





GETTING STARTED

- ♀ Connect the two loadbar cables to the loadbar sockets marked on the rear of the indicator.
- → Press the **ON** key. 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. You can continue the weighing session from where last finished. Alternatively press ZERO to return the scale to zero.
- ♦ At switch-on, the currently selected group is briefly displayed, e.g. "GROUP=38", which is 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.
- ✤ For basic livestock weighing, press the SET-UP key and select the following:

```
Prefixing = Off
Weight Gain = Off
Percent = xx (set to farm kill-out %)
Off-Line
Dupl. ID Check = On
Multiple Weigh = Off
Display Release = Off
Zero-Track = On
Units = Kg
Time: change if necessary
Date: change if necessary
```

BASIC LIVESTOCK WEIGHING

- \bullet Check that the ZERO pointer \blacktriangle is displayed.
- ✤ Load the animal into the crate or onto the platform.
- ♦ As soon as hands are free from the weigh crate, enter the animal ID number and press the WEIGH key. The animal's weight is locked on the large display and the new record is added to memory. If no ID is entered, only the weight will be recorded.

Optionally, a code or condition score may be entered. After entering the ID, press the key **CODE/MULTIPLE** then type the 2 digit code on the numeric keypad. For example enter **5.5** then press **WEIGH**.

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

♦ In the event of a problem with the weighing, use the **DELETE** key to remove the latest record from memory. "RECORD DELETED" is displayed as confirmation or "CANNOT DELETE" if not permitted.

Re-weigh by pressing the **WEIGH** key again.

♦ Remove the animal from the weighing crate. 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 FX41. 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 draft limits Draft Limit 1 and Draft Limit 2 to 0.0

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

3 Way Drafting: Set the two 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 LIMIT 1". Then enter the weight on the numeric keypad.

Press **ENTER** for "DRAFT LIMIT 2". Then enter the weight on the numeric keypad.

Press **ENTER** again to set MINIMUM and MAXIMUM weights if required and then return to the weighing mode. Weights below the minimum and above the maximum will not be recorded.

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.

For automatic drafting refer to the User Manual.

Refer to the USER MANUAL for alternative weighing methods in order to make full use of the FX41 features.



WEIGHING / RECORDING

The stored record consists of:

Date ID number (if used) Group Condition Score (if used) Weight

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 ID numbers or condition score, use **DELETE** to correct the last entered digit (repeated use of **DELETE** is permitted).

DISPLAYING STATISTICS

When you press the ***** key, the display shows "PRESS KEY FOR REQUIRED STATS".

Press the corresponding number key to select from *RECS USED, *AVG CODE, *WGT STATS, *DRAFT TOT, *DRAFT WGTS, *DRAFT NO's or *WGT GAIN.

Press ***** again to return to the normal operating mode. "EXIT STATS " is displayed.

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

For example:

*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

- HI AVG = average weight in High Group
 - C = average weight in Centre Group
 - L = average weight in Low Group

*DRAFT TOT

- HI TOT = total weight in High Group
 - C = total weight in Centre Group
 - L = total weight in Low Group

For access to additional statistics, refer to the User Manual.

DUPLICATE ID NUMBERS

If an ID (eg 123) is repeated in the selected group, when **WEIGH** is pressed you will see the message "ID = 123 RE-USED".

If the ID is correct, press **ENTER** to continue (note: *previous* use of that ID is probably wrong).

If incorrect, use **DELETE** one or more times, reenter the ID and press **WEIGH**.

<u>GROUPS</u>

Displaying & Selecting a Group

Press the **GROUP** key to display the selected group, for example "GRP=25".

If you wish to continue putting records into this group, press **ENTER** to exit.

If a different group is required for the new weighing session, type the new group number, **3 9** for example, then press **ENTER**.

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 **ENTER**.



Memory Capacity:

6000 weight records 3000 cross reference (X-Ref) file records

The memory capacity may be shared between the groups in any manner, providing the combined total of records in all groups does not exceed 6000.

When the record limit is reached, for a further press of **WEIGH** the message "MEMORY FULL" will be displayed. No more records may be stored until some or all of the existing records are cleared.

Clearing Records

Ensure that the correct group for deletion is currently selected by pressing the **GROUP** key. Press the **DELETE** key, then press **ENTER** within 2 seconds to delete records in the selected group.

<u>Using "All Groups" (Group=0)</u>

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.
- \bullet Search for an ID from an unknown group file.

DO NOT USE 'Group O' FOR A WEIGHING SESSION.