



EZ3400VL

User' s manual



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www.digi-star.com

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Technical specifications

SIZE

10.25" long x 8.0" high x 4" wide (260mm x 190mm x 105mm)

WEIGHT

4.5 lbs (2.04 Kg)

HELP MESSAGES

Context sensitive help messages in 10 languages
Long messages are scrolled

TRANSDUCER EXCITATION

8 volts D.C. Nominal
Capable of driving ten 350 Ohms transducers
Short circuit proof

ATC

Auto Temperature Compensation of the internal circuitry for high accuracy weighing measurements

TRANSDUCER SIGNAL

Compatible with transducers having full scale indicator transfer characteristics greater than 0.25 mv/v

"AUTO RANGE"

(Selectable) To increase display counts at weight values of 300 and 600 display counts.

CONNECTOR

AMP plastic weather resistant circular connector. Gold contacts.

POWER REQUIREMENTS

10.5 to 16.0 V.D.C.
160 mA nominal with four 350Ω L.C.

SET UP AND CALIBRATION

Via front panel

GROSS RANGE

999,999 max.display

LOW BATTERY WARNING

Enabled at 10.5V nominal

POUND/KILOGRAM

Selectable

DISLAY

EZ VIEW 6 Digit LCD 43 mm (1.7") high

DISPLAY RESOLUTION

.01, .02, .05, .1, .2, .5, 1, 2, 5, 10, 20, 50, 100

DISPLAY UPDATE RATE

Selectable: 1, 2, 3, 4 times/sec.

MAX. DISPLAY RESOLUTION

Adjustable to 40,000 counts max.

ZERO TRACKING

Selectable, On/Off

SPAN ACCURACY

$\pm(.1\% + .005\%/ ^\circ\text{F})$ or $(.1\% + 0.009\% ^\circ\text{C})$ full scale
 ± 1 output count

MOTION DETECTION

Selectable, On/Off

ZERO ACCURACY

$(.005\%/ ^\circ\text{F.})$ or $(0.009\% ^\circ\text{C})$ full scale ± 1 output count for 0.5 mv/v transducer

ENVIRONMENTAL ENCLOSURE

IP65, IEC 529

WEIGH ALGORITHM

4 internally selectable digital filters to optimize performance
(General, Slow, Fast and Lock-on)

HOLD MODE

Used in mobile applications to stabilize displayed weight while moving the scale

NON-VOLATILE MEMORY

EEPROM for balance

OPERATING TEMP

-29°C to 60°C -20°F to 140°F

REMOTE INPUTS

Tare / Advance Recipe / Re-enter Preset

SAFETY DURING USE



Check system before use

Before you are going to use the Digi-Star weighing system you need to check the proper working of the system by charging all weighing points with a known weight.

Digi-Star cannot be held responsible for deviations and problems arising from incorrect use of the weighing indicator, incorrect calibration or settings. Furthermore Digi-Star cannot be held responsible for deviations and problems arising from technical problems to the system.

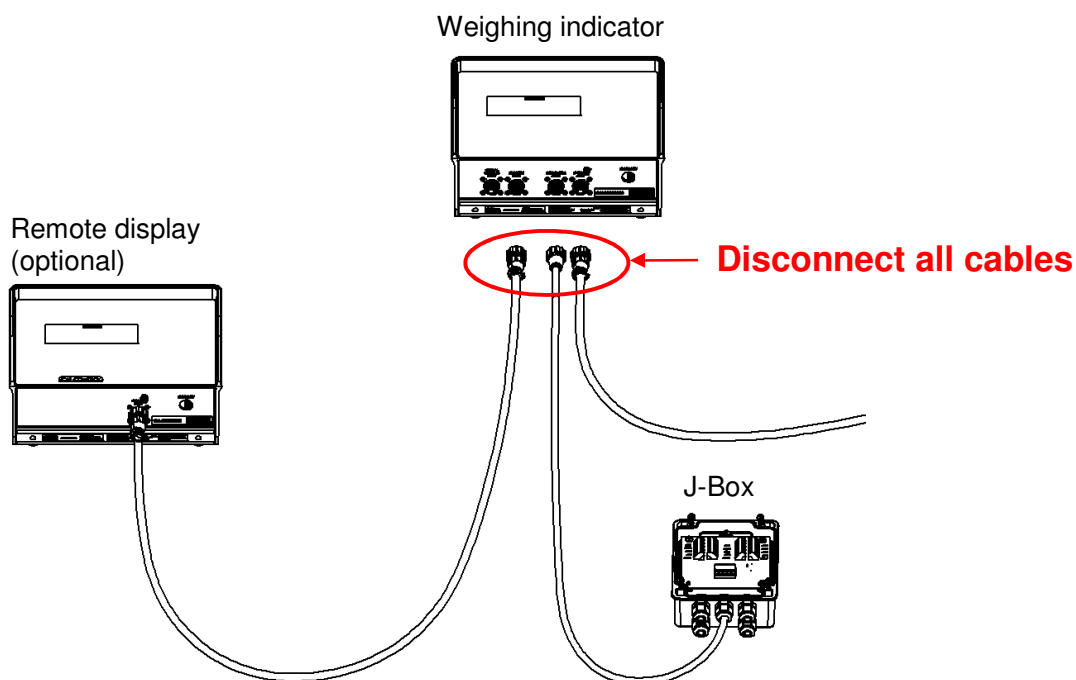
Cleaning

Do not use running water (high pressure cleaners, hoses) to clean the indicator.

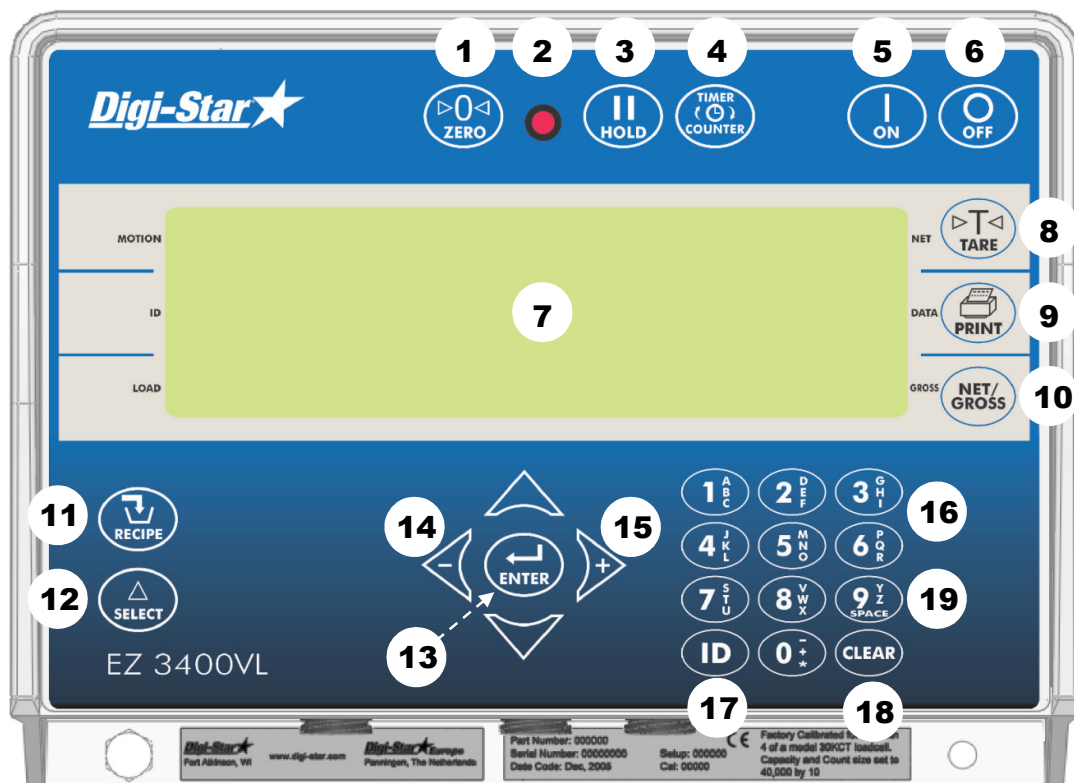
Charging battery and welding

During welding you need to remove the weighing bars to avoid damaging. If this is not possible, you need to place the “ground” clip as close to the welding point as possible, in order to avoid that current can flow through the weighing bars.

Digi-Star cannot be held responsible for problems arising from welding or charging of the battery.






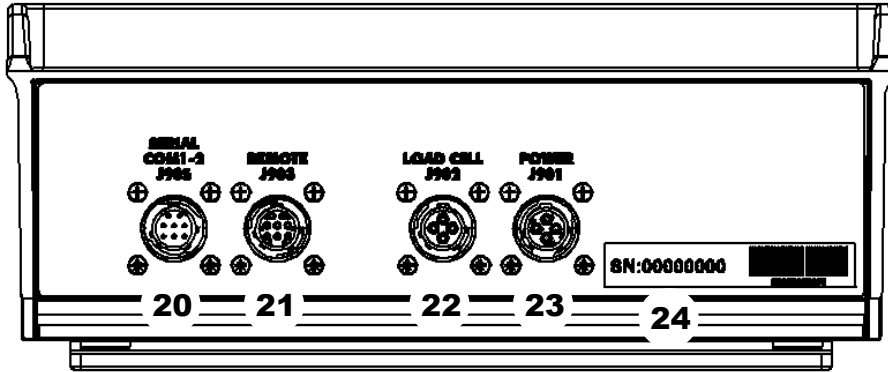
OVERVIEW WEIGHING INDICATOR



Note: See page for installation instructions.

1. – press and hold for 3 seconds to zero balance.
2. Pre-Alarm Light – Starts flashing and alarm sounds when weight is within preset limit.
3. – holds displayed weight when moving machine.
4. – Timer/counter
5. – turns indicator on. Pressing while on will run self test.
6. – turns indicator off.
7. Display Window – Displays current actions.
8. – temporary zero (Net mode).
9. – records to memory or prints displayed weight.
10. – toggles between Net and Gross weights.
11. – selects recipes in memory, program recipes.
12. – displays additional tasks.
13. – accepts change or proceed to next item.
14. – select ingredients, hold key to erase ingredient/pen from recipe.
15. – select pens, hold key to insert ingredient/pen to recipe.

- 16. Keypad – input numbers or letters as required.
- 17.  – used to enter label numbers for weight value to be displayed and printed.
- 18.  – clear current command.
- 19.  – add space in command.




- 20. Serial port/printer port – communication with inputs and outputs of the computer and other digital devices (optional).
- 21. Port for remote display – to connect the remote display (optional).
- 22. Load cell port – to connect the J-Box cable.
- 23. Power supply port – to connect the power supply cable.
- 24. Serial Number Plate – Serial Number of indicator.

>>See pages 30, 31 and 32 for installation instructions.

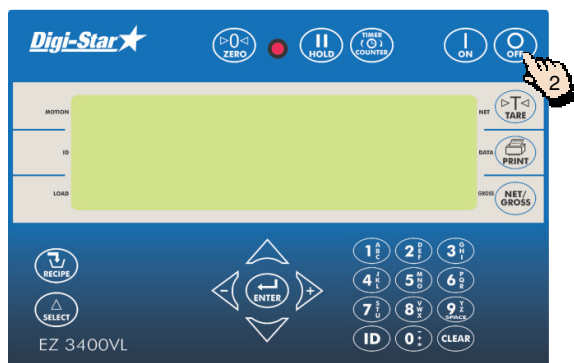
OPERATION


Switching on the weighing indicator



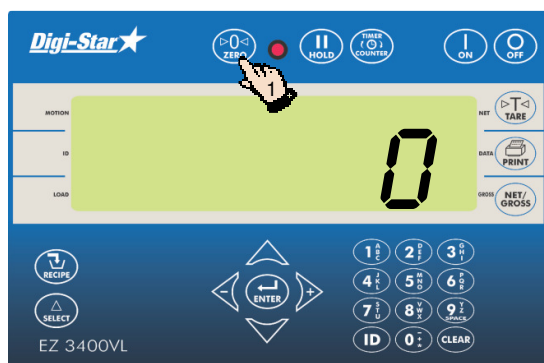
1. Press .

Switching off the weighing indicator



2. Press .

Zero balancing the weighing indicator



1. Press and hold  for 3 seconds to zero balance the weighing indicator.

PROGRAMMING RECIPES

The ingredients in a recipe can be entered in three different ways:

1. Amount per animal (standard setting)

Enter the amount of ingredients in weight per animal. For example, 9 kg silage and 8 kg corn per animal. Depending on the number of animals, the weighing indicator will calculate the total amount of the ingredients automatically: For example, with 100 animals this will be 900 kg silage and 800 kg corn.

2. Percentage (%) per ingredient

Enter the amount of ingredient as a percentage (%). For example, 55% silage and 45% corn. The weighing indicator will calculate the amount per ingredient automatically based on the total weight: For example, with a total weight of 1000Kg this will be 550 kg silage and 450 kg corn. Attention; the total must be 100%.

3. Amount per ingredient

Enter the required total amount per ingredient. For example, 2500 kg silage and 2000 kg corn.

Changing the programming method

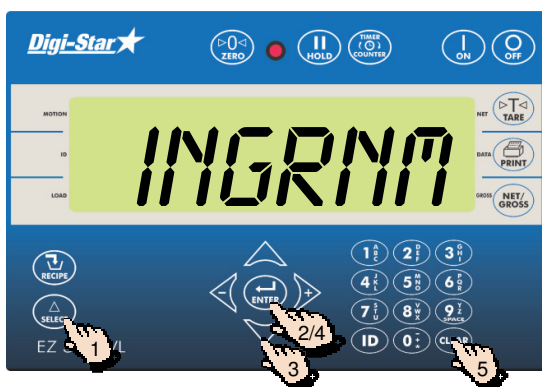
[E-MTHD]



1. Enter **441** and press .
2. Press repeatedly to select the required programming method for the recipes.
 - 1 = Amount per animal
 - 2 = Percentage (%) per ingredient
 - 3 = Amount per ingredient
3. Press to confirm the selected programming method.

Changing ingredient or pen name

The standard ingredient and pen names can be changed as required:



1. Repeatedly press , until *RENAME* is displayed.
2. Press and hold for 3 seconds.
3. Press or to go to the ingredient/pen you want to change.
4. Press to edit the name. The display briefly shows *EDIT* and a flashing cursor will display.
5. Press repeatedly to delete the ingredient/pen.



6. Press **1^A_B_C** 1x to enter the number 1; Press 2x is A, 3x is B and 4x is C.
7. When you have entered a letter or number, wait briefly before entering the next number or letter.
8. Press **ENTER** to confirm.
9. Press **CLEAR** to exit.

(Repeat steps 3 through 8 for the other ingredients/pens in the recipe).

*(Use **>** and **<** to toggle between pens and ingredient names).*

Programming a new recipe



1. Press and hold **RECIPE** for 3 seconds.
2. **PROGRAM** will briefly display followed by:
 - a. The first programmed recipe (or)
 - b. **REC__** (This indicates that the memory is empty).
3. Enter a new recipe number.
4. Press **ENTER** to store new recipe number. **INGRED** will blink.



5. Press **>** or **<** to scroll through the available ingredients.
6. Press **ENTER** to select the displayed ingredient.



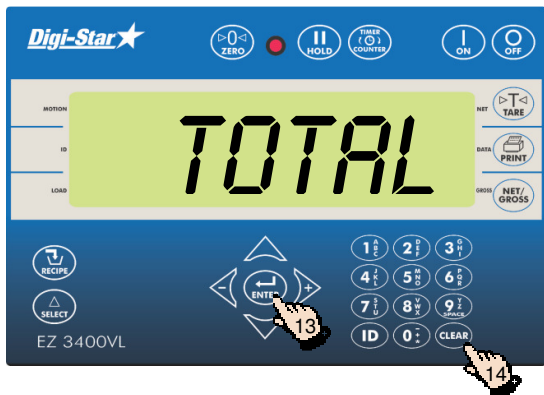
7. Enter the required amount for this ingredient.
8. Press **ENTER** to store.

(Repeat steps 5 - 8 if you need to add more ingredients in the recipe).

Note: If you don't want to add pens to the recipe please continue with step 13.



9. Press to switch to pens.
10. Press or to scroll through the available pens.
11. Press to select the displayed pen.
12. Enter the number of animals in this pen and press to store.
(Repeat steps 10 -12 if you need to add more pes in the recipe).



13. Press again to complete recipe.
Repeat steps 3 – 13 if you want to program more recipes.
14. Press to exit.
Note: With the programming method Percentage (%) per ingredient enter 75%, for example, as 75.00 and 5.75% as 5.75.

Note: During the programming it is also possible to rename the ingredient/pen.

When scrolling through the available ingredients/pens (key 5 or 10) you can rename the displayed ingredient or pen name by pressing the key.

(See page 10 "changing ingredient or pen name" steps 5 through 8 for the procedure).

Please note that this will also affect other recipes where this ingredient/pen is used.

EDIT RECIPE

Enter programming mode



1. Press and hold for 3 seconds.
2. *PROG REC* will briefly display followed by the first recipe in the memory.
3. Press or to go to the recipe you want to edit.
4. Press to select the recipe.

Change amount or number of animals a recipe

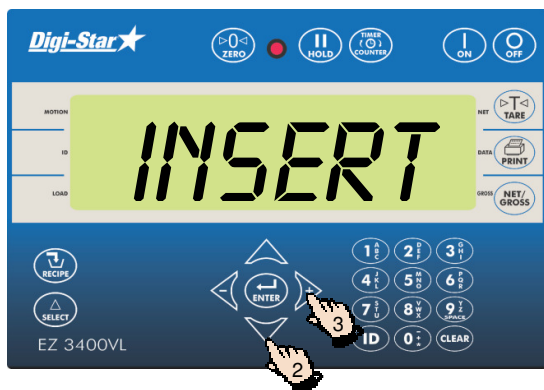


1. Enter the “recipe programming” mode. See “Enter programming mode on page 12”
2. The first ingredient name is displayed followed by *AMOUNT*.
3. Use \triangle or ∇ to go to the ingredient/pen you want to change.
4. Change the amount/number of animals.
5. Press ENTER to store the new amount/number of animals.

Repeat steps 3-5 for each ingredient or pen you want to change.

6. When ready repeatedly press ENTER until you see *DONE*
7. Press ENTER one more time to store the changes and leave the recipe

Insert ingredient or pen in a recipe






1. Enter the “recipe programming” mode. See “Enter programming mode on page 12”
2. Use \triangle or ∇ to go to the location where you want to insert an ingredient/pen.
3. Press and hold \triangleright to insert a new ingredient/pen.

Note: This will insert a new ingredient before the current ingredient on the screen.

4. Press \triangle or ∇ to scroll through the available ingredients/pens.
5. Press ENTER to select the required ingredient/pen.
6. Enter the required amount/number of animals.
7. Press ENTER to store amount.









8. When ready repeatedly press  until you see *DONE*
9. Press  one more time to store the changes and leave the recipe

*Note: If you want to insert an ingredient or pen at the end of the recipe go through the recipe until you see *DONE* and then press .*






Delete ingredient or pen from a recipe



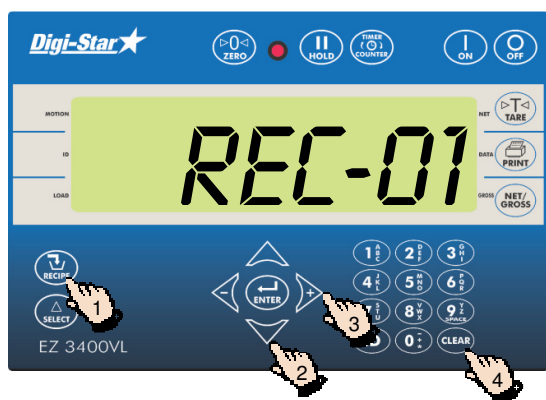
1. Enter the “recipe programming” mode. See “Enter programming mode on page 12”
2. Use  or  to go to the ingredient/pen you want to delete from the recipe.
3. Press and hold  to erase the ingredient/pen. Display shows: *LEFT* or *ZERO TO ERASE*.
4. Press  again to erase the displayed ingredient/pen.
5. When ready repeatedly press  until you see *DONE*.
6. Press  one more time to store the changes and leave the recipe.

Deleting recipe



1. Enter the “recipe programming” mode. See “Enter programming mode on page 12”
2. Repeatedly press  or  to go to the recipe you want to delete.
3. Press and hold . The display shows: *PRESS ZERO TO ERASE RECIPE OR NET/GROSS TO EXIT*.
4. Press  again to erase the recipe.
5. Press  to exit.

Calling up a recipe



1. Press .
2. Repeatedly press or to go to the desired recipe.
3. Press to display each ingredient, weight or % and total for the recipe.
4. Press to exit.

Printing recipes

Note: The serial port (optional) must be installed in order to print.



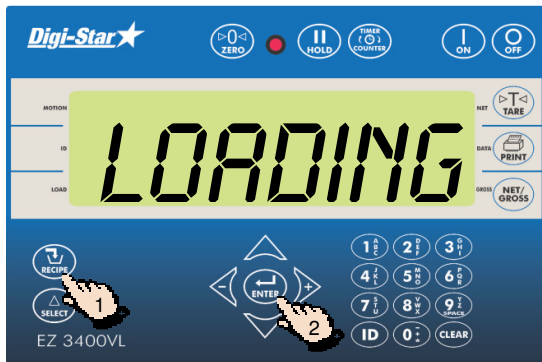
1. Press to display first recipe. Repeatedly press or to go to the recipe you want to print.
2. Press to print this recipe.
3. Press twice to print all the recipes saved in the memory.
4. Press to return to normal weighing mode.



Printing ingredient names

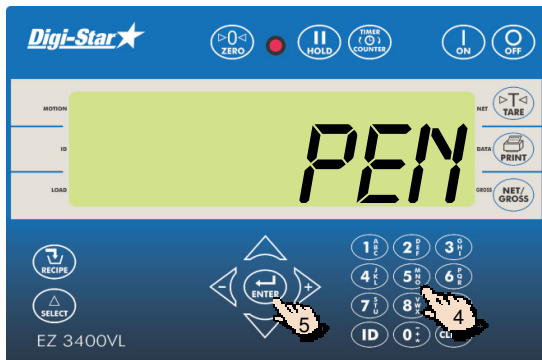



1. Repeatedly press , until *RENAME* is displayed.
2. Press and hold .
3. Press once to print total accumulations for this ingredient.
4. Press twice to print accumulations for all ingredients that are currently used in all recipes.

Running a recipe according to amount per animal




1. Press  repeatedly until the recipe you want to start is displayed.
2. Press  to start the selected recipe.
3. The weighing indicator displays *ANIMAL/RESIZE* followed by the first pen.



4. If required change the number of animals in the pen.
5. Press  to confirm the new number of animals.


Note: If you work using a percentage per ingredient or an amount ingredient, the total amount TOTALT will be displayed.



6. After *RESIZING* all pens, the indicator displays the first ingredient and amount to load. While loading the ingredient the weight on the indicator counts down to zero.
7. After the ingredient has been loaded press  to manually advance to the next ingredient.

(See page 24 for auto advance)



8. After the last ingredient is loaded the indicator displays *START DELIVERIES*.
9. The indicator displays the first pen and amount to feed. While feeding the pen the weight on the indicator counts down to zero.
10. After the pen has been fed press  to advance to the next pen.





11. After the last pen has been fed the indicator displays *DONE - TOTAL =.....* .


ADVANCED FUNCTIONS

Holding the displayed amount

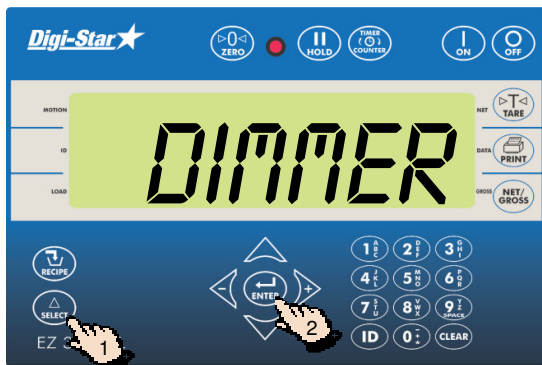
In Hold mode the displayed weight remains on the display while moving the feed mixer.






1. Press  to hold the displayed weight.
2. Press  to return to the normal mode.

If by mistake an ingredient is loaded while the weighing indicator is still in Hold mode you can press  to overrule the hold mode and show the added weight..

Backlight intensity




1. Press  until *DIMMER* shows on the display.
2. Press  to reduce the backlight intensity by 60%. Press  again to return to the full intensity.

Preset (presetting)

If you want to manually load or unload a specific amount you can enter a “preset” weight in the weighing indicator. The weighing indicator will count down from this amount to zero and will give a loud alarm signal as soon as zero is reached.



1. Enter the required amount that you want to load or unload.
2. Press . The weighing indicator will round off the amount.

As soon as a preset value has been entered the amount to be loaded or dosed out will be displayed in one of the following three weighing settings:

- Gross weighing mode
- Load/Dosing out weighing mode
- Net weighing mode

Clear preset alarm



1. Press **CLEAR** to clear the preset value.
2. Press **CLEAR** again to return to the gross weighing mode.

Display in gross weighing mode



1. Press **NET/GROSS**. The display shows the gross weight.

While loading or unloading a preset amount the weighing indicator starts counting down. The word PRESET and the required amount will be displayed alternately until 5% of the required amount has been loaded or unloaded.

Display in load/unload weighing mode



1. Press **ENTER**.

The amount still to be loaded/unloaded is displayed. During loading or unloading the weighing indicator will count down to zero.

Display in net weighing mode

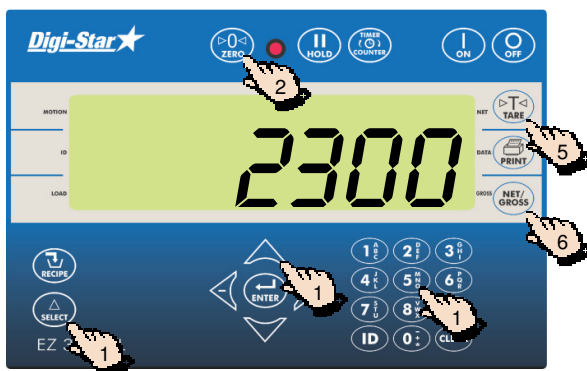


1. Press **NET/GROSS** x 2.

The already loaded/unloaded amount since the required weight was set will be displayed. During loading the displayed value will increase; during dosing out the displayed value will decrease.

Entering tare weight

This function is used to trace the net content of, for example, a container that has already been filled. If you know the empty weight of the container, this tare weight can be entered in the weighing indicator. The weighing indicator will display the net container content.



1. Pre-Tare: enter 405, press **SELECT**. Press **SELECT** to turn on.
2. Press and hold **ZERO** for 3 seconds to set the weighing indicator to zero.
3. Fill the container.
4. Enter the empty weight of the container.
5. Press **TARE**.
6. Press **NET/GROSS**.

OPTIONS

Printing

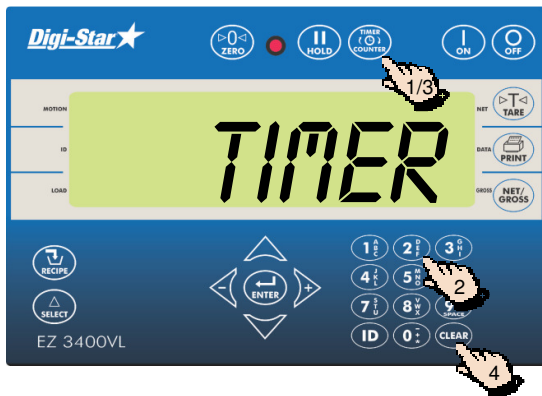
Note: The serial port (optional) must be installed to print data.






Reference: technical manual D3648 on www.digi-star.com

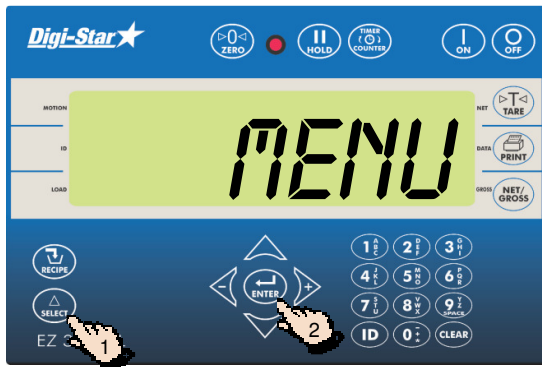
Mixing clock (timer)


To set a mixing time. HOURS, MINUTES and SECONDS (HH:MM:SS) are displayed, separated by two vertical dots, which briefly light up every second. After the mixing clock has started the time on the display will count down to 00:00:00.




1. Press  .
2. Enter the mixing time (HH:MM:SS).
3. Press  to confirm the entered time and to start the mixing clock. The weighing indicator counts down to zero. The weighing indicator will give a loud alarm signal when 0 is reached. A negative value indicates that the set mixing time has been exceeded.
4. Press  to deactivate the alarm and mixing clock.

Function and Select key










1. Repeatedly press  to select following options:
 - **RENAME:** Rename ingredient.
 - **MENU:** View menus 1,2,3,4 and calibrate
 - **SETUP:** Change setup and calibration numbers.
 - **DIMMER:** High/Low backlight control.
 - **ACCUM:** Displays amount of recipe ingredients loaded or unloaded.
 - **HELP:** Explains operation of select key.
 - **PRGREC:** Create or edit recipes.

2. When the required option is displayed, press  to activate this option.

Calling up accumulative ingredient amounts



Display the total amount loaded of ingredients since the last time these accumulative values were deleted.



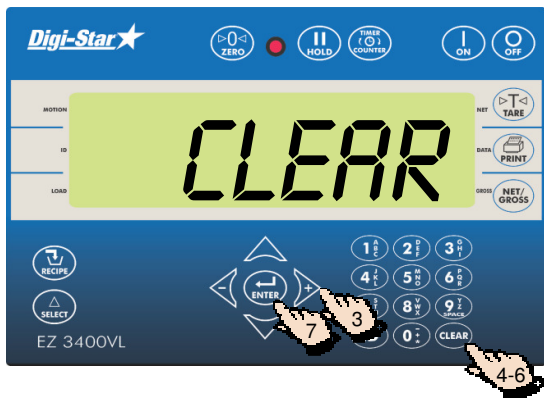
1. Repeatedly press , until **ACCUM** is displayed.
2. Press .
3. Press  or  to display accumulation of other ingredients.
4. Press  to display pens. Press  to display ingredients.
5. Press  to exit.

Deleting accumulative ingredient amounts



1. Repeatedly press , until **ACCUM** is displayed.
2. Press  Ingredient is displayed.

Example: corn silage.



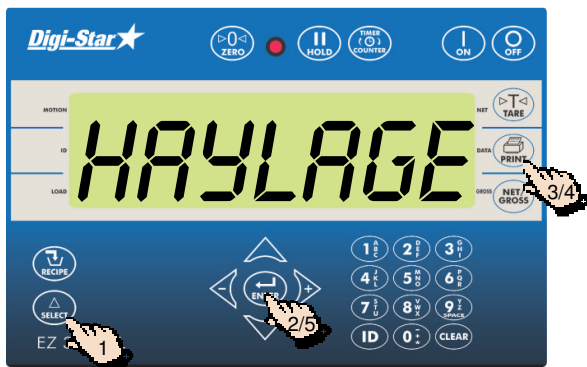
3. Press to display pens. Press to display ingredients.
4. Hold . Indicator scrolls *CLEAR TO ERASE*, *CLEAR/CLEAR TO ERASE ALL*
5. Press to erase ingredient accumulation for corn silage.
6. Press again to erase all accumulations.
7. Press to exit.

Print Accumulation Values For one ingredient/pen



1. Repeatedly press until *ACCUM* displayed.
2. Press .
Press to display pens. Press to display ingredients.
3. Use or to go to the required ingredient/pen.
4. Press to print accumulation value for the ingredient/pen.
5. Press to exit.

Print Accumulation Values For all ingredients/pens



1. Repeatedly press until *ACCUM* displayed.
2. Press .
Press to display pens. Press to display ingredients.
3. Press to print the ingredient/pen currently on the display.
4. Press again to print all ingredient /pen accumulations in memory.
5. Press to exit.

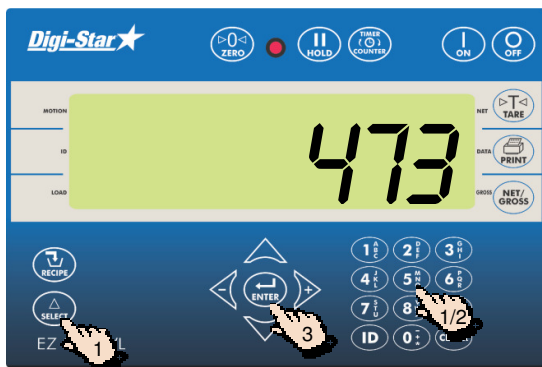
COMMONLY USED DIRECT ACCESS NUMBERS

Ingredient Name Table

The Ingredient Name Table contains 99 entries made up of ingredients and pens that are used when programming a recipe.

Number Of Ingredients

Defines how many ingredients are in the Ingredient Name Table. The default is 30 ingredients and 69 pens.

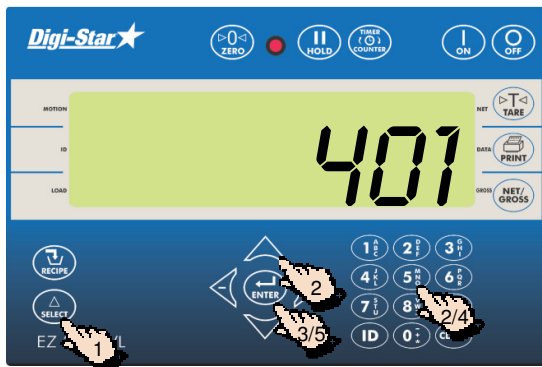


1. Enter **473** press .
2. Enter the number of ingredients
3. Press to save.

Pre-alarm

[P-ALM]

Select weight or percentage method. Enter value to activate early warning sign when indicator reaching preset value.



1. Enter **401** press .
2. Press to select *WEIGHT* or *PERCENT*.
3. Press to save.
4. Enter the pre-alarm value in weight or percent.
5. Press to save.

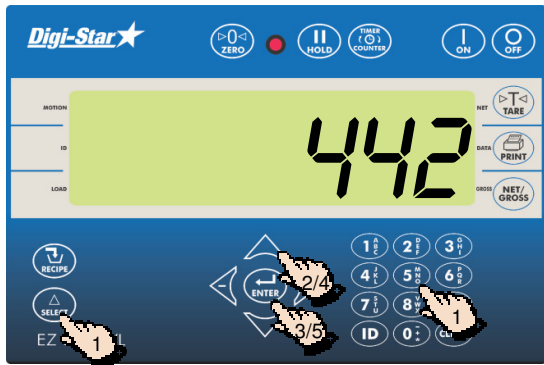
Auto Advance






When the auto advance feature is activated the indicator automatically advances to the next ingredient once the tolerance and delay time requirements are met.

Tolerance

[TOLER]

Tolerance is a specific percentage or weight of the desired amount. When reaching the desired amount minus the "Tolerance", the weighing indicator will accept the loaded amount and automatically advance to the next ingredient, depending on the set delay time.



1. Enter **442** press .
2. Press  to choose tolerance method *WEIGHT* or *PERCNT*.
3. Press  to save.
4. To change percentage, press  until desired value is shown. To change weight, enter value.
5. Press  to save.

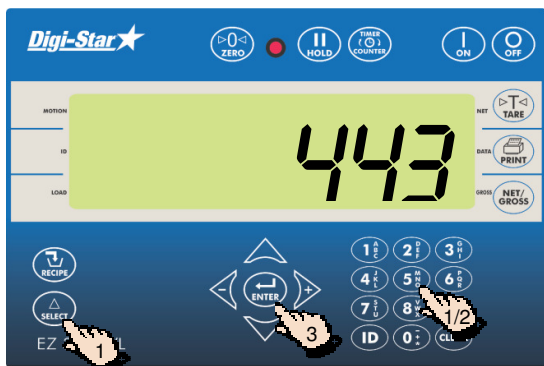
NOTE: OFF setting always advances after preset amount reached.

Example: Preset = 1000 kg. If tolerance is set to 5%, Auto Advance will activate at 950 kg or 95% of preset weight.

Delay time

[DELAY]

Enter the time that the weighing indicator should wait before advancing to the next ingredient.



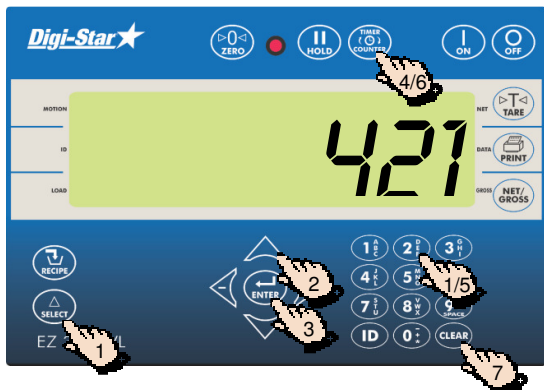
1. Enter **443** press .
2. Enter delay time in seconds.
3. Press  to save.

NOTE: Set to 0 prevents automatic advance.







Rotate counter

[TMRCTR]

Indicator counts mixer auger rotations.



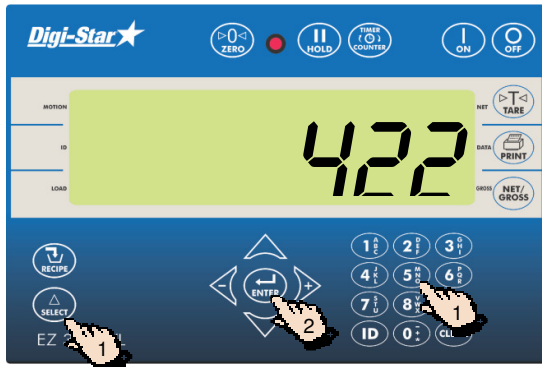
NOTE: Feature requires optional sensor kit.



1. Enter **421** press .
2. Press  to select *REV* option.
3. Press  to save.
4. Press .
5. Enter number of rotations.
6. Press . The rotation counter counts down. When counter reaches zero the alarm light and buzzer will be activated.
7. Press  again to deactivate buzzer and light.

Drive ratio

[DRATIO]

Drive ratio is the number of revolutions of the power take-off of the feed mixer divided by the number of revolutions of the mixer auger.







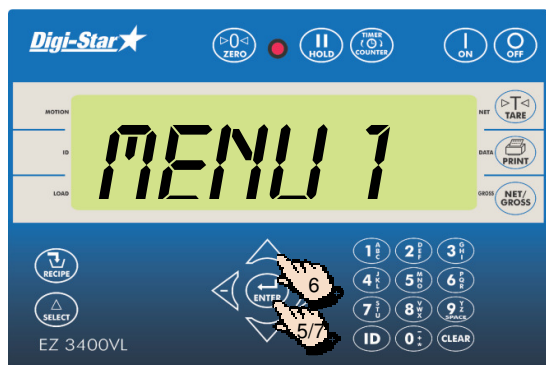
1. Enter **422** and press  to enter drive ratio value.
2. Press  to save.




Menu and Calibration

Access to menus



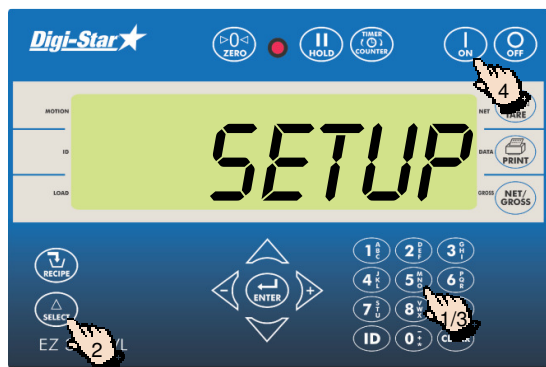
1. Repeatedly press  until *MENU* is displayed.
2. Press and hold  for 3 seconds .
3. Press  to choose the required menu.
4. Press  to enter the selected menu.





5. Press  to scroll through the options.
6. Press  to change the options.
7. Press  to save the changes.

Changing setup and calibration numbers

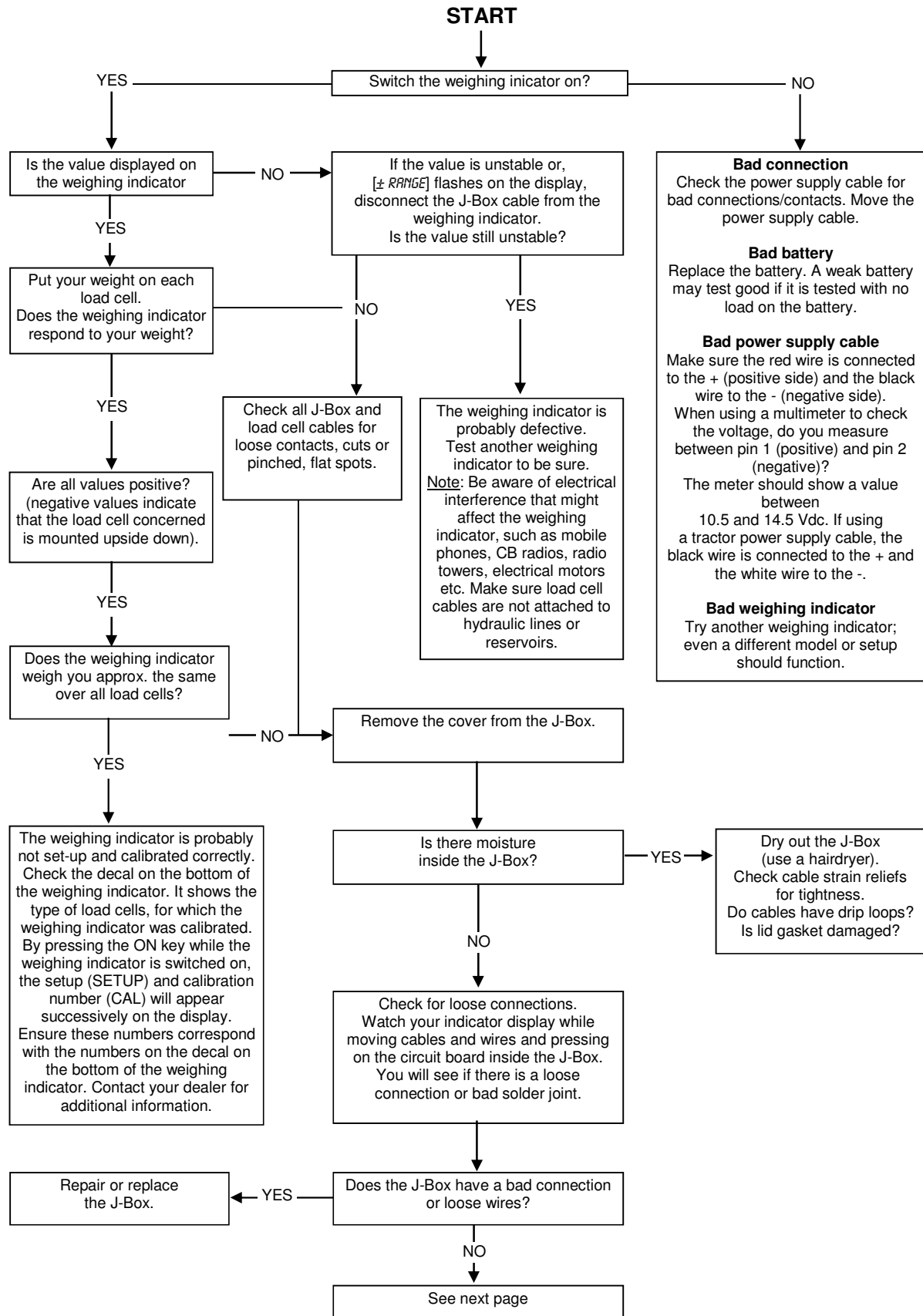
[*SETUP.*] & [*CAL.*]

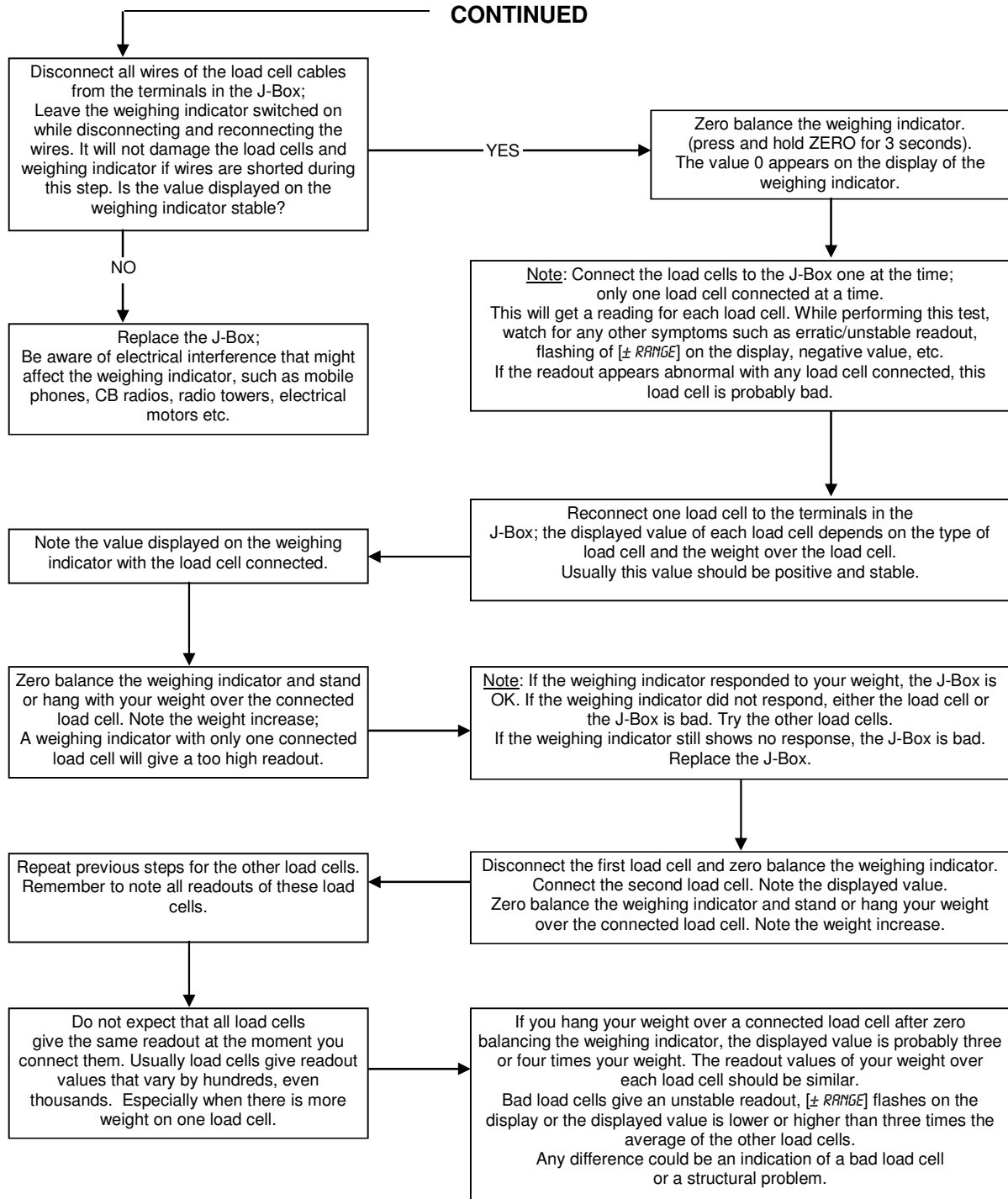


1. Enter **871**.
2. Press .
3. Weighing indicator briefly shows *SETUP* followed by a six digit number. Enter the new number.
4. Press .

Use **872** and follow the same procedure to change the calibration *CAL* number.

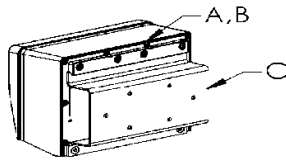
TROUBLE SHOOTING



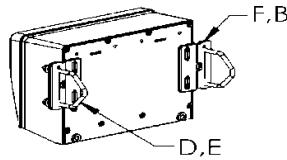


INSTALLATION

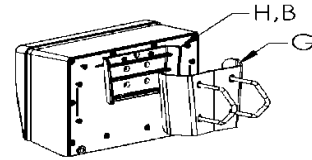
Mounting the indicator



RAIL MOUNT

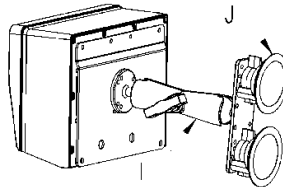


WING MOUNT



WEDGE MOUNT

KEY	PART NUMBER	DESCRIPTION
A	404353	BRACKET-EZ3 PLASTIC RAIL *
B	403780	SCR-#10 X 5/8 FHSTS BLACK ZP
C	840459	SUPPORT-HAT BRACKET
D	405069	U-BOLT 1/4-20 X 3.25 ZP
E	405084	NUT-1/4-20 TOP LOCKING FLANGE
F	403770	BRACKET- WING MOUNT *
G	405124	PACK-WEDGE MOUNT BRACKET WITH U-BOLTS & FLANGE NUTS
H	405244	EZ3 WEDGE MOUNT



RAM MOUNT

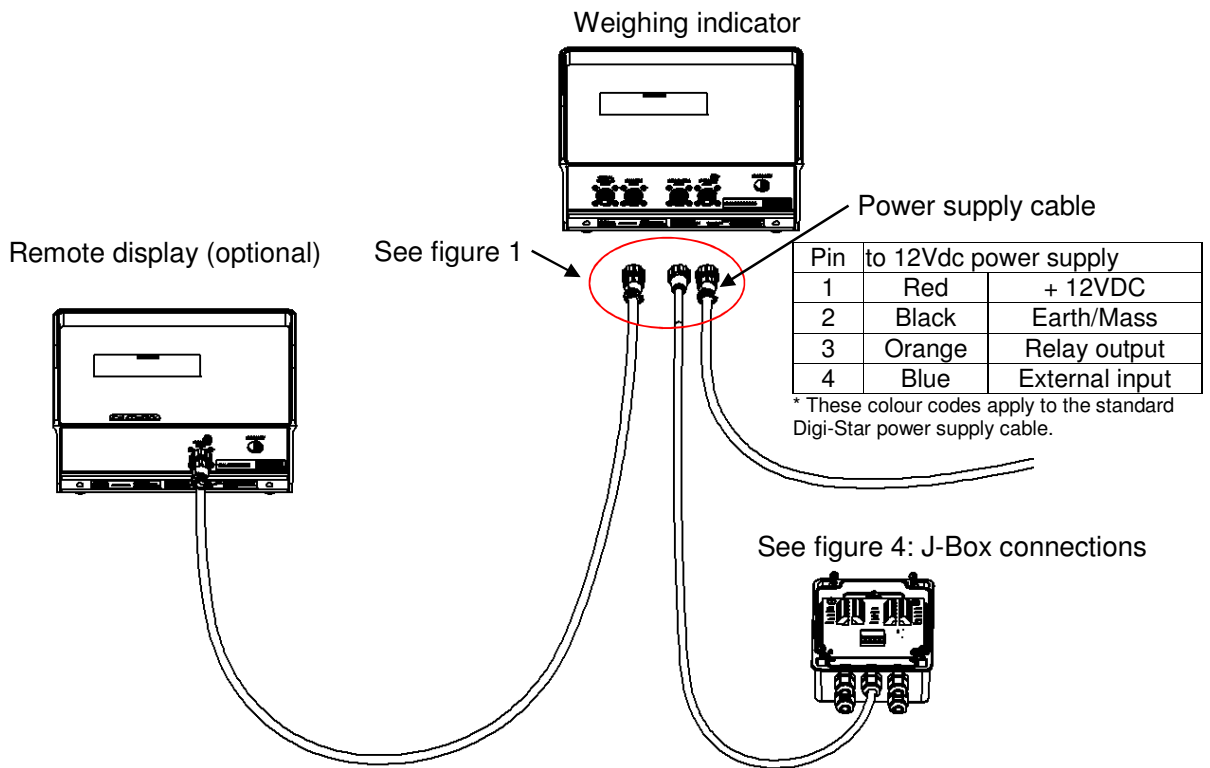
KEY	PART NUMBER	DESCRIPTION
I	404799	RAM MOUNT FOR EZ III INDICATOR WITH HARDWARE
J	404230	RAM SUCTION CUP W/TWIST LOCK

Load cell direction

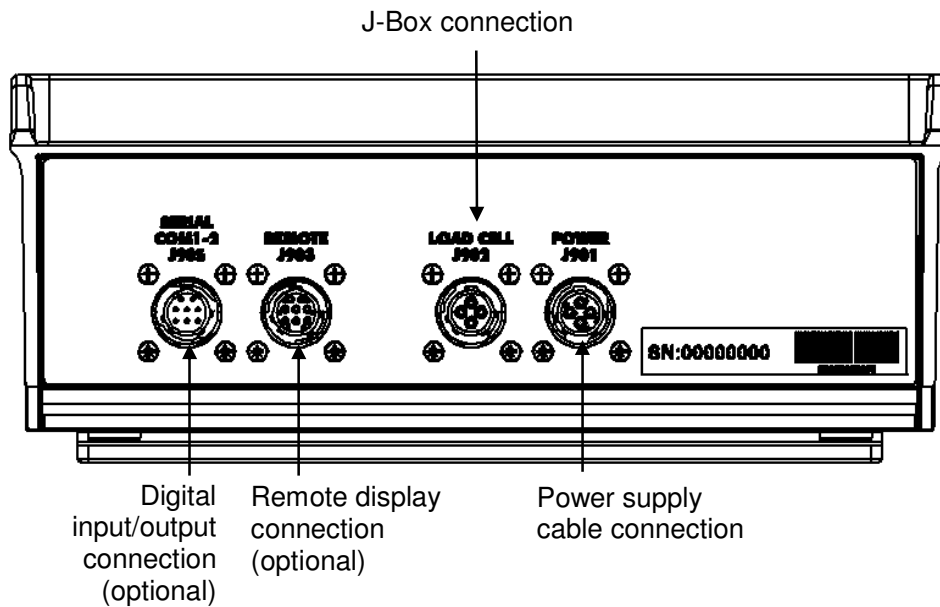


Observe direction of arrow when installing load cell.

Connecting the cables

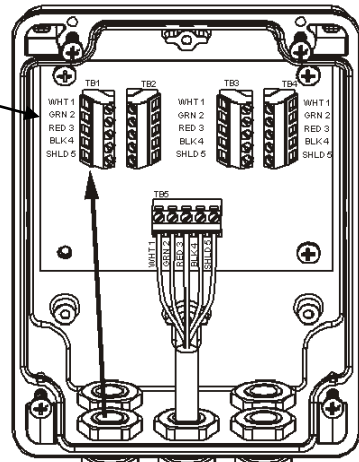


Indicator connection diagram



Connecting load cells to J-Box

Connect load cell wires to terminals.



J-Box illustrated for connection of 4 load cells

Tighten nuts

J-Box cable

Load cell cable

Wire colours		
Pin	Colour	Description
1	Red	Power supply +
2	Green	Signal -
3	White	Signal +
4	Black	Power supply -
5	Transparent	Shield

Connect to bottom panel of weighing indicator.

APPENDIX A1: EC DECLARATION OF CONFORMITY

Application of Council Directive(s)	2004/108/EEC
Manufacturer's Name	Digi-Star, LLC
Manufacturer's Address	790 West Rockwell Avenue, Fort Atkinson, WI 53538
European Representative's Name	Digi-Star Europe B.V.
European Representative's Address	J.F. Kennedylaan 235, 5981 WX Panningen (NL)

Model name: EZ2400, EZ2400V, EZ3400, EZ3400V, EZ3400VL, EZ3600, EZ3600V, EZ4600, SW2600EID, SW4600EID, RD2400V, CAB CONTROL 2400\2400V\3400\3400V\3600\3600V

Conformance to:

- EN 61326 - electrical equipment for measurement, control and laboratory use (see Report Number 307245.)
- EN 55011 - for Class B ISM equipment for industrial, scientific, and medical equipment (see Report Number 307245).

Beginning serial No: 1001
Year of Manufacture: 2008

We, the undersigned, hereby declare that the equipment specified above conforms to the above Directive(s).

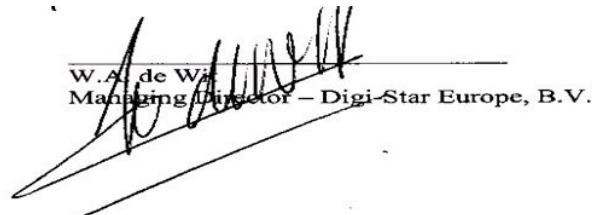
Manufacturer

**Signature**

Name: Kevin Klubertanz
Position: Director of Engineering
Place: Fort Atkinson, WI U.S.A.

Date: 15 March 2008

Legal representative in Europe



W. A. de Wit
Managing Director – Digi-Star Europe, B.V.

Signature

Name: Wim de Wit
Position: Managing Director
Place: Panningen, the Netherlands

Date: 15 March 2008