

### I. SETTING THE TIME OF DAY

The following illustration shows the keys pressed and the display when setting up the time of day. The illustration sets the time of day to 09:30.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	<b>LOAD</b>	Indicates that the unit is ready to receive program information
9	- - : - -	Indicates that the unit is ready to have the time of day programmed
0	0 - : - -	Echoes back the digits entered from the keypad
9	0 9 : - -	Echoes back the digits entered from the keypad
3	0 9 : 3 -	Echoes back the digits entered from the keypad
0	0 9 : 3 0	Echoes back the digits entered from the keypad
*	- - - -	Indicates programming accurate and has been accepted; will display the "- - - -" for approximately 2 seconds
	0 9 : 3 0	Returns to displaying the new time of day

**NOTE: YOU MUST ALWAYS PROGRAM THE DAY OF THE WEEK (SECTION VI) AND STARTING DAY (SECTION VII) AFTER SETTING THE TIME. AFTER THE TIME HAS BEEN PROGRAMMED, THE DAY OF THE WEEK AND STARTING DAY ARE CLEARED TO ZEROS AND MUST BE PROGRAMMED.**

### II. CLEARING THE ENTIRE 7 OUTPUT SCHEDULE

To clear the entire 7 output schedule memory enter: (#) - (0) - (\*)

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	<b>LOAD</b>	Indicates that the unit is ready to receive program information
0	0	Echoes back the "0" of the input command
*	- - - -	Indicates programming accurate and has been accepted; will display the "- - - -" for approximately 10 seconds
	1 2 : 3 0	Returns to displaying the new time of day

### III. SETTING AN OUTPUT SCHEDULE

Each output can be programmed to turn on at any time of the day from 0000 to 2359. If entered correctly the display will respond with four dashes "- - - -" for approximately 2 seconds.

The following illustration shows the keys pressed and the display when setting up output #1 to turn on at 18:00 hours for a duration of 60 seconds.

PRESS KEY	DISPLAY INDICATES	PRESET 0600-0700-0800-0900-1000-1100
#	<b>LOAD</b>	Indicates that the unit is ready to receive program information
1	1	Echoes back "1", Indicates the command number
1	- - - 1	Indicates OUTPUT # 1 being programmed; displayed for approximately 1 second
	- - : - -	Indicates OUTPUT # 1 event time is next to be programmed
1	1 - : - -	Echoes back the digits entered from the keypad
8	1 8 : - -	Echoes back the digits entered from the keypad
0	1 8 : 0 -	Echoes back the digits entered from the keypad
0	1 8 : 0 0	Echoes back the digits entered from the keypad and will remain on the display for approximately 1 second
	0 0 0	Indicates the time that output # 1 will be energized in seconds at the above programmed event time
6	0 0 6	Echoes back the digits entered from the keypad
0	0 6 0	Echoes back the digits entered from the keypad
*	- - - -	Indicates programming accurate and has been accepted
	1 2 : 3 0	Returns to displaying the current time of the day

### IV. VIEWING AN OUTPUT'S PROGRAMMED SCHEDULE

Once an output program schedule has been entered the user can verify that the schedule is the one desired.

IE: In III above the entry was #1180060\* which will turn on output #1 at 18:00 hours (6:00 pm) and output #1 will stay on for 60 seconds. To view this schedule, enter #01\* as follows:

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	<b>LOAD</b>	Indicates that the unit is ready to receive program information
0	0	Echoes back the "0" of the input command
1	1	Echoes back the "1" of the input command
*	- - - 1	Indicates OUTPUT # 1 program is about to be scrolled
	1 8 : 0 0	Indicates OUTPUT # 1 to turn on at 18:00 hours
	0 6 0	Indicates OUTPUT # 1 is to be on for 60 seconds
	1 2 : 3 0	Returns to displaying the current time of day

If output #1 were not programmed, the display would look like:

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	<b>LOAD</b>	Indicates that the unit is ready to receive program information
0	0	Echoes back the "0" of the input command
1	1	Echoes back the "1" of the input command
*	- - - 1	Indicates OUTPUT # 1 program is about to be scrolled
	- O F F	Indicates OUTPUT # 1 is not programmed to turn on
	1 2 : 3 0	Returns to displaying the current time of day

### V. CLEARING AN OUTPUT'S PROGRAMMED SCHEDULE FROM MEMORY

IE: #010\* will clear the programmed schedule from output #1

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	<b>LOAD</b>	Indicates that the unit is ready to receive program information
0	0	Echoes back the "0" of the input command
1	1	Echoes back the "1" of the input command
0	0	Echoes back the "0" of the input command
*	- - - -	Indicates OUTPUT selected is now cleared
	1 2 : 3 0	Returns to displaying the current time of day

## VI. SETTING THE DAY OF THE WEEK

(Reset Daily Event Schedules)

IE: If the entry was #81\* the controller would set the current day of the week to Monday. The Daily Event Schedule would also be reset, so any of the outputs programmed in memory would cycle "on" on the current day.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information
8	8	Echoes back the "8" of the input command
1	1	Echoes back the "1" of the input command
*	----	Indicates programming accurate and has been accepted
	1 2 : 3 0	Returns to displaying the current time of the day

To view the current Day of the Week, enter the following:

(#) - (8) - (\*)

If the current day of the week was Monday (1), the display would look like:

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready receive program information
8	8	Echoes back the "8" of the input command
*	--- 1	Displays the current Day of the Week
		Display will blank

## VII SETTING THE STARTING DAY (VIEW NEXT DAY FOR EVENTS)

The controller can be delayed for up to six days, before beginning a Daily Event Schedule. To do this, first program the current Day of the Week as explained in section V. Next, use this command to select the day to begin the Daily Event Schedule. The Starting Day can be any number from 1 (Monday) to 7 (Sunday). If the starting day is the same as the current day, the Daily Event Schedule will begin immediately.

To set the Starting Day, enter the following:

(#) - (2) - (N) - (\*)

where (N) represents a number from 1 (Monday) to 7 (Sunday).

IE: If the Current Day of the Week was entered as Monday, and the Starting Day was entered as # 24 \*, the controller would start the Daily Event Schedule on Thursday. None of the outputs would turn on until Thursday.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information
2	2	Echoes back the "2" of the input command
4	4	Echoes back the "4" of the input command
*	----	Indicates programming accurate and has been accepted
	1 2 : 3 0	Returns to displaying the current time of the day

To view the next day scheduled to produce events, enter the following:

(#) - (2) - (\*)

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information
2	2	Echoes back the "2" of the input command
*	--- 4	Displays the next day schedule for events
		Display will blank

## VIII. SETTING THE NUMBER OF DAYS TO SKIP

To set the controller to produce outputs every 4th day, enter the following:

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information
3	3	Echoes back the "3" of the input command
4	4	Echoes back the "4" of the input command
*	----	Indicates programming accurate and has been accepted
	1 2 : 3 0	Returns to displaying the current time of the day

To view the value stored, enter the following sequence:

(#) - (3) - (\*)

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information
3	3	Echoes back the "3" of the input command
*	--- 4	Displays the schedule number
		Display will blank

## I. Unlocking a password protected board

The user will recognize a board as being password protected when the display reads "bAd PASS" after entering a command. A password must be entered in order to reprogram the board or check the existing program. The board will automatically reinstate the password protection if a command is entered incorrectly or after a duration of inactivity by the user.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	<b>L0Ad</b>	Indicates that the unit is ready to receive program information
7	7	
1	1	
2	2	
1	1	
6	6	
*	<b>L0Ad</b>	Indicates that the unit is ready to receive program information