Super Timer with dual timing and 24-hour Zulu / Local clock
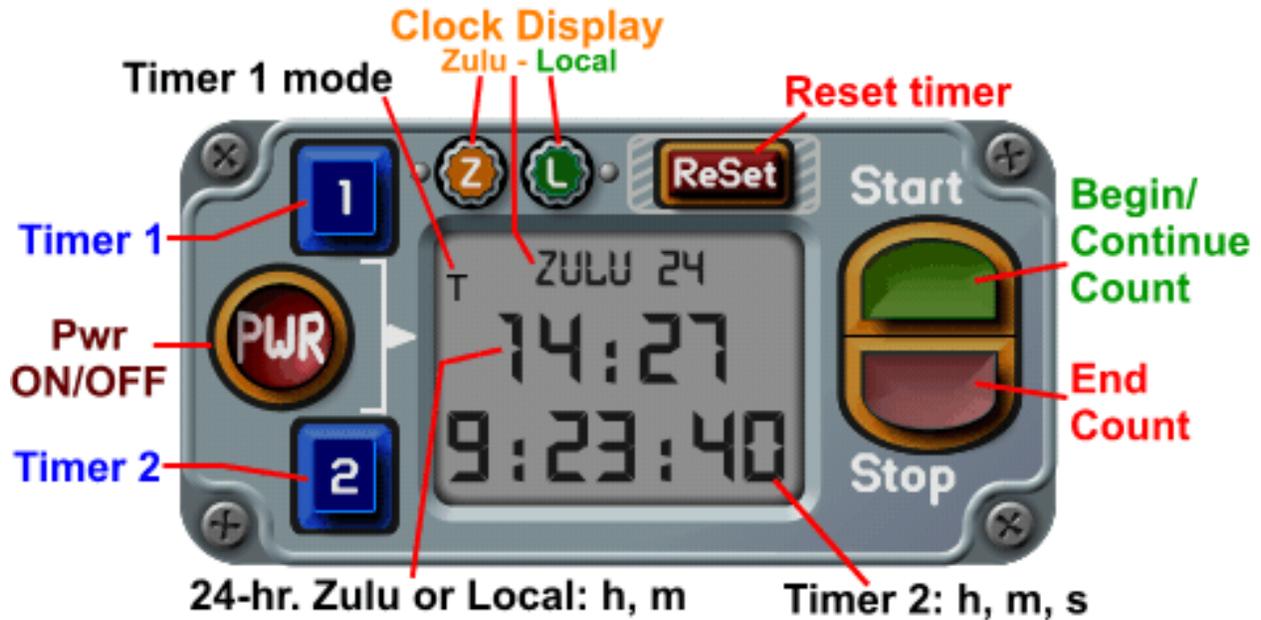
Features
>>> - Liquid Crystal Display screen.
>>> - POWER Button to turn gauge on/off as needed.
>>> - 24-hour clock displaying Zulu or Local time.
>>> - Dual timers, each controlled independently
>>> - START/STOP buttons that control only the active timer.
>>> - RESET button that zeros values on the active timer.
>>> - Choice of display modes seen at right; Clock-Timer2, or Timer1-Timer2.
>>> - Timers counts to 9-hours, 59-minutes, 59-seconds.
>>> - Timing values automatically adjust to simulator rate.
>>> - Positive visual feedback when buttons are pressed.

Power

In order for the gauge to operate, the aircraft battery power must be ON.
Then, a press of the round POWER button will activated the gauge. The default display is: Zulu clock-Timer 2.

Activating Timers

When a timer is active it means that input will be accepted. In the active mode a timer can be reset, started, or stopped. Timers can count even when not active. To activate either Timer1 or Timer2, press the appropriate blue button. These buttons will remain illuminated to indicated which timer is active.

If the clock is on display and Timer2 is active, a press of Timer1 button will automatically close the clock display and show the display for Timer1.

Stop/Stop

The START button will begin a count-up in seconds, minutes, hours on the active timer. The STOP button will halt the count on the active timer. Pressing the START button a second time will continue the count. Values will remain on a timer until it is reset.

Reset

The RESET button will zero all values on the active timer.

Clock

Pressing the Z-button will activate the Zulu clock. Pressing the L-button will activate the Local clock. Both display the hours and minutes in a 24-hour format.

A clock display will override the Timer1 display. If Timer1 is counting when the Zulu / Local clock is activated, the count on Timer1 will continue in the background. The letter "T" (at left, top) located on upper, left side of screen indicates that Timer1 is in a timing mode. A dash line (at left, bottom) indicates that Timer1 is not in a timing mode.

About time

Flight Simulator will save the current Zulu time when you save a flight. When re-opening this flight, Zulu time will continue using the saved values. This allows day/night conditions within FS to flow in an uninterrupted fashion without attempting to mirror the passage of real world time.

Flight Simulator can also use the current time from the internal clock in your computer. To use this time whenever you start FS, click the menu **Options/Settings/General**. In the **General Settings** dialog box, under **Time**, click **System time**, then **OK**.

Setting time inside Flight Simulator

The dialog box at right can be used to change the Zulu or Local time. It can be accessed while FS is running in menu item **World/Time and Seasons...**

The area shown in red will adjust the Local and GMT (Zulu) times to any value desired.
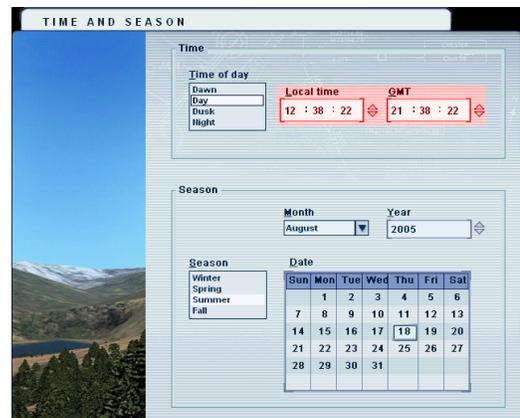
Suggested use of Super Timer

Using Timer1 for tracking total flight time is suggested. This timer can be started when the aircraft engine/s are started.

Either the Zulu or Local clock can then be activated. This will automatically activate Timer2. Even though not visible, Timer1 will continue counting in the background. When a timer is no longer active (blue light is off), there is no danger of inadvertently resetting that timer and losing the count.

While Timer1 is counting unobserved, Timer2 will be available for any other timing requirements during the flight. With the clock activated, either Zulu or Local time will be continuously displayed and can be referenced as needed. A press of a button will switch the clock between Zulu and Local time.

After shutting down engines at end of flight, Timer1 can be reactivated and stopped. The values shown will be the total hours, minutes, and seconds for the entire flight.