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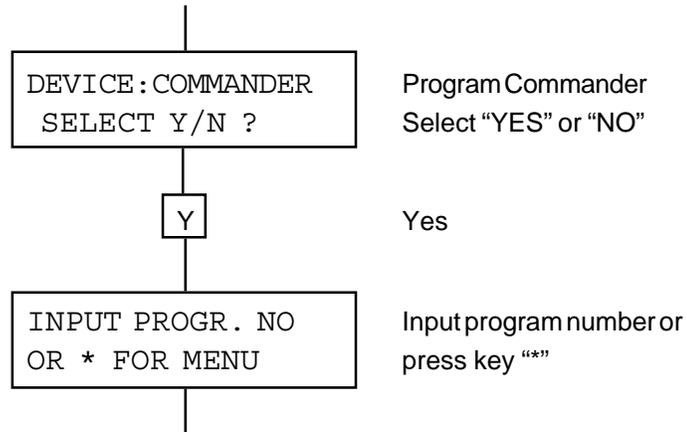
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Comet Commander manual copyright by:

**ALGE-TIMING**  
AUSTRIA

**GENERAL**

The Commander is a device to show numeric data on a **ALGE** display-board GAZc.



Each Commander program has its program number. With this number you can choose a program directly. If you press the key "\*" it jumps from one program to the next.

Press key "Y" if you want to work with the program shown on the display.

**COMMANDER PROGRAMS**

You can select a Commander program by direct input of the program number, or by jumping from one program to the next by pushing the key button “\*”.

If you work in a program you can jump from one part of the program to the next by pushing the key button “B”.

You transmit the data to the display board by pushing the key button “\*”.

**STARTNUMBER AND RANK:****Program number 1**

```
STN RK
SELECT Y/N ?
```

The startnumber has three digits, the rank two.

- You jump from “startnumber input” to “rank input” with key “B”
- You transmit the data to the display-board with key “\*”.
- You make a new input by overwriting old data.
- If you press key “C” it deletes the data (blank).

**STARTNUMBER AND TIME:****Program number 2**

```
STN TIME
SELECT Y/N ?
```

The startnumber has three digits, the time nine (hours, minutes, seconds, 1/1000 sec.).

- You jump from “startnumber input” to “time input” with key “B”
- You transmit the data to the display-board with key “\*”.
- You make a new input by overwriting old data.
- If you press key “C” it deletes the data (blank).

**STARTNUMBER, RANK AND TIME:****Program number 3**

```
STN RK TIME
SELECT Y/N ?
```

The startnumber has three digits, the rank two, and the time nine (hours, min., sec., 1/1000 sec.).

- You jump from "startnumber input" to "rank input" or "time input" with key "B".
- You transmit the data to the display-board with key "\*".
- You make a new input by overwriting old data.
- If you press key "C" it deletes the data (blank).

**STARTNUMBER AND POINTS 1:****Program number 4**

```
STN POINTS 1
SELECT Y/N ?
```

The startnumber has three digits as well as the points

e.g.: 9.25 = 925

- You jump from "startnumber input" to "rank input" or "time input" with key "B".
- You transmit the data to the display-board with key "\*".
- You make a new input by overwriting old data.
- If you press key "C" it deletes the data (blank).

**STARTNUMBER AND POINTS 2:****Program number 5**

```
STN POINTS 2
SELECT Y/N ?
```

The startnumber has three digits, and the points four

e.g.: 103.5 = 1035

- You jump from "startnumber input" to "rank input" or "time input" with key "B".
- You transmit the data to the display-board with key "\*".
- You make a new input by overwriting old data.
- If you press key "C" it deletes the data (blank).

**NUMBER:****Program number 6**

```
NUMBER
SELECT Y/N ?
```

Input of a number with 6 digits.

- You transmit the data to the display-board with key “\*\*”.
- You make a new input by overwriting old data.
- If you press key “C” it deletes the data (blank).

**COUNTER:****Program number 7**

```
COUNTER
SELECT Y/N ?
```

Count-down and count-up; 6 digits (e.g. for lap-counter).

- Input any number through the numeric-keys and confirm it with key “\*\*”.
- With key “A” you count up, with key “C” you count-down.

**TWO COUNTERS:****Program number 8**

```
TWO COUNTERS
SELECT Y/N ?
```

Two count-down or count-up; 4 digits each.

- Input two numbers through the numeric-keys and confirm it with key “\*\*”.
- To change from one counter to the other press key “B”.
- With key “A” you count up, with key “C” you count-down.

**SHOW JUMPING:****Program number 9**

```
HORSE JUMPING
SELECT Y/N ?
```

Input of startnumbers (3 digits), penalty points (max. 99.99) with automatic penalty point addition. On the display-board it shows the startnumber and total penalty points.

- input startnumber
- press key "B"
- input penalty points
- press key "\*" (addition of penalty points)
- input further penalty points if necessary
- add penalty points with key "\*"
- subtract with key "N"
- press key "B" to input the startnumber for the next competitor
- ect.

**AUTONOME UHR:****Program number 10**

```
AUTONOME UHR
SELECT Y/N ?
```

This program works only together with the ALGE display-board GAZ 82 (Version A8CD). The thumb wheel switch of the display board must be on position "0", both switch have to be set towards the direction away from the thumb wheel switch.

- turn Comet on and adjust the Commander software
- choose the Commander program "AUTONOME UHR"
- connect the Comet with the adjusted and powered display board
- confirm "Autonome Uhr, select Y/N" with key "Y" of the Comet
- input of time (nine digits; hours, minutes, seconds, 1/1000 sec.)
- confirm with key "\*"
- start clock with key "A"
- stop clock with key "C"
- you can disconnect the Comet from the display board as soon as the clock runs.

If you disconnect the Comet from the display board, it is possible to use a handswitch (026-10) to start and stop.

**STOPWATCH:****Program number 11**

STOPWATCH  
SELECT Y/N ?

Stopwatch with intermediate-time.

- input time
- confirm time with key "\*"
- start clock with key "A"
- stop clock with key "C"
- continue with running-time through pressing key "\*\*"
- you can input a new time after you press key "N"

**REVERSE-TIMING 1:****Program number 12**

REVERSE TIMING 1  
SELECT Y/N ?

Count-down with time-out

- input the time (key 0 to 9)
- start and stop (time-out) with key "A" or "C"
- acoustic beep when count-down reaches zero
- if you press key "N" (new), you can input a new time

**REVERSE-TIMING 2:****Program number 13**

REVERSE TIMING 1  
SELECT Y/N ?

Count-down with time-out

- input the time (key 0 to 9)
- start and stop (time-out) with key "A" or "C"
- acoustic beep when count-down reaches zero
- after three seconds, the display returns to the count-down time
- you can start the count-down again with key "A" or "C"