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:

A **CYCLE** is the length of TIME (duration) you want your unit to run (spray). It is measured from 1 to 99 seconds. There are TWO **CYCLES**, labeled C_1 and C_2. Please note that you may choose to use only <u>C_1</u> or only <u>C_2</u> for each event.

An **EVENT** is any time your unit is scheduled to begin running the Cycle. 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 up to 20 EVENTS as needed. They will be listed in sequence as 01, 02, 03, etc.. and will be seen on the immediate <u>RIGHT</u> of the event time you scheduled your unit to begin running the cycle. Every **EVENT** has to be paired with either C_1 or C_2, never OFF.

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 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 event will still run in real time.

TIP: Watch for our "How To" video on www.shoo-fly.com

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 on. Do not program on super cap back up power.

Mode: Press to go to the next mode.

Enter: Press to save current entry.

OVR/PERMANENT:

a.   Press in regular time mode to act as manual override for C_1 duration.

DEL/PREV:

a.   Press to delete the displayed entry.

b.   Press to gradually decrease 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.

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.

DAY/YEAR:

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

b.   Press to select the desired day of the week in the DST (Daylight Savings Time) mode.

EVENT:

a.   Press to select OFF/C_1/C_2 in the schedule.

ENTER:

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

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

SETTING THE TIMER

Unit must be plugged into AC power to set the timer. When you plug the unit in allow 1-2 minutes for the super cap to charge. You should see **d9 100** and **r – 5 1 60.** If the screen stays blank, hit **ENTER**, if the screen stays blank hit the recessed reset button located to the right of the EVENT button. To hit the reset button you will need something small like the end of a paperclip, hold for 2 seconds to reset. When these symbols do appear, they will flash and you will see a blinking 12 Hour. Here is your option to use a conventional 12 hour clock or military 24 hour clock. If you want 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. Press **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**.
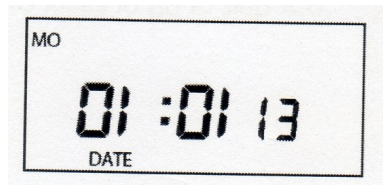
The screen will automatically change to the next mode: **Setting Clock**

Use the **HOUR/MONTH**, **MIN/DATE** buttons to set 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 you overshoot. When you have the correct time, AM or PM, Hour and minute. Press **ENTER.**

The screen will automatically change to the next mode: **Setting the Date**
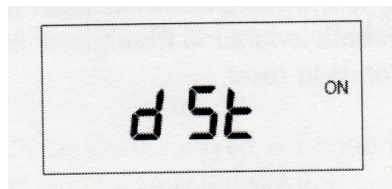
SETTING THE DATE

Program the month, day and year using the **HOUR/MONTH**, **MIN/DATE** and **SEC/DAY/YEAR** buttons. Make sure the year is correct, it will affect what day of the week, abbreviated, appears at the top of the screen.

Press **ENTER**.

The screen will automatically change to the next mode: **Setting Daylight Savings Time**

SETTING DAYLIGHT SAVINGS TIME

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

The screen will automatically change to the next mode: **Set Cycle Duration**

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** 60 seconds **C_2** 40 seconds

Event	Time	Choose One	Event	Time	Choose One
01	08:10 AM	C_1	05	10:00 PM	C_2
02	11:00 AM	C_1	06	03:00 AM	C_2
03	02:00 PM	C_1	07	_____	C_1 or C_2
04	05:00 PM	C_1	08	_____	C_1 or C_2

<u>SET CYCLE DURATION (C_1 and C_2)</u>
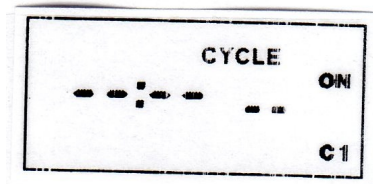
Using the **SEC/DAY** button, set the number of seconds you want for **C_1**. Use the **DEL/PREV** to go backward if you overshoot. If there is a number of seconds shown here already, you may change it or keep it. Press **ENTER** the screen will display **C_2**
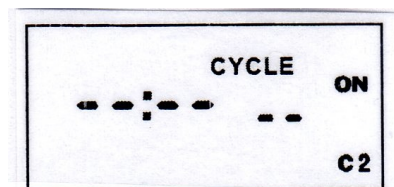
Using the **SEC/DAY** button, set the number of seconds you want **C_2**. Use the **DEL/PREV** to go backward if you overshoot. If there is a number of seconds shown here already, you may change it or keep it. Press **ENTER** and the screen will display **C_1** again. By pressing **ENTER** you will cycle back and forth between **C_1 and C_2**.

Press **MODE** The screen will automatically change to: **Schedule Event 01**

SCHEDULE EVENT 01

SCHEDULING EVENT 01:

```
┌─────────────────┐
│                 │
│   _ _:_ _  01   │        01: First Event
│                 │
│          SCH    │
└─────────────────┘
```

EVENT (01) Enter the time using the HOUR and MIN buttons to tell the unit when to come on. Be aware of AM and PM. (If there is a time already here, you may keep it or change it using the **HOUR/MONTH** and **MIN/DATE** buttons.)

The screen will change to:

```
┌─────────────────┐
│        AM       │
│                 │
│ OFF  08:10  01  │        08:10 AM time of 01 First Event
│                 │
│          SCH    │
└─────────────────┘
```

After you enter the time press the **EVENT** button. You may choose to use either Cycle: **C₁ or C₂.** Press **EVENT** button until you see the Cycle you want on left. **DO NOT USE "OFF"**
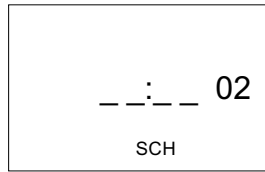
The screen should look like this:

```
┌─────────────────┐
│     AM    CYCLE │
│                 │
│  C₁  08:10  01  │        $C_1$ is chosen, either $C_1$ or $C_2$ can be used.
│                 │
│        SCH      │
└─────────────────┘
```

Press **ENTER** button to save the event. The screen will automatically change to: **Schedule Event 02**

SCHEDULE EVENT 02

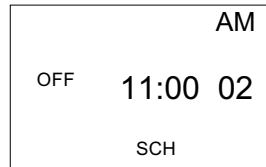## SCHEDULING EVENT 02:

```
 _ _:_ _   02

        SCH
```

02: Second Event

EVENT (02) Enter the time using the HOUR and MIN buttons to tell the unit when to come on. Be aware of AM and PM. (If there is a time already here, you may keep it or change it using the **HOUR/MONTH** and **MIN/DATE** buttons.)

The screen will change to:

```
                  AM

  OFF    11:00  02

        SCH
```

11:00 AM time of 02 Second Event

After you enter the time press the **EVENT** button. You may choose to use either Cycle: **C$_1$ or C$_2$**. Press **EVENT** button until you see the Cycle you want on left. **DO NOT USE "OFF"**

The screen should look like this:

```
        AM    CYCLE

  C₁   11:00  02

        SCH
```

C_1 is chosen, either C_1 or C_2 can be used.

Press **ENTER** button to save the event. The screen will automatically change to: **Schedule Event 03**

SCHEDULE EVENT 03

SCHEDULING EVENT 03:

```
 _ _:_ _   03

   SCH
```

03: Third Event

EVENT (03) Enter the time using the HOUR and MIN buttons to tell the unit when to come on. Be aware of AM and PM. (If there is a time already here, you may keep it or change it using the **HOUR/MONTH** and **MIN/DATE** buttons.)
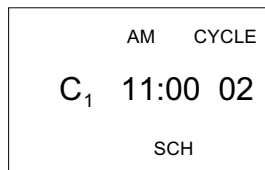
The screen will change to:

```
        PM

OFF   02:00  03

       SCH
```

02:00 PM time of 03 Third Event

After you enter the time press the **EVENT** button. You may choose to use either Cycle: **C$_1$ or C$_2$.** Press **EVENT** button until you see the Cycle you want on left. **DO NOT USE "OFF"**

The should look like this:

```
     PM    CYCLE

C$_1$   02:00  03

       SCH
```

C$_1$ is chosen, either C$_1$ or C$_2$ can be used.

Press **ENTER** button to save the event. The screen will automatically change to:
Schedule Event 04

SCHEDULE EVENT 04

SCHEDULING EVENT 04:

```
┌─────────────────┐
│                 │
│  _ _:_ _   04   │          04: Fourth Event
│                 │
│       SCH       │
└─────────────────┘
```

EVENT (04) Enter the time using the HOUR and MIN buttons to tell the unit when to come on. Be aware of AM and PM. (If there is a time already here, you may keep it or change it using the **HOUR/MONTH** and **MIN/DATE** buttons.)

The screen will change to:

```
┌─────────────────┐
│              PM │
│                 │
│  OFF  05:00  04 │          05:00 PM time of 04 Fourth Event
│                 │
│       SCH       │
└─────────────────┘
```

After you enter the time press the **EVENT** button. You may choose to use either Cycle: **C₁ or C₂.** Press **EVENT** button until you see the Cycle you want on left. **DO NOT USE "OFF"**

The screen should look like this:

```
┌─────────────────┐
│   AM    CYCLE   │
│                 │
│  C₁  05:00  04  │          C₁ is chosen, either C₁ or C₂ can be used.
│                 │
│       SCH       │
└─────────────────┘
```

Press **ENTER** button to save the event. The screen will automatically change to: **Schedule Event 05**

Repeat these steps for **SCHEDULING EVENTS**

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

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

For example your **CURRENT TIME** is 11:15 and 21 seconds AM on Friday your display should look like this:

AM   FR
OFF   **11:15 21**
AUTO

(11:15 21 is your current time. Current DAY, Friday, shows at the top. AM will also show. NOTE that display also shows OFF. It will display either C_1 or C_2 when it begins running.)

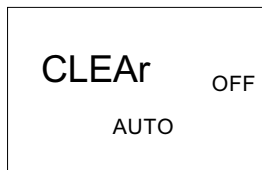Congratulations, you have set up your TORK timer.

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.
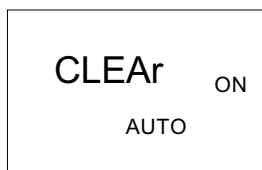
TO ERASE EVERYTHING AND START FROM THE BEGINNING:

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:

```
┌─────────────────────┐
│                     │
│   CLEAr      ON     │
│                     │
│        AUTO         │
│                     │
└─────────────────────┘
```

Press **ENTER,** erase everything. You will see 12 HOUR flashing start over.

TO REVIEW YOUR INPUTS

Please note that any of the information that is displayed can be changed during this process. You MUST press **ENTER** to store any CHANGES.

Your display should look like this:

```
       FR

   AM
OFF   XX:XX  XX

       AUTO
```

(XX:XX Your current time, day (FR), AM or PM, OFF and AUTO)

Press MODE. Your display will look like this:

```
       FR

   AM
OFF   XX:XX  XX

       MAN
```

This system will not operate in this mode (MAN)

Press MODE again.
> You will see your CLK time.   You can adjust the time. Hit ENTER to lock it in.

Press MODE again.
> You will see your DATE appear.   You can adjust the date. Hit ENTER to lock it in.

Press MODE again.
> dSt will appear.

Press MODE again.
> See C_1 time comes up. You may change this using the Second button, be sure to Hit ENTER to lock it in.

> Hit ENTER to toggle between C_1 and C_2.
> See C_2 appear. You may change this using the Second button, be sure to Hit ENTER to lock it in.

Press MODE again.
> See EVENT 01 appear. You may change this, but be sure to press ENTER to lock it in.

> Hit ENTER to advance to/edit next Event.
> See EVENT 02 appear. You may change this, but be sure to press ENTER to lock it in.

> Hit ENTER to advance to/edit next Event.
> EVENT 03 will appear.

> Hit ENTER to advance to/edit next Event
> EVENT 04 will appear. You may change this, but be sure to press ENTER to lock it in.

> Etc. When ALL events have come up and a blank EVENT shows, then

Press MODE again
> You will be back to correct time of day.