

**Tonick Watering  
Programmer/Tester for 2 wire Decoders  
DETAILED INSTRUCTIONS.**

**Connecting:**

To connect a wire to the programmer, press the top of the terminal and feed the bared wire into the hole at the front. Releasing the terminal will grip the wire. Connect the decoder's *red* wire to the *red* terminal marked '*24v A.C.*' Connect the decoder's *black* wire to the *black* terminal marked '*24v A.C.*' Connect the decoder's *solenoid output* wires to the two *black* terminals marked '*SOLENOID*'. With the Tonick multi-solenoid decoders, the wires are in pairs: Yellow=channel 1, Orange=channel 2, Green=channel 3 and Violet=channel 4. Please ensure the unused wires are not touching each other.

**Programming:**

With the desired pair of solenoid wires connected, press the grey '*Raise*' or '*Lower*' buttons to alter the red displays to the address to be programmed. Holding the button down will cause the numbers to change more rapidly.

When the desired address is displayed, press the red '*Program*' button. After three seconds either the '*Pass*' (green) or '*Fail*' (red) lamps will illuminate. If passed, the decoder will have been programmed and tested for the correct switching response at that address.

When programming Tonick multi-solenoid decoders, change over the solenoid wires and repeat for the other solenoid outputs. The indelible pen supplied can be used to write the address on the decoder's red end cap, next to the solenoid wires.

**Notes on programming:**

The Watermation 2 wire decoders cannot be programmed using this method. The red '*Fail*' light will illuminate but they will not be damaged.

If during programming, the displays dim then go back to zero, there is a shorted solenoid output. Check the unused outputs of the Tonick multi-solenoid decoder. Make sure no wires are touching.

Addresses 000 cannot be programmed into the Tonick decoders.

Avoid programming identical addresses into a Tonick multi-solenoid decoder, only one output will respond to a subsequent switch on/off command.

**Testing:**

Both Watermation and Tonick decoders can be tested. The former can have their switch settings verified.

With the decoder connected, press the green '*Test*' button. All possible addresses will be cycled in quick succession until one responds. The displays will stop, showing the address programmed (or set on the switches) and the green '*Pass*' lamp will illuminate.

If there is no response from the decoder, the displays will show 127 and the red '*Fail*' lamp will illuminate.

If a Tonick decoder is attached and the display shows 000 with the '*Pass*' lamp illuminated, it means the decoder output is working but has not yet been programmed with an address.

If during the testing the displays dim then go back to zero, there is a shorted solenoid output. Check the unused outputs of the Tonick multi-solenoid decoder. Make sure no wires are touching.

**For further help:**

Contact the help desk on 01269-832325

**Tonick Watering Ltd, Coetir Bach Farm, Maesybont, Cross Hands, Llanelli, Carmarthenshire.  
SA14 7ST**

**Tonick Watering  
Programmer/Tester for 2 wire Decoders  
QUICK INSTRUCTIONS.**

**Connecting:**

Press the top of each terminal and feed the bared wire into the hole at the front. Releasing the terminal will grip the wire.

*Red* wire to the Red terminal marked '*24v A.C.*'

*Black* wire to the Black terminal marked '*24v A.C.*'

*Solenoid output* wires to the two Black terminals marked '*SOLENOID*'.

Ensure any unused wires are not touching each other.

**Programming:**

Press the grey '*Raise*' or '*Lower*' buttons to alter the red displays to the address to be programmed.  
(Holding the button down will cause the numbers to change more rapidly.)

Press the red '*Program*' button. After three seconds either the '*Pass*' (green) or '*Fail*' (red) lamps will illuminate. If passed, the decoder will have been programmed and tested for the correct switching response at that address.

**Testing:**

Both Watermation and Tonick decoders can be tested. The former can have their switch settings verified.

Press the green '*Test*' button. All possible addresses will be cycled in quick succession until one responds. The displays will stop showing the address programmed (or set on the switches) and the green '*Pass*' lamp will illuminate.

If there is no response, the displays will show 127 and the red '*Fail*' lamp will illuminate.

If a Tonick decoder is attached and the displays show 000 with the '*Pass*' lamp illuminated, it means the decoder output is working but has not been programmed with an address yet.

**More detailed instruction overleaf.**