

Platinum

Platinum Professional Fight & Gym Timer



User Manual

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INSTALLATION

Secure the Platinum Timer to the wall with two screws or wall anchors. Before inserting the plug to the power point, control that the data on the power supply plate is compatible with the plug in.

FUNCTIONING

Platinum Timer is ideal to show the time of one or more cycles, composed by an action followed by a pause, and to signal with a sound of different length the various events: start Action, end Action, end of the complete cycle (0.7 - 1.4 - 2.4 seconds). The device is particularly indicated for competitions and training sessions in boxing, martial arts, gymnasium activities, etc.. Five different timers can be programmed separately. The timers are easily activated by five associated keys, each one with the following four parameters: Time of Action, Time of Pause, Number of Cycles, Time of Final Pause.

Turning the Timer On and Off

Turn on and off with the *ON-OFF* key. When turned off, one separation point between the minutes and the seconds remain lighted up, indicating the presence of the feeding current.

Visualizations

If the time to be visualized is less than 10':00", it appears entirely on the right display and the number of cycles appear on the left display, otherwise the minutes are visualized on the left display instead of the number of cycles.

Start and Stop of a Visualized Timer

To begin the count of one of the five Timers, press the key of the desired Timer (Timer-x) followed by the *START-STOP* key. When the key of this Timer is pressed twice, the starting time is charged and visualized; the *START-STOP* key must then be pressed to begin the count. The time count can be stopped and then started again with the *START-STOP* key.

Timer Booking

A Timer can be booked in order to start a count automatically at the end of a Timer that is visualized. If the Timer in use is programmed on an infinite cycle, the booked Timer will begin at the end of the first pause of the working Timer. To make a booking, press the key of the Timer-x to be booked and then the *Timer-Booking* key.

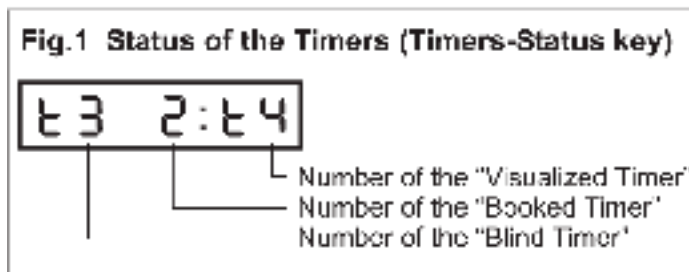
Start and Stop of a Blind Timer

It is possible to activate any one of the five Timers so that they only issue the audio signals of start/end of the various cycles without being visualized: press the key of the Timer-x chosen and then the *Blind-Timer START-STOP* key. The time count can be stopped and then restarted with the same key. Since the count of the "Blind Timer" works with different sounds, it can function contemporaneously with the "Visualized Timer" without the risk of creating confusion: this allows to time 2 activities simultaneously in the same place, such as a meeting between two boxers and training exercises performed by other athletes.

Timers Status

With the *Timers-status* key, the number of active Timers are visualized for 4 seconds (see Fig.1); the timer in use is indicated with a flashing number, whereas inactive timers

are indicated with fixed lighting. If the *F1* key is pressed within 4 seconds, the “Visualized Timer” and the “Blind” functions will be exchanged; in this way it is possible to visualize the Timer that was only present through a sound signal. With *F2* instead of *F1* the possible booking will be deleted.



PROGRAMMING

Press the *PROG* key to access programming: “H1” will appear on the left display indicating the first parameter to be programmed, and on the right display the respective value will appear, which can be modified with the keys (+) and (-). Press *PROG* once again to pass to the following parameters or *START-STOP* to end the programming.

H1 - Counting Modality (forward, backward)
[up - do] This modality defines the direction of the count. With the keys (+) and (-) select: “up” for forward counting, or “do” for backward counting. Press *PROG* to pass to the following parameter or *START-STOP* to end the programming.

H2 - Type of Sound (Trilling or Continuous)
[1 - 2] This modality defines the sound type of start/end for the various times. With the keys (+) and (-) select: “1” for a trilling sound, and “2” for a continuous sound.
Press *PROG* to pass onto the following parameter or *START-STOP* to end the programming.

H3 - Sound Volume (High-Medium-Low-Off)
[3 - 2 - 1 - 0] This modality defines the sound intensity; with the keys (+) and (-) select: “3” for High, “2” for Medium, “1” for Low, “0” for Off. Press *PROG* to pass onto the following parameter or *START-STOP* to end the programming.

PROGRAMMING THE TIMERS

For each one of the 5 Timers, there are 4 programming parameters for a total of 20 parameters. Each one is identified by the number of the timer (1,2,3,4,5) and by the letter of the parameter (A,P,C,F):

for Timer-1 **1A - 1P - 1C - 1F**
for Timer-2 **2A - 2P - 2C - 2F**
for Timer-3 **3A - 3P - 3C - 3F**
for Timer-4 **4A - 4P - 4C - 4F**
for Timer-5 **5A - 5P - 5C - 5F**

These 20 parameters can be accessed with the *PROG* key, and can be modified with the (+) and (-) keys. Immediate access to the first parameter (xA) of the chosen Timer occurs by pressing *PROG* and then the desired *Timer-x* key. Programming is terminated with the *START-STOP* key. The 4 parameters (A,P,C,F) concerning the 5 Timers (x) are described as follows:

xA - Time of Action (from 0’:05” to 90’:00”)
Modify the value with the keys (+) and (-); press continuously to vary quickly. There are time steps of 1 second for values from 0’:05” to 1’:00”, time steps of 5 seconds for values from 1’:00” to 10’:00”, time steps of 1 minute for values from 10’:00” to 90’:00”. Please note that, for over 10 minutes the seconds are no longer visualized.

xP - Time of Pause or Reset (from 0':00" to 90':00") Determines the Time of Pause following the Action. Modification of the value is regulated as for parameter xA.

xC - Number of Cycles or Rounds (from 0-99) This parameter defines the number of cycles by Action+Pause; with xD=0 the number of cycles is infinite and they can be interrupted only by the *START-STOP* key. Modify the value with the keys (+) and (-); press continuously to vary quickly.

xF - Time of Final Pause or Stop (from 0':00" to 90':00") This parameter sets the Final pause that follows the last Action. After the Final pause the entire cycle is repeated; with xF=0 the Final pause does not occur and the cycle is performed only once. Modification of the value is regulated as for parameter xA.

EXAMPLES OF PROGRAMMING

Following are several examples of how each of the 5 Timers can be programmed to obtain different modalities of functioning.

Single Action

Indicated for visualizing the time of a competition with the final audio signal.
To program: xA= Time of Action, xP=0, xC=1 and xF=0.

Fixed Number of Cycles

Indicated for visualizing the time of competitions repeated on various occasions.
To program: xA= Time of Action, xP= Time of Pause, xC= Number of cycles, xF=0.

Infinite Number of Cycles

Indicated for continuous sequences of training; it can be interrupted only by pressing the *START-STOP* key. To program: xA= Time of Action, xP= Time of Pause, xC=0, xF=0.

Sequences with a Fixed Number of Cycles and Final Pause

Indicated for training sequences with recovery times (pause) of differing duration. After the Final Pause the entire cycle is repeated; it can be interrupted only by pressing the *START-STOP* key. To program: xA= Time of Action, xP= Time of Pause, xC= Number of cycles, xF=Time of Final Pause.

Combination of Two Timers

The activation of a Timer and the booking of another timer allows to considerably increase the combinations of the time count. For example, among the many possibilities, the count of a certain number of cycles of Action+Pause may be performed, followed by a different number of cycles with different durations of Action+Pause (see Fig. 2).

Fig. 2: Examples of Timer combinations

1 st Timer						2 nd Timer			
Action	Pause	Action	Pause	Action	FPause	Action	Pause	Action	FPause
5min	1min	5min	1min	5min	3min	10min	1min	10min	20min

REMOTE CONTROL

The remote control allows the user to control, without cables, all of the functions for a distance of up to 50 feet. The Platinum Timer can be used with or without the remote control.

DEFAULT PROGRAMMING SETTINGS

Parameter	Description	Default value
H1	Modality of count	up
H2	Type of sound	2 = Contin.
H3	Sound volume	2 = Middle
1A	Timer 1 - Time of action	3':00"
1P	Timer 1 - Time of pause	1':00"
1C	Timer 1 - Number of cycles	6
1F	Timer 1 - Time of Final Pause	0':00"
2A	Timer 2 - Time of action	2':00"
2P	Timer 2 - Time of pause	1':00"
2C	Timer 2 - Number of cycles	3
2F	Timer 2 - Time of Final Pause	0':00"

Parameter	Description	Default value
3A	Timer 3 - Time of action	15':00"
3P	Timer 3 - Time of pause	5':00"
3C	Timer 3 - Number of cycles	0
3F	Timer 3 - Time of Final Pause	0':00"
4A	Timer 4 - Time of action	30':00"
4P	Timer 4 - Time of pause	10':00"
4C	Timer 4 - Number of cycles	0
4F	Timer 4 - Time of Final Pause	10':00"
5A	Timer 5 - Time of action	45':00"
5P	Timer 5 - Time of pause	15':00"
5C	Timer 5 - Number of cycles	0
5F	Timer 5 - Time of Final Pause	10':00"

CODE LIST

Art. 150	FIGHT TIMER wall vers. - 230V
Art. 150/115	FIGHT TIMER wall vers. - 115V
Art. 151	FIGHT TIMER table vers. - 230V
Art. 151/115	FIGHT TIMER table vers. - 115V
Art. 150-02	Infrared Remote control (option)
Art. 852	Case (option)



WARRANTY

The Platinum Timer is guaranteed for 2 years from the date of purchase, and includes repairs for material and construction defects. Transport costs are not included. Battery is excluded from the warranty. Warranty does not cover dropped or damaged timers. Please make sure the timer sets or hangs on a sturdy and secure surface.