

PROTIME ELITE DECODER



Protime Elite Decoder

- Monochrome LCD display
- Software «DecoderSettings» to manage the decoder's parameters
- · GPS synchronization
- Resolution: 0.001 sec.
- Internal Flash memory
- Integrated Emergency power supply

Description

The most accurate, flexible and reliable decoder in the world, the Protime Elite Decoder is suited to racing that requires the ultimate in precision (to 1/1,000th of a second).

The decoder stores all competitor's passings in its internal flash memory, enabling easy restore in the case of unforeseen problems with computers or networks.

The Protime Elite Decoder incorporates an internal battery which allows continuous 2 hour operation during a power failure.

An LCD display provides real-time status information, allowing access at a glance to noise levels, loop detection level and last transponder crossing. It also includes the race time or time of day as supplied by either the inbuilt GPS or the connected computer.

The interface «DecoderSettings» allows you to set easily all parameters.

The decoder has both an RS232 interface and a network connection for communication to the computer running the timekeeping software.

Connections

- 2 input loops (track loop and pitlane loop)
- 2 photocell inputs
- 1 manual input (to simulate a transponder passing)
- 1 audio output (beep for each transponder passing)
- 1 AUX output (intermediate loops)
- 1 RS232 output
- 1 Ethernet output (IP address)

Detection loop

Maximum width of the track (passive loop): 25 m (82 ft) Maximum width of the track (active loop): 10 m (33 ft) Maximum length of the coaxial cable: 100 m (330 ft)

Compatible products

- Protime ELITE Pro, ELITE, LS, RK, RCS & RC transponders
- Active and Passive loop
- Distant decoder for intermediate, sector and speed trap

3 Years Warranty

Specifications

Clock stability

Oscillator TCXO 0.5 ppm

Power

12 VDC via adapter

Temperature range

-20 to 55 °C (-4 to 131 °F)

Dimensions

160 x 100 x 52 mm 6.3 x 3.9 x 2 in

Resolution

0.001 s

GPS Synchronization

Flash memory (stores all passings data)

Management of up to 32 intermediate loops in conjunction with distant decoders

