

SYR-LINE UNIVERSAL DIGITAL TIMER | ALL FUNCTIONS SHEET (WITHOUT MEMORY OPTION ACTIVATED)

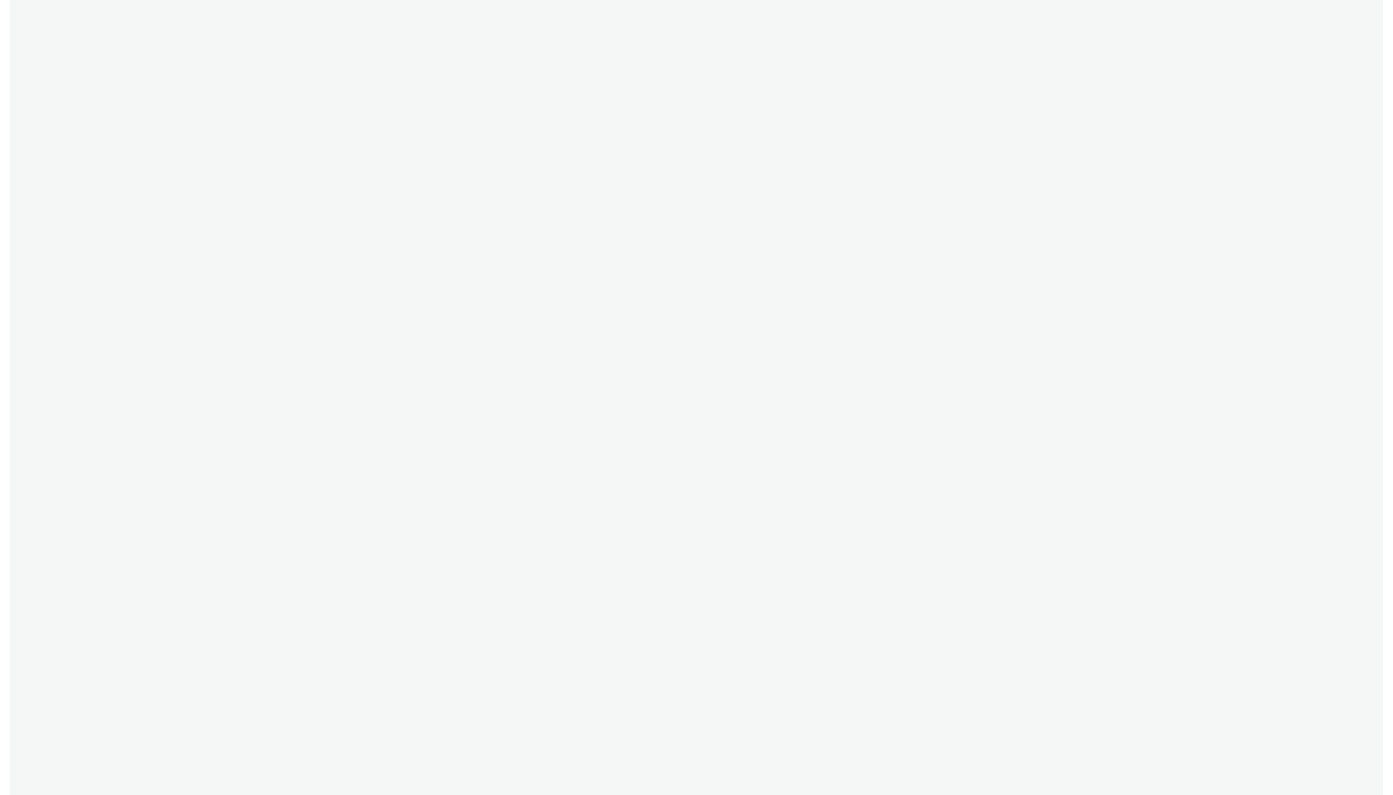
Function	Off	Start	Reset	Sum	Pause
	Y1 have no function. The function starts with the power supply	Only when Y1 it's activated the function will start	Activating Y1 will reset the function	Only when the sum of times Y1 gets activated is equal to the timing programmed, the function will start	When Y1 is activated, the function will be paused (is the opposite to Sum option)
A - On-Delay (Delay on make)					
Ab - Delayed Interval					
Ac - On/Off Delay (Delay on make/break)	Not Possible		Not Possible	Not Possible	Not Possible
Ad - Delay on Start					
Ah - Triggered Flashing Cycle (Single shot flip-flop)					
At - Summation time relay					
B - Single Shot (One Shot)					
Bw - Pulse output	Not Possible		Not Possible	Not Possible	Not Possible
C - Off-Delay (Delay on break)	Not Possible		Not Possible	Not Possible	Not Possible
D - Flasher (Symmetrical) – OFF Start					



Di - Flasher (Symmetrical) – ON Start					
H - Interval					
Ht - Interval with Memory					
L - Repeat Cycle (Asymmetrical) – OFF Start					
Li - Repeat Cycle (Asymmetrical) – ON Start					
O - Delayed watchdog	Not Possible		Not Possible	Not Possible	Not Possible
N - Watchdog	Not Possible		Not Possible	Not Possible	Not Possible
P - Pulse delayed relay					
Pt - Impulse counter (delay on)					
T - On-Delay (Delay on make): sum of times					



TL - Latching (Alternating) – Leading Edge					
Tt - Delayed Latching (Alternating) – Leading Edge					
W - Timing after pulse of control contact	<p>Not Possible</p>		<p>Not Possible</p>	<p>Not Possible</p>	<p>Not Possible</p>



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Function	Off Y1 have no function. The function starts with the power supply	Start Only when Y1 it's activated the function will start	Reset Activating Y1 will reset the function	Sum Only when the sum of times Y1 gets activated is equal to the timing programmed, the function will start	Pause When Y1 is activated, the function will be paused (is the opposite to Sum option)
A - On-Delay (Delay on make)					
Ab - Delayed Interval					
Ac - On/Off Delay (Delay on make/break)	Not Possible		Not Possible	Not Possible	Not Possible
Ad - Delay on Start					
Ah - Triggered Flashing Cycle (Single shot flip-flop)					
At - Summation time relay					
B - Single Shot (One Shot)					
Bw - Pulse output	Not Possible		Not Possible	Not Possible	Not Possible
C - Off-Delay (Delay on break)	Not Possible		Not Possible	Not Possible	Not Possible
D - Flasher (Symmetrical) – OFF Start					
Di - Flasher (Symmetrical) – ON Start					
H - Interval					

Ht - Interval with Memory					
L - Repeat Cycle (Asymmetrical) – OFF Start					
Li - Repeat Cycle (Asymmetrical) – ON Start					
O - Delayed watchdog	<p>Not Possible</p>		<p>Not Possible</p>	<p>Not Possible</p>	<p>Not Possible</p>
N - Watchdog	<p>Not Possible</p>		<p>Not Possible</p>	<p>Not Possible</p>	<p>Not Possible</p>
P - Pulse delayed relay					
Pt - Impulse counter (delay on)					
T - On-Delay (Delay on make): sum of times					
TL - Latching (Alternating) – Leading Edge					
Tt - Delayed Latching (Alternating) – Leading Edge					
W - Timing after pulse of control contact	<p>Not Possible</p>		<p>Not Possible</p>	<p>Not Possible</p>	<p>Not Possible</p>