

"Turning the light on around the world"

Touch-Plate[®]
Lighting Controls
www.touchplate.com



Time-Keeper[®]



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Introduction to the Time-Keeper®

Figure 3.1 shows a Time-Keeper®. The Time-Keeper® is the brain for the Relay Panel. Time-Keeper® allows for Analog and Digital Inputs and Outputs, two Serial Ports, Communication with Digital Smart Switches, and 2-Wire Control Station Integration. Time-Keeper® is an astronomic Timeclock; therefore it can perform Time based control. Time-Keeper® is also a programmable control panel. This means that Time-Keeper® can create up to 72 scenes, provides Dimming functions, and Daylight Harvesting with addition of a photocell functions as well.

Time-Keeper® allows for lighting loads in the panel to be programmed ON or OFF or any combination within the same Scene. For example: Most businesses that have a 1st shift require that several lights need to be turned ON before the work day starts. During that same time there are several lights outside that need to be turned OFF (sign lights, outside lighting, etc). Using Time-Keeper®, a Morning Scene can be created to turn the lights ON that need to be ON and the lights OFF that need to be OFF.

It is completely normal to see the LED's on the left side of the Time-Keeper® blinking from Red to Green. This is proof that the "brains" inside the case are working.

The LCD / Keypad Display is removable. The internal Timeclock and non-volatile memory is inside the plastic housing, so all the functions will work with the LCD removed. The LCD can be removed or inserted while power is on without the risk of ruining the Time-Keeper®. If standard RS-485 Dimmers and/or Smart Switches are being used, the Time-Keeper® will continue to operate even with the LCD removed.

Any Touch-Plate® Control Station can be used to control Time-Keeper® relays and dimmers.

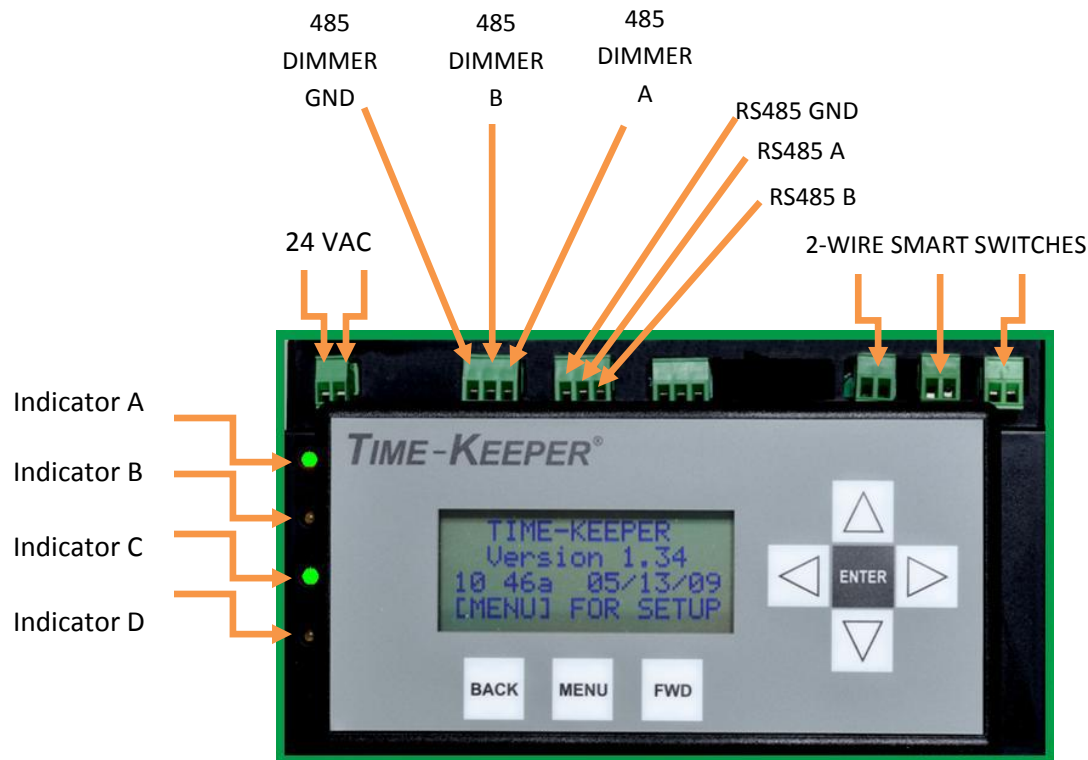


Figure 3.1

Introduction to LCD / Keypad Display

Figures 4.1 – 4.7 show each of the Time-Keeper® LCD / Keypad Display Menus that are used for programming Time-Keeper®. Use the following guide as an introduction to what the Buttons, Menus, and Connectors mean. Just remember to always follow the cursor (short, blinking line) on the menu.

1. When pressed, the Menu Button brings the Time-Keeper® to the first menu option. There are six menu options which can be reached when the FWD Button is pressed. See figures 4.1-4.7 for visual description.
2. When the desired Menu is reached, press ENTER. This will lead to the Menu Item Screen. When in this screen, the UP and DOWN arrows move the cursor up and down and the LEFT SIDE and RIGHT SIDE arrows move the cursor side to side. See figure 5.8 for visual description.
 - a. NOTE: MANY TIMES THE LEFT SIDE AND RIGHT SIDE ARROWS CHANGE THE VALUE ON THE MENU.

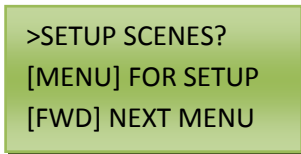


Figure 4.1

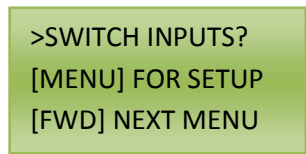


Figure 4.2

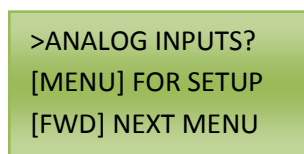


Figure 4.3

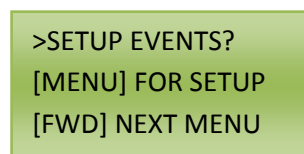


Figure 4.4

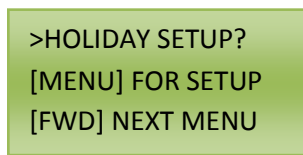


Figure 4.5

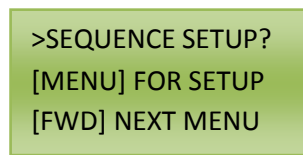


Figure 4.6

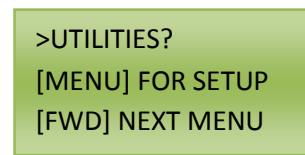


Figure 4.7

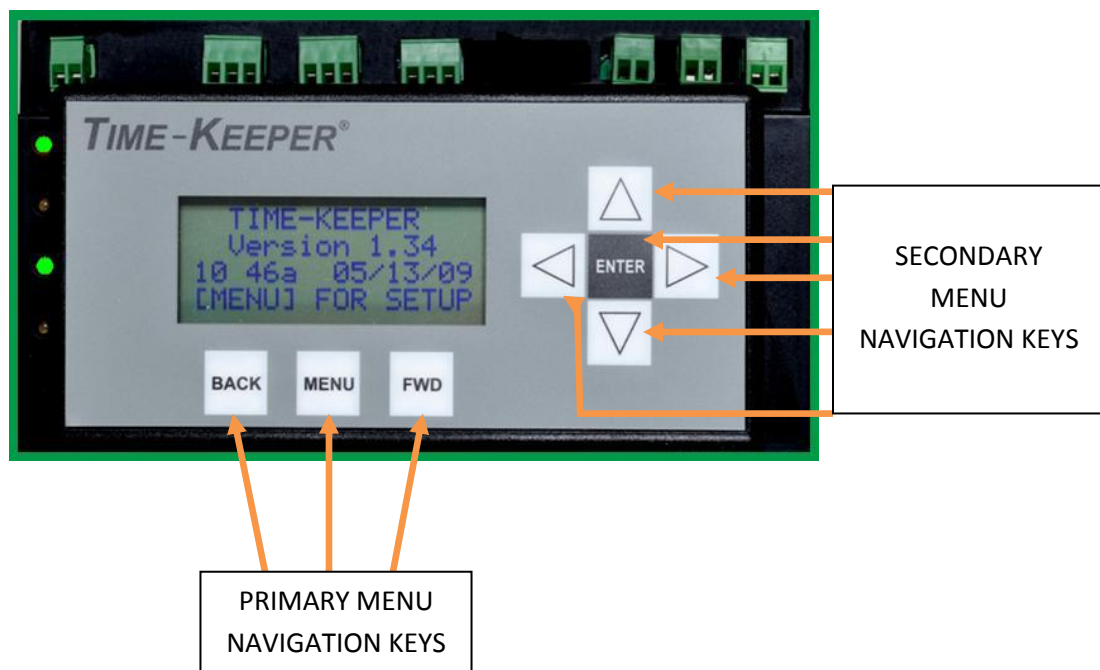


Figure 4.8

Pre-Programming Documentation

Using pages X THROUGH X, document the Relay / Dimmer Panel Schedule, the Switch Schedule, the Scene Schedule, the Timed Events Schedule, and the Sequence Schedule. Remember – all of these options may not be used when programming the Time-Keeper®. This documentation will help with future upgrades and keeping the wiring clean and marked. It will also help if reprogramming items in the Time-Keeper®. Refer to the following steps for documentation help.

1. Page 18 is the Relay / Dimmer Panel Schedule. The information that will be on this page will help to recognize what each Relay or Dimmer # is in the Panel. This will help for wiring and identification purposes. The description of what the Relay or Dimmer # refers to is the area in the building that connects to the relay.
2. Page 19 is the Switch Schedule. The information that will be on this page will refer to the switches that are hooked up to the panel. Logical Name refers to what area the switch is in. Wire Number and / or Wire Color refers to what number or color the wire is labeled with. For example, if the wire is Red, this would be written in that column. Smart Switch address is only used if smart switches are being installed or are currently installed. If this is the case the address that is associated with the switch would go in this column. Control Scene or Input Group would only be used if the button associated to the relay is being programmed into a Scene.
3. Page 20 is the Scene Schedule. The information on this page will reference the Relay / Dimmer # and what the Action is supposed to be. Please see page 8 for Action meanings.
4. Page 21 is the Timed Events Schedule. The information on this page refers to what day, time, or fixed time event the Scene corresponds to.
5. Page 22 is the Sequence Schedule.

Definitions of the Action Functions

First, decide if Actions functions are desired. Each button on the Control Station can be associated with an Action. Here are descriptions of what the actions on the Time-Keeper® mean:

NONE: THIS MEANS NO ACTION – RELAY WILL NOT DO ANYTHING

MOMENTARY ON: THIS MEANS THE RELAY WILL COME ON

MOMENTARY OFF: THIS MEANS THAT THE RELAY WILL GO OFF

CYCLE: THIS IS THE NORMAL FUNCTION – TURNS OFF AND ON

MAINTAIN NO: THIS MEANS THAT THE RELAY WILL BE NORMALLY OPEN – THIS IS TYPICAL FOR A MOTION SENSOR

MAINTAIN NC: THIS MEANS THAT THE RELAY WILL BE NORMALLY CLOSED – THIS IS TYPICAL FOR AN EMERGENCY SENSOR

AUTO OFF 15 MIN: THIS MEANS THAT THE RELAY WILL TURN OFF AFTER 15 MINUTES

AUTO OFF 30 MINUTES: THIS MEANS THAT THE RELAY WILL TURN OFF AFTER 30 MINUTES

AUTO OFF 1 HOUR: THIS MEANS THAT THE RELAY WILL TURN OFF AFTER 1 HOUR

AUTO OFF 2 HOURS: THIS MEANS THAT THE RELAY WILL TURN OFF AFTER 2 HOURS

FLASH:

BLINK WARN:

DIM UP:

DIM DOWN:

DIM TO:

Programming Scenes

Once outputs have been Grouped together into Scenes and inputs functions are determined, programming can take place. Use the following instructions to program Scenes and / or Dimming.

1. Press the MENU on the keypad and the screen will say >SETUP SCENES? See figure 7.1 for visual description.
2. Press the ENTER on the keypad to Setup the Scenes.
3. The first line will read SCENE: 1, the second will read OUTPUT: RELAY 1, and the third will read ACTION: NONE.
4. To add all the relays and / or dimmers to the Scene, use the Down Arrow to place the cursor on the colon between the words OUTPUT and Relay 1. Then use either the Left or Right Arrow to select the Load that will go in the Scene. Press the Left Arrow to return to the colon to move onto programming the Action.
5. If an Action is desired, press the Down Arrow so the cursor is on the colon between the words ACTION and NONE. Press either the Left or Right Arrow to select the Action for the relay. Each Load and Action will have to be programmed one at a time. See figure 7.2 for visual description.
6. Press the ENTER on the keypad to save the programming. Make sure to press the ENTER after each Load and Action is programmed.
7. Repeat steps 3 and 4 for any other Scenes desired.

REMEMBER TO PRESS ENTER ON THE KEYPAD TO SAVE THE PROGRAMMING. FAILURE TO DO THIS COULD RESULT IN HAVING TO RE-PROGRAM THE TIME-KEEPER®

When programming for Dimming, the Actions DIM UP, DIM DOWN, and DIM TO can be used to set the Dimming levels. If DIM TO is selected, Time-Keeper® requires that the Dimming level is programmed as a percentage. Use the Down Arrow to move the cursor on the word LEVEL. Use the Left or Right Arrow to assign the fade time. See figure 7.3 for visual description.

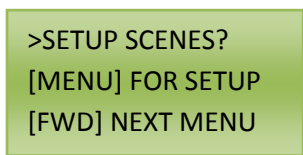


Figure 7.1

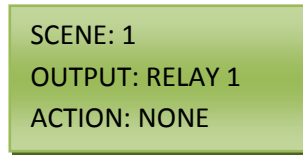


Figure 7.2

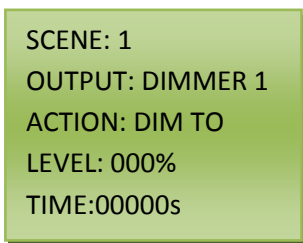


Figure 7.3

Programming Non-Smart Switches

Once Inputs have been determined and the wired up, programming can take place. Use the following instructions to program Time-Keeper® with Non-Smart Switches.

1. Press the MENU on the keypad and the screen will say >SWITCH INPUTS? See figure 8.1 for visual description. If still in the Setup Scenes menu, just press BACK on the keypad once and FWD once, to get to the >SWITCH INPUTS?
2. Press the ENTER on the keypad to Setup Switch Inputs.
3. The first line will read INPUT: A-01, the second will read TARGET: NONE, the third will read ACTION: NONE and the fourth will read IN GRP: NONE.
4. To set the inputs in the Time-Keeper®, use the Down Arrow to place the cursor on the colon between the words TARGET and NONE. The TARGET is the relay that is desired to be controlled. Then use either the Left or Right Arrow to select the Load that will correspond to the INPUT. Press the Left Arrow to return to the colon to move onto programming the ACTION.
5. If an Action is desired, press the Down Arrow so the cursor is on the colon between the words ACTION and NONE. Press either the Left or Right Arrow to select the Action for the relay. Press the Left Arrow to return to the colon to move onto programming the IN GRP.
6. If the relay or dimmer is desired to be left alone and not mistakenly turned off, then press the Down Arrow so the cursor is on the colon between the words IN GRP and NONE. Press either the Left or Right Arrow to select the relay or dimmer. See figure 8.2 for visual description.
7. Press the ENTER on the keypad to save the programming. Make sure to press the ENTER after each Load and Action is programmed.
8. Repeat steps 3 -7 for any other Non-Smart Switch programming.

REMEMBER TO PRESS ENTER ON THE KEYPAD TO SAVE THE PROGRAMMING. FAILURE TO DO THIS COULD RESULT IN HAVING TO RE-PROGRAM THE TIME-KEEPER®

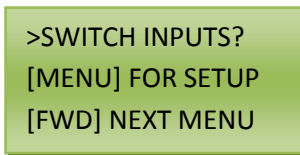


Figure 8.1

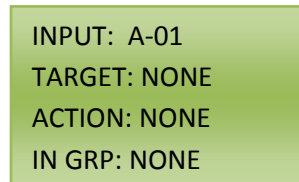


Figure 8.2

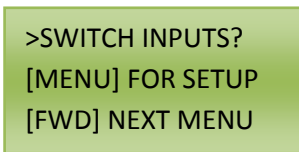
Programming Smart Switches

Once Inputs have been determined and the wired up, programming can take place. Use the following instructions to program Time-Keeper® with Smart Switches.

1. Press the MENU on the keypad and the screen will say >SWITCH INPUTS? See figure 9.1 for visual description. If still in the Setup Scenes menu, just press BACK once and FWD once, to get to the >SWITCH INPUTS? Press the ENTER on the keypad to setup Switch Inputs.
2. The first line will read INPUT: A-01, the second will read TARGET: NONE, the third will read ACTION: NONE and the fourth will read IN GRP: NONE.
3. To set the Time-Keeper® to program Smart Switches, use the Right Arrow to place the cursor on the colon between the words INPUT and A-01. Press the Right Arrow once to move the cursor over to the word A-01. Use the Up or Down Arrow to change this to say INPUT: ST01-B1. Press the Left Arrow to return to the colon to move onto programming the TARGET. See figure 9.2 for visual description.
4. To set the inputs in the Time-Keeper®, use the Down Arrow to place the cursor on the colon between the words TARGET*and NONE. The TARGET is the relay that is desired to be controlled. Then use either the Left or Right Arrow to select the Load that will correspond to the INPUT. Press the Left Arrow to return to the colon to move onto programming the ACTION.
5. If an Action is desired, press the Down Arrow so the cursor is on the colon between the words ACTION and NONE. Press either the Left or Right Arrow to select the Action for the relay. Press the Left Arrow to return to the colon to move onto programming the IN GRP.
6. If the relay or dimmer is desired to be left alone and not mistakenly turned off, then press the Down Arrow so the cursor is on the colon between the words IN GRP and NONE. Press either the Left or Right Arrow to select the relay or dimmer. See figure 9.3 for visual description.
7. Press the ENTER on the keypad to save the programming. Make sure to press the ENTER after each Load and Action is programmed.
8. Repeat steps 3 -7 for any other Smart Switch programming.

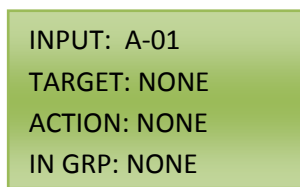
*If programming the Target as a Scene is desired, it allows for access to be turned off for certain switches. It would function almost like a lockout for a group of switches. A Group can be turned on/off as a timed event or with a button on a control station by programming that Group through the TARGET. The Target of an input can also be an Input Group. When a Scene is selected as a Target, another Target can be selected if desired. See figure 9.4 for visual description.

REMEMBER TO PRESS ENTER ON THE KEYPAD TO SAVE THE PROGRAMMING. FAILURE TO DO THIS COULD RESULT IN HAVING TO RE-PROGRAM THE TIME-KEEPER®



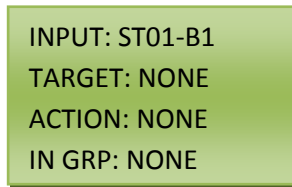
```
>SWITCH INPUTS?
[MENU] FOR SETUP
[FWD] NEXT MENU
```

Figure 9.1



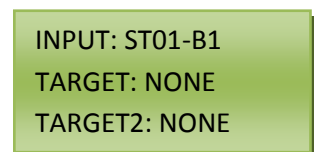
```
INPUT: A-01
TARGET: NONE
ACTION: NONE
IN GRP: NONE
```

Figure 9.2



```
INPUT: ST01-B1
TARGET: NONE
ACTION: NONE
IN GRP: NONE
```

Figure 9.3



```
INPUT: ST01-B1
TARGET: NONE
TARGET2: NONE
```

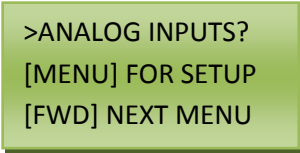
Figure 9.4

Programming Analog Inputs

There are Analog Inputs that can be used and programmed in Time-Keeper®. The Analog Inputs are controlled by using the Analog Input MENU. The main difference of the Analog Inputs is that a low and high value of the input must be set. Use the following instructions to program Time-Keeper® with Analog Inputs.

1. Press the MENU on the keypad and the screen will say >ANALOG INPUTS? See figure 10.1 for visual description. If still in the Switch Inputs menu, just press BACK once and FWD once, to get to the >ANALOG INPUTS? Press the ENTER on the keypad to setup Analog Inputs.
2. The first line will read INPUT: LOW, the second will read THRESH: 1.0, the third will read TARGET: NONE and the fourth will read IN GRP: NONE. See figure 10.2 for visual description.
3. To set the Time-Keeper® to program the Input, use the Right Arrow to place the cursor on the colon between the words INPUT and LOW . Use the Up or Down Arrow to change this to say either High or Low. Press the Left Arrow to return to the colon to move onto programming the THRESH.
4. To set the Thresh in the Time-Keeper®, use the Down Arrow to place the cursor on the colon between the words THRESH and 1.0. Then use either the Left or Right Arrow to select the Thresh level. Press the Left Arrow to return to the colon to move onto programming the TARGET.
5. If a Target is desired, press the Down Arrow so the cursor is on the colon between the words TARGET and NONE. The TARGET is the relay that is desired to be controlled. Press either the Left or Right Arrow to select the Target. Press the Left Arrow to return to the colon to move onto programming the IN GRP.
6. If the relay or dimmer is desired to be left alone and not mistakenly turned off, then press the Down Arrow so the cursor is on the colon between the words IN GRP and NONE. Press either the Left or Right Arrow to select the relay or dimmer.
7. Press the ENTER on the keypad to save the programming. Make sure to press ENTER after each Load and Action is programmed.
8. Repeat steps 3 -7 for any other Analog programming.

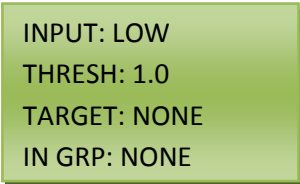
REMEMBER TO PRESS ENTER ON THE KEYPAD TO SAVE THE PROGRAMMING. FAILURE TO DO THIS COULD RESULT IN HAVING TO RE-PROGRAM THE TIME-KEEPER®



```

>ANALOG INPUTS?
[MENU] FOR SETUP
[FWD] NEXT MENU
  
```

Figure 10.1



```

INPUT: LOW
THRESH: 1.0
TARGET: NONE
IN GRP: NONE
  
```

Figure 10.2

Programming Events

Once all Inputs and Outputs have been programmed, Events can be programmed for the days of the week and / or to occur at certain times. Use the following instruction to program Time-Keeper® with Events.

1. Press the MENU on the keypad and the screen will say >SETUP EVENTS? See figure 11.1 for visual description. If still in the Analog Inputs menu, just press BACK once and FWD once, to get to the >SETUP EVENTS? Press the ENTER button on the keypad to setup Events.
2. The first line will read EVENT: 1, the second will read TARGET: SCENE 1, the third will read DAYS: xxxxxXX and the fourth will read TIME: 00:00a. See figure 11.2 for visual description.
3. To set the Time-Keeper® to program the Event, use the Right Arrow to place the cursor on the colon between the words EVENT and 1. Use the Up or Down Arrow to change this to the Event number. Press the Left Arrow to return to the colon to move onto programming the TARGET.
4. To set the Target Input in the Time-Keeper®, use the Down Arrow to place the cursor on the colon between the words TARGET and SCENE 1. Then use either the Left or Right Arrow to select the Target Input. Press the Left Arrow to return to the colon to move onto programming the DAY(S).
5. If certain days of the week are desired, press the Down Arrow so the cursor is on the colon between the words DAY(S) and xxxxxXX. Press the Right Arrow to select the Day(s) of the week desired. The first x stands for Monday, the second stands for Tuesday, the third for Wednesday, the fourth for Thursday, the fifth for Friday, the sixth for Saturday, and the seventh for Sunday. If Monday is desired press the Right Arrow so the cursor is on the first x and press either the Up or Down Arrow to change the x to M. If any x's remain after programming, that means that day of the week is not programmed. Press the Left Arrow to return to the colon to move onto programming the TIME.
6. If a time is desired for the Event to take place, press the Down Arrow so the cursor is on the colon between the words TIME and 00:00a. Press the Right Arrow to select the time that the Event is to take place.
7. Press the ENTER button on the keypad to save the programming. Make sure to press ENTER after each Event is programmed.
8. Repeat steps 3 -7 for any other Event programming.

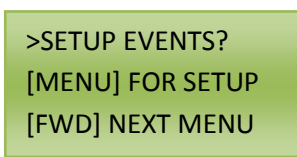


Figure 11.1

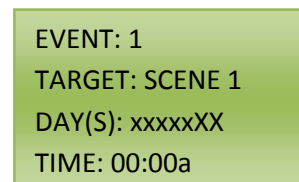
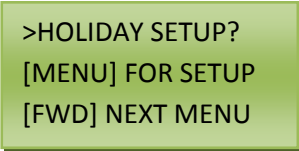


Figure 11.2

Programming Holiday Events

Time-Keeper® allows different things to take place on special days of the year. For example, if everything needed to be turned off on Thanksgiving because no one will be home, Time-Keeper® can be programmed to take care of that. Use the following instruction to program Time-Keeper® with Holiday Events.


1. Press the MENU on the keypad and the screen will say >HOLIDAY SETUP? See figure 12.1 for visual description. If still in the Setup Events menu, just press BACK once and FWD once, to get to the >HOLIDAY SETUP? Press ENTER on the keypad to setup Events.
2. The first line will read HL EVT: 1, the second will read DATE: MM/DD, the third will read EV1: 1, EV3: 10 and the fourth will read EV2: 4, EV4: 35. See figure 12.2 for visual description.
3. To set the Time-Keeper® to program the Holiday Event, use the Right Arrow to place the cursor on the colon between the words HL EVT and 1. Use the Up or Down Arrow to change this to the Event number. Press the Left Arrow to return to the colon to move onto programming the DATE.
4. To set the Date in the Time-Keeper®, use the Down Arrow to place the cursor on the colon between the words DATE and MM/DD. Then use either the Up or Down Arrow to select the Date. Press the Left Arrow to return to the colon to move onto programming the EVENT.
5. If certain Events are desired, press the Down Arrow so the cursor is on the colon between the words EV1 and 1. Press the Right Arrow to select the Event desired. Press the Left Arrow to return to the colon to move onto programming the next EVENT.
6. Press ENTER on the keypad to save the programming. Make sure to press ENTER after each Holiday Event is programmed.
7. Repeat steps 3 -6 for any other Event programming.



```

>HOLIDAY SETUP?
[MENU] FOR SETUP
[FWD] NEXT MENU
  
```

Figure 12.1



```

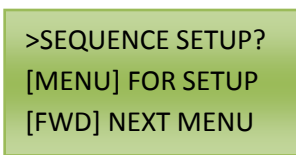
HL EVT: 1
DATE: MM/DD
EV1: 1    EV3: 10
EV2: 4    EV4: 35
  
```

Figure 12.2

Programming Sequences

Time-Keeper® allows “a path of light” in the home with the press of one button. For example, if coming home with an armload of groceries through the garage, Time-Keeper® can be programmed to have one button pressed and multiple lights come on over a couple of seconds, minutes, etc. Another example is a Morning Sequence. With the press of one button, the bedroom lights can come on, the hallway lights come on in 5 minutes, and the kitchen lights come in 5 minutes. Use the following instruction to program Time-Keeper® with Sequences.

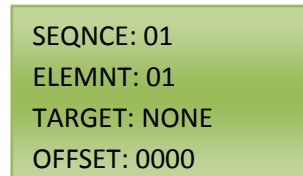
1. Press MENU on the keypad and the screen will say >SEQUENCE SETUP? See figure 13.1 for visual description. If still in the Holiday Setup menu, just press BACK once and FWD once, to get to the >SEQUENCE SETUP? Press ENTER on the keypad to setup Sequences.
2. The first line will read SEQNCE: 01, the second will read ELEMNT: 01, the third will read TARGET: NONE and the fourth will read OFFSET: 0000. See figure 13.2 for visual description.
3. To set the Time-Keeper® to program the Sequence, use the Right Arrow to place the cursor on the colon between the words SEQNCE and 01. Use the Up or Down Arrow to change this to the Sequence number. Press the Left Arrow to return to the colon to move onto programming the ELEMENT.
4. To set the Element in the Time-Keeper®, use the Down Arrow to place the cursor on the colon between the words ELEMNT and 01. Then use either the Up or Down Arrow to select the Element. Press the Left Arrow to return to the colon to move onto programming the TARGET.
5. To set the Target Input in the Time-Keeper®, use the Down Arrow to place the cursor on the colon between the words TARGET and NONE. Then use either the Left or Right Arrow to select the Target Input. Press the Left Arrow to return to the colon to move onto programming the OFFSET.
6. To set the Offset in the Time-Keeper®, use the Down Arrow to place the cursor on the colon between the words OFFSET and 0000. Then use either the Left or Right Arrow to select the amount of time (in seconds).
7. Press ENTER on the keypad to save the programming. Make sure to press ENTER after each Sequence is programmed.
8. Repeat steps 3 -7 for any other Event programming.



```

>SEQUENCE SETUP?
[MENU] FOR SETUP
[FWD] NEXT MENU
  
```

Figure 13.1



```

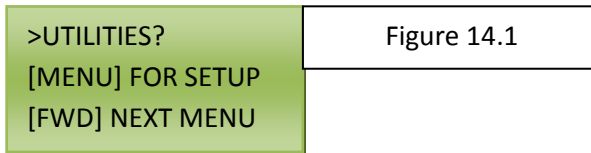
SEQNCE: 01
ELEMNT: 01
TARGET: NONE
OFFSET: 0000
  
```

Figure 13.2

Utilities Menu

The Utilities Menu is where date and times are set (Calendar Date and Time Zone), Backup the Time-Keeper® Programming on the SD Card, Restore from the SD Card, Manual ON/OFF Control of the Relays, Set Astronomic Zone using the Zip Code, Place Panel in DMX Protocol Mode, Update Firmware, Set Digital or Analog Points, and many other features. Use the following instructions to program Time-Keeper® Utilities.

1. Press MENU on the keypad and the screen will say >UTILITIES? See figure 14.1 for visual description. If still in the Sequence Setup menu, just press BACK once and FWD once, to get to the >UTILITIES? Press ENTER on the keypad to setup Utilities.

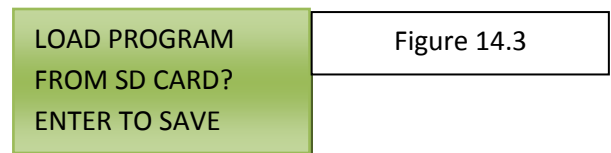
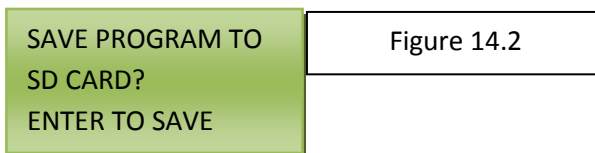


The actions that can be performed in the Utilities Menu are:

1. *SAVE PROGRAM TO SD CARD AND LOAD PROGRAM FROM SD CARD*

- a. Programmed data is stored internally in Flash ROM (memory) as well as EEPROM (electronically erasable), which is non-volatile memory. All programmed data through this option in the Utilities Menu can be backed up to the SD card (on board Hard Drive). This allows for the current programming to be saved to the SD Card that is located in the back of the LCD / Keypad Display and will not be lost if something were to happen. See figure 14.2 and 14.3 for visual descriptions.

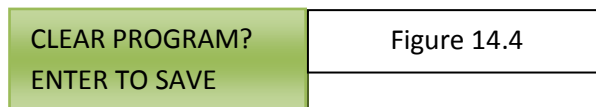
PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



2. *CLEAR PROGRAM*

- a. This Action allows for the Time-Keeper® programming to be wiped clean for a fresh start. See figure 14.4 for visual description.

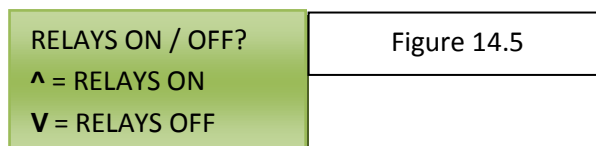
PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



3. *RELAYS ON / OFF TEST*

- a. This Action will allow all the relays to be turned ON or OFF. This can be done when if Troubleshooting is necessary – it helps determine that everything is working. Make sure to press ENTER to save the information. See figure 14.5 for visual description.

PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION

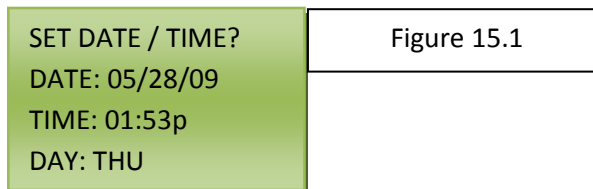


Utilities Menu (cont.)

4. SETTING THE DATE AND TIME

- a. This Action allows for the current date and time to be programmed into the Time-Keeper®. The cursor will be on the colon between the words DATE and 05/28/09. Press the Right Arrow to move the cursor over to the Date. Use the Up or Down Arrow to change the current Date. Press the Left Arrow to return to the colon to move onto programming the TIME. See figure 15.1 for visual description.
- b. Press the Down Arrow to place the cursor on the colon between the words TIME and 01:53p. Press the Right Arrow button to move the cursor onto the Time. Press the Up or Down Arrow to change the current Time. Press the Left Arrow to return to the colon to move onto programming the Day of the Week.
- c. Press the Down Arrow to place the cursor on the colon between the words DAY and THU. Press the Right Arrow will change the day of the week. Make sure to press ENTER to save the information.

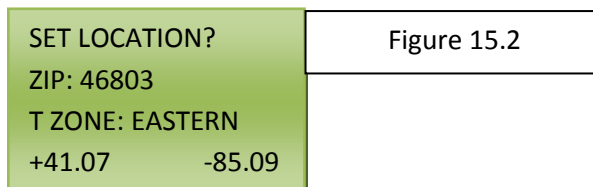
PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



5. SET LOCATION USING ZIP CODE

- a. This Action allows for the location where the panel is to be set. This will allow the SUN UP and SUN DOWN function to be used (this is found under the Events Menu). The only option that will need to be changed is the ZIP option. Press the Right Arrow to move the cursor over to the Zip Code. Use the Up or Down Arrow to change the numbers of the Zip Code. Make sure to press the ENTER button to save the information. See figure 15.2 for visual description.

PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



6. SETTING DAYLIGHT SAVINGS TIME

- a. This action allows for the dates that Daylight Savings occurs on to be set. Since the time changes all the time, this allows the system to be correct at all times. Press Right Arrow to move the cursor over to the Date for Spring Daylight Savings Time. Press the Up or Down Arrow to change the Date. Press the Left Arrow to return to the colon to move onto programming the Date for Fall Daylight Savings Time. Press the Down Arrow to move the cursor onto the colon between the words FALL and MM/DD. Press the Right Arrow to move the cursor over to the Date for the Fall Daylight Savings Time. Press the Up or Down Arrow to change the Date. Make sure to press ENTER to save the information. See figure 15.3 for visual description.

PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



Utilities Menu (cont.)

7. *RS485*

- a. This Action allows for termination of Smart Switch wires at the Time-Keeper®. It also allows for PUL L UP or PULL DOWN action to the terminal. This Action is the same as using DIP Switches. Pressing the Right Arrow button change the Port as needed. Pressing the Down Arrow will move the cursor onto the colon between the words TERM and OFF. Pressing the Right Arrow button will change the Term to either OFF or ON. Pressing the Down Arrow will move the cursor onto the colon between the words PULLUP and OFF. Pressing the Right Arrow will change the PULLUP to either OFF or ON. Pressing the Down Arrow will move the cursor onto the colon between the words PULLDN and OFF. Pressing the Right Arrow will change the PULLDN to either OFF or ON. Make sure to press the ENTER button to save the information. See figure 16.1 for visual description.

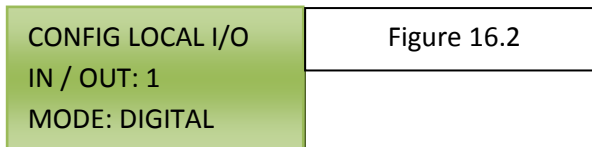
PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



8. *CONFIGURING LOCAL I/O*

- a. This action allows for onboard inputs and outputs to be changed from Digital to Analog. Pressing the Right Arrow changes the IN/OUT number to what input or output it corresponds to. Pressing the Down Arrow will move the cursor onto the colon between the words MODE and DIGITAL. Pressing the Right Arrow will change the Mode from Digital to Analog. Make sure to press ENTER to save the information. See figure 16.2 for visual description.

PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



9. *REMOTE DIMMING*

- a. This Action allows the Time-Keeper® to be a DMX Master or DMX Slave. To change the MODE from DMX Master, pressing the Right Arrow will change it to DMX Slave. Changing Time-Keeper® to DMX Slave creates two more options to change. To change the Relay Address, press the Down Arrow so the cursor is on the colon between the words RLY AD and 001. Pressing the Right Arrow will move the cursor over the numbers enabling them to be changed by pressing the Up or Down Arrows. Press the Left Arrow to return to the colon to move onto programming the Dimmer Address. Pressing the Down Arrow will move the cursor onto the colon between the words DIM AD and 073. Pressing the Right Arrow will move the cursor over the numbers, enabling them to be changed by pressing the Up or Down Arrows. Make sure to press ENTER to save the information. See figure 16.3 and 16.4 for visual descriptions.

PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



Utilities Menu (cont.)

10. SMART SWITCH PROTOCOL

- a. This Action allows Time-Keeper® to support 32 switch stations under Version 1 and 50 switch stations under Version 2. To change which Version is available press the Right Arrow. Make sure to press ENTER to save the information. See figure 17.1 for visual descriptions.

PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



11. DIMMING RATE

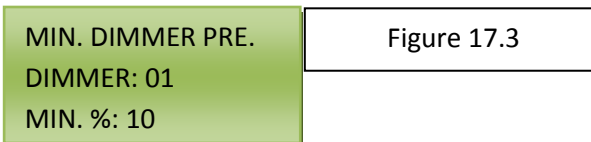
- a. This Action allows the set Dimming Rate to be changed. To change the Dimming Rate, press the Up or Down Arrow. Make sure to press ENTER to save the information. See figure 17.2 for visual descriptions.

PRESS FWD WHEN DONE IN THIS ACTION TO MOVE TO THE NEXT ACTION



12. MINIMUM DIMMER PRESET

- a. This Action helps the user to set the initial Dimmer brightness when the dimmer switch is tapped once on a Dimming Cycle Function. To change the Dimmer, press the Right Arrow. Pressing the Up or Down Arrow will then change the Dimmer. Press the Left Arrow to return to the colon to move onto programming the Minimum %. Press the Down Arrow to move the cursor onto the colon between the words Min. % and 10. Press the Up or Down Arrow to change the Minimum %. Make sure to press the ENTER to save the information. See figure 17.3 for visual description.



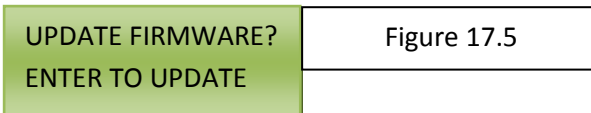
13. RELAYS INSTALLED

- a. This Action tells the number of relays in the master panel. This is for DMX Slave control of remote relays. Make sure to press the ENTER to save the information. See figure 17.4 for visual description.



14. UPDATE FIRMWARE

- a. This Action allows the firmware to be updated on the unit. If there is an update, Touch-Plate® can send it on an SD card or through email. The SD card then goes into the Time-Keeper® and this Action is referred to. Make sure to press the ENTER to save the information. See figure 17.5 for visual description.



Switch Schedule

Project: _____

Date: _____

Switch Name: _____

Panel #: _____

Button #	Logical Name	Wire # or Wire Color or Smart Switch Address	Controls Scene or Group Input
1			
2			
3			
4			
5			
6			
7			
8			

Project: _____

Date: _____

Switch Name: _____

Panel #: _____

Button #	Logical Name	Wire # or Wire Color or Smart Switch Address	Controls Scene or Group Input
1			
2			
3			
4			
5			
6			
7			
8			

Project: _____

Date: _____

Switch Name: _____

Panel #: _____

Button #	Logical Name	Wire # or Wire Color or Smart Switch Address	Controls Scene or Group Input
1			
2			
3			
4			
5			
6			
7			
8			

Scene Schedule

Project: _____

Date: _____

When / How: _____

Scene #: _____

Relay / Dimmer	Action	Comments

*Remember each Scene can control all possibilities of all 48 Relays and 48 Dimmers. The system may not have the physical hardware for this, but it can control it if you did.

Project: _____

Date: _____

When / How: _____

Scene #: _____

Relay / Dimmer	Action	Comments

*Remember each Scene can control all possibilities of all 48 Relays and 48 Dimmers. The system may not have the physical hardware for this, but it can control it if you did.

Project: _____

Date: _____

When / How: _____

Scene #: _____

Relay / Dimmer	Action	Comments

*Remember each Scene can control all possibilities of all 48 Relays and 48 Dimmers. The system may not have the physical hardware for this, but it can control it if you did.

Time-Keeper® Timed Events Schedule

Project: _____

EVENT #	Scene #	DAYS ACTIVE						(Fixed Time/s or sunrise/sunset)
		S	M	T	W	T		
1		S	M	T	W	T		FS
2		S	M	T	W	T		FS
3		S	M	T	W	T		FS
4		S	M	T	W	T		FS
5		S	M	T	W	T		FS
6		S	M	T	W	T		FS
7		S	M	T	W	T		FS
8		S	M	T	W	T		FS
9		S	M	T	W	T		FS
10		S	M	T	W	T		FS
11		S	M	T	W	T		FS
12		S	M	T	W	T		FS
13		S	M	T	W	T		FS
14		S	M	T	W	T		FS
15		S	M	T	W	T		FS
16		S	M	T	W	T		FS

Sequence Schedule

Project: _____

Sequence #: _____

When/How: _____

Target Offset	Comments

*Remember there can be 49 elements in each sequence

Project: _____

Sequence #: _____

When/How: _____

Target Offset	Comments

*Remember there can be 49 elements in each sequence

Project: _____

Sequence #: _____

When/How: _____

Target Offset	Comments

*Remember there can be 49 elements in each sequence