

Chronos II (older, longer model – touch and button models)



1. Start/Stop
 - a. Turn off the clock. While keeping the “**red button**” pressed press any play switch 5 times.
 - b. Turn on the clock. Press all three buttons - **left and right play buttons** and “**red button**” simultaneously.
2. Select DL-SD1 mode. With the clock turned on...
 - a. Repeatedly press the red button to cycle through various modes until mode **DL-SD1** is displayed on the screen.
 - b. Press the corresponding (left or right) play button to select **DL-SD1**.
3. Enter edit mode. Long press (5 seconds) the “**red button**” to change settings.


At any time, long press “**red button**” again to stop and save settings.

In **edit** mode

- a) The field to be modified will blink on the display.
- b) Press the play button (on each side) to cycle through the digits/values.
- c) Some fields will need to be modified for both players – time, delay, increment and final delay. Change these by for both players before moving to the next
- d) Press the red button to go to the next field.

- The following settings should be used

1:30:00	1:30:00	Time control #1 (30 minutes)	
05 dl	05 dl	Delay 5 seconds	
0 beep	1 led	No beeps	Display which side is running
0 led short		Stop flashing led's	
0 beep at end		No beeps if time runs out	
0 beep at tc		No beeps at time control	
0 halt at end		Clock keeps running if one side runs out.	
copy to 2		2 is the user mode location for 2nd preset	

- Exit edit mode. Long press the red button to save. Start to play. 

Future use

When clock is off – press red button twice to enter stored mode.

Additional time:

- Press the center button once to stop play
- Long press (5 seconds) the center button to modify times
- Change either player time as needed. Hours and minutes are changed in one screen. Seconds are changed in the next.
- Use left button to change left values, right button to change right values. Red button to move to next field
- Once all changes are complete, long press the center button to finish editing.
- Start the clock for the player to play (press button for opposite player as if they completed a move)