

Operating instructions for Trop Multitimer



Article No. 7/I

1. Power-on

After power-on the device will start up showing the current time. If the internal buffer battery has been drained it will start with all segment on for a short time, followed by displaying 12:00. This state may also be reached by pushing the reset button at the bottom of the device.

2. Buffering

The internal buffer battery supplies the clock and holds all data settings for approximately 40 hours if the power net fails. Full loading of the buffer battery will take at least 3 days.

3. Reset

The reset button is located at the bottom side of the device. A label with an arrow points to a small hole of approx. 1 mm diameter. Insert the end of paper clip into this small boring and press gently until you will hear a slight click or until the display will show 12:00.

4. Setting the clock

After pressing the **SET** - key the first digit starts blinking. Now push the button **Date** / \uparrow repeatedly until the desired digit will show up. Proceed with the next digit by pressing the **SET** - key again. Last will be the day-digit (1 - monday to 7 - sunday). Setting is terminated after the day-digit by pushing the **SET** - key again.

5. The timers

The device has 3 programmable timers. Each timer has 7 setpoint pairs consisting of an on- and an offtime. During timer programming and checking there are 5 red LEDs indicating which channel and which function (on / off) is currently selected.

6. Checking the timers

Pushing the keys **Prog.(+)** or **Prog.(-)** enters the timer mode. Pushing **Prog.(+)** or **Prog.(-)** moves to the next or previous setpoint. One of the three red LEDs Ch1, Ch2, Ch3 will be on indicating the selected timer. Flashing of the LED On or the LED Off indicates the setpoint type. The display shows the setpoint pair (Program) at the leftmost digit, followed by the day (1 - monday to 7 - sunday, 0 - everyday) and the switching time. Inactive setpoints will displayed as xc cc.cc with the first digit (x) showing the current setpoint pair. If there are no keystrokes for approx. 10 seconds the device will fall back displaying the current time.

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7. Programming a timer

Pressing the key **Set** while in timer mode starts programming of the current setpoint. Modify the blinking digit by pushing the button **Date / ↑** repeatedly. Proceed to the next digit with pressing the **SET** - key again. Set the day digit to 1 - 7 (for monday to sunday) or to 0 (everyday). Terminate the setting of this setpoint with pushing **Set** once more. The display returns to the showing the current time. While in programming mode (a digit is blinking) the setpoint may be cleared by pressing the key **Test/Clear**. By doing so the setpoint is modified to xc cc.cc and the device resumes to normal display of the current time. All unused setpoints should be deleted in this way to avoid undesired switching of an outlet.

8. Testing

By pushing the key **Test/Clear** the outlets may be switched on/off. The first keystroke sets the outlet Ch3 and the yellow LED Out3 for channel 3. Pressing **Test/Clear** again clears channel 3 and activates channel 2, next time channel 1 goes on. A further keystroke will switch off all channels. Please observe that outlets which are set by the timer programming may be cleared by the testing and will be only activated again when the time will pass the timer setpoints anew.

9. Outlets

max. 400 watts per outlet (not for HQI - lamps with more than 400 watts)
Status indicators yellow LEDs. Fuse max. 4,0 amps fast.

10. Notes

HQI - lamps with more than 400 watts are not permitted to be operated directly by the timer outlets. But timer outlets may drive a power relay which in turn could drive the HQI - lamps.

Increasing the current values of the fuses of the device above the values stated voids the guarantee for the device.

Timer outlets will become active only after **passing** a programmed switching time.

Subject to technical change without prior notice!