

Talking Timer 810038 Instruction Manual

INTRODUCTION: Features include a talking count-down timer, a count-up timer and a talking clock. These functions are independent and will operate either separately or simultaneously. In addition, choose from six different alarm sounds. The timer's memory feature allows you to store your most frequently used count down time. An automatic repeat function allows you to restart any count down as many times as desired. This feature is particularly useful for repetitive activities such as checking experiments at regular intervals. The timer is designed with an easel back for desktop use, a magnet for attaching to metal surfaces, and a clip for belt attachment.

OPERATION:

COUNT-DOWN TIMER

SETTING COUNT-DOWN TIME

1. Slide the function switch (on the side) to **COUNT DOWN**
2. Press **HR**, **MIN** and **SEC** buttons to set the hour, minute and second respectively for count-down time. A voice announces the entered value. If you press and hold down **HR**, **MIN** or **SEC**, the hour, minute or second will advance quickly.

SETTING COUNT-DOWN TIME

1. Press **START/STOP** to start the count-down, the unit announces the time remaining to 0:00₀₀ according to the following schedule, for example "5 minutes left".

| Time Remaining | Voice Reporting Frequency |
|-------------------------------|---------------------------|
| Time > 60 minutes | Every hour |
| 60 min > = time > 10 min | Every 10 minutes |
| 10 min > = time > 1 min | Every 1 minute |
| 1 min > = time > 10 secretary | Every 10 seconds |
| 10 sec > = time > 1 sec | Every 1 second |

2. When counting down to 0:00₀₀, the alarm will sound for 1 minute while the unit continues to count up and announces how much time it is over 0:00₀₀ according to the same reporting schedule as the above table. For example the unit announces "2 minutes over" when it passes 0:00₀₀ for 2 minutes.

PASSING/ STOPPING COUNT-DOWN

To stop or pause the count-down, press **START/STOP** during count-down. To resume, press **START/STOP** again.

RESETTING COUNT-DOWN TIME

To rest the count-down time, first stop the count-down (if it is still counting down) by pressing **START/STOP**, then press **CLEAR** to rest to 0:00₀₀.

AUTO REPEAT

This function allows you to re-start the count-down automatically after reaching 0:00₀₀. It is a very useful feature for repetitive activities such as checking experiment every 20 minutes.

1. Press **HR**, **MIN** and **SEC** buttons to set the hour, minute and second respectively for count-down time. A voice announces the entered value. If you press and hold down **HR**, **MIN** or **SEC**, the hour, minute or second will advance quickly.
2. Slide **REPEAT** switch to **YES** position.
3. Press **START/STOP** to start the count-down, and re-start the count-down over and over again.

When counting down to 0:00₀₀, depending on the count-down time you set, different alarms will be used.

| Countdown Time Set | Alarm at 0:00 ₀₀ |
|------------------------|--|
| Time > = 2 minutes | Your selected alarm sound for 1 minute |
| 2 mins > time > 10 sec | Beep twice |
| Time > = 2 minutes | Beep twice, if "VOICE on/off" is off. No alarm sound, if "VOICE on/off" is turned on. |

USING MEMORY FUNCTION

One count-down time can be stored in the memory which can be recalled by pressing **MEMORY**, thus eliminating repeated setting the most-frequently-used count-down time.







1. To store the most-frequently-used count-down time in memory, first set count-down time, then press **MEMORY**. A steady "MEMORY" word appears on the display, indicating that the count-down time has been stored in the memory.
2. To use the count-down time stored in the memory, press **MEMORY** to recall the memory and the display shows a flashing "MEMORY". Press **START/STOP** to start the count-down.
3. To clear the memory, press **START/STOP** to Stop the count-down (if it is still counting down). Then press

MEMORY to recall the, existing memory, as shown by a flashing "MEMORY" on the display followed by pressing **CLEAR** to clear the memory.

4. To store a new value for the memory, first clear the memory, then follow step 1 to set a new value in the memory.

SELECTING ALARM SOUNDS

There are 6 different alarm sounds to alert you when counting down to 0:00⁰⁰.

| Alarm Sound | Symbol |
|-------------------|---|
| Whistling tea pot |  |
| Cuckoo |  |
| Bell |  |
| Bouncing ball |  |
| Car horn |  |
| Beeps |  |

1. To select an alarm sound, press repeatedly **SOUND**, the unit will play each alarm accompanied by its corresponding symbol on the display. You can select the alarm before starting the count-down or during the count-down.
2. When counting-down to 0:00⁰⁰ the alarm will sound for 1 minute. To stop the alarm, press any button.
3. The alarm sound is only for count-down.
4. The alarm sound does not work in count-up or clock mode.

TURNING ON/OFF THE VOICE ANNOUNCEMENT

The **VOICE on/off** control lets you turn the count-down time's voice announcement off or on. To turn off the voice, repeatedly press **VOICE on/off** button until "🔊" symbol shows on the display. Please note, even when the voice is turned off, there will still be an alarm sound when counting down to 0:00⁰⁰. To turn on voice, press **VOICE on/off** button until "🔊" disappears on the display.

COUNT-UP TIMER

SETTING COUNT-DOWN TIME

1. Slide the function switch to **COUNT-UP**.
2. Press **START/STOP** to start count-up.
3. To stop or pause the count-up, press **START/STOP**. To resume, press **START/STOP** again.
4. To reset to 0:00⁰⁰, first stop the count-up, then press **CLEAR**.

5. The maximum count-up time is 23:59:⁵⁹. When reaching 23:59:⁵⁹, it will start counting up from 0:00⁰⁰ again.

TIP: There is no voice announcement for count-up. However, if you want the voice announcement during count-up, you can use count-down function and set time to 1 second. Then the unit will announce the count-up time as "over" after 0:00⁰⁰.

TALKING CLOCK

SETTING THE TIME

1. Slide the function switch to **CLOCK SET**.
2. Press **HR**, **MIN** and **SEC** to set the hour, minute and second respectively. A voice announces the entered value. If you press and hold down **HR**, **MIN** or **SEC**, the hour, minute or second will advance quickly.
3. Slide the function switch to **CLOCK**.

TIME ANNOUNCEMENT

With the function switch set at **CLOCK** position, pressing any button (except **VOICE on/off**) will announce the current time.

TIP: Although there is no alarm for the clock, you can use the count-down timer to quickly set up the alarm time. For example, if you want to get up 7:00 AM (7:00) in the morning and the current time is 11:00 PM (23:00), you can set 8:0000 for count-down timer and turn off the voice. The alarm (one of the 6 you selected) will go off at 7:00 AM (7:00) in the morning. In fact this is an easier way of setting the alarm than the alarm clock.

USING THE COUNT-UP, COUNT-DOWN AND CLOCK

You can operate count-up, count-down and clock simultaneously without affect each other. For example, you can start the **COUNT-DOWN** then switch to **COUNT-UP** to start the count-up then switch to **CLOCK**. In **CLOCK** mode, both count-down and count-up are still running on the background as indicated by the flashing **COUNT-DOWN** and **COUNT-UP** on the display while a steady **CLOCK** is shown on the display.

CHANGING BATTERIES

This unit is powered by two (2) Ag13 alkaline batteries. If voice announcements sound weak or the display dims, replace the batteries.

Follow these steps to replace the batteries.

1. Slide open the battery compartment cover.
2. Remove the old batteries and replace with two (2) fresh Ag13 batteries.

NOTES: 1. Remove the batteries from the unit if you do not use the unit for a long period of time.
2.. Never mix fresh batteries with old ones.