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)

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

or
(min)

9 T1 min	=	Timer 1 min
876:9 9		9876,99min

clock

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

– 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

– 3 programs:
   COM common Start/Stop of timers
   SING individual Start/Stop of timers
   AUTO/SING automatic Repeat function

– **keys**   1 START/STOP key
                1 MODE/FUNCTION key (toggle of functions)
                1 DISPLAY/SELECT key (selects Timers 1- 4 or
                   Real-time clock in Display)
                1 SET/DIGIT key (entry of data into the timers or the
                   Real-time clock)
                1 TIMER (1)+4 key (Special Function; see below)
                1 FLYBACK-SET key (on the upper side of the case)

– **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. In-
   sert battery (IEC R6-AA), observing
   polarity. Slide battery cover back in.
– Set the clock at zero (Reset)
– Set the current time. (See „Setting
   the Real-time clock" below.)

Index
a) Reset
b) toggling between the time units
   SEC and MIN
c) selection of program
d) START/STOP function
e) Stop-watch, Count-down, and
   Real-time clock
f) Special Function
g) manual or automatic Repeat
h) pre-setting the count-down time
i) setting the Real-time clock
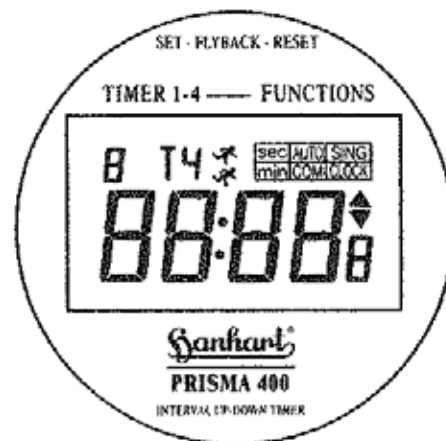
a) Reset

By simultaneously pressing the START/STOP key and the FLYBACK-RESET key on the upper side of the case, all time values and the programmed memory are deleted except that of the Real-time clock. 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) Selection (Stop-watch, Count-down, and Real-time Clock)

– By repeatedly pressing the DISPLAY/SELECT key, the Real-time clock (symbol: CLOCK), and **Timers 1 through 4** (symbols: T 1, T 2, T 3, T 4) may be selected one after the other.

– If no value was entered into any of the timer memories, then when the timer is started, it counts from zero upward in the normal stop-watch manner.

– If a value was entered into a timer memory, then when it is started, 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.

d) START/STOP function

– Depending on the program, the timers are controlled individually or jointly by the START/STOP key. The operation of a timer in the background, i. e., not directly visible, is indicated by a flashing figure. The operation of a timer visible in the display is indicated by a second figure which is not flashing. Examples:

when a flashing figure is visible,
   one or more timers are active in the background, but the timer visible in the display is not active

when a non-flashing figure is visible,
   then only the timer visible in the display is active

when both a flashing and a non-flashing figure are visible,
   then one or more timers in the background as well as the timer visible in the display are active

when no figures are visible, then all of the timers are inactive

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.