

The most used gate of the World Cup ski teams

**SETTELE STARTSYSTEMS
START GATE WC**

Team event

MANUAL

15.01.2026

Control unit

Fuse

Remove cap to reach fuse

Voltage display

180-230V



Setup touchscreen

Setup for different race modi

Buttons F1-F4

Output time measurement

Provides the starting signal to your time measurement

Input start impulse

Trigger for the second (and following) start impulse from the time measurement system at the team race format. This opens the gate for the next runner when the first runner crosses the finish line.

4 gates = A,B,C,D

Cable connection

Power
 6 ↓

Start buzzer
 1 ↓

Magnetic release for each gate

3A ->
 3B ->
 3C ->
 3D ->

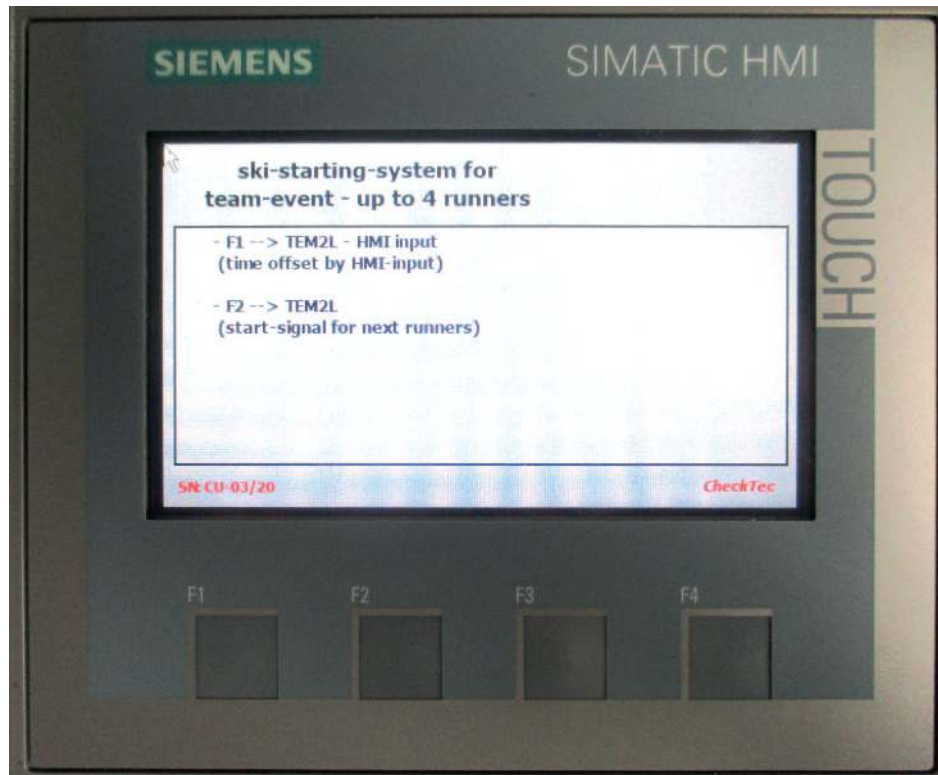


Magnetic release for each gate

<- 5A
 <- 5B
 <- 5C
 <- 5D

Please note: the electronic parts cable number should be the same as the control socket number
 Example: Plug the Power connection (cable number 6) to the Power socket (number 6) on control unit

Setup touchscreen



On plug the power the system will be startet. Wait about 15 seconds for the main screen to appear.

Main screen

Select one of three different race modi:

1. Teamevent - manual time input

Button F1 -> TEM2L - HMI input

2. Teamevent - automatic time input

Button F2 -> TEM2L

Setup touchscreen



1. Teamevent HMI Input - Main screen

The release for each gate can be set individually.

On touching the delay time field (0,000) the input field will be opened for input the time offset

Button F3 -> reset (race will be aborted, time offset will be reseted)

Button F4 -> home - back to main screen

Setup touchscreen

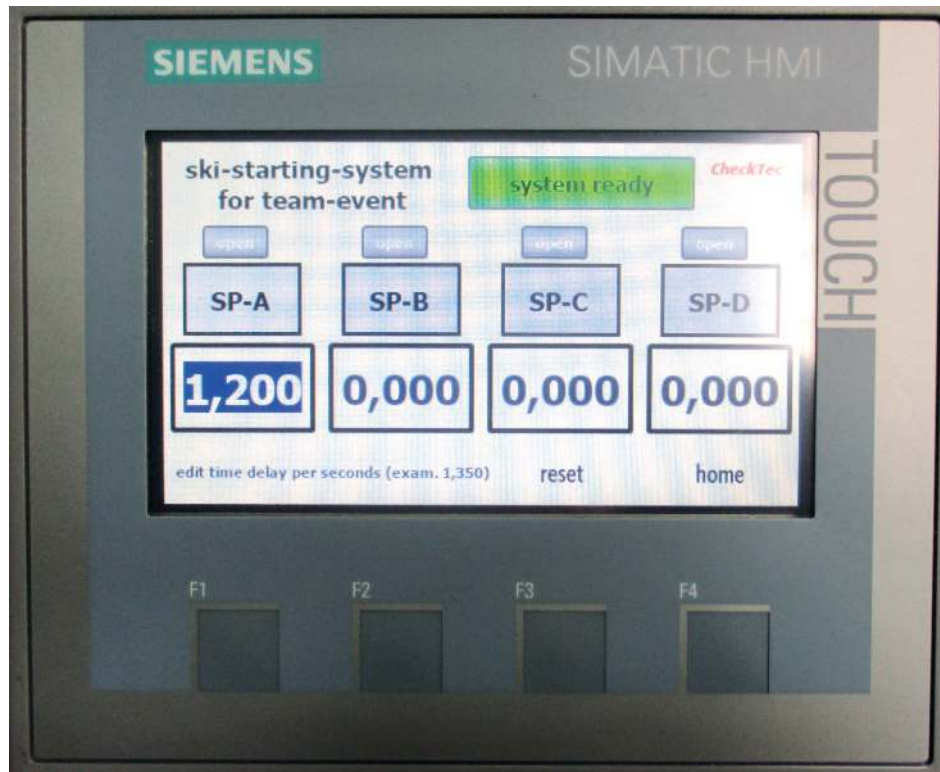


1. Teamevent HMI Input - Input time difference screen

On touching the numbers the delay amount will be fed in.

Please use the enter symbol to adopt the delay time.

Setup touchscreen



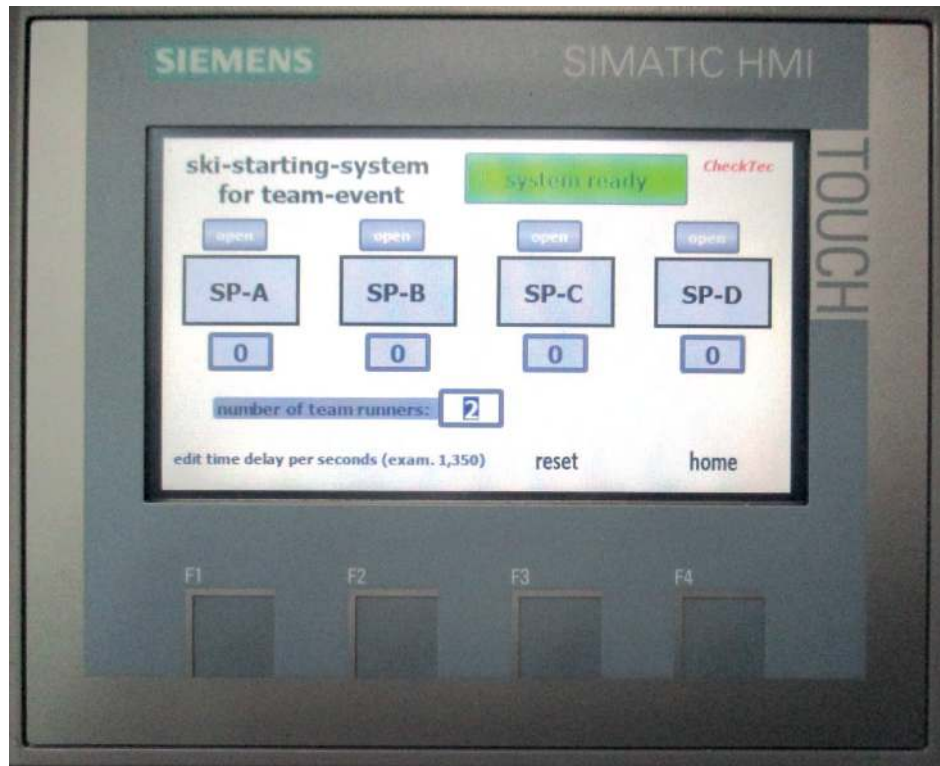
1. Teamevent HMI Input - Main screen

After pressing the enter symbol at the input time difference screen you will be send back to the teamevent main screen with the adopted delay time.

In this example, pressing the start buzzer opens gate B,C and D simultaneous after random 1-4 seconds. The gate A opens on delay of 1,2 seconds.

To communicate the starting signal for your time measurement use the „output time measurment“ contact at the control unit.

Setup touchscreen



2. Teamevent automatic time input - Main screen

On touching the field of „number of team runners“ the input field will be opened for choose the number of team runners. You can choose from 2 to 99 team runners. Confirm pressing enter.

When the first team racer will reach the finish line the respective starting signal will be initiated and the proper team gate will be opened. The same procedure applies for the eventually following racers.

To communicate the starting signal for your time measurement use the „output time measurement“ contact at the control unit.

To communicate the finish line signal (starting signal for the next runner) form your time measurement use the „Input start impulse“ contacts at the control unit.

Button F3 -> reset (race will be aborted, time offset will be reseted)

Button F4 -> home - back to main screen