

INSTRUCTIONS FOR THE ELITE MODEL #11113

SAFETY GLASSES MUST BE USED AT ALL TIMES WHILE WORKING WITH THIS EQUIPMENT

- I. BACK OUT THE BOTTOM SET SCREW UNDER THE FRONT LABEL OF THE FEEDER HOUSING.
- II. BATTERY INSTALLATION:
INSTALL AA (ALKALINE ONLY) BATTERIES INTO THE BATTERY HOLDER. USE CARE TO MATCH + AND – SIGNS MARKED INSIDE THE BATTERY HOLDER. (DURACELL AND EVEREADY BRANDS WERE USED IN OUR STANDARD TESTING.) SNAP BATTERY PACK TO UNIT'S RED AND BLACK BATTERY WIRES. NOTE: UNIT DOES NOT REQUIRE A BATTERY FOR CLOCK.

BATTERY LIFE:

1. BATTERY LIFE WILL BE DETERMINED BY THE JOB YOU WANT YOUR ELITE TO PERFORM. THE STANDARD FEED TIME IS 8 SECONDS OF MOTOR RUN TIME TWICE A DAY. THIS WILL GIVE 6 MONTHS OF GOOD BATTERY PERFORMANCE. HOWEVER, IF YOU CHOOSE TO FEED LONGER RUN TIMES OR MORE TIMES A DAY THEN BATTERY LIFE IS DECREASED IN DIRECT PROPORTION.
2. BATTERY LIFE IS ALSO AFFECTED BY THE GAP BETWEEN THE SPINPLATE AND MOUTH OF THE FUNNEL. FOR STANDARD FEEDINGS, WE RECOMMEND A 3/8" GAP BETWEEN THE SPINPLATE AND THE BOTTOM OF THE FUNNEL FOR CORN AND MOST OTHER FEEDS.
 - a. EXAMPLE: IF YOU RAISE THE GAP TO 1/2", THE UNIT WILL THROW 50% MORE FEED THAN THE 3/8" SETTING AND THEREFORE OVERLOADS THE MOTOR AND DECREASES BATTERY LIFE.
3. THE 3 MOTOR SPEEDS WILL ALSO AFFECT BATTERY LIFE: 100% SPEED: STANDARD 4 MONTH'S BATTERY LIFE. 50% SPEED: LENGTHENS BATTERY LIFE.

OPTIONAL ACCESSORY: C-CELL BATTERY PACKS CAN BE PURCHASED THROUGH YOUR LOCAL DEALER OR THE ON TIME FACTORY. THIS REQUIRES 8 C-CELL BATTERIES (ALKALINE ONLY) WHICH WILL YIELD 3 TIMES THE LONGEVITY OF THE AA BATTERY PACK.

- III. PROGRAMMING YOUR ELITE: PLEASE SEE SECOND PAGE OF INSTRUCTIONS FOR DETAILS ON PROGRAMMING THE ELITE MODULE.
 - a. PLEASE NOTE: THE SCREEN WILL INDICATE ALL CHARACTERS FOR 1 SECOND ONCE BATTERIES ARE PLUGGED INTO MODULE. 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.

- IV. TO TEST YOUR ELITE:
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 0. IT WILL THROW WHEN IT REACHES 0. THE SCREEN WILL RETURN TO "ARMED" AUTOMATICALLY WHEN THE TEST IS COMPLETE.

NOTE: FOR BATTERY CONSERVATION, THE SCREEN WILL AUTOMATICALLY GO BLANK AFTER 2 MINUTES OF NO KEY ACTIVITY. TO REVIVE THE SCREEN, PRESS ANY KEY. THIS WILL NOT INTERFERE WITH PREVIOUS PROGRAMMING.

TO CLEAR ALL PROGRAMMING, DISCONNECT BATTERY AND RECONNECT.

TO MODIFY A SETTING: PRESS ENTER KEY REPEATEDLY UNTIL THE SETTING APPEARS THAT YOU WANT TO ADJUST.

FOR TECHNICAL ASSISTANCE, PLEASE CALL CUSTOMER SERVICE @ 1-800-488-3006.

PROGRAMMING THE ELITE AND SOLAR ELITE MODULE

STEP 1: If the battery or batteries are already connected, unplug the battery pack for 15 seconds—then plug the battery pack backing. This clears out all of the memory in the unit.



FIGURE 1

STEP 2: Use the up or down arrow keys to change the 12:00pm setting to the correct time of day. (Also make sure you are on the correct AM or PM.) There are no buttons to move the AM or PM. You will have to fully cycle the clock to get to the correct time setting. You can pulse the keys, or to rapidly advance the movement of the time, you can hold the key down and after a moment, the time will begin its rapid advancement. After the correct time of day is on the display, press the SELECT/ENTER button one time. The display should show FIGURE 2. Now proceed to STEP 3.

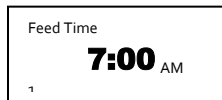


FIGURE 2

STEP 3: The 7:00am setting that now appears on the display has been factory installed. This is a very common time that is used often, but if the 7:00am setting is not desired, you can pulse or hold the up or down arrow buttons until the desired time is displayed. (Please note the small number 1 in the lower left hand side of the display. – This is the first feed time for the unit. A total of 6 are possible. – We will refer to this number as we move to the following steps.) After the desired feed time is displayed, press the SELECT/ENTER button one time. The display will show FIGURE 3.



FIGURE 3

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. The 08 second setting should throw approximately 1 pound of corn. After the correct number of seconds are on the display, press the SELECT/ENTER button one time. The display should now show FIGURE 4.

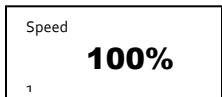
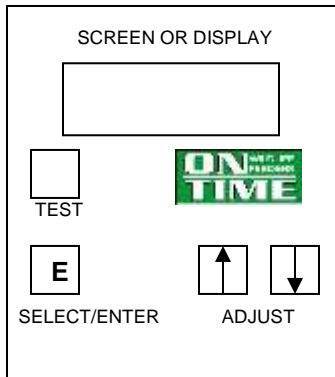


FIGURE 4

NOTE: While working with your unit, if the buttons have not been pressed on 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.

ELITE MODULE



STEP 5: The display should now show FIGURE 4. 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. With the standard factory installed spinplate, 100% speed will throw approximately 75 to 80 feet. The 75% setting will throw approximately 40 feet. The 50% setting will throw 10 to 15 feet. After the correct speed is displayed, press the SELECT/ENTER button one time. The display should now show FIGURE 5.

[ON TIME makes many optional spinplates for different jobs, but the standard factory installed spinplate, which has 3 "ears", is a very effective plate. Teamed with the 3 motor speeds it is one of the best.]



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.

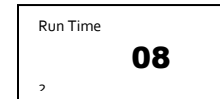


FIGURE 6

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.*



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.



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.