




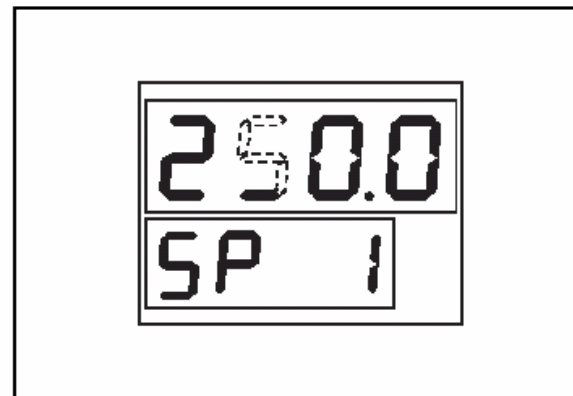
Alter setpoints (SP1, SP2)

- * Change to setpoint SP1 with **PGM**
- * Alter the setpoint with **▲** and **◀**
- * Enter with **ENTER**
- * Change to setpoint SP2 with **PGM**
- * Alter the setpoint with **▲** and **◀**
- * Enter with **ENTER**
- * Return to standard display with 3x **PGM** or Time-out

Value input

- * Select the digit with **◀**
(digit is flashing)
- * Alter the value with **▲**
- * Repeat the operation for the other digits
- * Enter with **ENTER**

 When inputting an illegal value, the maximum or minimum permitted value is flashing on the display. The input value is not entered.



Sign

The sign is altered on the first place on the left.

- * Position the cursor on the first digit with **◀**
- * Alter the sign with **▲**
(hold down the key until "-1" or "-" appears)

