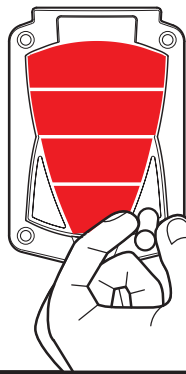




Soft-Glo Tank Level Monitor Configuration Instructions

This configuration procedure will allow you to select one of several fill color patterns, control display brightness, and assign tanks to specific displays.

Step 1: Initiate Configuration



To enter Configuration Mode, within 1 min. of powering up the unit, place the magnet over the right side target area pointing the end of the magnet at the display (as shown). The entire display will flash red.

Place the magnet over the right side target area a second time to enter the configuration category mode.

Step 2: Select Config. Category



In the Configuration Menu a sequence of lights will flash as follows (once per second for 6 seconds:)

- 1. Fill Color Selection**
Top 2 bars will flash blue and bottom 2 bars will flash red.
- 2. Brightness Control**
Second bar from the top will flash blue.
- 3. Tank Assignment**
Second bar from the bottom will flash red.

This sequence will repeat 3 times before timing out.

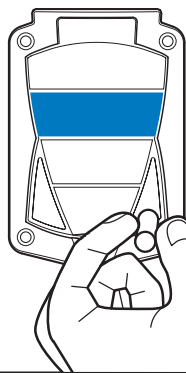
Step 3A: Initiate Fill Color Mode



To enter Color Selection Mode, place the magnet over the right side target area when the top 2 bars are flashing blue and the bottom two bars are flashing red.

Go to **Select Fill Color Scheme** Below

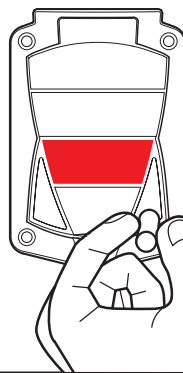
Step 3B: Brightness Mode



To enter Brightness Control Mode, place the magnet over the right side target area when the second bar from top is flashing blue.

Go to **Select Brightness Level** Below

Step 3C: Tank Assignment

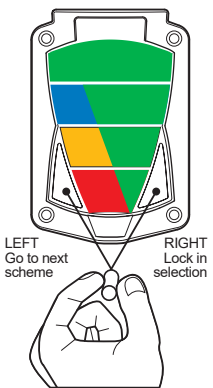


To enter Color Selection Mode, place the magnet over the right side target area when the second bar from bottom is flashing red.

Go to **Assign Tank Number to Display** Below

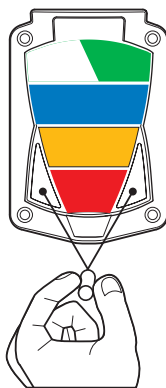
Select Fill Color Scheme

Fill Scheme 1 (Default)
Display changes color as it fills and empties.



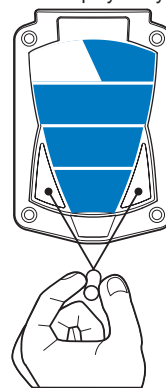
When the top level is Green and bottom 3 levels flash back and forth from all Green to Red, Amber and Blue, place magnet over right side target to lock in selection or left side target to move to the next sequence.

Fill Scheme 2
Display has different (assigned) colors for each level as it fills and empties.



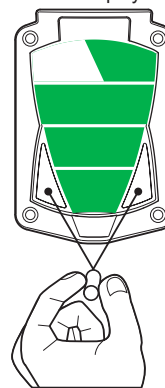
When the top level flashes Green and bottom 3 levels are Red, Amber and Blue, place magnet over right side target to lock in selection or left side target to move to the next sequence.

Fill Scheme 3
Display fills and empties using only Blue illumination. Recommended for water tank displays only.



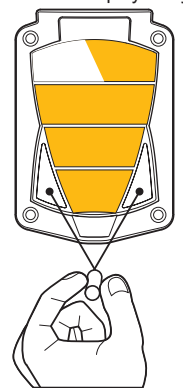
When the top level flashes Blue and bottom 3 levels are Blue place magnet over right side target to lock in selection or left side target to move to the next sequence.

Fill Scheme 4
Display fills and empties using only Green illumination. Recommended for Class A foam tank displays only.



When the top level flashes Green and bottom 3 levels are Green place magnet over right side target to lock in selection or left side target to move to the next sequence.

Fill Scheme 5
Display fills and empties using only Amber illumination. Recommended for Class B foam tank displays only.

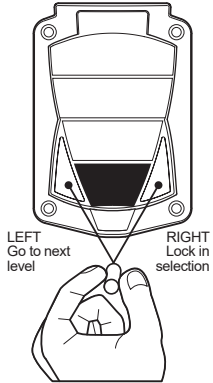


When the top level flashes Amber and bottom 3 levels are Amber place magnet over right side target to lock in selection or left side target to move to the next sequence.

Select Brightness Level

25% Brightness

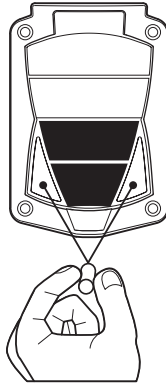
Display cut back to 25% of normal LED brightness. The photo-cell will still dim the display at night and brighten it when necessary.



When the bottom level flashes White, place magnet over right side target to lock in selection or left side target to move to the next brightness.

50% Brightness

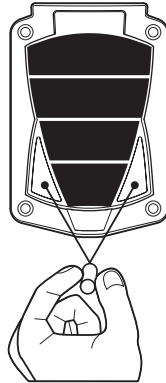
Display cut back to 50% of normal LED brightness. The photo-cell will still dim the display at night and brighten it when necessary.



When the 2 bottom-most levels flash White, place magnet over right side target to lock in selection or left side target to move to the next brightness.

100% Brightness (Default)

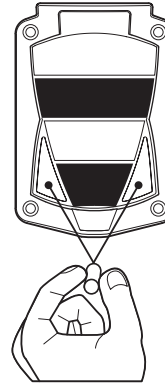
Display set at normal LED brightness. The photo-cell dims the display at night and brightens it when necessary.



When all of the levels flash White, place magnet over right side target to lock in selection or left side target to move to the next brightness.

150% Brightness

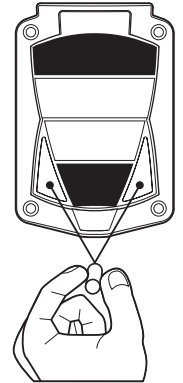
Display will brighten to 150% of normal LED brightness. The photo-cell will still dim the display at night and brighten it when necessary.



When the bottom and third levels flash White, place magnet over right side target to lock in selection or left side target to move to the next brightness.

Max. Brightness

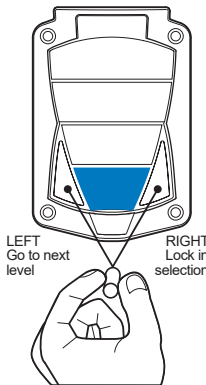
Display will brighten to its maximum possible brightness. **In this case, the photo-cell will not function.**



When the bottom and forth levels flash White, place magnet over right side target to lock in selection or left side target to move to the next brightness.

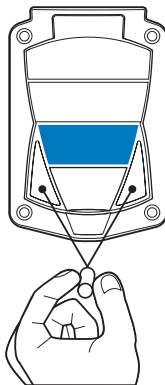
Assign Tank Number to Display

Assign Display to Tank No.1



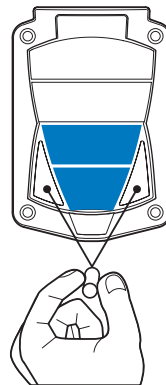
When the bottom level flashes Blue, place magnet over right side target to lock in selection or left side target to move to the next Tank Number.

Assign Display to Tank No.2



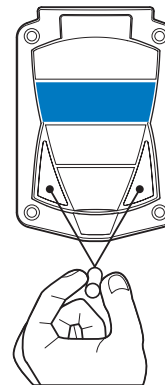
When the second level flashes Blue, place magnet over right side target to lock in selection or left side target to move to the next Tank Number.

Assign Display to Tank No.3



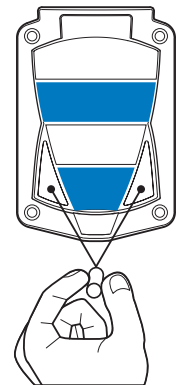
When the bottom two levels flash Blue, place magnet over right side target to lock in selection or left side target to move to the next Tank Number.

Assign Display to Tank No.4



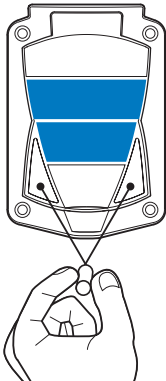
When the third level flashes Blue, place magnet over right side target to lock in selection or left side target to move to the next Tank Number.

Assign Display to Tank No.5



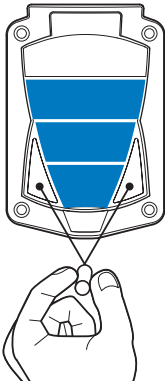
When the bottom and third levels flash Blue, place magnet over right side target to lock in selection or left side target to move to the next Tank Number.

Assign Display to Tank No.6



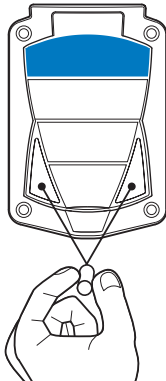
When the second and third levels flash Blue, place magnet over right side target to lock in selection or left side target to move to the next Tank Number.

Assign Display to Tank No.7



When the bottom 3 levels flash Blue, place magnet over right side target to lock in selection or left side target to move to the next brightness.

Assign Display to Tank No.8



When the top level flashes Blue, place magnet over right side target to lock in selection or left side target to move to the next brightness.

NOTICE

Assigning or reassigning a tank number to a main display will also change the tank number assigned to all mimic displays that are connected to the network and powered up when the tank assignment is made.

Remove power/CAN from any and all mimic displays for which you do not want to assign the tank number of the main display that you are currently programming.