Purpose

LoftMate is a unique timing device for Pigeon Fanciers which does all your velocity calculations and informs you how your race is progressing as each second passes … counting up your flying time and counting down your velocity! It even takes into account hours of darkness in your longer distance races. And, when your pigeons are safely home and clocked LoftMate will store the arrival times and calculate up to 10 precise velocities for you before you return to your Club/Clock

- *Palm-sized*
- *Easy to operate*
- *Full operating instructions supplied*
- *Supplied with lanyard for easy wearing*
- *Operates in YPM or MPM so suitable for UK and European markets*
- *Hours-of-darkness utility caters brilliantly for long distance races*
- *Store up to 10 arrival times*
- *Calculates flying times and velocities based on these arrival times*
- *Dead-accurate Velocities*
  - *(assumes no clock variation)*
- *Suits Sprint and Distance racing!*

Battery & Power

*LoftMate's display runs off a small **CR2032** battery located centrally on the microchip. We are reliably informed that the LCD display draws very little output from the battery and the expected life of the battery is therefore 3-5 years. Replacement batteries can be bought for just **£3.50** inc p&p. Should your LoftMate ever 'freeze'/malfunction you may need to remove the four screws in the back-plate, slide the battery out of its housing thus killing the power feed, before sliding the battery back into place and restoring power to the LCD display. An immediate time reset will be required.*

Product Care

Please take sensible precautions in using and storing your fantastic LoftMate device:-

- ♦ Always keep the LCD display out of direct sunlight
- ♦ Do not store your LoftMate in cold and/or damp environments

LoftMate
"Unique Race Timer"

*LoftMate is a truly fantastic race management device allowing you to watch your race develop from liberation time to arrival time. Simply set your liberation time and add the precise flying distance to your lofts (miles/yards or metres) and LoftMate will recalculate the current flying time and velocity every second. Then when you've read off your clock simply key in the actual arrival times into LoftMate and it will calculate precise velocities for up to ten pigeons. Long distance and/or International racing enthusiasts can take full advantage of the brilliant hours of darkness utility that stops the race timer at the predetermined nightfall time and restarts it the following morning so you're always aware of your velocity and flying time carried forward into the next day. Priced at just **£60** inc p&p.*

PBO Solutions

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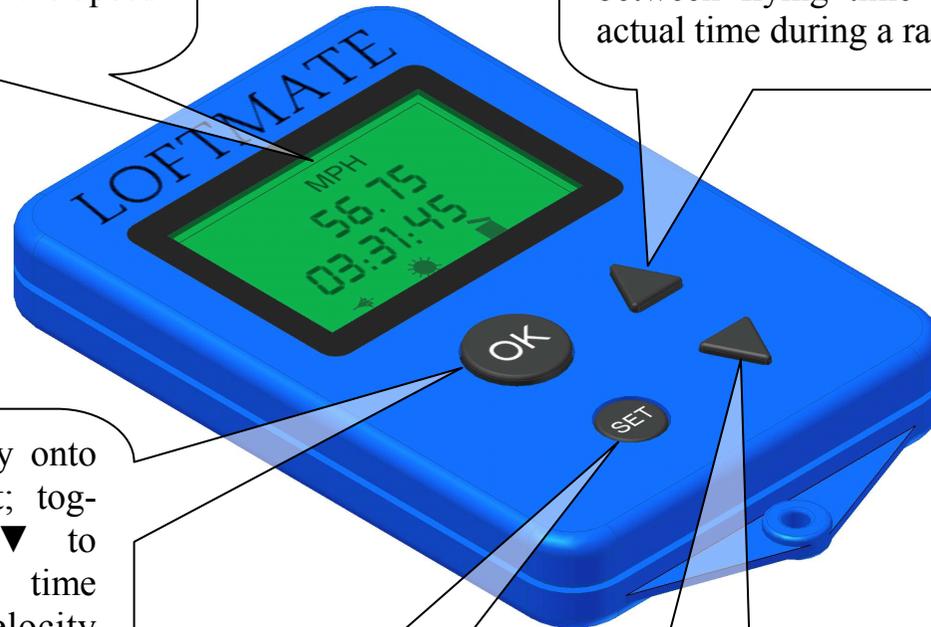# Display Function and Button Controls

2-line LCD display: during a race the top line displays Velocity in YPM, MOH, MPM, and KPH. The bottom line displays current elapsed flying time.

▲: Used to adjust flashing digit upwards during race setup and recording arrival times; alternate between flying time and actual time during a race.

LOFTMATE

MPH
56.75
03:31:45

OK: moves display onto next flashing digit; toggles with ▲and▼ to display alternate time display and velocity calculations.

Set: accepts data entered; invokes and completes race setup procedure when held down 3secs; combines with ▲ and ▼ to set time and end a race.

▼: Used to adjust flashing digit upwards during race setup and recording arrival times; alternate between flying time and actual time during a race.

Setting/Operation

1. Clock Setting (current time)
2. Race Set-up
3. Set Liberation Time
4. Unit of measurement
5. Set Race Distance
6. Set Night Hours (hours of darkness)
7. Accept race settings and start your race
8. Viewing interactive time and velocity information
9. Record arrival times; calculate and view velocities
10. Stop race

Most setting and operational tasks involve combination use of the four buttons:-
1. **Set** and ▲ pressed together and released to initiate the clock setting procedure
2. **Set** held in for approx. 3 seconds to invoke race setup procedure
3. **Set** held in for approx. 3 seconds to close race setup procedure and start the race
4. **Set** and ▼ held in for approx. 3 seconds to stop your race
5. ▲ to increase, ▼ to decrease, the value of any flashing digit during race setup e.g Lib. Time; Miles; Yards. Also for when recording arrival times.
6. **OK** to accept values displayed using the ▲ and ▼ buttons
7. **Set** to accept values and move to next stage of race setup or to accept arrival times
8. **OK** and ▲ or ▼ to toggle/alternate between different velocity measures during a race i.e. ypm; mpm; kph; mph.