

# PROGRAMMING THE CONTROLLER

The SRC Controller is easy to program. The easy to understand dial design allows you to step through the process of programming and activate manual watering with a twist of the wrist.

The SRC display shows time and day when the controller is idle. The display changes when the dial is rotated to indicate the specific programming information to enter. When programming, the flashing portion of the display can be changed by pressing the **+** or **-** buttons. To change something that is not flashing, press the **→** button until the desired field is flashing.

The SRC also provides a reference label that is attached to the inside of the controller door (no more lost or misplaced instructions!). And, extra space is provided to write in sprinkler station location information.

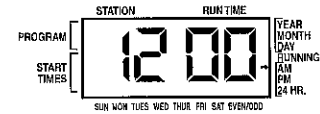
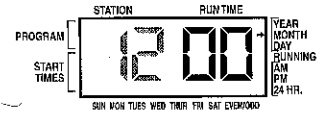
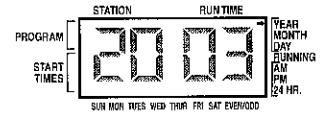
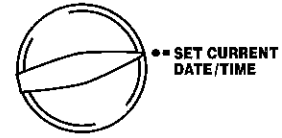
A full three programs, each with the ability to have four daily start times, permit plants with different watering requirements to be separated on different day schedules. Multiple start times permit morning, afternoon, and evening watering, perfect for the establishment of new lawns and thirsty annual flowers. A built-in 365 day calendar clock accommodates odd/even watering restrictions without requiring monthly reprogramming. Or just simply designate the days of the week you want to water. The SRC makes it easy.



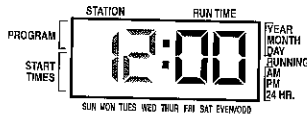
**NOTE: A basic programming rule is that whatever symbol or character is flashing will be the item programmed. For instance, if the hour is flashing when setting the time, the hour can be changed or programmed. For illustration purposes, flashing characters are in GRAY type.**

## Setting the Date and Time

1. Turn the dial to the **SET CURRENT DATE/TIME** position.
2. The current year will be flashing in the display: Use the **+** or **-** button to set the year. After setting the correct year, push the **→** to proceed to setting the month.
3. The month and day will be in the display: The month will be flashing. Use the **+** or **-** button to set the month. Push the **→** to proceed to setting the day.
4. The day will be flashing: Use the **+** or **-** button to set the day of the month. (The day of the week is automatically indicated by an arrow in the bottom of display pointing to the day.) Push the **→** button to proceed to setting the time.
5. The time will be displayed, and an arrow will be flashing on AM. Press the **+** or **-** buttons to select AM, PM, or 24 HR. Press the **→** to proceed to setting the hours.

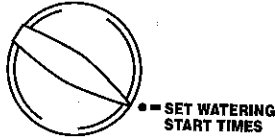


6. Hours will be flashing. Press the **+** or **-** button to change the hour shown on the display. Press the **→** to proceed to setting the minutes.
7. Minutes will be flashing. Use the **+** or **-** button to change the minutes shown on the display. The date, day and time have now been set and the dial may be returned to the **RUN** position.



### Setting Watering Start Times

1. Turn the dial to the **SET WATERING START TIMES** position.
2. The factory preset is set on program **A**. If necessary, you can select program **B** or **C** by pressing the **PRG** button.
3. Use the **+** or **-** button to change the start time. (The start times advance in 15 minute increments.) Hold either button down for 1 second to change times rapidly.
4. Press the **→** button to select the next start time, or press **PRG** for the next program.



**NOTE: One start time will activate all stations sequentially in that program. This eliminates the need to enter each station's start time. Multiple start times in a program can be used for separate morning, afternoon, or evening watering cycles.**

### Eliminating a Program Start Time

With the dial set to the **SET WATERING START TIMES** position, push the **+** or **-** button until you reach 12:00 AM (Midnight). From here push the **→** button once to reach the **OFF** position.



**NOTE: If a program has all four start times turned off, then that program is off. (All other program details are retained). Because there are no start times, there will be no watering with that program. This is a convenient way to stop watering on one program only without turning the dial to the OFF position.**

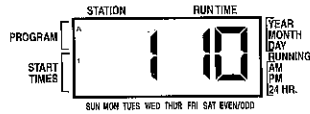
# PROGRAMMING THE CONTROLLER (Continued)

## Setting Station Run Times (Length of Watering for Each Area)

1. Turn the dial to the **SET STATION RUN TIMES** position.
2. The display will show the last program selected (**A**, **B**, or **C**) the station number selected, and the run time for that station will be flashing. You can switch to another program by pressing the **▶** button.
3. Use the **+** or **-** button to change the station run time on the display.
4. Press the **▶** button to advance to the next station.
5. Repeat steps 3 and 4 for each station.
6. You can set station run times anywhere from 0 to 99 minutes.
7. You can move between programs while staying on the same station. However, it is recommended that one program is completed before going on to the next program.

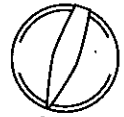


SET STATION RUN TIMES



## Setting Days To Water

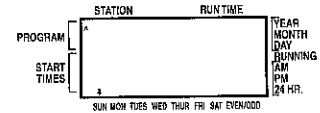
1. Turn the dial to **SET DAYS TO WATER**.
2. The display will show the last program selected (**A**, **B**, or **C**). You can switch to another program by pressing the **▶** button.
3. The controller will display currently programmed active day schedule information. This dial position provides different watering options: choose to water on specific days of the week, or choose to water only on odd days or even days. Each program can operate using only **one** type of water day option.



SET DAYS TO WATER

## Selecting Specific Days of the Week to Water

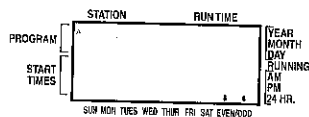
1. With the arrow cursor on a specific day (the cursor always starts with Sunday), press the **+** button to activate a particular day of the week to water. Press the **-** button to cancel watering for that day. After pressing a button the cursor automatically advances to the next day.
2. Repeat step 1 until all desired days have been selected. The selected days arrows will show on the display to indicate their status as **ON**. The last solid arrow is the last day of watering for that program.



**NOTE: Jumping between programs can be confusing and may result in program entry errors.**

## Selecting Odd or Even Days

This feature will use a numbered day of the month for watering instead of specific days of the week (Odd days 1st, 3rd, 5th, etc.; Even days 2nd, 4th, 6th, etc.)



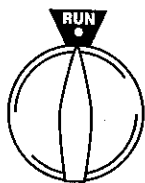
1. Press the **+** button until the arrow cursor is above either **EVEN** or **ODD** on the display.
2. Press the **+** button to select or the **-** button to cancel either **Odd Days** or **Even Days**. The previous selected days of the week will revert to active if **Odd Days** or **Even Days** is cancelled.



**NOTE:** The 31<sup>st</sup> of any month and February 29 are always "off" days if Odd watering is selected.

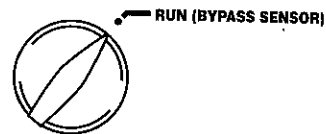
## Run

After programming is complete, turn the dial to **RUN** to enable automatic execution of all selected programs and start times. **Watering will not occur unless dial is in the RUN or RUN (SENSOR BYPASS) position.**



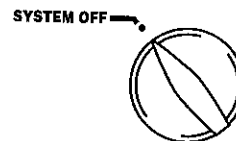
## Weather Sensor Bypass

With this built-in feature, there is no need for an additional manual bypass switch when using rain sensors. The SRC works with the Hunter Mini-Clik®, Rain-Clik™, Freeze-Clik® plus some other rain, wind or freeze sensors on the market today. If the sensor is preventing system operation, just turn the dial to **RUN (BYPASS SENSOR)** and the weather sensor will be overridden.



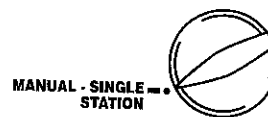
## System Off

Valves currently watering will be shut off after the dial is turned to the **SYSTEM OFF** position for two seconds. All active programs are discontinued and watering is stopped. To return controller to normal automatic operation, simply return dial to **RUN** position.









## Manually Run a Single Station

1. Turn dial to the **MANUAL-SINGLE STATION** position.
2. Station run time will flash in the display. Use the **+** button to move to the next station. You may use the **+** or **-** button to select the amount of time for a station to water.
3. Turn the dial clockwise to the **RUN** position to run the station (only the designated station will water, then the controller will return to automatic mode with no change in the previously set program).

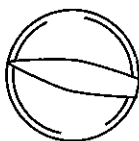


# PROGRAMMING THE CONTROLLER (Continued)

## Manually Run All Stations

1. Turn dial to **MANUAL-ALL STATIONS**.
2. You can select program **A, B,** or **C** by pressing the  button.
3. Press the  button until desired starting station is displayed.
4. Station run time will flash in the display. Use the  or  buttons to select the amount of run time for the station to water.
5. Use the  button to move to the next station.
6. Repeat steps 3 and 4 to customize each station.
7. Press the  button until you reach the station that you would like watering to begin.
8. Return dial to **RUN** (custom program will water, then controller will return to automatic mode with no change in the previously set program).






MANUAL - ALL STATIONS




**NOTE:** The station that is on the display when you turn the dial to **RUN** will be the first station to run. The controller will then proceed to water in sequential order only. It will not water previous stations. Example: If you turn the dial to **RUN** with the display reading station 3. The controller will water stations 3 to 9 in the program, but not return to stations 1 and 2.

## One Touch Manual Start and Advance

You can also activate all stations to water without using the dial.

1. Hold down the  button for 2 seconds.
2. This feature automatically defaults to program A. You can select program B or C by pressing the  program.
3. The station number will be flashing. Press the  button to scroll through the stations and use the  or  buttons to adjust the station run times. (If no buttons are pressed during step 2 or 3, the






controller will automatically begin program A.)

4. Press the  button to scroll to the station you wish to begin with. After a 2 second pause, the program will begin.

This feature is great for a quick cycle when extra watering is needed or if you would like to scroll through the stations to inspect your system.







## Hunter Quick Check™

Irrigation professionals are continuously looking for ways to more efficiently and effectively diagnose programs in the field. Instead of having to physically check each field wiring circuit for potential problems, the user can run the Hunter Quick Check™ circuit test procedure. This circuit diagnostic procedure is very beneficial because of its ability to aid in quickly identifying "shorts" commonly caused by faulty solenoids or when a bare common wire touches a bare station control wire.

To initiate the Hunter Quick Check test procedure; Press the , , , and  buttons simultaneously. In the standby mode, the LCD will display all segments (helpful when troubleshooting display problems). Press the  button to begin the Quick Check test procedure. Within seconds, the system searches all stations in an effort to detect a high current path through the station terminals. When a field wiring short is detected, an ERR symbol preceded by the station number will momentarily flash on the controller LCD display. After the Hunter Quick Check completes running this circuit diagnostic procedure, the controller returns to the automatic watering mode.

## Clearing the Controller's Memory/ Resetting the Controller

If you feel you have misprogrammed the controller, there is a process that will reset the memory to factory defaults and erase all programs and data that has been entered into the controller.

1. Press and hold down the , , and  buttons.
2. Press and release the reset button in the lower wiring compartment.
3. Release the , , and  buttons. The display should now show 12:00AM. All the memory has been cleared and the controller may now be reprogrammed.