ALGE-TIMING

Version-E101007

Timy

ATT-STN-WIDTH
COUNTDOWN
TACHOMETER
START DISPLAY
FOOTBALL
GAELIC FOOTBALL
CONCENTRATION
COUNTER
2 COUNTER
TENNIS
SAFE DRIVING

Commander

Important Information

General

Before using your ALGE-TIMING device read the complete manual carefully. It is part of the device and contains important information about installation, safety and its intended use. This manual cannot cover all conceivable applications. For further information or in case of problems that are mentioned not at all or not sufficiently detailed, please contact your ALGE-TIMING representative. You can find contact details on our homepage www.alge-timing.com

Safety

Apart from the information of this manual all general safety and accident prevention regulations of the legislator must be taken into account.
The device must only be used by trained persons. The setting-up and installation must only be executed according to the manufacturer's data.

Intended Use

The device must only be used for its intended applications. Technical modifications and any misuse are prohibited because of the risks involved! ALGE-TIMING is not liable for damages that are caused by improper use or incorrect operation.

Power supply

The stated voltage on the type plate must correspond to voltage of the power source. Check all connections and plugs before usage. Damaged connection wires must be replaced immediately by an authorized electrician. The device must only be connected to an electric supply that has been installed by an electrician according to IEC 60364-1. Never touch the mains plug with wet hands! Never touch live parts!

Cleaning

Please clean the outside of the device only with a smooth cloth. Detergents can cause damage. Never submerge in water, never open or clean with wet cloth. The cleaning must not be carried out by hose or high-pressure (risk of short circuits or other damage).

Liability Limitations

All technical information, data and information for installation and operation correspond to the latest status at time of printing and are made in all conscience considering our past experience and knowledge. Information, pictures and description do not entitle to base any claims. The manufacturer is not liable for damage due to failure to observe the manual, improper use, incorrect repairs, technical modifications, use of unauthorized spare parts. Translations are made in all conscience. We assume no liability for translation mistakes, even if the translation is carried out by us or on our behalf.

Disposal

If a label is placed on the device showing a crossed out dustbin on wheels (see drawing), the European directive 2002/96/EG applies for this device.
Please get informed about the applicable regulations for separate collection of electrical and electronical waste in your country and do not dispose of the old devices as household waste. Correct disposal of old equipment protects the environment and humans against negative consequences!

Copyright by ALGE-TIMING GmbH

All rights reserved. Any duplication, either in full or in part, requires the prior written consent of the copyright holder.

Subject to changes!

Copyright by:
ALGE-TIMING GmbH
Rotkreuzstrasse 39
A-6890 Lustenau
Austria
office@alge-timing.com
www.alge-timing.com

Table of Contents

1 Keypad and implementing

Please see Timy manual GENERAL

2 Commander programs

- ☞ **Input-terminal for „attempt – startnumber – width“**
- ☞ **Countdown**
- ☞ **Tachometer**
- ☞ **Start traffic light**
- ☞ **Football**
- ☞ **Gaelic Football**
- ☞ **Concentration**
- ☞ **Counter**
- ☞ **2 Counters**
- ☞ **Tennis**
- ☞ **Safe Driving**

2.1 Change into another subprogram

Push -button and search for the programs „COMMANDER-PROG“ with the buttons or . Confirm with or OK OK . Two submenues will appear. If the name of the actual program is totally visible, you can make several adjustments. If the name isn't totally visible and can't be confirmed, it means that you can't make any adjustments.
In the menue “PROGRAMS” you can find the programs which are acutally possible.

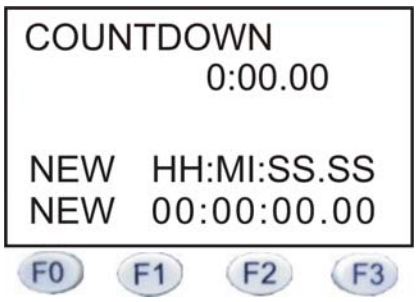
3 ATT STN WIDTH

Program for the input of attempt, startnumber and the width. Push one of the four function keys in order to make an input. If you have pushed one key, the first figure must blink. After input of the requested data confirm with one of the two “OK”-buttons. To make a new input, press one of the four function keys again.

4 COUNTDOWN

To display countdown times.

In this program you can make further adjustments which you can find as described in point 2.1.



5 More adjustments

5.1 If progressed

Here you can adjust the type of countdown.

5.1.1 Circular flow

If this mode is adjusted, the indicated time will be counted down to zero and will start again.

5.1.2 Stop at 0

In this mode, the indicated time will be counted down and will stop at zero.

In order to start the time once again, press the button START ON . If you would like to reset the time, press the button CLR . The Timy will ask you “Reset, F0 and F1 = YES or F2 and F3 = NO“.

5.1.3 Stop Reset

After expiration of the countdown with the indicated time, the countdown will reset to the adjusted time and stops there.

5.2 Upwards

After the countdown finished, the time counts upwards.

5.3 Reset Countdown

You can reset the time during the countdown in all three types.

Press the button CLR . Timy will ask you: Reset, F0 and F1 = YES or F2 and F3 = NO.

5.4 Timeout

Here you can adjust if you would like to stop the countdown time with the push button (ALGE Code: 023-xx) or with the button STOP OFF .

If you press the button START ON , the time will go on again.

5.5 Interval

Here you can adjust the desired countdown time, but max. 99h, 59 min., 59 sec., 99 1/00

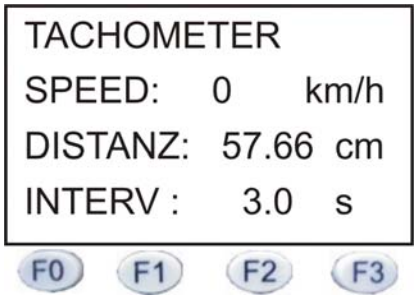
5.5.1 Interval 2, Interval 3

Here you can additionally add two countdown times, which will successively go on, depending on the adjustement of the modes (see points 2.3.1.1 , 2.3.1.2 and 2.3.1.3).

5.6 GAZ-address

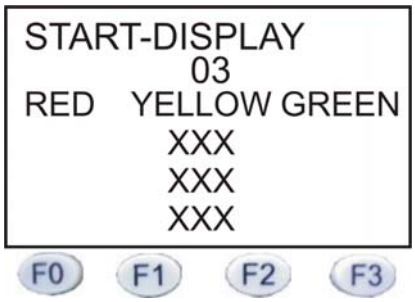
If several displayboards are connected together, you can control each one with the GAZ-address.

6 Tachometer



Speed measurement with an external sensor.
The display will show the measured speed, the adjusted distance (breadth of tyre) and the interval, in which the speed measurement will be refreshed.
If you would like to change these adjustments, act like described in point 2.1.

7 Start traffic light



For special display board (see picture) e.g. ski-jumping.
You can make the following adjustements (see point 2.1):

- ☞ Automatic half or full
- ☞ Time for red, yellow and green

7.1 Automatic half or full

If the automatic is adjusted at half, a red/yellow/green phase will be counted down and then stops.
If the automatic is adjusted at full, the red/yellow/green phase will always start anew. After every expired phase, you can hear a short beep.

With the 

key you can stop the countdown.

7.2 Time for red, yellow and green

Here you can adjust the countdown time for the three phases. If you would like to overjump or not to show a phase, please reset the time to zero.

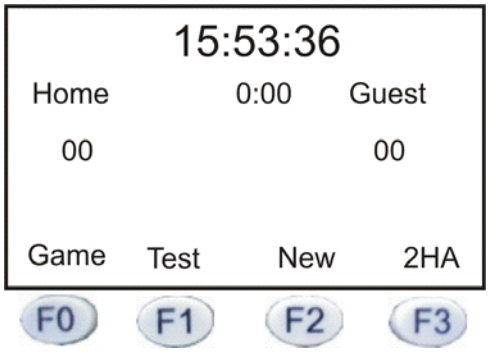
8 Football

Terminal to show the game-time, result on a standard display board, D-LINE and football scoreboard.

8.1 Display and "F" Keys

8.1.1 "F0" Game or day time

With the "F0" key you can switch between the game or day time. Always the bigger writing is the activated one.



8.1.2 "F1" Test

When you push this button, an automatic display board test will be started. The display board switches between eight and blank. To stop the test, press the "F0" button.

8.1.3 "F2" New

Here you can input a new game time or a new day time.

8.1.4 "F3" 2HA

2HA = second half-time. When you press the "F3" button, the Timy will ask you: "Confirmation second half?". Confirm this with yes (F0 or F1) or with no (F2 or F3). If "yes", the Timy switches into the game time mode with a default time of 45 min.

8.2 Input goals

You can input the goals in the game or day time mode. The green "OK" button is for the "home" goals, the red for the "guest" goals. You can also input the goals directly. Give in the right goal and confirm it with the right "OK" button. To count down the goals, press the "2nd" and the red or green "OK" button.

8.3 CLR button

When you want to have a blank display board, press the “CLR” button.

In this program, you can make further adjustments which you can find as described in point 2.1.

8.4 More adjustments

8.4.1 TIME

Here you can adjust, whether the time counts up or down. Also you can enter a new day time. If you choose countdown, the next point can be adjusted.

8.4.2 ONLY MINUTES

Adjustment possibilities are YES or NO. Yes means, when the time starts to count down (e.g. 5 min.) the change of the minute occurs when the Timy display shows 3min 59sec. The Timy will give a beep when the countdown is finished.

8.4.3 TIME OUT

Adjustment possibility to make a timeout or not

8.4.4 TEST

Possibility to make a second automatic display board test.

- ☞ Power on test
- ☞ Day time test
- ☞ Day time off

Power on test means, each time when you switch on the Timy and you enter the football program, the Timy will start the display board test which is explained iatpoint 2.7.2.

Day time test means, the test starts on a specific day time.
To deactivate the tests, go to “day time off” and confirm with one of the “ok” buttons.

8.4.5 MASK

Here you can program the football scoreboards.

- ☞ FB 645
- ☞ FB 845
- ☞ FL 845
- ☞ FL 1045

We recommend, not to do this on your own but with the help of an ALGE representative.

8.4.6 BOARD

Here you can adjust the type and the display mode.

- ☞ GAZ Standard display board
- ☞ TIMETEMP Football scoreboard
- ☞ D-LINE LED-scoreboard

	GAZ4 6xx	D-LINE 6xx	Production
Adjustment			
6 DIG H- MM –G	YES	YES	
8 DIG H-MMSS-G	YES	YES	RECOMMENDED
8 DIG HH-MM-GG	YES	YES	RECOMMENDED
STANDARD (HH-MMSS-GG)	NO	NO	YES

8.4.7 SCORE

The adjustments are, “at game only” or “always”.
AT GAME ONLY means, the score is only in the game time mode visible.
ALWAYS means, the score is also visible in the daytime mode.

8.4.8 AUTO-STOP

Automatic game time stop after 45 and 90 min.

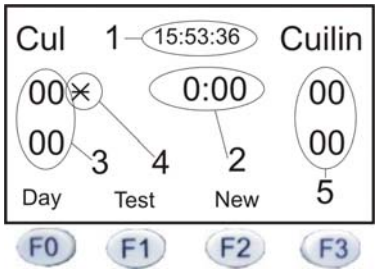
9 Gaelic Football

Gaelic Football, mostly played in Ireland, Scotland and Australia, two teams attempt to get the ball into the goal or the gate poles (above the goal) of the other one.
For one ball in the goal (right goal) the team gets 3 points.
For a ball between the gate poles, it receives 1 point.

Cúl = goal
Cúilín = points

9.1 Description of the display

1. Daytime
2. Game time
3. Score
4. Cursor
5. Points



The program is not very different to the football program.
The difference is that points are given in addition to the goals and that a cursor exists in this program. It can be moved by using the yellow cursosrs on the Timy keypad.

9.2 Function of the program

You are in the game time mode when the daytime (1) is smaller then the game time (2). You can switch between the two modes through pressing the “F0” key. With the “F1” key you can start the display test. The display board switches between eight and blank. Press the “F0” key to stop the test.

“F2” key is to input the game time or daytime.

Look at point 2.1 how to make more adjustments

9.3 Input of goals and points

Select the right position of the cursor (4) with the up/down left/right keys. Green “OK” button to count up, red “OK” button to count down. You can also input the corresponding number and press one of the “OK” buttons.

9.4 More adjustments

9.4.1 TIME

Here you can adjust, if the time counts up or down. Also you can enter a new day time. When countdown is selected, the next point can be adjusted.

9.4.2 ONLY MINUTES

Adjustment possibilities are YES or NO. Yes means, when the time starts to count down (e.g. 5 min.) the change of the minute occurs when the Timy display shows 3min 59sec. The Timy will give a beep when the countdown is finished.

9.4.3 TIME OUT

Adjustment possibility to make a timeout or not.

9.4.4 TEST

Possibility to make a second automatic display board test.

- ☞ Power on test
- ☞ Day time test
- ☞ Day time off

Power on test means, each time when you switch on the Timy and you go into the football program, the Timy will start the display board test which is explained at point 2.7.2.

Day time test means, the test starts on a specific day time.
To deactivate the tests, go to “Day time off” and confirm with one of the “ok” buttons.

10 Concentration

Mostly used on track and field events. It shows the present time before you have to start your discipline. The program has 8 preset times which you can also adjust on your own.

F0	1.00 min.
F1	1.30 min.
F2	2.00 min.
F3	3.00 min.
2nd + F0	5.00 min.

2nd + F1	2.30 min.
2nd + F2	0.45 min.
2nd + F3	0.30 min.

10.1 Displayboard

The display board address for daytime is 0. For the countdown time you can use the address 1-8.

e.g. Display board on address 3
Input “3” and confirm with one of the “OK” buttons.

10.2 Horn or speaker

It is possible to connect a horn or a speaker to the multiport plug of the Timy, but max. 8W by 8 ohms. For other speakers it is necessary to have an accessory circuit.

In this program you can make further adjustments which you can find as described at point 2.1.

10.3 More adjustments

Choose a function key on which you want to make a individual change.

TIME: to change the countdown time

START: specifies how long the beep on a countdown start is

STOP: specifies how long the beep on a countdown stop or manual stop is

SIGNAL: Here you can adjust 3 more beeps between the countdown start and stop.

TIME 1:	time of the beep
SIGNAL 1	how long is the beep
etc.	

11 Counter

Simple up / down counter.

F0, F1, C0 and green “OK” button	count up
F2, F3, C1 and red “OK” button	count down

You can also directly input a number and confirm it with one of the “OK” buttons.

12 Two Counters

Double counter upwards/downwards.

Left counter	F0, F1,C0 and green „OK“ key
Right counter	F2,F3,C1 and red „OK” key

It’s also possible to put in a number using the keyboard. This has to be confirmed by pressing the “OK” key. The submenu of 2 counters can be adjusted at counting upwards or downwards.

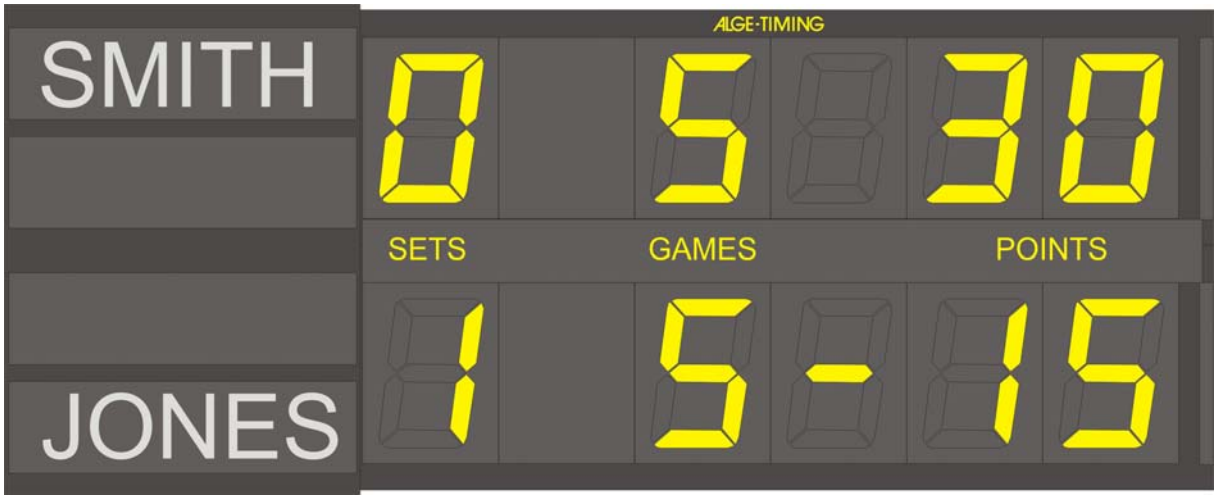
13 Tennis

The following is asked when starting the program tennis:

- ☞ UNIVERSAL
- ☞ OPEN END
- ☞ SET 5
- ☞ SET 3

13.1 Universal

By choosing this displaymode, all varieties can be displayed (3-set, 5-set).
The disadvantage of this displayboard is, that the results of the finished sets are invisible. But it can be read off, who has won how many sets so far.



13.2 Open End

Is played with a universal displayboard.

13.3 Set 5

At bigger tournaments and at the Daviscup it's usual to play on 5 sets. Mostly, this type of displayboard is not necessary for associations since the universal displayboard also can display a 5-set match. The displayboard "5-set-tennis" has the possibility to display all 5 sets, the current game and the player who serves.

13.4 Set 3

The most common way in tennis sports is to play on 3 sets (two winning sets). The display-board shows all three sets, the game and the player who serves.

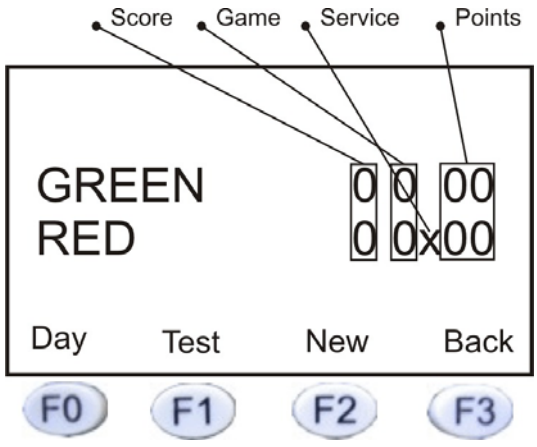
On a displayboard, appropriate to 3-set-tennis, it's also possible to work with the program „universal". In this case, only the intermediate metal sheet has to be exchanged. Then a 5-set-match can be displayed as well.

14 Service

After selection of the variety, the program requires information about which side receives the first serve.

15 Explanation of the display

The players are marked in green and red. By using the control keys, the functions stated above can be selected.



15.1 „F0" day

This function displays the time of day adjusted. When using the key „F0", the word „Game" is displayed.
To return into the play-modus, this key has to be pressed a second time.

15.2 „F1" Test

This function starts a check of the display board. On the displayboards "blank" and "8er" is variantly showed. To return into the play-modus, press the „F0" key (STOP).

15.3 „F2“ New

In this function a new score or new match can be selected.

15.4 „F3“ Back

Used in order to correct scores. Pressing the “F3” or the “CLR” key reverses the last step. To go one step forward, the key „2nd“ and „F3“ or „CLR“ needs to be pressed at the same time.

16 Safe Driving

The program „SAFE-DRIVING“ is a subprogram of „COMMANDER“. It`s used for training of „**breaking and evading**“ at the driving safety training. The displayboard (see picture below) is controlled by the Timy. For control, a cable as well as a radio system (Teledata TED) can be used.

Operation:

- The system is ready instantly after switching-on.
- If an imppuls is given by the photocell to channel 0 of the Timy, the breaking flash is always activated.
- The green directional arrows or the red traffic lights are activated according to adjustment and delay (from 0 to 9 tenths of a second)
- An arrow and a traffic light can never be activated at the same time.
- In the lowest line of the display, the adjustments are visible. The function keys F0, F1, F2 and F3 are located directly below the display.
- These are the functions of the keys:
- F0: Adjusts the modus:
- Traffic light: Traffic lights only
- Arrow: Arrows only
- Coincidence: Traffic light, arrows or display board remain dark.
- F1: Adjusts the direction:
- Left
- Right
- Coincidence: Left, right or displayboard remains dark.

PLEASE OBSERVE:
Adjusting „TRAFFIC LIGHT“ e.g. "LEFT", switches on the right TRAFFIC LIGHT because the driver has to evade to the left. On the right side, the traffic light shows red light.

Keys 0 to 9:
Here, the delay is displayed in tenths of a second. The value is stated above the „F2“ position. A range of 0 to 9 tenths of a second is possible.

Delete displayboard:
<F3> and <CLR>-Taste: Deletes the displayboard completely.

Display time on the displayboard:
With the key sequence <MENÜ> <DISPLAY> <SCHLEPPZEIT> the drag time can be adjusted. If the value is 0, the displayboard remains unchanged, otherwise after expiration of the drag time, the displayboard will be deleted completely.

Adjustments:
Adjustments are not saved after swiching-on/off since they are visible on the display immediately and therefore can be changed right away.

Displayboard interface: RS 232 interface: 2400,N,8,1

One Data packet are 2 Byte ASCII packets
Ax
A = ASCII 'A'=0x41=packet start
X = state

In state byte each one bit of lower 6 bits lights something:
bit0 = left red dot (left red traffic light)
bit1 = left arrow
bit2 = white dot (breaking light)
bit3 = right arrow
bit4 = right red dot (right red traffic light)

The timeout is 2 seconds. If the entire packet does not arrive within these 2 seconds, the next packet start is awaited.