



QUICK START GUIDE



Automatic calf feeder

1.9 Hand Terminal

This document provides a brief overview of how to use the HandTerminal of a calf feeder.

Animal control

Pre-sorted groups of calves registered at the feeder
(Example: animals with alarms)

Animal search

Enter the number and confirm to view details about the selected calf.

Training

Activate the pump to deliver a small sip of milk to the teat to teach young calves how to drink at the feeding station.

Main Menu

Access the important settings for the automatic feeder.

- **Animal management**
Read in transmitters, register, move and cancel animals
- **Feeding**
Establish feed plans and prescriptions
- **Calibration**
Calibrate components and hose pumps, set up automatic calibration
- **Device data**
Further settings, data back up and restoring, new installation of the program, Information for Cloud/ App connection
- **Cleaning**
Start cleanings, establish cleaning times
- **Diagnosis**
Diagnose function for all parts of the feeder

Animal list

List of all animals registered at the calf feeder

Star button

Use it to mark animals in the system or to change the overview of the menu (small or large font)

Manual function

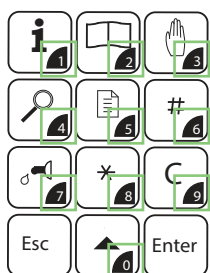
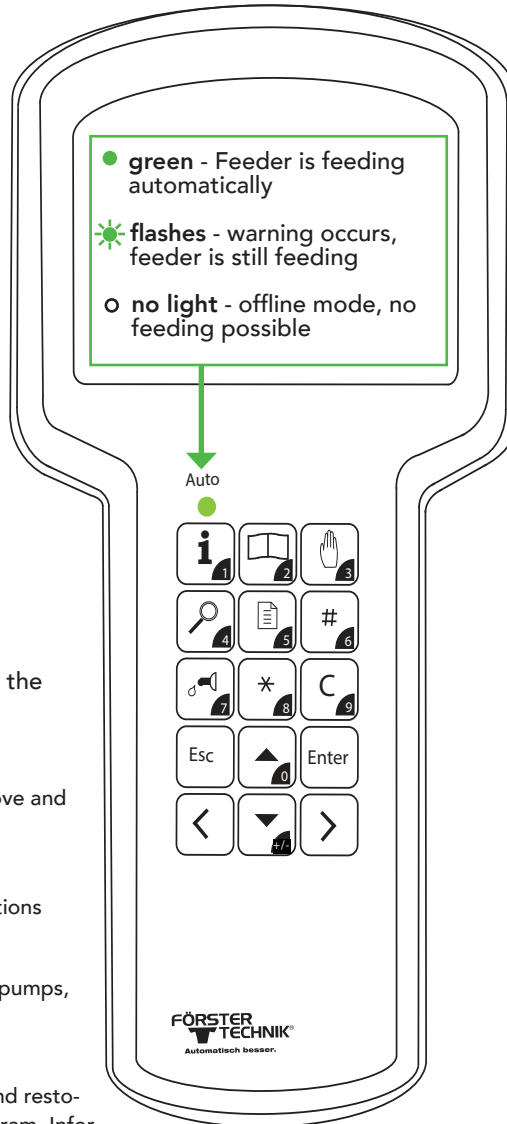
Start certain functions of the feeder manually and dispense an extra portion for calves

Free assignable key

Choose the function of the key by user



Delete


Use to delete warnings or bring up warnings to the foreground





Enter numbers 0-9

This can be used to search animals or adjust settings

-  Go backward within the menu structure. You return to the starting menu by pressing this key multiple times.
-  Confirm your selection and open a menu or an input field.

 Move the cursor upward or downward and choose items from a list, for example [yes] / [no].

 You use this key to change the sign of a number, for example from +1 to -1. This is how you enter negative numbers.

 Scroll between pages on the screen and jump to the start [<] or the end [>] of a list.

