

TECNITØYS



TRAINER 2 COMPUTER

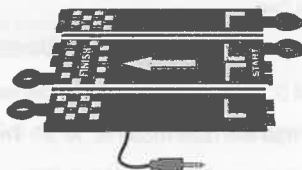


Contents Conteúdo Contenido Contenido Inhalt Contenu Inhold 内容物 内容

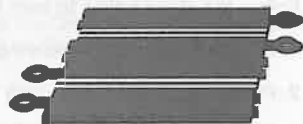
x1



x1



x1



DESIGNED IN EUROPE. MADE IN CHINA.
PROYECTADO EN EUROPA. FABRICADO EN CHINA.
PROJEKTOWANO W EUROPIE. FABRYKACJA W CHINE.
ENTWURFEN IN EUROPE. HERGESTELLT IN CHINA.
CONCIPITO IN EUROPE. FABBRICATO IN CHINA.
DESIGNET I EUROPA. PRODUCERT I KINA.
ヨーロッパ設計 中国製
欧洲设计 中国制造





REF. 88490

TRAINER COMPUTER 2

© TecniToys, 2005. All rights reserved.

The **TRAINER 2** is an accessory with which you can race against a car driven by the system. During the race the **TRAINER 2** will alter the speed of its car depending on the progress of the race.

Key Functions

-  **MODE KEY:** press this and the different race modes will appear.
-  **DISPLAY KEY:** press this to choose the display whose value you wish to change.
-  **UP KEY:** press this to increase the number on the display selected.
-  **OK KEY:** press this during programming to confirm your selections, and during a race to reset, starting a new one with the settings selected.

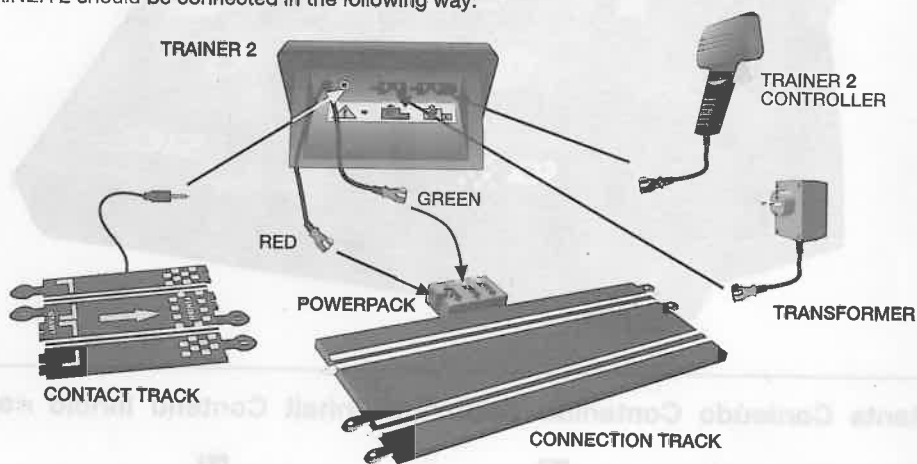
Race Modes:

M 0: Training mode

M 1: Mode for programming a race with the number of laps, counting forward.

Training

The first thing to do is to "train" the car which will be controlled by the **TRAINER 2**. **TRAINER 2** should be connected in the following way:



Follow the steps below to train the car:

1. Choose the car which you are going to use to race with the **TRAINER 2** and **ALWAYS** put it in lane no. 2.
2. Press the **MODE** button until "M 0" appears on the score display.
3. Press the **OK** button to confirm that the race mode is "M 0". The display will show <>.
4. Start doing laps of the circuit to train the **TRAINER 2** car. You can do as many as you like, but the recommended minimum is 10. During training the trigger on the trainer should not be pressed suddenly and the car should not go up to the maximum speed, otherwise the **TRAINER 2** car could come off the track during the actual race.
5. From the third lap onwards, a beep will sound for each fast lap.

The TRAINER 2 is an accessory with which you can race against a car driven by the system. During the race the TRAINER 2 will alter the speed of its car depending on the progress of the race.

Key Functions

- M** MODE KEY: press this and the different race modes will appear.
- ←** DISPLAY KEY: press this to choose the display whose value you wish to change.
- ↑** UP KEY: press this to increase the number on the display selected.
- OK KEY: press this during programming to confirm your selections, and during a race to reset, starting a new one with the settings selected.

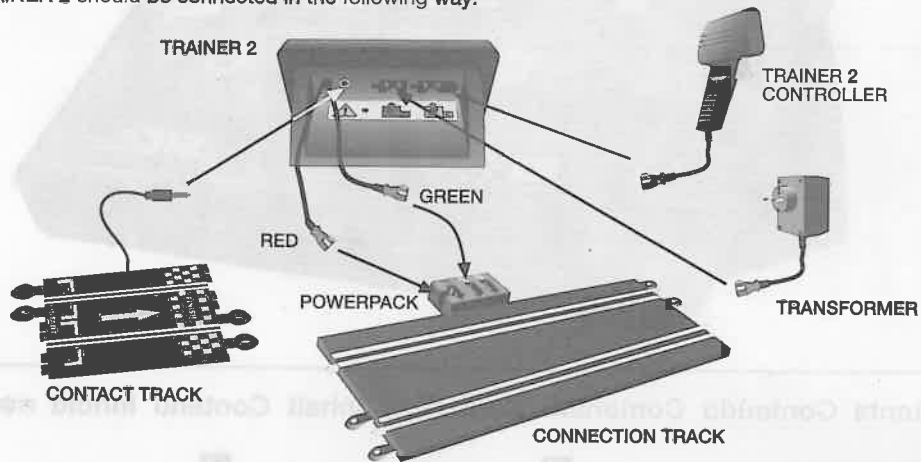
Race Modes:

M 0: Training mode

M 1: Mode for programming a race with the number of laps, counting forward.

Training

The first thing to do is to "train" the car which will be controlled by the TRAINER 2. TRAINER 2 should be connected in the following way:

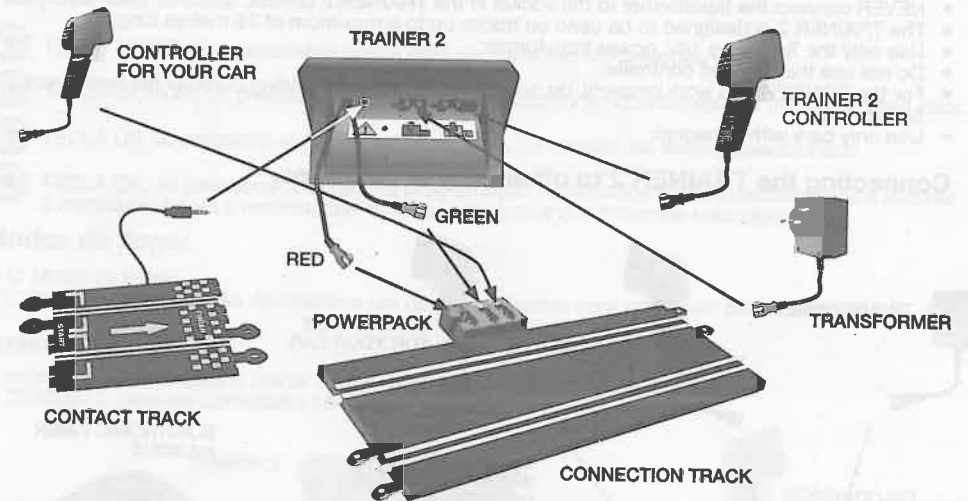


Follow the steps below to train the car:

1. Choose the car which you are going to use to race with the TRAINER 2 and ALWAYS put it in lane no. 2.
2. Press the MODE button until "M 0" appears on the score display.
3. Press the OK button to confirm that the race mode is "M 0". The display will show $\triangleleft>$.
4. Start doing laps of the circuit to train the TRAINER 2 car. You can do as many as you like, but the recommended minimum is 10. During training the trigger on the trainer should not be pressed suddenly and the car should not go up to the maximum speed, otherwise the TRAINER 2 car could come off the track during the actual race.
5. From the third lap onwards, a beep will sound for each fast lap.

Competition

To race against the TRAINER 2 you should connect the other controller (the one for your own car) ALWAYS on lane no. 1. Connect this controller to the connection track as shown below:



To start the race follow these steps:

1. Place the 2 cars on the track. The TRAINER 2 car must ALWAYS go in lane no. 2 and your car ALWAYS in lane no. 1. Remember, too, that it is ESSENTIAL that the TRAINER 2 car be the one with which you did the training.
2. Press the MODE button until you get "M 1".
3. Press the OK button to confirm that you are in "M 1".
4. You will now see two numbers "0 0". Now is the time to set the number of laps:
First the units must be set. The digit 0 is blinking and this means that you can set it. All you need to do is press the UP button until you get the required number of units. Next, set the tens. To do this, press the DISPLAY button to change digit. Now the tens digit will blink, meaning that you can set it. Just press the UP button until you have the required number of tens.
5. After setting the number of laps, press the OK button to confirm the number of laps set. When you press the OK button a countdown will begin, after which the TRAINER 2 car will start the race.
6. If after finishing the race you want to have another the same, just press the OK button and start again. Should you want to race again with a different number of laps, you must start again from point no. 1 of the COMPETITION section.
7. If you want to change the TRAINER 2 car or have another training session, you need to start at step 1 of the TRAINING section.

For the TRAINER 2 to work properly, the tracks must be laid in the following order:

- 1- TRAINER 2 contact track.
- 2- Terminal track.
- 3- 3 standard straights (or 3 tracks of the same length, e.g. GRAND CHICANE).

Para o bom funcionamento do TRAINER 2 deve colocar as pistas na ordem seguinte :

- 1º- Pista de contactos do TRAINER 2.
- 2º- Pista de conexões.
- 3º- 3 rectas standard (ou 3 pistas que tenham o mesmo comprimento, como por exemplo a GRANDE CHICANE).

Para el buen funcionamiento del TRAINER 2 debe colocar las pistas en el siguiente orden :

- 1º- Pista de contactos del TRAINER 2.
- 2º- Pista de conexiones.
- 3º- 3 rectas standard (o 3 pistas que tengan la misma longitud como por ejemplo la GRAN CHICANE).

Pea il buon funzionamento del TRAINER 2 si devono collocare le piste nel seguente ordine:

- 1º- Pista dei contatti del TRAINER 2.
- 2º- Pista delle connessioni.
- 3º- 3 rette standard (o 3 piste che abbiano la stessa lunghezza, come per esempio la GRAN CHICANE).

Zur guten Funktionsweise des TRAINER 2 müssen die Rennbahnteilstrecken wie folgt angebracht werden:

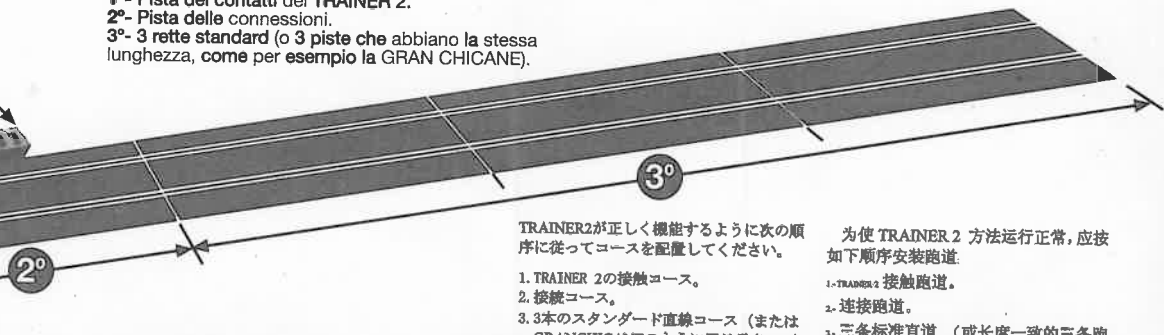
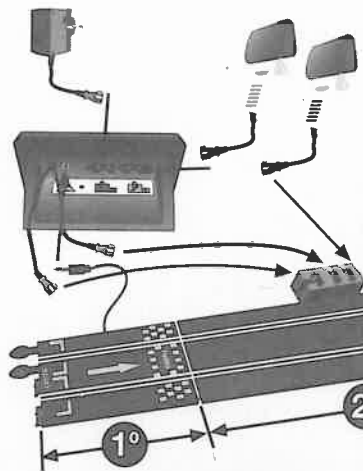
- 1.- Kontakt- Rennbahnteilstrecke des TRAINER 2.
- 2.- Rennbahnteilstrecke der Anschlüsse.
- 3.- 3 Standard-Bahngeraden (oder 3 Rennbahnteilstrecken gleicher Länge wie zum Beispiel die Gran Chicane).

Pour le bon fonctionnement du TRAINER 2, vous devez installer les pistes dans l'ordre suivant :

- 1 - Piste de contacts du TRAINER 2.
- 2 - Piste de branchements.
- 3 - 3 rails droits standards (ou 3 rails présentant la même longueur comme par exemple la GRANDE CHICANE).

For det bedste resultat bør du anbringe skinnerne i følgende rækkefølge :

1. - Kontaktskinne TRAINER 2.
2. - Sammenslutningsskinne.
3. - 3 lige standardskinner (eller 3 skinner der har den samme længde som for eksempel GRAN CHICANE). "



TRAINER2が正しく機能するように次の順序に従ってコースを配置してください。

1. TRAINER 2の接触コース。
2. 接続コース。
3. 3本のスタンダード直線コース (またはGRANCHICANEのように同じ長さの3本のコース)

为使 TRAINER 2 方法运行正常, 应按如下顺序安装跑道。

- 1.- TRAINER 2 接触跑道。
- 2.- 连接跑道。
- 3.- 三条标准直道 (或长度一致的三条跑道, 诸如 GRAN CHICANE)。