

GARDENA 1242 Programming Unit Instruction Manual

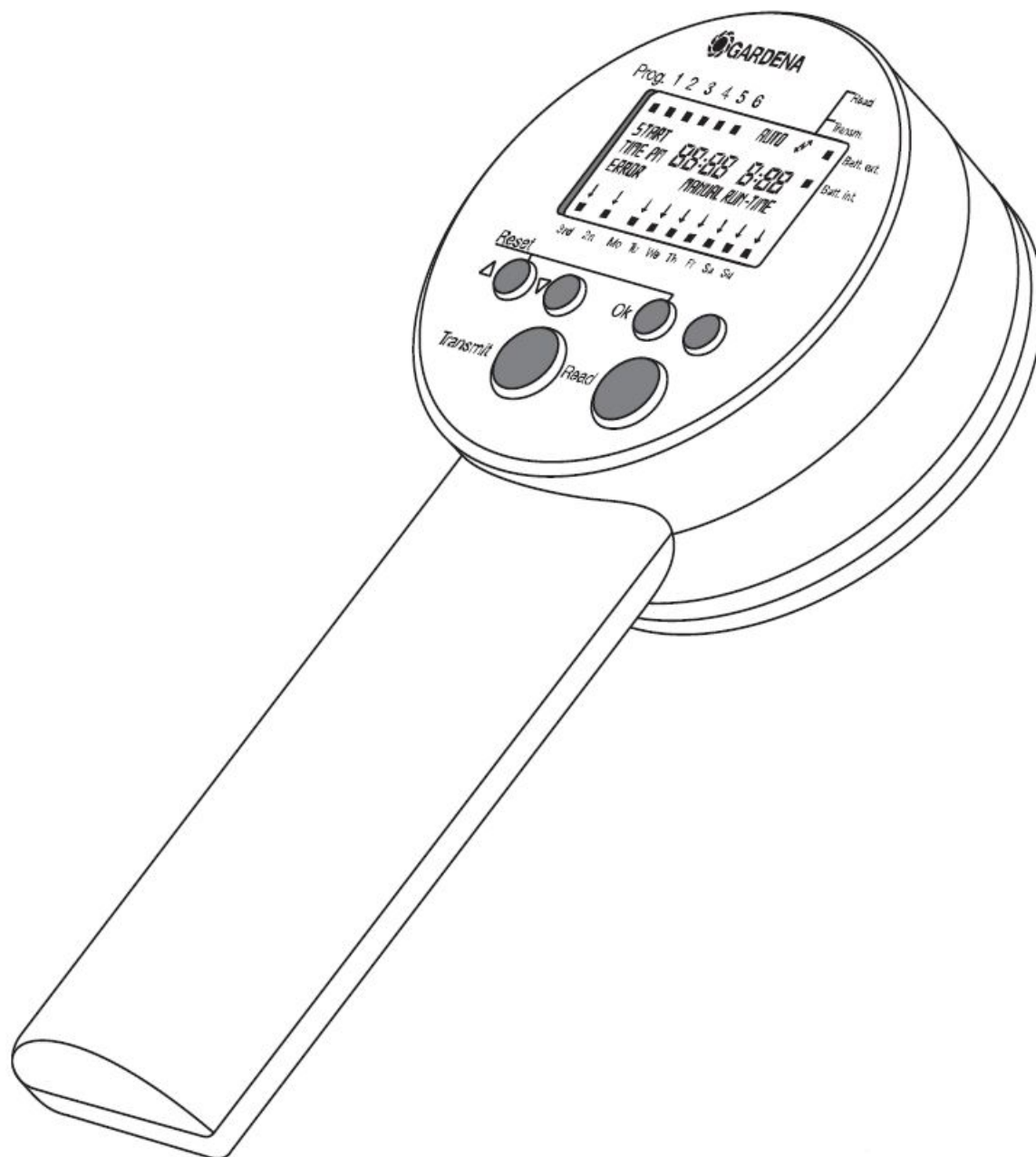
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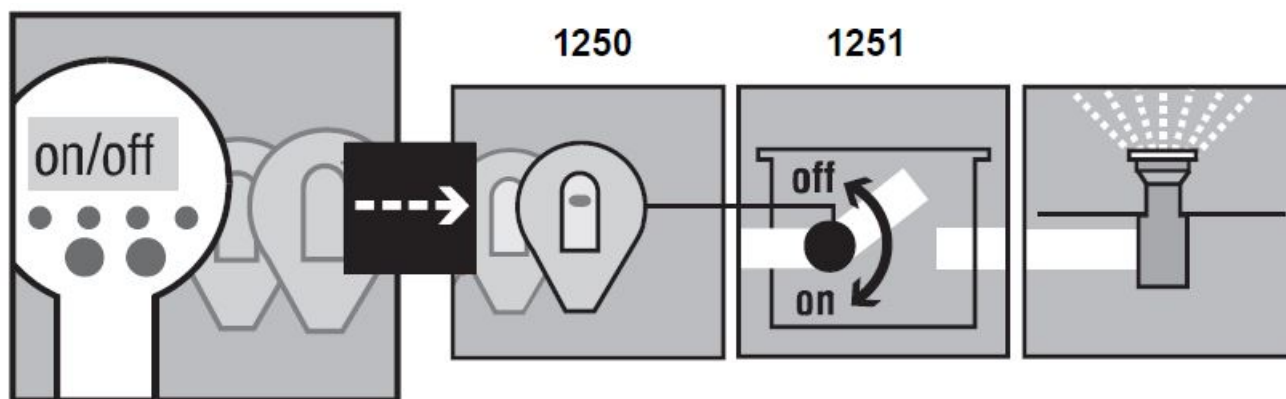
GARDENA®

GARDENA 1242 Programming Unit



Where to Use Your GARDENA Programming Unit

Intended use



This Programming Unit is part of a watering system and is designed for easy programming of Control Units 1250 in combination with Irrigation Valve 1251. These provide the possibility to set up fully automatic, cordless watering systems, which can be designed to cater for varying water requirements of different plant areas and

ensure the functioning of the system in case of insufficient water supply.

Compliance with the enclosed operating instructions provided by the manufacturer is a prerequisite for proper use of the Programming Unit.

Please note

The Programming Unit may only be used for programming the Control Units for GARDENA Irrigation Valves.

For Your Safety

Caution:

Only alkaline batteries of the type 9 V IEC 6LR61 should be used to attain the maximum running time of 1 year. We recommend e.g. the manufacturers Varta and Energizer. To prevent data transfer errors, the battery must be replaced in good time.

- **LCD display:**

It can occur that the LCD display blanks if the outside temperature is very high or very low. This has no effect whatsoever on the retention of data and the correct transmission of data. The LCD display will return when the temperature range is back to the normal operating range.

- **Programming Unit:**

The Programming Unit is splash waterproof. However, protect the unit from jets of water and do not leave it within the watering range.

- **Control Unit:**

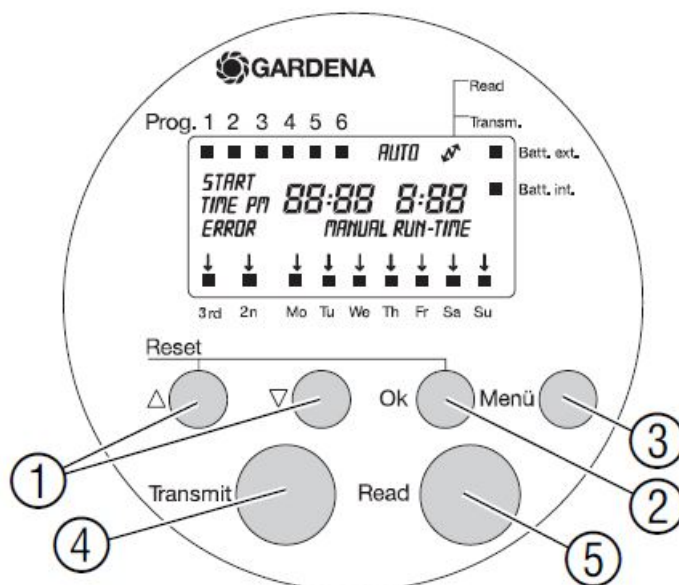
The Control Unit is connected to the Irrigation Valve and is splash-proof when the cover is closed. Ensure that the cover is always closed when the Control Unit is positioned near the area to be watered.

- **Wintering:**

Store the Control Unit away from frost at the beginning of the frosty period or remove the battery.

Function

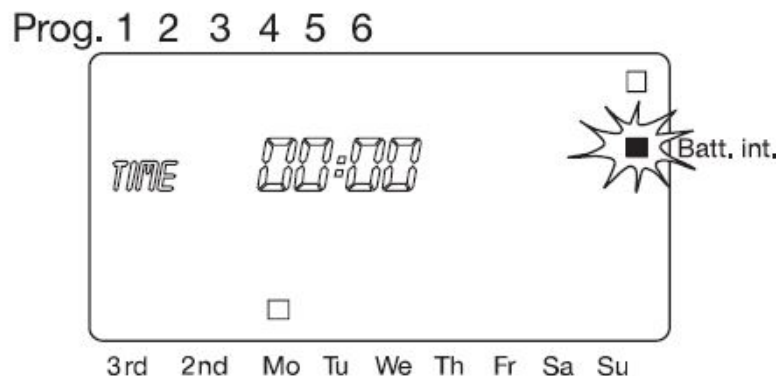
Key allocation



1. keys:
2. Ok key:
3. Menu key:
4. Transmit key:
5. Read key:

For changing or advancing specific data already entered. (If you hold down one of the ▲ - ▼ keys the display runs through the hours or minutes, for example, more quickly.) Confirms the values set using the ▲ - ▼ keys. Changes the programming level. Transfers data from the Programming Unit to the Control Unit. Transfers data from the Control Unit to the Programming Unit.

Battery status display

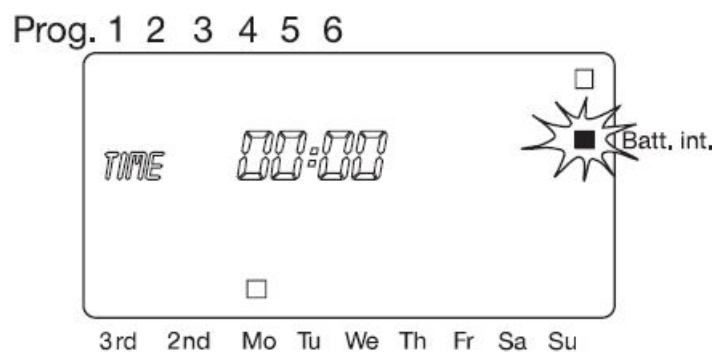


The display includes a symbol to indicate the charge condition of the batteries in the Programming Unit and the Control Unit.

Battery condition in the Programming Unit:

If the voltage falls below a certain level, the symbol Batt. int. will blink until the battery is replaced. If the battery is not replaced after the first blinking of symbol Batt. int. it is possible to switch from the energy-saving to operating mode (approx. 40 times) on the Programming Unit.

Battery condition in the Control Unit:



If the battery capacity is exhausted while the Control Unit is connected, then the symbol Batt. ext. will start to blink as soon as data has been transferred (Read) and continues blinking until the Control Unit is disconnected from the Programming Unit. The battery of the Control Units must be changed. If the battery is not replaced and the Control Unit is connected to an Irrigation Valve, no watering programs will be executed. Manual watering using the ON/OFF key of the Control Unit is no longer possible.

Automatic energy-saving stand-by mode

If left idle for 2 minutes, the Programming Unit switches to stand-by mode and blanks the display. The image returns after any key is touched. The main level is shown (time and weekday).

Putting into Operation

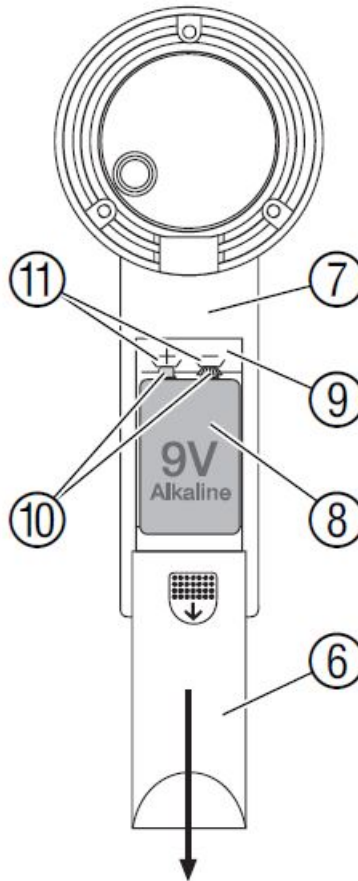
Stick programming aid sticker onto Programming Unit:

A programming aid in the form of a sticker is supplied with the Programming Unit.

Stick self-adhesive label onto Control Units:

Stick the programming aid sticker onto the opposite side of the handle to the battery compartment. Label the Control Units with the self-adhesive labels (1 to 12). This ensures that the Control Units match the Control Units on the watering plan.

Insert the battery in the Programming Unit:

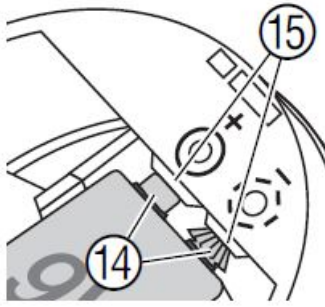


Before programming, you must insert a 9 V monoblock battery in both the Programming Unit and the Control Unit.

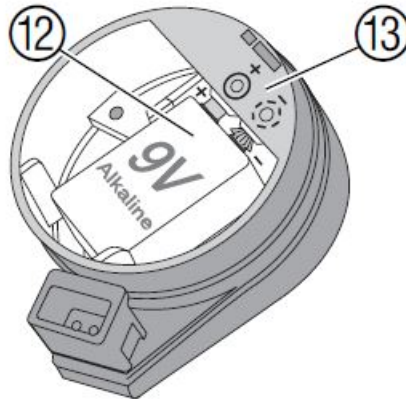
1. Slide down cover 6 on the back of handle 7 and if necessary remove the flat battery.
2. Insert the new battery 8 in the correct position (according to the +/– markings in battery compartment 9 and on battery 8).
3. Press battery 8 into battery compartment 9. The battery contacts 10 touch the contact springs A.
4. Close battery compartment 9 by sliding cover 6 back into place.

Inserting a new battery resets the unit. The time is set to 0:00 and the day is not set. TIME and 0 for hours flash on the display. You must now set the time and day (Refer to 5. Operation “Setting Time and Day”).

Insert the battery in the Control Unit:



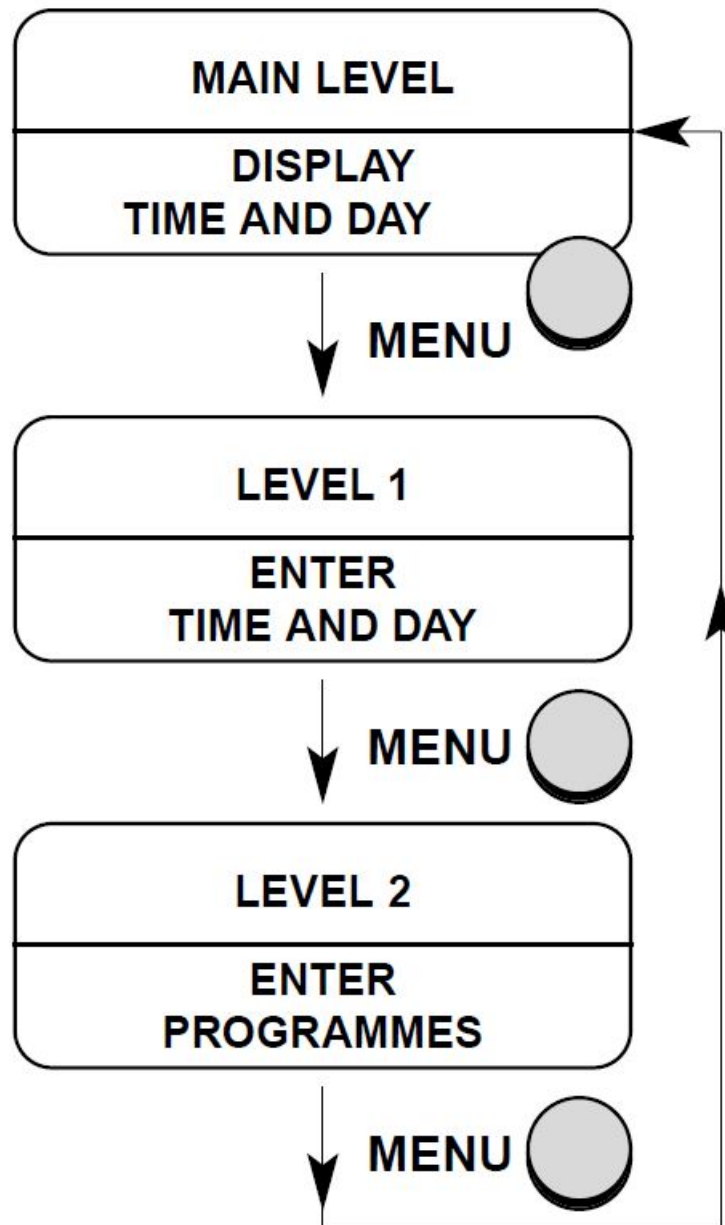
1. Insert the battery B in the correct position (according to $+/-$ markings in the battery compartment C and on the battery B).



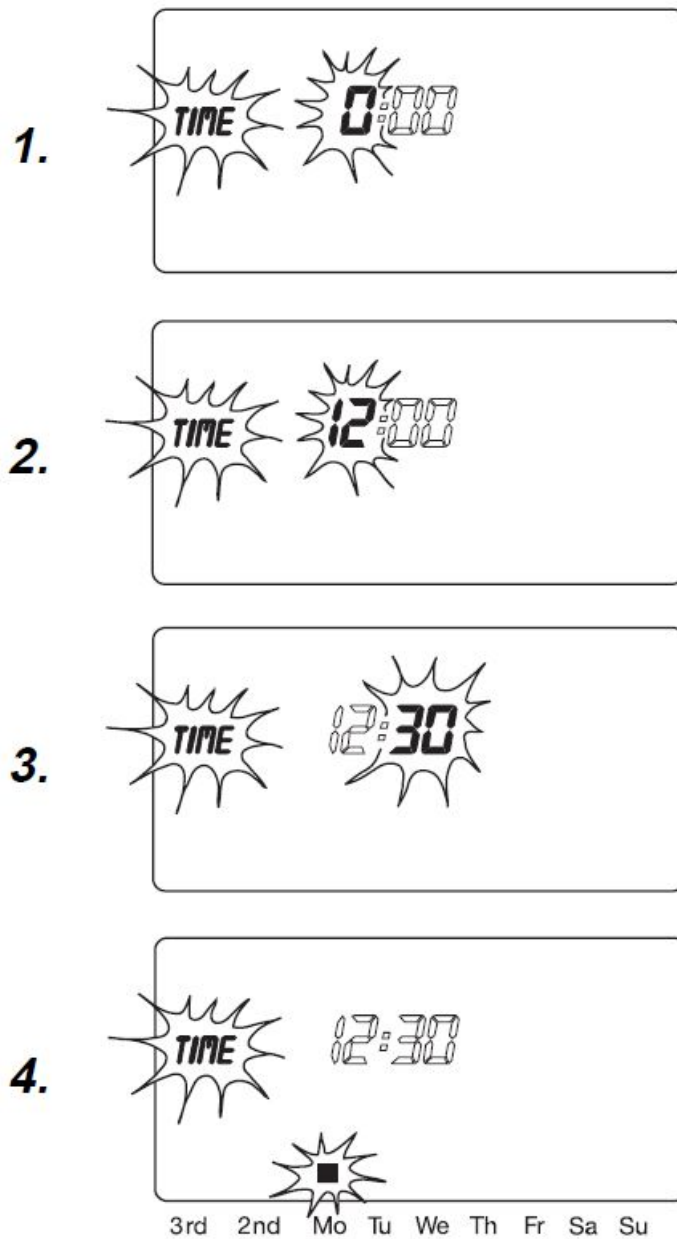
2. Press the battery B into the battery compartment C. The battery contacts D touch the contact springs E.

The Control Unit is now ready for use.

Operating Your Programming Unit



Setting the time and day:



Structure of the 3 Programme Levels

There are three program levels:

Main Level:

- After all programming has been completed:
 - the current time and current day are displayed
 - the watering programs with entries are displayed
 - the dots between the hours and minutes flash
- Activation of the function "Changing the Manual Watering Time".
- Transmitting and receiving program data.

Level 1:

- Setting the current time and day.

Level 2:

- Setting or changing the watering programs.

Press the Menu key. The display advances one program

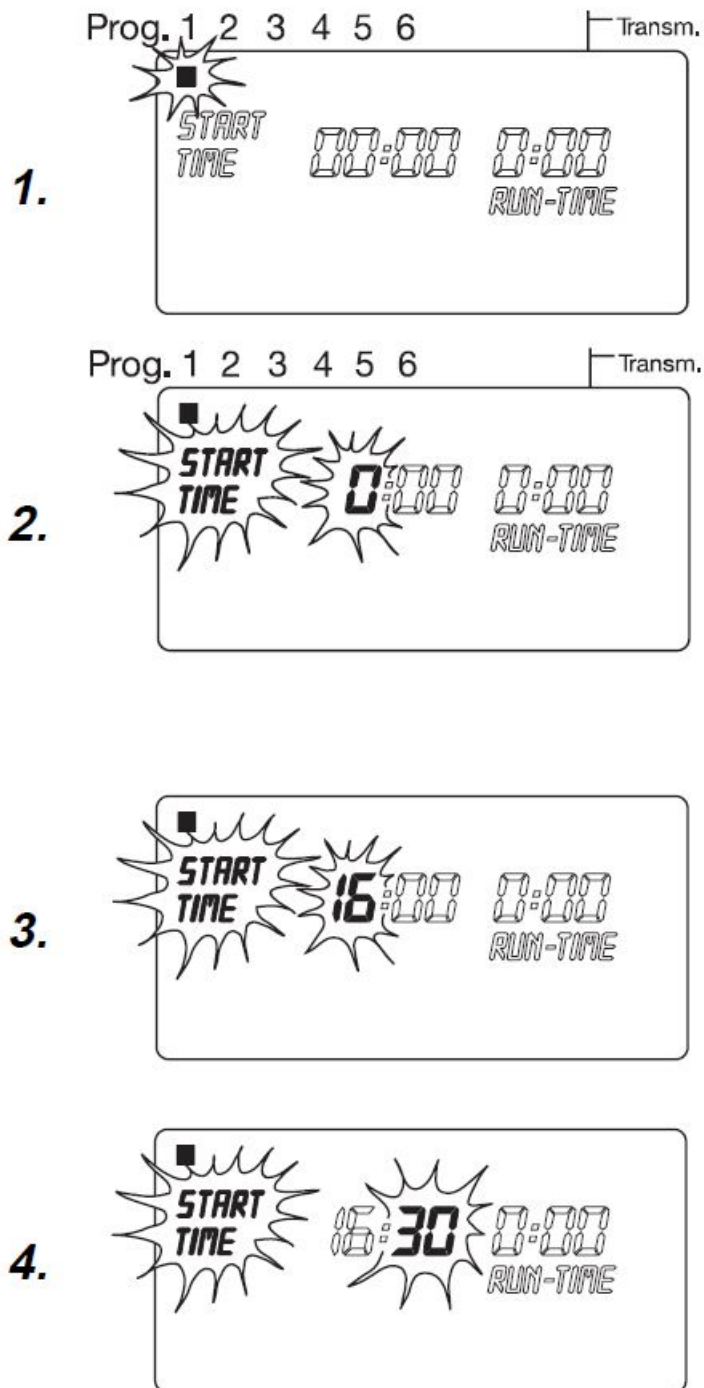
Time and Day (Level 1)

You must set the time and day before you can create the water-ing programs.

1. If you have not inserted a new battery and the display shows the main level, press the Menu key. TIME and the hours (for example 0) flash.
2. Set the hours using the ▲ - ▼ keys (for example 12 hours) and confirm by pressing the Ok key. TIME and the minutes flash.
3. Set the minutes using the ▲ - ▼ keys (for example 30 minutes) and confirm by pressing the Ok key. TIME and the day flash.
4. Set the day using the ▲ - ▼ keys (for example Mo for Monday) and confirm by pressing the Ok key.

The time and day are now displayed for approx. 2 seconds. The display then advances to level 2 where you can create the watering programs. Program 1 flashes (refer to “Creating Watering Programme”).

Creating watering programs:



Watering Programmes (Level 2)

Prerequisite:

you must have entered the current time and current day. For reasons of clarity, we recommend that you record the data for your Irrigation Valves in the watering plan in the appendix of the Operating Instructions before you begin entering watering data in the Programming Unit.

Select the watering program:

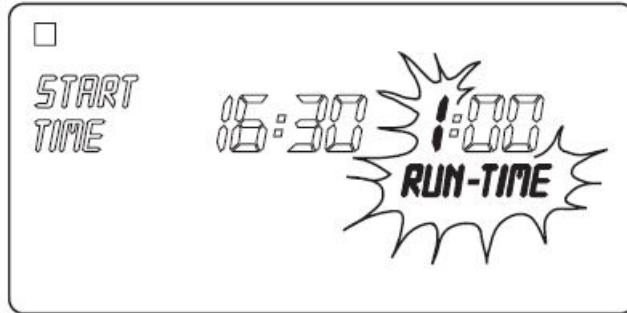
You can save up to 6 watering programs.

1. If you have not reset the time and day and the display shows the main level, press the Menu key twice.
Program 1 flashes.
2. Select the program using the ▲ - ▼ keys (for example, program 1) and then confirm by pressing the Ok key.
START TIME and the hours flash.

Set the Watering Start Time:

3. Set the hours for the watering start time using the ▲ - ▼ keys (for example 16 hours) and confirm by pressing the Ok key. START TIME and the minutes flash.
4. Set the minutes for the watering start time using the ▲ - ▼ keys (for example 30 minutes) and confirm by pressing the Ok key. RUN TIME and the hours flash.

5.



6.



5. Set the hours for the watering time using the ▲ - ▼ keys (for example 1 hour) and confirm by pressing the Ok key. RUN TIME and the minutes flash.
6. Set the minutes for the watering time using the ▲ - ▼ keys (for example 30 minutes) and confirm by pressing the Ok key.

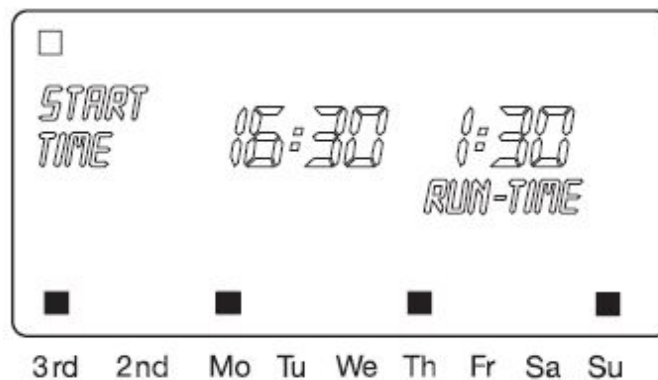
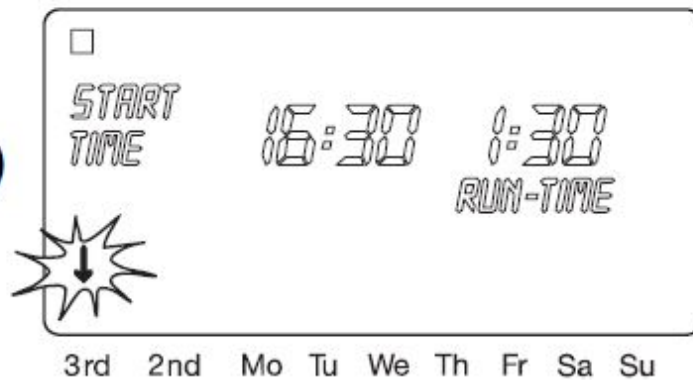
The arrow above the watering cycle flashes.

Set the Watering Cycle:

- Every 2nd or 3rd day (from the current day)
- Select any day (allows daily watering)

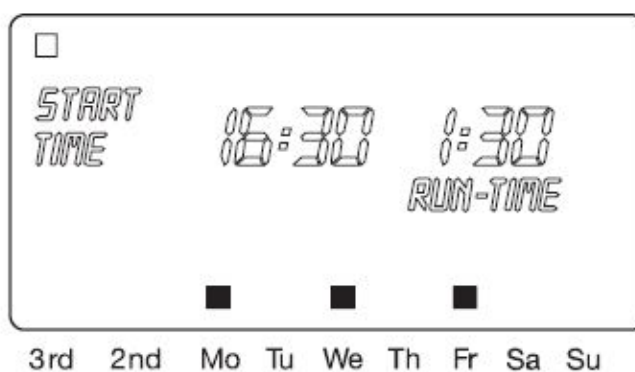
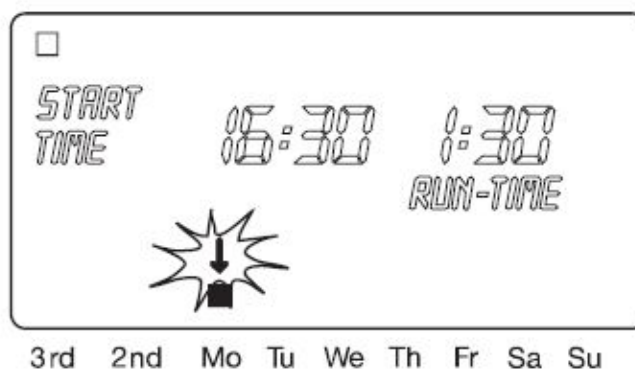
Watering cycle every 2nd or 3rd day:

7. (a)



Set the arrow \hat{e} to 2nd or 3rd using the \blacktriangle - \blacktriangledown keys (for example 3rd = every 3rd day) and confirm by pressing the Ok key. The watering program is saved. The watering cycle (for example 3rd) and the preview for the week (for example Mo, Th, Su) are displayed for 2 seconds. The display then returns to point 1 and the next program flashes. The days in the preview for the week always depend on the current day of the week.

7. (b)



Watering cycle for any day of the week:

Set the arrow \rightarrow to the correct day (for example Mo = Monday) using the \blacktriangle - \blacktriangledown keys and activate or deactivate each day by pressing the Ok key. Once you have activated all the days on which you require watering (for example Mo, We, Fr), press the \blacktriangle key repeatedly until the arrow \rightarrow over Su disappears. The watering program is saved. The watering cycle (for example Mo, We, Fr) is displayed for 2 seconds. The display then returns to point 1 and the next program flashes.

Changing an existing watering program:

If a watering program already exists for one of the 6 programs, you can change the data for this program without having to re-enter the entire program. The values for the watering start time, watering time, and watering cycle already exist. You therefore only have to change the specific data you wish to change. All other values can be accepted in the "Creating Watering Programme" mode by simply pressing the Ok key. You can exit the programming mode prematurely at any time. Press the Menu key. The main level (time and day) is displayed.

Reset:



- All symbols on the display are shown for 2 seconds.
- The program data for all programs is deleted.
- The manual running time is set to 30 minutes (0 :30).
- The system time and day are not deleted.

You can reset the Programming Unit by pressing the \blacktriangle key and the Ok key from all programming levels. The display then shows the main level.

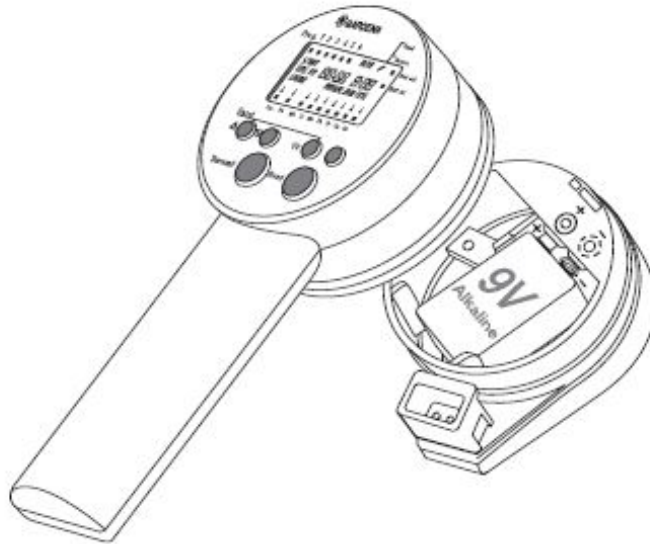
Transferring Watering Programmes

Data can only be transferred if both the Programming Unit and the Control Unit are properly equipped with a 9 V battery. The Programming Unit must also be set to the main level.

The Control Unit must be connected to the Programming Unit in order to transfer the watering programs. The design of the Control Unit allows for one specific connection to the Programming Unit only. Do not apply excessive force.

1. Insert the Control Unit into the fixture on the underside of the Programming Unit.
2. Apply slight pressure to the Control Unit until it fits in the correct position.

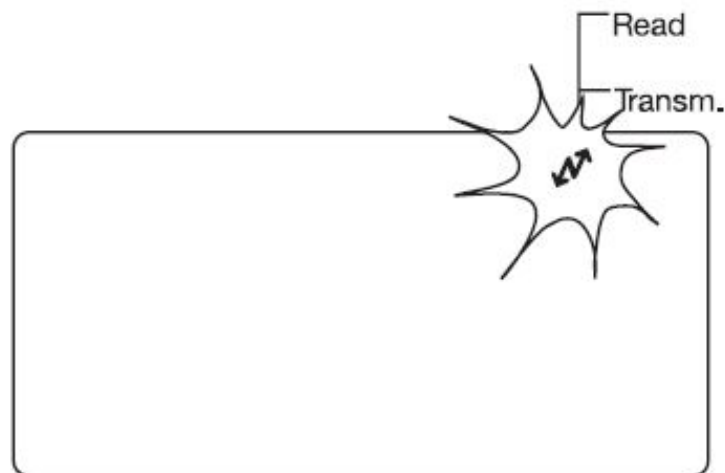
Connect the Control Unit to the Programming Unit:



Transferring watering programmes (to the Control Unit):

Transmitting data to the Control Unit overwrites any existing watering programs saved in the Control Unit. Watering programs can be transferred to any number of Control Units quickly and easily. When transferring the watering programs to the Control Unit, the current time, current day, and manual watering time are also transmitted.

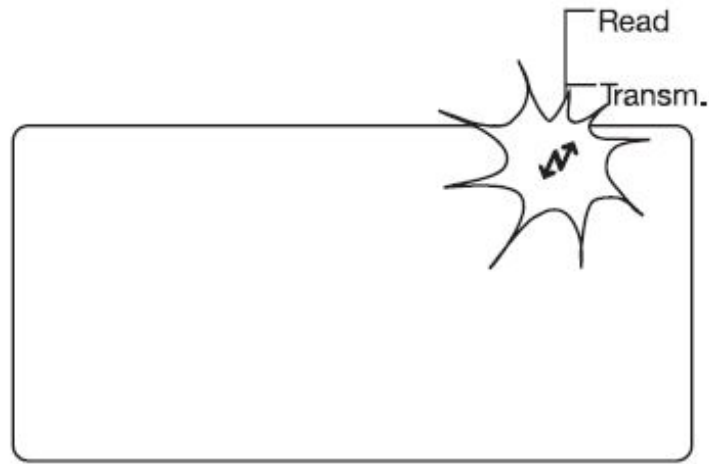
Prerequisite: The current time and current day must be set and you must have already created the watering program.



1. Connect the Control Unit to the Programming Unit.
2. Press the Menu key repeatedly until the main level (time and day) is displayed.
3. Press the Transmit key. The watering programs are transferred to the Control Unit and the double arrow symbol appears on the display.
4. Disconnect the Control Unit from the Programming Unit.
5. Connect the Control Unit to your Irrigation Valve. A pulse is triggered when the two units are connected.

The Control Unit now triggers fully automatic, cordless watering if the lever of the Irrigation Valve is set to the "AUTO" position.

Receiving watering programmes (transferring to the Programming Unit):



Transferring data from the Control Unit overwrites the watering programmes set in the Programming Unit.

1. Connect the Control Unit to the Programming Unit.
2. Press the Menu key repeatedly until the main level (day and week) is displayed.
3. Press the Read key. The watering programmes are transferred to the Programming Unit. The double arrow appears on the display.

If ERROR flashes on the display:

Please read section 6. Trouble Shooting.

Manual Watering

Prerequisite:

The lever of the Irrigation Valve must be set to the "AUTO" position.

1. Press the ON/OFF key on the Control Unit. Manual watering starts.
2. Press the ON/OFF key on the Control Unit during manual watering. Manual watering is ended prematurely.

After putting the Programming Unit into operation, the manual watering time is pre-set to 30 minutes (00::3300).

Setting the manual watering time:



1. Call the main level. The time and day are displayed.
2. Press and hold down the Ok key for 5 seconds. MMAANNUUAALL RRUUNN-TTIIMMEE and the hours flash.
3. Set the hours for the watering time using the ▲ - ▼ keys (for example 00 hours) and confirm by pressing the Ok key. MMAANNUUAALL RRUUNN-TTIIMMEE and the minutes flash.
4. Set the minutes for the watering time using the ▲ - ▼ keys (for example 2200 minutes) and confirm by pressing the Ok key. The changed manual watering time is saved in the Program-ming Unit and the main level is displayed.

Tip: If you have questions about programming the Programming Unit, please do not hesitate to contact GARDENA Service.

Trouble-Shooting

Fault	Possible cause	Remedy
No display	Energy-saving stand-by mode has switched on.	→ Press any key. <i>The display shows the main level.</i>
	No battery or battery flat.	→ Insert battery (refer to 4. Putting into Operation).
	Outside temperature below -10°C or above $+50^{\circ}\text{C}$.	→ Wait until the operating temperature range is reached again.
Battery flat after a short operating period	Alkaline battery was not used.	→ Use an alkaline battery of the type 9 V IEC 6LR61.
Faults during data transmission	Plug connection dirty.	→ Clean using a soft cloth or brush (do not use solvent).
	Control Unit not connected or connected incorrectly.	→ Connect Control Unit completely, push on as far as possible.
ERROR 1 flashes on the display (no connection to Control Unit)	No contact at the plug connection.	→ Check contact at the plug connection.
	No battery in the Control Unit.	→ Replace battery in Control Unit.
ERROR 2 flashes on the display (data transfer error)	Poor contact at the plug connection.	→ Check contact at the plug connection.
	Battery in the Control Unit is low.	→ Replace battery in Control Unit.
ERROR 3 flashes on the display (data not valid)	After a longer period of storage (battery low) data entered in the Control Unit has become void (example: invalid time display: 28:61). In case of such an error message data is not accepted by the Programming Unit.	1. Replace battery. 2. Transfer programme again from Programming Unit.
Solenoid valve does not open, no water flow	Manual watering set to 0:00 .	→ Set watering time to a value larger than 0:00 .
	Battery is flat.	→ Replace battery.
	No programme data in Control Unit.	→ Transfer programme data to Control Unit.

If other faults occur, please contact GARDENA Customer Service.

Putting Out of Operation

Wintering (before the frosty period):

- Disconnect your Control Units from the Irrigation Valves and store in a place away from frost or remove the batteries from the Control Units.

Important

Only dispose of batteries when flat.

Disposal:

- Please dispose of used batteries properly at the appropriate communal waste disposal site. The product must not be added to normal household waste. It must be disposed of properly.

Technical Data

- | | |
|---|------------------------|
| • Power supply (Programming Unit and Control Unit):
battery, type 9 V IEC 6LR61 | Alkaline monoblock |
| • Operating temperature:
to + 50 °C | From above frost level |
| • Storage temperature: | –20°C to +50°C |
| • Atmospheric humidity:
humidity | 20 % to 95 % relative |
| • Soil Moisture / Rain Sensor Connection:
the Control Unit | GARDENA-specific at |
| • Retention of data entries during battery change: | No |
| • Number of program-controlled watering cycles per day: | Up to 6 cycles |
| • Watering duration per program:
min. | 1 minute up to 9 h 59 |

Service / Warranty

Warranty

GARDENA guarantees this product for 2 years (from the date of purchase). This guarantee covers all serious defects of the unit that can be proved to be material or manufacturing faults. Under warranty we will either replace the unit or repair it free of charge if the following conditions apply:

- The unit must have been handled properly and in keeping with the requirements of the operating instructions.
- Neither the purchaser nor a non-authorized third party has attempted to repair the unit.

Faults that occur as a result of incorrectly installed or leaking batteries are not covered by the guarantee. This manufacturer's guarantee does not affect the user's existing warranty claims against the dealer/seller. If you have any problems with your pump, please contact our Customer Service or return the defective unit together with a short description of the problem directly to one of the GARDENA Service Centres listed on the back of this leaflet.

Product Liability

We expressly point out that, in accordance with the product liability law, we are not liable for any damage caused by our units if it is due to im-proper repair or if parts exchanged are not original GARDENA parts or parts approved by us, and, if the repairs were not carried out by a GARDENA Service Centre or an authorised specialist. The same applies to spare parts and accessories.


Prog.	<i>start time</i>	<i>run time</i>	3rd	2nd	Mo	Tu	We	Th	Fr	Sa	Su
1											
2											
3											
4											
5											
6											

Prog.	<i>start time</i>	<i>run time</i>	3rd	2nd	Mo	Tu	We	Th	Fr	Sa	Su
1											
2											
3											
4											
5											
6											

- **Germany**

- Australia
- Canada
- Iceland
- France
- Italy
- Japan
- New Zealand
- South Africa
- Switzerland
- Turkey
- USA

Documents / Resources

 <p>1242</p> <p>1. Einbauanleitung 2. Bedienungsanleitung 3. Montageanleitung 4. Montageanleitung 5. Montageanleitung 6. Montageanleitung 7. Montageanleitung 8. Montageanleitung</p>	<p>GARDENA 1242 Programming Unit [pdf] Instruction Manual 1242 Programming Unit, 1242, Programming Unit</p>
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References

- [Anasayfa](#)
- [Outils de jardin GARDENA: tondeuses, arrosage, décoration de jardin](#)
- [|](#)
- [trgovina.hr](#)
- [Agrokip | σόμπες | τζάκια | άρδευση| κήπος| αντλίες | λέβητες](#)
- [GARDENA - Realize Your Gardening Dreams – Gardena](#)