



15 ft. CABLE

ACTUAL COMPLETED

BPC-49940-3/AUTO/BOX/IRR

SPECIFICATIONS

----- DIGITAL

DISPLAY:----- 4-DIGIT, 7 SEGMENT RED SUPER BRIGHT LED CHARACTER HEIGHT:----- 4" (101.6 mm) 9 THOUSAND 9 HUNDRED AND 99

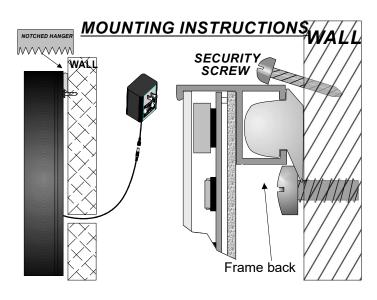
VISIBILITY:----- 250 Ft. (76.2 METERS)

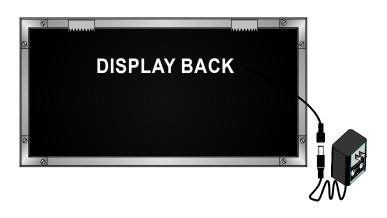
POWER REQUIREMENTS: 100-240V 50~60Hz (SWITCHING POWER SUPPLY) FRAME:----- 18.25" x 30.25" x 1.5" (Black Anodized Aluminum)

HUMIDITY:------- 0% TO 95% NON-CONDENSING

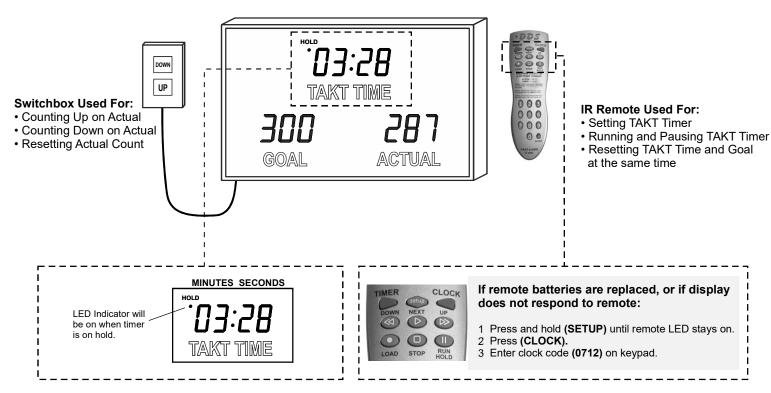
OPERATING MODE ------ ACTUAL COUNT UP BY 1. GOAL HAS AUTOMATIC ADVANCE BY TAKT

TIMER WITH RUN/HOLD AND RESET CONTROL.





BPC-49940-3 Setting Instructions



Switchbox

To Count Up or Down:

Press (UP) switch once to count up by one.

Press (DOWN) switch once to count down by one.

To Fast Count:

Press and hold (UP) switch for over 3 seconds to fast count up.

Press and hold (DOWN) switch for over 3 seconds to fast count down.

To Reset to Zero:

Press and hold both (UP) and (DOWN) switches down for over 5 seconds to reset.

IR Remote

To Put Timer on Hold / To Start Timer:

To put timer and goal on hold, press (HOLD). The run timer and goal, press (HOLD) again. The LED indicator on the top left of the timer will be on when the display is on hold.

To Set Countdown Timer:

First put timer on hold by pressing (HOLD). Press (ENTER) and the digits will flash. Key in start time in minutes and seconds. If you make an error, press (STOP). Press (Enter) again to accept.

To Reset Goal Counter & Takt Timer:

When Goal/Takt Timer display is on hold, press (LOAD) once to reset both at the same time.

To Start Goal at a Different Number:

- 1. Put Timer on hold by pressing (HOLD). Reset Timer and Goal by pressing (LOAD).
- 2. Press (ENTER) to make the Timer digits flash, key in "1" for one second. Press (ENTER) again.
- 3. Press (HOLD) again to let the Timer run and the Goal Count will count up by one every one second. When Goal is at desired starting point, press (HOLD) to pause timer.
- 4. Set Takt Timer to original run time, and press (HOLD) to run normally.