



# PAINT MIXING

FEYRAL – FEYMIX

FEYMIX-AQUA

- **USER MANUAL**
- [DOWNLOAD INSTRUCTIONS](#)
- [INSTALLATION INSTRUCTIONS](#)

## USER MANUAL

FEYRAL

FEYMIX

FEYMIX-AQUA

OW-MIX

LargoTint 2000 Software 1.3.9-M

## **1. Introduction**

This documentation was compiled to provide support when installing LargoTint and/or updating a recipe. The documentation is divided into three parts:

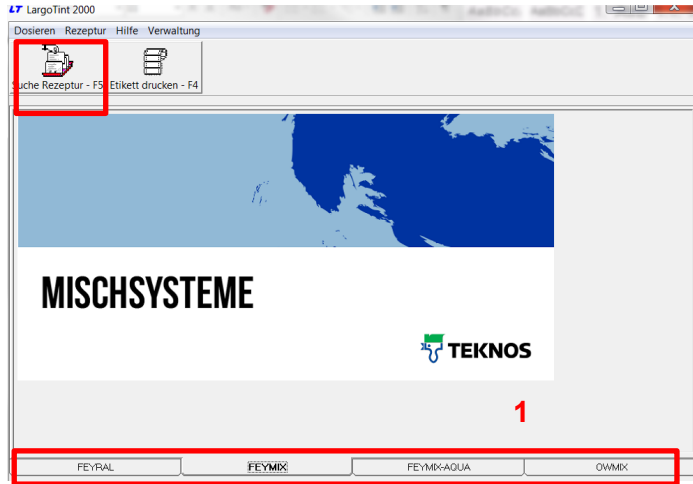
1. The first part of the document contains the main short facts, selected answers and solutions to the FAQs.
2. The second part of the document contains step-by-step instructions for the use of the download area for paint mixing systems.
3. The third part of this document contains step-by-step instructions for the installation of LargoTint. You will also find instructions for updating a recipe.



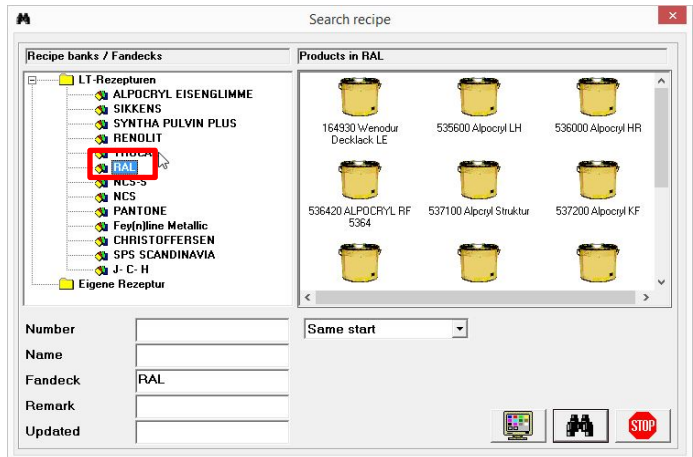
### 3. Searching for a recipe

First select the tinting system you require. **2**  
 The following are available: FEYRAL, FEYMIX, FEYMIX-Aqua, OWMIX (red highlighting 1).

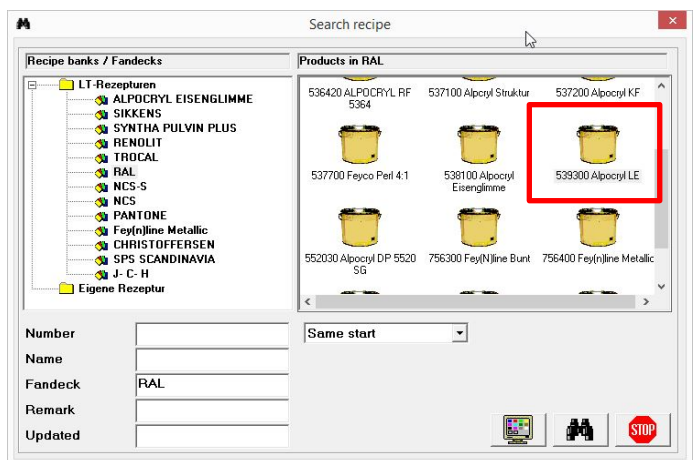
First select the tinting system you require.  
 The following are available: FEYRAL, FEYMIX, FEYMIX-Aqua, OWMIX (red highlighting 1).



First select the fan deck (e.g. RAL) in which the colour occurs.



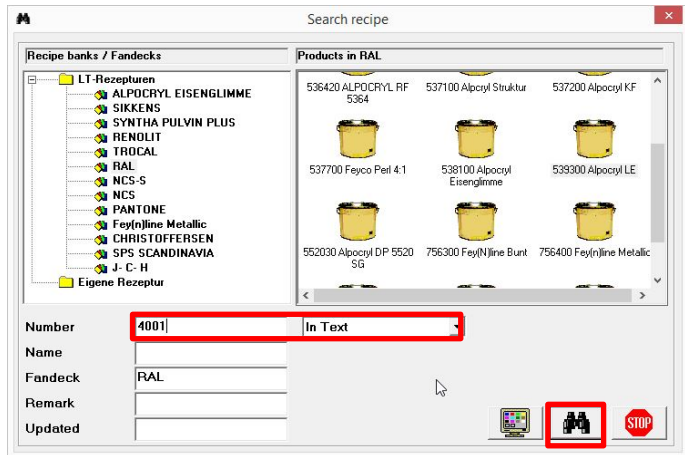
Now select the required quality (e.g.: Alpoctyl LE). Then select the required colour in one of the three following ways:



**Version 1) Enter the colour directly**

Enter the colour directly and search for the recipe with the binoculars

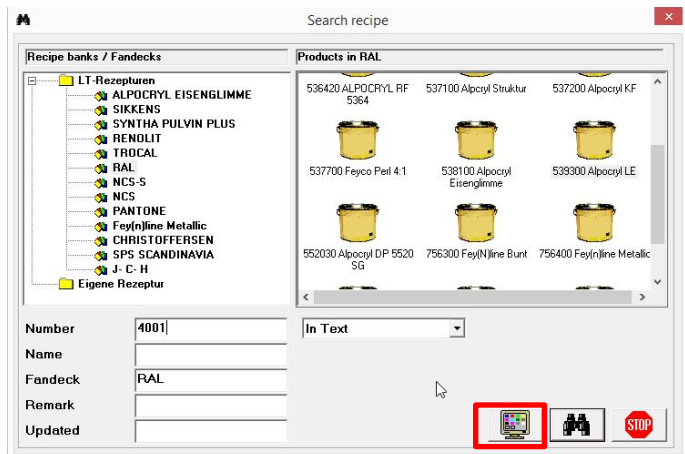
**IMPORTANT:** Set the search term to "In Text", whereby it is also possible to search for colour fragments



**Version 2) Display fan deck**

You are not sure of the colour designation and want to look at an overview to make your selection.

Click on the monitor to display all the colours.

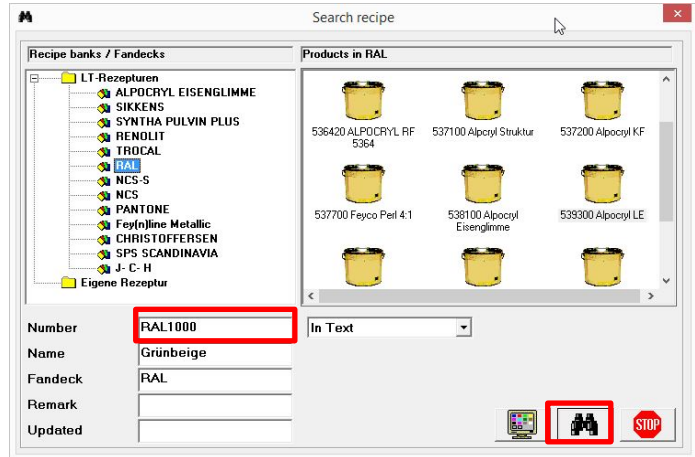


First select the required colour (e.g. RAL 1000) by double-clicking.



The colour is selected and entered into the "Number" field.

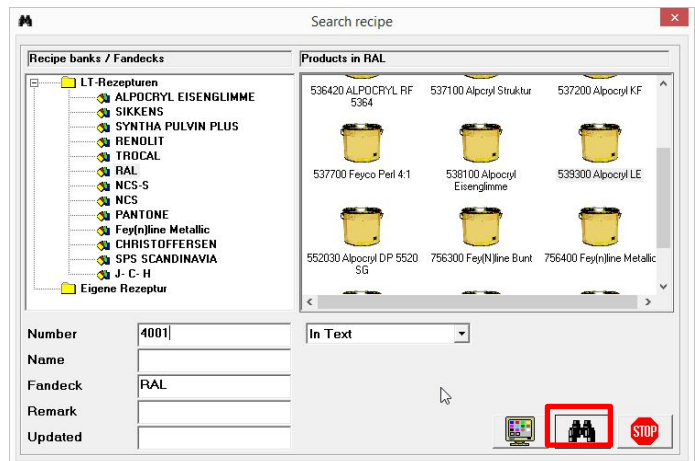
You can then view the recipe by clicking the binoculars.



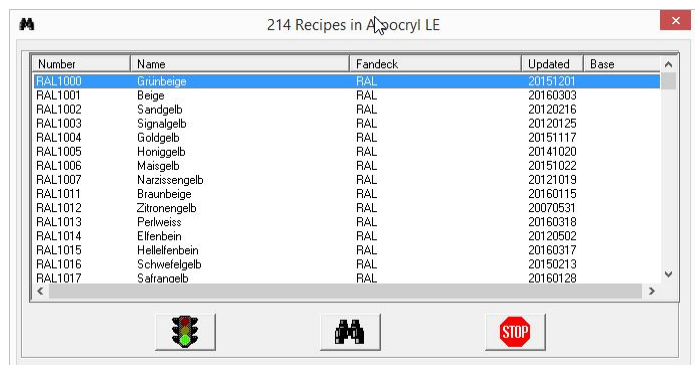
### Version 3) Table view

You would like to select the required colour from a table.

Click on the binoculars to view all colours in a table.



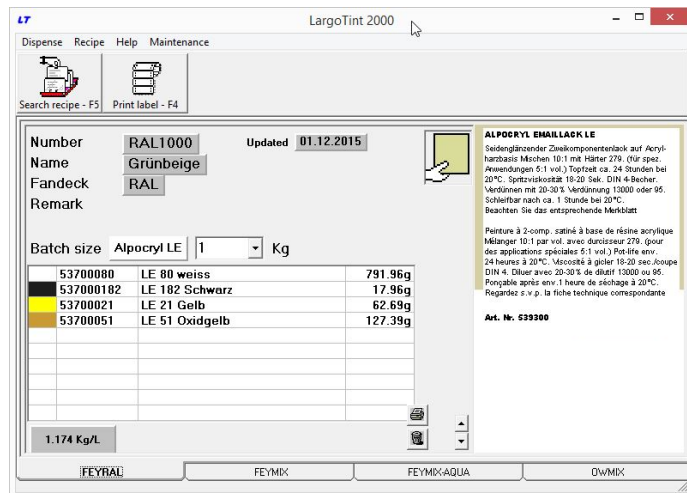
Select the required recipe by double-clicking.



Enter the required quantity for the recipe and confirm by clicking the traffic lights.



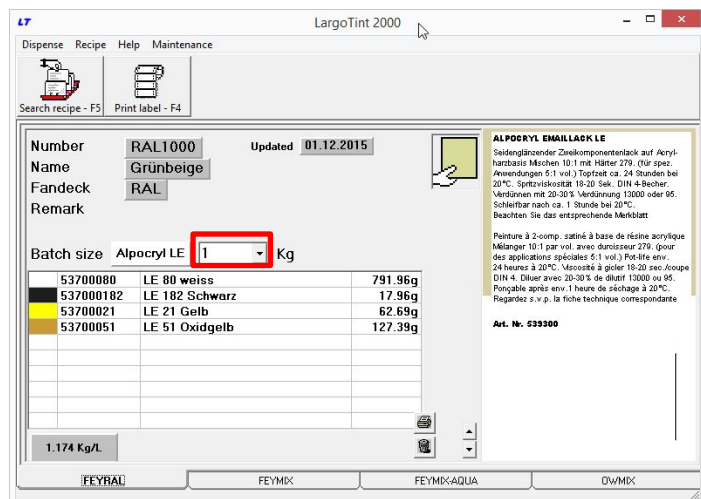
The recipe is then displayed.



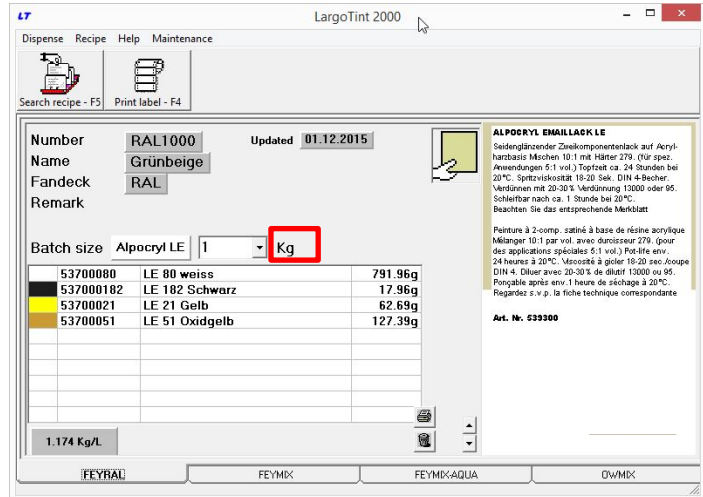
#### 4. Elements of the displayed recipe

The recipe display contains various elements that help you in your work.

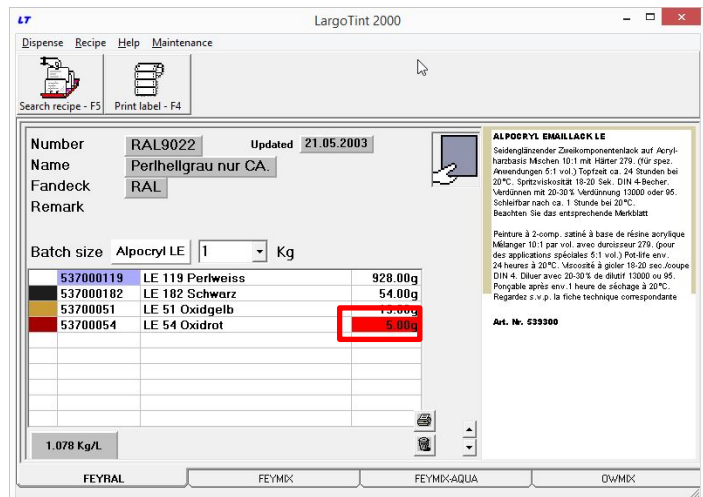
You can change the required quantity directly in the recipe.



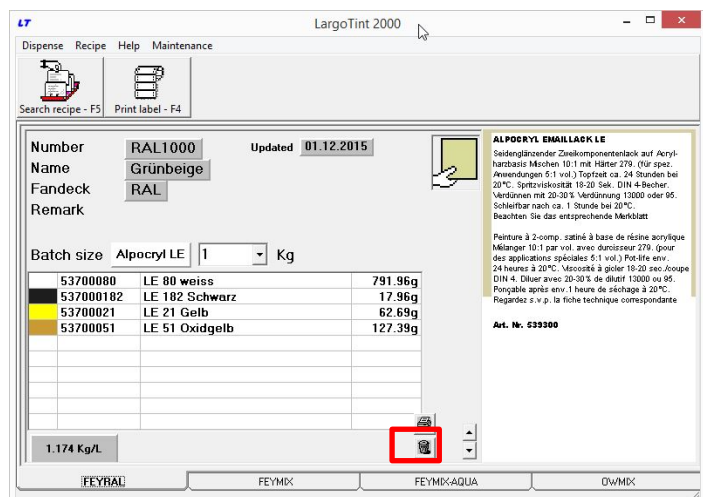
You can double-click on kilos and litres to change the unit of measurement.



If an element of the recipe is highlighted in red, it was rounded by the application.



The recipe display is deleted by clicking the bin (FEYCO AG recipes cannot be deleted).

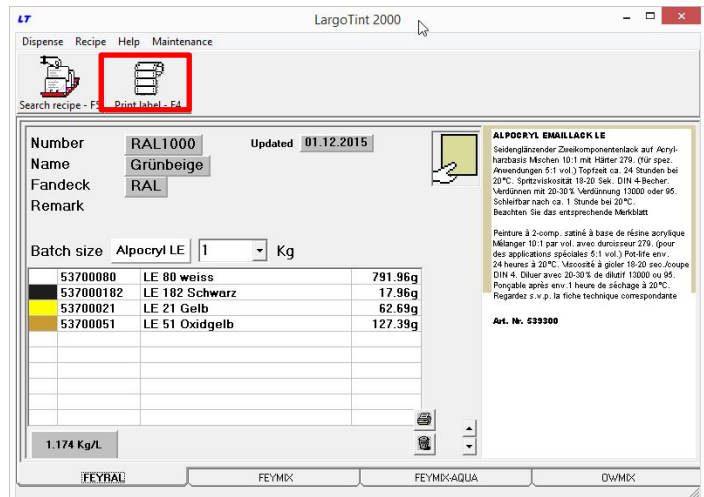


## 5. Printing recipes and labels

### 5.1. Printing labels

To print a label, click "Print label".

Different label types (continuous) can be printed for container marking. Changes must be made according to your printer and individual wishes, whereby the standard print-out of a label is included in the scope of supply.



Enter the required additional text that should be printed on the label.

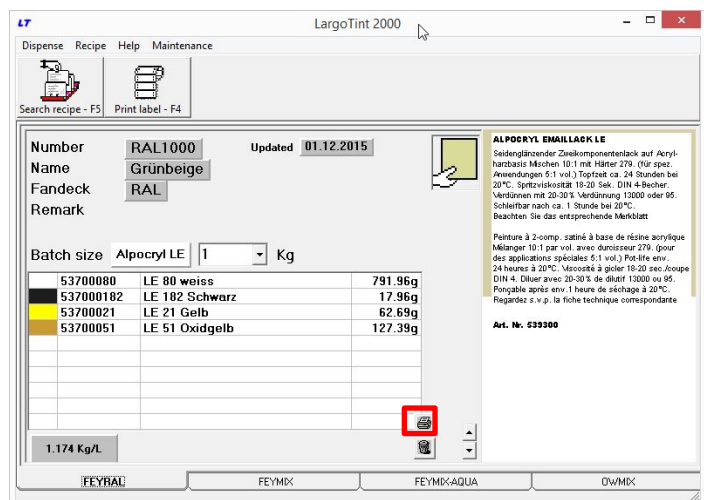


### 5.2. Print recipe (DIN A4)

To print a recipe, click the printer icon next to the recipe.

Follow the instructions in the print dialogue.

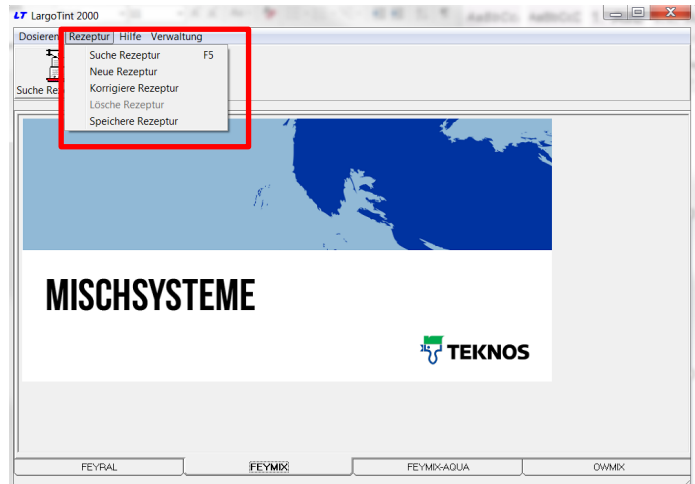
**Note:** If no printer icon is visible, the printer must be installed.





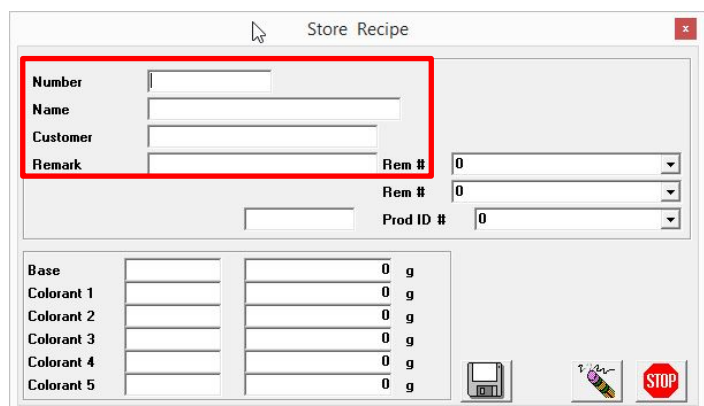
## 6. Creating your own recipes

Open the menu item "Recipe"/"New recipe".

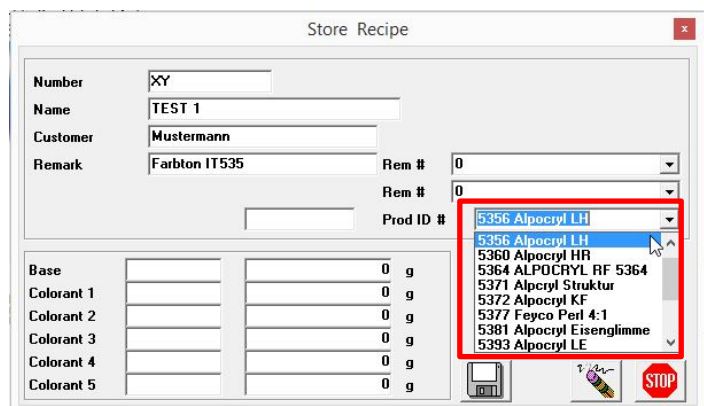


Enter the required recipe information:

- Enter the number, designation, if applicable the customer and remarks
- Your entries can be made freely. The fields permit an alphanumeric entry
- You can find your recipe again with the number



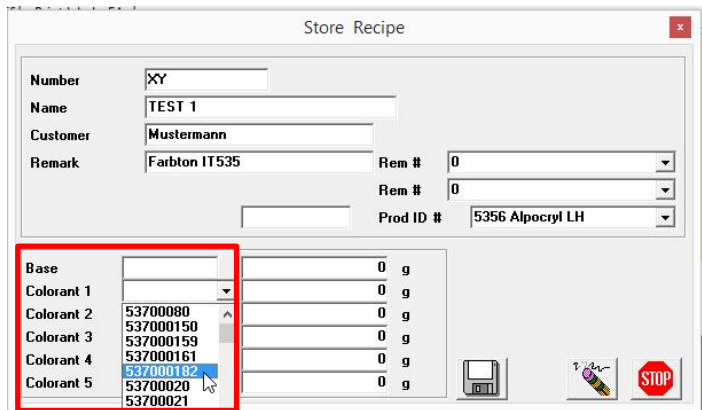
Now select the product ID with which you wish to save your recipe. The product ID corresponds to the required quality of your recipe.



Enter the required recipe composition.

The recipe components are suggested by double-clicking in the fields Colorant 1-5. Doubleclick to select the right component.

**Note:** FEYRAL is a full-colour system and for this reason and for this reason the "Base" field should not be filled out! With FEYMIX and FEYMIX-AQUA it must be filled out.



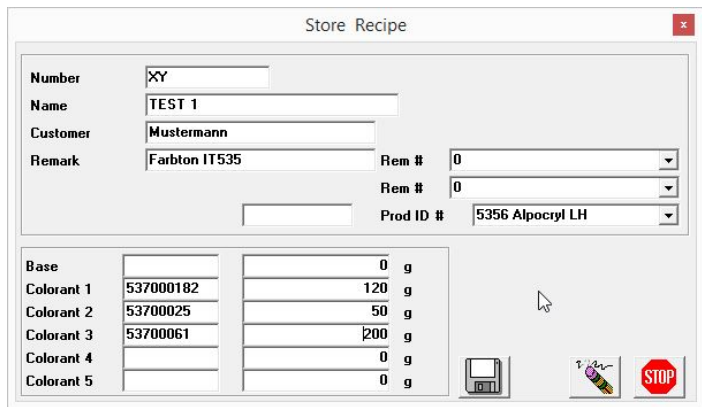
Number	XY		
Name	TEST 1		
Customer	Mustermann		
Remark	Farbton IT535	Rem #	0
		Rem #	0
		Prod ID #	5356 Alpcryl LH
Base			0 g
Colorant 1			0 g
Colorant 2	53700080		0 g
Colorant 3	537000150		0 g
Colorant 4	537000159		0 g
Colorant 5	537000161		0 g

Then enter the weight of the individual recipe component:

**Notes:**

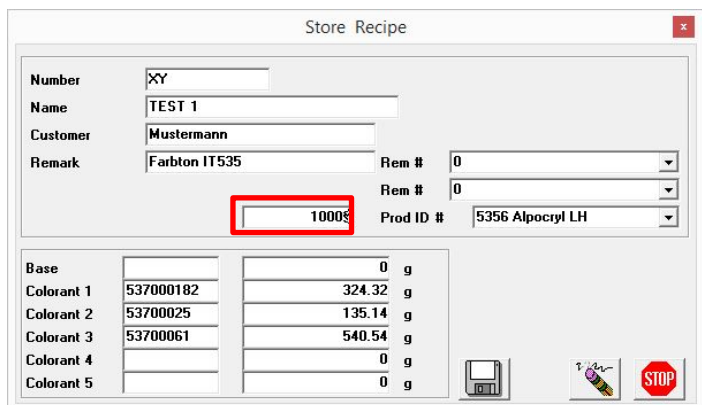
Enter the weights according to their mixture. It is not necessary to reach 100%.

Any required additives as for Alpcryl KF 30% Grundlack KF 636000 must be manually added to the recipe. The programme does not automatically calculate the quantity of the additives for the different qualities.



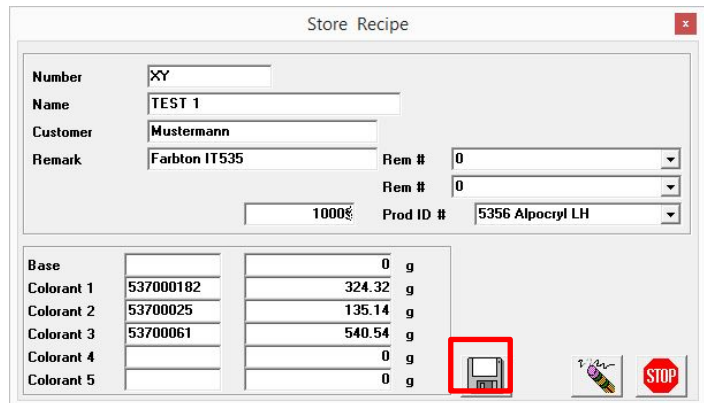
Number	XY		
Name	TEST 1		
Customer	Mustermann		
Remark	Farbton IT535	Rem #	0
		Rem #	0
		Prod ID #	5356 Alpcryl LH
Base			0 g
Colorant 1	537000182		120 g
Colorant 2	53700025		50 g
Colorant 3	53700061		200 g
Colorant 4			0 g
Colorant 5			0 g

To extrapolate the recipe to a specific weight, enter the required weight in the field highlighted in red in grams and confirm with [ENTER] to start calculation.



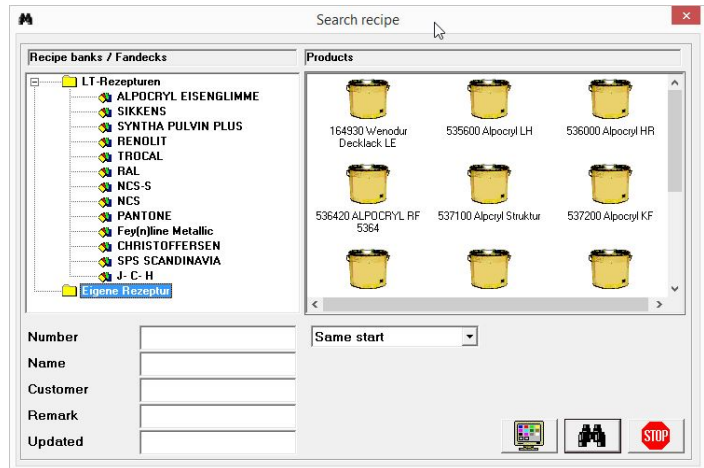
Number	XY		
Name	TEST 1		
Customer	Mustermann		
Remark	Farbton IT535	Rem #	0
		Rem #	0
		Prod ID #	5356 Alpcryl LH
Base			0 g
Colorant 1	537000182		324.32 g
Colorant 2	53700025		135.14 g
Colorant 3	53700061		540.54 g
Colorant 4			0 g
Colorant 5			0 g

Click the Save icon to save the recipe.

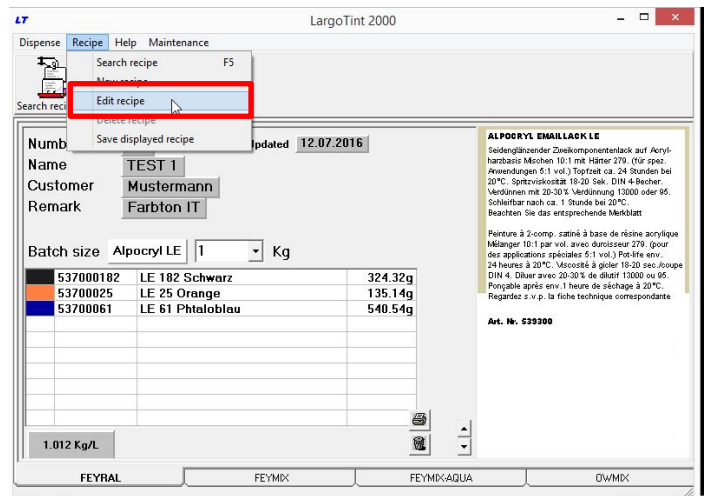


### Searching and changing own recipes

Your recipes are contained in the "Eigene Rezepturen" (Own recipes) section.



These can be changed with the Recipe / Edit recipe menu item.

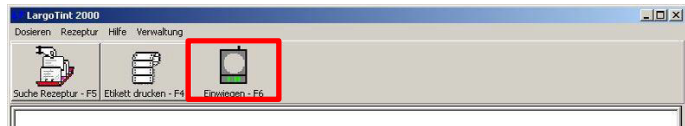


## 7. Working with the scale

Note: The following functions are available when the scale was activated in the setup programme.

### 7.1. Starting the weighing process

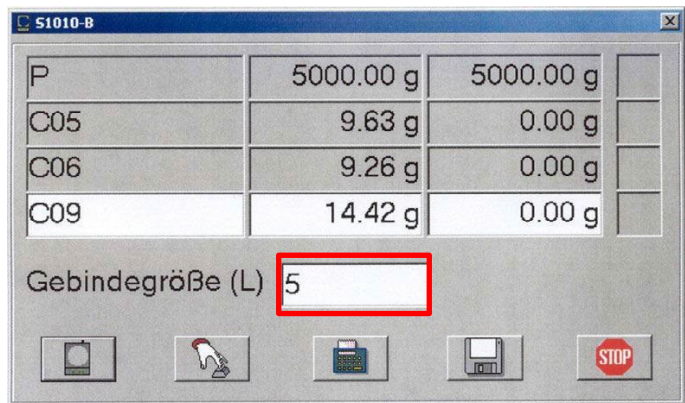
Open the main weighing function window.



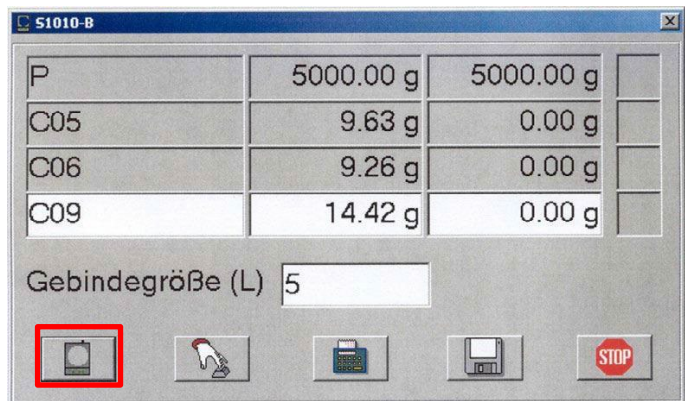
### 7.2. Elements of the weighing dialogue

Various functions can be selected from this window.

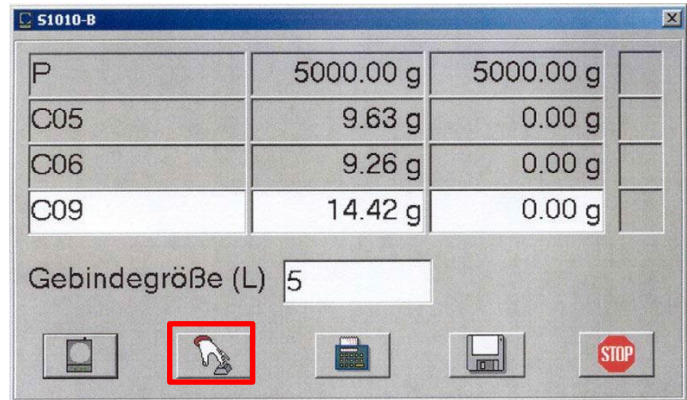
The programme imports the container/base size from the main window; this can then be changed before weighing. Position the mouse pointer in the input field and enter the new volume (confirm with the Enter key to update the recipe).



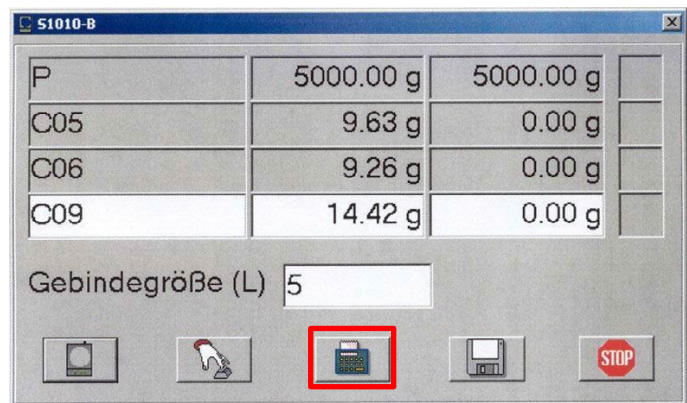
If you wish to start weighing the recipe, select one of the components (by clicking) and then the weighing command button (in the top example the component C06 was selected).



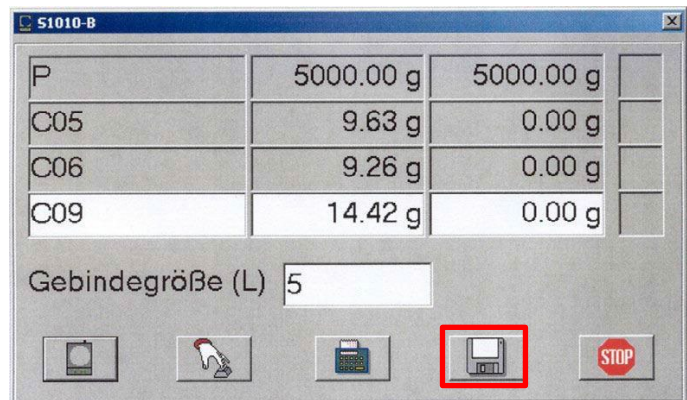
If the scale has to be manually tared (the programme also shows a message), then click the tare command button (with the "Hand" icon).



If too much of one component was weighed, the programme can calculate the recipe based on the one excessively dosed component by clicking the new calculation command button (with the "calculator" icon).



If the weighed recipe deviates from the original and if it should be saved in the user file (for a subsequent order), then click the Save button to save the current recipe entries.

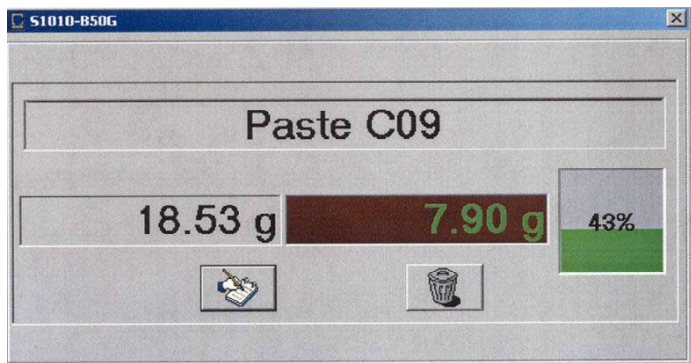


### 7.3. Weighing process

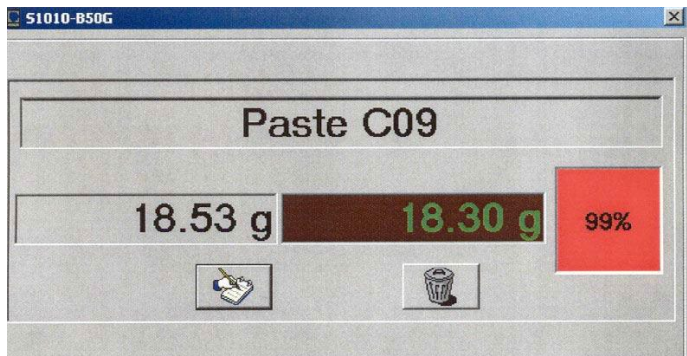
At the beginning of the weighing procedure, the programme always requests taring of the scale. The weighing window is then opened and the programme starts scale monitoring.



The article number of the colorant is shown in the weighing window. In the middle the target weight as well as the current scale indication is shown (in green) and a percentage on the right.

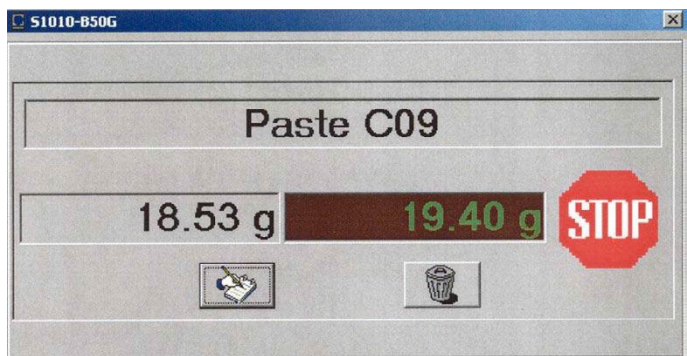


If some of the component is then added, the scale shows the new weight as well as the percentage for the new ratio. As long as there is a large difference from the target weight, the background stays green – but then changes to yellow when the target weight is approached.



When the target weight is almost reached, the background of the percentage changes to red.

When the target weight is reached, the percentage changes to a stop sign.



When the "Notebook" is clicked, the programme is told to save the weight.

If the bin button is clicked, the programme changes back to the main weighing window without saving the current weight.

















## 8. Backing up your own recipes

To backup your own recipes switch to the C:/Tint200/Data1 directory and locate the file: LTUSR.LRF

Copy this file to a different directory to back up your own recipes.

When the file in C:/Tint2000/Data1 is lost or if the software is reinstalled, you can simply replace the file.

Repeat the procedure with the directories Data2, Data3 and Data4.

DATA1			
reigeben Ansicht			
Dieser PC > Lokaler Datenträger (C:) > TINT2000 > DATA1			
Name	Änderungsdatum	Typ	Größe
 FEVCO03.LH2	31.03.2016 07:21	LH2-Datei	1 997 KB
 FEVCO03.LRC	22.01.2016 09:12	LRC-Datei	1 KB
 FEVCO03.LRP	30.10.2013 15:04	LRP-Datei	8 KB
 FEVCO03.LRT	30.03.2016 16:24	LRT-Datei	20 672 KB
 FEVCO03.LRX	30.03.2016 16:01	LRX-Datei	4 KB
 FEVCO03.LRZ	31.03.2016 07:02	LRZ-Datei	162 KB
 LTBACKNG.BMP	02.03.2015 12:14	Bitmapbild	862 KB
 LTBASCST.CFG	03.02.2016 14:57	CFG-Datei	1 KB
 LTLABEL.CFG	03.02.2016 14:57	CFG-Datei	2 KB
 LTLABEL1.CFG	03.02.2016 14:57	CFG-Datei	2 KB
 LTLABEL2.CFG	03.02.2016 14:57	CFG-Datei	2 KB
 LTMACHIN.CFG	01.07.2016 15:23	CFG-Datei	2 KB
 LTSP2LOG.DAT	13.07.2016 07:30	DAT-Datei	5 KB
 LTUSR.LRF	12.07.2016 13:21	LRF-Datei	1 KB
 LTWINLVL.DAT	03.02.2016 14:57	DAT-Datei	3 KB
 LTWINPS2.CFG	01.07.2016 15:23	CFG-Datei	51 KB

ent ausgewählt (512 Bytes)