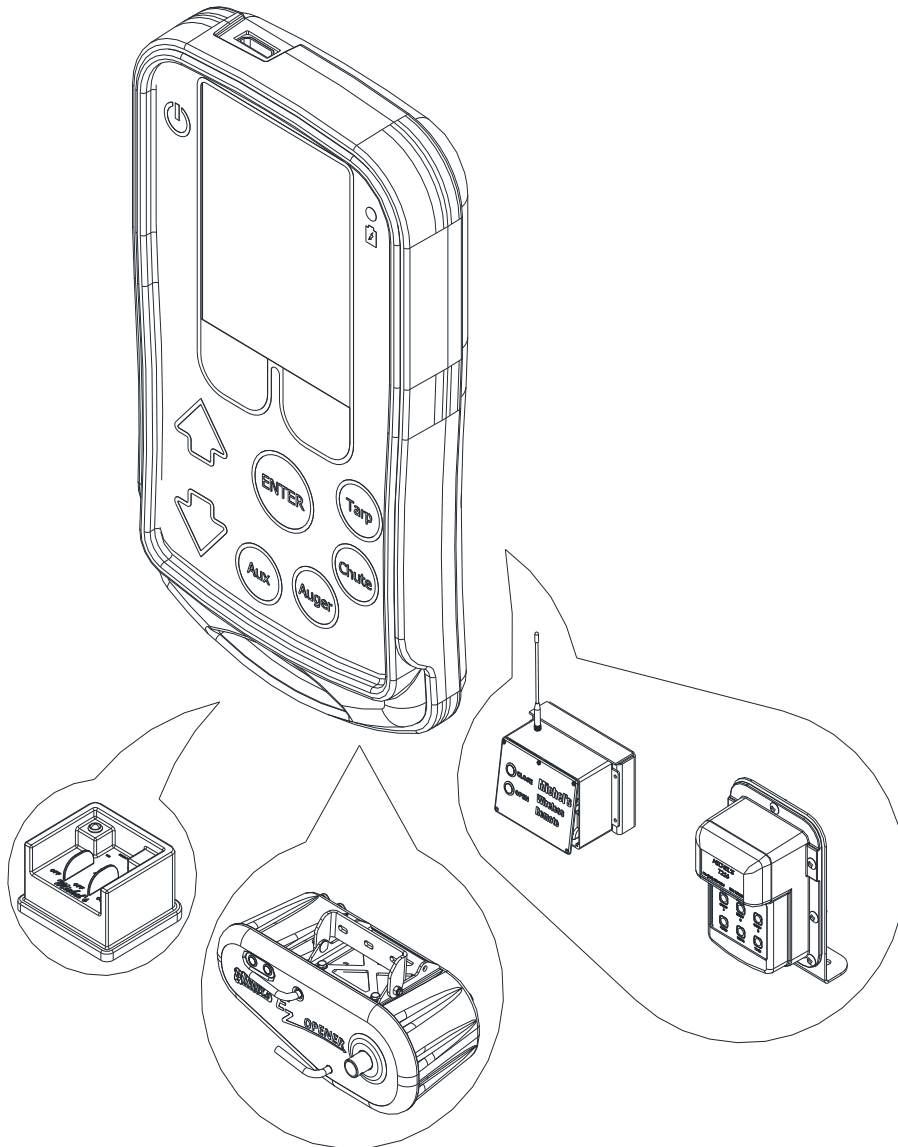


Integrated Wireless Technology

R200/R210



R200 - Hardware – 0.7.0 / Firmware – 1.5.8

R210 – Hardware – 2.2.1 / Firmware – 2.2.4

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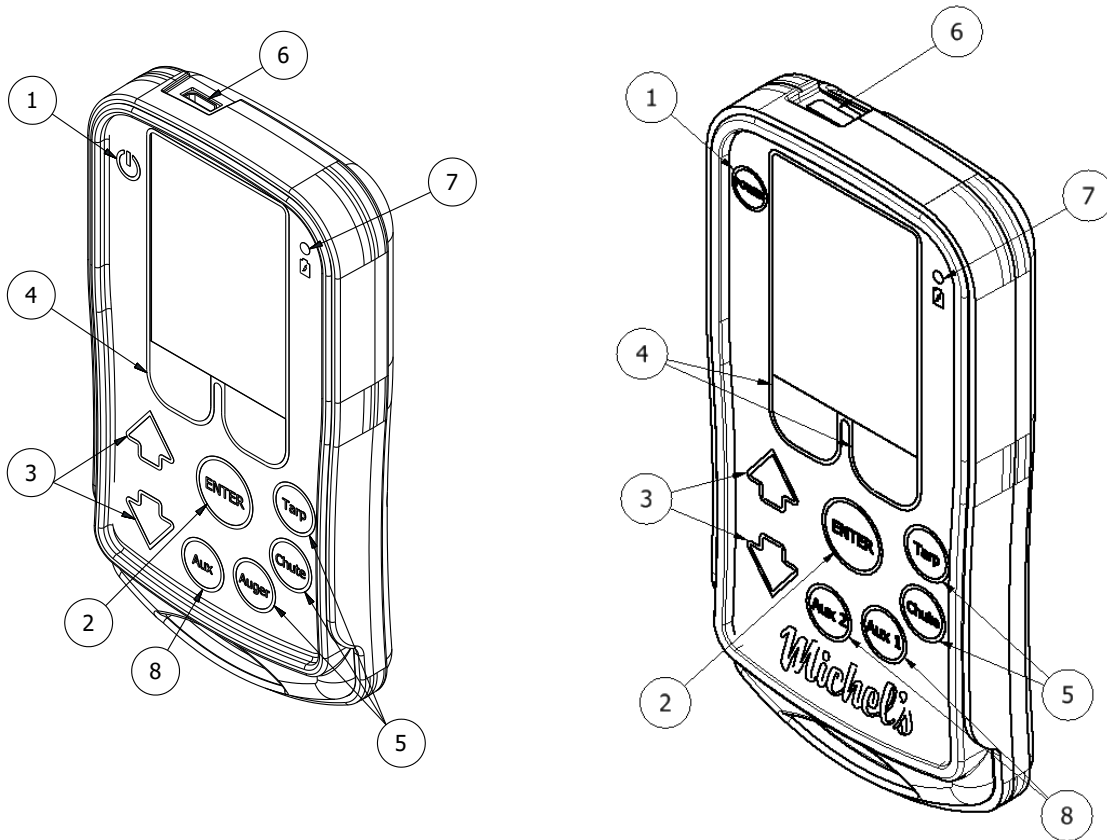
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1 Basic Information and Handling

1.1 Layout Overview and Basic Operating Principles

R200

R210



1. **Power Button** – Press to turn power on. Press and hold for 3 seconds to turn power off.
2. **Enter Button** – Used to select a highlighted option on the screen.
3. **Up and Down Scroll Buttons** – Used to move the cursor on the screen up and down.
4. **Operating Buttons** – Used to activate or control a receiver box (ex. open tarp).
5. **Function Buttons** – Used to enter Tarp, Chute, or Auger (R200 only).
6. **Charging Port** – Use chargers (R200 -micro-USB, R210 – USB-C) supplied by Michel's Industries.
7. **Charging Indicator Light** – Red & Green indicates charging. Green indicates fully charged.
8. **Auxiliary Button(s)** – Used to access auxiliary units such as lights, swing augers, and the hoist on a grain truck.

Handle the remote as if it were your cell phone.

1.2 Ideal Position to Maximize Range

For optimal remote performance and range, it is recommended you grip the remote as shown and hold it at least one foot away from your body to allow the wireless signal to properly disperse from the remote.



1.3 Remote Certification

The enclosed device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (i.) this device may not cause harmful interference and (ii.) this device must accept any interference received, including interference that may cause undesired operation.

Contains FCC ID: MCQ-XB900HP

Contains IC: 1846A-XB900HP

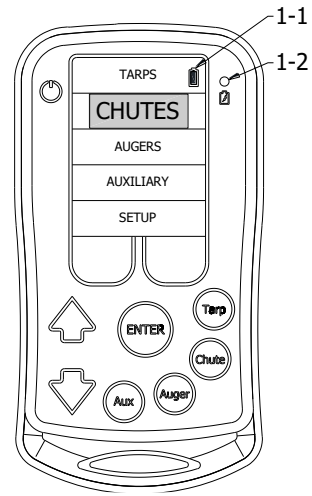
NOTE: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at their expense.

1.4 Charging/Battery Indicator

The battery indicator (1-1) is present on every screen except when 'Tarps' is highlighted on the Home screen. It will show a full, half or empty battery.

The typical life expectancy of the battery is 10 hours of continued use. When the battery icon starts to flash red there are approximately 10 minutes of on time before the remote battery will die. It is recommended when the battery indicator shows the half battery symbol, to charge the remote at your earliest convenience.

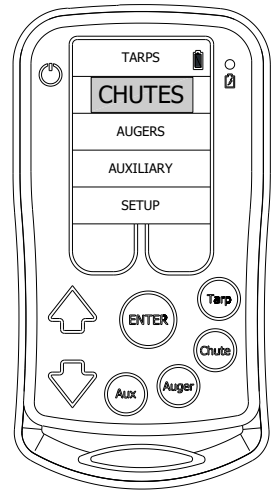
While charging the battery, the battery indicator on the screen will show a lightning bolt inside of the Battery Icon. **Only use chargers which have an output of 5.0V and 1.0A.** A green and red light (1-2) will also be illuminated above the Battery Icon on the right side of the remote. When the battery is fully charged only the green light will illuminate.



2 Home Screen

The remote starts on the Home screen once it has been powered on. It will take a moment after the screen appears to finish loading and allow any user input.

- While in the home screen, scrolling up and down using the arrow keys will allow access to select Tarps, Chutes, Augers, Auxiliary or Setup. If the remote is not paired with any receivers (Tarps, Chutes, Augers, or Auxiliaries) it will not enter into any of the menus.
- Another way to enter into any of the Tarps, Chutes, Augers, or Auxiliaries which are paired to the remote is by simply pressing the corresponding function key.
- The battery symbol in the top right corner appears on most screens and indicates the battery level.

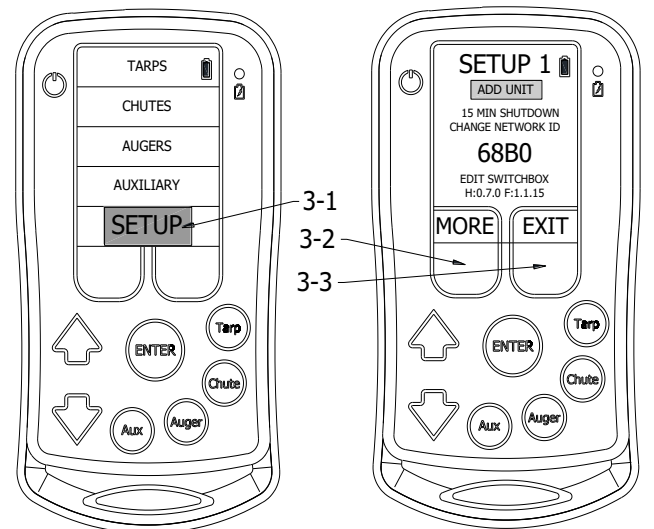


3 Setup Menu

The Setup Menu is accessed from the Home Screen by scrolling using the arrow keys until "Setup" is highlighted (3-1), and then pressing the 'Enter' key.

3.1 Setup Menu Screen 1

Setup Menu Screen 1 can be identified by the title "Setup 1" at the top of the screen. Within this screen units can be paired with the remote, the duration of the automatic shutdown timer can be changed, the Network ID can be set, and a Switchbox can be configured (if paired). The version numbers of the hardware and firmware are also displayed. Use the arrow keys to scroll to the desired function, and press 'Enter' to activate that function. The button below 'Exit' (3-3) will exit the Setup Menu and return to the Home Screen. To enter Setup Menu Screen 2 press the button under 'More' (3-2).



3.1.1 Add Unit

Teach the remote to communicate with a Tarp, Chute Opener, Auger receiver, and other Auxiliary devices so the remote will control it. When adding multiple Tarps, Chute Openers, or Auxiliary Augers the remote will add them in the order in which they are paired to the remote. *Ex. If pairing a 2 hopper trailer which has Chute Openers, teach the front hopper to the remote first and it will be called Chute 1 and then the back hopper will be paired as Chute 2. Therefore, when adding devices make sure to add them to the remote in the order in which you would like them to appear on the remote.*

In general, to teach units to a remote, the teach button must be held for about 7 seconds before pressing 'Enter' on the remote. When paired with the device a message saying, "XXXXX added" will appear above 'Add Unit'.

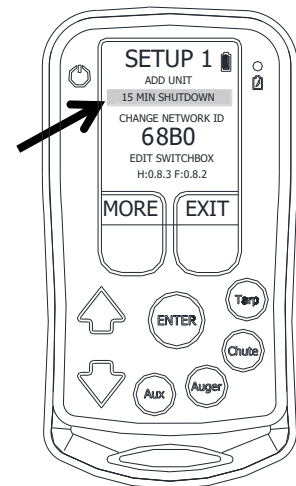
See the detailed instructions for pairing the remote to specific devices in Section 4.

3.1.2 Shutdown Timer

Adjust the shutdown time of the remote from 5 to 15 or 30 minutes. The shutdown time is the time the remote will stay on if no buttons are pushed before automatically shutting off. This feature conserves the battery if the remote is left on.

Use the down arrow and move the cursor over the '5 MIN SHUTDOWN' which could also be 15 or 30 depending what it is set to. It will be highlighted when the cursor is on it. Press 'Enter' and it will cycle through the 3 preset times: 5, 15 or 30 minutes.

Once the desired time is selected, press 'Exit' to return the Home Screen and it will be saved.



3.1.3 Network ID

Important Note: Changing the Network ID will break the link to all previously learned devices.

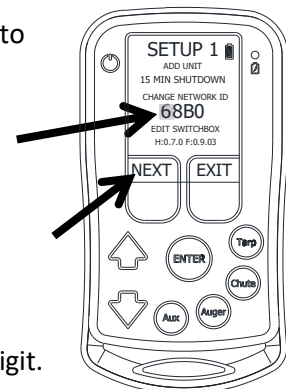
Changing the network ID allows multiple remotes to be added to the same network. In order for a Tarp, Chute Opener or Auger receiver to talk to multiple remotes the network ID must be the same. When the remotes are assembled the network ID's are different. ***Even if the remotes have the same Network ID, they still have to be taught to each receiver for them to work. Having different Network ID's provides more security and limits cross talking.***

Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select / highlight Setup and then press Enter.

Use the up or down arrow to move the cursor over 'CHANGE NETWORK ID.' Once it is highlighted press 'Enter'

The first digit will be highlighted. Use the button located under 'NEXT' to scroll through the options.

Once the desired number is selected, press the 'Down Arrow' to go to the next digit.



Repeat for the next 3 digits using the 'Next' button to change the number and the 'Down Arrow' to proceed to the next digit.

Once the last digit is set, press the 'Enter' button to save the new Network ID. It will exit to the Home Screen.

3.1.4 Edit Switchbox

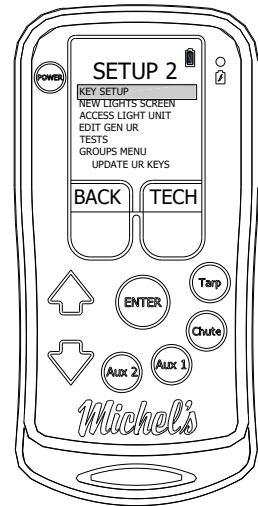
This feature is no longer supported in current versions of the firmware. It is only accessible if the remote has been paired with a Switchbox unit. Selecting 'Edit Switchbox' from Setup Menu Screen 1 enter into the Edit Switchbox screen.

3.1.5 Version Numbers

The hardware and firmware version numbers of the remote can be viewed from the Setup 1 screen. These version numbers be required for diagnostic purposes if troubleshooting is required.

3.2 Setup Menu Screen 2

Setup Menu Screen 2 can be identified by the title "Setup 2" at the top of the screen. To navigate to this screen, press the button under 'More' on Setup Screen 1. Within this screen Are the options for Key setup, adding Lights Screens, Accessing Light units, Editing Generic User Channels, functional tests, configuring Groups, and updating UR Keys. Use the arrow keys to scroll to the desired function, and press 'Enter' to activate that function. The button below 'Back' will return to the Setup Menu Screen 1. The button below 'Tech' will enter the Advanced menu.



3.2.1 Key Setup

This Screen allows for overriding the default screens associated with the function buttons, as well as the order that the screens are displayed in for each button.

The key that is being edited is displayed on the line on top of the screen. To change the key that is being edited, press the button that you wish to edit. There are two modes in this screen, 'Normal Mode' which allows for the assignment of screens to keys, and Order Mode which allows for assigning the scroll order of the screens assigned to a key.

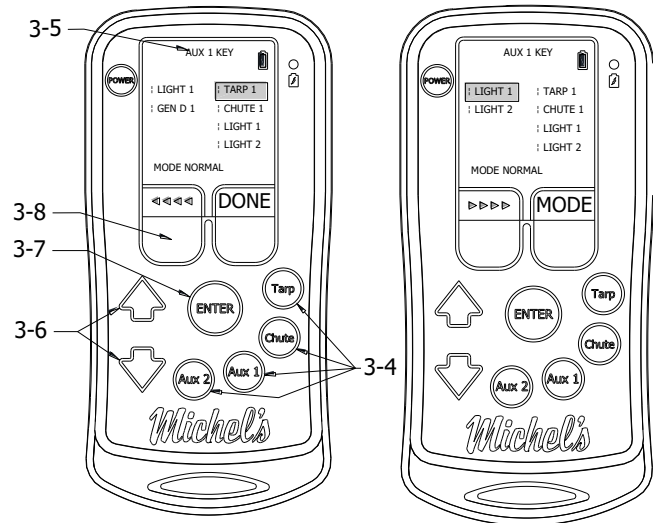
The screen is split into 2 columns. The column on the left shows the screens that have been associated to the key currently being edited. The column on the right shows the remainder of the screens. Each screen will have a coloured box in front of the Title name. A black box indicates that the screen has not been assigned to a key. The other box colours follow the colour pattern on the main screen, with blue, yellow, orange and purple corresponding to the Tarp, Chute, Auger(R200) or Aux1(R210), and Aux(R200) or Aux(R210) respectively.

3.2.1.1 Assigning a Screen to a Key

To assign a screen to a key, first press the key (3-4), verifying that the top line shows the name of the key (3-5), then using the arrow keys (3-6) navigate the right column to the name of the screen that you wish to assign to that key and press 'Enter' (3-7).

3.2.1.2 Removing a Screen from a Key

To remove a screen from a key, first press the key (3-4), verifying that the top line shows the name of the key (3-5), press the button under '◀◀◀◀' (3-8) to move to the left column. Using the arrow keys navigate the left column to the name of the screen that you wish to remove from that Key and press enter. To return to the right column, press the button under '▶▶▶▶'.



3.2.1.3 Edit Key Screen Scroll Order

When in the left column, use the arrow keys to select a screen. Pressing the button under 'Mode' will change the Mode to Order Mode. To move the screen up in the scroll order, press the button under '↑↑'. To move the screen down in the scroll order, press the button under '↓↓'. When done positioning the screen, either use the arrow keys to select another screen, or press 'Enter' to return to Normal Mode.

3.2.1.4 Exiting and Saving Key Setup

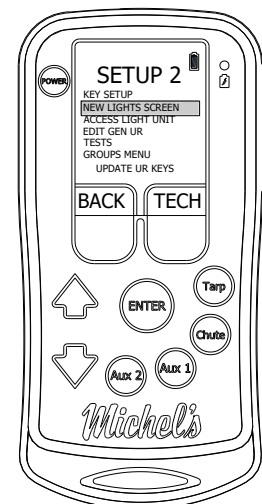
To exit the Key Setup Screen the right column must be active. Press the button under 'Done', and then you may either save your changes, or exit without saving changes. To Save and exit, first press the button under 'Save' and then the button under 'Exit'. To discard your changes and exit, press the button under 'Exit' without saving.

3.2.2 New Lights Screen

Selecting this option will create a new Lights Screen starting with the Title of 'Light 0', and incrementing the number with each new screen. Each Light Screen can control up to 4 Light Channels. Before lights that are on devices with customizable outputs can be added to a light screen, those outputs must first be defined as lights. See Section 11. for instructions on how to edit light screens.

3.2.3 Access Light Unit

This option allows you to setup a Light Unit. If you have a light unit, and it requires configuration, please contact the Wireless Department at Michel's Industries (contact information last page).



3.2.4 Edit Gen UR

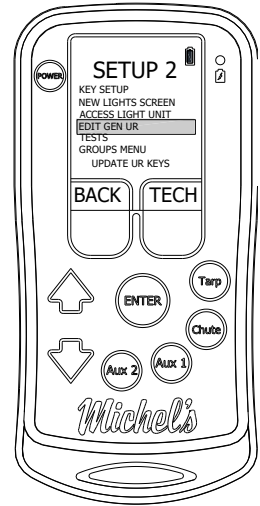
This feature is only active after a Gen UR device has been paired with a remote. By default, when a Gen UR unit is paired with a remote, it is NOT associated with any buttons on the remote, and must be configured through this option. See Section 12

3.2.5 Tests

This option enters into a Testing Screen used for self-diagnostics. This feature is not fully developed, but can be used for some diagnostics.

3.2.6 Groups Menu

The Fleet Grouping feature allows the user to quickly select different trailers on one remote. This feature allows the user to display only the units for the selected trailer. End-users with multiple trailers and operators who require B-Train trailers to be split can benefit from the fleet grouping feature on the remote. No more switching remotes among drivers required. This feature allows one remote to conveniently operate Michel's Wireless Technology on several different trailers, allowing the remote to be left with the truck when switching trailers.



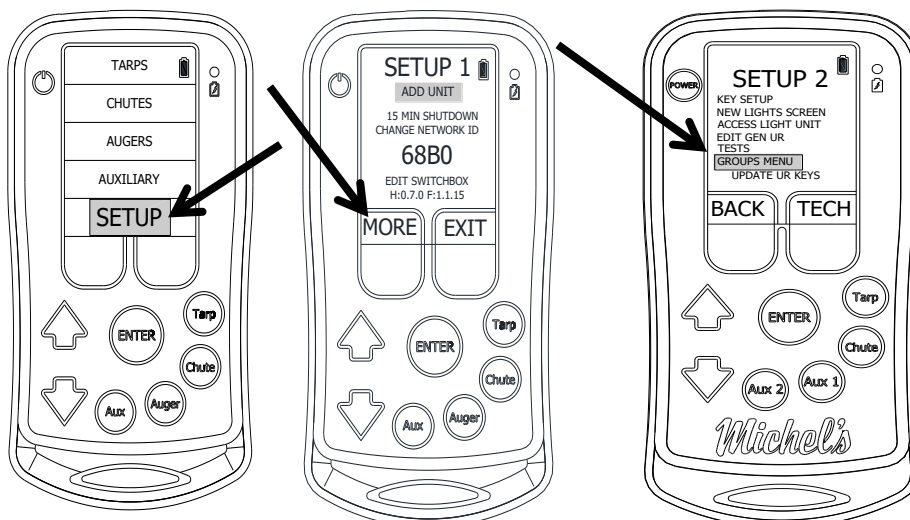
3.2.6.1 Setting up Groups

The first step to setting the remote up for fleet groups is to teach all of the Michel's Wireless Technology on all of the trailers to the remote. For further instruction on pairing Michel's Wireless Technology see the appropriate sub-section in Section 3 for the unit to be paired with the remote. Make sure the units are added to the remote in a logical order. Multiple remotes can be used especially in the case of multiple drivers; ensure the Network ID is the same on all of the remotes. See Section 3.2.6.

3.2.6.2 Accessing the Groups Sub-Menu

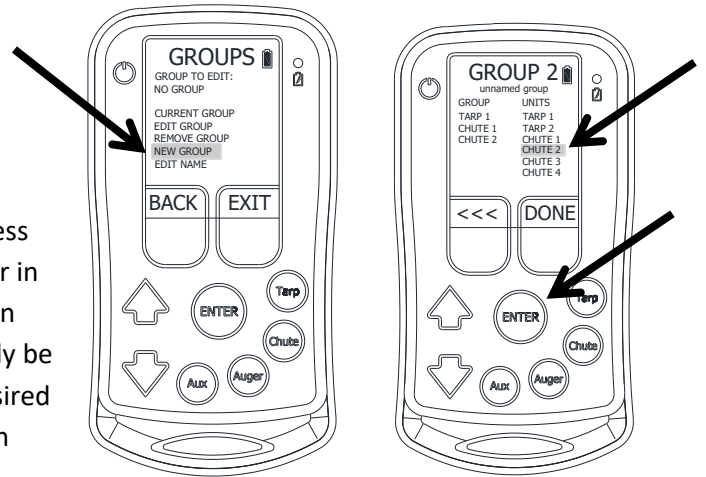
After all of the units are paired with the remote. The 'GROUPS' sub-menu can be accessed by highlighting 'SETUP' on the home screen and pressing 'ENTER'. This will bring up the 'SETUP 1' screen. In the 'SETUP 1' screen press the button under 'MORE', this will bring up the 'SETUP 2' screen. In this screen scroll down to 'GROUPS' and press 'ENTER'.

This will bring up the 'GROUPS' menu and is the location where the groups can be created, edited, selected, or removed.



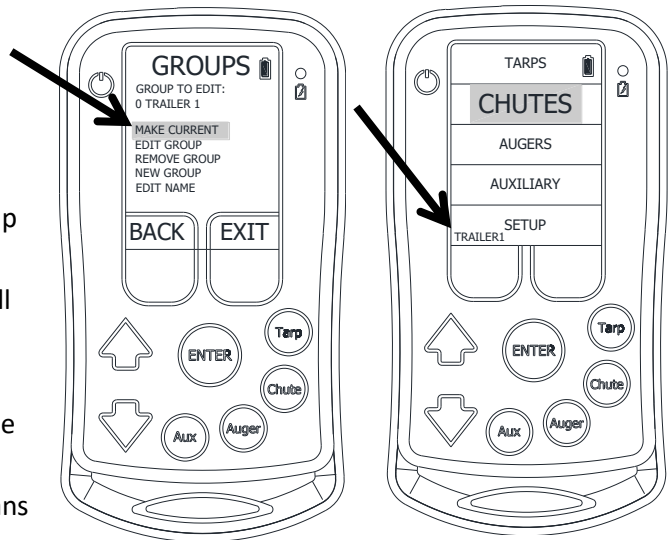
3.2.6.3 Creating a New Group

Create a new group by scrolling down to 'NEW GROUP' and pressing 'ENTER'. In this menu there will be two columns. The column on the right contains all of the units which have been paired to the remote and are available for assignment to a group. One at a time, highlight the units which will make up the group and press 'ENTER'. As you select the units they will begin to appear in the left column. All the units contained in the left column are part of the group that is being created. Units can only be assigned to one group. Once the group has all of the desired units included on it press the button under 'DONE'. Then press the button under 'SAVE' to save the group.



3.2.6.4 Selecting a Group

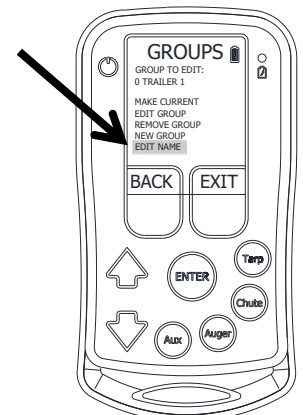
Highlight 'GROUP TO EDIT:' and press 'ENTER'. This will scroll through all of the different groups on the remote. If any group remains unnamed it is recommended to give that group a unique descriptive name. See Section 3.2.6.5. There is a group counter that indicates which number the group is in the group series to differentiate the groups if none of the groups have been named yet. Then scroll down to 'MAKE CURRENT' and press 'ENTER'. The group will be selected and the home screen will appear. This will make the group current and only the units associated with that group will be displayed. If the line says 'CURRENT GROUP' and is grey that means this group has already been selected as the current group.



The default is 'NO GROUP'. When 'NO GROUP' is displayed then all of the units paired with the remote will be displayed. If there is a group selected the group name will appear on the setup stripe of the home screen below 'SETUP' to indicate which group is active. If 'NO GROUP' is selected then there will not be any group indicators on the setup stripe of the home screen.

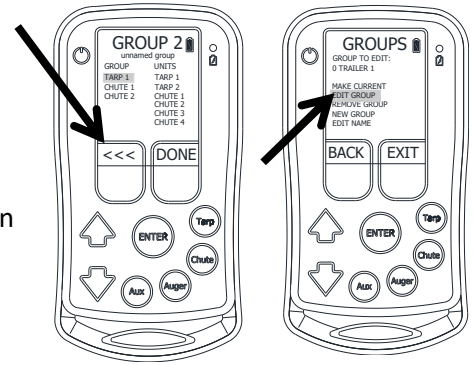
3.2.6.5 Changing the Group Name

Select the group which is to have its name edited. See Section 3.2.6.4. Rename the group by scrolling down to 'EDIT NAME' and pressing 'ENTER'. Use the 'NEXT' and 'PREV' buttons to select the desired character. Then press the down arrow to move to the next character. Press enter to save the name. Press the up-arrow button to abort the name change without saving any of the changes.



3.2.6.6 Editing an Existing Group

Select the group to be edited. Scroll down to 'EDIT GROUP' and press 'ENTER'. To remove units from the group, press the white button under the arrows to switch columns. Highlight the unit to be removed and press 'ENTER'. It will no longer appear in the left column. If a new unit is required in the group, follow the same procedure as in Section 3.2.6.3. Once the group has all of the desired units included on it press the button under 'DONE'. Then press the button under 'SAVE' and this will save the group. Press 'EXIT' to return to the 'GROUPS' menu.



3.2.7 Update UR Keys

This function is used to be able to program the remote configuration of a GEN UR setting into the GEN UR unit, so that most of the configuration is done when pairing additional remotes to the GEN UR unit. To use this function, first configure the GEN UR unit as desired within the first remote. See Section 12 for information on configuring a GEN UR device. To transfer the remote configuration to the GEN UR unit, press and hold the teach button on the GEN UR device, and then press enter on the remote with the 'Update UR Keys' option highlighted. The text will change to 'Keys Updated' after the configuration of the keys has been successfully transferred to the GEN UR device. When teaching additional remotes to the GEN UR device, most of the configuration will be complete, with the exception of the scroll order of the channels. To update the scroll order of the channels, see section 3.2.1.3.

4 Adding Units to the Remote

When the remote adds multiple Tarps, Chute Openers, or Augers it will add them in the order in which they are paired to the remote. *Ex. If pairing with a 2 hopper trailer which has Chute Openers, teach the front hopper to the remote first and it will be called Chute 1 and then the back hopper will be taught as Chute 2.*

If a unit is removed the next unit added will use the first available spot. *Ex. If 2 Chute Openers were paired to the remote, Chute 1 & Chute 2 then Chute 1 is removed, the next Chute Opener added will be Chute 1 again and not Chute 3.*

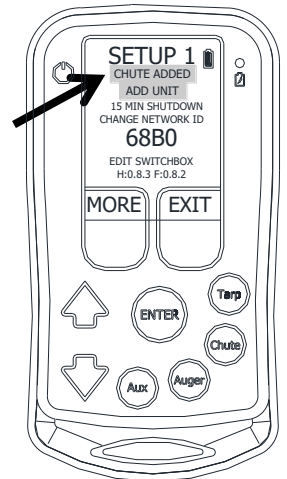
Note: When adding devices make sure to add them in the order in which you would like them to appear on the remote.

4.1 How to add an EZ Opener

Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select/highlight 'Setup' and then press Enter.

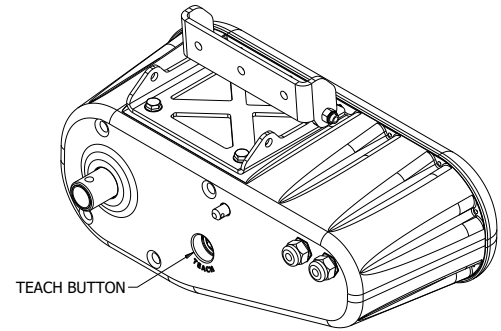
After entering the Setup menu, make sure 'ADD UNIT' is highlighted.

Go to the chute opener which is to be programmed. Use a flat screw driver and pop off the plastic plug on the back side where "Teach" has been embossed around it.



Press and hold the button for at least 7 seconds before pressing Enter on the remote. The Teach Button on the chute opener must be held on continuously until the remote is paired. If it is paired properly, it will say CHUTE ADDED above the add unit line.

Press plastic plug back into the hole in the cover. Press Exit to return to the home screen.

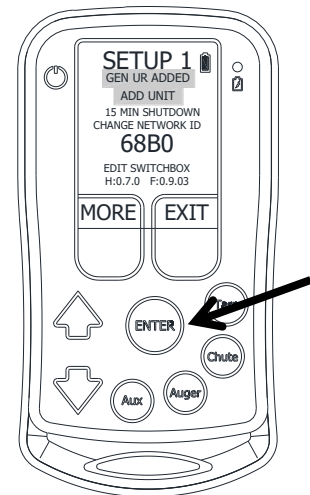


4.1.1 How to add an EZ Opener and 'ConveyHawk' Conveyor Combination System

If a trailer has both EZ Openers and the wireless 'ConveyHawk' Conveyor system, the ConveyHawk system controls will be connected to and integrated with the EZ Opener controls. The ConveyHawk will most often be connected to the front chute opener. The remote will come from the factory with this chute opener already paired to it. However, the chute opener will require the limits to be set after it has been taught to the remote, see Section 7.2.1.

The procedure to add the EZ Opener and 'ConveyHawk' Conveyor Combination System to the R200/R210 remote is similar to that of a standalone EZ Opener; see Section 3.1.1.

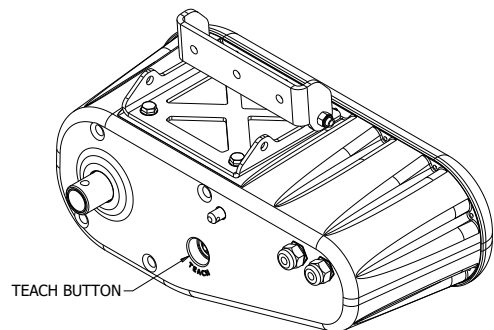
Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select/highlight 'Setup' and then press Enter.



After entering the Setup menu, make sure 'ADD UNIT' is highlighted.

Go to the chute opener which has the connection for the conveyor built into it. Use a flat screw driver and pop off the plastic plug on the back side where "Teach" has been embossed around it.

Press and hold the button for at least 7 seconds before pressing Enter on the remote. The Teach Button on the chute opener must be held on continuously until the remote is paired. If it is paired properly, it will say GEN UR ADDED above the add unit line.



Press the plastic plug back into the hole in the cover. Press exit to return to the home screen.

After pairing the chute opener to the remote, two screens will become accessible in the home screen. The chute screen will now be available. It operates in the same way as a regular chute opener; see Section 7 for operating instructions. Also, a conveyor screen under the 'AUGERS' menu will become available; see Section 8.1.1 for operating instructions.

4.2 How to add a T200/T210/T220 Tarp Receiver System

4.2.1 How to add a T200 Tarp Receiver

Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select / highlight Setup and then press Enter.

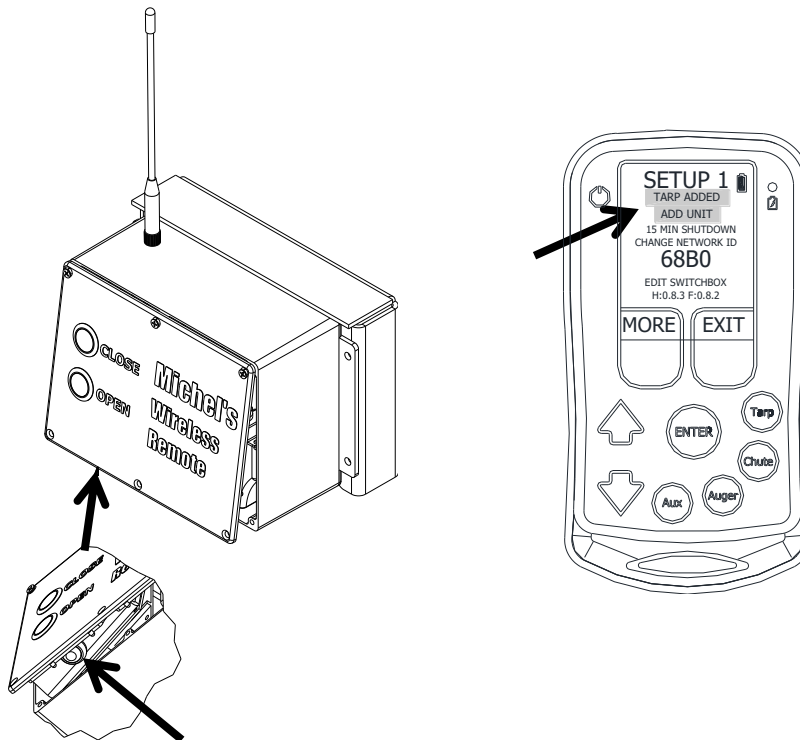
Upon entering the Setup menu, ADD UNIT should be highlighted.

Go to the T200 Tarp Receiver Box and remove the bottom 3 screws completely from the enclosure. Loosen the top 3 screws so the lid can be tilted up. It may be necessary to use a flat screw to pop the lid loose.

With the lid tilted open, press the small black button on the inside of the lid and hold the button for a minimum of 7 seconds before pressing Enter on the remote. The teach button must be held on continuously until the remote is paired. If it is paired properly, it will say TARP ADDED above the 'ADD UNIT' line.

Secure the lid back onto the T200 control box using the 6 screws.

Press Exit to return to the home screen.



4.2.2 How to add a T210/T220 Tarp Receiver

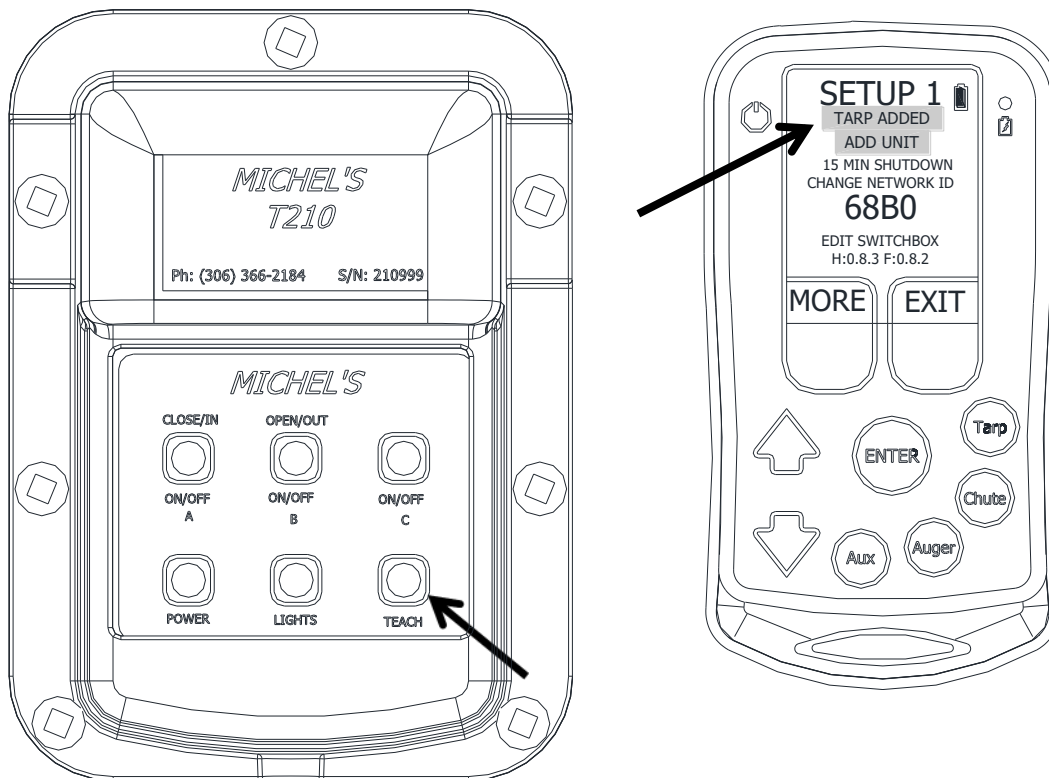
Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select/highlight Setup and then press Enter.

Upon entering the Setup menu, ADD UNIT should be highlighted.

Go to the T210/T220 Tarp Receiver Box. Press and hold the teach button until the red LED illuminates by the teach button. While still holding the teach button on the T210/T220 Tarp Receiver Box press ENTER on the remote.

The teach button must be held on continuously until the remote is paired. If the remote is paired to the T210/T220 Tarp Receiver properly it will say "TARP ADDED" above the add unit line.

Press Exit to return to the home screen.



4.3 How to add A200 and A210 Auger or Conveyor Receiver Systems

4.3.1 How to add an A200 Auger Receiver

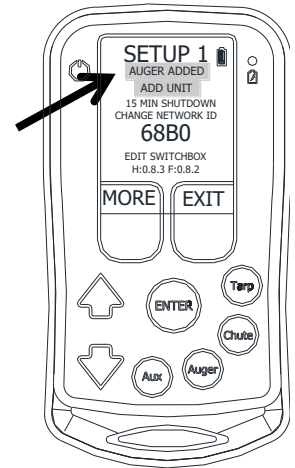
Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select / highlight Setup and then press Enter.

Upon entering the Setup menu, ADD UNIT should be highlighted.

Go to the A200 Auger Receiver Box and completely remove the 4 screws which are securing the back lid. It may be necessary to use a flat screwdriver to pop the lid loose.

While the lid is removed press the red button on the inside. Hold the button for at least 7 seconds before pressing Enter on the remote. The teach button must be held on continuously until the remote is paired. If it is paired properly, it will say AUGER ADDED above 'ADD UNIT'.

Secure the lid back onto the box with the four screws. Press Exit to return to the home screen.



4.3.2 How to add an A210 Auger or Conveyor System

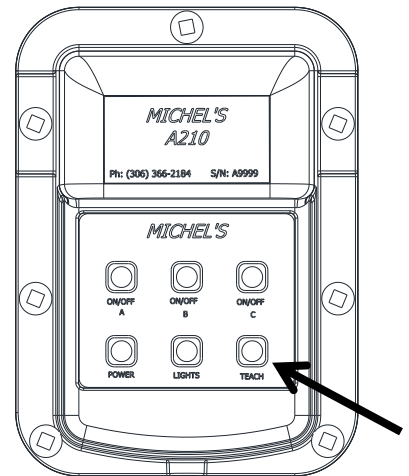
Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select/highlight Setup and then press Enter.

Upon entering the Setup menu, ADD UNIT should be highlighted.

Go to the A210 Auger/Conveyor Receiver Box. Press and hold the teach button until the red LED illuminates by the teach button. While still holding the teach button on the A210 Auger/Conveyor Receiver Box press ENTER on the remote.

The teach button must be held on continuously until the remote is paired. If the remote is paired to the A210 Auger/Conveyor Receiver properly it will say "AUGER ADDED" above the add unit line.

Press Exit to return to the home screen.



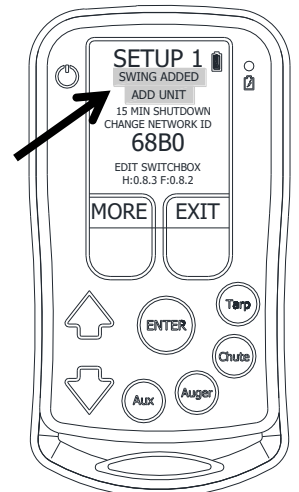
4.4 How to add an S210 Swing Auger Receiver

Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select/highlight Setup and then press Enter.

Upon entering the Setup menu, ADD UNIT should be highlighted.

Go to the S210 Swing Auger Receiver Box. Press and hold the teach button until the red LED illuminates by the teach button. While still holding the teach button on the S210 Swing Auger Receiver Box press ENTER on the remote.

The teach button must be held on continuously until the remote is paired. If the remote is paired to the S210 Swing Auger Receiver properly it will say "SWING ADDED" above the add unit line.



Press Exit to return to the home screen. See Section 9.5 for further instruction on the Swing Auger.

4.5 How to add a MIC210 Side Chute System

Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select/highlight Setup and then press Enter.

Upon entering the Setup menu, ADD UNIT should be highlighted.

Go to the MIC210 Side Chute Control Box. Press and hold the teach button for at least 10 seconds. While still holding the teach button on the MIC210 Side Chute Control Box press ENTER on the remote.

The teach button must be held continuously until the remote is paired. If the remote is paired to the MIC210 Side Chute Control Box properly it will say "GEN UR ADDED" above the add unit line.

Press Exit to return to the home screen.

The MIC210 Side Chute Control Box will need to have settings adjusted after it has been paired to the R200/R210 Remote for it to appear properly in the remote.

Press the 'Chute' button on the R200/R210 Remote. Then scroll down to 'EDIT UNIT' and press 'ENTER'.

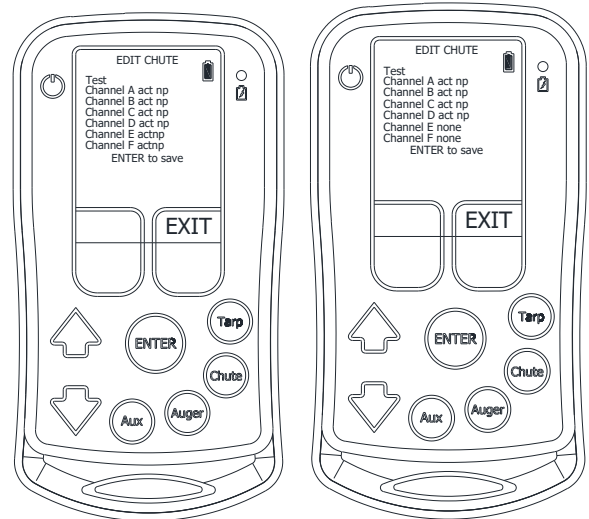
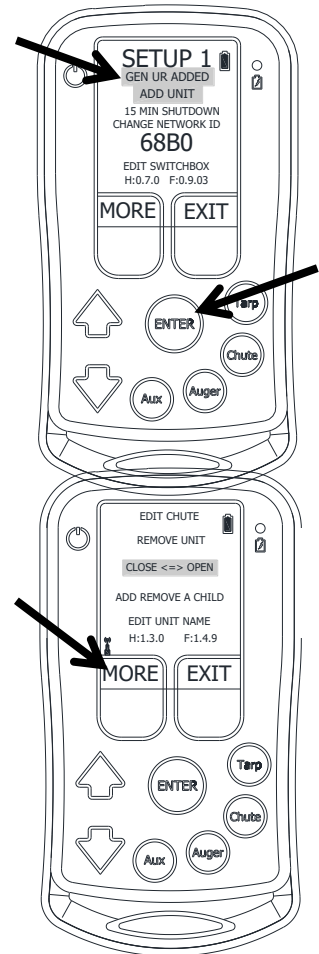
In the bottom left corner of this screen the option 'MORE' will appear. Press the button below 'MORE'.

Scroll down to Channel C. Press the button under 'NEXT' until 'act np' appears. Then scroll down to Channel D and repeat.

If the unit is a three-hopper unit then repeat again for channels 'E' and 'F'. If the unit is a two-hopper unit then presses 'NEXT' until 'none' appears for both channels 'E' and 'F'.

After all the channels are set to their appropriate settings press 'ENTER' to save the changes.

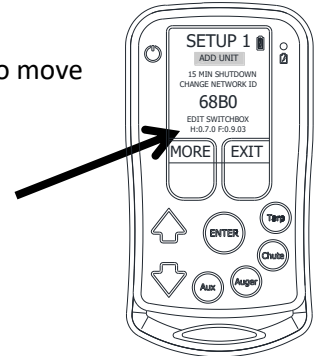
There should now be two chute screens for a two hopper unit or three chute screens for a three hopper unit in the remote.



4.6 Locating the Hardware and Firmware Version

Enter into the Setup Menu from the Home Screen. Use the up and down arrows to move the cursor to select / highlight Setup and then press Enter.

The bottom line of the setup menu states the hardware and firmware version of the remote. For the diagram the hardware version is 0.7.0 and firmware 0.9.03.

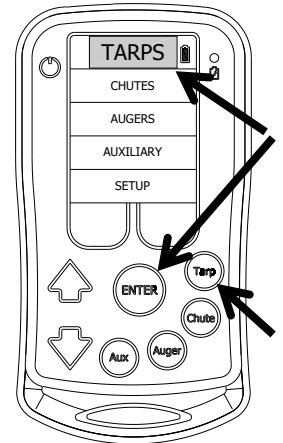


5 Tarp Menu

To enter into the Tarp Menu, simply press the 'Tarp' function button on the side of the remote or select 'TARPS' from the Home Screen. If there are no tarp-receivers paired to the remote, it will not allow access into the Tarp Menu.

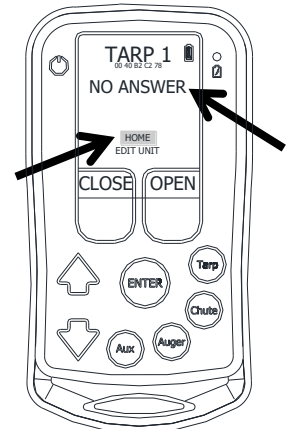
The remote will open the first tarp that was paired to the remote, as TARP 1. From this menu a person will be able to:

- Open or Close the tarp.
- Edit Unit which will allow changes to the description, reverse the direction of motor, remove the unit, or find the hardware and firmware version.
- Return to the Home Screen.
- Add/Remove Children to the tarp box



Repeatedly pressing the 'TARP' function button will scroll through all the tarps which have been paired to the remote.

After entering the Tarp menu, it will show whether or not there is communication with the tarp receiver by stating 'Motor Off' and by displaying an antenna symbol in the bottom left of the screen. If 'No Answer' is displayed and an antenna symbol does not appear on the screen the possible problems are: receiver is out of range, the tarp receiver is not powered on, or the wrong tarp selected.



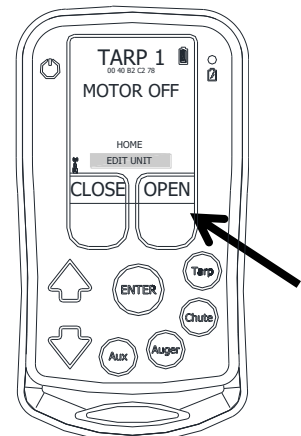
If the remote has connected to the receiver and is then moved out of range, the screen will continue to say 'Motor Off' even if the 'Open' and 'Close' buttons are pressed.

6 Operating the Tarp

Enter into the Tarp Menu by using the 'TARP' function button on the side of the remote or selecting 'TARPS' from the Home Screen.

If the desired tarp is not 'TARP 1' keep pressing the 'TARP' button to cycle through the different tarps.

Once on the correct Tarp screen, press one of the operating buttons under the 'Close' or 'Open' on the screen to operate the motor.

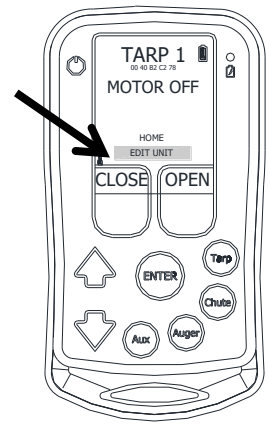


If the direction of the motor is backwards to the remote, see 6.1.2 Reversing Motor Direction.

6.1 Tarp Edit Menu

To get into the 'Tarp Edit Unit' Menu, enter into the Tarp Menu by using the 'TARP' function button on the side of the remote or selecting 'TARPS' from the Home Screen. Use the up or down arrow to select / highlight 'Edit Unit' and press 'Enter'.

Once in the 'TARP' menu it will be possible to remove a tarp receiver, change motor direction, edit the description, find the hardware and firmware version, or add and remove children from the Tarp Box. Section 9.4 further discusses adding and removing children to the Tarp Box.

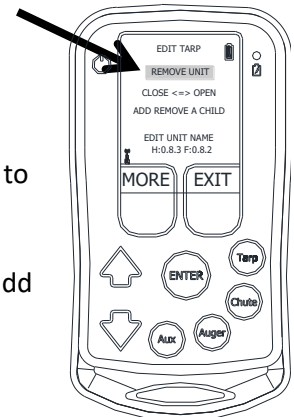


6.1.1 Removing a Tarp Receiver

It is possible to remove receivers that have been paired to the remote.

Enter the 'Edit Unit' menu. 'Remove Unit' should be highlighted. Press 'Enter' to remove the unit. The remote screen will ask for verification that the tarp receiver is to be removed.

Press the operating button under 'Yes' to completely remove it. It is possible to re-add a Tarp Receiver that has been removed from the remote.



6.1.2 Reversing Motor Direction

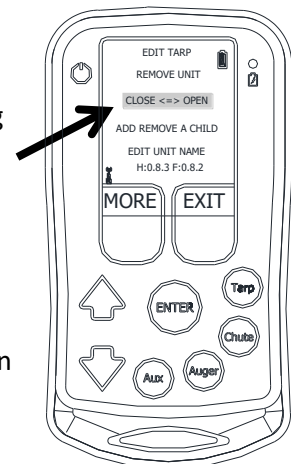
When the remote is paired to an electric tarp system the 'Open' and 'Close' buttons may be backwards. Simply change the direction using the remote without switching any wires.

Enter the 'Edit Unit' menu of the Tarp which needs its direction changed.

Use the up and down arrows and select 'Close <=> Open' and press 'Enter'

The screen will change to 'Open <=> Close'. The direction of the motor has now been changed.

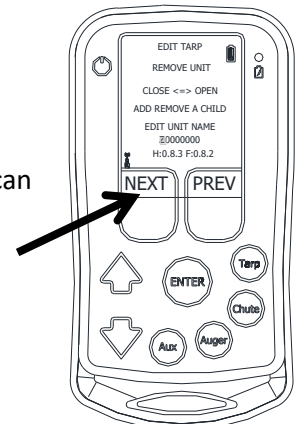
Press 'Exit' to return to the Tarp Screen.



6.1.3 Changing the Unit Name

The main name will always be 'TARP 1' or 2 or 3 etc. but the description below it can be customized to represent a trailer or location. The new name can be a maximum of 8 characters long.

Enter into the 'Edit Unit' menu of the Tarp to change the name.

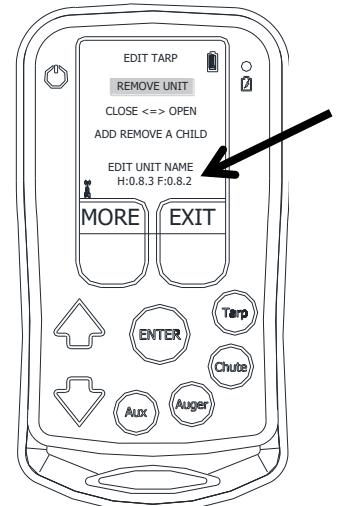


Use the up and down arrows to select 'Edit Unit Name' and press 'Enter'. A box will appear around the first letter on the left side of the screen. Use the 'Next' and 'Prev' to scroll through the characters. The available characters include 0-9, the alphabet, and a blank space.

Once the correct character has been set, press the down arrow to advance to the next character.

When finished, press 'Enter' to save the changes.

Press 'Exit' to return to the Tarp screen. The new name will appear below 'TARP 1'.



6.1.4 Locating the Hardware and Firmware Version

Enter into the 'Edit Unit' menu of the desired Tarp to find the version of hardware and firmware.

The bottom line of the 'Edit Unit' states the hardware and firmware version. For the diagram the hardware version is 0.8.3 and firmware 0.8.2.

7 EZ Opener Chute Opener Menu

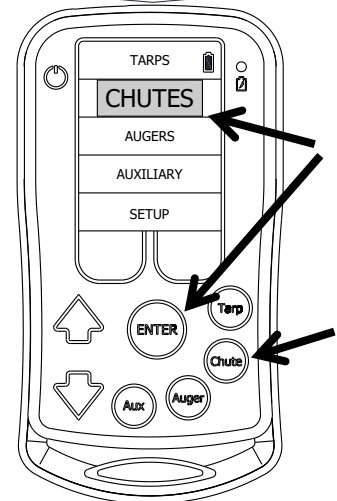
To enter the Chute Opener menu, simply press the 'Chute' function button on the side of the remote or select 'CHUTES' from the Home Screen.

If there are no Chute Openers paired to the remote, it will not allow access into the Chute Menu.

The remote will go to the first chute which was paired to the remote, as CHUTE 1.

From this menu a person will be able to:

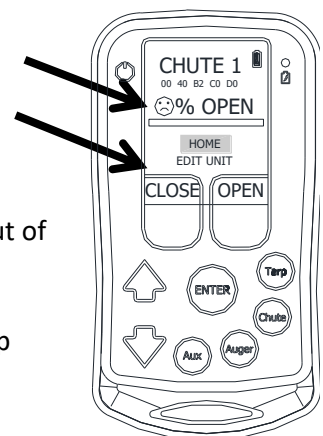
- Open or Close the chute.
- Edit Unit which will allow the limits to be set, change unit name, remove a Chute Opener and, find the hardware and firmware version.
- Return to the Home Screen.



Repeatedly pressing the 'CHUTE' function button will scroll through all of the chute openers which have been paired to the remote.

When entering the Chute menu, the screen will show whether or not the remote is connected to the Chute Opener by displaying a percentage from 0-100 and an antenna symbol in the bottom left of the screen. If there is a sad face '☹' and the antenna symbol does not appear the possible problems are: receiver is out of range, the chute receiver is not powered on, or the wrong chute selected.

While using the remote if it becomes out of range the percentage reading will stop moving while the 'Open' or 'Close' buttons are being pressed on the remote.



7.1 Operating an EZ Opener Chute Opener

The limits need to be set on the remote the first time it is used. It may let the chute opener move but damage to the chute opener and/or the trailer may occur if the limits are not properly set. Please refer to 5.2.1 Setting the Limits of the Chute Opener.

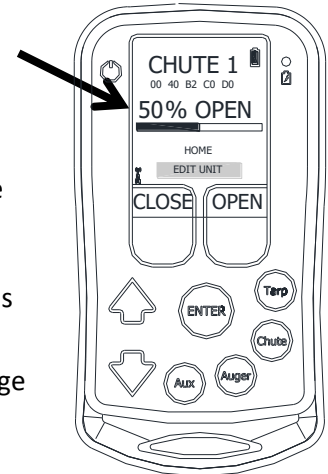
Enter into the Chute Menu by using the 'CHUTE' function button on the side of the remote or selecting 'CHUTES' from the Home Screen.

If the desired chute opener is not 'CHUTE 1' continue pressing 'CHUTE' to cycle through all of the chute openers which have been paired to the remote.

Once the correct Chute screen is selected, press either of the operating buttons under the 'Close' or 'Open'. If the limits are set properly, the chute will automatically stop when the chute is completely open or closed. The percentage indicated shows precisely how far open the chute currently sits.

While closing the chute, if the 'Close' button is held for longer than 2 seconds it will automatically close all the way, even if the button is released.

If the chute opener is equipped with lights see Section 9.2 for instructions on operating the lights.



7.2 EZ Opener Chute Opener Edit Menu

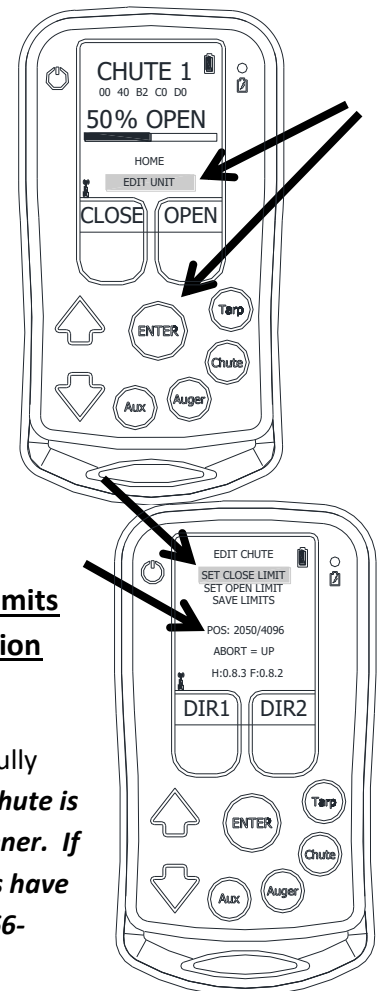
To get into the chute 'Edit Unit' menu, enter into the Chute Menu by using the 'CHUTE' function button on the side of the remote or by selecting 'CHUTES' from the Home Screen. Scrolling to the required Chute Opener may be required to get to the desired chute opener screen. Then use the down arrow to select/highlight 'Edit Unit' and press 'Enter'.

From there the limits will be able to be set, unit name can be changed, removal of a Chute Opener and the hardware and firmware version found.

7.2.1 Setting the Limits of the EZ Opener Chute Opener

*****Prior to setting the limits the chute opener may run backwards (open button may close, close button may open). This will be corrected automatically AFTER the limits have been set.*** It is strongly recommended to NOT press the open or close buttons until AFTER the limits have been set! Failure to heed this warning may result in a broken position sensor and will not be covered under warranty.**

Setting the limits will automatically stop the chute opener when it reaches the fully opened or closed position. ***When the Chute Opener is installed make sure the chute is moved to the halfway open position before securing the crank shaft to the opener. If the chute opener will not completely open or completely close AFTER the limits have been set see section 7.2.1.1 or phone Michel's Industries for assistance (306-366-2184).***

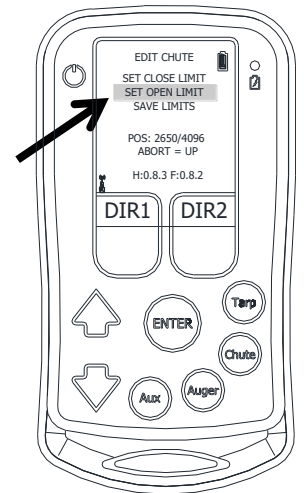


To set the limits of the Chute, scroll down to 'Edit Unit' and press 'Enter'.

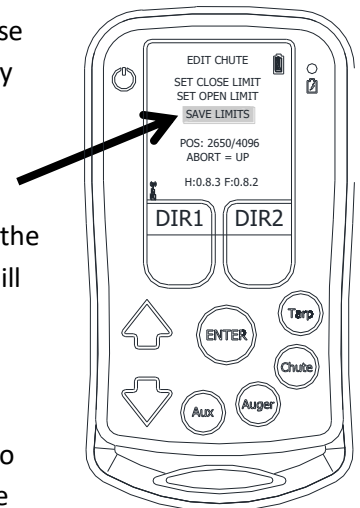
After entering the Chute Edit Menu, 'Set Limits' will already be highlighted. Press 'Enter'

The screen changes to the 'Set Limits' screen. The first limit to be set is the closed limit which will already be highlighted.

The remote will show the position of the sensor on the bottom of the screen. It will read approximately 'POS: 2050/4096'. The chute opener is allowed to travel from 82 to 4014 of the 4096 range. Beyond this range the chute opener will stop and only allow movement in the direction to get back into the proper range. If the chute opener is installed with the chute not in the proper position, this problem could arise. To resolve this problem, see Section 7.2.1.1.



'Set Close Limit' will already be highlighted and will be the first limit to be set. Use the 'DIR1' and 'DIR2' buttons on the remote to move the chute so it is completely closed. Leave about 1/16" before the gate is in contact with the trailer. If it is contacting the trailer the chute opener could be adding unwanted stress to the trailer and itself because it is bottoming out. It is important that the chute be traveling in the closed direction when it is stopped. If it has to be opened to get the proper clearance move the chute open at least a 1" and then close again. This will ensure that the backlash of the chute gate has been used up.

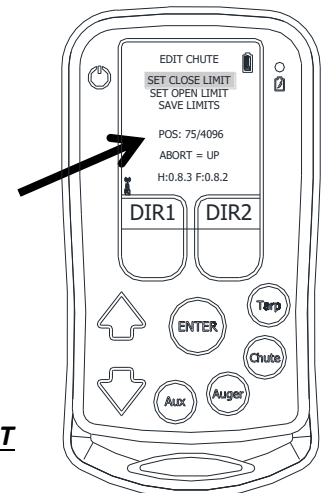


With the chute positioned completely closed, press 'Enter'.

Next the 'Set Open Limit' will be highlighted. Use the 'DIR1' and 'DIR2' buttons to move the chute so it is completely open. Typically, the chute gate will go past the opening of the trailer by few inches before bottoming out. Move the chute so it is completely open and approximately a 1/2" before it bottoms out on the stops.

With the chute positioned completely open, press 'Enter'.

'Save Limits' is now highlighted. Press 'Enter' and the limits will be saved. It will exit to the 'Edit Unit' screen.



To exit to the chute screen, use the up and down arrows to select 'Exit' and press 'Enter'.

If the 'Set Limits' menu is selected by mistake or entered only to see the sensor position, press the 'Up' arrow to exit to the 'Edit Unit' screen.

REMOVE THE WARNING TAG AND INSERT THE LYNCH PIN INTO THE LOCKING PIN AT THE BACK OF THE CHUTE OPENER AFTER THE LIMITS HAVE BEEN SET.

7.2.1.1 Resolving Improper Position of Chute on Installation

If the chute was not properly positioned upon installation it may not completely open or close the chute. To determine if this is the problem, select the chute opener that is not working properly.

From the chute opener's home screen, select 'Edit Unit' and press 'Enter'.

'Set Limits' will be highlighted, press 'Enter'.

'Set Close Limit' will be highlighted and is the first limit to be set. Use the 'DIR1' and 'DIR2' buttons on the remote to move the chute so it is completely closed and press 'Enter'. If the chute opener stops but is not completely closed, look at the 'POS' reading at the bottom of the screen. If the read out is outside the range of 82 to 4014/4096 then the chute opener is trying to go beyond its built-in limits (ex. 75/4096). This means the position of the chute was not set correctly before installing the chute opener. If the read out is within range, check for obstructions in the chute or phone Michel's Industries for assistance (306-366-2184).

If setting the close limit is successful, proceed to 'Set Open Limit'. Use the 'DIR1' and 'DIR2' buttons to move the chute so it is completely open. If it stops part way, look at the 'POS:' reading at the bottom of the screen. If the read out is outside the range of 82 to 4014 /4096 then the chute opener is trying to go beyond its built-in limits (ex. 4025/4096). This means the position of the chute was not set correctly before installing the chute opener. To resolve the problem, stay in the 'Set Limits' screen and remove the 3/8" shoulder bolt securing the shaft to the chute opener.

The read out under 'POS:' will be in the high 70's, low 80's or 4000's. Press 'DIR1' or 'DIR2' to move the 'POS:' value by one full revolution so that the 'POS' value moves to the 82 – 4014 range. The direction that the chute opener is turning to change the value should be opposite to the direction the chute will need to go.

Now position the chute on the trailer either completely open or completely closed depending on the desired position.

With the chute position correct, align the hole in the shaft with the chute opener. Using the remote press 'DIR1' or 'DIR2' whichever direction lines up the holes but stays within the 'POS' 82-4014 range.

Once aligned, secure the shafts back together with the 3/8" shoulder bolt and nylon lock nut.

Continue on to set the limits the same way as in section 7.2.1.

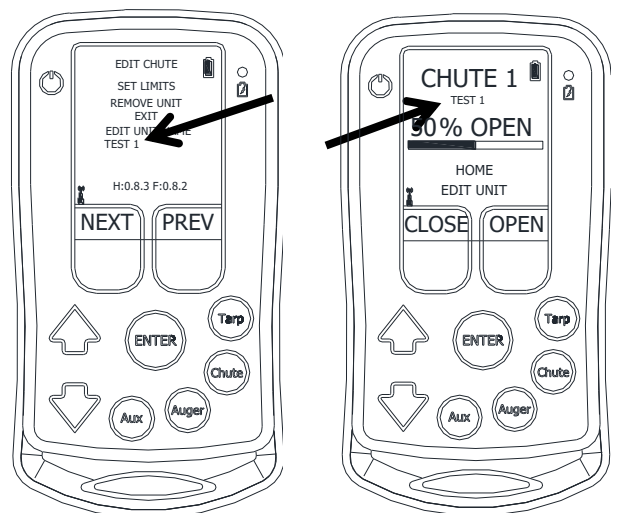
7.2.2 Changing the Unit Name

The main name will always be 'CHUTE 1' or 2 or 3 etc. but the description below can be customized to represent a trailer or location. The new name can be a maximum of 8 characters long.

Enter the 'Edit Unit' menu of the chute which requires the name to be edited.

Use the up and down arrows to select 'Edit Unit Name' and press 'Enter'.

A box will appear on the left side of the screen. Use the 'Next' and 'Prev' to scroll through the characters. The available characters include 0-9, the Alphabet, and a blank space. Once the first character has been set, press the down arrow to advance to the next character.



When finished changing the unit name, press 'Enter' to save the changes.

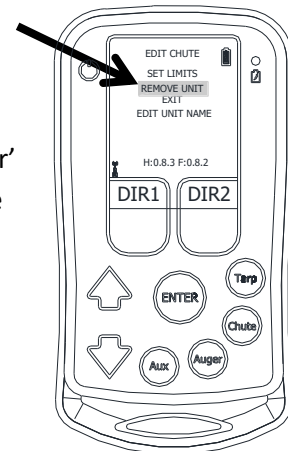
Press 'Exit' to return to the Chute screen, and it will show the new name underneath 'CHUTE 1'.

7.2.3 Removing an EZ Opener Chute Opener

It is possible to remove a Chute Opener that has been paired to the remote.

Enter the 'Edit Unit' menu. 'Remove Unit' should be highlighted. Press 'Enter' to remove the unit. The remote screen will ask for verification that the chute opener is to be removed.

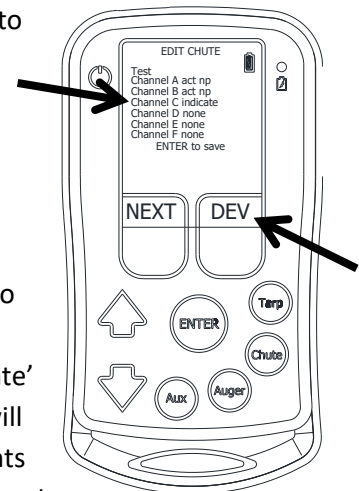
Press the operating button under 'Yes' to completely remove it. It is possible to re-add a chute opener that has been removed from the remote.



7.2.4 Setting Up the Indicator Light

The indicator light is an optional feature on the EZ Opener which can be used to indicate whether the chute is open or closed. The indicator light has six different settings that can be used. These settings dictate when the light will turn on and whether it will flash or be solid and can be set according to user preference.

The indicator light must be set up in the remote after the chute opener has been paired to the remote. First, select the appropriate chute opener. Then go to the 'EDIT UNIT' menu. Once in this screen press the button under 'MORE'. Scroll to Channel C and then press 'NEXT' until 'indicate' appears. Once 'indicate' appears press the button under 'DEV' which selects the device the indicator will respond to. The 'A' and 'B' should now appear red. This color change represents which channels the indicator light will refer to. It will typically be Channels 'A' and 'B'.



Press 'ENTER' to save these settings.

Then press 'EXIT' to return to the home screen.

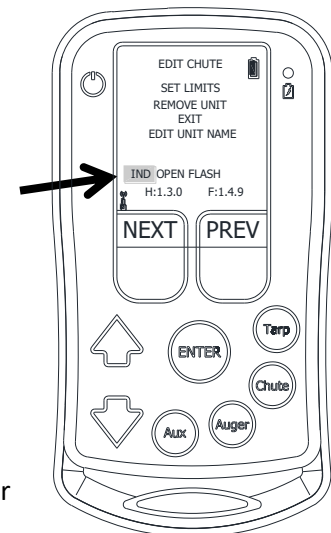
Go back into the chute screen and scroll down to 'EDIT UNIT' and press 'ENTER'.

Scroll down until 'IND' is highlighted.

Press the button under 'NEXT' to select the desired option for the indicator light. The options and how they behave are listed below.

The first option is to have the indicator light flashing anytime the chute opener is open or partially open. This setting is called "OPEN FLASH". This is the recommended and default setting.

The second option is to have the indicator light on solid anytime the chute opener is open or partially open. This setting is called "OPEN SOLID".



The third option is to have the indicator light flashing when the chute opener is closed. This option is called 'CLOSE FLASH'.

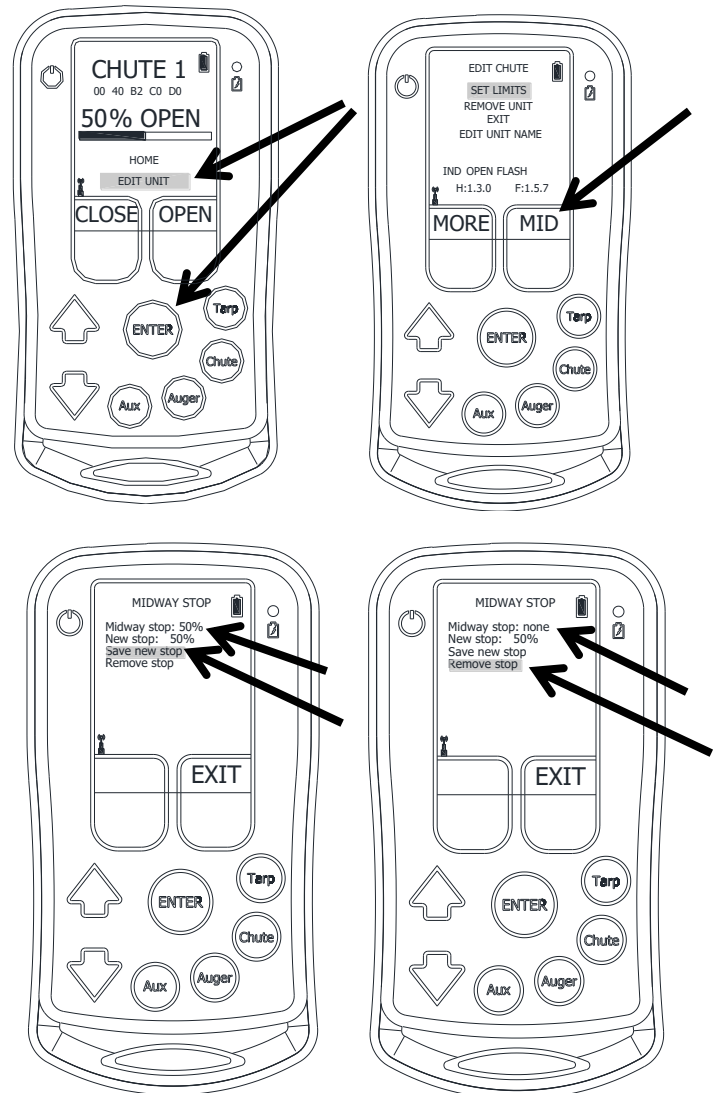
The fourth option is to have the indicator light on solid when the chute is closed. This option is called 'CLOSE SOLID'. This option is the recommended alternate option.

The fifth and sixth options have the indicator light on either flashing or solid whenever the chute opener is running. These options are called 'MOTOR ON FL' and 'MOTOR ON SD' respectively. These options are intended for diagnostics and do not provide any real benefit to general operation.

7.2.5 Setting a Midway Stop Point

The midway stop point is a feature which can be set on the EZ Opener to automatically stop the chute at a user determined percentage point so that the chute will automatically stop at that set point while opening. Then after the midway stop point has been reached the user can press the open button again to continue opening the chute all the way. This midway stop point can be set anywhere within the span of the chute between completely open and completely closed.

The first step in setting the midway stop point is to go to the operation screen of the chute which the midway stop point is to be set. Open the chute to the desired stopping point. Then scroll down to 'EDIT UNIT' and press 'ENTER'. Once the edit chute screen is displayed there will be a button labelled 'MID'. Press the button under 'MID'. Highlight 'Save new stop' and then press 'Enter'. The midway stop point will then be displayed on the top line beside 'Midway stop'. The chute will now stop at that percentage point (or to within 1% in either direction of that percentage point) when the open button is held. To remove the midway stop, scroll down to 'Remove stop' and press enter. When there is no midway stop set, 'none' will appear beside 'Midway stop:'. The chute opener will now open all the way to its open point without stopping when the button is held.

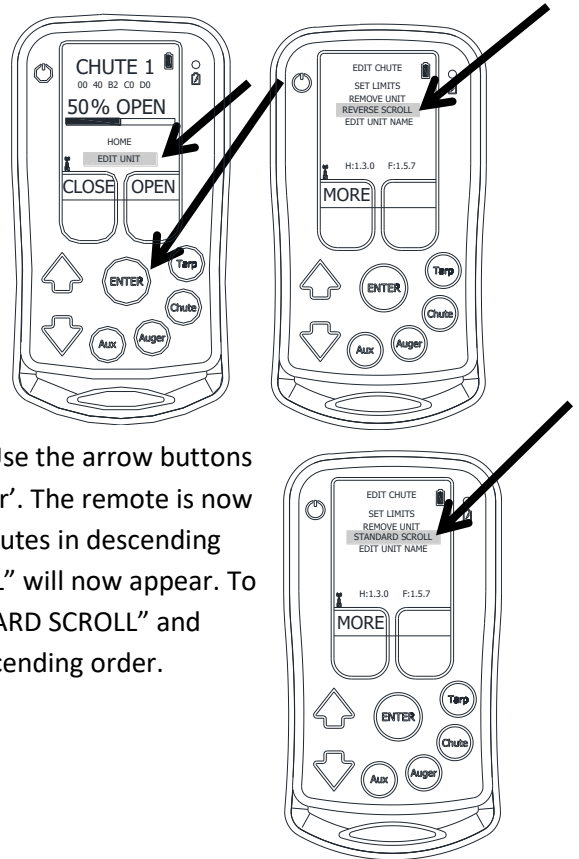


This feature requires the firmware on the EZ Opener to be 1.5.7 or higher and the firmware on the R200 remote to be 1.1.8 or higher (all R210 models support this feature). Most of the older units can be sent to the manufacturer to be updated to include this feature. Contact a Michel's Representative for further information and pricing.

7.2.6 Reverse Scrolling

The reverse scrolling feature reverses the direction in which the chute openers appear on the screen. This feature is in place to make unloading from the rear of the trailer to the front of the trailer more convenient on the remote. In standard scroll mode pressing the chute button repeatedly will scroll through the chute openers in ascending order Chute 1, Chute 2, Chute 3, Chute 4... In reverse scroll mode pressing the chute button repeatedly will scroll through the chute openers in descending order Chute 4, Chute 3, Chute 2, Chute 1...

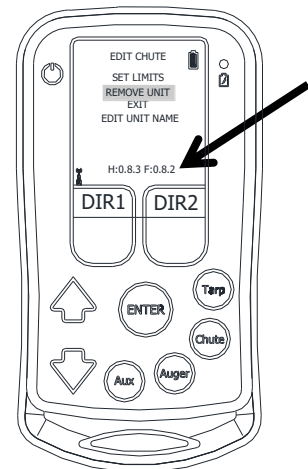
To put the chutes that are paired to the remote in reverse scroll mode go into the edit unit menu on any chute opener's screen. Use the arrow buttons to scroll down and highlight "REVERSE SCROLL". Then press 'enter'. The remote is now in reverse scroll mode. The remote will now scroll through the chutes in descending order. Where "REVERSE SCROLL" used to be, "STANDARD SCROLL" will now appear. To put the remote back into standard scroll mode highlight "STANDARD SCROLL" and press enter. The remote will now scroll through the chutes in ascending order.



7.2.7 Locating the Hardware and Firmware Version

Enter into the 'Edit Unit' of the Chute Opener to find the hardware and firmware version.

The bottom line of the 'Edit Unit' states the hardware and firmware version. For the diagram the hardware version is 0.8.3 and firmware 0.8.2.



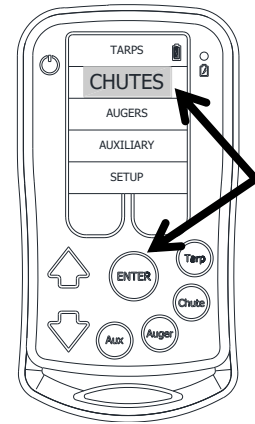
7.3 MIC210 Side Chute Opener System

To enter the side chute opener menu, simply press the 'Chute' function button on the side of the remote or select 'CHUTES' from the Home Screen.

If there are no side chute openers paired to the remote, it will not allow access into the side chute menu.

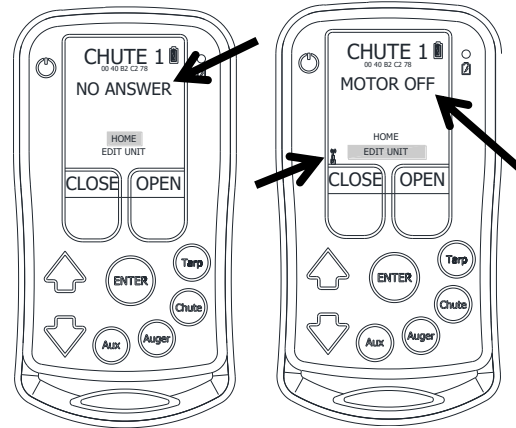
The remote will go to the first side chute which was paired to the remote, as CHUTE 1. From this menu a person will be able to:

- Open or Close the chute.
- Edit Unit which allows changes to the unit name; removal of a side chute opener system and find the location of the hardware and firmware version.
- Return to the Home Screen.



Repeatedly pressing the 'CHUTE' function button will scroll through all of the side chute openers which have been paired to the remote.

When entering the Chute menu, the screen will show whether or not the remote is connected to the Chute Opener by displaying 'MOTOR OFF' and an antenna symbol in the bottom left of the screen. If there is a NO ANSWER message and the antenna symbol does not appear the possible problems are: receiver is out of range, or the side chute receiver is not powered on.



If the remote has connected to the receiver and is then moved out of range, the screen will continue to say 'Motor Off' even if the 'Open' and 'Close' buttons are pressed.

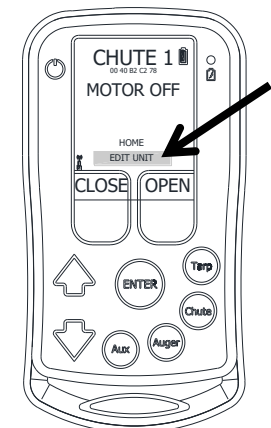
7.3.1 MIC210 Side Chute Operation

Enter into the Chute Menu by using the 'Chute' function button on the side of the remote or selecting 'CHUTES' from the Home Screen.

If the desired side chute is not 'CHUTE 1' keep pressing the 'Chute' button to cycle through the different chutes.

Once on the correct Side Chute screen, press one of the operating buttons under the 'Close' or 'Open' on the screen to operate the motor.

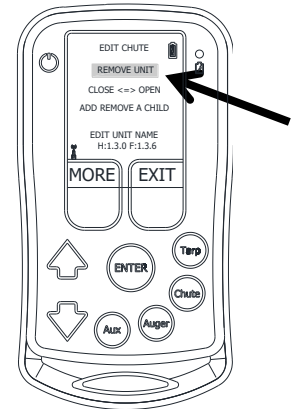
If the direction of the motor is backwards to the remote, see 7.3.2.2 Reversing Motor Direction.



7.3.2 MIC210 Side Chute Edit Menu

To get into the MIC210 Side Chute 'Edit Unit' menu, enter into the Side Chute Menu by using the 'CHUTE' function button on the side of the remote or by selecting 'CHUTES' from the Home Screen. Scrolling to the Chute Opener to be edited may be required. Then use the down arrow to select/highlight 'Edit Unit' and press 'Enter'.

From there a person will be able to change unit name, remove a Chute Opener and find the hardware and firmware version.



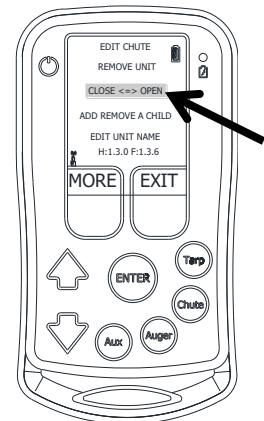
7.3.2.1 Removing a Side Chute System Receiver

It is possible to remove a Side Chute Opener that has been paired to the remote.

Enter the 'Edit Unit' menu. 'Remove Unit' should be highlighted. Press 'Enter' to remove the unit. The remote screen will ask for verification that the side chute receiver is to be removed.

Press the operating button under 'Yes' to completely remove it. It is possible to re-add a side chute receiver that has been removed from the remote.

Note: Removing any of the Side Chutes will remove all of the Side Chutes controlled by the same control box from the remote.



7.3.2.2 Reversing Motor Direction

When the remote is paired to a MIC210 Side Chute system the 'Open' and 'Close' buttons may be backwards. Simply change the direction using the remote without switching any wires.

Enter the 'Edit Unit' menu of the Side Chute which needs its direction changed.

Use the up and down arrows and select 'Close <=> Open' and press 'Enter'

The screen will change to 'Open <=> Close'. The direction of the motor has now been changed.

Press 'Exit' to return to the side chute screen.

7.3.2.3 Changing the Unit Name

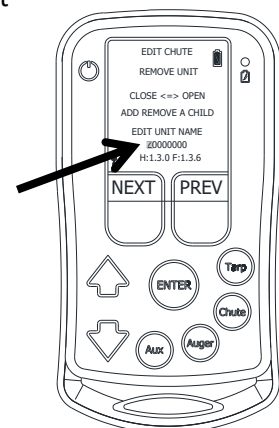
The main name will always be 'CHUTE 1' or 2 or 3 etc. but the description below it can be customized to represent a trailer or location. The new name can be a maximum of 8 characters long.

Enter the 'Edit Unit' of the chute which requires the name to be edited.

Use the up and down arrows to select 'Edit Unit Name' and press 'Enter'.

A box will appear on the left side of the screen. Use the 'Next' and 'Prev' to scroll through the characters. The available characters include 0-9, the Alphabet, and a blank space. Once the first character has been set, press the down arrow to advance to the next character.

When finished changing the unit name, press 'Enter' to save the changes.



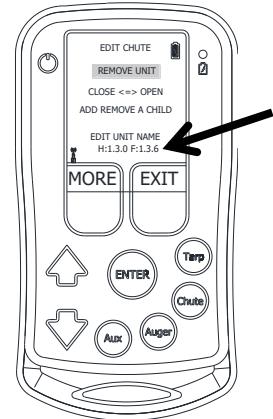
Press 'Exit' to return to the Chute screen, and it will show the new name underneath 'CHUTE 1'.

Note: Changing the name any of the side chutes will change the name of all of the side chutes controlled by the same control box from the remote.

7.3.2.4 Locating the Hardware and Firmware Version

Enter into the 'Edit Unit' of the Side Chute Opener to find the hardware and firmware version.

The bottom line of the 'Edit Unit' states the hardware and firmware version. For the diagram the hardware version is 0.8.3 and firmware 0.8.2



8 Auger System Menu (R200 only)

To enter the Auger Menu, simply press the 'Auger' function button on the side of the remote or select 'AUGERS' and push ENTER on the Home Screen.

If there are no Auger receivers paired to the remote it will not allow access into the Auger Menu.

After entering the Auger Menu, the remote will be on the first Auger system paired to the remote, as TRAILER 1. From this menu a person will be able to:

- Turn the augers on or off within each receiver system.
- Edit Unit which allows the remote to be programmed to either a conveyor or a 2 auger or 3 auger system, change the description of each auger, remove the unit, and find the hardware and firmware version.
- Return to the Home Screen.

Repeatedly pressing the 'AUGER' function button will scroll through all of the auger systems paired to the remote.

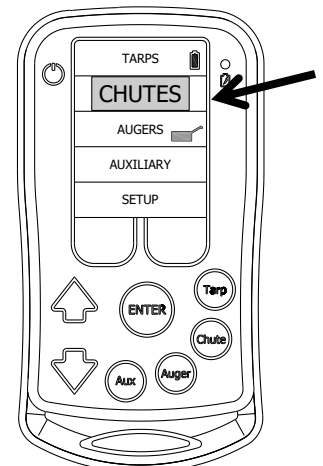
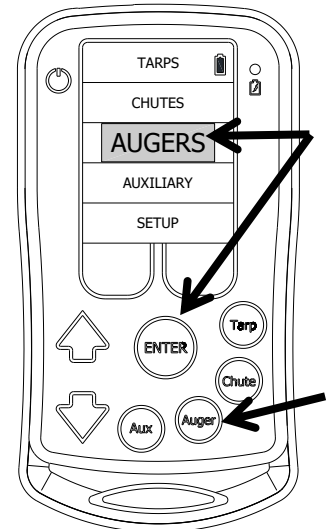
One Auger system can control up to three augers and on only one trailer.

Example: A 3-Hopper trailer only requires one auger system, but a B-train would require two auger systems. One auger system on the lead trailer controlling two augers and one auger system on the rear trailer controlling two augers.

When there is an auger turned 'ON' there will be a flashing auger icon on the side of the screen indicating that an auger is turned on. The flashing icon will appear on every screen if there is an auger 'ON' until the auger is shut off.

The remote allows more than one auger to be on at a time.

If the receiver and the remote lose communication the augers will shut off automatically. Possible causes of communication loss are: the remote is powered off, the remote is powered off from its time shutdown, the antenna is out of range, or the battery is about to die.



8.1 Operating an Auger or ConveyHawk System

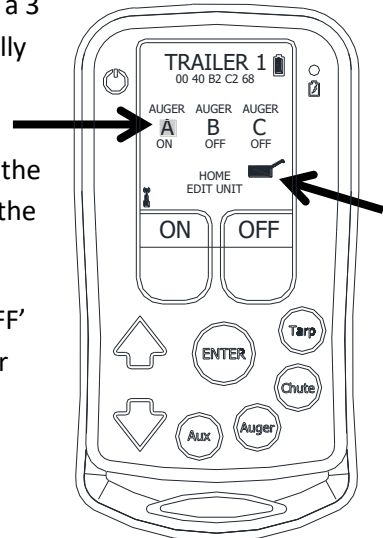
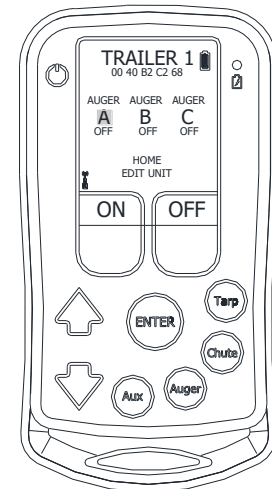
8.1.1 Operating an Auger System

Enter into the Auger Menu by using the 'AUGER' function button on the side of the remote or by selecting 'AUGERS' from the home screen and pressing enter.

If the desired auger system is not 'TRAILER 1' then continue pressing the 'AUGER' button to cycle through the different auger systems paired to the remote. Once the correct auger system is selected, use the up and down arrows to scroll between the augers and to select the Home or Edit Unit menus. Auger A is the Output 1 on the receiver box which is typically set up as the front auger. Auger B is the Output 2 on the receiver box and is typically set up as the back auger in a two auger system or the middle in a 3 auger system. Auger C is only used in a three auger system and is typically set up as the back auger and output 3 on the receiver box.

To turn an auger 'ON', use the up and down arrows and highlight the desired auger and then press the 'ON' button. The screen will state that the Auger is on and a flashing icon will appear in the bottom right corner of the screen.

To turn 'OFF' the auger, make sure it is still highlighted and press the 'OFF' button. The screen will state that the auger is off. The icon will disappear after all of the augers are off.



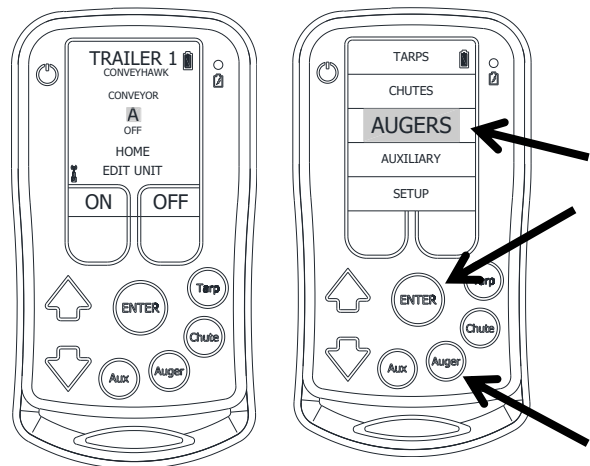
8.1.2 Operating a Conveyor 'ConveyHawk' System

The conveyor system is found in the 'AUGERS' menu. The conveyor's control screen can be accessed in the same way as an auger system. Enter into the Auger Menu by using the 'AUGER' function button on the remote or by selecting 'AUGERS' from the home screen and pressing enter.

If the desired conveyor system is not 'TRAILER 1' then continue pressing the 'AUGER' button to cycle through the different auger/conveyor systems paired to the remote. Once the correct auger/conveyor system is selected, use the up and down arrows to scroll between the conveyor and the Home or Edit Unit menus.

To turn the conveyor 'ON', use the up and down arrows to highlight the conveyor letter and then press the 'ON' button. The screen will state that the Auger is on and a flashing icon will appear at the bottom right corner of the screen.

To turn 'OFF' the auger, make sure it is still highlighted and press the 'OFF' button. The screen will state that the auger is off. The icon will disappear after all of the augers are off.



8.2 Auger Edit Unit Menu

Open the 'Auger Edit Unit' Menu, by entering into the Auger Menu using the 'Auger' function button on the side of the remote or by selecting 'AUGERS' and then press Enter from the Home Screen. It may be necessary to scroll to the desired auger system. Use the down arrow to select/highlight 'Edit Unit' and press 'Enter'.

From this menu it will be possible to remove the unit, program the remote to either a Conveyor or a two auger or a three auger system, change the description, and find the Hardware and Firmware version.

8.2.1 Removing an Auger Unit

If the auger/conveyor system which was paired with the remote is no longer required, it is possible to remove that system from the remote.

Enter the 'Edit Unit' menu. 'Remove Unit' should be highlighted. Press 'Enter' to remove the unit. The remote screen will ask for verification that the auger/conveyor system is to be removed. Press the operating button under 'Yes' to completely remove it. It is possible to re-add an Auger Receiver that has been removed from the remote.

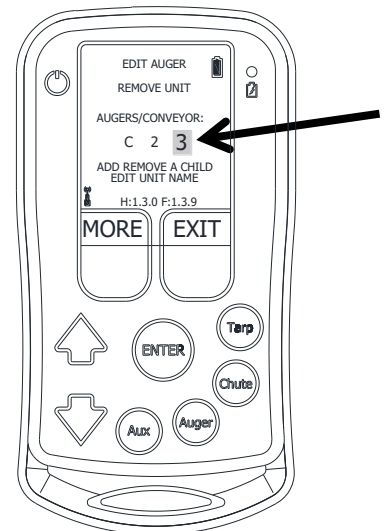
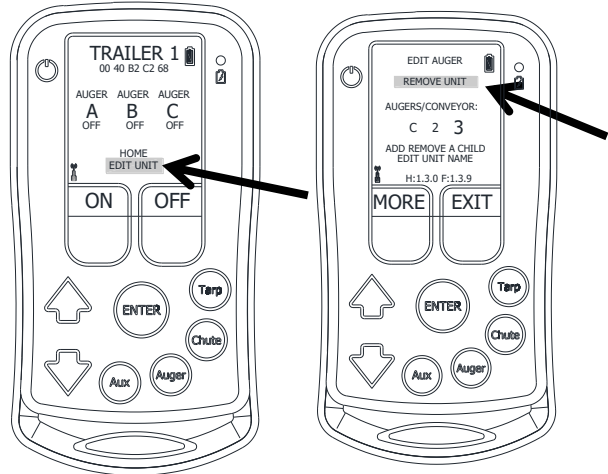
8.2.2 Programming a Conveyor, 2 Auger or 3 Auger System

Enter into the 'Edit Unit' of the desired auger system.

Use the up and down arrows to select the C or 2 or 3 on the line under 'AUGERS/CONVEYOR:' and press enter to program it. The large number or letter is the character which represents the number of augers or conveyor in the system.

Press Exit to return to the auger screen. There will be Conveyor A when the 'C' is selected Auger A & Auger B for a 2 auger system and Auger A, Auger B & Auger C for a 3 auger system.

Note: If a 2 Auger Receiver System was purchased there will not be a 3rd output wire coming out of the receiver unit and the Auger C output will be disabled within the receiver.



8.2.3 'ConveyHawk' conveyor and EZ Opener Combination Remote Settings

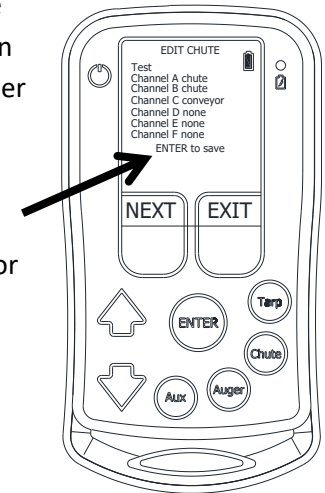
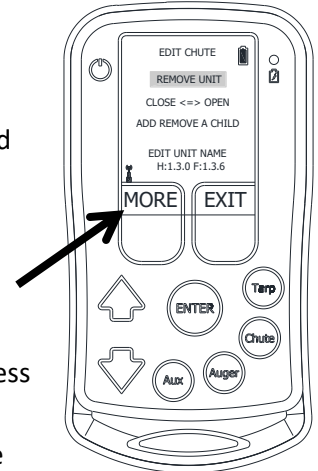
The following settings are typically set at the factory. In the event that the screens in the remote do not appear as described in Section 3.1.1.1, use the following procedure to adjust the settings.

First go to the chute screen which corresponds to the 'ConveyHawk' Conveyor and EZ Opener combination unit by using the 'CHUTE' function button on the remote or by selecting 'CHUTES' from the Home Screen. Then use the down arrow to select/highlight 'Edit Unit' and press 'Enter'.

Next, press the button under 'MORE'. This will bring up the advanced settings screen. Once inside of the advanced settings screen, scroll down to Channel A. Press the button under 'NEXT' until 'chute' is displayed. Scroll down to Channel B. Press the button under 'NEXT' until 'chute' appears. Scroll down to Channel C. Press the button under 'NEXT' until 'conveyor' appears. Scroll down to Channel D. Press the button under next until 'none' appears. Scroll down to Channel E. Press the button under 'NEXT' until 'none' appears. Scroll down to Channel F. Press the button under 'NEXT' until 'none' appears.

Then press the 'Enter' button to save the setting changes.

The chute opener screen will now be accessible under the chutes and the conveyor screen will be accessible under the augers.



8.2.4 Changing the Unit Name

The main name will always be 'TRAILER 1' or 2 or 3 etc. but the description below can be customized to represent a trailer or location. The new name can be a maximum of 8 characters long.

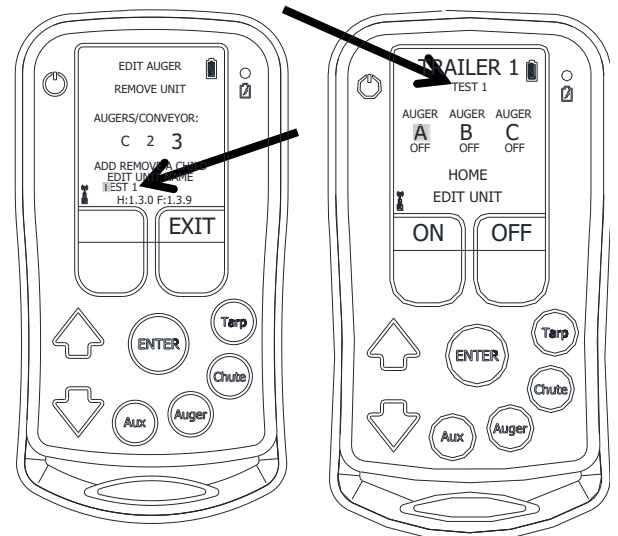
Enter into the 'Edit Unit' of the desired auger system.

Use the up and down arrows to select 'Edit Unit Name' and press 'Enter'.

A box will appear on the left side of the screen. Use the 'Next' and 'Prev' to scroll through the characters. The available characters include 0-9, the Alphabet, and a blank space. Once the first character has been set, press the down arrow to advance to the next character.

When finished, press 'Enter' to save the changes.

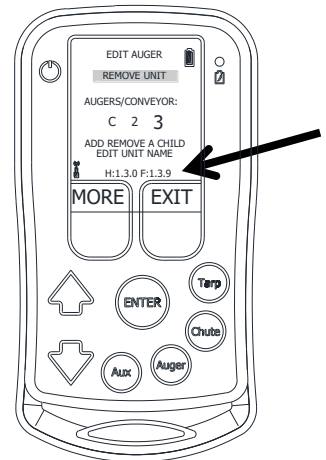
Press 'Exit' to return to the Auger screen. The screen will display the new name below 'TRAILER 1'.



8.2.5 Locating the Hardware and Firmware Version

Enter into the 'Edit Unit' of the Auger System to find the hardware and firmware version.

The bottom line of the 'Edit Unit' screen states the hardware and firmware version. For the diagram the hardware version is 1.3.0 and firmware 1.3.9.



9 Auxiliary System Menu

9.1 Adding a Light Kit to the Remote

To add a Light Kit to the remote the lights must first be paired to the remote. Go to the Setup menu on the Home screen and press enter.

After entering the Setup menu, ADD UNIT should be highlighted.

Go to the Light Kit Controller Box and completely remove the 4 screws which are securing the back lid on. It may be necessary to use a flat screwdriver to pop the lid loose.

With the lid removed press the red button on the inside and hold the button for at least 7 seconds before pressing Enter on the remote. The teach button must be held on continuously until the remote is paired.

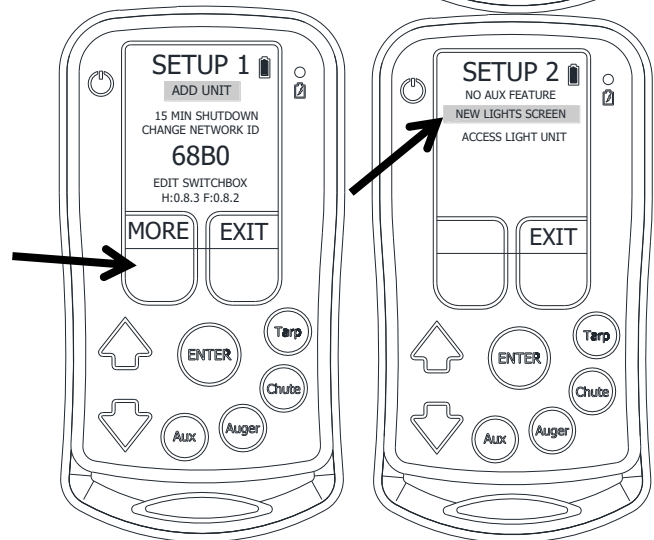
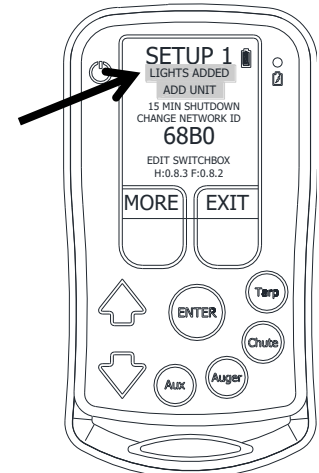
The teach button will need to be used one more time before securing the back lid back on.

If the lights were successfully added to the remote then a message saying 'LIGHTS ADDED' will appear above the 'ADD UNIT' line. This procedure is the same as Section 3.1.

9.1.1 Creating a New Lights Screen

To use a Light Kit with the remote a new screen called a lights screen will need to be created. To accomplish this first go to the Setup menu on the Home screen and press enter. Once in the 'SETUP 1' screen press the button below 'MORE'. This will bring up the 'SETUP 2' screen.

Highlight the line that reads 'NEW LIGHTS SCREEN' and press enter. A new blank lights screen will be created and will now be displayed. If this is the first light screen added to the remote then 'LIGHT 0' will be displayed on the top of the screen. **Note:** The first unit added that has lights will automatically create a new lights screen and add that unit to the lights screen.

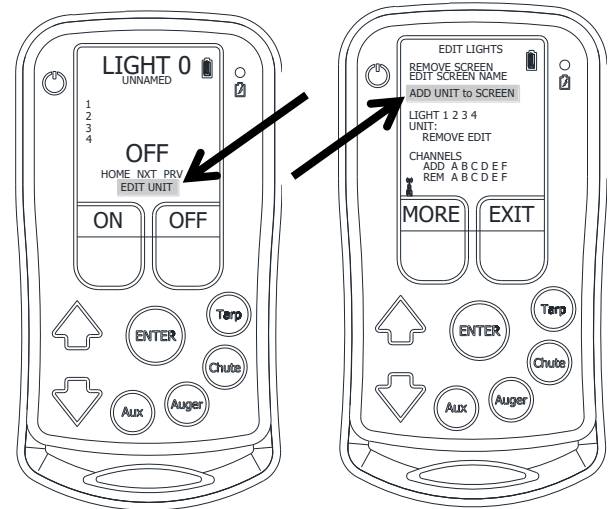


9.1.2 Adding a Light Kit to the Lights Screen

First make sure the light screen which is going to have the Light Kit added to it, is displayed on the screen. This can be done by highlighting the 'AUXILIARY' line on the Home screen and pressing enter or by simply pressing the 'Aux' button on the remote.

Then once the desired lights screen (typically 'LIGHT 0') is displaying, highlight 'EDIT UNIT' and press enter.

Press and hold the teach button of the unit that has lights for at least 7 seconds. While still holding the teach button highlight the 'ADD UNIT to SCREEN' and press enter. If the Light Kit is properly added to the screen then the number '1' beside 'LIGHT' will turn from blue to black.



Secure the lid using four screws. Press Exit to return to the home screen.

Press the button below 'EXIT' to exit the 'EDIT UNIT' screen and return to the 'LIGHT 0'. The Light Kit should be added to the first line in this screen. **Note:** The first unit added that has lights will automatically create a new lights screen and add that unit to the lights screen.

9.1.3 Operating Lights with the Lights Screen

To operate the Light Kit with the remote the light screen must be displayed. Go into the lights screen by highlighting 'AUXILIARY' and press enter. Alternatively, press the 'Aux' button on the remote.

There will be numbers 1 through 4 listed on the screen. Each one of these numbers represents a line which a unit containing lights can be added to. All units that occupy any of the four lines on the screen will be controlled by the ON or OFF button on the remote.

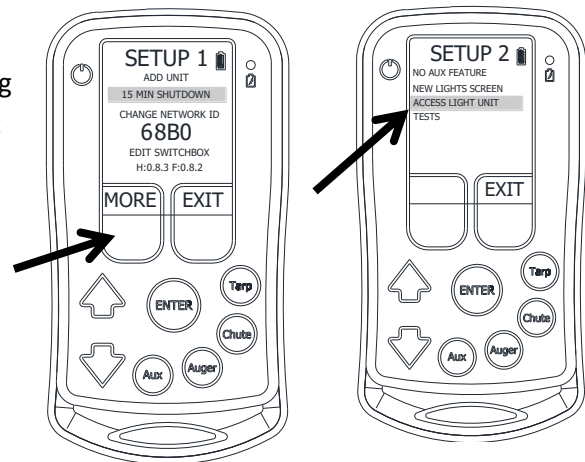
If any of the lights are on there will be a flashing indicator on the screen.

9.1.4 Accessing Each Individual Light Unit

Each light kit has the ability to be accessed and operated separately from the lights screen. By accessing the light unit, a person can operate each light on a light kit separately from the others, change the system setting between a two light system and a three light system or edit the name of the light kit.

To access the light kit with the remote first highlight 'Setup' on the 'Home' screen and press enter.

Once in the 'SETUP 1' screen press the button under 'MORE'.



Once in the 'SETUP 2' screen highlight the 'ACCESS LIGHT UNIT' line and press enter.

This will bring up the 'Lights 1' menu. Note: This menu is different from the lights screen in Section 7.1.1.

In the light kit's menu, each light within the light kit can be operated individually by scrolling through Light A, B and C using the directional arrows and pressing the buttons underneath 'ON' or 'OFF'.

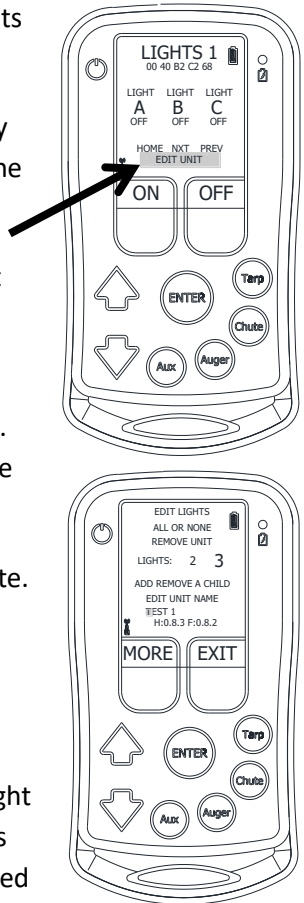
To change the name, check the hardware/firmware version, or remove the light unit from the remote highlight 'EDIT UNIT' and press enter.

Changing the name of the Light Kit is the same procedure as the other units. Highlight 'EDIT UNIT NAME' and press enter to change the name of the Light Kit. Use the buttons under 'NEXT' and 'PREV' to scroll through the different available characters to name the Light Kit.

Highlight 'REMOVE UNIT' and press enter to remove the light kit from the remote.

Press the button under 'EXIT' to return to the Light Kit screen the highlight and press enter on 'HOME' to return to the home screen.

Note: Toggle between 'ALL OR NONE' and 'ONE BY ONE' for the individual light screen. This setting allows the lights to operate together or individually in the light kit menu. It only applies to the light kit through the access light unit menu and is not intended for normal operation. The light screen from Section 7.1.1 is intended to be used for normal operation.

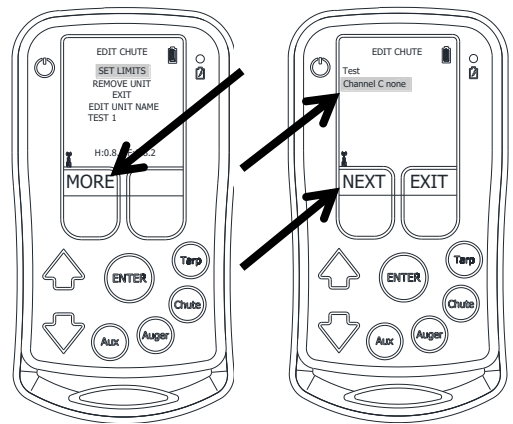


9.2 Controlling the Chute Opener Light with the Remote

The remote must first have a Chute Opener paired to it; see Section 3.1.1 if the Chute Opener was not already added. Also, there must be a lights screen created on the remote. If no such light screen exists, see section 9.1.1.

On the Home screen highlight 'CHUTES' and press enter or simply press 'Chute' on the remote. Select the 'EDIT UNIT' line of the Chute Opener which will have the lights operated by the remote.

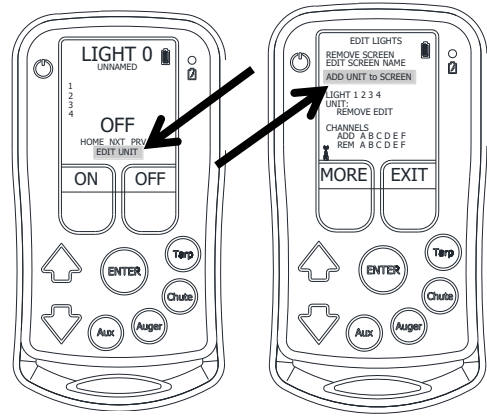
Once the 'EDIT UNIT' screen of the desired Chute Opener is open, press the button under 'MORE'. At this point there should be a line reading 'Channel C none'. Press the button under 'NEXT'. The line should now read 'Channel C light'.



Exit the Chute opener and open the lights screen which will control the chute opener light. (If there are no lights screens created yet see Section 9.1.1). This can be accomplished by pressing the 'Aux' button until the desired light screen appears. Highlight the 'EDIT UNIT' and press enter.

Press and hold the teach button on the Chute Opener for at least 7 seconds. Continue holding the teach button and at the same time highlight 'ADD UNIT to SCREEN' and press enter.

If successful one of the numbers 1 through 4 below will turn from blue to black indicating that it is now active. The remote will automatically select the lowest number not currently active. Exit that menu and on the lights screen of the Chute Opener that was just added, there should appear its name in one of the four lines on the screen. Repeat this procedure for each chute opener which has lights. The lights on the Chute Opener will now turn on and off using the appropriate buttons on the remote.

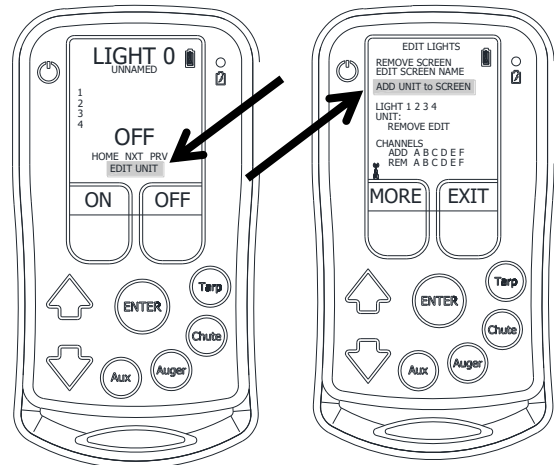


9.3 Controlling Multiple Light Units at the Same Time

Each light screen allows up to four different units to be controlled at the same time. Having multiple units on the same screen allows a person to turn on or off all their lights on a trailer with the push of a single button. Light Kits and Chute Opener Lights can both be added to the same light screen and controlled simultaneously.

Go to the lights screen that will have the units added to it by highlighting the 'AUXILIARY' line on the home screen. Then press enter or simply press 'Aux' on the remote until the desired lights screen is showing.

Select 'EDIT UNIT' at the bottom of the screen. Press and hold the teach button for at least 7 seconds on a unit which has lights that are to be controlled by the same lights screen. While still holding the teach button highlight the 'ADD UNIT to SCREEN' and press enter. Repeat this step for each unit that is to be added to the light screen.

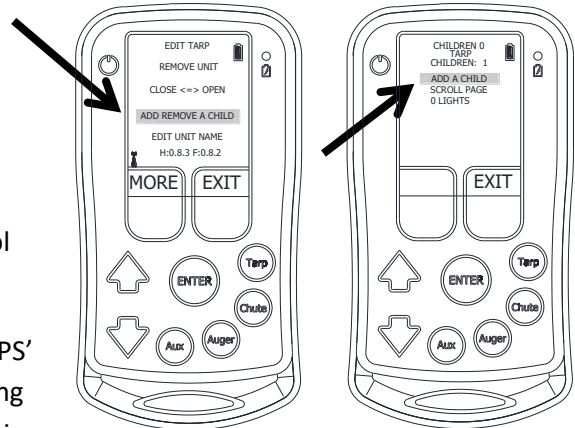


If the unit was successfully added to the lights screen then one of the numbers 1 through 4 will turn from blue to black indicating that it is now added and active. These numbers will become active in order from lowest to highest as each unit is added. There can be up to four units controlled by one screen. Press the button on the remote below 'EXIT' to return to the Lights screen and use the buttons below ON and OFF to control the lights that have been added to the screen.

9.4 Controlling Multiple Light Units Manually from the T210/T220 Remote Box

Remote Box

There is a button on the bottom row and center of the keypad on the T210/T220 Remote box called 'Lights'. This button can be used to wirelessly control all the lights on the trailer including the light on the Chute Openers. This button must first be programmed using the remote before it can be used.

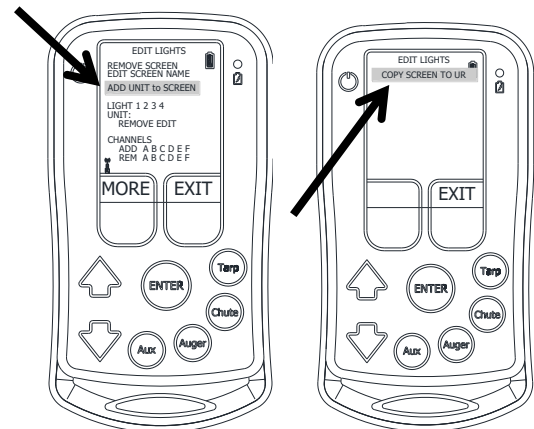


The remote must first have a T210/T220 Tarp Control Box taught to it; see Section 4.2.2 if the T210/T220 Tarp Control Box was not already added.

On the remote go into the tarp screen by highlighting 'TARPS' on the home screen and pressing enter or by simply pressing 'Tarp' on the remote until the desired T210/T220 Tarp box is displayed on the screen.

Select the 'EDIT UNIT' line in the Tarp screen. In this screen there is a line that reads 'ADD REMOVE A CHILD' using the arrows move down until this line is highlighted and press enter.

Go to one of the Lights components which will be controlled by the T210/T220 Remote Box. Press and hold the teach button for at least 7 seconds and then while still holding the teach button press enter on the remote while the line 'ADD A CHILD' is highlighted.

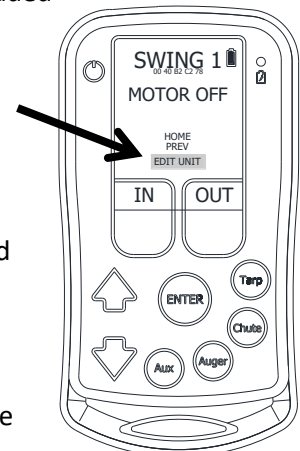


If the component successfully adds to the T210/T220 Remote Box then that unit will appear in a new line under the 'SCROLL PAGE' line. Repeat this step for each light component that is desired to be operated by the T210/T220 Remote box. There is one more step before the lights button on the T210/T220 Remote Box will be functional.

Note: To remove a child scroll down to the child to be removed and press the button under 'DEL'.

Create a Light Screen and add all the components that are to be run by the T210/T220 Remote Box to that screen (or navigate to an existing screen with all those components already added to it). See Section 9.3 for further instruction on how to accomplish this.

Once the Lights screen has been created or located select the 'EDIT UNIT' line. Press the button under 'MORE'. A screen with the line 'COPY SCREEN to UR' should appear.



Go to the T210/T220 Remote box and press and hold the teach button until the red LED light above the button illuminates. While still holding the teach button press enter on the remote. If this step was successful then a message reading 'SCREEN COPIED' will appear above the 'COPY SCREEN to UR' line. The button on the T210/T220 Remote Box should now be able to control the lights. Note: If a message

saying 'SOME NOT BONDED' appears then it is likely the case where not all the units that were on the lights screen were added as children to the T210/T220 Remote Box. Only the units that were added as children will be able to be controlled by the T210/T220 Remote Box.

9.5 Operating the Swing Auger

Enter into the Swings Menu by using the 'Aux' function button on the side of the remote or by selecting 'AUXILIARY' from the Home Screen.

If the swing auger desired to be controlled is not 'SWING 1' continue pressing the 'Aux' button to cycle through the different swing augers and lights. Note: Swing augers and lights both share the Auxiliary menu.

Once on the correct swing auger screen, press one of the operating buttons under the 'IN' or 'OUT' on the screen to operate the motor.

If the direction of the motor is backwards to the remote, see Section 9.6.2 on Reversing Motor Direction.

9.6 Swing Auger Edit Menu

To get into the swing auger 'Edit Unit' Menu, enter into the Swing Menu by using the 'Aux' function button on the side of the remote or selecting 'AUXILIARY' from the Home Screen. Use the up or down arrow to select / highlight 'Edit Unit' and press 'Enter'.

From there it will be possible to remove a swing auger receiver, change motor direction, edit the description, and find the hardware and firmware version.

9.6.1 Removing a Swing Auger Receiver

It is possible to remove receivers that have been paired to the remote.

Enter the 'Edit Unit' menu. 'Remove Unit' should be highlighted. Press 'Enter' to remove the unit. The remote screen will ask for verification that the swing auger receiver is to be removed.

Press the operating button under 'Yes' to completely remove it. It is possible to re-add a swing auger receiver that has been removed from the remote.

9.6.2 Reversing Motor Direction

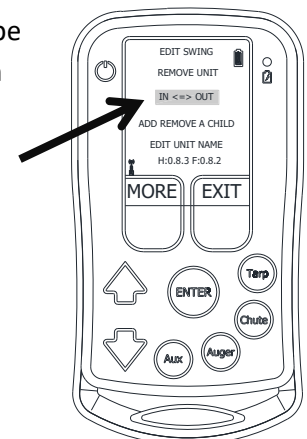
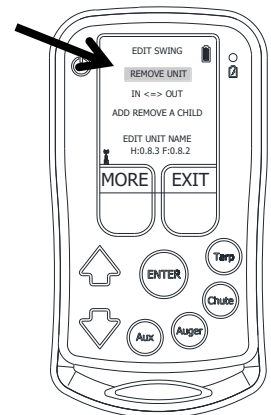
Once the remote is paired to a swing auger system the 'IN' and 'OUT' buttons may be backwards. Simply change the direction using the remote, without having to switch any wires.

Enter the 'Edit Unit' of the swing auger which needs to be changed to change the direction of the motor.

Use the up and down arrows and select 'IN <=> OUT' and press 'Enter'.

The screen will change to 'OUT <=> IN', this changed the direction of the motor.

Press 'Exit' to return to the swing auger Screen.



9.6.3 Changing the Unit Name

The main name will always be 'SWING 1' or 2 or 3 etc. but the description below it can be customized to represent a trailer or location. The new name can be a maximum of 8 characters long.

Enter into the 'Edit Unit' of the swing auger to change the name.

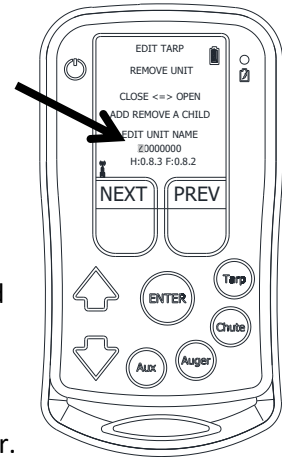
Use the up and down arrows to select 'Edit Unit Name' and press 'Enter'.

A box will appear around the first letter on the left side of the screen. Use the 'Next' and 'Prev' to scroll through the characters. The available characters include 0-9, the Alphabet, and a blank space.

Once the correct character is set, press the down arrow to advance to the next character.

When done, press 'Enter' to save the changes.

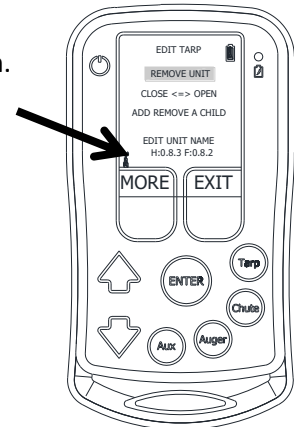
Press 'Exit' to return to the Swing screen, and the new name is visible underneath 'SWING 1'.



9.6.4 Locating the Hardware and Firmware Version

Enter into the 'Edit Unit' of the Swing Auger to find the hardware and firmware version.

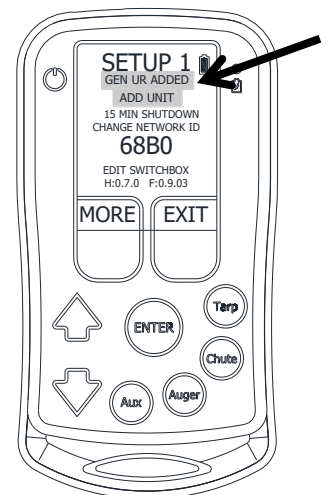
The bottom line of the 'Edit Unit' states the hardware and firmware version. For the diagram the hardware version is 0.8.3 and firmware 0.8.2.



10 MIC 210 Grain Truck Component Operation

The main components on the grain truck box can all be controlled by one remote using Michel's Integrated Wireless Technology. The three components which this section refers to are the electric tarp, the chute gate opener, and the hoist.

The grain truck components will all be added to the remote at the same time. To add the components to the remote go to the 'SETUP' menu on the home screen of the remote and press 'ENTER'. Make sure the 'ADD UNIT' line is highlighted. Press the 'Teach' button on the MIC210 control box and hold it for at least 7 seconds until the red LED above the button lights up. While still holding the teach button on the control box press 'ENTER' on the remote. If the control box was paired to the remote correctly 'GEN UR ADDED' will appear above the 'ADD UNIT' line on the remote. At this point all of the components (tarp, gate opener, and hoist) will be added to the remote.



Each component will be operated under its own screen on the remote. The Tarp menu is accessed in exactly the same way as Section 4. On the home screen highlight 'TARPS' and press ENTER. Alternatively, press the Tarp button on the remote. The gate will be listed under 'CHUTES' on the home screen of the remote or 'Chute' on the remote can be pressed to go to the grain truck's gate control screen on the remote. The hoist screen can be accessed under the 'AUXILIARY' menu on the remote. The hoist also can be found by pressing the 'Aux' button on the remote until hoist appears on the remote screen.

Important Notes:

- Removing the unit or changing the unit name in the 'EDIT UNIT' menu of any component of the grain truck will remove the unit or change the unit name for all of the components. Also, any changes in the 'MORE' menu of the 'EDIT UNIT' screen of any of the components will result in the same change for all of the components. This 'MORE' menu should not require any changes to be made by the end-user.
- Any changes made by using reverse direction function in the 'EDIT UNIT' menu will ONLY affect the component to which the changes were made. The other components will NOT be affected by reversing the direction of one component.

10.1 Grain Truck Tarp Menu

The Tarp menu for the grain truck operates identically to a tarp on a tractor-trailer. See Section 5 for further instruction. There is only one slight difference, see the [Important Notes](#) in Section 8.

10.2 Chute Gate Opener Menu

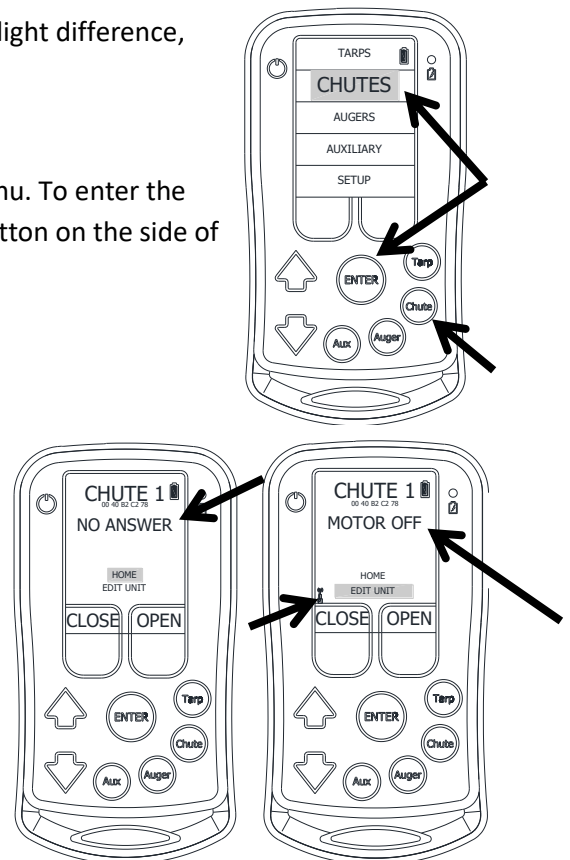
This Chute Gate Opener Menu operates similar to the Tarp Menu. To enter the Chute Gate Opener Menu, simply press the 'Chute' function button on the side of the remote or select 'CHUTES' from the Home Screen.

The Chute Gate Opener Menu allows a person to:

- Open or Close the chute gate.
- Edit Unit which allows changes to the description, reverse the direction of motor, remove the unit, and find the hardware and firmware version. [See the Important Notes](#) in Section 8.
- Return to the Home Screen.

After entering the Chute Gate Opener Menu the screen will show whether or not there is communication with the control box. If the screen displays 'Motor Off' and displays an antenna symbol in the bottom left of the screen, there is communication between the control box and the remote. If 'No Answer' is displayed on the screen and there is no antenna symbol the possible problems are: receiver is out of range, receiver is not powered on, or the wrong unit is selected.

Note: If the remote has been connected to the receiver and is then moved out of range, the screen will continue to say 'Motor Off' even if the 'Open' and 'Close' buttons are pressed.



10.2.1 Operating the Chute Gate Opener

Enter into the Chute Gate Opener Menu by using the 'Chute' function button on the side of the remote or selecting 'CHUTES' from the Home Screen.

Press one of the operating buttons under the 'Close' or 'Open' on the screen to operate the chute gate.

If the direction of the chute gate opener is opposite to the remote, see Section 10.2.2.2 Reversing Motor Direction.

10.2.2 Chute Gate Opener Edit Menu

To get into the Chute Gate Opener 'EDIT UNIT' Menu, enter into the Chute Gate Opener Menu by using the 'Chute' function button on the side of the remote or selecting 'CHUTES' from the Home Screen. Use the up or down arrow to select / highlight 'EDIT UNIT' and press 'Enter'.

In the 'EDIT UNIT' menu it is possible to remove a control box receiver, change motor direction, edit the description, and find the hardware and firmware version. [See the Important Notes](#) in Section 8.

10.2.2.1 Removing the Chute Gate Opener Control Box

It is possible to remove receivers which have been paired to the remote.

Enter the 'Edit Unit' menu. 'Remove Unit' should be highlighted. Press 'Enter' to remove the unit. The remote screen will ask for verification that the MIC210 receiver is to be removed.

Press the operating button under 'Yes' to completely remove it. It is possible to re-add a MIC210 receiver that has been removed from the remote.

See the [Important Notes](#) in Section 8.

10.2.2.2 Reversing Chute Gate Opener Direction

Once the remote has been taught to the control box the 'Open' and 'Close' buttons may be backwards. Simply change the direction using the remote without switching any wires.

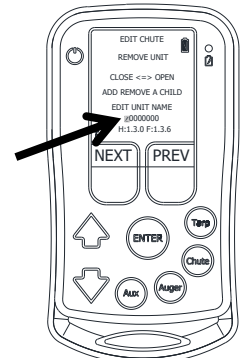
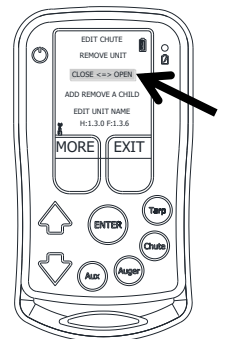
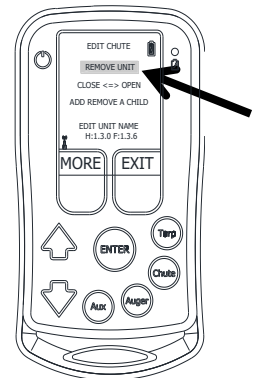
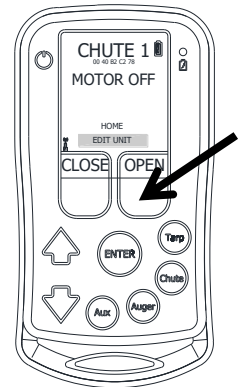
Enter the 'Edit Unit' menu of the chute gate opener to change the direction of the motor by pressing 'Chute' on the side of the remote or by selecting 'CHUTES' from the Home Screen.

Use the up and down arrows and select 'Close <=> Open' and press 'Enter'. The screen will have changed to 'Open <=> Close', this changed the direction of the motor.

Press 'Exit' to return to the Chute Gate Opener Screen.

10.2.2.3 Changing the Unit Name

The main name will always be 'CHUTE 1' or 2 or 3 etc. but the description underneath of it can be customized to represent a specific truck or location, etc. The new name can be a maximum of 8 characters long. [See the Important Notes](#) in Section 8.



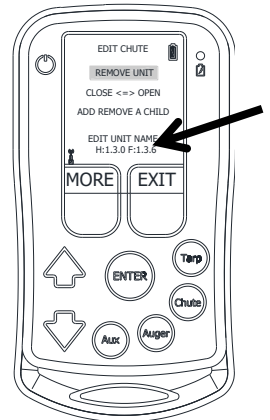
Enter into the 'Edit Unit' menu of the Chute Gate Opener to change its name.

Use the up and down arrows to select 'Edit Unit Name' and press 'Enter'. A box will appear around the first letter on the left side of the screen. Use the 'Next' and 'Prev' to scroll through the characters. The characters which can be chosen from are the numbers 0-9, the Alphabet, and a blank space. Once the correct character is set, press the down arrow to advance to the next character. When finished, press 'Enter' to save the changes. Press 'Exit' to return to the Chute Gate Opener screen. The new name will now appear below 'CHUTE 1'.

10.2.2.4 Locating the Hardware and Firmware Version

Enter into the 'Edit Unit' of the Chute Gate Opener to find the version of hardware and firmware.

The bottom line of the 'Edit Unit' states the hardware and firmware version. For the diagram the hardware version is 1.3.0 and firmware 1.3.6.

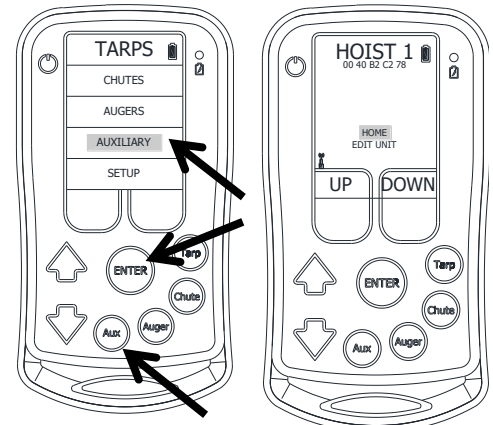


10.3 Hoist Menu

The Hoist Menu operates similar to the Tarp Menu. To enter the Hoist Menu, simply press the 'Aux' function button on the side of the remote or select 'AUXILIARY' from the Home Screen.

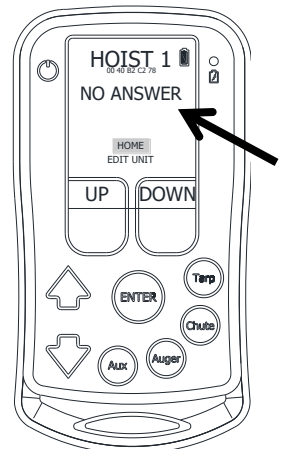
The Hoist Menu allows a person to:

- Move the box of the grain truck Up or Down
- Edit Unit which will allow changes to the description, reverse the direction of the hoist, remove the unit, and find the hardware and firmware version. [See the Important Notes](#) in Section 8
- Return to the Home Screen.



After entering the Hoist Menu, the screen will show whether or not there is communication with the control box. If the screen display is blank and displays an antenna symbol in the bottom left of the screen then there is communication between the control box and the remote. If 'No Answer' is displayed on the screen and there is no antenna symbol the possible problems are: receiver is out of range, the receiver is not powered on, or the wrong receiver selected.

Note: If the remote has been connected to the receiver and is then moved out of range, the screen will continue to be blank even if the 'UP' and 'DOWN' buttons are pressed.



10.3.1 Operating the Hoist

Enter into the Hoist Menu by using the 'Aux' function button on the side of the remote or selecting 'AUXILIARY' from the Home Screen.

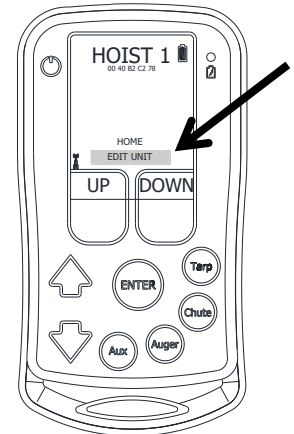
Press one of the operating buttons under the 'UP' or 'DOWN' on the screen to operate the hoist.

If the direction of the hoist is opposite to the remote, see Section 10.3.2.2 Reversing Hoist Direction.

10.3.2 Hoist Edit Menu

To get into the Chute Gate Opener 'EDIT UNIT' Menu, enter into the Chute Gate Opener Menu by using the 'Chute' function button on the side of the remote or selecting 'CHUTES' from the Home Screen. Use the up or down arrow to select / highlight 'EDIT UNIT' and press 'Enter'.

In the 'EDIT UNIT' menu it is possible to remove a control box receiver, change motor direction, edit the description, and find the hardware and firmware version. See the [Important Notes](#) in Section 8.



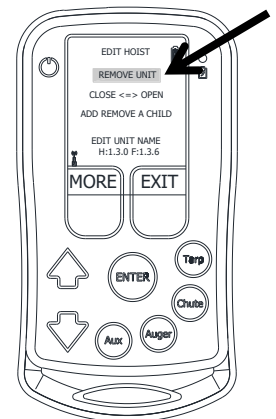
10.3.2.1 Removing the Hoist Control Box

It is possible to remove receivers which have been taught to the remote.

Enter the 'Edit Unit' menu. 'Remove Unit' should be highlighted. Press 'Enter' to remove the unit. The remote screen will ask for verification that the MIC210 receiver is to be removed.

Press the operating button under 'Yes' to completely remove it. It is possible to re-add a MIC210 receiver that has been removed from the remote.

See the [Important Notes](#) in Section 8.



10.3.2.2 Reversing Hoist Direction

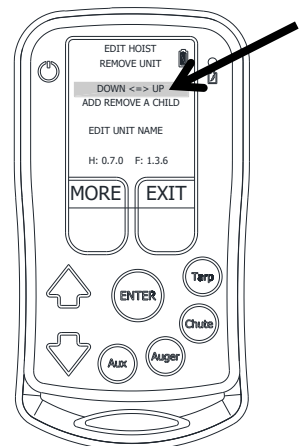
Once the remote has been taught to the control box the 'UP' and 'DOWN' buttons may be backwards. Simply change the direction using the remote without switching any wires.

Enter the 'Edit Unit' menu of the chute gate opener to change the direction of the motor by pressing 'Aux' on the side of the remote or by selecting 'AUXILIARY' from the Home Screen.

Use the up and down arrows and select 'UP <=> DOWN' and press 'Enter'

The screen will change to 'DOWN <=> UP', this changed the direction of the hoist.

Press 'Exit' to return to the Hoist.



10.3.2.3 Changing the Unit Name

The main name will always be 'HOIST 1' or 2 or 3 etc. but the description below it can be customized to represent a specific truck or location, etc. The new name can be a maximum of 8 characters long. See the [Important Notes](#) in Section 8.

Enter into the 'Edit Unit' menu of the hoist to change its name.

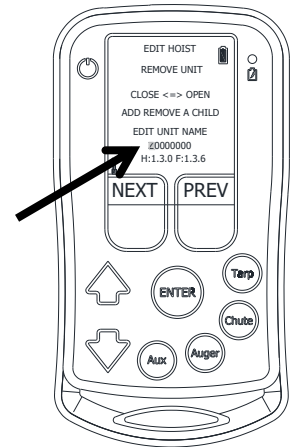
Use the up and down arrows to select 'Edit Unit Name' and press 'Enter'.

A box will appear around the first letter on the left side of the screen. Use the 'Next' and 'Prev' to scroll through the characters. The characters which can be chosen from are the numbers 0-9, the Alphabet, and a blank space.

Once the correct character is set, press the down arrow to advance to the next character.

When finished, press 'Enter' to save the changes.

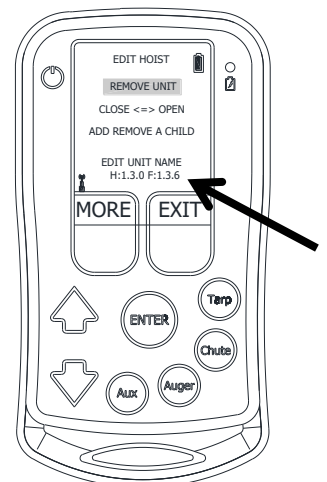
Press 'Exit' to return to the Hoist screen. The new name will now appear below 'HOIST 1'.



10.3.2.4 Locating the Hardware and Firmware Version

Enter into the 'Edit Unit' of the hoist to find the version of hardware and firmware.

The bottom line of the 'Edit Unit' states the hardware and firmware version. For the diagram the hardware version is 1.3.0 and firmware 1.3.6.



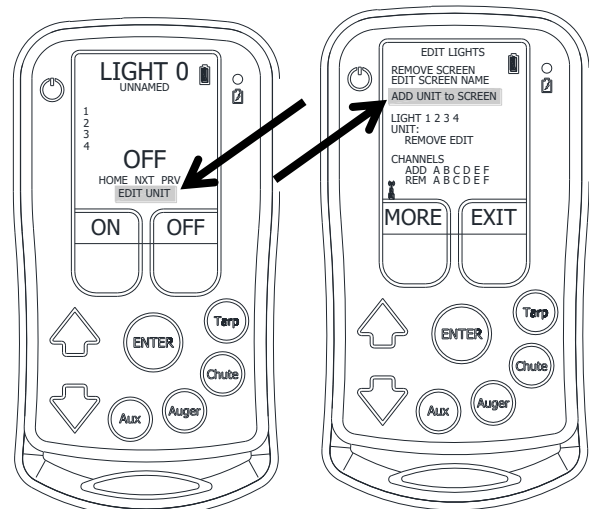
11 Editing a Light Screen

Adding Unit

After creating a Light Screen, light channels must be added to the screen. Scroll with the arrow keys to 'EDIT UNIT' and press 'ENTER'.

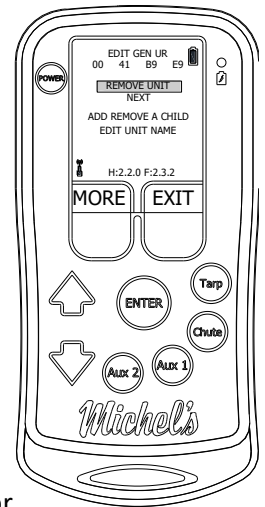
Press and hold the teach button of the unit that has lights for at least 7 seconds. While still holding the teach button highlight the 'ADD UNIT to SCREEN' and press enter. If the unit is properly added to the screen then the number '1' beside 'LIGHT' will turn from blue to black.

Press the button below 'EXIT' to exit the 'EDIT UNIT' screen and return to the 'LIGHT 0'. The Light Kit should be added to the first line in this screen. **Note:** The first unit added that has lights will automatically create a new lights screen and add that unit to the lights screen.



12 Editing a GEN UR Unit

After adding a GEN UR unit as described in Section 3.1.1, you can begin to configure the unit by entering into the Edit Gen UR screen from the 'Setup 2' screen (see Section 3.2.4). The default unit name will be a string of numbers and letters that give the unit a unique identifier. The commands that are available on this screen include removing the unit from the remote memory, cycling to the next Gen UR unit (if more than one unit is paired with a remote), adding or removing a child unit, and editing the unit name. You can also view the hardware and firmware version of the Gen Ur unit. The button under "MORE" on the screen will bring up the channel configuration page, and the button under "EXIT" will return to the Home screen.



12.1 Removing a GEN UR Unit

Using the Arrow keys, select the "Remove Unit" option and press 'ENTER'. The prompt will change to "ARE YOU SURE?" and the function buttons will allow the user to select either Yes or No.

12.2 Toggling to the Next Gen UR unit

Select the "Next" option and press 'Enter'. The remote is now set to communicate with the new unit of the name displayed at the top of the screen.

12.3 Adding or Removing a Child Unit

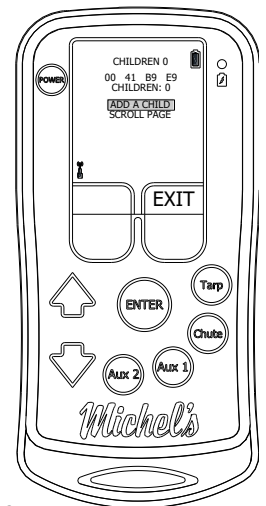
To add a Child unit to the Gen UR, press and hold the teach button on the device that you wish to add. While continuing to hold the teach button press 'ENTER' on the remote while the 'ADD A CHILD' option is selected.

To remove a child unit, scroll down to the appropriate child unit, and press the button under 'DEL'.

If there are more Child Units linked to the Gen UR device, the option 'SCROLL PAGE' will cycle through the list.

12.4 Edit Gen UR Unit Name

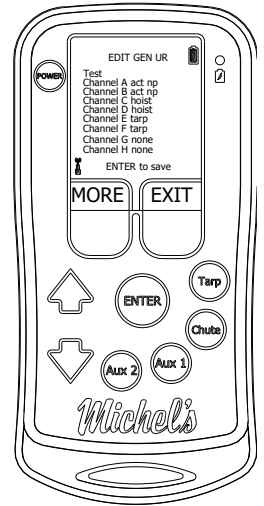
Selecting this option will allow a user to give the Gen UR unit a unique, meaningful name. After selecting this option with the Arrow Keys and pressing 'ENTER', the first text box will be highlighted. Using the buttons under 'NEXT' and 'PREV' on the screen will cycle through the available characters. Pressing the down arrow will advance to the next character space, and the up arrow will either return to the previous character space, or if on the first character space it will exit the editing process. Pressing 'ENTER' will save the changes to the name and exit the editing process.



12.5 Edit Gen UR Channel Configuration

To enter this screen, press the button under 'MORE' when in the Edit Gen UR screen. This screen allows for the channels to be configured for the specific task that they will be used for. Each channel can be set to one of the following channel assignments:

- none
- light
- auger
- conveyor (convey)
- tarp [Dual Direction]
- chute [Dual Direction]
- swing [Dual Direction]
- actuator (act) [Dual Direction]
- act np (actnp) [Dual Direction]
- p bender (pbend) [Dual Direction]
- hoist [Dual Direction]
- indicate (ind)
- gen dir (g dir)
- onoff ch (onoff)



Abbreviated names are used for Channels F, G, and H. The channel configurations that are dual direction require that they are used in pairs, and those pairs must be set to A and B, C and D, E and F, or G and H.

To change a channel assignment, use the arrows to scroll to the desired channel, and then press the button under 'NEXT' to scroll through the available list of channels. Press 'Enter' to save any changes before exiting the screen.

This screen also has a selection named 'Test' that performs a radio check.

12.6 Edit Gen UR Channel Configuration 2

From the Edit Gen UR channel configuration screen with Test highlighted, press the button under 'MORE'. This will display the list of channels again, but with 'SC *' (where * can be 0-9, A or X) between the channel identifier and the assigned channel type. This allows for the On/Off Channels to be grouped together onto screens with unique identifiers of 0-9 or A. The other channel types cannot be changed and are identified with an X. Each screen can accommodate up to 3 On/Off Channels. More than 3 channels can be assigned to a screen, but only the first 3 channels assigned to that screen will be displayed on the screen. To change the screen that an On/Off Channel is assigned to press the button under 'NEXT' on the screen. Press 'Enter' to save any changes before exiting the screen.

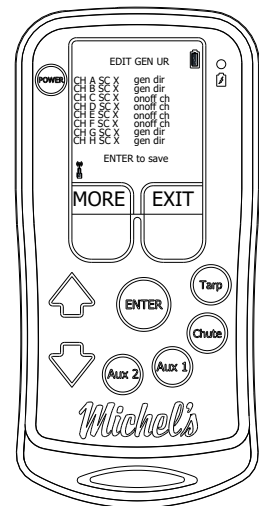
When on a channel that has an 'X', there is an option to press 'MORE'. Selecting this option will enter the Keylock configuration screen.

12.7 Keylock Configuration Screen

This feature will not be supported in future versions of the firmware.

This screen allows for the behaviour of the physical buttons on the GEN UR unit to be changed. Changing this setting does NOT change the behaviour of the remote.

The three options that are available are 'none', 'teach', and 'double'.



The default option is 'none', which allows the channels to be triggered with a single press of a button. The other two options, 'teach' and 'double' require more than a single button press to activate a channel. Using the 'teach' option requires that that 'Teach' button be held for 3 seconds. The LED indicator beside the Teach button will activate and then flash when the teach button is released. This will allow the channel buttons to be active. There is a 5-minute timeout after which the teach LED will go solid, and the channel buttons are no longer active. NOTE: This state looks identical to having the unit in 'Teach Mode', but it will not Teach to another remote unless the 'Teach' button is pressed for 10 seconds. To reactivate the channel buttons from this state, press and hold the 'Teach' button for 3 seconds.

By changing the keylock setting to 'double' the user must double press the channel buttons to activate the channel.

13 Warranty

Michel's Industries warrants their products for a period of one year from date of purchase. Any parts returned to Michel's Industries LTD. will be shipped prepaid by the customer and will be returned F.O.B. St. Gregor, Sk. Canada. We will not assume responsibility for shipping, labor or travel expenses. Please Note: We reserve the right to make improvements; therefore, specifications are subject to change without notice.

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