

■ KEYPAD DESCRIPTION

Setting the Time/Automatic Run Mode

Prog. Program Mode

Res.* Reset: Clears all programs and time

Select ON or OFF in Prog. Mode, Manual Override in Run Mode

±1h* Manual Daylight Time Change

h Setting the Hour (12:- – AM)

m Setting the Minute (12:01 AM)

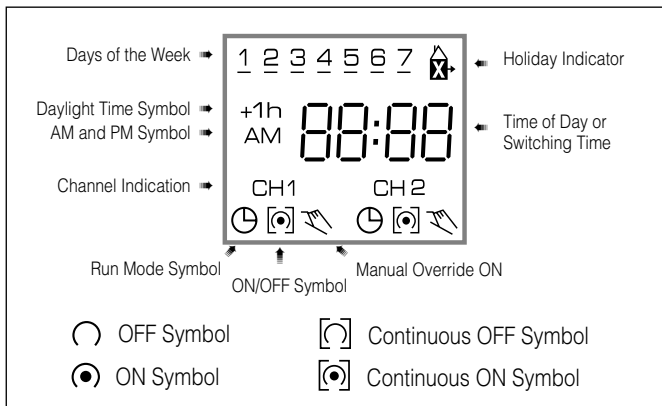
Day Set Current Day and Select Days to be Omitted

Sel. Omit Day Selected w/Day key

Holiday Program

*Recessed keys; use a pen point to press

■ LCD DISPLAY ELEMENTS



■ PROGRAMS

The Digi 42/2 will accept up to 42 programs

A program consists of:

1. An ON or OFF command
2. Time of day (Hour and Minute)
3. Single day or multiple days

A program is required for each ON event, and a program is required for each OFF event.

NOTE: MULTIPLE ON OR OFF EVENTS MAY BE PROGRAMMED.

For example, Program 1 may turn the office air conditioning ON at 8AM Mon.-Fri. Program 2 may turn the air conditioning OFF at 5PM Mon.-Fri.

If someone is working late, they may press the override key to turn on the air conditioning. If they forget to press the override key again when they leave, the air conditioning will stay on all night (or all weekend).

To prevent this from occurring, **additional OFF times may be programmed.**

- Program 3 can turn the air conditioning OFF at 6PM.
- Program 4 can turn the air conditioning OFF at 7PM.
- Program 5 can turn the air conditioning OFF at 8PM., etc.

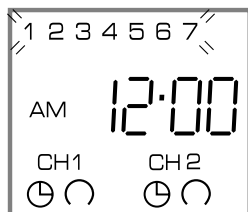
IMPORTANT: BEFORE PROCEEDING WITH SETTING THE TIME AND PROGRAMMING THE UNIT, PRESS THE RESET KEY TO CLEAR ALL DATA FROM THE MEMORY.

■ SELECTING AM/PM OR MILITARY TIME

After pressing reset, the display may show AM (right). The numbered day symbols will be flashing on and off.

If the display does not show AM, it is in military time mode (24:00 hr.) To change to AM/PM mode, press and hold the **h** key and press the **±1h** key once. AM will appear in display.

If display is in AM mode and military mode is desired, press and hold the **h** key, press the **±1h** key once.



■ SETTING THE TIME

NOTE: If the **h** and **m** keys are held down longer than 2 seconds, the numbers will advance rapidly.

Press and hold the key during the following:
(If Daylight Savings Time is in effect, press **±1h** first)

1. Press **h** to advance to the current hour (while holding down the key)
2. Press **m** to advance to the current minute (while holding down the key)
3. Press **Day** repeatedly to advance to current day (while holding down the key)

NOTE: If the days are flashing, it indicates the day of the week was not set when setting the time. The timer cannot be programmed unless the day of the week is entered.

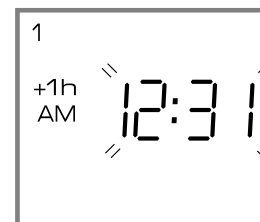
■ MANUAL DAYLIGHT TIME CHANGEOVER

Each year, in the Spring, press **±1h** to advance the time an hour. In the Fall, press **±1h** to set back an hour.

■ SETTING AUTOMATIC DAYLIGHT TIME CHANGEOVER (OPTIONAL)

NOTE: It is only necessary to program the changeover dates once. The timer will then automatically change the time at 2:00AM on the first Sunday in April and the last Sunday in October until the year 2079.

1. Press and hold the **±1h** key and press the **Day** key once. If in AM/PM mode, "12:31" (Dec. 31) will be flashing. If in military time mode, "31:12" will be flashing.



2. Enter the current (today's) date.

Example: June 15, 1997.

Press **m** key (for date) to **15**

first and then press **h** key (for month) to **06** (If in military time, h is date and m is month)

3. Press **±1h** once, a **2** under Tu and **1995** appears in display
4. Enter the current year. **Example: 1997.** Press **m** key twice to **1997** (If you overshoot, hold down the m key – the years will scroll to 2079 and back to 1995)
5. Press **±1h** once, a **3** under We and **AU** appears in display, which indicates preset European dates.
6. Press **m** key once so display shows **CHA** (If m key is inadvertently pressed twice and **HA** shows in display, press m key two more times until **CHA** shows)
7. Press **±1h** once, a **4** under Fr and **03:30** (for 1997) appears in display, which indicates March 30 (30:03 in military)
8. Enter the date for spring time change. **Example: April 6, 1997.** Press **h** key (for month) to **04**. Press **m** key (for date) to **06** (If in military time, h is date and m is month)
9. Press **±1h** once, a **5** under Sa and the fall time change date appears in display. **Example: 10:26 for 1997**
10. Press key to enter Run Mode

Daylight Time Changeover Dates

1997 April 6 - October 26	2002 April 7 - October 27
1998 April 5 - October 25	2003 April 6 - October 26
1999 April 4 - October 31	2004 April 4 - October 31
2000 April 2 - October 29	2005 April 3 - October 30
2001 April 1 - October 28	2006 April 2 - October 29

■ PROGRAMMING 24 HOUR OR 7 DAY SCHEDULES

It is helpful to write out the program schedules *before* beginning. See last page.

IMPORTANT: THE CURRENT TIME OF DAY AND DAY OF WEEK MUST BE SET PRIOR TO PROGRAMMING. SEE "SETTING THE TIME"

NOTE: The **Day** and **Sel.** keys are used to *omit* days of the week for which the OFF or ON time is not to be implemented. For 24 hour schedules (same program *every* day for the week), ignore **Day** and **Sel.** keys.

If an ON or OFF symbol is not entered, the ON symbol will flash, and program will not be accepted.

Example

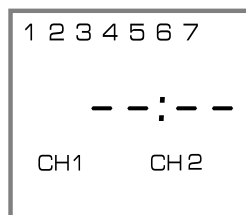
Program 1: CH1 ON at 7:00AM Monday thru Friday

Program 2: CH1 OFF at 6:00PM Monday and Friday only

Program 3: CH1 OFF at 5:00PM Tuesday, Wednesday and Thursday

Three programs need to be entered.

Press **Prog.** key only once. Display shows:



Program 1 (CH1 ON at 7:00AM Monday thru Friday)

Press **Prog.** key once CH1 ON symbol (●) appears
Press **h** key to 07AM
Press **m** key once to 00
Press **Day** key 6 times flashing line appears under 6
Press **Sel.** key once to omit 6 in display flashes
Press **Day** key once flashing line appears under 7
Press **Sel.** key once to omit 7 in display flashes
Press **Prog.** key to enter

Program 2 (CH1 OFF at 6:00PM Monday and Friday)

Press **Prog.** key twice CH1 OFF symbol (○) appears
Press **h** key to 06PM
Press **m** key once to 00
Press **Day** key twice flashing line appears under 2
Press **Sel.** key once to omit 2 in display flashes
Press **Day** key once flashing line appears under 3
Press **Sel.** key once to omit 3 in display flashes
Repeat **Day** and **Sel.** keys for days 4, 6, and 7
Press **Prog.** key to enter

Program 3 (CH1 OFF at 5:00PM Tuesday, Wednesday and Thursday)

Press **Prog.** key twice CH1 OFF symbol (○) appears
Press **h** key to 05PM
Press **m** key once to 00
Press **Day** key once flashing line appears under 1
Press **Sel.** key once to omit 1 in display flashes
Press **Day** key 4 times flashing line appears under 5
Press **Sel.** key once to omit 5 in display flashes
Repeat **Day** and **Sel.** keys for days 6 and 7
Press **Prog.** key to enter
Press **Run** key to enter Run Mode

IMPORTANT: IF AN "ON" TIME WAS PROGRAMMED THAT IS EARLIER IN THE DAY THAN THE CURRENT TIME, PRESS **Prog.** AND/OR **Run** ONCE TO TURN THE TIMER "ON". (IT DOES NOT "LOOK BACK" TO DETERMINE IF IT SHOULD BE ON OR OFF AFTER PROGRAMMING)

■ CHANNELS

In each program, CH1 and/or CH2 can be a OFF or ON event. Also, one channel can be an OFF event and the other an ON event in the same program. With both channels programmed to the same ON/OFF schedule, the timer becomes a DPDT time switch.

Example: CH1 ON, CH2 OFF at 8AM Every Day.

Press **Prog.** key once
Press **Prog.** key once CH1 ON symbol (●) appears
Press **Prog.** key twice CH2 OFF symbol (○) appears
Press **h** key to 08AM
Press **m** key to 00
Press **Prog.** key to enter additional programs

■ MANUAL OVERRIDE

TEMPORARY: While in the Run Mode, pressing the **Prog.** or **Run** key once will reverse the output; ON to OFF or OFF to ON. The **Prog.** or **Run** symbol appears in the display to indicate a temporary override. At the next scheduled switching time, automatic control resumes, eliminating the override.

CONTINUOUS: While in the Run Mode...

- Pressing the **Prog.** or **Run** key twice will turn the output to ON permanently. (●) symbol appears in display.
- Pressing the **Prog.** or **Run** key three times will turn the output OFF permanently. (○) symbol appears in display.
- To terminate a continuous override, press the **Prog.** or **Run** key until (●) appears in the display.

■ REVIEWING PROGRAMS

To review the programs at any time, press **Prog.** key. Programs will appear in the order they were entered with repeated presses of the **Prog.** key. After all programs have been reviewed, the blank display will appear to allow entering another program. Another press of the **Prog.** key will display the number of free programs available, such as **Fr 38** if 4 programs have been entered.

■ CHANGING A PROGRAM

Select the program to be changed with the **Prog.** key. New days may be omitted or omitted days may be returned by using the **Day** and **Sel.** keys just as in initial programming. Hour and minute can be changed with the **h** and **m** keys.

Press **Prog.** or **Run** key to store the new program.

■ DELETING A PROGRAM

To delete only one or a few programs:

Press **Prog.** key until the desired program is displayed.

Press **m** key to **:59** and press once more to blank out.

Press **h** key to **11PM** and press once more to blank out.

Press **Run** key, display will flash for several seconds and then enter the Run Mode.

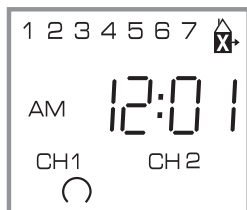
Using the reset key will delete ALL programs, the time of day, and daylight change dates.

? HOLIDAY PROGRAM

An "8th day", or Holiday program schedule may be entered for use on holidays or vacation periods. More than one ON or OFF time may be entered for the Holiday program.

A typical Holiday schedule may be to turn OFF at 12:01AM during the holiday period.

1. Press **Prog.** key to first free program
2. Press **↔** key twice; OFF symbol \circ appears
3. Press **h** key once to 12AM
4. Press **m** key twice to 01
5. Press **⏏** key once



Enter additional ON or OFF schedules as above, followed by the **⏏** key.

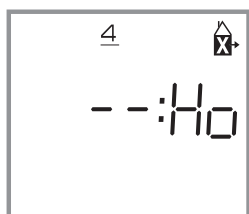
6. Press \odot key to enter Run Mode

? IMPLEMENTING HOLIDAY PROGRAM

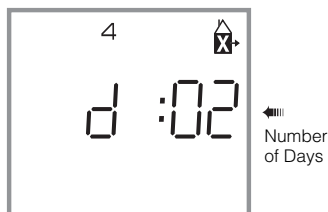
Up to 6 days in advance of the Holiday, the "8th day" or Holiday schedule may be selected to begin on a certain day of the week, and continue from 1 to 99 days.

Example: Thursday and Friday will be Holidays

1. Press **⏏** key once
2. Press **Day** key to 4 (Th)



3. Press **Sel.** key twice to 02



4. Press \odot key to enter Run Mode

Display will show **⏏** symbol above current time

8th day schedule will be implemented on Thursday and run for 2 days and then timer will revert back to normal programs.

NOTE: If **Sel.** key is held down, it will scroll rapidly to 99 and back to 01

To review the implementation scheduled, press **⏏** key once. Display shows day of implementation and number of days holiday program will be active. Press \odot key.

To delete the implementation scheduled, press **⏏** key twice. **⏏** symbol disappears from display.

On the day the Holiday Program is selected to begin, the 8th day program will be implemented. The display will show the Holiday symbol and number of days remaining in the holiday period. To cancel at this point, press **⏏** once.

? TROUBLESHOOTING

PROBLEM: Days are flashing, pressing any key does nothing except **↔** key turns output ON and OFF.

SOLUTION: **Time of Day** and **Day of Week** have not been set. See "SETTING THE TIME"

NOTE: This is the condition after a reset. If the timer is found in this condition after it has been installed, programmed and operating for a while, it may indicate that electrical noise or voltage transients have disrupted the microprocessor causing a loss of program information. Call 1-800-272-1115 and request that a no-charge "Snubber Filter" be sent to you to place across the input to the timer, which may solve the problem.

A second, but very unlikely cause of loss of program is a power failure with the backup battery low or dead. Check by disconnecting power and monitoring how long the battery keeps the time of day in the display.

PROBLEM: Time of day was set while holding the \odot key down, but days are still flashing.

SOLUTION: Current day of week was not set **while holding down the \odot key**. See "SETTING THE TIME"

PROBLEM: It is 10AM and a ON program for 8AM was entered, but the output is not ON. Display shows the \odot and \circ symbols.

SOLUTION: After programming, the timer does not "look back" to determine if it should be ON. Press the **↔** key (temporary override) to turn the output ON; **↔** \odot appears in display. The timer will assume automatic operation at the next programmed event.

PROBLEM: A program for 8AM Monday thru Friday was entered, but it will not accept it and CH1 \odot is flashing.

SOLUTION: The ON \odot or OFF \circ was not entered as part of the program. ON or OFF **must be selected**.

Digi 42/2 Program Schedules

Prog	CH1 ON/OFF	CH2 ON/OFF	h	m	Day(s)	⏏ Holiday Program
1	On		7 am	30	Mon., Tue., Wed., Thurs, Fri.	No