GETTING STARTED

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

Use the internal rechargeable battery, or:

Use the *Iconix* AC adaptor, or:

Attach the battery cable to the FX21+ and clip on to a 12V DC battery (car, tractor battery etc). ENSURE CORRECT POLARITY: red clip to **+**, black clip to **—**.

♦ Press the **ON** key. The FX21+ initially displays the version number e.g. '*P6.01*' then the type of loadbars attached: '*SCALE.1*' for standard or '*SCALE.3*' for heavy-duty. Next the currently selected group is shown e.g. '*Gr.0038*'. For a new weighing session, you will probably want to select a new unused group (1 to 9999). See *GROUP KEY* overleaf.

♦ The scale will automatically return to zero. When complete, the ZERO pointer ▲ will show that the scale is at zero.

Note: 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 resume the last weighing session or press **ZERO** to return the scale to zero.

♦ Check that the ZERO pointer ▲ is displayed. Load the animal on to the platform.

If required, enter the ID (tag number) of up to 6 digits using the numeric keypad.

If required, press **CODE/SCORE** once the correct ID is on the display, then enter a code/condition score (0.0 to 999.9). This may also be entered without an ID.

Press **WEIGH**. The animal is accurately weighed and the result locked on the display (in HOLD mode). A new record is added to the currently selected group in memory, consisting of:

ID (if used), Group, Condition Score (if used), Weight

♦ 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 **ZERO**. The scale will return to zero and the weighing session can proceed.

♦ When finished, switch **OFF** and recharge the battery.

MODE KEY

The **MODE** key allows the operator to change the weighing mode to FREE mode or one of the types of HOLD mode, as indicated by the HOLD pointer ▲ on the display.

FREE Mode   *FrEE*

The display is continuously updated with the weight currently on the scale. If **WEIGH** is used, the averaged weight is briefly displayed and a new record added to memory. FREE mode is suitable for static load weighing, not for weighing animals.

HOLD Mode   *HOLd*

Pressing **WEIGH** starts an averaging process, which then displays the accurate weight of the animal. A new record is added to memory. The weight is locked on the display until the next key press.

RACE Mode   *rACE*

A version of the standard HOLD mode for weighing cattle in a race, where the weighing result may be affected by the animal leaning against the race. Wait until the animal has been clear of the race for about 1.5 seconds, then press **WEIGH**.

NOTE: When auto-drafting is enabled by the distributor/dealer and then selected in User Set-Up, two additional modes are available. They are ONLY suitable for use with special crates that restrict animal movement, allowing faster weighing:

SPEED Mode   *SPEEd*

A fast version of HOLD mode with a 1.3 sec. weigh time.

HIGH SPEED Mode   *H.SPEEd*

The fastest version of HOLD mode with a 0.7 sec. weigh time.

WEIGH KEY

To weigh an animal on the scale, press **WEIGH**. The animal is accurately weighed and the result locked on the display (in HOLD mode). A new weight record is added to memory.

DUPLICATE ID (Tag Number)

If an ID number is repeated, when **WEIGH** is pressed, '*dUPL*' is alternately displayed with the ID.

If the number is correct, press **WEIGH** again to continue (the *previous* use of that number is probably incorrect).

If incorrect, use **DELETE** one or more times, then re-enter.

This feature is enabled by default. Please consult the *USER SET-UP* section of the User Manual for details on disabling.

DELETE KEY

The **DELETE** key has 3 functions:

♦ If there has been a problem with the weighing, press **DELETE** to delete the last weighing record from memory. '*dELEtE*' is displayed as confirmation. It is only possible to delete the last weighing immediately after the animal has been weighed. '*nonE*' is displayed if deletion is not possible.

♦ When using the numeric keypad for entering IDs (tag numbers), Group or Condition Score, use **DELETE** to remove the last entered digit (repeated use of **DELETE** is permitted).

♦ Clearing records (see the *CLEARING RECORDS* section below).

DRAFT KEY

Draft limits may be set for sorting of animals into weight ranges. Both 2-way and 3-way drafting are possible.

NO DRAFTING
Set Draft Limit 1 and Draft Limit 2 to '*0.0*'

2 WAY DRAFTING
Set one limit to the required weight and the other to '*0.0*'.
The display will show *H* (high) or *L* (low) beside the weight.

3 WAY DRAFTING
Set the draft limits to the required weights. The display will show *H* (high), *C* (centre) or *L* (low) beside the weight.

MINIMUM & MAXIMUM WEIGHT

Minimum and maximum weights can be set. When **WEIGH** is pressed, if the weight is below the minimum weight or above the maximum weight, then '*UndEr*' or '*OUEr*' is flashed alternately with the weight.

To discard this weighing, press **DELETE**. '*no.Stor*' is displayed as confirmation.

To record this weighing even though it is outside the normal range, press **WEIGH**. '*SAUEd*' is displayed.

SETTING THE LIMITS

Successive presses of **DRAFT** access the limits in the following order and they may be changed with the numeric keypad:

Draft Limit 1 '*drAFt.1*', Draft Limit 2 '*drAFt.2*',
Minimum Weight '*UndEr*' and Maximum Weight '*OUEr*'.

GROUP KEY

A new record is stored in memory in the selected group whenever **WEIGH** is pressed. Normally, for a new weighing session a previously unused group is selected (1 – 9999).

A total of 95,123 records may be stored across all groups. When the record limit is reached, for a further press of **WEIGH** the message 'FULL' will be displayed. The records from a group that is no longer needed will have to be cleared.

DISPLAYING AND SELECTING A GROUP

Press **GROUP** to display the current group, e.g. 'Gr.1234'.

If a different group is required for the new weighing session, type the new group number with the numeric keypad.

Press **GROUP** again to return to the normal operating mode.

To see whether the selected group already has records in it, check the statistics for the group using ✳ then ✳**WGT STATS**.

USING GROUP 0 (All Groups)

Selecting 'Gr.0000' allows access to all records, regardless of which groups the records are stored in. You may:

♦ View global statistics. See *STATISTICS*. The number of weighings, average weight and total weight etc. are the totals for all records in memory.

The total number of weighings will show whether the memory capacity of the FX21+ will soon be reached (95,123 records).

♦ Delete all records in memory. See *CLEARING RECORDS*.

Note: 'Gr.0000' may not be used for storing records in a weighing session. If an attempt is made to do so, the message 'no.Stor' is displayed briefly.

CLEARING RECORDS

To clear all records in the currently selected group:

♦ Press **GROUP** to confirm that the correct group is selected.

♦ Display any statistics function (see *STATISTICS* section), then while any of the statistics are flashing, press **DELETE**.

♦ The operator is then prompted with the message 'SUrE ?'.

♦ Press **DELETE** again within 2 seconds to confirm. 'dELEtE' is displayed if the file has been cleared. If **DELETE** is not pressed within 2 seconds, 'no dEL' is displayed.

STATISTICS

Statistics apply to all records in the currently selected group. For Group 0, statistics apply to all records in memory.

DISPLAYING STATISTICS

Press ✳ then the number key corresponding to ✳**WGT STATS**, ✳**DFT NO'S**, ✳**DFT WGTS**, ✳**DFT TOTS** or ✳**AVG CODE.**

While the statistics are calculated, 'bUSY -' is displayed.

Successive presses of ✳**WGT STATS** show:

no.	number of animals weighed
AUG	average weight
totAL	total weight of animals

Successive presses of ✳**DFT NO's** show:

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

Successive presses of ✳**DFT WGTS** show:

H	average weight of animals in High Group
C	average weight of animals in Centre Group
L	average weight of animals in Low Group

Successive presses of ✳**DFT TOTS** show:

totAL.H	total weight of animals in High Group
totAL.C	total weight of animals in Centre Group
totAL.L	total weight of animals in Low Group

Pressing ✳**AVG CODE** displays the average code or condition score, taking into account only non-zero values.

QUICK EXIT

Whenever statistics are flashing, you may press ✳ for a quick exit back to the weighing mode. 'End' is displayed.

"WHAT IF" DRAFTING STATISTICS

Since statistics are recalculated on entry, you may change the draft limits and re-examine the drafting statistics to determine how many animals would have been drafted into each weight range with different settings.

IMPORTANT !
IF THE FX21+ IS DETACHED FROM THE LOADBARS, ENSURE THAT THE WEATHERPROOF CAPS ARE FIRMLY FITTED TO ALL CONNECTORS

BATTERY VOLTAGE

To display the battery voltage, press ✳ then press ✳**BATTERY**.

The battery voltage is shown, for example '12.4 U' for 12.4 volts. The normal operating range should be from 12.0 to 12.8V. Below 12.0V the battery should be recharged.

Charging the battery will be faster if the FX21+ is switched off. However you may check that the charger is working correctly by switching the indicator on and checking the voltage. While charging, 'CHArGE' will be shown instead of the voltage.

IMPORTANT !
BATTERY LIFE WILL BE CONSIDERABLY SHORTENED IF IT IS NOT PROPERLY CARED FOR.
Always recharge the battery with the *Iconix* AC Adaptor provided for 8–12 hours AFTER USE. For long term storage, recharge ONCE PER MONTH.

BLUETOOTH

To check whether the FX21+ Bluetooth is currently connected to another Bluetooth device, press ✳ then press ✳**BT** to show:

Conn.On	if connected
Conn.OF	if not connected
bLUE.OF	if not enabled or turned off

AUTO-DRAFTING OPTION

Please consult the User Manual for details.

USER SET-UP

Please consult the User Manual for full details. Press **SETUP** to enter User Set-Up. Settings are viewed and changed using the following keys:

To change the setting, press **ZERO** (**+**) or **MODE** (**–**), or use the numeric keypad, depending on the setting.

To save and step on to the next setting, press **DRAFT** (➔).

To save and step back to the previous one, press **GROUP** (⬅).

To save and exit Set-Up, press **SETUP**.