

## **Addendum for Timer AC4 Autocross Timers running F.03 Code (Cone Function)**

When using a Timer AC4 running F.03 code, the STOP TIMER function is replaced by the CONE function on the keypad as key [1]. The following is the operation of the CONES function in addition to the standard function of the Timer AC4.

When a car breaks the finish line beam or when the MANUAL STOP key is pressed on the keypad, the run number on the Timer AC4 display changes to the number of penalty cones starting with zero. The actual time is automatically sent to the printer and the display ports as actual time plus 0 cones. Each time the [1] key is pressed, the cone count is incremented by 1 for the last timer stopped. To redisplay or reprint the actual time and updated cone count, press the [8] key.

The CONE function is disabled when running the Timer AC4 in PC mode. To interface a PC to the Timer AC4 to run custom software in the PC, it is suggested to use the LOG mode. LOG mode will provide very concise output when a run completes or the actual time/cone count are redisplayed.

The cone count allows for a maximum of 9 cones to be selected. If the incorrect number of cones is entered, continue pressing the [1] key. The cone count will cycle from 9 back to 0 to allow for correction of bad entries.

If the CONTINUE function is pressed on the keypad, the cone count reverts back to the original run number and the timer is updated with the correct count. When the timer is once again stopped, the run number will be replaced by the zero cone count.

Pressing the SET OFF COURSE function on the keypad will set the actual time to the maximum allowed and replace the run number with the zero cone count.