

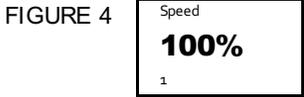


**ON TIME WILDLIFE FEEDERS IS NOT RESPONSIBLE FOR VARMINT DAMAGE TO YOUR FEEDER UNIT. HEAVY SCREEN WIRE IS RECOMMENDED TO SHIELD YOUR UNIT FROM VARMINTS.**

# SHAKEDOWN FEEDER INSTRUCTIONS

## ITEM# 74000

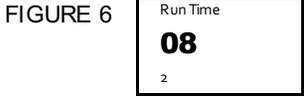
**STEP 4:** The display should now show FIGURE 3. Note the number 1 in the lower left side of the display (It shows this is still concerning your number 1 feeding). The 08 setting is factory installed and is a very common setting. If this setting is not what you desire, press the up or down arrow key until the number of seconds of run time you want are correct. A possible of 1 to 30 seconds can be set. After the correct number of seconds are on the display, press the SELECT/ENTER button one time. The display should now show FIGURE 4.



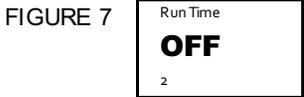
**STEP 5:** Note the number 1 in the lower left side of the display. This is still concerning your number 1 feeding. Speed – refers to the speed of the motor. There are 3 possible speeds of the motor: 50%, 75%, and 100%. The 100% is used most often in the field and is therefore factory set to automatically show on the screen. If this speed is not desired simply use the up or down arrow buttons to set the speed you would like to use. After the correct speed is displayed, press the SELECT/ENTER button one time. The display should now show FIGURE 5.



**STEP 6:** At this point, your display should appear similar to FIGURE 5. The number 2 in the lower left hand bottom of the display indicates the second feed time. The 4:00pm is factory preset, and is another very common time to feed. If this is not the time you would like, press the up or down key to set the desired time for the second feeding. Once set press the SELECT/ENTER button one time.



**STEP 7:** Your display should look like FIGURE 6. At this point refer to STEP 4 and repeat as you did when setting your first feeding. The only difference will be the number 2 in the lower left hand side of the display which is indicating that this is concerning your second feed time. At this stage of programming your unit, if you do not want to use the second feed time, set the run time to 00. The display will automatically show “OFF”. This will end the second feeding. Even though the second feed time was set, the run time being set to 00 will end your programming session. The screen will look like FIGURE 7.



**STEP 8:** If you choose to continue, set run time from 1 to 30 seconds, and while repeating STEPS 3 thru 5, take note to the small number in the lower left hand corner which will indicate which of the 6 possible feedings you are setting. After finishing this step press the SELECT/ENTER button, and the screen will appear like FIGURE 8.



**STEP 9:** Looking at figure 8 you see the word “Armed” which indicates that your unit is now in service. It will perform the commands that you have programmed. You can test your unit by pressing the test button. (This will set up a count down from 10-9-8---00 and at the 00 your unit will run for 5 seconds at a 100% motor speed.) Note that the 100% motor speed is regardless of any other speed you may have set. Once you confirm that the test has successfully run, your unit is ready for use.

**NOTE:** While working with your unit, if the buttons have not been pressed for two minutes, the screen will go blank. This is a power saver feature. If the screen goes blank, you can press any key one time and restore the screen. However, if the screen is different from the one you were working with at the time it went blank, push the SELECT/ENTER button repeatedly until the screen you were working with appears. If you go past the screen – simply keep pressing the SELECT/ENTER button until your screen comes back around.

**NOTE:** The screen will indicate all characters for 1 second once the battery is installed. Then the screen will show 12:00PM. If no programming activity is initiated, the unit will automatically set itself at 12:00PM, Noon, for a 5 second run time.

**TESTING THE UNIT:** The test button can only be used while on the “ARMED” screen. Pressing the test button will sequence the screen to a countdown from 10 to 1. It will run when it reaches 0. The screen will return to “ARMED” automatically when the test is complete.