

Configuration code :

1.0 Material configuration

Select one option between the following

Operators will only be able to select between preprogrammed rates

PPRG at ON in MODE menu

or

the controller will allow to select rates between a minimum and maximum with choice of steps (scale option)

*PPRG at OFF in MODE menu
factory*

1.1 Material activation and name

Active

(On in ACTIVE menu)

New Name

(NAME)

Salt

Sand

Mat A

Mat B

1.2 Preconfigured rates (Fill this section only if you chose the preconfigured rates option)

Note that you can put 8 or less rates

Salt :	1	2	3	4	5	6	7	8
Sand :	1	2	3	4	5	6	7	8
Mat A :	1	2	3	4	5	6	7	8
Mat B :	1	2	3	4	5	6	7	8

1.3 Rates with minimum, maximum and choice of steps (Fill this section only)

MIN (Kg/Km)

(KKMIN)

MAX(Kg/Km)

(KKMAX)

STEPS (5,10,25,50,75 or100)

(S-EDIT)

Salt :

Sand :

Mat A :

Mat B :

1.4 Weight of you material (if you want reel columetric mass instead of gouvernment theoretical weights)

20 liters bucket weight

Salt :

Sand :

Mat A :

Mat B :

Multiplied by 5 for Ontario 1/10m³ box

2.0 Spinner settings *(WIDTH)*

2.1 Maximum width

What is the maximum width you want your spinner to spread in meters? The width is the measurement of the diameter of the circle covered by the spreading and the maximum possible is 9.5m. Average municipality limits the maximum to 3.5 meters

Maximum width in meters *(MAX/W)*:

2.2 Configuration (meters vs scale)

Choose an option :

Option 1 : The value seen from the operator on the display corresponds to the diameter in meters of the circle covered by the spreading. This option will allow you to have 0.5m, 1.0m, 1.5m and so on. The smallest step available is 0.5 meter.

Option 2 : The value from the operator on the display corresponds to a scale from 0.5 to 9.5, 0.5 being the minimum width when the spinner is just starting to move and 9 being the maximum width you decided at 2.1.

2.3 Step selection *(STEPS)*

Steps of 0.5

Steps of 1.0 (will show 1 to 9 instead of 0.5 to 9.5 with 2nd option)

2.4 Spinner when conveyor stops *(STOP)*

Do you want your spinner to stop running when the vehicle stops moving?

Yes (This will make the spinner stop everytime the vehicle stops)

(ON) factory

No (This will allow the spinner to continue emptying while the vehicle is stopped)

(OFF)

3.0 Blast settings

3.1 Blast spinner configuration (*WIDTH in MAX menu*)

Choose an option:

Option 1 : Activating the blast does not change the width, it will stay the same than before pushing the blast button.

(OFF) factory

Option 2 : The spinner will change to the configured width for every material when activating blast, but the controller will allow the operator to modify the width while blasting.

(TEMP)

Option 3 : The spinner will change to the configured width for every material when activating blast and it will not be possible to modify width while blasting.

(PERM)

3.1 Blast rates and width

Rate (Kg/Km)

Width (for option 2 and 3 only)

Salt :

Sand :

Mat A :

Mat B :

3.2 Duration (*DURATION*)

How long do you want the blast to last? You can always stop the blast prior the end of the timer by pressing the blast button a 2nd time.

minutes

seconds

3.3 Minimum simulated speed (*MIN/S*) - factory setting is 20km/h

What is the minimum speed you want to have simulated when blasting? This is too make sure you can have material under your wheel when braking. A too high value will result in putting too much material when blasting at low speed. A too low value will not allow you to spread enough material when wheels are locked going down a hill.

Km/h

4.0 Manual mode option

Choose an option :

The manual mode is always inactive.

(INACTIVE)

The manual mode only works when the vehicle is not moving.

(STOP) factory

The manual mode is always active. The Kg spread on manual will appear in counters. Do not use manual to unload truck with this option

(ALWAYS)