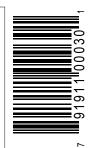
DIGITAL POWER SOURCE

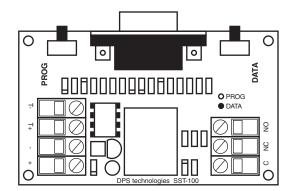
Technical Specifications

SST-100

Minuterie multi-fonctions à programmation rapide (RS232) 12 - 24 Vdc 8 amps Multipurpose on board and software programming timer (RS232)

- Operating voltage : 12 to 24 Vdc - Standby current : 1 mA at 12 Vdc, 3 mA at 24 Vdc - Operating current : 18 mA at 12 Vdc, 24 mA at 24 Vdc



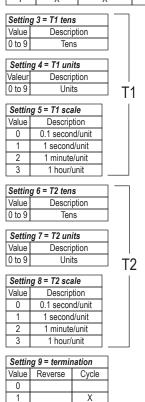


SETTING CHARTS

Setting 0 = Mode
For future use (non
programmable)

Setting 1 = Initial cycle			
Value	Description		
0	No initial cycle		
1	Initial cycle on power up		

Setting 2 = Trigger				
Value	Start on release	Re-energize on application	Start on application	
0				
1			Х	
2		Х		
3		Х	Х	
4	Х			
5	Х		Х	
6	Х	Х		
7	X	Х	X	



2

3

Х

Х

χ

- Relay output SPD	Γ, 8 amps at 30 Vdc			
- Vital function LED				
- Snap Track compatible'				
- Height : 0.800"	20.3 mm (without double sided tape)			

- Height: 0.800" 20.3 mm (without 25.4 mm - Width : 1.000"

- Accuracy +/- 1%

- Adjustable : .1 second to 99 hours

- Length : 2.700" 68.6 mm

SST-100 on board programming

On the board, you will see 2 programming switches and one vital function LED. One of the switches is identified as PROG and the other switch is identified as DATA. The LED blinks every 6 seconds to indicate it is functional. The LED also gives you the internal value and the location of the active setting.

PROGRAMMING: With the help of the setting charts, please note the modifications you want to do.

STEP 1 : Choose the settings

By maintaining the DATA switch for a minimum of 2 seconds, the LED will blink rapidly during 2 seconds to indicate it is in the programming mode. After, the blinking LED will indicate in which setting it is located. Ex. 3 blinks means in setting 3. By maintaining the DATA switch, you press once on the PROG switch to change the settings. Each impulse increases the setting by 1 and returns to 0 after the 9th pulse. Once you attain the chosen setting, release both switches and the LED will blink rapidly during 2 seconds to indicate that it is now out of programming mode. The LED is now in vital function mode and you are ready to modify the value of the setting. setting.

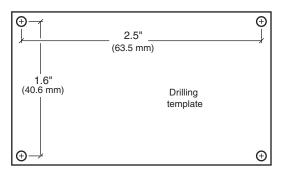
STEP 2 : Change the value of the setting

By maintaining the PROG switch for a minimum of 2 seconds, the LED will blink rapidly during 2 seconds to indicate it is in programming mode. After that, the blinking LED will indicate the value of the actual setting. Ex. The LED blinks twice to indicate that the value of the setting is 2. Now by maintaining the PROG switch, press the DATA switch to change he value of the setting. Each impulse increases the value of the setting by 1 and returns to 0 after attaining the maximum value in the chosen setting. See table settings. Once the value has been modified, release both switches. The LED will blink rapidly during 2 seconds to indicate that you are out of programming. The LED is now in the vital function mode and your setting is now modified.

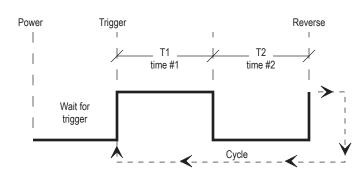
If other settings need to be modified, repeat steps 1 and 2. The timer is ready to operate if no other settings need to be modified.

FACTORY DEFAULTS

To replace the timer values set by default, cut the power to the board. Press both switches simultaneously. In maintaining both switches depressed, supply power to the board and release switches after 3 seconds. The timer is now initialized again.



PROGRAMMING THE SST-100 MULTI-PURPOSE TIMER



- If you choose *Initial cycle* as setting, the timer will start at T1 when you apply power and the stand by time.

- If you choose Start on release, the timer will start on the release of the trigger.

- If you choose *Re-energize on application*, the trigger will remain available to restart the timer.

- If you choose Start on application, the timer will start when you apply the power.

- If you choose *Reverse*, the relay will change status when T2 expires.
- If you choose Cycle, the timer will work continuously until power is removed.
- At the end of T2, the timer always reverse its status.
- If T2 is configured as 0, the timer will stop after T1 even if Cycle is selected.

EXAMPLES

