

WinCT-Counting

INSTRUCTION MANUAL



A&D Company, Ltd.

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1. Software Overview

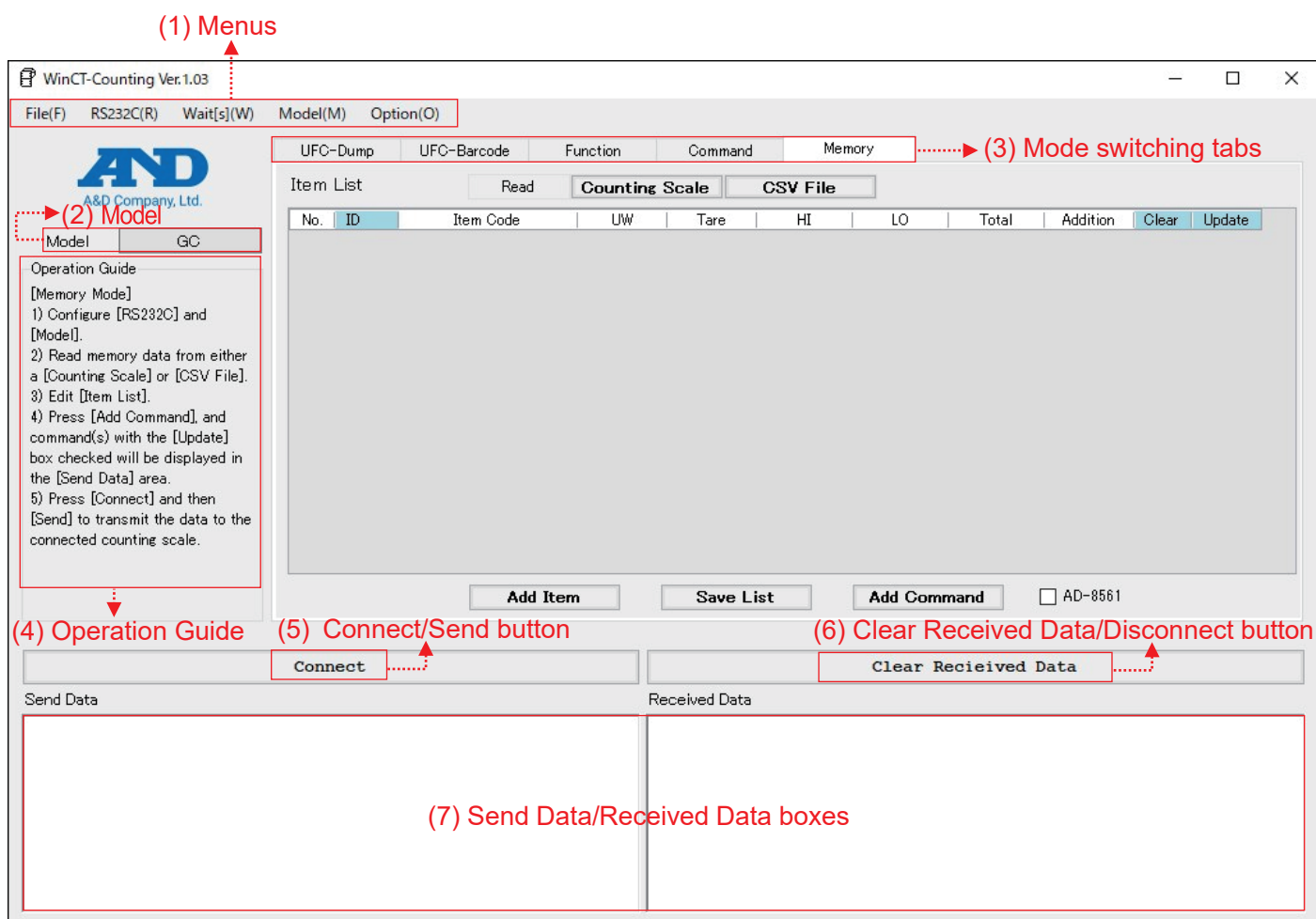
This software, "Windows Communication Tools for Counting Scale" (hereinafter called "WinCT-Counting"), is a setting tool that assists the use of counting scales manufactured by A&D as follows.

- Edits on a PC the "UFC output format" output by the counting scale and saves it to the counting scale.
- Checks the function settings of the counting scale with a PC, and saves changes to the counting scale.
- Transmits commands to the counting scale.
- Checks internal memory of the counting scale with a PC. Saves a list to the PC, and then saves it to the counting scale.

"WinCT-Counting" can be downloaded from the A&D website (<https://www.aandd.jp/>).

To setup "WinCT-Counting", please refer to the WinCT-Counting_SetUp_EN file in the downloaded A&D WinCT-Counting folder.

1.2. Sections of the software (common to all modes)



(1) Menus

File menus

Operates files.

Name	Description
Open	Reads files.
	Send Data Reads transmitted data.
	Barcode Data Reads data created in the UFC-barcode mode.
New	Clears data
	Send Data Clears transmitted data.
	Received Data Clears received data.
Save	Saves data in files.
	Send Data Saves data in the Send Data box.
	Received Data Saves data in the Received Data box.
	Barcode Data Saves data created in the UFC-barcode mode.
Print	Outputs to a printer.
	Send Data Outputs transmitted data.
	Received Data Outputs received data.
End	Exits WinCT-Counting.

RS232C menu

The RS-232C communication settings

Name	Description
Com Port	Sets the COM port. Displays the list of available ports.
Baud Rate	Sets the baud rate. 600 / 1200 / *2400 / 4800 / 9600 / 14400 / 19200 / 28800 / 38400 bps
Parity	Sets the parity. *Even (E) / Odd (O) / None (N)
Length	Sets the data length. *7 / 8 bits
Stop Bit	Sets the stop bit. *1 / 1.5 / 2 bits
Terminator	Sets the terminator. *CR/LF / CR

* Default setting

Wait[s] menu

A transmission interval is inserted between lines. Specify it according to the intended counting scale or conditions as it varies depending on the receive buffer size or the data processing time of the counting scale.

Name	Description
	A transmission interval inserted between lines [second(s)]. 0.0 / 0.1 / 0.2 / 0.3 / 0.4 / 0.5 / 0.6 / 0.7 / 0.8 / 0.9 / 1.0 / 1.1 / 1.2 / 1.3 / 1.4 / 1.5 / 1.6 / 1.7 / 1.8 / 1.9 / 2.0

Model menu

Specifies the counting scale (displays the list of compatible models).

Name	Description
	Specifies the counting scale.

Option menu

Optional setting

Name	Description
Language	Selects the preferred language. Japanese / *English

* Default setting

(2) Model

The currently selected model is displayed.

To change the model, use the **Model** menu.

(3) Mode switching tabs

Name	Description
UFC-Dump	UFC function Creates UFC commands in the UFC-dump mode and stores UFC format on the counting scale. This mode is for printing data transmitted from the counting scale as it is.
UFC-Barcode	UFC function Creates UFC commands in the UFC-barcode mode and stores UFC format on the counting scale. This mode is for printing data transmitted from the counting scale on a barcode label.
Function	Function settings Confirms or changes the current function settings of the counting scale.
Command	Commands Selects commands that are valid on the counting scale and transmits to the counting scale.
Memory	Memory function <ul style="list-style-type: none"><input type="checkbox"/> Reads internal memory of the counting scale, and builds lists, and save them in a csv file.<input type="checkbox"/> Reads memory data from a file and saves it to the counting scale.<input type="checkbox"/> Creates and saves memory data of the SD card for external memory.

(4) Operation Guide

Displays the simplified operating procedures for each function.

(5) Connect/Send buttons

Name	Description
Connect button	Starts communication with the counting scale. (When communication starts, Connect changes to Send .)
Send button	Transmits the character strings in the Send Data box to the counting scale. (When the Disconnect button is pressed, Send changes to Connect .)

(6) Clear Received Data/Disconnect buttons

Name	Description
Disconnect button	Ends communication with the counting scale. (When communication ends, Disconnect changes to Clear Received Data .)
Clear Received Data button	Clears the Received Data box. (When the Connect button is pressed, Clear Received Data changes to Disconnect .)

(7) Send Data & Received Data boxes

Name	Description
Send Data box	Displays commands to transmit to the counting scale. The user can type text in here directly. When a blank line (a line with a terminator only) is inserted, the blank line and following lines will not be transmitted. Remarks, output results, etc. put there will be useful for future reference.
Received Data box	Displays the character strings received from the counting scale. The user can type text in here directly.

1.3. Operation (common to all modes)

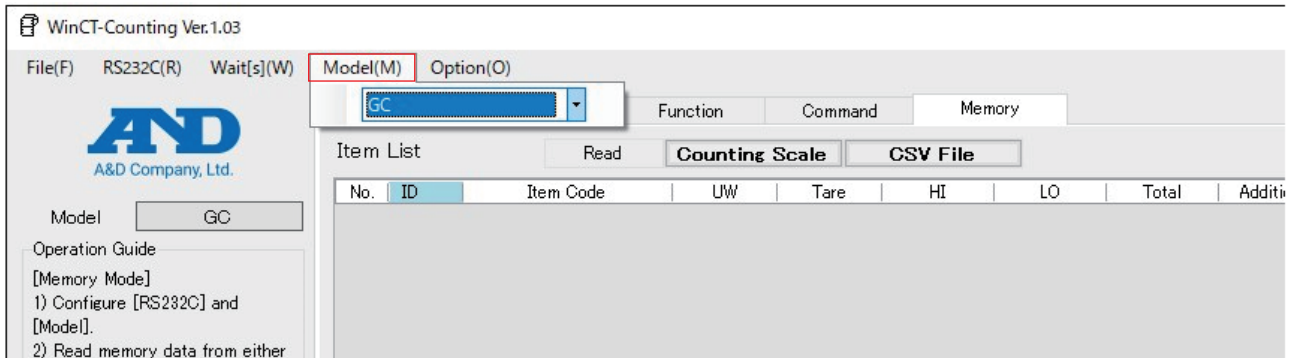
1. Starting the WinCT-Counting software

To begin, click the **Start** button on the PC.

Then, navigate to **All Programs > A&D WinCT-Counting > WinCT-Counting** or search for WinCT-Counting application to start WinCT-Counting.

2. Selecting a model

Click the **Model** menu and select the model of the counting scale to connect.



3. Configuring the communication settings

Click the **RS232C** menu and select from **COM Port** the COM port for communicating to communicate with the counting scale. Make sure that the settings of RS-232C match the communication settings of the counting scale.

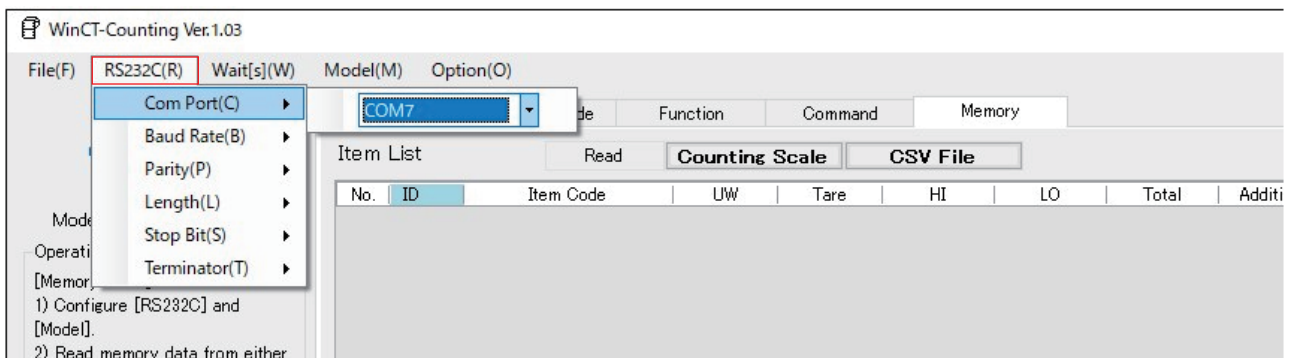
(The initial values of WinCT-Counting's communication settings are the same as the factory settings of the A&D counting scale.)

The COM port number can be confirmed with the Device Manager.

Note

When the AD-8561 is used with a GC series counting scale, set the communication settings of the counting scale to AD-8561-MI mode, and then make the communication settings of WinCT-Counting match those of the AD-8561.

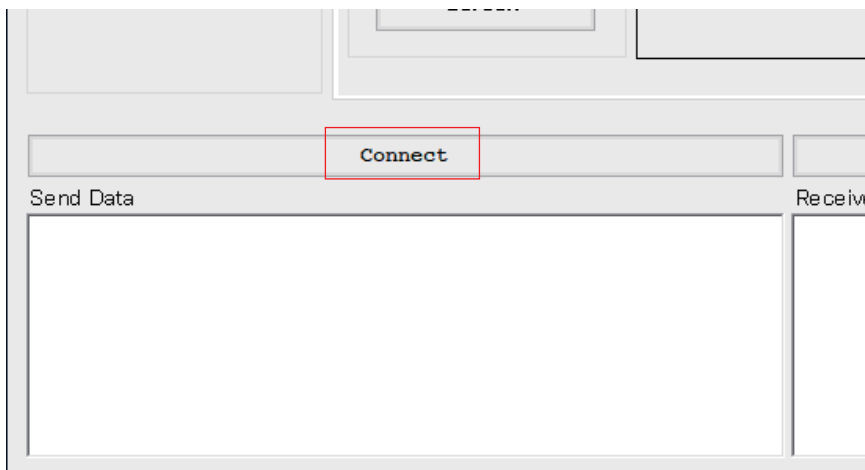
(For the communication settings of the AD-8561, refer to the instruction manual of the AD-8561.)



4. Setting a counting scale

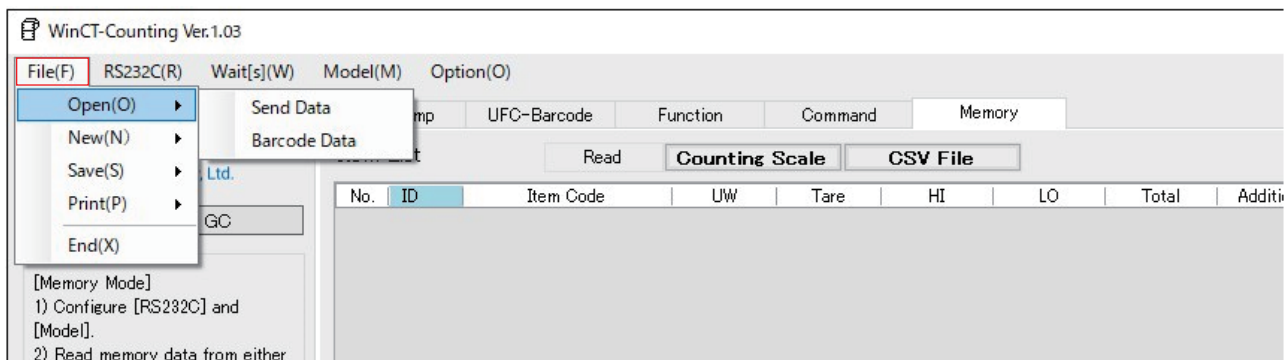
When using the UFC function, make sure that the counting scale is set to UFC mode. For the method of setting, refer to the instruction manual of the counting scale. The settings can be confirmed/changed by the function setting.

5. Click the Connect button to connect to the counting scale.



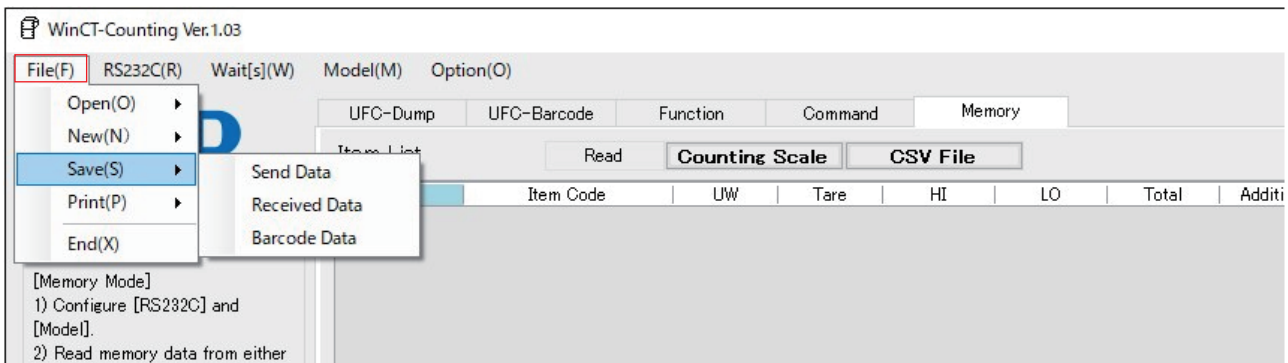
6. When transmitting the contents of a file saved on a PC directly to the counting scale

Click **Open** in the **File** menu, and then select **Send Data** to select and open the file created. You can create commands in a txt file or a csv file and batch send to the counting scale.



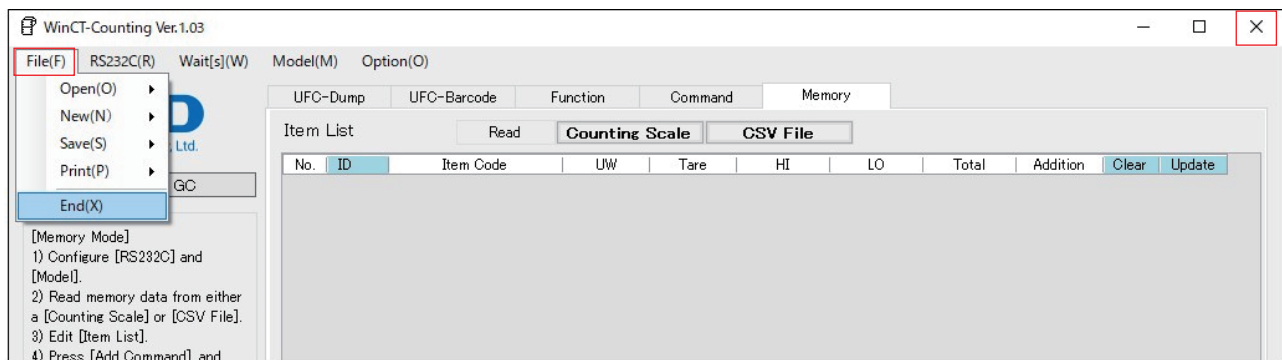
7. When saving text in Send Data or Received Data

Click **Save** in the **File** menu and select **Send Data** or **Received Data**, and then save as a new file. You can save the text in txt or csv format.



8. Closing the WinCT-Counting window

Click **End** in the **File** menu or the "X" (close) button on the upper right corner of the window.



2. UFC-Dump Mode

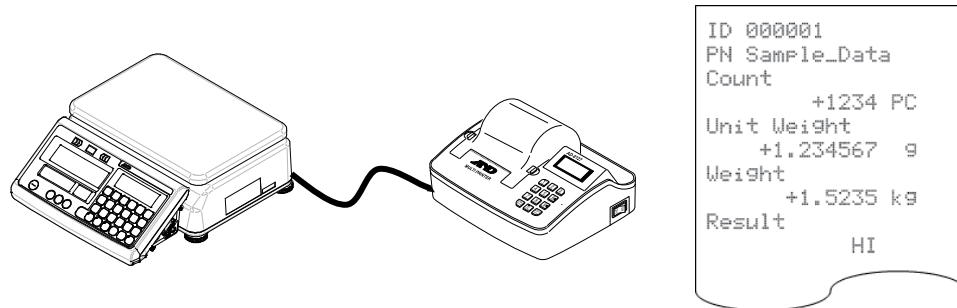
2.1. Abilities of the UFC-dump mode

- A&D counting scales equipped with the UFC function can output weighing data in customized formats (UFC Output Format*1).

Thus, the user can change the form of output data, the order to print, etc. when printing with a printer capable of dump printing.

With the AD-8127, set the printer to dump print mode.

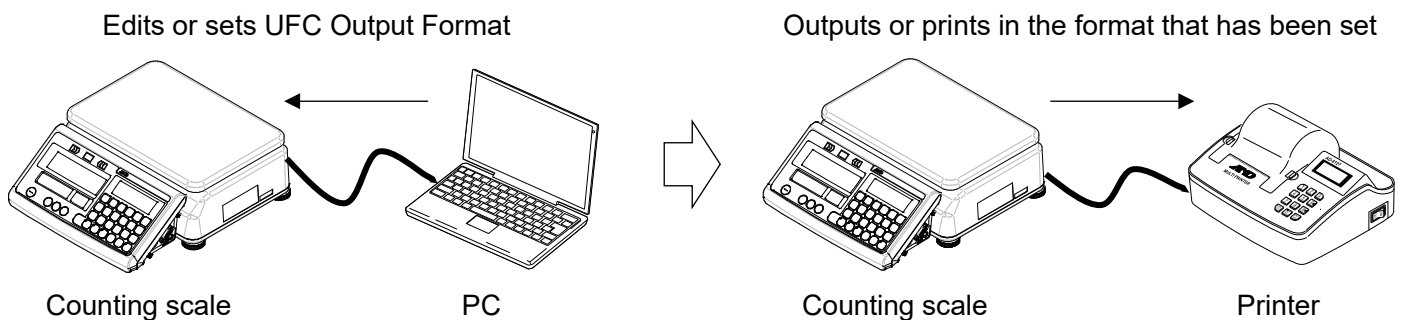
(For the settings, refer to the instruction manual of the printer.)



- With UFC Output Format, the following three can be output: Static text, variable data that a counting scale holds (such as weighing data) and the control code in ASCII. Each of them can be combined with the others to be output together. For details, refer to the instruction manual of the counting scale.

2.2. How to use the UFC-dump mode

- To output data in UFC Output Format from a counting scale with the UFC function, the UFC Output Format settings must be already stored in the counting scale.
- To store the UFC Output Format settings to the counting scale, it is necessary to transmit commands in a specific format (UFC Setting Commands*2) from a PC to the counting scale.
- The UFC Mode of WinCT-Counting is an application designed for editing UFC Output Format on a PC as well as for transmitting UFC Setting Commands to the counting scale.



*1 UFC Output Format may be referred to as "UFC format", "output format" or "format" in the instruction manual of the counting scale used.

*2 A UFC Setting Command may be referred to as a "PF command", "UFC command" or "UFC program command" in the instruction manual of the counting scale used.

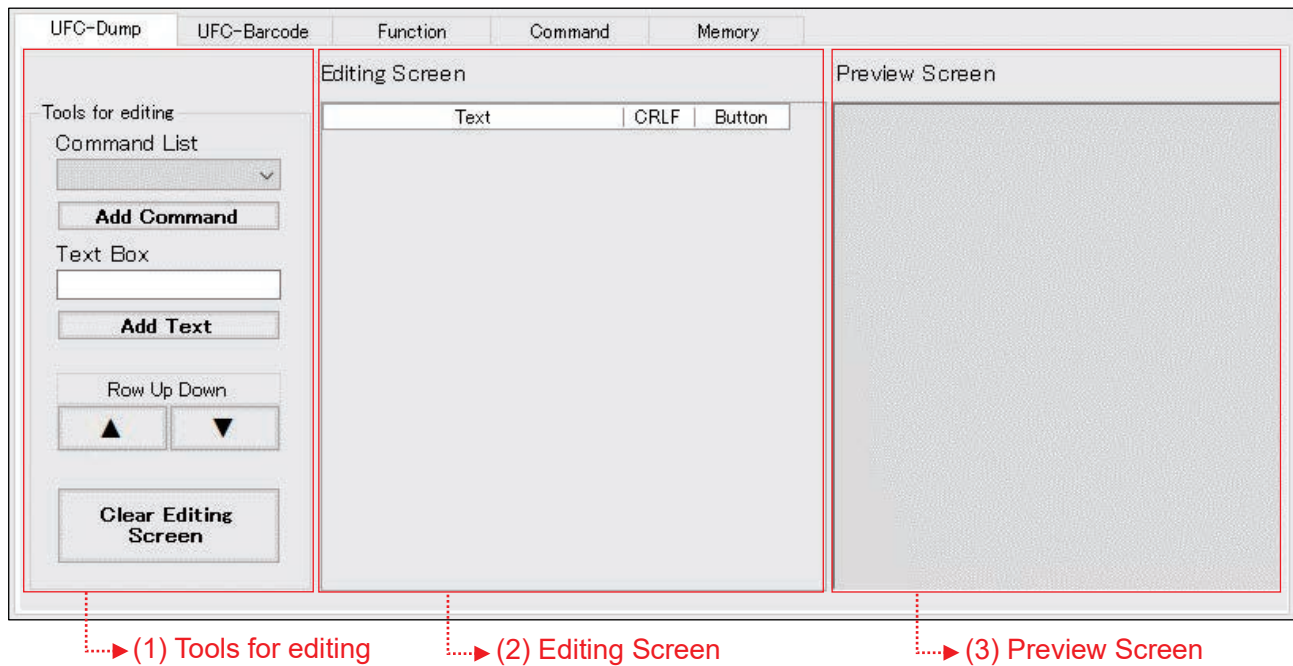
Note

- UFC Setting Commands transmitted to the counting scale are saved even when the power is turned off.
- The number of characters that can be stored, UFC Setting Command format, and the cable/options required for connection to a PC will vary depending on the counting scale. For details, please refer to the instruction manual of the counting scale used.

2.3. Features of the UFC-dump mode

- UFC Output Format can be easily created by selecting data to be printed, such as weighing values, unit weight, etc. and also by entering text to be printed.
- Editing and adjusting formats can be done effortlessly on a PC screen thanks to the Preview Screen, which displays the UFC Output Format to be output from the counting scale.
- UFC Setting Commands can be automatically generated from the edited format and can be transmitted to and stored on the counting scale. Data received from the counting scale can be displayed on the PC screen.
- The contents of the edited UFC Output Format, UFC Setting Commands, and data received from the counting scale can be saved as and imported to a csv file. Printing to a printer from the PC is also possible.

2.4. Sections of the UFC-dump mode



(1) Tools for editing

Output data can be edited with these tools.

Name	Description
Command List menu	Displays the list of available variable data.
Add Command button	Adds the variable data selected in Command List to Editing Screen .
Text Box	Text entered here is added to Editing Screen by pressing the Enter key. (A blank space can be also added.)
Add Text button	Adds the text displayed in Text Box to Editing Screen .
Row Up button (▲)	Moves the row selected in Editing Screen (highlighted in blue) up one row.
Row Down button (▼)	Moves the row selected in Editing Screen (highlighted in blue) down one row.
Clear Editing Screen button	Clears the data listed in Editing Screen .

(2) Editing Screen

The UFC Output Format can be edited on this screen.

Name	Description
Text column	Lists the variable data and text added by the user. Text can be edited on this screen. Variable data is displayed with a gray background and cannot be edited.
CRLF column	If the check box next to an item has a checkmark in it, a line break code is added at the end of the line. If it does not have a checkmark, no line break code is added, so the line is connected with the next line.
Button column	Clicking the Delete button in a row deletes that row.

(3) Preview Screen

A print preview is displayed on this screen.

Displays in the UFC Output Format data edited in Editing Screen. In this preview, the part corresponding to variable data is replaced by a sample form of data for the purpose of showing an example of the counting scale's output. This example has the same number of characters as actual data, although its content is not the same.

2.5. How to operate the UFC-dump mode

Perform steps 1 to 4 in “1.3. Operation (common to both modes)”.

Select the **UFC Mode** tab to open the UFC function screen.

5. Creating UFC Output Format

6. Sending UFC Setting Commands from the PC to the counting scale

- (1) Click the **Connect** button, which will then change to the **Send** button when communication starts.
- (2) When you click the **Send** button, the commands displayed in the **Send Data** box will be sent line by line to the counting scale. Between the lines, the time set in **Wait[s]** will be inserted.
- (3) Transmitted UFC Setting Commands are stored in the counting scale.

The screenshot shows the WinCT-Counting Ver.1.03 software interface. The main window is titled "WinCT-Counting Ver.1.03" and has a menu bar with "File(F)", "RS232C(R)", "Wait[s](W)", "Model(M)", and "Option(O)". The "UFC-Dump" tab is selected, and the "Editing Screen" is active. The "Editing Screen" contains a table with columns "Text", "CRLF", and "Button". The table has the following rows:

Text	CRLF	Button
[Item code]	<input checked="" type="checkbox"/>	Delete
Total	<input checked="" type="checkbox"/>	Delete
[Total count]	<input checked="" type="checkbox"/>	Delete
Unit Weight	<input checked="" type="checkbox"/>	Delete
[Unit weight]	<input checked="" type="checkbox"/>	Delete

The "Preview Screen" shows the following data:

```
Z D 5.6V
Total
+999999 PC
Unit Weight
+1.234567 g
```

The "Send Data" box contains the following commands:

```
PF,$NM$CR$LF&
'Total'$CR$LF&
' $TL$CR$LF&
'Unit Weight'$CR$LF&
' $UW$CR$LF
```

The "Received Data" box shows the response: "<AK>".

Annotations in red text and arrows indicate the following steps:

- Step 5. Creating UFC Output Format**: Points to the "Editing Screen" and "Preview Screen" area.
- Step 6. Sends UFC Setting Commands by clicking the Connect button which will change to the Send button**: Points to the "Connect" button.
- Displays commands to send**: Points to the "Send Data" box.
- Displays a reply to the commands sent**: Points to the "Received Data" box.

7. Receiving data from the counting scale

- To output data, press the print key on the counting scale.
- The data output is displayed in the **Received Data** box, so check that the contents of the data are correct.

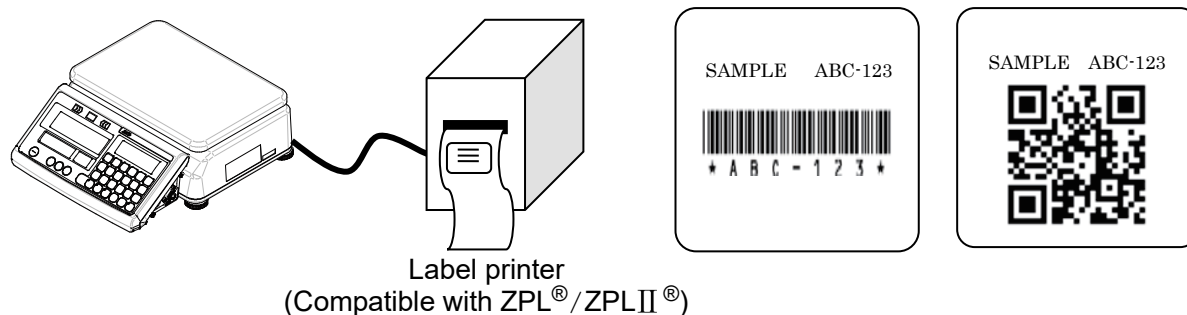
8. Ending communication

Click the **Disconnect** button.

3. UFC–Barcode Mode

3.1. Abilities of the UFC–barcode mode

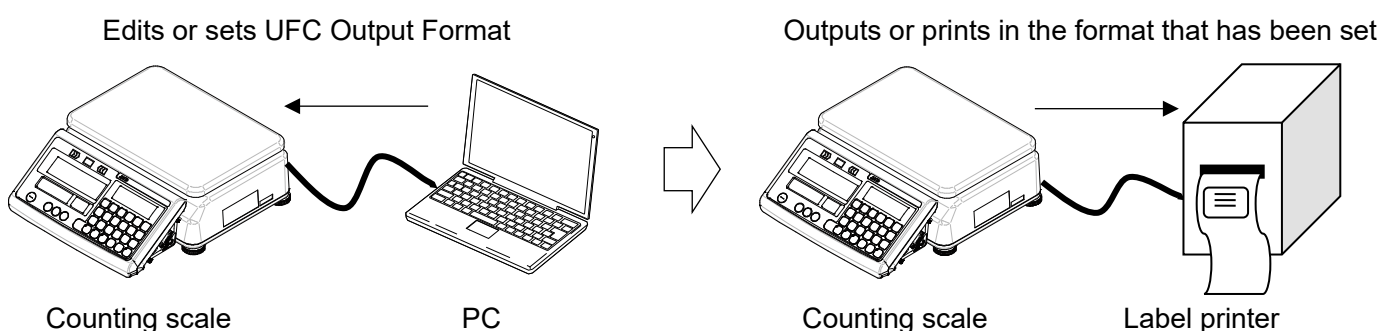
- A&D counting scales equipped with the UFC function can output weighing data directly from the counting scale to print on barcode labels or two-dimensional code labels without PC, by editing the UFC Output Format*1 in such a way as to output a control character with a label printer.



- With UFC Output Format, the following three can be output: Static text, variable data that a counting scale holds (such as weighing data) and the control code in ASCII. Each of them can be combined with the others to be output together. For details, refer to the instruction manual of the counting scale.

3.2. How to use the UFC–barcode mode

- To output data in UFC Output Format from a counting scale with the UFC function, the UFC Output Format settings must be already stored in the counting scale.
- To store the UFC Output Format settings to the counting scale, it is necessary to transmit commands in a specific format (UFC Setting Commands*2) from a PC to the counting scale.
- The UFC Mode of WinCT-Counting is an application designed for editing UFC Output Format on a PC as well as for transmitting UFC Setting Commands to the counting scale.



The AD-8561 is not usable with the UFC-barcode mode.

*1 UFC Output Format may be referred to as "UFC format", "output format" or "format" in the instruction manual of the counting scale used.

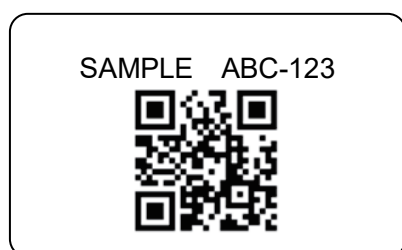
*2 A UFC Setting Command may be referred to as a "PF command", "UFC command" or "UFC program command" in the instruction manual of the counting scale used.

Note

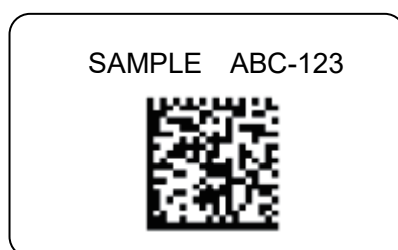
- UFC Setting Commands transmitted to the counting scale are saved even when the power is turned off.
- The number of characters that can be stored, UFC Setting Command format, and the cable/options required for connection to a PC will vary depending on the counting scale. For details, please refer to the instruction manual of the counting scale used.

3.3. Features of the UFC-barcode mode

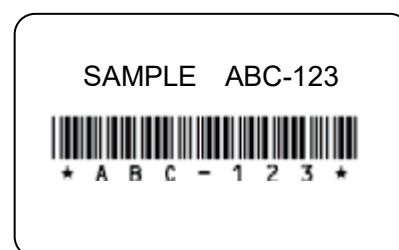
- UFC Output Format can be easily created by selecting data to be printed, such as weighing values, unit weight, etc. and also by entering text to be printed.
- Editing and adjusting formats can be done effortlessly on a PC screen thanks to the Preview Screen, which displays the UFC Output Format to be output from the counting scale.
- UFC Setting Commands can be automatically generated from the edited format and can be transmitted to and stored on the counting scale. Data received from the counting scale can be displayed on the PC screen. The program for printing barcode labels can be edited with a label printer (which programming language is compatible with ZPL[®] and ZPL[®]).
- The contents of the edited UFC Output Format, UFC Setting Commands, and data received from the counting scale can be saved as and imported to a csv file. Printing to a printer from the PC is also possible. The printable types of barcodes and two-dimensional codes with the UFC-barcode mode are QR codes, DataMatrix codes, and Code 39.



Print example of a QR code

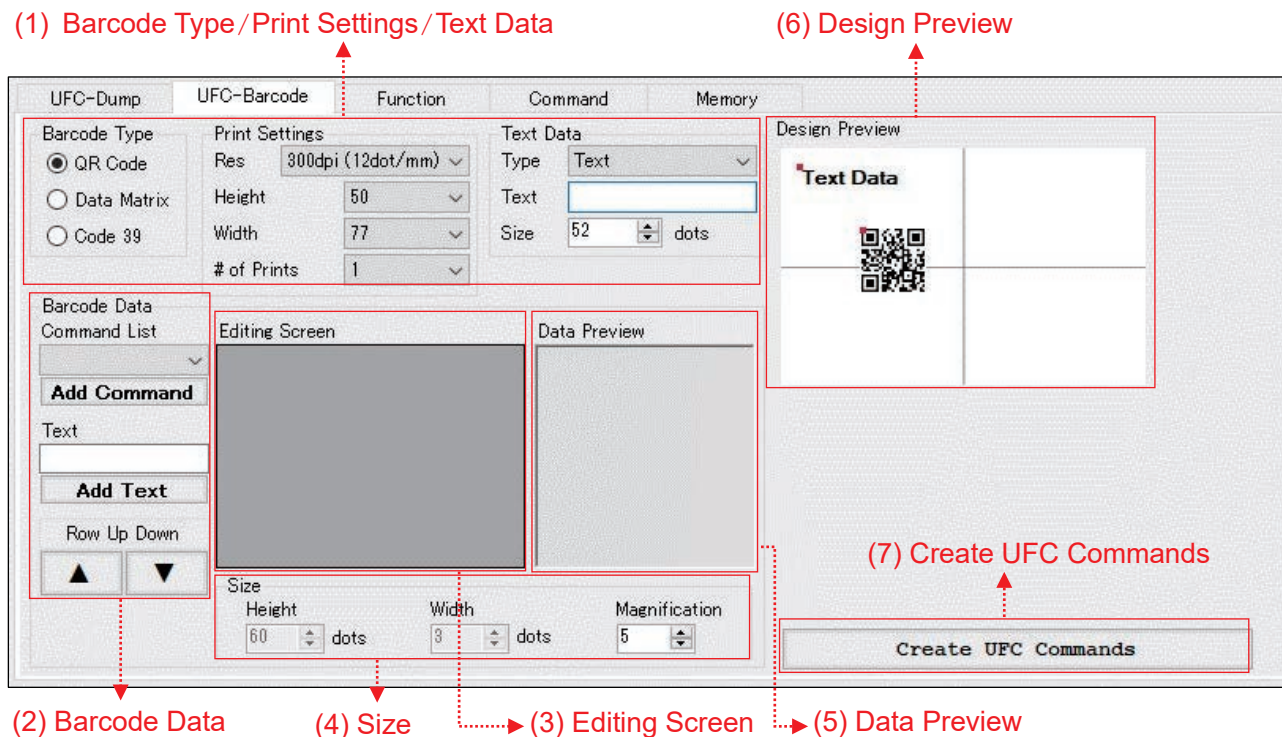


Print example of a DataMatrix code



Print example of a Code 39

3.4. Sections of the UFC–barcode mode



(1) Barcode Type/Print Settings/Text Data

Barcode types and print settings can be selected, and printing text can be edited with these tools.

Name	Description
QR Code	Prints QR code and text.
Data Matrix	Prints DataMatrix code and text.
Code 39	Prints Code 39 and text.
Res menu	Selects the print head resolution of a label printer. 203 dpi [8 dot/mm]/300 dpi [12 dot/mm]/406 dpi [16 dot/mm]/600 dpi [24 dot/mm]
Height menu	Enters the label length. The unit is mm. (10 to 100 mm)
Width menu	Enters the label width. The unit is mm. (10 to 100 mm)
# of Prints menu	Enters the number of sheets to print at a time. (1 to 10 sheets)
Type menu	Selects the variable data and text. Text/Command
Text box	Select [Text] from [Type], and it turns the entry field for letters. Select [Command] from [Type], and it enables selection of the variable commands. The type of command differs depending on models.
Size menu	Sets the text size. The unit is dot.

(2) Barcode Data

The barcode data can be edited with these tools.

Name	Description
Command List menu	Displays the list of available variable data.
Add Command button	Adds the variable data selected in Command List to Editing Screen .
Text box	Text entered here is added to Editing Screen by pressing the Enter key. (A blank space can be also added.)
Add Text button	Adds the text displayed in Text Box to Editing Screen .
Row Up button (▲)	Moves the row selected in Editing Screen (highlighted in blue) up one row.
Row Down button (▼)	Moves the row selected in Editing Screen (highlighted in blue) down one row.

(3) Size

Name	Description
Height menu	Sets the barcode height. (DataMatrix code and Code 39 only)
Width menu	Sets the barcode width. (Code 39 only)
Magnification menu	Sets the barcode magnification. (QR code only)

(4) Editing Screen

The barcode data can be edited with these tools.

Add data here to put data in a barcode.

For a two-dimensional barcode, each data is put on a new line.

For a one-dimensional barcode, all data is put on one line.

Name	Description
Text column	Lists the variable data and text added by the user. Text can be edited on this screen.
CRLF column	If the check box next to an item has a checkmark in it, a line break code is added at the end of the line. If it does not have a checkmark, no line break code is added, so the line is connected with the next line.
Delete column	Clicking the Delete button in a row deletes that row.

(5) Data Preview

Added variable data or character strings are displayed on this screen.

This is a preview screen for barcode data.

Displays a preview of data in the **Editing Screen**. In this preview, the part corresponding to variable data is replaced by a sample form of data for the purpose of showing an example of the counting scale's output. This example has the same number of characters as actual data, although its content is not the same.

(6) Design Preview

Adjusts the printing position of objects.

Name	Description
Text object	Displays the printing position of text data. The position can be changed by drag-and-drop actions. The contents in the Text Data menu are applied to the characters and size of text. A red point on the upper left of the object is the reference for the printing position.
Barcode object	The position can be changed by drag-and-drop actions. Sample data is set for the contents of the barcode. In the Design Preview , the contents of barcode data are not applied. The barcode size is adjustable on the Size menu. A red point on the upper left of the object is the reference for the printing position.

(7) Create UFC Commands

Converts the contents edited for label printing to the UFC setting commands.

Converted data is displayed on the **Send Data** box.

3.5. How to operate the UFC–barcode mode

Perform steps 1 to 4 in “1.3. Operation (common to both modes)”.

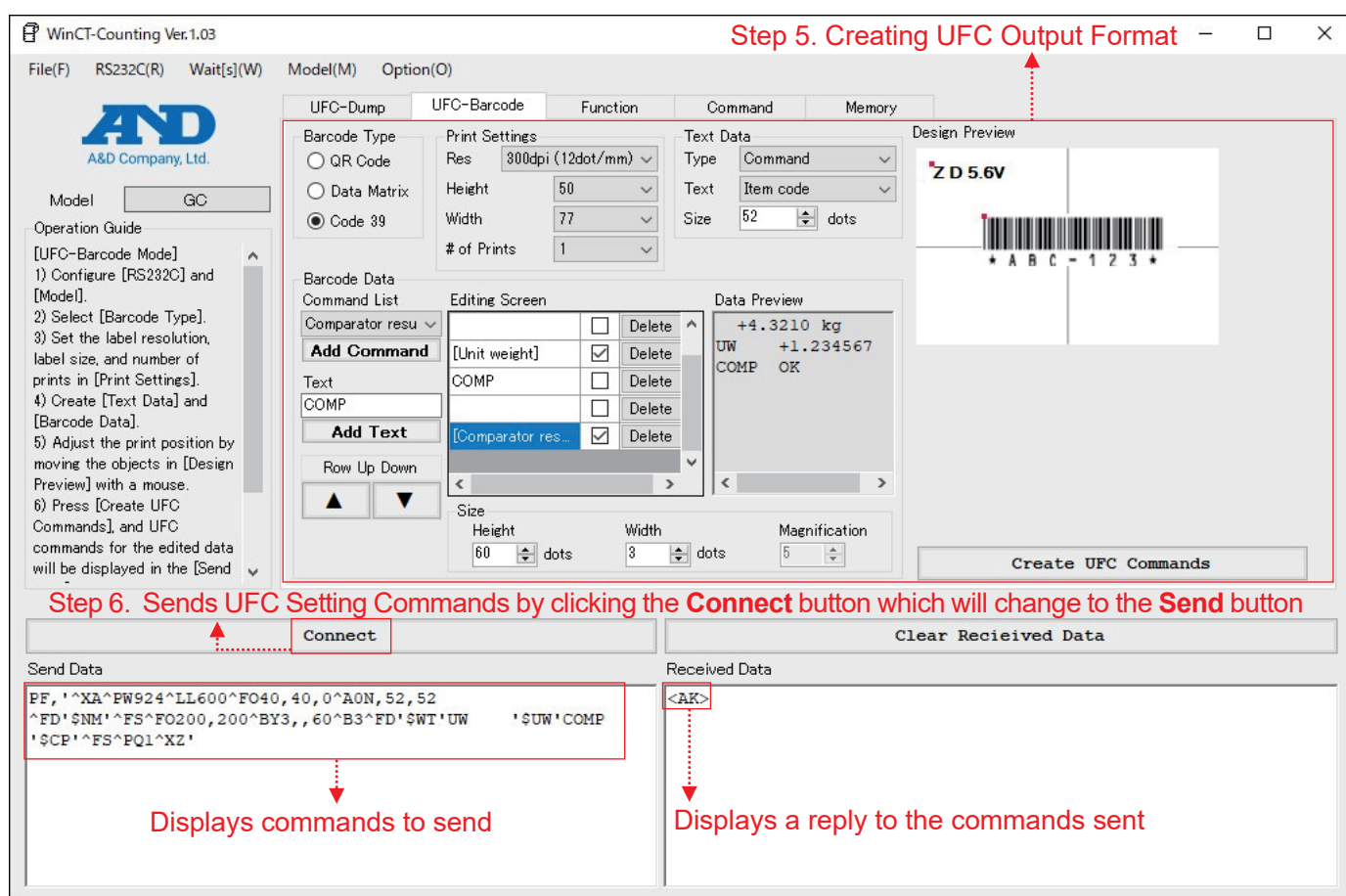
Select the **UFC-Barcode** tab to open the UFC-barcode label settings screen.

5. Creating UFC Output Format

Edit Barcode Type, Print Settings, Text Data, Barcode Data, and Design Preview, and then press the **Create UFC Commands** button.

6. Sending UFC Setting Commands from the PC to the counting scale

- (1) Click the **Connect** button, which will then change to the **Send** button when communication starts.
- (2) When you click the **Send** button, the commands displayed in the **Send Data** box will be sent to the counting scale.
- (3) Transmitted UFC Setting Commands are stored in the counting scale.



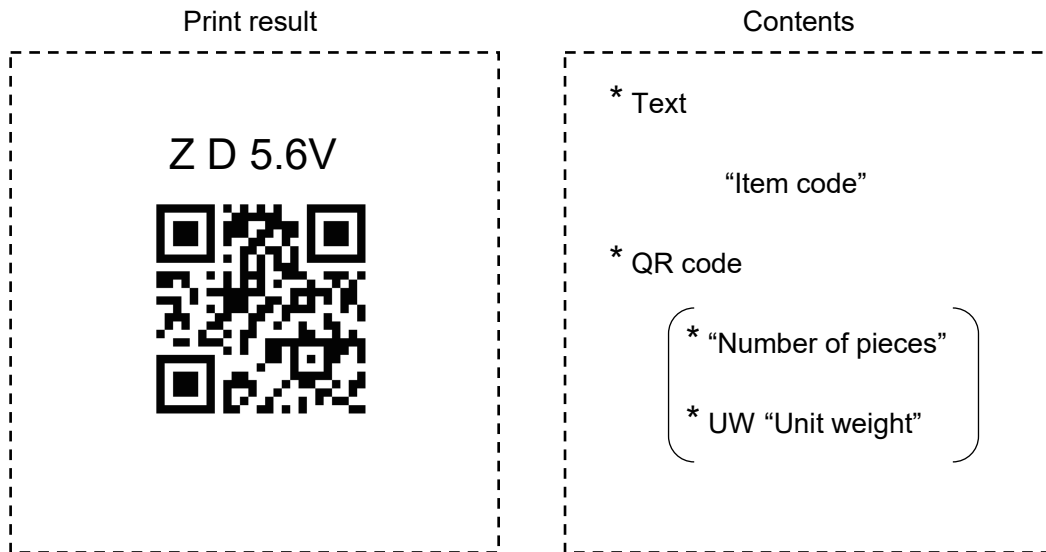
7. Receiving data from the counting scale

- To output data, press the print key on the counting scale.
- The data output is displayed in the **Received Data** box, so check that the contents of the data are correct. Confirm that the data displayed in the **Received Data** box starts with “^XA” and ends with “^XZ”. If it does not end with “^XZ”, the data count is too large. Reduce data to add in **Barcode Data**.

8. Ending communication

Click the **Disconnect** button.

3.6. Example of creating the UFC output format



The QR code above is for illustrative purposes only.

1. Select **QR Code** in the **Barcode Type**.
2. Select **Command** from the **Type** menu in **Text Data**. Then, select **Item Code** from the **Text** box.
3. Select **Count data** from the **Command List** menu in **Barcode Data**. Then, click the **Add Command** button. Enter "UW " in **Text**, and press the **Add Text** button. Remove a checkmark in the "UW " text column in the **Editing Screen**. Select **Unit weight** from the **Command List**. Then, press the **Add Command** button.
4. Adjust the positions of text and barcode in the **Design Preview**.
5. Press the **Create UFC Commands** button to create UFC Setting Commands in the **Send Data** box.

4. Function Mode

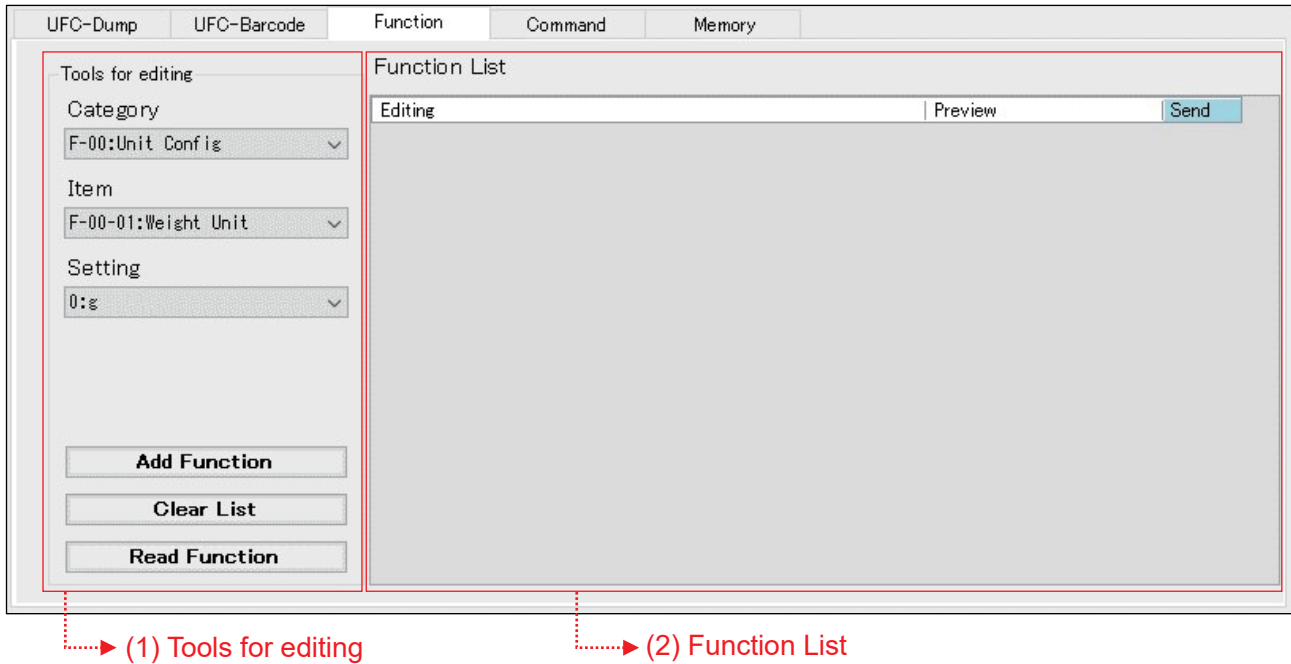
4.1. How to use the function mode

- There are differences in settable items depending on destinations. Make sure that English is selected for the language in the **Option** menu.

4.2. Features of the function mode

- You can select items and values for the function settings by using the pull-down menu.
- The current function setting can also be called up, which can be referred to or confirmed when the setting is changed.
- By using the check boxes, you can select items to send from the list.

4.3. Sections of the function mode



(1) Tools for editing

The function mode can be selected and the function list can be edited with these tools.

Name	Description
Category menu	Selects the large classification of the function setting. Options to be displayed vary depending on the model. F-00 / F-01 / F-02 / F-03 / F-04 / ...
Item menu	Selects the small classification of the function setting. Options to be displayed vary depending on the Category menu.
Setting menu	Selects the setting to change. Items can be selected /not be selected if they have check boxes.
Add Function button	Adds the contents selected in the Setting menu to the Function List.
Clear List button	Deletes items in the Function List.
Read Function button	Reads all function setting values in the counting scale connected and displays in the Function List.

(2) Function List

Added items can be previewed and commands to send can be selected in this screen.

Name	Description
Editing column	Displays added items.
Preview column	Displays commands.
Send column	Adds checkmarks to commands to send. Click the column name button to add checkmarks to all items in the Item list. Removes all checkmarks if the button is clicked with checkmarks in all of the boxes.

4.4. How to operate the Function Mode

Perform steps 1 to 4 in “1.3. Operation (common to both modes)”.

Select the **Function Mode** tab to open the function settings screen.

5. Selecting the function setting to be changed

- (1) Select items to be changed from the **Category** menu and then the **Item** menu.
To check the current function settings, click the **Read Function** button.
Clicking on the function setting displayed in the Function List, the **Category** menu and the **Item** menu are automatically selected.
- (2) Select the setting to be changed from the **Setting** menu, and click the **Add Function** button.
The item is added to the Function List.
- (3) Add a checkmark to the **Send** box on the right in the Function List only for the item to be changed.
Commands are generated in the **Send Data** box only for the item checked.

6. Sending the function setting commands from the PC to the counting scale.

- (1) Click the **Connect** button, which will then change to the **Send** button when communication starts.
- (2) When you click the **Send** button, the commands displayed in the **Send Data** box will be sent line by line to the counting scale. Between the lines, the time set in **Wait[s]** will be inserted.

Step 5. (1) Selects and adds the item to be changed.

Step 5. (3) Add checkmarks to the **Send** box of the command to be sent.

The screenshot shows the WinCT-Counting software interface. The main window is titled "WinCT-Counting Ver.1.03" and contains several panels. On the left is an "Operation Guide" with five numbered steps. The central area is divided into "Tools for editing" and "Function List". The "Tools for editing" panel has dropdown menus for "Category" (F-06:Communication) and "Item" (F-06-04:Baud Rate), a "Setting" dropdown (1:4800 bps), and buttons for "Add Function", "Clear List", and "Read Function". The "Function List" panel shows a table with columns for "Editing", "Command", "Memory", "Preview", and "Send". The "Send" column has checkmarks for the first three items. Below the function list are buttons for "Connect" and "Clear Received Data". At the bottom, there are two text areas: "Send Data" and "Received Data".

Annotations in red text and arrows point to specific elements:

- "Step 5. (1) Selects and adds the item to be changed." points to the "Category" and "Item" dropdown menus.
- "Step 5. (2) Select the setting to be changed and click the **Add Function** button to add the item to the Function List." points to the "Setting" dropdown and the "Add Function" button.
- "Step 5. (1) Reads the current function setting." points to the "Read Function" button.
- "Step 5. (3) Add checkmarks to the **Send** box of the command to be sent." points to the "Send" column in the Function List table.
- "Click the column name button to add checkmarks to all items in the Item list." points to the "Send" column header.
- "Step 6. Sends commands by clicking the **Connect** button, which will change to the **Send** button." points to the "Connect" button.
- "Displays commands to be sent." points to the "Send Data" text area, which contains the commands: FC:0604,1; FC:0202,1; FC:0801,110.
- "Displays responses to the commands sent." points to the "Received Data" text area, which contains the responses: <AK>; <AK>; <AK>.

7. Receiving data from the counting scale

- Confirm that the same number of responses (<AK>) as that of commands sent are returned.
If it is not, there may be items that could not be saved. In that case, adjust the time in the **Wait[s]** menu and send commands again.
- If an error (EC,E*) is received, correct and resend the data.
For the meaning of the error, refer to the instruction manual of the counting scale.

Note

The factory setting of the GC series is for no command response.

Change function setting F-06-07 to "1" (reply to command).

8. Ending communication

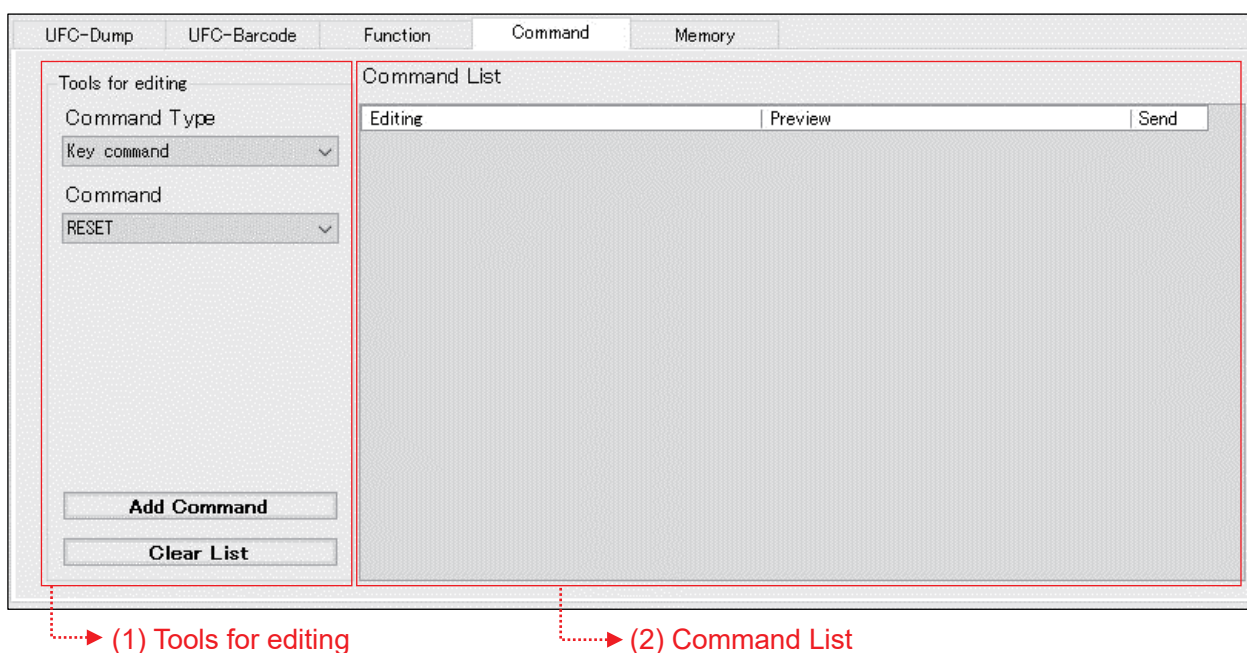
Click the **Disconnect** button.

5. Command Mode

5.1. Features of the command mode

- You can select usable commands by using the pull-down menu.
- As item names of commands for which values (unit weight, tare weight, etc.) need to be entered are shown before the text, you can create commands instinctively.
- When the digits of a value entered do not match, it cannot be written in the text box.
Other out-of-range errors can be written in the text box, so check responses after sending commands.
- It is recommended that key commands be sent one by one, not collectively.
- By using the check boxes, you can select items to send from the Command List.
- Refer to the instruction manual of the counting scale for the characters of Item code that can be used.
", (comma)" is not allowed in the item code.

5.2. Sections of the command mode



(1) Tools for editing

The command mode can be selected and the command list can be edited with these tools.

Name	Description
Command Type menu	Selects the large classification of the function setting. Options displayed vary depending on the model.
Command menu	Selects commands. Options displayed vary depending on the Command Type . A text box is displayed for commands for which values need to be entered. Enter values to set based on the description (ID, UW, Tare, etc).
Add Command button	Adds the content selected in the Command menu to the Command List.
Clear List button	Clears the items in the Command List.

(2) Command List

Added items can be previewed and commands to send can be selected in this screen.

Name	Description
Editing column	Displays added items.
Preview column	Displays commands.
Send column	Adds checkmarks to commands to send.

5.3. How to operate the Command Mode

Perform steps 1 to 4 in “1.3. Operation (common to both modes)”.

Select the **Command Mode** tab, and open the command mode screen.

5. Selecting commands

- (1) Select command from the **Command Type** menu and then the **Command** menu.
Enter setting values or any other items that need to be input.
- (2) Click the **Add Command** button to add the item to the Command List.
- (3) Add a checkmark to the **Send** box on the right in the Command List for only the command to be sent.
Commands are generated in the **Send Data** box for only the item with a checkmark.

6. Sending commands from the PC to the counting scale

- (1) Click the **Connect** button, which will then change to the **Send** button when communication starts.
- (2) When you click the **Send** button, the commands displayed in the **Send Data** box will be sent line by line to the counting scale.
Some commands do not function when they are sent simultaneously. If it happens, send commands one by one by adding a checkmark one at a time in each the **Send** box again, or adjust the time in the **Wait[s]** menu and send commands again.

7. Receiving data from the counting scale

- Command responses are output to the **Received Data** box.

Step 5 (3) Displays commands after the Add Command button is checked. Add a checkmark to the Send box of the command to be sent.

Editing	Preview	Send
Key command TARE	T	<input type="checkbox"/>
Memory ID 123	Call ID F, 123	<input type="checkbox"/>
Out put ?QT	Count ?QT	<input type="checkbox"/>
Memory ID 3456	Comparator Limits ML: 3456, 1234, 40	<input type="checkbox"/>
Memory ID 99	Item Code MI: 99, sample	<input checked="" type="checkbox"/>
Item Code sample		

Step 5 (1) Selects command

Step 5 (2) Adds the command selected to the Command List

Step 6 Sends commands by clicking the Connect button, which will change to the Send button

Displays commands to be sent

Displays responses to the commands

8. Ending communication

Click the **Disconnect** button.

6. Memory Mode

6.1. How to use the memory mode

- The only factory setting items stored in the internal memory of the counting scale are unit weight (and item code). It is recommended that all items (upper and lower limit values, tare, total, etc.) be set to be "items that are called up by the internal memory." For details about the function settings, refer to the instruction manual of each model.
Ex.) With the GC series, set function setting F-08-01 to "111".
- If the decimal separator that is displayed or output with the counting scale is set to ", (comma)", it may not be read to the Item List. In that case, set it to ". (dot)".
Ex.) With the GC series, set function setting F-04-07 to "0".

6.2. Features of the memory mode

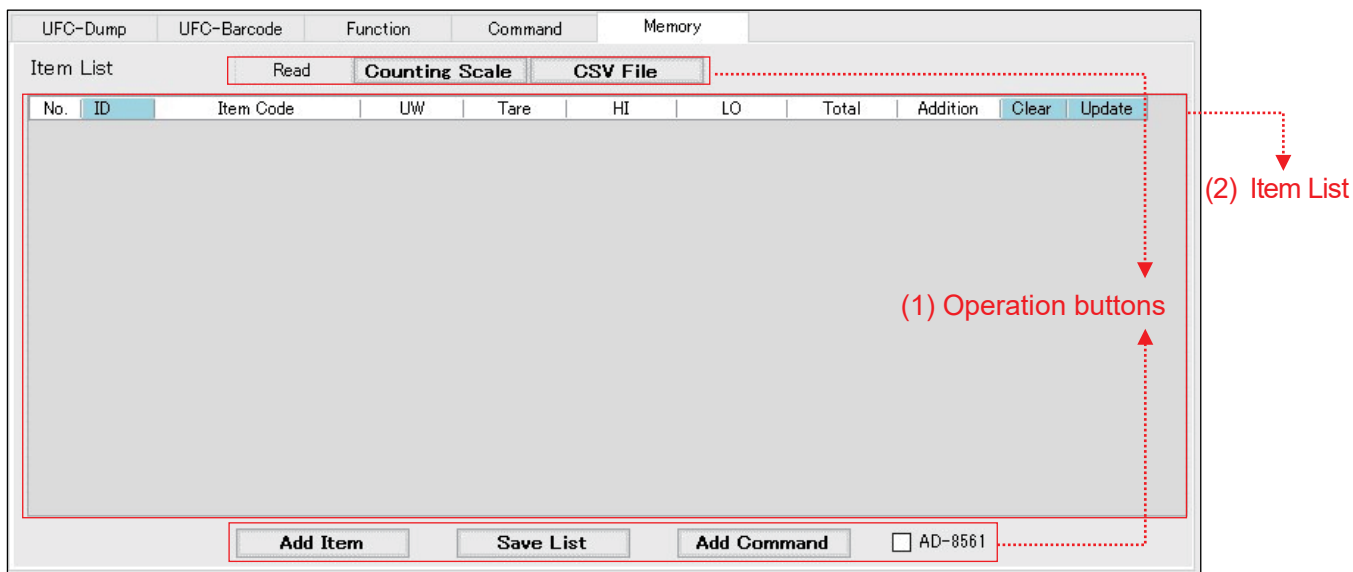
- The memory contents in the current counting scale can be listed, which makes it easy to manage.
- You can directly edit a list with text that has been read. Changed items are colored, which makes it easy to visually recognize where has been edited.
- By using check boxes, you can select items to be sent from the Item List.
- By saving the list read as a csv file, you can save to memory with a PC and create a file on external memory with the SD card (external memory is available only with the models that can use SD cards).
- Refer to the instruction manual of the counting scale for the characters of Item code that can be used.
", (comma)" is not allowed in the item code.
- By using a csv file saved on a PC, you can batch write to internal memory of the counting scale.
 - Note that items that can be stored in internal memory vary depending on the model.
 - For items and their sequence, check the Item List column in the **Memory** tab.
 - Csv files saved with the **Save List** button are generated in the same item array regardless of models so that lists can be used as is when the model is changed.
Items that cannot be stored in internal memory (items that are not displayed in the Item List) are filled with 0. Item code is output in blank.
 - When editing or creating a list on an Excel file, fill undefined items other than item code with 0 before converting it to a csv file.

<Example of a csv file saved>

A: ID, B: Item code, C: Unit weight, D: Tare, E: Upper limit value,
F: Lower limit value, G: Total count, H: Number of additions

	A	B	C	D	E	F	G	H	I	J
1	999517	Data_696	1.23	0.1	110	-110	0	0		
2	996351	Data_257	2.34	0.2	100	-100	0	0		
3	996254	Data_495	3.45	0.3	90	-90	0	0		
4	995558	Data_536	4.56	0.4	80	-80	0	0		
5	993803	Data_213	5.67	0.5	70	-70	0	0		
6	993518	Data_6	10.123	0	60	-60	0	0		
7	993256		20.456	1	50	-50	0	0		
8	992899	Data_546	30.789	1	40	-40	0	0		
9	992416	Data_131	100.123	1	100	-100	20	2		
10	990925	Data_846	200.456	1	200	100	10	1		
11	990576	Data_181	1	0	100	50	0	0		
12	990164	Data_5	6	0	0	0	0	0		
13	990060		7.8901	0	0	0	0	0		
14	989818	Data_248	200.456	0	0	0	0	0		

6.3. Sections of the memory mode



(1) Operation buttons

The Item List can be edited with these tools.

Name	Description
Counting Scale button	Reads all memory data in the counting scale connected, and displays them in the Item List.
CSV File button	Reads a csv file saved on a PC, and displays it in the Item List.
Add Item button	Adds a new item. If the Add Command button is clicked without the ID having been edited, the line is deleted.
Save List button	Saves items displayed in the Item List in a csv file. If they are copied to the SD card, the card can be used as external memory.
Add Command button	Generates commands for the items whose check boxes have checkmarks in the Update column. The commands generated are displayed in the Send Data box.
AD-8561 check box	Changes the format of commands to be generated. When communicating with the GC series counting scale via the USB interface for the AD-8561-MI02, add a checkmark to the box. It is not displayed with models other than the GC series counting scale.

(2) Item List

The contents of memory that has been read and added are displayed in this screen.

Name	Description
No. column	Displays the sequence of memory displayed in the Item List.
ID column	Displays the ID numbers in memory. By clicking the ID column, you can sort the ID numbers in order.
Item Code column	Displays the item codes in memory. Some models do not display this column.
UW column	Displays the unit weights in memory.
Tare column	Displays the tare weights in memory. Some models cannot edit or change this item, although they can read it.
HI column	Displays the comparator upper limit value in memory.
LO column	Displays the comparator lower limit value in memory.
Total column	Displays the total count in memory. Some models do not display this column.
Addition column	Displays the number of additions in memory. Some models do not display this column.
Clear column	Add checkmarks to the items to be deleted from internal memory of the counting scale. They are not deleted unless their check boxes in the Update column do not have checkmarks. Click the column name button to add checkmarks to all items in the Item List. Removes all checkmarks if the button is clicked with checkmarks in all of the boxes.
Update column	Add checkmarks to the items to be changed or added. Click the column name button to add checkmarks to all items in the Item List. Removes all checkmarks if the button is clicked with checkmarks in all of the boxes.

6.4. How to operate the memory mode

Perform steps 1 to 4 in “1.3. Operation (common to both modes)”.

Select the **Memory** tab, and open the memory mode screen.

5. Creating an item list

- (1) Expand the memory information in the Item List.
 - To check the current internal memory, click the **Counting Scale** button.
 - To check the csv file saved on the PC, click the **CSV File** button.
 - To add a new item, click the **Add Item** button.
 - To rewrite the contents displayed in the Item List, move the cursor to the item and edit the texts.
- (2) For the items to be stored on the counting scale, add checkmarks to the check boxes in the **Update** column on the right in the Item List.
 - Click the **Update** column name to add checkmarks to all items in the Item List.
This removes all checkmarks if the button is clicked with checkmarks in all of the boxes.
- (3) For the items whose check boxes in the **Clear** column on the right in the Item List have checkmarks, clear command for the item is generated.
 - For the items to be cleared, add checkmarks to the check boxes both in the **Clear** and the **Update** columns.
 - Click the **Clear** column name to add checkmarks to all items in the Item List.
This removes all checkmarks if the button is clicked with checkmarks in all of the boxes.
- (4) Click the **Add Command** button to generate commands in the Send Data box only for items with a check mark in the check box.
- (5) To save the current Item List to a csv file, click the **Save List** button.
 - Enter a file name and save the file with “save as”.

Note 1

In the following case, the color of cells in the Item List changes.

Yellow	An item for which text has been corrected or a new item added
Red	Unusable numeric value or unusable character (Ex. 000000 is entered in the ID column, or characters other than numbers are entered in the Unit Weight column) For items that include red cells, commands cannot be generated with the Add Command button.
Purple	ID is duplicated in the Item List. You can easily find which ID is duplicated by clicking the ID column to sort IDs.

Note 2

With the GC series counting scale, you can divide the MR command, when there is a checkmark in the check box of the **AD-8561**, into MR, MI, ML, and MA. When communicating via USB interface for the AD-8561-MI02, make sure to add a checkmark to the check box. Although there is no difference in operation when directly communicating with the GC series, the number of commands increases, which may require longer time after starting transmission until the end.

Note 3

For communication through the RS-232 interface for the AD-8561, there is no need to put a checkmark in the check box of the **AD-8561**. However, make sure to set the baud rate of the RS-232C port for the AD-8561 to 9600 bps or more. If it is set to 4800 bps or less, data may not be read in the **Memory List** while being read to the counting scale.

Sorts IDs by clicking the ID column

Step 5. (1) Reads the list

Step 5. (2)(3) To add or change items in internal memory, add checkmarks to the check boxes of the **Update** column. To delete items, add checkmarks to both the **Clear** and **Update** columns.

Click the column name button to add checkmarks to all items in the Item List.

Step 5. (1) Adds a new item to the Item List

Step 6. Sends commands by clicking the **Connect** button, which will change to the **Send** button.

Step 5. (4) Generates a command for the ID where the check box of the **Update** column has a checkmark

Step 5. (5) Saves the Item List as a csv file

This check box must have a checkmark when using the USB interface of the AD-8561-MI02.

Displays commands to send

6. Sending setting commands from the PC to the counting scale

- (1) Click the **Connect** button, which will then change to the **Send** button when communication starts.
- (2) When you click the **Send** button, the commands displayed in the **Send Data** box will be sent line by line to the counting scale.
Between the lines, the time set in **Wait[s]** will be inserted.

7. Receiving data from the counting scale

- Confirm that the same number of responses (<AK>) as that of commands sent are returned.
- If it is not, there may be items that could not be saved. In that case, adjust the time in the **Wait[s]** menu and send commands again.
- If an error (EC,E*) is received, correct and resend the data.
For the meaning of the error, refer to the instruction manual of the counting scale.

Note

The factory setting of the GC series is for no command response.
Change function setting F-06-07 to "1" (reply to command).

8. Ending communication

Click the **Disconnect** button.

6.5. Usage example of the memory function

<How to partly change internal memory >

1. Click the **Counting Scale** button to display internal memory in the Item List.
2. Move the cursor to the item to be changed and correct texts.
3. Add a checkmark to the check box in the **Update** column of the item changed.
4. Repeat Steps 2 and 3 above.
5. Click the **Add Command** button to generate commands to rewrite the target item.
6. Send the commands to the counting scale with the **Send** button.

<How to save internal memory as a csv file on a PC>

1. Click the **Counting Scale** button to display internal memory in the Item List.
2. Click the **Save List** button to save the file.

Note

By writing the file created to an SD card, you can use it as external memory.

<How to store the contents of a csv file saved to internal memory of the counting scale>

1. Click the **CSV File** button, and then select the file saved to display it in the Item List.
2. Click the **Update** column name button, and then add a checkmark to the check boxes of all items in the **Update** column.
3. Click the **Add Command** button to generate commands to rewrite the target item.
4. Send the commands to the counting scale with the **Send** button.

<How to browse/correct the contents of an SD card>

1. Save a file (csv format) on an SD card to a PC.
2. Click the **CSV File** button, and then select the file saved in Step 1 to display it in the Item List.
3. Move the cursor to the item to be changed and correct texts
4. Click the **Save List** button to save as a new file.
5. Replace the file (csv format) on the SD with the file saved in Step 4 above.

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