

On the 10-ampere charger, three sets of (form C) alarm contacts (corresponding to the three fault LEDs) are also available. Using an optional alarm contact harness, these contacts can be wired by the installer to activate other audible or visual alarms.

Under normal operating conditions, the Low Bat and AC Fail relays are energized and the High Bat relay is de-energized. In response to a Low Bat or AC Fail condition, the appropriate normally energized relay (Low Bat or AC Fail) drops out. In response to a High Bat condition, the normally de-energized High Bat relay is energized.

### Auxiliary Relay Option

Optional auxiliary relays provide contacts for energizing external alarms, remote indicators, and control equipment such as louver motors and water pumps.

### Alarm Module Option

The optional alarm module (Figure 2-7) provides an audible indication that the transfer switch has transferred to the emergency power source.

**A push button on the alarm module provides a means to silence the horn.**

The Alarm lamp indicates that the transfer switch is in the Emergency Connected position. If the horn is silenced, the Horn Silenced lamp will also light. Both lamps will stay lit until the transfer switch moves from the Emergency Connected position to the disconnected (neutral) or Normal Connected position.

### Exerciser Clock Option

The exerciser clock initiates generator set start/run cycles at programmable intervals and for programmable durations. It is a 7-day, 24-hour clock that can store and execute up to ten start/stop programs (exercise cycles).

Programming the exerciser clock requires setting the time of day and entering the exercise start and stop times.

Refer to the circled numbers in Figure 2-8 when reading the following instructions.

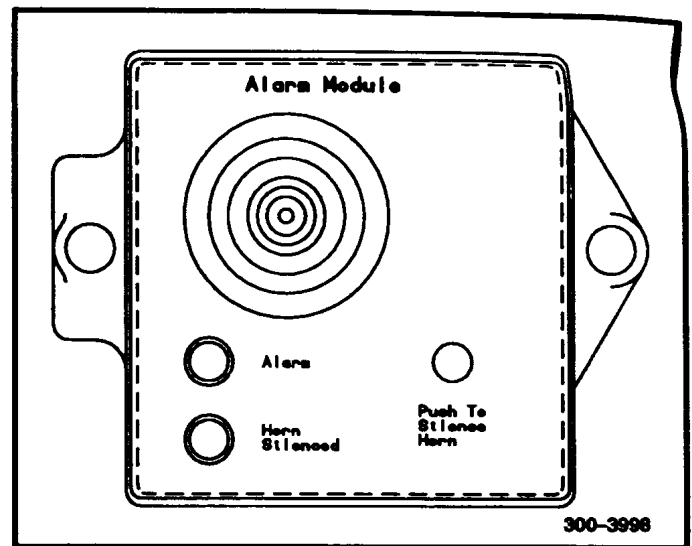


FIGURE 2-7. ALARM MODULE

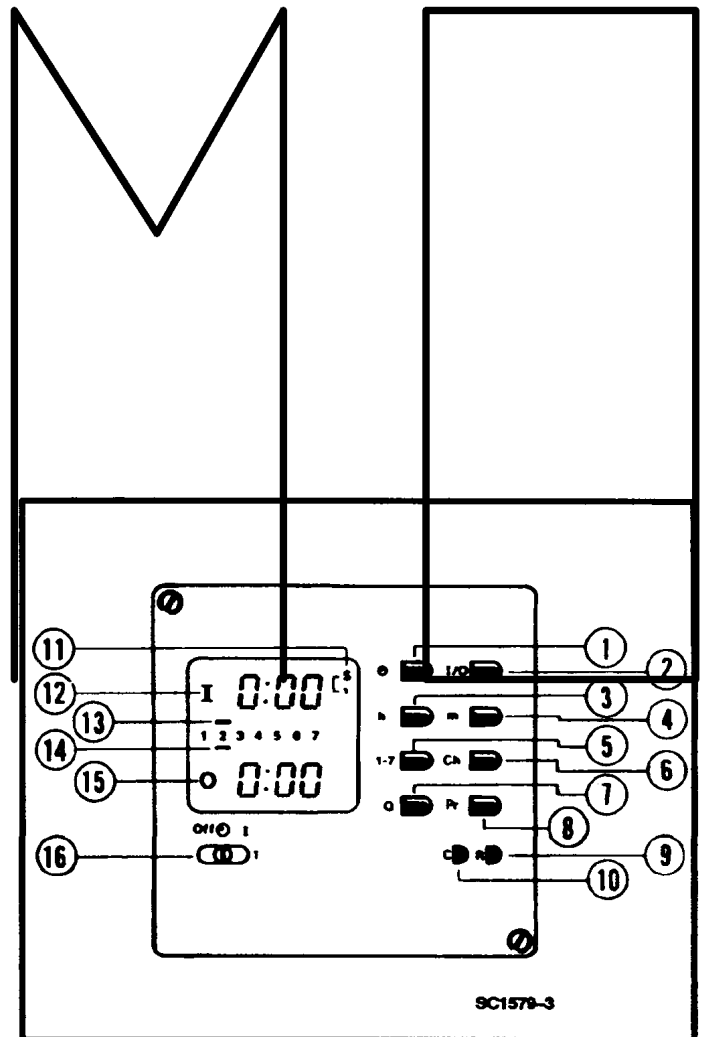


FIGURE 2-8. EXERCISER CLOCK

### **To set the time of day:**

1. If you are performing installation and setup, press the R button (9) with the tip of a ball point pen to reset all memory. Do not press the R button if you are only changing the time of day.
2. Press the clock button (1).
3. Press the h button (3) to set the hour of the day. The clock uses 24-hour (military) time.
4. Press the m button (4) to set the minutes of the hour.
5. Press the 1-7 button (5) to advance the indicator bar over the desired day number. (Use the 1 to represent Sunday.)
6. Press the Pr button (8) to enter the time.

### **To set the exercise start time:**

1. Slide the output selector switch (16) to the center position. The output selector switch has three positions. The Off position overrides the program and causes an exercise stop. The I position overrides the program and causes an exercise start. The center position selects program control.
2. Press the I/O button (2). An "I" (12) appears in the upper display window. The "I" is a symbol for start time.
3. Press the h button (3) to set the start hour.
4. Press the m button (4) to set the start minute.
5. Press the 1-7 button (5) to advance the indicator bar (13) from 1 to 7 and back to 1. For each day to be selected for exercise, press the Q button (7) when the indicator is over the desired day number. (1 represents Sunday.)

### **To set the exercise stop time:**

1. Press the I/O button (2). An "O" (15) appears in the lower left display window. The "O" is a symbol for stop time.
2. Press the h button (3) to set the stop hour.
3. Press the m button (4) to set the stop minute.
4. Press the 1-7 button (5) to advance the indicator bar (14) from 1 to 7 and back to 1. For each start time (selected in step 5 above), there must be a corresponding stop time. A program can start on day 2, pass through midnight, and stop on day 3 (for example); but there must be a stop time for every start time. Press the Q button (7) when the indicator is under the desired day number.

5. To enter the complete start/stop program, press the Pr button (8). If all program requirements have been satisfied, the display returns to the time of day. If the program requirements are not met, the display of the section that needs correction flashes on and off.

To enter more programs, repeat the two 5-step procedures. A maximum of ten programs can be entered. (The same ten programs can be repeated each day.)

The word "Full" appears in the display when the memory is full.

If the I/O button (2) is pressed and no program is to be entered, press the Ch button (6) and then the Pr button (8) to get out of the program mode.

### **To check the programs:**

1. Press the Ch button (6). An "I" (12) and an "O" (15) are displayed.
2. Press the Ch button (6) again. The start and stop information for the first program is displayed.
3. Continued pressing of the Ch button (6) causes the display to sequence through all of the programs in memory. If ten programs have been entered, the word "Full" appears after the tenth program display.
4. Press the Pr button (8) to return to the time-of-day display.

### **To change (edit) a program:**

1. Press the Ch button (6) until the program you want to change appears in the display window.
2. Press the I/O button (2) to select start or stop time.
3. Press the h (3), m (4), or 1-7 (5) and Q (7) buttons to change the hour, minute, or day.
4. Press the Pr button (8) to enter the edited program and return to the time-of-day display.

### **To erase (clear) a program:**

1. Press the Ch button (6) until the program to be erased is displayed.
2. Press the C button (10) with a ball point pen to clear the program.
3. Press the Pr button (8) to return to the time-of-day display.