



Changing Electronica EL400 Scale Read Direction

Congratulations on the purchase of your Electronica digital readout kit. This article addresses how to change the scale read direction. These steps need only be accomplished once.

Before programming your display, make sure the scales are properly installed. The “hash marks” on the readhead and the scale body must be installed on the same ‘side’ or the display will flicker.

With the display on, **push the “wrench” button once** – it’s the lower left most button on the display.

You should see “SELEct” on the display.

For the sake of discussion, we’ll assume we want to change which direction the “X” scale is reading.

Push the “X” key once. The display should now read “LinEAr”.

Push the “2” key four times. The display should now read “LEFt”. This is the default read direction.

Push the “4” key once. The display should now read “riGht”. This has now changed the “direction” the scale reads.

Push the “2” key six times. The display should now read “SAv ChG”.

Push the “ent” key once. The display should now read “rSt oEm”.

Push the “2” key twice. The display should now read “End”.

Push the “ent” key once. The display should now be back in the normal operating mode.

Congratulations, you’re finished! Your settings are retained in memory, and need not be entered again.

You may find the following tips useful for your installation:

3M Scotch 4011 Exterior Mounting tape – This double sided adhesive tape is **excellent** for “holding everything in place” to make sure everything fits right BEFORE you drill your holes. ~ \$6

Diablo D1084L 10 in. x 84 Tooth Carbide Circular Saw Blade – Made to cut non-ferrous metal, this is perfect for cutting your scales. ~ \$59

Drills & Taps:

Scale Endcaps	M4 x .7 plug tap Enco Part #510-1272 M4 x .7 bottom tap Enco Part #510-1170 3.30mm drill for M4 taps Enco Part #317-8273
Scale & Readhead Brackets	M6 x 1.0 plug tap Enco Part #510-1299 M6 x 1.0 bottom tap Enco Part #510-1213 5.00mm drill for M6 taps Enco Part #317-8286