

# Button Mapping

# 1. TimeKeeping (기본 상태)

Short-press(2) : toggleSound()  
Long-press(6) : editModeActivation()

Short-press(3) : changeDDayIndex()  
Long-press(7) : X



Short-press(1) : changeMode()  
Long-press(5) : changeTime()

Short-press(4) : changeDDayIndex()  
Long-press(8) : X

# 1. TimeKeeping (편집 상태)

Short-press(2) : changeField()  
Long-press(6) : X



Short-press(3) : changeValue()  
Long-press(7) : X

Short-press(1) : saveTime()  
Long-press(5) : saveTime()

Short-press(4) : changeValue()  
Long-press(8) : X

## 2. 모드 활성화 변경

Short-press(2) : changeEditTargetActivation()

Long-press(6) : X



Short-press(3) : changeModelIndex

Long-press(7) : X

Short-press(1) : saveActivation()

Long-press(5) : saveActivation()

Short-press(4) : changeModelIndex()

Long-press(8) : X

### 3. D-DAY (기본 상태)

Short-press(2) : toggleDDayActivation()  
Long-press(6) : X



Short-press(3) : changeDDayIndex()  
Long-press(7) : X

Short-press(1) : changeMode()  
Long-press(5) : enterDDayEdit()

Short-press(4) : changeDDayIndex()  
Long-press(8) : X

### 3. D-DAY (편집 상태)

Short-press(2) : changeField()  
Long-press(6) : X



ADJUST

Short-press(3) : changeValue()  
Long-press(7) : X



REVERSE



MODE

Short-press(1) : saveDDay()  
Long-press(5) : saveDDay()



FORWARD

Short-press(4) : changeValue()  
Long-press(8) : X





## 4. ALARM (기본 상태)

Short-press(2) : toggleAlarmActivation()  
Long-press(6) : X



ADJUST

Short-press(3) : changeAlarmIndex()  
Long-press(7) : X



REVERSE



MODE

Short-press(1) : changeMode()  
Long-press (5) : editAlarm()



FORWARD

Short-press(4) : changeAlarmIndex()  
Long-press(8) : X

## 4. ALARM (편집 상태)

Short-press(2) : changeField()  
Long-press(6) : X



ADJUST

Short-press(3) : changeValue()  
Long-press(7) : X



REVERSE



MODE

Short-press(1) : saveAlarm()  
Long-press(5) : saveAlarm()



FORWARD

Short-press(4) : changeValue()  
Long-press(8) : X



## 5. WORLD TIME (기본 상태)

Short-press(2) : setCity()  
Long-press(6) : X



ADJUST

Short-press(3) : changeCity()  
Long-press(7) : X



REVERSE



MODE

Short-press(1) : changeMode()  
Long-press(5) : X



FORWARD

Short-press(4) : changeCity()  
Long-press(8) : X

## 6. TIMER (기본 상태 / 일시정지 상태)

Short-press(2) : resetTimer()  
Long-press(6) : X



ADJUST

Short-press(3) : startTimer()  
Long-press(7) : X



REVERSE



MODE

Short-press(1) : changeMode()  
Long-press(5) : changeTimerTime()



FORWARD

Short-press(4) : X  
Long-press(8) : X

## 6. TIMER (편집 상태)

Short-press(2) : changeField()  
Long-press(6) : X



ADJUST

Short-press(3) : changeValue()  
Long-press(7) : X



REVERSE



Short-press(1) : saveTimer()  
Long-press(5) : saveTimer()



MODE

Short-press(4) : changeValue()  
Long-press(8) : X



FORWARD

## 6. TIMER (동작 상태)

Short-press(2) : X  
Long-press(6) : X



ADJUST

Short-press(3) : pauseTimer()  
Long-press(7) : X



REVERSE



MODE

Short-press(1) : changeMode()  
Long-press(5) : X



FORWARD

Short-press(4) : X  
Long-press(8) : X

## 7. STOPWATCH (기본 상태)

Short-press(2) : X  
Long-press(6) : X



Short-press(3) : runStopwatch()  
Long-press(7) : X

Short-press(1) : changeMode()  
Long-press(5) : X

Short-press(4) : X  
Long-press(8) : X



## 7. STOPWATCH (일시정지 상태)

Short-press(2) : resetStopwatch()  
Long-press(6) : X



ADJUST

Short-press(3) : resumeStopwatch()  
Long-press(7) : X



REVERSE



MODE

Short-press(1) : changeMode()  
Long-press(5) : X



FORWARD

Short-press(4) : X  
Long-press(8) : X



## 7. STOPWATCH (동작 상태)

Short-press : X  
Long-press : X



ADJUST

Short-press : `pauseStopwatch()`  
Long-press : X



REVERSE



MODE

Short-press : `changeMode()`  
Long-press : X



FORWARD

Short-press : X  
Long-press : X