

NOTE:

F3 function key:

By pressing the **F3** key you can speed up “bird placement” and “calibration weights”.

For example, you are starting a new flock and the number of birds has to be inserted. This can be very time consuming if this setting is not changed. It is defaulted to increments of one. If you were to press the **Settings +** key at this stage the numbers increase by a value of 1. So if you have 15500 birds you can see that it would take some time to do.

**00 Bird Scale
02 SETTINGS HOUSE 1
09 bird placement
0 birds**

**00 Bird Scale
02 SETTINGS HOUSE 1
09 bird placement
1 birds**

To change this default setting, press the **F3** key and hold it down for a second and it will change to **INC* 10**. Hold down the **F3** until it gets to **INC*1000**. Each time the **F3** key is released the display will revert back to **0 birds**. Now when you press the **Settings + or -** key the numbers will increase or decrease by 1000.

**00 Bird Scale
02 SETTINGS HOUSE 1
09 bird placement
INC* 10**

**00 Bird Scale
02 SETTINGS HOUSE 1
09 bird placement
INC* 1000**

**00 Bird Scale
02 SETTINGS HOUSE 1
09 bird placement
15000 birds**

You now have 15000 birds entered. To add the 500, press the **F3** key until it goes to **1000000** and it reverts back to **INC*1**. Now press the **F3** to get **INC*100**. Press the **Settings +** 5 times to add 500 birds to the 15000. You now have 15500 birds entered.

**00 Bird Scale
02 SETTINGS HOUSE 1
09 bird placement
15500 birds**

Note:

Function F4 key:

Using the “F4” key allows you to circle through the same line information in each connected house.

For example you are in **page 02> Settings House 1** and on **line 10> dead birds**. By using the “F4” key you can circulate from House 1 to House 4 without pressing the Page tab and enter your dead birds for each house. If you have 6 dead birds in House 1, 5 dead birds in House 2, 3 in House 3 and 2 in House 4, it becomes very easy to enter the data using the “F4” key.

Scroll down to **page 02> Settings House 1** and down to **line 10> dead birds**. By pressing the + **Settings** key, you can enter the number of birds.

```
00 Bird Scale
02 SETTINGS HOUSE 1
10 dead birds
   0 birds
```

```
00 Bird Scale
02 SETTINGS HOUSE 1
10 dead birds
   6 birds
```

Now press the “F4” key once and you’ll see that it goes to **page 02> Settings House 2, line 10> dead birds**. By pressing the **Settings +** key, you can enter the number of birds.

```
00 Bird Scale
02 SETTINGS HOUSE 2
10 dead birds
   0 birds
```

```
00 Bird Scale
02 SETTINGS HOUSE 2
10 dead birds
   5 birds
```

The same is done for Houses 3 & 4.

Using the “F4” key works anywhere within the program. A prime example of this would be in **Info House 1, 2, 3 & 4** as there are multiple lines (1 – 53) to scroll through.

```
00 Bird Scale
10 INFO HOUSE 1
01 flock id
   1
```

To

```
00 Bird Scale
10 INFO HOUSE 1
50 1 – water total
   0 .000 1 / bird
```

Use the “F4” key to flip between the houses just as was done for **02 SETTINGS HOUSE 1, 2, 3 & 4**.