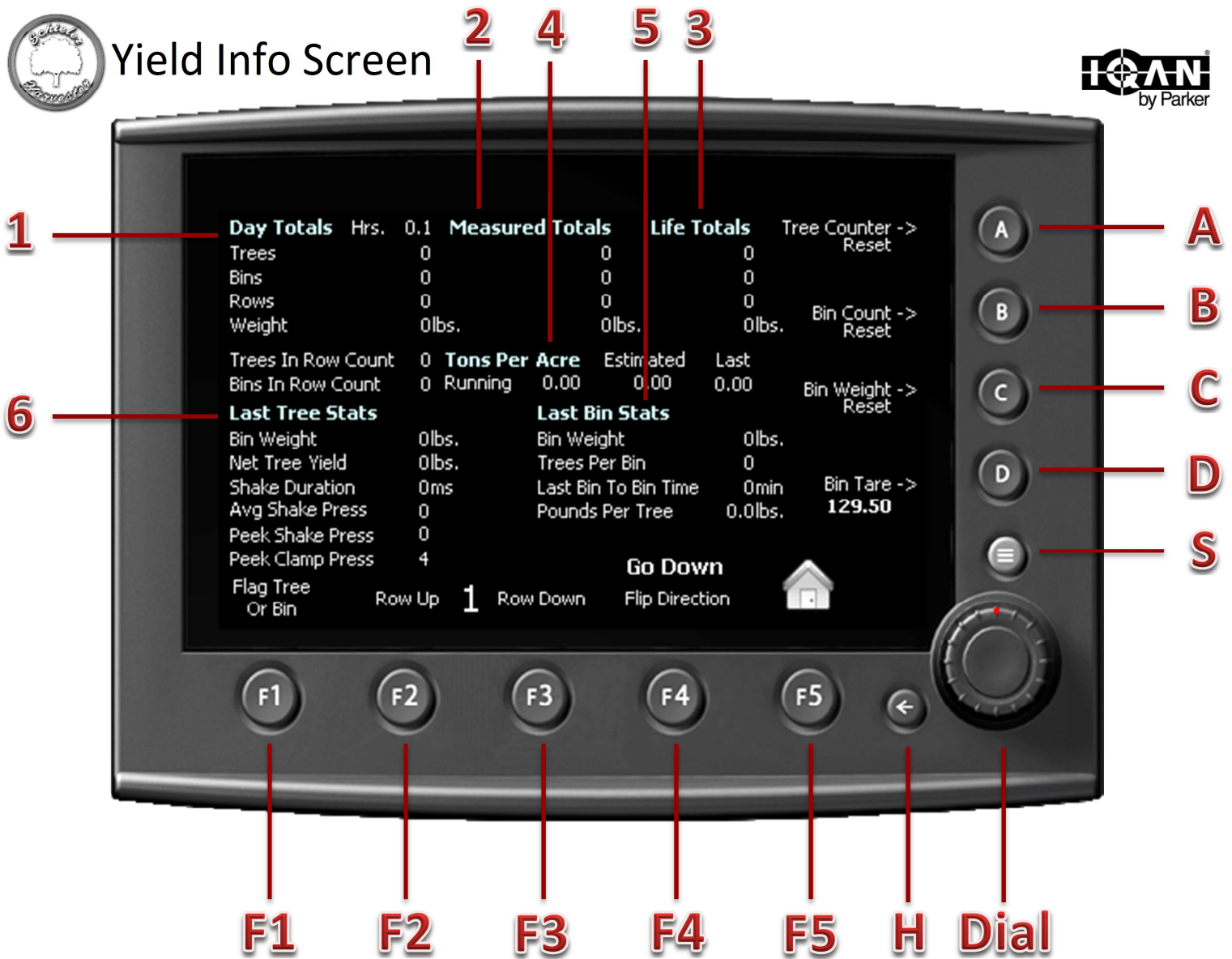




Yield Info Screen



Controls

- | | |
|--|--|
| F1) Flag Tree or Bin
(Pulls up screen to choose a log event to assign to the last bin or tree) | A) Tree Counter Reset
(Resets measured tree total) |
| F2) Increment Row Up | B) Bin Counter Reset
(Resets measured bin total) |
| F3) Increment Row Down | C) Bin Weight Reset
(Resets measured weight total) |
| F4) Flip Direction of field direction in log file | D) Bin Tare
(Zeros out the net weight of the bin, subtracting the weight of the empty bin) |
| F5) Return to the Home Screen | Dial) Unused |
| H) Return to the Home Screen (Same as F5) | |
| S) Go to the Settings Screen | |

Status

1) Day Totals 2) Measured Totals 3) Life totals

- **Trees** – How many trees harvested since 12AM, today, *since last reset*, and *ever harvested*
(Trees are counted by a full sequence of **Out, Wrap, Shake, Drive** to the next tree)
- **Bins** – How many bins filled since 12AM, today, *since last reset*, and *ever harvested*
(Bins are counted when a bin registering more than 100 pounds is kicked off)
- **Rows** – How many rows harvested since 12AM, today, *since last reset*, and *ever harvested*
(Rows are counted by sensing when the auto rear steer switch has been flipped and once the next tree has been shook at the start of the next row)
- **Weight** – How many pounds harvested since 12AM, today, *since last reset*, and *ever harvested*
(Weight is calculated by adding each bin's weight, just before it is kicked off)

4) Last Tree Stats

- **Bin Weight** – Current net weight of bin at the end of the last tree's shaking
- **Net Tree Yield** – Approximate weight harvested from the last tree
(Net bin weight at the end of the shaking of 2 trees ago, minus the current net weight of bin at the end of the last tree's shaking)
- **Shake Duration** – How long, in milliseconds, the last tree was shook
- **Avg Shake Press** – The average of 3 instanced snapshots of shake pressures, over the first 5 seconds of shaking the last tree
- **Peek Shake Press** – The maximum shake pressure reached while shaking the last tree
- **Peek Clamp Press** – The maximum clamp pressure reached while shaking the last tree

5) Last Bin Stats

- **Bin Weight** – Net weight of the last bin
- **Trees Per Bin** – How many trees were harvested that filled the last bin
- **Last Bin To Bin Time** – How many minutes it took to fill the last bin
- **Pounds Per Tree** – How many pounds per tree in the last bin
(Last net bin weight divided by the number of trees that were harvested to fill the bin)

6) Tons Per Acre

- **Running** – How many tons are being added to the current acre
- **Estimated** – Based on pounds harvest from last tree, how many tons per acre will be yielded
- **Last** – Last actual tons per acre harvested
(Tons divided by trees per acre – You set the trees per acre in the **Settings Screen**)

Functions

F2) **Row Up** – Increment Up

The rows are logged and will automatically increment in a standard pattern. Use this button to manually set the number of row that you are on. The row number is stored in the log to be able to create a yield map.

F3) **Row Down** – Increment Down

Use this button to manually set the number of row that you are on.

F4) **Flip Direction**

The counts automatically advance in a -3 +5, or a +5 -3 count, depending on the row you are on. This will manually flip the direction to advance the count correctly. If you stay on pattern, and the counts are adjusted correctly, the direction will flip automatically on every turn. You may need to manually set the direction the other way if a row count was accidentally tripped because the rear steer was disabled then re-enabled while shaking the same row and no turn was actually made.

The counts can be adjusted on the **Settings Screen**. You may need to set your counts to -3 +5, +5 -3, +3 -5, or -5 +3, depending on the orientation of the harvester and which end of the field you start on. Once this is set correctly, **as long as the harvester stays on pattern, it will log the trees and bins by location, accurately.**