

Button A

# TIM3100 £1 & 20p Quick Set-Up Guide

The TIM3100 £1 & 20p timer has two programming menus which can be modified:

- CFG.1 & CFG.2 The configuration settings are 4-digit numbers which can be used to change the modes of operation of the meter, such as which coins to accept, whether time is counted in hours & minutes or minutes & seconds and setup of the auxiliary and main relay.
- St.01-St.10 define the operating parameters of the device such as how much time to vend per coin or pre-start and pre-end times.

To access the programming menus for your TIM3100, remove the cash box, at which point four zeros' will appear on the screen.

You can return to this point at any time throughout programming, by pressing the blue button within the cash box void. All instructions below assume you begin from the initial programming screen.



The configuration settings are four-digit codes, with each number representing a different setting on the meter.

To access the configuration number:

- Press Button B twice.
- Press **Button A** four times.

The display will now show CFG.1 or CFG.2 and a four-digit number. You can now use **Button A** to scroll through each of the four numbers. Each number will flash when selected. To change the value of the selected number, press **Button B**.

## CFG.1 Digit 1

This digit represents which coins your TIM3100 will accept. Select 1, 2 or 3 depending on the option required, as shown below:

Value	Option
1	£1 only
2	20p only
3	£1 & 20p
4, 5 & 8	Not used.

## CFG.1 Digit 2

This setting is used to define the coin acceptance mode.

Value	Option	Pre-Requisites
1	Single Coin Mode, time added with every coin insert.	
2	Totalise Mode, minimum cash value required before timer starts.	St.09 & St.10
4	Totalise + Top-up, minimum cash value required before timer starts, but top up time added with each coin insert.	St.09 & St.10
8	Push Button Credit, time is added each time the button is pressed.	St.01

## CFG.1 Digits 3&4

The Main and Auxiliary Relays are controlled by these settings. The time dispensed by the timer can be split into 4 increments. Both the Main and Auxiliary Relay can be controlled for each of these four increments if they are being used.

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Pre-Start Option St.05	Paid Time Period	Paid Time Period Pre-End Option St.07	
Coin inserted			Timer stops vending

The relay settings may be configured as per the below table.

Option	CFG.1 Digit 3 Main Relay	CFG.1 Digit 4 Aux. Relay	Pre-Requisites
Pre-End Feature	1	1	St.07
Main	2	2	St.01 and/or St.02
Pre-End & Main	3	3	St.07 and St01/St02
Pre-Start	4	4	St.05
Pre-End & Pre-Start	5	5	St.07 & St.05
Main and Pre-start	6	6	St01/St02 & St05
Pre-End, Main and Pre-start	7	7	St07 & St01/St02 & St05

# CFG.2 Digit 1 – Run-On Control

If the run-on feature is required, this option defines which relay it is operated from and if the Run-On time should be displayed on the timer.

Option	CFG.2 Digit 1	Pre-Requisites
Display Run-on time countdown	1	St.06
on device		
Use the Auxiliary Relay for the	2	St.06
Run-On time		
Use the Auxiliary Relay and	3	St.06
display the Run-On time		
Use the Main Relay for the Run-	4	St.06
On time		
Use the Main Relay and display	5	St.06
the Run-On time		
Use the Main and Auxiliary Relay	6	St.06
for the Run-On time		
Use the Main and Auxiliary Relay	7	St.06
and display the Run-On time		

## CFG.2 Digit 2 - Time Mode

This digit determines whether time is counted down in minutes and seconds, or hours and minutes. It is also used to set the Credit Save and Clear Credit features. Credit Save allows users to pause the countdown of the timer by pressing **Button B**, and to restart the countdown by pressing **Button A**. Clear Credit, when enabled, clears remaining credit from the meter upon power up, otherwise, any remaining credit is retained. N.B Credit Save & Clear Credit cannot both be used.

Value	Option
0	Hours / Minutes
1	Minutes / Seconds
2	Credit Save + Hours / Minutes
3	Credit Save + Minutes / Seconds
4	Clear Credit + Hours / Minutes
5	Clear Credit + Minutes / Seconds

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## CFG.2 Digit 3

This digit configures whether St.03 (Total Money Register), and St.04, (Total Credit / Time register), can be viewed without removing the cash box, (see Manufacturer's manual for instructions on how to view). Secondly CFG.02 Digit 3 can be used to activate the start button feature. This feature allows the user to add credit to the timer, and then press the Fascia Start Button, (**Button A**), when they want the session to begin.

Value	Option
0	Hide St.03 & St.04
1	View St.03 & St.04
2	Fascia Start Button + Hide St.03 & St.04
3	Fascia Start Button + View St.03 & St.04

## CFG.2 Digit 4

This digit configures whether the Audible Indicator is switched on or off, and whether the Setting Lockout feature is enabled. When switched on, an audible indication will sound when:

- 1. A button is pressed.
- 2. When 1 minute of time is remaining.
- 3. When available time has finished.
- 4. A coin is entered and validated.

The Setting Lockout feature restricts access to the St.01 & St.02 settings so that they can only be adjusted when the override key has been inserted and switched to the 3 o'clock position, (useful if you have staff who need access to the coin box, but you do not wish them to be able to change time settings).

When the normally closed override switch is set, the override switch works in reverse.

Value	Option
0	Audible Indicator Off
1	Audible Indicator On
2	Normally closed Override + Audible Off
3	Normally closed Override + Audible On
4	Setting Lockout + Audible Indicator Off
5	Setting Lockout + Audible Indicator On
6	Normally closed Override + Setting Lockout + Audible Off
7	Normally closed Override + Setting Lockout + Audible On

N.B. Once the configuration number is set, you can press **Button B** to move on to \$1.01, or return to the start by pressing the blue button within the cash box void.

# Settings – St. values

To access the St. values press **Button B** three times, you will then be able to continue pressing **Button B** to cycle through the St. options.

To change the values, press **Button A** twice, the first digit should now flash, and you can use **Button B** to change the value. Once the selected value has been chosen, press **Button A** to move on to the next digit. Repeat this process until all four digits have been set. Once an St. value is set, you can press **Button B** to move on to the next St. value, or return to the start by pressing the blue button within the cash box void.

# St.01 - Credit per coin 1 (hh:mm:ss)

St.01 is a four-digit number representing the time per £1 coin entered, or time per token entered. Depending on the value of CFG.1 digit 2, this will indicate either hours / minutes or minutes / seconds.

#### St.02 – Credit per coin 2 (hh:mm:ss)

St.02 is a four-digit number representing the time per 20p coin entered. Depending on the value of CFG.1 digit 2, this will indicate either hours / minutes or minutes / seconds.

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# St.03 - Total Money (££££.pp)

This register stores a value of the total accumulated amount of money or tokens entered since the meter was manufactured or received a factory reset. It is not a settable value. When the maximum value is exceeded the value rolls over. Initially pounds and pence are displayed, but as the pound value increases to requiring three or four numbers the decimal point disappears and only pounds are displayed.

## St.04 – Total Credit (hhhh:mm)

This register stores a value of the total accumulated time vended since the meter was manufactured or received a factory reset. It is not a settable value. When the maximum value is exceeded the value rolls over. Initially hours and minutes are displayed, but as the time in hours value increase to requiring three or four numbers the decimal point disappears and only hours are displayed.

# St.05 – Pre-Start (mm.ss)

St.05 is a four-digit number representing the time value of the Pre-Start time. It is presented in Minutes and Seconds. The Pre-Start configuration on the relays CFG.1 Digits 3 and/or 4 also need to be set for the Pre-Start to work.

# St.06 – Run-On (mm:ss)

St.06 is a four-digit number representing the time value of the Run-On time. It is presented in Minutes and Seconds. The Run-On configuration CFG.2 Digits 1 also need to be set for the Run-On to work.

# St.07 – Pre-End (mm:ss)

St.07 is a four-digit number representing the time value of the Pre-End time. It is presented in Minutes and Seconds. The Pre-End configuration on the relays CFG.1 Digits 3 and/or 4 also need to be set for the Pre-End to work.

# St.08 – Max Credit (hh:mm:ss)

St.08 prevents credit being accumulated above a pre-set time limit. It is presented in hours and minutes or minutes and seconds depending on the setting in CFG.2 Digit 2.

## St.09 – Totalise Due (££.pp)

St.09 is the total amount of credit required to be added before the timer will start. CFG.1 Digit 2 must also be set for the totalise feature to work. The totalise value is presented in minutes and seconds.

# St.10 – Totalise CPS (hh:mm:ss)

St.10 is the Credit/time per session dispensed by the timer when in totalise mode. CFG.1 Digit 2 must also be set for the totalise feature to work. The totalise value is presented in minutes and seconds.



# Example 1 - Washing Machine

## Requirements

- Price of a single wash £4
- Time required for a single wash 1 hour 20 minutes
- Pre-start time required to set the washing machine 5 minutes
- Washing Machine is run off the Main relay only
- There is no Run-On or Pre-End
- The display should be hh:mm
- The total funds used and time vended is visible for audit purposes
- The audible settings have been removed

## Config

CFG.1	CFG.2	St.01	St.02	St.03	St.04
3230	0010	0020	0004	n/a	n/a
St.05	St.06	St.07	St.08	St.09	St.10
0005	0000	0000	0000	0400	0120

# Example 2 - Self Service - Sun Shower

## Requirements

- Price of a single Sun shower £3
- Time vended 6 minutes
- Pre-start is required on an auxiliary relay which controls the lights and fan. The lights are required 2 mins before Sun Shower turns on to allow occupant to undress.
- Run-on is required on an auxiliary relay which controls the lights and fan. Run on is for 2 minutes to allow occupant to dress and fan to cool the sun shower.
- Pre-End Alarm required 30 seconds before end of main session.
- Top up feature enables users to extend the period of use.

## Config

CFG.1	CFG.2	St.01	St.02	St.03	St.04
3437	3101	0200	0024	n/a	n/a
St.05	St.06	St.07	St.08	St.09	St.10
0200	0200	0030	0000	0300	0600