

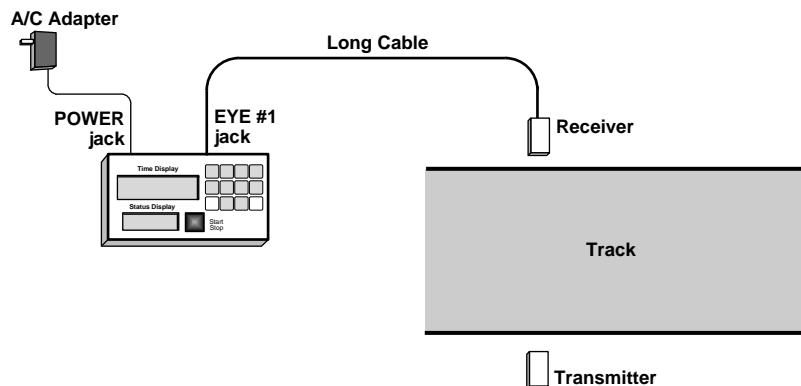
- 1) Attach each electric eye to a tripod. Place the eyes on opposite sides of the track to form a start/stop line between them. **Important:** Adjust tripod heights to ensure the beam is broken by the body of the car (not just the wheels).
- 2) Turn the Transmitter electric eye ON. The batteries inside the Transmitter must be charged before use, or the Transmitter may be operated from electricity using either of the A/C adapters provided with the timer.
- 3) Align the electric eyes. The electric eye on the opposite side of the track should be directly in-line when sighting down either line on top of the electric eye (left to right alignment), and when sighting down the crack on the side of the unit (up and down alignment).
- 4) Connect the long cord from the Receiver electric eye at the track to the EYE #1 jack on the timer in the announcer's booth.
- 5) Turn on the timer in the announcer's booth by plugging either A/C adapter provided with the timer into a wall outlet and into the POWER jack on the timer. If the timer fails to come on, unplug the A/C adapter from the timer, and then plug the adapter back in. (If purchased, the optional A/C Eliminator battery pack can be used instead of an A/C adapter).

### Entering a Track Length

If desired, the timer can compute lap speed as well as lap time. To compute lap speed, a track length must be entered as detailed below.

**NOTE:** Once entered, the track length is permanently saved in the timer. Therefore, you do not need to re-enter the track length each time you use the timer, unless a different track length is desired.

- 1) With the timer stopped, press the SETUP button to access the timer's setup features.
- 2) Press NEXT CHOICE once so the display shows "Press ENTER for Track Length"
- 3) Press ENTER to display the current track length.
- 4) If the displayed track length is OK, press the ENTER button to keep the same value. Otherwise, key in a new track length followed by the ENTER key. (To correct a mistake, press and *hold down* the CLEAR TIME button until the track length value is cleared to zero).



Typical Track Setup

## Checking Eye Alignment

## LAP TIMING (2)

The **bottom right corner** of the Status display is continuously updated with the alignment status of the electric eyes. When an electric eye is aligned, its eye number is displayed (In the case of lap timing, this is always Eye #1). If not aligned, an "x" is shown.

<u>Alignment</u>	<u>Display Shows</u>
Eyes aligned	Eye # <u>1</u>
Not aligned (or beam broken)	Eye # <u>X</u>

### Timer Operation

- 1) Make sure the timer is stopped before the driver starts his laps (press the START/STOP button to stop the timer, if needed).
- 2) When the car breaks the beam at the start of the first lap, the timer automatically begins timing from zero.
- 3) As the car breaks the beam after each lap, the bottom display shows the lap number, lap time, and lap speed (if a track length has been entered). Meanwhile, the main time display shows the running time of the new lap.
- 4) After the driver has completed all laps, press the START/STOP button to stop timing of the current driver. The timer is now ready for the next car.

### By the way...

If the optional printer is connected, the lap time, lap number and lap speed are printed after each lap.

If an optional scoreboard is connected, it shows the running time as the lap is timed. When a lap is completed, the lap time remains on the display for about five seconds, after which, it returns to showing the running time of the new lap. (The amount of time the previous lap remains displayed can be changed. See the *Polaris Timer Reference Manual* for instructions).

To avoid false triggers, the beam is ignored for about two seconds after it is broken to allow dust and debris to settle.

### Useful Features

#### Accidental Manual Stop

If the timer is inadvertently stopped by pressing the START/STOP button, *the lap can still be accurately timed* by pressing the RESTART button. This resumes timing as if the timer had never been stopped. As long as RESTART is pressed before the lap is completed, the time is not lost.

#### Locking Out The Electric Eyes

If the beam will be broken during a lap by other vehicles, the timer can be forced to temporarily ignore the electric eyes. To disable the electric eyes, press the EYES OFF button. Off is flashed on the bottom display while the eyes are off. To re-enable the electric eyes, press the EYES ON button.

Note: If other cars or personnel on the track during lap timing is typical, then the timer can be set to *automatically* turn the eyes off after any beam break. This way, the eyes remain disabled the majority of the time – the timer operator re-enables the eyes by pressing the EYES ON button only when the desired car comes near the beam. Contact FarmTek for more information.

#### Previous Time Recall

Use the PREV and NEXT keys to scan back and forth through previous times. The previous time display is removed after about ten seconds, or by pressing any other key. You may view a previous time even while the timer is running.