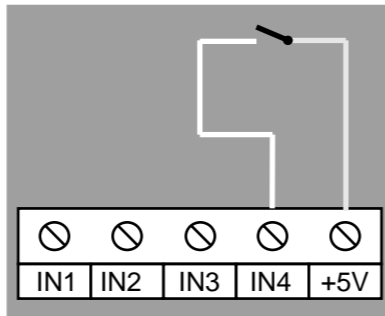


Timer Speed	IN4	Default Speed(RPM)	Default Duration(Hours)
1	ON	3000	2
2		1500	10
3		2500	2
4		1000	4



SPEED1: Can be used as the Priming function 1700~3450RPM time: 1min~5min

Function description: The externally controlled relay sets the start time and end time (WPH)RUHDP SOHWKHVHWLPHLV@30IRUDWRWDORIKRNV\$FRUGLQJWR the default setting, the pump runs SPEED1 (3000RPM, 2HOURS) when the relay is closed.,WWhen runMSPEED2 (1500RPM, 10HOURS)HWF Users can schedule the running time at different speeds according to their total set time. Up to four speeds can be realized.

The following steps should be followed to connect the automation adapter to a variable motor.



- Remove the User Interface from the controller(4 screws).
- Disconnect the 6-pin communication connector
- QVWDOOAutomation Adapter PanelRWKHS LQFRPPQLFDWLRQFRQQHFWRU
- Assemble the Automation Adapter Panel (2 screws)

OPERATING AN AUTOMATION ADAPTER PANEL

Setting the Clock

WBRSLVILUVWLQWDOOB LWLVEMVDUWRVWWRORFNLDLOVFB@MWEWMBPXWEEBVB accurate time setting.

To Set the Clock:

- When the pump is plugged in,the TIME led light VWDUWVblinking. Enter clock setup by pushing Display Key.

Note: 1.1 Time setup will be unavailable after 70(BSDQRU 5 seconds.
1.2 If pump Lalready energLJHCPVDRP press "<" and ">" Key for about 3 seconds,
DQ the TIME ledDKWZCHLSDQLQVHBRMWSESXLDSDIH

- Use the arrows to choose between a 12 or 24 hour time format.
- Use the "+" and "-" arrows to change the time to the correct time of day. In the 12 hour time format AM/PM will display in the bottom left corner.
- Press Display for about 3 seconds to exit the Clock Setup menu. The TIME led light is noBlinking. The clock is nowset.
- During a power outage, the drive will retain the clock setting in memory for as long as one day. If the power is out longer than one day the clock will have to be set again.

Programming a Custom Schedule:

Note: When programming, the LED light next to the parameter ("Speed", "Time" and "Duration") you are setting will blink.

- Stop the pump if it is running by pressing the Start/Stop button.
- Press the "1" button. The LED above the selected SPEED will begin to blink and the "Speed" parameter LED will blink while editing.See Figure 1.

Use the "+" and "-" arrows to adjust the speed in RPM for SPEED 1.

Note: Speed is adjusted up or down by increments of 10 RPM.

Press the "1" button again and the display will change to SPEED 1 start time. The "Time"parameter LED will begin toblink. See Figure 2.

Use the "+" and "-" arrows to adjust the daily start time for SPEED 1.

Press the "1" button again and the display will change to SPEED 1 duration. The "Duration"parameter LED will begin to blink. See Figure 3.

Use the "+" and "-" arrows to adjust the duration for SPEED 1 in hours and minutes.

Note: The duration parameter is adjusted in 1 minute increments.

3HVKHEXWRZ@L@WRBWKXWKHMSDDPHWH@WKHKD@DLPPHG@DWH@MGV they are adjusted.

3UHVVWKHEXWRQ7KH/(DERM63((ZOOEHJLQWRIODVKDQGKHFRIUJHVSQRGLQJSDUDPHWHU/(ZOOIODVK while editing.

Use the "+" and "-" arrows to adjust the speed in RPM for SPEED 2.

Press the "2" button again and the display will change to SPEED 2 duration.

Note: SPEEDs 2 and do not have a start time,as they begin their duration immediately after the previous @((ILQKHV

- Use the "+" and "-" arrows to adjust the duration for SPEED 2 in hours and minutes.

- Repeat steps 9-12 to program SPEED 3-4 and QUICK CLEAN.

Note: Remember that the duration allowed for SPEED 3 will be limited to the remaining time in a 24 hour day. Any time in the 24 hour day not programmed into SPEEDs 1-4, the pump will remain in a stationary state.[SPEED 1 + SPEED 2 + SPEED 3 +SPEED 4 < 24 Hours]

- Press the Start/Stop button and ensure the LED is lit. The pump is now on and will run the custom user-programmed schedule.

Note: If the pump has been stopped via the Start/Stop button, the pump will not run until the pump is turned back on by the Start/Stop button. If the Start/Stop LED is illuminated then the pump is on and will run the programmed schedule.

Figure1

Figure2

Figure3