

RALLYTIME EQUIPMENT SETUP

HdP 13/01/2012

END CONTROL

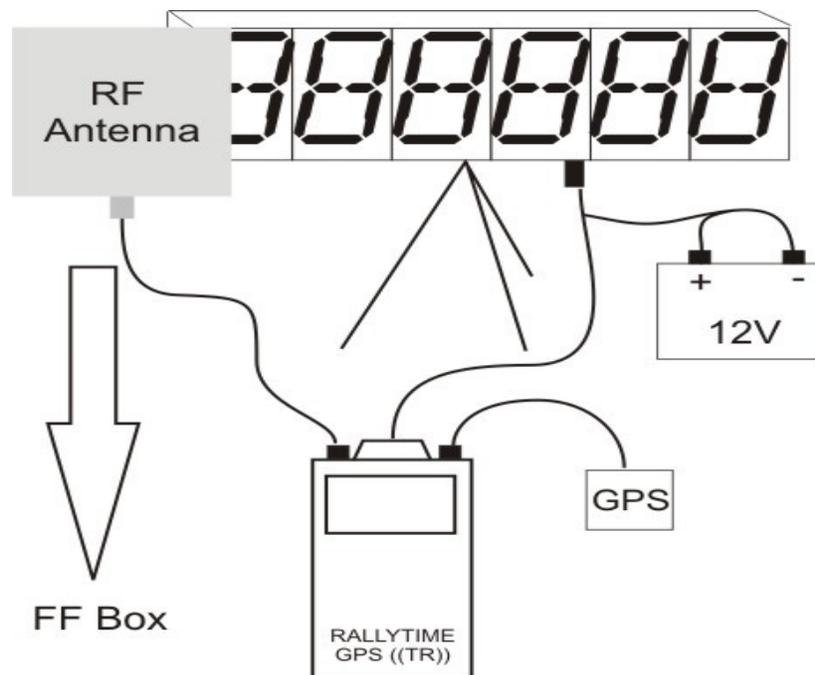
- 1 x Rallytime GPS((TR)) clock, 1 x GPS magnetic antenna
- 1 x Multi Harness
- 1 x 12V/18Ah Battery
- 1 x SILVER Light Duty Tripod
- 1 x 6 Digit Stage Time Display with 1 x RF antenna(flat white antenna) and 4m black extension cable

EQUIPMENT SETUP

1. Plug the Multi Harness into the Rallytime GPS ((TR)) Clock, XL Display and Battery.
2. Screw the 4m RF extension cable into the white RF Antenna and RF port on the Rallytime GPS ((TR)) Clock.
3. Make sure the RF antenna on the XL Display is facing back towards the FF Box at FF control point

CLOCK SETUP

1. Switch on clock, screw in both the GPS antenna and the RF antenna(attached to the display).
Leave in for duration of event / stage.
2. Ensure that the clock synchronises, it must indicate "TSYNC: yes", "FIX: ?m" & "ANT: in" at bottom of screen.
3. NOTE: Time sync may take up to 10 min!!
4. Press New Control key on clock, select "3.Stage End" then enter your *Control* and *Marshall nr.*
***** START, FF and END controls must have the same Control & Marshall nr. *****
5. Ensure the white RF antenna on the 6 Digit Display faces towards the FF Box. The Clock will show "◇◇" if it is communicating with the FF Control. **The clock will "beep" constantly if no comms or 12Vdc is present.**
6. When the FF beams are triggered by a car, the clock will beep 4-5 times, signaling that a car is on the way.
The timing clock shows the time and flashes " CAR NUM * * * * *".
7. When the FF beams are triggered the XL 6 Digit Stage Time Display also indicates the "split time" for 10sec.
8. **Once the car has stopped at the END control, enter the car number and confirm the "Stage Start time".**
Manually enter the correct Start Time if no time is displayed. i.e no SAFETRACK unit in car etc.
9. The clock calculates the Stage, Start & FF times and displays the Stage Time & Jump sec(if any) on the XL 6 Digit Stage Time Display for 20sec.



Typical END Control setup using the XL Stage Time Display with RF antenna facing FF Control