



Clock / Timer-gauge replacement

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<http://fokker.avsim.net>

This gauge is specifically designed to replace the buggy clock/timer-gauge used in the first release of the Fokker-100/70 panel, which was originally designed for FS98. This new gauge works superior with FS2002 and is approved by PF10070 for correct functioning with the current PF10070-panel v5.3.

FEATURING

- TIME and DATE functions
- TIME displays LOCAL and UTC indications
- Two independent TIMER's for general purposes
- Built-in FLIGHT TIMER (Elapsed Time)
- Light effect when panel is illuminated
- PF10070 copyrights applies. See <http://fokker.avsim.net> for more information
- Support is through PF10070@planet.nl or aerofan@free.fr

INSTALLATION

1. Unzip the file PF10070-newtimer.zip in a temporary folder. This gives three files including this readme.pdf file
2. Consider saving the original files before replacing
3. Copy file **PF10070_TIMER.gau** into folder **FS2002\GAUGES**
4. Copy file **PANEL.cfg** into folder **FS2002\aircraft\PF10070-panel**
Please note that this new panel.cfg includes the correction in the [VIEWS] section, which moves the horizon up to get the improved outside view. Refer to the PF10070 website at <http://fokker.avsim.net> SUPPORT-page for more details

HOW TO USE

Sleep mode



- At startup and if panel is in sleep mode (BATT is off) will show the clock as static. This means that the clock displays are all off and the needle is frozen
- Awake the panel (BATT to on) and the clock comes to live

Clock

When the clock is alive, it is in default **CLOCK-mode** and the second-hand is in motion.



- The upper display now indicates the local time
- The lower display now indicates the UTC (GMT)

Note 1: The displayed times are depended your FS2002 settings.

Note 2: The times (local and UTC) are displayed in 24 hours format.

Note 3: To avoid confusion with other displays (chronometer or date) the leading digit is switched off. As you can see on the image at the left, the UTC is displayed 8:55 and not 08:55.

The right switch is to toggle displays between TIME and DATE. Click switch to show DATE.



- The upper display indicates the month and day of the month
- The lower display indicates the year

Note 1: Displaying the DATE is only possible in clock-mode.

Note 2: The clock-needle now functions as the second hand of time.

Toggle between TIME and DATE

Timer

TIMER-mode (chronometer) is used for example to record total flying time, or when making holding patterns. Also displays the Elapsed Time from the moment the gauge is powered.



- The left switch is used to toggle between **CLOCK-mode** and **TIMER-modes**
- The right switch is now used to toggle between Timer-1 and Timer-2/ET

Toggle between TIME/DATE and TIMER

Toggle between Timer-1 and Timer-2/ET

- In Timer-1, the lower display indicates the “primary” timer in minutes:seconds
- In Timer-1, the upper display is always off



- In Timer-2/ET, the lower display indicates the “secondary” timer in minutes:seconds
- In Timer-2/ET, the upper display indicates total Elapsed Time. Elapsed Time auto-starts when the gauge is powered. It displays the total flight-time in hours and tenth of hours. The maximum count is 99.9 hours, The upper display also is a way to easy distinguish which timer is displayed without looking at the switch position

Note 1: For both Timer-1 and Timer-2, the maximum count is 99 hours, 59 minutes and 59 seconds. The needle always displays the seconds for the associated timer. First, the display shows minutes and seconds and after one hour of count, it shows hours and minutes.



- Use the button at the top left to start/stop/reset the Timer-1 and Timer-2 functions
- Click left from the button to start/stop the timer (cursor shows little hand with “+” -sign)
- Click right from the button to reset the timer to 00:00 (cursor shows little hand with no sign)

Start/Stop/Reset of both Timer-1 and Timer-2

Remark 1: In both **CLOCK-** and **TIMER-modes**, the needle shows the seconds at normal speed. If reduced or accelerated simulation speed is used, the needle runs slower or faster. For display convenience, when the acceleration exceeds 32x acceleration speed, the needle stays frozen at position 0.

Remark 2: In **CLOCK-mode**, it is not possible to change Time and Date by clicking on the displayed digits. Use FS2002 settings from the menu to change Time and Date, which will make FS2002 to reload the scenery/object data to the new values.