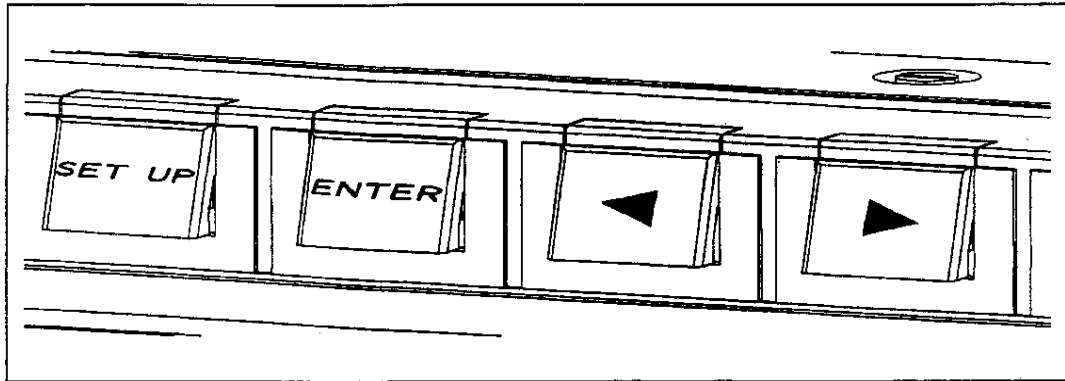

1 FUNCTION KEYS



1.1 SETUP

The **SETUP** key has three functions :

- Entering CONFIGURATION main menu from the RUN mode.
- Exiting CONFIGURATION main menu to normal RUN mode.
- Exiting CONFIGURATION sub-menus (ALARMS, SPEED, ID, TIME, DATE) to return to the main menu.

1.2 ENTER

The **ENTER** key allows confirmation of your choice of a sub-menu or a parameter.

1.3 INCREMENT

The **▶** key has 2 functions :


- Advancing chart in run mode.
The chart advances until the key is released.
- Moving the pointer in configuration mode.

The **▶** key moves the pointer to the right and places it at the sub-menu or parameter to be changed.

Note : When the pointer is placed either on the last sub-menu or on the last parameter to the right, this key has no effect. If you want to move the pointer to the left, use the **◀** key.

3.1.4 DECREMENT

The  key moves the pointer to the left and places it at the sub-menu or parameter to be changed.

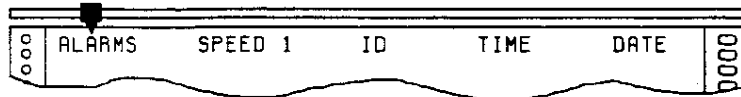
Note : When the pointer is placed either on the first sub-menu or on the first parameter to the left, this key has no effect. If you want to move the pointer to the right, use the  key.

3.2 MAIN MENU



The recorder automatically prints any modification to the configuration.

- To access the main menu, press  for a few seconds.

The recorder will print the main menu :

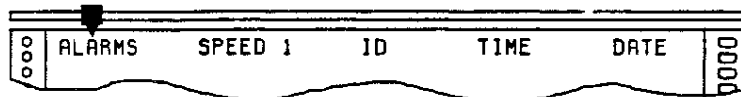


When printing completed, the pointer will be positioned at the ALARMS sub-menu. If there is no action, the recorder returns to the RUN mode after a few minutes.

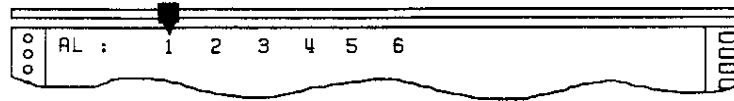
- Press  to move the pointer to the right and place on the desired sub-menu or parameter you wish to modify.
- **Note 1** : To return to the normal RUN mode, press the  key for a few seconds.
- **Note 2** : When exiting configuration mode, the recorder will reprint its mechanical references and return to RUN mode.

3.3 ALARMS

- When the pointer is positioned at ALARMS :



- Press **ENTER** to confirm your choice and the recorder prints the ALARMS sub-menu :



The printed numbers refer to ALARMS numbers. For example, the digit 1 represents alarm number 1.

- Press **▶** or **◀** to point to the desired alarm number.
- Press **ENTER** to confirm your choice. (Your choice will be highlighted)
The pen carriage moves to indicate the position of the alarm setpoint on the scale.
- Pressing **▶** or **◀** modifies the pen position from initial position to the new required position.
- Press **ENTER** to confirm the new value. The content of ALARMS sub-menu will be reprinted.

IMPORTANT : Unless modified by PC and configuration software, the standard alarm configuration is shown below.

- For a One-pen recorder : Alarm numbers are 1 and 2.
- For a Two-pen recorder : Alarm numbers are 1, 2, 3 and 4.
- For a Three-pen recorder : Alarm numbers are 1 to 6.
- For a Multipoint recorder : Alarm numbers are 1 to 6.

ote :

- The alarm type (High or Low) is pre-configured but may be modified via PC and configuration software.

PEN RECORDER		
ALARM NUMBER	TYPE	PEN
1	Low	pen 1
2	High	pen 1
3	Low	pen 2
4	High	pen 2
5	Low	pen 3
6	High	pen 3

MULTIPOINT RECORDER		
ALARM NUMBER	TYPE	CHANNEL
1	High	channel 1
2	High	channel 2
3	High	channel 3
4	High	channel 4
5	High	channel 5
6	High	channel 6

Alarm type and set point are printed each time the recorder is powered.

High Alarm ON	▲	Low Alarm ON	▼
High Alarm OFF	△	Low Alarm OFF	▽

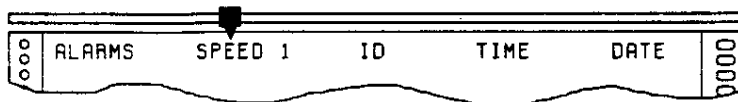
- The operation can be repeated for other ALARMS or the ALARMS sub-menu can be left by pressing the **SETUP** key for a few seconds, so that you will return to the main menu.

3.4 SPEED

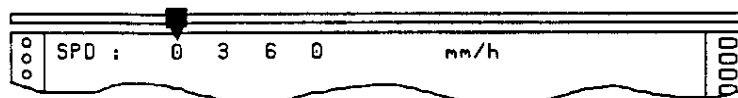
This menu permits configuration of chart speed #1. Selection of units (mm/or inches per hour) and chart speed #2 are pre-configured as defined in your order.

3.4.1 SPEED (mm/hour)

- When the pointer is positioned at SPEED 1 :

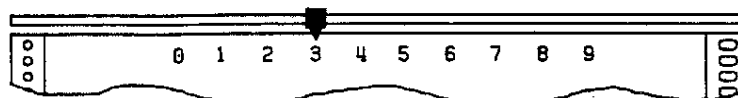


- Press **ENTER** and the recorder prints current speed #1 :







When printing completed, the pointer will be positioned at the leading digit, in this case 0.

- Press **▶** or **◀** to select the position of digit to be changed.
For example, position the pointer on the digit 3. The minimum speed is 10 mm/h and maximum speeds are 6000 mm/h for pen recorders and 1500 mm/h for the multipoint.
- Press **ENTER** to confirm your choice of position and the recorder will print the choice of values which can be selected.(Your choice will be highlighted)

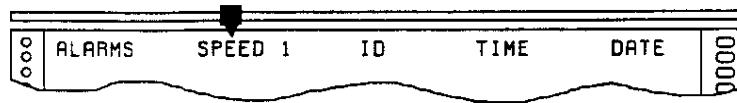


In this example, the pointer will be positioned at the current value, in this case 3.

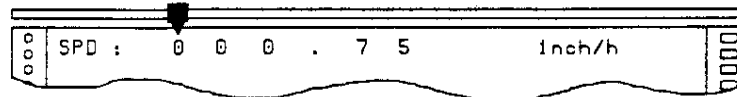
- Press  or  to move the pointer to the desired value, for example 1.
- Press  to confirm the change and the new speed of 160 mm/h will be printed.
- At this point, if necessary, the position of the next digit to be changed can be made and followed by selection of value.
- To return to the main menu, the  key should be pressed for a few seconds.

4.2 SPEED (inches/hour)




- When the pointer is positioned at SPEED 1 :

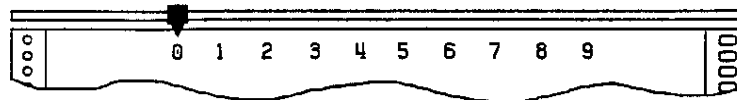






- Press  and the recorder prints current speed #1 :



When printing completed, the pointer will be positioned at the leading digit, in this case 0.

- Press  or  to select the position of digit to be changed, for example 0. The minimum speed is 0.5 inch/h and the maximum speeds are 240 inch/h for the pen recorders and 60 inch/h for the multipoint.
- Press  to confirm your choice and the recorder prints choice of values which can be selected. (Your choice will be highlighted)



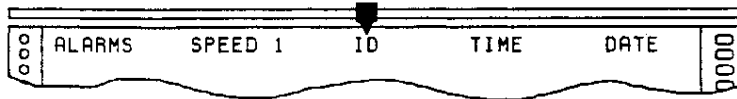
- Press  or  to move the pointer to the desired value, for example 2.
 - Press  to confirm your choice and the new speed of 20.75 inch/h will be printed.
 - At this point, if necessary, the position of the next digit to be changed can be made and followed by selection of value.
 - To return to the main menu, the  key should be pressed for a few seconds.
-

Note : Choices available for least significant digit are 0 or 5 only.

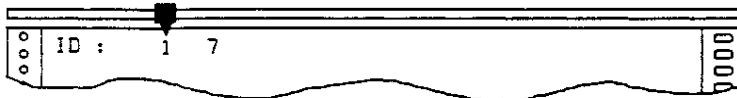
3.5 IDENTIFICATION

This menu permits configuration of a specific ID (1 to 99) for the recorder.

- When the pointer is positioned at ID (IDENTIFICATION OR ADDRESS NUMBER) :

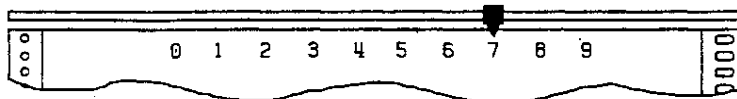


- Press **ENTER** and the recorder prints the current identification number :



When printing completed, the pointer will be positioned at the leading digit, in this case 1.

- Select the digit to be changed by pressing **▶** or **◀** , for example 7.
- Press **ENTER** to confirm your selection (Your choice will be highlighted) and the recorder prints choice of values which may be selected.

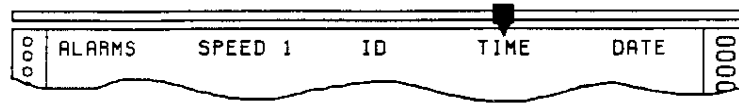


When printing completed, the pointer will be positioned to the current value, in this case 7.

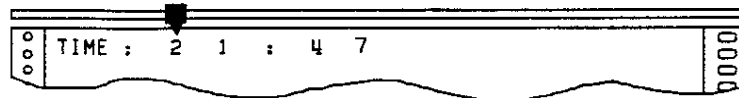
- Press **▶** or **◀** to position the pointer to the desired value, for example 4.
 - Press **ENTER** to confirm your choice and the new identification 14 will be printed.
 - At this point, the selection of the next digit requiring modification can be made.
 - To return to the main menu, the **SETUP** key should be pressed for a few seconds.
-

6 TIME

- When the pointer is positioned at TIME :



- Press **ENTER** to confirm your choice and the recorder prints the current time :

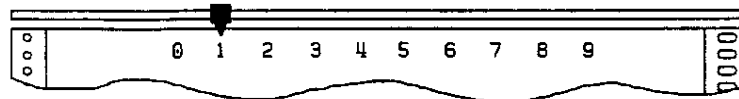


When printing completed, the pointer will be positioned at the leading digit, in this case 2.

- Press **▶** or **◀** to choose the position you wish to modify, for example 1.

Note : It is recommended that the least significant position in minute units be set last to ensure a precise time configuration.

- Press **ENTER** to confirm your choice (Your choice will be highlighted) and the recorder prints choice of values which may be selected.



When printing completed, the pointer will be positioned at the current value, in this case 1.

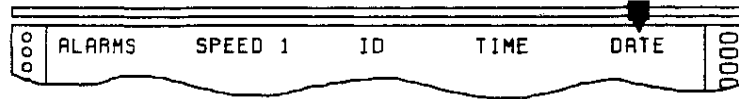
- Press **▶** or **◀** to choose another value, for example 2.
- Press **ENTER** to confirm your choice and the new time of 22:47 will be printed.

Note : The internal recorder clock is corrected/modified when **ENTER** is pressed.

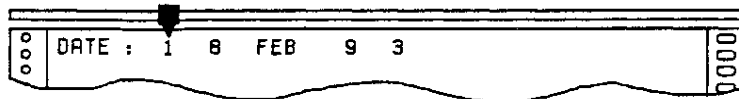
- At this point, if necessary, the position of the next digit to be changed can be made, followed by selection of value.
 - To return to the main menu, the **SETUP** key should be pressed for a few seconds.
-

3.7 DATE

- When the pointer is positioned at DATE :



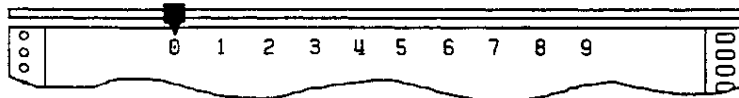
- Press **ENTER** to confirm your choice and the recorder prints the current date :



When printing completed, the pointer will be positioned at the leading position, in this case 1.

- Press **▶** or **◀** to choose the position you wish to modify, in this example 8.
- Press **ENTER** to confirm your choice. (Your choice will be highlighted)

The recorder prints the range of values which may be selected.



When printing completed, the pointer will be positioned at the current value, in this case 8.

- Press **▶** or **◀** to choose another value, for example 9.
 - Press **ENTER** to confirm your choice and the new date will be printed : 19 FEB 93.
 - At this point, if necessary, the position of the next digit to be changed can be made and followed by selection of value.
 - To return to the main menu, the **SETUP** key should be pressed for a few seconds.
-