

## 1-3. Standby and Operating Mode

The FC-*i* scale has two principal modes: Standby mode and operating mode.

**Standby mode:** When the scale has power supplied to it, either by the AC Adapter or the battery pack, and the display is not indicate, the scale is in the standby mode.

In day-to-day operation, standby mode is normal when the scale is not in use.

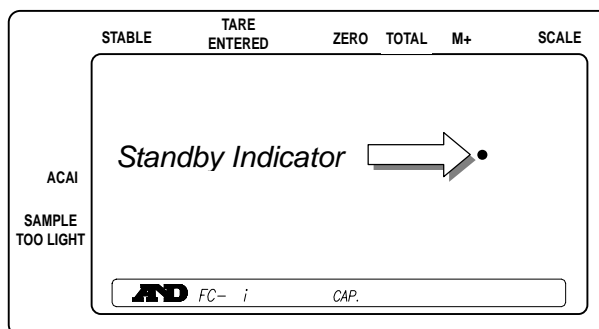
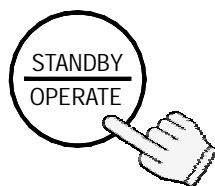
This keeps the weighing mechanism warmed up.

**Operating mode:** If the display is turned on from standby mode, then the scale is in operating mode.

If the scale is not going to be used for a long period of time, then it may be appropriate to disconnect the main power.

- Use the **STANDBY/OPERATE** key to turn the display on or off.

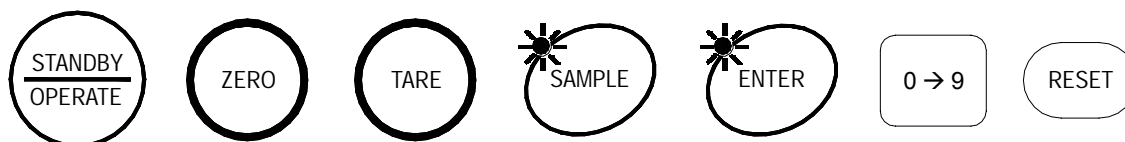
When the scale is in Standby mode, a period appears in the weight display as an indicator.



## 1-4. Simple Operation Mode

If desired, the FC-*i* scale can be set in a simple operation mode. In this mode, only front panel keys that would be used in “2-3. Unit Weight By a Sample” counting operations are active. All others will not operate. The following keys are active in simple operations mode:

**Keys that will operate in simple operation mode:**

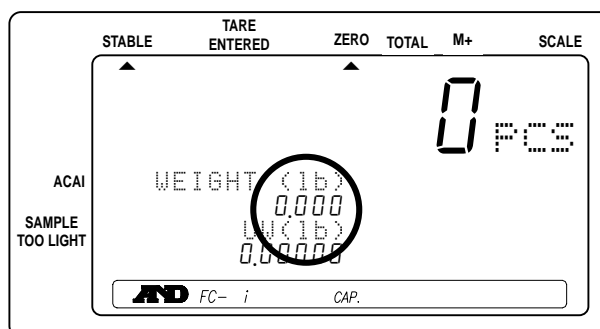


## 1-5. kg or lb Weighing Units

**USA Version ONLY**

The FC-*i* scale can weigh and register the unit weight in pounds or kilograms (it comes set to pounds "lb"). When you switch between the weighing units, the display will show the current weighing unit, and any weight amounts being used are also converted.

- To change the weighing units between pounds and kilograms, refer to F-Function F-00-01. Set at “0” for kg; or at “1” for lb.

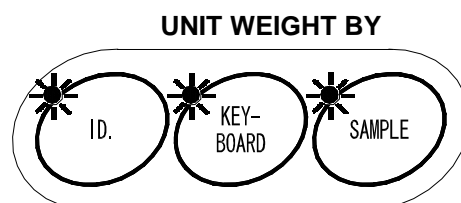


## 1-6. Last Unit Weight Used Feature

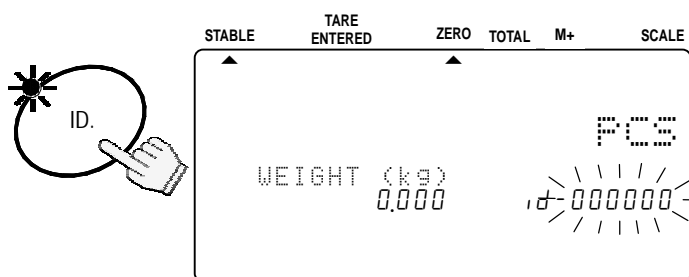
There are a number of ways to register a unit weight to count. The FC-*i* scale has a feature to keep the last unit weight used in memory. This can be handy if you turn the scale display off and then want to return to the same unit weight, or you accidentally clear the unit weight by pressing the **RESET** key.

When a unit weight is registered it is automatically placed in the ID “*id-000000*” and remains there until a new unit weight is entered, or the power is disconnected. It can be recalled by the following:

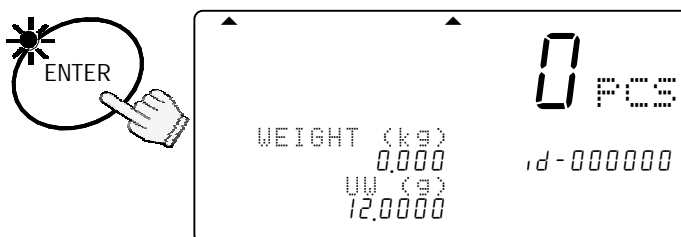
1. When the three **UNIT WEIGHT BY** LED's are blinking at display ON, or if the **RESET** key has been pressed;



2. Press the **ID** key.  
“*id-000000*” will be displayed with  $\geq 000000 \leq$  blinking.



3. Press the **ENTER** key.  
The scale will recall the previous unit weight.



### Automatic Last Unit Weight Used

When you turn the display on, the scale can automatically recall the last unit weight used from memory, if desired.

- Set the F-Function *F-01-04* at “1”. The scale will recall the last unit weight used, when the display is turned ON.

# Front Panel Overview

The ▲ TARE ENTERED indicator comes on when the tare weight is subtracted.

The ▲ TOTAL indicator comes on when the count display is showing the total value.

**SCALE**  
1: main scale is used.  
2: remote scale is used.

The [REMOTE SCALE] key switches between the main and a remote scale (if used).

The [TOTAL] key displays the accumulated data on the count display and also back again.

The [\*] key displays comparator limits and time & date, or works as [M-] key.

The ▲ STABLE indicator comes on when the weighing data is stable.

The ▲ ZERO indicator comes on when the scale is at the center of zero.

The ▲ M+ indicator comes on when Count data is being accumulated.

The [PRINT] key sends count, weight or unit weight data.

The [M+] key accumulates the count data.

The [RESET] key clears the Unit Weight data in memory (but not in ID memory).

Count (pcs) display.

Comparator results.

Weight display.

The ◀ ACAI indicator comes on when weight is within the ACAI range. When meeting the ACAI addition range, it will blink.

The ◀ SAMPLE TOO LIGHT indicator comes on when the unit weight is too light.

Unit weight display.

The [STANDBY/OPERATE] key turns the display on and off.

The [KEYBOARD TARE] key allows entering a known tare weight from the 10-key pad.

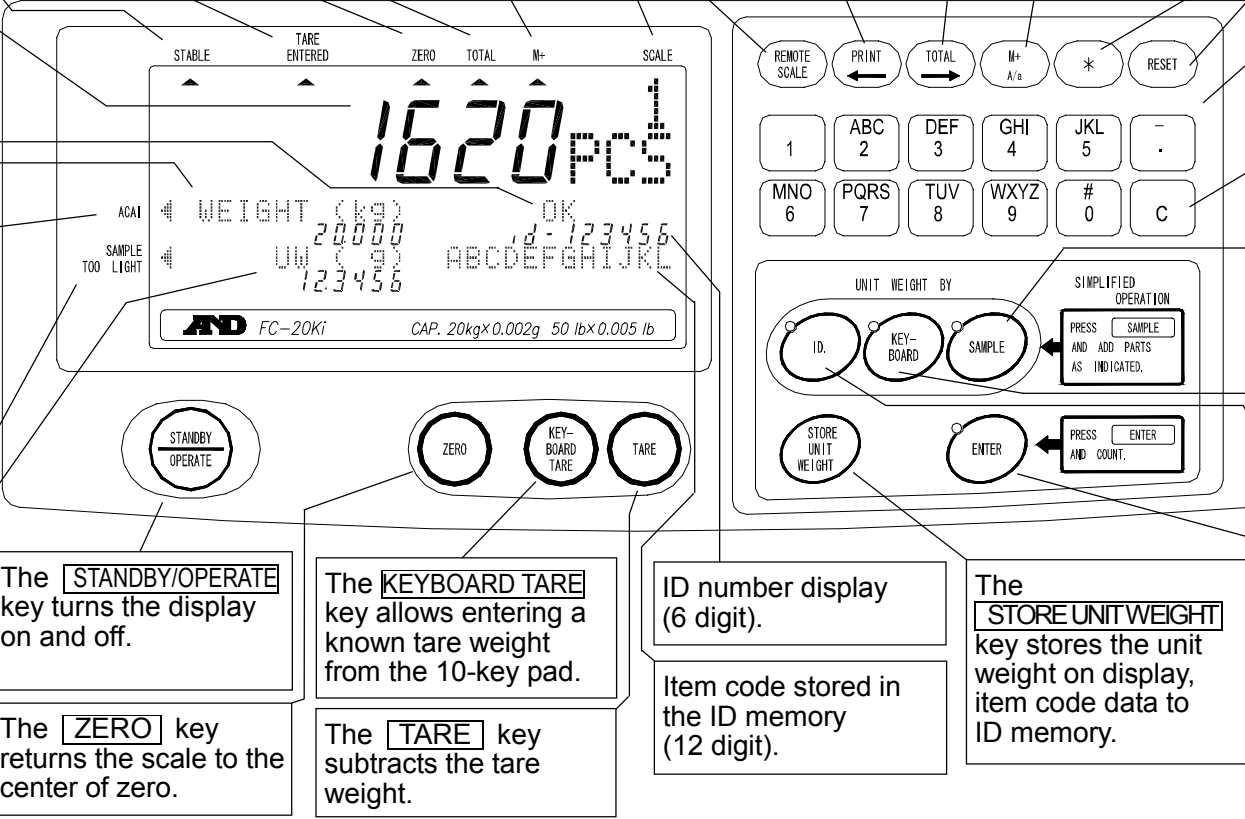
ID number display (6 digit).

Item code stored in the ID memory (12 digit).

The [STORE UNIT WEIGHT] key stores the unit weight on display, item code data to ID memory.

The [ID] key is used when recalling unit weight data from ID memory.

The [ENTER] key enters unit weight, sample size, ID or other data into the scale from the 10-key pad.

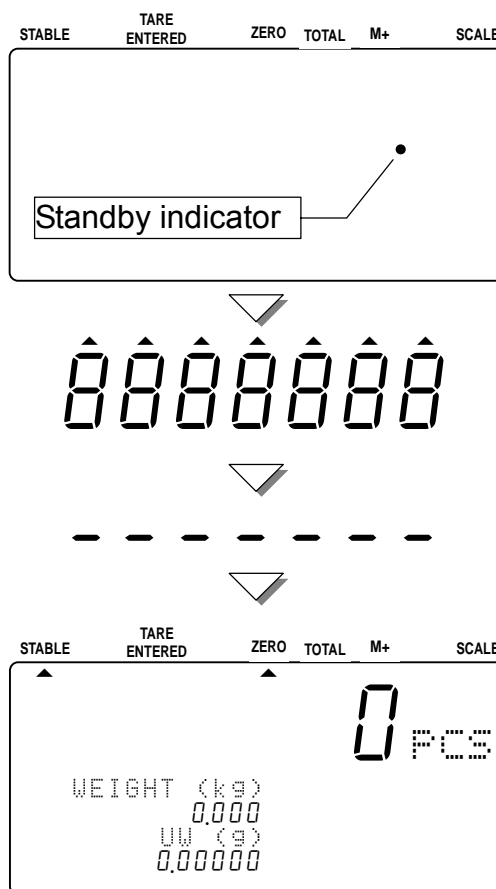
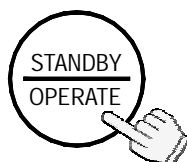


## 2. BASIC OPERATIONS

### 2-1. Basic Operations

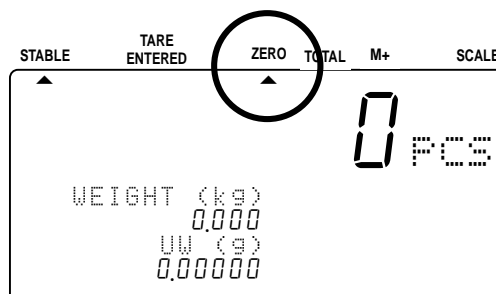
#### Turn The Display ON and OFF

1. Press the **[STANDBY/OPERATE]** key to turn the scale on when displaying the standby indicator. The display will show all the display segments first and show "-----" while the weighing data becomes stable.
  - The range for power-on zero is  $\pm 10\%$  of the weighing capacity around the calibrated zero point.
  - If there is something more than 10% of the capacity on the weighing pan, the display will show "Err 1". Remove everything from the weighing pan or press the **[RESET]** key. When you press the **[RESET]** key, the power-on zero doesn't work.
2. The scale will automatically assume zero (power-on zero) and the display will show zero.
  - The range for power-on zero is  $\pm 10\%$  of the weighing capacity around the calibrated zero point.
  - If there is something more than 10% of the capacity on the weighing pan, the display will show "Err 1". Remove everything from the weighing pan or press the **[RESET]** key. When you press the **[RESET]** key, the power-on zero doesn't work.
3. Press the **[STANDBY/OPERATE]** key again, and the scale returns to the standby mode.



#### ZERO

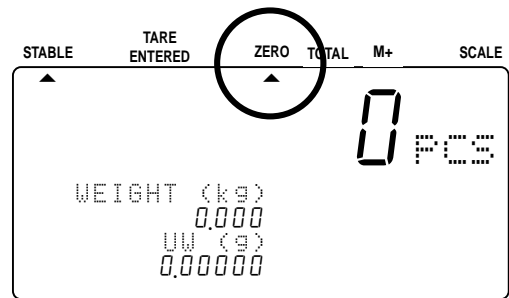
- The **[ZERO]** key will bring the weight display back to zero as long as the weighing pan is empty or within 2% of capacity.
1. Remove everything from the weighing pan and press the **[ZERO]** key. Then the display shows "-----" and waits for the weighing data to become stable.
  2. The scale will zero and The ZERO indicator will come on to indicate that the scale is ready to start weighing or counting.
    - There is an automatic zeroing function called "zero tracking". The scale initially comes with this function enabled to take care of normal zero drift caused by changes in temperature, humidity, air pressure etc. (F-Function *F-04-01*).



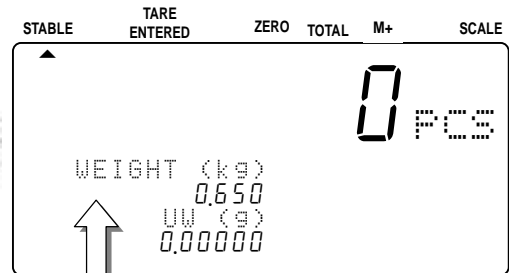
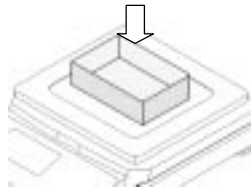
## TARE

- ❑ The **TARE** key will subtract the displayed container weight.

1. Remove everything from the weighing pan and press the **ZERO** key to zero the scale.



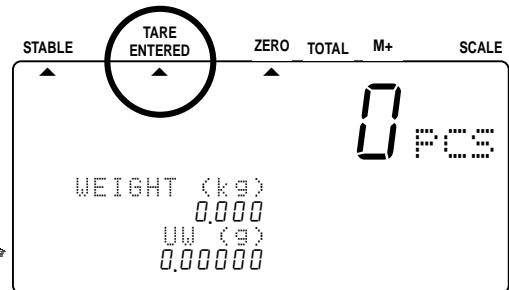
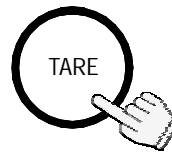
2. Place tare container on the weighing pan. The weight display will show the weight of the container.



Container weight

3. Press **TARE** key. Then the display shows "-----" and waits for the weighing data to become stable.

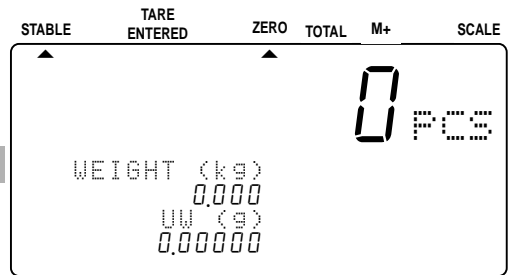
4. The scale will subtract the weight of the container and the weight display changes to net weight.



- ❑ The TARE ENTERED indicator will indicate.

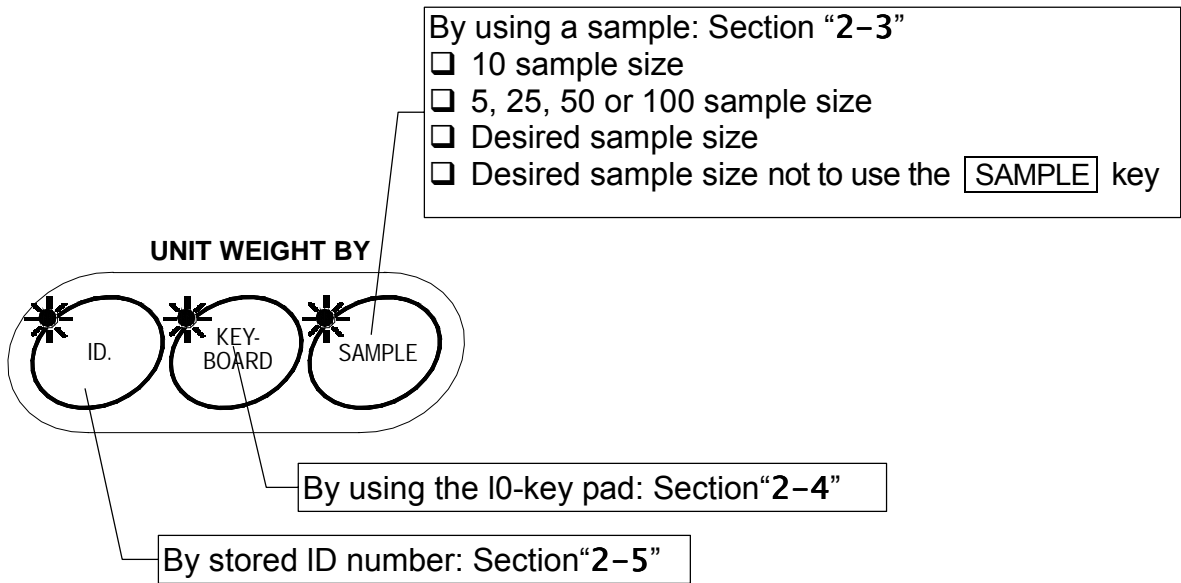
## 2-2. To Start Counting


1. Press the **STANDBY/OPERATE** key to turn the scale on when displaying the standby indicator. Or press the **RESET** key to clear any previous operations.




2. The three LED's on the **UNIT WEIGHT BY** keys will blink. This is to prompt you to select a method for entering a unit weight for operation.

3. select one of the ways to enter or recall the unit weight (the weight of one item of what you are counting), and refer to the section noted for more instructions.





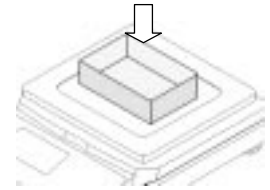
You can return to this point at any time during operation by pressing the **RESET** key. (This doesn't clear the entered tare weight and M+ memory.)



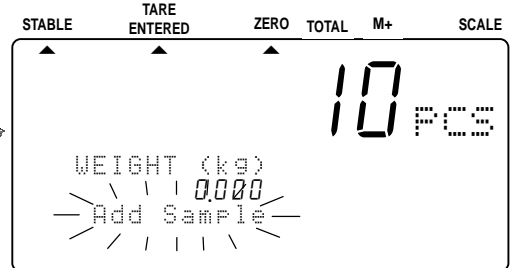
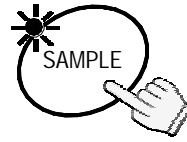
## 2-3. Unit Weight By Samples

### 10 Sample Size

1. The three **UNIT WEIGHT BY** LED's should be blinking at this point, if not, press the **RESET** key to clear any unit weight. If you are going to use a tare container, place it on the weighing pan.

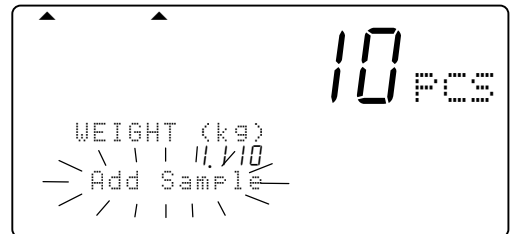
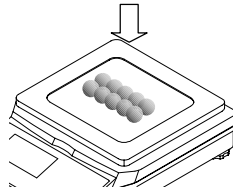


2. Press the **SAMPLE** key. Any tare container will be automatically tared. The display Will show "Add Sample" and "10 pcs".



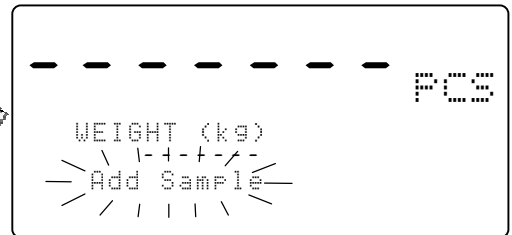
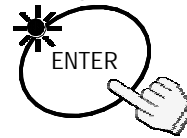
If weight isn't zero, press the TARE.

3. Place 10 sample pieces on the weighing pan (or in the tared container). The weight of all 10 pieces will be displayed.



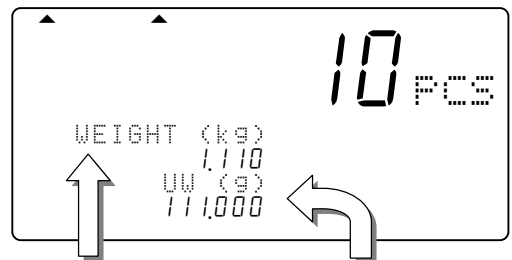
4. Press the **ENTER** key. The display will show "-----" for a moment while calculating the unit weight. After a moment the display will show the count, total weight and unit weight.

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- At this point the scale may decide that 10 pieces is not a large enough sample size for accurate counting. If you refer to the "Add Sample" display again, then add the additional number of sample pieces displayed.

- You can ignore the "Add Sample" message and continue counting by pressing the **ENTER** key. However, the results may not be accurate. Refer to F-Function *F-01-02*.

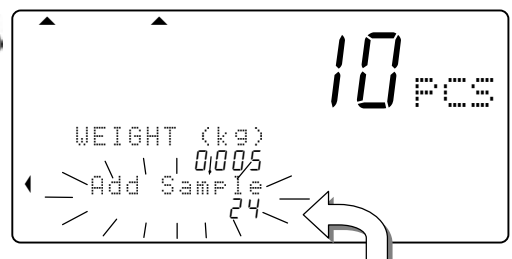


**Total Weight**  
The weight of all the sample pieces

**Unit Weight**  
The calculated weight of a unit.

5. You may now begin counting operations for pieces of the same weight.

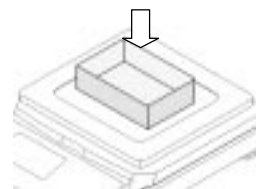
- Please refer to "10. ACAI FUNCTION" for information concerning the ACAI counting accuracy function.



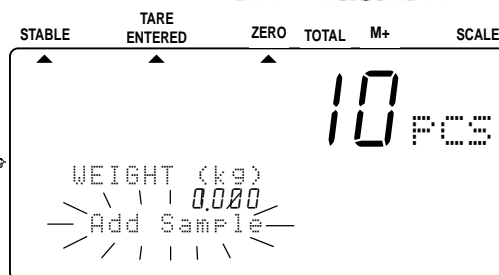
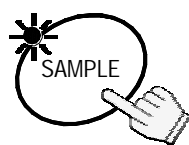
Another 24 pieces.

## 5, 25, 50 or 100 Sample Size

- The three **UNIT WEIGHT BY** LED's should be blinking at this point, if not, press the **RESET** key to clear any unit weight. If you are going to use a tare container, place it on the weighing pan.



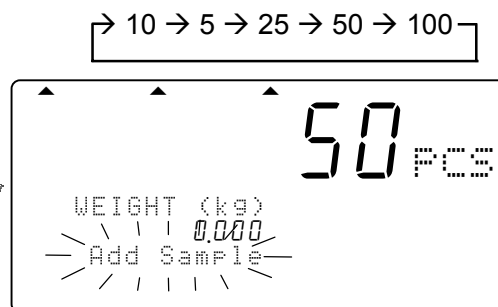
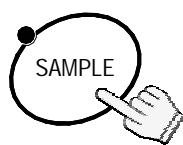
- Press the **SAMPLE** key. Any tare container will be automatically tared. The display will show "Add Sample" and "10 pcs".



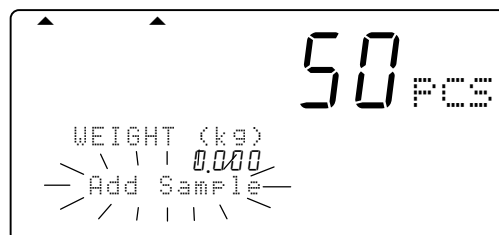
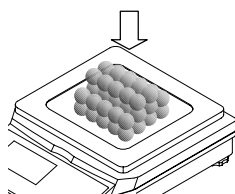
⚠ If weight isn't zero, press TARE.

- Press the **SAMPLE** key to move through the count number of 5, 25, 50 or 100 pieces.

- ❑ If the larger the sample size is used, the more accurate the unit weight registered. (Example of selecting a sample size of 50)

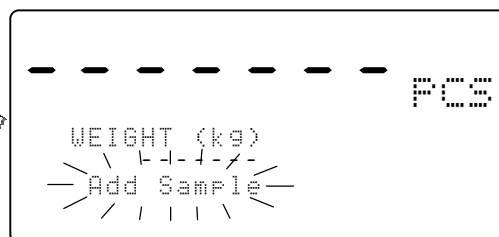
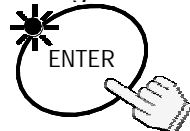


- Place the selected number of sample pieces on the weighing pan (or in the tared container). The weight of the pieces will be displayed.

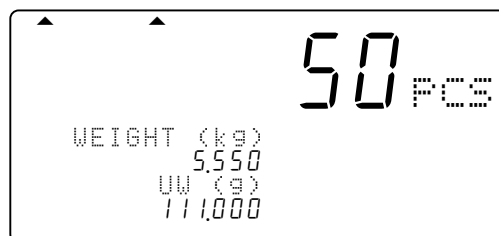


- Press the **ENTER** key. The display will show "-----" for a moment while calculating the unit weight. After a moment the display will show the count, total weight and unit weight.

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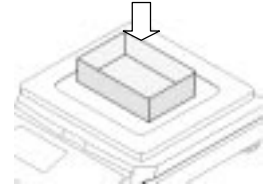
- ⚠ If the "Add Sample" display appears again, then the sample size is not large enough for accurate counting – add the additional number of sample pieces.



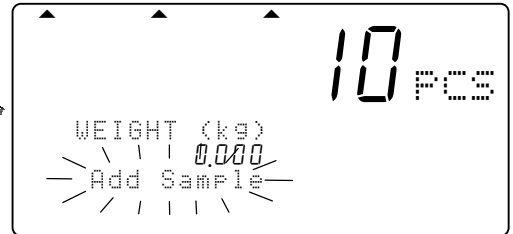
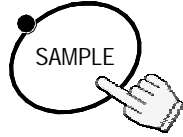
- You may now begin counting operations for pieces of the same weight.

## Desired Sample Size

1. The three **UNIT WEIGHT BY** LED's should be blinking at this point, if not, press the **RESET** key to clear any unit weight. If you are going to use a tare container, place it on the weighing pan.



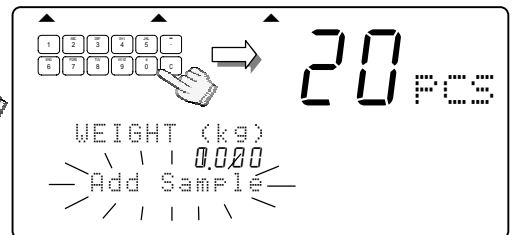
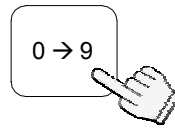
2. Press the **SAMPLE** key. Any tare container will be automatically tared or zeroed. The display Will show "Add Sample" and "10 pcs".



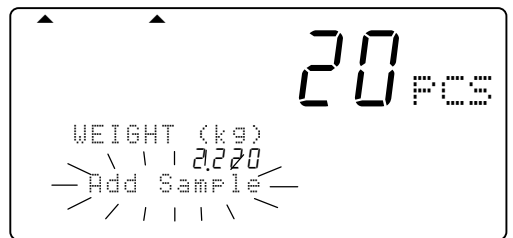
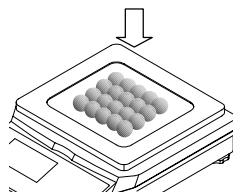
⚠ If weight isn't zero, press TARE.

3. Use the **0** → **9** 10-key pad to display the sample size desired.

- ❑ If you hit the wrong key, press the **C** key to clear and start again. (Example of selecting a sample size of 20)

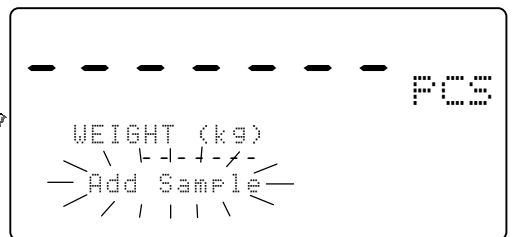
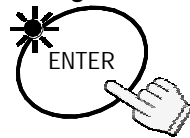


4. Place the selected number of sample pieces on the weighing pan (or in the tared container). The weight of the pieces will be displayed.

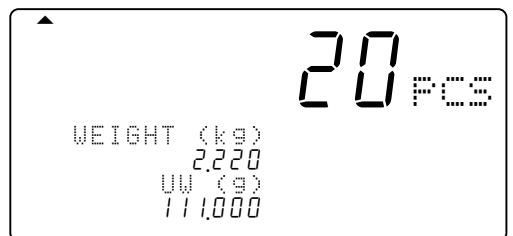


5. Press the **ENTER** key. The display will show "-----" for a moment while calculating the unit weight. After a moment the display will show the count, total weight and unit weight.

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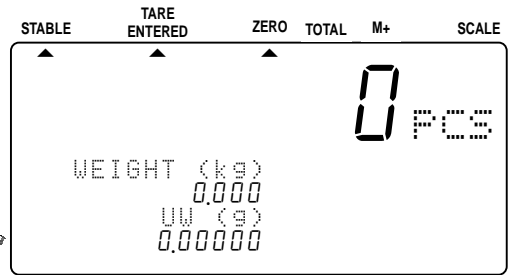
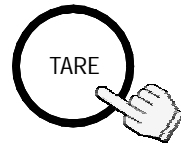
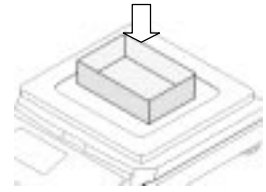
- ⚠ If the "Add Sample" display appears again, then the sample size is not large enough for accurate counting – add the additional number of sample pieces.



6. You may now begin counting operations for pieces of the same weight.

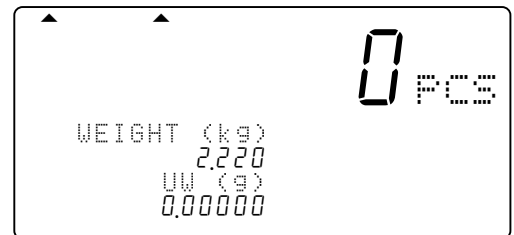
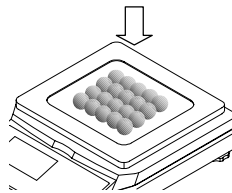
## Desired Sample Size Not To Use The **[SAMPLE]** Key

- The three **UNIT WEIGHT BY** LED's should be blinking at this point, if not, press the **[RESET]** key to clear any unit weight. If you are going to use a tare container, place it on the weighing pan and press the **[tare]** key. Be sure the weight display is "0".

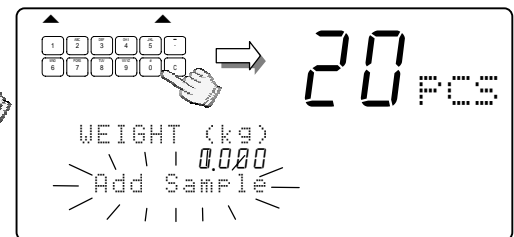
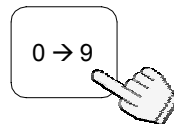


⚠ If weight isn't zero, press the TARE.

- Place sample pieces on the weighing pan (or in the tared container). The weight of the pieces will be displayed.

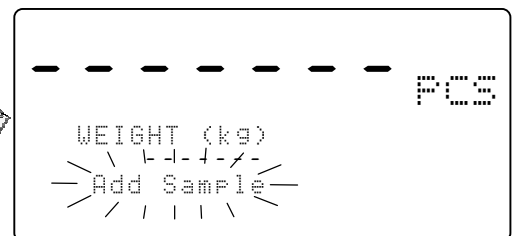
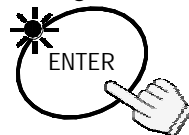


- Use the **[0] → [9]** 10-key pad to enter the sample size of the pieces you placed.
  - If you hit the wrong key, press the **[C]** key to clear and enter again. (Example of setting a sample size of 20)

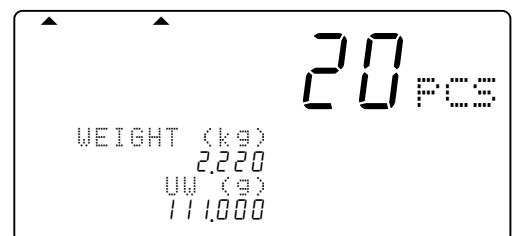


- Press the **[ENTER]** key. The display will show dashes for a moment while calculating the unit weight. After a moment the display will show the count, total weight and unit weight.

⤷Blinking⤸



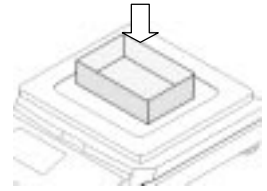
⚠ If the calculated unit weight is too light, "Lo wt" (low unit weight) will be displayed, and you will be returned to step 3.



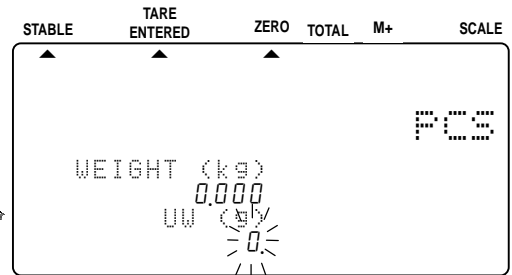
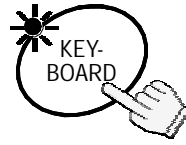
- You may now begin counting operations for pieces of the same weight.

## 2-4. Unit Weight By KEYBOARD

1. The three **UNIT WEIGHT BY** LED's should be blinking at this point, if not, press the **RESET** key to clear any unit weight. If you are going to use a tare container, place it on the weighing pan and press the **TARE** key to tare the container.

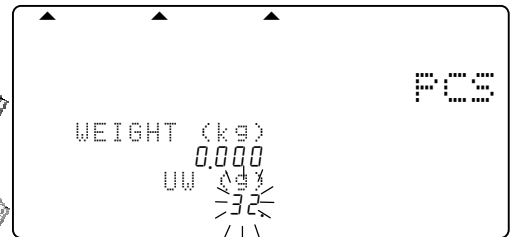
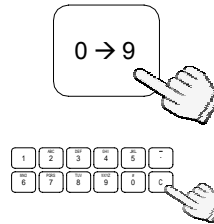


2. Press the **KEYBOARD** key. The unit weight display and the **ENTER** key LED will blink.

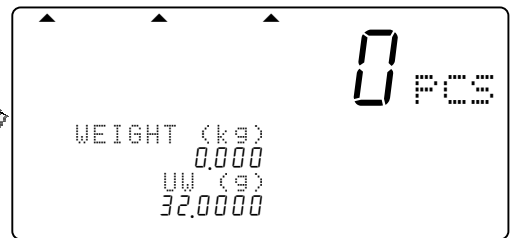
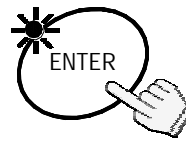


3. Use the **0** → **9** and **.** 10-key pad to display the unit weight.

- ❑ If you hit the wrong key, press the **C** key to clear and start again. (Example of a unit weight 32g)

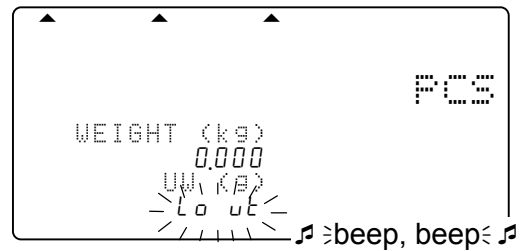


4. Press the **ENTER** key. The unit weight 32g will have been entered.



- ⚠ If the unit weight entered is too light, "Lo ut" (low unit weight) will be displayed, and you will be returned to step 3.

6. You may now begin counting operations for pieces of the same weight.



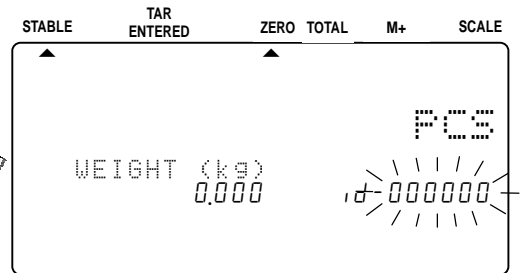
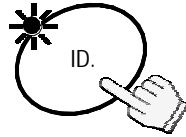
## 2-5. Unit Weight By ID Number

1. If there are no unit weight's stored in memory, refer to "4-1. Store Unit Weight by ID Numbers".

The three **UNIT WEIGHT BY** LED's should be blinking at this point, if not, press the **RESET** key to clear any unit weight.

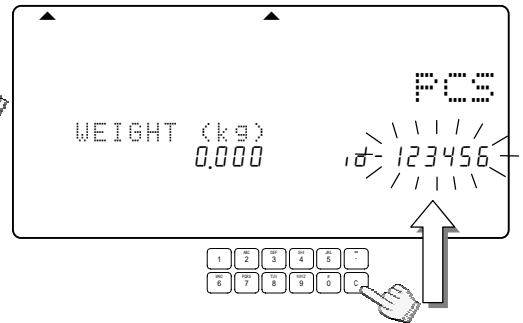
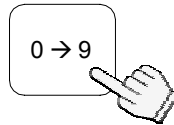
2. Press the **ID** key.  
"id-000000" will be displayed with  $\Rightarrow 000000 \Leftarrow$  blinking.

- ❑ If you have been using the unit weight by ID number, its ID number stays displayed and blinks.

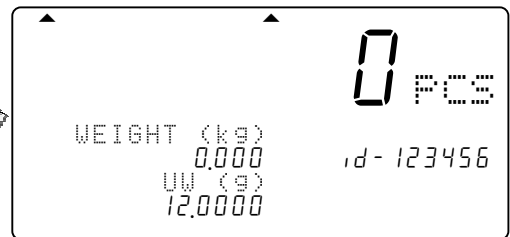
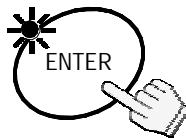


3. Use the **0** → **9** 10-key pad to display the ID number.

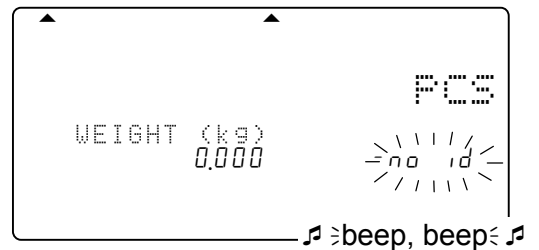
- ❑ If you hit the wrong key, press the **C** key to clear and start again. (Example of ID number "123456")



4. Press the **ENTER** key.  
The count display will show "0" and the scale will recall "12g" previously entered as the unit weight of ID 123456.



- ⚠ If there is no unit weight entered for the ID number you tried to recall, "no id" will be displayed, and you will be returned to step 3.



6. You may now begin counting operations for pieces of the same weight.



- ❑ "id-000000" is a special memory area. It always holds the last Unit Weight entered.
- ❑ When you register a Unit Weight, it is automatically placed in the ID "id-000000".
- ❑ If you clear the Unit Weight by pressing the **RESET** key, it can be recalled by recalling the ID "id-000000".

# 3. ENTERING A TARE WEIGHT

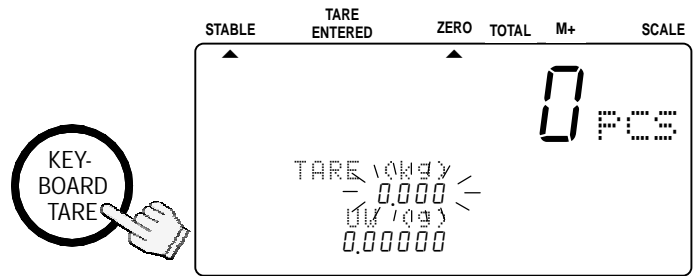
There are two methods of tare operations.

- ❑ Using the **TARE** key to subtract the displayed container weight directly. Please refer to “2-1. Basic Operations”.
- ❑ Using the **KEYBOARD TARE** key to enter a tare weight via the 10-key pad.

## 3-1. Using the KEYBOARD TARE Key

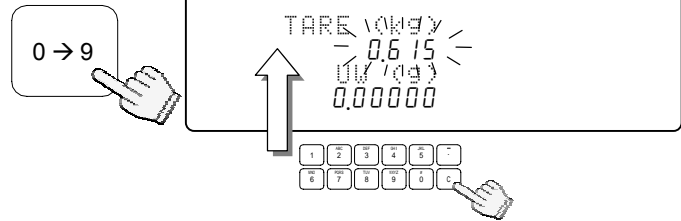
1. Remove everything from the weighing pan and press the **ZERO** key to zero the scale.

2. Press the **KEYBOARD TARE** key.  
The weight display will blink (display is any tare weight previously entered).



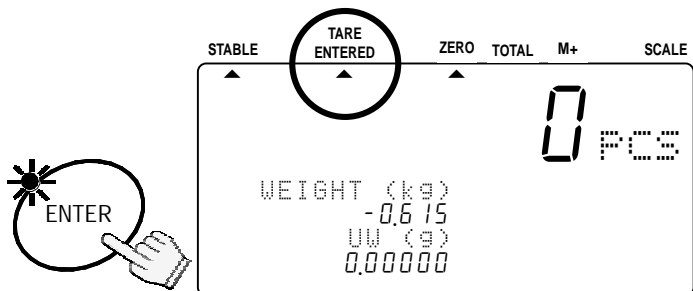
3. Use the **0** → **9** and **.** 10-key pad to display the desired TARE weight.

❑ If you hit the wrong key, press the **C** key to clear and start again.  
(Example of a tare weight 615g)



4. Press the **ENTER** key.  
The weight display changes to net weight.

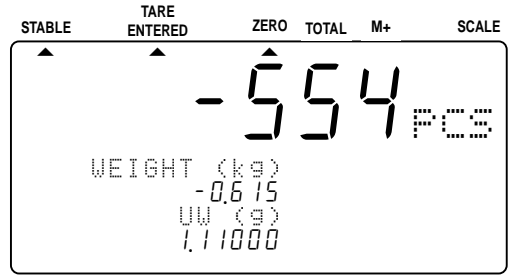
❑ The TARE ENTERED indicator will light.



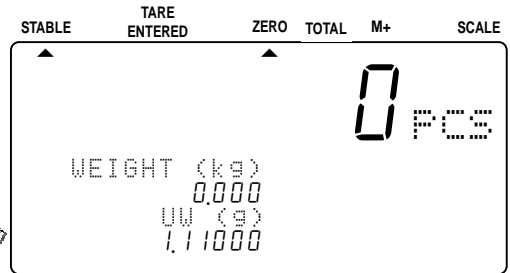
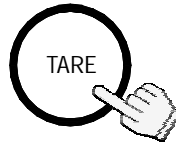
### 3-2. To Clear TARE

Either:

1. Have nothing on the weighing pan.
  - If the ZERO indicator is not displayed, press the **ZERO** key to zero the scale.

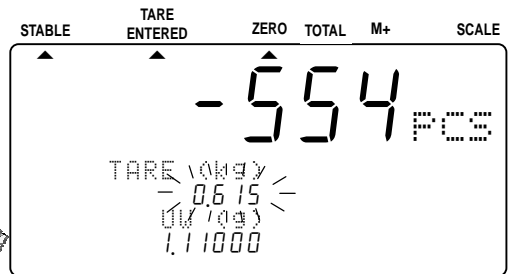


2. Press the **TARE** key.  
The weight display will go to "0", and the TARE ENTERED indicator will be turned off (tare cleared).

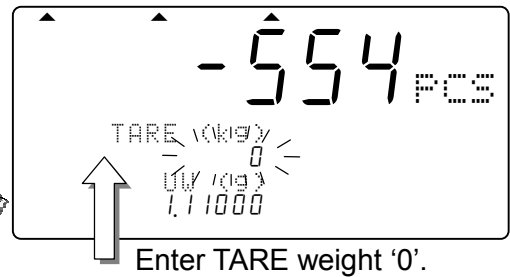
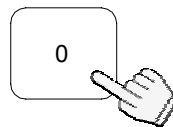


Or:

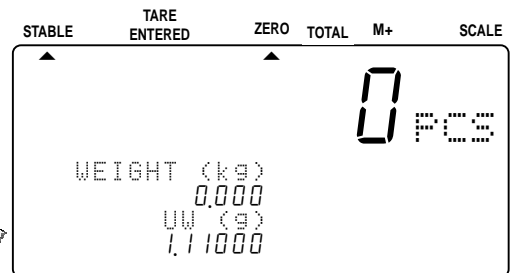
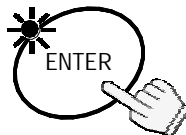
1. Press the **KEYBOARD TARE** key.  
The weight display will blink (display is any tare weight previously entered).



2. Press the **0** key and press the **ENTER** key.



3. The tare weight is cleared and the TARE ENTERED indicator will be turned off.



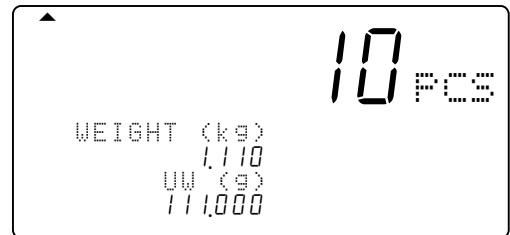
# 4. STORE UNIT WEIGHT

## 4-1. Store Unit Weight by ID Numbers

The scale can store up to 500 unit weights by 6 digit ID numbers, from 000001 to 999999. To recall, refer to “2-5. Unit Weight By ID Number”.

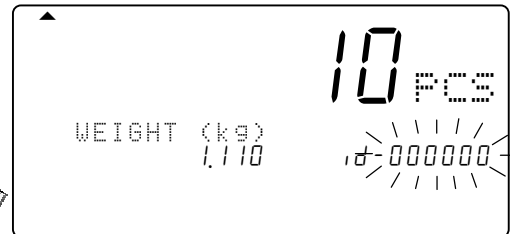
- ❑ The scale is initially set to store the ID numbers with a unit weight and an item code only. However, it can be set to store a tare weight, comparator limits and total count by setting F-Function *F-01-05*.

1. First register a unit weight by any method – using a sample or via the 10-key pad – and have it displayed.



2. Press the **STORE UNIT WEIGHT** key. “id-000000” will appear with  $\geq 000000 \leq$  blinking.

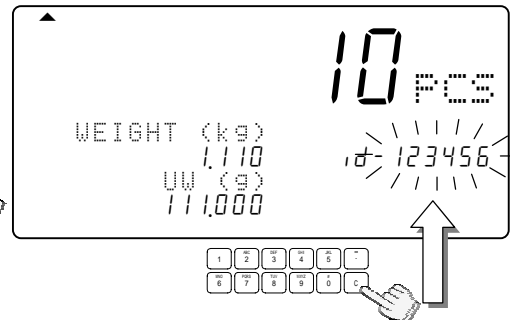
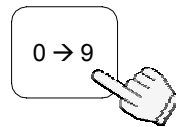
- ❑ If you have been using the unit weight by ID number, its ID number stays displayed and blinks.



3. Use the **0** → **9** 10-key pad to display the new ID number.

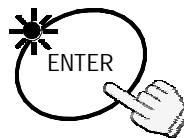
(Example of ID number “123456”)

- ❑ If you hit the wrong key, press the **C** key to clear and start again.

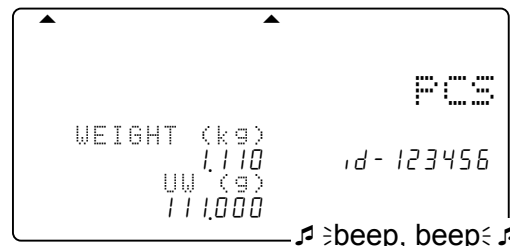


4. Press the **ENTER** key.

The ID number is stored and the display returns to normal.



- ⚠ If the same ID number was previously stored, the scale beeps twice and the ID number display blinks.  $\geq id-123456 \leq$   
You must then select one of two options:  
either (a) Overwrite the old ID unit weight,  
or (b) Select a different ID number:



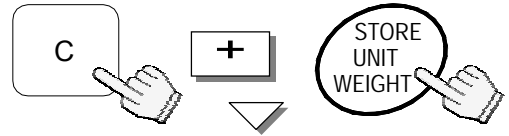
**(a)** Press the **ENTER** key to overwrite the old ID number.

OR

**(b)** Press the **C** key to clear and go to step 3.

## 4-2. Clearing A Stored Unit Weight

1. Press and hold the **C** key, then press the **STORE UNIT WEIGHT** key – release both.

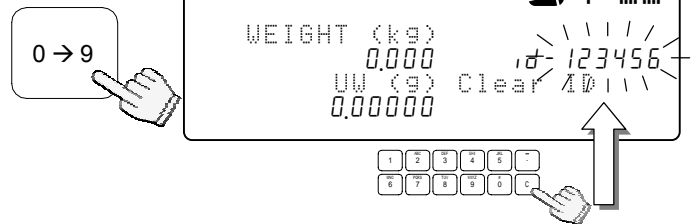


2. "Clear ID" will appear and "id-000000" will appear with  $\Rightarrow 000000 \Leftarrow$  blinking.

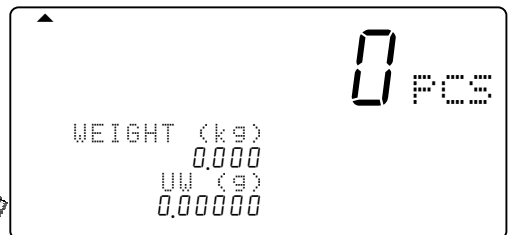
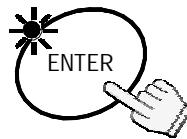


3. Use the **0** → **9** 10-key pad to display the ID number to clear.  
(Example of ID number "123456")

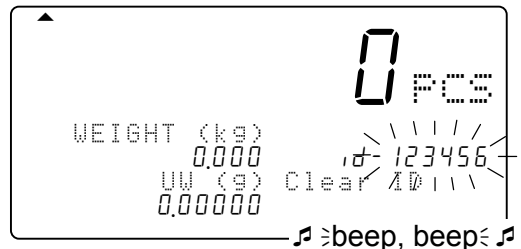
- ❑ If you hit the wrong key, press the **C** key to clear and start again.



4. Press the **ENTER** key.  
After showing "id-----" for a moment, the ID number will be cleared and the display returns to normal.

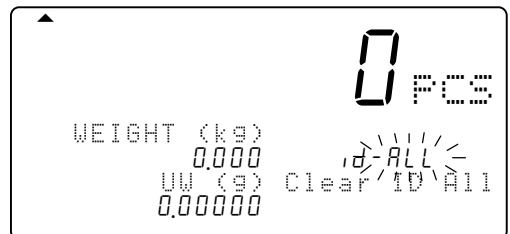
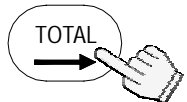


- ⚠ If there is no such ID number to clear, the scale will beep. Return to step 3 to try again, or press the **RESET** key to exit.



### Clearing All ID Memories at Once

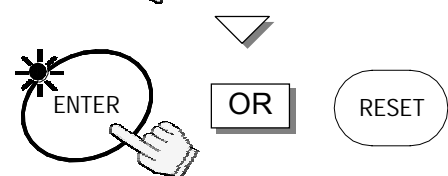
1. In the step 2 above, press the **TOTAL** key.  
"id-ALL" will appear with  $\Rightarrow ALL \Leftarrow$  blinking.



2. Press the **ENTER** key, then  $\Rightarrow ALL \Leftarrow$  blinking will stop.



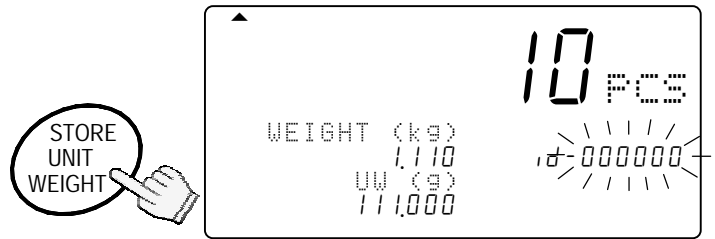
3. Press the **ENTER** key again to clear all of ID memories. Press the **RESET** to exit without clearing ID memories.  
The display will return to normal.



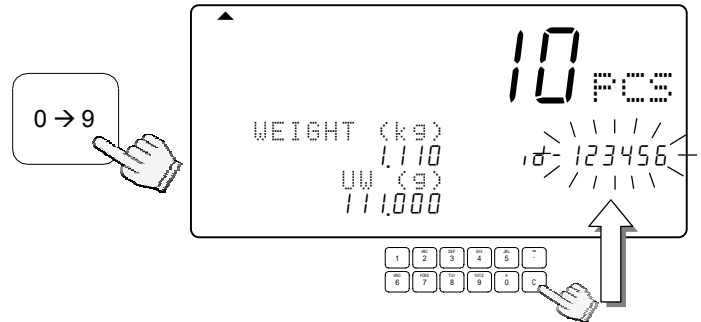
## 4-3. Store Item Code by ID Number

Item code of up to 12 alphanumeric characters can be set using the 10-key pad, and it will be stored with the ID numbers.

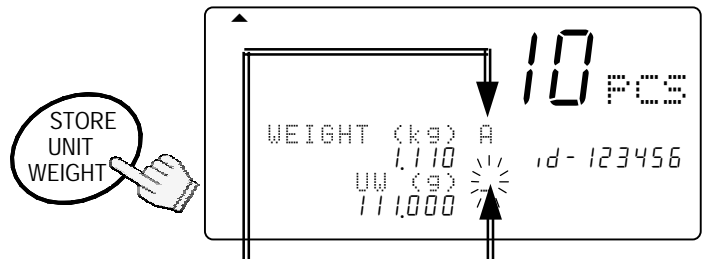
1. Press the **STORE UNIT WEIGHT** key. "id-000000" will appear with  $\text{000000}$  blinking.



2. Enter the ID number desired using the **0** → **9** 10-key pad.



3. Press the **STORE UNIT WEIGHT** key again. The symbol "A" with blinking cursor  $\text{A}$  will appear.



- To return to step 2, press the **STORE UNIT WEIGHT** key.

- ⚠ To select the symbol "A", "a" or "1", press the **M+** (A/a) key.

This shows which type of character will be entered.

A: Capital letter

a: Lowercase letter

1: Numeric character

Cursor can be moved using **→** and **←** keys.

Example of entering "A&D Co., Ltd.": Select the symbol "A" first.

4. Press the **2** (ABC) key to place "A".
5. Press the **0** (#) key several times to place "&".
6. Press the **3** (DEF) key to place "D".
7. Press the **TOTAL** (→) key twice to shift the cursor.
8. Press the **2** (ABC) key several times to place "C".
9. Press the **M+** (A/a) key to change the symbol "A" to "a".
10. Press the **6** (MNO) key several times to place "o".

"A" A

"A" A&

"A" A&D

"A" A&D C

"a" A&D C

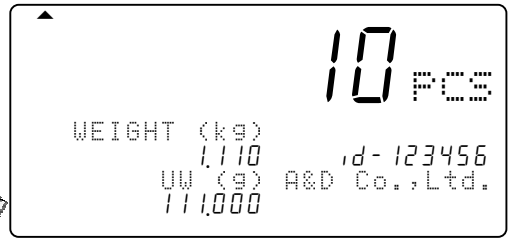
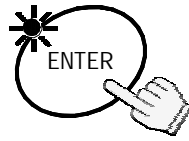
"a" A&D Co

"a" A&D Co., Ltd

"a" A&D Co., Ltd.

- Repeat these procedures to the last letter.

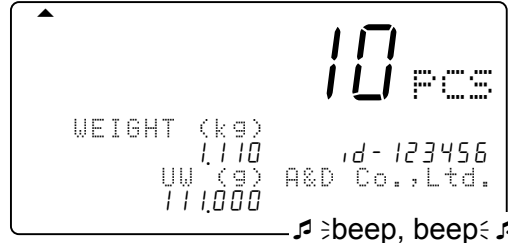
11. Press the **ENTER** key.  
The ID number is stored with Item code and the display returns to normal.



- You may return to step 2 by pressing the **STORE UNIT WEIGHT** key.

⚠ If the same ID number was previously stored, the scale beeps twice.

You must then select one of two options: either (a) Overwrite the old ID unit weight, or (b) Select a different ID number:



(a) Press the **ENTER** key to overwrite the old ID number.

OR

(b) Press the **C** key to clear and retype the new ID number.

## Alphanumeric Character Table

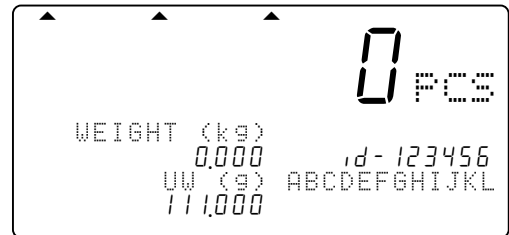
Key	Capital Letters	Lowercase Letters	Numeric Characters
1		@ [ ] ^ _	1
2	A B C	a b c	2
3	D E F	d e f	3
4	G H I	g h i	4
5	J K L	j k l	5
6	M N O	m n o	6
7	P Q R S	p q r s	7
8	T U V	t u v	8
9	W X Y Z	w x y z	9
0	# \$ % & ' ( ) * + ,		0
.	- . / ! " # ; < = > ?		.
C	Clear (Space)		


- STORE UNIT WEIGHT** : ID number input ↔ Item code input
- PRINT ←** : To shift the cursor left
- TOTAL →** : To shift the cursor right
- M+ A/a** : Capital → Lowercase → Numeric → Capital → ...

## 4-4. Unit Weight, Tare, Comparator Limits & Total Count Stored

The scale is initially set to store the ID numbers with a unit weight and an item code only. However, it can be set to store a tare weight, comparator limits and/or total count also by setting F-Function  $F-01-05$ .

1. First register a unit weight and a tare weight by any method. If necessary, set the comparator limits and use the M+ accumulation.
2. Go to step 2 of section “4-2. Store Unit Weight By ID Numbers”.



 When you recall a unit weight by the ID key, the tare, comparator limits and/or total count are also recalled along with the unit weight.



“ $id-00000$ ”, the special memory area, does not store a tare weight, comparator limits and total count along with unit weight.

# 5. USING THE M+ MEMORY

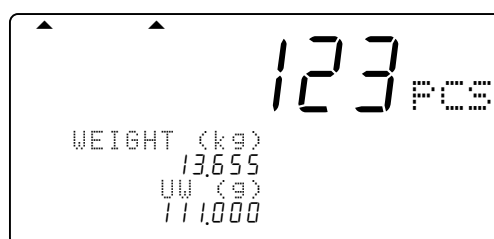
## 5-1. The M+ Memory Function

- ❑ The scale can accumulate count data by pressing the **M+** key, or automatically (refer to the next page). It also keeps track of the number of times you add to the total.
- ❑ When you view the total by pressing the **TOTAL** key, you view the number of pieces accumulated and the number of additions (how many times the total was added to). Please refer to “5-2.” and “5-3.” to view or clear the total count.

### Adding Using the M+ Key

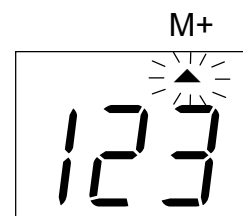
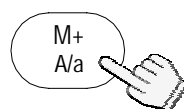
- ❑ When stable count data is displayed:

1. Press the **M+** key.  
The **M+** indicator will blink for a few seconds.



- ⚠ If the scale beeps 4 times, or the **M+** indicator did not blink, then refer to the note below.

- ⚠ The **M+** indicator will stay ON while there is count in memory.



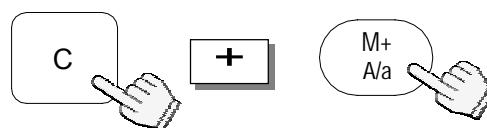
2. Press the **M+** key every time you want to add to the count. Remember that you may only add the count data once – the scale must return to near zero before it will let you add again.



- ❑ The **M+** key is accepted only once for every stable count data. Once accepted, the **M+** key is prohibited until the display returns to less than +5d (1d = 1 weighing division).
- ❑ If *F-03-02* is set at “1”, then the **M+** key can accumulate negative data. Once the **M+** key is accepted, weight data must return within  $\pm 5d$  before the next accumulation.
- ❑ To store the total count in the ID number, refer to “4-4. Unit Weight, Tare, Comparator Limits & Total Count Stored”.
- ❑ The total count is not stored in the ID memories automatically even if it was recalled by ID number.

### To Erase the Last M+ Addition

1. Press and hold the **C** key, then press the **M+** key – release.
2. The scale will clear the last **M+** addition.



- ⚠ If the scale beeps 4 times, there is no **M+** addition to erase.

## Automatic M+ Accumulation Mode

- ❑ M+ Accumulation can also be done automatically each time you count a different batch, As soon as you have a stable count, it will be added to the M+ memory and the scale will beep. The weight display will have to return to near zero before another count can be added.

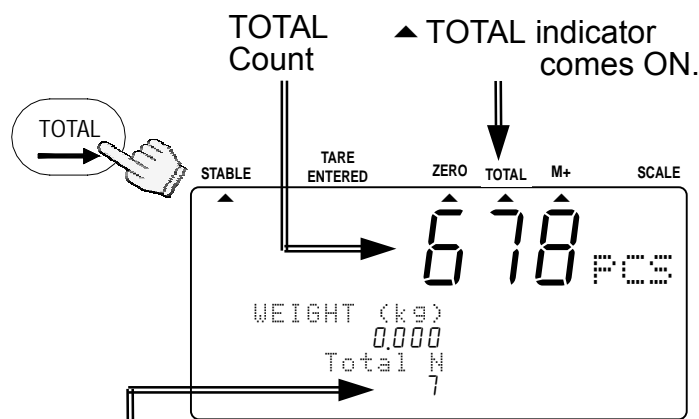
⚠ Automatic M+ accumulation is set by F-Function F-03-01 at "1".

⚠ Only positive counts can be added. If F-Function F-03-02 is set at "1" (to accept negative count data), it will be ignored.

⚠ Once there is an automatic M+ accumulation, the display must return to less than +5d before another count can be accumulated.

### 5-2. Viewing the M+ Total

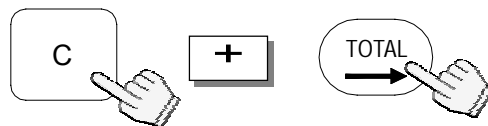
1. Press the **TOTAL** key.  
The count display will show the total count and the ▲TOTAL indicator will come ON.  
The number of additions to the M+ memory is also shown.
2. Press the **TOTAL** key again.  
The display will return to normal.



Number of additions to M+ memory

### 5-3. Clearing the M+ Total

1. Press and hold the **C** key, then press the **TOTAL** key – release both.
2. The scale will clear the M+ memory, and the ▲TOTAL indicator and the ▲M+ indicator will go OFF.



- ❑ The **RESET** key does not clear the total data.
- ❑ The total data is held in memory, but if AC/Battery power to scale is interrupted, the total data will be lost.

### 5-4. The M- Function

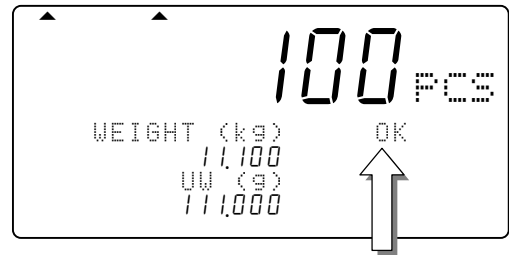
- ❑ The scale can subtract count data from M+ memory by using the **\*** key.
- ❑ Set the F-Function F-09-01="1" to use the **\*** key as **M-** key.

⚠ This function is not to clear the last M+ addition, but to subtract count data instead of addition. The number of additions is increased.

⚠ There is no automatic M- function.

# 6. COMPARATOR FUNCTION

- ❑ The scale contains a comparator function that checks the amount on the weighing pan against set acceptable count or weight levels. When the comparator function is activated, "HI", "OK" or "LO" is displayed.
- ❑ Before the comparator will work, upper and lower limits must be set (refer to below). The levels are set by count or weight. So, if you are using weight for your comparator levels, calculate the weight before starting the procedure below.
- ❑ If the OP-04 is installed, comparator relay output is also available.
- ❑ The comparator responds as follows,
  - "HI" Upper limits < Count / Weight data
  - "GO" Lower limits ≤ Count / Weight data ≤ Upper limits
  - "LO" Count / Weight data < Lower limits



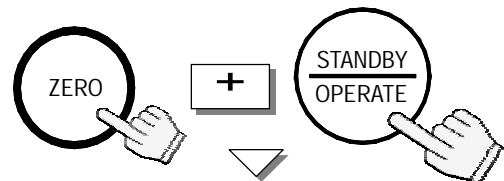
♪ ≧beep, beep ...≦ ♪

Upper limit 102 pcs  
 Lower limit 98 pcs  
 The beeper is set ON at "OK".

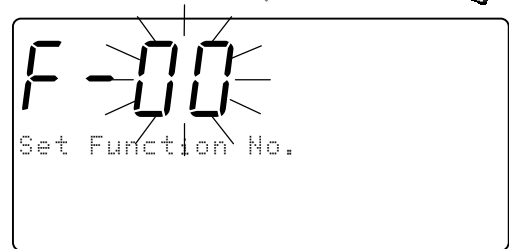
## To Set the Comparator

- ❑ Start with the scale in standby mode, display OFF.

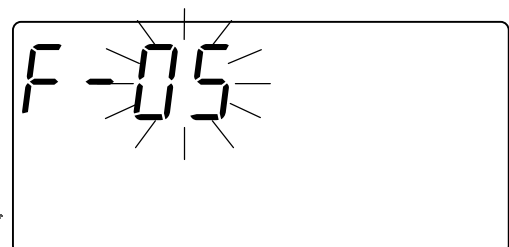
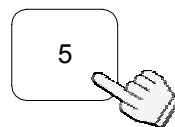
1. Press and hold the **ZERO** key, then press the **STANDBY/OPERATE** key – release both.



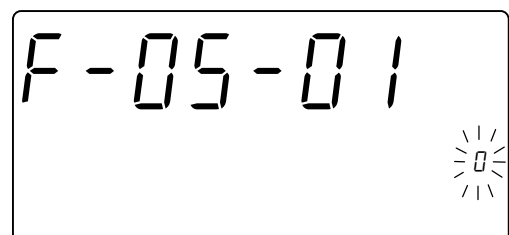
The count display will show "F-00" with "00" blinking.



2. Press the **5** key to enter into the F-Function **F-05-X Comparator**.

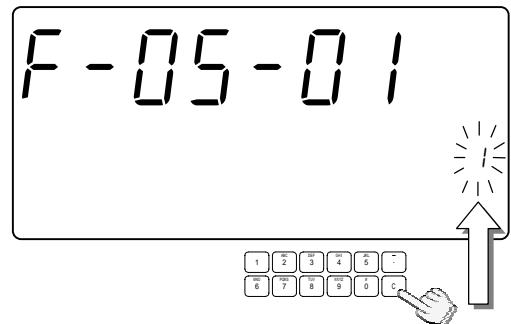


3. Press the **ENTER** key.  
 The count display will show the F-Function and its present setting will blink.

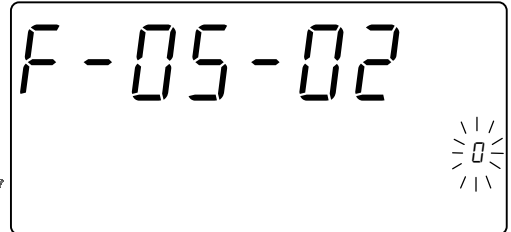


- Use the **[0]** → **[5]** keys to display the number of the desired setting.

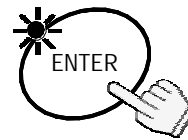
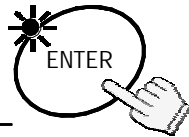
For example, let's select "1" compare all data.



- Press the **[ENTER]** key to save the setting and move to next F-Function, *F-05-02*.



- Continue to enter *F-05* comparator settings – refer to "9-2. F-Functions" for a listing. If there are no changes to a F-Function, press the **[ENTER]** key to move to the next.



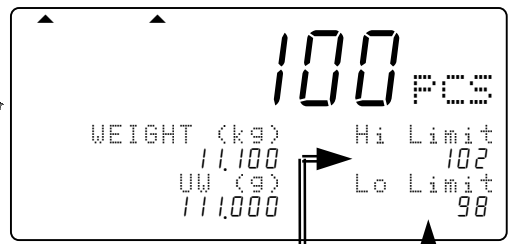
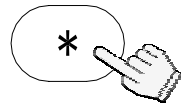
**To ENTER  
or  
MOVE to next**

- When finished: press the **[STANDBY/OPERATE]** key to exit. Then, press it to turn the display back ON. Comparator functions will now operate as set.

## Viewing Comparator Limits

- The comparator limits you are using will be shown by pressing the **[\*]** key.
- Set *F-09-01="0"* to use with this mode.

- Press the **[\*]** key, then upper and lower limits will be shown.
- Press the **[\*]** key twice, the display will return to normal.

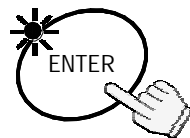


*Upper limit*      *Lower limit*

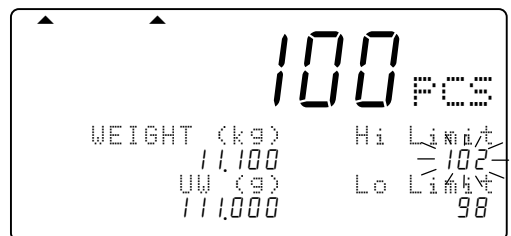
## Changing Comparator Limits Temporarily

- Set *F-09-01="0"* to use with this mode.

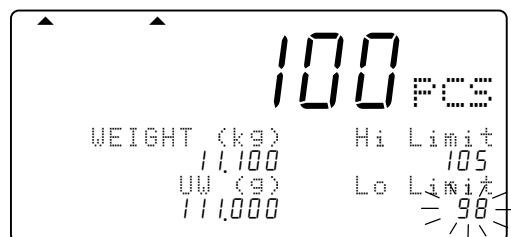
- In the step 1 above, press the **[ENTER]** key, then Upper limit value will blink.



- Change the upper limit using 10-key pad and press the **[ENTER]** key. The upper limit will stop blinking and the lower limit blinks.



- Change the lower limit using 10-key pad and press the **[ENTER]** key. Then the display will return to the step 1 above with new limits.



These temporary limits disappear when the display is turned off.

# 7. TIME AND DATE FUNCTION

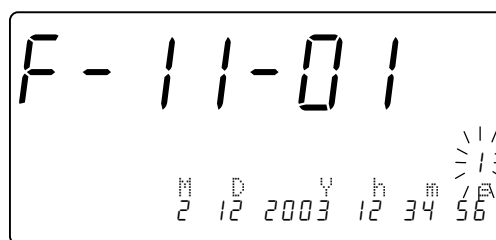
- ❑ The FC-i scale has a time and date function and that data can be sent through the RS-232C interface. There are two ways to set time and date.

## To Set in the F-Function Settings

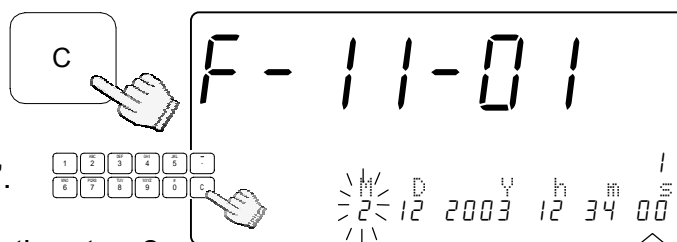
- ❑ Start with the scale in standby mode that the display is turned off.

1. Press and hold the **ZERO** key, then press the **STANDBY/OPERATE** key – release both to enter the F-Function setting mode. The count display will show “F-00” with “00” blinking.

2. Key in **1 1** and press the **ENTER** key to display the setting value, time and date. If you want to change the order of year, month and date, use the **0** → **2** to change the setting.



3. Press the **C**. The first digit of time and date will blink. Use the 10-key pad to set the time and date.



- ⚠ The value of “second” is fixed to “00”.



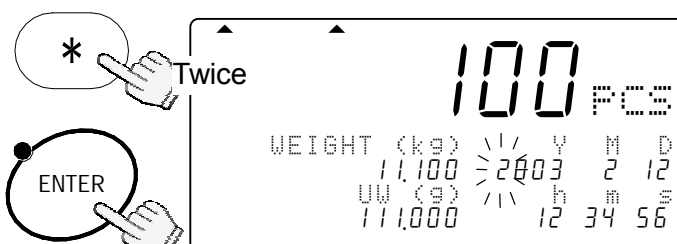
4. Press the **ENTER** key to return to the step 2 and the clock will start from “00” second.
5. Press the **STANDBY/OPERATE** key to exit, and press it to turn the display back ON.

The second display is fixed to “00”.

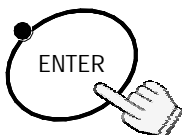
## Using the **\*** Key to Set the Time and Date

- ❑ Set the F-Function F-09-01=0 to use the **\*** key as this function.

1. Press the **\*** key twice to display the time and date.

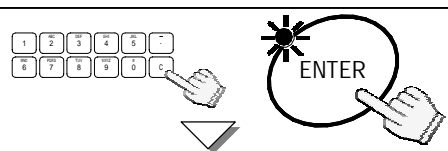


2. Press the **ENTER** key, then the first digit of date will blink.



3. Use the 10-key pad to set the date and press the **ENTER** key. Then the first digit of time will blink.

- ⚠ The value of “second” is fixed to “00”.



4. Use the 10-key pad to set the time and press the **ENTER** key to return to the step 1 and the clock will start from “00” second.



5. Press the **\*** key. The display will return to normal.