



S-5 Bulk Fill System User's Manual



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S-5 Bulk Filler System

What is the Logical Machines S-5?

The S-5 is used to fill containers with an operator specified amount (weight) of product from a supply hopper. It can be used in **Automatic** mode where the Logical Controller II determines the operating parameters or in **User** mode where the operator supplies the operating parameters.

In **Automatic** mode, the operator tells the Logical Controller II how much product he/she would like in the container, places a container on the scale, and presses the foot switch. The S-5 will automatically “learn” how to fill the container, optimizing for accuracy and speed.

In **User** mode the operator can manually input all of the machine parameters. With a little experience **User** mode can be quicker and more accurate than **Automatic** mode.

Unpacking & Assembling Your New S-5

Some setup is necessary when unpacking and assembling your S-5 for the first time.

Remove packing material

- Install the 4 casters on the bottom of the machine. Use a 9/16” wrench to tighten.

Reposition the controller box

- Unbolt the controller from its traveling position. Using the same nut and bolt mount it on the right front vertical tube of the chassis using the 1/4” hole. The toothed nut should be in contact with the square tube chassis. This will require two 7/16” wrenches.

Attach compressed air supply (if required)

- The S-5 only requires compressed air if it's equipped with an optional Dribble Feed Gate. The regulator is preset factory at 25-30psi. A 1/4” female industrial quick disconnect coupler is required to connect compressed air to the S-5.

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Plug in the controller

Plug the power cord into a 120V outlet. Due to the high precision of our Controller, we recommend using a power conditioner if available.

Getting to know the S-5

Supply Hopper

This large stainless steel hopper is where you will put your bulk product.

Supply Hopper Gate

This is an adjustable gate located on the Supply Hopper that controls the level of the product flowing on the Feed Pan. The S-5 comes with two different size Supply Hopper Gates.

Feed Pan/Vibrator Assembly

The product flows down from the Supply Hopper onto the Feed Pan. The vibrator shakes the Feed Pan moving the product into the Discharge Funnel and ultimately into the container.

Optional Dribble Gate

The purpose of the optional Dribble Gate is to restrict the flow of product during the dribble cycle.

Discharge Funnel

The product flows into your container through the Discharge Funnel. These are available in a variety of sizes.

Logical Controller II

The Logical Controller II is the “brain” of the S-5. It controls the speed of the vibrator motor and interfaces with the operator through the footswitch, keypad, and LCD screen.

Table

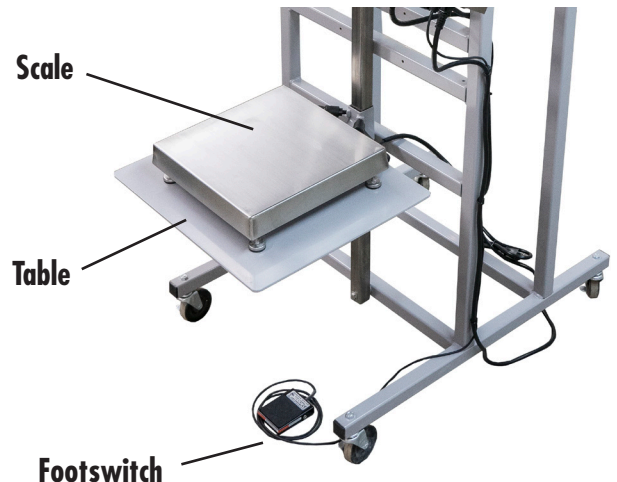
The Table raises and lowers to give the operator a place to put his/her container while the S-5 fills it. It slides up and down on a Guide Tube, and, once at a comfortable height, it can be locked in place with two Table locking screws with ratcheting handles.

Scale

The Scale sits on the Table. It connects to the bottom of the Logical Controller II. The operator places the container on top of the Scale where the container is filled by the S-5. The Controller communicates with the Scale to always know the weight of product in the container being filled.

Footswitch

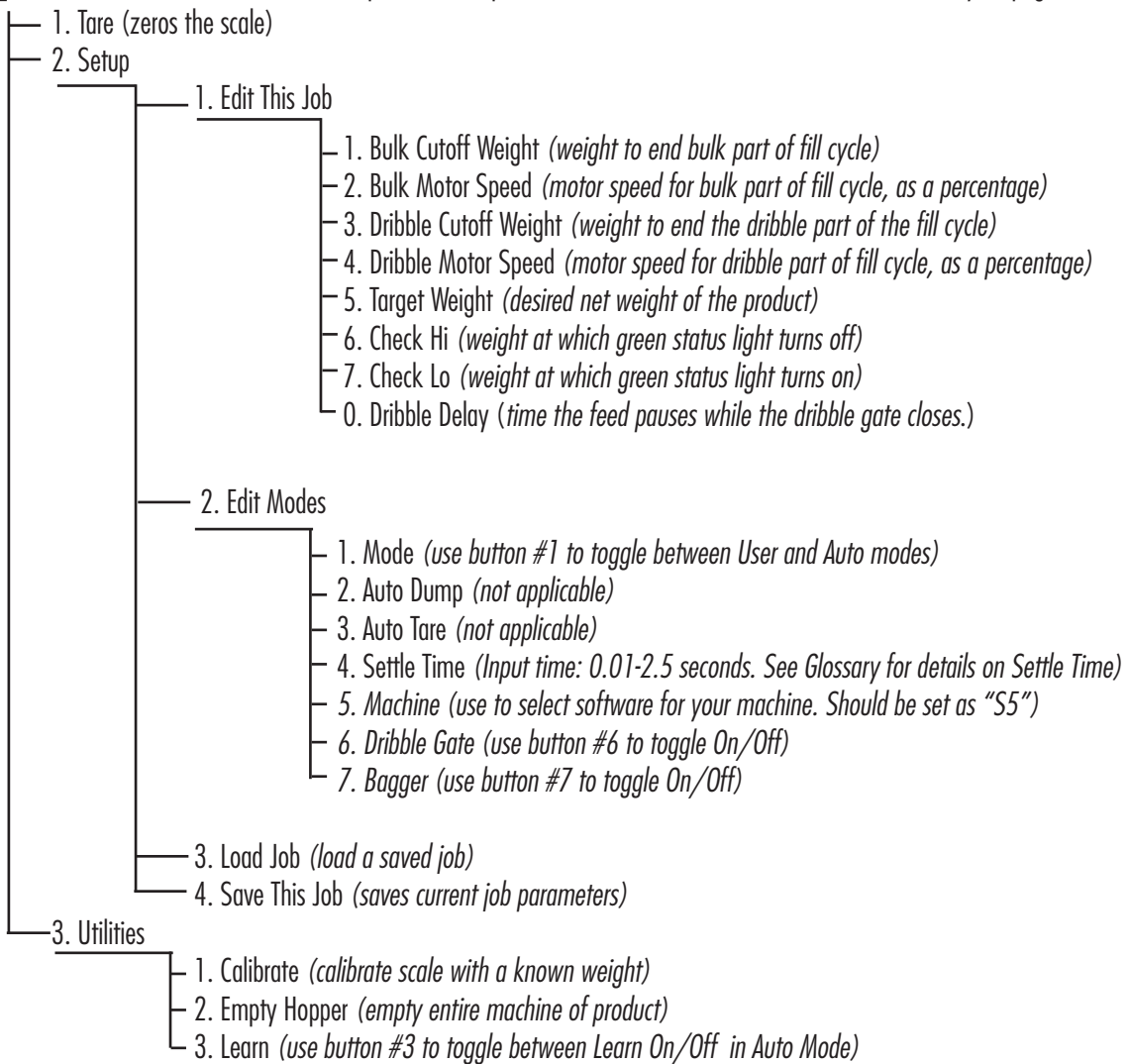
The footswitch will normally sit on the floor. It is used by the operator to start a fill cycle. If it is pressed before the container is filled, the S-5 will pause. Pressing the footswitch again will resume the fill cycle.



Controller Menu Tree

Home Screen

(Expanded descriptions of all menu items can be found in the Glossary on page 13.)



Getting to Know the S-5 Logical Controller II

Power Switch

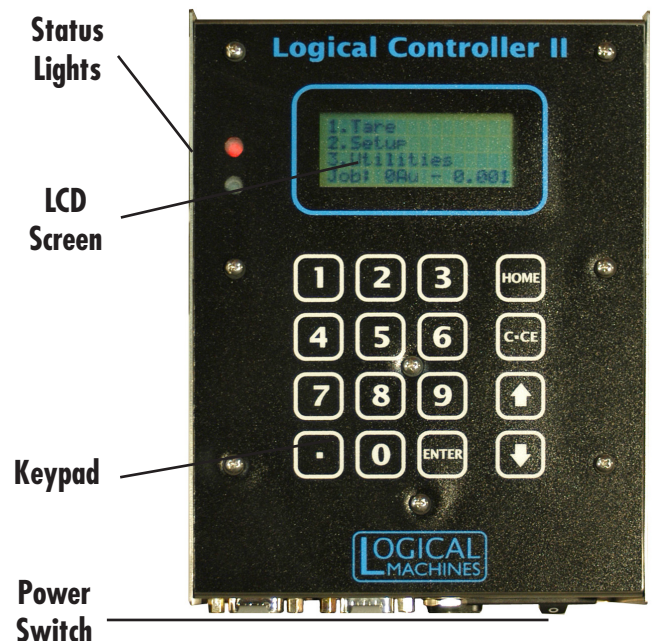
The power switch is located on the bottom of the Controller.

LCD Screen

The LCD screen is a 4 line by 16 character display that is used by the controller to communicate to the user.

Keypad

The Keypad is used by the operator to communicate with the Controller. The keys **0** thru **9**, **."** and **ENTER** are used to make menu selections and to enter values. The **C/CE** key is used to clear an accidentally entered value while entering a new parameter. The up and down arrow keys are used for



scrolling through menus or data. The **HOME** key takes you back to the main menu from any screen at anytime. For example, no matter what screen you are on, pressing **HOME, 1** will tare the scale. Pressing **HOME, 2, 4** will save the current job.

Fuse

The fuse is located in the power entry block next to the power switch. The power cord must be removed to replace the fuse. If there is no display when the power switch is turned on, remove the fuse and visually inspect the condition. If the fuse is blown, replace it with a fuse of the correct value (4 amps). Your new machine includes a spare fuse in the power entry block.

Operating Your S-5

Tare the Scale

With nothing on the Scale, press **HOME, 1** to tare or zero out the Scale. After doing this, the weight display should read “0.000” (fig. 1). Note that, due to the sensitivity of our weighing equipment, you may find that a breeze or vibration from other machinery may cause a fluctuation of 0.001 or so.

Confirm Calibration on your S-5

Place a **known weight*** on the Scale and check the accuracy. You should see the weight of your known weight displayed in the lower right hand corner of the display. From the factory the S-5 is calibrated in pounds. If you find that the Controller is not displaying the correct weight, or if you want to calibrate your machine in a different unit of measure, see page 12 for calibration instructions. If, after calibration your S-5 is reading a negative weight or zero weight, see the “Tips from the Experts” section located at the end of this manual.

*What’s a “**known weight**”? A known weight can be any object – a calibration weight, a book, a shoe, your watch – as long as you know how much it weighs.

Press: HOME, 1

Fig. 1: Home screen indicating that scale has been tared to zero

1.Tare
2.Setup
3.Utilities
Job:1Us 0.000

User Mode

We recommend that new users familiarize themselves by operating the S-5 in User mode, thereby gaining a more complete understanding of how all of the machine's parameters work together. When using the Logical Controller II in **User** mode, the operator must input all of the job parameters.

The Fill Process

In **User** mode, the Logical Controller II fills a major portion of the target weight at a high speed (**Bulk Speed**) until it reaches a specific weight (**Bulk Cutoff**). It then operates at a slower speed (**Dribble Speed**) until it reaches a terminal weight (**Dribble Cutoff**). The terminal weight is usually a bit less than the target weight because a small amount of product is in free-fall.

For example, if an operator was filling bags with 5 pounds of rice, they might program the Controller to fill the first 4.75 pounds at a high vibrator motor speed. The Bulk Cutoff could be 4.75 pounds and the Bulk Speed might be 70% of full motor speed. The remaining 0.25 pounds of product may then get filled at a lower vibrator motor speed. The operator might program a Dribble Speed of 40% and a Dribble Cutoff of 4.98 pounds guessing that the final 0.02 pounds will fall into the container after the controller turns off the vibrator motor.

The following is a step-by-step description of operating the S-5 in **User** mode.

Turn on the Logical Controller II

Every time the Logical Controller II is turned on, the LCD screen displays a short "splash" screen (fig. 2) that indicates the machine model number and software revision number. You should see a line like "S5 Rev 2.071". In this example, "S5" tells you that the Controller is setup for the Model S-5 machine. If this first part shows "S4", "S6" or "S7", refer to the Glossary section at the end of the manual to change it to "S5". The "Rev 2.071" indicates the software revision in the Controller (2.071 in this example). Write this down so that if you need to call Logical Machines with a question, we will know which machine and software revision you have.

Once the "splash" screen has passed, the Home screen (fig. 3) will show a short menu, a "Job Number", an indication of whether the current job is **Automatic** or **User**, and the weight indicated by the scale.

A "Job" is a set of parameters that tell the Controller how to fill a specific container with a particular amount of product. The "Job Number" is the job currently being used. The Controller can store several Jobs that the operator has setup and saved in its memory. The operator can recall these jobs later. All saved Jobs are retained when the power is removed.

There are 2 characters after the job number. They will either be "Au" indicating that the currently loaded Job is an **Automatic** mode job or "Us" indicating the current job is a **User** mode job. An **Automatic** Job means the Controller will constantly adjust the job parameters during operation and a **User** Job will use fixed operator supplied parameters and will make no adjustments.



Bulk Speed, Bulk Cutoff, Dribble Speed, Dribble Cutoff—these can be confusing terms! You can think of it this way:

Imagine that you're piloting a motor boat across a big lake with a load of stuff. As you're crossing the lake to your destination, you want to go quickly so your boat's throttle is opened up and you're going fast (your **Bulk Speed**). As you approach the dock, you have to start slowing down (so you don't crash!) so you pull back on the throttle to get to a safe speed as you near the dock (your **Dribble Speed**).

Bulk Cutoff simply refers to the weight at which the machine will go from Bulk Speed to its Dribble Speed (you're approaching the dock...) **Dribble Cutoff** is the weight at which the motor shuts off (you're at the dock...) allowing the last of the product that has left the feed pan to fall into your container.

Example Starting Parameters:

Target weight 1.25lb
Bulk Cutoff 0.95lb
Bulk Speed 65%
Dribble Cutoff 1.23lb
Dribble Speed 40%

You can use these ratios as a starting point for most products

Fig. 2: Startup "splash" screen showing controller software version number

Logical Machines
S5 Rev 2.071

Fig. 3: "Home" screen showing Job Number, Automatic or User modes, and weight of product currently on scale

1. Tare
2. Setup
3. Utilities
Job: 0Us 0.000

Job Number

Mode Indicator

Current Weight

The weight of the product currently in the Scale will be shown on the bottom right corner of the LCD screen. When the Scale is connected, you should be able to make this weight change by pressing on the Scale.

Load a Job

For this example we will load Job number 1. To load Job number 1 from the controllers memory press **HOME, 2, 3** to get to the Load Job screen (fig. 4). You will be asked to input the Job Number that you want to load. Press **1** and then **ENTER** to load the parameters currently saved in Job 1. After pressing **ENTER** you will be returned to the Home screen. Notice that the bottom line of the display starts with "Job: 1" (fig. 5). This is telling you that Job Number 1 is being used.

Operating Modes

Now we need to confirm that the Controller is operating in **User** mode for this Job. This causes the Controller to use operator supplied parameters. Press **HOME, 2, 2** to get to the "Edit Modes" menu (fig. 6). The first item in this menu should be "Mode". If necessary, press **1** to toggle the mode from "Auto" to "User".

While you are in this menu, notice the other menu items. Press **4** to input the Settle Time. This is the time given to the controller to evaluate the final weight. We have found that 1.0 second is a good settle time for most products.

Arrow down to the second page in the Edit Modes menu. Here you will find settings for your machine type which should read "S5". You will also see the option to turn the Dribble Gate on/off and the Bagger on/off. If your machine is equipped with a Dribble Gate, toggle the Dribble Gate "On" using **6**. Bagger should only be used if your machine is integrated with a conveyor or bagger machine.

Once you have confirmed the above settings or made changes to the operating modes, press **HOME** to go back to the Home screen.

Set the Bulk Cutoff Weight

If we are running the Job described above we will want to input the Bulk Cutoff weight of 4.75 lbs. Press **HOME, 2, 1** to get to the Edit Job menu. Press **1** to edit the Bulk Cutoff Weight (fig. 7). If you make a mistake while entering the parameter, press **C/CE** to clear your entry and reinput the parameter. Input the desired Bulk Cutoff Weight and press **ENTER** to confirm. (Your Model S-5 comes calibrated in pounds. If you wish to change to a different unit of measure, see the section on calibration.) You will be returned to the Edit Job menu. You can use the arrow keys to view all of these parameters.

Set the Bulk Speed

If you are not already at the Edit Job menu, press **HOME, 2, 1**. Press **2** to edit the Bulk Speed (fig. 8). Input the desired Bulk Speed and press **ENTER** to confirm. (Both Bulk and Dribble speeds are displayed as a percentage. In this case, full speed is 99%.)

Press: Home, 2, 3

Fig. 4: Load Job screen

```
ENTER Job Number
Current:      0
Input(0-99)->1
```

Press: 1, ENTER

Fig. 5: Home screen
indicating Job 1 is current
job number

```
1.Tare
2.Setup
3.Utilities
Job:1Us      0.000
```

Press: HOME, 2, 2; then press 1 to toggle mode

Fig. 6: Edit Modes screen
with mode toggled to
"User"

```
1.Mode = User
2.AutoDump = N/A
3.AutoTare = N/A
4.Settle = 1.00
```

```
5.Machine = S5
6.DribGate = 0ff
7.Bagger = 0ff
```

Press: Home, 2, 1; then 1

Fig. 7: Bulk Cutoff Weight
edit screen. Input value
here

```
Bulk Cutoff
Current:0.400
Input->
```

Press: 2, 1; then 2

Fig. 8: Bulk Speed edit
screen. Input value here

```
Bulk Motor Speed
Current: 99
Input->
```

Set the Dribble Cutoff Weight

If you are not already at the Edit Job menu, press **HOME, 2, 1**. Press **3** to edit the Dribble Cutoff weight (fig. 9). Input the desired Dribble Cutoff weight and press **ENTER** to confirm.

Set the Dribble Speed

If you are not already at the Edit Job menu, press **HOME, 2, 1**. Press **4** to edit the Dribble speed (fig. 10). Input the desired Dribble Speed weight and press **ENTER** to confirm.

Set the Target Weight

If you are not already at the Edit Job menu, press **HOME, 2, 1**. (You can use the up and down arrow keys to view all the parameters.) Press **5** to edit the Target Weight (fig. 11). Input the desired Target Weight and press **ENTER** to confirm.

Set Check High & Check Low

If you are not already at the Edit Job menu, press **HOME, 2, 1**. Press the **6** and **7** keys respectively to adjust the Check Hi & Check Lo settings. This sets the weight at which the green light turns on (Lo) and off (Hi). (See the Glossary for a more thorough explanation.)

Save the Job

You should now save the job so that you don't lose job parameters if you turn off the machine or lose power. **The S-5 does not automatically save your job parameters!** To do this simply press **HOME, 2, 4** (fig. 12) This will save all of the current Job parameters so that the next time you load this job from the Controller's memory, it will operate just as it did the last time you saved the job. We recommend that you save your Job anytime you make a change to it.



Be sure to Save your Job! The S-5 will not do it for you!

Tare the Scale

With nothing on the Scale, press **HOME, 1** to tare or zero out the Scale. After doing this, the display should read "0.000" (fig. 13). This removes any offset in the scale so that anything you now put on the scale will be weighed from a value of zero.

Note that, due to the sensitivity of our weighing equipment, you may find that a breeze or vibration from other machinery may cause a fluctuation of 0.001 or so.

Confirm Calibration of the Scale

Place a known weight on the Scale to check the accuracy. You should see the weight of your known weight displayed in the lower right hand corner of the display. From the factory the S-5 is calibrated in pounds. If you find that the Controller is not displaying the correct weight, or if you want to calibrate your machine in a different unit of measure, see page 12 for calibration instructions. If your S-5 is reading a negative weight or zero weight, see the Tips From The Experts section located at the end of this manual.

Press: HOME, 2, 1; then 3

Fig. 9: Dribble Cutoff edit screen. Input value here

```
Dribble Cutoff
Current: 0.490
Input->
```

Press: HOME, 2, 1; then 4

Fig. 10: Dribble Speed edit screen. Input value here

```
Dribble Speed
Current: 40
Input->
```

Press: HOME, 2, 1; then 5

Fig. 11: Target Weight edit screen. Input value here

```
Target Weight
Current: 0.50
Input->
```

Press: HOME, 2, 4

Fig. 12: Setup screen showing "Save This Job" command

```
1.Edit This Job
2.Edit Modes
3.Load Job
4.Save This Job
```

Press: Home, 1

Fig. 13: Home screen indicating that scale has been tared to zero

```
1.Tare
2.Setup
3.Utilities
4.Job:1Us-0.000
```


Put some product in the Supply Hopper

Put your product in the Supply Hopper. It should flow down into the Feed Pan/Vibrator. We recommend filling the Supply Hopper at least half way to achieve consistent flow.

Adjust the Supply Hopper Gate

Adjust the Supply Hopper Gate to a height such that you have the shallowest consistent flow possible. This will give you the greatest control over the flow of product into your container. You may have to adjust this later on.

Put your container on the Scale

Put your container on the Scale and adjust the height of the Table so that the container is just below the Discharge Funnel. Be sure the container is not in contact with the Discharge Funnel or spout (if equipped). Now, with your container sitting on the scale, press **HOME, 1** to tare the scale. (Fig. 14). When filling bags it can be helpful for the bag to extend up around the spout or discharge funnel to assist the bag staying upright during the fill cycle.

Press the Footswitch

Press the Footswitch to start the fill cycle, if equipped the Dribble Gate will open. The Logical Controller II will slowly increase the power to the vibrator as it “learns” how to most efficiently and effectively execute a fill cycle. When the container has been filled, the screen will indicate the job is done and display the weight of the product on the Scale.

Fine Tuning

If you find the vibrator is running very fast and/or it takes a long time for the Weigh Hopper to fill, the Supply Hopper Gate may be restricting the product in the Supply Hopper. On the other hand, if the Weigh Hopper fills quickly and is not very accurate, the Supply Hopper Gate may not be restrictive enough and should be lowered. Generally the Feed Pan should contain one layer of product when the Weigh Hopper is filling. For example, if you are filling a container with beans, you should observe a continuous flow of beans in the Feed Pan, one bean deep that flows smoothly and evenly. If there are gaps or open spots where you can see the bottom of the Feed Pan, you should raise the Supply Hopper Gate. There are two gate sizes included with the machine to allow for more adjustability. For more helpful hints on getting the most out of your S-5 see the “Tips from the Experts” section.

Save the Job

You should now save the job so you don't lose job parameters if you turn off the machine or lose power. **The S-5 does not automatically save your job parameters!** To do this simply press **Home, 2, 4** (fig. 15). This will save all of the current job parameters so that the next time you load this job from the Controller's memory, it will operate just as it did the last time you saved the job. We recommend that you save your Job anytime you make a change to it.



Press: HOME, 1

Fig. 14: Home screen indicating that scale has been tared to zero

1. Tare
2. Setup
3. Utilities
Job: 1Us 0.000

Press: Home, 2, 4

Fig. 15: Setup screen showing “Save This Job” command

1. Edit This Job
2. Edit Modes
3. Load Job
4. Save This Job



Be sure to Save your job! The S-5 will not do it for you!

Automatic Mode

Automatic mode allows the Logical Controller II to adjust itself for optimum performance. This requires the input of only one Job parameter. We will first setup a new job filling 4.75lb containers in **Automatic** mode.

Load a Job

For this example we will load Job number 2. To load Job number 2 from the Controller's memory, press **HOME, 2, 3** to get to the Load Job screen (fig. 16). You will be asked to input the Job number you want to load. Press **2** and then **ENTER** to load the parameters currently saved in Job number 2. Pressing **ENTER** will return you to the Home screen (fig. 17). Notice that the bottom line of the display starts with "Job: 2". This is telling you that job number 2 is being used.

Set the Operating Modes

Now we need to confirm that the Controller is operating in **Auto** mode for this Job. Press **HOME, 2, 2** to get to the "Edit Modes" menu (fig. 18). The first item in this menu should be "Mode". If necessary, press **1** to toggle the mode from "User" to "Auto".

While you are in this menu, notice the other menu items. Press **4** to input the Settle Time. This is the time given to the controller to evaluate the final weight. We have found that 1.0 second is a good settle time for most products.

Arrow down to the second page in the Edit Modes menu (fig. 18). Here you will find settings for your machine type which should read "S5". You will also see the option to turn the Dribble Gate on/off and the Bagger on/off. If your machine is equipped with a Dribble Gate, toggle the Dribble Gate "On" using **6**. Bagger should only be used if your machine is integrated with a conveyor or bagger machine.

Once you have confirmed the settings above to the operating Modes, press **HOME** to go back to the Home screen.

Set Target Weight

Since we are going to run in Automatic mode for this example, the first parameter we need to adjust is the Target Weight. Press **HOME, 2, 1, 5** to navigate to the Target Weight entry screen (fig. 19). This will prompt you to input a Target Weight. Input "4.75" followed by the **ENTER** key. You will now be returned to the Job parameter menu which shows all of the operating parameters. Since we will be running in Automatic mode you will not have to change the Bulk and Dribble Cutoff and Speeds. (You can use the arrow keys to view all of these parameters.)

(Optional) Set Check High & Check Low

If you are not already at the Edit Job menu, press **HOME, 2, 1** to navigate to it. Press the **6** and **7** keys respectively to adjust the Check Hi & Check Lo settings. This sets the weight at which the green light turns on (Low) and off (High). (See the Glossary for a more thorough explanation.)

Press: HOME, 2, 3

Fig. 16: Load Job screen

```
ENTER Job Number
Current:      0
Input(0-99)->
```

Press: 2, ENTER

Fig. 17: Home screen
indicating Job 2 is current
job number

```
1.Tare
2.Setup
3.Utilities
Job:2Au    0.000
```

Press: HOME, 2, 2; then press 1 to toggle mode

Fig. 18: Edit Modes screen
with mode toggled to
"User"

```
1.Mode = Auto
2.AutoDump = N/A
3.AutoTare = N/A
4.Settle = 1.00
```

```
5.Machine = S5
6.DribGate = 0ff
7.Bagger = 0ff
```

Press: HOME, 2, 1, 5

Fig. 19: Target Weight
entry screen with "0.5"
input.

```
Target Weight
Current: 0.500
Input-> 4.75
```

Turn On Learn Mode

The last thing we need to do is to tell the Controller to do a Learn Cycle. The Learn Cycle is done the first time a new Job is run in Automatic mode so the Controller can get a “feel” for how the product flows. The Controller is actually learning on every cycle if it is running in Automatic mode, but for the very first cycle we will tell it to very carefully learn the characteristics of the product and how it flows.

To tell the Controller to “Learn” on the first cycle press **HOME, 3** to go to the “Utility” menu (fig. 20) and then press **3** to toggle the **Learn** mode from “Off” to “On”. Press **HOME** to return to the Home screen.

Save the Job

You should now save the job so that you don’t lose job parameters if you turn off your machine or lose power. **The S-5 does not automatically save your job parameters!** To do this simply press **HOME, 2, 4** (fig. 21.) This will save all of the current Job parameters so that the next time you load this job from the Controller’s memory, it will operate just as it did the last time you saved the job. We recommend that you save your Job anytime you make a change to it.

Tare the Scale

With nothing on the Scale, press **HOME, 1** to tare or zero out the Scale. After doing this, the display should read “0.000” (fig. 22). This removes any offset in the scale so that anything you now put on the scale will be weighed from a value of zero.

Note that, due to the sensitivity of our weighing equipment, you may find that a breeze or vibration from other machinery may cause a fluctuation of 0.001 or so.

Confirm Calibration of the Scale

Place a known weight on the Scale to check the accuracy. You should see the weight of your known weight displayed in the lower right hand corner of the display. From the factory the S-5 is calibrated in pounds. If you find that the Controller is not displaying the correct weight, or if you want to calibrate your machine in a different unit of measure, see page 12 for calibration instructions. If your S-5 is reading a negative weight or zero weight, see the Tips From The Experts section located at the end of this manual.

Adjust the Supply Hopper Gate

Adjust the Supply Hopper Gate to a height such that you have the shallowest consistent flow possible. This will give you the greatest control over the flow of product into your container. You may have to adjust this later on.

Put some product in the Supply Hopper

Put your product in the Supply Hopper. It should flow down into the Feed Pan/Vibrator. We recommend filling the Supply Hopper at least half way to achieve a consistent flow.

Press: HOME, 3; then 3 to toggle mode

Fig. 20: Utility screen with Learn mode toggled to “On”

1. Calibrate
2. Empty Hopper
3. Learn is On
4. Manual Dump

Press: HOME, 2, 4

Fig. 21: Setup screen showing “Save This Job” command

1. Edit This Job
2. Edit Modes
3. Load Job
4. Save This Job



Be sure to Save your Job! The S-5 will not do it for you!

Press: HOME, 1

Fig. 22: Home screen indicating that scale has been tared to zero

1. Tare
 2. Setup
 3. Utilities
- Job: 2Us 0.000



Put your container on the Scale

Put your container on the Scale and press **HOME, 1** to tare the scale (fig. 23). With your container on the Scale, adjust the height of the Table so that the container is just below the Discharge Funnel or Spout (if equipped). When filling bags it can be helpful for the bag to extend up around the spout or discharge funnel to assist with the bag staying upright during the fill cycle.

Press the Footswitch

Press the Footswitch to start the fill cycle, if equipped the Dribble Gate will open. The Logical Controller II will slowly increase the power to the vibrator as it “learns” how to most efficiently and effectively execute a fill cycle. When the container has been filled, the screen will indicate the job is done and display the weight of the product on the Scale. You will notice that the second cycle runs much more quickly than the first.

Fine Tuning

If you find the vibrator is running very fast and/or it takes a long time for the Weigh Hopper to fill, the Supply Hopper Gate may be restricting the product in the Supply Hopper. On the other hand, if the Weigh Hopper fills quickly and is not very accurate, the Supply Hopper Gate may not be restrictive enough and should be lowered. Generally the Feed Pan should contain one layer of product when the Weigh Hopper is filling. For example, if you are filling a container with beans, you should observe a continuous flow of beans in the Feed Pan, one bean deep that flows smoothly and evenly. If there are gaps or open spots where you can see the bottom of the Feed Pan, you should raise the Supply Hopper Gate. There are two gate sizes included with the machine to allow for more adjustability. For more helpful hints on getting the most out of your S-5 see the “Tips from the Experts” section.

Re-entering the Learn Cycle

If you make a major adjustment to the Supply Hopper Gate, you should begin a new “Learn Cycle”. To do this, simply press **HOME, 3, 3** to toggle the Learn Cycle on. You can usually make small adjustments to the Supply Hopper Gate without re-entering the Learn Cycle.

Save the Job

You should now save the job so that you don’t lose job parameters if you turn off the machine or lose power. **The S-5 does not automatically save your job parameters!** To do this simply press **Home, 2, 4** (fig. 24). This will save all of the current job parameters so that the next time you load this job from the Logical Controller II’s memory, it will operate just as it did the last time you saved the job. We recommend you save your job anytime you make a change to it.

Press: HOME, 1

Fig. 23: Home screen indicating that scale has been tared to zero

1.Tare
2.Setup
3.Utilities
Job:1Us 0.000



Be sure to re-enter the Learn Cycle if you make major adjustments to the Supply Hopper Gate or Feed Pan angle!



Be sure to Save your Job! The S-5 will not do it for you!

Press: HOME, 2, 4

Fig. 24: Setup screen showing “Save This Job” command

1.Edit This Job
2.Edit Modes
3.Load Job
4.Save This Job

Calibrating Your S-5

Calibrating your new S-5 is a very important step that will ensure that the Logical Controller II can accurately weigh your product. Calibration is the process that gives the Controller a weight reference point. For example, if you use a one pound weight (recommended), the Controller will know what a pound “feels like” and will use that reference to calculate all other weights. We recommend that you recalibrate your S-5 at one month intervals or when you find that you’re not getting accurate product fills.

Calibration is a system parameter and not a job parameter. You do not have to recalibrate when changing jobs.

Please use the following procedure to calibrate your S-5.

Tare the Scale

With nothing on the Scale, press **HOME, 1** to tare or zero out the scale. After doing this, the weight display should read “0.000” (fig. 25). Note that, due to the sensitivity of our weighing equipment, you may find that a breeze or vibration from other machinery may cause a fluctuation of 0.001 or so.

Put a Known Weight* on the Scale

Place a known weight on the Scale and check accuracy. If your S-5 does not accurately display your weight, you may need to recalibrate your scale. To calibrate the scale, first tare the scale (see above), then put an object of known weight on the Scale. Press **HOME, 3, 1** to get to the calibration screen. You will be prompted to input the weight of the object you placed on the scale (fig. 26). Input the weight of the object and press **ENTER**. You will be returned to the main screen where you should see the correct weight of the object on the scale.

***What’s a “known weight”?** A known weight can be any object—a book, a shoe, your watch—as long as you know how much it weighs. The Controller uses this weight as a base reference for calibration. The accuracy of the S-5 depends on how accurate your known weight is. The S-5 will be much more accurate in its measurements if your calibration weight is known within a few thousandths of a pound.

To set the S-5 to use metric weights, simply use a known weight of metric value to calibrate the scale. In other words, if you have a calibration weight of 1.000 kilogram (exactly!) then place that on the scale during calibration (see section above) and input “1.000” as the calibration value. The weight reading on the scale is now in kilograms.

Technical Support

Logical Machines is dedicated to supporting its customers. If you have any questions concerning the operation of the S-5, please don’t hesitate to contact us!

On the web: www.logicalmachines.com

Via email: support@logicalmachines.com

By phone: 802.425.5360

Press: HOME, 1

Fig. 25: Home screen indicating that scale has been tared to zero

```
1.Tare
2.Setup
3.Utilities
Job:1Us    0.000
```

Press: HOME, 3, 1

Fig. 26: Calibration screen showing 1.000 lbs input as a calibration value

```
Input Cal Weight
Input -> 1.000
ENTER to Confirm
HOME to Escape
```

Glossary of Controller Terms

Home Screen: This is the main menu that is displayed when you power-up your machine. Any time your controller is powered on you can press the Home button and be brought to this screen. All of the menu items in the controller can be accessed from this screen.

Home button: This button will bring you back to the home screen at any time. This includes when a cycle is running. This is helpful if you need to stop the machine at any time, or if you are lost in the menus and need to get back to the home screen.

Tare: Pressing **1** on the home screen will tare the machine. This provides the zero location for the weight the controller displays. With nothing on the Scale, if you don't see 0.000 in the lower right hand corner of the display on the home screen, you can press the tare button to zero the machine.

C-CE button: This button will clear your entry if you make a mistake while inputting job parameters.

Enter button: This button is used to confirm an entry when inputting job parameters.

Up and down arrows: These buttons are used to navigate menus that have multiple screens. For example the "Edit this Job" menu and the "Edit Modes" menu.

Setup Menu: This menu allows you to access job parameters and modes. It also allows you to load a job and save your current job.

Edit This Job Menu (Edit Job): This menu contains all the job parameters that control how your fill cycle runs.

Bulk Cutoff Weight (Blk Cut): unit of measure: weight. The controller fills the weigh hopper at the Bulk Motor Speed (high speed) until it reaches the Bulk Cutoff Weight. At this weight the controller switches into the dribble feed portion of the cycle.

Bulk Motor Speed (Blk Spd): unit of measure: percentage (0-99). The speed at which the vibrating feeder runs during the bulk feed portion of the cycle.

Dribble Cutoff Weight (Drib Cut): unit of measure: weight. This is the weight at which the controller stops the dribble feed portion of the cycle and evaluates to see if the cycle has reached the target weight.

Dribble Motor Speed (Drib Spd): unit of measure: percentage (0-99). The speed at which the vibrating feeder runs during the dribble feed portion of the cycle.

Target Weight (Target): unit of measure: weight. This is the fill weight you are trying to achieve.

Check Hi (Chk Hi): unit of measure: weight. The Check Hi and Check Lo control the red and green status lights on the front of the controller. They do not affect how the job runs. They are a visual indicator to the operator that

the weight in the weigh hopper is within an acceptable range. The Check Hi is the upper end of this range. This is the weight at which the light goes from green to red, to indicate to the Operator that there is too much product in the weigh hopper.

Check Lo (Chk Lo): unit of measure: weight. The red light will turn off and the green light will turn on when the Check Lo weight is reached. Because your machine is designed to never be underweight we recommend setting the Check Lo at the same weight as your Target Weight. The green light will only illuminate when the weight is between the Check Lo and Check Hi, otherwise the red light will be illuminated alerting the operator that the fill is not within your predetermined range.

Dribble Delay Time (Drib Dly): unit of measure: time (in seconds). This is an optional setting that is only displayed when the Dribble Gate is enabled. This delay pauses the feed while the Dribble Gate closes. This is used if when the gate closes it pinches product between the Dribble Gate and the Feed Pan, or if it knocks product out of the machine.

Edit Modes Menu: the Edit Modes menu allows the operator to adjust other features depending on application and configuration of your machine.

Mode (Mode): toggle User or Auto. In User Mode all of the job parameters are controlled by the operator. In Automatic mode the controller adjusts the bulk and dribble parameters to what it thinks will make the job run the best. Note that there is a difference between User/Auto mode and Auto Dump.

Settle Time (Settle): unit of measure: time (in seconds). The settle time serves two purposes. First, it is the amount of time the Controller evaluates the final weight. It is also the minimum amount of time that the controller is in the dribble part of the cycle. See "Tips from the Expert's" section for more detail.

Machine software selection (Machine): This option selects which machine parameters your Logical Controller II is setup to use. This should be set to S-5. If this changes press **5** to select this setting, **5** to select S-5 and press **ENTER** to confirm.

Dribble Gate Enable (DribGate): Toggle on/off. This option enables and disables the Dribble Gate for machines equipped with a Dribble Gate. With the Dribble Gate off, the Dribble Gate will stay open (if equipped). With the Dribble Gate enabled the Dribble Gate will open before the bulk portion of the cycle and close before the dribble portion. Enabling the Dribble Gate activates the dribble delay (option 0 in Edit this job) as described above.

Bagger enable (Bagger): Toggle on/off. This option turns on the output signal for a bagging machine, and changes the way the footswitch signal is handled by the controller. If you are integrating your machine with a bagging machine or conveyor, please contact Logical Machines directly for more information.

Load Job: This allows you to load either a previously saved job or load an unused job to create a new job. On this screen you will input the job number you want to load and press **ENTER** to confirm that number and load the job. You must load a new job before setting up a new job. If you accidentally make changes to an existing job and save the job you will lose your old settings.

Save This Job: Selecting Save This Job will save the current job parameters as the current job number. There is no “save as” option with the Logical Controller II.

Utilities Menu: This menu contains functions that the operator might find useful when setting up and running the machine.

Calibrate: This allows the operator to calibrate the machine. See page 4 for further information.

Empty Hopper: This function opens the Dribble Feed Gate (if equipped) and runs the vibrating feeder at full power. To stop this function hit the footswitch or any button on the keypad.

Learn: This function must be turned on for the initial cycle when using Auto Mode. This is explained in more detail on page 10 in the Automatic Mode section.

Other features within the controller:

Pause: While a cycle is running the footswitch or any key on the controller (except for the **HOME** button) can be pressed to pause or subsequently resume the cycle. Pressing the **HOME** button during the cycle will bring the controller back to the home screen.

Bump: The Controller will “bump” when the weight on the Scale is above the Dribble Cutoff weight but below the target weight. The purpose of the bump is to feed the last little bit of product into your container for the cycle to reach the target weight. Ideally your job should be set up so this happens at most once every 10 cycles.

Tips from the Experts

Here are a few tips that will help as you set up your S-5 and begin to understand how all the parameters work together:

- **Only adjust one setting at a time.** This will allow you to see how the machine responds to a change in a specific parameter. Each time a setting is changed, especially Bulk and Dribble Speeds, run a couple cycles to allow the machine to respond to the change.
- **Your machine only weighs product that is on the Scale.** When the Controller instructs the vibrator to stop feeding product, the weight will increase a little because the product that has left the end of the feed pan has not hit the surface of product in your container.
- **When setting up your job, especially when first learning the machine, it is important to start low and slow.** This means to start with lower cutoff weights and motor speeds. Because of this, your first cycle might take 30 seconds to fill a pound of coffee. The first thing to focus on with your job is to hit your target weight. Adjust the Dribble Cutoff a little below the target weight to accommodate for the small amount of product that has left the feed pan but has not been weighed. This is a balance between the Dribble Cutoff and Dribble Speed.

If you find that the machine “bumps” (a quick, short vibration of the feed pan) every cycle, that suggests that your Dribble Cutoff weight is too low. The Controller is bumping because the current weight on the Scale is below the target weight but above the Dribble Cutoff weight. The Controller will bump to move a small amount of product into your container and then evaluate the final weight. It will repeat this process until the machine reaches the target weight. For best efficiency you want the job set up so that it does not bump.

- **If you find that the machine is overshooting every cycle and the Controller is in the dribble part of the cycle for at least 2 seconds, then most likely your Dribble Cutoff is too high.** If lowering the Dribble Cutoff weight does not help the overshooting then it is most likely that your bulk settings are too aggressive.

Settle Time explained:

Settle Time has two functions inside the Logical Controller II. First, it is the amount of time that the Controller takes to evaluate the final weight at the end of the cycle. This allows the product to settle for a brief period before the final weight is determined. 1.0 seconds is typically a good Settle Time. It also sets the minimum amount of time the machine is in the dribble part of the cycle. Here's why: With some speeds and products there may be residual vibration in the machine during the transition from bulk to dribble. This vibration can cause a very brief spike in the weight read by the Controller. In very specific instances, this can cause the weight the Controller observes to be above the Dribble Cutoff even though there is not that weight of product in your container. By forcing the machine to dribble for 1.0 seconds, the effects of a spike in weight are mitigated for the duration of the Settle Time.

If you have your settle time set high—for example 2.5 seconds—you can force

the machine to overshoot. This is because the machine waits for the 2.5 second timer to expire before the Controller recognizes that it has passed not only the dribble cutoff weight, but the target weight as well. For most weights and products a settle time of 1.0 seconds is appropriate.

Miscellaneous Tips:

- **At any point in time the HOME button can be pressed to bring the Controller back to the Home Screen.** This is helpful if you get lost in a menu or the machine is running a cycle and you want to get back to the Home Screen. Pressing the HOME button will stop the machine.
- **Is your machine not reading the proper weight? Does the weight not tare to zero? There are a few things that could cause this:**
 1. The Load Cell could be damaged. The Load Cell is the aluminum block with a dog-bone shape cut out of the center. There are two ways to check this. To test for electrical damage, tare the Controller, shut the Controller off and then turn it back on. If the Controller reads a number like -6.191 or -3.714 or some other negative number this suggests that the Load Cell is damaged. To test for mechanical damage, remove the stainless steel scale cover, take a penny and put it underneath the end of the Load Cell (the end where the top Scale plate fastens) and also on the top of the load cell (above where the load cell fastens to the lower plate). The penny should have a snug fit. If it either doesn't fit or it has a lot of wiggle room, the Load Cell may be damaged.
 2. The screws that fasten either the Load Cell to the lower Scale plate or that attach the upper Scale plate to the Load Cell may have loosened. If the Load Cell is loose it cannot work properly. The screws for the Load Cell can be tightened using a 10mm socket. Torque should not exceed 6 ft-lbs.

Washing Guide

We've created this short Washing Guide to help you keep your Logical Machines Weigh Filler in good working order. It's important to keep your machine clean so that maximum speed and accuracy can be maintained.

Please Note: Due to slight variations within the Logical Machines model line, the cleaning process may differ slightly.

1. Remove the Supply Hopper by lifting it off the rubber mounts on the chassis (fig. 1).
 - If the nuts were not taken off during initial set up, they may need to be removed. There are (4) 1/4-20 jam nuts that hold the Supply Hopper on during shipping. Use a 7/16" wrench to remove these if necessary.
 - In figure 1, the supply hopper gate has already been removed.

2. Removing the Supply Hopper will expose the Feed Pan (fig. 2).



Assure that the machine is unplugged from air and electrical sources before washing and that special care is taken with the electrical components during the cleaning process.

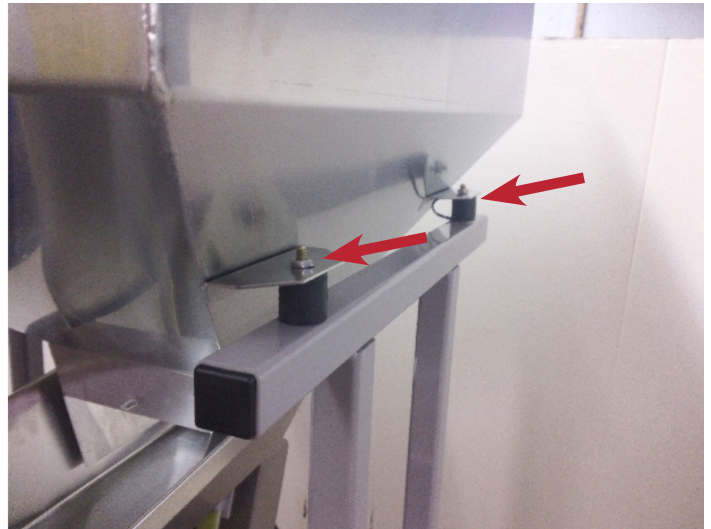


Fig. 1: Nuts holding Supply Hopper to rubber mounts



Fig. 2: Feed Pan exposed after removing Supply Hopper

3. The Feed Pan may be cleaned in the mounted position or be removed for a more thorough cleaning.

- To remove the Feed Pan, remove (4) bolts fastening the Feed Pan to vibrator with a 1/2" wrench. (Fig. 3)
- Remove feed pan and submerge for most thorough cleaning.



The Feed Pan will tip forward as these screws are removed and will fall if not held during this process.



Fig. 3: (4) 5/16-18 bolts hold the Feed Pan to the Vibrator.

4. Remove the Discharge Spout (if applicable) from the Discharge Funnel by unscrewing the (2) rosette head thumb screws. (Fig. 4)

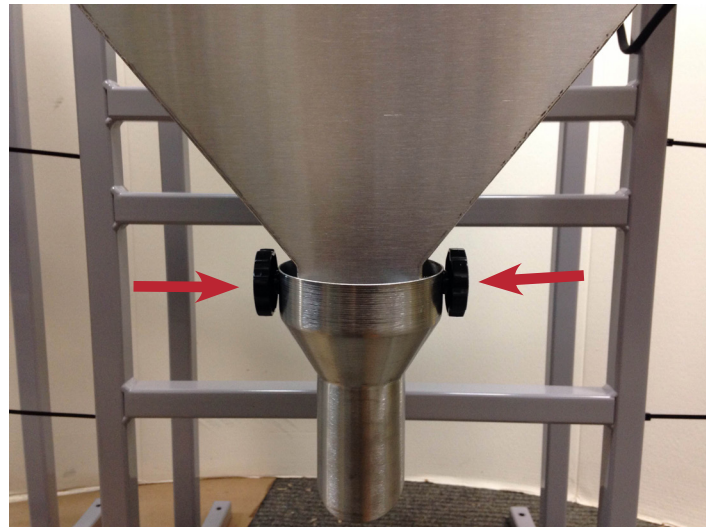


Fig. 4: (2) rosette-head thumb screws holding the Spout

5. Remove the Discharge Chute or Funnel by opening the quick-release cam lever, tilting the top of the Chute or Funnel forward, and lifting gently. (Fig. 5)

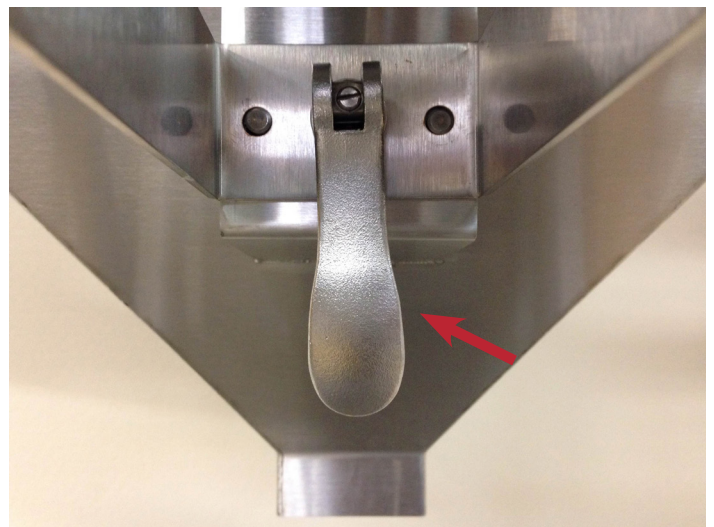


Fig. 5: The quick-release cam

6. Remove the Weigh Hopper assembly for easier cleaning. This is easier without the Feed Pan in place.
- A. Remove the (2) air hoses that run from the flow controllers to the solenoid. These air hoses can be attached rather firmly, so the easiest method is usually to unscrew the (2) 1/4" brass barbs that protrude into the hoses. (Fig. 6)
 - B. Note that the air hose coming from the bottom of the solenoid goes to the lower end of the air cylinder. It's a good idea to mark the hoses so that you'll know how to reattach them.
 - C. Pull the black cable tie out of the chassis so that the air hoses hang freely. (Fig. 7)
 - D. After unscrewing the barbs, the (2) 10mm screws that hold the Weigh Hopper to the load cell must be removed. Make sure to support the Weigh Hopper during this process or it may fall. (Fig. 8)
 - E. Now that all pieces have been taken off, clean as necessary.

7. Reassemble in reverse order.

Notes regarding reassembly:

- Air hoses must be routed to the correct barbs for proper functionality
- This hose from the top of the air cylinder goes to the top of the solenoid. (Refer to fig. 6 for proper routing.)

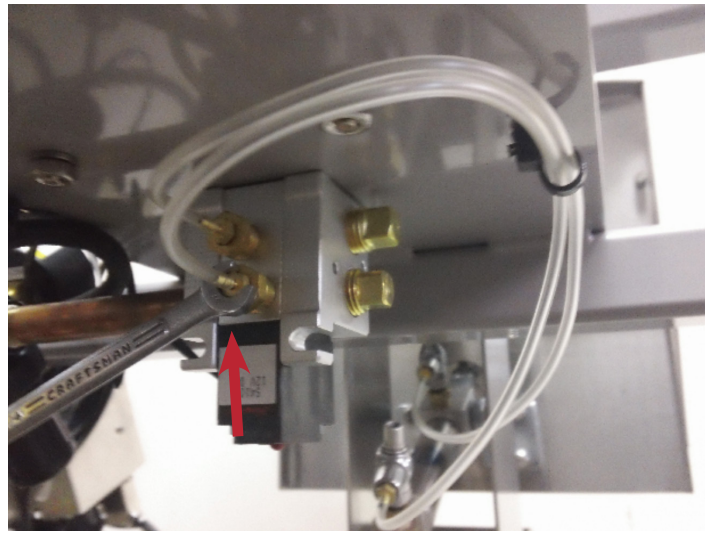


Fig. 6: Unscrewing the brass barbs holding the hoses to the solenoid



Fig. 7: Solenoid and chassis without air hoses attached



Make sure to hold the Weigh Hopper so that it does not fall while removing the two bolts!



Fig. 8: Removing the two 10mm bolts holding the Weigh Hopper

LOGICAL MACHINES JOB LOG

JOB #	Product	Weight	Container	SPECIAL NOTES
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

[illegible]

Make a few copies of this form (one for each new job)



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WARRANTY

Logical Machines expressly warrants to its buyers, for ONE YEAR from date of purchase, that the goods sold will be free from defects in both workmanship and material when used under normal operating conditions. At its option, Logical Machines will repair or replace, without charge to the buyer, any goods which it finds to be defective provided that Logical Machines has been notified by the buyer of the defect prior to the termination of the warranty period. And also that the goods are shipped to Logical Machines with prior authorization with all shipping cost being at the expense of the buyer.