Looking for more info? Check out our Support and Training Center at www.FrightProps.com/FAQ

PRODUCT MANUAL

The Pacemaker Haunt Timer



FRIGHTPROPS
WWW.FRIGHTPROPS.COM

COPYRIGHT © FRIGHTPROPS, LLC. PLEASE CONTACT US IF YOU WOULD LIKE TO REPRODUCE OR REPUBLISH PORTIONS OF THIS DOCUMENT. FRIGHTPROPS, LLC has no control over the use of any product and therefore expects the user to exercise good judgment as to the proper selection, installation, use and maintenance of any product. FRIGHTPROPS, LLC assumes no responsibility for damage or injury of any kind due to misuse or improper application in any way by any person.

REVISED MARCH 2016

FRIGHTPROPS
WWW.FRIGHTPROPS.COM

Introduction:

This revolutionary haunt timer allows you to easily set the rate at which patrons enter your event. Just set the interval and when the light turns green your customers enter! Can be set to flip flop continuously, or be triggered by an actor.

Designed by specific request of one of the top haunters in the industry, the Pace Maker is a highly customizable haunt entry timer. You can set intervals in seconds, minutes or even hours!

By default the Green light is on. When the unit is triggered (via step mat, hand-held trigger wireless remote, etc...) the Red light turns on.

The unit can be set to trigger once per activation or to continually cycle after it's initial triggering.

Unit has one low voltage trigger input, so it can accept a wide variety of triggers.

Power Supply:

The Pacemaker requires a 24v 1amp power supply to operate.

Trigger Input:

The trigger input will accept any low-voltage, contact closure trigger. Some triggers, like motions sensors or beam sensors, will require their own power source to operate. The most common use for the trigger input will be for an actor to use a hand trigger to start the timer (turn the red light on), allowing the actor to give an introduction speech to the customers or entertain them while they wait for the light to turn green and enter.

Operating the Unit:

By default, the Green Light of the unit will be on.

Using a small screwdriver you can adjust th Mode pot on the timer unit to switch between SF or FL (PO and OS are not used)

SF: On this setting the light will switch to the Red Light for the amount of time indicated on the dial, and then revert to the Green Light. This is designed to be used by an actor to stop the flow of customers into the haunt for a specified amount of time.

FL: This setting is more automated. Once triggered the light will flip between the Green Light and the Red Light. The amount of time each light it on is specified by the timer dial. The time set applies to both lights. So if the time is set to 10 seconds, the Green Light will be on for 10 seconds and then switch to the Red Light for 10 seconds and so on until the unit is turned off.

Unit and Range Select; By adjusting the other two pots on the unit you can change the available range of increments as well as the units. Units available are Tenths of Seconds, Seconds, Minutes and Hours.

NOTE: WHEN CHANGING THE SETTINGS OF THE DIAL YOU MAY NEED TO UNPLUG THE UNIT AND PLUG IT BACK IN FOR THE CHANGES TO TAKE EFFECT.