

Digitax

AUTOMOTIVE ELECTRONICS

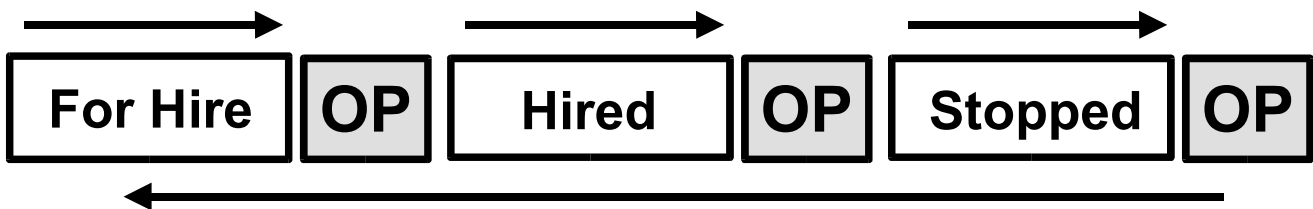
ET 806/F1 Taximeter

Basic Operations

The taximeter has five keys: **OP, K1, K2, K3, K4**

The taximeter has three working modes: **For Hire, Hired** and **Stopped**.

The taximeter's working modes are selectable by pressing the **OP** button in the following sequence:



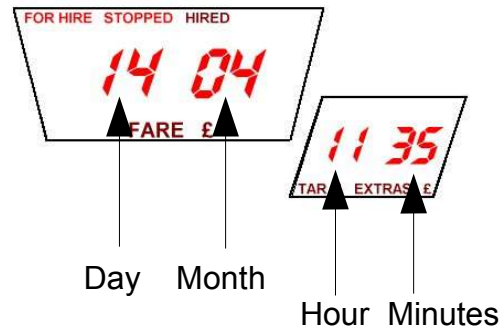
In any of the the above taximeter's working modes (**FOR HIRE, HIRED, STOPPED**), the other four keys **K1, K2, K3, K4** will exploit a different function, as described below:

<p><u>Taxi in "FOR HIRE"</u></p> <p>When the Taxi is parked or it moves without any passengers, the driver selects the For Hire position.</p> <p>Once the taxi starts the trip, the taxi driver selects the Hired position using the OP key.</p>	<p>K3 – Shows Date and Clock (RTC)</p> <p>K4 – Shows Year (RTC)</p> <p>OP – Selects Hired</p>
<p><u>Taxi in "HIRED"</u></p> <p>The "Taxi" roof sign will turn off and the taximeter starts the fare calculation by distance or time.</p> <p>At the end of the trip, the taxi driver has to select the Stopped position using the OP key.</p>	<p>K1 – Next Tariff (if enabled)</p> <p>K2 – Insert Extra No.1 (if enabled)</p> <p>K3 – Insert Extra No.2 (if enabled)</p> <p>K4 – Clear Extras</p> <p>OP – Selects Stopped</p>
<p><u>Taxi in "STOPPED"</u></p> <p>In this position it may be possible to add other extras to the fare (if enabled).</p> <p>The taxi driver then presses OP to return to For Hire.</p>	<p>K1 – Insert Special Extras (if enabled)</p> <p>K2 – Insert Extra No.3 (if enabled)</p> <p>K3 – Insert Extra No.4 (if enabled)</p> <p>K4 – Add Extras to Fare</p> <p>OP – Selects For Hire</p>

How to set Time and Date

Select **For Hire** position.
Press **K1** and **K3** together.
The signs "**FOR HIRE**" and "**STOPPED**"
are lit up.

The big display shows the Day number on
the left, and the Month number on on the
right.
The small display shows the Time in Hours
and Minutes.



Press **K1** to set the **Day** number.
Press **K2** to set the **Month** number.
Press **K3** to set the **Hour** number (24 hour clock).
Press **K4** to set the **Minute** number.

Press **OP** to set the **Year**.
Press **K1** to increase the **Year** number.
Press **K2** to decrease the **Year** number.



Please Note: The ability to set the time and date may have been disabled depending on
the setup of the meter.

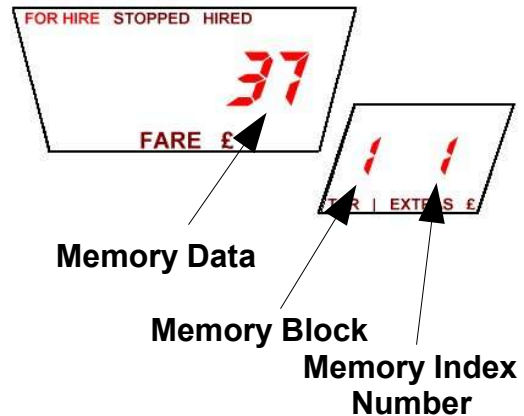
How to Convert the Local Currency into Euros and Vice Versa (if enabled)

In **Hired** and **Stopped** modes press the **K3** key to toggle from the local currency to Euros
and vice versa.

Memory Functions

The taximeter records and keeps data in 2 memory blocks, each divided into 7 sections. Block 1 can be read and erased freely, Block 2 can only be read. The memory sections correspond to:

- Index 1 – Total Number of Trips
- Index 2 – Total Units
- Index 3 – Total Miles in Hired/Stopped
- Index 4 – Total Miles
- Index 5 – Hours in Waiting Time
- Index 6 – Income by the Fare
- Index 7 – Income by the Extras



How to Read the Memory Content

1. Select the **For Hire** position.
2. Press **K2** and **K1** together
3. The "**FOR HIRE**" sign will start blinking and the extras display will show the memory index.
4. **K2** increases the index number.
5. **K1** decreases the index number.
6. **K3** toggle between Block 1 and Block 2.
7. Press **OP** to end the memory reading and return to **For Hire**.

How to Print the Memory Content (if a printer is attached)

1. Select the **For Hire** position.
2. Press **K2** and **K1** together
3. The "**FOR HIRE**" sign will start blinking and the extras display will show the memory index.
4. Reach the memory index **5** by pressing the **K2** key.
5. Reaching location 5, press the **K4** key to print out the content of both Block 1 and Block 2. The "**FOR HIRE**" sign will stop blinking and the printer will start.
6. Press **OP** to end the printing procedure and go back to the **For Hire** position.

How to Erase the Memory Content

1. Select the **For Hire** position.
2. Press **K2** and **K1** together
3. The "**For Hire**" sign will start blinking .
4. Reach the memory index **6** by pressing the **K2** button
5. Press **K4**. This will erase Block 1's content.