



## APPENDIX 3

# Controller Display Messages

### **ALAr**

A temperature between 0<sup>0</sup> and 9999<sup>0</sup> that can be programmed to alert the operator to take action.

### **CHG<sup>0</sup>**

Changing from Fahrenheit to Centigrade or the reverse. When operating in Centigrade a decimal will appear in the lower right corner of the display screen.

### **ConE**

The kiln is in Cone Fire mode and needs the operator to input an appropriate Cone value from 022 to 10.

### **CPLt**

The controller has completed a firing profile. The firing time in hours and minutes is displayed. The user needs to press **Enter**. The controller will display the current internal temperature of the kiln.

### **deLA**

Indicates time in hours and minutes before start of firing.

### **Err**

A software error has occurred. Press any key to display the elapsed firing time and the temperature when the error occurred. Refer to the table of Errors in Appendix 4.

### **F1, F2, F3, F4, F5, F6, F7 or F8**

The controller is in Ramp/Hold mode. The user needs to enter an end temperature in <sup>0</sup>F or <sup>0</sup>C for **each** segment of the firing profile.

### **FAIL**

The thermocouple and controller are not properly connected. Fix the connection, then press **Enter** to display the kiln's current temperature. Press **Start** after the connection is fixed. The thermocouple could be damaged. Check the connections, if still no luck you may need a new thermocouple.

### **HOLD**

Indicates a holding time in hours and minutes at the end of a Cone Fire program.

### **HLd1, HLd2, HLd3, HLd4, HLd5, HLd6, HLd7 or HLd8**

The controller is in Ramp/Hold programming mode. The user needs to enter a period of time in hours and minutes that the controller should maintain for **each** segment of the firing profile.

### **-ON-**

Briefly displayed at the beginning of firing to indicate that the kiln has started.

### **PF**

Displays at the time the kiln is initially powered up. Press **Enter** to clear the message and internal kiln temperature will flash. PF also signals when the controller has experienced a power failure of more than 2 minutes.

### **rA1, rA2, rA3, rA4, rA5, rA6, rA7 or rA8**

The controller is in Ramp/Hold programming mode. The user needs to input an appropriate temperature in <sup>0</sup>F/hr or <sup>0</sup>C/hr for **each** segment in the profile.

### **SEGS**

(Looks like SE65) The controller is in Ramp/Hold mode. The user needs to enter the number of segments in the profile being programmed.

### **SPd**

The controller is in Cone Fire mode. The user needs to enter the appropriate speed; slow, medium or fast for this firing.

### **STOP**

Designates the intentional termination of a program while in operation.

### **USER**

A prompt at the beginning of a Ramp/Hold program which allows the user to choose a stored program.

### **SStP**

Short for Skip Step. Can be selected during a Ramp/Hold program when one feels that adequate heat work has been done in the current segment. Immediately advances the program to the next segment.

### **----**

Flashes twice at the end of programming while the controller is processing the information you have input.

### **flashing temperature**

The kiln is off and the display is showing the kiln's current temperature.

### **alternating display of time and temperature**

The kiln is in a Ramp/Hold firing profile and is in the soak stage. The display is indicating the kiln's internal temperature and the remaining Hold time for that segment.

### **decreasing time**

The kiln is in a Delay start segment of a Cone Fire or Ramp/Hold mode. The display is showing the remaining time before the kiln starts to heat.

### **steady temperature**

the kiln is in the ramping stage of either a Cone Fire or Ramp/Hold fire profile. The display is showing the kiln's current internal temperature.

### **decimal point between 10's and 100's**

Hours.minutes being displayed.

### **right hand decimal point on**

Kiln is operating in <sup>0</sup>C mode. To change back to <sup>0</sup>F, press **Temperature** selector then **Enter**.