

# Technical Information

## Starting the Timer

Jump a wire between terminals 4 and 5. A count will register in the timer for every jump, which is the same as putting coins in a Sensortron.

## If Timer Fails to Start

Disconnect the switch wire on terminal 5 and repeat starting procedure.

If timer starts at this point, the trouble may be...

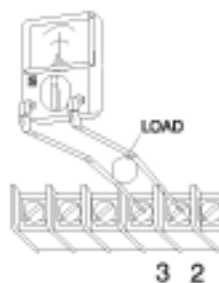
1. A bad coin switch or acceptor.
2. Broken wire or bad connection.
3. Wires shorted between terminals 4 and 5 or shorted between 5 and 6.

## If Timer will Not Stop

All time switches are in off position.

## Checking Power Out to Motors

A load of no less than .5 amps has to be hooked across terminals 2 and 3, to indicate time turning on. Without a load on the timer, it may not turn on or shut off. A volt meter across terminals 2 and 3 will indicate timer turning on and read output voltage. Check amp draw of motors using a clamp-on type amp meter.



## Checking Power to Timer

Using a volt meter across terminals 1 and 2 will indicate incoming voltage.



## Stopping the Timer

Press cancel button in or use a jumper wire and touch across terminals 5 and 6.



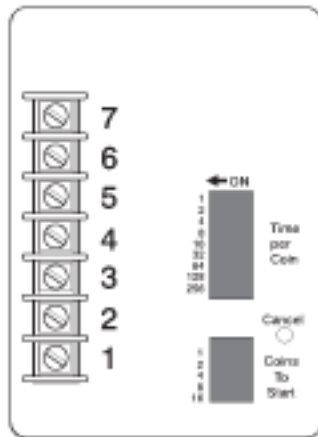
**KLEEN-RITE** CORP.

# TIGS403

## Wiring Instructions & Technical Information

Vacuum Applications  
110 volts AC  
Sensortron Compatible  
1 Year Warranty

## Timer Wiring Hook-Up



- (7) Terminal is 24v high. Yellow wire from Sensortron.
- (6) Terminal is for a remote reset switch between terminals 5 & 6.
- (5) Terminal is 24v low. Black wire & Red/Green wire from Sensortron.
- (4) Terminal is coin switch. Red/Green wire from Sensortron.
- (3) Terminal is 110v load out to each vac motor.
- (2) Terminal is 110v common to timer & load.
- (1) Terminal is 110v hot in to timer.

## Setting the *TIME PER COIN* Switch

Convert time desired to seconds.  
 Example: 5 min. = 300 seconds

Determine amount of coins to start the timer.

Divide the total time (seconds) by the coins to start the timer.  
 Example:  $300 \text{ sec.} / 3 = 100 \text{ seconds per coin}$

The *time per coin* is determined by adding the total seconds of the switches in the "On" position. If for instance, the desired time is 100 seconds, switch on the number of switches needed to add up to 100 seconds.

**Example:**  $100 \text{ sec.} = 64 + 32 + 4$

## Setting the *COINS to START* Switch

The *coins to start* is determined by adding the total number of switches in the "On" position.

**Example:**

		Desired Coins to Start																																
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
Coins to Start Switch	1	●		●		●		●		●		●		●		●		●		●		●		●		●		●		●		●		●
	2		●	●				●	●			●	●			●	●			●	●			●	●			●	●			●	●	
	4				●	●	●	●					●	●	●	●					●	●	●	●					●	●	●	●		
	8								●	●	●	●	●	●	●	●											●	●	●	●	●	●	●	●
16																																		