



INSTRUCTION MANUAL MOTO-TRAINER

Diverse Mfg Co.
(661) 618-2644

FEATURES:

- Handle Bar Button Start and Time Record
- 100 Lap Memory
- Fastest, Slowest, and Average Lap Times
- Installs with No Tools Required
- Water Resistant
- Easy To Use



POWER-UP

Press and hold button for 1 second to power up display.

TIMING AND COUNTING LAPS

The display should initially be showing 00:00'00. Press button to start timing. The display will show running time. When the first lap is completed, press button to record the first LAP time. The display will show the lap number completed for 3 seconds and flash the lap time for 7 seconds to allow the user to check the current LAP time. The display will then return to running time. Press button to record the next LAP time, and so on. If button is pressed within 10 seconds from the last press, the next LAP time will be displayed without displaying previous lap time. The Moto-Trainer can only store the first 100 Laps in memory, however, statistics for average, fastest, slowest, and total lap times remain accurate for up to 999 laps.

STOP/SUMMARY MODE/RESET

After you have pressed the button at the end of your final moto lap (a regular quick press), ride to pits, parking lot, or safe area out of the way of other riders. When ready to review moto times, press and hold button for 3 seconds. The Moto-Trainer knows that the time between the end of your final lap and when you held the button down to go into summary mode was not a true lap and is discarded. The display will flip back and forth showing the **TOTAL MOTO TIME** and **TOTAL LAPS**. Press the button to show the **AVERAGE LAP TIME**. Press button again to show the **FASTEST LAP TIME** and **FASTEST LAP NUMBER**. Press button again to show the **SLOWEST LAP TIME** and **SLOWEST LAP NUMBER**. Pressing button repeatedly after this will show the **INDIVIDUAL LAP TIMES** starting from LAP 1 through the LAST LAP, then return to **TOTAL TIME**. Press and hold button for 3 seconds in the summary mode to **RESET** the timer, and the display will once again return to zeros. When reset, all lap memories will be erased! When left in reset mode for 30 minutes, the display will be shut down to conserve battery life. Press button to re-activate.

INSTALLING THE MOTO-TRAINER

The Moto-Trainer is designed to be mounted between the left grip and clutch perch on the handlebar. If there are any attachments in this area such as a kill switch or hot start it will need to be relocated elsewhere on the handlebar. Clean mounting area on handlebar with rubbing alcohol and allow to dry. Expose adhesive back of included hook Velcro strip and wrap Velcro completely around handlebar ¼ inch away from grip. Velcro Moto-Trainer on handlebar in location where the display is easily read and users thumb can access button without removing hand from grip. Strap down timer when in desired position.

CARE OF YOUR MOTO-TRAINER

WATER-RESISTANCE

The Moto-Trainer can withstand contact with water during normal riding and washing, but not pressure washers. Remove Moto-Trainer when cleaning bike with high pressure stream of water.

CLEANING

After use, please rinse the Moto-Trainer with fresh water to remove all dirt and debris and dry with a clean cloth before storage.

TEMPERATURE

Do not leave your Moto-Trainer in direct sunlight or in very high temperatures for a long time, or the display may become black. Do not leave your Moto-trainer in very low temperature as this may cause a slight time loss or gain. In both cases the above conditions will be corrected when the Moto-Trainer returns to normal temperature.

CHEMICALS

Do not expose your Moto-trainer to solvents such as gasoline and alcohol, cleaners, paints, etc., as they may cause damage to the Moto-trainer.

BATTERY CHANGE

When the display becomes dim or turned off, battery replacement is necessary. We recommend that you go to your dealer or a qualified technician. Replace with Lithium battery CR1216 or equivalent.

QUESTIONS?

Contact DMC Customer Service:

PHONE: (661) 618-2644

EMAIL: info@diverse-mfg.com