



X-MIT Operator's Manual

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COMPANY PROPRIETARY

Long Range Transmitter for up to Four (4) Explotrain X-0 Series Simulators

400+m Range

Water Resistant Housing

Uses Four AA Batteries

X-MIT Components



FIGURE 1

- | | |
|-----------------|-----------------|
| 1. X-0 ID LED's | 4. Keypad |
| 2. FIRING LED | 5. Power Switch |
| 3. POWER LED | |

Each X-0 ID LED indicates the status of the X-0 Simulator with that Unit ID. To set an X-0 Simulator's Unit ID please see the Simulator's Operator's Manual.

The FIRING LED indicates the sending and confirmation of a FIRE command from the X-MIT.

The POWER LED indicates battery status of the X-MIT while the X-MIT is ON.

The Keypad is used to send commands to the individual X-0 Simulators.

The POWER Switch is used to turn the X-MIT ON and OFF.



X-MIT Operation

1. With X-0 unit(s) on, Press Power Switch button to turn X-MIT **ON** (POWER LED illuminates).
2. X-0 ID LEDs illuminate green as X-MIT searches for X-0 Simulators. Each X-0 ID LED remains illuminated if the X-MIT is communicating with that X-0 unit on power-up. To search again for available X-0 units, simply cycle the Power Switch.
3. The X-0 ID LEDs will turn off if no communications are established with that particular X-0 ID. If the X-MIT establishes communications with an X-0, then that particular X-0 ID LED will stay green.
4. To Arm a particular X-0 Unit, momentarily press the corresponding key on the Keypad. Example: To Arm X-0 Unit 1, briefly press 1 on the Keypad. Once the X-MIT confirms that a particular X-0 Unit is Armed, the corresponding X-0 ID LED will turn red.
5. To Disarm a particular X-0 Unit, momentarily press the corresponding key on the Keypad. Example: To Disarm X-0 Unit 1, briefly press 1 on the Keypad. Once the X-MIT confirms that a particular X-0 Unit is Disarmed, the corresponding X-0 ID LED will turn back to green.
6. To Fire a particular X-0 Unit, first Arm the unit, then press the corresponding key on the Keypad for approximately one second. Example: To Fire X-0 Unit 1, press and hold 1 on the Keypad for one second. Once the X-MIT sends a Fire Signal, the FIRING LED briefly turns red. When the X-MIT confirms that an X-0 Unit has acknowledged the Fire Command, the FIRING LED will turn green.
7. The POWER LED will illuminate green until battery power becomes low, at which point it will illuminate **RED** to indicate the batteries need to be replaced.

Changing Batteries

Remove the two screws attaching the battery compartment cover to the back of the XMIT. Remove the cover and remove the batteries. Replace the batteries with fully charged AA batteries. Rechargeable AA batteries may be used if desired. New AA batteries should provide at least 12 hours of operation at a minimum.

Changing Unit ID

The X-MIT and corresponding X-0 Unit(s) must be set to the proper Unit IDs. The XMIT controls up to four sequential Unit IDs, i.e. **0-1-2-3**, **4-5-6-7**, **8-9-A-B**, or **C-D-E-F**. These Unit IDs correspond to keys **1-2-3-4** respectively. The Unit ID of the X-MIT is the first in the sequence of X-0 Unit IDs it controls, i.e. set the X-MIT Unit ID to **0** for **0-1-2-3**, or **4** for **4-5-6-7**, or **8** for **8-9-A-B**, or **C** for **C-D-E-F**. Do not set Unit ID past **C** as **F** is the highest X-0 Unit ID possible.

1. Turn Unit OFF.
2. Remove nylon Unit ID Cover Screw (3/16" Allen Wrench). There is no need to remove the back cover.
3. Set Unit ID Switch to selected Unit ID using a small screwdriver.
4. Replace Unit ID Cover Screw until it sits flush with the case (**Do Not Over Tighten! Water resistance may be damaged if you do.**)
5. Resume normal operation.



Changing Channels

The X-MIT and corresponding X-0 Unit(s) must operate on the same channel. Multiple X-MIT Transmitters in close proximity, however, can interfere with one another. To avoid this, set the X-MIT Transmitters and X-0 Units to a different channel. X-MIT transmitters purchased prior to October 2020 are capable of 3 separate channels - **A**, **B**, or **C**. X-MIT transmitters purchased after October 2020 are capable of 12 channels - **1 thru C**. All X-MIT transmitters are shipped from the factory on Channel **A**. Channels may be changed as follows:

1. Ensure Power Switch is in the **OFF** position.



2. The cover screw access holes are located on the back of the X-MIT under each corner of the red rubber seal. Remove all four screws and then holding the X-MIT with the front label facing to the right, separate the gray enclosure at the red seal.
3. Set Function Switch to **F**.
4. Set Unit ID Switch to selected channel: **1 thru C** (for newer X-MIT's) **or A, B, or C** (for older X-MIT's). Factory default is channel **A**.
5. Turn Unit **ON** and wait until LED D6 on circuit board stops blinking. On the newer units, the LED will blink the number of times as the channel it is set for as a visual confirmation of the channel. On the older units the LED will blink rapidly for about 5 seconds and stop.
6. Turn Unit **OFF** and return Function and Unit ID switches back to 0. The Function Switch should **always** be set to 0 for normal operation, but the Unit ID switch may be set to a different position based on your requirements.
7. Re-assemble the unit by carefully aligning the red rubber seal into the groove of the front cover and tightening the screws. **DO NOT OVERTIGHTEN** the screws.
8. Resume normal operation.
9. Both the X-MIT and X-0 use the same procedure. Please note that an X-MIT on one channel will not communicate with an X-0 on a different channel.

**Thank you for purchasing your
X-MIT Long Range Transmitter.**

**We at Explotrain, LLC truly
appreciate your business.**

**If you have any questions or comments on
this, or any of our products, please let us know.**

**Phone: (850) 862-5344
information@explotrain.com**

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