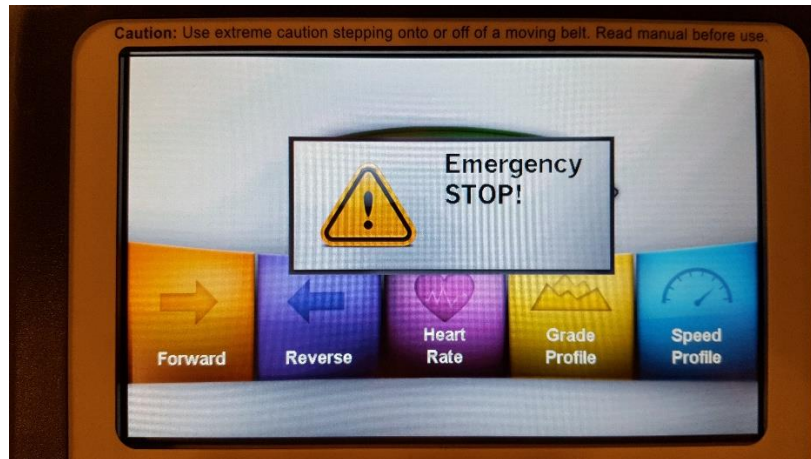


Touch Screen Software changes for version RT3.19T and TM3.19T for non-treads and treads

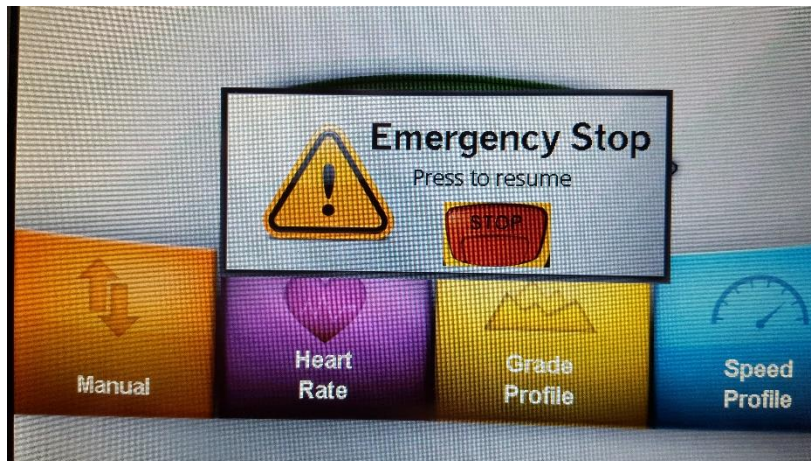
Emergency Stop

The previous versions have a window that notified the user the emergency stop was active, but many users did not know how to turn the emergency stop off. Sometimes a service call would be made.



The emergency stop before this version is shown above.

The emergency stop now has instructions to explain how to turn press the button to turn off using the switch. If the lanyard is not in place, the pop-up does not explain that replacing the lanyard is needed.



StepOne ISO-Strength program

The target units for the ISO-Strength Program was changed from RPM to Step per Minute.

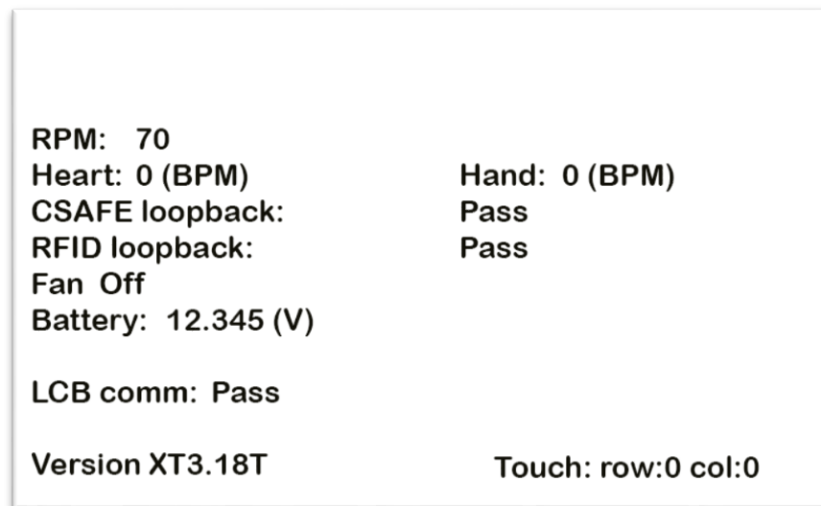
Communication Test

Added test to notify user if communication is working or not working. Message is in Test Screen. Service screen will show if it is not working only.

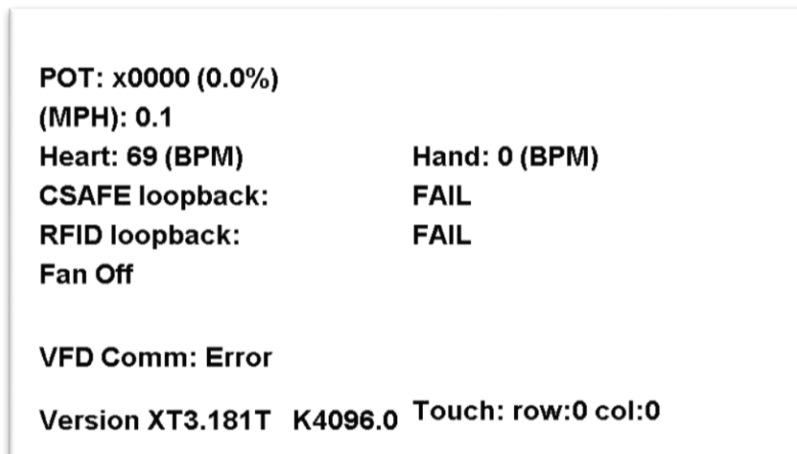


Changed the Test Screen Items

Changed the test screen to see only item related to Non-treads or Treads. The screen no longer contains items for both.



Example of the test screen. The “LCB comm:” will show for non-treads, and “VFD comm” will show for treadmills.



Above is a picture of the treadmill screen with the console no communicating to the VFD.

Heart Rate Program Alternative screen Graphic correction

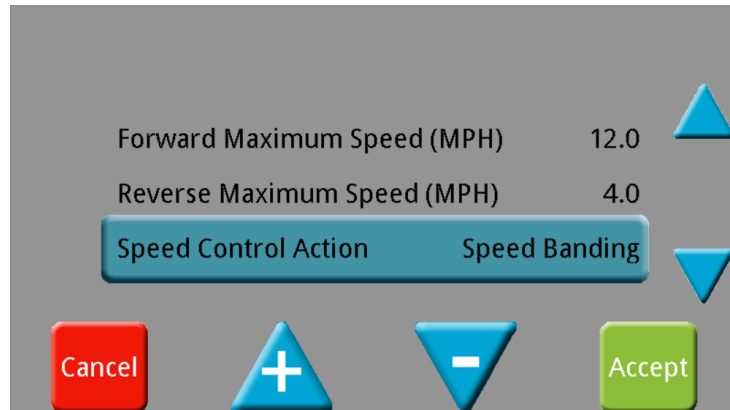
On the alternative screen, the “Target Heart Rate” text was incomplete if the alternative screen was showing before and after the warm-up ended. It later became complete if the user would change the screens. This correction does not require the screen to change for the “Target Heart Rate” to show correctly.



This is a picture of the Heart Rate Program during warm-up. After warm-up the “Target Watts” changes to “Target Heart Rate”, but it was not clear because the screen did not refresh. This change makes the screen refresh after the warm-up is over.

Speed Action Control

Treadmill Speed Banding - Change the input of the speed switches so the speed can only be increase two mph at a time when the speed button is held down. The user will have to let up on the switch and press it again to increase the speed more.



There are three options for “Speed Control Action” in the Manager Menu. The default Setting is “Speed Banding”. The options are “Speed Banding”, “Continuous”, or “Incremental”.

Definitions:

Speed Banding

- Continuously holding the increase speed button response - The speed will increase by holding the button down until the set points of 1mph, 2mph, 3mph, 4mph, 6mph, 8mph, and 10mph are reached. To get past the set points, the user must let up on the increase speed button. They can press and hold the button to reach the next set point.
- Continuously holding the decrease speed button response – The speed will continuously decrease. There are no set points when decreasing the button.
- Incrementally pressing the increase speed button response – The speed will increase by 0.1 mph or 0.1 kph for each button press.
- Incrementally pressing the decrease speed button response – The speed will decrease by 0.1 mph or 0.1 kph for each button press.

Continuous

- Continuously holding the increase speed button response – The speed will continuously increase as the button is held. There are no set points to stop the speed from increasing.
- Continuously holding the decrease speed button response – The speed will continuously decrease as the button is held. There are no set points to prevent the speed from decreasing.
- Incrementally pressing the increase speed button response – The speed will increase by 0.1 mph or 0.1 kph for each button press.
- Incrementally pressing the decrease speed button response – The speed will decrease by 0.1 mph or 0.1 kph for each button press.

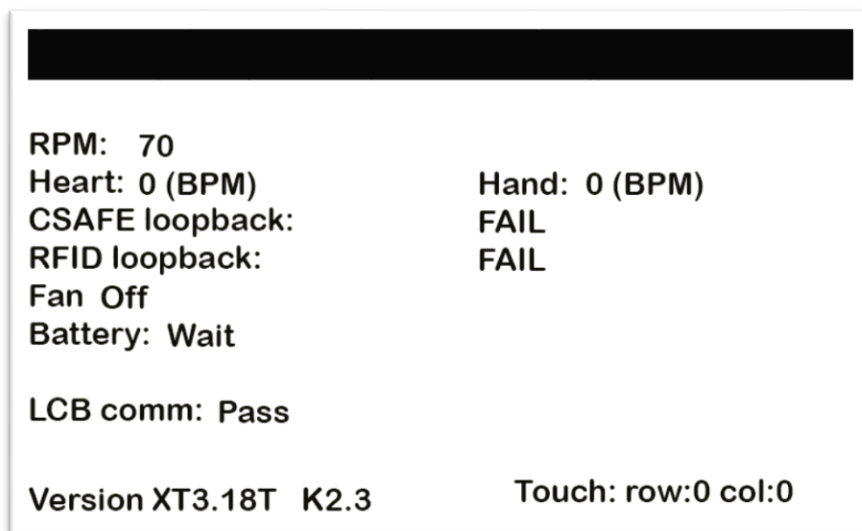
Incremental

- Continuously holding the increase speed button response – The speed will only increase by 0.1 mph or 0.1 kph. The button must be released before the speed can be increased again.
- Continuously holding the decrease speed button response – The speed will only decrease by 0.1 mph or 0.1 kph. The button must be released before the speed can be decreased again.
- Incrementally pressing the increase speed button response – The speed will increase by 0.1 mph or 0.1 kph for each button press.
- Incrementally pressing the decrease speed button response – The speed will decrease by 0.1 mph or 0.1 kph for each button press.

Battery Test

Before to this software version, the battery test measured the charging voltage instead of the battery voltage. This version will measure the battery voltage when the test screen is entered. There is a message on the banner that will tell the user what is happening.

1. The battery voltage will initially show the “Battery: Wait”. This step will show very quick before it switches to step 2.
2. The word “Battery” will change to “Charge”, and the banner at the top of the screen will show “Batter Charger is Off”.
3. After a few seconds, the “Charger” will change to “Battery”, but the banner at the top will continue to display “Battery Charger is Off”.
4. To turn the battery charging circuit on, stop peddling or start peddling. The change in motion will turn the battery charger on. After the battery charger is on, the user can pedal the exercise machine.



Initial State

```

██████████ Battery Charger is off ██████████

RPM: 70
Heart: 0 (BPM)           Hand: 0 (BPM)
CSAFE loopback:         FAIL
RFID loopback:          FAIL
Fan Off
Charge: 14.345 (V)

LCB comm: Pass

Version XT3.18T K2.3           Touch: row:0 col:0

```

Charger off and now measuring the battery voltage

```

██████████ Battery Charger is off ██████████

RPM: 70
Heart: 0 (BPM)           Hand: 0 (BPM)
CSAFE loopback:         FAIL
RFID loopback:          FAIL
Fan Off
Battery: 13.035 (V)

LCB comm: Pass

Version XT3.18T K2.3           Touch: row:0 col:0

```

The battery voltage is measured, but the charger is off.

End of service bulletin