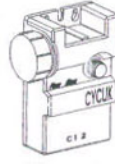# CYCLIK CI

Field transmitter

Control module
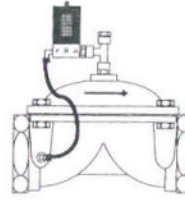
Ag series

LCD Screen Icons

88

STOP

88 88:88 SEC

PROG

ON/OFF

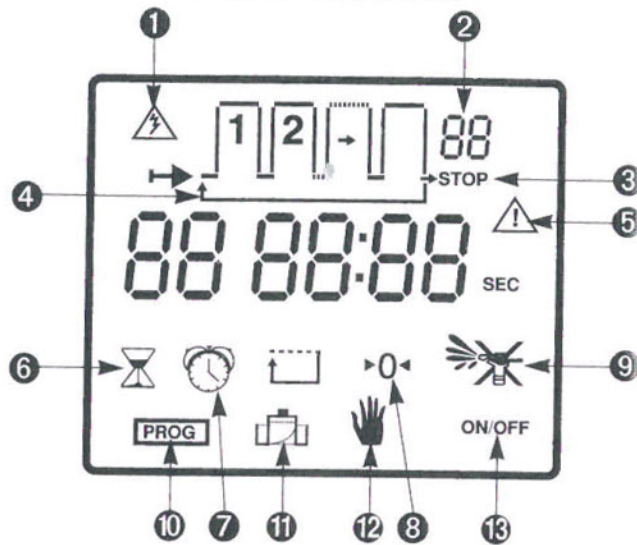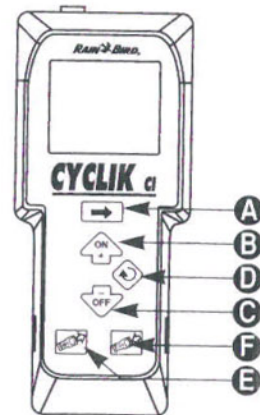## CYCLIK CI Keypad

CYCLIK CI

A
B
D
C
F
E

A - INTRODUCTION

This system is specifically designed for solid set irrigation. It synchronizes the opening and closing of several valves sequentially for the same irrigation run time. The same watering cycle can be repeated indefinitely with a time interval between each irrigation cycle.

B - SPECIFICATIONS

Field transmitter

- LCD display with easy-to-understand icons.
- Circular programming menu.
- Irrigation run time per valve from 5 minutes to 23 hours and 55 minutes in 5 minute increments.
- Up to 85 blocks can be programmed for sequential operation of the same site. The cycle can be repeated indefinitely.
- An unlimited number of sites can be programmed.
- Manual start/stop functions. Control module can be placed in ON or OFF (rainy weather shutdown) mode.
- Automatic synchronization of control module with the field transmitter when program is transmitted.
- LCD automatically turns off after 1 minute if transmitter is not being used.
- A «beep» tone confirms that a key has been pressed.
- Battery life : 1 year with a new, high quality 9V alkaline battery (Duracell, Energizer, etc) type 6AM6 (international standard) or type 6LR61 (European standard). Battery not included.
- Operating temperature range : 0° to 60°C.

C - PROGRAMMING OVERVIEW

The Cyclik Cl field transmitter has 4 operating functions.

The PROG [PROG] function allows program set-up and changes.

The VALVE function 🗂 is used to transmit the program to control modules wired to valves or to monitor information stored in the modules.

The "HAND" function ✋ can manually open or close valves wired to the control module.

The "ON/OFF" **ON/OFF** function places the control module in the irrigation "ON" status (irrigation can take place) or "OFF" status (irrigation is prevented).

LCD SCREEN ICONS

Pressing the ➡ key and the ✦ key simultaneously and holding them down will display all the programming icons. Numbers are time units.

1. Transmission taking place
2. Total number of blocks
3. Cycle not repeated
4. Interval between cycles (repeated cycle)
5. Transmission problem
6. Symbol for a length of time (irrigation run time, time interval)
7. Start symbol
8. Reset program
9. ON/OFF, irrigation taking place
10. Programm function
11. Valve function
12. Manual Function
13. ON/OFF function

KEYPAD

A   Select function
B   Increase adjustment key
C   Decrease adjustment key
D   Key to work within a function
E   Transmission key to transmit program to control module
F   Key to monitor information stored in control module
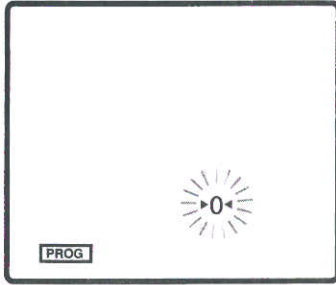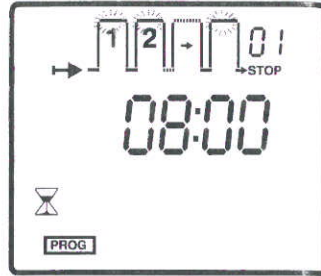
N.1

N.2

N.3

N.4

N.5

D - TRANSMITTER START-UP

1. Install the battery

Locate the battery compartment cover on the back of the transmitter case.

Loosen the screws 6 turns only to avoid losing them. Install a new, high quality, 9V alkaline battery (Duracell, Energizer, etc) type 6LR61 or equivalent. Replace the cover. Make sure not to snag the wires. Tighten the 2 screws.

2. Start-up

As soon as the battery is connected, this screen (N.1) will appear if the transmitter has never been used. The field transmitter can now be programmed.

E - PROGAM SET-UP OR CHANGE

Note : To set up a program, it is not necessary to plug in the transmitter to the control module.

Reminder : The term «BLOCK» refers to all valves which operate simultaneously and therefore have exactly the same program.

Example : You have several control modules which you wish to operate at the same time. You therefore assign them to the same block number.

1. ACCESS PROGRAMMING SCREEN

N.1 • If the transmitter has already been programmed, repeatedly press the ⟶ key until the PROG function appears. The reset symbol for program data begins to blink. There are 2 options.

• If you press the ⟳ key and the ⟳ key simultaneously, the reset symbol will stop blinking for 2 seconds indicating that all program data have been erased.

N.2 • The programming screen will then automatically appear.

• If you press the ⊕ key, the screen will display the current program. You can review it and change it if required.

2 PROGRAMMING

A - Run time per block.

N.3 • The blinking lines represent the irrigation run time which is identical for all blocks.

Use the ⟳ key or the ⟳ key to set the run time in 5 minute increments.

Max : 23 hours and 55 minutes.

In our example, we enter 8 hours.

B - Interval between blocks

N.4 • Now press the ⊕ key. The lines representing the default interval time between blocks will blink. The screen displays a default interval of 10 seconds.

Use the ⟳ key or ⟳ key to set an interval from -120 to +120 seconds.

Example : A + 20 second interval means that the start of the block will be delayed 20 seconds. This time will be deducted from the irrigation run time. There will therefore be a delay of 20 seconds between the stop of the block and the start of the following block. On the other hand, an interval of -20 seconds means that the start of one block will be moved ahead by 20 seconds and the time added to the irrigation run time. The block will therefore start 20 seconds before the preceding block stops. In our example, we enter +20 (N.5).

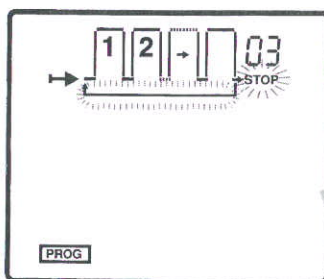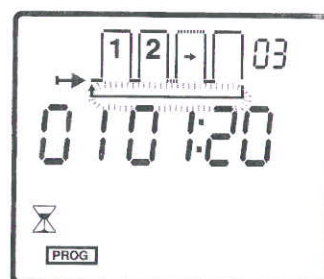Note : The interval time you program can be adjusted for each control module when the program is transmitted.
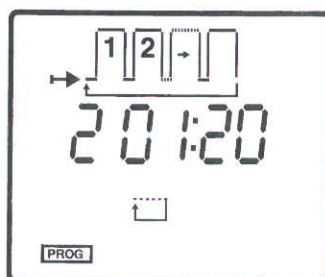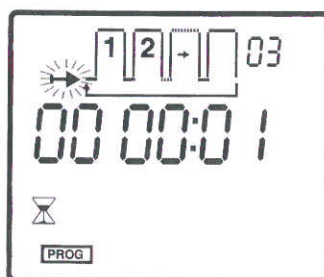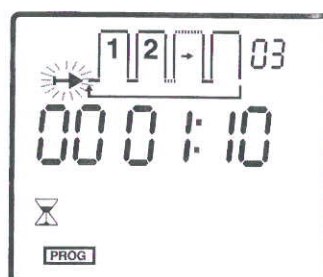
35

N.6
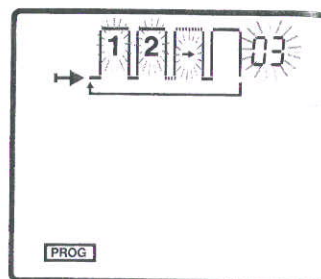
N.7

N.8

N.9

N.10

N.11

N.12

F. NUMBER OF BLOCKS

N.6 • Now press ◈ : the blinking number indicates the total number of blocks in your installation.
Adjust the number by pressing the ⬆ key or the ⬇ key (Max : 85 blocks).
In our example, we enter 3 blocks = 03 (**N.7**).

G. REPEAT CYCLE : YES OR NO

N.8 • Now press the ◈ key : 2 icons will blink. You have 2 options.

(1) «Stop» means that you can limit irrigation to just 1 cycle of 1 watering for all blocks.
If you select this option, press the ◈ key. The display will show screen (**N.11**). Go to step I below.

Or

(2) You can repeat the cycle by inserting a time interval indicated by the ⧖ symbol between each cycle. To set the interval, press the ⬆ key or the ⬇ key.

N.9 • The maximum time interval is 14 days in 1 minute increments. The screen displays the interval in units of days, hours, and minutes.
In our example, we enter 1 day, 1 hour, and 20 minutes (**N.9**).

H. TOTAL IRRIGATION CYCLE RUN TIME

N.10 • Now press the ◈ key. The LCD will display the total run time of your irrigation cycle.

Example : You have programmed a run time of 8 hours for each block. There are 12 blocks in this example. The total programmed time interval is 2 days. The total run time of your cycle will be (8h x 12) + 2 days = 6 days. In our example, 8h x 3 + 1 day, 1 hour and 20 minutes = 2 days, 1 hour and 20 minutes.

I. START CLOCK

N.11 • Now press the ◈ key. The blinking arrow represents the start clock.

It will be used to set the time when your irrigation cycle will start. First of all, set the interval between «now» and the time you want to start watering by pressing the ⬆ key or the ⬇ key.
Minimum : 1 minute. Maximum : 14 days.

N.12 • Later on you will have to start the countdown. (see chapter G). In our example, you enter 1 hour and 10 minutes. Make sure you give yourself enough time to program all the modules including the pump or master wave module (if used).
Your program is now complete. If you press the ◈ key again, you will return to the initial programming screen.
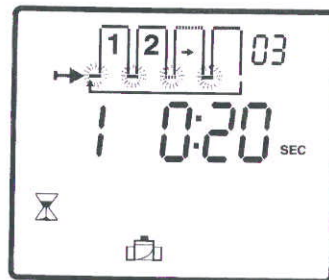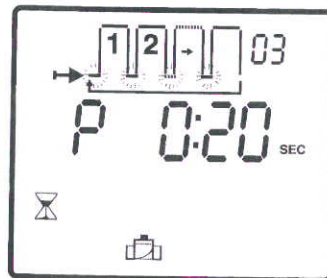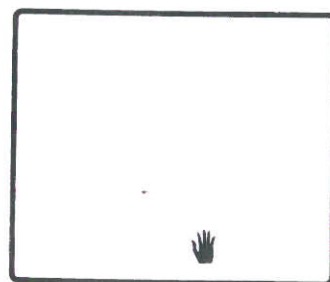
Start

N.13

L _ _ _ _

N.14

1 2 → 03
1 0:20 SEC

N.15

1 2 → 03
P 0:20 SEC
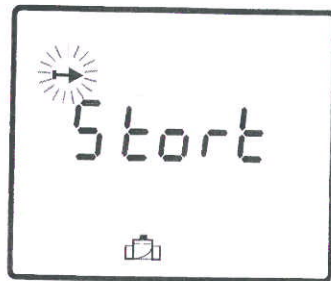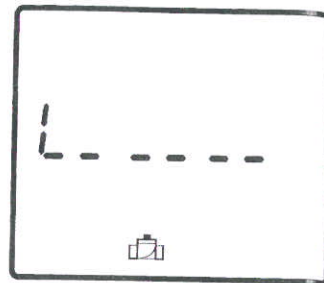
N.16

N.17

J - PROGRAM TRANSMISSION

Now that you have entered your program, the field transmitter can use the general program to transmit specific programs for each block. You now transmit the programs to the control modules based on each block number.

N.13 • Access the valve function by pressing the ⟦➡⟧ key. The word «START» appears.

This means that you must first of all begin the countdown of the start clock. Press the ⟨⚏⟩ key. The start clock begins the countdown and a symbol appears on the screen (**N.14**)

If, for example, you have programmed the start clock for 1 hour and 10 minutes, this means that you have 1 hour and 10 minutes to transmit the program to all the control modules because the first valve will open in 1 hour and 10 minutes.

N.15 • You can now transmit the programs to the various modules. Press the ⟨◈⟩ key until the number corresponding to the block number desired appears at the left of the display. After the number appears the time interval between blocks that you have already programmed. If you wish, you can modify the interval for each module by pressing ⟨⚏⟩ or ⟨⚏⟩.

Connect the transmitter to the modules and transmit the program corresponding to the selected block by pressing the ⟨▱⟩ key.

Then press the ⟨◈⟩ key to move to the next block and repeat above for all other blocks.

N.16 • Repeatedly pressing the ⟨◈⟩ key will display the block numbers in a circular menu.

At the end of each display sequence, the letter «P» (pump) appears. This allows you to transmit a program for the pump or master valve into the module. The program covers system operation from the opening of the first valve to the closing of the last valve.

IMPORTANT! It is essential that you finish transmission to all modules before the first valve opens. If you have a pump or master valve, the «P» program is the last program you should transmit.

If you exceed the timeframe for transmitting the program to all the modules, the field transmitter will warn you with a 3-beep signal and the display will return to «START».
You must now re-program all the modules to re-synchronize them. We therefore advise you to give yourself an extra time margin when you program the start clock countdown.

K-MANUAL MODE This mode is used to immediately open or close a valve connected to a control module. Data code prior to 02 Oct 00 regardless of whether or not they have been programmed. Date code of 02 Oct 00 or later must first be programmed in order to operate in the manual mode.

N.17 • Access the manual function by repeatedly pressing the ⟦➡⟧ key until the «HAND» symbol appears ✋.
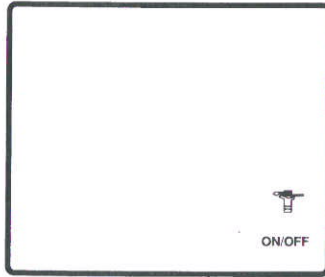
N.18

N.19

ON/OFF

N.20

ON/OFF

N.21

ON/OFF
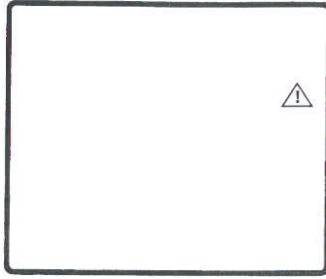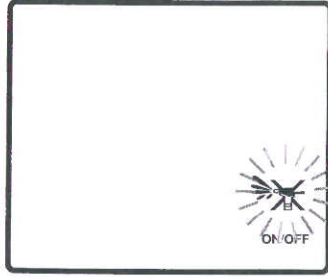
Connect the transmitter to the module and press the ⟨⟩ key to open the valve.

The valve will remain open until you transmit a manual «CLOSE» signal. To close the valve, access the manual function again by pressing the [➡] key, connect the transmitter to the module, and press the ⟨⟩ key to close the valve.

If there is a faulty transmission or if the transmitter is not connected to the module, a «beep» sounds and this screen appears (**N.18**).

NOTE : Before trying to open a valve manually, make sure the module is in the «ON» mode. See following point.

L - ON/OFF FUNCTION

This function is used to permit or to prevent any manual or programmed opening of a valve.

N.19 • Access the «ON,/OFF» function by pressing the [➡] key until the **ON/OFF** symbol appears on the screen.

Note the blinking cross on the sprinkler.

Connect the transmitter to the module and press the ⟨⟩ key. The cross disappears (**N.20**).

This means that all programmed or manual irrigation will take palce

N.21 • To place the module in the "OFF" mode, connect the transmitter to the module and press ⟨⟩.

A cross remains on the sprinkler and does not blink .

No iirigation - either automatic or manual - will take place, but the program remains stored in the module.

Note : This function is useful during periods of rainy weather, especially if you have a master valve or pump. You can set the master valve control module or pump control module to "OFF" and prevent the entire system from watering.

M - MONITORING INFORMATION IN THE MODULE

You can consult the information stored in the module by connecting the transmitter to the module and repeatedly pressing the [➡] key to access the valve mode regardless of the block number in the display.
Now press the [⟨⟩] key.

• The first screen indicates if the module is in the ON mode (no cross on sprinkler) or OFF mode (cross on sprinkler).
• The hourglass symbol indicates the length of time for the irrigation currently taking place.
• Alarm clock symbol : remaining time before the next valve opens.
• Sprinkler stream : the valve is open.

Note : If the hourglass, the cross and the sprinkler stream are displayed simultaneously, this means that the valve is programmed to open for the time indicated. However, the valve is in reality closed because the module is in the OFF mode which prevents irrigation.
Now repeatedly press the ⟨⟩ key to access the following screens :

     - irrigation run time for each block
     - total run time for the irrigation cycle
     - the time interval programmed for that block
     - then you return to the initial display.