

## Controls & Functions

### How Valentine One Works

Everybody wants Full Coverage against radar; nobody wants to go to college to learn how to use his new radar detector. So I've worked extra hard to make Valentine One logical. It's far easier to operate than many ordinary detectors, yet it tells you far more about radar.

### A New Way to Set Loudness

Valentine One has two controls for loudness so you can take complete control of sound. The Control Knob sets what I call "initial" volume. This is the loudness you will normally hear on initial radar contact. Once you're aware of the threat, you can drop to a quieter, reminder sound which I call "muted" volume. Just press the Control Knob. This muted volume is adjusted by the lever behind the knob. How loud do you like your reminder? The choice is yours.

### Push To Mute

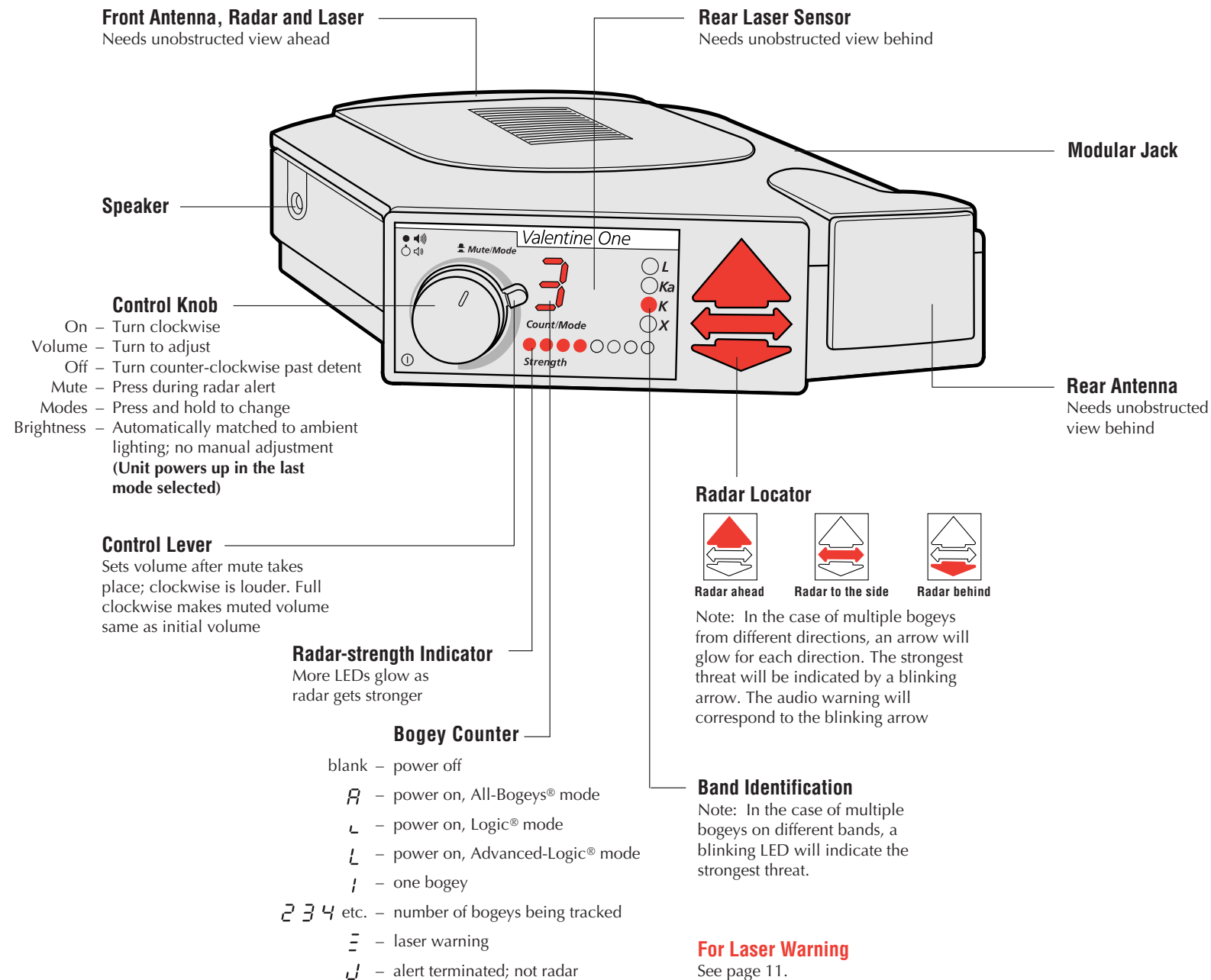
During any alert, press the Control Knob. Audio volume will drop to the muted level.

### What Long-Gradient audio does for you

Valentine One's audio warning indicates radar strength. It gives a very slow Beep for X band (Brap for K band, Brap-brap for Ka band) when it encounters weak radar, then quickens as radar strength increases, and becomes a continuous tone about the time you're in range. This long gradient, from slow Beep to continuous tone, makes it easy to estimate radar proximity, which is very important during brief Instant-on encounters. In the case of multiple bogeys, the audio warning will always monitor the greatest threat.

### What the Bogey Counter does for you

Every alert, until you've positively identified the source, is an unknown, a bogey. But an alert may consist of more than one bogey. There could be many. Let's say you drive by a burglar alarm on the way to work every day that causes an alert. Then one day you pick up an additional bogey. This new bogey could be radar hiding under cover of the burglar alarm, picking off the unwary. You must assume each alert is radar until you've identified the bogey. For more information see pages 5-6.



### Computer Modes: A new way to interpret alarms

In the All-Bogeys® (A) mode, all bogeys will be reported as soon as they are detected. Use your judgment to decide whether or not they are threats.

In the Logic® (L) and Advanced-Logic® (L) modes, you are deferring to the internal computer which will use its own logic to screen bogeys before reporting them to you.

In Logic, X-band bogeys the computer judges to be non-threatening will be reported at the "muted" volume. If they become threatening, the audio warning will upgrade to the "initial" volume before you are within radar range.

In Advanced-Logic, X-band bogeys that the computer has reason to believe aren't radar will not be reported at all. One exception: To be failsafe, the computer will always pass extremely strong signals along for your judgment. This mode is particularly useful in metro areas.

The computer is smart: It never operates the receiving circuits at less than maximum sensitivity and it knows that Instant-on is a greater threat than ordinary radar. So it will always warn you immediately at the "initial" volume when those radars are detected, no matter what mode you've selected.

To change modes, press and hold the Control Knob for one second.

### What the Bogey Lock tone means

Valentine One is designed to track multiple threats. During an alert, when Valentine One locks on to an additional bogey, it notifies you with the Bogey Lock tone ("Dee-Deet"). This sound will never be heard at any other time, not even during the power-on ritual. Whenever you hear this sound, it means that another bogey has been detected and is being tracked. The bogey counter shows the number of bogeys being tracked at that time.

### What the "Dee-Dah-Doo" Tone means

Valentine One is designed to recognize — and ignore — phony radar signals from poorly-designed detectors. Occasionally a false alarm will be started before verification is certain. If it then determines the source is a junk detector, it will notify you it is retracting that alert with a "Dee-Dah-Doo" sound. A flashing J (J) indicating "junk" will appear in the Bogey Counter.