CTT®

THE CHAMELEON® TACTICAL TRANSMITTER

MICHAEL AND BART BELLON® ANNOUNCE THE CHAMELEON® TACTICAL TRANSMITTER

Unique on the market: small, waterproof, sophisticated settings, and designed for a hands free experience.

Congratulations on your top notch transmitter!

The CTT® is specifically designed by Michael and Bart Bellon® to fulfil the needs of most modern dog trainers who need fine tuning, roughness in exterior, toughness, practicality and realistic features. The CTT® is tuned by Martin System technology. The CTT® is specially designed to be practical and easy to use. Modern dog training is based on timing, minimum motion from the handler and discretion towards the environment. Due to different ways to affix the CTT® to your body and due to the discretion of the Finger-Kick: your transmitter can be invisible.

Composition of the Remote CTT®

The CTT® is fitted with two identification codes such that it can function as a two dog system. There are two programmable stimulation options per identification code. **See Figure 1**. A Chameleon® collar receiver comes by factory settings accepting 4 identity codes (4 masters) and therefore both id codes can be immediately paired to one Chameleon® which gives the option of four preset levels and modes to use. Alternatively, two different dogs can wear two different Chameleons® and be working on independent identity codes. Each CTT® has 2 identity codes and two preset options on each code.

Figure 2 shows the main components of the display: the rotation knob with special o-ring for smoother tuning (increases, decreases levels of stimulation, 0 = clicker, and OFF); the LED display (not lighted for tactical reasons); the magnetic start point; and the Program button that has the following functions:

1. an "ON" button
2. A navigating button
3. A pairing button (to the Finger-Kick)
4. A stimulation button in SOS function

Figure 1:
Display showing Dog 1, Position B

Dog 1, Position A

Dog 1, Position B

Pushing and releasing the Program Button scrolls through the different positions shown here with a orange arrow.

Dog 2, Position A

Dog 2, Position B

Power button

Chameleon® II collar receiver

Figure 2.

Special o-ring for smoother tuning

Rotation knob

Magnetic start point

LED display

Program button

THE BACKSIDE OF THE CTT®

Holes for fixation of plate via screws:
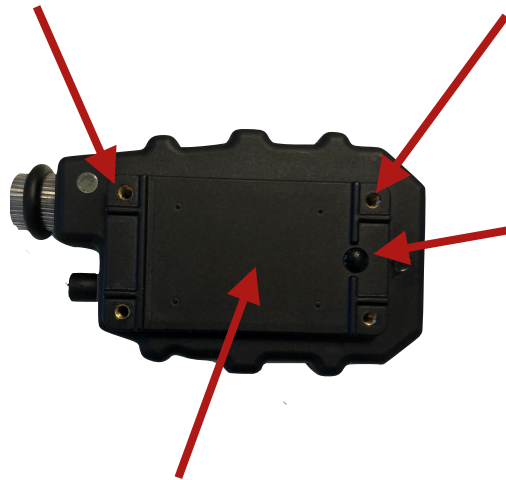
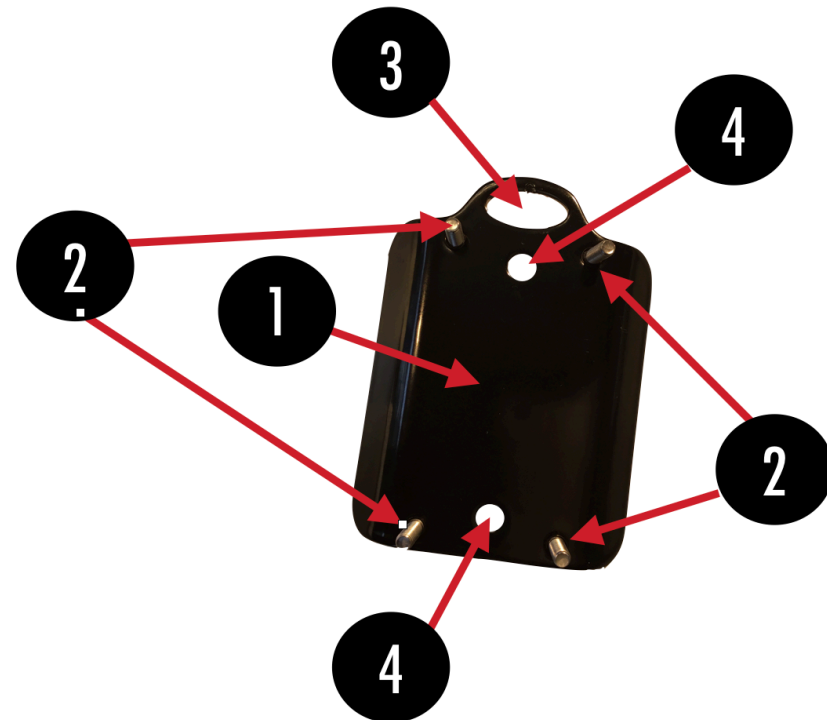LED will be GREEN if in loading procedure on induction plate

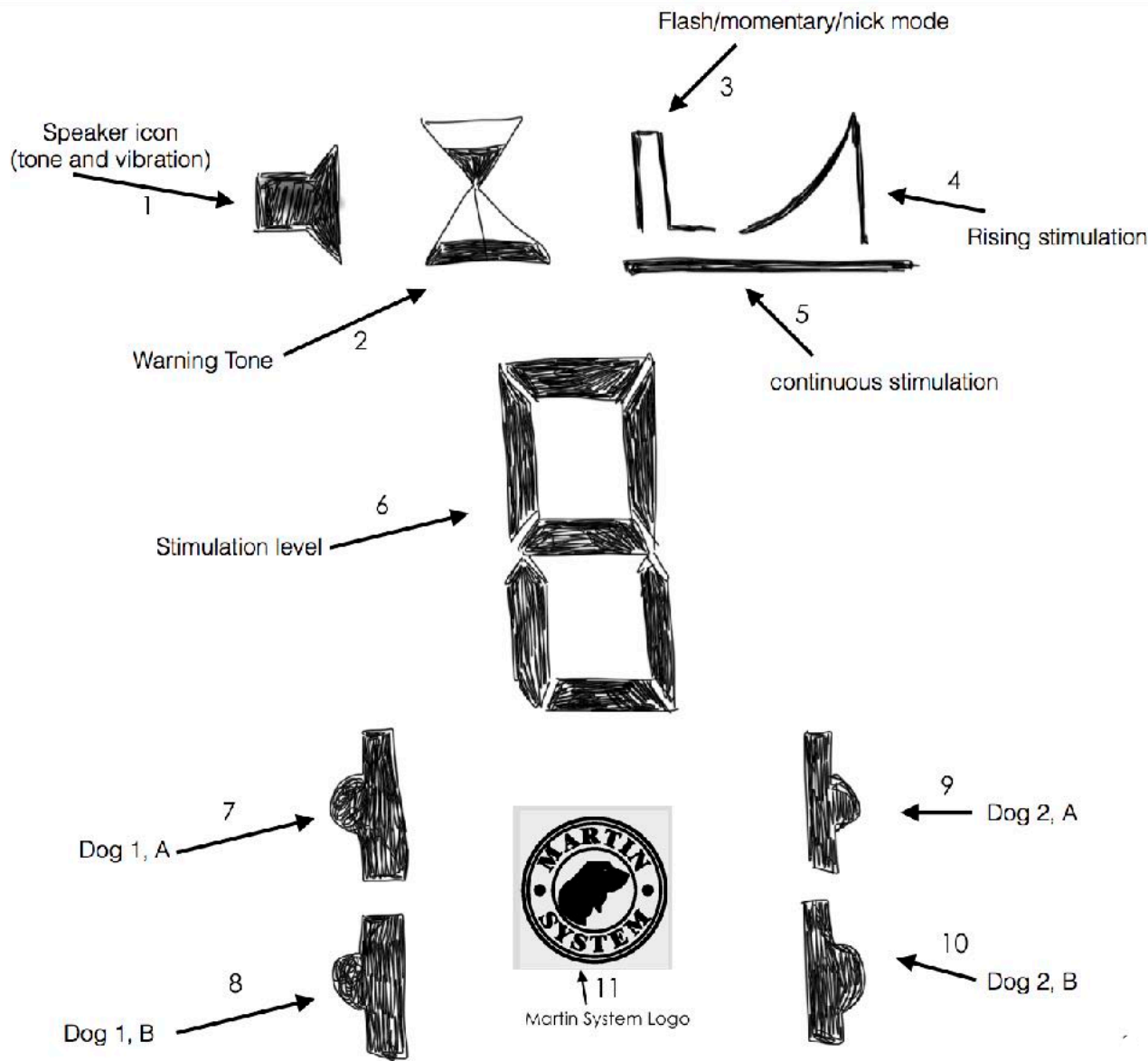Metal plate that is under the molded injection will affix the CTT to a strong magnet.

A wrench and 5 screws will be provided.

1. CONNECTION, FIXATION PLATE (STAINLESS STEEL)

2. CONNECTION HOLES TO CONNECT WITH SCREWS TO THE BACKSIDE OF THE CTT®

3. HOLE IN STAINLESS STEEL FIXATION PLATE FOR ATTACHMENT OF LANYARD OR STRAP

4. LED HOLE

Flash/momentary/nick mode

Speaker icon (tone and vibration)

1

Warning Tone

2

3

4 Rising stimulation

5 continuous stimulation

Stimulation level

6

Dog 1, A

7

Dog 1, B

8

9 Dog 2, A

10 Dog 2, B

11 Martin System Logo

1. Speaker icon (tone and vibration as factory setting. This can be changed with USB Emily*)
2. Warning tone
3. Flash, momentary, nick mode
4. Rising Stimulation mode
5. Continuous stimulation
6. Stimulation level
7. Button 1, A
8. Button 1, B
9. Button 2, A
10. Button 2, B

*USB Emily is an accessory and can be purchased separately. USB Emily can customise features of Chameleon® II, Chameleon®I, and micro collar receiver (Martin System). USB Emily is available on www.bartbellonshop.com.

Technical specifications of the CTT®

1. Can control 1 or 2 dogs.
2. The CTT® can give you immediate access (via Finger-Kick) to 4 preset programs/levels for one dog (if the collar receiver is a Chameleon® II or a micro collar that has been tuned with the USB stick to accept 4 masters.)

Standby time: CTT® shuts off after 3.5 hours to conserve battery.
After going 6 times for 3.5 hours on standby or active use,
the CTT® will need to be charged.

Guaranty: 2 years
Dimensions: 9,5 cm x 5,5 cm x 2,7 cm
Weight: 0,144g

9,5cm

5,5cm

2,7 cm

- Power supply: 3,7V 250 mAh lithium polymer/auto off feature
- for tactical reasons, no lighted display
- Range: 1000 m (under optimal conditions) with Chameleon® II 2018 (all other Chameleons® and Martin System micro collar receivers will get 500m)
- Frequency 869,500MHz
- Maximum Radio Power 5000 MW
- Very small external Antenna
- Number of Stimulation Levels: 18
- Click tone at 0 (Factory setting). Can be changed to warning tone with USB Stick Emily which works with Chameleon® receivers and the micro from Martin System.
- Operating temperature: -5°C to +40°C
- Waterproof (1 meter for one hour)

Technical Characteristics of the Finger-Kick

Dimensions: 27x30x17 mm

Weight: 6 grams

Waterproof

Battery: CR1025, 3V 30mAh

Frequency: 2,4 GHz

Power < 1mW

No charging necessary

THE FINGER-KICK (BLUETOOTH RING/ STIMULATION BUTTON)

The Finger-Kick uses the CTT® as a relay for radio transmission so it is important that the Finger-Kick is in the remote's range (i.e. less than 5 meters). Once the Finger-Kick is successfully paired with the CTT®, the linking is unique and can not disturb another user of similar material. To pair the Finger-Kick to the CTT®, please consult page 9 of this manual.
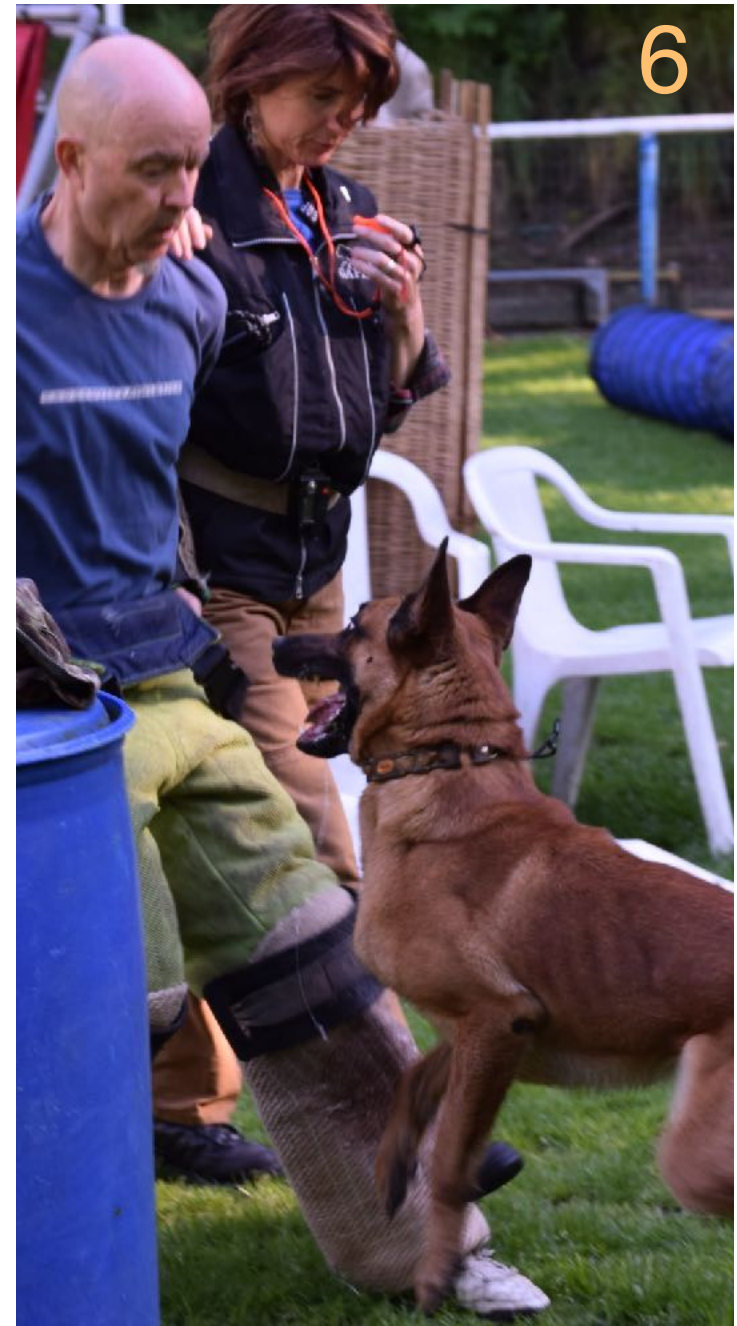
ON/OFF

Press and immediately release the program button to turn your CTT® on. When the CTT® is on, there is information on the display. After you push a paired Finger-Kick one time, the following information will be on the display:
1. **The level of stimulation that is activated by depressing the Finger-Kick**
2. **With which electronic program the Finger-Kick is linked**
3. **To which dog (1 or 2)**

- continuous stimulation

- continuous stimulation with tone

- warning tone followed by stimulation with tone

- momentary, flash, nick stimulation

- momentary, flash, nick stimulation with tone

- rising stimulation

- rising stimulation with tone

Reading the display, the arrow for each possible setting goes from Dog 1A, to Dog 1B, to Dog 2A, to Dog 2B.

The little arrow at left side of display indicates DOG 1. The little arrow at right side of display indicates DOG 2. Program A is when the arrow is at the top of the left or right side (upper) and Program B is when the arrow is on the bottom of the left or right side (lower).

In the case of emergency — SOS — you can work with the program button as your stimulation button. For example, if you lose your Finger-Kick or when the battery from the Finger-Kick is unexpectedly empty, you can use the program button as an SOS button. In SOS mode, the display will always refer to Dog 1A at continuous stimulation. You can still modify the stimulation level but you cannot change the mode in SOS functioning. More on how to set the SOS functioning later in the manual.

Note: When you press the Finger-Kick, the CTT® will always refer back to the last setting on that Finger-Kick.

OFF

To turn your CTT® OFF, turn the rotation knob under 0. The display will go blank and the transmitter is now OFF.

HOW TO MANIPULATE THE CTT®, IN SOS MODE

In the case that your CTT® is in SOS functioning (where the program button is your stimulation button):

1. Press and release the program button to switch on the transmitter.
2. The display will now refer to Dog 1, A and the program is reduced to continuous stimulation only at the level you choose with the rotation knob.
3. A second press on the program button will inevitably send a continuous stimulation at the preset level to your collar.
4. To turn off the CTT®, just turn the rotation knob under 0. The display will go blank and the transmitter is now OFF.
5. After three and a half hours, your CTT® will automatically switch off. This count down will start after your last manipulation with the transmitter.

Note that due to modern manufacturers obliged standards, if stimulation is activated for more than 10 seconds, the receiver (Chameleon® II, Chameleon® I, micro, or TT collar) will shut down automatically for 10 seconds and then will respond again. (More information about the Chameleon® II, micro and TT collar can be found on www.bartbellonshop.com.)

HOW TO LINK (MARRY) A FINGER-KICK WITH THE CTT®

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- Be certain that your CTT® is charged (see charging procedures).

- Make sure that your Finger-Kick is working properly.

- Make sure that there is no other CTT®, PT3000, PT3004, or TT1000 transmitter which is ON within 20 meters from the unit that you want to pair with your Finger-Kick.

- Decide with with which dog (1 or 2) and with which preset (A or B) you want the Finger-Kick to be paired. From now on, we will call this choice of dog and preset an "option". When pairing your Finger-Kick, you get the easiest results when your mode on the CTT® is set to rising with tone. Modes and levels are easily adjusted once your Finger-Kick is paired.

- When you press and release, you will navigate from the last used option and if you continue to press and release, you will scroll through them all. You will see when the options change because they are marked with an icon at the left or the right sides of your transmitter. (See page 4 for diagram).

- For best results, do not cup the small CTT® in your hands when pairing your Finger-Kick. Please hold it by the rotation knob or set it down on a flat surface.

- Once you have set your choice with which option you want the Finger-Kick to be linked, press and hold the program button for 15 seconds. During this time, the display will navigate two times through all possible programs. After this navigation, the display will begin to flash. When the display is flashing, press and release the program button and there is a 10s window with with to pair your Finger-Kick. To pair the Finger-Kick, press for one second and then release the Finger-Kick while the display is flashing and keeps pressing and releasing until the display stops flashing. If pairing is not successful, repeat this procedure. If there are still problems, contact the service centre.

- To double check if the pairing was successful, press and release your program button and the display arrow will now navigate to another option. Now press your Finger-Kick. If the display jumps back to the option where you paired the Finger-Kick, you know your Finger-Kick is paired.

- It is possible to link each option (Dog 1A, Dog 1B, Dog 2A and Dog 2B) with a Finger-Kick. Now you may have 4 Finger-Kicks linked on preset programs and levels. This is unique.

- It is possible to change the pairing of a Finger-Kick to another option. Note that a Finger-Kick can only be paired to one option at a time. The former option to which the Finger-Kick was paired will automatically become un-paired. Anytime a Finger-Kick is re-paired to another option, on the same or on a different transmitter, the Finger-Kick will automatically wipe out past pairings.

- If a CTT® is in SOS mode, all the Finger-Kicks are automatically unpaired.

- To pair a finger-kick again to the CTT® if you want to go out of SOS function, press and hold the program button for 15 seconds. The display will not scroll through the options but will stay on continuous electricity on the level you did select for 15 seconds. The display will disappear. Release the program button and press the Finger-Kick or the Program Button again. Automatically the last Finger-Kick setting will be re-activated. In reality, you probably need to pair a new Finger-Kick after SOS mode. To do that, see above.

Magnet Point of Chameleon®

How to Pair My Chameleon® to the CTT®

Depressing the Program Button quickly and then releasing it lets you choose the options (**see Page 9**) you want to program. Option Dog 1A and option Dog 1B are both using the same identification code. Options Dog 2A and Dog 2B are options on a second identification code. If you pair your Chameleon® with option Dog 1A, it is automatically paired with option Dog 1B (and vice versa). If you pair your Chameleon® with option Dog 2A, it is automatically paired with option Dog 2B (and vice versa). The Chameleon® can accept up to 4 identification codes. On the CTT®, you can pair your Chameleon® to both identification codes. In this way, you can have up to 4 Finger-Kicks working as independent and immediate preset levels and modes on each CTT®.

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To program the receiver (Chameleon® or Micro Collar) to operate with the CTT®, you need to first turn on the CTT® by pressing and releasing the Program Button.

Make sure that the CTT® and the collar receiver are charged.

1. Hold your CTT® with the Magnetic start point (see Figure 2 on Page 2) to the Magnet Point of the Chameleon® (the on/off for the Chameleon®). Let them touch and hold still and wait. Wait until the 4 LEDs flash quickly and simultaneously. (This is after LEDs light in a repeat of what happens when the collar is switched "on".)

2. After you see the quickly and simultaneous 4LEDs, you may separate the CTT® and the Chameleon® to approximately 1 meter distance apart and then press a Finger-Kick that is paired to an option on your CTT®. You will see that the collar receiver will react. We call the 4 fast blinking LEDS "pairing mode". The pairing mode will last for approximately 10 seconds. If you do not pair during pairing mode, the collar will go back into standby (1 LED blinks every 2 to 3 seconds).

3. Test your pairing by pushing the Finger-Kick and see if the Chameleon® LED shows that it is paired. A LED will light on the Chameleon® Collar Receiver when a Finger-Kick paired to an option on the CTT® transmitter is depressed after there is pairing with the collar to that identification code. Other ways to check the pairing are that you can set the transmitter to tone for testing purposes, and you can test output on yourself (manually) to check if the pairing is complete.

4. If the pairing between the Chameleon® and the CTT® was not successful, repeat the procedure.

Why do we want to unpair the CTT® from the Chameleon®?

If you have four ID codes paired and you pair a fifth ID code, the fourth ID code will be knocked out. The only way to delete ID code 1, 2, 3 from being paired is to knock them all out!

Unpairing a Chameleon® Collar Receiver from the CTT®

1. Make sure that the CTT® and the collar receiver are charged.

2. To unpair a Chameleon® Collar Receiver from the CTT®, one must follow the same steps as when pairing, but when the 4 fast blinking LEDS begin to flash, the transmitter must be moved at least one meter from the Chameleon® Collar Receiver for about three seconds.

3. Then you bring the magnet on the transmitter back to the synchronization point on the receiver until the fast lights stop flashing. This erases the pairing. Now you will see that your collar receiver immediately goes in standby (1 LED blinks every 2 to 3 seconds). This collar will not respond to any transmitter.

If you hold the Chameleon® Collar Receiver and the transmitter apart for too long before bringing them back together, the transmitter and receiver will not unpair. If the Chameleon® Collar Receiver is not unpaired, try again. Sometimes it is easier to use the independent magnet from the set for unpairing instead of the magnet on the transmitter.

Once the ID codes are unpaired, the collar needs to be paired again with one or more ID codes for subsequent use.

THE CHAMELEON® TACTICAL TRANSMITTER

CHARGING

CTT®

When charging, the CTT® must sit on the charging plate like this picture shows you:

- display must be touching the charging plate (display can be on or off)

- the position of the CTT® on the charging plate is not symmetrical (see red dotted line)

- The CTT® must be on the LEFT side of the charging plate (where from the backside of the CTT® the two screw holes for the fixation plate on the right side of the CTT® bisect the charging plate)

Use the provided cable that comes with the charging plate. Connect the induction plate to power. (USB end on cable will plug into a USB socket in wall plug.) The induction plate must be with the black side up. The white informations and 4 anti-slip pads are on the bottom side of the charging plate. Place the CTT® with the display side down onto the top side of the charging plate as in the picture above. (As you can see, the CTT® is on the left side of the charging plate; it is NOT centralised on the charging plate.) The LED on the CTT® will be green if the CTT® is charging. If the CTT® does not need charging, no light will be illuminated. Put your CTT® on the charging plate in charging position when not in use to have it always perfectly charged.

www.bartbellonshop.com
Service Center:
info@bartbellonshop.com

How to Set the CTT® on SOS Mode

Press and hold the program button for 15 seconds. (The display will go twice through setting modes.) When the display flashes release the program button, press the program button again and release. The display now will show Dog 1A in continuous electricity.

From now on, your program button is the stimulation button. (Remember: in SOS mode, the program is set on continuous electricity with no tone!)

When in SOS mode, your Finger-Kicks are automatically disconnected from your CTT®.

This means that no Finger-Kick will or can control your CTT® on purpose or by accident.

In the SOS mode, the 8 second stimulation rule will still apply: after pushing the program button for 8 seconds continuously, the stimulation will automatically shut off for a 8 second period. This is a safety rule applied by all quality brands.

How to Re-Install Finger-Kick Connection

To pair again a Finger-Kick to the CTT® and to go out of SOS Function, press and hold the program button for 15 seconds.

The display will disappear. Release the program button and press on the Finger-Kick. The last Finger-Kick Setting will be reactivated automatically.

If nothing happens, please start over the procedure of linking a Finger-Kick to the CTT® (p.9).

Notes:

My CTT® ID:

My Chameleon® ID:

CTT ®
Chameleon® Tactical Transmitter

Available at www.bartbellonshop.com