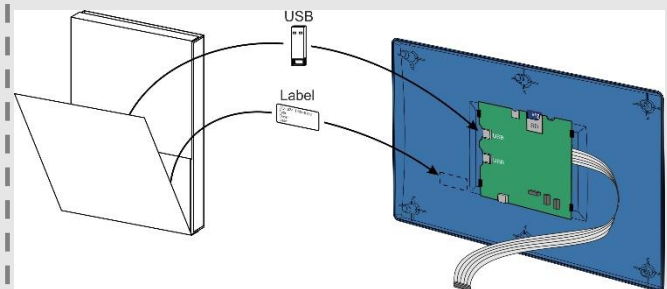
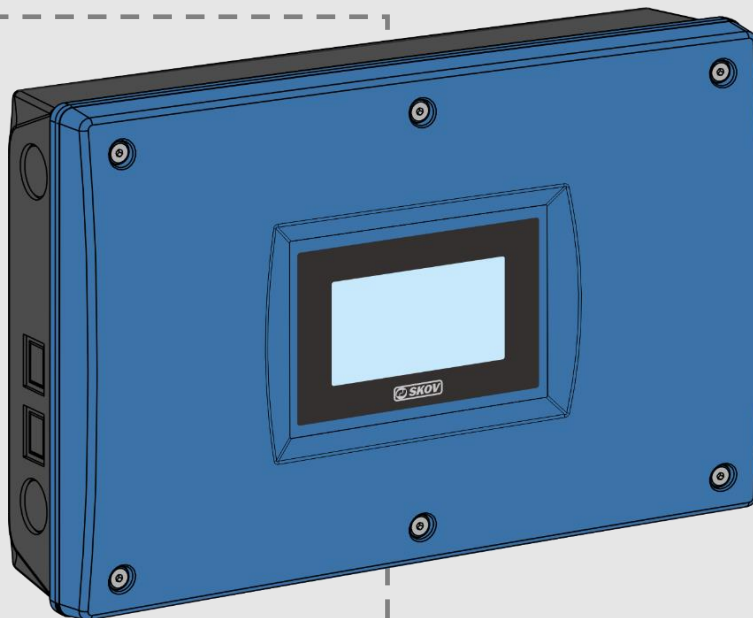


# Loading of System Software

## Technical User Guide



**English:** For other language variants of this document we refer to:

**Español:** Para otras variantes del idioma de este documento, visite:

**Français:** Pour les versions dans d'autres langues de ce document veuillez consulter:

<http://docs.skov.com/1174>

## 1 Product Description

System software comes in the form of a USB memory stick, which contains the required variant of the system software. The software is intended for loading into a controller hardware variant from SKOV A/S.

If more than one USB memory stick is provided with the system software, it is important to pay attention to getting the software installed in the proper hardware variant, so that software as well as hardware supports the required functionality – e.g. number of relays.



### Important information

Loading a program usually takes up to two minutes.

**It is VERY important not to interrupt the power supply while loading the system software.**

**Do not remove the USB memory stick until the loading process is fully completed. In other words, the graphical user interface is accessible and usable.**

**We advise against loading system software when there are animals in the livestock house.**

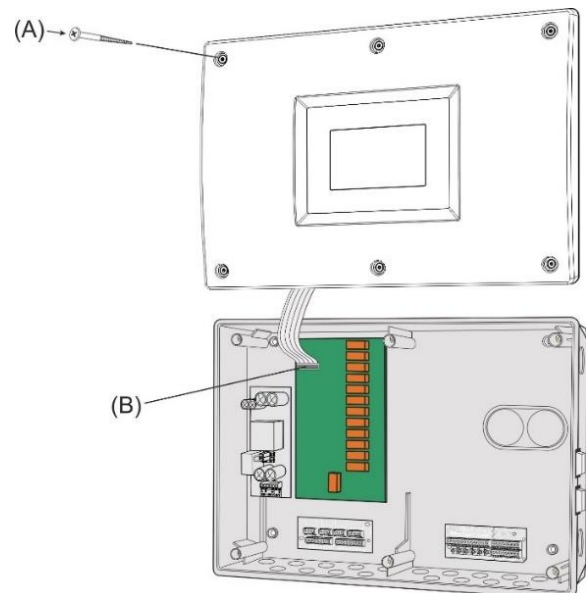
## 2 Installation Guide

### 2.1 Complete the Loading of Software

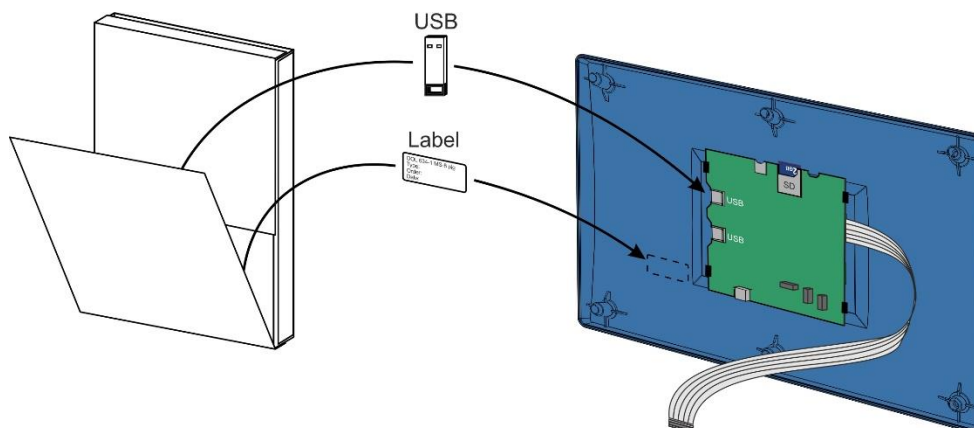
1. Loosen the 4/6 screws (A) that hold the front panel in place.
2. Lift out the front panel.

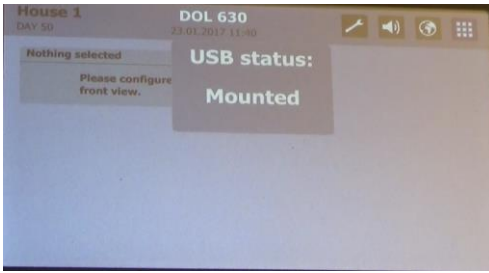


Be careful not to pull the flat cable, as this will damage the connector (B).



3. Unpack the USB memory stick and label in the cardboard box
4. Place the small label next to the CPU module.
5. Insert the USB memory stick in the USB port (C) on the CPU module.






The controller indicates that the USB memory stick is correctly inserted.



The controller shows which system software is contained on the USB memory stick.

Press  to start loading.



The installation process begins.

The controller will restart while loading.

## 2.2 Verification after Loading Software



It is very important to verify that the controller works as expected.

