PRISMA 200

Technical Data

- **temperature range**
  in use -10° to +55° C
  in storage -20° to +60° C
- **battery**
  type AA (R6)
  useful life approx. 11/2 years
  battery life indicator When the voltage sinks below a minimum level, the function window begins to flash. At this point, there is sufficient power for about 30 hours.
- **display** 6 digits, size of digits 22/8 mm

(sec) 9 T1 sec 59:59 9 = 9h Timer 1 sec 59min,59sec,9/10

or (min) 9 T1 min 876:99 = Timer 1 min 9876,99min

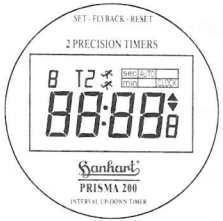
clock 5 1 clock 23:59 = 5 1 sec clock 23h,59min

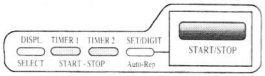
- **case** ABS, diameter 115 mm
- **weight** 390 g
- **accuracy** +/– 7 seconds/month
- **time units** 1/10 second or 1/100 minute
- **functions**
  - 2 timers, both of which may be used as an UP or DOWN counter, with a separate START/STOP for each timer or a combined START/STOP for both
  - automatic or manual repeat
  - selectable time interval
  - clock time

– **keys** 1 combined START/STOP
2 START/STOP for each timer
1 FLYBACK key (on the upper side of the case)
1 DISPLAY SELECTION key: choice of timers 1 or 2, or clock time
1 SET key (to Set timers or clock time) and MODE (to switch between NORMAL and AUTO-REPEAT)

– **alarm** adjustable volume
maximum volume: 100 dB
piezo-alarm signal of 100 ms duration at intervals of -3, -2, and -1 seconds

Inserting or changing battery:
– Disengage battery cover in the base by sliding it out toward the rear. Insert battery (IEC R6-AA), observing polarity. Slide battery cover back in.
– Set the dial at zero and then set the time. (See „Setting the Time" below.)





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a) reset (delete all values)
By simultaneously pressing the START/STOP and the FLYBACK-RESET keys on the upper side of the case, all time values and the programmed memory are deleted. Afterward, the display shows Timer 1.

b) toggling between time units
Pressing and holding down of **SET/DIGIT**-key during effecting of Reset at the same time by means of **START/STOP**- and **RESET**-keys.
The selected time unit will be shown in the display as:
sec. for 9 hours, 59 minutes, 59 seconds, 9/10 second
or min. for 9999,99 min

c) START/STOP function
– Combined START or STOP of both timers by means of the large START/STOP key.
– Separate START/STOP function by means of the TIMER 1 and TIMER 2 keys. An active timer is indicated in the display by the symbol

d) stop-watch, count-down, and clock time
– By repeatedly pressing the DISPLAY/SELECT key, the clock time (symbol: CLOCK), **Timer 1** (symbol: T 1), or **Timer 2** (symbol: T 2) may be selected.
– If no value has been entered when the timer is started (START/STOP, then either T 1 or T 2), the timer selected counts from zero upward in the normal stop-watch manner.
– If a value has been entered when the timer is started, then the timer selected counts down from the value entered; at -3, -2, and -1 time units, a short signal is sounded, and at zero a long zero-signal.
– The two timers may be used simultaneously in either function, i. e., one may be used as a stop-watch while the other is in the count-down function.

e) FLYBACK function
– The Flyback function occurs when a timer in the count-down function reaches zero; the counting process then begins again from the previously entered value.
– The timer which is displayed may also be reset manually by briefly pressing the upper case key („flying reset").

f) Automatic Repeat
- A timer which has just emitted a zero-signal is deactivated, and the other timer is activated in its place.
- This process can be repeated indefinitely. By means of the **SET/DIGIT-AUTOREP** key, the Automatic Repeat function can be toggled on or off.
- When on, the symbol AUTO appears in the display under the function window.
- The **AUTO** function can only be used when a value is entered into both timers.
- The procedure can be started either with Timer 1 or Timer 2. It is pointless to start with the combined START/STOP key.

g) entering a value into a timer
- Select the timer desired by pressing the **DISPLAY/SELECT** key.
- Select the digit to be entered by pressing the **SET/DIGIT** key; the digit selected will flash.
- Use the START/STOP key to increment the flashing digit (0-5 or 0-9).
- Press the FLYBACK-SET key (on the upper side of the case) to enter the value. This completes the entering process.
- In the display, Timer 1 is visible.

h) setting the clock time
- Select the clock by pressing the DISPLAY/SELECT key.
- Select the digit to be entered by pressing the SET/DIGIT key; the digit selected will flash.
- Use the START/STOP key to increment the flashing digit (0-5 or 0-9).
- Press the SET-FLYBACK key (on the upper side of the case) to enter the value. This completes the entering process.

Consumers are legally required to dispose of batteries at suitable collection points, vending points or dispatch bays. The crossed-out wheeled bin means that batteries must not be disposed of in the household waste. Pb, Cd and Hg designate substances that exceed the legal limits.

PRISMA 400

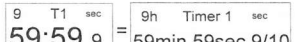
Technical Data

- **temperature range**
  in use -10° to + 55° C
  in storage -20° to +60° C

- **battery**
  type AA (R6)
  useful life approx. 11/2 years
  battery life indicator When the voltage sinks below a minimum level, the function window begins to flash. At this point, there is sufficient power for about 30 hours.

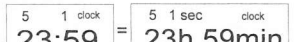
- **display** 6 digit, size of digits 22/8 mm

(sec)



or
(min)

clock



- **case** ABS, diameter 115 mm
- **weight** 390 g
- **accuracy** +/- 7 seconds/month
- **time units** 1/10 second or 1/100 minute

- **functions**
  - 4 timers, each of which may be used as an Up or Down counter
  - automatic and manual Repeat
  - time unit toggle
  - real-time clock

e) selection of program

Three programs may be selected by means of the MODE/FUNCTION key:

COM — The START/STOP key affects all four timers simultaneously. When the first timer reaches „0" (zero), an alarm sounds for 5 seconds. This timer then continues in the positive direction (the arrow corresponding to this timer points upward). This process is repeated until all the timers have passed zero. After this, the alarm will no longer sound (exception: manual Repeat).

SING — The START/STOP key affects only the timer visible in the display. Each timer functions individually, and after the time entered is reached begins all over again at that time, i. e., each time carries out an Auto-Repeat.

AUTO-SING — After the first timer reaches zero, the Count-Down function is transferred to the next timer into which data have been entered.

Example: Timers 1, 2, and 3 have data entered through the Count-Down function. The program is started. As soon as Timer 1 reaches zero, a signal sounds. At the Same time, the next Timer 2 begins the Count-Down function from the value entered. After Timer 3 has reached zero, the process begins again with Timer 1. Examples showing combinations of these programs:

1) By pressing **COM**, all timers start simultaneously. After pressing SING, each timer functions independently of the START/STOP key; as well as of sound.
2) By pressing **SING**, each timer is started individually, one after the other. After pressing COM, an alarm signal will sound when each timer reaches the time entered. However, the count will continue without interruption in a positive direction.

f) Special Function (Timer (1) + 4)

- Timers 1 and 4 are started simultaneously. Normally, a value is entered into Timer 1, which then serves as a Count-Down timer, but no value is entered into Timer 4, which then serves as a stop-watch. In this situation, Timer 1 functions as an Auto-Repeat timer, and Timer 4 as a stop-watch measuring the entire time elapsed.
- In addition, data can be entered into Timers 3 and 4. By so doing, Timers 1 through 3 operate as described above under AUTO-SING, and at the end of the process, Timer 4 records the sum of the repeated times.
- The special key (Timer (1) + 4) affects the current Count-Down timer and Timer 4.

g) manual or automatic Repeat

- After a timer reaches zero, the Count-Down procedure automatically begins again at the value previously entered. This procedure is called „Auto-Repeat".
- A manual Repeat can be effected at any time on the timer visible by briefly pressing the key on the upper part of the case.

h) entering data into a timer

- By means of the **DISPLAY/SELECT** key, the timer desired is selected.
- By pressing the **SET/DIGIT** key, the digit into which a number is to be entered is selected. This digit begins to flash.
- By pressing the START/STOP key, the flashing digit is incremented (from 0 to 5, or from 0 to 9).
- By pressing the FLYBACK-SET, key (on the upper side of the case), the value chosen is entered. This completes the data entry procedure.

i) setting the real-time clock

- By means of the **DISPLAY/SELECT** key, the real-time clock is selected.
- By pressing the **SET/DIGIT** key, the digit into which a number is to be entered is selected. This digit begins to flash.
- By pressing the START/STOP key, the flashing digit is incremented (from 0 to 5, or from 0 to 9).
- By pressing the FLYBACK-SET key (on the upper side of the case), the values chosen are entered, and the clock is set.