

The Spanish Digital Talking Chess Clock

This document is only a guide on how the digital clock can be programmed and offers general advice on its usage. It is not a direct replacement on the official instructions, which accompany the clock and is not a comprehensive coverage of all the clock's capabilities. The objective of this document is only to provide users with one person's viewpoint on how the clock is constructed and best operated.

Chris Ross – November 2015

1. Physical features.

1.1.

The clock has an on-off switch located on the underside of the unit. This is a push-switch. The clock is switched off when the toggle switch is pushed towards the display side of the clock. A VI user can verify if the clock is switched on by inserting a head-phone and pressing any of the face-fronting buttons A-F.

1.2.

The clock has a pivot at the top. When the clock is facing you, the white player's clock is on the left.

1.3.

The clock has 6 main buttons A-F. These go across the front of the clock, with A being the furthest on the left and F the furthest on the right.

1.4

When in the "play-mode", buttons A-B are for white to verify the times of his time (A) and his opponent's time (B). Buttons E and F are for black and do a similar function, where F indicates black's time and E the time remaining for white.

Buttons C and D are for programming the clock.

When in the "play-mode", button "D" should be used to start and stop the clock. Holding "D" down for approximately 2 seconds will toggle the start and stop feature of the clock. The clock should beep to indicate that the action has been performed.

The programming of the clock can only occur when the clock is in the "stop-mode".

1.5

There are two headphones sockets, one on each side of the clock. To program the clock, an user will have to insert a headphone into the left-hand socket (white's). Both users can not listen to the clock simultaneously, which may cause difficulties when in actual play, if a player is attempting to determine his remaining time.

2. Programming the clock.

2.1.

It is important to remember that when programming the clock, each button has different functions and is dependent on which variant you are currently at. The below descriptions are given as a basic guide and are not an exhaustive user guide to the clock.

2.2.

Once a user has completed programming the clock, the clock will remain in that mode until it is altered once again. Even if the clock is switched off and then switched back on, it will revert back to the previously programmed setting.

2.3.

When programming the clock, it is important to have the pivot in the "black-to-move" position. That is, with the pivot down on the left-hand side. There is a feature later in the instructions, where it is necessary to switch the pivot into the "white-to-move" position, but as the default setting, the pivot should be down on the left-hand side.

2.4.

To fully appreciate the programming of the clock, it is important to comprehend that the principal menus of the clock has sub-menus, and those sub-menus have additional sub-variants. For the sakes of this guide, we will call the different levels of menus:

- Top Menu

- Mode Menu
- editing menu.

2.5.

To enter into the menus, "C" needs to be held down for about 2 seconds. The clock will beep and announce the first item in the Top Menu. To exit the menu modes, press "D" and this will revert the clock back into the "stop-mode" status, having saved any alterations that the user has applied.

2.6.

When adjusting the various elements in the menu, it is important to realize that numerical values can be altered either in 10-units increments, or by a single unit. Because of the limitation of buttons available on the front-facing clock, there tends to be an additional button, which toggles the 10-unit and single-figure-unit feature. Often then, letters "E" and "F" are used to scroll up and down the units.

3. The Top Menu.

3.1.

To enter into the Top Menu, press "C" for about 2 seconds. The clock will announce the first item on the Top Menu, that being "Programming time".

3.2.

To toggle through the items in the Top Menu, press "C". Once a user has toggled through the items, the clock will begin again at the first menu item.

3.3.

There are 7 items in the Top Menu:

- Programming time
- Programming moves
- Programming modes
- Programming language
- Programming volume
- Programming sound
- Battery status

3.4. Top Menu – item 1 - Programming time.

This feature needs to be used if individual times need to be set on either side of the clock. This may happen in the event of a player receiving a penalty, or if a handicap time allowance is given to a specific side.

- To adjust the time for the white player, have the pivot down on his side and use "E" and "F" to adjust the times.
- To adjust black's, press the pivot to the black-to-move position and use "E" and "F" again to adjust the times.

3.5. Top Menu – item 2 - Programming moves.

This setting can be used to set the clock to count the moves. However, on the later versions of the digital talking clock, this feature is not always reliable and may not function correctly, as the move counter counts two-half moves for one actual move, counting both the white and black moves as individual moves.

Since by the FIDE laws of chess, digital chess clocks should not be used to count moves, and it is the player's responsibility to count moves. It is advised that this feature should always be set at 0.

3.6. Top Menu – item 3 - Programming mode.

This setting is where the "mode" of the clock is selected. The digital clock has 15 modes in total. The first 7-8 modes (dependent on which version of the clock you have), 1-7/8, are pre-programmed. Modes 9-15 can be customized for different time-limits. It is recommended to simply use mode 9 and to customize the time-limit when first attending a game. Different time-controls can indeed be stored on modes 9-15, but it will be essential to re-set these if the batteries in the clock are removed at any stage.

- Pressing "A" & "B" will toggle the 10-unit and single-unit feature.
- Pressing "E" and "F" will scroll up and down the mode numbers.

3.7. Top Menu – item 4 - Programming language.

- Pressing "A" and "B" will scroll through the languages available to the white player.
- Pressing "E" and "F" will scroll through the languages available to the black

player.

Note: Each player can have a different language if they so wish.

3.8. Top Menu – item 5 - Programming volume.

The volume of the speech can be altered in this setting.

- Pressing "A" lowers the volume for the white player.
- Pressing "B" raises the volume for the white player.
- Pressing "E" lowers the volume for the black player.
- Pressing "F" raises the volume for the black player.

3.9. Top Menu – item 6 - Programming sound.

This feature allows the user to switch the clock's sounds on and off. This is fundamentally the beeps the clock makes when entering into settings, and more importantly, when the time-limit has been reached. In the majority of tournaments, having this feature enabled is not permitted. It is recommended that this feature is switched off.

- Pressing "A" will disable the clock sounds and make it silent.
- Pressing "B" will enable this feature and permit the clock to make beeps at the aforementioned times.

3.10. Top Menu – item 7 - Battery status.

- Pressing "A" will inform the user to the status of the batteries.

If this becomes low, the clock should be switched off, turned upside down, the battery cover unscrewed and new batteries inserted. The removal of the batteries will bring the clock back to factory settings and any saved time-limits in the customized modes will be deleted, as well as any of the settings in the Top Menu.

4. The Mode Menu.

4.1

The Mode Menu is necessary when programming a mode. The Mode Menu can only be accessed once item "programming mode" has been reached when scrolling with the "C" button at the Top Menu stage.

- To scroll through the Mode Menu, the "A" and "B" buttons are used.
- Pressing "A" several times will take you to the start of the Mode Menu list.
- Pressing "B" toggles you through the Mode Menu items.

4.2

There are 6 items in the Mode Menu.

- Playing mode (number)
- playing mode
- (number) time control

- Bonus mode
- bonus seconds
- bonus second

4.3. Mode Menu item 1 - playing mode (number)

When the user first reaches this item in the Mode Menu, the clock will announce "playing mode" followed by the number of the current mode the clock is set.

Since it is recommended that mode 9 is always used, this should be saying "playing mode 9".

This item on the list permits the user to switch the number of the "mode" by 10-units increments. Since there is only 15 "modes" on the clock, it is recommended that this item is ignored.

4.4. Mode Menu – item 2 – playing mode

This feature permits the user to change the number of the mode by single unit increments.

- Pressing "E" and "F" will scroll up and down the mode numbers.

note: mode 9 is the recommended number to always use. Once this feature is set, there should not be any reason to alter it.

4.5. Mode Menu – item 3 – (number) time control.

When the user first hits this item, the clock will announce which number time-control you are currently positioned to edit. Since there are only three time controls available on this clock, it will announce either first, second or third time-control.

- Pressing "E" and "F" will toggle through the three time-controls.

4.6 Mode Menu – item 4 – bonus mode

In this item, you can instruct the clock whether to turn on or off the Fischer-time increment feature.

- Pressing "E" and "F" will turn the increment setting on and off.

4.7. Mode Menu – item 5 – bonus seconds

If the increment setting has been enabled in 4.6 by pressing "F", this item on the menu permits the user to edit the amount of seconds the increment should be in 10-units allotments.

- Pressing "E" and "F" will permit the user to scroll up and down the amount of seconds in 10-units.

4.8. Mode Menu – item 6 – bonus second

If the increment setting has been enabled in 4.6 by pressing "F", this item on the menu permits the user to edit the amount of seconds the increment should be in single-unit allotments.

- Pressing "E" and "F" will permit the user to scroll up and down the amount of seconds in single-units.

5. The Editing Menu.

5.1.

It is in this menu, where the actual times of the controls are set. Each individual time-control can be altered.

5.2.

- To enter into the Editing Menu, it is important to press the pivot at the top of the clock and place it into the "white-to-move" position.

To exit the Editing menu, the pivot on top of the clock should be hit again, placing it into the "black-to-move" position.

5.3.

Once the clock has been initially set, it is only this menu that is usually required to be altered when a new game is started at an event with a different time-control.

5.4.

To reach the Editing menu, it is necessary to do the following:

- Press the "C" button until you reach the third item "playing modes".
- Press the "B" button until you reach the third item "(number) time control"

5.5.

- Press "E" till you have reached "first time control", where the clock will announce the current setting for the clocks.

5.6.

- Pressing the pivot at the top of the clock to the "white-to-move" position will enter into the Editing menu.

The clock should announce "hour".

5.7.

The Editing Menu has 6 items:

- hours
- hour
- Minutes
- Minute
- Moves
- Move

5.8. The Editing Menu – item 1 – hours

Pressing “E” and “F” scrolls the amount of hours you wish to set the time control by in 10-units allotments.

5.9. The Editing Menu – item 6 – hour

- Pressing “E” and “F” scrolls the amount of hours you wish to set the time control by in single-units allotments.

5.10. The Editing Menu – item 3 – minutes

- Pressing “E” and “F” scrolls the amount of minutes you wish to set the time control by in 10-units allotments.

5.11. The Editing Menu – item 6 – minute

- Pressing “E” and “F” scrolls the amount of minutes you wish to set the time control by in single-units allotments.

5.12. The Editing Menu – item 5 – moves

- Pressing “E” and “F” scrolls the amount of moves you wish to set the time control by in 10-units allotments.

5.13. The Editing Menu – item 6 – move

- Pressing “E” and “F” scrolls the amount of moves you wish to set the time control by in single-units allotments.

5.14.

Features 5.13 and 5.14 above are usually set at zero , since the laws of chess do not permit the clock to count moves.

5.15.

- Press the pivot on top of the clock into the “black-to-move” position, to exit the Editing Menu

5.16.

Once the first time-control has been set, it is essential to set the second and third time controls, although in the majority cases, all of the figures in the third time control should be set to zero.

- Press “B” until you reach Mode Menu item 3, (number) time control.
- Press “F” to scroll to the second and third time-controls.

5.17.

Edit the second and third time-controls as guided in points 5.8-5.13 above.

5.18.

- Press “D” to save all of the settings.

5.19.

To start and stop the game press “D”.

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