

## User Manual Standard

3462.512.02  
Version 2.1



The *Standard* program is delivered with the **POWER TIME II** if no specific sport is required. With the **POWER TIME II** you can time keep a vast range of sports, where you measure a separate or a common start, only the daytime, or races with requirements for intermediate, lap and total time.

This manual is an addition to the general **POWER TIME II** manual 3462.501.02. It is fundamental, that you read the general manual first. This manual only describes the specific issues of the *Standard* program.

### [Mode] [Timekeeping]:

```
TIMEKEEPING
→separate start
common start
day time
speed
manual
```

#### Separate start:

Individual start of each competitor.

#### Common start:

All competitors start at the same time.

#### Day time:

All races are timed with the day time.

#### Speed:

The speed is calculated from the measured time and the in advance introduced distance.

### Manual:

Classic functions from a stop-watch with intermediate, lap and total times.



### [Procedure] [Timekeeping]:

- Choose timekeeping mode
- Introduce or choose the race number (except by manual mode). A maximum of 10 races can be introduced at the same time.
- Arm or disarm the contacts (except by manual mode).
- Introduce the start numbers (except by manual mode).
- Correct possible errors (except by manual mode).
- Exit the race.

#### Separate start

Following display will appear:

```
→START  off  1
STOP    off  1
1              0.00
3
```

Through the keypad you can introduce the competitor number. Arm the race with the key  and start the race with the  key. Idem to stop the time, but move first the arrow with the cursor to the stop.

Automatic function for arming can be introduced in the initialisation/input mode. In the general operating manual 3462.501.02 under 1.3 and 3.3 you will find a detailed explanation of the use of contacts and arming.


#### Common start

```
START  off
STOP   off  1
1              0.00
```

After the start the arrow jumps automatically to the stop, as all competitors leave at the same time.

### Day time

```
→STOP  off  1
1      18.33:26.3
```

In this mode you can register the day time and introduce the competitor number by pressing the number from the keypad and confirming with the cursor key .

### Speed

The following display will appear:

```
SPEED
→ race
configuration
```



Choose configuration to select the units (km/h, m/s, Mph) and the distance to introduce the meters between Start and Stop devices. Thereafter you select the race on this mode. **POWER TIME II** prints out the day time for each competitor and the speed (example: 46.33 km/h).

### Manual



The following display will appear:

```
MANUAL MODE
→effective time
laps time
total time
```



### Effective time:


Start the time by pressing the key . Each time you press  the **POWER TIME II** prints the intermediate time. After a few seconds the running time is automatically displayed.

### Laps time:


Start the time by pressing the key . If you press again the  you will print out the lap time with the lap number and the running time.

### Total time:

Start the time by pressing the key . If you press again the  you will print out the intermediate time with the total time.

For all these modes you have to press the key  to exit the menu.



## CORRECTION MENU

After the run you can correct results with the correction key . The following screen appears:



```
CORRECTION
▶ start
  stop
  stack
```

When you enter this menu the following screen displays:

```
CORRECTION
Exchange start
▶          6>      7_
          15.23:33.123
```


The correction mode will show you the last saved time. Assume that competitor number 5 arrived before number 6. You would like to exchange the competitor numbers. Enter the number 5 from the keypad and press scroll key . The time displayed will disappear and when you press up  the time of number 5 will be displayed.

```
CORRECTION      - 4 -
Exchange start
                5>      6_
                15.22:31.122
```

Now if you introduce 6 as in the window above, the time from number 5 will be assigned to number 6. Press  and the corrected result will be printed out. On the display the time of number six will appear, just introduce now competitor number 5. The other possibility is to scroll down  and to introduce a complete new time.

## [INITIALISATION]

### [Synchro] [Date/Time] menu:




This menu is used to set date and time of the **POWER TIME**'s internal clock. You can synchronise the **POWER TIME II** with other timekeeping systems using the Start impulse or the  key to start daytime after new set.

### [Settings] [Inputs] menu:

This menu is used to set the type of the inputs (normally open or normally closed) and the arming delay. Factory settings for inputs are:

- ☐ Start (nf) normally closed
- ☐ Stop (finish) (nf) normally closed

### [Settings] [Resolution] menu:

This menu allows you to set the timekeeping precision. Use the cursors   to scroll the resolution and then press the  key.

### [Settings] [Rounded] menu:

Three options to choose. Truncated, rounded as per selected resolution or by IAAF rule.

### [Settings] [Scoreboard] menu:

The scoreboard can be switched off or you can select the kind of resolution you want to display.

### [Settings] [Printer] menu:


This menu allows you to switch on or off the printer.

### [Settings] [Printer not armed] menu:

When the contact is not armed (no) the arrival is registered and printed as day time. With (yes) all the results are printed in effective time.

### [Settings] [Clear all] function:

This function clears all the results saved in the **POWER TIME II**.

NOTE: the  key is used in this manual to simulate the start contact (start device, gun etc.) and the arrival contact (photo cell).



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