

# *OE-24 Printer*

## User's Manual

***FarmTek*** 

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## INTRODUCTION

The printer provides an indisputable “audit log” of timer activity during an event. Information is printed as timing events occur, thus eliminating the timekeeper from any responsibility or blame. All information pertinent to the ride is printed. This includes (based on the type of event): time, score, broken barriers, “no time,” penalties, cattle number, jumping round, time faults, lap number, etc. In addition, the timer flags any manual intervention when the electric eyes should have started or stopped the timer.

Fill out the warranty registration card and mail it directly to the printer manufacturer. Note that ribbons and paper supplies can also be ordered from the manufacturer.

## USING THE PRINTER

If required, load a roll of paper as detailed on pages 3 - 4. To ensure proper operation of the printer and timer, perform the following steps in the order shown:

- 1) Connect the data cable from the printer into the **DISPLAY** jack on the rear of the timer console.
- 2) Plug the printer A/C adapter into the back of the printer and into an A/C outlet.
- 3) Verify the printer “Ready” light is illuminated. If not, press the left side of the rocker switch on the printer front panel.

If the printer does not seem to print correctly or print in the right position, remove the power plug from the printer for a few seconds and then plug the printer power back in.

Once connected, operation of the printer is fully automatic. For example, each time the timer stops, the printer prints the final time. Note that it is possible to start and stop the timer faster than the printer can print the times – though this is unlikely during normal operation of the timer. To ensure no information is lost, the timer “queues” up to four printed messages and prints them when the printer is ready.

## Manual Intervention

The printer flags manual intervention by placing “(M)” for “Manual” to the right of the printed time. A time is flagged with “(M)” if the timer is manually started or stopped when the electric eyes should have started or stopped the timer. For some events, the timer is *supposed to be* manually stopped (e.g., roping, team penning). For these events, time is flagged with “(M)” only if the timer is manually started.

## Timer Restart

After the timer is stopped, if timing is resumed via the **RESTART** button, then the last stopped time shown on the printer is really no longer valid. The timer flags this condition by printing a message on the printer which indicates that the preceding time is no longer valid due to a timer restart.

## Broken Barriers (Roping)

When used for roping events, broken barrier information is printed to the right of the rider's time. If the header breaks out, “HDR” is printed to the right of the rider's time. If the heeler breaks out, then “HLR” is printed. If both the header and heeler break out, “H+H” is printed to the right of the time.

## No Time

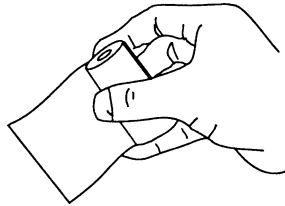
Often it is desirable to maintain a one-to-one correspondence between the printed output and the entry log for a particular event or class. You can force the printer to print the message “--No Time--” to maintain this correspondence when a rider does not participate for some reason. Forcing the message is done differently for the *ALLEGRO* and *POLARIS* timers:

***ALLEGRO***: Start and stop the timer within one second by quickly pressing the **START/STOP** button twice. Instead of printing the time, the printer prints the “--No Time--” message.

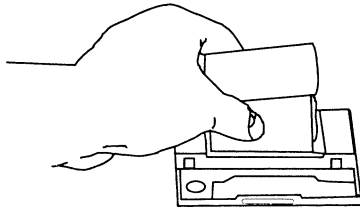
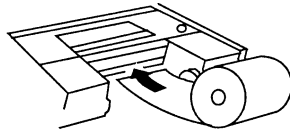
***POLARIS***: Press the NO TIME button.

## INSTALLING PAPER

1. Unroll several inches of paper.

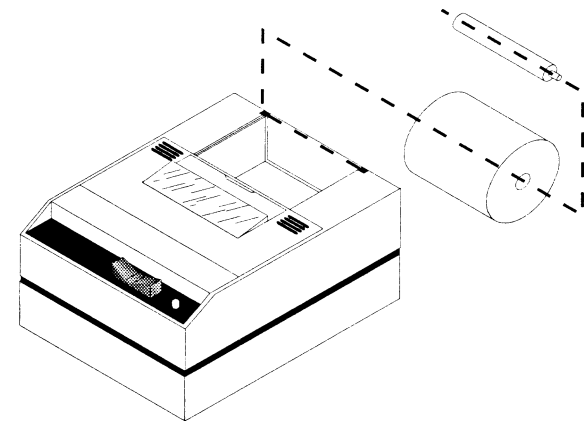


2. Cut a straight edge on the paper roll if it is jagged. This will facilitate the entry of the paper into the printer.
3. Slide the paper through the slot connecting the paper compartment and the printer compartment. You can slide the paper in about ¼ inch before it stops.



4. While holding the paper in place, press the rocker switch to the "Paper Feed" position. Continue to hold the switch in the Paper Feed position until about one inch of paper has emerged from the top of the printer. (Note: the paper feeds fairly slow.)
5. Put the paper spindle into the paper roll and press the roll into the snaps near the back of the printer. Turn the paper roll to take up any slack in the paper. Make sure the paper roll can turn freely.

## INSTALLING PAPER (cont'd)



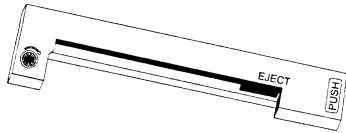
### To Remove the Paper Roll

1. Advance the paper so about one inch of paper is fed out the top of the printer.
2. Lift the paper roll away from the printer and cut the paper feeding to the printer with scissors.
3. Pull the remaining paper through the printer. Be sure to pull the paper through the top of the printer.

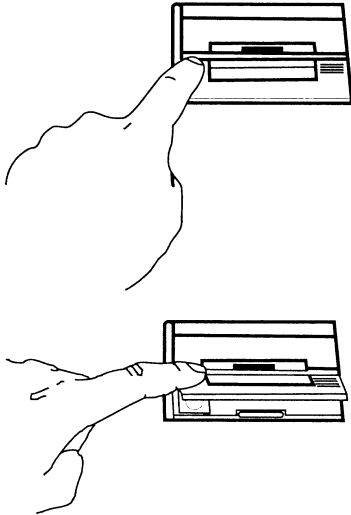
**WARNING!** Pulling paper out of the back of the printer will damage the print mechanism.

## CHANGING THE PRINTER RIBBON

If the printer is used infrequently, printing may become faint because the ribbon has dried out. Advance the ribbon to a new "wet" section by holding down the "Paper Feed" switch for several seconds. If the printing is still faint, replace the ribbon with an Epson HX-20 cartridge ribbon.

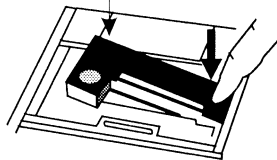


1. Push down on the grooves on the printer cover – the cover will pop up. Remove the printer cover.

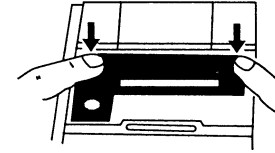


2. Push down on the right side of the ribbon cartridge marked "PUSH". Remove the cartridge.

### Cartridge ribbon

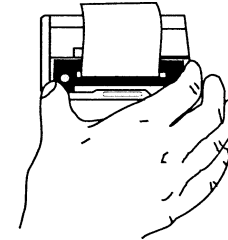


3. Install the new ribbon cartridge. Be sure the ribbon is squarely and firmly seated.



4. Turn the cartridge "knob" (marked by an arrow) clockwise to remove slack in the ribbon.
5. Replace the cover and install paper.

You can install a new ribbon without removing the paper by sliding the ribbon over the paper so the paper goes between the cartridge body and the ribbon itself.



## SIMULTANEOUS PRINTER AND SCOREBOARD OPERATION

If your system includes a scoreboard, it also plugs into the **DISPLAY** jack along with the printer. To allow simultaneous use of both the scoreboard and the printer, a "Y" adapter is provided. This adapter has one male plug which inserts into the **DISPLAY** jack on the timer console and two female phone jacks to accept the scoreboard plug and the printer plug. Either of the two female jacks on the "Y" connector can be used for the scoreboard or printer.