

## Operation:

The ON/OFF Key is on left underside of scale. Please allow scale to warm up for 30 minutes before initial use.

Place 10 pieces on the scale. Key in "1", then "0" and press the SAMPLE key. The larger the sampling the better the count will be. The smaller and more lightweight the item the bigger the sampling should be. A sampling size of less than 10 is not recommended.

To eliminate the weight of the container place the container on the scale and press the TARE key. Weight should display zero.

To key in known tare weight press PRE TARE key then key in numeric value then press PRE TARE key. To eliminate press TARE key.

- To clear scale press C key
- To add into total press M+ key
- To call up total press TOTAL key
- To clear total press TOTAL
- To select from grams, kg or lbs. press the LB/KG key

When the battery level light blinks, recharge the battery without delay

To store a unit weight, input the number, press the [UNIT WT.] key until the TOTAL QUANTITY screen displays "StorE", press a number (1~8) and this value is stored in the number selected. Remember that the scale will not retain the unit weight or the total if the scale is turned off.

For a value already appearing in the UNIT WEIGHT screen, press and hold the [UNIT WT.] until the TOTAL QUANTITY screen displays "StorE", press a number (1~8) and this value is stored.

To retrieve a Unit Weight - Input a number of 1 ~ 8, press [UNIT WT.] twice, the corresponding value will appear.

To turn on/off backlight long press decimal (.) key.

## Precautions:

- Close proximity to cell phones may cause the numbers in the readout window to fluctuate. While not causing any lasting harm, it is best to keep cell phones 10-15 feet away from the scale or whatever distance eliminates interference.
- Do not operate the scale near fans, under air downdraft, or near vibrating machinery.
- Make sure that all four leveling feet are touching the surface of the table surface so that the scale is stable and does not rock. Perfect leveling of the scale is not required.