

This user manual is an amendment specific to the FOOT option of the Alltrack R.

ALLTRACK R₃ FOOT



<= Warning. It is obligatory to read the Alltrack R user manual before any and all usage.
Find this notice at www.logo-silver.fr

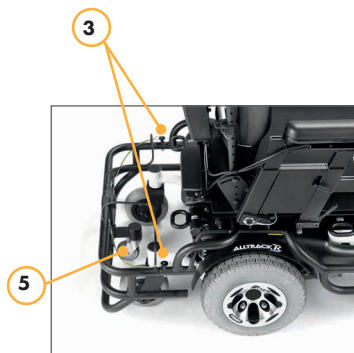


WHEELCHAIR DEDICATED TO THE PRACTICE OF WHEELCHAIR FOOTBALL.
VERSATILITY, MODULARITY, SPEED, STABILITY AND COMFORT.

LOGO SILVER
EUROPE

I. GENERAL DESCRIPTION

1. Front cage
2. Rear cage
3. Cage locking pins
4. Ventilation switch/regulator
5. Anti-tipping wheel
6. Ventilation controller and motors module



The Alltrack R Foot is a hybrid propulsion electric wheelchair which allows the user to manoeuvre comfortably in daily life and to enjoy high-performing equipment for the practice of wheelchair football.

Entirely adjustable, it adapts to the needs of the user. Versatility, modularity, speed, stability and comfort make it a high-end wheelchair dedicated to the practice of wheelchair football.

II. GENERAL WARNINGS FOR THE FOOT

OPTION

WARNING

The user and any third party assistant(s) must read the Alltrack Hybrid R user manual, as well as the amendment specific to FOOT option before use, and follow the instructions. These documents must be kept for future reference.

PROHIBITED

The use of the FOOT profile is prohibited on public roads and paths and is authorised exclusively on a private wheelchair football terrain.

WARNING

In FOOT profile, setting up cages, making adjustments, transfers or any other manipulations must be carried out with the joystick deactivated, otherwise you risk triggering extremely violent wheelchair movements and causing serious damage or injury.

WARNING

A. TRANSFERS

To perform transfers you must remove the front cage in order to liberate the leg-rests.

WARNING

B. FOOTBALL PROTECTION CAGE USAGE

1. Only use the football protection cage for the practice of wheelchair football on a private terrain adapted to wheelchair football.
2. Be very careful when the cages are in place or risk knocking something or someone and causing serious damage or injury.
3. Before taking the field, make sure that the cages are properly secured to the wheelchair by the pins.
4. Prevent ground blockage or friction by avoiding overly steep slopes.

WARNING

C. USE OF THE FOOT DRIVING MODE.

1. The FOOT profile can be difficult to master, thusly, training before-hand is necessary in order to safely exploit the capacities of your wheelchair.
2. In FOOT profile the front wheel rotation speed necessitates the attachment, by using velcro for example, of any part of the body deemed to be susceptible to involuntary movement (legs, arms, abdomen, head).

3. While using the FOOT profile, make sure that all parts of the chair are securely fastened (head rests, armrests, footrests, backrest, ...).

4. When using the FOOT profile you must switch on the ventilation or the power of your chair will decrease as the controller heats up. The wheelchair will come to a complete stop if the controller is too hot.

5. While using the FOOT driving mode you must put your seat into a completely horizontal position and your back-rest into a completely vertical position.

III. INSTALLATION AND ADJUSTMENT OF THE FOOTBALL PROTECTION CAGES AND THE ANCHORING CASTER

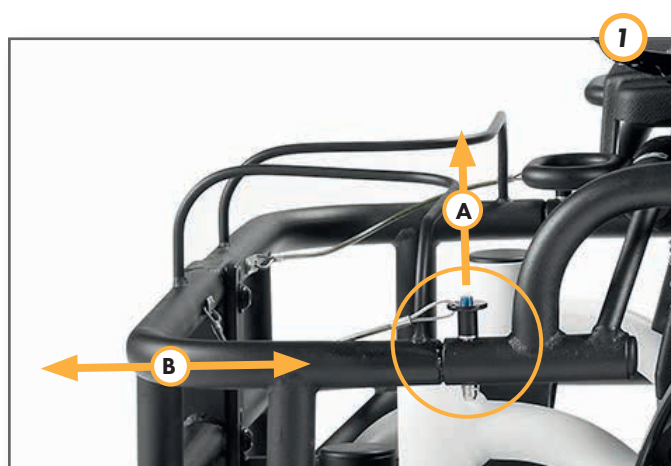
A. PROTECTION CAGE INSTALLATION

The front and rear football cages are retractable without tools. They are each equipped with two pins on each side. The procedure for removing the cage is as follows:

1. Remove the two pins by pressing the upper button on the pin while pulling vertically upwards to extract it (Fig. 1A).
2. Pull the cage forward or back of the chair (depending on its position) to extract it from the cage chassis (Fig. 1B).

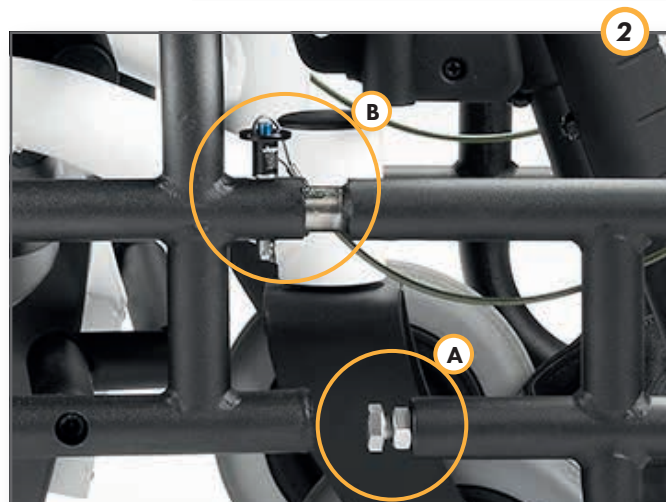
⚠ WARNING

Extract the cages in the axis of the chassis support tubes.



B. FOOTBALL PROTECTION CAGE ADJUSTMENTS

The length position of the cage is adjustable. For that you have to screw or unscrew the adjustment screw (Fig. 2A) on each side of the cage so that the stop position on the screw corresponds to one of the locking holes of the pin (Fig. 2B). Please note, the settings on the left and right must be identical, under penalty of damaging or blocking the cage in its support.



C. SETTING THE ANCHORING CASTER

The height position of the anchoring caster is adjustable. It is preset at the factory but can be adjusted depending on the settings required by the user. The anchor must be as close to the ground as possible without touching it, or risk premature wear and to slightly restrict the rotation of the chair.

To adjust the anchoring caster, loosen the two retaining screws and position the caster (of the two possible positions) closest to the ground without being in contact with it.



IV. MAINTENANCE OF FOOT OPTION

ELEMENTS

Regularly check the state of the various elements of the FOOT option of your chair. If any part is loose, worn, twisted or deformed, have it checked and / or repaired immediately by your LogoSilver approved supplier. Frequent service and maintenance will improve performance, extend the life of the wheelchair and help prevent injury.

Our recommendations:

BEFORE EACH USE

- Verify that there are no foreign bodies that could hinder the circulation of air in the ventilation.
- Check the condition of the tyres (wear, and inflation if they are pneumatic).
- Check that the anti-tilt wheel turns freely.

ONCE A MONTH

- Check the amount of grease on the tubes of the cages that enter the fixed cage support or risk blockage.
- Check the fixings of the cages and their adjustment.

EVERY SIX MONTHS

- To guarantee the reliability of the motors, check the condition of the carbons. Unscrew the caps of the 4 motor carbons and check that they measure more than 4mm.

V. USE OF THE FOOTBALL PROFILE



You have access to 3 driving profiles by pressing the button PROFILE of the joystick (Fig. 4):

1. INDOOR
2. OUTDOOR
3. FOOT

The Interior and Exterior profiles can be used on public roads at your convenience.

⚠ WARNING

The FOOT profile may only be used on private roads or on an adapted terrain. In each of these profiles, you can select the speed with the upper and lower speed buttons. While in FOOT mode the maximum speed of your wheelchair is bridled at 10 km / h in forward motion (wheelchair football regulation), reverse and rotation benefit from the maximum speed that the motors can supply. Training and / or programming may be necessary to make the most of this driving profile, depending on individual preferences.

⚠ WARNING

When you use the FOOT profile, your chair has less autonomy than the manufacturer data. Indeed, the currents sent to the motors are much more powerful and use is much more intensive.

Your wheelchair is equipped with a thermal circuit breaker which intensive use in FOOT mode can trigger and cut the main power supply of the chair. To reset the circuit breaker, access the batteries through the rear hatch. Remove the batteries and reset the breaker. (see ALLTRACK R: VIII User Manual. A. WITHDRAWAL OF THE BATTERY p.18)

VI. VENTILATION MOTORS AND CONTROLLER

⚠ WARNING

Intensive use in FOOT mode can cause overheating of engines. In order to avoid mechanical damage, allow the motors to cool for 10 minutes after 30 minutes of intensive use of the wheelchair.

The controller also heats up, it is equipped with a thermal protection which will progressively reduce the power to the point of completely stopping if the wheelchair overheats.

VENTILATION ADJUSTMENT SWITCH

It is important to turn the ventilation on full by turning the ventilation switch / dimmer completely before each use in football profile as well as during your chair's cooling phases.



VII. PROGRAMMING THE FOOT DRIVING

PROFILE

SETTINGS PERTAINING TO THE RESPONSIVENESS

Your wheelchair is programmed with a basic factory setting which can be changed using a doogle R-net and R-net programmer.

WARNING

Programming must be carried out by a professional approved by Logo Silver (your dealer for example).

- Minimum forward, reverse and turning speed (Fig. 7)

These parameters modify the minimum speed for a small joystick manipulation. The larger this parameter, the more aggressively the wheelchair will react upon starting.

- Minimum forward, reverse and turn acceleration (Fig. 7)

These parameters modify the minimum acceleration for a small manipulation of the joystick. The greater this setting, the greater the acceleration will be at startup.

- Minimum forward, reverse and turn deceleration (Fig. 7)

These parameters modify the minimum deceleration for a small manipulation of the joystick. The greater this setting, the greater the deceleration will be abrupt.

- Controls Joystick forward, reverse, left and right throw (Fig. 8) :

These parameters allow you to adjust the joystick stroke. At the lowest setting, the greater the reaction will be in the set direction. We advise you to set these 4 parameters to the same value in order to avoid the risk of having a difficult chair to drive.

- Motor global compensation (Fig. 8) :

This parameter is used to adjust the general power. The higher this setting is, the more responsive the wheelchair is (accelerating, braking and turning faster). If you modify this parameter you must also modify the speed, acceleration and deceleration parameters in the indoor and outdoor driving profiles so that the wheelchair responds, brakes and accelerates the same in these profiles as before any changes.

WARNING

The braking distance of the inside and outside profiles is preset to brake from 10 to 0 km / h in less than 2.1 m. If this parameter is modified, it is also necessary to modify the Forward Declaration parameters in order to not exceed the maximum braking distance.

WARNING

Do not exceed 70 m / ohms at the risk of overheating the motors.

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| | Profile 1 | Profile 2 | Profile 3 |
|------------------------------|-----------|-----------|-----------|
| | Mode 1 | Mode 2 | Mode 3 |
| | 1 INDOOR | 2 OUTDOOR | 3 FOOT |
| Maximum Forward Speed | 37 % | 80 % | 85 % |
| Minimum Forward Speed | 15 % | 30 % | 30 % |
| Maximum Reverse Speed | 15 % | 20 % | 100 % |
| Minimum Reverse Speed | 12 % | 12 % | 80 % |
| Maximum Turning Speed | 12 % | 17 % | 100 % |
| Minimum Turning Speed | 8 % | 10 % | 80 % |
| Maximum Forward Acceleration | 30 | 25 | 100 |
| Minimum Forward Acceleration | 15 | 14 | 80 |
| Maximum Forward Deceleration | 40 | 40 | 100 |
| Minimum Forward Deceleration | 30 | 30 | 80 |
| Maximum Reverse Acceleration | 45 | 35 | 100 |
| Minimum Reverse Acceleration | 35 | 30 | 80 |
| Maximum Reverse Deceleration | 45 | 45 | 100 |
| Minimum Reverse Deceleration | 35 | 35 | 80 |
| Maximum Turn Acceleration | 40 | 40 | 100 |
| Minimum Turn Acceleration | 20 | 30 | 80 |
| Maximum Turn Deceleration | 40 | 40 | 100 |
| Minimum Turn Deceleration | 20 | 30 | 80 |
| Power | 100 % | 100 % | 100 % |
| Torque | 80 % | 80 % | 100 % |
| Tremor Damping | 0 % | 0 % | 0 % |
| Fast Brake Rate | 80 | 80 | 100 |

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| | 1 INDOOR | 2 OUTDOOR | 3 FOOT |
|----------------------------|----------|-----------|--------|
| Joystick Forward Throw | 100 % | 100 % | 100 % |
| Joystick Reverse Throw | 100 % | 100 % | 100 % |
| Joystick Left Throw | 100 % | 100 % | 100 % |
| Joystick Right Throw | 100 % | 100 % | 100 % |
| Joystick Deadband | 10 % | 10 % | 10 % |
| Invert Left Right JS Axis | No | No | No |
| Invert Fwd Rev JS Axis | No | No | No |
| Swap Joystick Axis | No | No | No |
| Maximum Current Limit | 100 A | | |
| Boost Drive Current | 120 A | | |
| Boost Drive Time | 10 s | | |
| Current Foldback Threshold | 100 A | | |
| Current Foldback Time | 10 s | | |
| Current Foldback Level | 100 % | | |
| Compensation | 60 mOhms | | |
| Invert M1 Direction | No | | |

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