# Weighing Scale

User Manual

Preparation before Operation

1. Avoid operating the scale in the locations where there is too much temperature changes and air flow, for example, the place under sunlight or air condition.

2. Use the independent power socket to avoid the interrupt of other electronic product.

3. When turning on the scale, do not place any object on the platter.

4. When operating the scale, place the object on the center of the platter. For the accuracy of weighing, do not place the object over the range of the platter.

5. When the low power indication (⊟) lights up, the scale needs to be recharged.

Display Description
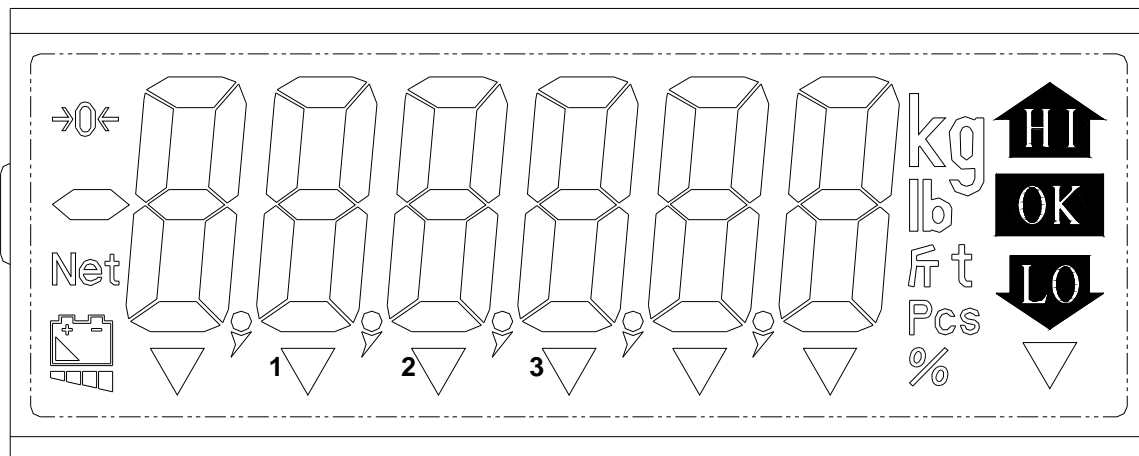
HIGH	:	Upper limit. To warn the object is over the setting upper limit value. And it means the weight excessively is high
OK	:	Value between upper and lower limit. To warn the weight of object is in the normal setting range.
LOW	:	Lower limit. To warn the object is under the set upper limit. And it means the weight is not enough.
kg	:	Unit "kilogram"
lb	:	Unit "pound"
à0ß	:	"Zero" indication
Net	:	"Net Weight" indication
⊟	:	"Low Power" indication
❺1	:	(STABLE) "Stable" indication
❺2	:	(PT) "Pre Tare" mode
❺3	:	(M+) "Accumulation" mode

Keyboard Description

1. **UNITS** "**UNITS**" ⇒ Press the key to select the weighing unit "kg" or "lb."
   ESC "**ESC**" ⇒ Return function.

2. **PRESET** : Preset function for weight.

3. **M+** : Accumulation function for weight.

4. **TARE/←** : "**TARE**" ⇒ tare function; "←" ⇒ to move the cursor leftward.

5. **PRETARE** : Pre-tare function.

6. **RECALL** : To recall the value of accumulation, tare, and pre-tare.

7. **CE** : To clear the value of accumulation, tare, and pre-tare.

8. **ZERO/→** : "**ZERO**" ⇒ to re-zero weight value; "→" ⇒ to move the cursor rightward.

9. **PRINT** "**PRINT**" ⇒ printing.
   ENTER "**ENTER**" ⇒ confirmation key.

10. **BL/↑** : "**BL**" ⇒ backlight setting; "↑" ⇒ to add number or move the menu upward.

11. **HOLD** "**HOLD**" ⇒ printing summation
   SAMPLE "**SAMPLE**" ⇒ sampling function.

12. **G/N/↓** : "**G/N**" ⇒ net and gross weight switch function; "↓" ⇒ to deduct number

   or move the cursor downward.

13. **ON** : To turn on the scale.

14. **OFF** : To turn off the scale.

Function & Operation

Backlight Function

Press ⎟ **BL/↑** ⎟ to select 3 backlight modes in cycle:

bL. on, bL. oFF, bL. AUto

bL. AUto ⇒ Auto backlight mode. When the weight is more than 10d, or pressing keys, the backlight will light up. After re-zeroing (the weight less than 10d) for 5 seconds, the backlight will be off.

bL. on ⇒ Backlight always lights up.

bL. oFF ⇒ Backlight off.

Weighing Function

(1). Unit Selection

1. After turning on the scale, press ⎟ **UNITS** / **ESC** ⎟ Key to select the unit "kg" or "lb." The screen will display indications "kg" or "lb".

2. After turning off the scale, the scale will memorize the weighing unit. When turning on the scale next time, the weighing unit used previously will be recalled directly.

(2). Check-weighing Function

1. "Lower limit", "Upper limit", and "Buzzer" Presetting.

Press ⎟ **BL/↑** ⎟, ⎟ **G/N/↓** ⎟, ⎟ **TARE/←** ⎟, ⎟ **PRINT / ENTER** ⎟ ⎟ **UNITS / ESC** ⎟ ⎟ **ZERO/→** ⎟,

to input the pre-set value. Description as below:

⎟ **TARE/←** ⎟ : To move leftward.

⎟ **ZERO/→** ⎟ : To move rightward.

⎟ **BL/↑** ⎟ : To deduct the number by 1.

⎟ **G/N/↓** ⎟ : To add the number by 1.

⎟ **ENTER** ⎟ : Confirmation key.

⎟ **ESC** ⎟ : Return key.

Example:

"Lower Limit" Presetting (lower limit >10d, d=division) ex.: lower limit = 20kg.

Press **PRESET** key, the screen displays

Press **ZERO/→** once, the screen displays

Press **BL/↑** twice, the screen displays

Meanwhile, if pressing **ENTER** key, the screen will display "0" instead of "⁻".

"Upper Limit" Presetting (upper limit ≥ lower limit) ex.: upper limit = 25 kg.

Press **ENTER** once, the screen displays

Press **ZERO/→** once, the screen displays

Press **BL/↑** twice, the screen displays

Press **ZERO/→** once, the screen displays

Press **BL/↑** 5 times, the screen displays

Meanwhile, if pressing **ENTER** key, the screen will display "0" instead of "⁻".

"Buzzer" Presetting (refer to Note 1) ex.: buzzer = 22.

Press **ENTER** once, the screen displays

Press **BL/↑** twice, the screen displays

Press **ZERO/→** once, the screen displays

Press **BL/↑** twice, the screen displays

Press **ENTER** once, the screen displays

4 Single Point Presetting

Lower limit only

Method (I)

After finished presetting lower limit, the screen displays **ɪ** 　 **⎕** **ꝺ¯ ¯.¯ ¯ H**. Press **PRESET** once again. If the screen displays **⎕.⎕⎕⎕**, the "single point presetting" is completed.

Method (II)

After finished presetting lower limit, upper limit and buzzer, press **PRESET** once. When the screen displays **ɪ** **⎕** **ꝺ¯ ¯.¯ ¯ L**, press **RECALL** twice again. At this time the screen displays presetting upper limit, press **CE** once. If the screen displays **⎕.⎕⎕⎕**, the "single point presetting" is completed.

Upper limit only

After finished presetting, press **PRESET** once. When the screen displays **ɪ** **⎕** **ꝺ¯ ¯.¯ ¯ L**, press **RECALL** once. At this time the screen displays presetting lower limit, press **CE** once. Then the screen displays presetting upper limit, press **ESC** or **RECALL** to exit. If the screen displays **⎕.⎕⎕⎕**, the "single point presetting" is completed.

Note 1

$$\_ \ \_ \ \_ \ \underline{X} \ \underline{X} \ \text{b}$$
$$\quad\quad\quad\quad A \quad B$$
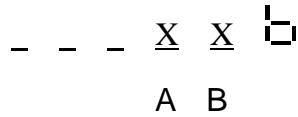
A ⇒ 0 = Buzzer beeps when being stable; LCD indication lights up.

1 = Buzzer beeps when being stable; LCD indication lights up without stable determination.

2 = Buzzer beeps and LCD indication lights up without stable determination.

B ⇒ 0 = No buzzer beep.

1 = When it's OK (the value higher than lower limit and lower than upper limit,) the buzzer beeps.

2 = When the value is lower than or equal with lower limit, or higher than upper limit, the buzzer beeps.

4 Single Point Presetting (lower limit only), the buzzer is fixed as:

b 2 1
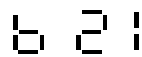
When the value is higher than lower limit, the buzzer beeps and LOW indication will be off.

Buzzer beeps and LCD indication lights up without stable determination.

4 Single Point Presetting (upper limit only), the buzzer is fixed as:

b 2 2

When the value is higher than upper limit, the buzzer beeps and HIGH indication will be on.

Buzzer beeps and LCD indication lights up without stable determination.

4 LCD Indication:

ï LOW ð ï OK ð ï HIGH ð

|ï ï ï |ï ï ï ð ð ð|ð ð ð

10d   Lower Limit   Upper Limit

◆ After entering into the presetting mode, if intended to abort, press

UNITS
ESC

 key.

2. Setting Value Recall

Press **PRESET** and then **RECALL** ⇒ to recall "lower limit"

Press **RECALL** ⇒ to recall "upper limit"

Press **RECALL** ⇒ to recall "buzzer"

Press **RECALL** again ⇒ to recover the original mode.

3. Setting Value Clear

Press **PRESET** , **RECALL** and then **CE** ⇒ to clear "lower limit"

Press **CE** again ⇒ to clear "upper limit & buzzer"

(3). Accumulation Function

1. Weight Accumulation

Place the object on the platter, after the weight display is stable, press M+ key to save the present weight value into memory. Meanwhile, the screen displays "total count accumulation" and then "total weight accumulation", and the accumulation (M+) indication "❻" will be flashing. After 3 seconds, the screen will display the weight on platter, and the accumulation (M+) indication "❻" lights up.

If the weight is unstable after pressing M+ key, the screen will display "▬".

4   The scale can be continuous to accumulate the next weight without re-zeroing. When the changes of weight on the platter is higher than ±10d, press M+ key, after being stable, it's capable to save the weight into memory.

4   Accumulation count is up to 9999, but display digit is up to 6.

2. Accumulation Clearing

♦ Press RECALL and then CE to clear all the accumulation.

♦ Accumulation will be cleared automatically after turning off.

3. Accumulation Recall

While pressing RECALL key, the screen will display "total count accumulation", and then "total weight accumulation". It will be back to the original mode after accumulation (M+) light "❻" flashing for 3 seconds. If no accumulation, it will be back to the original mode after the screen displays "total count accumulation".

(4). Zero Function

If zero drift happens during operating the scale, which means no objects on platter, but the screen displays tiny weight value, press ZERO/→ to re-zero. Meanwhile, the screen will display the zero (à0ß) indication.

(5). Net / Gross Switch

If it has tare or pre-tare at present, press G/N/↓ and the screen displays the gross value. Meanwhile, all the keys are no function, and press G/N/↓ to return displaying net weight value.

(6). Low Voltage Auto Power off Function

Œ When the voltage of batteries is lower than 5.6v±0.1 v, it turns off backlight and the screen displays the battery symbol to intimate it needs to be recharged.

• When the voltage of batteries is lower than 5.4v±0.1 v, it would auto power off; meanwhile, if turning on again, the screen would not be countdown and only displays the battery symbol. It would auto power off after 5 seconds, and it needs to recharge immediately.

Ž When the voltage of batteries is lower than 5.2v±0.1 v, it can't be turned on and please recharge immediately.

(7). Tare Function

1. Weight of Unknown Container (**TARE/←**)

Œ Place the container on platter. After being stable, press **TARE/←** key to re-zero. The screen will display net weight (Net) indication.

• Place the object into the container, and the scale will display the net weight of it.

Ž "Tare value" clearing

Remove both the container and the object on the platter; the scale displays the negative value of the container. Meanwhile, press **TARE/←** again to clear "tare value," and the net weight (Net) indication disappears.

• "Tare value" recall

Press **RECALL** and then **TARE/←** ⇒ The screen displays "tare value".

4 Capable of continuously taring until the summation of tare and pre-tare value equals the capacity of the scale.

4 Continuously tare function ⇒ both continuously increasing or decreasing weight on platter are acceptable by pressing **TARE/←** key.

2. Weight of Known Container (**PRETARE**)

Œ Press **PRETARE** key, and the screen displays ɪ ☐ ∂⁻ ⁻.⁻ ⁻ P. Use

BL/ ↑ , **G/N/ ↓** , **TARE/←** , **ZERO/→** , **ENTER** , **ESC** keys to input

the presetting value. The functions are described as below:

Input the weight of container. After finished, the screen displays the negative

value of the container, and the net weight (Net) and pre-tare (PT) indications light

up.

• Place both the object and container on platter, and the scale displays the net

weight of it.

Ž "Pre-tare value" clearing

Press **RECALL** , **PRETARE** and then **CE** ⇒ to clear "pre-tare" value.

The scale will be re-zeroed and net weight (Net) and pre-tare (PT) indications

disappear.

• "Pre-tare" recall

Press **RECALL** and then **PRETARE** ⇒ the screen displays "pre-tare"

value.

4 Pre-tare function is not available under tare mode.

4 If it has segments, "pre-tare" value can't be larger than the segment value.

Appendix: 7 Segment Display Characters

Digit	7 segments letter	Alphabet	7 segments letter	Alphabet	7 segments letter
0		A		N	
1		B		O	
2		C		P	
3		D		Q	
4		E		R	
5		F		S	
6		G		T	
7		H		U	
8		I		V	
9		J		W	
		K		X	
		L		Y	
		M		Z	

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