1. Settings

Before the competitors arrive, both the '*Mode*' and '*Position n°*' have to be set.
Those parameters should be given by the rally organizer.
The mode appears when you press the 'ESC' button.
The position n° appears on the top right of the display.

1.1. Enter the Menu

To enter the setup menu, hold both 'ESC' and 'ENT' buttons for minimum 5 seconds. After this delay, the first function in the menu will appear.

Four functions are available:
- F1: Mode, set the mode   - F3: time, set the time
- F2: P-n°, set the Position number   - F4: ISP, In-System Programming mode.

Use: - 'STOP/SELECT' button, to select the function.
       - 'RESET' button to go back to F1.
       - 'ENT' button to execute/enter the function.
       - 'ESC' button to quit the menu.

1.2. F1: Set the Mode

Enter the setup menu, select 'Mode' function and press the 'ENT' button.
Use the 'STOP/SELECT' button to select the mode.
The following modes are available:

St00	Start Mode at xx:xx:00
St30	Start Mode at xx:xx:30
St0:30	Start Mode at xx:xx:00 or xx:xx:30
St0:20:40	Start mode at xx:xx:00, xx:xx:20 or, xx:xx:40
tC	Time Control
F	Flying Finish

Press 'ENT' to validate the change or 'ESC' to go back to the menu leaving the mode unchanged.

1.3. F2: Set the Position n°

Enter the setup menu, select 'P n°' function and press the 'ENT' button.
Use the 'STOP/SELECT' button to set the units.
Use the 'RESET' button to set the tens.
Press 'ENT' to validate the change or 'ESC' to go back to the menu leaving the P-number unchanged.

1.4. F3: Set the time   Should not be used by the marshal.
1.5. F4: ISP   Should not be used by the marshal.

2. Presenting the ibutton at position n°01

The communication with the ibutton is usually so fast that it looks instantaneous.
However at Position n° 01, the rally timer will clean all the ibutton memory from old data and the communication will take a few tenths of a seconds. The best way to present the ibutton is to insert it in the reader and exert a slight lateral pressure to make a good contact with the external ring and **STAY STILL** (don't move) until the transmission is completed. The 'HOLD' message will appear until data transmission is completed.

3. *Low battery warning on the Rally Timer*

If the Low Battery warning appears (LO) on the top right of the display, the battery can be replaced without losing the time if you insert the new battery within 15 seconds.

4. Start Mode

The Rally Timer can be configured to allow a start every minute at xx:xx:00 , every minute at xx:xx:30, every 30 seconds and every 20 seconds.

When the competitor arrives to the start line, the marshal presents the ibutton to the Rally Timer.

In a fraction of a second, the Start time is recorded into the ibutton and appears on the display for 3 seconds.

The Start Time is the time the marshal is allowed to leave the competitor to go.

Five seconds before start time, the Rally Timer begins a countdown.

The red led switches ON and the Rally Timer emits an audible signal every second.

At the end of the countdown, the red led turns green and the marshal can leave the competitor to go.

If for any reason, the competitor was unable to go, the ibutton can be presented to the Rally Timer again and the previous data will be overwritten.

5. Time Control Mode

The marshal presents the ibutton to the Rally Timer.

In a fraction of a second, the time is recorded into the ibutton and appears on the display for 3 second

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6. Flying Finish mode

When the marshal presses the 'Stop' button, the Rally Timer records the time in its embedded memory.

Up to ten successive times can be recorded into a queue.

The last time recorded appears on the display as long as the marshal holds the 'Stop' button.

When the marshal releases the 'Stop' button, the first time into the queue appears on the display as well as the number of times recorded.

If a time has been taken by mistake, it can be erased pressing the 'Reset' button. The time erased is the time displayed which is the first time into the queue

When the marshal presents, the ibutton to the Rally Timer, the first time into the queue is recorded into the ibutton and erased in the Rally Timer's embedded memory.