

Console Toolbar

The lower Console Toolbar can be accessed by swiping up from the bottom of the screen. It will pop up on the bottom of the screen with the available functions.

Quick Help



 Question mark button on the Console Toolbar toggles on/off help mode. While in the help mode a blue question mark is displayed beside each icon on the screen. To see description for icon touch blue question mark beside it. To continue to work turn off help mode.

Initial One-Time Setup



Select wrench icon to go to [Settings page](#).

1. Change units settings - go to **User/Units**.
2. Enable Auto Section Control (ASC) if using coverage map to turn seeder on/off. Go to **System/Features/Implement**. Also enable Area Counters to record treated areas for each tank.
3. GPS settings (if used) - go to **System/GPS**, enter appropriate GPS settings to get GPS signal into X35 console.
Note: GPS is the preferred ground speed source to achieve the best accuracy.
4. Create your specific tractor profile - go to **Vehicle/New** and follow prompts.
5. Create your specific air cart and drill profile - go to **Implement/New/Factory** and follow prompts. Select Apollo for ECU type.
6. Detect ECU's following the procedure in the X35 manual.
7. Verify geometry for each boom. Go to **Implement/Geometry**.

Important: Granular Fertilizer & NH₃/Liquid boom geometry and section widths are preset as a MRB layout. If that is not the case adjust geometry and section widths of booms accordingly. Also all boom geometry is set as the latest configurations coming from the factory so should be verified for older units.

8. If using sectional control, confirm on/off times for section valves for each boom. Go to **Implement/Section Control/Timing**. (Time from section valve to the ground).
9. Set up the in-cab & on frame switchbox. Go to **Implement/Operator Inputs/Keypad**. Pick the ID for the respective keypad.
10. Confirm the on/off sequence time for each tank. Go to **Implement/Seeder/Granular Tank**. (For non-sectional it is time from the meter to the ground, for sectional it is time from the meter to the section valve).
11. For each tank select metering auger type (stamped on the end of the shaft: IX - single flight, 2X - double flight, HX - high output, LO - low output, VL - very low output, SM - small seed) - go to **Implement/Seeder/Granular/Drive Setup**.
12. Configure fans. Disable Fan 2 if not equipped. Enable Aux RPM for 3rd fan if equipped. Go to **Implement/Seeder/Fan & Implement/Seeder/Accessories/General Inputs**.
13. Enable drill control (if installed) - go to **Implement/Seeder/Drill Control**.
14. Enable blockage monitoring (if installed) - go to **Implement/Seeder/Accessories/Blocked Head**.
15. Enable brakes (if installed) - go to **Implement/Seeder/Accessories/Brake Control**.
16. Configure weigh system (if installed) - go to **Implement/Seeder/Weigh Scales**
17. Select speed source that will be used - go to **Implement/Seeder/Speed Source**.
18. Enter new products - go to **Product/Granular or Liquid**, select New Product and follow prompts.

Note: above are basic settings to be able to seed. For special customized features refer to supplied Operator's Manuals.

1. Specific Seeding Scenario Setup

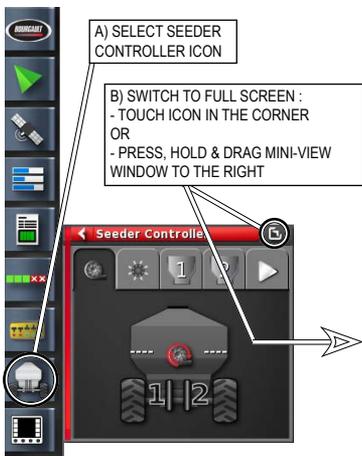
- Go to Settings page (wrench icon in bottom left corner).
- Select appropriate tank grouping (how the tanks are actually interconnected together) - go to **Implement /Seeder/Granular/Tank Grouping**.



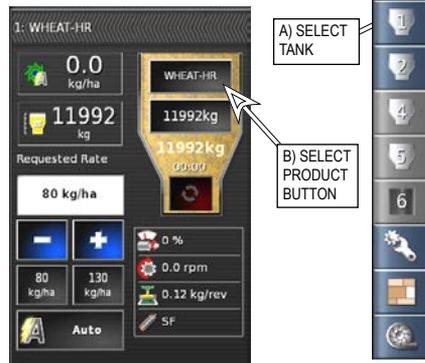
- Ensure all tanks are assigned to the correct boom (i.e. the distribution line the product is going down). Also disable any tanks that aren't being used - go to **Implement /Seeder/Granular/Tank**.



- Go to Operation page (running man icon on left of screen).
- Open Seeder Controller.



- Select product.



- SELECT "PRODUCT NAME" BUTTON



- Press Tank Fill tab and on the next window either enter weight if known or fill to scale weight or theoretical full value.



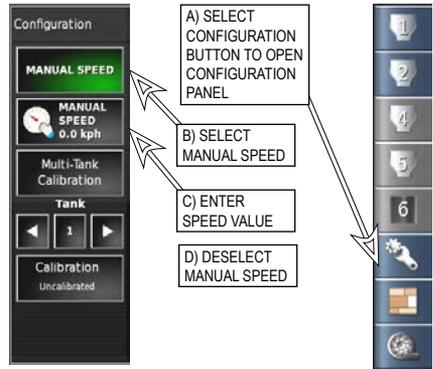
8. Enter rate.



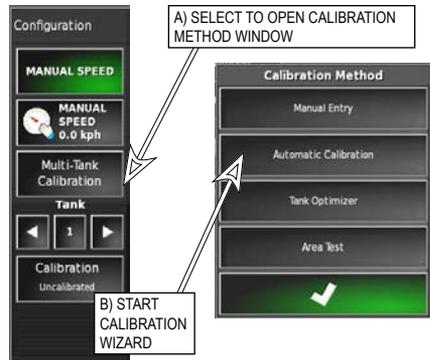
9. Set up all enabled tanks using steps 6 through 8.

2. Calibration

1. Engage air cart fan hydraulics.
2. Open Configuration panel.
3. Enter speed that you will be seeding at, this will ensure that calibration is performed at seeding speed.



4. Enter Calibration mode and follow the prompts on the screen to perform a calibration for all the enabled tanks, refer to *Section 8.4 - Calibration in the X35 Operator's Manual for calibrating.*

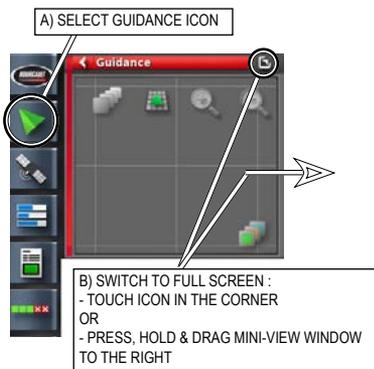


3. Creating Field & Job

(units with GPS only)

If using GPS, Field and Job must be created before seeding.

1. Open Guidance.
2. Create new Field.



3. Create new Job.



4. Seeding



If the Master Switch icon is white it means the system is ready to seed.



If the Master Switch icon is not red it means something is not ready preventing you from starting to seed. Press the icon to bring up a Status menu displaying what is preventing seeding.

NOT READY



When the Master Switch is turned on and the unit is seeding the icon will be green.



When the Master Switch is turned on but something is stopping the meters from turning the icon will be yellow. (e.g. ASC over coverage, tanks switched off, etc.)

Start moving and turn Tank switches and Master switch ON to begin seeding (using cabin switchbox or on screen switches).

The screenshot shows the 'Seeder Controller' interface with the following labeled components:

- APPLIED RATE**: Points to the top row of rate displays (0.0 lb/ha).
- WEIGHT REMAINING**: Points to the middle row of weight displays (26438 lb).
- TANK SWITCH ICON**: Points to the lightning bolt icons below the rate displays.
- FAN SPEED**: Points to the fan speed displays (3005 rpm and 2981 rpm).
- APPLIED RATE**: Points to the bottom row of rate displays (0.0 lb/ha).
- SPEED**: Points to the speed display (0.0 mph).
- MASTER SWITCH ICON**: Points to the red Master Switch icon at the bottom right.

Note: All the screens might not look exactly the same as shown depending on how the monitor is setup and what air seeder configuration is being used.

5. Area Terminology

A - Area Worked - Displays the calculated area that the boom has covered including any overlapped area and is based on GPS painted area.

- Displayed on the dashboard for the current boom displayed on the guidance screen.
- Also displayed on the job statistics mini-view with a tab to change between booms.
- Appears for each layer in the job report. The Applied Rate layers for each tank account for the on time of the tanks so may differ slightly from the Coverage Map layers for each boom.

The Area Worked is based on GPS painted area and takes into account curves and turns so is the most accurate representation of the area that the product has been applied over!

Older software used to display Covered Area which did not account for overlap so was not an accurate representation of the area that product was actually applied over!

B - Boundary Area - Displays the calculated area within the boundary when created and is based on GPS.

C - Area Remaining - Displays the calculated area remaining unpainted within the boundary when created and is based on GPS.

D - Treated Area - Displays the calculated area each tank has applied product over based on the width of the boom and the distance travelled based on speed and time.

- Displayed on the job area counters and implement area counters for each tank in the seeder controller screen.
- Appears for the summary of each tank at the end of the job report.

Treated Area in the Job Area Counter should be close to Area Worked but will differ due to calculation not being as accurate as GPS (if certain tanks are switched off for extended periods then it would differ more substantially).

If using manual speed or wheel speed and they are slightly out the Treated Area will become less accurate.



E - ASC Savings - Displays the calculated percent savings in area of a sectional boom compared to the area that would have been applied if it were a full width boom.

F - Full Area - Displays the calculated area that would have been applied if the boom was full width.

- Appears for the summary of each tank at the end of the job report.

G - Job Area Counter - Area counting will accumulate per job and will always be reset when a new job is created or it can be reset manually.

H - Implement Area Counter - Area counting will accumulate until the implement is changed or it can be reset manually.

Either Job Area Counter or Implement Area Counter can be enabled individually or both at the same time.



