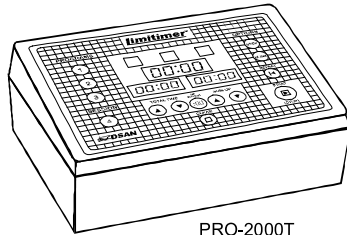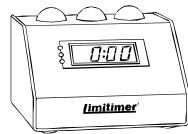# Limitimer ®

Speaker Timer
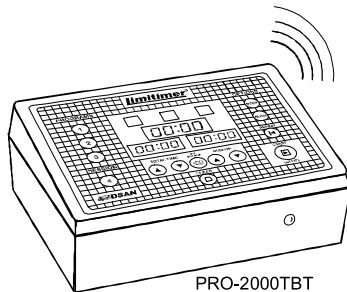## with Remote Signal Light

Model PRO-2000

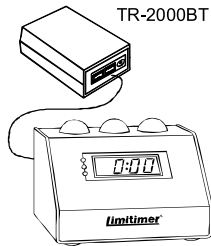

PRO-2000T

PSL-20V

Model PRO-2000BT

TR-2000BT

PRO-2000TBT

PSL-20V
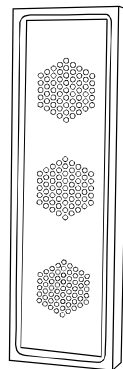

ASL2-ND3
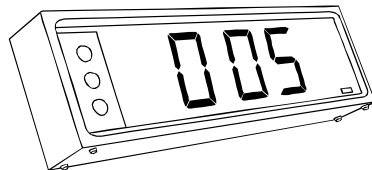
ASL4-ND3, ASL4-ND3BT

ASL-4

DSAN

Accessories and Options

PSL-20V	Extra podium Signal Light
PSL-20VF	Flush mount podium signal light for permanent installation
ASL4	Audience signal light with 4" lights
ASL4-ND3	Audience signal light with 4" digital display and green-yellow red lights.
ASL2-ND3	Audience signal light with 2" digital display and green-yellow red lights.
VC-2000	Video clock; software and dongle to display time on LCD monitor
CS-518	Carrying/storage case holds Limiitmer system and ASL2-ND3
CS-827	Carrying/storage case for Limitmer system and ASL4-ND3.
KES-850	50-ft Cat 5 Cable / KES-825 (25-ft)
KES-882	Adaptor: Male XLR-to-Modular Cat 5 Jack
PRO-2000BT	Timer system with integrated Bluetooth transmitter and external powered Bluetooth receiver
IP-2000X	Adapter to connect timer and signal light(s) over a local area net or WAN
TP-2000X	Adapter to control Limitimer with touch panel systems

Service and Support

DSan Corporation
Roslyn Heights, NY 11577
Tel: 516 625-5608 Fax: 516 625-0878
sales@dsan.com

Products and accessories available for purchase online:
www.dsan.com/shop

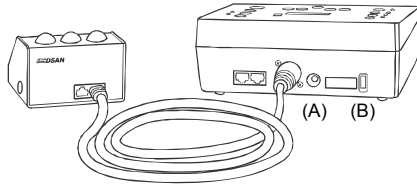Limitimer user guides, bulletins, Q&As:
www.dsan.com/Limitimer

CE

DSAN

Made in USA

Quick Start - Set-up

(A) (B)

Connect Signal Light to Limitimer with Cat-5 cable or Cat-5–to–XLR adapter KES 882 (included).
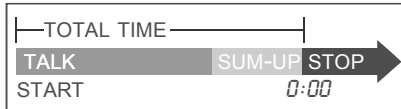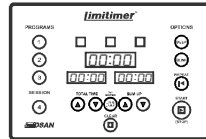
Plug in 12 V power supply (A).

Turn on power switch (B).

Program 1 is the default program.

Set Total Time

Set Sum-up Time

Press Start.

TOTAL TIME

| TALK | SUM-UP | STOP |

START   0:00

Options: Beep - Blink

Note: Blink and beep settings, like time settings, are set for each program individually.

**Blink:** Red light starts to blink after it comes on

Beep: Audible cue is sounded on yellow-to-red light and on red blink

Blink + Beep: Audible cue is sounded on yellow-to-red change, then, once every other second when Red light starts to blink.

Note: Hold Beep button to activate a single manual beep.

Using the Programs

Programs are useful for debates or contests where pre-set timing formats can be selected quickly or where timekeeping is separate for each speaker.
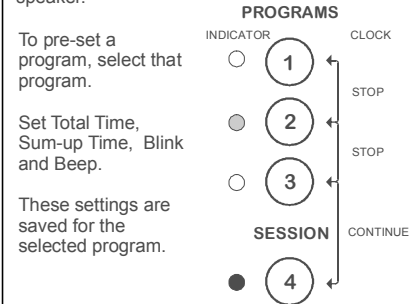
To pre-set a program, select that program.

Set Total Time, Sum-up Time, Blink and Beep.

These settings are saved for the selected program.

PROGRAMS

INDICATOR		CLOCK
○	1	←
◐	2	← STOP
○	3	← STOP

SESSION CONTINUE

| ● | 4 | |

Programs 1, 2, and 3 cannot run simultaneous with each other. Toggling between these programs stops the clock. Session 4 is a program that can run in background to Program 1, 2 or 3.

A dimly-lit Program LED indicates that a program is running in background. A brightly lit LED indicates that the program is selected. A signal light set to display multiple programs displays the program selected on the timer.

Multiple Signal Lights

Up to 3 signal lights (PSL-20V or ASL2-ND3) can be powered from the base timer at a distance of about 200-feet. Longer distances will produce power attenuation due to resistance in the cable. To drive additional lights at greater distances, use DSan model PSL-PB6 or PSL=PB18 power distribution hubs with a a appropriate power supply


PSL-PB6

12-V
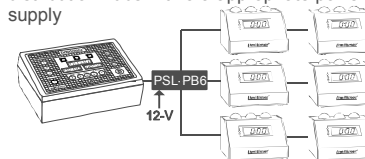
Global Settings

Global settings are common to all programs. They are made on the 12-position DIP switch on the rear of the timer console. The default settings (shown) are suitable for most uses.

Default settings

1. Master / Slave.

When two or more timers are connected to one or more signal lights, set one timer as master [ON] and the other(s) as slave [OFF]. When only one timer is used, it must be a master (default setting).
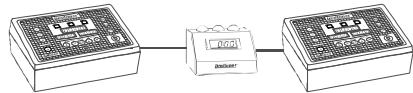
"Master" Switch 1 = ON   "Slave" Switch 1 = OFF

The Slave timer acts as a client sending keystroke commands to control the Master and displaying the time remaining. All the time processing is done in the Master.

2. Counting Program 4 (Session)

Minutes:Seconds (ON); Hours:Minutes (OFF)
When using Program 4 to time a program over several hours, set to Hours:Minutes (OFF).

3. Counting Program 1, 2 or 3

Minutes:Seconds (ON) Hours:Minutes (OFF)

4. Count direction

Count-Down [ON] or Count-Up [(OFF).
If Count-Up, Time Remaining display shows elapsed time, else Time Remaining.

5. Count Behavior

Continue after zero [ON] else, stop display at zero. Note, in OFF mode, clock continues to run and red light stays on until user presses "Stop."

6. Sound Volume

High (ON) Low (OFF)

7.+ 8. Sound Selection

7. ON 8. ON   None*   *An empty sound. "Beep"

7. OFF 8. ON   Buzz   pressed on the timer
                          outputs a cue to activate a
7. ON 8. OFF Ring   sound at a signal light that
                          is set for an audible sound.
7. OFF 8. OFF Chime

9. Time Settings Permission

Allow time changes while clock is running [ON].

10. Block Transmitter [ON]

Model PRO-2000BT offers wireless transmission to the remote signal light. Set to "OFF" when using a wireless connection.

Wireless Operation

11 + 12. Wireless Channels (PRO-2000BT)

PRO-2000BT is equipped with an integrated Bluetooth® transceiver. It can communicate with up to 6 Bluetooth signal light receivers (TR-2000BT) or other PRO-2000BT timers on four different channels. This allows multiple timer-signal light networks to operate in proximity. Match receiver channel (rotary switch) with timer channel (DIP switches 11 + 12) as shown. **Note:** Receiver channels 0,4,5,6 not used. The effective distance for wireless communications is about
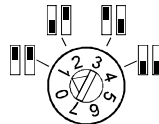
60-feet.   Bluetooth devices need to "find" one another before communicating. This process is called "pairing." To pair signal light receiver(s) with a timer, keep the devices close (< 30-feet) until the yellow Connection LED turns green. This indicates that the devices are communicating.

Bluetooth
Connection LED
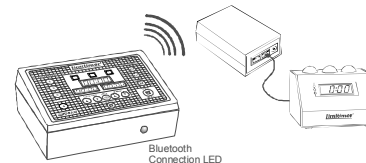
Signal Light Settings

Use DIP switches on the bottom of the signal light to set which timer programs to display, whether sound cues accompany light changes, which phase lights are active and how the digital display behaves. All settings are local can can be different for each signal light connected to the timer.

Default Settings

DIP switches on bottom of signal light

Depressed position = ON

1-4. Select Timer Programs to be displayed
1. Display Program 1   [ON]
2. Display Program 2   [ON]
3. Display Program 3   [ON]
4. Display Program 4   [ON] (Session)

Since Program 4 can run in background, it might be useful to use a separate signal light that is enabled for Program 4 ONLY and another that is enabled for Programs 1, 2 and/or 3 ONLY. A signal light that is enabled for multiple programs displays the program that is selected on the timer.

5. Continue counting after zero [ON] else, stop
display at zero. Note, in OFF mode, the clock continues to run and red light stays on until user presses "Stop." Beep / Blink continue, if set.

6. Sound volume. High [ON] Low [OFF]

7.+ 8. Sound Selection

7. ON	8. ON	None*	*An empty sound. "Beep" pressed on the timer outputs a cue to activate a sound at a signal light that is set for an audible sound.
7. OFF	8. ON	Buzz	
7. ON	8. OFF	Ring	
7. OFF	8. OFF	Chime	

9. Display top lights [ON]

10. Display digits [ON]

Display Lights:
Switch 9 =ON

Front lights always active

Display Digits:
Switch 10 = ON

Signal Light Connections

Connect the signal light to the Limitimer console with the 50-foot Cat-5 cable or the Cat-5–XLR adapter (both included).

If Limitimer is used in debates or contests where separate times are maintained for participants, set the signal lights each to receive only a unique program. Signal lights may be interconnected to the timer console along a single cable run.

Program 1   Program 2
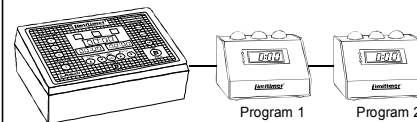
Caution: Cables carry 12V power.. Do not connect to audio devices or data ports. Contact DSan for pinouts to make your own cables.

Network Connections

Use IP-2000X "Network Extender" to make timer-signal light connections over a network. For more information, see www.dsan.com/Network .