

# Portatree Pocket

## Main Menu:

After startup, the *Portatree Pocket* enters the Main Menu. Use the *Up/Down Arrow* keys to move through the menu. Press the *Tree* key to select a menu item.

**Practice:** Practice reaction time

**Setup:** Adjust Backlight or LED brightness

**Version:** View *Pocket* version and serial number information

**Off:** Turn off *Pocket*

**Note:** The *Portatree Pocket* automatically enters power saver mode after 30 seconds without use. It automatically turns off after 2 minutes without use. To restart the *Portatree Pocket*, press and hold the *Tree* button until the startup sequence begins.

## Setup:

Select to change the Backlight or LED brightness.

**Up/Down Arrow Key** – Change the Backlight or LED brightness level

**Tree Key** – Save the Backlight or LED brightness level and set focus to Next/Prev/Exit menu

The Next/Prev/Exit menu is used to move to the next item of the Setup Menu (NEXT), move to the previous item of the Setup Menu (PREV), or exit the Setup Menu (EXIT). Once in the Next/Prev/Exit menu, use the *Up/Down Arrow* keys to move through the menu items or exit the menu. Press the *Tree* key to select a highlighted menu item.

## Practice:

Select to practice reaction time. In Practice Mode, the black *Stage* button on the right-side of the unit can be used to capture reaction time. Portatree accessories including throttle/brake/clutch pedals and vehicle connections connect to the *Pocket* through the stereo jack on the top left of the unit.

**STATS/SETUP/EXIT** – Menu accessed by pressing the *Tree* key

**DLY** – Delay Box time, change by using the *Up/Down Arrow* keys

**HIT** – Hit counter, number of practice tree cycles since turning on unit or changing settings

**Note:** Counter can be manually cleared from the Statistics screen

The Stats/Setup/Exit menu is used to enter the statistics screen (STATS), enter practice mode settings (SETUP), or exit practice mode (EXIT). Once in the Stats/Setup/Exit menu, use the *Up/Down Arrow* keys to move through the menu items or exit the menu. Press the *Tree* key to select a highlighted menu item.

## Setup (Practice Settings):

All practice tree settings can be changed from this menu. Use the *Up/Down Arrow* keys to change the active setting. Press the *Tree* key to save the setting and set focus to the Next/Prev/Exit menu. Press the *Up Arrow* key and *Down Arrow* key together to reset a setting to the factory default.

- Tree Type – Select Full, Pro, Blocker, or Instant Green tree
  - Blocker tree is full tree with the first and second amber bulbs not visible
  - Instant green tree is pro tree with the amber bulbs not visible (green only)
- Tree Speed – Select tree speed from 0.100 to 0.900 (Default 0.500)
- Roll Out – Set roll out from 0.001 to 1.000 (Default 0.320)
- Button Motion – Select Press or Release
  - Release – Press and hold to stage, release to capture reaction time
  - Press – Press and release to stage, press again to capture reaction time
- Delay Box – Delay box time from 0 to 2.000, disabled when 0

- Bump – Bump up/down value from 0 to 0.200, disabled when 0
- Bump Type – Select to bump up or down
- Multihit – Select “on” to hit the tree twice (twice your tree)
- Multihit Delay – Delay time for second hit of the tree, 0 to 2.000
- Shift Light – Turn on to enable the shift light feature
  - Shift 1 – Time after reaction time for first shift light
  - Shift 2 – Time after reaction time for second shift light
  - Shift 3 – Time after reaction time for third shift light
  - Shift 4 – Time after reaction time for fourth shift light
- Note:** Leave unused shift points set to 0.000
- Stage On Time – Time until *Pocket* considers a user staged, 0.100 to 2.500 (Default 0.900)
- Stage to Start – Time from user staged until tree activates, 0.100 to 2.500 (Default 0.700)
- Start Delay – Random time added to Stage to Start time, 0.100 to 0.900 (Default 0.300)
- Reset Type – Auto or Manual (Default Auto)
  - Auto – Tree automatically resets after a race
  - Manual – Press *Tree* key to reset after a race
- Win Lights – When on, tree flashes Pre-Stage & Stage lights to indicate a win (Default On)
  - Time to Beat – Computer reaction time or reaction time to beat for a win, 0.001 to 0.200
- Perfect Tree – On or Off (Default On)
  - When on, 0.000 used for a perfect reaction time
  - When off, tree speed used for a perfect reaction time
- Bump Stage – On or Off (Default Off)
  - When on, a random number of button pushes are required to stage
  - When off, a single button push is required to stage the tree
- Result Block – On or Off (Default Off)
  - When on, red lights and reactions are not displayed. Results must be viewed in statistics
  - When off, results are displayed normally
- Defaults – “Yes” returns the *Pocket* to factory default settings and “No” leaves user defined settings

The Next/Prev/Exit menu is used to move to the next item of Practice Setup (NEXT), move to the previous item of the Practice Setup (PREV), or exit Practice Setup (EXIT). Upon exit, all adjusted settings are loaded into the practice tree. Statistics may be cleared depending on the settings adjusted. Once in the Next/Prev/Exit menu, use the *Up/Down Arrow* keys to move through the menu items or exit the menu. Press the *Tree* key to select a highlighted menu item.

### Stats (Statistics):

Statistics mode allows users to view the number of hits (HITS), red lights (REDS), and wins (WINS) in their practice session. The average reaction time (AVG) and reaction time spread (SPRD) are also recorded. Spread is the difference between the quickest and slowest reaction time in a session. When the shift light feature is enabled, shift averages (S1, S2, S3, S4) are available as well. The *Pocket* stores up to 20 reaction times. If bump (up or down) is used, the number of bumps taken is displayed next to the corresponding reaction time.

**Up/Down Arrow Key** – Scroll through statistics screens

**Tree Key** – Enter the Exit/Clear menu

The Exit/Clear menu is used to exit Statistics mode (EXIT) or clear all statistics (CLEAR). Pressing the *Up/Down Arrow* key moves between the menu items or exits the menu. The *Tree* button selects the highlighted menu item.