TORK DIGITAL TIMER:

A few items for you to understand before we begin. These will become more familiar to you later as we get into programming the digital timer.

You will need to program your timer with two vital pieces of information: how long do you want the unit to be running (called the **CYCLE**) and when do you want the unit to begin (called the **EVENT**) running.

A **CYCLE** is the length of TIME (duration) you want your unit to run. It is measured from 1 to 99 seconds. There are only TWO **CYCLES**, labeled C_1 and C_2. These will alternate back and forth as you enter your EVENTS for each **CYCLE**. Please note that you may choose to use only $\underline{C_1}$ or only $\underline{C_2}$ or <u>BOTH</u>.

An **EVENT** is any time your unit is scheduled to turn on. An **EVENT** will last only as long as the number of seconds you have entered into either C_1 or C_2. You can enter as many EVENTS as you need. They will be listed in sequence as 01, 02, 03, 04, 05, 06… and will be shown to the immediate <u>RIGHT</u> of the time you schedule your unit to turn on. This will be evident when we get to that point. Every **EVENT** has to be paired with either C_1 or C_2, the duration time that you enter.

IMPORTANT: Due to a manufacturing defect as of May 2017 the digital timer does NOT have a 60 second duration option. Please use 59 seconds or 61 seconds instead. It <u>will not</u> operate for 60 seconds.

TIP: The time that you set for each **EVENT** to occur does NOT have to be in order. For example, suppose you want the **EVENT** to occur (when you want your unit running) at 8:00 AM, 11:00 AM, 2:00 PM and 5:00PM. You missed 2:00 PM when programming your events. You may add 2:00 PM <u>AFTER</u> you have already input 5:00 PM. The timer will still run in real time.

TIP: Once you have entered information, you can use the **DEL/PREV** button to go backward. For example, if you accidentally entered 28 for the date of the month and you wanted 26, press **DEL/PREV** button twice to go backward to 26. If you entered 76 seconds and wanted only 70, press **DEL/PREV** six times to go back to 70.

KEY FUNCTIONS:

Unit should be programmed with AC power. Do not program on super cap back up power.

Mode: Press to go to the next mode

Enter: Stores or saves current entry.

DAY/YEAR:

a.   Press to set the year in the DATE mode.

b.   Selects the desired day of the week in the DST (Daylight Savings Time) mode.

OVR/PERMANENT:

a.   Press to change the load status in the AUTO (automatic) and the MAN (manual) mode.

DEL/PREV:

a.   Press to delete the displayed entry.

b.   Decrement the last selected entry.

HOUR/MONTH:

a.   Press to set hour in CLK (clock) mode and the SCH (schedule) mode.

b.   Press to set month in the DATE mode and DST (Daylight Savings Time) mode.

c.   Press to active signal.

MINUTE/DATE:

a.   Press to set minutes in CLK (clock)mode and the SCH (schedule) mode.

b.   Press to set date in the DATE mode.

ENTER:

a.   Press to store the displayed information into memory. Information will not be stored until the ENTER key is pressed.

Note: During settings, each press of the key will advance one number. For rapid advance hold key in.

EVENT:

a.   Press to select ON/OFF/CI/C2 in the schedule.

b.   Press to update the load status in the AUTO (automatic) mode.

NOTE: After making any changes to the program, press MODE to go to run mode and then press EVENT to update the load status.

<u>SETTING THE TIME</u>

Unit must be plugged in to set the timer. Although your unit does NOT have a battery, it will still hold the charge if electricity is lost.

When you plug the unit in, you will see **d9 100** and **r – 5 1 60.** If the screen stays blank, hit **ENTER** or the recessed reset button. To hit the reset button you will need something small like the end of a paperclip. When these symbols do appear, they will flash and you will see a blinking 12 Hour. Here is your option to use a conventional12 hour clock or military 24 hour clock. If you want just a 12 hour clock, hit **ENTER**. If you want military time, press **HOUR/MONTH** button once and 24 hour will appear. Press it again and 12 hour will appear. Hit **ENTER** when ready.

TIP: If the timer has not been totally cleared, a flashing 12 HOUR screen can appear. That is OK. Press **HOUR/MONTH** for either 12 hour or 24 hour clock. Press **ENTER**.

You will see this screen:

<div align="center">

SET

<small>clk</small>

</div>

Now simply use the **HOUR/MONTH**, **MIN/DATE** buttons to put in the correct time. Be aware of <u>AM</u> and <u>PM</u> if using conventional time (12 hour clock). Once an hour or minute is input, you may use the **DEL/PREV** to go backward if it is shorter than pushing buttons to go forward to the time you want. You may also use that button if you overshoot your numbers and need to go backwards to a number you accidentally went by. Use **HOUR/MONTH**, **MIN/DATE** or **DEL/PREV** to go backward or forward to change from AM to PM also. Press **ENTER.**

SETTING THE DATE

After the correct time is set, program the month, day and year using the **HOUR/MONTH**, **MIN/DATE** and **SEC/DAY/YEAR** buttons. Don't forget to correct the year because that will affect what day of the week that appears.

The day of the week, abbreviated, will appear at the top of the screen.

Press **ENTER**.

SETTING DAYLIGHT SAVINGS TIME

This is the next screen:

ON

dSt

The above screen will appear. (Daylight Savings Time) If you do NOT want Daylight Savings Time, press **DEL/PREV**. It will change from ON to OFF. Press **ENTER**.

Before setting cycle durations, record duration lengths in seconds (C_1 or C_2) and times (Events) you want your unit to run in chart below.

Duration Settings: **C_1** _____ seconds   **C_2** _____ seconds

Event	Time	Choose One	Event	Time	Choose One
01	_____	C_1 or C_2	05	_____	C_1 or C_2
02	_____	C_1 or C_2	06	_____	C_1 or C_2
03	_____	C_1 or C_2	07	_____	C_1 or C_2
04	_____	C_1 or C_2	08	_____	C_1 or C_2

<u>SET CYCLE DURATION (C_1 and C_2)</u>

Now you will see **C_1** for the first **CYCLE** duration period.

CYCLE

ON

— —

C_1

Using the **SEC/DAY** button, set the number of seconds you want to run the unit. Press **ENTER**. (If there is a number of seconds shown here already, you may change it or keep it.)

Now you will see **C_2** for the second **CYCLE** duration period. Using the **SEC/DAY** button, set the number of seconds you want to run the unit. You may enter the same duration (in seconds) as in **C_1** or a different duration. Use the **DEL/PREV** button to go backwards. (If there is a number of seconds shown here already, you may change it or keep it.)

CYCLE

ON

— —

C_2

Press **ENTER** and the screen should display **C_1** again. Remember, there is only **C_1** and **C_2**. If **C_1** does not show, press **ENTER** until it does.

Press **MODE** button to set Events.

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ENTERING THE TIME FOR EACH EVENT

SCHEDULING EVENT 01:

This is your first **EVENT** (01) screen–what time you want the unit to turn on for the first time. Enter the time using the HOUR and MIN buttons for the unit to come on. Be sure of AM and PM. Use the Hour /Min buttons. (If there is a time already here, you may keep it or change it using the **HOUR/MONTH** and **MIN/DATE** buttons.)

_ _:_ _ 01

SCH

The screen will change to:

AM

OFF   XX:XX 01   (XX:XX is the time you entered. Note AM or PM)

SCH

(01 is the FIRST event)

After you enter the time press the **EVENT** button. You have programmed **EVENT** 01.

At this point you may choose to use either CYCLE: C_1 or C_2.

Press **EVENT button** until you see the Cycle you want in the lower left.

It should look like this:

AM   CYCLE

C_x XX:XX 01   (XX:XX is your time entered)

SCH

(C_x is the CYCLE you have chosen, either C_1 or C_2)

Press **ENTER button** to save the event.

SCHEDULING EVENT 02:

You will see the screen come up for EVENT 02.

$$\_\ \_:\_\ \_\ \ 02$$

SCH

Program the time you want the unit to turn on using the **HOUR/MONTH and MIN/DATE buttons.** Be sure of AM and PM. Use the Hour /Min buttons. (If there is a time already here, you may keep it or change it using the **HOUR/MONTH** and **MIN/DATE** buttons.)

AM

Off XX:XX 02   (XX:XX is the time you entered)

SCH

(02 is the SECOND **EVENT**)

Press **EVENT button.** At this point you may choose to use either CYCLE: $C_{1\ or}\ C_{2.}$

Press **EVENT button** until you see the Cycle you want in the lower left.

It should look like this:

AM   CYCLE

C_x XX:XX 02   (XX:XX is the time you entered)

SCH
                                    (C_x is the CYCLE you have chosen,
                                    either $C_{1\ or}\ C_2$)

Press **ENTER** to save this event.

SCHEDULING EVENT 03:

You will see the screen come up for EVENT 03.

$$\_\ \_:\_\ \_\ \ 03$$

SCH

Program the time you want the unit to turn on using the **HOUR/MONTH and MIN/DATE buttons.** Be sure of AM and PM. Use the Hour /Min buttons. (If there is a time already here, you may keep it or change it using the **HOUR/MONTH** and **MIN/DATE** buttons.)

PM

Off XX:XX 03   (XX:XX is the time you entered)

SCH

Press **EVENT button.** At this point you may choose to use either CYCLE, C_1 or C_2.

 Press **EVENT button** until you see the Cycle you want in the lower left.

It should look like this:

AM   cycle

XX:XX   03   (XX:XX is the time you entered)

C_x SCH

(C$_x$ is the CYCLE you have chosen, either C_1 or C_2)

Press **ENTER** to save this event.

SCHEDULING EVENT 04:

You will see the screen come up for EVENT 04.

$$\_ \_:\_ \_ \quad 04$$

SCH

Program the time you want the unit to turn on using the HOUR and MIN buttons. Be sure of AM and PM. Use the Hour /Min buttons. (If there is a time already here, you may keep it or change it using the **HOUR/MONTH** and **MIN/DATE** buttons.)

PM

Off XX:XX 04   (XX:XX is the time you entered)

SCH

Press **EVENT button.** At this point you may choose to use either CYCLE, C_1 or C_2.

 Press **EVENT button** until you see the Cycle you want in the lower left.

It should look like this:

PM   cycle

XX:XX   04   (XX:XX is the time you entered)

C_x SCH   (C_x is the CYCLE you have chosen, either C_1 or C_2)

Press **ENTER** to save this event.

Repeat the above steps stated in the steps for **SCHEDULING EVENT** 04 for **EVENTS 05** and beyond.

After your last EVENT that you set, press **ENTER,** then press **MODE** and your unit is set up.

You should see "**FLASH**" briefly on the screen.

Your display should look like this:

FR

AM

OFF   XX:XX XX   (XX:XX is the current time. Current DAY, Friday,

AUTO   shows at the top. AM or PM will also show.

NOTE that display also shows OFF. It will

display either C_1 or C_2 when it begins running.)

Congratulations, you have set up your TORK timer.

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Additional Notes:

TO ERASE DATE AND TIME ONLY

Pressing the recessed **RESET** button will allow you to erase the time and date settings. It will not change your C_1 or C_2 duration or scheduled **EVENTS**. The reset button is located in the hole to the right of the **EVENT** button. You will need something like a straightened paper clip to press that button.

TO ERASE EVERYTHING AND START FROM THE BEGINNING:

When the time of day screen is showing, you can take the following action:

To clear the clock, $C_1,$ $C_2,$ and the scheduled EVENTS, press **ENTER**. You will see the screen below.

CLEAr   OFF

AUTO

Hitting **EVENT** will change it to this:

ON

CLEAr

AUTO

Pressing **ENTER** will erase everything and you may start again. You will see 12 HOUR flashing again.

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