

Setting up the Time Machine

- 1 Turn on the Time Machine using the POWER/ON switch on the right side of the unit. You will see a notice of CHECKING MEMORY, then the TIME MACHINE banner.
- 2 You will then be prompted "Event# = 1, Enter New#". Always enter 1, then press the ENTER key.
- 3 You will likely receive a message telling you that "Data In Memory Uses This Event#. Sure You Want To Use This #? [NO]". Press the "O" key until you see [YES] on the display then press ENTER.
- 4 You should then see a display that says EVENT 1 / CHTE 11 / 0.0 X-C.
- 5 Clear the memory by holding down the MEM key and pressing the CLEAR key at the same time. You will see a message saying "Clear All Of The Memory? [NO]". Press the "O" key until you see [YES] then press ENTER.
- 6 Find a cable with a telephone (RJ11) plug on one end and a red button plunger on the other. Insert the telephone plug into the START IN/LANE1 jack on the right side of the Time Machine.

Timing a Race

- 1 Turn the PRINTER switch to ON, then press PAPER ADV key to verify that the paper is feeding properly. If it is not, remove the grey plastic cover and feed the paper through the slot.
- 2 When the starting gun fires, press the red button and the printer will print the race start information.
- 3 Each time a runner crosses the finish line press the red button and their time will register on the printer (and be stored in memory).
- 4 If possible have a separate person enter bib numbers on the key pad as a runner nears the finish line, then press the ENTER key when the runner crosses the finish line. Do this for as many runners as practical, don't attempt every runner. This is independent of step 3, and called select timing.
- 5 After the last runner finished, press and hold the START TIME key then press the CLEAR key. That will stop the timer.

Dumping Times to a Computer

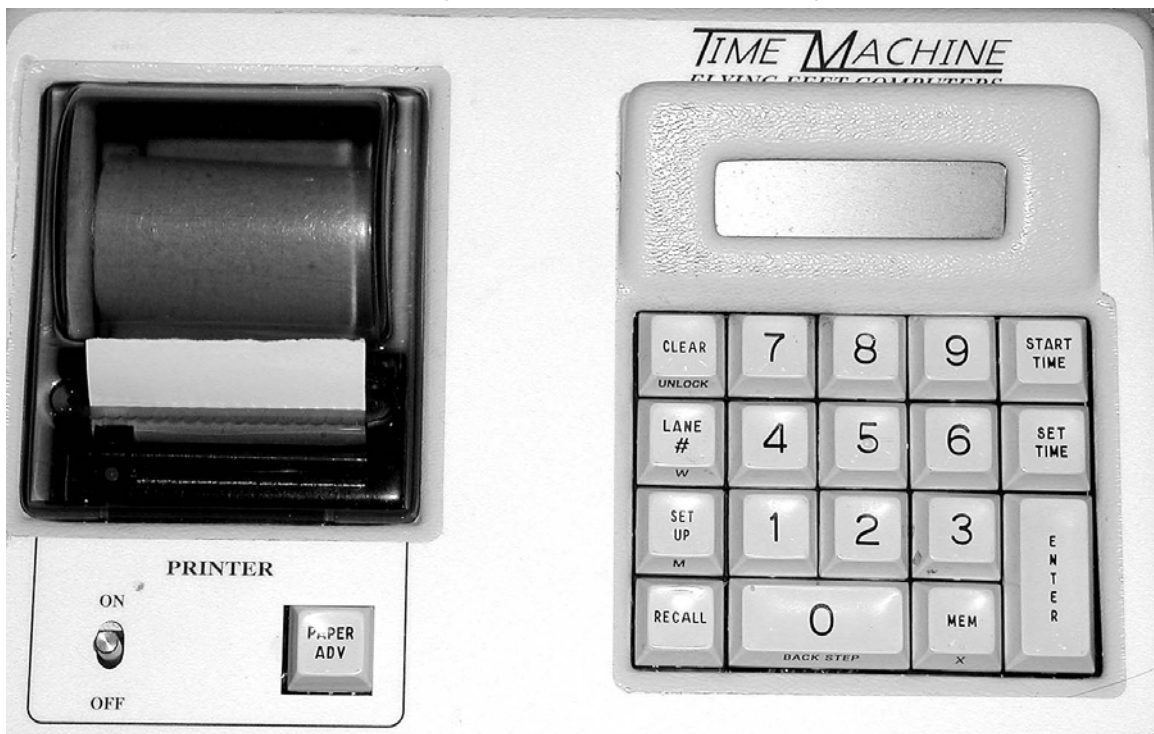
- 1 If the timer is still running, press and hold the START TIME key then press the CLEAR key. That will stop the timer.
- 2 Find a cable that has a telephone plug (RJ11) on one end and a 9 pin computer plug (DB9) on the other end.
- 3 Insert the telephone plug into the RS232 PORT jack on the right side on the Time Machine and the computer plug into the COM1 or COM2 port on your computer.

- 4 Press the SET UP key on the Time Machine until you see [RS232 PORT] on the display then press ENTER.
- 5 When you see "RS232 Operations [RE-XMIT DATA]" on the display press ENTER. Press the "0" key as needed to get that option displayed.
- 6 When you see "Specify [TIME] To Begin Re-xmit" press the "0" key until [PLACE#] is displayed, then press ENTER.
- 7 "Begin Re-xmit At Overl place#" will be displayed. Press "1" and ENTER. You will see a display counting the number of times transmitted. When the number stops incrementing you are done.

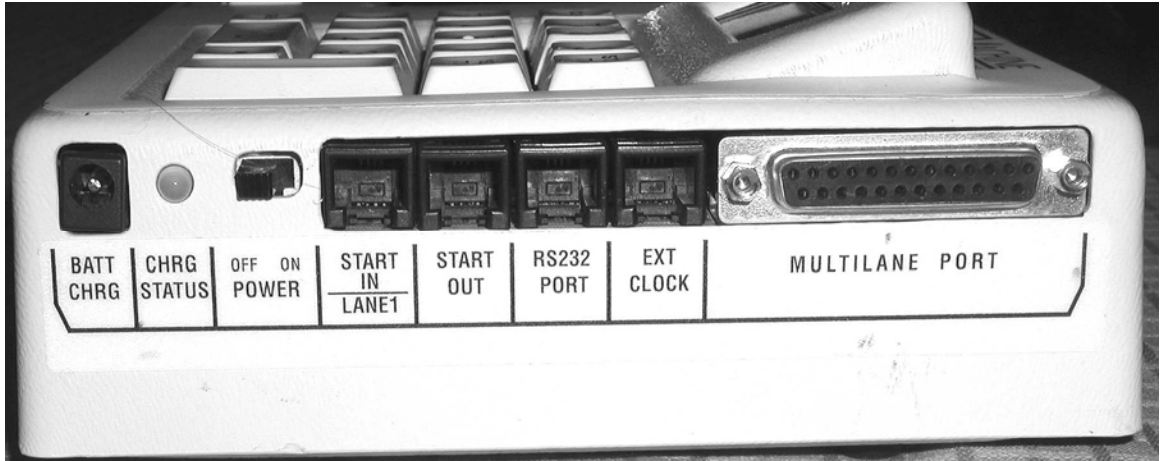
Resetting the Time Machine for a New Race

- 1 Reset the start time to 0.0 by pressing SET TIME, then press ENTER.
- 2 When the "Select Count Direction: [UP]" is displayed press ENTER. Press the "0" key if necessary for see the [UP] display.
- 3 When "Multiple Starts: # Of Starts" is displayed verify that "1" is on the display and press ENTER.
- 4 You should then see a display that says EVENT 1 / CHTE 11 / 0.0 X-C.
- 5 Clear the memory by holding down the MEM key and pressing the CLEAR key at the same time. You will see a message saying "Clear All Of The Memory? [NO]". Press the "0" key until you see [YES] then press ENTER.

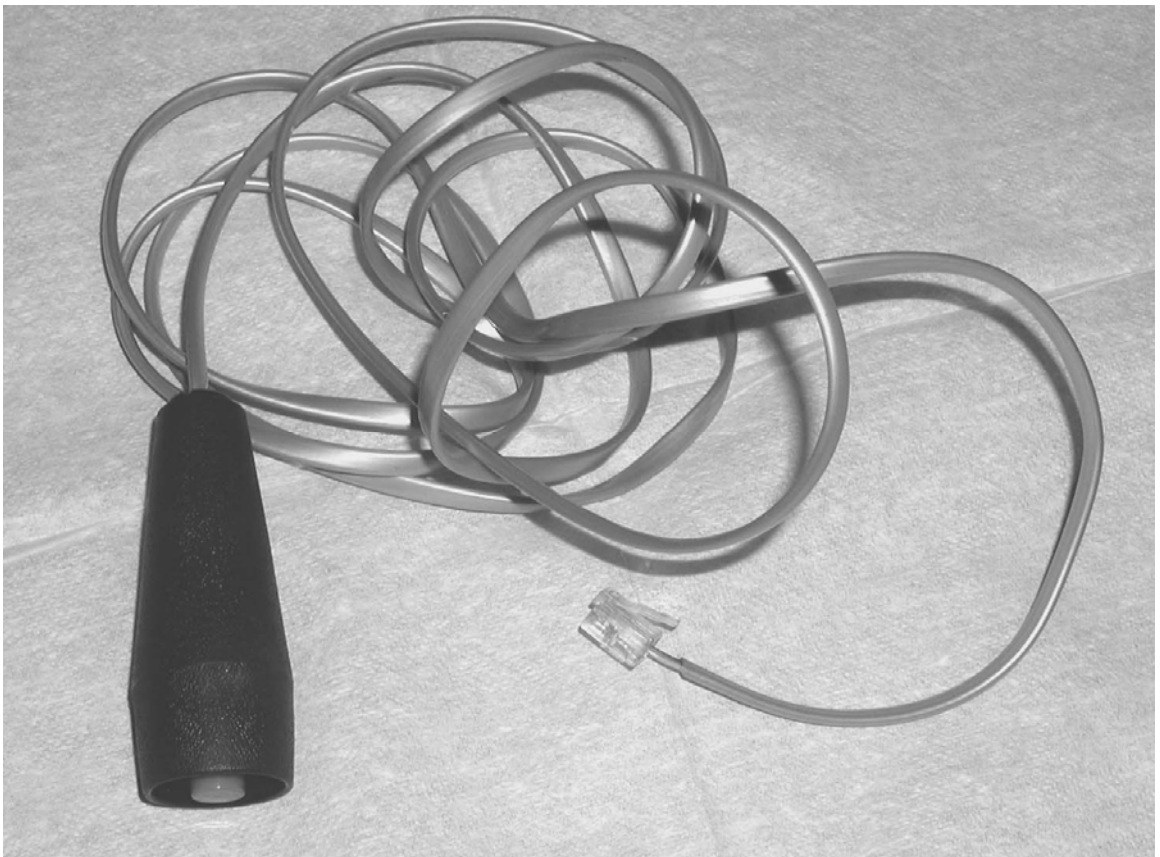
The Time Machine Keyboard and Display



Time Machine Connections



Timing Plunger Cable



Plug the telephone plug end of this cable into the START IN/LANE1 jack on the Time Machine.

Computer Cable



Plug the telephone plug (RJ11) end into the RS232 PORT jack on the Time Machine and the 9 pin computer plug (DB9) into your computer's communications port, normally called COM1 or COM2.

Multi-Lane Cable



Do NOT plug this 25 pin computer plug into your computer. This is the Multi-Lane adapter cable that plugs into the MULTILANE PORT on the Time Machine. If you don't know why you'd need this, you don't need this cable.