



# dlg

PrimeFeed **VILOFOSS**<sup>®</sup>

FirstFeeder<sup>®</sup>



### Power up:

In the display the following is shown at startup:

**u003**

This indicates the software-version in the controller. In this case the software-version is 003.

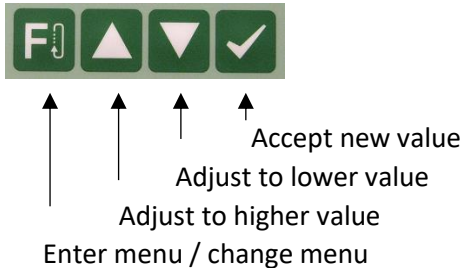
After displaying the software-version, the unit enters normal function, where a feeding is initiated according to the parameters set.

### Display in normal function:

In the Display	Description:
<b>A 43</b>	<b>A</b> indicates that feeding is <b>Active</b> <b>43</b> is the remaining time of the feeding period in minutes.
<b>P 17</b>	<b>P</b> indicates the feeding is <b>paused</b> <b>17</b> is the remaining time of the feeding pause in minutes.
<b>A_08</b>	After the A, a small line can be shown. 1) A line in the top = Motor is running 2) A line in the middle = Dispensing water 3) A line in the bottom = Delay before new feeding (adjustable in menu F2)
<b>----</b>	Too much water detected. Feeding paused.
<b>O</b> <b>L</b>	Display alternating between the 2 symbols while beeping indicates that the lid is open.

## Menu:

The menu is navigated by the 4 buttons.



## Menu example:

<b>F1:23</b>	<p>Menu <b>F1</b> (Feeding period) Value <b>23</b> minutes, active every hour</p> <p><b>:</b> semicolon indicates whether the displayed value has been changed or not.</p> <ol style="list-style-type: none"><li>1) If the semicolon is displayed constant, the value that is display is the one being used</li><li>2) If the semicolon is flashing the value is changed but not accepted</li></ol>
--------------	---

If the menu has been activated, it will close automatically after 10 seconds if no buttons have been pressed.

Accepted values are used immediately, but will not be permanent saved until the unit exits the menu. If the power is removed from the unit while the menu is active, changed and accepted value will not be saved for next power up.

## **Menu settings:**

### **F1 - Feeding period:**

The number of minutes per hour the activation ring can start a feeding. After X number of minutes, the unit enters Pause mode. In the Pause mode no feeding will be started. The Active / Pause cycle is restarted every hour.

### **F2 - Delay (sec):**

The delay in seconds after every feeding has been completed.

### **F3 - Drymatter.**

This value gives the proportion between the drymatter and how much water is dispensed. The value ranges from 0 to 6.

At setting 0, the most water is added to the water.

At setting 6, the least amount of water is added.

### **F4 - Activations.**

Indicated the number of feedings should be given at every activation of the activation ring.

For example, at the value 3:

Activation ring is engaged:

1. Motor running, water dispensed
2. Motor running, water dispensed
3. Motor running, water dispensed
4. Pause for (F2) seconds

Ready for new activation.

Further information on the FirstFeeder can be found at:

<https://www.dlg.dk/p/First-Feeder/First-Feeder-foderautomat/237702>