EB1/EB2 Segment Timer Operating Instructions

The SPECTRUM Corporation EB1/EB2 Segment Timer can be set to operate in any of four modes: Practice Segment Timer (either in minutes or seconds), JV Clock, and Snap Clock.

To set up the timer, open the trap door labeled “SEGMENT” on the back of the timer, and remove the controller. Plug the controller into the round female receptacle located on the left side of the control storage area. Plug the six-foot black power cord into a 10-amp 120-volt outlet or grounded 3-prong extension cord. Each time 120-volt power is applied, the lamp display will display the digit 1, and the controller LCD display will display the default Practice Segment Timer mode output:

SEG 1 U 5 min

Practice Segment Timer Mode

In the Practice Segment Timer mode, the lamp display shows the current segment number, and the LCD display on the controller shows the current segment number, the length of the current segment, whether the segments are going up or down, and if the clock is on. When power is applied, the default display shows that the current segment is segment 1, the default segment length is 5 minutes, the clock is off, and the segments count up. All of these data may be changed.

When the clock is on, a star “*” appears next to the “U” or “D” on the LCD display. In addition, the LCD display will be rewritten every second. The lamp display will show only the segment number during the duration of the practice segment, and will blink on and off at a 1-second during the last minute of the segment. At the end of the segment, the horn will blow for 2.5 seconds, and the lamp display will blink faster during the intersegment time. The default intersegment time is 5 seconds, which may be changed.

Key and Switch Functions

Numbers

Pressing a number key on the controller always stores the number for use by one of the function keys or switches. If more numbers are pressed than are needed for the desired function, only the last numbers entered are used. Each function uses the numbers it needs, and then erases all the numbers that have been stored.

SET SEG Key

...sets the segment on the lamp display and the controller LCD display and makes it the current segment, using the stored number. If no number has been stored, or if the last two numbers stored were 00, the segment is set to “1”; there is no segment 0. The maximum segment number is 99. This function will not work while the clock is running.

SET TIME Key

...sets the time for the current segment only, and shows it on the controller LCD display. This function will not work while the clock is running.

CLOCK ON/OFF Key

...starts or stops the clock for the current segment. If the clock is turned on, an asterisk “*” is shown on the controller LCD display; if the clock is turned off, the asterisk “*” is removed.

SET DEFAULT Key

...sets the default segment time for all segments that have not been specifically set with the TIME Switch . This function will not work while the clock is running.

UP/DOWN Key

...toggles the segment advance mode Up or Down. The mode shows on the controller LCD display as “U” or “D”. In the Up mode, segments increase up to segment 99; after segment 99, the lamp display shows “1” and the clock turns off. In the Down mode, segments decrease; when the segment decreases to “1”, the clock turns off. This function will not work while the clock is running.

MODE Key

...changes the operational mode of the EB1/EB2 Timer, changes the intersegment time, or restores the LCD display on the controller. The following number sequences change the mode: (I.E. 9123 MODE)

9 1 1 1 - MODE - Changes (back) to Practice Segment Timer (Minutes) mode

9 2 2 2 - MODE - Changes to JV (2-digit) Clock mode

9 3 3 3 – MODE - Changes to Snap Clock mode

9 4 4 4 – MODE - Changes to Practice Segment Timer (Seconds) mode

9 1 2 3 – MODE - Changes to Test Mode (use to check lamp bulbs)

The mode cannot be changed while the clock is on. If the stored number does not match any of the mode change sequences, and is not 0 (i.e. some number has been entered but the last two numbers are not zeros), the last number or last two numbers entered are used to set the intersegment time. This time is never displayed—you can only tell by seeing how long the segment number is in fast blink mode between segments. This time may not be changed while the clock is on.

JV Clock Mode

In the JV Clock mode, the lamp display shows the current time, and the LCD display on the controller shows the current time, whether the clock is going up or down, if the Automatic horn is enabled, and if the clock is on.

JV Clk A * D 0:00

If the current time is less than 1 minute, lamp display shows the number of seconds, and

if the current time is more than 1 minute, the lamp display shows the number of minutes. If the time is 0:00, the display is steady, otherwise if the clock is off, the display blinks on and off. While the clock is on, the lamp display is always on; if the numbers change every second, the clock is in the last minute, and if not the number shown is minutes.

A “U” or “D” appears on the controller LCD display to show that the clock currently runs Up or Down. When the clock is on, a star “*” appears next to the “U” or “D” on the LCD display, and the LCD display is rewritten every second. If the Automatic horn is enabled to blow when the clock (in the Down mode) reaches 0:00, an “A” appears on the LCD display.

Key and Switch Functions

Numbers

Pressing number keys on the controller always store the number for use by one of the function keys or switches. If more numbers are pressed than are needed for the desired function, only the last numbers entered are used. Each function uses the numbers it needs, then erases all the numbers that have been stored.

SET SEG Key

...toggles the Automatic Horn enable on and off. If the autohorn is enabled, an “A” appears on the LCD; the “A” is removed when the autohorn is disabled. If the Automatic horn is enabled, the horn blows for 2 seconds when the (down) clock reaches 0:00. This function will not work while the clock is running or if the clock is in Up mode.

SET TIME Key

...sets the JV Clock time and shows it on the controller LCD display and the lamp display (minutes or seconds only). This function will not work while the clock is running.

CLOCK ON/OFF Key

...starts or stops the clock. If the clock is turned on, an asterisk is shown on the controller LCD display; if the clock is turned off, the asterisk is removed.

SET DEFAULT Key

...is not used and has no effect.

UP/DOWN Key

...toggles the clock mode Up or Down. The mode shows on the controller LCD display as “U” or “D”. In the Up mode, the clock runs up to 99:59, then starts over at 0:00. In the Down mode, the clock runs down to 0:00, when the clock turns off. This function will not work while the clock is running.

MODE Key

...changes the operational mode of the EB1/EB2 Timer or restores the LCD display on the controller, and works exactly like the Practice Segment Timer except that in the JV Clock mode the Practice Segment Timer intersegment time cannot be changed. The mode cannot be changed while the clock is on.

Snap Clock Mode

In the Snap Clock mode, the lamp display shows the snap clock, and the LCD display on the controller shows the snap clock and if the clock is on. The default snap time is 25 seconds.

Snap Clock 25

The lamp display always shows the current remaining snap time. When the clock is on, a star “*” appears on the LCD display, and the LCD display is rewritten every second. When the clock reaches :00, a two second horn blows, the clock is reset to the snap time, and the clock is turned off.

Key and Switch Functions

Numbers

Pressing number keys on the controller always store the number for use by one of the function keys or switches. If more numbers are pressed than are needed for the desired function, only the last numbers entered are used. Each function uses the numbers it needs, then erases all the numbers that have been stored.

SET SEG Key

...is not used and has no effect.

SET TIME Key

...sets the Snap Clock snap time from the stored numbers, makes this the current time, and shows it on both the lamp display and the LCD display. This is the time which will run when the clock is reset. The maximum snap time is 99 seconds. This function will not work while the clock is running.

CLOCK ON/OFF Key

...starts or stops the clock. If the clock is turned on, an asterisk “*” is shown on the controller LCD display; it the clock is turned off, the asterisk “*” is removed.

SET DEFAULT Key

...resets the clock to the snap time and turns off the clock if is current on.

UP/DOWN Key

...is not used and has no effect.

MODE Key

...changes the operational mode of the EB1 Timer, and works exactly like the Practice Segment Timer except that in the Snap Clock mode the Practice Segment Timer intersegment time cannot be changed. The mode cannot be changed while the clock is on.

Key Function Summary

Practice Segment

Set Seg - Set Segment Number
Set Time – Set Segment Time
Clock On/Off – Clock on/off
Set Default – Set Default Seg. Time
Up/Down – Set Up/Down Mode

JV Clock

Set Seg – Auto Horn On/Off
Set Time – Set Clock
Clock On/Off – Clock on/off
Set Default – Not used
Up/Down – Set Up/Down Mode

Snap Clock

Set Seg – Not Used
Set Time – Set Snap Time
Clock On/Off – Clock on/off
Set Default – Reset Snap Clock
Up/Down – Not used