

# ENGLISH

## INSTALLATION GUIDE

# TIMER 3 - 22B

## with hourly bands



### PROGRAMMING WITH HOURLY BANDS

The option of "tariffs for HOURLY BANDS" allows the automatic change of the tariffs at determinate times during the whole week. Therefore exists innerly a weekly clock and the possibility to insert along all the week at determinate times the wished tariffs. The possible tariffs are 3 and furthermore a fourth tariff (called CLUB tariff) exists, which can be manually choosed by the operator pushing the TARIFF button. Such tariff can also be excluded. There are twelve (12) steps to be programmed in set order. To start the programming, turn the INSTALLATION key in a clockwise direction. STEP 1 will appear automatically:

**1. [c 13.345] COUNT TOTALIZATOR.**  
The letter "C" followed by a number indicates the total sum on the counter. The counter shows the number of clicks which have run off, and since the charge for one click may be programmed for whatever you yourself decide (see STEP 2), if you wish to determine the total money receipts, multiply the figure shown on the counter by the rate of one click. The counter runs to a total of 99,999 clicks and then returns to zero. To go back to zero, you must push the (-) button with the tip of a pen. If you do not wish to go on to the further stages in programming, you must turn the INSTALLATION key again in the clockwise direction. This will be useful when access only to the counter is required. To continue to STAGE 2, push the TARIFF button. The device must not be in the cash counting operation during subsequent programming.

**2. [000 0.05] PRICE OF ONE CLICK.**  
This is the cash figure by which the amount to be paid increases with each time interval.

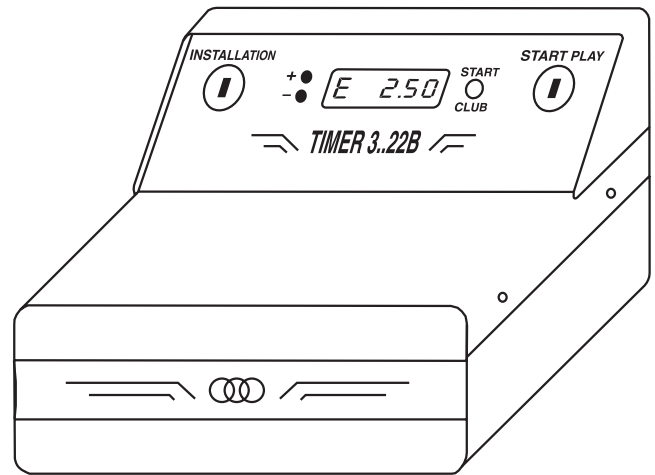
That figure depends on the monetary value applicable to each individual country. The click figures available are the following: 0.05 - 0.10 - 0.20 - 0.50 - 1 - 2 - 5 - 10 - 20 - 50 - 100. Ex. for EURO 0,05, USA 0,10, RUSSIA 1, JAPAN 10. You may make your choice by using the (+) and (-) buttons. To go on to the next stage, push the TARIFF button.

**3. [000 E] MONEY SYMBOL.**  
This is the letter that appears before the total sum to be paid. The following letters available are: C d E F L P S t Y or "no letter". The choice can be made by using the (+) and (-) buttons. To go on to the next step, push the TARIFF button.

**4. [00 0.05] START-GAME CHARGE.**  
(15 figures available) This is a set figure charged at the beginning of every game above and which is not included in the hourly rate. Use the (+) and (-) buttons to register that figure. To go on to the next stage, push the TARIFF button.

**5. [00 : 1] TIME SIGNAL ENABLING.**  
It is possible to enable or disable the visualization of the time signal and his influence or not on the tariffs. Use the (+) and (-) keys to set up one of the 3 values following:

**[0] EXCLUDED.**  
The time signal is excluded and therefore it is not shown and does not have any flu on the tariffs. As the result, the steps 9, 10, 11, 12 which concern the tariff 2, tariff 3, the time and the hourly bands will be skipped in the programming.



**[1] TIME SIGNAL VISUALIZED BUT HOURLY BANDS DISABLED.**  
The time signal will be shown but without no action on the tariffs. Consequently, the STEP 9, 10, 12 which concern the tariff 2, tariff 3 and the hourly bands will be skipped.

**[2] HOURLY BANDS ENABLING.**  
The time signal is shown and the automatic change of the tariffs will furthermore take place in the hourly bands established to the step 12. To pass to the next step press TARIFF.

**6. [CLUB 1] SET UP CLUB TARIFF.**  
It is possible to decide if using or not the hourly CLUB tariff and if the operator who will have to manage the counter, will be able or not to his own discretion to enable the CLUB tariff by TARIFF button. Use the (+) and (-) keys to set up one of the 3 values following:

**[0] EXCLUDED.**  
The CLUB tariff will not be able to be activated. STEP 7 of the CLUB tariff programming will be skipped.

**[1] HOURLY CLUB TARIFF ONLY ACTIVATEABLE WHEN TARIFF 1 IS WORKING.** When the tariffs 2 or 3 are working, TARIFF button is deactivated and therefore the hourly CLUB tariff cannot be activate.

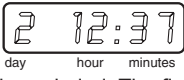
**[2] CLUB TARIFF ALWAYS ACTIVATEABLE.**  
The operator will be able to active the hourly CLUB tariff at any time, even if the tariffs 2 or 3 are active. To pass to the next step press TARIFF.

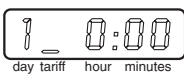
**7. [0. 8.00] HOURLY CLUB TARIFF.**  
(Can be varied from 10 to 500 click per hour: a click is undersood to be that monetary figure entered in STEP2). This STEP can be skipped if STEP 6 was programmed to exclude the CLUB tariff. Set up the wished CLUB tariff using the (+) and (-) keys. Keep them pressed to change quickly. To go on to the next STEP press the TARIFF button.

**8. [- 8.00] 1st HOURLY TARIFF (-).**  
(Can be varied from 10 to 500 clicks per hour). Set up the wished Tariff1 using the (+) and (-) keys. Keep them pressed to change quickly. To go on to the next phase press the TARIFF button.

**9. [= 8.00] 2nd HOURLY TARIFF (=).**  
Used in the hourly bands. This step will be skipped if to the STEP5 the hourly bands have not been enabled. For the programming, as in the phase 8. To pass to the next phase press TARIFF.

**10. [≡ 8.00] 3th HOURLY TARIFF (≡).**  
Used in the hourly bands. This step will be skipped if to the STEP5 the hourly bands have not been enabled. For the programming, as in the phase 8. To pass to the next phase press TARIFF.

11.  **VISUALIZATION AND PROGRAMMING OF THE TIME SIGNAL.**  
 This step is skipped if to the STEP5 the time signal is excluded. The first number on the left is blinking and shows the day of the week running from the 1 (Monday) to 7 (Sunday). Use the (+) and (-) keys to set up the current day. Once the correct value has been inserted, turn the INSTALLATION key and the hour will start blinking. Set up the current hour and then, turning the key once again in the clockwise direction, enter the minutes number. To go on push the TARIFF button.

12.  **VISUALIZATION AND HOURLY BANDS PROGRAMMING.**  
 This step is skipped if to the STEP5 the hourly bands are not enabled. The programming of every hours in which a tariff change must take effect requires some time, since you have to cover all the week day by day. It's good so you write down on paper, beginning with Monday, the hours in which a tariff change must happen and which of the 3 available tariffs will come in action to each of the hours above. The possible hours are of half time by half time. As shown in the figure above you will begin from day 1 (Monday) at zero time. To side of the number showing the day it is shown through a symbol which can be from 1 to 3 horizontal dashes, which of the 3 hourly tariffs is in function at the indicated time. Turning the INSTALLATION key the tariffs 1, 2, 3 ( \_ \_ \_ ) will be selected. Once decided the tariff at Monday's zero time, increase the time with the (+) key or decrease with the (-) key of half time by half time checking that the tariff seted up remains the same until the new time, which the tariff change must to happen, is reached. Use the INSTALLATION key once again to select the new tariff and then go on with the time. After 23:30 on Monday the display will turn to zero hours on Tuesday and so ahead up to 23:30 of the day 7 (Sunday). It is possible to plan 28 changes in tariff during the span of a week. If such value was exceed the FULL word is shown on display. To move forward or backward quickly with the time, held down the (+) or (-) keys. Once you have finished the programming, you can check all the days of the week verifying the rriff at every time.  
 To finish the programming press TARIFF.

## OPERATION

Using the START PLAY key, we open the Timer's door and begin the count, which is indicated by the blinking of the display. If in the programming, the CLUB tariff has been enabled, it can be activated or disactivated by the TARIFF button. When the CLUB tariff is activated a dot appears on the left of the display. If during the count you press with the tip of a pen on the (+) hole you will be able to see the time and what of the 3 tariffs is active at that moment, shown by 1, 2 or 3 ( \_ \_ \_ ) horizontal dashes. The stop of the count takes place when the tray is reinserted with ALL the balls. At this moment the whole amount to pay is added to the totalizer.

Please remember that the totalizer shows the number of the clicks performed and so you must multiply that number for the monetary value of a click to obtain the total income. At the moment of the stop of the count, the amount to pay will appear on terminal display for 30 seconds, after which is shown the day, time and tariff activates at that moment. If you wish to see again the last paid amount press the TARIFF key. To read the total amount without the use of the INSTALLATION key press with the tips of 2 pens on the (+) and (-) holes simultaneously.

## SIDE ATTACHMENT

Loosen the two screws above of the front component, turn the INSTALLATION key and pull the unit toward you. Then attach the TIMER to the wall by making use of the three holes on the back. If the Timer will be placed on a shelf, you need simply use the lower hole (in the tray area).

## OPTIONALS

### - START FROM OPEN

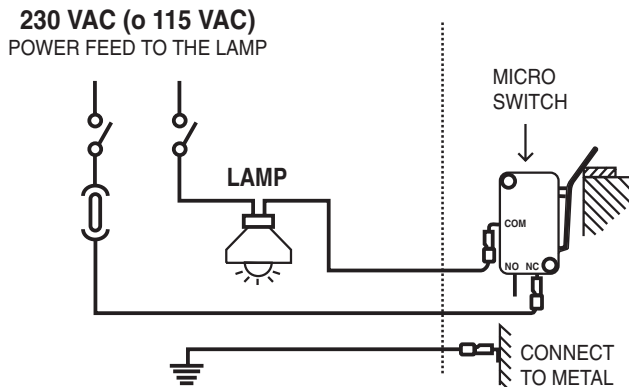
Allows the time count to restart even if the door is open (by turning the START PLAY key). This is for changing players without having to replace the tray with all the balls.

### - LAMP CONTROL

Remove the four screws on the two sides. For the two rear screws, the self-blocking interior nut must be held firmly. This to insure that the unit can be opened only by the owner of the INSTALLATION key. Then detach the connector device on the panel and remove the inner cover. You will find two holes on the left inner portion.

The micro-switch controlling the lamp will be attached to these holes.

Turn the micro-switch so that it clicks in conjunction with the right micro-switch when the sliding blade pushes forward; keep the ball-carrying tray in position and push the last one through the middle slot in the front. Have an connection electrician carry out the connection indicated below by making sure that the metal frame has been grounded:



## ARTICLE CODES

- Art. 503 **TIMER 3B** for Carambole 3 balls Ø61,5 mm.
- Art. 503A **TIMER 3B** for Italiana 2 x Ø68 + 1 x Ø59 mm.
- Art. 504 **TIMER 4B** for 4 balls Ø61,5 mm.
- Art. 509 **TIMER 9B** for 9 balls 9 x Ø61,5 mm.
- Art. 509A **TIMER 9B** for 9 balls 8 x Ø59 + 1 x Ø54 mm.
- Art. 516 **TIMER 16B** for POOL 16 x Ø57 mm.
- Art. 516A **TIMER 16B-52** for English Pool 16 x Ø50-52 mm.  
(or use Art. 516 + Art. 446).
- Art. 516B **TIMER 16B-68** for Russian Pyramid 16 x Ø68 mm.
- Art. 522 **TIMER 22B** for Snooker 22 x Ø52-54 mm.
- Art. 502 **TIMER Ping-Pong** for controlling 2 bats and 1 ball.
- Art. 446 **SPACER 6mm** in thickness for Pool Ø50-52 mm  
(for use together with Art. 516).
  
- Art. +642 **OPTIONAL LAMP CONTROL.**
- Art. +641 **OPTIONAL START FROM OPEN.**
- Art. +640 **OPTIONAL HOURLY BANDS.**