

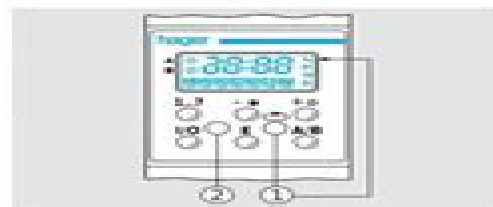
EG 200 Programmateur hebdomadaire 2 voies

Présentation

Le programmeur EG 200 comporte en face avant 8 touches : 6 touches de fonction, une touche qui permet de sélectionner les 4 modes :

- mise à l'heure	L
- programmation	P
- visualisation	V
- automatique	A

ainsi qu'une touche jaune qui permet la remise à zéro de l'appareil (heure + programme). Actionner cette touche lors de la 1^{re} mise en service de l'appareil.



- ① choix du mode
- ② remise à zéro

Le mode sélectionné est visualisé par un symbole qui apparaît sur la droite de l'afficheur.

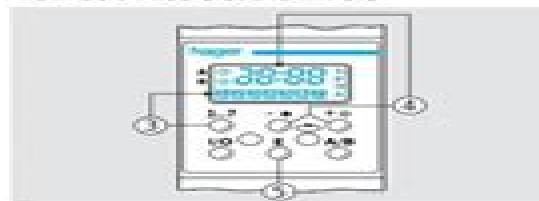
Pour établir un programme, 2 possibilités :

- programmation jour après jour,
- programmation par groupe de jours pour économiser des pas de programme : ainsi, une consigne commune à plusieurs jours comptera pour 1 pas de programme, la programmation se fait voie après voie.

Mode mise à l'heure **L**

Ce mode permet :

- la mise au jour,
- la mise à l'heure et à la minute



- ③ mise au jour
- ④ mise à l'heure
- ⑤ validation

③ mise au jour

④ mise à l'heure

⑤ validation

sélection du mode mise à l'heure

mise au jour en 1 mardi

mise à l'heure en 13 h 21

validation et démarrage à la seconde

retour au mode automatique 3 appuis successifs

Mode programmation **P**

Ce mode comporte 2 possibilités de programmation :

- jour après jour
- ou par groupes de jours (consignes communes à plusieurs jours)

Un programme mémorisé peut être changé par adjonction, modification ou suppression d'une consigne (le mode visualisation permet aussi ces modifications).



- ③ sélection des jours
- ④ écriture des consignes
- ⑤ validation
- ⑥ sélection de l'état des consignes
- ⑦ sélection de la voie

Exemple de programmation

voie A : mise en service du chauffage lundi, mardi, jeudi et vendredi de 7 h 30 à 9 h 00 et de 17 h 00 à 21 h 00
voie B : mise en service du chauffage lundi, mardi, mercredi, jeudi et vendredi de 6 h 30 à 7 h 30 et de 21 h 00 à 23 h 00

sélection du mode programmation la voie A est proposée

2 possibilités

- valider la voie A pour écrire le programme de cette voie
- commencer par le programme de la voie B, et choisir cette voie par action de la touche A/B

1-programmation de la voie A

Avant d'écrire les consignes, il faut regrouper les jours

validation de la voie A

a. former le groupe : lundi, mardi, jeudi, vendredi

validation du lundi

sélection du mardi

validation du mardi

sélection du jeudi (le mercredi ne fait pas partie du groupement) 2 appuis successifs

validation du jeudi

sélection du vendredi

validation du vendredi

b. écriture des consignes

écriture de la consigne 7 h 30

validation de la consigne

écriture de la consigne 9 h 00

validation de la consigne

Pour les autres consignes du groupement L,M,J,V, procéder comme précédemment. C'est-à-dire écrire avec «++» ou «--», puis valider avec «E» ; pour sélectionner un autre jour agir sur «L...»

2-programmation de la voie B

sélection de la voie B

validation de la voie B

Pour l'écriture du programme (groupement de jours et consignes), pour le programme A.

retour au mode automatique 3 appuis successifs

Ajouter une consigne

exemple : adjonction d'une consigne dans la voie A.

sélection du mode programmation

validation de la voie A dans cet exemple, affichage de la 1^{re} consigne L,M,J,V

renchangement d'une «place mémoire» vide par appuis successifs

Choisir l'état de la consigne «/Q», écrire la nouvelle consigne avec «++» ou «--», puis valider avec «E» ; pour sélectionner un autre jour agir sur «L...»

Hager Eg 200 Manual

Virgil Coblentz



Hager Eg 200 Manual:

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Amateur Radio Operating Manual, 1985 *Mergent Company Archives Manual*, 2006 **Moody's Manual of Investments, American and Foreign; Banks, Insurance Companies, Investment Trusts, Real Estate, Finance and Credit Companies**, 1944 *Applied Affective Computing* Leimin Tian, Sharon Oviatt, Michal Muszynski, Brent Chamberlain, Jennifer Healey, Akane Sano, 2022-02-04 Affective computing is a nascent field situated at the intersection of artificial intelligence with social and behavioral science It studies how human emotions are perceived and expressed which then informs the design of intelligent agents and systems that can either mimic this behavior to improve their intelligence or incorporate such knowledge to effectively understand and communicate with their human collaborators Affective computing research has recently seen significant advances and is making a critical transformation from exploratory studies to real world applications in the emerging research area known as applied affective computing This book offers readers an overview of the state of the art and emerging themes in affective computing including a comprehensive review of the existing approaches to affective computing systems and social signal processing It provides in depth case studies of applied affective computing in various domains such as social robotics and mental well being It also addresses ethical concerns related to affective computing and how to prevent misuse of the technology in research and applications Further this book identifies future directions for the field and summarizes a set of guidelines for developing next generation affective computing systems that are effective safe and human centered For researchers and practitioners new to affective computing this book will serve as an introduction to the field to help them in identifying new research topics or developing novel applications For more experienced researchers and practitioners the discussions in this book provide guidance for adopting a human centered design and development approach to advance affective computing *The Journal of Education*, 1888 The Newer Remedies Virgil Coblentz, 1908 Moody's Bank and Finance Manual, 1960 *A. N. Marquis & Co.'s Handy Business Directory of Chicago*, 1886 The Pharmaceutical Era, 1918 **The Pharmaceutical Era** Charles W. Parsons, 1918

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