

Crystallite Arena Clock - Instructions

This useful radio-controlled clock module can be mounted in the arena in order to show game marshalls the unexpired game time.



It has four fixing holes and should be mounted on a flat surface with a perspex, or even better, polycarbonate screen in front of it.

The clock is powered by the same switch-mode power supply as is used on Interfaces, Intelligent targets, Home-Bases and Mini-ITs and will therefore run from supply voltages in the range 110-240 volts 50/60Hz.

When the Crystallite Arena Clock is powered up it will display the radio channel to which it has been set. The clock can be set to work on 868 MHz (channels 0 and 4), and also 900 MHz (channel 1). Please refer to the small chart on the front of the clock if you wish to change the operating frequency.

Note: It is important to observe the correct operating frequency.

By switching both DIP switches to ON then the clock will run a short test routine every time it is powered up. The operating frequency will not be changed, but if you switch the DIPs off to cancel the test routine, remember to revert to the previous setting.

The clock will display unexpired game time up to 99 minutes and 59 seconds. While a radio signal is being received the green LED to the right of the DIP switch will flash 4 times per second and the red LED will flash once a second.

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