

PRO 150 Programming Parameters

Introduction

A programmable controller is potentially very complicated. 4QD have considered in depth how to give the user who needs them access to the full programmability, but without making programming confusing to the novice! At the same time, our aim has been to keep the cost of the programmer down so a programmable controller becomes, for the first time, a realistic option not only for the industrial buyer using thousands, but also for the one off customer.

These constraints mean that there can be access to lots more programmability that we can ever list here - so if you have special requirements, please use the contact button!

Programming method

There are two levels of programming: Parameter **number** and parameter **value**.

Switching the controller on with the Select button pressed takes it into programming mode and the display shows the Parameter **number**.

The Right Decimal Point flashes slowly to show you are not changing any parameter but simply choosing which parameter to change: + and - buttons will alter the number.

Pressing *Select* toggles between Parameter *Number* and Parameter *Value* - so when you get to the number of the parameter you want to alter press Select and the current value of the selected value will be displayed.

+ and - buttons will now alter the value of the parameter. Or, if the parameter is associated with the position of the throttle device, altering that will alter the display, so you can set the pot as you want it, and press Select!

Full programming is in the instruction manual.

Basic parameters

Since the controller is programmable, the internal factory programming will change, so the following list of parameters may itself change.

Parameter No	Definition
00:	Personality
=====	=====
01:	Forward Acc Ramp Time
02:	Forward Dec Ramp Time
03:	Forward Maximum speed
04:	Reverse Acc Ramp Time
05:	Reverse Dec Ramp Time
06:	Reverse Maximum speed
07:	Throttle dead band
08:	Parking brake release delay
09:	Parking brake operate threshold
10:	High pot lock out level
11:	Reversing sounder
12:	Pot/input max
13:	Pot zero speed
14:	Pot/Input reverse

Notes

N 00: - Personality

the controller can have up to 10 different 'personalities' stored internally and pressing *Select* when the display shows 00 will allow you to determine which 'Personality' you wish to use.

Each set is however separately re-programmable! Factory defaults can easily be restored.

Personalities listed below may be added and altered with time.

00: Factory default Personality

fixed and may not be reprogrammed.

01: Golf buggy, fast

For a typical one-man ride-on golf buggy with top speed around 6 m.p.h. with fast response

02: Golf buggy, slow

For a possibly less stable buggy, where fast responses may cause tipping!

03: Locomotive, fast

For a typical miniature locomotive, but with fairly rapid response.

04: Locomotive, slow

Slower response version of 03

05: Boat.

Fast response, so suitable for robots also.

06: User 1

07: User 2

08: User 3

09: User 4

These are unallocated and initially contain the same as the 00: Factory default Personality.