

# Bangalore Broadside

## Operating Instructions



### Incorporating 7 Day Timer

### REMEMBER THE SAFETY CODE

### SAFETY FIRST

ALWAYS FOLLOW THIS SAFETY CODE BEFORE ATTEMPTING TO  
TRANSPORT THE UNIT.

- 1) TURN OFF THE GAS AT THE BOTTLE.
- 2) SET THE SAFETY SWITCH ON THE CONTROL BOX TO OFF.

You will then be able to safely transport the unit. The internal gas  
supply will be locked out of action and the gas will be off.

REMEMBER THIS GOLDEN RULE!!  
SAFETY=TURN OFF THE GAS AT THE BOTTLE AND SET THE  
SWITCH TO OFF.

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See [www.birdscaring.co.uk](http://www.birdscaring.co.uk) for instructions/sales and helpline

## Bangalore Broadside Owners Manual. (A)

Thank you for purchasing a Bangalore Broadside scarer. The Broadside is the latest model in a long line of Bangalores dating back to 1982. We constantly strive to improve.

Basic features that will help you to get the best out of you Bangalore Broadside.

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### **LID OPERATING INSTRUCTIONS.**

You will see references to Ref A, Ref C etc. These refer to the relevant section of the operating instructions in the lid of the gun. A copy of which is printed in the centre of these notes.

### **QUICK OVERVIEW OF SETTING UP YOUR GUN.**

- 1) Connect up the battery.
- 2) Turn on the gas, red bottle.
- 3) Program the clock to the right time of day & correct day of week. Ref **D**
- 4) Program the number of **SALVOS** that you want in each of the 48 daily half hour slots. Ref **F**
- 5) Program the pattern of **BANGS** per **SALVO** Ref **E**.
- 6) Set the safety switch to **ON**.
- 7) Start the gun working. Ref **A**.
- 8) Test fire the gun. Ref **G**

## Factory settings.

These will be the program in the gun when you get it new. All you need to do to set it to work is to set the clock to the right time of day and the correct day of the week. See item D on the operating instructions in the lid and then item A on the lid to start the gun working.

- 1) Clock will read 8.00 am.
- 2) Time slots will be set to operate continuously between 8.00 am and 5 pm.
- 3) It will fire one salvo per half hour. The salvo will consist of three shots.
- 4) If this suits you then set the clock to the right time (ref D) and start the gun working (ref )A

## General information

- 1) The unit has an electronic 7 day clock built in which you will need to set to the correct time of day and correct day of week.
- 2) The operating program is based on a 24 hour clock which is divided into HALF HOUR SLOTS.
- 3) To enter and alter a program you must start from the OFF point. This is shown on the screen as OFF 12:46. (12:46 being the time of day programmed into the unit). The operating instructions in the lid and below show you how to get to the off position. (Items B and C)
- 4) Each half hour slot can be pre programmed by you, regarding how many SALVOS you want the gun to deliver during that half hour time slot. A salvo is a batch of shots that is delivered on a fire, re-load, fire basis. The salvos will be delivered by the unit on random basis within the half hour. So if you select one salvo for two successive half hour slots, then you may get the first salvo after 20 minutes into the slot and the next salvo 2 minutes into the next half hour slot, it is random.

The contents of a salvo range is from,  
0 for no action. The unit is completely dormant, use at night.  
1 for one salvo to be fired in the selected half hour.  
2 for two salvos to be fired in the selected half hour  
3 for three salvos to be fired in the selected half hour.

## 6) PROGRAM HOW MANY SHOTS IN A SALVO. (REF E)

The next step is to program how many shots you want to program into all the salvos that you have programmed in to the half hour slots.

This is done by selecting a firing pattern from the range of options below. Once you have selected this firing pattern, your selection will apply to every salvo that the unit will fire. You can have fixed numbers of firings which will deliver just what you have selected in every salvo, or you can have random firings as offered below.

## 7) SALVO FIRING PATTERNS OFFERED.

Fixed firing means that the unit will deliver the exact number of shots that you have selected in that salvo every time.

Example If you select 4, you will get 4 shots in every salvo.

Random firing means that the unit will deliver a random number of shots from the range that you have selected in that salvo.

Example If you select 1-4 you may well get 1 shot on this salvo, 3 shots on the next salvo, 4 shots on the next salvo and 2 shots on the next salvo and so on.

The ten banging options are.

- 1 Fixed bang
- 1-2 Random bangs
- 1-3 Random bangs
- 1-4 random bangs.
- 2 fixed bangs
- 2-3 random bangs
- 2-4 random bangs
- 3 fixed bangs
- 3-4 random bangs
- 4 fixed bangs.

You can only select one of the above ten options and your selection will operate on every salvo.

## 8) TEST FIRE. (REF. G)

Once you have set up your unit. You can test it to ensure that it is all set up correctly. See item G on the operating instructions. The unit will deliver a bang to indicate that all is OK. If no bang then you will be able to investigate and rectify.

## PROGRAM BUTTONS.

Your Bangalore Broadside control box programming pad uses a bank of proximity sensors beneath the labels that sense your finger's presence through the clear plastic lid of the control box so removing the need for mechanical push buttons which can corrode with time. So in the operating instructions you will see references to, Press and Hold, Press or Tap. Simply do as directed in the programming instructions and all will become obvious.

## 9) PROGRAMMING AND SCREEN READINGS. (GENERAL DAY TO DAY PROGRAMMING)

Decide on what program you want to alter. Get the screen to read OFF. (B or C). Then enter the program that you require. Once you have started on a program, please ensure that you take the actual programming to the end as in the instructions. Please do not abandon a programming exercise half way through. Simply follow the steps by step instructions as laid out in the operating instructions.

10) If you get in a muddle. Press and hold ADVANCED PROGRAM and this will take you back to OFF. Then select from the operating instructions as you wish. ( Program C).

|   |  |   |
|---|--|---|
| <b>A</b>  | <b>HOW TO TURN THE<br/>GUN ON.<br/>SCREEN SHOWS<br/>OFF &amp; TIME</b> |   |
| <b>SEE TABLE C TO GET THE SCREEN TO<br/>READ OFF THEN SEE BELOW</b> |  |   |
| <b>ACTION</b>   | <b>BUTTON</b>  | <b>SCREEN<br/>READS</b>                 |
| <b>1. PRESS &amp;<br/>HOLD</b>                                      | <b>+ Button</b>  | <b>RUN<br/>PROGRAM</b>                  |
| <b>2. PRESS</b>   | <b>OK</b>  | <b>CAN/TIME<br/>TILL NEXT<br/>SALVO</b> |

| <b>B</b>        | <b>HOW TO TURN THE GUN OFF</b><br>SCREEN SHOWS<br>CAN & TIME |                |
|-----------------|--|----------------|
| ACTION          | BUTTON   | SCREEN         |
| 1. PRESS & HOLD | - Button   | STOP PROGRAM   |
| 2. PRESS        | OK   | OFF/CLOCK TIME |

| <b>C</b>        | <b>HOW TO ESCAPE BACK TO OFF MODE FROM THE MIDDLE OF A PROGRAMMING SESSION</b> |                   |
|-----------------|--|-------------------|
| ACTION          | BUTTON   | SCREEN            |
| 1. PRESS & HOLD | ADVANCED PROGRAM   | OFF/TIME ON CLOCK |

|   |   |                                     |
|---|---|-------------------------------------|
| <b>D</b>  | <b>HOW TO SET THE<br/>CLOCK AND DAY OF<br/>WEEK</b> |                                     |
| <b>SCREEN MUST SHOW OFF BEFORE<br/>YOU CAN DO THIS. SEE TABLE B OR<br/>TABLE C TO GET TO OFF.</b> |   |                                     |
| <b>ACTION</b>   | <b>BUTTON</b>                                       | <b>SCREEN</b>                       |
| 1. PRESS & HOLD   | PROGRAM   | ADV<br>PROGRAM                      |
| 2. PRESS REPEATEDLY   | PROGRAM   | SET TIME                            |
| 3. PRESS OK   | OK  | DAY AND<br>TIME                     |
| 4. PRESS  | + / - Button  | CORRECT<br>DAY                      |
| 5. PRESS  | PROGRAM   | HOUR                                |
| 6. PRESS  | + / - Button  | CORRECT<br>HOUR                     |
| 7. PRESS  | PROGRAM   | MINUTE                              |
| 8. PRESS  | + / - Button  | CORRECT<br>MINUTE                   |
| 9. PRESS  | OK  | SET TIME                            |
| 10. PRESS   | PROGRAM   | FIRE DAY                            |
| 11. PRESS   | OK  | SMTWTFS                             |
| 12. PRESS   | + Button  | TO SELECT<br>DAY                    |
| 13 PRESS  | - Button  | TO<br>SELECT OR<br>DESELECT<br>DAYS |
| 14. PRESS   | OK  | FIRE DAY                            |
| 15. PRESS REPEATEDLY  | PROGRAM   | EXIT                                |
| 16 PRESS  | OK  | OFF & TIME                          |

| <b>E</b>   |              | <b>HOW TO CHECK AND SET THE NUMBER OF SHOTS IN A SALVO</b>  |
|--|--------------|---|
| <p>A SALVO can have one of the patterns shown right. You can set a fixed number of shots or where a range is shown eg. 1-4 the gun will select a random number of shots based on your selection. This setting covers all the SALVOS programmed into the gun. (See Table F)</p> <p><b>GUN MUST BE IN OFF MODE. SEE TABLE B IF SCREEN SHOWS CAN &amp; TIME</b></p> |              | <p>1 shot<br/>1-2 random<br/>1-3 random<br/>1-4 random<br/>2 shots<br/>2-3 random<br/>2-4 random<br/>3 shots<br/>3-4 random<br/>4 shots</p> |
| ACTION   | BUTTON       | SCREEN  |
| 1. PRESS & HOLD  | PROGRAM      | PROGRAM   |
| 2. PRESS<br><b>REPEATEDLY</b>  | PROGRAM      | SALVO   |
| 3. PRESS   | OK           | SALVO AND A SELECTION   |
| 4. PRESS   | + / - Button | TO SELECT   |
| 5. PRESS   | OK           | SALVO   |
| 6. PRESS<br><b>REPEATEDLY</b>  | PROGRAM      | EXIT  |
| 7. PRESS   | OK           | OFF/TIME ON CLOCK   |

| <b>F</b>  |              | <b>HOW TO CHECK AND SET THE SALVO PROGRAM</b>               |
|---|--------------|---|
| <b>SCREEN MUST SHOW OFF BEFORE YOU CAN DO THIS. SEE TABLE B OR C IF SCREEN DOES NOT SHOW OFF.</b> |              |   |
| ACTION  | BUTTON       | SCREEN  |
| 1. PRESS & HOLD   | PROGRAM      | PROGRAM   |
| 2. PRESS  | OK           | HALF HOUR SLOT AND NUMBER OF SALVOS ALREADY PROGRAMMED      |
| 3. TO ALTER   | + / - Button | SELECT NUMBER OF SALVOS REQUIRED 0-3 per half hour          |
| 4. PRESS  | PROGRAM      | NEXT HALF HOUR SLOT AND NUMBER OF SALVOS ALREADY PROGRAMMED |
| <b>REPEAT 3 AND 4 UNTIL ALL 48 HALF HOUR SLOTS HAVE BEEN COMPLETED</b>                            |              |   |
| 5. PRESS  | OK           | PROGRAM   |
| 5. PRESS<br><b>REPEATEDLY</b>   | PROGRAM      | EXIT  |
| 6. PRESS  | OK           | OFF/CLOCK TIME  |

| <b>G</b>  |        | <b>HOW TO TEST FIRE</b>   |
|---|--------|---|
|   |        | GUN MUST BE IN RUN MODE (CAN & TIME) BEFORE YOU CAN DO THIS. SEE TABLE A IF SCREEN SHOWS OFF & TIME |
| ACTION  | BUTTON | SCREEN  |
| 1. PRESS & HOLD   | TEST   | WAIT 20   |
| <p>A single bang will fire when countdown reaches 0. Please retire to a safe distance behind gun on commencement of countdown</p> |        |   |

## 11) WHAT THE DISPLAY SCREEN SYMBOLS MEAN.

A) CAN is short for CANNON indicating that the CANNON (gas gun firing) is operational. This means that your gun is in working mode.

B) CAN 4.12 If the 12 is pulsing it is indicating that your gun will commence firing in 4 minutes 12 seconds and counting.

If the 12 is not pulsing then it is indicating that your gun will commence firing in 4 hours 12 minutes.

c) OFF/ 9.31

Off means that the gun is in the off mode and will not fire or operate.

9.31 Is the time of day in the clock in the memory?

## 12) How to set up your Bangalore Broadside from new.

A) Model A using an external battery supplied by you.

1) Connect up the battery observing RED to POSITIVE and BLACK to NEGATIVE.

Screen will come live. In OFF MODE.

2) Set the clock. (See operating instructions section D).

3) Set up the programs (See operating instructions section E and F).

4) Connect up your propane (red) gas bottle and turn the gas on.

5) Start the gun working. (See operating instruction A).

Please note that the clock will stop when the battery is disconnected but all the programming will be retained.



## B) MODEL B USING THE INTERNAL BATTERY SUPPLIED BY US.

- 1) Connect up the battery inside the gun. RED to RED terminal and BLACK to BLACK terminal.
- 2) Set the clock. (See operating instruction section D).
- 3) Set the programs (See operating instructions sections E and F)
- 4) Connect up your propane (red) gas bottle and turn the gas on.
- 5) Start the gun working. (See operating instruction A)
- 6) Remember to return in 3-4 weeks to replace and recharge the internal battery

## B) MODEL C USING THE INTERNAL BATTERY SUPPLIED BY US AND THE SOLAR PANEL.

- 1) Connect up the battery inside the gun. RED to RED terminal and BLACK to BLACK terminal.
- 2) Set the clock. (See operating instruction section D).
- 3) Set the programs (See operating instructions sections E and F)
- 4) Connect up your propane (red) gas bottle and turn the gas on.
- 5) Start the gun working. (See operating instruction A)
- 6) Make sure that the blue LED is flashing in the control box. This indicates that the solar panel is working.

## 13) HOW TO MAKE YOUR GUN SAFE FOR TRANSPORT AND RE- ACTIVATE. (ALL MODELS)

- 1) Turn off the gas at the bottle.
- 2) Turn the SAFETY SWITCH ON THE CONTROL BOX TO OFF. These actions will render the gun safe to move. The time of day and the program will all be retained.
- 3) To re-activate turn the gas on at the bottle and turn the safety switch to ON. Your gun will start up.

#### 14) HOW TO SWITCH THE GUN OFF FOR STORAGE.

- 1) Turn off the gas at the bottle.
- 2) Turn the SAFETY SWITCH ON THE CONTROL BOX TO OFF.  
These actions will render the gun safe to move. The time of day and the program will all be retained.
- 3) For longer term off periods see item B of the operating instructions.
- 4) If a solar panel is fitted then leave the gun in the dry with access to light to keep the battery charged.
- 5) If fitted with an internal battery and no solar panel then remove battery, charge it and store it indoors.

#### 15) HOW TO FIT AND PROGRAM THE SCREAMERS.

- 1) Install the screamers, as described in the instructions that come with the screamer.
- 2) Connect up the big external 12 volt battery (red to positive and black to negative.)
- 3) Connect the compressor to the red sleeve. The red wire to the + sign on the compressor and the black wire to the – sign on the compressor.
- 4) When you have connected the wires as above the 4th LED from the left (blue) will illuminate to indicate, “All connected correctly”. If this light does not illuminate then please re examine your wiring.

## 16). How to program your screamers.

Start from OFF mode see item C in the general operating instructions.

### Action

### Screen reads

Press and hold PROGRAM.  
PULSE PRESS PROGRAM  
OK

PROGRAM.  
ADVANCED PROGRAM  
0830  
WHICH IS A SELECTED  
HALF HOUR TIME SLOT.  
AND 1 0  
1 WHICH IS THE NUMBER  
OF SALVOS THAT YOU  
HAVE ALREADY  
PROGRAMMED INTO THAT  
HALF HOUR TIME SLOT  
0 WHICH IS THE NUMBER  
OF SCREAMS THAT ARE  
CURRENTLY PROGRAMED  
INTO THAT HALF HOUR  
TIME SLOT

Pulse press press PROGRAM to scroll through the half hour time slots to get to the time that you require.

Please note the COMMA that will appear above one of the 1 or the 0 symbols. This comma indicates the digit that will be programmed.

To program a comma number.

Pulse press +. This will flick the comma to and fro, from number to number. Remember that the comma indicates the number that you have selected to alter.

Select the right hand number for the number of salvos that you want to be preceded by a scream.

Select the left hand number for the number of salvos.

Pulse press – to arrive at the number of scream SALVOS that you want in that half hour time slot.

Pulse press PROGRAM to move onto the next half hour TIME SLOT. And repeat the above once again. Continue to do this until you have programmed all the operational time slots.

WHEN FINISHED PRESS OK, SCREEN WILL SHOW  
“ADVANCED PROGRAM”.

PULSE PRESS PROGRAM TILL EXIT APPEARS.  
THEN PRESS OK AND YOU WILL GET TO “OFF”  
SEE ITEM A TO START YOUR GUN OPERATING.

Please note that your big external screamer battery will not receive any charge from the solar panel. Also if the big external battery runs down, the screamers will not sound but the bangs will continue powered from the small internal battery and the solar panel.

If the internal battery runs down and there is power available from the big external battery, then the unit will take power to continue working from the external battery.

All the above is available for download on [www.birdscaring.co.uk](http://www.birdscaring.co.uk)  
Fault tracing see [www.birdscaring.co.uk/support](http://www.birdscaring.co.uk/support)

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