Speech Timer

User Manual

A white rectangular clock with blue numbers

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# Introduction

There are two methods for interacting with the timer. One method is the remote, which is available, regardless of internet connectivity. The second method is the web interface, which is only available when the timer is connected to an internet connection. A third method may be introduced in the future to provide a Bluetooth connection with control through a mobile app.

# Using the Remote

A screenshot of a game

Description automatically generated

## Showing the Clock

Pressing the asterisk (\*) button  will return to displaying the clock. If any timers are running, they will be stopped. The color of the clock will return to the selected color for the clock, which is white by default.

## Entering Timer Mode

Pressing the hash, a.k.a. pound or number, (#) button  will enter the timer mode. Pressing it repeatedly will cycle through the various timers.

* First press
  + Default speech time of 5 to 7 minutes.
  + The display will show “05:07”.
* Second press
  + Default table topics time of 1 to 2 minutes.
  + The display will show “01:02”.
* Third press
  + Default evaluation time of 2 to 3 minutes.
  + The display will show “02:03”.
* Fourth press
  + Manual time mode
  + Display will show “00:00” or the previous set time with the digits on the left flashing.
* Fifth press
  + Manual time will be set, and the timer is ready to be started.

### Manual time mode

The manual time mode allows setting the timer for other min and max times with the minimum time on the left and the maximum time on the right of the colon. If the times entered have the maximum less than the minimum time, the times will be reversed so that the maximum time is greater than the minimum time.

The left  and right  buttons move between the minimum and maximum time settings. When the minimum time is selected, the digit(s) on the left will be flashing and when the maximum time is selected, the digit(s) on the right will be flashing. The time is entered from the numbers on the keypad. The maximum value that may be entered is 99 (1 hour, 39 minutes). If an error is made, reenter the correct value.

The up  and down  buttons may be used to increase or decrease the value by one.

Once the correct values are entered, press the hash button  to enter timer mode. The digits will stop flashing, indicating that the timer is ready.

### Timing a speech or event

Once the desired timer is selected, press the OK button  to start the timer. The timer will start counting from zero. The colors will change to green once the minimum time is reached, yellow when the midpoint between the minimum and maximum time is reached, and red when the maximum time is reached.

Pressing the OK button, a second time stops the timer and time remains on the display showing the minutes and seconds.

Pressing the OK button, a third time resets the timer so that it is ready to time another speaker or event. The display will show the minimum and maximum times for the timer.

OK Button function

* First press – Start the timer.
* Second press – Stop the timer.
* Third press – Reset the timer.

### Display colors

As the timer is counting from zero to the minimum time, the display will be white. When the counter reaches the minimum time, the color of the display will change to green and will remain green until the timer reaches the midpoint between the minimum and maximum times. When the midpoint is reached, the color will change to yellow until the timer reaches the maximum time. When the timer reaches the maximum time, the display color will turn red.

If the minimum time and the maximum time are the same, the display color will change from white to red, when the time is reached. This is non-standard behavior as there should be at least one minute difference between the minimum and maximum times.

# State Diagram

A diagram of a clock

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