



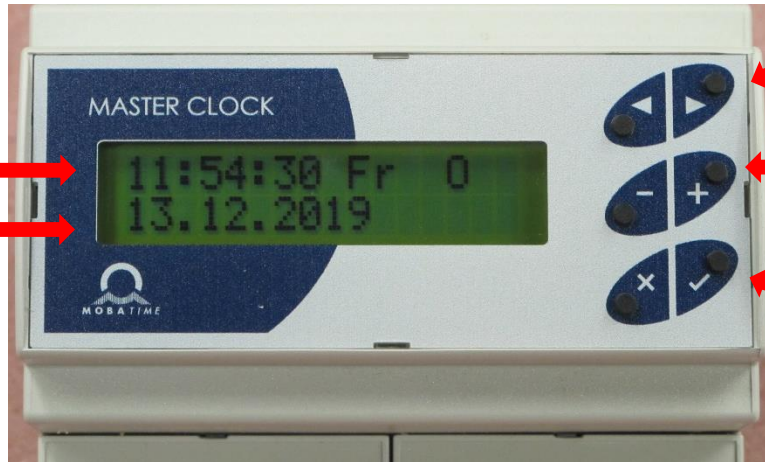
## HN60/61 Master Clock Programming Guide

### I. Main Screen and Basic Controls

Local Time, Day,  
Channel Status:

- O = channel switch open
- I = channel switch closed

Date  
(Day, Month, Year)



L/R Arrow Buttons:  
Scroll through menus  
and menu options.

+/- buttons: change  
values.

✓ button:  
Access parameter  
menus, store  
parameter settings.

X button: return to  
main screen, exit  
parameter menus.

### II. Adjusting the Main Screen Time / Date

- i. The main screen time should only need to be adjusted in the case that the controller is not equipped with a synchronization device, such as a GPS antenna.
  - Note: Before making an adjustment to the main screen time, proceed to the Time Zones section of this guide and check that the time zones are set first. If the time is adjusted before setting the time zones, the controller will offset the time again once the new time zones are entered, and will need to be changed again.
  - Press the + button. The time will start blinking, indicating that the values can now be modified.
  - Use the +/- buttons to modify the time to current time. If necessary, navigate down to the date using the right arrow and adjust. Keep in mind the European date format.
  - To set the time as accurately as possible, have a synchronized time source available within view, such as a clock with a second hand, and press ✓ to save the modifications when the second hand hits 12:00.



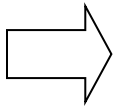
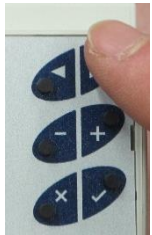
### III. Line 1 (L1)

- The L1 screen is used to activate the display clock. From the main screen, press the **right arrow** to reach the L1 screen.
- The L1 time represents the time displayed by the clock hands, and is separate from the main screen time. A common error is to set the L1 screen to match the main screen, when in fact the L1 time must match the clock hands for proper activation. See instructions to the right.
- Once activated, the controller will either: 1. fast-forward the clock, or 2. wait until the main screen time catches up to the L1 time. Once L1 time matches the main screen time, the Master Clock will automatically transition L1 into 'running' mode, which is the standard operating state.

#### L1 ACTIVATION INSTRUCTIONS:

If time on screen does not match clock hands:

1. Press **+** button to change the time to match clock hands.
2. Press **✓** to save.
3. Press **▢** button to **activate** display clock. The **▢** can also change it from running to stopped.



#### L1 States

