

## LED 7 MULTI OPERATING AND PROGRAMMING INSTRUCTIONS

Push **MODE** to change from item to item. Push **SET** to set desired value or choose option for that item. Pushing **SET** repeatedly causes numbers to increase. Holding **SET** causes numbers to decrease. The symbol  $\square$  represents a programmable digit. Default values are shown in [ ].

ITEM	DISPLAY/OPTIONS	REPRESENTS
1	COIN VALU [\$ .25]	The monetary value assigned to a single coin pulse. Adj. from \$0.05 to \$2.00
2	A : $\square\square$ [30]	Time per coin/pulse for function 1. Adj. from 0:01 to 9:59.
3	B: $\square\square$ [25]	Time per coin/pulse for function 2. Adj. from 0:01 to 9:59.
4	C: $\square\square$ [20]	Time per coin/pulse for function 3. Adj. from 0:01 to 9:59.
5	D: $\square\square$ [15]	Time per coin/pulse for function 4. Adj. from 0:01 to 9:59.
8	O.A : $\square\square$ [8]	Number of coins/pulses to start for function 1. Adj. from 1 to 39.
9	O.B : $\square\square$ [6]	Number of coins/pulses to start for function 2. Adj. from 1 to 39.
10	O.C : $\square\square$ [4]	Number of coins/pulses to start for function 3. Adj. from 1 to 39.
11	O.D : $\square\square$ [2]	Number of coins/pulses to start for function 4. Adj. from 1 to 39.
14	BC: $\square\square$ [9]	Coins/Pulses to bonus. Bonus time is given when this coin/pulse is received.
15	BONUS TIME [00:00]	Amount of time added to time per coin/pulse for bonus coin/pulse. Adj. from 00:00 to 30:59 or unlimited time (99:00).
16	[DEBIT MODE] CREDIT MODE BOTH	Money counts down as coins are inserted. Money count up as coins are inserted. Money counts up as coins are inserted, plus a prompt of "ADD \$X MORE" if start price is not reached.
17	[DELAYED START] INSTANT START	Two second delay before timing starts after start price is reached. Timing starts as soon as start price is reached.
18	HL $\square\square$ [10]	Length of warning horn is seconds at one minute of time remaining.
19	[RESTART OFF] RESTART ON	Restart feature turned off. Full price required after time expires. Timer may be restarted with one coin for 20 seconds after time expires.
20	[STD] USER MIX	Standard greeting message is displayed. User programmed custom greeting message is displayed. Standard message then custom message is displayed.
21	M $\square$ : $\square\square$ [5:00]	Length of washdown cycle using remote control. Adj. from 0:00 to 9:59.
22	$\square\square\square\square$ [1 2 3 4]	Adjustable remote access code.
23	[ENG] SPH E & S	Standard message and prompt is displayed in English. Standard message and prompt is displayed in Spanish. Standard message and prompt is displayed in English then displayed in Spanish.
24	EXIT	Timer returns to standby.

## Inventory

Timer keeps a running count of coins deposited and manual cycles.

To show inventory press **SET**. timer will display COINS XXXX (Number of coin pulses since last cleared) then MANUAL XXXX (Number of washdown cycles used since last cleared).

To clear inventory: Press **SET** to display inventory. Press and hold **MODE** until display reads "CLR?". Release **MODE**. Press and hold **MODE** again until timer reads "DONE".

## Bonus Time Settings

Amount of time set in bonus time is added to regular time per coin/pulse (e.g. if you want to give 45 seconds for bonus time and your regular time per coin/pulse is 30 seconds, you would set bonus time at 00:15)

Bonus is disabled by setting bonus time to 00:00.

If bonus time is set to less than one minute, bonus time is added when bonus coin is reached and every coin after that until time expires.

If bonus time is set at 01:00 or more, bonus time will be a "one time" bonus. Bonus time will only be added for bonus coin or multiples of bonus coin (e.g. 16th coin, 32d coin, etc). Any other coin will only receive regular time per coin.

If bonus time is set to 99:00, when bonus coin is deposited, timer will show "-ON-" and timer will continue to run until coin switch wire is shorted to ground by a loop detector or other switch closure for a minimum of two seconds.

## Debit/Credit Mode:

Debit Mode: As coins are deposited display shows "\$1.75 MORE, \$1.50 MORE, \$1.25 MORE" etc. until start price is reached. Once start price is reached display switches to time accumulating until no more coins have been deposited.

Credit Mode: As coins are deposited display shows money accumulating (\$ .25, \$ .50, \$ .75 etc.). If timer is also set to Delayed Start Mode timer will continue to show money accumulating until no more coins have been deposited. If timer is set to Instant Start mode, as soon as start price is reached, timer will change to time counting down.

Both Mode: As coins are deposited display shows money accumulating (\$ .25, \$ .50, \$ .75 etc). If start price is not reached, after 5 seconds timer will alternate between "ADD \$X.XX MORE" and amount of money already deposited.

## Messages

Standard greeting message (English): "PLEASE DEPOSIT \$2.00 TO START".

Standard greeting message (Spanish): "POR FAVOR DEPOSITO \$2.00 PARA EMPEZAR"

Standard exit message (English): "THANK YOU"

Standard exit message (Spanish): "GRACIAS"

### Custom Message Programming:

A custom message can be programmed up to 64 characters ( a space counts as a character).

To program a custom message: Push **MODE** until STD appears on display. Push **SET** until USER appears on display. Push and hold **MODE** until “/” appears on right side of display. Push **SET** until first letter of your custom message appears on right side of display. Push **MODE** . The first letter of your message will move over one position to the left and an “A” will appear on the far right. Push **SET** until the second letter of your message appears on the right. Continue in this fashion until your message is complete. ( Push **MODE** to advance to the next space in your message, push **SET** to display the letter or character you need. The character you are programming will always be the far right digit.) At the end of your message you MUST put a “/” to indicate the end of the message. Once your message is complete, push and hold **MODE** until USER appears on the display. Push **MODE** until EXIT appears. Message programming is now complete

### Multi-Function Messages:

A custom message of up to 32 characters may be programmed for each of the six functions.

When in standby and that function is selected, the timer will display the custom message and then the standard message. When timer is counting down and a different function is selected, timer will display the custom message and then display the time remaining.

To program a custom message for any of the six functions: Press **S2** until time per coin for that function is displayed. Press and hold **MODE** until “/” appears on display, then proceed as above, use **SET** to set letter or character required then press **MODE** to advance to next space. When message is complete, hold **MODE** until timer shows “DONE”.

### Multi-Function Inputs:

To display time or price set for function 1: No voltage is applied to any input pins.

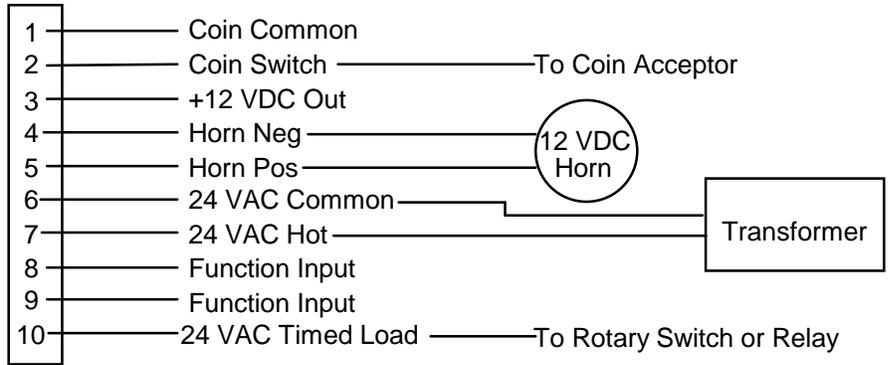
To display time or price set for function 2: Apply 24 vac hot to input pin 8

To display time or price set for function 3: Apply 24 vac hot to input pin 9.

To display time or price set for function 4: Apply 24 vac hot to input pins 8 and 9.

### TIMER WIRING

PIN #	FUNCTION
1	Coin Common
2	Coin Switch
3	12 VDC Out
4	Horn Negative
5	Horn Positive (12 VDC)
6	24 VAC Common
7	24 VAC Hot
8	Function Input
9	Function Input
10	24 VAC Timed Load



COIN ACCEPTOR WIRING

