

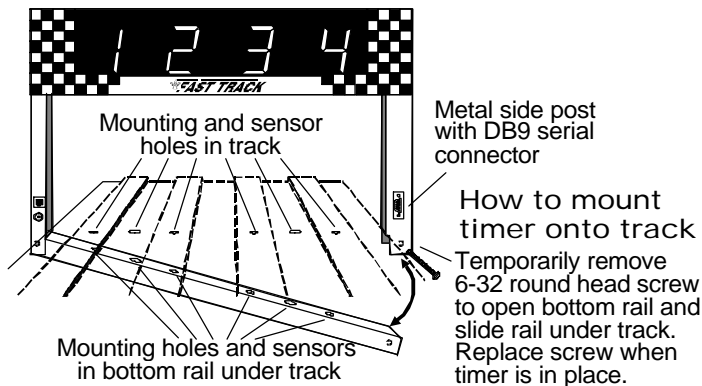
How to install your *FAST TRACK* K2 single digit sequence of finish display timer

(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 and AC adapter.

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. This should be the same spacing as the sensors in the bottom rail of your Fast Track timer and was manufactured according to the measurements provided on the order form. If the spacing is not the same, call me at 1-888-693-3729.

If the spacing looks correct, then drill a hole in the center of each lane with a 3/16 drill bit. Measure the distance from the mounting screws on the Fast Track timer to the closest sensor. Mark the spots between lanes on your track where the mounting screws go and drill them with a 3/16 drill bit. These mounting holes should be countersunk with a 1/4 inch bit so that the heads of 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 the screw in the bottom corner of the finish line opposite the power jack. With this screw removed, the finish line can now hinge open. (If you remove the wrong screw, it can't be opened due to the wires running to the sensors). Remove and save the 2 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, you will have to ream out the holes in the track that do not match.

Once you have good hole alignment, make sure the sensors are located at least 1/4" below the surface of the track. (If the track is too thin add a board between the bottom of the track and the timer sensors to achieve the proper thickness). Now insert the two mounting screws in the countersunk holes through the top of the track and into the threaded holes in the bottom rail.

Once the finish line is secured to the track you can connect the AC adapter (or optional battery pack if ordered) to the large socket in the side post. Plug it in and you are ready to run.

How to operate the *FAST TRACK* timer

Using the AC adapter, plug the unit in. All displays should be zeros. If a display is showing a dash, then something is blocking it's sensor. If one or more displays show a dash, then skip this section and read "If you have problems" below. If all zeros are displayed without a decimal point, then you are ready to race. (The zeros will appear with a decimal point when the timer is held in reset mode).

Put the cars in their starting position. Wait for the timer to reset itself (it takes about 8 seconds). Release the starting gate. Watch as the cars race toward the finish line. When the first car crosses the finish line, the display over that lane will display a "1". As the second car crosses, it's display will show a "2" and so on for each lane of your track. If two cars cross the finish line together

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

within less than 0.0002 of a second, a tie will be displayed. Ties are very rare. The timer should reset itself after 8 seconds, and you will be ready to run the next race.

You can change the automatic reset time with the utility software included with your timer. See LX(A-O) on the "Commands that can be given through the serial port using Hyperterminal" sheet.

If you have problems

1) If a display shows a dash after the timer has reset itself, then the infrared sensor in the bottom rail is not receiving the signal from the infrared transmitter in the top of the finish line banner. Check the holes in the track. Make sure nothing is blocking them. Can you see the infrared sensors through the holes in the track? Check the infrared transmitters in the top of the finish line banner. They should be positioned directly over the sensors, if not, they can be gently bent to give a more perfect alignment with the sensors below.

2) If nothing is working, make sure the outlet is functional and replug it in. Put your hands over all the holes in the finish line. The display lights should now work. If you still have a problem give me a call, Stuart Ferguson, at 1-888-693-3729 (office) or (859)380-3882 (cell). We offer a full 2 year warranty. If it hasn't been abused, we'll fix or replace it free, including ground shipping, or refund the purchase price if we are unable to meet your satisfaction.

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.

Computer Data Option

Your K2 timer is fully duplexed and software upgradable via your computer com port.

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Software Options that can be purchased from Micro Wizard (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 3 races on a 6-lane track or 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.
- C** - Count Down Clock Enter the minutes from which the timer will count down. Click "set countdown time" button and watch it go! Nice feature to show the intermission length between race events.
- U** - Unused For future use.

The screenshot shows the 'Fast Track' software interface with the following callout boxes:

- Choose the number of lanes your timer has.** (Points to the 'Number of Lanes' radio buttons)
- Choose the com port for your timer's input.** (Points to the 'Comm Port' radio buttons)
- Redraws the screen** (Points to the 'Refresh' button)
- Option R Above** (Points to the 'Reverse Lane Order' checkbox)
- 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 Lane Order' checkbox)
- Option E Above** (Points to the 'Eliminator' radio button)
- 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' field)
- Option C Above** (Points to the 'Set Countdown Timer' field)
- Option F Above** (Points to the 'Force Print' button)
- This converts the race data to the old timer format. (to be used with older race manager software programs)** (Points to the 'Data Format' radio buttons)
- Option R Above** (Points to the 'Reverse Lane Order' checkbox)
- 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 'Features' field)
- TO UPGRADE OPTIONS: Call Micro Wizard for a code and type it in this text field** (Points to the 'Set Feature' button)

Commands that can be given through the serial port using hyper terminal and the additional serial cable (some of these commands require purchased computer options)

Commands:

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 (0-6 indicates the 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 3 races on a 6 lane tracks or 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

N0* 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

PCXX* Count Down Timer XX=00-99

Enter the minutes you want the timer to count down from

* Purchased options are required to use these commands.

Race Data Finish Order Punctuation:

21h - ! - First Place

22h - " - Second Place

23h - # - 3rd

24h - \$ - 4th

25h - % - 5th

26h - & - 6th

To change Options or view times on your computer in Hyperterminal (You can view times only if you have purchased the computer serial interface - PS - option):

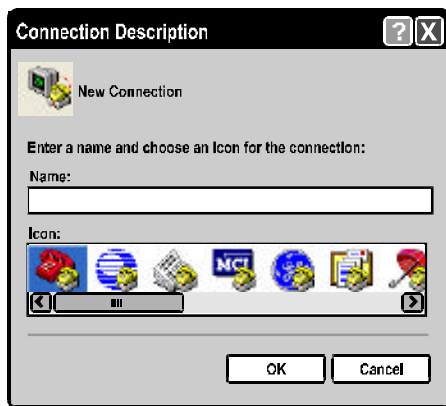
- Plug your timer into a power source
- Using the computer serial cable, plug your timer into the com port on your computer

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**



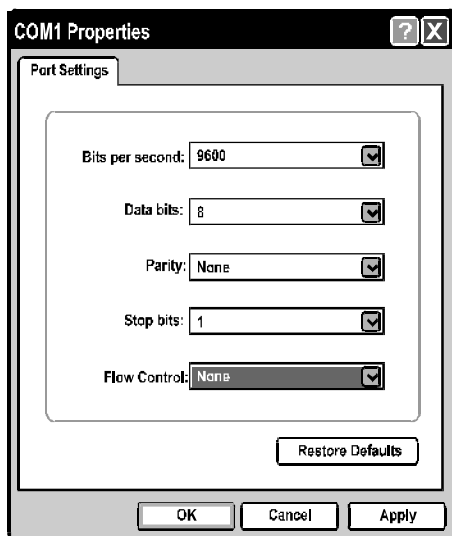
2. A New Window will come up:

- 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.