

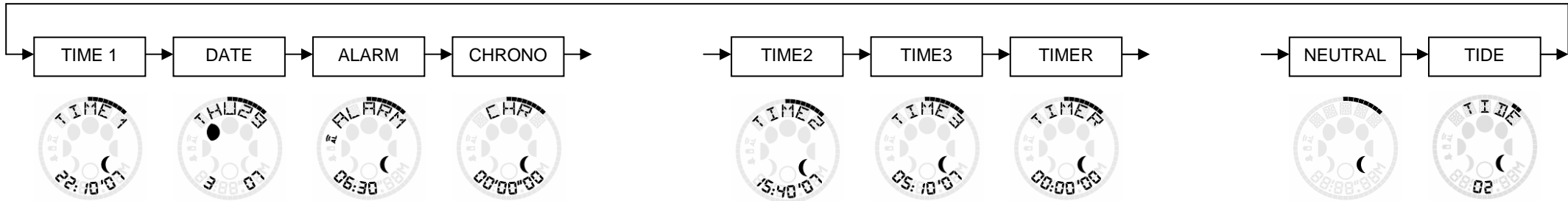
**ISA 9006 TIDE
9006/7300 WITH EL
9006/1300 WITHOUT EL**

USER MANUAL

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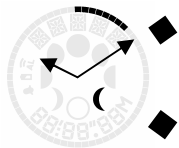
1. MAIN DISPLAY

Mode change each time crown is pushed. On each mode the movement indicates the moon phase.

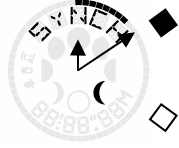


2. SYNCHRONIZING THE HANDS

Enter in neutral mode by pushing the crown.



Push A and B at least one second



Push A:
Synchronise hour hand to 12 h

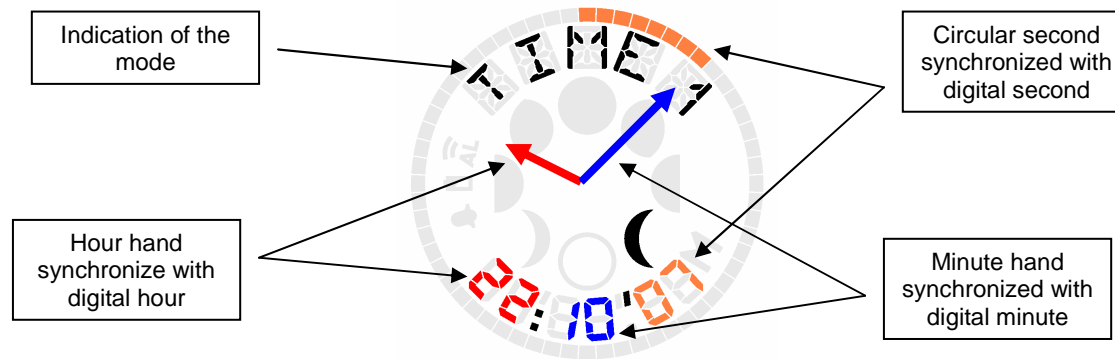


Push B:
Synchronise minute hand to 12 h

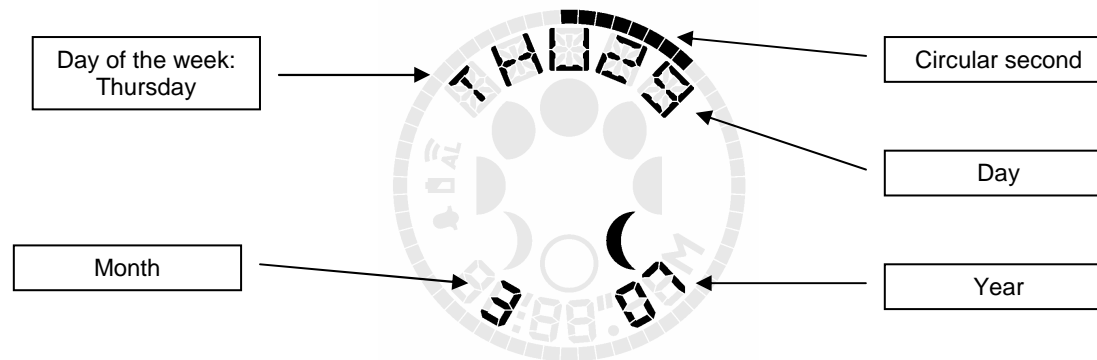
For leaving the SYNCH mode, push the crown. The movement is going into mode TIME1

3. Description of display for each mode

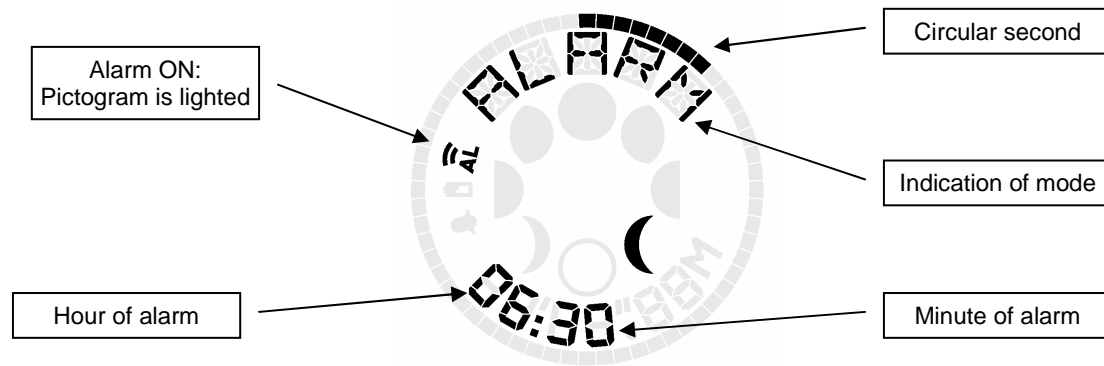
3.1. Mode TIME1



3.2. Mode DATE



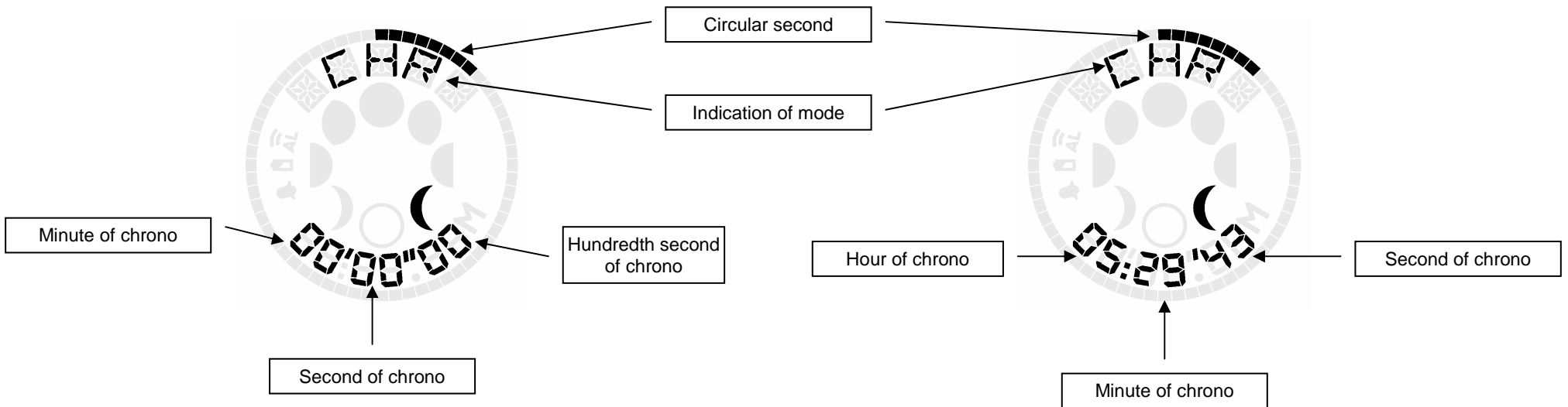
3.3. Mode ALARM



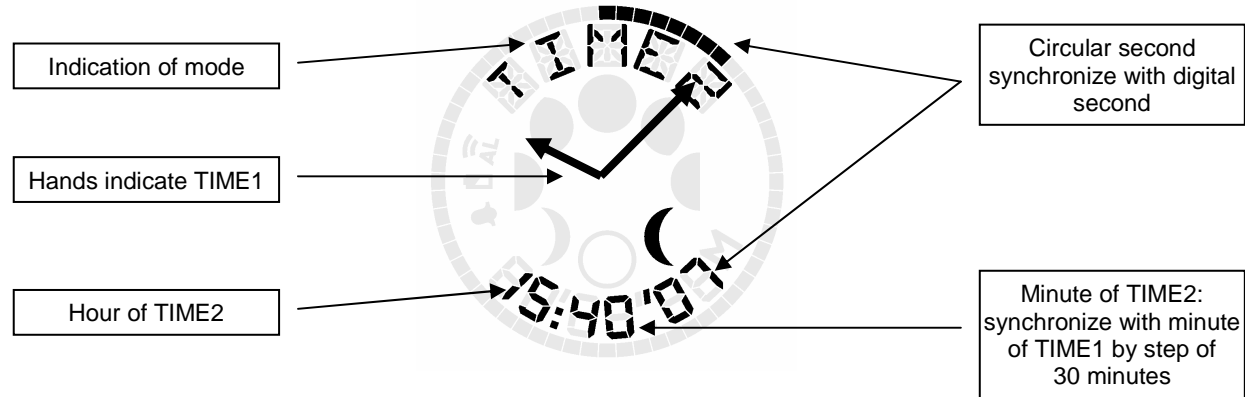
3.4. Mode CHRONO

Chrono before 1 hour

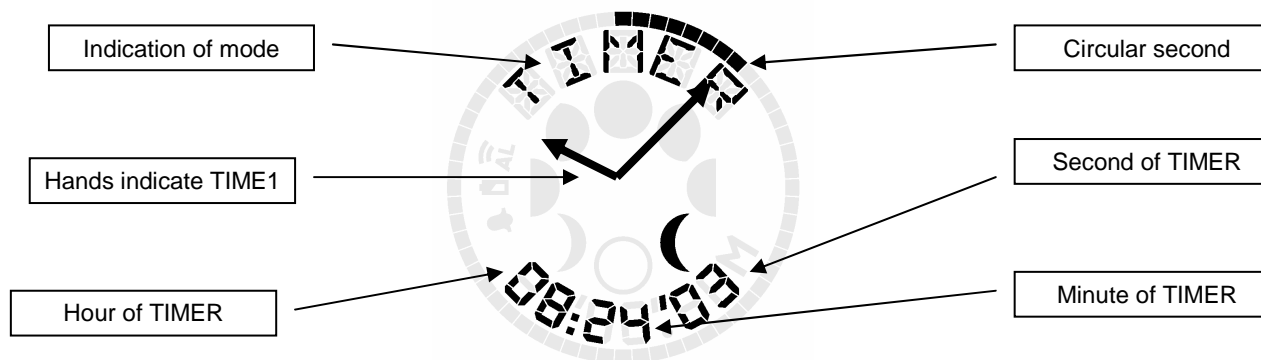
Chrono after 1 hour



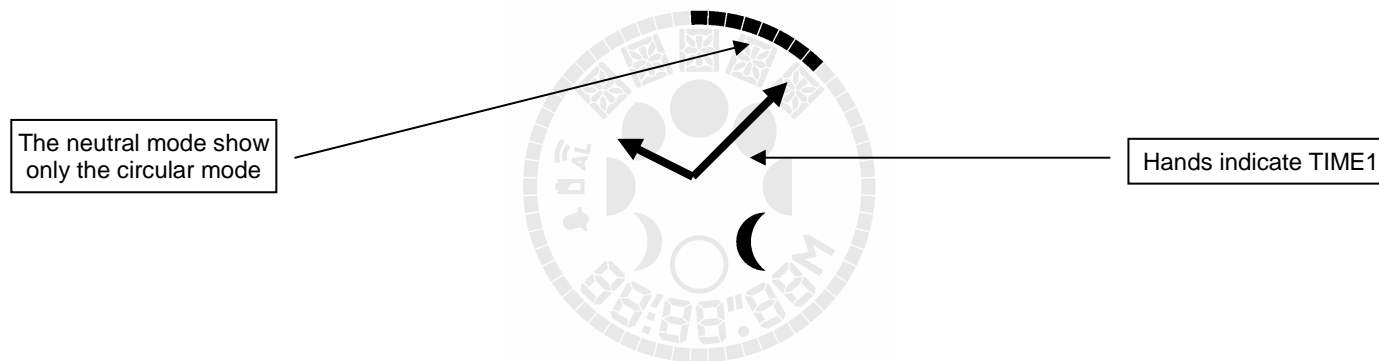
3.5. Mode TIME2 and TIME3



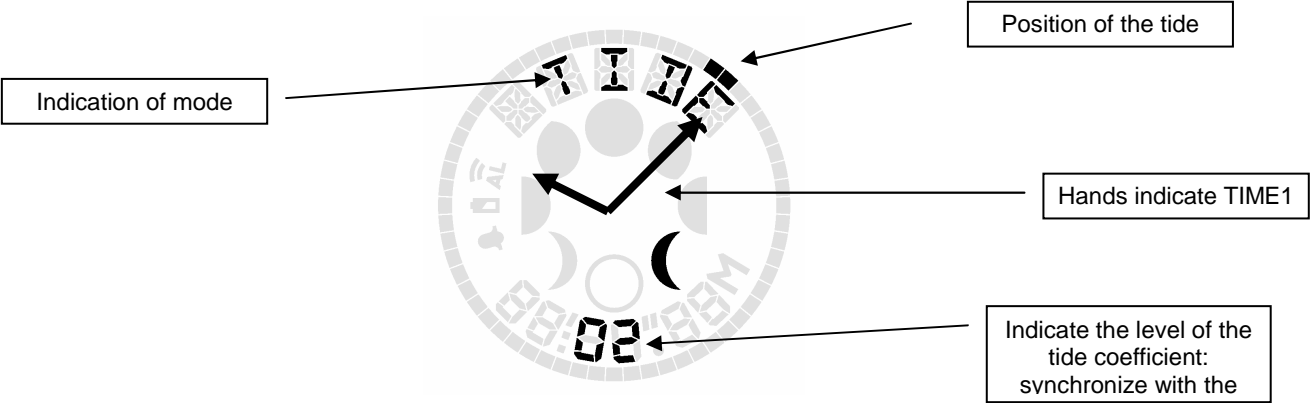
3.6. Mode TIMER



3.7. Mode NEUTRAL



3.8. Mode TIDE



4. Setting of each mode

The movement is going out of setting mode when no button is pushed during 5 seconds.

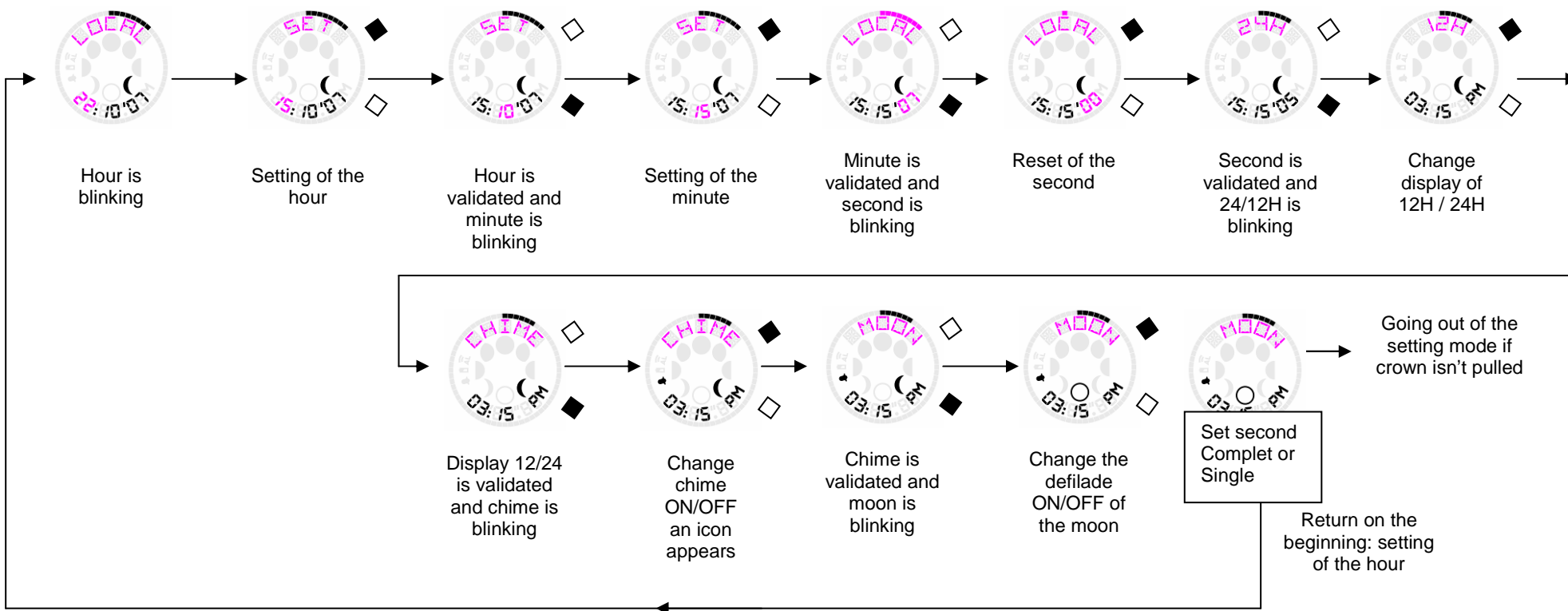
BLINKING

4.1. Mode TIME1

From each mode, TIME1 can be adjusted by pulling the crown.

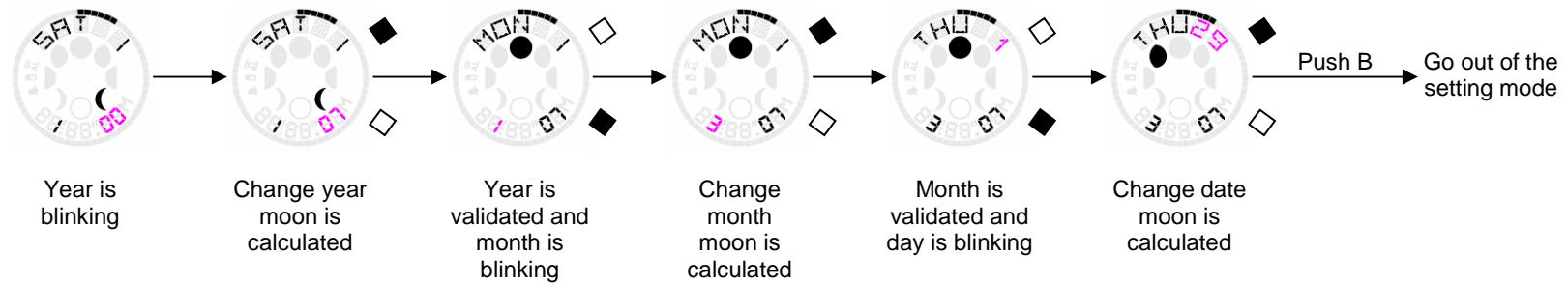
Push the crown to go in mode TIME1 and push the button B at least 1 second to enter in setting of TIME1

When you go out of the setting of TIME1 hands are going automatically indicate the new time.



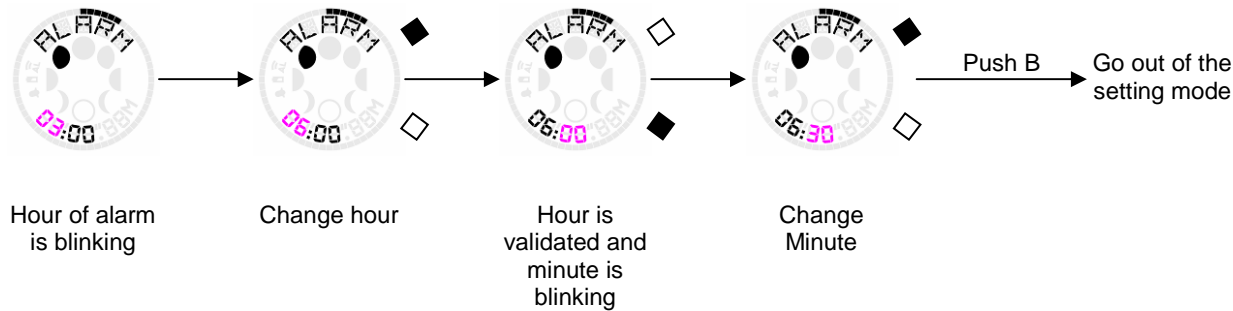
4.2. Mode DATE

Push the crown to go in mode DATE and push the button B at least 1 second to enter in setting mode.



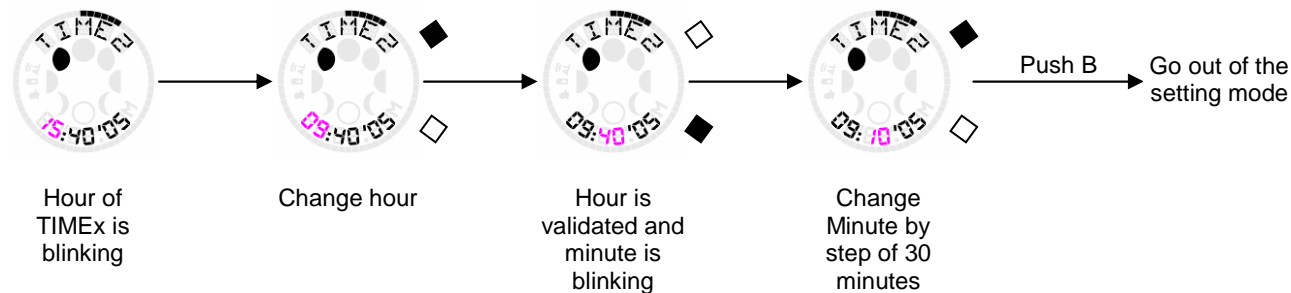
4.3. Mode ALARM

Push the crown to go in mode ALARM and push the button B at least 1 second to enter in setting mode.



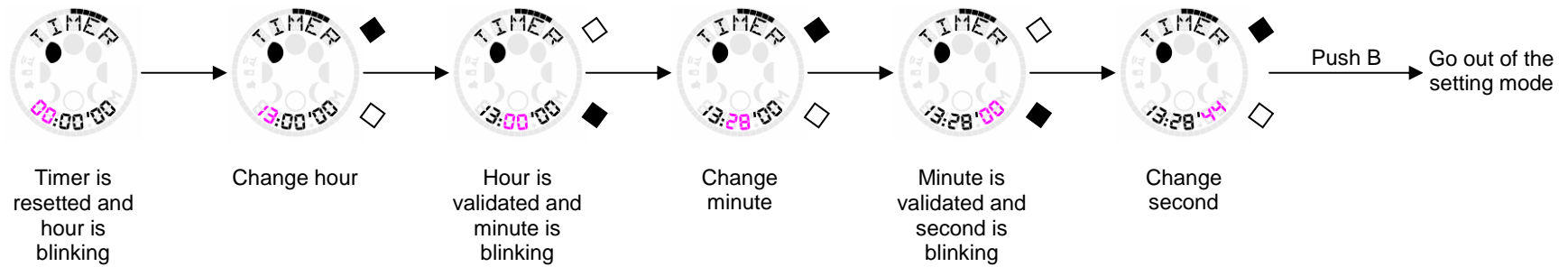
4.4. Mode TIME2 and Mode TIME3

Push the crown to go in mode TIME2 or TIME3 and push the button B at least 1 second to enter in setting mode.



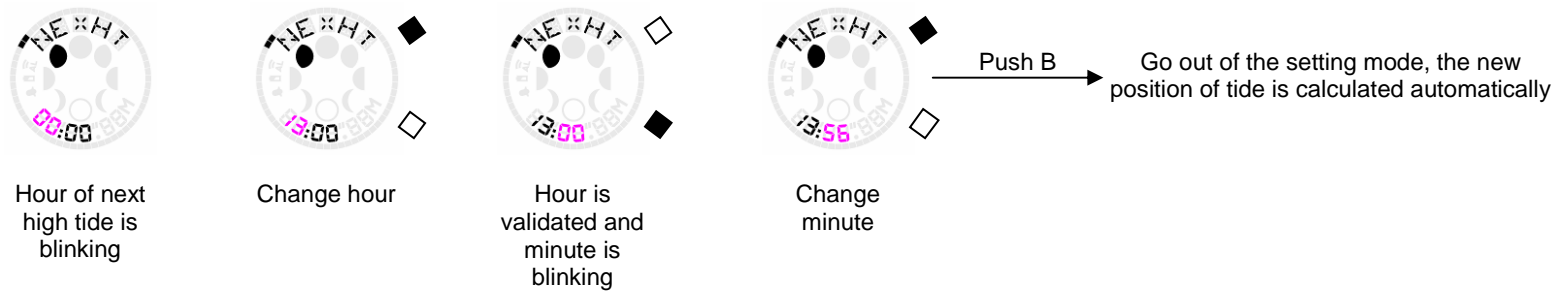
4.5. Mode TIMER

Push the crown to go in mode TIMER and push the button B at least 1 second to enter in setting mode.



4.6. Mode TIDE

Push on the crown to go in mode TIDE and push the button at least 1 second to enter in setting mode.



5. Functions of the watch

5.1. ALARM

Push on the crown to enter in mode ALARM and push the button A to set or reset the alarm.



Alarm OFF



Alarm ON

Alarm will start when alarm is ON and when there is coincidence between time showed by hands (TIME1) and by display in alarm mode. Stop the alarm by push on a button whatever in which mode.

Alarm is characterised by 20 double-bips, one per second (frequency 4 kHz), repeated after 2 minutes if the first alarm is not stopped.

Alarm is reset if stopped by pushing a button. Alarm pictogram will remain switch OFF.

5.2. CHRONO

Push on the crown to go in mode CHRONO

5.2.1. Measure of elapsed time

Push on A to start the chrono. Push on A to stop the chrono, display shows the elapsed time.

Push on B to reset the chrono.

5.2.2. Measure of cumulated time

Same operations as 5.2.1 but replace "push on B" by push on A to restart the chrono

5.2.3. Reading of a partial time when chrono display is frozen

Push on A to start the chrono.

Push on B to freeze the display.

Push on B to defreeze the display that gives again the time really elapsed.



Display when chrono is frozen, pictograms blink because chrono is ON

5.2.4. Measure of a second time

This operation is a combination of the preceding points:

Push on A to start the chrono

Push on B to freeze the display (The chrono still count)

Push on A to stop the chrono (pictograms don't blink because chrono is stop)
Push on B to defreeze the display: display gives the time elapsed at the moment of chrono stop.
Push on B to reset the chrono.

5.2.5. Measure of a time by circle

Push on A to start the chrono.
Push on B at least 1 second: the display is freezed and the chrono restart to count from 0
Push on B to defreeze the display: display gives the time elapsed between first push on B and second push on B.

5.3. Exchange TIME2 or TIME3 between TIME1

Push on the crown to go in mode TIME2 or TIME3 (TIME_x).
Push A and B together to switch between TIME 1 and TIME_x. TIME_x becomes TIME 1 and TIME 1 becomes TIME_x. Hands will show new TIME 1 (former TIME_x)

5.4. TIMER

Push on the crown to go in mode TIMER.
Start or stop the TIMER by pushing on the button A. You can't start the TIMER when it's equal to 0.
Reset TIMER by pushing on B when the TIMER is stopped.

5.5.

5.6. TIDE

Push on the crown to go in mode TIDE.
To see the next high tide, push on button A.
To see the next low tide, push a second time on A.

5.7. Electro luminescent

The pushbutton D allows switching on the EL. A timer keeps the EL on for 3 seconds after pushbutton release.
When EL is ON: any action on buttons A, B or C will switch on EL for 3 seconds more.

6. Description of watch

