

# Operation Manual

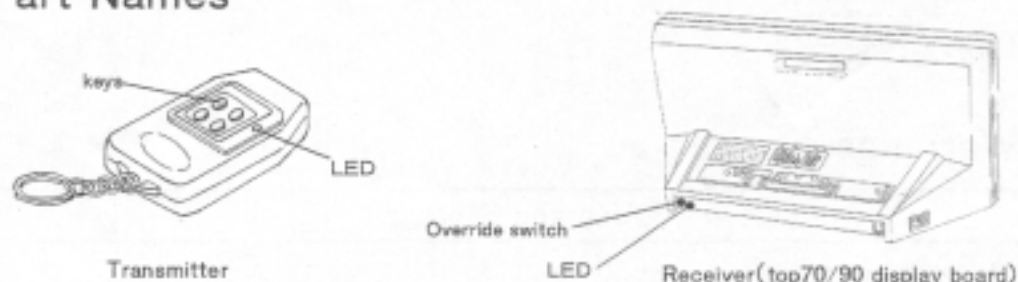
## Remote Control AC300

**molten®**

- Prior to initial operation, please carefully read this operation manual and use the unit correctly.
- Please keep this operation manual where people can consult it when necessary.

The ac300 is a wireless remote-control device designed to accompany the DIGITIMER90R.

## 1 Part Names



## 2 Operating Instructions

Turn the power to the display board ON.

Now you can start/stop the timer and adjust the score.

The function keys change with each mode. Please refer to the Key Function Table.

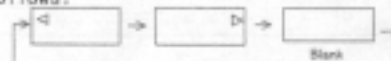
**Key Function Table**

Function	Transmitter1(T1)	Transmitter2(T2)	Function	Transmitter1(T1)	Function	Transmitter1(T1)
<b>F1</b> Game Timer Score (Team Fouls) (TOP90)	Start -1 +1 Score	Score -1 +1 Team Fouls	<b>F5</b> Judo Match Timer Pin Timer	Start -1 +1 Match Timer Pin Timer	<b>F9</b> Pace Maker	Start -1 +1 Main Timer
<b>F2</b> Basketball Game Timer 30-sec Timer	Start -1 +1 30-sec Timer	Start -1 +1 30-sec Timer	<b>F6</b> Boxing Match Timer Round	Start -1 +1 Match Timer Round	<b>F10</b> Timer	Start -1 +1 Main Timer
<b>F3</b> Wrestling Match Timer Score (Injury)	Start -1 +1 Match Timer Score	Start -1 +1 Match Timer Score	<b>F7</b> Success Rate	Start -1 +1 Success Rate	<b>F11</b> Stopwatch	Start -1 +1 Main Timer
<b>F4</b> Volleyball Score Sets	Start -1 +1 Score	Start -1 +1 Score	<b>F8</b> Program Timer	Start -1 +1 Main Timer	<b>F12</b> Clock	Start -1 +1 Main Timer

※1. As an option (described elsewhere), two transmitter(T2).

※2. If the **+1** key is pressed in error, it can be corrected by immediately pressing the **-1** key.

※3. Pressing the **<>** sequentially switches the display as follows:



- Remove the key function sticker that accompanies this manual and affix it to the transmitter.

### ■ Registering the Transmitter

- If a transmitter is lost and a new one purchased, please register the new transmitter as follows.

送信機	Operations	Display
送信機 1	1. Turn the power to the display board ON.	
	2. Press the override switch on the back of the display board and hold down for 5 secs.	☼ The display board LED will light up, indicating register mode.
	3. Press any of the transmitter key	● The LED will go blank, indicating that registration is complete.
送信機 2	4. Press the override switch again and hold for 10 secs.	⊗ The LED will blink, indicating register mode.
	5. Press any key on the second transmitter (if registering two transmitters).	● The LED will go blank, indicating that registration is complete.

※ When registering a second transmitter, be sure to begin by re-registering the first transmitter.

### ◀ 3 ▶ Replacing the Battery

1. Remove the screw from the back of the unit, and install a new battery (LRV-08, 23A, MN21).



### ◀ 4 ▶ Warnings

#### Use and Storage

- Do not let the unit get wet.
- Do not disassemble or alter the unit.
- Do not strike or drop.
- Do not store in areas of potential high temperature, high humidity, or dew.
- Do not store in direct sunlight.

#### Battery

- Use only the DC12V battery LRV-08, 23A, MN21.
- Be careful not to reverse (+) and (-) polarity.

The battery that comes with this unit was used for the operating test.  
We cannot guarantee that it will last as long as stated in the specifications.

### ◀ 5 ▶ Troubleshooting

If you believe the AC300 may be out of order, please check the following before taking it in for repair.

Symptom	Check	Solutions
No reception	● Is the battery low? (flag, signal box) ● Is the battery installed properly? (+, -)	● Replace the battery. ● Install the battery properly.
Poor reception	● Reception can be diminished indoors or when the control unit is too close (within 2 m).	

### ◀ 6 ▶ Specifications

Wireless	Range	30m
Power source	Battery	LRV-08, 23A, MN21
	Life	180 continuous minutes (average 3.3 mins/game = about 54 games)
Use temperature		0 to 40 °C
Dimensions/Weight		3.8×6.0×1.4cm, 30g

● Changes in specifications may be made without notice.

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● Name of your Dealer

This product has passed Molten's rigorous quality inspection.

## AC-300 OPERATIONAL MANUAL

### THE KEY OF TRANSMITTER 1 :

- A : ORANGE WIRE OUTPUT (D0)
- B : YELLOW WIRE OUTPUT (D1)
- C : ORANGE + YELLOW WIRE OUTPUT (D0 + D1)
- D : GREEN WIRE OUTPUT (D2)

### THE KEY OF TRANSMITTER 2 :

- E : ORANGE + GREEN WIRE OUTPUT (D0 + D2)
- F : YELLOW + GREEN WIRE OUTPUT (D1 + D2)
- G : ORANGE + YELLOW + GREEN WIRE OUTPUT (D0 + D1 + D2)
- H : BLUE WIRE OUTPUT (D3)

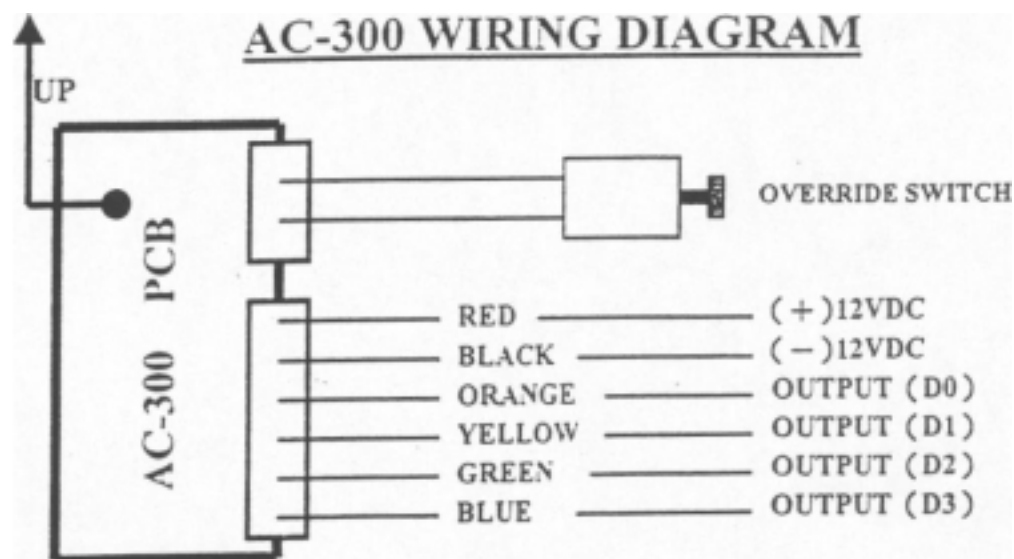
※THE OUTPUT TIMEING OF A→H DEPENDS ON PRESSING TIME OF A→H.

### THE REGISTRATION METHOD OF A TRANSMITTER 1 :

1. A push of override switch for 5~9.9 sec. Lighted LED.
2. When LED is lighted, if a transmitter sends a signal, the key of A~D will be registered.

### THE REGISTRATION METHOD OF A TRANSMITTER 2 :

1. A push of override switch for 10 sec. or more changes LED to blink from lighting.
2. When LED is blinking, if a transmitter sends a signal, the key of E~H will be registered.



※NOTE : FOR AN EFFECTIVE RECEIVER, YOU HAVE TO STRAIGHTEN UPWARD THE ANTENNA AND FIX.

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

Note: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.