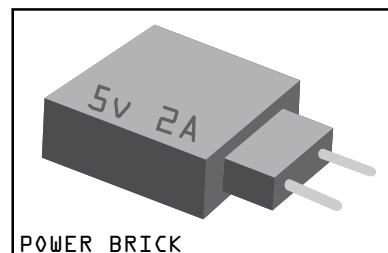
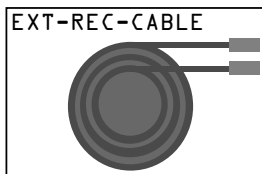
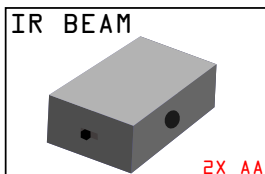
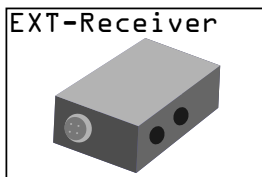
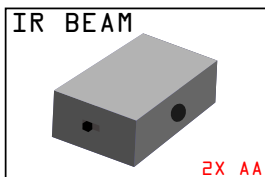
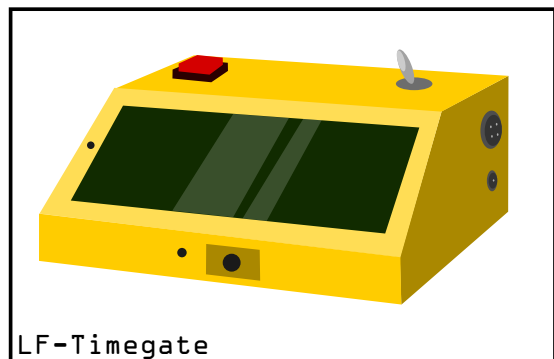


## QUICK SETUP GUIDE

# LF TIMEGATE

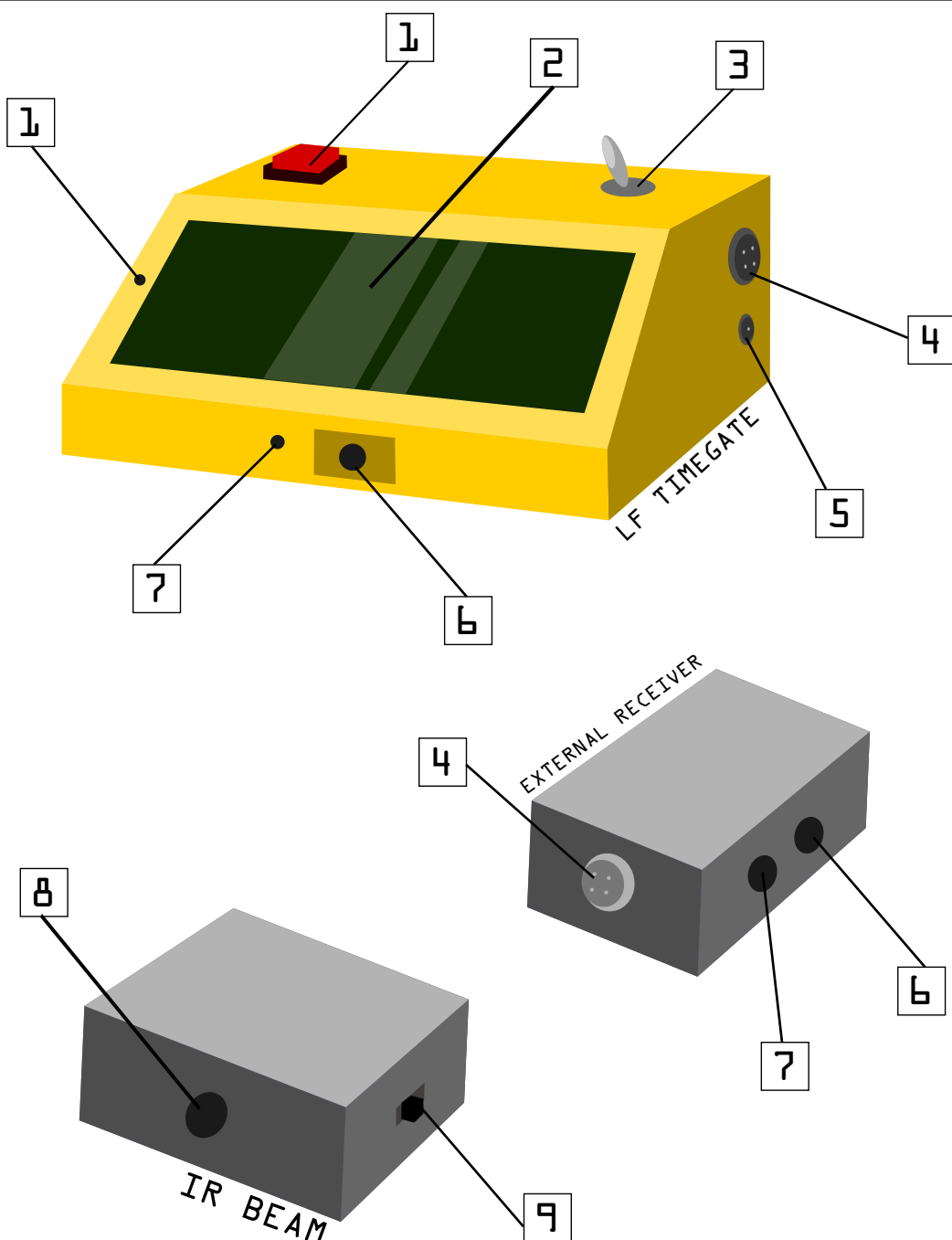
## QUICK SETUP GUIDE

### KIT CONTENTS



⚠ Batteries not included

### TIMEGATE ELEMENTS



1. REVERSE POLARITY  
INDICATOR  
(ON WHEN ERROR)

2. 7seg LED screen

3. Single-Double  
gate mode switch

4. External sensor  
port

5. DC jack  
(C-POS 3.5mm)

6. IR receiver port

7. ARMED/DETECTED  
indicator

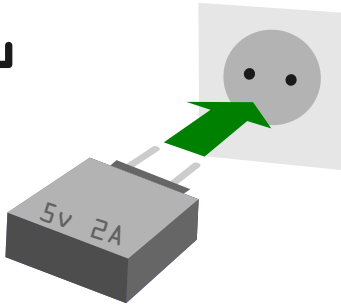
8. IR beam port

# LF TIMEGATE

## QUICK SETUP GUIDE

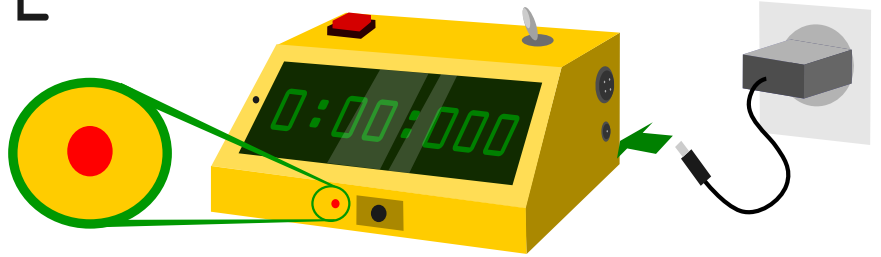
### SINGLE GATE SETUP

1



Connect power brick

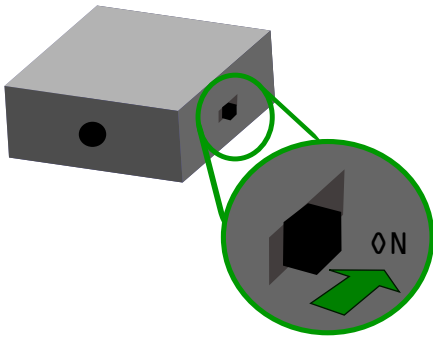
2



Connect power to gate

GATE SHOULD DISPLAY **0:00:00**

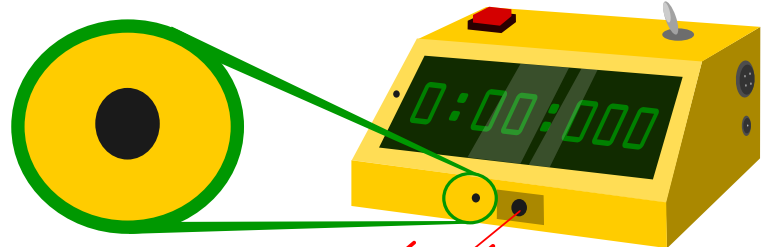
3



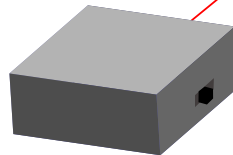
Turn on IR beam

4

OFF - means gate is detecting beam  
and red mens line is interrupted

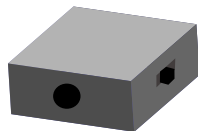
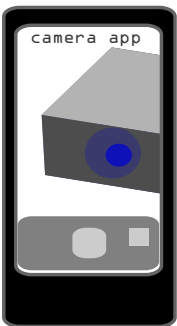


FINISH LINE  
START LINE



SETUP GATE

3.1



check if beam  
works with camera

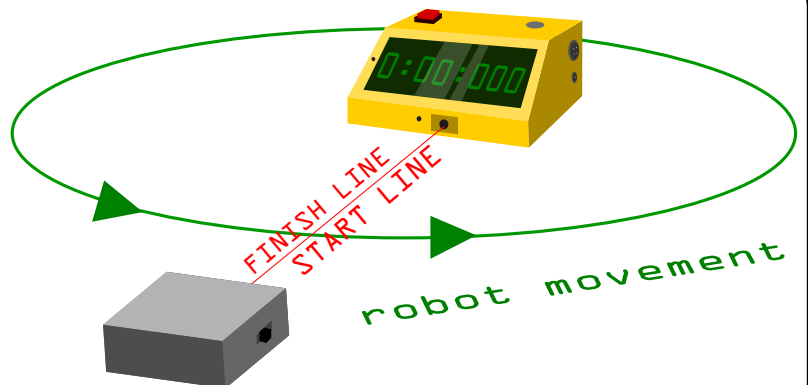
5

1. SWITCH GATE TO  
SINGLE GATE MODE

2. RESET GATE



ARM



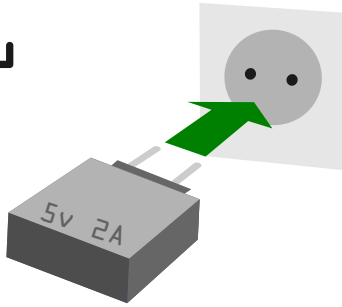
DONE

# LF TIMEGATE

## QUICK SETUP GUIDE

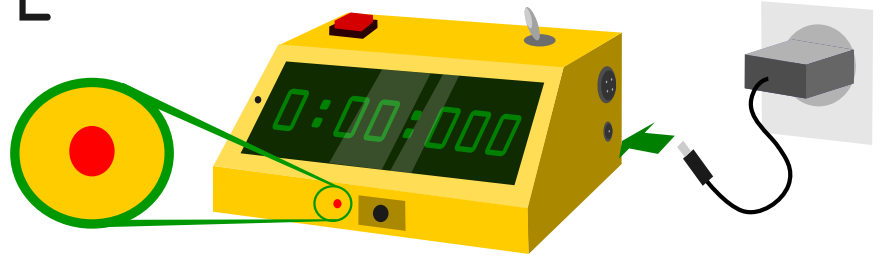
### DUAL GATE SETUP

1



Connect power brick

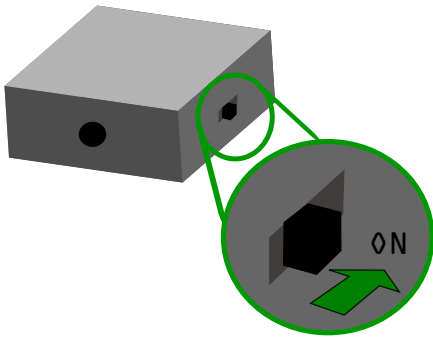
2



Connect power to gate

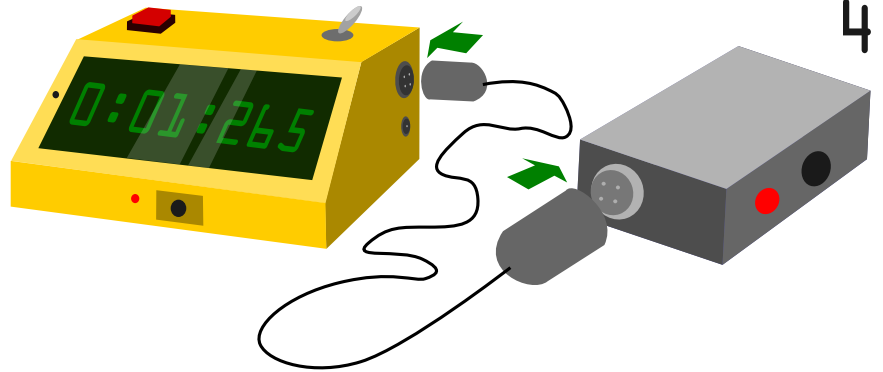
GATE SHOULD DISPLAY **0:00:000**

3



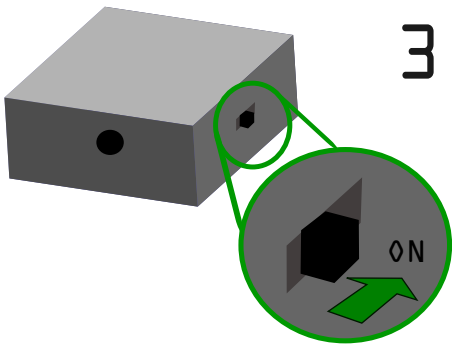
Turn on IR beam 1

4



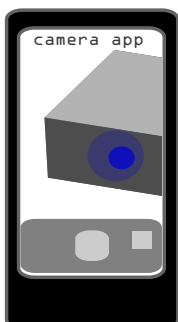
Connect external gate

3.1



Turn on IR beam 2

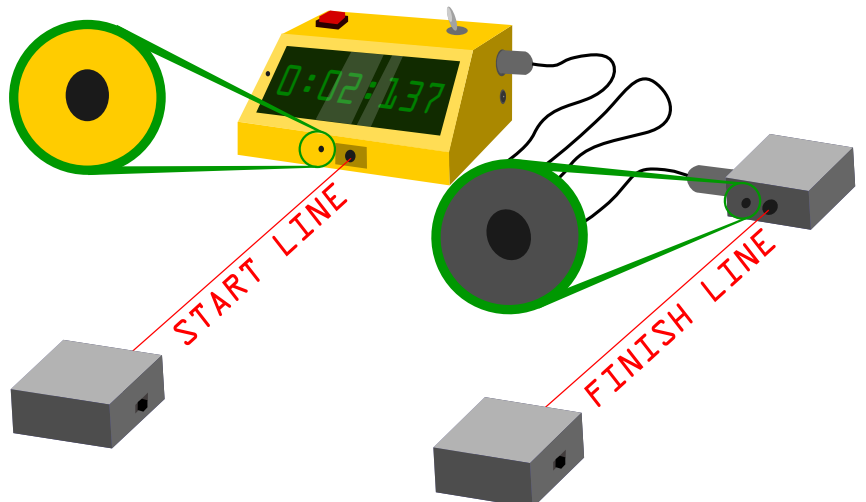
3.2



check if beam  
works with camera

OFF - means gate is detecting beam  
and red mens line is interrupted

5



SETUP GATE

# LF TIMEGATE

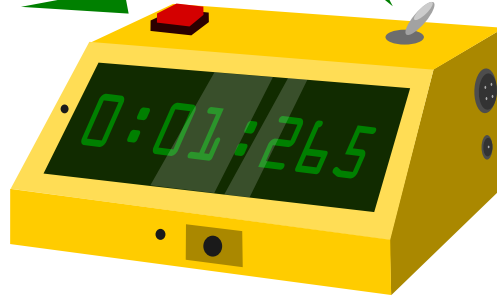
QUICK SETUP GUIDE

DUAL GATE SETUP

6

2. RESET GATE

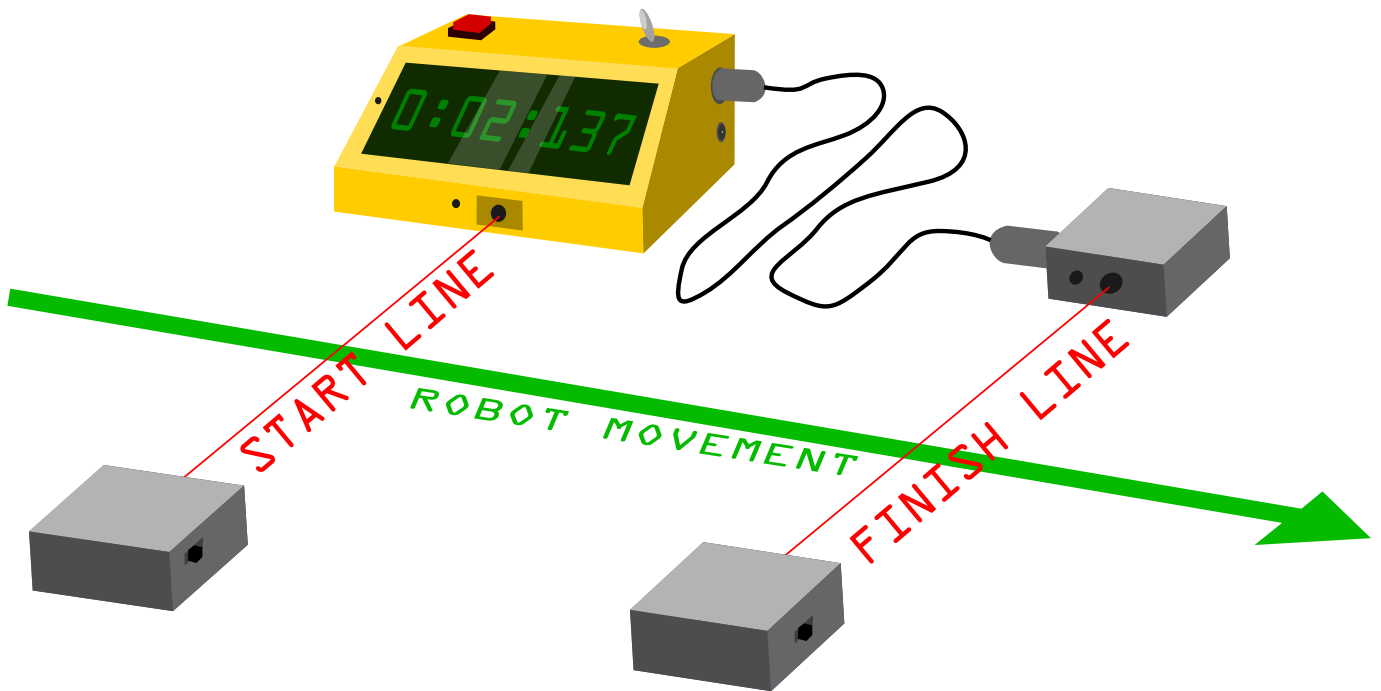
1. SWITCH GATE TO  
DOUBLE GATE MODE



ARM

refer to PG 5

5



DONE

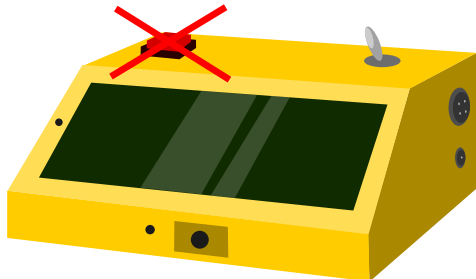
# LF TIMEGATE

## QUICK SETUP GUIDE

### USAGE

WORKS ON SINGLE AND DOUBLE

#### AUTORESET CAPABILITY



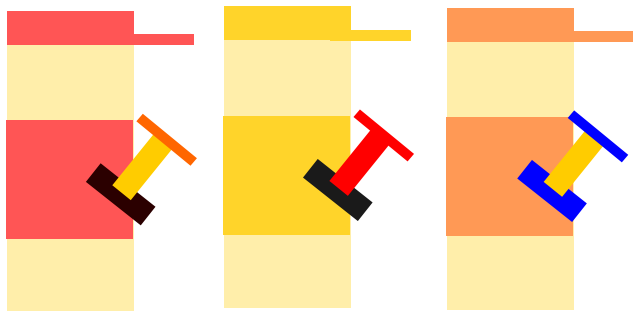
LF-TIMEGATE has built in Autoreset capability.

This feachure allows hands free operation during tournaments.

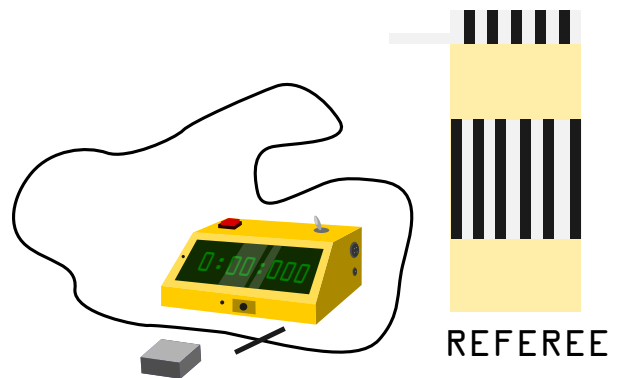
First run has to be done in:  
SEMI AUTOMATIC

Second and following will work in:  
Full AUTOMATIC

### PIPELINE

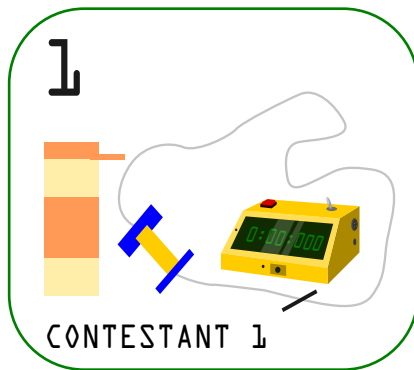


QUEUE

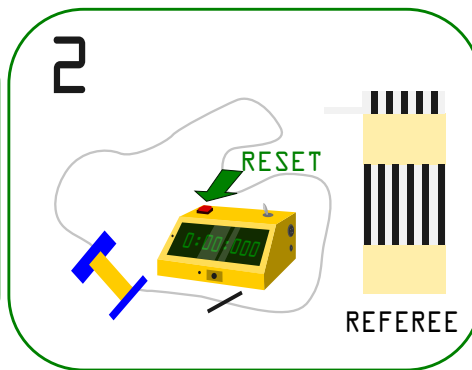


REFEREE

### FIRST RUN

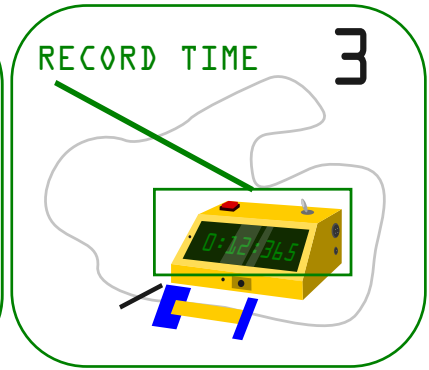


CONTESTANT 1



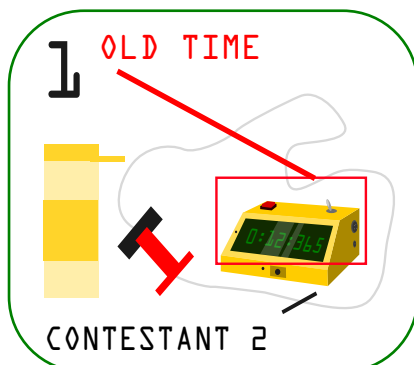
REFEREE

SEMI AUTOMATIC

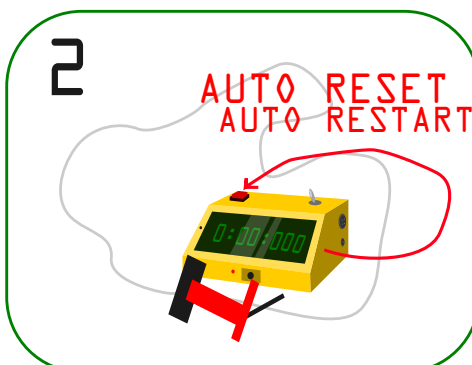


RECORD TIME

### SECOND RUN

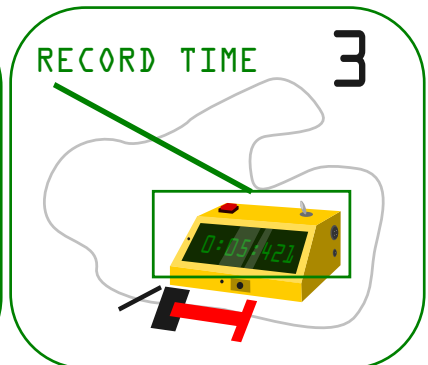


CONTESTANT 2



AUTO RESET  
AUTO RESTART

FULL AUTOMATIC



RECORD TIME