

System™ Communication Tester Instructions



Purpose for the System™ Communication Tester

The System™ Communication Tester is a stand alone tester for verifying digital communications with all TanTime™ System™ tanning bed controllers set to operating Mode 0 or 1. The Tester may also be used to test 3A® timers.

Connecting to the System™ Communication Tester

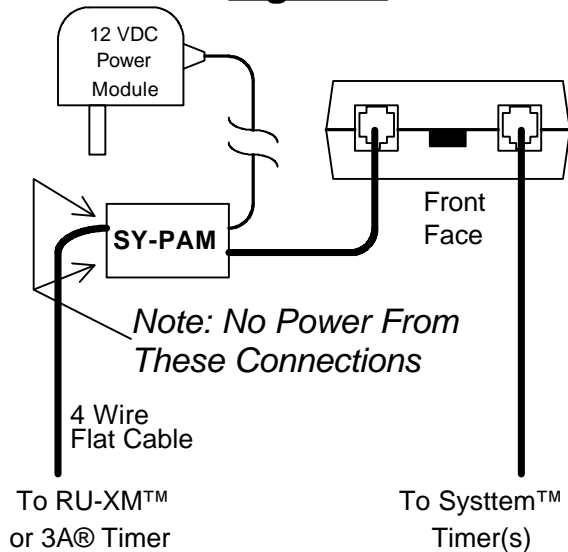
A TanTime™ SY-PAM™ is provided with the tester to provide power to the tester and up to ten (10) RU-DS™ or five (5) SY-TT-1™ System™ timers daisy chained to it. Connect the SY-PAM™ as shown in **Figure 1**.

TanTime™ RU-XM™ and T-Max® 3A® timers should be connected to the Tester through the SY-PAM™ as shown in **Figure 1**.

Note: TanTime™ System™ OEM timers have their power supplied by the bed/booth and NOT through the Cat-5 cable. These timers do not load down the SY-PAM™ and therefore should not be considered as part of the timers to be powered as mentioned above.

Note: As shown in **Figure 1**, neither the 4 contact modular jack or the 8 contact modular jack on the end of the SY-PAM™ opposite the power connector will supply power to cables connected to them. All TanTime™ System™ timers requiring power through the Cat-5 cable (RU-DS™ and SY-TT-1™) must be connected via Cat-5 cable from the Tester itself.

Figure 1



Using the System™ Emulation Mode Tester

When power is first applied to the Tester through the SY-PAM™, the tester display will show "--". This is the Tester pause mode. While in pause mode, power is applied to the timers connected to the Tester but the Tester is not sending messages to the timers. This allows the timers to be set up if needed as they are not yet "On Line".

Each timer to be tested must be set to a unique address, 1 through 99. This must be done before pressing **Stop/Restart** on the tester, as doing so will start communications and cause each TanTime™ System™ timer to display "OL" when a button is pressed on that timer.

Begin testing the communications by pressing **Stop/Restart** on the tester. The Tester will begin scanning all timers connected to it starting at address 1 and proceeding to address 99. When a timer is found with the displayed address, the Tester will stop advancing and the display will show the found address solid. The Tester will continue communications with the found timer. If communications to the found timer should be lost the display will flash the address. This flashing display will continue until communications has been reestablished or one of the Tester buttons has been pressed.

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To continue the test and look for other timers connected to the Tester, press **Continue**. The Tester will continue advancing through the addresses until another timer has been found with a higher address. The Tester display will show this address solid. Again, if communications to the found timer should be lost the display will flash the address. This flashing display will continue until communications has been reestablished or one of the Tester buttons has been pressed.

Each press of **Continue** on the Tester will advance to the next address found and show that address solid on the Tester display. After address 99, the Tester will return to address 1 and count up again. Pressing **Stop/Restart** at any time during this process will put the timer back in pause mode and the display will once again display "--".

Pressing **Stop/Restart** again will restart the Tester searching for addresses, starting once again at address 1.

Note: Once communications has been initiated, TanTime™ System™ timers show "OL" until power to the timer is recycled.

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