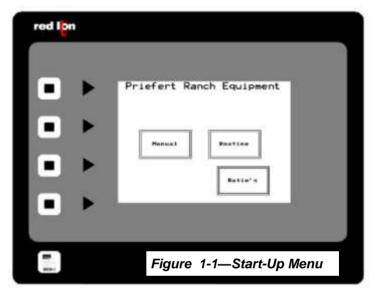


Programming Your Control Panel

HWP with Touch Screen Control Panel

Key Features on the Touchscreen Control Panel:

- 30 second "ramp up" time from start to desired speed setting to ease horse into walk.
- 30 second "ramp down" time from engage to stop.
- Remote control that allows the operator to Start/Stop, change direction (Forward/Reverse), as well as, increase or decrease speed all with a push of a button.
- Charger provides a low impedance electrically charged panels that encourages horses to keep pace.
- Customized programming from 1 to 20 automated routines. Each routine can be programmed with up to 12 steps.
- Allows for more precise time, speed, rest periods, and direction for each pre-set routine.
- Flexibility in choosing Programmed Routines or using the Manual option with 3 preset time increments and the capability of setting speeds and changes in direction.



The Start-up menu will be the first screen that comes up after powering up the control panel.

"Manual" button changes to the manual operating screen.

The "Routine" button changes to the routine run screen.

The **Ratio Button** is <u>"Password" protected</u> and the operator should never need to access this screen.

Note: The backlight for the display screen will go into autosave mode (5 minutes) to prolong backlight life; we recommend that you press the square or arrow buttons on the left to display the screen while the walker is operating. This will reduce the chances of inadvertently changing the cur-



Priefert does not recommend leaving any horse or livestock unattended during the operation of any "walker"!

Section 1: Manual Operating Instructions:

Figure 1-2—Manual Menu

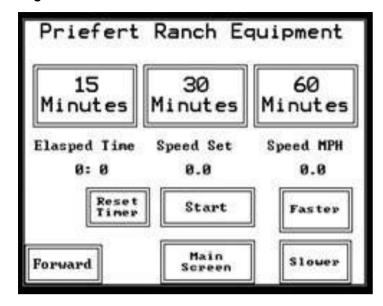


Figure 1-3—Manual Screen "On"

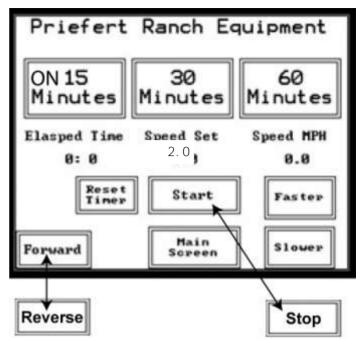


Figure 1-2 displays the options for manual operation.

There are three pre-programmed time selections for manual operation: 15 minutes, 30 minutes and 60 minutes. 15 minutes is the default time that will be active if the operator touches the start button without selecting operating time.

"Speed Set" may be selected by touching the "Faster" or "Slower" buttons or by adjusting using the remote control at any time during operation or before selecting "Start".

One of the time selection buttons will have "On" show indicating which time period is selected.

The "Reset Fault" Button will only be visible if the drive is tripped.

Once "Start' is pushed "Reset Timer" and "Main Screen" will no longer be visible and "Start" will turn to "Stop"

You may change direction of the walker by touching the display button "Forward" display will automatically change to "Reverse". The walker will take 30 seconds to "ramp down" from forward to stop and 30 seconds to ease the horses into change of direction and to "ramp up" to the programmed speed setting.

"Reset Timer" will allow you to go back to zero at any time during operation.

After operating in "Manual Mode" you may either power off the control panel or you may select "Main Screen" to go to select "Routine" for pre-programmed settings.

Section 2—Programming Routine Settings:

This is the first screen that will display after selecting "Routine" on the Main Menu. Press Continue button to proceed with Routine Setup.

Routine Setups are broken down into 3 screens. Move between screens by using the pad to the left side of the data. Touch the block that you would like to change, a data entry screen will popup enter the data and press the enter arrow to return to the setup data screen. Enter the desired values for each step. All steps must have a time the first 0 time value ends the routine. You may have a 0 speed step as a reset step for the Horse. You may give each routine a name by touching the box to the right of Name. Power must stay on for 5 minutes after any data change or the changes will be lost.

Max speed values will be cap to the walker limits.

MaxMPH:

0.0

Continue

Figure 2-1—Routine Setup Screen

Initial setup for Routine will display this page: This is the first of three routine setup screens

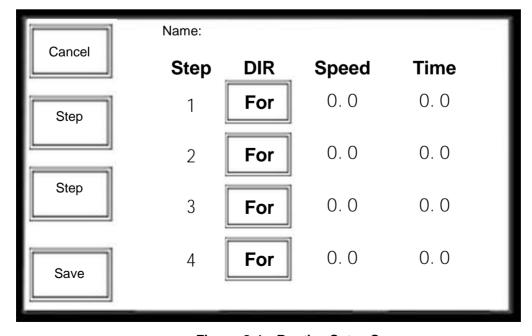


Figure 2-1—Routine Setup Screen

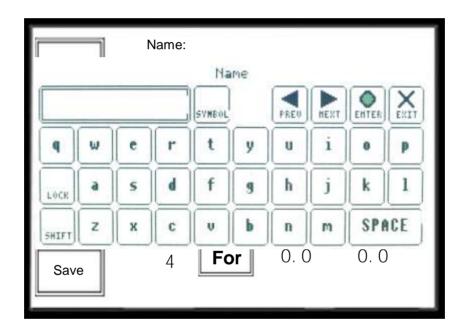
Section 2—Programming Routine Settings:

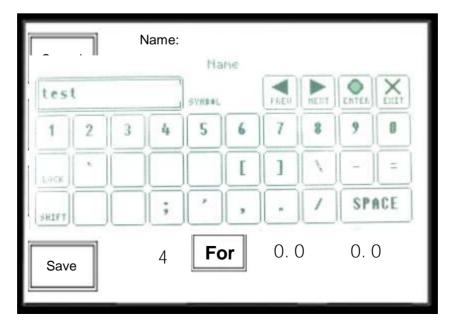
To Create a Name for a Routine:

Default Name is always Rt# (example Rt1, Rt2...)

- 1. Click to the right of "Name" to create a name for the first routine.
- 2. A display will appear with an alphabetic keyboard with Lock, Shift and Space functions.
- Pressing the lock key will switch the display from lower case to all upper case alpha keys and pressing lock again will default to displaying lower case.
- Pressing the Shift key down will only Capitalize the first letter that is chosen and will default back to lower case on the display for the next key entry.

- Pressing the Symbol key will switch screens from Alpha to Numerical including Symbols.
- To capitalize press the Shift key (display will change to show uppercase letters). Press shift key to toggle back to lower case. Or you may press on Lock to lock upper case choices while programming
- There is a symbol key that will toggle the key board to display numeric and symbols that you may also include within any given name. Name may include alphanumeric or symbol keystrokes and is limited to 20 characters.
- 3. Type in desired name and click "save" and then "exit".





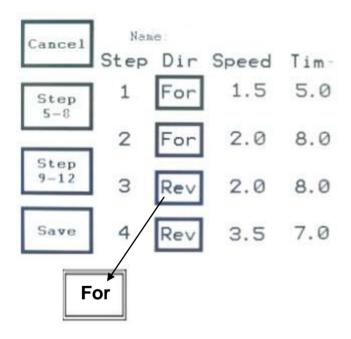
Programming Direction Speed and Time

Note: The display screen allows you to program Steps 1-4

To Change Directions:

- 1. Choose the step that you desired to program the DIR (direction) change.
- 2. Column marked "Dir" i(Direction) the boxes below toggles between For (Forward) and Rev (Reverse)
- Select which step you would like to change directions and toggle the corresponding key. For example: To change the Rev in Step 3—touch the key and the display will toggle to For.

Note: The walker will take 30 seconds to "ramp down" from forward to stop and 30 seconds to ease the horses into change of direction and to "ramp up" to the programmed speed setting.

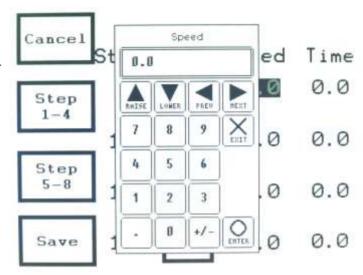


Note: If you program a step without a time regardless of other steps programmed to run will end the routine.

Example: If you programmed Step 5 without a time and Steps 7-9 have times the program will not continue to operate after Step 4.

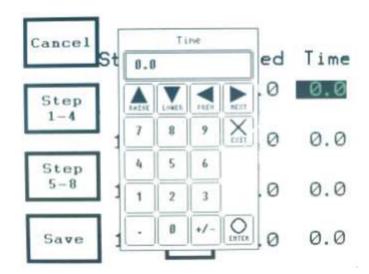
To Change Speed

Touch the **0.0** speed box to each of the steps shown on the display. A numeric keypad will display allowing you to program the precise speed for that particular step.



To Change Time:

Touch the **0.0** speed box to each of the steps shown on the display. A numeric keypad will display allowing you to program the desired time for that particular step.



a routine only needs 5 steps then complete the programming of each step and ensure that a time has been programmed. Touch on save if you have finished all the steps. Allow several minutes for the control panel to upload your changes and you are ready to use your walker or program additional routines.

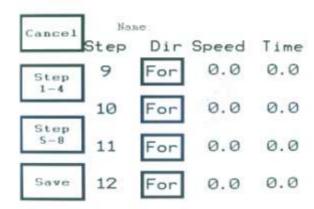
Programming Steps 5-8 and Steps 9-12

After programming last step on the display touch the display showing Step 5-8. and program the steps as described on page 6.

If you need to continue with additional steps, touch the keypad for Step 9-12 and repeat the steps on page 6.

Note: You may program up to 12 steps for each routine. If Once you have completed all the steps that you need to program; then touch the "Save" button on the display and allow a few minutes before you power down the control panel or you may continue to create additional routines by repeating all the steps shown on pages 5 and 6.

> Your control panel will save up to 20 individualized routines and up to 12 steps per routine.



Progamming the Remote Control:

Tools required: 1-Flat head screwdriver and 1-Phillips head screwdriver.

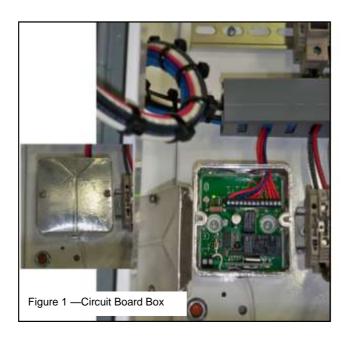
1. Using a flat-head screw driver remove the lock clamps to open the control panel box. Set aside the locking clamps. Refer to Figure 1-1 below for circuit board location.

Turn on the power to the automatic gate opener.

Refer to Figure 1 - Circuit Board Box

Note: The circuit board allows for 4 seconds between turning on the light and programming the corresponding button on the remote: Refer to Figure 2—Programming.

Important: Do not attempt to remove the foil covering from outside the circuit board box!



Progamming the Remote Control:

- Press and hold the red toggle switch until the lowest indicator light comes on. Immediately press the O/1 button on the remote and button—the red light will blink again.
- Press the toggle switch until the red light appears on the function light above the lowest indicator light.
 Immediately press the Faster button—the red light will blink again.
- Press the toggle switch until the red light appears on the function light (3rd light from bottom). Immediately press the Slower button—the red light will blink again.

- Press the toggle switch until the green light appears on the top function light. Immediately press the Fwd/ Rev button—the green light will blink again.
- 5. Wait for function lights to shut off before powering off the automatic gate opener.
- 6. Replace the cover and the screws and tighten with wrench.

Your remote is now programmed to operate both head and tail gates.

