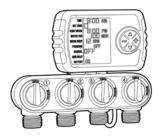


Four-zone Electronic Water TimerUser Instructions



Installing the Timer

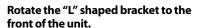
Note: It is important to complete the installation in this exact order.

Plug the wire from the valve unit into the control unit.

Install 2 AA Alkaline batteries by

removing the battery holder from the back of the timer and inserting the batteries as indicated. Replace the battery holder.

Once installed, the LCD screen will be working with the letters "OFF" flashing beside "MANUAL."



Slide the control unit onto the bracket.

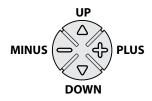
Attach the valve unit to an outside faucet.

Ensure the 4 valve knobs are set to "TIMER" and turn on the water supply.

Attach a hose to any of the outlets and then to a sprinkler, soaker hose or other watering tool. You can attach up to 4 hoses.

Programming the Timer

Press the UP key until the numbers beside "TIME" are flashing.



Set the current time using the PLUS and MINUS keys. By holding the key down the time will change rapidly. A tap will cause a stepped change. Once you have set the correct time, use the DOWN arrow key to move to the next section.

Use the PLUS and MINUS keys to select the "ZONE" you want to program. Each "ZONE" represents one of the outlets. Use the DOWN key to move to the next section.

Select when you want to begin watering in the "START WATER" section. Again adjust the time using the PLUS and MINUS keys. Move to the next section.

Set how long you wish the water to run in the "WATER FOR" section. This time can be adjusted up to 240 minutes. Move to the next section.

Select how often you would like to water in the "WATER EVERY" section. This is set in hours or days. Move to the next section.

Activate the program by adjusting the "PROGRAM" section to ON. Watering will begin at the "START WATER" time.

The timer is now programmed. "ON" will flash for 3 seconds and then stop.

Move back to "ZONE" and select another unprogrammed zone. Repeat the programming steps to set-up the remaining watering zones.

Once you have programmed all desired zones, the timer screen will go blank after 5 minutes to conserve power. The time and program status, "ON" or "OFF," will remain visible. Pressing any button will "wake" the timer

Changing the Program

To make a change to the program, simply wake the timer by pressing any button. Move to the sections you wish to change and adjust as needed. Watering will resume at the "START WATER" time.

Manual Watering

There are 2 ways to water manually with this water timer.

The first and easiest way is to simply turn the yellow knob above any of the 4 outlets. This will start the water flow immediately and it will remain on until you manually close the valve.

The second way is to open the valve with the electronic control unit. This has the advantage of automatically closing the valve.

Using the UP and DOWN arrows, move to "MANUAL." Using the PLUS button, adjust the time you wish to water. The timer will wait 5 seconds and begin to water. Manual watering can be up to 240 minutes.

Rain Delay

In the event of predicted rainfall, you can temporarily suspend automatic watering for up to 3 days. Simply move to "RAIN DELAY" and use the PLUS button to select the desired delay. The delay is in effect for all zones. After the delay period has passed the timer will return to the programmed operation.

Automatic Rain Delay

This timer will work with AquaSentry, Melnor's exclusive Automatic Rain Delay. AquaSentry actually monitors the moisture in the soil and delays watering if it is not needed. For more information, visit: www.melnor.com/conservation/aqua-sentry.html.

Disabling the Program

If you would like to suspend automatic watering for an extended period, simply change the "PROGRAM" line to "OFF." When you are ready to resume watering, switch "PROGRAM" to "ON." Watering will begin at the "START WATER" time. Each "ZONE" is disabled or enabled independently.

Program Memory

This timer has memory. If the battery fails or is removed, even for extended periods, the program will be retained. After installing a fresh battery you simply need to set the "TIME." The timer will retain the existing program.

