



# Artisan Board - Programming Guide - rev. 2011

## UNLOCKING A PASSWORD PROTECTED BOARD

The user will recognize a board with password protection when the display reads “bAd PASS” after entering a command. A password must be entered in order to reprogram the board or check the existing programming. The board will automatically reinstate the password protection if a command is entered incorrectly or after a duration of user inactivity.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
7	7	Echoes back the digits entered from the keypad
1	1	Echoes back the digits entered from the keypad
2	2	Echoes back the digits entered from the keypad
1	1	Echoes back the digits entered from the keypad
6	6	Echoes back the digits entered from the keypad
*	LOAd	Indicates that the unit is ready to accept program input

## I. SETTING THE TIME OF DAY

The following table shows the keys pressed and the display for setting the time of day. Programming is based on a 24 hour clock standard. The example here shows the time setting for 08:00 hours or 8:00 a.m.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information
9	- - : - -	Indicates that the unit is ready to have the time of day programmed
0	0 - : - -	Echoes back the digit entered from the keypad
8	0 8 : - -	Echoes back the digits entered from the keypad
0	0 8 : 0 -	Echoes back the digits entered from the keypad
0	0 8 : 0 0	Echoes back the digits entered from the keypad
*	- - - -	Indicates programming has been accepted; “----” will display for 2 seconds
	0 8 : 0 0	Returns to display the new programmed time of day

**NOTE: ONCE THE TIME OF DAY HAS BEEN PROGRAMMED, THE DAY OF THE WEEK AND THE STARTING DAY ARE CLEARED TO ZERO AND MUST BE PROGRAMMED TOO. YOU MUST ALWAYS PROGRAM THE DAY OF THE WEEK (SEE SECTION II) AND THE STARTING DAY (SEE SECTION III) AFTER SETTING THE TIME OF DAY.**



**II. SETTING THE DAY OF THE WEEK - Reset Daily Event Schedules**

Example: If the entry was #81\* the controller would set the current day of the week to Monday (1). The Daily Event Schedule would also be reset. Any of the outputs programmed in memory will cycle "ON" at the current day.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
8	8	Echoes back the "8" entered from the keypad
1	1	Echoes back the "1" entered from the keypad
*	- - - -	Indicates programming has been accepted
	0 8:0 0	Returns to display the current time of day

**VIEW** the Current Day of the Week: **Enter: (#) (8) (\*)**

If the current day of the week is Monday (1), the display would look like this.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
8	8	Echoes back the "8" entered from the keypad
*	- - -1	Displays the current day of the week (1= Monday)
		Display will be blank

**III. SET THE STARTING DAY – View Next Day For Events**

The controller can be delayed for up to six days, before beginning a Daily Event Schedule.

To do this:

1. Program the current Day of the Week (see above, Section II)
2. Use this command to select the day to begin the Daily Event Schedule.

The Start Day is a number from 1 to 7. (Monday=1 to Sunday=7) If the Start Day is the same as the current day the Daily Event Schedule will begin immediately.

To Set the Start Day: **Enter: (#) (2) (N) (\*)**

In this sequence, (N) represents the **NUMBER** for the day of the week from 1 to 7. (Monday=1 to Sunday=7).



#### IV. SET AN OUTPUT SCHEDULE

Each output can be programmed to turn on at any time of the day, from "00:00 hours" (12:00a.m.) to "23:59 hours" (11:59p.m.) When entered correctly the display will respond with four dashes "----" for 2 seconds. The following table shows the keys to press and the display when setting up output #1 to turn on at 06:00 hours (6:00a.m.) for a duration of 220 seconds.

PRESS KEY	DISPLAY INDICATES	PRESET - 0600-0700-0800-0900-1000-1100/220 Seconds
#	LOAd	Indicates that the unit is ready to receive program information
1	1	Echoes back "1" as a COMMAND NUMBER entered from the keypad
1	---1	Indicates OUTPUT #1 being programmed: displays for 1 second
	--:--	Indicates OUTPUT #1 EVENT TIME is next to be programmed
0	0:--	Echoes back the digit entered from the keypad
6	06:--	Echoes back the digits entered from the keypad
0	06:0-	Echoes back the digits entered from the keypad
0	06:00	Echoes back the digits entered from the keypad for 1 second
	000	Indicates the time in seconds that OUTPUT #1 will be ENERGIZED for the above programmed event
2	2	Echoes back the digit entered from the keypad
2	22	Echoes back the digits entered from the keypad
0	220	Echoes back the digits entered from the keypad (220 seconds)
*	----	Indicates programming has been accepted
	08:00	Returns to displaying the current time of day

#### V. VIEW THE PROGRAMMED SCHEDULE OUTPUT

Once an output program schedule has been entered, the user can verify that the schedule is correct. Example: In section IV, the entry was #110600220\*. This will turn on output #1 at 06:00 hours (6a.m.) and output #1 will stay on for 220 seconds. To view this schedule, **Enter: (#) (0) (1) (\*)** as shown below.

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information
0	0	Echoes back the "0" entered of the input command
1	1	Echoes back the "1" entered of the input command
*	--1	Indicates OUTPUT #1 program is about to be scrolled
	06:00	Indicates OUTPUT #1 program will turn on at 18:00 hours (6:00p.m.)
	220	Indicates OUTPUT #1 is programmed to be on for 220 seconds
	08:00	Returns to display the current time of day

**ERROR:** If Output #1 was not programmed, the display would look like this:

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
0	0	Echoes back the "0" entered of the input command
1	1	Echoes back the "1" entered of the input command
*	---1	Indicates OUTPUT #1 program is about to be scrolled
*	- OFF	Indicates OUTPUT #1 program is <b>NOT programmed</b> to turn <b>ON</b>
	08:00	Returns to display the current time of day



**VI. CLEAR A SCHEDULED OUTPUT FROM MEMORY**

Example: #010\* will clear the programmed schedule from OUTPUT #1

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
0	0	Echoes back the "0" entered from the keypad
1	1	Echoes back the "1" entered from the keypad
0	0	Echoes back the "0" entered from the keypad
*	----	Indicates OUTPUT selected is accepted and cleared
	0 8:0 0	Returns to display the current time of day

Example: If the Starting Day code was entered as: #24\*, (4 equals Thursday) the controller will start the Daily Event Schedule on Thursday (the number 4 in the code). If the Current Day of the Week is Monday (1), no outputs will turn on until Thursday (4).

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
2	2	Echoes back the "2" entered from the keypad
4	4	Echoes back the "4" entered from the keypad (4= Thursday)
*	----	Indicates programming has been accepted
	0 8:0 0	Returns to display the current time of day

To view the next day scheduled to produce events: **Enter: (#) (2) (\*)**

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
2	2	Echoes back the "2" entered from the keypad
*	--- 4	Displays the next day schedule for events (4= Thursday)
		Display will be blank

**VII. SETTING THE NUMBER OF DAYS TO SKIP**

The controller can be set to produce outputs at regular intervals.

To set the controller to produce outputs everyday enter "0" (no days are skipped)

Example: To set the controller to produce outputs after skipping 4 days, enter the following:

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
3	3	Echoes back the "3" entered from the keypad
4	4	Echoes back the "4" entered from the keypad
*	----	Indicates programming has been accepted
	0 8:0 0	Returns to display the current time of day

**VIEW** The skipped days of program output: **Enter: (#) (3) (\*)**

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information.
3	3	Echoes back the "3" entered from the keypad
*	--- 4	Displays the schedule number
		Display will be blank



**X. CLEAR THE ENTIRE OUTPUT SCHEDULE:**

**THIS OPERATION CANNOT BE REVERSED AND IS NEVER ADVISED!**

To clear the entire output schedule: **Enter: (#) (0) (\*)**

PRESS KEY	DISPLAY INDICATES	COMMENTS
#	LOAd	Indicates that the unit is ready to receive program information
0	0	Echoes back the "0" entered from the keypad
*	- - - -	Indicates programming has been accepted; "----" will display for 10 seconds
	0 8:0 0	Returns to display the new programmed time of day

**QUICK GUIDE TO REVIEW SETTINGS**

PRESS KEY	COMMENTS
(*)	VIEW The CURRENT TIME OF DAY
(#) (8) (*)	VIEW The CURRENT DAY OF THE WEEK
(#) (2) (*)	VIEW The NEXT DAY scheduled to produce events
(#) (0) (1) (*)	VIEW The PROGRAMMED SCHEDULE output:
(#) (3) (*)	VIEW The DAYS SKIPPED between program outputs
(#) (2) (N) (*)	SET The START DAY