

IMPORTANT - READ BEFORE USE

# **POND FISH FEEDER**

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# **FUTTERAUTOMAT FÜR TEICHFISCHE**

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# **DISTRIBUTEUR AUTOMATIQUE POUR POISSONS DE BASSIN**

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# **COMEDERO PARA PECES DE ESTANQUE**

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BELANGRIJK! LEES DIT VOOR GEBRUIK

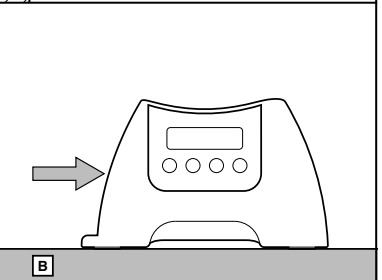
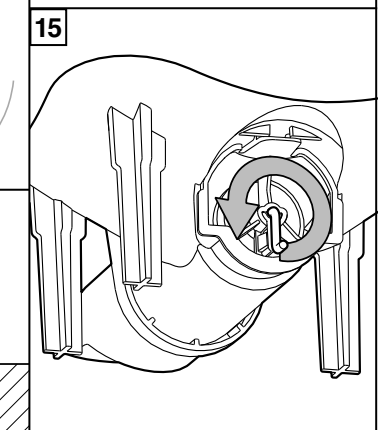
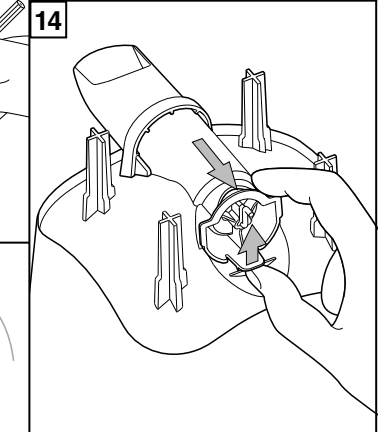
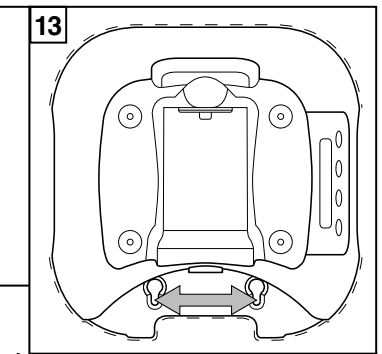
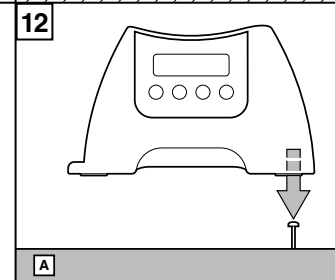
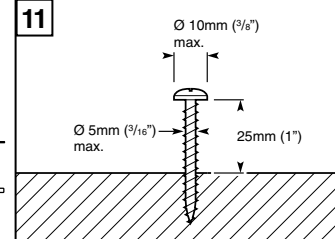
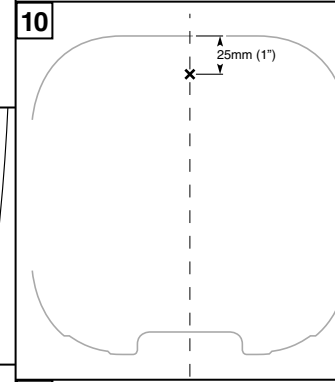
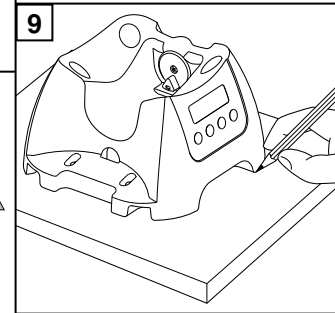
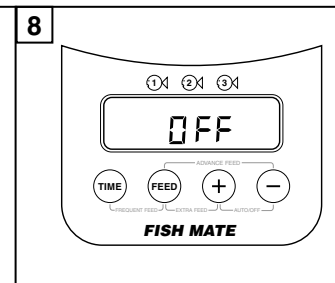
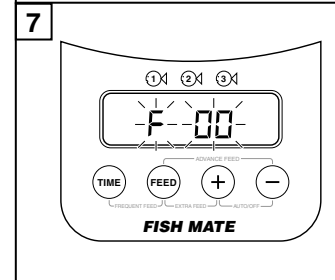
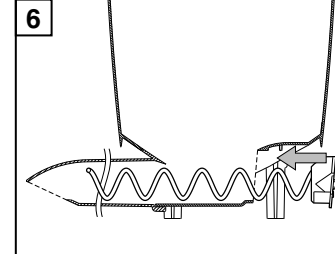
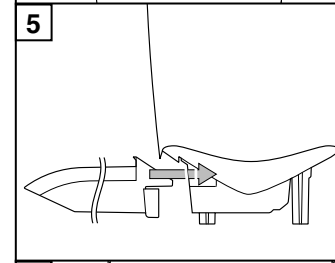
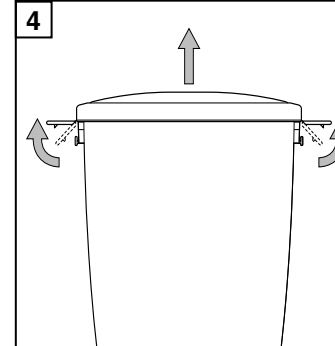
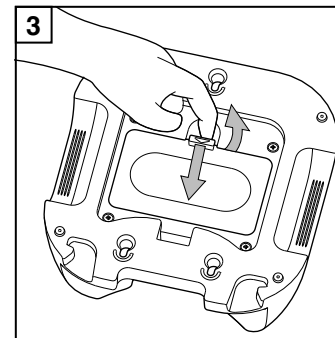
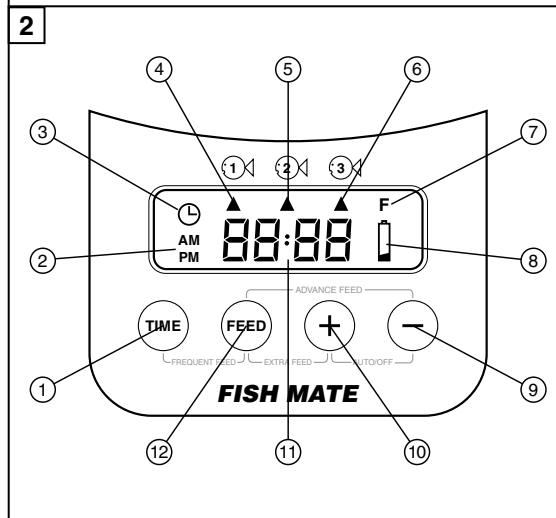
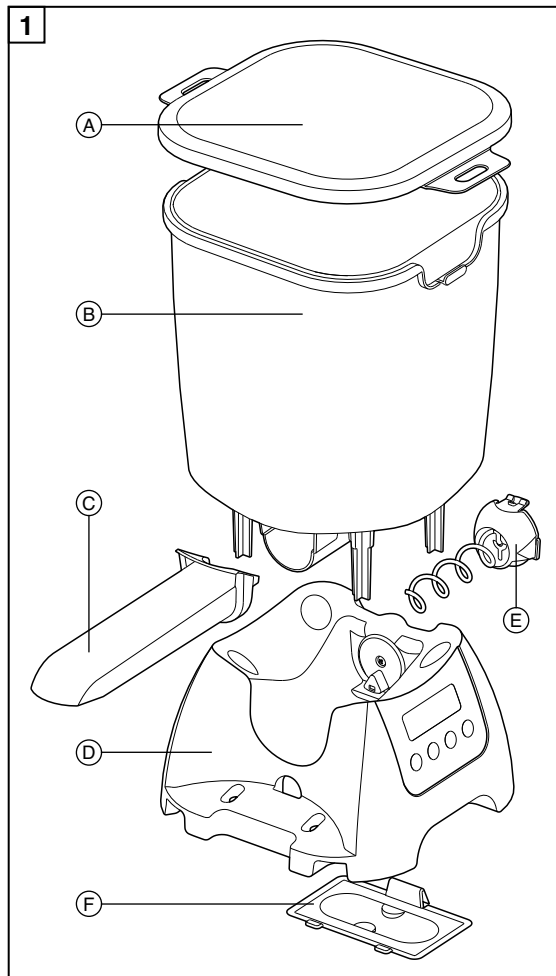
# **VISVOERAUTOMAAT**

**Components: (fig. 1)**

- A. Hopper lid
- B. Food hopper
- C. Feeding nozzle
- D. Base unit
- E. Feeding mechanism
- F. Battery cover

**LCD Display / Buttons: (fig. 2)**

- 1. 'TIME' button
- 2. AM/PM indicators (12hr mode)
- 3. 'CLOCK' indicator
- 4. MEAL 1 indicator
- 5. MEAL 2 indicator
- 6. MEAL 3 indicator
- 7. FREQUENT FEED indicator
- 8. Low battery indicator
- 9. '-' (MINUS) button
- 10. '+' (ADVANCE) button
- 11. Display
- 12. 'FEED' button



## 1. Introduction

Thank you for choosing the Fish Mate P7000 Pond Fish Feeder.

The Fish Mate P7000 Pond Fish Feeder allows you to program up to 3 meals over a 24 hour period with the ability to serve each meal in units of approximately 15ml (3 teaspoons). In addition, the feeder will allow you to serve meals in advance of their programmed times, as well as serve extra meals on demand. This feeder also offers a 'frequent feeding' option which will dispense a programmed meal over a longer period of time.

To ensure your chosen settings cannot easily be tampered with, the control buttons need to be pressed firmly to operate.

If you start the set-up process and wish to abandon it before completion, the operating system will 'time out' after 60 seconds and the current time will be displayed.

Your Fish Mate feeder is manufactured from top quality materials and is assembled to comply with rigorous quality standards. However, we do recommend that before use, you supervise its correct operation over a period of at least 3 days.

This feeder is designed to make a noise when serving food. The noise is an audible indication for the user that the feeder is functioning correctly.

This feeder is designed for use with dry foods with a maximum size of 16mm ( $\frac{5}{8}$ ""). However, large irregular food may be suitable.

**When leaving your fish for long periods, we recommend that someone periodically checks to ensure that all is well.**

## 2. Fitting the batteries

2.1 Lift the hopper out of the base unit.

2.2 Invert the base unit and remove the battery cover by releasing the retaining clip (Fig. 3).

2.3 Insert 4 good quality alkaline 'C' batteries using the orientation symbols marked in the bottom of the battery compartment. Replace the battery cover. Good quality alkaline batteries should normally last approximately 12 months (dependent on use). You may use all popular batteries including rechargeable and 1.5v lithium batteries but the low battery indicator will only work correctly with standard alkaline batteries.

## 3. Setting the clock

3.1 Press and hold the 'TIME' button for 5 seconds until the hour figure on the clock starts to flash.

3.2 Press the '+' or '-' buttons to adjust the clock to the correct hour. Hold down either the '+' or '-' button for longer than 3 seconds to scroll through.

3.3 Press the 'TIME' button and the minute figure will flash. Adjust the minutes using the '+' or '-' buttons.

3.4 Press the 'TIME' button to save the setting.

3.5 To change the clock between 12 hour (AM/PM) and 24 hour formats, press and hold the 'TIME' button and within 3 seconds press the '+' button.

Wait 60 seconds for the display to stop flashing and the clock to set (Fig. 2) before proceeding to the next step.

## 4. Assembling the fish feeder

4.1 Open the hopper lid (Fig. 4) and remove the feeding nozzle and feeding mechanism.

4.2 Push the nozzle in to the front aperture at base of the hopper (Fig. 5). Ensure correct location with the nozzle opening turned downwards.

4.3 Carefully insert the feeding mechanism in to the rear aperture at the base of the hopper (Fig. 6) until the retaining clip clicks in to position. Fit assembled hopper to base unit.

## 5. Setting meal sizes

**We recommend that meals are sized to feed no more than your fish will consume within a few minutes. Overfeeding your fish is both expensive and detrimental to their health. Fish may be fed once, twice or three times a day depending on requirements. Alternatively, consider setting the Frequent Feed option described in section 12.**

5.1 Fill the hopper with a suitable quantity of food sticks or pellets well in excess of a daily amount. For maximum food freshness/appeal, we recommend that a maximum of 10 days food is loaded.

5.2 Place a suitably sized bowl beneath the feeding nozzle.

5.3 Fill the feeding mechanism by pressing and holding the 'FEED' button and within 3 seconds pressing and holding the '+' button until the display shows '10'. When feeding stops, press the 'TIME' button to display the clock again. Return food in bowl to hopper.

5.4 Repeat 5.3 above, this time holding both buttons until the required amount of food has been dispensed. When the desired amount of food appears in the bowl release both buttons and the feeder will complete its current feed unit. Make a note of the number of feed units displayed on the LCD. After 60 seconds the display will revert to the clock.

Set the meal sizes for each programmed meal time as follows:

5.5 Press and hold the 'FEED' button for 5 seconds. The letter 'F' next to two zeros ('00') will appear and flash on the display (Fig. 7). Press the '+' or '-' buttons to set the number of feed units noted at 5.4 for this meal setting.

5.6 Press the 'FEED' button again to set the meal sizes for 'MEAL 2' (and 'MEAL 3').

*NOTE: Programming the feed units to two zeros ('00') denotes that the feed unit is set to 'off' and the meal indicator will not be displayed when this procedure is completed.*

5.7 When all meal sizes are programmed, save your settings by pressing the 'FEED' button.

Once the settings are saved, the clock indicator will be shown and the programmed meal indicators will be displayed under the respective fish icons (Fig. 2). The indicator representing the next meal time due to be served will flash.

## 6. Reviewing meal sizes

When the clock indicator is showing you can review all your programmed meal size settings as follows:

6.1 Press the 'FEED' button - the programmed feed units set for 'MEAL 1' will display for 60 seconds.

6.2 Press the 'FEED' button again within 60 seconds to view the programmed feed units for 'MEAL 2' and again for 'MEAL 3'.

6.3 Press the 'FEED' button again to return to the clock display.

## 7. Setting meal times (Not required for Frequent Feeding option - go to section 12)

7.1 Press and hold the 'TIME' button for 5 seconds until the hour figure on the clock starts to flash.

7.2 Press the 'TIME' button twice - the hour figure and the 'MEAL 1' indicator will flash.

7.3 Set the meal time in the same way as setting the clock, by pressing the '+' or '-' buttons to adjust the hours, press the 'TIME' button again and adjust the minutes.

7.4 When the desired meal time is displayed press the 'TIME' button. Repeat 7.3 to set 'MEAL 2' and 'MEAL 3'.

*NOTE: If only one (or two) meals per day are required, the setting for 'MEAL 2' (and 'MEAL 3') are not critical.*

7.5 When all meal times are programmed, save your settings by pressing the 'TIME' button repeatedly until the clock indicator displays (after 'MEAL 3').

## 8. Reviewing meal times

When the clock indicator is showing you can review all your meal time settings as follows:

8.1 Press the 'TIME' button to display the programmed meal time set for 'MEAL 1'.

8.2 Press the 'TIME' button again within 60 seconds to view the programmed meal times for 'MEAL 2' and again for 'MEAL 3'.

8.3 Press the 'TIME' button again to return to the clock display.

## 9. Extra feed (in addition to a Set Meal)

If you would like to serve your fish additional units of food at any time, press the 'FEED' and '+' buttons together. The feeder will dispense one unit of food. To serve a number of units, keep both buttons held down and the LCD will display the total number of units dispensed. Release both buttons and the unit will complete its current feed unit. The number of units dispensed will remain displayed for 60 seconds.

## 10. Advance feed (serving the next Set Meal early)

If you would like to bring a programmed set meal forward, press the 'FEED' and '-' buttons together. The feeder will dispense the next programmed meal due and you may now release both buttons. Once the advanced set meal (e.g. MEAL 2) has been served the next programmed meal indicator (i.e. MEAL 3) will flash on the display and food will not be dispensed until that set time.

You may only advance meals programmed for the same day.

## 11. Manual feed (dispensing controlled feeds on demand)

This function allows you to serve a predetermined amount of food without programming meal times. Proceed as follows:

- 11.1 Calculate the number of feed units you would like to serve per meal (sections 5.1 to 5.4).
- 11.2 Set 'MEAL 1' with the number of feed units (sections 5.5 to 5.7). Press the 'FEED' button.
- 11.3 Whilst the 'MEAL 2' setting is flashing, press and hold the '+' and '-' buttons together for 5 seconds until 'OFF' is displayed (Fig. 8).

Each time you now press and hold the 'FEED' button for 5 seconds, the programmed 'MEAL 1' will be dispensed.

To turn the feeder back on:

- 11.4 Press and hold the '+' and '-' buttons together for 5 seconds.

The LCD will flash until clock setting is restored.

## 12. Frequent feed (small feeds at regular intervals)

The Frequent Feed function allows the daily feed requirements to be served over the course of a day, dispensing a single feed unit at a regular interval between a programmed start and finish time. The function is designed for fishkeepers using professional feeding methods or if you wish to regulate the speed of your fishes' food intake.

Firstly determine the total required daily feed units by following sections 5.1 to 5.4. The start/finish times and the feed units can then be programmed as follows:

- 12.1 Press and hold the 'TIME' and 'FEED' buttons together for 5 seconds until the Frequent Feed indicator ('F') appears on the LCD (Fig. 2).
- 12.2 Press and hold the 'TIME' button for 5 seconds until the hour figure on the clock starts to flash.
- 12.3 Press the 'TIME' button twice - the hour figure and the 'MEAL 1' (start time) indicator will flash.
- 12.4 Set the start time in the same way as setting the clock, by pressing the '+' or '-' buttons to adjust the hours, then pressing the 'TIME' button again to adjust the minutes.
- 12.5 Press the 'TIME' button. The 'MEAL 3' (finish time) indicator will flash. Repeat 12.4 to set the finish time.
- 12.6 Press the 'TIME' button, the letter 'F' next to two zeros ('00') will appear and flash on the display (Fig. 7). Press the '+' or '-' buttons to set the total daily feed units (see sections 5.1 to 5.4).
- 12.7 Press the 'TIME' button to save these settings.

The LCD will return to displaying the clock with the 'Frequent Feed', 'MEAL 1' and 'MEAL 3' indicators displayed.

**To review**, press the 'TIME' button once to view the start time and again for the finish time. Press again to view the feed units and press finally to return to the clock.

**To return the feeder to standard operation**, press and hold the 'TIME' and 'FEED' buttons together for 5 seconds. The 'Frequent Feed' indicator will disappear and the clock indicator will be displayed along with the meal indicators of any previously saved settings programmed.

## 13. Turning the feeder on and off

During prolonged periods of low water temperature when your fish do not require regular feeding, the feeder can be switched off. Once suitable water temperatures have resumed, the feeder can be turned back on again with all the programmed settings still in place.

- 13.1 Press and hold the '+' and '-' buttons together for 5 seconds until 'OFF' is displayed on the LCD (Fig. 8).

To turn the feeder back on:

- 13.2 Press and hold the '+' and '-' buttons together for 5 seconds until LCD displays the clock and the set meal indicators.

## 14. Changing the batteries

When the Low Battery indicator (Fig. 2.) flashes on the LCD, the batteries need replacing.

### IMPORTANT:

- **To keep the clock and all the meal settings, you must remove and replace all of the batteries within 60 seconds! The low battery indicator should extinguish when the next meal is served.**
- **DO NOT press any buttons during the removal or replacement of the batteries. Doing so will reset the unit and you will need to re-programme your settings.**

## 15. Securing the feeder to a board

For increased stability and to prevent interference from animals, we recommend the feeder is screwed to a suitably sized weather durable board. If securing to stone or concrete, a masonry drill bit and screw fixings will be required. By the following method, the feeder is easily removed from the board without tools when required:

- 15.1 Place the base unit in the desired position on the board. With a pencil, draw around the footprint (Fig. 9).
- 15.2 Draw a centre line on the base unit outline and mark the screw position as shown in Fig. 10.
- 15.3 Select a suitable screw (Fig. 11) and screw it into the board, leaving a distance of 25mm (1") between the board and the base of the screw head to enable the feeder to be removed for battery replacement and cleaning.
- 15.4 Locate the base unit on to the screw and slide it in to the fastened position (Fig. 12).
- 15.5 Line up the base unit within the drawn outline and mark the front screw positions at the narrowest end of the screw holes (Fig. 13).
- 15.6 Remove the base unit from the board. Apply 2 further screws (as specified in 15.3) and locate the base unit back on to the board (as 15.4). If necessary, these 2 screws may be screwed down further to secure the feeder more firmly.

## 16. Cleaning

The hopper, hopper lid and feeding mechanism (F) are made from food-safe materials that may be washed in a dishwasher. Clean the base unit using a cloth dampened with water only - detergents and polishes may cause damage.

The feeding mechanism can be removed by releasing the retaining clip, as shown in Fig. 14.

## 17. Troubleshooting

### 17.1 Feeder Blockage

Your Fish Mate feeder has been extensively tested with a variety of dry foods but in the unlikely event that the feeder becomes jammed, the base unit is programmed with an automatic clearing function. If however the feeder is unable to clear the blockage, the whole LCD screen will flash. The blockage will need to be cleared manually, as follows:

- Lift the hopper out of the base unit.
- Rotate feeding mechanism by hand as shown in Fig. 15 until food is moving freely again.

*NOTE: Before reassembling the feeder, we recommend the batteries are replaced (see section 14). Also consider the use of a different feed that may be less prone to blockage.*

- Reassemble the feeder and press the 'TIME' button to stop the display flashing and resume normal operation.

### 17.2 Display non-responsive

In the unlikely event that the display becomes non-responsive, wait 3 minutes before attempting to press any buttons. If full function is not returned remove batteries for 5 minutes. Then replace batteries and re-programme feeder.



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