

Digital chess clock

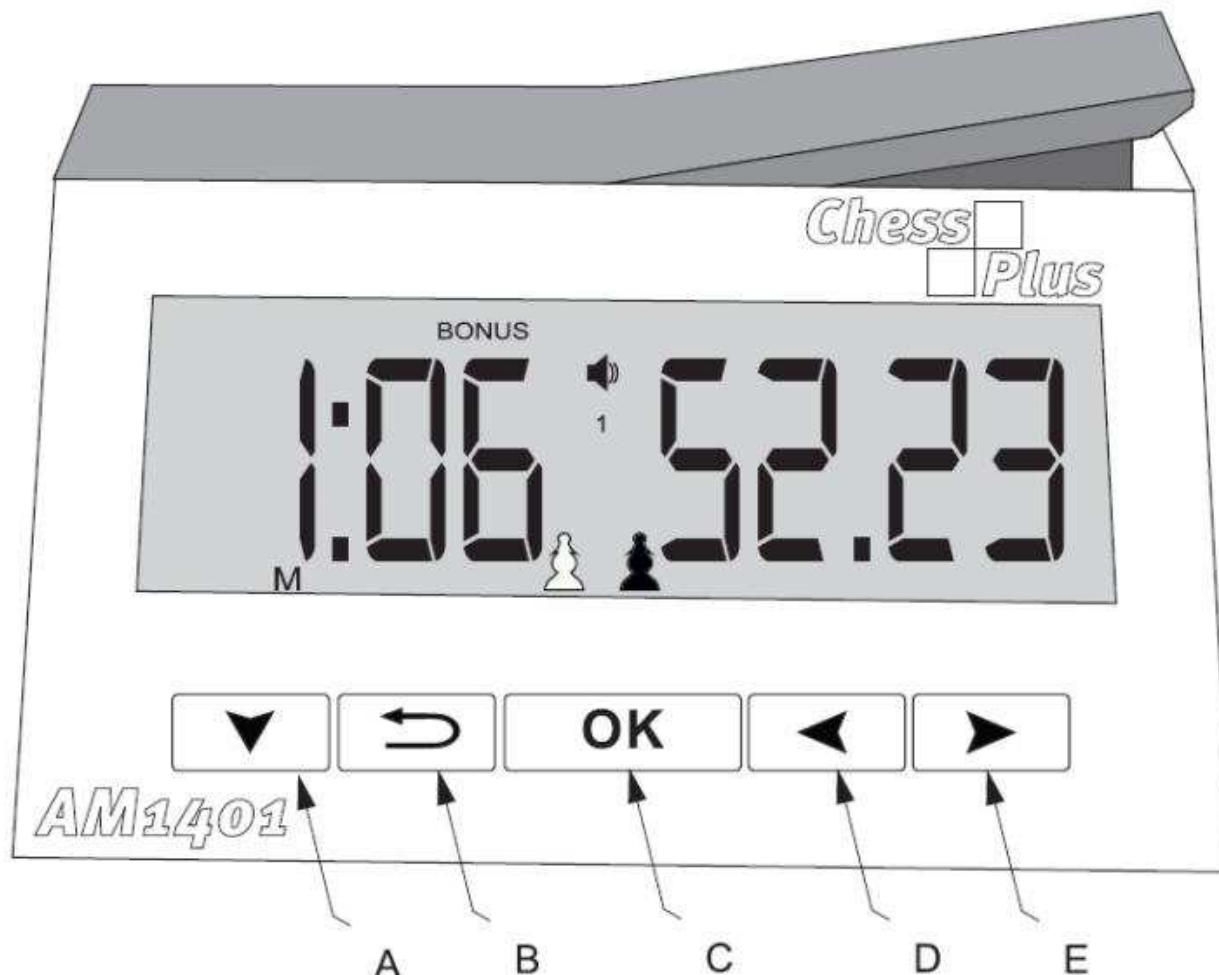


Model AM1401/1401 c

**User manual**

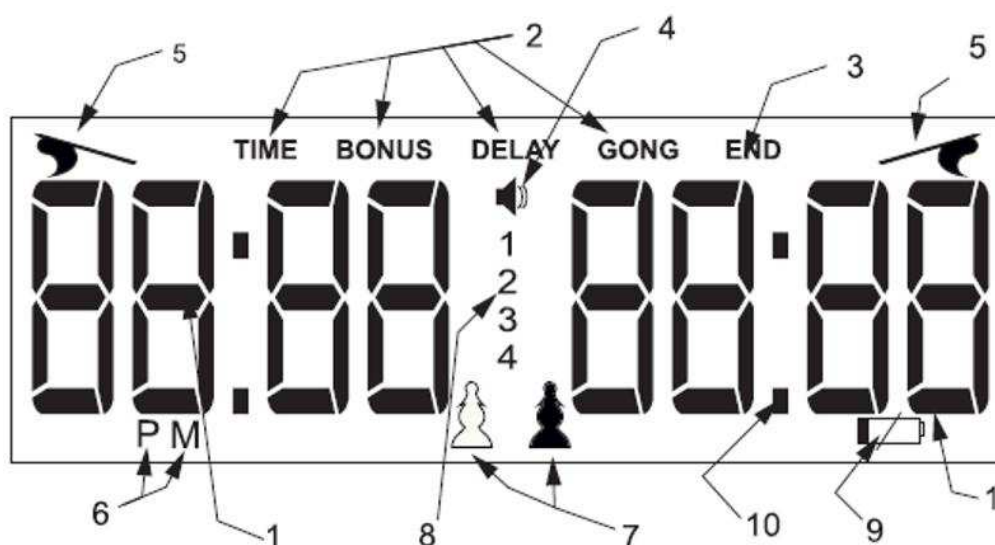
## 1. INFORMATION ABOUT THE CLOCK AND EXPLANATION OF ITS DISPLAY

### Schematic 1



- (A)  - enter the menu (time correction, sound signal on/off, current game mode and battery display, return to the game)
- (B)  - undo (of the last action)
- (C)  - reduction of blinking numerical value
- (D)  - increase of blinking numerical value
- (E)  - confirmation of action (activating and deactivating of the clock and confirmation of a programmed action)

## Schematic 2



- 1 – digit marking hour, minute and second
- 2 – time-measuring symbols
- 3 – symbol that signifies the moment when the time is stopped and the end of programming a mode
- 4 – sound signal symbol
- 5 – time has expired (“falling of flag”)
- 6 – symbol for default or programmed mode
- 7 – signifies which player has white pieces
- 8 – signifies game interval
- 9 – battery status
- 10 – hour and minute separator (minute and second separator)

## 2. INTRODUCTION

Time-measuring, and therefore chess clock itself, is an inevitable part of every game of chess. Reliability of chess clock reduces the risk of game irregularities or players' concentration decrease.

Digital chess clock “Chess Plus” is a result of years' work by experts in the fields of electronics, informational technology and chess arbitrage and organisation. We assure you that this is a very reliable, good-quality chess clock, with many novel features making it easy to use and trustworthy.

We appreciate any suggestions from our users.

### **3. DEFAULT MODES (OPTIONS M00 – M22)**

00. Last recorded state, mode and regime before the clock has been switched off
01. BONUS (b): 1. 90 min + 30 sec / move
02. BONUS (b, c): 1. 90 min for 40 moves / 2. 30 min + 30 sec/starting from the first move
03. BONUS (b, nc): 1. 90 min for 40 moves / 2. 30 min + 30 sec/ starting from the first move
04. BONUS (F): 30 min + 30 sec/move
05. BONUS (b, c): 1. 100 min for 40 moves / 2. 50 min for 20 moves / 3. 15 min + 30 sec / starting from the first move
06. BONUS (b, c): 1. 90 min for 40 moves / 2. 60 min + 10 sec / starting from the 41<sup>st</sup> move
07. BONUS (b, c): 1. 2h for 40 moves / 2. 1 h for 20 moves / 3. 15 min + 30 sec/ starting from the 61<sup>st</sup> move
08. TIME (b, c): 1. 2 h for 40 moves / 2. 30 min
09. TIME (F, nc): 1. 2 h for 40 moves / 2. 30 min
10. TIME (F, c): 1. 2 h for 40 moves / 2. 1 h for 20 moves / 3. 30 min
11. TIME (F): 5 min
12. TIME (F): 15 min
13. TIME (F): 30 min
14. TIME (F): 60 min
15. BONUS (b): 3 min + 2 sec/move
16. BONUS (b): 5 min + 2 sec/move
17. BONUS (b): 15 min + 5 sec/move
18. BONUS (b): 25 min + 10 sec/move
19. TIME (b): 5 min white – 4 min black
20. DELAY: 90 min + 10 sec/free time move
21. DELAY: 1. 100 min for 40 moves / 2. 50 min for 20 moves / 3. 15 min + 10 sec/starting form the first move – "free time"
22. GONG: 10 sec

### **Symbols (working modes):**

TIME	- a standard working mode, in which the whole game or all the moves during one interval should be played in the designated period of time (which does not change)
BONUS	- working mode in which during one interval or throughout the game, after every move the player is given a period of time selected in advance
DELAY	- working mode in which, before calculating the basic time, the player is given additional time for every move
GONG	- working mode in which a sound signal marks one second prior to the end of time designated for a move

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b (“blocked”) - clock is blocked when the flag falls to one of the players

F (“free”) - when the flag falls to one of the players, the clock for the other player continues counting until the other flag falls, indicating which player’s flag has fallen first

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c (“count”) - when the player makes the last move before time-control, automatically this player will be assigned time scheduled for the next period

nc (“not counting”) - when the flag falls for the first time, both players are assigned additional time scheduled for the next period

## **4. OPERATIONS AND FUNCTIONS**

### **1. Placing / changing the battery**

Before used, batteries need to be placed in the battery compartment (on the bottom of the clock). The compartment is opened by simultaneous pushing both opening buttons. The clock is powered by two standard AA batteries. Alkaline batteries are recommended for use. The way batteries should be placed is shown at the bottom at the battery compartment.

For long periods of time during which the clock is not in use, it is recommended that the batteries are taken out of the compartment. Two alkaline batteries normally can cover non-stop use of the clock during approximately 18 months. This clock has extremely low battery consumption.




## **2. Switching the clock on/off**

To switch the clock on, press the button on the bottom of the clock. Position “ON” signifies that the clock is working, while the position “OFF” signifies that it is not.




At the beginning of the new game or when selecting another game mode, there is no need to turn the clock off (explained in sections 15 and 16).

## **3. Choosing between programming of the clock and default modes**

When the clock is on and after the initial message (showing clock model and software version) the display will show symbols “P” and “M” (which is blinking).

If you wish to select a default mode, confirm by pressing the button , and if you wish to programme a mode, use the button  to switch to mark “P”, and then confirm by pressing the button .

## **4. Selecting a default mode**

After you have confirmed that you wish to select one of the default modes (described in section 3), digits “00” will start blinking. Use buttons  or  to get to the digit signifying the chosen mode, and then confirm by pressing the button .

## **5. Matching colour of chess pieces with clock function**

While selecting a default mode or programming any particular mode, display will show the desired starting time, but it will also show symbols of white and black pawn blinking together.

White pawn is at the side where at that moment there is clock lever, ready to be pressed by player playing with white pieces.

If this position is adequate to the chosen colour of pieces, it needs to be confirmed by pressing the button **OK**.

If this position is not adequate to the chosen colour of pieces, the place of the lever needs to be changed and then confirmed by pressing the button **OK**.

**IMPORTANT NOTE:** When the clock is temporarily stopped at some moment, with the wish to continue the game later on, a symbol of white and black pawn might start blinking, stopping the clock from being switched on. Should this happen, the place of the lever needs to be changed and the next move is expected from the player who was supposed to make a move before the clock was stopped.

## **6. Starting the game**

When display shows starting time, none of the symbols is blinking and symbol "END" is active, this means the clock is ready for beginning of the game. Game starts and the clock starts counting by pressing the button **OK**.

## **7. Return to the previous state in case of the clock being stopped in an unplanned manner**

There is a possibility that the clock is being stopped in an unplanned manner or violently, due to a technical error, "human factor" or low battery. We have no knowledge of any clock enabling lost data to be found.



"Chess Plus" clock has a possibility to continue working from the last recorded time. In that case, option "00" should be selected in the default modes, as described in sections 3 and 4.

When option "00" is selected, not only time will appear, but also all the symbols active at the moment when the clock stopped working.





## **8. Temporarily stopping the clock**


Clock that is in use can be stopped by pressing the button **OK**. Activated symbol "END" shows that the clock is being temporarily stopped.

## 9. Counting moves



Moves that are made can be counted at the moment when the clock is temporarily stopped by pressing the button . To return to the previous state press the button .




## 10. Correcting time

When the clock is temporarily stopped, time can be corrected by pressing the button . Display will then show the current time with first digit blinking. Digit which does not have to be changed should be confirmed by pressing the button , and digit which has to be changed is changed to the desired value by pressing buttons  or .

As soon as the last digit, signifying seconds, is confirmed, display will show blinking "END". Confirming by pressing the button , signal "END" will stop blinking and the clock is ready for further use, as described in the section 6.




## 11. Sound signal on/off

Sound signal can be activated by double-pressing the button . The symbol for sound signal will start blinking. It is turned on by pressing the button .

Sound signal can be turned off in the similar way. Enter the menu by double-pressing the button . The symbol for sound signal will start blinking. Confirm by pressing the button . Symbol "END" will start blinking. Then remove the symbol for sound signal by pressing the button .

Other actions are described in section 10.

## 12. Correcting the number of moves

When the clock is being temporarily stopped, number of moves can be corrected by pressing the button  three times. Reach the desired number of moves by pressing buttons  or .

Other actions are described in section 10.

## 13. Active mode and battery status




When the clock is being temporarily stopped, find out active mode of the game and the current battery status by pressing the button  4 times.



Battery status ranges from 0 to 100. If the battery status shows a value less than 30, it is recommended to change batteries as soon as you finish the game.

It is not necessary to avoid changing batteries during the game, if that is needed. The clock memorises the last recorded state, as described in the section 7. Other actions are described in section 10.

#### **14. Back to the previous move**

In case of an undesired or a non-regular move, or any other move that you wish to retract a move, the clock needs to be temporarily stopped, the button  should be pressed, and the number of moves decreased for 1 digit by pressing the button . By pressing the button  time status returns to time before the retracted move.


The position of the lever should be changed, so that the next move is again on the player who made the non-regular or undesired move.

Other actions are described in section 10.



#### **15. Starting the next game in the same mode**

When the game is over, the clock can be prepared for the beginning of the new game without being switched off.

##### ***a) After falling of the flag***

When the fall of the flag marks the end of the game, switching to new game is done just by pressing the button . Other actions are described in sections 5 and 6.

##### ***b) After a game has ended in any other way***

When the game is over in any way other than falling of the flag, switching to new game is done just by simultaneous pressing buttons  and . By pressing these two buttons, when the clock is being stopped, you always get back to the mode in which the last game was played. Other actions are described in sections 5 and 6.

#### **16. Resetting the clock**





Clock is being reset by simultaneously pressing buttons  and .

## 5. PROGRAMMING

If a chess game or tournament is to be played in a way that is not covered with the existing 22 default modes, the clock needs to be programmed for the new game play rate. This clock can be programmed for 10 different game modes, each of which can be changed infinite number of times.

Switching to programming the clock is described in the section 3 of the previous chapter. While selecting one of 10 possible modes, please take into account that, in case there is a tournament, every clock should be in the same mode, so that the arbiters could adapt and would have no problems switching to the next round.




Selecting programming mode is exactly the same as selecting a default mode and it is described in section 4 of the previous chapter. In case the selected mode is free (it does not have a game play rate programmed for it), display will show symbols “b”, “1”, “c” and “P”, as well as blinking symbol “TIME”.

In case the mode is already occupied, the user can choose the next free mode or re-programme the existing mode. For any of the actions, press the button  and the number of the selected mode will start blinking. Change of mode is conducted by changing the number of the mode using buttons  and  (and confirming the selected number by pressing the button ).

In case the user wants to re-programme the existing mode, the button  is used instead of the button .




### PROGRAMMING STEPS

#### 1. Selecting the desired mode

Whether you are programming a mode for the first time, or you are re-programming it, programming procedure is the same. The first blinking symbol signifies working regime. Choose between regimes “TIME”, “BONUS”, “DELAY” or “GONG” by pressing buttons  or . Confirm the desired regime by pressing the button .




Working regimes are explained in chapter 3 of this manual.

## **2. Selecting working mode when a flag falls**




When you choose working regime, symbols “b” or “F” will start blinking. If symbol “b” is blinking, switch to symbol “F” by pressing the button , and if symbol “F” is blinking, switch to symbol “b” by pressing the button . Confirm the selected regime by pressing the button .

Working regimes are explained in chapter 3 of this manual.

## **3. Selecting the number of intervals in the game**

When you choose working regime, symbols from “1” to “4” will start blinking. Choose the desired number of intervals for the game by pressing buttons  or . Confirm the selected number by pressing the button .

## **4. Selecting working regime while switching from one interval to another**

When you choose interval number, symbol “c” or “nc” will start blinking. If symbol “c” is blinking, switch to symbol “nc” by pressing the button , and if symbol “nc” is blinking, switch to “c” by pressing the button . Confirm the selected regime by pressing the button . Working regimes are explained in chapter 3 of this manual.

## **5. Selecting time, additional time for a move and number of moves with controlled time**


As soon as working regime while switching from one interval to another is chosen, you can choose time, additional time for a move and number of moves with controlled time.

Digits will appear on display, the first one of them will be blinking, and they signify, in this order:




- hours, minutes and seconds for first player
- hours, minutes and seconds for second player
- additional time for both players if option “BONUS” is chosen, or free time for both players if option “DELAY” is chosen

- number of moves for time-control, if the game has more than one interval.



If the game has more than one interval, for each of the intervals the procedure of choosing parameters is the same as for the first interval.



**IMPORTANT NOTE:** If information about both players (game time, bonus or free time) is the same, you can save time when setting up the clock. When choosing time for the first player and the first digit is blinking signifying time for the other player, press the button  and the information will be rewritten and the last digit of the other player will start blinking.

## 6. Button “UNDO” ()

The Button  is very significant in programming. In case of mistake (wrong option or digit), it can be corrected by pressing the button . It is very important to note that by pressing the button  you can retract not just one, but more previous actions, all the way to the beginning of programming.

## 7. End of programming and repeated programming of several modes

In case of need, it is possible to programme more modes simultaneously. As soon the first mode is programmed, symbol “END” will start blinking. When programming this mode is confirmed by pressing the button , a number of the mode will appear on screen. If this is the end of programming, confirm the number by pressing the button  and the clock is ready for you to choose the colour of chess pieces and start of the game (explained in sections 5 and 6 of previous chapter).

If you wish to programme another mode, at the moment when mode number is blinking, choose the desired number of the new mode to be programmed by pressing buttons  or .

## 8. Programming of several combined intervals

When programming a mode, it is very important to follow the instructions from the manual in case the chess game has more








































intervals with different game regimes. It can happen that during one interval players do not have additional time for every move, and during another interval they do have that time. Also, it can happen that during one interval the players do not have a preset basic time, only additional time per move. In case you need to programme time for this type of game, follow these instructions:

- in case at least one of the intervals needs to have additional time per move, "BONUS" regime should be chosen for the entire game
- for selected "BONUS" regime, for the interval when there is no additional time, this value should be set to "0.00"
- for selected "BONUS" regime, for the interval when players do not have a preset basic time, but only additional time per move, basic time should be set to "00:00.00".

## EXAMPLES OF PROGRAMMING THE CLOCK

### 1. A basic example

In mode 3 (which is not taken) programme a blitz game in which 1 of the players has 3 minutes with 2 additional seconds for the move, and the other player has 1 minute and 1 additional second for the move. Block the clock when a flag falls to any of the players.

- Switch the clock on, then choose symbol "P" by pressing the button  and confirming with the button .
- Press buttons  to confirm selecting mode number 3.
- Press buttons  to confirm selecting "BONUS" regime.
- Press the button  to confirm choosing "blocked" regime.
- Press the button  to confirm that the game has 1 interval.
- Press the button  to confirm selecting "c" regime, although it is all the same when a game has only 1 interval.
- Press buttons 3 to select time for the first player.
- Press buttons 1 to select time for the second player.
- Press buttons 2 to select additional time for the first player.
- Press buttons 1 to select additional time for the second player.
- Press buttons  to finish programming.

- Set the lever to the right position and confirm by pressing the button **OK**.
- Start the game by pressing the button **OK**.

## 2. A more complex example

In mode 2 (which is not taken) programme a game in which both players have 75 minutes for 40 moves in the first interval, and 30 seconds of additional time for every move in the other interval (not including basic time). Block the clock when flag falls to any of the players, and so that the time for the second interval is being added only when the flag falls to the first player.

- Switch the clock on, then select symbol "P" by pressing the button **◀** and confirming with the button **OK**.
- Press buttons **▶OK** to confirm selection of mode number 2.
- Press buttons **▶OK** to confirm selection of bonus regime.
- Press the button **OK** to confirm selection of "blocked" working mode.
- Press buttons **▶OK** to confirm that the game has 2 intervals.
- Press buttons **▶OK** to confirm selection of "nc" working mode.
- Press buttons **OK▶1OK▶1OK▶▶▶▶▶5OKOKOK** to select time for the first player in the first interval.
- Press buttons **▼OK** to rewrite time for the second player in the first interval.
- Press buttons **OKOKOK** to confirm no additions for the first interval.
- Press buttons **▼OK** to rewrite no additions for the second player in the first interval.
- Press buttons **OKOKOKOKOKOK** to confirm that there is no basic time for the first player in the second interval.
- Press buttons **▼OK** to rewrite that there is no basic time for the second player in the second interval.
- Press buttons **OK▶▶▶3OKOK** to confirm addition for the first player in the second interval.
- Press buttons **▼OK** to rewrite addition for the second player in the second interval.
- Press buttons **OKOK** to finish programming.
- Set the lever to the right position and confirm by pressing the button **OK**.
- Start the game by pressing the button **OK**.


## 6. IMPORTANT INFORMATION

**IMPORTANT:** Clock display is made from anti-reflective glass, protecting the players from shadow and other light changes. Display is protected with a special foil, which is to be removed before use.

Within the warranty period of 12 months, the producer will at his own expense make any necessary repairs of the clock unless caused by misuse, negligence or physical damage.

For the address of the authorised service store please contact the producer or your authorised dealer. Warranty is a part of this user manual and must be signed and stamped by the producer. It also must contain the name of the buyer and the date of the purchase.

We recommend that you keep the clock in its own packaging or any other adequate packaging, far from light or warmth.

Clock „Chess Plus“, Model 1407 holds  certificate of accordance with EU regulations.

# Digitalni šahovski sat



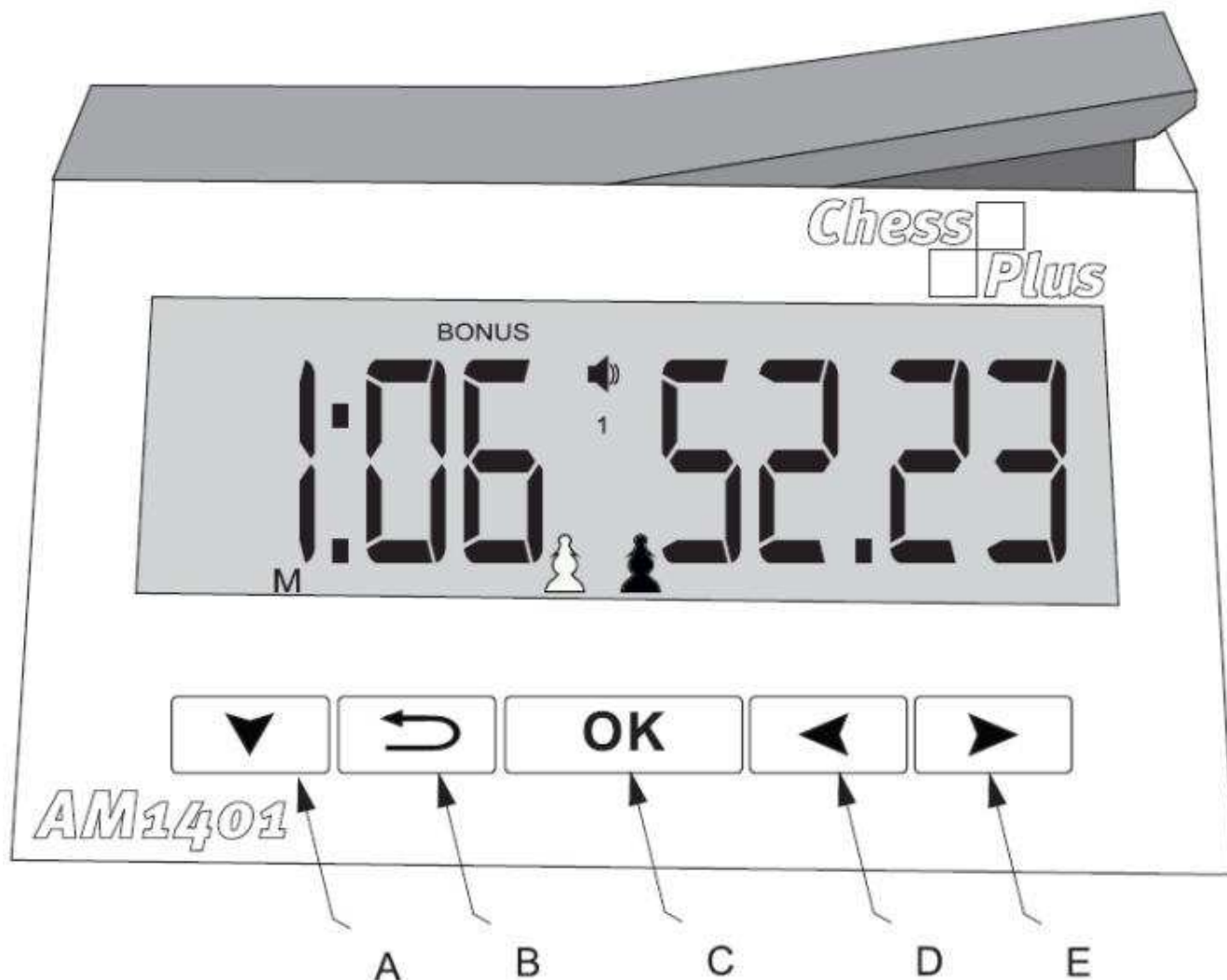
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# UPUTSTVO ZA KORIŠĆENJE



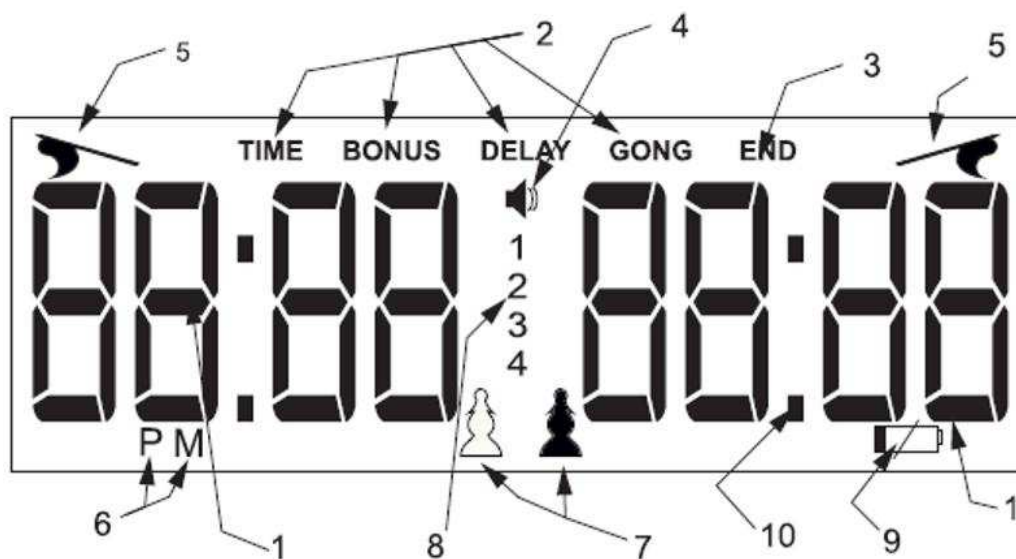
## 1. IZGLED SATA I DISPLEJA SA OBJAŠNENJIMA

Šema 1



- (A) ▼ - ulazak u meni (korekcija vremena, uključivanje/isključivanje zvučnog signala, prikaz trenutnog moda igre i stanja baterije, povratak na igru)
- (B) ↶ - undo (vraćanje poslednje izvršene radnje)
- (C) OK - potvrda izvršene radnje (pokretanje i zaustavljanje sata i potvrda izvršene radnje kod programiranja)
- (D) ◀ - umanjivanje brojne vrednosti koja treperi
- (E) ▶ - uvećavanje brojne vrednosti koja treperi

## Šema 2



1. – cifra koja označava sate, minute i sekunde
2. – oznaka za način igre
3. – oznaka koja označava period kada je sat zaustavljen i kraj programiranja nekog moda
4. – oznaka za zvučni signal
5. – oznaka koja pokazuje kada je isteklo vreme („pad zastavice“)
6. – oznaka koja pokazuje da li se koristi gotov ili programiran mod
7. – oznaka koja pokazuje koji igrač ima bele figure
8. – oznaka koja pokazuje period igre
9. – oznaka koja pokazuje stanje baterije
10. – oznaka koja razdvaja sate i minute (odnosno minute i sekunde)

## 2. UVOD

Merenje vremena, a samim tim i šahovski časovnik, nezaobilazni je deo svake šahovske partije. Pouzdanost šahovskog časovnika smanjuje svaki rizik od neregularnosti partije ili smanjenja koncentracije samih učesnika.

Digitalni šahovski sat „Chess plus“ rezultat je dugogodišnjeg rada stručnjaka iz oblasti elektronike, informatike i šahovskog suđenja i organizacije. Uvereni smo da je pred vama kvalitetan i pouzdan šahovski časovnik, sa mnogim novostima, koji upotrebu čine lakom, a korisnika potpuno sigurnim. Bićemo zahvalni svim korisnicima koji nam upute svoje predloge i sugestije.

### 3. GOTOVI MODOVI (OPCIJE M00 – M22)

- 00. Poslednje zabeleženo stanje, mod i režimi pre isključivanja sata
- 01. BONUS (b): 1. 90 min + 30 sec/potez
- 02. BONUS (b,c): 1. 90 min za 40 poteza / 2. 30 min + 30 sec/potez počev od prvog
- 03. BONUS (b,nc): 1. 90 min za 40 poteza / 2. 30 min + 30 sec/potez počev od prvog
- 04. BONUS (F): 30 min + 30 sec/potez
- 05. BONUS (b,c): 1. 100 min za 40 poteza / 2. 50 min za 20 poteza / 3. 15 min + 30 sec /potez počev od prvog
- 06. BONUS (b,c): 1. 90 min za 40 poteza / 2. 60 min + 10 sec/potez počev od 41. poteza
- 07. BONUS (b,c): 1. 2h za 40 poteza / 2. 1h za 20 poteza / 3. 15 min + 30 sec/potez počev od 61. poteza
- 08. TIME (b,c): 1. 2h za 40 poteza / 2. 30 min
- 09. TIME (F, nc): 1. 2h za 40 poteza 2. 30 min
- 10. TIME (F, c): 1. 2h za 40 poteza / 2. 1h za 20 poteza / 3. 30 min
- 11. TIME (F): 5 min
- 12. TIME (F): 15 min
- 13. TIME (F): 30 min
- 14. TIME (F): 60 min
- 15. BONUS (b): 3 min + 2 sec/potez
- 16. BONUS (b): 5 min + 2 sec/potez
- 17. BONUS (b): 15 min + 5 sec/potez
- 18. BONUS (b): 25 min + 10 sec/potez
- 19. TIME (b): 5 min beli – 4 min crni
- 20. DELAY: 90 min + 10 sec/potez slobodno vreme
- 21. DELAY: 1. 100min za 40 poteza / 2. 50 min za 20 poteza / 3. 15 min + 10 sec/ potez počev od prvog – „slobodno vreme”
- 22. GONG: 10 sec

### **Oznake (režimi rada):**

**TIME** - klasičan režim rada u kome celu partiju ili sve poteze u jednom periodu treba odigrati u predviđenom vremenu (koje se ne menja)

**BONUS** - režim rada u kome se u jednom periodu ili tokom cele partije, posle svakog odigranog poteza igraču dodaje određeno, unapred pripisano vreme

**DELAY** - režim rada u kome se pre računanja osnovnog vremena, igraču dodeljuje dodatno vreme za svaki potez

**GONG** - režim rada u kome se zvučnim signalom označava period od jednog sekunda pre isteka vremena za odigrani potez

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**b** ("blocked") - sat se blokira kada jednom od igrača padne zastavica

**F** („free”) - kada jednom od igrača padne zastavica, sat drugog igrača nastavlja da radi do pada druge zastavice, ali je vidljivo kome igraču je zastavica prvo pala

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**c** („count”) - kada igrač povuče poslednji potez pred kontrolu vremena, automatski mu se dodaje vreme predviđeno za sledeći period

**nc** („not counting”) - kada prvom igraču padne zastavica, obojici se dodaje vreme predviđeno za sledeći period

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## **4. OPERACIJE**

### **1. Stavljanje/promena baterija**

Pre početka rada, potrebno je postaviti baterije u šaržer predviđen za njih (na dnu sata). Šaržer se otvara istovremenim potiskivanjem oba dugmeta za otvaranje.

Za nesmetan rad sata potrebne su dve standardne „AA“ baterije. Preporučuje se da to budu alkalne baterije. Smer postavljanja baterija grafički je prikazan na dnu šaržera.

Preporučuje se da u slučaju dužeg vremenskog perioda u kome sat ne radi, baterije budu izvađene iz šaržera. Dve alkalne baterije su predviđene za neprekidni rad sata oko 18 meseci. Sat odlikuje izuzetno mala potrošnja.




## 2. Uključivanje/isključivanje sata

Sat se uključuje dugmetom koje se nalazi na dnu. Položaj „ON“ znači da je sat uključen, dok položaj „OFF“ znači da je sat isključen.




Prilikom početka nove partije ili prelaska na novi mod igre, nije potrebno isključivati sat. (objašnjenje u odeljcima 15 i 16)

## 3. Izbor između programiranja i gotovih modova

Kada se sat uključi, posle početne poruke (tip sata i verzija softvera), pojavljuje se ekran sa oznakama „P“ i „M“ (koja treperi).

Ukoliko želimo da se odabere neki gotov mod, to se potvrdi dugmetom , a ako se želi da se programira neki specifičan mod, dugmetom  pređe se na oznaku „P“, a zatim se to stanje potvrdi dugmetom .


## 4. Izbor gotovog moda


Kada se potvrdi da se želi neki gotov mod (opisano u odeljku 3), pojaviće se trepereće cifre „00“. Dugmadima  ili  dolazi se do cifre koja označava željeni mod, a zatim se ta cifra potvrdi dugmetom .

## 5. Usklađivanje boje figura sa funkcijom sata

Kada se odabare neki gotov mod ili programira neki specifičan mod, pojaviće se ekran sa odabranim početnim vremenom, ali i sa oznakom belog i crnog pešaka, koji zajedno trepere.

Beli pešak nalazi se na onoj strani na kojoj se trenutno nalazi klackalica sata, predviđena da je pritisne igrač sa belim figurama.

Ako taj položaj odgovara predviđenoj boji figura, to stanje treba da se potvrdi dugmetom .


Ako taj položaj ne odgovara predviđenoj boji figura, položaj klackalice treba da se promeni i to stanje treba da se potvrdi dugmetom .

**VAŽNA NAPOMENA:** kada se u bilo kom momentu sat privremeno zaustavi, a potom se želi da se partija nastavi, može se pojaviti trepereća zajednička oznaka belog i crnog pešaka i nije moguće da se sat uključi. Ukoliko se to desi, to znači da položaj klackalice treba da se

promeni i na potezu bude onaj igrač koji je to pravo imao pre zaustavljanja sata.

## 6. Početak partije

Kada je početno vreme ispisano na displeju, ni jedna oznaka ne treperi, a oznaka „END“ je aktivna, to znači da je sat spreman za početak partije.

Početak partije i računanje vremena označava se pritiskom na dugme .


## 7. Uspostavljanje pređašnjeg stanja u slučaju nasilnog isključivanja sata

Postoji mogućnost da usled tehničke greške, „ljudskog faktora“ ili slabljenja baterija, sat neplanirano ili nasilno bude isključen tokom rada. Do sada nije poznato da je neki sat omogućavao da se izgubljeni podaci pronađu.



Sat „Chess plus“ ima mogućnost nastavka rada od poslednjeg zabeleženog vremena. Potrebno je u gotovim modovima odabrati opciju „00“, onako kako je objašnjeno u odeljcima 3 i 4.

Kada se odabere opcija „00“, pojaviće se ne samo vreme, već i sve oznake koje su bile prisutne prilikom prestanka rada sata.


## 8. Privremeno zaustavljanje sata





Sat koji se nalazi u radu, moguće je zaustaviti pritiskom na dugme . Aktivirana oznaka „END“ pokazuje da je sat privremeno zaustavljen.

## 9. Uvid u broj poteza



Uvid u broj odigranih poteza moguće je ostvariti u trenutku kada je sat privremeno zaustavljen pritiskom na dugme . Povratak u pređašnje stanje vrši se pritiskom na dugme .




## 10. Korekcija vremena

Kada se sat privremeno zaustavi, korekciju vremena moguće je izvršiti pritiskom na dugme . Tada se na ekranu pojavljuje trenutno stanje vremena sa prvom cifrom koja treperi.




Cifra koja se ne menja potvrđuje se pritiskom na dugme , a cifra koja se menja prilagođava se željenoj vrednosti dugmadima  ili . Kada potvrdimo i poslednju cifru koja označava sekunde, na ekranu će se pojaviti oznaka “END” koja treperi. Potvrdom na dugme , oznaka “END” prestaće da treperi i sat je spreman za nastavak rada, kako je opisano u odeljku 6.

### **11. Uključivanje/isključivanje zvučnog signala**


Zvučni signal moguće je aktivirati dvostrukim pritiskom na dugme . Tada će se pojaviti oznaka zvučnog signala koji treperi. On se uključuje potvrdom na dugme .

Zvučni signal se isključuje na sličan način. U meni se ulazi dvostrukim pritiskom na dugme . Tada će se pojaviti oznaka zvučnog signala koji treperi. Signal se potvrdi dugmetom . Pojaviće se oznaka “END” koja treperi. Tada se dugmetom  uklanja oznaka zvučnog signala. Nastavak rada opisan je u odeljku 10.

### **12. Korekcija broja poteza**

Kada se sat privremeno zaustavi, korekciju broja poteza moguće je aktivirati trostrukim pritiskom na dugme . Željena vrednost broja poteza koriguje se dugmadima  ili . Nastavak rada opisan je u odeljku 10.

### **13. Uvid u postojeći mod i stanje baterije**




Kada se sat privremeno zaustavi, uvid u postojeći mod igre i trenutno stanje baterije moguće je ostvariti četvorostrukim pritiskom na dugme .

Vrednosti stanja baterije su od 0 do 100. Ukoliko je vrednost stanja baterije manja od 30, preporučuje se promena baterija posle završetka partije.

Nije potrebno izbegavati zamenu baterija čak i u toku partije, ukoliko je to neophodno. Sat pamti poslednje zabeleženo stanje, kako je to opisano u odeljku 7.

Nastavak rada opisan je u odeljku 10.

## **14. Povratak na prethodni potez**

Kada je povučen nepravilan potez ili potez kojeg je iz bilo kog razloga potrebno vratiti, potrebno je privremeno zaustaviti sat, pritisnuti dugme , vrednost poteza umanjiti za 1, pritiskom na dugme . Pritiskom na dugme , stanje vremena je vraćeno na ono pre odigranog poteza koji se vraća.


Potrebno je promeniti položaj klackalice, kako bi na potezu ponovo bio igrač koji je povukao nepravilan potez.

Nastavak rada opisan je u odeljku 10.



## **15. Prelazak na sledeću partiju u istom modu**

Kada je partija završena, moguće je sat pripremiti za početak nove partije bez njegovog isključivanja.



### ***a) Posle pada zastavice***

Kada se partija završi padom zastavice, prelazak na novu partiju u istom modu moguć je jednostavnim pritiskom na dugme . Ostale radnje opisane su u odeljcima 5 i 6.

### ***b) Posle završetka partije bilo kojim drugim načinom***

Kada je partija završena bilo kojim drugim načinom osim pada zastavice, prelazak na novu partiju u istom modu moguć je istovremenim pritiskom na dugmad  i . Pritiskom na ova dva dugmeta, kada je sat zaustavljen, uvek se vrši povratak na mod koji se igrao u prethodnoj partiji. Ostale radnje opisane su u odeljcima 5 i 6.

## **16. Ponovno startovanje sata („resetovanje“)**

Ponovno startovanje sata („resetovanje“) moguće je istovremenim pritiskom na dugmad  i .





## **5. PROGRAMIRANJE**



Ukoliko je predviđeno da se šahovska partija ili turnir igraju po tempu koji nije predviđen nekim od 22 gotova moda, pristupamo programiranju sata za taj tempo. Moguće je programirati 10 različitih modova, koji se mogu menjati neograničen broj puta.



Način prelaska na programiranje objašnjen je u odeljku 3 prethodnog poglavlja. Kada se bira jedan od 10 mogućih modova, treba voditi računa da, ukoliko je u pitanju turnir, svaki sat treba programirati na istom modu, kako sudije prilikom podešavanja za sledeće kolo, ne bi imale problema sa snalaženjem.




Izbor moda za programiranje istovetan je kao i izbor gotovog moda i objašnjen je u odeljku 4 prethodnog poglavlja. Ukoliko je izabrani mod slobodan (na njemu nije već programiran neki tempo igre), na ekranu će se pojaviti oznake „b“, „1“, „c“ i „P“, kao i oznaka „TIME“ koja treperi.

Ukoliko je mod zauzet, korisnik može odabrati da pređe na sledeći slobodan mod ili da obavi novo programiranje na postojećem modu. Za bilo koju od te dve radnje, potrebno je pritisnuti dugme  i tada će se pojaviti broj odabranog moda, koji treperi. Promenu moda izvršićemo tako što ćemo promeniti broj moda pomoću dugmeta  i  (uz potvrdu izabranog broja dugmetom .

Ukoliko se korisnik odluči da ponovo programira postojeći mod, u njega neće ući dugmetom , već dugmetom .




## POSTUPAK PROGRAMIRANJA

### 1. Izbor režima rada

Bez obzira da li se neki mod prvi put programira, ili se to ponovo radi, postupak programiranja je isti. Prva oznaka koja treperi je oznaka režima rada. Dugmadima  ili  vrši se izbor između režima “TIME”, “BONUS”, “DELAY” ili “GONG”. Kada se odabere željeni režim, on se potvrdi dugmetom .




Objašnjenje svakod od režima rada dato je u poglavlju 3.

### 2. Izbor načina rada pri „padu zastavice“ jednog igrača




Kada se odabere režim rada, pojaviće se oznaka „b“ ili „F“ koja treperi. Ukoliko treperi oznaka „b“, prelazak na oznaku „F“ vrši se dugmetom , a ukoliko treperi oznaka “F”, prelazak na oznaku “b” vrši se dugmetom . Kada se odabere željeni način, on se potvrdi dugmetom .

Objašnjenje svakog od načina rada dato je u poglavlju 3.

### 3. Izbor broja perioda u partiji

Kada se odabere način rada, pojaviće se oznaka između „1“ i „4“ koja treperi. Izbor željenog broja perioda u partiji vrši se dugmetom  ili . Kada se odabere željeni broj, on se potvrdi dugmetom .

### 4. Izbor načina rada pri prelasku sa jednog na drugi period

Kada se odabere broj perioda, pojaviće se oznaka „c“ ili „nc“ koja treperi. Ukoliko treperi oznaka „c“, prelazak na oznaku „nc“ vrši se dugmetom , a ukoliko treperi oznaka „nc“, prelazak na oznaku „c“ vrši se dugmetom . Kada se odabere željeni način, on se potvrdi dugmetom .

Objašnjenje svakod od načina rada dato je u poglavlju 3.


### 5. Izbor vremena, dodatnog vremena za potez i broja poteza pri kontroli vremena

Kada se odabere način rada pri prelasku sa jednog na drugi period, pristupa se izboru vremena, dodatnog vremena za potez i broja poteza pri kontroli vremena.

Na ekranu će se pojaviti cifre od kojih prva treperi i one redom predstavljaju:

- sate, minute i sekunde za prvog igrača
- sate, minute i sekunde za drugog igrača
- dodatno vreme za svakog igrača, ako je odabrana opcija „BONUS“ ili slobodno vreme za svakog igrača, ako je odabrana opcija „DELAY“
- broj poteza za kontrolu vremena, ukoliko partija ima više od jednog perioda.



Ukoliko partija ima više od jednog perioda, za svaki period procedura izbora parametara je ista, kao i u prvom periodu.



**VAŽNA NAPOMENA:** ukoliko su podaci za oba igrača (vreme igre, bonus ili slobodno vreme) jednaki, moguće je uštedeti vreme u podešavanju sata. Naime, kada se odabere vreme za prvo igrača i treperi prva cifra za vreme drugog igrača, pritiskom na dugme  ti podaci se „prepisuju“ i posle toga će trepereti poslednja cifra drugog igrača.

## 6. Dugme „UNDO“ (↩)

Dugme ↩ ima veliku ulogu prilikom programiranja. Naime, ukoliko se učini greška (pogrešan izboj opcije ili cifre), nju je lako moguće ispraviti uz upotrebu dugmeta ↩. Jako je važno napomenuti da je dugmetom ↩ moguće vratiti ne samo jednu, već i više radnji unazad, sve do samog početka programiranja.

## 7. Završetak programiranja i uzastopno programiranje više modova

Ukoliko za to postoji potreba, moguće je uzastopno programirati više modova. Kada se završi programiranje jednog moda, pojaviće se oznaka „END“ koja treperi. Kada se kraj programiranja tog moda potvrdi dugmetom , pojaviće se broj moda koji je programiran. Ukoliko se time programiranje završava, broj se potvrdi dugmetom  i sat je spreman za izbor boje figura i početak partije (objašnjeno u odeljcima 5 i 6 prethodnog poglavlja).

Ukoliko se želi programirati sledeći mod, u momentu kada broj moda treperi, dugmadima  ili  odredi se željeni broj novog moda za programiranje.

## 8. Programiranje više perioda kombinovanih tipova

Prilikom programiranja nekog moda, veoma važno je slediti uputstvo u slučaju da šahovska partija ima više perioda sa različitim režimima igre. Moguće je da u jednom periodu igrači nemaju predviđen dodatak vremena za svaki potez, a u drugom imaju. Takođe, moguće je da u jednom periodu igrači nemaju predviđeno osnovno vreme, već samo dodatak po potezu. U slučaju programiranja vremena igre za takvu partiju, potrebno je slediti sledeća uputstva:










































- ukoliko je barem u jednom od perioda predviđen dodatak vremena po odigranom potezu, tada za celu partiju treba odabrati režim rada „BONUS“
- prilikom odabranog režima „BONUS“, u periodu u kome nema dodatka vremena, tu vrednost treba programirati kao „0.00“

- prilikom odabranog režima „BONUS“, u periodu u kome igrači nemaju predviđeno osnovno vreme, već samo dodatak po potezu, osnovno vreme treba programirati kao „00:00.00“

## PRIMERI PROGRAMIRANJA

### 1. Lakši primer




















































Potrebno je na modu broj 3 (koji nije zauzet) programirati brzopoteznu partiju u kojoj jedan igrač ima 3 minuta uz 2 sekunda dodatka za potez, a drugi igrač 1 minut i 1 sekund dodatka za potez. Programirati tako da se sat blokira kada „padne zastavica“ jednom igraču.

- Uključuje se sat, a zatim dugmetom  bira oznaka “P” koja se potvrđuje sa .
- Pritiskom na dugmad  potvrđujemo izbor moda broj 3.
- Pritiskom na dugmad  potvrđujemo izbor režima bonus
- Pritiskom na dugme  potvrđujemo izbor načina rada „blocked“
- Pritiskom na dugme  potvrđujemo da partija ima jedan period
- Pritiskom na dugme  potvrđujemo izbor načina rada „c“, mada je potpuno svejedno kada partija ima jedan period
- Pritiskom na dugmad 3 vršimo izbor vremena za prvog igrača
- Pritiskom na dugmad 1 vršimo izbor vremena za drugog igrača
- Pritiskom na dugmad 2 vršimo izbor dodatka vremena za prvog igrača
- Pritiskom na dugmad 1 vršimo izbor dodatka vremena za drugog igrača
- Pritiskom na dugmad  završavamo programiranje
- Nameštamo klackalicu u pravi položaj i potvrđujemo dugmetom 
- Počinjemo partiju pritiskom na dugme 

### 2. Složeniji primer

Potrebno je na modu broj 2 (koji nije zauzet) programirati partiju u kojoj oba igrača imaju 75 minuta za 40poteza u prvom periodu, a 30

sekundi dodatka za svaki potez u drugom periodu (bez osnovnog vremena. Programirati tako da se sat blokira kada „padne zastavica“ jednom igraču, a da se vreme za drugi period dodaje tek kada „padne zastavica“ prvom igraču.

- Uključuje se sat, a zatim dugmetom  bira oznaka “P” koja se potvrđuje sa .
- Pritiskom na dugmad  potvrđujemo izbor moda broj 2.
- Pritiskom na dugmad  potvrđujemo izbor režima bonus
- Pritiskom na dugme  potvrđujemo izbor načina rada „blocked”
- Pritiskom na dugmad  potvrđujemo da partija ima dva perioda
- Pritiskom na dugmad  potvrđujemo izbor načina rada „nc”
- Pritiskom na dugmad **1****1****5** vršimo izbor vremena za prvog igrača u prvom periodu
- Pritiskom na dugmad  prepisujemo vreme za drugog igrača u prvom periodu
- Pritiskom na dugmad  potvrđujemo da nema dodatka u prvom periodu
- Pritiskom na dugmad  prepisujemo da nema dodatka za drugog igrača u prvom periodu
- Pritiskom na dugmad  potvrđujemo da nema osnovnog vremena za prvog igrača u drugom periodu
- Pritiskom na dugmad  prepisujemo da nema osnovnog vremena za drugog igrača u drugom periodu
- Pritiskom na dugmad **3** potvrđujemo dodatak za prvog igrača u drugom periodu
- Pritiskom na dugmad  prepisujemo dodatak za drugog igrača u drugom periodu
- Pritiskom na dugmad  završavamo programiranje
- Nameštamo klackalicu u pravi položaj i potvrđujemo dugmetom 
- Počinjemo partiju pritiskom na dugme 


## 6. VAŽNE INFORMACIJE

**VAŽNO:** displej sata izrađen je od anti-reflex stakla, koji igraču štiti od uticaja senki i ostalih poremećaja svetla. Displej ima zaštitnu foliju, koju je potrebno pažljivo ukloniti pre početka korišćenja.

Proizvođač će o sopstvenom trošku u garantnom roku od 12 meseci izvršiti svaku popravku sata, zbog greške koja nije nastala usled nestručnog rukovanja, nemara ili fizičkog oštećenja.

Za adresu ovlašćenog servisa obratiti se proizvođaču ili ovlašćenom dileru, koji je prodao sat. Garantni list nalazi se u prilogu ovog uputstva i mora biti overen od strane prodavca, naslovljen na kupca, sa upisanim datumom prodaje.

Preporučujemo da se sat drži u sopstvenoj ili prikladnoj ambalaži bez uticaja vlage i toplote.

Sat „Chess plus“, Tip 1407 poseduje  sertifikat o usklađenosti sa propisima Evropske unije.