

GETTING STARTED

◆ Ensure that the FX21's battery is charged. (see BATTERY CARE in the User Manual)

◆ Connect the two loadbar cables to the loadbar sockets marked on the rear of the indicator.

◆ Press the **ON** button. The scale will return to zero automatically. When complete, the ZERO pointer ▲ will show that the scale is at zero.

If a large load (such as a partly filled wool bale in a wool press) remains on the scale from previous use, the last weight will be displayed. The operator can continue the weighing session from where last finished. Alternatively press **ZERO** to return the scale to zero.

◆ During initialisation at switch-on, the currently selected group is displayed, e.g. 'G R Y 3 B', which is the same as the group last used in the previous weighing session. If this is a new session, the operator will probably want to select a new group from the range 1 to 99. See the section GROUPS overleaf.

BASIC LIVESTOCK WEIGHING

◆ Check that the ZERO pointer ▲ is displayed.

◆ Check that HOLD mode is selected. If the HOLD pointer ▲ is not displayed, change to HOLD with the **WEIGH MODE** key.

◆ Load the animal into the crate or onto the platform.

◆ As soon as hands are free from the weigh crate, press the **WEIGH** key. The animal's weight is locked on the display and the new record is added to memory.

◆ In the event of a problem with the weighing, use the **DELETE** key to remove the latest record from memory. 'DELETE' is displayed as confirmation or 'NONE' if not permitted. Re-weigh by pressing the **WEIGH** key again.

◆ Remove the animal from the weighing platform. The last animal's weight remains locked on the display. Check that the ZERO pointer ▲ is displayed between animal weighings. If the ZERO pointer does not appear, hold the next animal back, keep hands etc clear of the crate and press the **ZERO** key. The scale will return to zero and the weighing session can proceed.

WEIGHING / DRAFTING

To sort animals into weight ranges, use the drafting feature of the FX21. Set up the system as for Basic Livestock Weighing. In addition, set one or both draft limits to divide the animals into the required weight ranges.

No Drafting: Set the two draft limits Draft 1 and Draft 2 to 0.0

2 Way Drafting: Set one draft limit to the required weight and set the other to 0.0
The display will show H (high) or L (low) alongside the weight.

3 Way Drafting: Set the draft limits to the required weights. The display will show H (high), C (centre) or L (low) alongside the weight.

Draft Limit Setting

Press **DRAFT LIMITS** for 'DRAFT.1'
Then enter the weight on the numeric keypad.

Press **DRAFT LIMITS** again for 'DRAFT.2'
Then enter the weight on the numeric keypad.

Press **DRAFT LIMITS** again to return to the weighing mode.

With the draft limits set up, weighing / drafting can now be done by pressing **WEIGH** for each new animal in the crate, as for Basic Livestock Weighing.

WEIGHING / RECORDING

Set up the system as for Basic Livestock Weighing. To identify individual animals, enter the animal's tag number on the numeric keypad e.g. **1 2 3 4** before pressing **WEIGH**.

A record is stored whenever **WEIGH** is pressed.

Optionally, after entering the tag number, enter a condition score by pressing **SCORE/CODE**, then enter a two-digit score using the numeric keypad e.g. **5.5** Then press **WEIGH**.

The stored record consists of:

Weight
Tag Number (if used)
Condition Score (if used)

All records are stored in the selected group in permanent memory. In normal use, you would select an empty group at the start of a new weighing session, unless you wish to add new weighings to a previous weighing session.

When using the numeric keypad for entering tag numbers or condition score, use **DELETE** to correct the last entered digit (repeated use of **DELETE** is permitted).

DISPLAYING STATISTICS

Press ***** key, the display shows 'SELECT'.

Press the corresponding number key to select from: *WGT STATS, *AVG SCORE, *DRAFT NO's, *DRAFT WGTS or *DRAFT TOT.

For example, successive presses of ***WGT STATS** scroll through the weight statistics in the following order:

n o. = number of animals weighed
A V G = average weight
t o t A L = total weight

Press ***WGT STATS** again to return to the weighing mode. 'End' is displayed.

Alternatively, press any other statistics key to begin displaying a different set of statistics.

***AVG SCORE**

average condition score e.g. '5C 5.7'

***DRAFT NO's**

H = number of animals in High Group
C = number of animals in Centre Group
L = number of animals in Low Group

***DRAFT WGTS**

H = average weight in High Group
C = average weight in Centre Group
L = average weight in Low Group

***DRAFT TOT**

t o t A L . H = total weight in High Group
t o t A L . C = total weight in Centre Group
t o t A L . L = total weight in Low Group

DUPLICATE TAG NUMBERS

If a tag number is repeated in the selected group, when **WEIGH** is pressed 'DUPL' is alternately displayed with the tag number. If the number is correct, press **WEIGH** again to continue (noting that the *previous* use of that number is probably wrong). If incorrect, use **DELETE** one or more times, then re-enter.

GROUPS

Displaying & Selecting a Group

Press the ***** key, then press ***GROUP** to display the selected group, for example 'GRP 25'.

If you wish to continue putting records into this group, press ***** to exit Group Selection mode.

Or, if a different group is required for the new weighing session, type the new group number, **3 9** for example, to display 'GRP 39'.

The group number may be selected from the range 1 to 99. Note that Group 0 must not be selected for a weighing session.

To accept the new setting and return to the normal operating mode, press *****.

Memory Capacity:

7238 records for Version 4.01 onwards.
3626 records for earlier versions.

The memory capacity may be shared between the groups in any manner, providing the combined total of records in all groups does not exceed 7238 (3626). See USING "ALL GROUPS" below, for checking the total number of records used.

When the record limit is reached, for a further press of **WEIGH** the message 'FULL' will be

displayed. No more records are able to be stored until some or all of the existing records are cleared. Usually records from a previous weighing session (stored in another group) can be cleared so that more records can be added to the currently selected group.

Clearing Records

Ensure that the correct group for deletion is currently selected, by *** *GROUP ***.

Display any statistics function, then while any of the statistics are flashing on the display, press the **DELETE** key. The operator is then prompted with the message 'SURE?'

Press **DELETE** again within 2 seconds to confirm. 'DELETE' is displayed if the file is cleared. If **DELETE** is not pressed again within 2 seconds, 'no DEL' is displayed.

Using "All Groups" (Group = 0)

Selecting 'GRP 0' allows access to all records in memory, regardless of which groups individual records are stored in. You may:

- ◆ View the combined statistics for all records in memory. This should be used to look at the total number of weighings to check how much memory capacity remains.
- ◆ Delete the entire contents of memory – all records in all groups. USE WITH CARE.
- ◆ Print all records in memory using the Iconix FX Printer.

DO NOT USE Group 0 FOR A WEIGHING SESSION.