

Sumiswald, 12.08.2013

TO WHOM IT MAY CONCERN

MOBALine to Impulse code comparison table

MOBA*Line*

Polarized impulses

Power and time code signal on two wires.	Only polarized impulses on two wires.
Running reserve given by the master clock, if	Running reserve given by the master clock, if
equipped with batteries.	equipped with batteries.
Very high redundancy in the time information and	Only polarized impulses 12, 24 or 48 V:
therefore:	- low reliability, no error recognition.
- High reliability, error recognition.	- less transmission security.
- non-sensitive against disturbances.	- no redundancy in time information
For maintenance free, self-setting clocks. Easy	Clocks has to be adjusted manually during startup or
startup → plug-and-play	after power break → maintenance intensive
Very fast time synchronization upon return of power	Very slow time synchronization upon return of power
after a power failure.	after a power failure (catching-up).
Several functions are available over Mobaline:	Only time can be displayed. (In digital clocks date
- Switching commands.	can be set manually).
- World time functions.	,,
Several commands over Mobaline are possible:	Not available.
- Run to 12H00 position.	
- Run mode: continuously, half-minute step, minute	
step (only SAM / SEM 40 and SAM / SEM 100	
movements)	
Various interfaces are available to synchronize other	Not available.
systems.	
All types of clocks are available with a Mobaline	All types of clocks are available with impulses:
code: Analogue and Digital clocks	Analogue and Digital clocks
A bit more expensive technology to implement but	Less expensive technology to implement but much
much easier and less expensive for commissioning	more complicate and expensive for commissioning
and maintenance.	and maintenance.

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