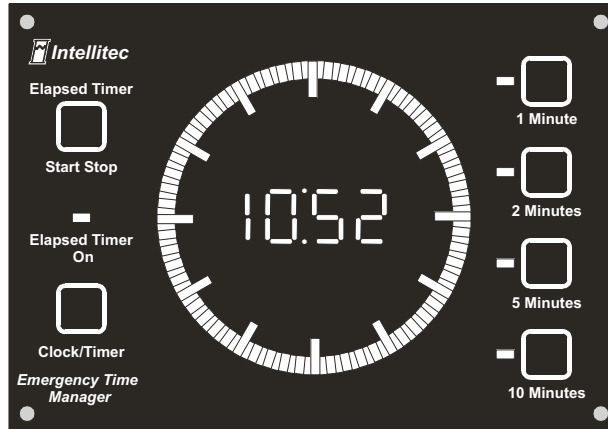


Emergency Time Manager

Operation Instructions



P/N 00-00775-100 12VDC system

Electrical Connections:

The Emergency Time Manager should be connected to the vehicle's electrical system. The unit is provided with pigtail leads, terminated with a two-pin, female, Amp Mate-n-Lok connector. Pin 1 (red wire) is +12V, pin 2 (black wire) is ground.

The time manager has a feature that prevents it from discharging the battery. The vehicles system voltage is monitored for charging voltage. Twenty minute after loss of charging voltage (engine not running) the display will go dark. If a button is pressed or charging voltage returns the display will come back on. Although the display is dark, the clock continues to run.

Setting the Clock:

1. To enter the "Time Set" mode, press and hold the 'Clock/Timer' button until the display reads 12:Hr. The LED will light next to the '1 minute' button.
2. Press the '1 Minute' button to select 12 or 24 hour time.
3. Press the 'Clock/Timer' button. The LED for the 1 Minute and 2 Minute buttons will light.
4. Press the '1 Minute' button to increase the hour. Press the '2 Minute' button to decrease the hour. When finished, press the 'Clock/Timer' button.
5. Press the '1 Minute' or '2 Minute' buttons to set the minutes. When finished press the 'Clock/Timer' button. The correct time should now be set.

Operating the timer features:

Elapsed time:

When the 'Elapsed Time' button is pressed, the display will begin counting up from zero. The *Elapsed timer LED* will light, to indicate that the elapsed timer is running. The 'Clock/Timer' button may be pressed to switch the display between *Elapsed time* and *Time of Day*. The *Elapsed timer* continues to run in the background. The *Elapsed timer* may be paused, by momentarily pressing the 'Elapsed time' button. When the *Elapsed timer* is paused (or not running) the *Elapsed timer LED* will go out; the *Elapsed time* will remain in memory and can be displayed. Pressing the 'Elapsed time' button a third time, will restart the *Elapsed timer* from where it was paused. The *Elapsed timer* may be cleared to 0:00, by pressing and holding the 'Elapsed time' button for several seconds.

1, 2, 5 and 10 Minute Timers:

Pressing *one of the minute timer* buttons will change the display and start a count down from it's respective time. Pressing and holding a button will allow you to count down from any multiple of the respective time. For example; holding the 10 min button until 30 appears in the display, allows a countdown from 30 minutes. 90 minutes is the maximum time period.. At the end of the time period, a chime will sound and the display will revert back to *Time of day* or *elapsed time*, depending upon what was previously displayed. If the 'Clock/Timer' button is pressed, the display will show *Time of day* or *Elapsed time*. If a count down timer is running, the display will revert back to the countdown after a few seconds.