

Date and Time Set

NOTICE

It is assumed that you have read Section 3.1 "User Programming Instructions". Soft button usage is explained in that section, therefore no references will be made to them in the following instructions. The soft buttons can be used in place of the overlay keys at any time.

Description

Sets the current data and time.

Selection

- Year: **00** through **99**
- Month: **Jan.** through **Dec.**
- Day: **1** through **31**
- Day of the week: **SUN / MON / TUE / WED / THU / FRI / SAT**
- Hour: **00** through **12**
- Minute: **00** through **59**
- **AM / PM**
- Clock hour: **12** or **24**



Default

'97 Jan. 1 WED 12:00 AM 12

Programming

1. Enter **000**.

Display: 000 DATE / TIME

2. Press **NEXT**.

Display example: '97 Jan. 1 WED

3. Enter the **year**.

To change the current entry, press **CLEAR** and enter the new year.

4. Press **➡**.

5. Keep pressing **SELECT** until the desired month is displayed.

6. Press **➡**.

7. Enter the **day**.

To change the current entry, press **CLEAR** and enter the new day.

8. Press **➡**.

9. Keep pressing **SELECT** until the desired day of the week is displayed.

10. Press **STORE**.

11. Press **NEXT**.

Display example: 12:00 PM 24

12. Enter the **hour**.

To change the current entry, press **CLEAR** and enter the new hour.

13. Press **➡**.

14. Enter the **minute**.

To change the current entry, press **CLEAR** and enter the new minute.

15. Press **➡**.

16. Press **SELECT** for AM or PM.

17. Press **➡**.

18. Press **SELECT** for 12 or 24 (clock hour).

19. Press **STORE**.

20. Press **END**.

Conditions

- After changing an entry, you can press **STORE**. You do not have to perform the rest of the steps.
- To return to the previous field, press **⬅** in steps 4 through 9 and steps 13 through 18.
- If you hear an alarm after pressing **STORE**, check that the date is valid.
- The clock starts immediately after the **STORE** button is pressed.
- You cannot leave an entry empty.

Feature References

Installation Manual, Section 3, Features
Display, in Idle