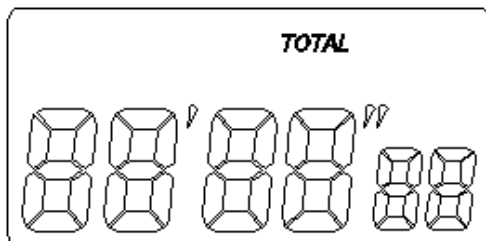


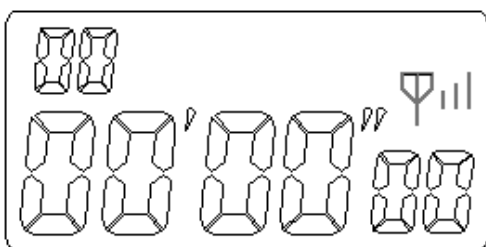
MOTORADER LAP TIMER

Before you use the lap timer

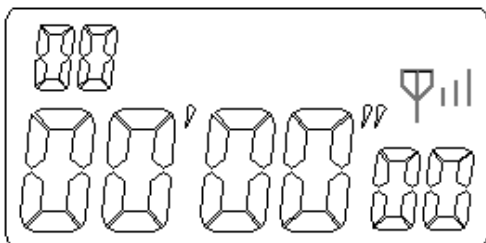
1. Turn on the power. The switch should be at the On position; The LCD will show the total lap time of last session;



If the record has been cleared, the signal receiver will start to work; And LCD will show:



2. Press <CLR> for more than 2 seconds, the memory will be cleared, and signal receiver will be turned on; The LCD will show:



3. Before you start the bike, please make sure that the signal receiver is on ;(Make sure that the sign is active)
4. When the LCD shows that the signal receiver is on, the <UP>\<Down>\<SUM> will be inactive;
5. When the bike passes the infrared signal for the first time, the lap will turn 1, and the timer starts to count;
6. The last lap record will be shown for 10 seconds on the LCD; and then the real time record will be displayed;
7. To stop time counting, press the <CLR> button; The signal receiver will be turned off, and the total time will be displayed on the LCD;

After you use

9. When the signal receiver is off, <CLR> is inactive, unless press it by 2 seconds to clear the memory and start the next counting;
10. When the device is idle for 20 minutes(no signal, no button touch) the system will go to sleep status to save power:
 - The time tolerance of this device is 0.0035 seconds for each lap; (CPU)
 - This device is designed for track day and trainers; It has all basic function that is required for track day.
 - Product size: 60mm x 40mm x 12mm
 - Max Lap time and Max total time: 99 minutes 59 seconds;
 - Max lap to record: 64 laps;
 - When there is continuous signal, only the first signal will be counted;
 - The signal receiver is built in the timer, make sure the receiver is exposed to the "signal wall" created by the transmitter;
 - The laser pointer helps to build the signal wall; Make the "wall" as vertical to the track as possible;
 - When you are not able to expose the signal receiver to the "signal wall", try to turn the "wall" to different angles;