Example 2:
Mark the location of mounting screws on the flat surface.

Disassembly Instruction:
- Warning: Disconnect all ac power from the unit before proceeding.
  - Remove all wiring connections from the rear of the instrument, by unscrewing the power and input connectors.
  - Remove six screws at the back of the display and back cover.
  - Remove the Big Display from the panel.

3. MOUNTING

The iLD44 is a 4-digit master/slave display providing remote readout removal and rotation of the display.

Example 3:
To remove the Big Display from the bail, unscrew the two knobs at each end of the mounting brackets.

OPERATIONS

1. Peak Value (Display in Host Mode)
Press [a] to request "Peak" value:
   a) RS-232 Mode, will send: *X02 (Interface DRNT), or *X03 (Interface DRNP)
   b) RS-485 Mode, will send: *01X02 (Interface DRNT), or *01X03 (Interface DRNP)

2. Valley Value (Display on Host Mode)
Press [b] to request "Valley" value:
   a) RS-232 Mode, will send: *X03 (Interface DRNT), or *X04 (Interface DRNP)
   b) RS-485 Mode, will send: *01X03 (Interface DRNT), or *01X04 (Interface DRNP)

3. Process Value (Display on Host Mode)
Press [c] to request "Process" value:
   a) RS-232 Mode, will send: *X01
   b) RS-485 Mode, will send: *01X01

4. Write alphanumeric characters to the Big Display from the computer (Display in Slave Mode)
   a) Single Big Display: (RS232) write 4 characters, then COM (Common Ground)
   b) Multiple Big Display: (RS485) write *, device address (2 digit), CR, 4 characters, then CR

5. Display Color Setup (Alarm Setup)
This menu allows the user to select the color of the display in normal conditions and when alarm is triggered. If user wants the Display to change color every time when both Alarm 1 and Alarm 2 are triggered, the Alarm values should be set in such a way that Alarm 1 is always on the top of Alarm 2 value, otherwise value of the Alarm 1 will overwrite value of Alarm 2 and Display color would not change when Alarm 2 is triggered.

Example 1:
Alarm 2 setup: "ON", Alarm Mode High "A2HI", Alarm High Value "HI-2"=200, Alarm Color "A2CR"=Red
Normal Color: "NO.CR"=Green
Display colors change sequences:
- To enter the Menu, the user must first press [a] button. Use this button to advance/navigate to the next menu item. The user can navigate through all the top level menus by pressing [a].
- While a parameter is being modified, press [c] to escape without saving the parameter.
- Press the [b] button to scroll through submenus selections. When a numerical value is displayed press this key to increase value of a parameter that is currently being modified.
- In the Run Mode pressing [d] causes the display to flash the PEAK value several times before returning to the Run Mode.
- In the top menu press [e] causes the display to return to the Run Mode.
- Press the [f] button to scroll through submenu selections. When a numerical value is displayed press this key to decrease value of a parameter that is currently being modified.
- In the Run Mode pressing [g] causes the display to flash the VALLEY value several times before returning to the Run Mode.
- In the top menu press [h] causes the display to return to the Run Mode.

Example 2:
Alarm 2 setup: "ON", Alarm Mode Low/High "A2LH", Alarm Low Value "LO-1"=100, Alarm High Value "HI-1=250, Alarm Color "A2CR"=Red
Normal Color: "NO.CR"=Green
Display colors change sequences:
- To enter the Menu, the user must first press [a] button. Use this button to advance/navigate to the next menu item. The user can navigate through all the top level menus by pressing [a].
- While a parameter is being modified, press [c] to escape without saving the parameter.
- Press the [b] button to scroll through submenus selections. When a numerical value is displayed press this key to increase value of a parameter that is currently being modified.
- In the Run Mode pressing [d] causes the display to flash the PEAK value several times before returning to the Run Mode.
- In the top menu press [e] causes the display to return to the Run Mode.
- Press the [f] button to scroll through submenu selections. When a numerical value is displayed press this key to decrease value of a parameter that is currently being modified.
- In the Run Mode pressing [g] causes the display to flash the VALLEY value several times before returning to the Run Mode.
- In the top menu press [h] causes the display to return to the Run Mode.

Example 3:
Alarm 2 setup: "ON", Alarm Mode Low/High "A2LH", Alarm Low Value "LO-1"=100, Alarm High Value "HI-1=250, Alarm Color "A2CR"=Red
Normal Color: "NO.CR"=Green
Display colors change sequences:
- To enter the Menu, the user must first press [a] button. Use this button to advance/navigate to the next menu item. The user can navigate through all the top level menus by pressing [a].
- While a parameter is being modified, press [c] to escape without saving the parameter.
- Press the [b] button to scroll through submenus selections. When a numerical value is displayed press this key to increase value of a parameter that is currently being modified.
- In the Run Mode pressing [d] causes the display to flash the PEAK value several times before returning to the Run Mode.
- In the top menu press [e] causes the display to return to the Run Mode.
- Press the [f] button to scroll through submenu selections. When a numerical value is displayed press this key to decrease value of a parameter that is currently being modified.
- In the Run Mode pressing [g] causes the display to flash the VALLEY value several times before returning to the Run Mode.
- In the top menu press [h] causes the display to return to the Run Mode.

BUTTOM Button Functions in Configuration Mode
- [a] (UP) • To enter the Menu, the user must first press [a] button. Use this button to advance/navigate to the next menu item. The user can navigate through all the top level menus by pressing [a].
- While a parameter is being modified, press [c] to escape without saving the parameter.
- Press the [b] button to scroll through submenus selections. When a numerical value is displayed press this key to increase value of a parameter that is currently being modified.
- In the Run Mode pressing [d] causes the display to flash the PEAK value several times before returning to the Run Mode.
- In the top menu press [e] causes the display to return to the Run Mode.
- Press the [f] button to scroll through submenu selections. When a numerical value is displayed press this key to decrease value of a parameter that is currently being modified.
- In the Run Mode pressing [g] causes the display to flash the VALLEY value several times before returning to the Run Mode.
- In the top menu press [h] causes the display to return to the Run Mode.

- [c] (DOWN) • Press the [a] button to access the submenus from a Top Level Menu item.
- Press this button to store a submenu selection or after entering a value – the display will flash a [b] message to confirm your selection.

- [d] (ENTER) • Press this button to access the submenus from a Top Level Menu item.
- Press this button to store a submenu selection or after entering a value – the display will flash a [b] message to confirm your selection.
- While a parameter is being modified, press [c] to escape without saving the parameter.

- [e] • To enter the Menu, the user must first press [a] button. Use this button to advance/navigate to the next menu item. The user can navigate through all the top level menus by pressing [a].
- While a parameter is being modified, press [c] to escape without saving the parameter.
- Press the [b] button to scroll through submenus selections. When a numerical value is displayed press this key to increase value of a parameter that is currently being modified.
- In the Run Mode pressing [d] causes the display to flash the PEAK value several times before returning to the Run Mode.
- In the top menu press [e] causes the display to return to the Run Mode.
- Press the [f] button to scroll through submenu selections. When a numerical value is displayed press this key to decrease value of a parameter that is currently being modified.
- In the Run Mode pressing [g] causes the display to flash the VALLEY value several times before returning to the Run Mode.
- In the top menu press [h] causes the display to return to the Run Mode.

- [f] • Press this button to access the submenus from a Top Level Menu item.
- Press this button to store a submenu selection or after entering a value – the display will flash a [b] message to confirm your selection.
- While a parameter is being modified, press [c] to escape without saving the parameter.

- [g] • Press this button to access the submenus from a Top Level Menu item.
- Press this button to store a submenu selection or after entering a value – the display will flash a [b] message to confirm your selection.
- While a parameter is being modified, press [c] to escape without saving the parameter.

- [h] • Press this button to access the submenus from a Top Level Menu item.
- Press this button to store a submenu selection or after entering a value – the display will flash a [b] message to confirm your selection.
- While a parameter is being modified, press [c] to escape without saving the parameter.