

K1 KIT ASSEMBLY INSTRUCTIONS

With Remote Start Switch

Kit Contents:

(If you have ordered the Quick Mount or have a Best Track, the contents of your kit will differ from this list. Please refer to the mounting instruction sheet for a list of mounting items.)

- 2 black ABS **panels** cut to your track's width
- 2 aluminum square tubing - **side posts**
- 1 aluminum **top rail** - same length as ABS panels
- 1 aluminum **center rail** -2 inches shorter than top rail
- 1 matte finish aluminum bottom **rail** - ½" shorter than top rail (If you have the Quick Mount option, this part and those marked with "*" will not be included in this kit).
- 1 electronically complete **circuit board** with attached **sensors**, telephone **jack** and **power jack**
- 1 package of mounting **hardware** which contains:
 - 4 4-40 phillip's head screws, spacers & small nuts per lane; *2 6-32 flat head screws;
 - *2 6-32 round-head screws; *2 large nuts; *2 self-tapping screws, *1 small grommet per lane, 1 large black grommet per lane, and 1 red plastic dome lens per lane.
- 1 **AC Adapter**
- 2 *Fast Track* **decals**
- 1 Computerized **template** sheet
- 1 35 ft. wire with **reset switch**
- 1 CD with Fast Track Utility Software, and a Computer Interface Cable. (These are included in case you want to upgrade your timer via your computer serial port. See the "Computer Data Option" in this instruction packet for the computer/timer options available.)

Tools Needed for Assembly:

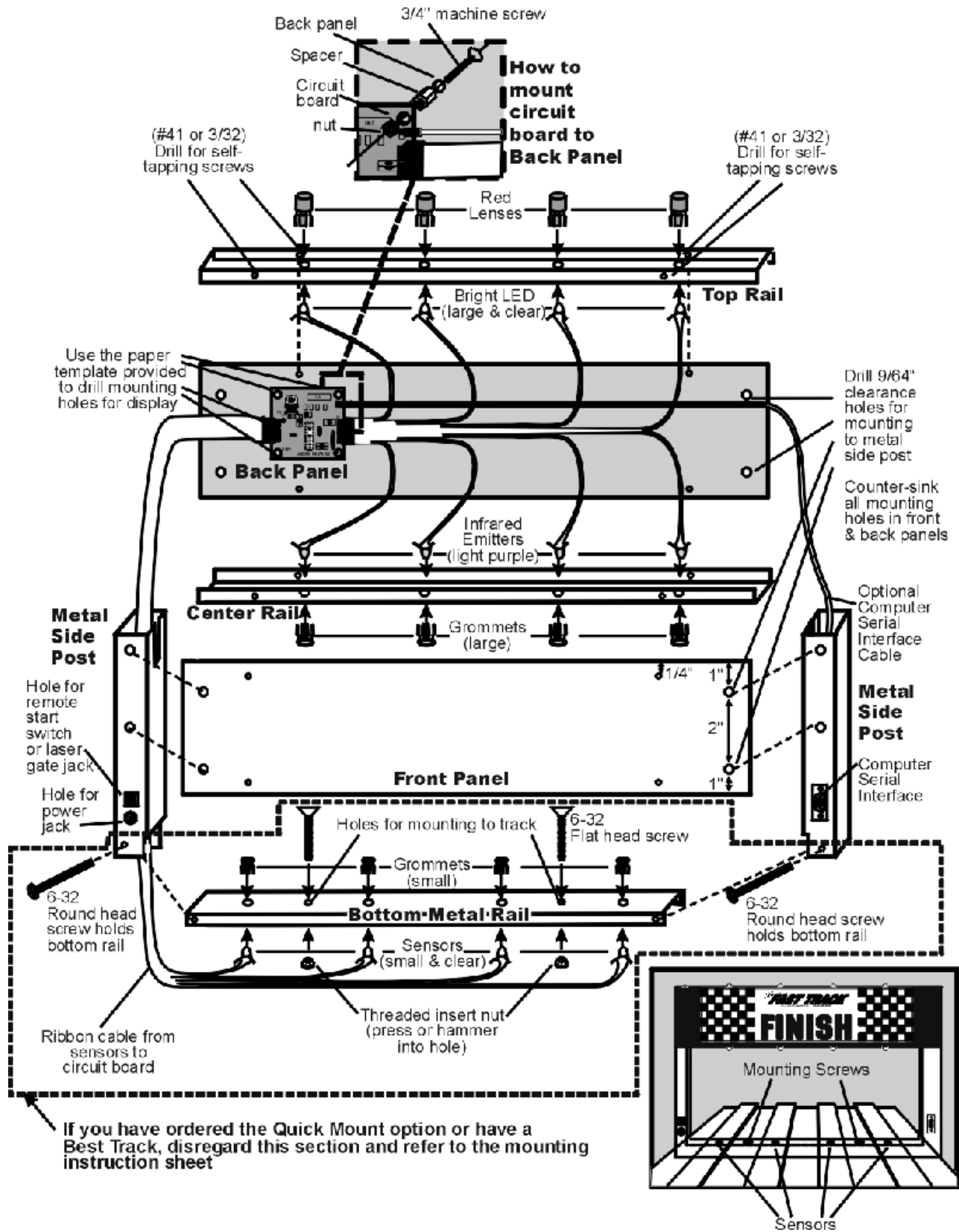
- drill, drill bits and 1/4" counter sink
- Philips screwdriver
- Hot glue gun or silicon glue (If you use silicon glue, it has to cure for 24 hours before you can use your timer).
- Tape

Quick Test

1. Lay circuit board on a nonconductive surface (wood, Formica). Make sure sensors have plenty of incandescent light.
2. Plug the power adapter into the power jack then into the electrical outlet. Each light will go on in position order then go off. Cover each sensor with your hand. The lights will display the finish ... **First place will light up and stay constant, second place flickers quickly, third place will blink slowly, fourth place will light up momentarily then go off.**
3. Put the board in test mode by depressing and holding in the remote start switch. Cover each sensor. The light for that lane will light up showing it is testing correctly. If you do not get this reading, please call us for help at: 1-888-693-3729 (office) or (859) 380-3882 (cell).

*If you have ordered the Quick Mount option, these items will not be included in this kit.

K1 Diagram



K1 KIT ASSEMBLY:

With Remote Start Switch

STEP 1- DRILL MOUNTING HOLES

Tape template to smooth side of black **back panel**. (Note: you may have to cut the template in the middle to fit the plastic.) Also tape front panel to back panel with rough sides together. With panels together, only drill holes for sides, top, and bottom mounting screws using 9/64 bit. Remove front panel. Drill circuit board mounting holes on back panel only, using 9/64 bit. Counter-sink holes on rough side of both panels.

STEP 2- ATTACH CIRCUIT BOARDS

Anchor circuit boards to back panel by inserting 4-40 screws from textured side; anchor spacers, then circuit board, then small nuts. Connect the brown jack from the side post into the circuit board now. Attach metal side posts with self-tapping screws to back panel. See diagram for proper placement. Attach power jack and start switch jack into holes on side post. Temporarily attach front panel to unit with self-tapping screws.

STEP 3- MARK AND DRILL TOP RAIL FOR RESET SWITCH AND RED LENSES

Measure center of each lane from left side of track. To mark top rail for location of red lenses centered over each lane of your track, add 1 inch to these measurements to allow for the width of the side posts. Drill holes with a 1/4 bit.

STEP 4- MARK AND DRILL CENTER RAIL

Mark & drill center rail using the same measurements of the centers of your track using 1/4 bit.

STEP 5- ATTACH TOP RAIL AND CENTER RAIL

Temporarily place top rail in unit. Mark mounting holes on top rail. Drill mounting holes in top rail using 3/32 bit. Temporarily place center rail in unit, mark mounting holes in rail, then drill these holes using 3/32 bit. Push red lenses in top rail. Push large grommets in center rail. Attach top rail and center rail to **back panel only** with self-tapping screws. Remove front panel. Insert and glue lights (large clear bulbs) into red lenses making sure top light goes into first hole from left, second light goes into second hole, etc. Insert emitters (large light purple bulbs) into grommets on center rail making sure first emitter from the **bottom** goes into first hole from left on center rail, second emitter from the bottom goes into second hole, etc. Attach front ABS panel to side posts, top rail, and center rail using self-tapping screws.

STEP 6- MARK, DRILL AND ATTACH BOTTOM RAIL

(If you purchased the “Quick Mount” or have a Best Track, disregard this step and refer to the “mounting instructions” page)

On bottom rail, mark off 3/4” from left side. From that point, mark and drill holes for sensors using same measurements of centers of lanes of your track using 3/16 bit. Mark and drill 2 timer mounting holes between outer sensors using 1/4 bit. Press (hammer) threaded inserts into these holes through the bottom side of the rail. Press grommets into sensor holes from top side of rail. Place bottom rail between ends of side posts making sure sensor holes measure same as centers of lanes on track. Drill a hole through both side post and bottom rail using 9/64 bit. Secure with 6-32 round head screws and nuts. Push sensors into grommets. Glue wire and sensors in place. (If you use silicon glue, you will have to let it cure for 24 hours before you can use the timer).

Test unit. (It does not need to be attached to track to do this.)

STEP 7- DECORATE

Attach decal sheets to front and back panels.

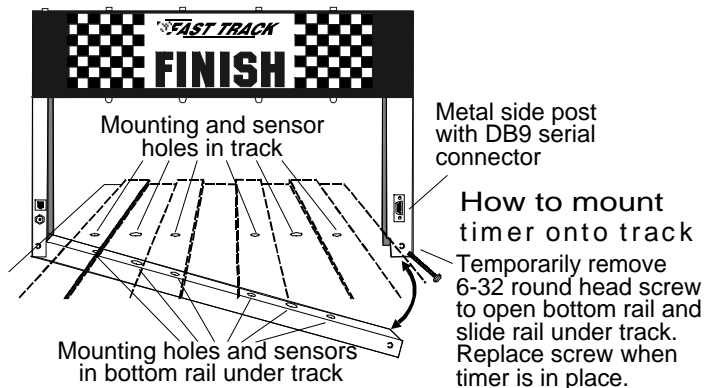
How to install your *Fast Track* flashing light display timer model K1 with optional remote start switch

(If you have ordered the Quick Mount or have a Best Track, disregard this section and refer to the mounting instruction sheet for installing your timer)

Enclosed you will find the Fast Track finish line, remote start switch, CD with the Fast Track utility program and a computer interface cable*, AC adapter (and any options ordered). The Fast Track finish line contains all the electronics, sensors and displays for the Fast Track system.

To install the Fast Track finish line to your track, mark the finish line on your track with a pencil. Now mark the midpoint of each lane where it crosses the finish line. These marks should align with the location of the sensors in the bottom rail of your Fast Track timer, which was manufactured according to the track measurements provided on the order form.

Next, measure from the nearest sensor to the mounting screws. Mark this spot where it crosses the finish line. This marks the spot to put the mounting screws. The other marks are for the sensors that are mounted in the bottom rail of the Fast Track finish line. Now carefully drill these marks in the finish line of your track with a 3/16 inch drill bit. The sensor holes should be in the middle of each lane. The two other holes are for mounting and should be countersunk with a 1/4 inch bit so that the mounting screws are flush with the surface of the track.



Once these holes are drilled you are ready to mount the Fast Track finish line to your track. Remove one bolt in the bottom corner of the finish line. With this bolt removed the finish line can now hinge open. (If you take out the wrong bolt the finish line will not be able to open because of wires that are in that side of the finish line.) Remove and save the mounting screws. Now with the Fast Track finish line open, run the bottom rail under the track. Close the finish line and replace the bolt.

Check for proper alignment of all of the holes in the track. If a hole in the track does not match that of the sensors in the rail or the mounting holes in the rail doesn't line up, you will have to ream out the holes in the track that do not match. When you have good hole alignment, you can insert the two mounting screws through the top of the track and into the threaded hole in the bottom rail. Be careful that the sensors fit into the holes you drilled in the track.

Connecting the start switch and AC adapter

Connect the start switch to your track so that the car release lever on your track closes the start switch as the cars wait at the starting line (see illustration on reverse side). When the cars are released the switch should open. Run the start switch cable under the track all the way back to the finish line. Plug the start switch connector into the small RJ11 telephone type socket in the side post of the timer. Plug the AC adapter into the other round socket in the side post (or use the optional battery pack if you ordered one.) Plug the AC adapter into a wall outlet and you are ready to roll.

How to operate the *Fast Track* timer

Close the starting gate so that the start switch is pushed in. This starts the self test. In the test mode all display lights should be off. If a display light is on then something is blocking the sensor for that lane. Once all display lights are off, you will be able to start a race.

Put the cars in their starting position. Open the start gate (all the display lights on the timer will blink and go off - this shows that the timer has started timing) and release the cars. When the first car crosses the finish line, the

*The computer cable and utility software CD are included for the computer data option, and for use when upgrading our timer. See "Computer Data Option" in this instruction packet.

NOTE: In order to run race management software with this timer, it must have the Computer Serial interface (PS) option.

Micro Wizard Instructions

light over that lane will light and remain lit. As the second place car crosses the finish line, the light over that lane will flicker on and off very fast. When the third place car crosses the finish line, the light over that lane will blink slowly. The fourth place light flashes once as the last place car passes over the sensor and stays off. (If you have fewer than four lanes, the last place light will flash once and stay off.)

After recording results, close the start gate. This presses the reset switch shut to start a new race. Ties can also be displayed if two cars cross the finish line within less than 0.0002 of a second. Two or more continuous lights would indicate a first place tie. Two flickering lights would indicate a second place tie. Ties are very rare.

If you have problems...

1) If one or more display lights come on with the remote start switch depressed: Then the infrared sensors in the bottom rail are not receiving the signal from the Infrared transmitters in the bottom of the finish line banner. Check the holes in the track and make sure there is nothing obstructing the sensor, and that it is properly aligned in the hole.

2) If nothing is working: Then Unplug the power adapter from the side post of the finish line banner. Make sure the outlet is functional. Reconnect the power adapter and plug it in. Put your hands over all the holes in the finish line. If the display lights now work then you may have a remote start switch problem.

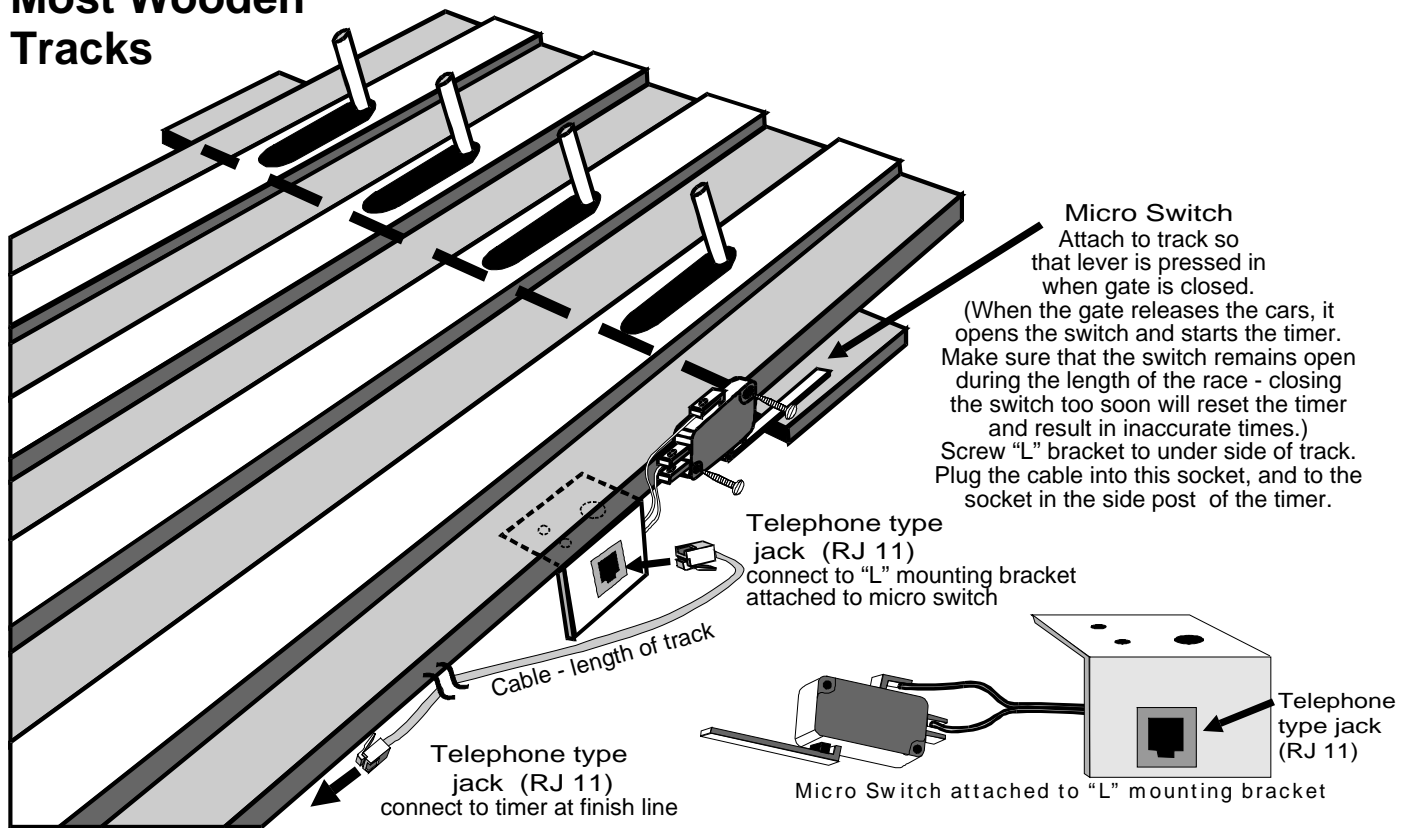
If you are trying to use the timer in direct sunlight

You may have trouble running our timer in direct sunlight, although it may run in shade. Here are several ways to improve the performance in sunlight:

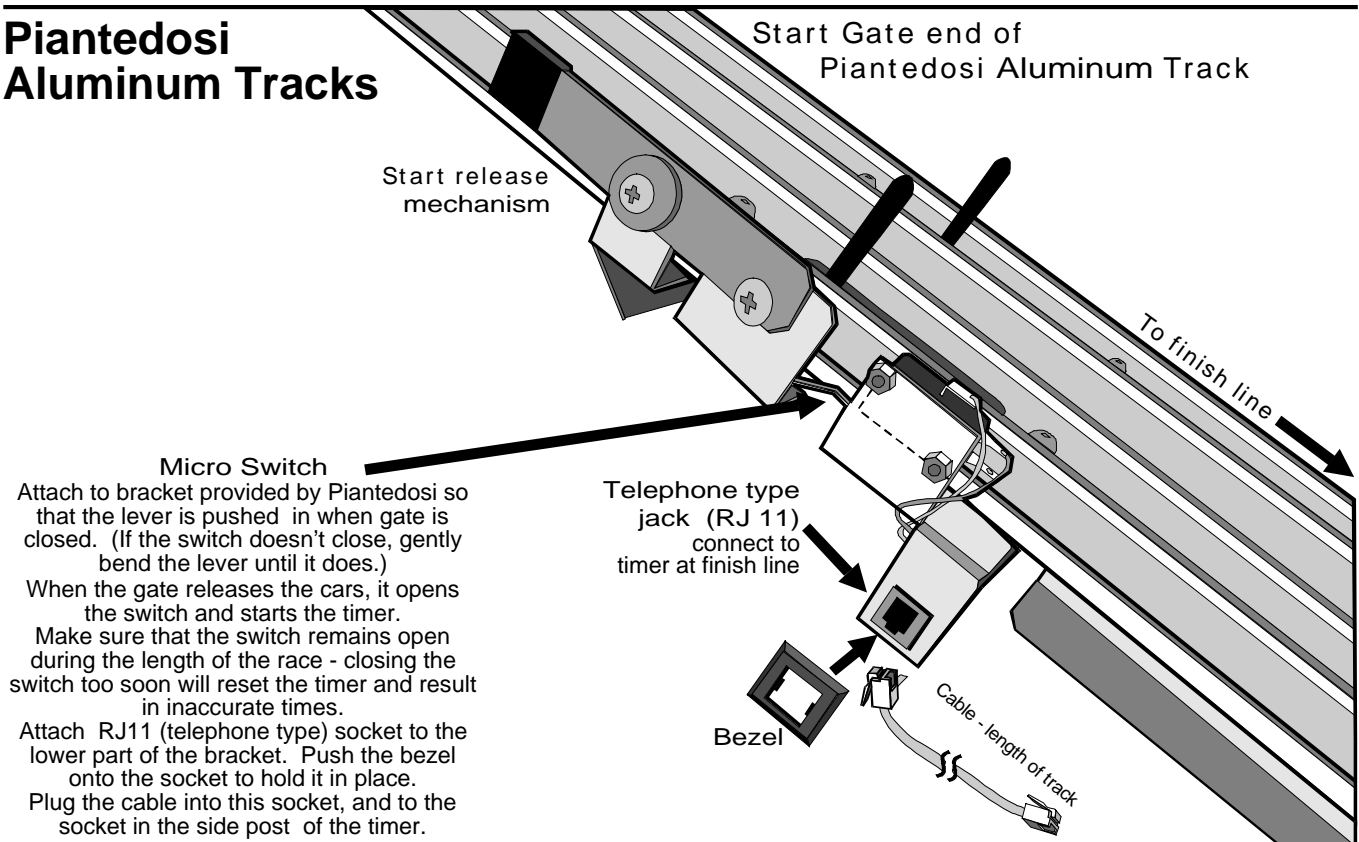
- Make sure no light is getting to the back of the sensors. Cover the back of the sensors with black tape.
- Use a small hole in the track. 1/8 inch hole should work fine.
- Make the interior of the hole flat black, or other dark color, so indirect light is not reflected down to the sensor.
- Make the sensor hole deep. It should be at least 1/2 inch deep for best results.

We have used J-B Weld, or J-B Kwik epoxy to fix holes that were too big. You can fill the big hole with the epoxy, then redrill them to a smaller size. The new hole is a flat gray color that works well.

Remote Start Switch Diagram Most Wooden Tracks



Piantedosi Aluminum Tracks



Computer Data Option

Your K1 timer is fully duplexed and software upgradable via your computer com port.

NOTE: In order to run Race Management Software with this timer, it must have the Computer Serial Interface (PS) option.

Software Options (visible in the "Features" box)

- S** - Serial Race Data Sends the actual time race data from the Micro Wizard timer to the computer. This is the raw data for any race management software.
- M** - Mask Lanes This command will prevent data from being sent from unused lanes – useful for eliminator races or trials.
- R** - Reverse Lanes This command reverses the data stream sent from our timer. Some race management software will require the data sent from the timer in reverse lane order. This can also be used with our remote display to make a double-faced timer at the end of your track.
- E** - Eliminator Sets timer to score only a first and second place, for lane pairs. Makes 2 races on a 4-lane track.
- F** - Force Print Forces the timer to end the race and send the results of all lanes that have finished. This is a great feature for when a car crashes, burns and falls off the track.
- L** - Reset Laser When the race is over, you can actually reset the laser gate from your computer! Does nothing if you do not have a laser gate.
- U** - Unused For future use.

The screenshot shows the 'Fast Track Setup Utility' window with several callout boxes pointing to specific features:

- Choose the number of lanes your timer has.** (Points to the 'Com Port' dropdown menu)
- Choose the lanes you want your timer to utilize. Option M above. (This will change if you have checked eliminator or reverse lane order)** (Points to the 'Lanes In Use' checkboxes)
- Option R Above** (Points to the 'Reverse' radio button in the 'Lane Order' section)
- Option E Above** (Points to the 'Eliminator' radio button in the 'Mode' section)
- Option L Above** (Points to the 'Reset Laser' button)
- This is your timer's serial number. You will need this to upgrade any options** (Points to the 'Serial Number' text field)
- Choose the com port for your timer's input.** (Points to the 'Com Port' dropdown menu)
- Redraws the screen** (Points to the '-refresh' button)
- This converts the race data to the old timer format. (to be used with older race manager software programs)** (Points to the 'Old (only 1st place marked)' radio button in the 'Data Format' section)
- Option P Above This allows you to set the time between actual time & position displays (K3 model timer only)** (Points to the 'Auto Race Time (seconds)' radio buttons)
- This feature is enabled only with a password. The letters represent the options you have. ("O" means you do not have that option).** (Points to the 'Set Features' button)

TO UPGRADE OPTIONS:
Call Micro Wizard for a code and type it in this text field

Commands that can be given through the serial port using hyper terminal

Commands:

- BL** **Boot load command**
Reloads the firmware in your timer – requires a Micro Wizard file with a hex extension.
- M(A-G)** **Mask unused lanes**
MA would mask out lane A. **MB** would mask out lane B and so on. **MG** would enable all lanes by clearing the mask.
- RL (0-6*)** **Reverse lane if 0 is set to normal** * Number of Lanes of your track
This command reverses the data stream sent from our timer to your computer or remote time display – ie- Lane ABC becomes CBA on your computer.
- RE** **Reset Eliminator mode**
If the timer is in the Eliminator mode, it will reset back to the standard mode of racing.
- RF** **Return Features in binary**
This command will return 8 binary bits like 0011 0111. A 1 means the option is enabled (see next page for definition):
1111 1111 all feature bits set. 0000 0000 all feature bits clear
- RS** **Return Serial Number**
- RA** **Reset Lane – Force Results**
Force the timer to end the race and send the results of all lanes that have finished. This is great feature for when a car crashes, burns and falls off the track.
- LR** **Reset Laser gate**
When the race is over, the computer can reset the laser gate. This can work like the RA command, but does nothing if the customer does not have a Laser Gate.
- LE** **Set timer for Eliminator mode**
Eliminator will score only a first and second place, for lane pairs. Makes 2 races on a 4 lane track.
- LF** **Load Feature**
This feature is enabled only with a password – guessing a serial number will give you an error and may disable features in your timer.
- LX (A-O)** **Change Time or Disable Automatic Reset**
In the command line, each of the letters of the alphabet A through O will add 2 seconds to the reset time. So to change the automatic reset time to 6 seconds enter: LXC, and to change the automatic reset time to 25 seconds enter: LXO
To disable the automatic reset enter: LXP
- NO** **Old Format**
Converts the race time data to the old timer format:
A=3.001! B=3.002 C=3.003 D=3.004 E=3.005 F=3.006 <LF> <CR>
- N1** **New Format**
Converts the race time data to the new timer format:
A=3.001! B=3.002” C=3.003# D=3.004\$ E=3.005% F=3.006& <CR> <LF>
- RM** **Read Mode**
Shows the current modes set for the timer:
6 000011 0 0 0
Number of lanes used in reverse order mode - 6
Lanes E and F are masked - 000011
Lanes are not reversed - 0
Not in eliminator mode – 0
Old data format - 0

Race Data Finish Order Punctuation:

- 21h** - ! - First Place
22h - “ - Second Place
23h - # - 3rd
24h - \$ - 4th

Micro Wizard Instructions

To change Options or view times from your race in Hyperterminal:

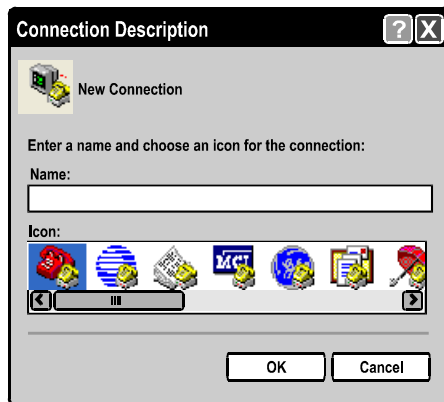
- Plug your timer into a power source
- Using the computer serial cable, plug your timer into the com port on your computer

On your Computer desktop – go to **Programs**

- choose **accessories**
- choose **communications**
- choose **hyperterminal** (the one with the phone icon)

1. This window will come up:

- put a name on it
- click **OK**



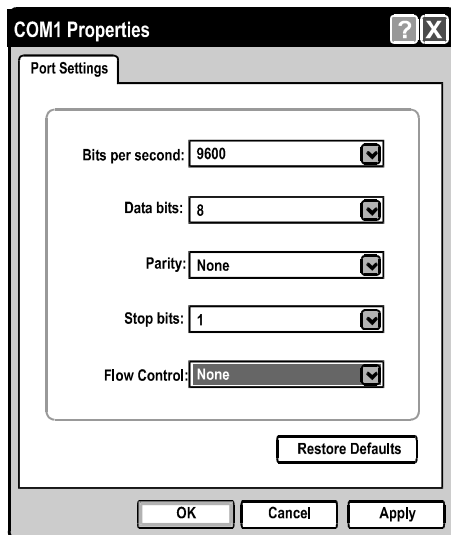
2. A New Window will come up:

- Click the down arrow on the “Connect using” box and choose the com port that is connected to your timer
- click okay



3. Another New Window will come up:

- Choose the options below
- click okay



4. You should now be able to type commands to the timer through the computer, or, once all the cars have raced and the lanes have finished, the times should automatically display.

To enter commands - type RV and hit enter. The version number of the timer should display on your computer screen. If it does, you are ready to enter the option commands of your choice. See the “Commands using Hyperterminal” sheet.

If you don't see the version number, you probably have a com port conflict. See “Frequently Asked Questions” on our web site for a list of ways to trouble shoot the problem.