



## EZ3400(V)

### Getting started



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## SAFETY DURING USE



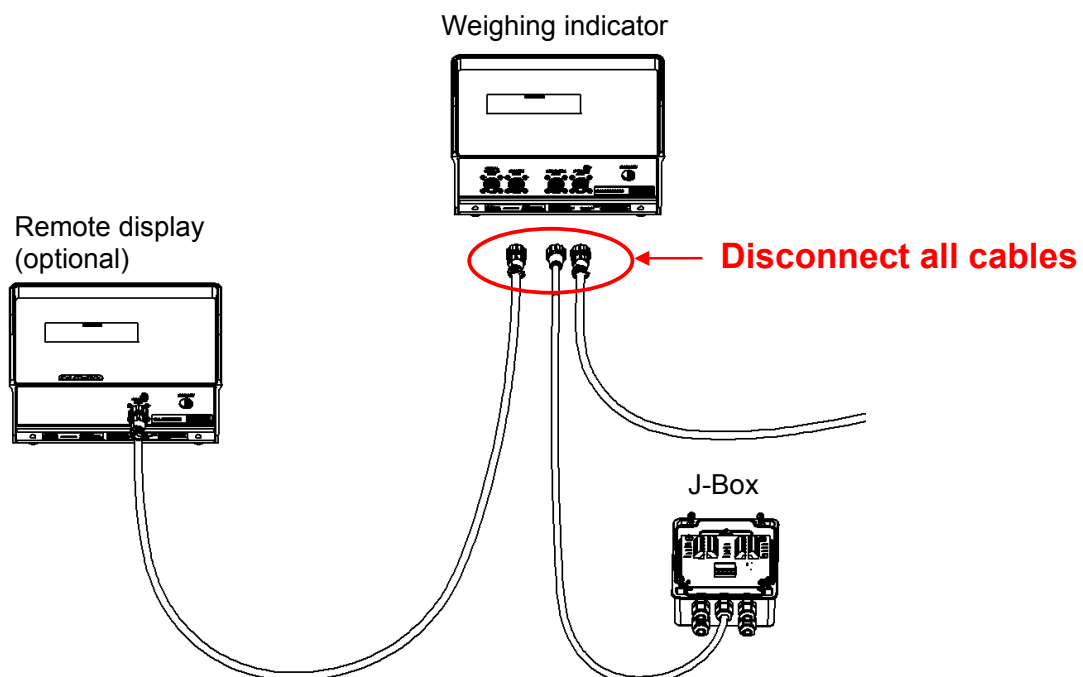
**Caution**

### Cleaning

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

### CHARGING BATTERY AND WELDING


Disconnect all cables from the weighing indicator before charging the battery or welding on the machine. If cables are left connected, the weighing indicator and connected load cells could be damaged.



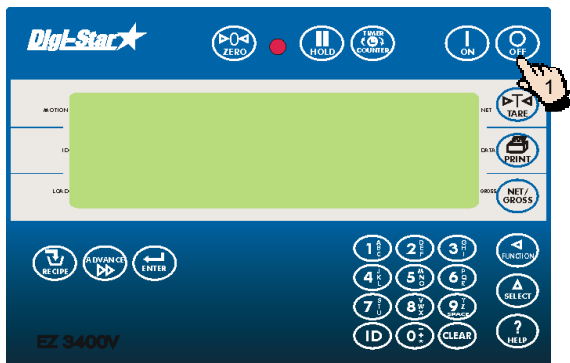
## OPERATION

### Switching on the weighing indicator



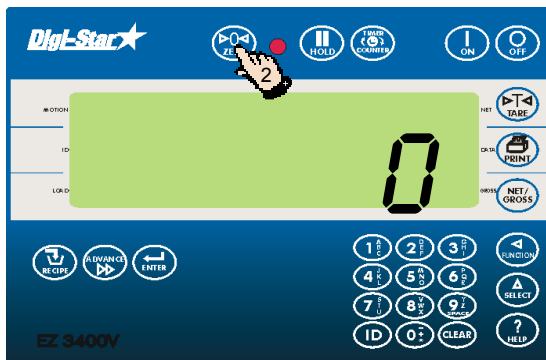
1. Press .

### 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 ingredient per animal per recipe. For example, 9 kg silage and 8 kg corn. Depending on the number of animals to be fed, the weighing indicator will calculate the total amount of the ingredients to be prepared: For example, with 100 animals this will be 900 kg silage and 800 kg corn.

#### 2. Percentage (%) per ingredient

Enter the amount of ingredient per recipe as a percentage (%). For example, 55% silage and 45% corn. The weighing indicator will calculate the total amount to be prepared per ingredient: 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 of ingredient per recipe. For example, 2500 kg silage and 2000 kg corn.

### Changing the programming method

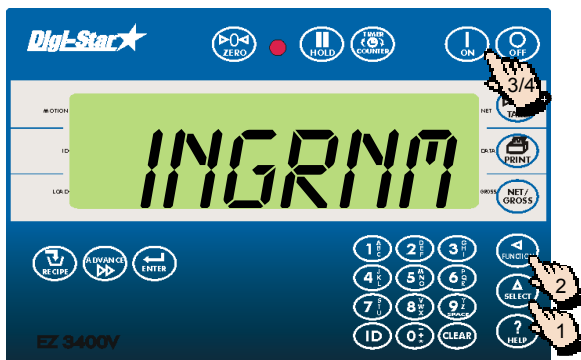
[E-MTHD]



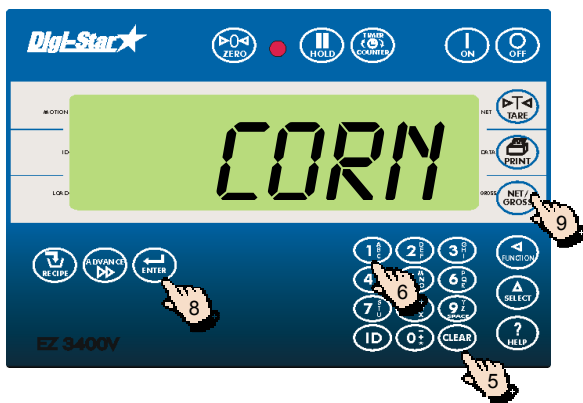
1. Enter **441** and press .
2. Press repeatedly to select the required programming method for blends.
  - 1 = Amount per animal
  - 2 = Percentage (%) per ingredient
  - 3 = Amount per ingredient
3. Press to confirm the selected programming method.

### Changing ingredient name

The standard ingredient names can be changed as required:

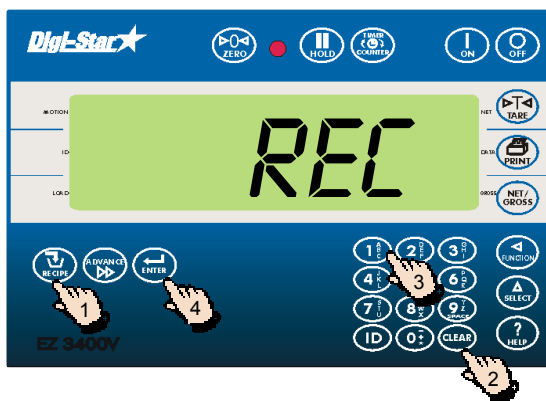


1. Repeatedly press , until *INGRNM* is displayed.
2. Press .
3. Press to select the ingredient to be changed.
4. Press to change the name. *EDIT* will briefly be displayed, followed by a flashing cursor.

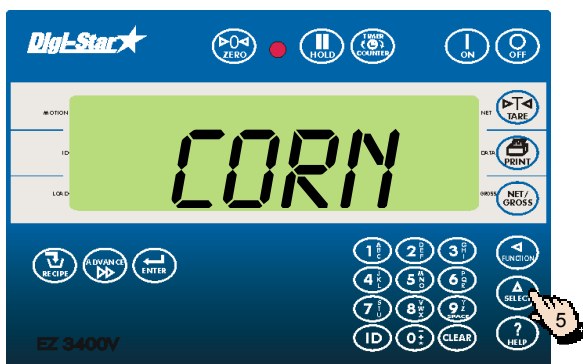


5. Press **CLEAR** repeatedly to delete an ingredient.
6. Press **1**<sup>A</sup><sub>B</sub><sub>C</sub> x 1 to enter the number 1; Press 2x is A, 3x is B and 4x is C. Use this method to enter all the letters of the alphabet using the numeric keyboard.
7. When you have entered a letter or number, wait briefly before entering the next number or letter.
8. Press **ENTER** to confirm.
9. Press **NET/GROSS** to return to normal weighing mode.

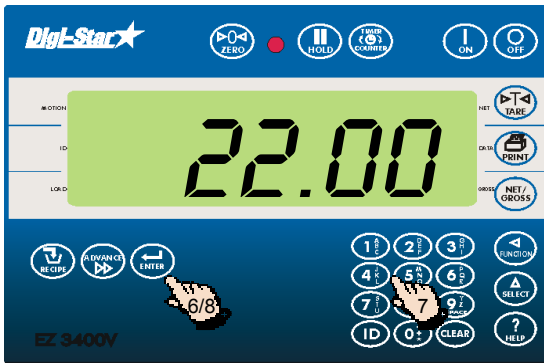
**Programming a new recipe**



1. Press and hold **RECIPES** until the weighing indicator emits a high pitched signal and *PROGRAM* is displayed. The first programmed recipe *REC\_\_* will be displayed.
2. Press **CLEAR** or,
3. Enter the required recipe number.
4. Press **ENTER** to confirm the entered recipe number.

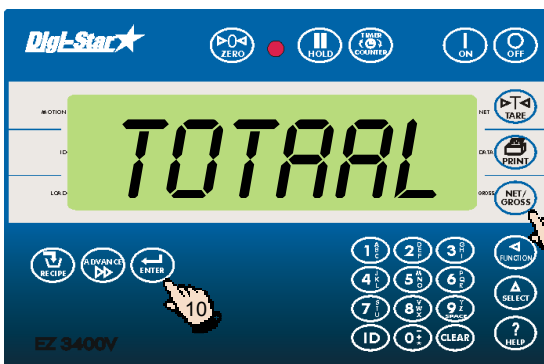


5. Press **SELECT** to run through the ingredients present.



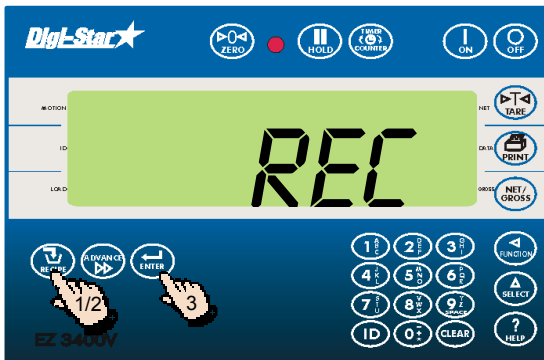
6. Press to select the displayed ingredient.
7. Enter the required ingredient amount\*.
8. Press to confirm the entered amount.
9. Repeat steps 5 thru 8 for the other ingredients in the recipe to be programmed.

\* With the programming method *Percentage (%) per ingredient* enter 75%, for example, as 75.00 and 5.75% as 5.75.

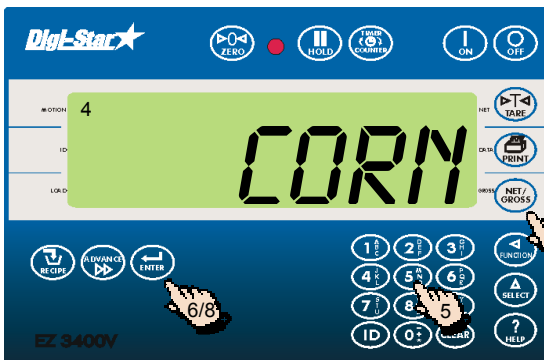


10. Press to confirm the entered recipe.
11. The weighing indicator calculates and displays the total amount of the recipe (*TOTAL*).
12. Repeat steps 1 thru 11 for the other recipes to be programmed.
13. Press to quit program mode.

### Changing ingredient amounts in the recipe



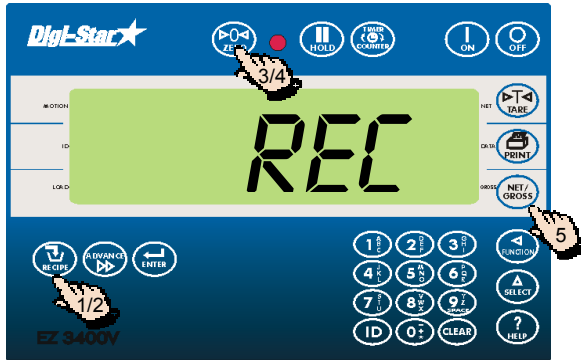
1. Press and hold until the weighing indicator emits a high pitched signal and *PROGRAM* is displayed.
2. Press repeatedly until the recipe number to be changed is displayed.
3. Press to select this recipe.








4. The first ingredient name is displayed, followed by *AMOUNT*.
5. Enter the new amount.
6. Press to save the new amount and continue with the following ingredient.
7. Repeat steps 5 and 6 for the other ingredients in the recipe.
8. Press to save the changed recipe.
9. Press .

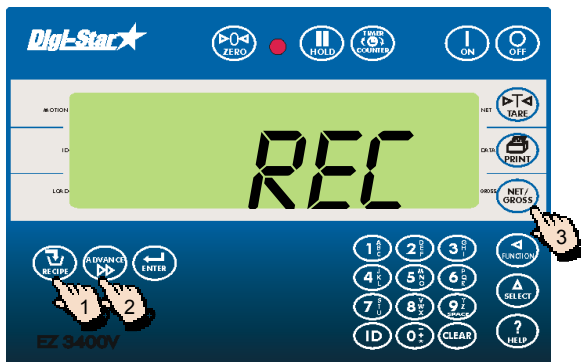
Note: It is only possible to change ingredient amounts. To add new ingredients to the recipe, first delete the recipe, then program it again.




### Deleting recipe



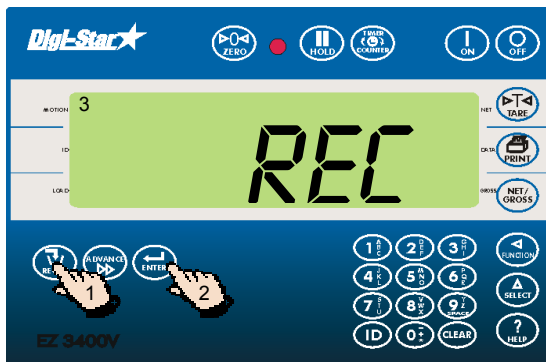
1. Press and hold  until the weighing indicator emits a high pitched signal and *PROGRM* and the first recipe number are displayed in succession.
2. Press  repeatedly until the required recipe number is displayed.
3. Press and hold  until *PRESS ZERO TO DELETE BLEND - PRESS NET/GROSS TO QUIT* are displayed.
4. Press  to delete this recipe.
5. Press  to return to normal weighing mode.

### Calling up a recipe

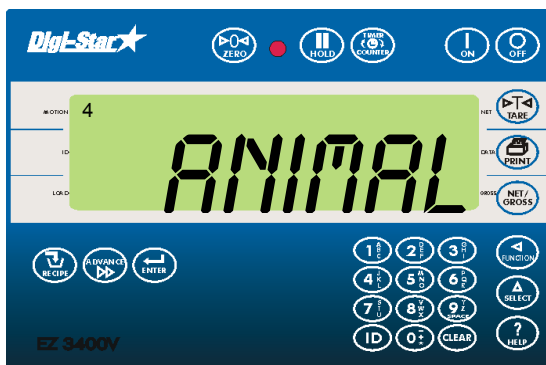


1. Press  repeatedly until the required recipe is displayed.
2. Press  to display the various ingredients and their respective amounts (in kg or %).
3. Press  to return to normal weighing mode.

**Loading recipe according to amount per animal**

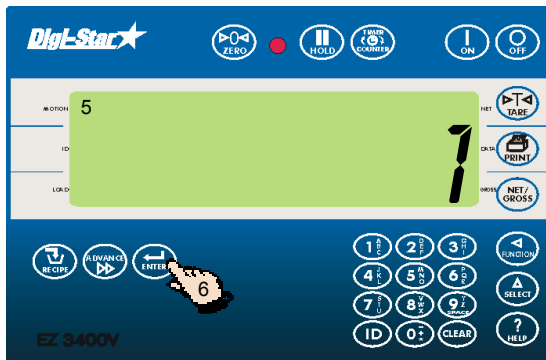


1. Press repeatedly until the recipe to be loaded is displayed.
2. Press to start the recipe selected.
3. The weighing indicator displays *LOAD RECIPE*.



4. *ANIMAL* is displayed.

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

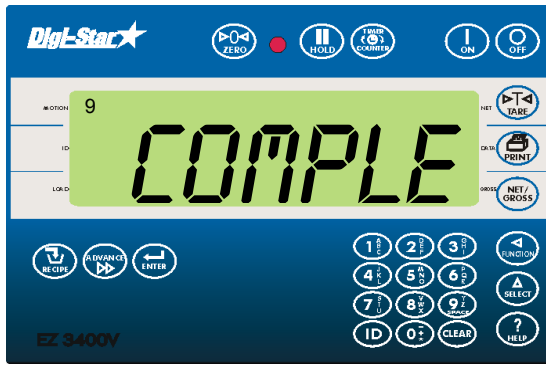


5. A flashing number will be displayed. Change this number into the number of animals to be fed.
6. Press .



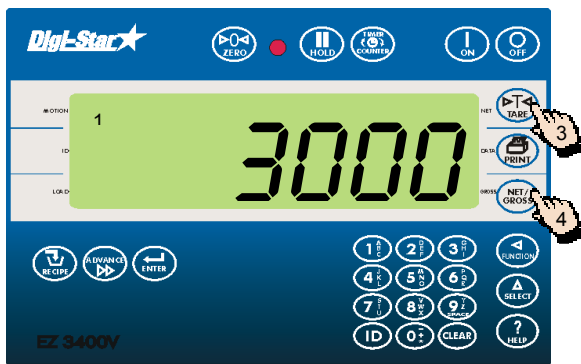
7. The weighing indicator displays the name and amount of the ingredient to be loaded. As soon as the ingredient is loaded, the weighing indicator will count down to zero.
8. Press to advance to the next ingredient.

(To set automatic advance, see pages 23 and 24)



9. After the final ingredient has been loaded *RECIPE COMPLETE TOTAL LOADED XXXKG* will be displayed.

### Dosing out recipe



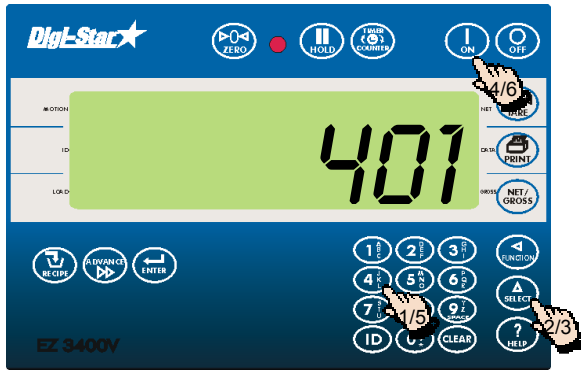
1. The display shows the total amount of loaded recipe.
2. As soon as dosing out starts the weighing indicator will count down to zero.
3. Press **TARE** to temporarily set the weighing indicator to 0. This function can be used to see how much has been dosed out per group, if several groups are being fed.
4. Press **NET/GROSS** to read out the remaining weight at any time.





## COMMONLY USED DIRECT ACCESS NUMBERS

### Pre-alarm

[P-ALM]

Message when the preset amount to be loaded is almost reached.



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

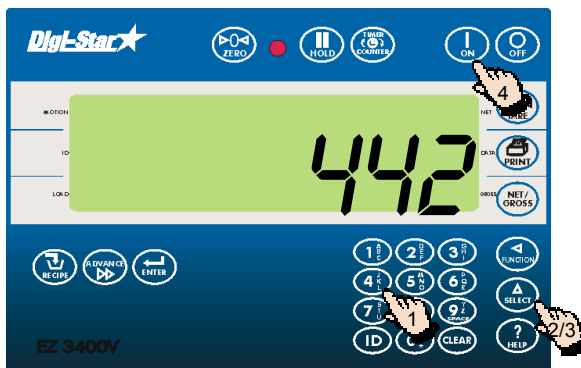
### Automatically advancing ingredients




When automatically advancing to next ingredient, the weighing indicator will automatically advance to the next ingredient as soon as the current ingredient has been loaded, taking the set tolerance and delay time into account.

### Tolerance

[TOLER]

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






1. Enter **442**.
2. Press .
3. Press , until the desired percentage (tolerance) appears on the display:  
*OFF, 0.5, 1 - 5, 7, or 10.*
4. Press .

### Delay time

[DELAY]

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







1. Enter **443**.
2. Press .
3. Press , until the required delay time (seconds) appears on the display: *MANUAL, 1, 2, 3, 5, 7, 10, 20, 30, or 60*.
4. Press .

**Note:** If automatically advancing to the next ingredient is not required, set this setting to *MANUAL*.

### Setting Actual time

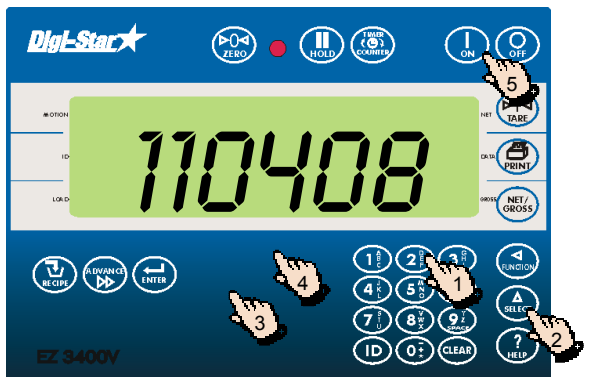
[TIME]







1. Enter **202**.
2. Press .
3. Press  to move the cursor.
4. Press  to set the time.
5. Press .

### Setting Actual date

[DATE]



1. Enter **204**.
2. Press .
3. Press  to move the cursor.
4. Press  to set the date.
5. Press .

