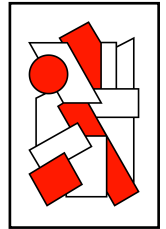


# TimeScape by ChronoArt

(aka Barry's Clock Dreams)



**Attention:** TimeScape features a “Power-has-been-off” display —————>

To activate, momentarily push-in the lower switch on the back. It will start at 11:59 and then chime out 12 o'clock.

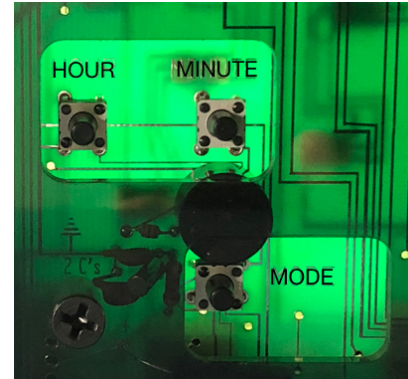
## What is TimeScape?

It is different for everyone. It's kinetic art, it's a conversation starter, it's a puzzle, it's playful, it's an hourly chime clock, it's colorful, and it's for adults. I have been creating wonderful art clocks since 1971. Enjoy.

Where did the **TimeScape** name come from? My design was inspired by early twentieth century artists, Mondrian and Picasso. So what does this have to do with the name — absolutely nothing. 😊 **Barry Gamble**

## TO SET THE HOUR

Push and hold in the Hour Set Switch shown in the picture below. Watch the Hours advance.

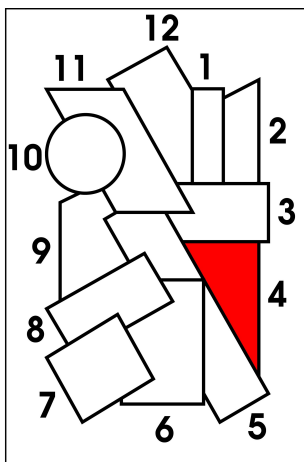


For fun, use the Minute Set Switch to add 2-3 minutes.

## HOW TO READ & SET THE TIME?

**TimeScape** (let's call it **TS**) has 3 primary ways to display the time. So there are 3 ways to read the time. You get to choose.

Let's start with something easy — reading the hour. All the time display methods show the hour the same way. The hour is where the red is lit, just like a normal clock face. See below. Pictures help a lot.



4:00 o'clock

## WATCHING

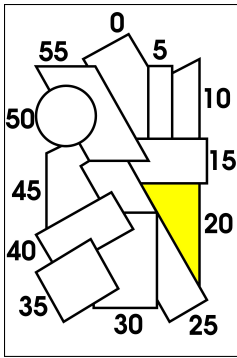
Watch it for a few minutes just to wet your curiosity. Notice how it re-displays the time every 10 seconds. Notice the sequence of first displaying the hour, then the adding the minutes. Now let's skip ahead from watching to....

## HOW TO SET THE MINUTES

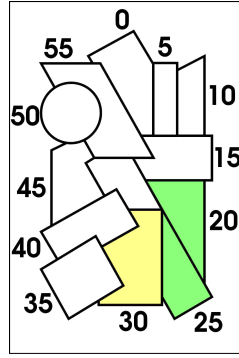
*Note, using another clock that displays the seconds accurately can be useful.*

Hold in the Minute Set Switch. You can watch the minutes advance. Here is what the display is showing. Pictures on next page. The position of the yellow is **fives-of-minutes**. The quantity of greens (0-4) are the additional minutes.

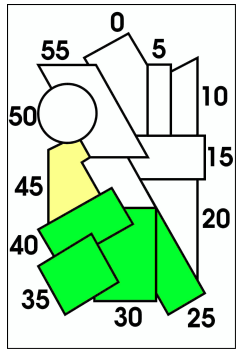
## Advancing the Minutes



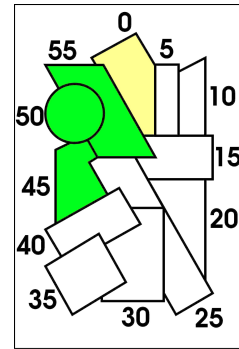
20 minutes



30+2 minutes



45+4 minutes



0+3 minutes

When setting the minutes, each minute advance also *resets* the seconds to zero. So, if you wait until 00 seconds to advance to the final Minute, the hourly chime will be more precise.

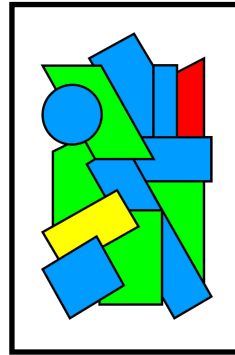
**Tip:** You can speed up minute setting knowing a trick — if you hold in both the Minute & Mode switches together, the minutes will — go backwards.

Let's go back to reading the time...

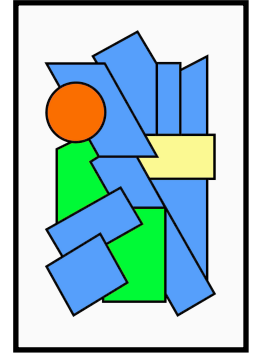
## READING THE MINUTES IN TIMEART MODE

When you first turned on the clock it started in the *TimeArt, Mode 1*. In this mode the yellow *position* is the fives-of-minutes, just like when you are setting the time. The 0-4 green minutes randomly move around every 10 seconds. It's fun, it's kinetic art, right? See examples.

Note: This Mode has a blue background.



2:44



10:17

**Notice also, the time 'builds' the display.** Every 10 seconds first the red hour lights, then one second later the yellow fives-of-minutes lights, and finally the green, 0-4 minutes are filled all together. So it displays the time the way we read it — hours then minutes.

And adding to the fun is what happens at times like 2:10, or 3:15 or 4:20? The red and yellow are both trying to use the same area. Well, just what you'd guess. The Red & Yellow get pushy, both trying to occupy the same place.

## READING MINUTES IN THE LINKED MODE

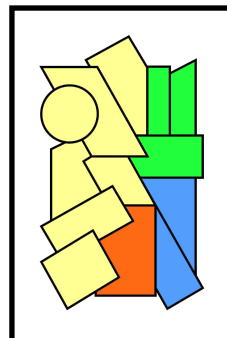
After the **red** hour is displayed, 0-5 **blue** segments light, each are worth 10 minutes.

Then an **aqua** colored segment may light as 5 minutes.

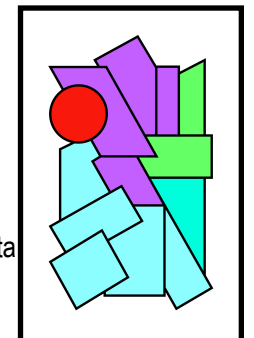
Then 0-4 **green** minutes may load.

Then the background color, either yellow or magenta fills the display, depending on the Mode you have selected.

The minutes are loaded sequentially, counter-clockwise from the hour, connected like the **links in a chain**.



6:23 Yellow background, Mode 4



10:57 Magenta background, Mode 5

Note: The colors are not printed accurately above.

## READING THE MINUTES IN TIME PORTAL MODE

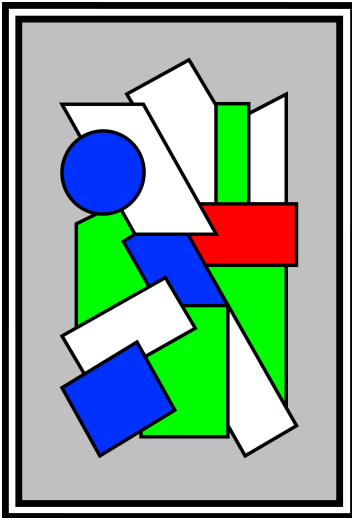
This is my favorite display mode — the best art. It looks hard to read, but once you get familiar it's easy. It's wonderful how our minds do this trick. Enjoy!

The colors all have the same value as the Linked Modes. All the minutes are randomly positioned .

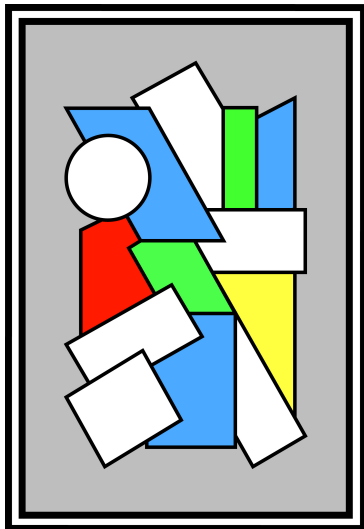
Each blue is 10 minutes.

A yellow is 5 minutes.

Each green is a minute.



3:34



9:37

## WHEN YOU SELECT A NEW MODE

In all Modes, **TS** renews the display every 10 seconds. So when changing Modes it can take up to 10 seconds before you see the results.

## SELECTABLE FEATURES ARE:

**Selecting any of 8 time display modes.**

### HOURLY CHIME ON/OFF (a toggle)

Selecting 8 turns ON or OFF the chime **sound** but the hourly chime **display dance** still works. A **ding** sound means you just turned the chime ON.

### SOFTER CHIME ON/OFF (a toggle)

Selecting 9 reduces chime volume by about 50%. A **ding** sound means you just reduced the volume.

### DISPLAY BRIGHTNESS

See next page for how to control the clocks' brightness.

### FEATURES/MODES. ADDITIONAL INFORMATION (#'s 1-12 are used, see next section)

1. TimeArt, **builds**, on blue background
2. TimeArt, **builds**, randomly colored background.
3. TimeArt, (**w/o build**) randomly colored background.
4. Time Linked, yellow background. (Both 4 & 5 use aqua for five minutes.)
5. Time Linked, magenta background
6. Time Portal, **builds**, hour, minutes (blue-tens, Aqua-five, green-minutes). All minute positions are random.
7. Time Portal, **w/o build**, hour, minutes (blue-tens, Aqua-five, green-minutes). Morphs every 10 sec.
8. Toggles hourly chime ON/OFF. A light flash indicates — OFF. A **ding** indicates ON.
9. Toggles hourly chime to half the volume.
10. & 11 **Exits Mode-Setting** and changes nothing.
12. Diabolic - Mode 1 → Mode 4 → Mode 6 ↩  
(each for 20 seconds)

### TURNING FEATURES/MODES ON/OFF

To change FEATURES use the Mode Switch.

If you hold down the **Mode Switch** the display counts up Mode numbers. **When** you release, *that's the Feature/Mode* that changes. It starts from the last display mode you were using.

If you continue holding down the Mode Switch the count up display starts over — 1,2,3....

### TO SET THE DISPLAY BRIGHTNESS

This feature is desirable for bedside use. There are 6 levels of brightness. If you hold in both the Hour Switch and the Mode Switch together, the display will dim in steps. When it gets to minimum brightness on the next step it will hop to maximum brightness and start down again.

### CLOCK'S ACCURACY & POWER FAILURES

As long as the power stays on it should not gain or lose time. The power company may allow it to wander 10 seconds now and then, but it always gets corrected. If power fails, the display will turn off, and **TS** will try to keep time for 30 minutes using a crystal for timekeeping and a super-capacitor for power (no battery to ever replace). This should help with those power failures you get when there is a lightning strike in your area. It may gain or lose 5 seconds. If the failure is longer, when the power returns, you will see the **power-was-off** display — momentarily push in the mode switch and set the time. The Modes you have previously selected should be restored.

### MODE STORAGE

The display modes (1-7), hourly chime ON/OFF, chime volume, and display brightness you choose are stored in FLASH memory. After a power failure, **TS** will restore the features you were previously using.

### TROUBLES

On rare occasions, with a power failure, the face will stay dark when power returns. You may have to unplug it for 30 minutes or even several hours for the **TS's** microprocessor to get an orderly startup. My apologies for this nuisance. It happens so rarely that it is hard to find the reason. Weird.

### WARRANTY & REPAIR

Your **TimeScope** is guaranteed against defects, under normal use, for one year from the date of purchase. The warranty covers parts and labor and shipping back to you. All repairs are handled directly by the factory. Please email or call me with any problems.

If you send any **attachments** (like photos) with an email, be aware that your email could end up in a SPAM, or JUNK folder and I may never see it. You can call me to say you just sent an email. Or, send me a separate email, without any attachments that says, "*See my other email*" and then I will look for the first one.

Having fun YET? 😊

Barry Gamble

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### DIABOLIC MODE

There is another mode that I have not discussed called **Diabolic**. It is Mode 12. It spends the first 20 seconds of a minute in Mode 1, then the next 20 seconds in Mode 4, and the last 20 seconds of a minute in Mode 6. It's meant for customers who like to play with and/or torture their friends with the mystery of *how does that tell time?* It also has the advantage of showing more patterns and colors. As they say, variety is the spice of life.

It has occurred to me that some of you may want a custom version of the Diabolic Mode. For example you could have 6 different modes, each for 10 seconds, in a sequence you choose. Customizing is possible. Just an idea!