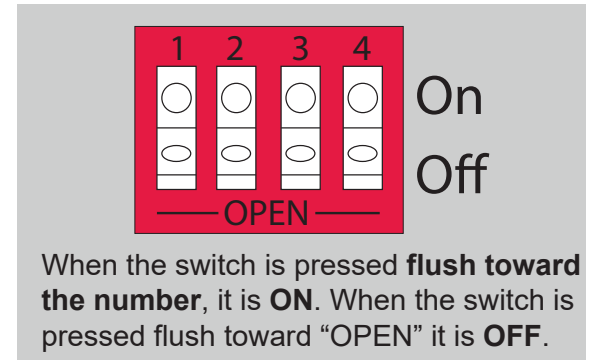
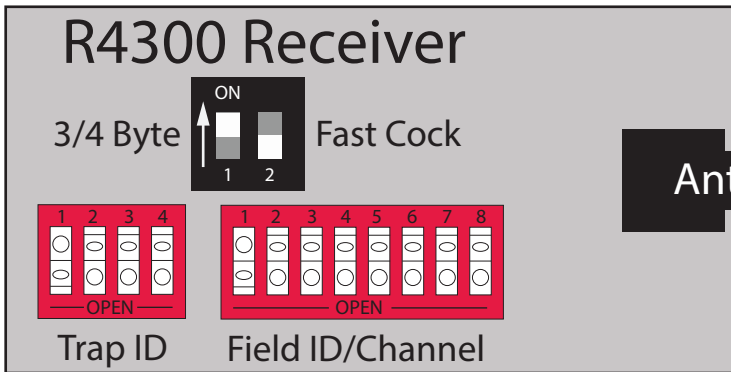


# Simple Dip Switch Guide

The Field ID/Channel must be unique so transmitters will not fire traps on different fields. The Trap ID distinguishes which trap is fired when the designated button is pressed.

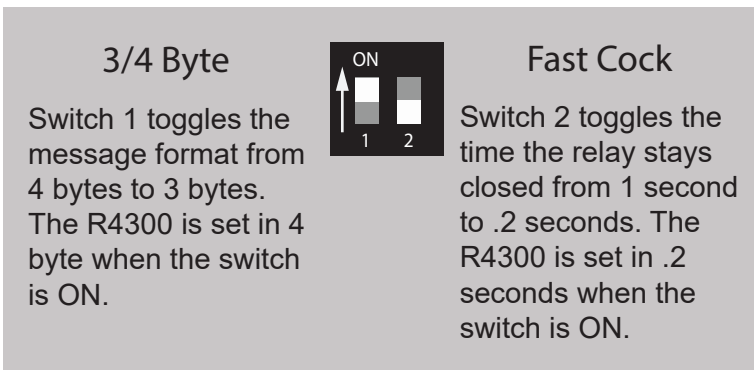
## Set Receiver's Trap ID



Each individual switch is labeled with a number. These numbers ARE NOT VALUES. **Switch 1 has a value of 1, switch 2 has a value of 2, switch 3 has a value of 4, and switch 4 has a value of 8.** Add the VALUES of each switch in the ON position to get the Trap ID. Below is a chart with the switch values and examples of the different dip switch sequences.

Switch Number:	1	2	3	4
Switch Value:	1	2	4	8

Switch Number:	1	2	3	4	
Trap ID 1:	On				(1)
Trap ID 2:		On			(2)
Trap ID 3:	On	On			(2+1=3)
Trap ID 4:			On		(4)
Trap ID 5:	On		On		(4+1=5)
Trap ID 6:		On	On		(4+2=6)
Trap ID 7:	On	On	On		(4+2+1=7)
Trap ID 8:				On	(8)
Trap ID 15:	On	On	On	On	(8+4+2+1=15)



## Set Receiver's Field ID/Channel

Like the Trap ID switches, the value of the switches double incrementally. **Switch 1 has a value of 1, switch 2 has a value of 2, switch 3 has a value of 4, and switch 4 has a value of 8, switch 5 has a value of 16, switch 6 has a value of 32, and so on.** Add the VALUES of each switch in the ON position to get the Trap ID. Below is a chart with the switch values.

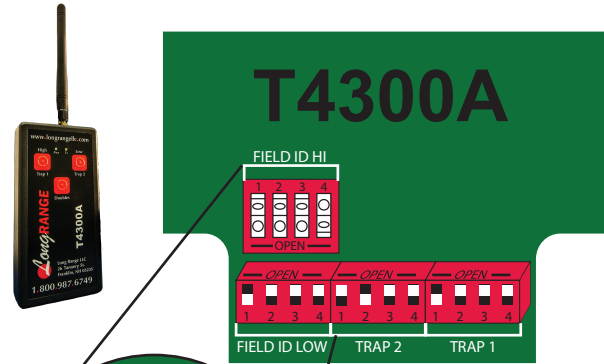
Switch Number:	1	2	3	4	5	6	7	8
Switch Value:	1	2	4	8	16	32	64	128

For help determining the value of dip switch settings, we recommend downloading the free mobile app, **DMX Dip** from your App Store. This application calculates the dip switch values and gives a visual depiction of which switches need to be turned on.



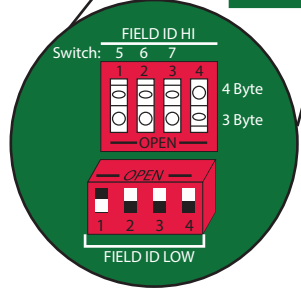
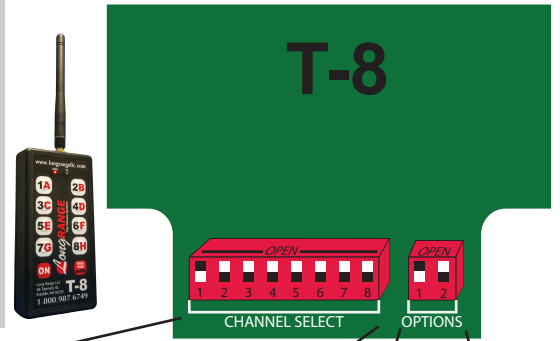
# Simple Dip Switch Guide

Remove battery door to expose dip switches. Set your **Field ID/Channel** and **Trap ID** to match the receivers to be fired.



**Off** **On**

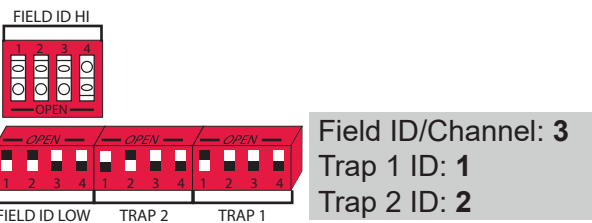
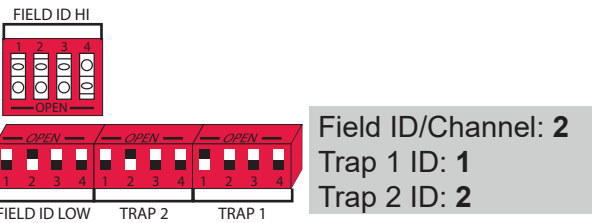
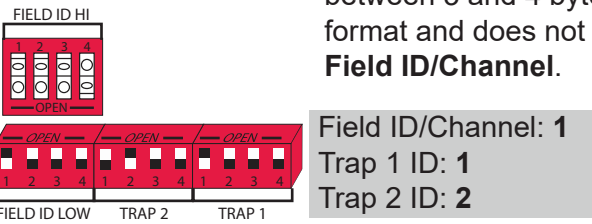
When the switch is pressed flush toward the number, it is **ON**. When the switch is pressed flush toward "OPEN" it is **OFF**.



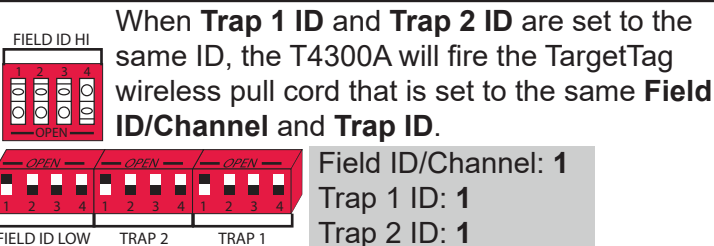
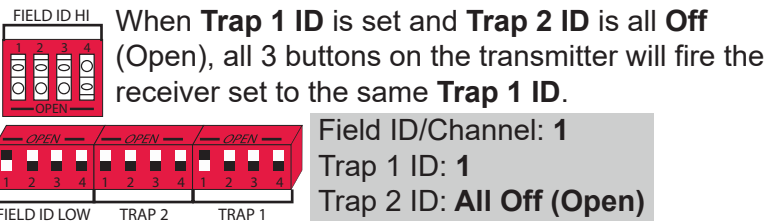
## Field ID/Channel

**Field ID Low** and **Field ID Hi**, combine to make a total of 7 **Field ID/Channel** switches. Switches 1, 2 and 3 on the **Field ID Hi** corresponds with switch 5, 6 and 7 on the receiver. Switch 4 on the **Field ID Hi** toggles between 3 and 4 byte message format and does not affect the **Field ID/Channel**.

## Examples



## Special Features



## Field ID/Channel

**Switch 8** on the **Field ID/Channel** does nothing. Set your **Field ID/Channel** by using switches 1 through 7 only.

## Examples



There are no **Trap ID** dip switches on the T-8 because the trap buttons are hard coded to the corresponding **Trap ID**. Button 1 has a **Trap ID** of 1, button 2 has a **Trap ID** of 2, button 3 has a **Trap ID** of 3, and so on.

## Contact

Please contact us with any questions. Your satisfaction is our priority.

Call toll free:  
1 800 987-6749  
Mon-Fri 8:30am-4:30pm EST

Website:  
<http://www.longrangellc.com>

## Options

**Switch 1** on the **Options** toggles between 3 byte and 4 byte message format. **Switch 2** on the **Options** does nothing.

