SIMPLE INSTRUCTIONS TT4-28 – Automated Pill Dispenser

4 alarm model

FUNCTIONS OF THE TIMER



- TIME The current time is shown on the device
- ALARM (up to 4 per day) Repeats at same times each day without reprogramming
- DURATION Alarm sounds for 30 minutes until tipped to access pills
- EASY STOP simply tip the device to access the pills Then the device will automatically sound at the next programmed time

QUICK DEMO

- 1. Use the built in test function to demonstrate the rotation and alarm
 - a. Press button '1' for approximately 12 seconds, until 'CH' is displayed
 - b. Press button '2' to run through the test
 - c. The device will show all display, rotate, alarm and flash
 - d. Tip the device to stop within 10 seconds or wait for it to return to CH
 - e. Repeat the test by pressing button '2'
 - When finished exit the test mode by pressing button '3'

TO CHANGE THE ALARM SOUND/TONE

- 1. Hold down button '3' and at the same time hold button '1'
- 2. The device will rotate around 3 different alarm tones and also a silent setting
- 3. Symbols indicate the chosen tone;
 - Α - Tone 1
 - В - Tone 2
 - A + B- Tone 3
 - Blank - No audible alarm, just flashing light
- 4. Release the buttons when the desired tone is heard

TO SELECT 12 OR 24 HOUR FORMAT

1. Press buttons '2' & '3' simultaneously to switch between 12 hour or 24 hour display

TO SET THE TIME

- 1. Press button '1' for approximately 6 seconds, until the colon symbol (':') flashes
- 2. Press button '2' to change the hours, Press button '3' to change the minutes
- 3. Press '1' to lock in the time setting

TO SET THE ALARM TIMES

- 1. Press button '1' and release
- 2. 'Alarm 1' symbol should be shown, flashing on the left hand side
- 4. Press button '2' to change the hours, Press button '3' to change the minutes
- 5. Press '1' to lock in the time setting and advance to the next alarm
- 6. 'Alarm 2' symbol will flash, continue as above the change the hours & minutes
- 7. Continue as above to set alarms 3 & 4 if required and press 1 to return to the time display.





