

# User manual for Tabletop display

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## 1 ADJUST THE PARAMETERS

To adjust the time and parameters in the device use **red button (STOP)** on console, and it is needed for device to be in time mode.

To enter the adjustment mode it is needed to push the red button for a few sec.. On display the parameter and the parameter identifier will be shown.

- If the button is pressed while the identifier is blinking, the next parameter in the sequence will be displayed.
- If the button is not pressed within 3 seconds, the first digit of the currently selected parameter will start blinking, and its value can then be adjusted by pressing the button.
- If the button is not pressed within 3 seconds, the next digit of the parameter value will start blinking.

When the value of the second digit of the parameter is adjust the parameter identifier will start blinking again, so you can readjust the value or go to the next parameter.

## 1.1 Parameters of the watch

Parameter	Description
hh	Hour
EE	Minutes
ss	Seconds
dd	Date
dE	Month
dy	Year
th	Time of showing the time (00-99)
td	Time of showing the date (00-99)
tt	Time of showing the temperature (00-99)
Br	Brightness

**First digit** define the Fade In/Out :

- **0** – Fade In/Out is OFF
- **1** – Fade In/Out is ON

**Second digit** is display brightness and it is fixed to 9

**Timeout (to)** is time in 1/10sec. Example 30 is 300sec = 5min.

If the display is in the game mode and during the time **to x 10sec** none of the button is not pressed the display will automatically go in the time mode, where the time and date will change. To go back to the different mode it is needed to pres the start button.

Default timeout value is 30 sec.

During the time mode display will display the time but it wil not start until the button is pressed, this function allow setting the time with the precision. When adjusting the time please have in mind that some time is needed for time to be set.

## 1.2 Parameters of the game mode

For the easier setting of the game mode the following data can be saved in to the device:

- **Up to five period times**
- **Up to five timeout times**
- **Two action times**

Period time is saved with the precision to 10 sec. For every period it is saved if the time counts up or down. The time out time is saved in minutes and seconds and the time always goes down.

### 1.2.1 Saved period time

The first digit of this parameter represents the tens of seconds. The second digit determines the countdown direction: an underscore (    ) means counting upwards, while a overline (  ) means counting downwards. Default value is 0.

Parameter	Time period	Unit
1E	1 time	Minutes (Default value is 5)
1S	1 time	Seconds and way of counting (default value is 0)
2E	2 time	Minutes (Default value is 10)
2S	2 time	Seconds and way of counting (default value is 0)
3E	3 time	Minutes (Default value is 12)
3S	3 time	Seconds and way of counting (default value is 0)
4E	4 time	Minutes (Default value is 30)
4S	4 time	Seconds and way of counting (default value is 0)
5E	5 time	Minutes (Default value is 20).
5S	5 time	Seconds and way of counting (default value is 0)

### 1.2.2 Saved time-outs

Parameter	Time	Unit
6E	1 time-out	Minutes (Default value ist 00)
6S	1 time-out	Seconds (default value is 30)
7E	2 time-out	Minutes (Default value ist 00)
7S	2 time-out	Seconds (default value is 60)
8E	3 time-out	Minutes (Default value is 02)
8S	3 time-out	Seconds (default value is 00)
9E	4 time-out	Minutes (Default value is 05)
9S	4 time-out	Seconds (default value is 00)
0E	5 time-out	Minutes (Default value is 15)
0S	5 time-out	Seconds (default value is 00)

### 1.2.3 Parameters of alarms

The default setting for the alarm is 5 minutes before the full hour, alarm of the type 0, and on the full hour, alarm of the type 1.

Parameter for setting the alarm	
C1:	Number of impulses for alarm type 0 (Default value is 03)
A1:	Duration of the 1/10 sec for alarm type 0 (Default value is 02)
P1:	Pause between two impulses 1/10 sec for alarm type 0 (default value is 02)
C2:	Number of impulses for alarm type 1 (Default value is 01)
A2:	Duration of the 1/10 sec for alarm type 1 (Default value is 20)
P2:	Pause between two impulses 1/10 sec for alarm type 1 (default value is 01)

### 1.3 Parameters for setting the alarm time

Every of the two types can saved up to 50 alarm times. First is to set up the hour then the minutes and then the type of the alarm **0** or **1**.

**00, 01, t:** Alarm time 1, 00=HH, 01=MM, t=alarm type, 0 or 1

**02, 03, t:** Alarm time 2, 00=HH, 01=MM, t=alarm type, 0 ili 1

⋮

**98, 99, t:** Alarm time 50, 00=HH, 01=MM, t=alarm type, 0 ili 1

If on the position of the hour is entered:

- **25** alarm will go on every hour in the same minute
- **29** The end of the alarm list.

After setting the alarm time the time will be displayed but the time will go on only after the pressing of the button.

### 1.4 Example

Set the alarm type 0 to be on at 07.00, 15.00 i 23.00 hours, and alarm type 1 to be on at 02.30, 03.00, 10.30, 11.00, 18.30 i 19.00 hours.

Example			
hh,EE,ss,dd,dE,dy	Set the clock time	t=0	Alarm type 0
th=10	Display of the time is 10 sec	06=02	02 hours
td=5	Display of the date is 5 sec	07 = 30	30 minute
tt=0	None display of the temperature	t = 1	Alarm type 1
Br= 19	Fade in /out between time and date, brightness is 9	08 = 03	03 hours
AL=10	Active program is 1	09 = 00	00 minute
C1=03	Alarm type 0 have 3 impulses	t = 1	Alarm type 1
A1=25	Impulse time is 25/10 sec	10 = 10	10 hours
P1= 05	Pause time between impulses 5/10 sec	11 = 30	30 minute
C2=03	Alarm type 1 have 3 impulses	t = 1	Alarm type 1
A2=08	Impulse time is 8/10 sec	12 = 11	11 hours
P2=03	Pause time between impulses 3/10 sec	13 = 00	00 minute
00=07	07 hours	t = 1	alarm type 1
01=00	00 minute	14 = 18	18 hours
t=0	Alarm type 0	15 = 30	30 minute
02=15	15 hours	t = 1	Alarm type 1
03=00	00 minute	16 = 19	19 hours
t=0	Alarm type 0	17 = 00	00 minute
04=23	23 hours	T = 1	alarm type 1
05=00	00 minute	18 = 29	End of the list

## 2 CONSOLE SETTINGS

The table top display is operated using a control console that have the following buttons

- **START** – Green button,
- **STOP** – Red button,
- **H** – Black button (home), and
- **G** – White button (quests)



### 2.1 Setting the time

In normal working mode pressing the button **START** will start the time while pressing the button Stop the time will stop.

Time is displayed in the format **mm:ss** (minutes : seconds ) except the last minute when the time goes down in the format **ss.hh** (seconds.hundreds).

If the time is going the : will bling but if the them is stoped the : will not blink.

In the last minute if the time is going the the hundreds will not be displayed but when the time stops the hundreds will be displayed. When the time is finished the horn will go ON.

### 2.2 Setting the score

Setting the score in the match is done by pressing the black button (H) - for the home team or the white button (G) - for the away team.To reset the score press and hold the button until the score is set to 0. To add the score for the home tim press the black button to set the score for the quests press the white button.

To decries the score hold on the bitton (black or white for home or quests) for two seconds, after releasing the button the score will decries.

### 2.3 Setting the action times

The action time is set with the CK3 console. Pressing the button will display the action time, pressin the button again will reset the value of the action time on predefined value 24sec. To start the gve time without the action time, please restart the device.

## 3 CKA3 COMMAND CONSOLE



CKA3 is command console with the action times scoreboards and it is used to control the count time of the action time.

The console have three buttons black, white and green.

**Turning off the display of the action time:** While the black button is pressed ( or white when the time is below 14 sec) the display of the action time will be off.

**Starting the count time of the action time:** when the button is relished on the display will be shown the predefined action time and the countdown will start.

**Reset the action time:** Pushing the black button at any time action time is set to defined value of 24 sec.

**Setting the action time to second parameter:** When the time is below 14 sec pushing the white button the action time is set to the predefined value.

**Starting the count down:** Depending from the parameter value SC, countdown of the action time can start when the game is starting or independently by pressing the start button on CKA3 console.

**Stoping the countdown:** When the game is stoped the action time is stoped also.

## 4 START NEW PERIOD

### 4.1 Select one of the saved period time

To start the new period push the **START** button for the 4 sec. The display will show the first saved time in the format mm:sD, minutes, seconds, and way of the countdown.

The time value on the display will blink. If the value is adequate press the stop button and period time will be activated if the value is not adequate press the start button to go to the next value.

When the period time is selected press start to start the countdown.

### 4.2 Entering the new value of the period

If all the saved values for the periods are not adequate, the new value can be entered.

To enter the mode to save the new period time press the start button for the 8 sec. First enter the start time than the stop time. To set the digit pres start and to select the digit and go to the next one press the stop button.

The display will select the way of countdown depending of the higher value. If the stop is bigger it will count down and if the stop time is bigger it will count up.

## 5.TIMEOUT TIME

To start the time out interval press the button **STOP** for 4 sec, and on the display the first saved value for the timeout period will be shown. The time out format is mm:ss, minutes and seconds. If the shown value is adequate pres **START** button to start the time out time. And if the value is not adequate press **STOP** to go to the next value.

The time put time is always counting down.

The time out time can be stoped by pressing the button stop.

Then the time out time has passed the horn will be ON and the gave time will continue

## 6.CORECTION OF THE GAME TIME

If the gave time is needed to be changed it is possible to enter new value.

Press the stop button for 8 sec to enter the digit mode. On the display it will be shown CORR and then enter the new time. The blinking digit can be selected with the button start and to select it press the button stop, and pass to next digit.