-Time (listed below). The device would then be ready to be retriggered again. It cannot be retriggered until it has gone through the entire routine.
- **Repeat Off-Time**—both in ½ second and/or minute intervals. This is the time you would like the unit to remain off and not be able to be retriggered by someone. This setting essentially takes place of the final Off-Time setting when used with the Repeat Setting.

Its features include:


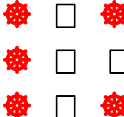
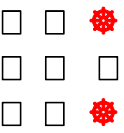

- Automatic Self Retriggerable operation. If you do not want to hook the device up to something to trigger it, you can hook it up so that it automatically continues to retrigger itself. It will go through any and all of the above settings and then start over, just as if someone had triggered it again.
- Multiple units can be hooked up to the same triggering device to provide more complicated animation of your props.
- It never loses its programmed time settings even when the power is unplugged.
- It takes only a few seconds to program the times and settings you want to use.
- You can have one device hooked up to the normally closed contacts and another hooked up to the normally open contacts of the relay. When the PET-V is triggered it will turn off the device connected to the normally closed contacts and turn on the device connected to the normally open contacts and vice-versa.
- The relay contacts can be used to switch AC or DC devices.
- The PET-V can be powered by the optional battery pack or wall transformer.
- Can be triggered by a switch, a voltage, or the optional motion sensor.













ALWAYS hook up the supplied optional diode as shown whenever you are using the relay to switch power to a **DC** solenoid, valve, or motor. Using the diode will prevent this unit from sending out spikes that could falsely trigger other timers in your haunt.

NEVER use the diode when the relay is used for switching **AC** solenoids, valves or motors.

Operation

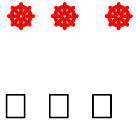
You can test the PET-V's operation by pressing the GRAY button. The GRAY button allows you to test the program of the PET-V without having to connect any other triggering device.

LED Display	What you will see when you press the GRAY button with the above time settings.
	The ON/OFF LED will flash for each second of delay time that was set. In this case three times. During this time the unit cannot be retriggered.
	Next, you will see the Seconds LED start flashing on and off. It will do The ON/OFF LED will remain on indicating that it is counting down a time in the ON state. During this time the unit cannot be retriggered.
	Next, you will see the ON/OFF LED turn off and the Seconds LED will again, start flashing on and off. The ON/OFF LED will remain off indicating that it is counting down a time in the OFF state. Again, during this time the timer cannot be retriggered.
	Finally, all the LED's will turn off indicating that the unit is ready to be triggered and go through the whole routine all over again.

 <input type="checkbox"/> <input type="checkbox"/>	<p style="text-align: center;">DELAY SETTING MODE</p> <p>The On/Off Time LED will turn on.</p>
 <input type="checkbox"/> <input type="checkbox"/>	<p>If you wish to set an Initial Delay time, press the GRAY button. For each press of the GRAY button the ON/OFF LED will turn off briefly, <input type="checkbox"/> <input type="checkbox"/>. Each press of the GRAY button adds a ½ second delay. You can also hold the button down and count the flashes of the LED.</p> <p>Press the RED button when finished to continue to the SECONDS-ON programming stage.</p> <p>OR</p> <p>Press the RED button to continue to the next programming stage (SECONDS-ON), if no initial DELAY is desired.</p>
 <input type="checkbox"/> 	<p style="text-align: center;">SECONDS-ON PROGRAMMING STAGE</p> <p>The Seconds LED will be on and the On/Off LED will be on.</p>
 <input type="checkbox"/> 	<p>You should now be in the SECONDS-ON programming stage. This sets how many intervals your prop will be activated. Press the GRAY button for each of On-Time that is desired. The Seconds LED will turn off briefly, <input type="checkbox"/> <input type="checkbox"/> , with each accepted press. You can also hold down the red button and count the flashes of the Seconds LED.</p> <p>Press the RED button when finished to continue to the MINUTES-ON programming stage.</p> <p>OR</p> <p>Press the RED button to continue to the next programming stage (MINUTES ON), if no SECONDS ON is desired.</p>
  <input type="checkbox"/>	<p style="text-align: center;">MINUTES-ON PROGRAMMING STAGE</p> <p>The Minutes and the On/Off LEDs will be illuminated.</p>
  <input type="checkbox"/>	<p>You should now be in the MINUTES-ON programming stage. This sets how many minutes your prop will be activated. Press the GRAY button for each MINUTE of On-Time that is desired. The MINUTES LED will turn off, <input type="checkbox"/>  <input type="checkbox"/>, with each accepted press.</p> <p>Press the RED button when finished to continue to the SECONDS-OFF programming stage.</p> <p>OR</p> <p>Press the RED button to continue to the next programming stage (SECONDS-OFF), if no MINUTES-ON is desired.</p>

□ □ ✖	<p style="text-align: center;">SECONDS-OFF PROGRAMMING STAGE</p> <p>The Seconds LED will be the only one illuminated.</p>
□ □ ✖	<p>You should now be in the SECONDS OFF programming stage. This sets how many intervals your prop will be off. Press the GRAY button for each interval of Off-Time that is desired. The SECONDS LED will turn off briefly, □ □ ✖, with each accepted press. Press the RED button when finished to continue to the MINUTES-OFF programming stage.</p> <p>If you are going to use the repeat function (below), then this Off-Time becomes the time in-between repeating cycles of the On-Time you set earlier.</p> <p>OR</p> <p>Press the RED button to continue to the next programming stage (MINUTES OFF), if no SECONDS OFF is desired.</p>
□ ✖ □	<p style="text-align: center;">MINUTES-OFF PROGRAMMING STAGE</p> <p>The Minutes LED will be the only one illuminated.</p>
□ ✖ □	<p>You should now be in the MINUTES-OFF programming stage. This sets how many minutes your prop will be off. Press the GRAY button for each MINUTE of Off-Time that is desired. The MINUTES LED will turn off briefly, □ ✖ □, with each accepted press. Press the RED button when finished.</p> <p>NOTE: If you are going to use the repeat function, then this Off-Time becomes the time in-between repeating cycles of the On-Time you set earlier.</p> <p>OR</p> <p>Press the RED button to continue to the next programming stage (REPEAT), if no MINUTES-OFF is desired.</p>
✖ ✖ ✖	<p style="text-align: center;">REPEAT PROGRAMMING STAGE</p> <p>All the LEDs will be illuminated.</p>
✖ ✖ ✖	<p>You should now be in the REPEAT programming stage. This sets how many times the PET-III, when triggered, should repeat the On-Time(s) and Off-Time(s) you set previously. Press the GRAY button for each time you would like to repeat the previously set On-Time(s) and Off-Time(s). The Seconds LED and the Minutes LED will simultaneously turn off for a brief moment, □ □ □, with each accepted press. Press the RED button when finished to continue to the MINUTES OFF programming stage.</p> <p>OR</p>

	<p>Press the RED button to continue to the next programming stage (REPEAT SECONDS OFF), if no REPEAT function is desired.</p>
<p><input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/></p>	<p style="text-align: center;">REPEAT SECONDS-OFF PROGRAMMING MODE</p> <p>The Seconds LED will be the only one illuminated.</p>
<p><input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>You should now be in the REPEAT SECONDS-OFF programming stage. This sets how many ½ second intervals your prop will be off after it goes through the REPEAT cycle. Press the GRAY button for each ½ second of Off-Time that is desired. The Seconds LED will turn off briefly, <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>, with each accepted press.</p> <p>Press the RED button when finished to continue to the MINUTES OFF programming stage.</p> <p>Note: If you did not program a REPEAT value, then this setting will be ignored.</p> <p>OR</p> <p>Press the RED button to continue to the next programming stage (REPEAT MINUTES-OFF), if no REPEAT SECONDS-OFF is desired.</p>
<p><input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p>	<p style="text-align: center;">REPEAT MINUTES-OFF PROGRAMMING MODE</p> <p>The Minutes LED will be the only one illuminated.</p>
<p><input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p>	<p>You should now be in the REPEAT MINUTES-OFF programming stage. This sets how many minutes your prop will be off after it goes through the REPEAT cycle. Press the GRAY button for each minute of REPEAT Of-Time that is desired. The Minutes LED will turn off briefly, <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>, with each accepted press.</p> <p>Press the RED button to finish programming the PET-II.</p> <p>Note: If you did not program a REPEAT value, then this setting will be ignored.</p> <p>OR</p> <p>Press the RED button to continue to finish programming the PET-III.</p>
<p><input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p style="text-align: center;">FINAL STAGE OF PROGRAMMING</p> <p>The unit will simultaneously flash all the LEDs twice (blink twice) to indicate that all the programming stages have been completed and the</p>

	unit is now ready for operation.
	<p style="text-align: center;">TESTING YOUR PROGRAM</p> Press the GRAY button to trigger the PET-V. You should see the LEDs go through all the time settings that have just been programmed. You will probably also hear the relay click on and off as it goes through the On-Time(s) and Off-Time(s).

Troubleshooting:

- **Problem:** The PET-V has been programmed and appears to be running the program, but the relay doesn't engage to turn on my effect.

Solution: First try disconnecting the battery pack and reconnecting it to make sure you have a good connection. (Note: To ensure your safety, unplug the PET-V if it is currently plugged in.) If that doesn't work, try a new set of batteries.

- **Problem:** The PET-V seems to be causing other timers to trigger whenever it goes off. I am switching a DC device with this PET-V.

Solution: Please see the sample connection diagram and properly attach the supplied diode as shown.

Accessories:



Optional Accessory Kit

- AC adapter to power the PET-V.
- Motion sensors
- Triggers

Available at:
www.cowlacious.com

Features:

- **Safe DC Operation**
- **Direct access to Relay Contacts, one Normally Open and One Normally Closed, via terminals rated up to 250VAC & 28VDC @ 8 Amps.**
- **When Set-up for AC Operation, either a two prong plug or a three prong plug (one with a ground plug) may be used.**
- **Easily programmable timing settings.**
- **Keeps program settings even when power has been disconnected.**
- **Initial delay from 0 to 255, $\frac{1}{2}$ seconds intervals.**
- **On-time from 1, $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$, or $\frac{1}{16}$ second(s) up to 255 minutes & 255 seconds.**
- **Off time from 1, $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$, or $\frac{1}{16}$ second(s) to 255 minutes & 255 seconds.**
- **Repeat the above timings up to 255 times without having to be retriggered.**
- **Delay after the repeat cycle is finished (unit cannot be retriggered during this time).**
- **Device can be set to retrigger itself for repeated automatic operation of effects.**
- **Only use the timing setting that you need.**

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