

Timy
**Program
Stopwatch**



ALGE
TIMING

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Technical changes reserved in sense of improvement!

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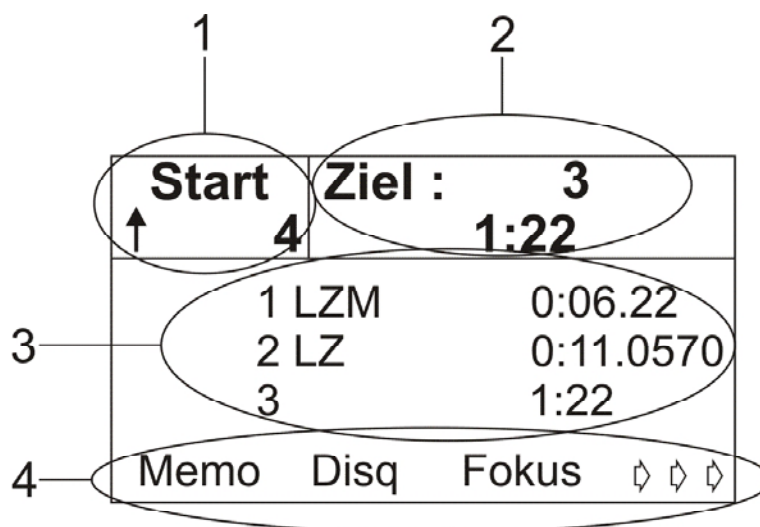
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1 Keypad and implementing

Please see manual TIMY GENERAL

2 Explanation display indication

Here you can find a short description of the most important display indications:



2.1 Start display (1)

In this field (1) you can indicate start numbers from 1 up to 9999. If you indicate a new start number, confirm it with the green "OK"-button. The start number automatic is also visible on the display.

Arrow upward	Start number hasn't started yet, start automatic counts upwards
Arrow downward	Start number hasn't started yet, start automatic counts downwards
u	Start number is started
blank	Start number hasn't started yet, start automatic off

2.2 Finish display (2)

Input of the start numbers (1 – 9999) which get through the finish line and competitors resp. intermediate and finish times. If you indicate 0, the display shows the daytime. Please confirm the start numbers always with the RED "OK"-button.

2.3 Times list (3)

Every started competitor will be showed in chronological order with info signs (next point), start number, timing channel (only print) and time.

LZ	Run time
LZM	Run time with red „OK“-button
C2-C5	Intermediate time channel with a precision up to 1/10000
C6-C8	Intermediate time channel with a precision of max. 1/100

2.4 Info sign

The info sign is always the first sign in one line. If a competitor is disqualified, then his time will be cleared in the times list and and marked on the printout.

blank	valid time
c	times cleared with „CLR“-button
i	manually changed time
d	disqualified competitor

2.5 Functions for times list

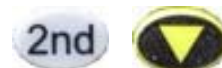
If you press one of these three buttons, then the last stopped time will stand on the top position of the times list.



If you press these two buttons, the time of the first started competitor will be showed.



If you press these two buttons, the time of the last started competitor will be showed.



Times list will be set forward for one start number




Times list will be set back for one start number





2.6 Buffer Memo

Mostly used if many competitors reach the finish at the same time and if there is not enough time to indicate every single start number. The incoming times will be listed sequentially, afterwards you can add the appropriate start numbers.




By pushing the button  you will enter and leave the Memo mode. The Memo times will be marked with a little "m". The start number of the second line blinks. Enter the right start number and confirm it with one of the "OK"-buttons.

If several competitor reached the finish at the same time (ex equo), then please act as follows:


- Indicate one of the right start numbers at the blinking one and press button  (Copy).
- The time will maintain in the Memo window and you can add the next start number.
- At the last competitor who will get the last time, press instead of "Copy" the "OK"-button, so the time will be cleared of the Memo window.
- If one time is still left which will not be required, you can clear it with button .

You can leave the Memo window at any time and handle the left times at a later point.

2.6.1 Disqualifying


- Press button .
- Add start number of the start number of the competitor who shall be disqualified
- Confirm with button  or with one of the „OK“-buttons or cancel with button .
- Competitor will be cleared in the times list (3) and marked on the printout.





2.6.2 Focus

Press button . Now you can see in the top line of the times list always the last stopped time. Please notice that thus the times list will be removed.



By pressing one of the button   you will inactivate the focus function.


2.6.3 Next screen menu

By pressing the button  you will enter the next menu. Here the function buttons are occupied as following:





-  Start Editing the start times
-  Finish Editing the finish times
-  RT Editieren the run time
-  ->->-> back to last screen menu

2.7 Editing of the start times



Press button  (Start). As start time to change, it will automatically recommend the start number of the start display. This start number blinks and can be overwritten. Add start number of which you would like to change the start time and confirm with one of the two "OK"-buttons or with .


With button , you can leave the menu without editing the start time.

All start times of the start numbers will be showed. The at the moment valid start time is marked with an arrow at the end.





You can choose the new start time with the buttons  and  and confirm with button . If you would like to copy the start time to another competitor, press button .

2.8 Editing of the finish times

Press button  (Finish). As finish time to change, it will automatically recommend the start number of the finish display. The start number blinks and can be overwritten. Add start number of which you would like to change the finish time and confirm with one of the two "OK"-buttons or with .

With button , you can leave the menu without editing the finish time.



All finish times of the start number will be showed. The at the moment valid finish time is marked with an arrow at the end.

You can choose the new finish time with the buttons  and  and confirm with the button . If you would like to copy the finish time to another competitor, press button .

2.9 Editing of the run time

Press button **F2** (run time). As run time to change, it will automatically recommend the start number of the run time display. The start number blinks and can be overwritten. Add start number of which you would like to change the run time and confirm with one of the two "OK"-buttons or with **F0**.

With button **F3**, you can leave the menu without editing the run time. All run times of the start number will be showed. The at the moment valid run time is marked with an arrow at the end.

You can choose the new run time with the buttons  and  and confirm with the button **F0**. If you would like to copy the run time to another competitor, press button **F2**.

3 Change heat (run)

You can make up to 256 runs. In every run, the total time of the previous runs as well as the actual run is stored.

There are two possibilities to get to the next run:

- ☞ Switch-off the Timy and on again.
- ☞ In the menu at „general“, „change run“

If one run was already changed, the printout will look like this:

0002	SZM	15 : 44 : 23 . 90	Start time of start number 2
	ZZM	15 : 44 : 37 . 09	Finish time
	LZM	0 : 13 . 19	Run time
	MZ	0 : 21 . 14	Stored time
	TZ	0 : 34 . 33	Total time

3.1 Change run by switching-off/on

Advantage: at a long break, the batteries will be spared. If the Timy is synchronized with other devices, it may lead to time differences, if not all devices are synchronized newly.

Disadvantage: the Timy and other timing devices must be newly synchronized.

Attention!! At switching-on the Timy, don't clear the times but save them.

3.2 *Change run in the menu*

Advantage: you don't have to synchronize the device newly

Disadvantage: at long waiting times between the runs, the battery resp. the accu are needlessly bonded. The difference of the synchronized devices is also getting bigger.

If you have choosed one of the two options, go on like following:

- ☞ Choose run „same/next“
- ☞ At choice „next“, after start number or Bibo

3.2.1 **According to start number**

The start order of the first run can be adjusted in the menu (upward counting, manually or downward counting).


3.2.2 **According to Bibo**

The start order is for the whole field carried out by Bibo. The quantity of the competitors to reverse must be indicated and confirmed with one of the „OK“-buttons.

The Timy is now ready for the next run.

3.2.3 **Show run time and total time**

If the next run has already started, you can choose between run time (time counts from zero) or the total time (time counts from the last stopped time).

In order to make this adjustment press as long at the button  until you can see at the left side below „LZ/tz“.