

# LED 3 DIGITIMER

## PROGRAMMING INSTRUCTIONS

PUSH MODE	DISPLAY	REPRESENTS
1 Time	CO:30	Time per coin
2 Times	LO:30	Long pulse time per coin
3 Times	ON.02	Number of coins to start
4 Times	CDPN	Operating Codes

**TIME PER COIN:** Adjustable from 0 to 9 min. 59 sec. (9:59). Set time per coin using INV/SET button. Each push of INV/SET button will increase time by one second. Holding INV/SET button in will rapidly decrease time.

**LONG PULSE TIME PER COIN:** Used for special applications only. To avoid problems, set to same value as time per coin.

**NO. OF COINS TO START:** Adjustable from 0 to 99. Push INV/SET button to increase no. of coins to start. Hold INV/SET button in and number will rapidly decrease.

**OPERATING CODES:** These four letters determine how the timer operates. For each of the four digits you have two choices.



AS SEEN FROM FRONT

### OPERATING CODE CHOICES:

**Digit 1:** **C** = Timer will display the number of coins in as they are deposited (01:IN, 02:IN, 03:IN, etc.).  
**T** = Timer will display time as coins are deposited (00:40, 01:20, 02:00, etc.).

**Digit 2:** **D** = 3 second delay before timer starts after turn on price is reached.  
**I** = Instant start. Timer will start immediately when turn on price is reached.

**Digit 3:** **P** = Horn will pulse for 5 seconds when timer reaches 1 min.  
**C** = Horn will be on continuous for last minute

**Digit 4:** **R** = Restart feature on. Timer may be restarted with one coin after time expires. This feature will be on for 20 seconds and is accompanied by the message, "ADD COIN TO CONTINUE." After 20 seconds, full price is required.

**N** = No restart feature. Full price required to start once timer has stopped.

These letters are not individually adjustable. Determine what operating method you desire and push INV/SET button until required sequence of letters is displayed.

Push and hold MODE button to return to run mode.

Timer can now be used without any further programming.

Standard greeting and goodbye messages will be displayed.

Standard greeting message: "PLEASE DEPOSIT XX COINS TO START."

Standard goodbye message: "THANK-YOU."

**CAUTION:** WHEN PROGRAMMING TIMER, TIMER WILL AUTOMATICALLY RETURN TO RUN MODE AFTER 30 SECONDS IF NO BUTTONS ARE PUSHED.

## PROGRAMMING YOUR OWN MESSAGE

Timer has 26 spaces available for message programming. Each space can contain a letter, number, special character, or one of the 16 library words.

Special characters available: \* \$ € ( ) - + = ?

Library words are as follows:

DISPLAY SHOWS	REPRESENTS	DISPLAY SHOWS	REPRESENTS
COME .....	Come	TOKE .....	Token
VACU .....	Vacuum	AGAI .....	Again
STAR .....	Start	PLEA .....	Please
WELC .....	Welcome	DEPO .....	Deposit
CAR .....	Car	GOOD .....	Good-bye
WASH .....	Wash	COIN .....	Coin
THAN .....	Thank-You	TO .....	To
USE .....	Use	CONT .....	Continue

02, 03, etc. Number of coins to start. Whatever is programmed into coins to start mode is what will appear.

The timer also contains the character "/". This character SHOULD NOT be used in your message. It is used to signify the end of the message.

To get timer to message programming mode, push MODE button 4 times. Timer will be displaying operating codes. Push and hold MODE button again to advance to message programming mode. When in message programming mode, the display will show the contents of four spaces at a time. You will program your message one space at a time. The space you are programming will always appear in digit 1, or left digit, except when library word code appears.

Push MODE button to advance from space to space. Use INV/SET button to select letter or library word needed in that space.

A "/" in digit 1 is used to indicate the end of the message.

### EXAMPLE:

To program timer to say "WELCOME TO DIXMOR CAR WASH" as the greeting message and "THANK-YOU PLEASE COME AGAIN" as the goodbye message:

1. Push MODE button 4 times. Display will show operating codes.
2. Push and hold MODE button to enter message programming mode.
3. Push INV/SET button until "WELC" appears on display.
4. Push MODE button to advance to next space.
5. Push INV/SET button until "TO" appears on display.
6. Push MODE button. Push INV/SET button until "D" appears in digit 1.
7. Push MODE button. Push INV/SET button until "I" appears in digit 1.
8. Push MODE button. Push INV/SET button until "X" appears in digit 1.
9. Push MODE button. Push INV/SET button until "M" appears in digit 1.
10. Push MODE button. Push INV/SET button until "O" appears in digit 1.
11. Push MODE button. Push INV/SET button until "R" appears in digit 1.
12. Push MODE button. Push INV/SET button until "CAR" appears on display.
13. Push MODE button. Push INV/SET button until "WASH" appears on display.
14. Push MODE button. Push INV/SET button until "/" appears in digit 1 (end of greeting).
15. Push MODE button. Push INV/SET button until "THAN" appears on display.
16. Push MODE button. Push INV/SET button until "PLEA" appears on display.
17. Push MODE button. Push INV/SET button until "COME" appears on display.
18. Push MODE button. Push INV/SET button until "AGAI" appears on display.
19. Push MODE button. Push INV/SET button until "/" appears in digit 1 (end of goodbye).
20. Push and hold MODE button to return to run mode.

Programming is now complete.

**INVENTORY:** Timer keeps a running total of coins deposited. Inventory can be read two ways: by passing a magnet in front of timer; or by pressing INV/SET button.

To reset inventory to zero: Push INV/SET button to display current inventory. Push and hold MODE button until timer displays "CLR?" Push and hold MODE button again until display shows "DONE."

To return to run mode press INV/SET button.

(Note: timer will automatically return to run mode after 30 seconds).

## HELPFUL HINTS FOR PROGRAMMING

Use MODE button to advance from space to space.

Use INV/SET button to select letter or library word needed in that space.

A "/" MUST be used at the end of greeting and goodbye messages

If no goodbye message is used, a "/" "/" MUST be used at end of greeting.

A blank space must be used between words that are not library words.

Total length of messages, including blanks and "/" cannot be more than 26 spaces.

Library words count as one space.

REMEMBER: If no buttons are pushed for 30 seconds, timer will return to run mode.

To erase message and return to standard greeting and goodbye messages:

Push INV/SET button to display current inventory.

Push and hold MODE button until display shows "CLR?."

Push and hold MODE button until display shows "DONE."

Display should now show 0000.

Push and hold MODE button until display shows "CLR?."

Push and hold MODE button until display shows "FAIL."

All programmable data has now been erased. You must now reprogram time per coin, no. of coins to start, and operating codes.

Standard greeting and goodbye messages will be displayed.

## DIGITIMER TROUBLE SHOOTING GUIDE

### NO DISPLAY

Verify that 24 volts AC is present between RED and GREEN wires. Disconnect power for 5 seconds and then reapply. If display now lights up, you probably had a severe electrical surge in your system, and reprogramming may be necessary. If display still does not light up, something has failed. If unit has been in storage, the battery may be low. Apply power for 30 minutes, then disconnect power for 5 seconds, then reapply. If unit still does not light up, return for repair.

### NO OUTPUT

If timer has been working properly and suddenly failed, you may have a timer problem or some other problem. Assuming timer is showing that it should be on, take a small piece of wire and short between pins 9 and 10 in the harness plug; if system now runs, your timer is in need of repair.

### SYSTEM WILL NOT STOP

If no time is showing on display, disconnect the white #10 wire. If system now shuts off, timer is probably defective. If system continues to run, you probably have a defective motor starter or a short. Timer is now out of the system.

### COINS DO NOT ADD TIME

Disconnect the brown #2 wire and touch it to the green #6, being sure you touch metal to metal. Each time you touch them together, you should get 1 coin's worth of time. If you do, you probably have a defective coin acceptor, or possibly a low voltage problem or broken wire.

### NO HORN

On new installations, verify that polarity is correct; PLUS to the orange wire and NEGATIVE to the blue wire. Horn must be rated for 12 volts DC. Substitute known good horn to verify.

### DISPLAY READS "FAIL"

Either a continuous coin pulse is coming to timer or the program has been lost. First, push MODE button. If FAIL does not go away, coin acceptor is bad. If FAIL goes away, program has been lost. Reprogram and then disconnect power for 5 seconds and then reapply. If FAIL comes back on, battery is bad.

DIGITIMER WIRING INSTRUCTIONS FOR VARIOUS COIN RECEIVERS

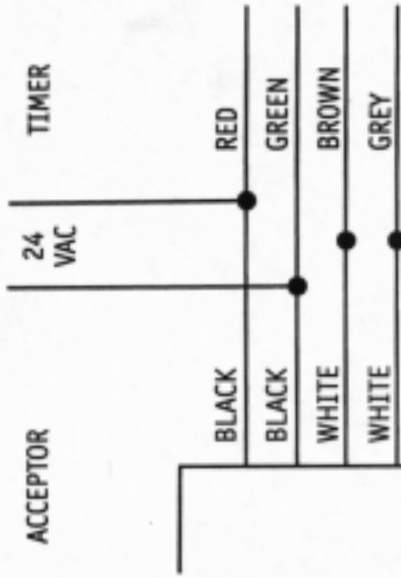
DIGITIMER, REAR VIEW

- |    |               |
|----|---------------|
| 10 | TIMED LOAD    |
| 9  | LOAD IN       |
| 8  | 24 VAC OUT    |
| 7  | 24 VAC HOT IN |
| 6  | 24 VAC COM IN |
| 5  | HORN POS. +   |
| 4  | HORN NEG. -   |
| 3  | + 12 VDC OUT  |
| 2  | COIN SIGNAL   |
| 1  | COIN COM.     |

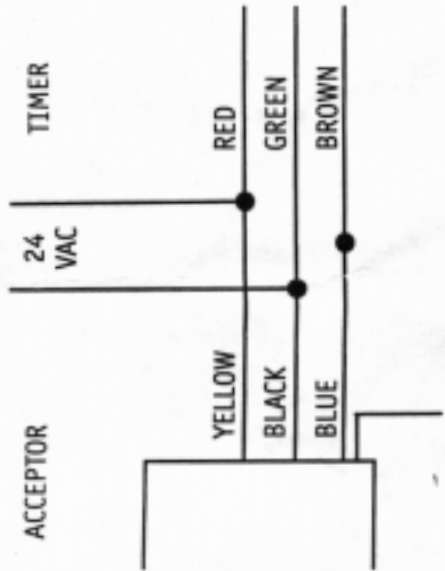
- WHITE
- BLACK
- BLACK
- RED
- GREEN
- ORANGE
- BLUE
- ORANGE
- BROWN
- GREY



QUESTOR

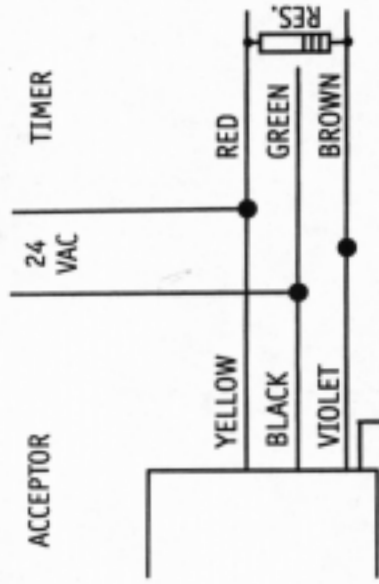


SLUGBUSTER OR DC SENSORTRON



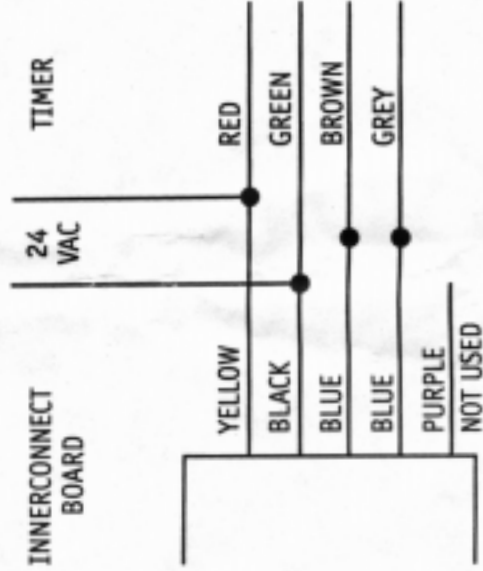
SB violet not used

AC SENSORTRON

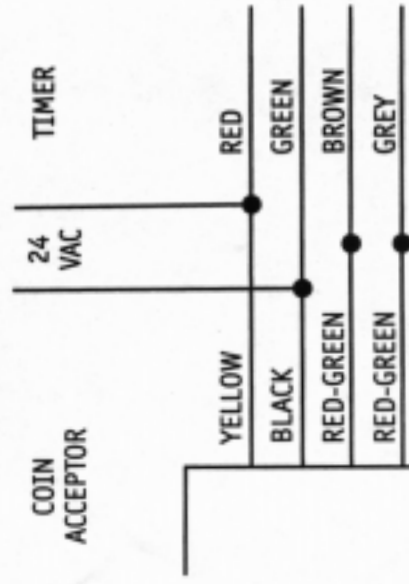


NOTE: A 1000 ohm 1/2 watt resistor must be installed as shown for unit to work.

MICROCOIN



4 WIRE SENSORTRON AND MA 800



IF YOU HAVE ANY PROBLEMS OR QUESTIONS, PLEASE DO NOT HESITATE TO CALL NICK OR MORRIS AT:

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