# C-200 V2.1 - short instructions



#### 1. switch on

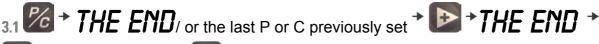


### 2. synchronization



### 3. setting of ability trials "P"

(P = ABILITY TRIAL = time to run a distance) (C =TIME CHECK = transit time at check point)



Time of P01 is set.

## 4. setting of time checks "C"

(P = ABILITY TRIAL = time to run a distance) (C =TIME CHECK = transit time at check point)

Time of C01 is set.

4.2 To set additional C or P, press

THE END + SET + P OR C: P etc...

### 5. settings

**5.1 sound beep (automatic sound beep activation during count down)** 



5.2 backlight (automatic activation of backlight during count down)



LEVEL: 25 • and to set backlight intensity from 0 to 99. Press to confirm.

#### 6. start

6.1 To start a P or C press start switch or the external switch.

**6.2** Whenever start switch is pressed the following P or C starts and the recorded time is displayed (advance or late) and stored in memory.

- **6.3** All the P and C times are to be set in chronological order.
- **6.4** Series of sectors where the end of the first coincides with the start of the following one are to be considered "Combined P or Combined C". Whenever at the end of the last P of a series of sectors (combined P), the start switch is pressed to get the split time, the first ability trial of the following series of sectors (combined P) is activated. Pressing **RESTORE** the activated ability trial is stopped and restored to its originally set time.

### 7. memory recall

7.1 At any time, during the countdown of a P or a C, the clock function, and split times may be accessed and displayed by pressing respectively and .

Pressing additional P and C can be set.

7.2 Press (This symbol only!) to go back to the running P or C and visualize the relevant COUNT DOWN.

### 8. stop of the running time

8.1 Press **RESTORE** while the P or the C is displayed and running, to stop it and to put it in stand by condition, ready for a new start.

## 9. accidental pressing of start switch

9.1 In case of accidental press of the start switch or the external one, press **BACK** to return to the count down of the previous P or C. This operation can be effected only once for each event (P or C)

#### 10 uneffected time start

10.1 In case of "no-start", pressing **RESTART** anchoring to the previous P or C (at 00" time) is activated; thus giving the possibility of regaining a "lost race".

### 11 split times

**11.1** Whenever switch is pressed, the split time (compared to theoretical 00" time) is displayed for 15" seconds:

from 51 to 99 hundreds of seconds = advance transit time

00 = 00

from 1 to 50 hundreds of seconds = late transit time

- **11.2** differences exceeding 50 hundreds of seconds are stored in memory but not displayed.
- 11.3 At the end of the race pressing twice and then and the split times can be displayed for due evaluation.
- 11.4 Differences in times exceeding 2' are not stored in memory.

### 12. switch off

Press and press again for 3 seconds.

NOTE: No switch off permitted during the count down of a P or a C. Press to locate the running event and press **RESTORE** simultaneously to stop it.

## 13. total deleting of the memorized ability trials

Press and press + + + simultaneously

"DELETE: N" → DELETE: Y" → SET for memory total delete.

All P and/or C including the running one will be deleted.