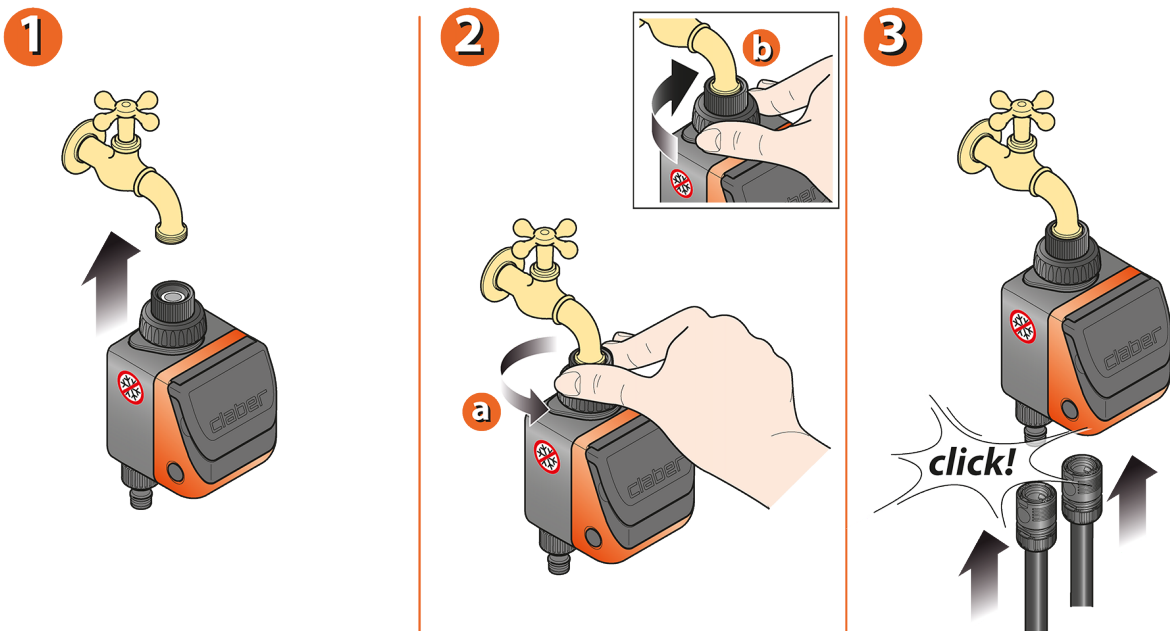


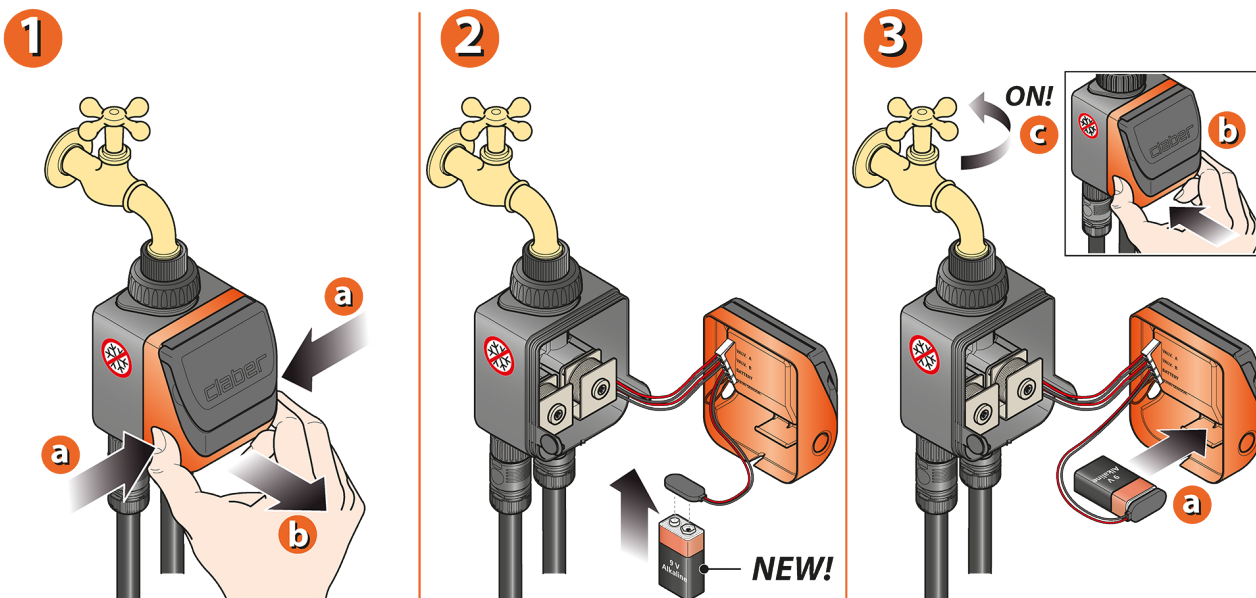
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Connect the timer to the tap.



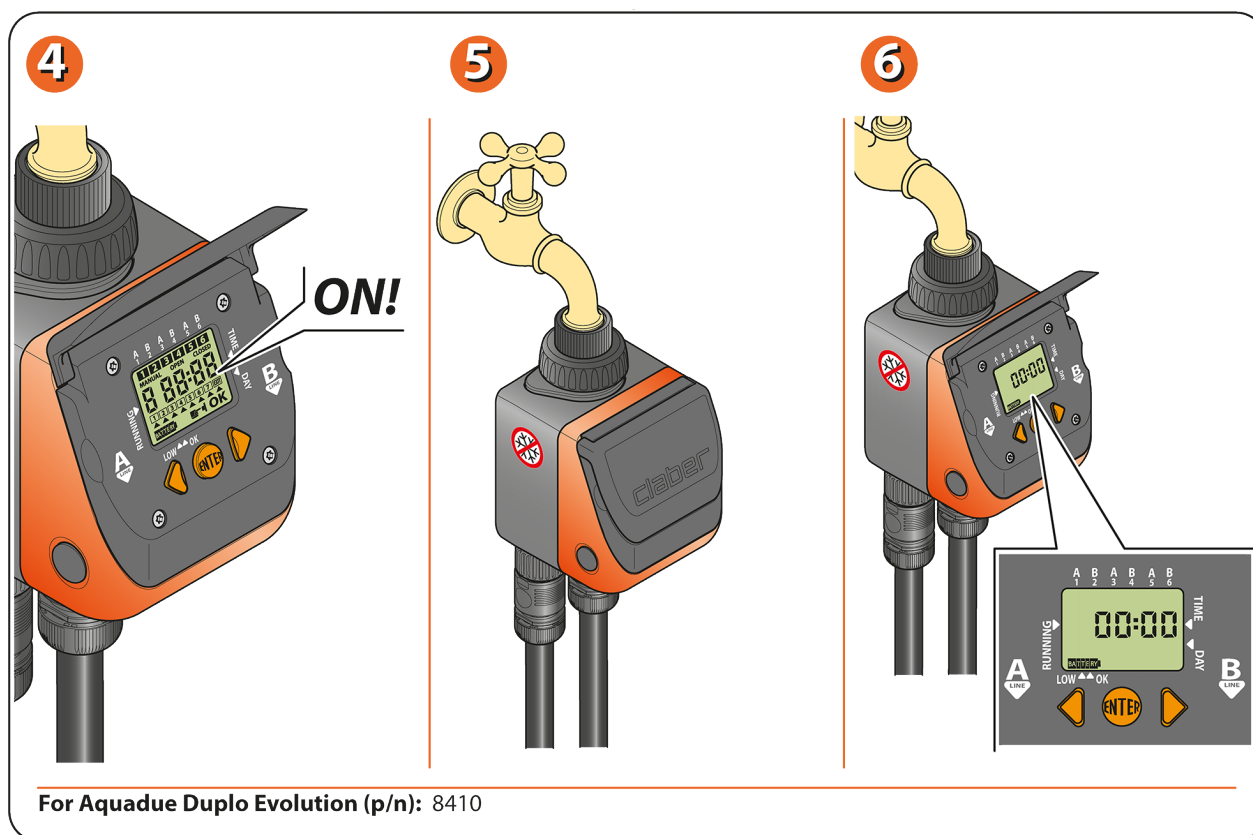
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Open the timer unit by pressing the two buttons on the sides, and fit a 9V alkaline battery. When connecting the battery, the display comes on, the valve performs a cycle of closing and the timer clock will be set automatically to 00:00. **Important:** Remember to turn on the water tap.

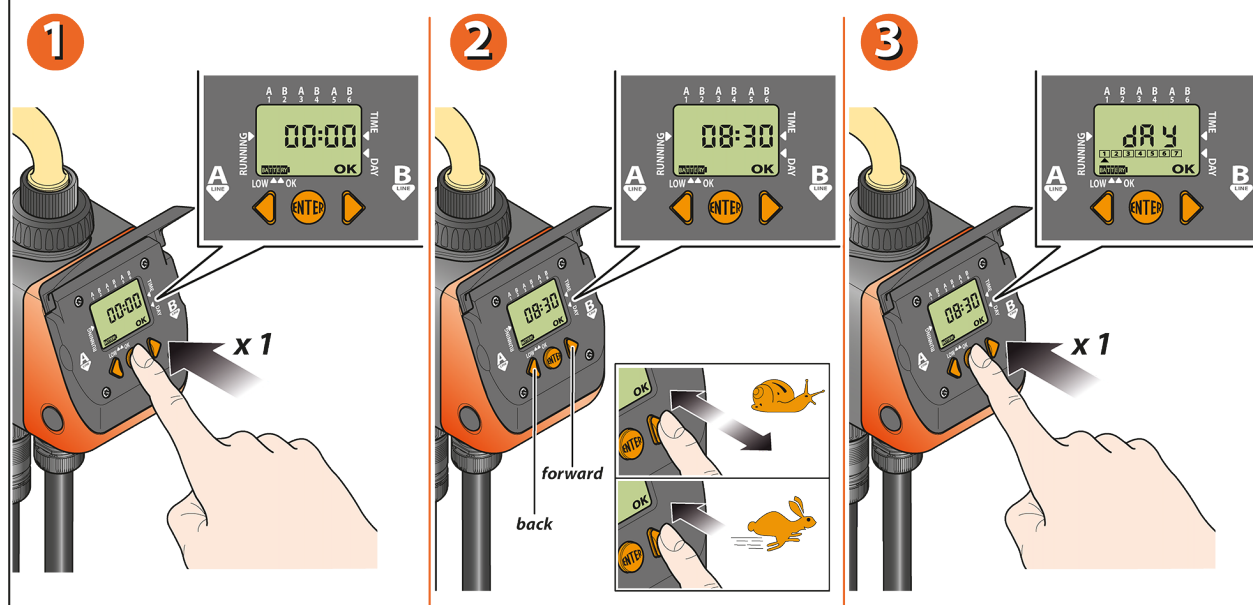


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Pressing the ENTER button key, the message OK will appear. Set the current time using the FORWARD/BACK button keys. Keeping the FORWARD or BACK key button pressed, the numbers will scroll more quickly. Once the time has been set, press ENTER to access the setting for the day of the week.



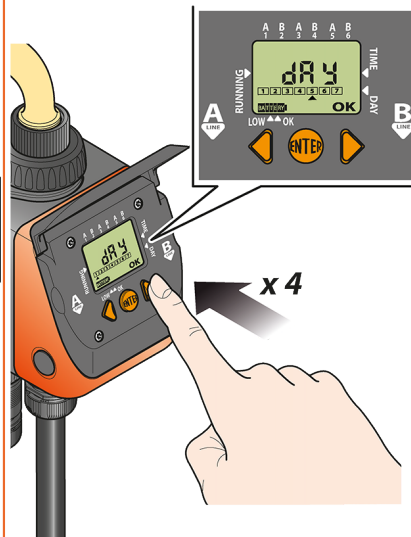
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Press the FORWARD/BACK key buttons to position the cursor **▲** under the current day, taking values of the table into account. In this example, the cursor is positioned under number 5, therefore the day is Thursday. Press ENTER to confirm. The message OK will disappear and the current day and time will appear on the display.

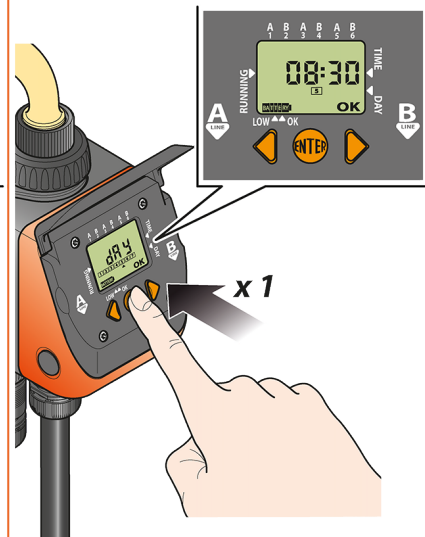
1

1	2	3	4	5	6	7
DOM	LUN	MAR	MER	GIO	VEN	SAB

2



3

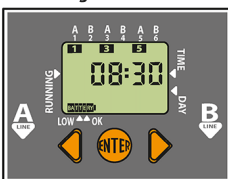


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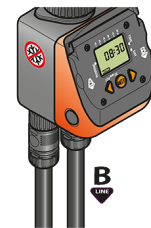
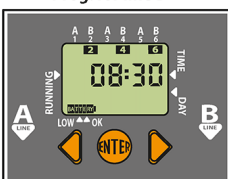
Programming of the two lines — line A (1-3-5) and line B (2-4-6) — is managed by way of pages presented in the display. Each page has two functions: view programme and, pressing ENTER, modify programme. Pressing FORWARD, the display shows the programmes for the two lines.

1

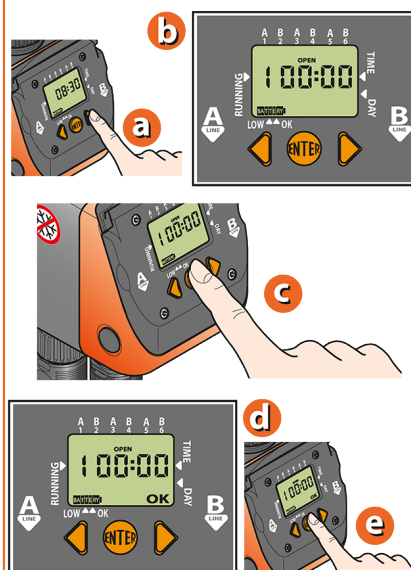
Prog. for line A



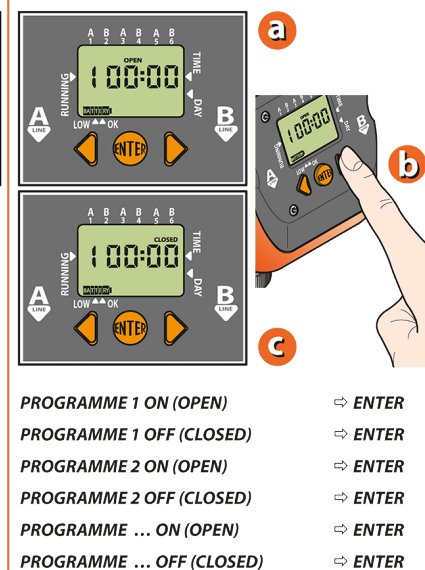
Prog. for line B



2



3

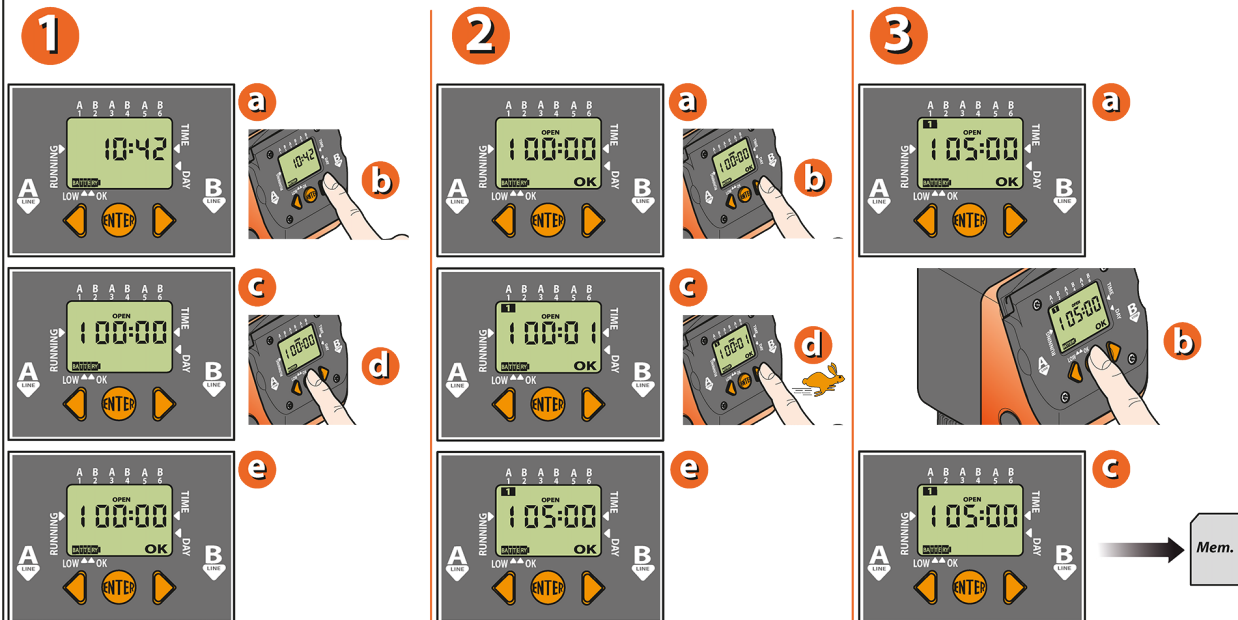


- PROGRAMME 1 ON (OPEN) → ENTER
- PROGRAMME 1 OFF (CLOSED) → ENTER
- PROGRAMME 2 ON (OPEN) → ENTER
- PROGRAMME 2 OFF (CLOSED) → ENTER
- PROGRAMME ... ON (OPEN) → ENTER
- PROGRAMME ... OFF (CLOSED) → ENTER

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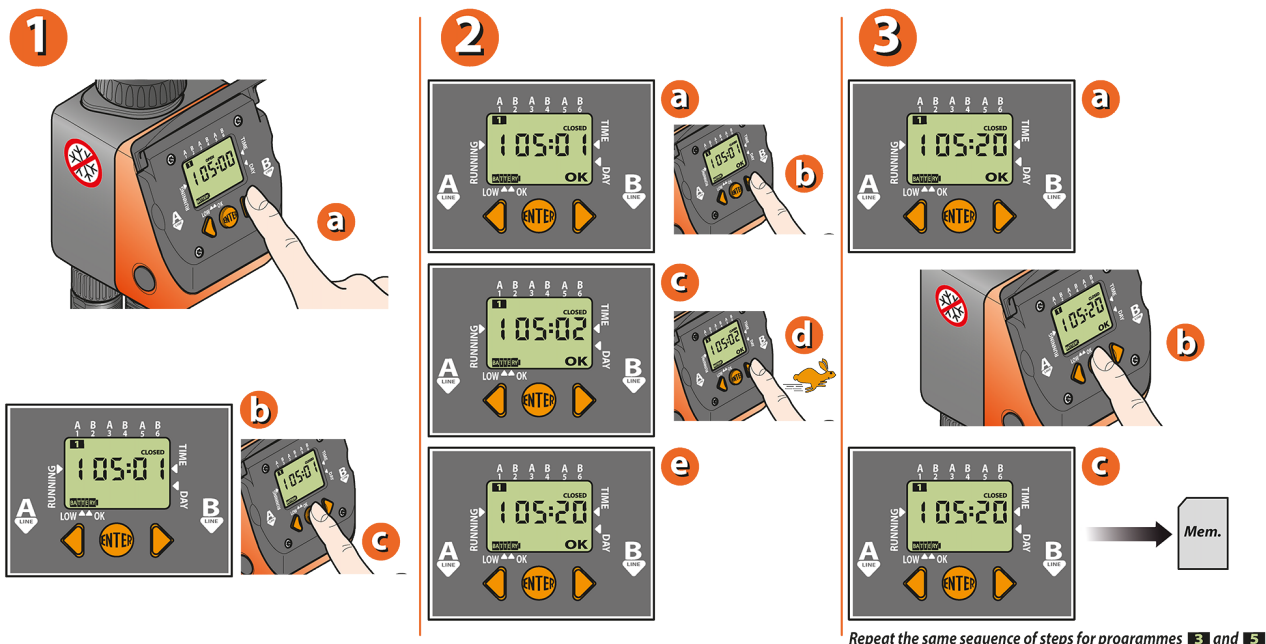
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Suppose watering on line (A) is to be programmed from the current time (e.g. 10:42). Press the FORWARD key button once. The display shows "1=progr.1 OPEN". The time appears as 00:00; press ENTER to set the opening time as required. The message OK means that the OPEN time can now be selected with the FORWARD/BACK key buttons. The symbol for programme 1 also appears at the top of the display. Having set the time (e.g. 5:00), press ENTER. The OK message disappears and the watering start time is saved.



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Press the FORWARD key button once. The display shows "1=progr. 1 CLOSED". The timer sets the 'close' time automatically one minute after the 'open' time. (in the example: 05:01). Press the ENTER key button to set the 'close' time, in the same way as for the 'open' time (e.g. 05:20). Set the required 'close' time using the FORWARD/BACK key buttons. The symbol for programme 1 continues to be displayed after the programme has been stored. Press ENTER to conclude the programming procedure.

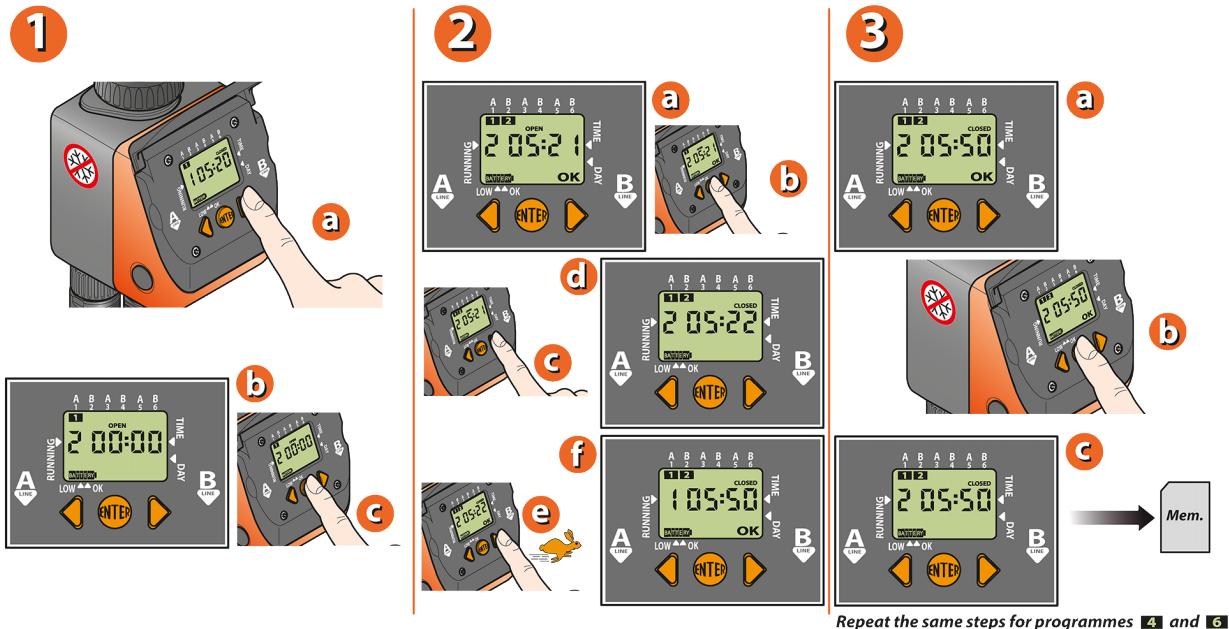


Repeat the same sequence of steps for programmes 3 and 5

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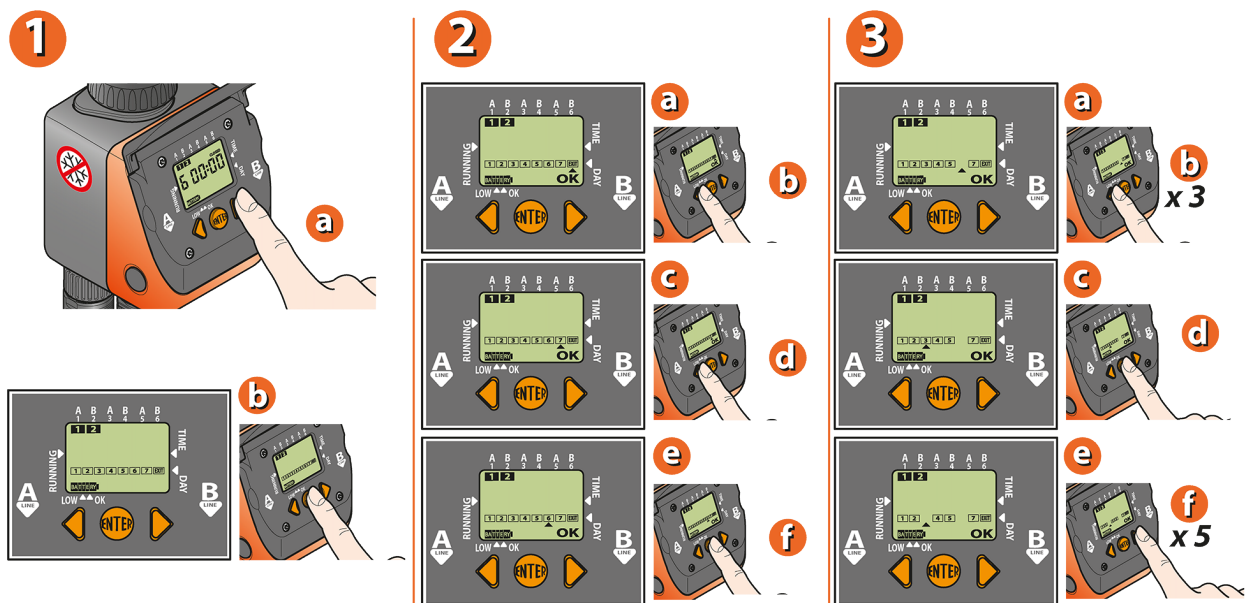
To programme watering on line (B), press the FORWARD key button once. The display reads 1=progr.2. Pressing ENTER, Duplo will automatically preset the minimum opening time for line B, one minute after the closing time of line A. Follow the same procedure done for line A, which can also be used for programmes 4 and 6 on line B.



Repeat the same steps for programmes 4 and 6

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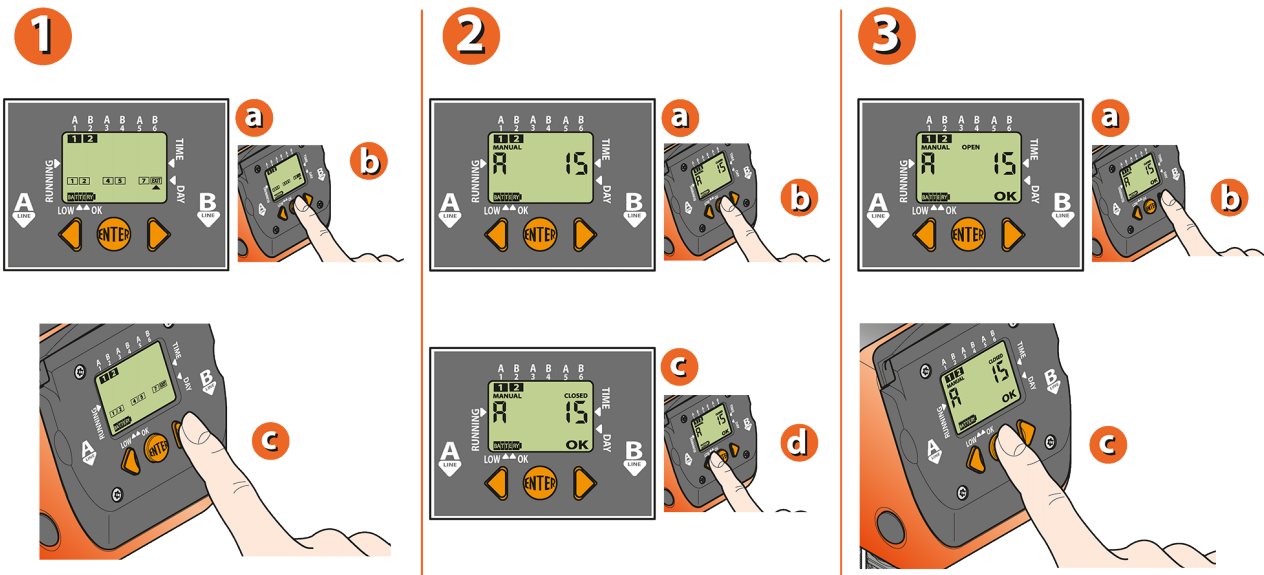
Pressing the FORWARD key button, the display will move through to weekly programming. With weekly programming, the user can select in which days watering is required. This programming function is the same for both lines. Warning: day (1) coincides with the day on which the first watering cycle is set. Example: first programme set on Thursday = day (1). Warning: day (1) provides the reference point for weekly programming. Example: If Thursday = day (1) and the intention is to skip watering on Friday, the day to deselect is day (2). To omit one day of the week, position the cursor of the display under the number of the day in question, using the FORWARD/BACK key buttons. Press ENTER and the number will disappear.



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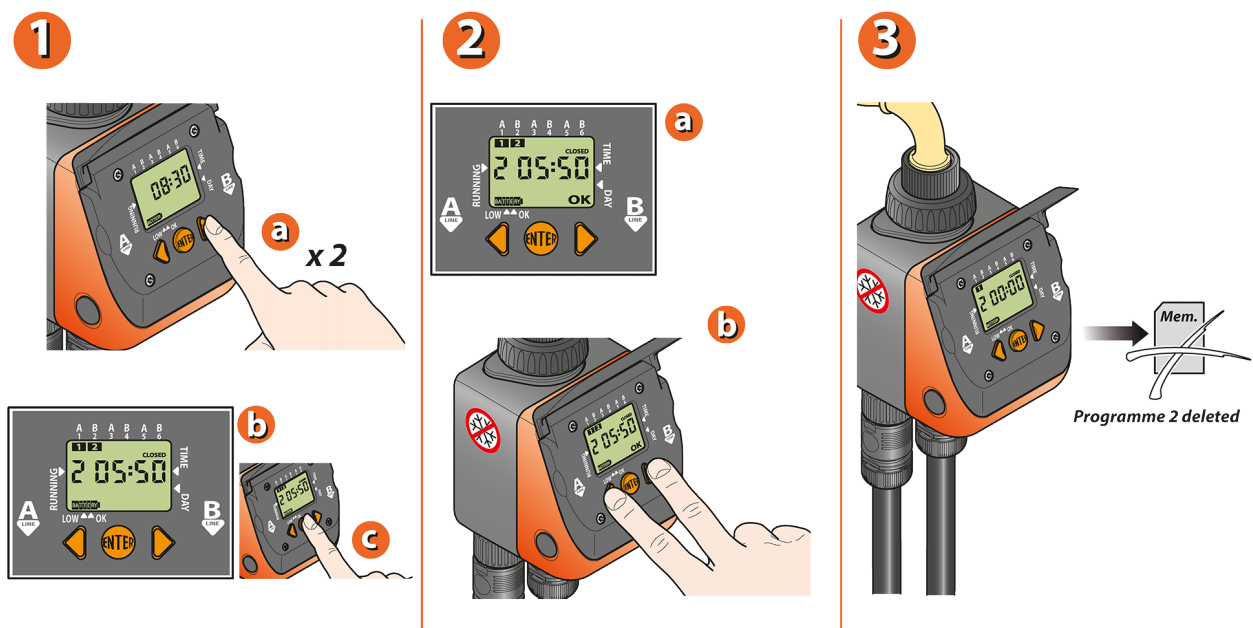
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To quit the weekly programming page, position the cursor under EXIT and press ENTER. Press the FORWARD key button to display the manual watering function. Press ENTER to activate the manual function; pressing the BACK key button (OPEN), the timer valve opens. Press ENTER to activate the manual function. Pressing the BACK key button (OPEN) opens the programmer valve. Each time the BACK key button (OPEN) is pressed, the watering time is increased by 5 minutes, up to a maximum of 60 minutes. Pressing the FORWARD key button (CLOSED), the valve closes. To quit the manual function, press the ENTER button. This function is useful for watering plants when required, without deleting the programmes already set. In any case, the valve will close automatically after 15 minutes. Similarly, press the FORWARD key button to display the manual watering function on line B.



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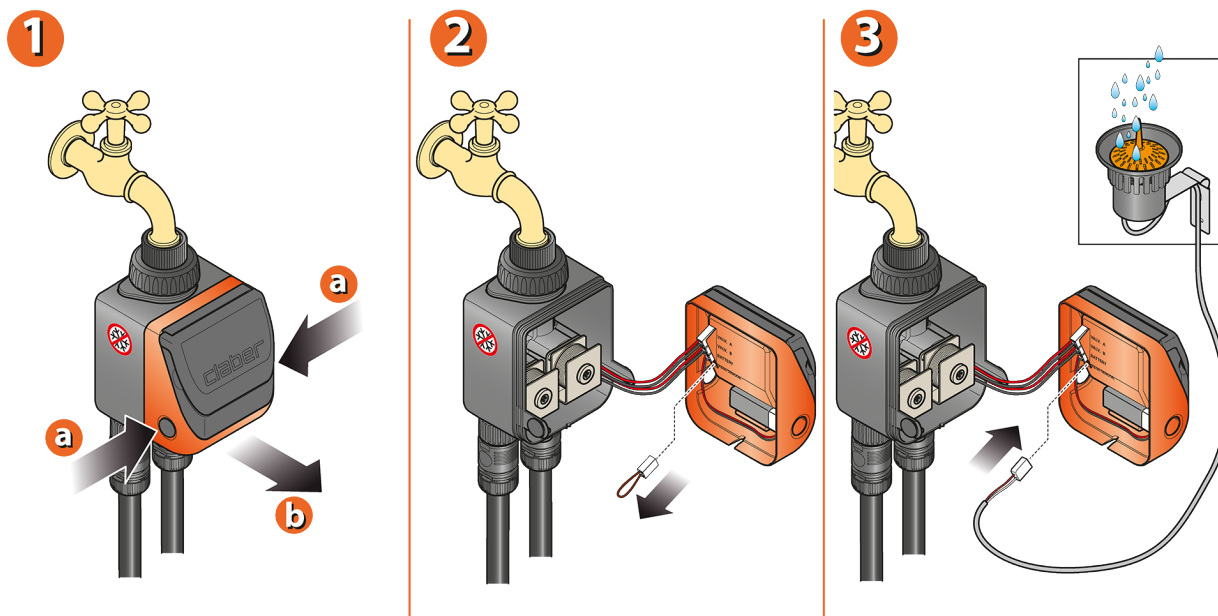
To delete a programme, press the FORWARD key button until the display shows the "CLOSED" page of the programme to be removed. Press ENTER, then press the FORWARD / BACK key buttons simultaneously.



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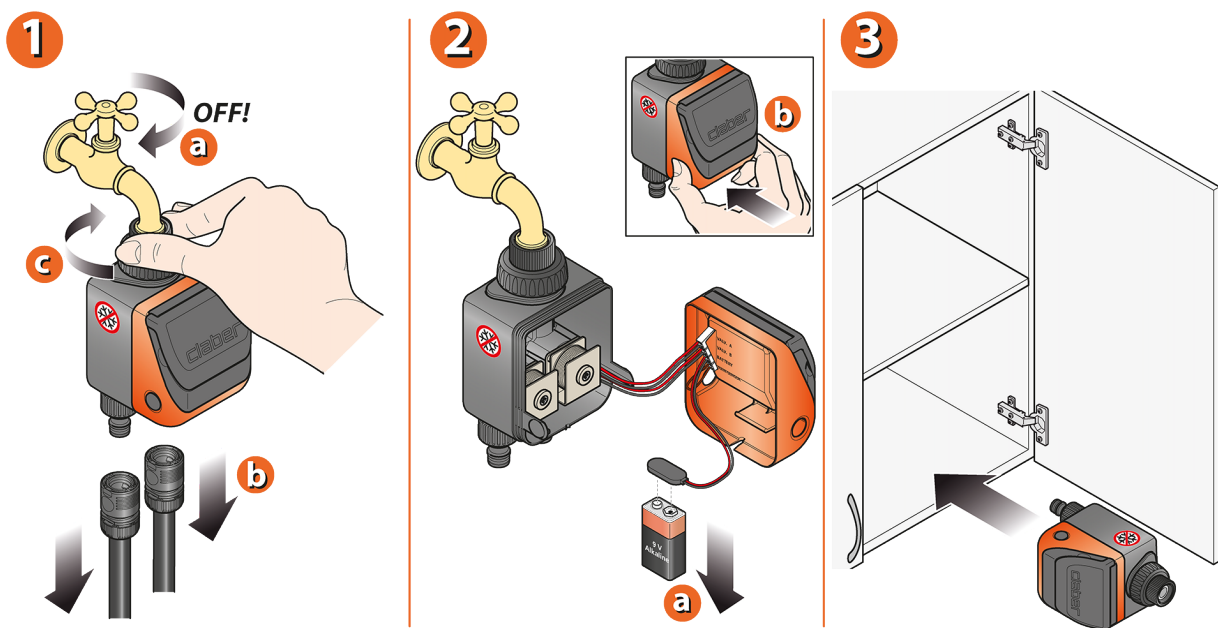
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The timer can also be connected to the Rain Sensor, using the socket provided, in which case the protective jumper must be removed.



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At the end of the warm season and before the first winter frosts, disconnect the timer from the tap and store it indoors, bearing in mind to remove the battery.



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For more information and further details, please consult the instruction manual supplied with the product.