

LIGHTNING ACCUTIMERS

WHEN ITS A RACE AGAINST TIME

Getting Started Guide v1.5

This quick start guide will get you going. Note that this covers all systems EXCEPT remote displays so some components may not apply to what you purchased! A detailed user guide is also available.

1. **Open the package(s) and ensure everything you ordered is present** and that nothing is damaged. If you notice problems, contact us for return/replacement.



Beacon



Detector/Timer



Console



Handheld unit

2. **Install antennas onto the detector/timer and console gold-colored connector.** The detector has its antenna connector at the top; the console is located on the back. NOTE: Some units have a female-tipped antenna instead of a male-tipped antenna. Use the properly associated antenna! **Ensure the antenna points skyward during use.** If you have one or more longer high-gain antennas, always use it with any detectors first as that gives the best overall range.
3. **Insert batteries in the units.** The beacon uses two (2) “AA” batteries. All other units use one standard 9v battery. ***Insert the batteries using the correct polarity that is clearly marked!***
4. **Attach the beacon and detector onto the tripods; the first time you use the system, place the tripods about 20 feet apart outdoors (or in large open area such as indoor arena) with the dark surface of each unit facing each other.** The tripod height should be set the same on all units and be high enough that the body of a horse will break the invisible beam.

The unit may not operate properly when in a small room (e.g. in your house).

5. **Flip the rocker switch to turn on each beacon that will be used.** The unit will blink the power setting during *Setup Mode*. The shipped power setting is “low”; leave this alone your first time. (Consult the table on the next page for the meaning of the LED blinks.)

6. **Turn on each detector in use by momentarily pressing the red button.** The LED will show red when misaligned and fast blinking green followed by either solid green or slowly blinking red when properly aligned. (A table on the next page describes the meaning of the LED color and blinks.)
7. **Turn on the handheld or console unit** by momentarily pressing its red button. After powering up, the handheld/console unit will attempt to connect with the master detector. When it does, the display will show “Detector found!”. In addition, status indicators on the display will change to show the connection with the master unit. (A table on the following page describes the icons and meaning.)
8. **You are now ready to have fun!** Note that by default, the system is in *Barrel Racing* mode and will automatically start at the first beam break and then stop after it is broken a second time. (You change this default by entering the Menu, press the “Next” soft-key until “Set Mode”, and then set another mode.)
9. **Powering down:** Other than the beacon that has a toggle switch, all other units are turned off by pressing-and-holding the red button for about 4 seconds. When the LED turns off or LCD screen goes blank, the unit is off and you can stop pressing the button.

LED and Display Visual Meanings

Beacon LED Description

LED Activity	Meaning (Beacon)
Solid on (1-2 seconds)	Beacon is in power-up initialization and self-test, then enters <i>Setup Mode</i> .
Blinks once, pauses, repeats	<i>Setup Mode</i> : Beacon is set to its lowest power setting for when it reverts to <i>Broadcast Mode</i> . Pressing the button changes to next power setting.
Blinks twice, pauses, repeats	<i>Setup Mode</i> : Beacon is set at medium power setting for when it reverts to <i>Broadcast Mode</i> . Pressing the button changes to the next power setting.
Blinks three times, pauses, repeats	<i>Setup Mode</i> : Beacon is set to highest power for when it reverts to <i>Broadcast Mode</i> . Pressing the button changes to lowest power setting.
Rapid flashing for ~one second, then LED off	Beacon is transitioning from <i>Setup Mode</i> to <i>Broadcast Mode</i> . The beacon starts broadcasting at the most recent indicated <i>Setup Mode</i> power level.
Brief flash, very long pause (~4 seconds), repeats	<i>Broadcast Mode</i> : Beacon is broadcasting at the chosen power level. Pressing the button forces the unit back into <i>Setup Mode</i> .
Blinks slowly, no pauses	<i>Broadcast Mode</i> : Beacon broadcasting; batteries have less than 8% power remaining
Blinks rapidly, no pauses	<i>Broadcast Mode</i> : Beacon broadcasting; batteries have less than 4% power remaining
Blinks 5 or more times, pauses, repeats	Problem detected with beacon that may require returning for repair or replacement. Please contact us for help.

Power levels are changed by pressing the lone (WHITE) button during *Setup Mode*. Doing nothing for about 7-10 seconds will transition the beacon to *Broadcast Mode*. Pressing the white button during *Broadcast Mode* puts the beacon back into *Setup Mode*.








Detector LED Description

LED Color/Activity	Meaning / Action (Master, Secondary or Supplemental Detector/Timer)
LED is off	Timer/Detector is either not on, LED is off to save power, or battery is dead/reversed. Turn on unit or re-enable LED by momentarily pressing red button; otherwise, replace battery.
Solid red	Timer/Detector is <u>NOT</u> aligned with beacon. Ensure beacon is working, then align beacon and detector.
Blinking red	Timer/Detector is aligned but not wirelessly connected to console or handheld. Ensure the handheld or console unit is also operating.
Alternating red and green	Timer/Detector is aligned and in standby or paused mode; a beam break will not start the timer or stop a running timer.
Solid green	Timer/Detector is armed and ready to start timing; timing will start when beam is tripped.
Blinking green	Timer/Detector is currently timing a run.
Brief flash of green once every 4 seconds	Indicates Timer/Detector is on, operating properly and conserving battery; to see the status, press the red button momentarily.
Brief flash of red once every 4 seconds	Indicator to show Timer/Detector is on and battery life is < 5%; to see the status, press the red button momentarily.
Sequence of 5 red and/or green pulses	Problem detected with detector that may require returning for repair or replacement. Please contact us for help.

NOTE: By default, the detector will only show the status on the LED for about 8 seconds before it conserves battery by only flashing the LED once about every 4 seconds *except* during initial beacon alignment or when the a timing run starts or stops.

During a timing run, pressing the red button on the primary detector *immediately* stops that run.

Console and Handheld Icon Descriptions

Detector Status	Handheld	Console
No primary detector connected		
Detector connected, but it is not aligned		
Detector connected and aligned and idle Trip-beam breaks are IGNORED		
Detector connected that is aligned and armed Trip-beam break will start timing (mode dependent)		Go !
Detector connected, trip beam ignored for short delay	I	I

Icon (symbols) are shown in the right-hand side of the display during normal operation.

Using the Buttons on the Console and Handheld

Green Button

State	Action
Not timing an event	Starts timing IMMEDIATELY
Timing a penning event	Counts up the number of stock penned
Timing a sorting event	Counts down the number of stock left to sort
Timing a relay event	Re-enables electric eye; next beam break/ detector crossing will stop the timer
Timing all other events	No action
Within menu system	Soft key: selects action displayed in lower left of LCD (usually “Do”)

Red Button

State	Action
Unit is off	Press and hold RED button until backlight turns on, then release to turn on the unit; you can also turn off the unit via the Menu system
Not timing an event	Momentarily pressing RED button will resume timer from last beam break Press and hold RED button for 4+ seconds to turn off unit
Timing any event	Stops timing IMMEDIATELY
Within menu system	Soft key: selects action displayed in lower right of LCD (usually “Quit”)

Black Button

State	Action
Not timing an event	Enters menu system where you will be prompted for options
Timing any event	Penalty has been registered for active run (penalties accumulate)
Within menu system	Soft key: selects action displayed in lower middle of LCD (usually “Next”)

***For more information, download the User Guide and all other guides
plus view overview and guided tour videos from***

<http://www.lightningaccutimers.com/asupport.htm>

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