Magic Timers Tech Note – 24-1
Model Number Check

This technical note describes a features is in all Magic Timers from version number 5.10 onwards. It also requires the use of Super Magic version 4.92 or greater on the Palm Pilot.

Warning : If you try and connect a timer with this an earlier version of SuperMagic you will get a warning message "Cannot Read the Version Number from the Timer, Check the Connection, reinitialize and start again". This means you MUST get the latest version of Super Msagic

Concept

The flight program has a model number field. This can hold a value between 0 and 255. It is a number assigned by the sportsman. A number of 0 means that no model number is assigned. Typically this number is assigned when the timer is programmed for the first time. Then subsequently when timer is programmed again the Super Magic program verifies that the model in the timer is the same as the model number in the new program being loaded into the timer.

If it is not 3 courses of action are possible:

The loading of the timer is abandoned.
The loading continues and the timer ignores the model number in the program being loaded and keeps its original model number
The loading continues and model number in the timer is replaced by the model number in the program being loaded into the timer.

How you do it

Super Magic 4.90 or later has a model number field on the top line of the main screen next to the program name. Enter the desired number. When you read a program from a timer it will show you the existing model number.

Note that when you use this feature for the first time a bogus model number may appear. The model number can be set into timers older than version 5.1 but it will not be checked.

Go to set the timer with that program it will verify that the number is the same as in the model [only for timers with a version 5.1 and later]. If it is not the same you will be given 3 options:

Abandon the load of the program

Continue the load and keep the existing model number in the timer

Continue the load and change the model number in the timer to match that in the program being loaded.

```
Name New Program.............Num  94
   MinSec100 Act-Val=1  2   3   4
1 0  0  0 Jmp   0   0   0   0  ▲
2 0  0  0 D/T   0   0   0   0
3 0  0  0 D/T   0   0   0   0
4 0  0  0 D/T   0   0   0   0
5 0  0  0 D/T   0   0   0   0  ▼
1 0  0   00  J S D   000 000 000 000




Begin1 .....0 Armed1 .....0 Go1 .........0
(Switch)      All Enabled  (Accept)
(Hook)(GenP)(Connect)(Set Timer)
```

Model Number

```
Name New Program........  Num   94
   Seconds Position 1   2   3   4
1 000. 00  Jmp   0   0   0   0
2 000. 00  D/T   0   0   0   0
3 000. 00  D/T   0   0   0   0
4 000. 00  D/T   0   0   0   0
5 000. 00  D/T   0   0   0   0
1 000  00  J S D  000 000 000 000




Begin1 0.... Armed1 0.....Go1  0....
(Switch)   All Enabled  (Accept)
(Hook)(Genp)(Connect)(SetTimer)
```

Model Number

Version Numbers

This Model Number feature is present on all timers with a version number of 5.10 or greater.

Timers with a model number of 5.10 or greater can ONLY be programmed by Super magic [the Palm Pilot program] version number 4.90 or greater.

"We count the seconds, the rest is up to you."