

FADU Enlarger Timer

[Version 1.3.0 22-March-2019]

Introduction

This is the combined User and Technical Manual for the FADU Enlarger Timer app for Android devices.

The timer can be used manually with an on/off switch or can be connected to a Wi-Fi enabled Smart Socket or Relay module to switch the enlarger lamp. There are three options to drive external hardware in this way:

- 1) A Sonoff S20 smart-socket which can be plugged into the mains directly with the enlarger plugged into the Sonoff. To use this will need to reprogram the firmware on the socket. Full details in Appendix 3.
- 2) A widely available relay module board which can be used to switch the low-voltage side of an enlarger's transformer/voltage regulator. This just needs a power supply and a box to put it in – no programming necessary.
- 3) Make your own. The source code is available on Github and can be edited in MIT App Inventor 2 to suit your own design of hardware.

Driving the enlarger lamp

I have been unable to find any commercial Wi-Fi smart-socket that can connect *directly* to an Android device – all I have found must connect via a cloud-based service and this is not suitable for our purpose due to the inherent unpredictable time delays of this connection method.

This means that we will need to reprogram an existing device. The Sonoff S20 smart-socket is widely available in local mains voltage and socket type options and has a large online community of makers and hobbyists who customise the device with new firmware. It is not difficult for the technically-minded to reprogram, but it does require soldering a connector to existing pads on the circuit board and connecting your computer to the socket via an FTDI adaptor in order to download the code from the Arduino IDE. If you are familiar with programming the Arduino it should cause few problems for you.

Details of how to reprogram the Sonoff S20 with links to online references and examples I used are in Appendix 3 of this manual.

The Sonoff S20 is being replaced by the Sonoff S26 by the manufacturer which requires a slightly different method to reprogram as it has no connector pads, but it uses the same code.

An alternative option is to use a Wi-Fi relay board available from LC Technologies (http://www.chinalctech.com/index.php?m=mod_product&a=view&p_id=1261) which is widely available. This does not require reprogramming so will work directly with the darkroom timer app without software modification, but it is an unboxed circuit board module so will need boxing and a suitable 5V power supply. Also, I STRONGLY advise against using this board with mains voltages.

The physical separation between the relay terminal traces and the rest of the circuit on this board is very small and therefore render it unsuitable for use with high voltages on the terminals. This board should only be used on the low-voltage side of a transformer as is usually supplied with colour enlargers. Additionally, lamps greater than 150 watts at 24 volts (or 300w at 12V) should not be used without adding thick copper wire between the relay contacts and the input/output terminals to increase the load carrying capabilities of the pcb tracks. See Appendices 1 and 5 for details.

I bought two from Banggood (<https://www.banggood.com>). I did buy one from a random eBay seller which also worked OK but because there are so many fakes/copies out there, there are no guarantees that they will have the same firmware installed.

Release Notes

Version 1.3.0:

1. STRIPS mode tab added: This mode allows the easy creation of f-stop incremented test strips. Three methods are included - see Strips Mode chapter below for details.
 - a. Continuous mode [CONT]: intended for users with no lamp switching hardware. Provides a beep 0.5 seconds before the end of each strip's time before starting the next strip time.
 - b. Auto mode [AUTO] : pauses the timer and switches off the lamp between each strip for a settable delay time.
 - c. Manual mode [MANUAL] : pauses the timer and switches off the lamp between each strip until the user taps [START] to move to the next strip.
2. Auto-Reset option added on the Settings tab. If set ON, resets the timer at the end of the exposure time to the previous time.
3. Delay time is now variable on the Settings tab from 0 to 10 seconds. An enhanced form of the previous "Count-in" setting.
4. About screen added to provide some basic info and links.

Version 1.2.0:

1. Stay Awake: Screen no longer goes to sleep (assuming your phone allows sleeping to be overridden).
2. Manual Link: added a button in the Settings menu to open this user manual on the FADU forum site using the phone's default web browser. [obsolete in 1.3.0 – now a link to GitHub on the About screen]
3. Wi-Fi Relay Driver: Can now optionally drive an LC Technologies Wi-Fi relay module for low-voltage use. No reprogramming required for this module but it should only be used on the **low voltage side** of a colour enlarger's transformer/voltage stabiliser. It will also need a box and a 5V dc power supply.
4. Count-in Option: an optional 3-second delay to the count start added to allow time to prepare before the count starts. [upgraded to 0-10s selection in 1.3.0]

Version 1.1.0:

1. 1/10th Second Timing: Added ability to time in 0.1 second increments.
 - 1.1. Up/Down buttons removed. Setting the exposure time is now performed by tapping the top (increment) or bottom (decrement) half of the required display number.

Main Screen Tab

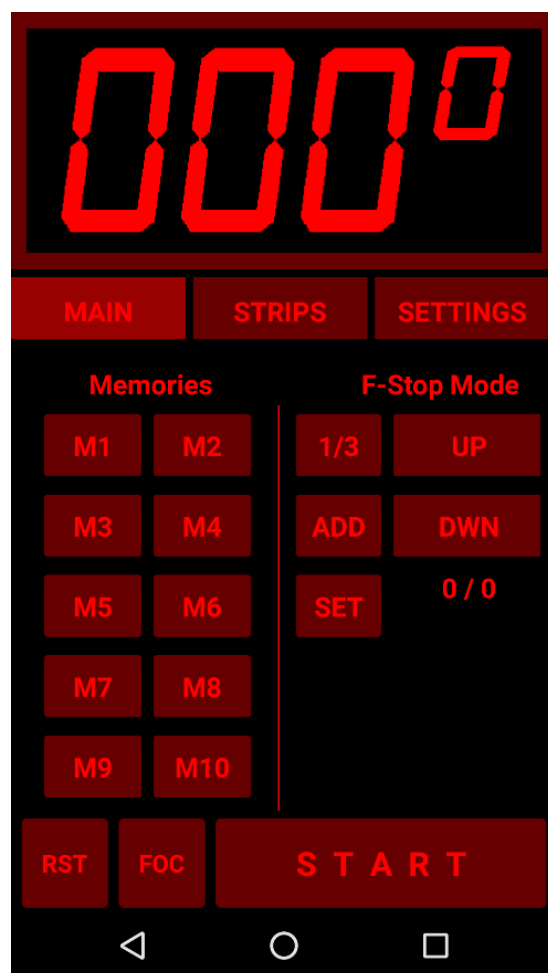
The basic operating method is much the same as any traditional digital enlarger timer, but with the user interface adapted for a touch-screen.

The timer is primarily intended for use with black and white photosensitive paper using different intensities of red to display the UI.

Be aware that most LCD screens use a backlight that can fog photographic paper even if the display looks deep red and black to the human eye. You are advised to use the phone's built-in screen brightness control to keep the brightness of the display as low as practical in the darkroom and avoid shining the display directly on photosensitive paper. If used for colour printing where the paper is sensitive to almost all colours of light, it may be necessary to shade the display with black card to ensure no light spillage. As always when making changes to your darkroom lighting, test your materials and equipment for safe lighting conditions before performing any serious printing.

There are three tabs on the timer: The *Main* tab is where all the basic timing operations are performed; the *Strips* tab is for timing test-strips using f-stop timing techniques; and the *Settings* screen is where the various options are configured.

See Appendix 1 for details of connecting to one of the external lamp switching options, but for manual use, set the "Lamp Controller" option to "**None**" on the Settings tab.



Basic Controls

The basic timer operation is to tap the top or bottom half of the required number to set the time and then hit the [START] button to commence the countdown to zero.

[START] Start/Stop

The Start button starts the countdown to zero from the time set on the timer display. Hitting the Start button (renamed to [STOP] for the duration of the exposure time) before the time reaches zero will suspend the countdown.

If the timer is connected to external switching hardware, it will switch the enlarger lamp on at the beginning of the exposure time and off again when the time reaches zero.

[RST] Reset

The Reset button has two actions:

- Long press: resets the timer to zero
- Short press: resets the timer to the previous value

[FOC] Focus

The Focus button [FOC] can be used to manually toggle the lamp on and off if you have lamp switching hardware connected.

[M1] – [M10] Memories

The ten memories have two actions each:

- Long press: stores the current time showing on the display
- Short press: restores the previously saved time

Memory times are stored on your Android device so you can store common times and retrieve them the next time you launch the app. Most of the values on the Settings screen are also saved automatically if changed. This is why the app asks for permission to access your phone's data when it is installed. Storing and retrieving settings in this way is the only access the app makes to the phone (other than using its Wi-Fi connection to talk to the lamp-switching hardware).

F-Stop Mode

This mode is now largely replaced by the generally more useful Strips mode screen but remains useful for making test strips where you want one strip of paper per test. Usually employed to fine-tune your exposure and grading by obtaining individual test strips from the same important part of the negative. For this operation, the [ADD] f-stop mode described below is used.

This section describes the use of the timer in the f-stop timing mode. Experienced darkroom workers will be aware of the advantages of the f-stop method of working over the more common linear timing method, but a short description is available in Appendix 2 below which users new to this method may wish to read. There are also multiple descriptions and videos available online from many different sources that describe the concept in various levels of detail.

Operation

Note that to save space, the buttons used in this area of the screen are not labelled so will be referred to by the values showing in the screenshot below.



[SET] Set Base Time

This button takes the current time showing on the display as the base time for subsequent f-stop calculations. For example, if you set the timer's display to [012.0] and press the [SET] button. The base-time part of the f-stop display (currently showing [0 / 0] in the screenshot) will be set to: [12 / 0]. Subsequent use of the Up/Down buttons will use this time as the base-time. This is always visible to help avoid any confusion about what your base-time is and how many times you have hit the up/down buttons.

[UP] [DOWN] Up/Down buttons

These buttons increment and decrement the base time by the value set on the f-stop adjust button - currently showing [1/3] (= $1/3^{\text{rd}}$ of a stop) in the screenshot. The Count part of the base-time (currently showing [/ 0]) will increment or decrement for each button press as appropriate. Hence, if the base time is 12 seconds and you have pressed the Up button four times, the f-stop display will show [12 / 4].

[1/3] F-Stop Adjust

When the app is started, the f-stop value that will be used to adjust the timing will default to $1/3^{\text{rd}}$ of a stop. Clicking on the f-stop adjust button will open a new screen where you can choose between several common fractional values (1, 1/2, 1/3, 1/4, 1/6, 1/8, 1/10):

Once selected, the screen will close, and the value displayed on the button will change to the new value.

[ADD] Set f-stop calculation mode

There are two modes available when using the f-stop printing method. This button toggles between the two modes:

[ADD] Addition mode:

This mode adds or subtracts (using the Up or Down buttons) the f-stop adjust value to the current time.

This mode is useful if you are using individual strips to find the required exposure time. For finding your preferred exposure time using a single sheet of paper with multiple strips on it, the STRIPS screen is the better option.

For example, using the values displayed in the screenshot above, if you had set the Base Time to 4 seconds (set [004.0] on the display and press the [SET] button) pressing the [Up] button will display [005.0] ($4\text{s} + 1/3^{\text{rd}}$ stop = 5.0s). You will see that the small display has changed to [4 / 1] indicating that the Seconds display is showing $4\text{s} + 1 \times 1/3^{\text{rd}}$ of a stop. Pressing the [START] button will now commence the 5s exposure.

Pressing the up button again will change the display to [006.3] and the small f-stop display to [4 / 2]. Pressing Up again will add a further $1/3^{\text{rd}}$ of a stop to set the timer to [008.0] (i.e. one whole stop above 4s as we have added 3 lots of a $1/3^{\text{rd}}$ of a stop to the base 4s time). The [DOWN] button will work in the same way but subtracting $1/3^{\text{rd}}$ of a stop each time.

[T/S] Test-strip mode:

<i>This mode is obsolete now the Strips screen has been created</i>

This sets the Seconds Display to the difference between the previous time and the new time. For example, if the Base time is 12s, pressing the Up button will set the timer to 3.1 seconds

For example, to create a single sheet test-sheet you might perform the following: Note that this example is using the test-strip method where you first expose the whole test sheet paper to your base time and then progressively cover a section of the paper making additional exposures each time until the paper is fully covered. The example below assumes you have the lamp switching hardware connected, but if not, switch the lamp on and off manually at the start and end of each strip time:

1. Decide on your minimum exposure – you probably have some idea of this from previous printing experience. For the sake of illustration, let's say that you expect the final exposure to be somewhere around 35 seconds for the print size, lens aperture, etc you want to use. You decide to start at 20s as this gives a fair amount of wiggle-room.
2. Use the F-stop Adjust button to set the f-stop increments you want each test-strip to increase by. For this example, you select $1/4$ stop.
3. Set the mode button to [T/S] as we are exposing multiple strips on a single sheet of paper.
4. Set 20 on the Seconds display and hit the [SET] button to set this as your base time. We will now make several exposures from this base time.
5. Press the [START] button to expose the whole sheet of paper for 20s. Wait for the lamp to switch off.
6. Press the [UP] button. The time will change to 3.8s and the small f-stop display to [20 / 1]. Cover the first approx. $1/6^{\text{th}}$ of the paper width and press the [START] button to make the 3.8s exposure. Wait for the lamp to switch off.
7. Press the [UP] button. The time will change to 4.5s and the small f-stop display to [20 / 2]. Cover the second $1/6^{\text{th}}$ of the paper width and press the [START] button to make the next exposure.
8. Press the [UP] button. The time will change to 5.4s and the small f-stop display to [20 / 3]. Cover the third $1/6^{\text{th}}$ of the paper and press the [START] button to make the next exposure.

10. Press the [UP] button. The time will change to 6.4s. Cover the next 1/6th of the paper width and press the [START] button.
11. Press the [UP] button. The time will change to 7.6s. Cover the next 1/6th of the paper width and press the [START] button.
12. That should have been the last strip to cover, so we are done. If you got the strip sizes wrong and still have a lot of paper to cover, just continue in the same vein until you run out of paper – likewise, if you ran out of paper don't worry, just use what strips you have.
13. Process the paper in your usual manner and look for the best exposure.

Strips Screen Tab

The screenshot shows the 'STRIPS' tab with the following settings:

- Mode: STEP
- Incr: 1/3
- Strips: 12
- Time: SET
- 0

At the bottom are buttons for RST, FOC, and START. The top display shows '0000'.

This screen allows the easy creation of f-stop incremented test strips. Three methods are provided, one intended for users with no lamp switching hardware and two for those who do have the Wi-Fi connected lamp switching hardware:

1) Continuous mode [CONT]: This mode is most useful for users with no lamp switching hardware. Provides a short beep 0.5 seconds before the end of each strip's time and then again at the end before starting the next strip time immediately. Strip times under a second or so will require careful attention from the user, but the times are displayed on the app for each strip so short times should not come as a surprise.

2) Auto mode [AUTO]: pauses the timer and switches off the lamp between each strip for a settable delay time before continuing with the next strip countdown to give the user time to move the masking card to the next strip. Defaults to 1 second but can be increased using the Settings screen's Delay setting value.

3) Manual mode [MANUAL]: pauses the timer and switches off the lamp between each strip until the user taps [START] again to commence the timer for the next strip. Useful if you do not want to be rushed between each strip as the AUTO mode *will* start the next strip whether you are ready or not once the delay time has been met!

When setting the base time for the strips or changing one of the other parameters after setting the base time, the list on the right side of the screen is filled with the exposure time for each strip followed by the total exposure time that strip will receive once the timing has completed. From this we can see the time for the longest strip exposure compared to the shortest. If we do not like what we see, we can change the parameters again and see the results instantly. For example, setting 1/6th of a stop increments, 8 strips and a base-time of 22 seconds shows us the display on the right.

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The screenshot shows the 'STRIPS' tab with the following settings:

- Mode: CONT
- Incr: 1/6
- Strips: 8
- Time: SET
- 22

At the bottom are buttons for RST, FOC, and START. The top display shows '0220'.

#	EACH	TOTAL
1	22.0	22.0
2	2.7	24.7
3	3.0	27.7
4	3.4	31.1
5	3.8	34.9
6	4.3	39.2
7	4.8	44.0
8	5.4	49.4

Controls:

Mode: Selects between CONT, MANUAL and AUTO modes as described above.

Incr: Sets the f-stop increment for each strip.

Strips: Sets the number of strips that you wish to use across the test sheet of paper (but see the Tips section below).

Time [SET]: Sets the currently displayed timer display value as the base-time for the test strips. This will be the time for the first strip and all subsequent strip times are based from this and the f-stop increment value.

Process

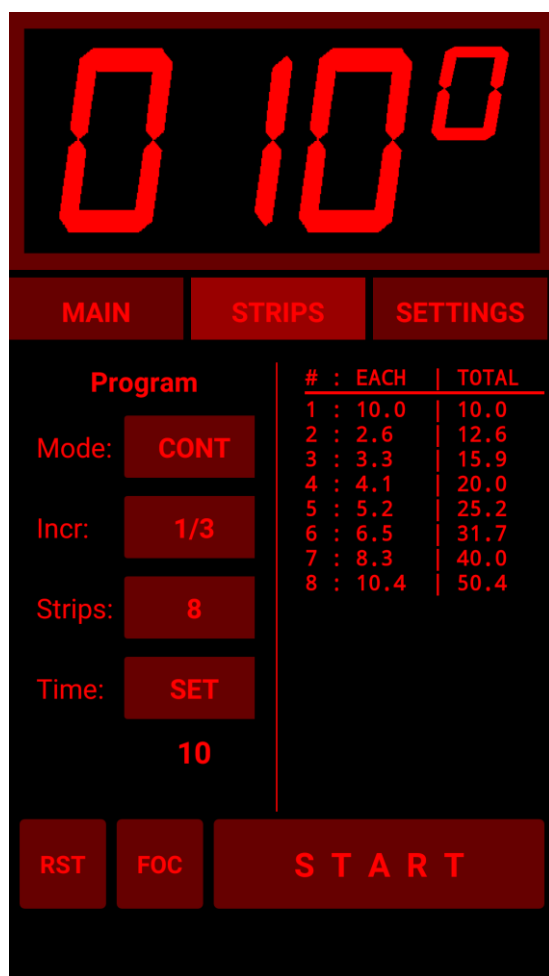
To expose the paper, we use the method where we first expose the whole sheet for the base time and then subsequently cover more of the paper with a masking card for each strip for each subsequent time.

- 1) Expose whole sheet for the base time.
- 2) Move the mask to cover the first strip amount and expose the remainder of the paper for the second strip's time.
- 3) Move the mask to the next strip amount and expose the remainder of the paper for the next strip's time.
- 4) Repeat (3) until all the paper is covered.

A possible future enhancement may be to provide the option to use the other method where we progressively uncover each strip in turn.

Once setup, it is always worth performing a dummy-run to ensure you are familiar with what you need to do once the lights are out and there is paper being exposed – especially when there are short strip times involved.

Examples:



1 - [CONT] mode: if we do not have a Wi-Fi connected lamp switch, we will use this mode and manually switch the enlarger lamp.

On the Settings screen we set a Delay of 3 seconds, so we have time to get ready after starting the timer. We set Mode to CONT (continuous) as we do not have the facility to switch the lamp via Wi-Fi. We select that we want the f-stop Increment to be 1/3 of a stop, we want 8 strips and we put 10s on the display for our base time and tap the [SET] button.

The list on the right of the screen is updated and we note that the times for the strips or two after the initial base time are quite short, so we know we will have to pay attention as the beeps will be coming quickly.

Once you are ready to expose your paper for the first test strip, the process will be:

- 1) Tap the [START] button and the timer will tick down the three seconds Delay. Once the delay has ended and the timing started, switch on the lamp.
- 2) Half a second before the end of the first strip's countdown time there will be a short beep followed at the end of the time (0.5s later) by the beep indicating the end of this strip and the start of the next. The first beep is a warning to be ready to move the masking card to the next strip position.
- 3) At the second beep, move the mask swiftly to the next strip position (without moving the paper being exposed!). The timer will continue timing the next strip with no delay between strips, so you need to move fast.
- 4) Repeat (3) until all the paper has been covered by the mask.
- 5) Switch off the lamp.

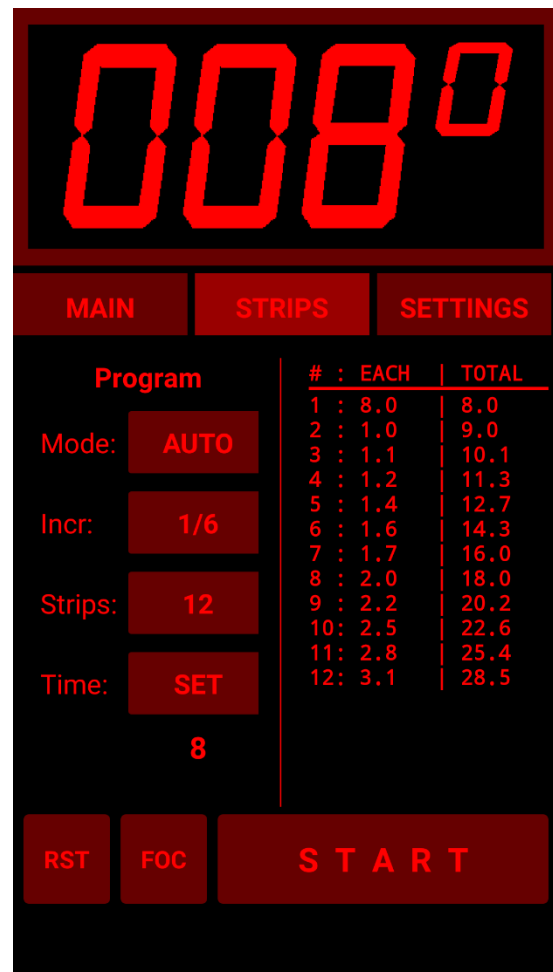
Process the paper as usual.

2 - [AUTO] mode: this mode requires one of the Wi-Fi connected devices to switch the enlarger lamp on and off. This mode is ideal if we want multiple test strips on a single sheet of paper.

On the Settings screen we set a Delay of 2 seconds. This time will be used both as a count-in delay as well as the time to pause between strips. We set the Mode to [AUTO] (Automatic) as we can power the lamp on and off and want multiple test strips on a single sheet of paper.

We select that we want the f-stop Increment to be 1/6th of a stop, we want 12 strips and we put 6s on the display for our base time and tap the [SET] button.

The list on the right of the screen is updated and we note that the times for the strips after the initial base time are all very short, but we do not care as we are powering the enlarger lamp via the app.



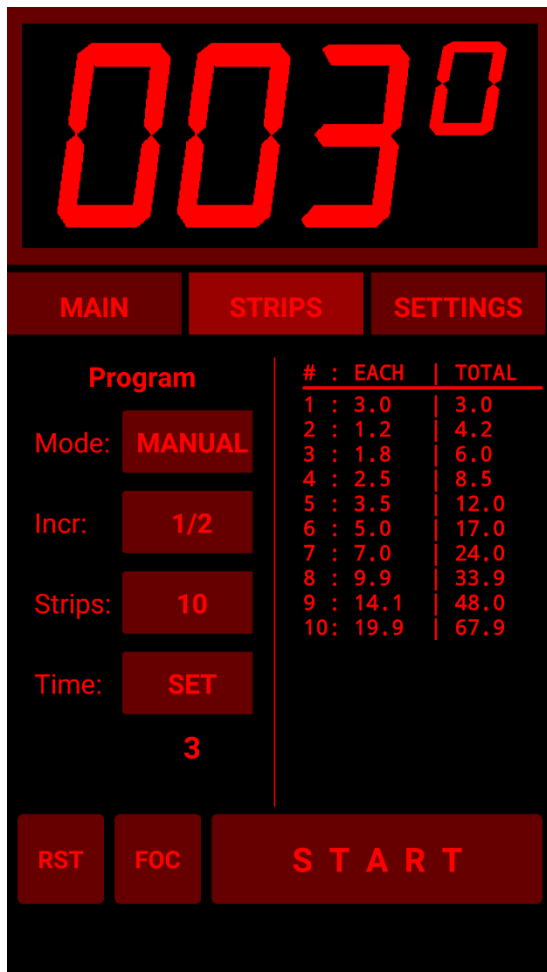
Once you are ready to expose your paper for the first test strip, the process will be:

- 1) Tap the [START] button and the timer will tick down the two seconds Delay. Once the delay has ended and the timing started, the timer will switch on the lamp.
- 2) When the timer has finished the 1st strip, the lamp will go out and you will have 2 seconds to move the masking card to the next strip position before it starts timing the second strip.
- 3) Likewise, once the current strip has finished, the lamp will go out and the pause time will give you time to move the mask to the next strip position before the timer starts the next strip.
- 4) Repeat (3) until all the paper has been covered by the mask.

Process the paper as usual.

3 - [MANUAL] manual mode: this mode can be used if you do, or do not, have one of the Wi-Fi connected devices to switch the enlarger lamp on and off. If switching the lamp manually, you will probably need to avoid short strip times as it will be difficult to manually switch the enlarger

accurately enough. This is essentially the same as the [AUTO] mode but with an unlimited pause between each strip.



On the Settings screen we set a Delay of 0 seconds as we do not require any count-in delay this time. We set the Mode to [MANUAL]. We select the f-stop Increment to be 1/2 of a stop, we want 10 strips and we put 3s on the display for our base time and tap the [SET] button.

The list on the right of the screen is updated and we note that the strips will range from 3 seconds to 67.9 seconds. The first few strips after the initial base time are quite short so we will have trouble manually switching so we may want to open the lens a couple of stops and use a longer base-time if we are manually switching, but, if we are using Wi-Fi lamp switching hardware, then we will be fine.

Once you are ready to expose your paper for the first test strip, the process will be:

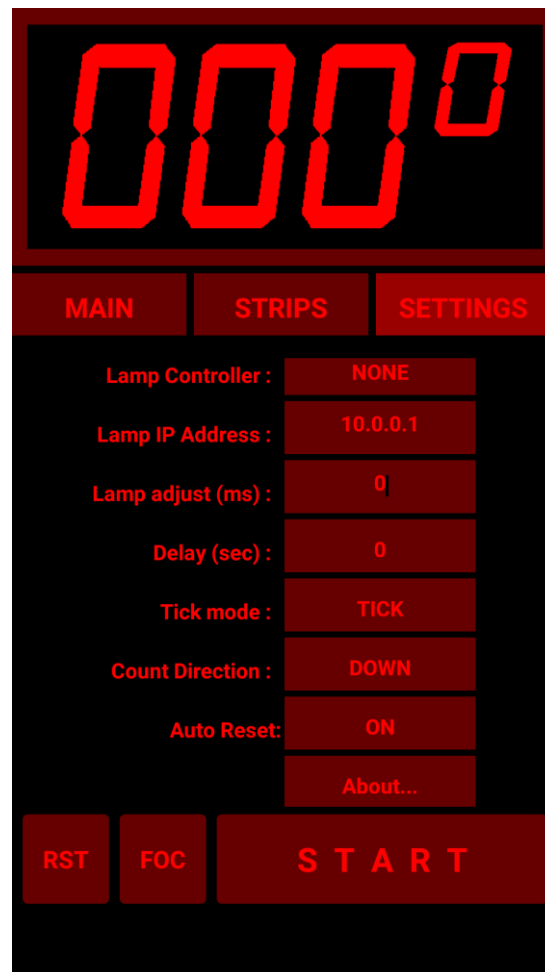
- 1) Tap the [START] button and the timer the timer will switch the lamp on for the duration of the base time (3s in this example).
- 2) When the timer has finished the 1st strip, the lamp will go out will wait for you to tap the [START] button again before it starts to time the 2nd strip.
- 3) Likewise, once the current strip has finished, the lamp will go out and the timer will wait for you to tap the [START] button again before it starts to time the 2nd strip.
- 4) Repeat (3) until all the paper has been covered by the mask.

Process the paper as usual.

Tips:

- i) If you are new to this, marking one edge of the paper beforehand with the strip locations using a thick marker pen can help you locate each strip position quickly and more accurately. Also useful if using small f-stop increments where the differences between strips may be very small, making it difficult to identify where one strip stops and the next one starts.
- ii) When switching the lamp manually, there is a slightly more accurate (and less panic inducing) way than using an external switch directly: use a piece of black card under the lens. That way, you can switch the lamp on while holding the card under the lens and then move it out of the way quickly when the timing starts and move it back again when the timing ends before switching off the lamp. This may seem like an extra bit of work, but I find it less fraught and removes the threat of vibration as you hit the switch – plus you will already have a suitable card in your hand to use for masking each strip and to burn-in with. I used such a card with a metronome as my only timing method for years. Using the FADU f-stop timer is a bit of a jump from that, but the black card is still useful 😊.
- iii) If you have no idea what exposure you will need, set the F-stop adjust to $\frac{1}{2}$ stop (or even 1 stop) and set the base-time to 3 seconds and use a quarter-sheet of paper with 6-8 strips as above to get within $\frac{1}{2}$ stop of the required exposure and perform a second test strip around this time with smaller f-stop increments. For example, using a base time of 3 seconds and $\frac{1}{2}$ stop increments, with 8 strips you can span 3s to 48s which should get you in the ball-park for a more precise test.
- iv) In practice, once you get used to this method, you don't really need to set the number of strips to use. Setting 20 Strips all the time is OK as you then just move the masking card across the paper until you run out of strips to fit on the paper. If you can clearly see where each strip starts and ends (not always possible with small f-stop increments) you can refer to the displayed list for the total time taken for each strip.

Settings Screen



Lamp Controller: Selects between the Sonoff or LC Technologies hardware interfaces and None.

If you are not using either hardware interface, select [NONE] here because selecting the [LCTECH] interface will cause the screen to freeze for a few seconds while it tries to connect and then an Android error message pops up if you are not connected to the module via Wi-Fi. If this error pops up, tap the screen anywhere else to close the error message. [None] is selected by default when the timer is first installed, but any change you make to this value is stored in your device's memory thereafter and reloaded each time you restart the timer app.

Lamp IP Address: When used with a hardware interface, this is the IP address of the Wi-Fi connected lamp switching device.

This address defaults to 10.0.0.1 but can be changed and the change will be stored for future use. If the Sonoff S20 has been programmed to operate on another network port, it can be changed here in the same way you would in a web browser address bar (e.g. *10.0.0.4:8080* to write to a Sonoff S20 using port 8080 on IP address 10.0.0.4).

I find it best to connect to the Sonoff or LCTech Wi-Fi network access points before starting the timer app to ensure the timer app connects to the hardware correctly.

Lamp Adjust: When a lamp switches on it takes some time to reach full brightness. When a lamp switches off, it takes some time to decay to full darkness. These times, and the precise ramping up and down of the brightness usually differ and hence the amount of light that reaches the photographic paper are rarely the same when the lamp reaches maximum brightness for ON and dims down to zero for OFF actions.

Often the differences are too small to be detectable in our prints. Other times, they are larger and can accumulate over several additive exposures to affect our prints. This depends on the type of lamp used and if, for example, there is a transformer or voltage stabiliser circuitry in the path. For example, if we have a difference equivalent to $1/3^{\text{rd}}$ of a second less exposure, four individual 3-second exposures used on a test-strip will not be the same as a single 12 second exposure – the 4×3 second exposures will be only equivalent to 10.67 seconds - short by $1/6^{\text{th}}$ of a stop. A $1/6^{\text{th}}$ stop difference may be easily noticeable in the final print. Smaller differences may not be so noticeable but can still produce more subtle effects.

This setting allows you to set an adjustment to the first second of the exposure time to offset this difference. The times entered here are in milliseconds (so 500 entered is 0.5 seconds, 250 is 0.250 seconds etc). You can also use negative numbers (e.g. -100 = minus 0.1 seconds). A positive number adds that number of milliseconds to the exposure time and a negative value subtracts that number of milliseconds.

This value is automatically saved to the Android device whenever it is changed, and it is reloaded when the app is restarted.

You will need to obtain the correct value to insert here by trial and error. For example, make a single 20s exposure of a section of a negative with good highlight and shadow detail and then take ten 2-second exposures on a separate piece of paper without changing anything in the setup. There is no need to use whole sheets – a small piece is fine if it shows the good highlight and shadow detail from the negative. Mark which is which, process them together and observe any difference in the exposure of the two sheets once the paper has dried (use resin-coated paper for this test for speed but if you have a choice of different papers, use the most sensitive). Differences are most likely to appear in the highlight detail. If the 10x2-second exposures sheet is lighter than the single 20 second exposure sheet then you need to make a +ve adjustment to increase the final second of the timer, and if darker you will need to make a -ve adjustment. It may take several iterations to find a suitable value.

Delay: You can set a 0 to 10 second delay before the timer starts its countdown after hitting the [START] button. This defaults to 0 seconds and is retained in the device's memory if changed. The timer will tick the seconds. This allows you to prepare before the timer starts. Useful if you are switching the lamp manually to give you time to prepare and is also used in the Strips screen mode to provide a delay between strips.

Tick mode: The timer can optionally click on each second. There are three options:

NO TICK: timer does not tick.

TICK: The timer ticks every second.

LAST 5 SECS: the timer will tick off the last 5 seconds of the countdown, but only if the time was for 10 seconds or more. Can be useful to alert you to the fact that the timer has nearly finished if you are switching the lamp manually.

Count direction: Toggles between Counting UP and counting DOWN. Count = UP can be useful for continuous ticking to provide a metronome effect, but count = DOWN is the normal mode. The timer always starts up in count direction = DOWN.

Auto Reset: Provides the option to automatically reset the timer display to the previous countdown time value at the end of the current countdown. A short press of the [RST] button will still work to perform the same operation if this is set to OFF.

About: opens a screen with topical information and links to the manual and code on Github.

Appendix 1: Connecting the App to the Lamp Switching Hardware

If using one of the hardware Wi-Fi connected lamp switching options, you will need to configure the app to connect to the device by selecting the appropriate hardware interface.

Sonoff S20 (or S26) Smart Socket

You will need to disconnect from your home network and connect to the separate network used by the Sonoff switch. The Wi-Fi Network is called “FADUtimer”. You will need to connect your phone/tablet to this network in the usual way. The password has a default value in the code (fadu1234) but it is suggested that you change this to something more relevant to yourself.

Configuring the S20 as an Access Point (AP) with its own Wi-Fi network and embedded web server in this way has the advantage that you do not need to hunt for whatever IP Address your Wi-Fi router has assigned to the unit if you were to connect it to your existing home network and also removes the device from the public Internet so it cannot be accessed by miscreants there. However, your neighbours will be able to see the FADUtimer network, which is why you should change the password just in case you have smarter than average neighbours...

To summarise:

1. Plug the reprogrammed Sonoff S20 into a power outlet and plug your enlarger into the Sonoff.
2. Connect your Android device to the FADUtimer network
3. Open the FADU Enlarger Timer app
4. On the Settings tab, select “SONOFF” and insert the Lamp IP Address (10.0.0.1 by default).
5. Press the Focus [FOC] button and the enlarger lamp should switch on.
6. Pressing [FOC] again should switch the enlarger lamp off.

If you find the lamp is sluggish to respond, put the Android device into Aeroplane mode. This prevents the phone from doing a lot of background tasks which can add unwanted delays. You will need to re-enable Wi-Fi and connect to the FADUtimer network again after switching to Aeroplane mode. If it still becomes sluggish, restarting the phone will clear out the device’s memory and improve things further. It is always worth doing this before starting a printing session.

LC TECH relay board

In my opinion, you should not connect this board to mains voltages. I do not believe the PCB layout makes this board safe to use at high voltages. Use it only on the low-voltage side of a transformer or voltage stabiliser.

This board does not require reprogramming as it can connect directly to your Android device via Wi-Fi.

The board has two relays that are both switched by the FADU app. We are only using Relay-1 here and Relay 2 may be ignored (perhaps it can be used for something else later such as switching an LED safelight for example).

You will need to disconnect your phone from your home network and connect to the separate network used by the IT Tech relay board. The Wi-Fi Network is called "AI-THINKER_XXXXXX" where "XXXXXX" is a 6-digit hexadecimal number (this is quite useful as it allows you to have more than one enlarger equipped with this board in the same room and control them via different Android devices).

You will need to connect your Android device to this network in the usual way before running the timer app or you will get a pop-up error message. Depending on the version of Android you have, the error message may disappear after a couple of seconds, or may require you to tap anywhere else on the screen to dismiss it without closing the timer app.

Please see Appendix 5 for suggested hardware connections.

To summarise:

1. Supply power to the relay board
2. Connect your Android device to the "AI-Thinker_XXXXXX" network
3. Open the FADU Enlarger Timer app
4. Press the Focus [FOC] button and the enlarger lamp should switch on
5. Pressing [FOC] again should switch the enlarger lamp off

If you find the lamp is sluggish to respond, put the Android device into Aeroplane mode. This prevents the phone from doing a lot of background tasks which can add unwanted delays. You will need to re-enable Wi-Fi and connect to the AI-Thinker network again after switching to Aeroplane mode. If it still becomes sluggish, restarting the phone will clear out the device's memory and improve things further. It is always worth doing this before starting a printing session.

Appendix 2: F-Stop Timing

The f-stop printing method is a way of finding the correct exposure for a print by using the inherent properties of photosensitive photographic paper - just as your camera uses the same properties for film when you adjust the f-stop or exposure time on your lens or camera body.

Making a test strip using equal times for each strip results in unbalanced exposure strips across the sheet of paper. For example, a sequence of 5 second strips will result in the second strip (10s) being twice the exposure of the first (5s), the third strip (15s) is 1.5x the exposure of the second, the fourth (20s) is 1.3 the exposure of the third and the fifth (25s) is 1.25 the exposure of the fourth, and so on.

You can see that as the strips progress, we have much greater exposure difference at one end than we do at the other. With f-stop printing this difference is evened out to obtain strips of equal increase in exposure density across the sheet.

Using the f-stop method and using the original 5s starting exposure and incrementing by 1/2 a stop for each subsequent strip we get: 5s, 7s, 10s, 14s, 20s which corresponds to equal increases in exposure for each strip, making the determination of the correct exposure much easier and accurate.

Further reading:

Searching the web for "f/stop printing" will find many articles, forum posts and videos describing the method in more detail and the worked example in the manual above shows one way of using the FADU timer to generate test strips and to adjust a single exposure time by a selected f-stop.

Appendix 3: Sonoff S20 Programming

Anyone familiar with using the Arduino system should not find this too difficult – especially if they have used an FTDI adaptor before and have used a soldering iron.

Note that once programmed, the original firmware for the Sonoff S20 will be lost without any possibility of recovering it - it will never work as originally supplied by the manufacturer again.

What you need:

1. The Arduino IDE software: download from <https://www.arduino.cc/en/Main/Software> and install.
2. Sonoff S20 Wi-Fi enabled smart socket.
3. FTDI adaptor: 3.3v version.
4. USB cable for the FTDI board: make sure it can synch – some cheap cables are sold for phone charging only and do not have the necessary signal lines connected.
5. Dupont type leads: female <--> female.
6. Pin Header: 4 pins of 0.1 inch pitch.



All these are readily available on eBay or Amazon – other suppliers are available. Make sure you get the correct S20 smart socket for your country's power socket type. One reason for choosing the Sonoff brand was because they are available in several regional variations – the above shows the UK type.

The FTDI adaptor (named after the manufacturer of the original and most popular chip used in these boards: "FTDI" <https://www.ftdichip.com>) is more accurately called a "USB to serial port adaptor".

The FTDI adaptor used for this project MUST be 3.3V compatible. Many boards are switchable between 5V and 3.3V via a jumper or switch but some are 5V only – do not buy one of those. Make sure you configure it for 3.3V – applying 5V to the S20 will kill it stone dead.

Prepare the Sonoff S20

To remove the circuit board from the S20, remove the three screws from the back of the case and the top part will pull away. If you want to temporarily solder the leads directly to the board, this is as far as you need to go as you can carefully solder the leads to the board now, but if you want to solder the header on the board (recommended) then you need to remove the two screws holding the board to the base.

The board on the ones I have had is very tightly fitted and need GENTLY levering up next to the screw holes after removing the screws – use something plastic as a spudger. Removing the top part of the socket also makes access to the header holes easier, but watch out for the spring holding the pin shutters in UK type sockets – it easily pings out (you can probably guess how I know that).



The connections to the FTDI adaptor are visible to the lower left of the image above, as is the push switch (centre) which we use during programming. The pins are as follows per the image above from top to bottom:

O	Gnd
O	Tx
O	Rx
O <	Vcc

These need to be connected to the corresponding pins on the FTDI adaptor:

S20 to FTDI Pins:

Gnd to Gnd	(Ground 0V)
Tx to Rx	(serial data from S20 to FTDI)
Rx to Tx	(serial data from FTDI to S20)
Vcc to Vcc	(3.3V ONLY)

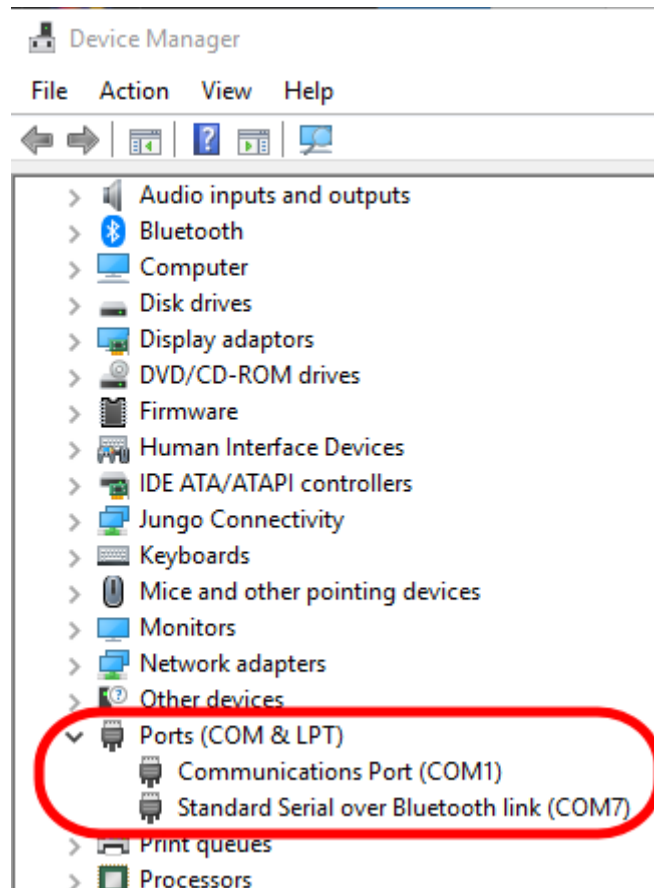
Other pins on the FTDI adaptor are left unconnected.

Tip: if possible, and if you use Windows, get an FTDI adaptor that uses an actual FTDI chip. As mentioned, "FTDI" is the name of a chip manufacturer who make the USB-serial chip. Other companies make similar chips, but you may have to search the web for the drivers for non-FTDI chips. FTDI manufactured chips are automatically detected by Windows so the drivers are installed automatically, saving this extra step if you are not familiar with these things. Non-FTDI chip boards will still work fine – it is just an extra faff to step through to find and load the drivers.

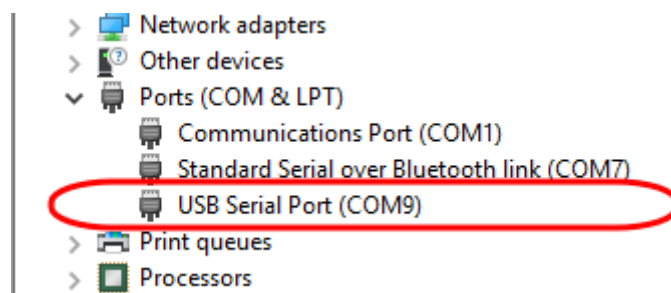
Prepare the FTDI adaptor

You will need a USB cable to connect the FTDI board to your computer. There are a few that plug into a USB port directly, but they are less common. Once plugged in and the drivers installed the FTDI adaptor will look like a serial port to your computer (this is its job – to connect to external hardware via USB while pretending to be a serial port to your computer).

I can't help with Macs and Linux based PCs (but there is a lot of info on this online) but on a Windows 10 PC, to find out which port number it is on, open the Windows Device Manager (hit the Windows key and start typing "device manager" to find the Device Manager). Display the Ports section in Device Manager and it should look something like below before plugging the FTDI board in:



After plugging the FTDI board into your PC, and assuming your board uses an FTDI chip, the PC should load the necessary drivers and your board will be recognised as a serial port as below - probably with a different port number. This one has been assigned to Serial Communications Port 9 by Windows. If your board does not use an FTDI manufactured chip, search online and load the drivers separately if necessary:



When you can see this extra Com port, your FTDI board has been recognised and is ready to use. If after refreshing the Device Manager it is still not recognised you will need to troubleshoot, in which case google is your friend – just search for: FTDI Arduino problem.

Prepare the Arduino IDE

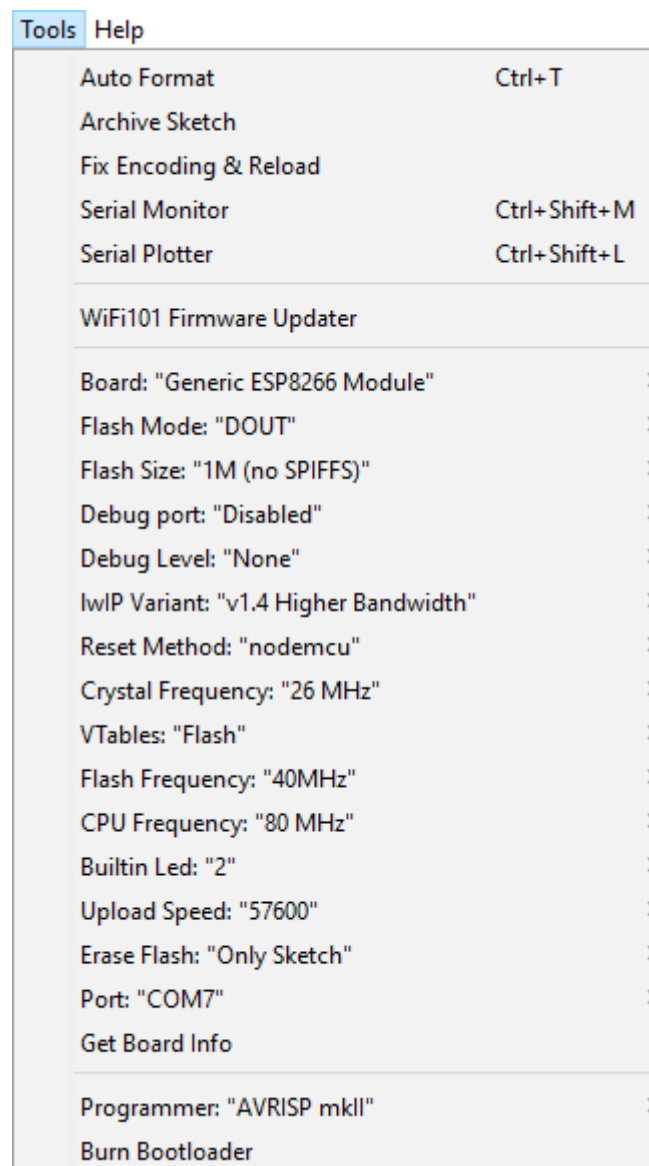
By default, the Arduino IDE does not know about the ESP8266 Wi-Fi chip used by the S20 so we need to load a Board Manager library so we can program it.

Run the Arduino software and from the menu bar select **Preferences**. In the **Additional Boards Manager URLs:** box enter: http://arduino.esp8266.com/stable/package_esp8266com_index.json and click **OK**.

Now we have told the Board Manager where to look for new board configurations, open the Boards Manager itself (Tools menu => Boards Manager). In the window that pops up, scroll past any other items and select the **ESP8266 by ESP8266 Community** item. Click Install and several ESP based board configurations will be added to your Arduino software.

Open the Tools menu again and by scrolling down you should now see an entry for **Generic ESP Module** – select that.

Also note that some of the other settings on this menu may need changing. You should set it to the settings shown below (except the **Port** setting which will need setting to the port your FTDI adaptor has been mapped to):



In the Arduino IDE code window, delete the default template code and paste the new code for the FADU Timer. Save this to somewhere safe - installing the Arduino software will have created a default location, so you may as well accept that.

Before plugging in the FTDI board and trying to program the S20, we can do a quick test that all is well on the software side by compiling the code in the Arduino IDE: open the Sketch menu and select Verify/Compile (or hit CTRL+R). You should see some informational messages in the bottom part of the window and (hopefully) a list of the ESP8266 chip's resources used by the program and no error messages.

Once the code has compiled OK we are ready to program the S20.

Programming the S20

1. **MAKE SURE THE S20 IS NOT PLUGGED IN TO THE MAINS.** The FTDI adaptor will supply the power to program the S20 for programming and if the S20 is plugged into the mains, you may not only blow the FTDI board but will possibly fry your PC and/or yourself too. So, don't.
2. If you are soldering the header pins to the S20, do so.
3. Load the new firmware code into the Arduino IDE and compile it to make sure all is well.
4. Unplug the FTDI board from your computer – we do not want it plugged in yet.
5. Connect the S20 and FTDI boards together using the flying leads. Make sure you have the wiring correct – especially the GND and VCC power leads – get these wrong and the S20 is toast. The other two leads may be swapped without damage, but the power leads must be connected correctly (and VCC must be 3.3V - I may have mentioned that before). Double-check these connections.
6. Make yourself a cup of tea/coffee.
7. Check them again...
8. Hold down the switch on the S20 and keeping the switch pressed, plug the FTDI board into your computer. This supplies power to the S20 while the switch is pressed, putting the ESP8266 chip into programming mode. After a second or two release the switch. You should see the LED flashing. The board is now ready for programming.
9. In the Arduino IDE, open the sketch menu and select **Upload** (assuming you have already compiled the code). If not already compiled, hit the right-pointing arrow below the menu bar to first compile and then upload the new firmware.
10. Once the new firmware has been uploaded, remove the cable from the Sonoff's header and reassemble the device.
11. Plug the Sonoff into a mains socket, connect to its Access point and use the timer app [FOC] button to see if you can hear the device's relay switching.

The new firmware:

```
/** Create a Wi-Fi access point and provide a web server on it */  
  
#include <ESP8266WiFi.h>  
#include <WiFiClient.h>  
#include <ESP8266WebServer.h>
```

```

/**** Use AP IP Addr: 10,0,0,1 ****/
IPAddress local_IP(10,0,0,1);
IPAddress gateway(10,0,0,1);
IPAddress subnet(255,0,0,0);

/**** AP Credentials - feel free to change ****/
const char *ssid = "FADUTimer";
const char *password = "fadu1234"; // Recommend changing this - must be at least 8
characters

/**** Start the web sever ****/
ESP8266WebServer server(80);

/**** routine to send on connect to web server ****/
void handleRoot() {
    server.send(200, "text/html", "<h1>You are connected</h1>");
}

/**** sonoff stuff ****/
int gpio13Led = 13;
int gpio12Relay = 12;

/**** Initialise ****/
void setup() {
    delay(1000);
    Serial.begin(115200);
    Serial.println();

    Serial.print("Configuring access point...");
    Serial.println(WiFi.softAPConfig(local_IP, gateway, subnet) ? "Ready" : "Failed!");

    Serial.print("Setting soft-AP SSID & Pwd... ");
    Serial.println(WiFi.softAP(ssid, password) ? "Ready" : "Failed!");

    /**** Debug config OK ****/
    IPAddress myIP = WiFi.softAPIP();
    Serial.print("AP IP address: ");
    Serial.println(myIP);
    server.on("/", handleRoot);

    /**** sonoff stuff ****/
    pinMode(gpio13Led, OUTPUT);
    digitalWrite(gpio13Led, HIGH);

    pinMode(gpio12Relay, OUTPUT);
    digitalWrite(gpio12Relay, LOW);

/**** Routines to handle API calls - really complicated...?! ****/
/* "/on" = switch enlarger lamp on */
server.on("/on", [](){
    digitalWrite(gpio13Led, LOW);
    digitalWrite(gpio12Relay, HIGH);
    delay(500);
});

/* "/off" = switch enlarger lamp off */
server.on("/off", [](){
    digitalWrite(gpio13Led, HIGH);
    digitalWrite(gpio12Relay, LOW);
    delay(500);
});

server.begin();
Serial.println("HTTP server started");
}

void loop() {
    server.handleClient();
}

```

References:

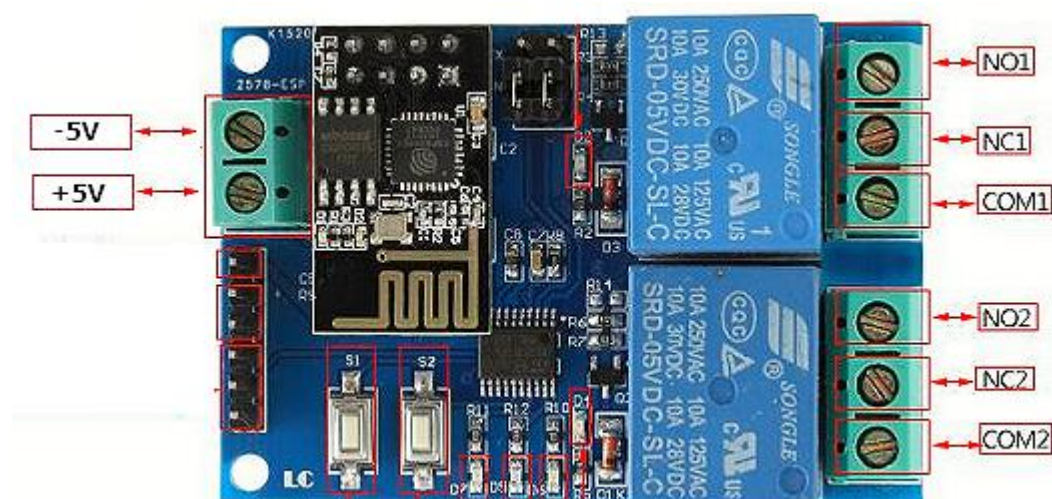
<https://medium.com/@jeffreyroshan/fl...de-402e5a2f77b> - uses a different Sonoff Wi-Fi switch but is essentially the same process.

Appendix 4: LC Technologies Relay Board

*** DO NOT CONNECT THIS BOARD TO THE MAINS ***

This is a bare board so will require a power supply (regulated 5 volts dc), placing in a box, and connecting to the low-voltage side of your enlarger's transformer/voltage regulator. You can leave it disconnected from the enlarger until you have tested the board for correct operation.

On the plus side, it requires less electronics knowledge to configure for use – reasonable DIY skills should suffice. A relay is simply an electrically operated switch. Powering on the relay will cause the internal switch to move from connecting the Common terminal from the Normally Closed terminal to the Normally Open terminal.



The connections of interest are:

+5V	The positive side of the 5-volt power supply
-5V	The ground/earth side of the 5-volt power supply
COM1	The common terminal of Relay 1
NO1	The Normally Open terminal of Relay 1

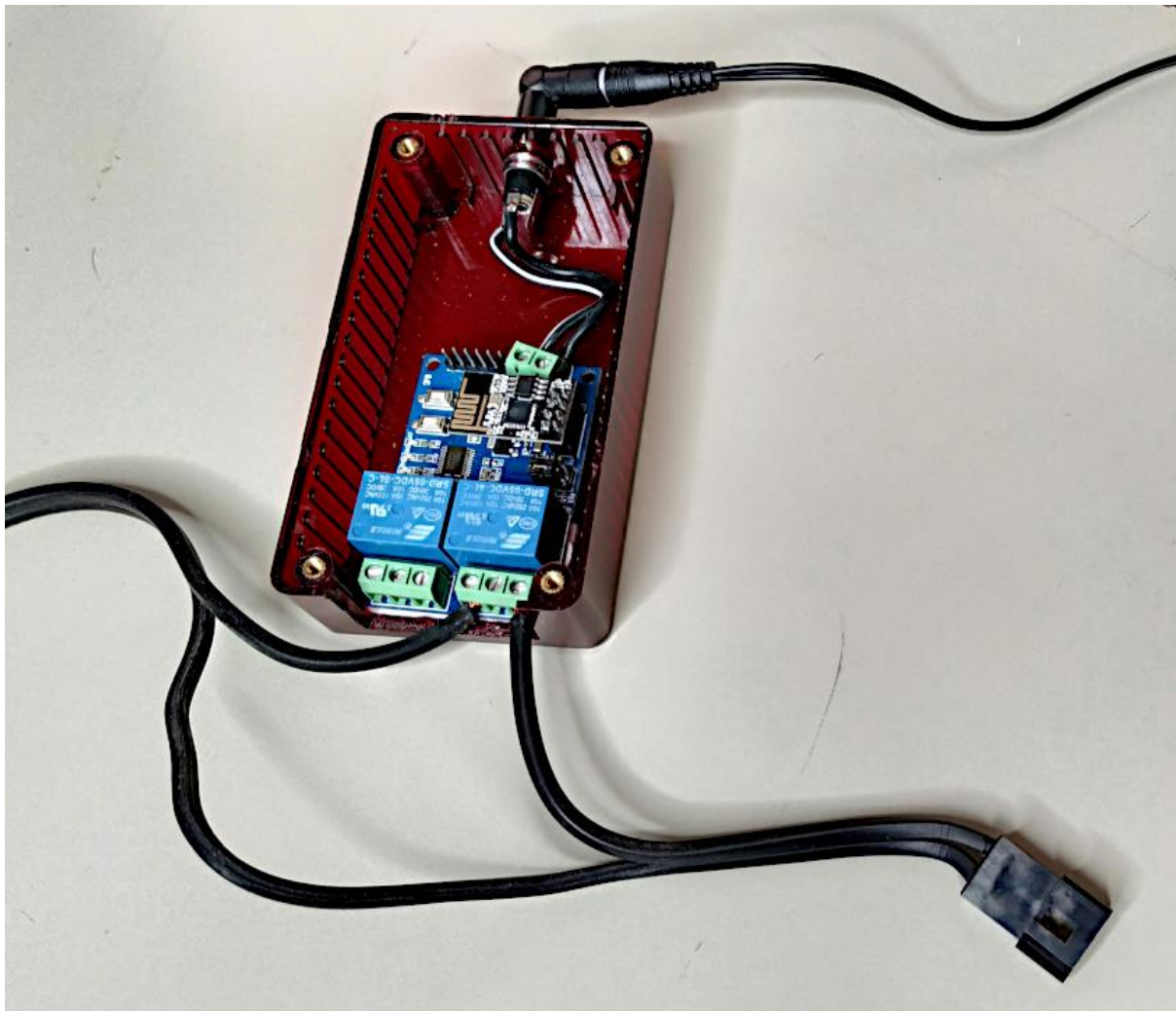
When the board is unpowered and when initially powered on, the NO terminals are not connected to the COM terminal of the relay. When the timer app tells the lamp to switch ON, the relay energises, and the NO terminal will connect to the COM terminal.

When the board is unpowered and when initially powered on, the NC terminals are connected to the COM terminal of the respective relay. When the timer app tells the lamp to switch ON, the relay is energised, and this terminal is disconnected from the COM terminal.

Hence, to switch the lamp on and off we need to break into one of the leads going to the enlarger lamp from the transformer unit and connect them to COM1 and NO1. It does not matter which way around they are connected – the relay terminals connections make a simple mechanical switch.

A suitable regulated 5V dc power supply is readily available from the usual online suppliers. Note that this *must* be a regulated 5 volts – any lower voltage will likely not work, and a higher voltage will likely kill the board. Many available power supplies are adjustable between 3 and 12 volts – make sure it is switched to 5V before connecting it and that the polarity is correct.

The image below shows the board placed in a case. A 3.5mm DC power socket has been used to take the power from the power supply and the end of the case has been cut out to provide access to the relay terminals. I have simply cut into one of the low-voltage wires from the enlarger's voltage stabiliser and screwed the ends into Relay-1's COM1 and NO1 terminals – a more elegant solution would use additional connectors.



Driving my LPL C7700

