



FM1D20-120 "Digi 20" Timer

Setting the Date and Time:

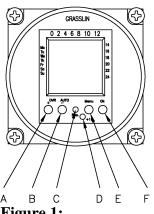


Figure 1: Button Reference

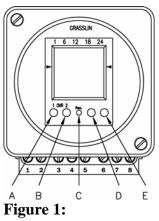
- 1. If the internal battery is charged, the display will be on and you may leave the power off. If the battery is dead, you will need to turn on power to the timer. The timer is equipped with a Lithium battery and should re-charge within a few hours.
- 2. Press and hold the reset button (Figure 1: Button C) for about 3 seconds or until the screen goes blank.
- 3. If the screen returns to run mode during the procedure, press "MENU" (Figure 1: Button E) to re-start.
- The screen will flash "24h" or "PM". Press "+" (Figure 1: Button A) or "-" (Figure 1: Button B) to toggle between military 24-hour mode and am/pm 12 hour mode. Press "OK" (Figure 1: Button F) to accept the change.
- 5. The screen will show two flashing digits. Here you may set the hour of the day. Press "+" (Figure 1: Button A) or "-" (Figure 1: Button B) to increment or decrement the hour. Hold the key for 2 seconds to make adjustments 5 units at a time. Press "OK" (Figure 1: Button F) to accept the change.
- 6. Use the same buttons to set the minutes and day of week. Use "+" (Figure 1: Button A) or "-" (Figure 1: Button B) to toggle through the options and "OK" (Figure 1: Button F) to accept the changes.
- 7. When setting the minutes, note that the last two digits are minutes and the first two are the hour that you set in the previous step. This timer does not allow setting seconds.
- 8. After setting the time and day of week, you may edit or create timer events. From here, you may skip to step 3 of programming a timer event.





FM1D20-120 "Digi 20" Timer

Programming an Event:



Button Reference

- 1. Start from the run mode screen. If there is no 120V power, the run screen only displays the time and day of week. With 120v power on, there is also a contact status symbol at the lower left of the screen. Press "Menu" (Figure 1: Button D) to exit any menus if this screen is not already showing.
- 2. Press "MENU" (Figure 1: Button D). Adjust the timer if required. Otherwise, press "OK" repeatedly until you see "prog 01" near the lower left corner of the screen. Note the circular symbol at the lower left. A filled circle indicates that this program will switch on at the programmed time and day. An empty circle indicates that it will switch off at the programmed time and day. An "off" program must always follow an "on" program.
- 3. Use buttons "+" (Figure 1: Button A) and "-"(Figure 1: Button B) to select a program or event. Press "OK" to edit the program that this shown.
- 4. Set the hour, minutes, and day(s) of the week that the event will run. Press "OK" (Figure 1: Button E) to accept the changes.
- 5. Repeat for up to 20 on and off events (10 on events and 10 off events)