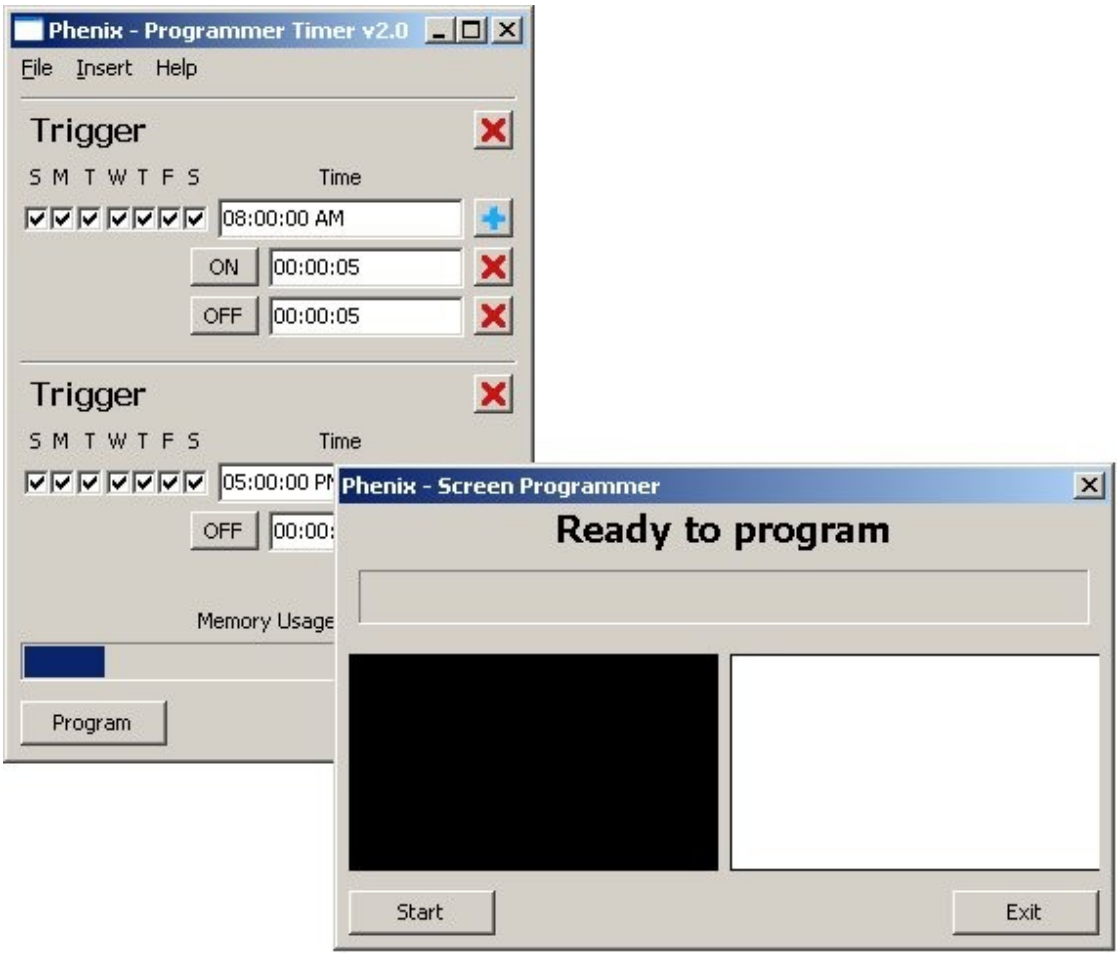
PHENIX

Phenix Programmable Timer
Version 2.0



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Overview

The Phenix Programmable Timer v2 application provides a PC interface for programming Phenix Clock Timers. Phenix Clock Timers are clock trigger based, waiting for a specific time of the week that triggers a series of intervals. An interval is the length of time the device output will remain in a specified state. A trigger will activate the interval series from top to bottom. The cycle will repeat until another trigger is activated or an interval with time 00:00:00 is reached.

Menus

Figure 1-1

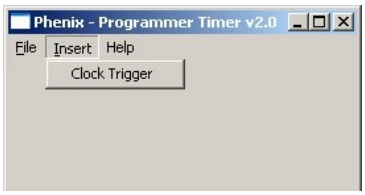

Figure 1-2

Figure 1-3

File Menu

To open previous timer settings or save the current timer setting, select *Open*, *Save*, or *Save As* from the *File* menu. Phenix Timer files use the *phx* file extension and store the timer settings using XML formatted text.

Insert Menu

To insert a new trigger to the timer, select *Clock Trigger* from the *Insert* menu.

Figure 2-1

When prompted with the *Clock Trigger Dialog*, input the desired trigger time and mark the appropriate days for this trigger. These are only the initial values for the trigger and can be altered at any time. Triggers will always be displayed in chronological order, starting from 00:00:00 and ending with 23:59:59. For valid trigger times, see section Trigger Time Format.

Help Menu

For program version and company information, select *About* form the *Help* menu.

Interface

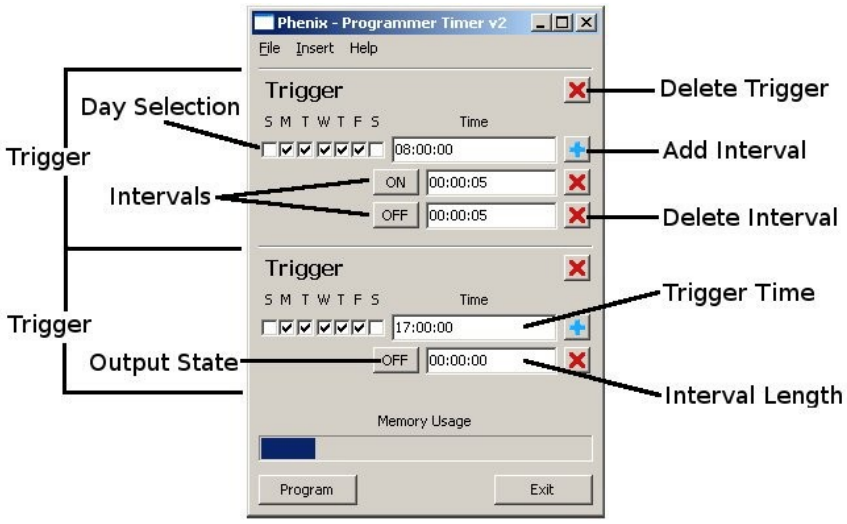

Figure 3-1

Trigger Display

A trigger section consists of *Day Selection* check boxes, *Trigger Time* region, *Delete Trigger* button, *Add Interval* button, and all intervals associated with this trigger. The *Delete Trigger* button will remove this trigger and all of the intervals associated with it. The *Add Trigger* button will append a new interval to the end of the interval sequence associated with this trigger.

Changing the trigger time will cause the display to resort all the triggers into chronological order, starting from 00:00:00 and ending with 23:59:59 PM. For valid trigger times, see section Trigger Time Format. A trigger can have a maximum of 33 interval associated with it. The interval will be executed in the order they are displayed, going from top to bottom. The interval sequence will automatically repeat until another trigger is activated or an interval with time 00:00:00 is reached.

Interval Display

An interval consists of the *Output State* button, *Interval Length* text region, and *Delete Interval* button. The *Delete Interval* button will remove this interval from the sequence. The *Output State* button will toggle between ON and OFF. The output of the device will be set to the condition of the *Output State* for the duration of the interval length. For valid interval lengths, see section Interval Format.

Memory Usage

The *Memory Usage* bar indicates the amount of memory used based on the currently displayed timer settings. Memory size varies for each device. The program allows adding triggers and interval even if the memory size has been exceeded. This can be useful while configuring a timer, however, programming is not permitted unless the memory size is less than the available memory.

Program Button
The *Program* button Transfers the displayed timer settings into a remote programming device. See section Screen Programming. Before transferring the timer settings can begin, the follow conditions must be met:

1. There is at least one trigger.
2. Each trigger must have at least one interval.
3. The memory usage must be less than the maximum memory available.

Trigger Time Format
Trigger times are 24 hour based displayed in *HH:MM:SS* format with time *00:00:00* as *12:00:00 am*. Time can be entered using either 24 hour format or alternative 12 hour format using AM/PM. For example, *10:30:00 pm* is a valid entry. Entries based on the 12 hour clock will automatically be converted and displayed in 24 hour format. Entry *10:30:00 pm* will be converted to *22:30:00*.

Interval Format
Intervals are displayed in the format: DD HH:MM:SS, representing days, hours, minutes, and seconds respectively. Days will only be displayed if the interval exceeds 24 hours. Times will always be displayed using lowest number values, ie. 24 hours will be converted to 1 day. The program will make its best attempt at converting text into a time. It is possible to enter a value and unit combination. The following units are valid: day(s), d, hour(s), hr(s), h, minute(s), min(s), m, second(s), sec(s), s. For example, *15 hrs* will be converted to *15:00:00*.

Screen Programming

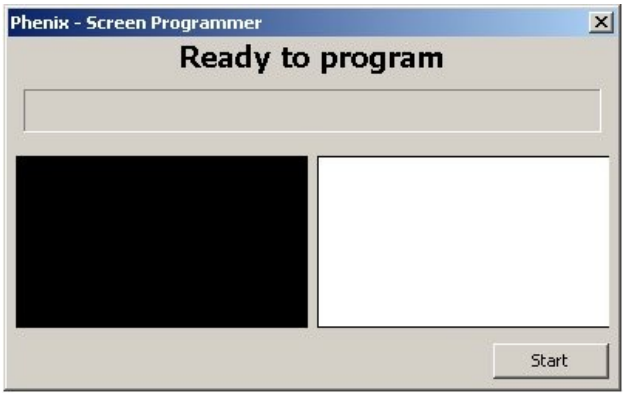

Figure 4-1

Before programming a 9211 remote, ensure the remote is out of power save mode by pressing the remote's button. The 9211 remote will respond by a solid LED followed by blinking. The remote will stay in active mode for three minutes unless the button is pressed, restarting the three minute countdown. During active mode, the remote will periodically blink the LED once indicating it is ready to receive a program. Next, press the start button and hold the remote to the screen, keeping the center of the remote between the black and white regions. After a three second delay, the regions will swap colors and transmit the program into the remote. The remote will turn ON the LED for the duration of the transmission, indicating that the program is being received. If the LED does not activate or

deactivates before the end of the transmission, then a problem occurred during transfer. At the end of the transmission, the remote LED will blink rapidly, indicating a successful transfer. If the LED does not blink rapidly at the end of the transmission, the correct amount of information was received, but the data was corrupted during transfer.

Tips for successful transfers

- Hold the remote a half to one inch away from the screen
- Hold the remote steady in the middle, both horizontally and vertically, of the two regions, ie. keep the LED in between the two regions
- Hold the remote steady for the entire duration of the transmission. Propping an elbow on a stable surface can prevent arm fatigue and shakiness
- Slow response monitors or slow computers may not be able to keep up with the speed of the transfer
- External light sources may reflect on the screen making it difficult for the remote to distinguish between the colors. Adjust the angle of the monitor or turn OFF lights