## **Autocross Selection**

The current event type is shown on the **Status Display**. If AUTOCROSS is not displayed, select the Autocross event as follows:

- a) Press SETUP to access Setup functions.
- b) Press ENTER to select a new event.
- c) Press NEXT CHOICE several times until AUTOCROSS is displayed.
- d) Press ENTER to select Autocross.

## FarmTek battery level

- 1) Press SETUP to access setup functions.
- 2) Press NEXT CHOICE until Check Battery is displayed (just one or two presses).
- 3) Press ENTER to show remaining battery life.
- 4) Press SETUP to return to normal operation

## Low Battery Warning

A low battery icon is flashed in the upper right corner of the **Status Display** when about 2 hours of console battery life are left. Note that the battery icon is also displayed whenever an electric eye has a low battery.

The **Power** lamp on the Eye glows steadily while the battery is good and flashes when the battery is low. To help detect an eye with a low battery, the timer in the announcer's booth flashes a low battery icon in the upper right corner of its **Status Display** when any electric eye in use has a low battery.

## Eye Alignment (if you just powered up, then break the Eye beams)

The bottom right corner of the **Status Display** shows the alignment status: Eye #1 2 is aligned

Eye #1 x Stop is beam broken or out of alignment

# **Optical Interference / Crosstalk**

If the start and finish lines are along the same side of the course (or even close to being along the same line), *be sure to face the eyes in opposite directions* 

### **Electric Eye Combinations**

In addition to starting the timer with Eye #1 and stopping the timer with Eye #2, the timer provides other electric eye combinations. To select a different electric eye combination:

1) Press SETUP to access Setup options.

2) Press NEXT CHOICE until Set Eye Usage is displayed, then press ENTER.

3) Press NEXT CHOICE to scan through the available eye combinations and press ENTER when the desired combination is displayed.

Note: An asterisk (\*) is displayed next to the currently active eye combination.

Time Display	Timer Action
Start #1, Stop #2	Start with Eye #1, Stop with Eye #2.
Start #2, Stop #1	Start with Eye #2, Stop with Eye #1.
Start #1, Stop #1	Start and Stop with Eye #1 (a common start/finish line allows
	just one vehicle on course at a time).

#### Timer Display Timer Action

## Adjusting the Scoreboard Hold Time

The amount of time that a finish time remains on the scoreboard is adjustable. Follow these steps to change the scoreboard hold time:

1) Press SETUP to access Setup functions.

2) Press PREV CHOICE twice so Scorebd Options is displayed, then press ENTER.

3) Press NEXT CHOICE several times until Set Hold Time is displayed, then press ENTER.

4) Press NEXT CHOICE until the desired hold time is shown, then press ENTER.

**Note**: The scoreboard hold time also sets the amount of time the numeric display on the timer console shows each finish time.

### **Show Finish Times Only**

To show only finish times without ever showing a running time, choose Run Time Off in the Scoreboard Options menu. This setting only affects the scoreboard – the timer console still shows the running time after expiration of the scoreboard hold time. If we buy a new display, our RA display doesn't show the current running time.

## Learning a New ID Code

1) Set up the electric eyes with about ten feet between each other and at least ten feet from the timer console. *Make sure no other electric eyes are on or could accidentally transmit while programming in the intended electric eye.* 

2) On the timer console, press the SETUP button to access the timer Setup options.

3) Press NEXT CHOICE until you see the appropriate "Set ID" message for the eye you are programming (e.g., Set Eye #1 ID, Set Eye #2 ID, etc.).

4) When you are ready to break the electric eye beam, press ENTER. The timer will tell you to "break the beam now".

5) Walk through the selected electric eye beam. As soon as the beam is broken, the timer momentarily displays the ID code for the eye.

That's it! Repeat the procedure for other eyes as needed.