

Quick Start Guide

Automatic LCD Clock Pet Feeder

Control Panel Keys

- **MODE** - switches between clock or feeding time display. Also increases clock time during clock / feeding time Set mode
- **SET** - enters settings mode. Also confirms the time you enter and advances to next setting
- **START NOW** - starts the feeding timer immediately
- **START TOMORROW** - starts the feeding timer the next day
- **REC** - records your personal voice message
- **PLAY** - plays back your recorded voice message
- **ON SWITCH** - turns the feeder on / off. For when the feeder will not be used for an extended period of time. Turning this switch off will **RESET** all time and feeding settings

Getting Started

1. Carefully turn the pet feeder upside down. Remove both battery doors by squeezing the two tabs and gently pulling each door away
2. Keep the ON switch set to **OFF**
3. Insert four C size alkaline batteries into the battery tray. Do NOT use old or -cheap- carbon batteries
4. Close the battery doors, rotate the feeder right-side up and switch **ON**
5. The feeder will cycle one time until "12:00" is on the LCD display

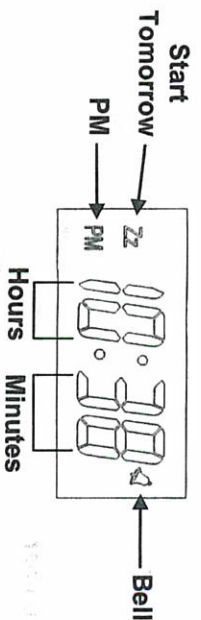
Note: Your pet feeder makes the food available in this sequence: Tray 1, Tray 2, Tray 3..... When you want only one feeding, you should fill only Tray 1; for only 2 feedings, fill Trays 1 and 2 and so on.

1. Setting the current Clock time

- 1) During Clock display mode, **press and hold the SET key** for (2 seconds) to enter Clock SET mode. The hour number will now be blinking
- 2) Press the **MODE** key to increase the hour. Once you have set the hour, press the **SET** key to confirm the hour. The minute number will now blink
- 3) To change the minute number, press the **MODE** key to increase the minute. Once you have set the minute, press the **SET** key to confirm the minute. Both the hour and minute numbers will now blink
- 4) If needed, Press the **MODE** key to change between 12 or 24 hour time.
- 5) Press the **SET** key to confirm your current time setting and the numbers will stop blinking

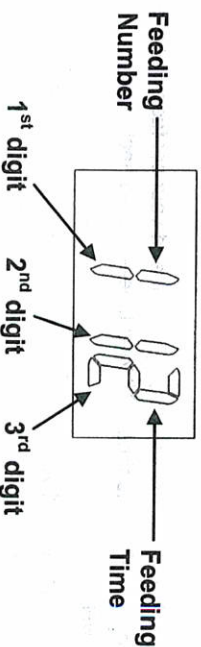
2. Setting the Feeding Time

- 1) After setting the clock time, press the **MODE** key one time. (1) will show on the display. This is the feeding-time display mode.
- 2) Now **press and hold the SET key** for (2 seconds) to enter Feeding time SET mode. Feeding will start from the first feeding number & time. The 1st digit shows the feeding number (Food Tray 1)
- 3) The hour digit will now blink (2nd and 3rd digit). Press the **MODE** key to increase the time, then press the **SET** key to confirm the time you set
- 4) After confirming the feeding time you just set, the next feeding number & time will show on the display. (1st digit will change to the next feeding number, e.g. 2 or 3 and back to 1) **To change the feeding time, repeat step-3**
- 5) Repeat step-3 until all feeding times are set. The display will change back to clock display mode when all feedings have been set



Program examples:

- 1) Feed once a day at 13:00hr (24hrs display)
 - Feed time 1 & 2 & 3 all equal = 13:00hr
- 2) Feed twice a day at 10:00 and 20:00
 - Feed time 1 = 10, feed time 2 = 20, feed time 3 = 10 and feed time 4 = 20
- 3) Feed four times a day at 6:00, 11:00, 16:00 and 21:00
 - Feed time 1 = 06, feed time 2 = 11, feed time 3 = 16 and feed time 4 = 20



3. Review and Start the feeding timer

- 1) Use the **MODE** key to cycle through clock and your set feeding times (clock - then 1st feed time→2nd feed time→3rd feed time→..... → back to clock....) The sequence will repeat
- 2) Press the **START NOW** key to start the feeding timer immediately. The bowl will rotate to the pre-set starting position and your recorded message will play once. The BELL icon will now be On
- 3) Or press the **START TOMORROW** key and the feeding timer will start at 0:00-Midnight. The bowl will rotate to the pre-set starting position and your recorded message will play once. The BELL and Zz icon will now be On

Instruction Manual

Automatic LCD Clock Pet Feeder

Features

- 12 or 24 hour clock display
- 6 second personal voice message recorder
- Personal Voice message calls your pet when its feeding time
- Food Bowl rotates according to your set time
- The 4 or 6 Feeding times can be set for any time of day or night
- C size alkaline batteries (4pc's required) last over 1 year
- Red LED indicates Low batteries
- Extra compartment atop for Ice-pack or water

Control Panel Keys

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- **SET** - enters settings mode. Also confirms the time you enter and advances to next setting
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- **REC** - records your personal voice message
- **PLAY** - plays back your recorded voice message
- **ON SWITCH** - turns the feeder on / off. For when the feeder will not be used for an extended period of time. Turning this switch off will **RESET** all time and feeding settings

Getting Started

- 1) Carefully turn the pet feeder upside down. Remove both battery doors by squeezing the two tabs and gently pulling each door away
- 2) Keep the ON switch set to **OFF**
- 3) Insert four C size alkaline batteries into the battery tray. Do NOT use old or -cheap- carbon batteries
- 4) Close the battery doors, rotate the feeder right-side up and switch **ON**
- 5) The feeder will cycle one time until "12:00" is on the LCD display

Note: Your pet feeder makes the food available in this sequence: Tray 1, Tray 2, Tray 3
When you want only one tray of food, you should fill only Tray 1; for only 2 feedings, fill Trays 1 and 2 and so on.

General Operation

1. Filling the bowl with Food

- 1) Please refer to the section, Disassembly, to remove the LID-(A) and SLIDE COVER-(B)
- 2) Pour pet food into the feeder bowl food trays being careful not to over-fill each food tray (1,2,3,.....) past the bowl's edge as this can cause the feeder to malfunction
- 3) Please refer to the section, Assembly, to replace the SLIDE COVER-(B) and LID-(A)
- 4) Make sure the SLIDE COVER-(B) **LOCKS** into position with the LID-(A)

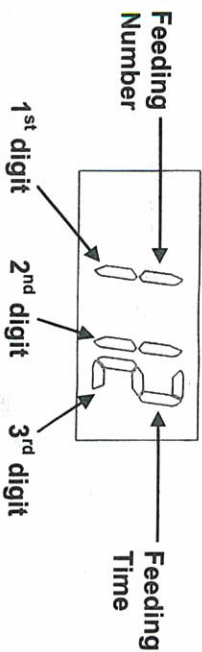
2. Setting the current Clock Time

- 1) During Clock display mode, **press and hold the SET** key for (2 seconds) to enter Clock SET mode. The hour number will now be blinking
- 2) Press the **MODE** key to increase the hour. Once you have set the hour, press the **SET** key to confirm the hour. The minute number will now blink
- 3) To change the minute number, press the **MODE** key to increase the minute. Once you have set the minute, press the **SET** key to confirm the minute. Both the hour and minute numbers will now blink
- 4) If needed, Press the **MODE** key to change between 12 or 24 hour time
- 5) Press the **SET** key to confirm your current time setting and the numbers will stop blinking

3. Setting the Feeding Time

- 1) After setting the clock time, press the **MODE** key one time. (1 1) will show on the display. This is feeding time display mode.
- 2) Now **press and hold the SET** key for (2 seconds) to enter Feeding-time SET mode. Feeding will start from the first feeding number & time. The 1st digit represents the feeding number (**Food Tray 1**)
- 3) The hour digits will now blink (2nd and 3rd digit). Press the **MODE** key to increase the time, then press the **SET** key to confirm the time you set
- 4) **After** confirming the feeding time you just set, the next feeding number & time will show on the display. (1st digit will change to the next feeding number, e.g. Food Tray 2 or 3 or and back to 1) **To change the feeding time, repeat step-3**

- 5) Repeat step-3 until all 4 feeding times for each Food Tray are set. The display will change back to clock display mode when all 4 feedings have been set



Program examples:

- 1) Feed once a day at 13:00hr (24hrs display)
 - Feed time 1, 2, 3 & all equal = 13
- 2) Feed twice a day at 10:00 and 20:00
 - Feed time 1 = 10, feed time 2 = 20, feed time 3 = 10
- 3) Feed four times a day at 6:00, 11:00, 16:00 and 21:00
 - Feed time 1 = 06, feed time 2 = 11, feed time 3 = 16 and feed time 4 = 20

4. Review and Start the feeding timer

- 1) Use the **MODE** key to cycle through clock and your set feeding times (clock - then 1st feed time→2nd feed time→3rd feed time→ → back to clock...) The sequence will repeat
- 2) Press the **START NOW** key to start the feeding timer immediately. The bowl will rotate to the pre-set starting position and your recorded message will play once. The **BELL** icon will now be **On**
- 3) Or press the **START TOMORROW** key and the feeding timer will start at 0:00-Midnight. The bowl will rotate to the pre-set starting position and your recorded message will play once. The **BELL** and **Zz** icon will now be **On**

5. Display Mode (to check Feeding times you have set)

Use the **MODE** key to cycle through clock and feeding settings (clock - then 1st feed time→2nd feed time→3rd feed time→ → back to clock...) The sequence will repeat

6. Record Voice Message to be played at feeding times

- 1) Press and hold the **REC** key, the Red LED will turn on
- 2) Speak your message. You have up to 6 seconds
- 3) When finished release the **REC** key

7. Play back recorded Voice Message

- 1) Press the **PLAY** key
- 2) Your recorded message will now play
- 3) At each Feeding your recorded message will play back 3 times

8. Battery Replacement

Change all batteries when the Red LED (Low battery indicator) flashes. Use only new Alkaline batteries.

9. Disassembly and Assembly

Your Automatic Pet Feeder comes pre-assembled. However, there may be times when you wish to remove some parts of the bowl for cleaning, load food, or to replace the batteries.

Disassembly (refer to diagram on pg. 7)

Pull up on the LID using your fingers and starting with one edge of the LID opening. Carefully work your way around the LID. Be careful not to pull the LID off from only one side as this can damage the locking pins. The SLIDE COVER easily lifts off, as does the FEEDER BOWL

Assembly (refer to diagram on pg. 7)

BOWL COVER-(marked H on diagram for PF-05) – Align BOWL COVER pins with the FEEDER BASE and push down. The BOWL COVER pins only align one way on the FEEDER BASE, do not use excessive force when installing the BOWL COVER. Check for proper alignment if you have trouble getting the BOWL COVER to lock down on the FEEDER BASE

LID-(marked A on diagram) – Align LID pins with the FEEDER BASE and push down. The LID pins only align one way on the FEEDER BASE, do not use excessive force when installing the LID. Check for proper alignment if you have trouble getting the LID to lock down on the FEEDER BASE

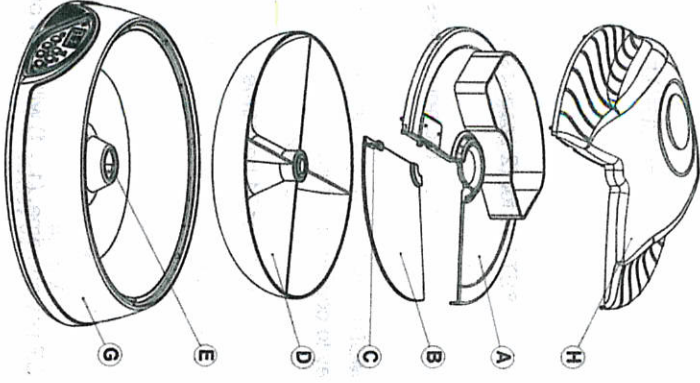
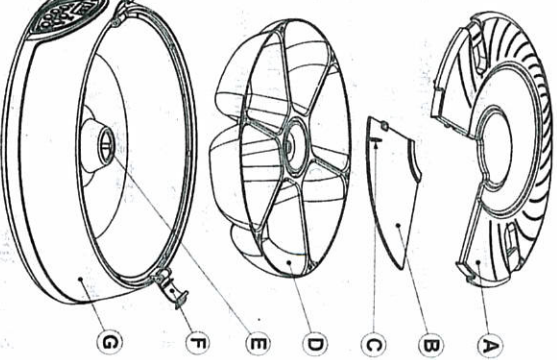
SLIDE COVER-(marked B on diagram) – Place the SLIDE COVER on top of the FOOD BOWL so the finger tab is in the opening of the LID

FINGER TAB-(marked C on diagram) – For closing the SLIDE COVER which will lock into the LID

FOOD BOWL-(marked D on diagram) – The FOOD BOWL will seat into the HUB in the FEEDER BASE in only one position. Be sure the FOOD BOWL seats properly onto the HUB

HUB-(marked **E** on diagram) – The FOOD BOWL slides into this and is what rotates the FOOD BOWL

FEEDER BASE-(marked **G** on diagram) – Place the FEEDER BASE on a flat level surface at a height that is easy for you to see what you are doing

PF-05 (4 Meal feeder)	PF-18 (6 Meal feeder)
	
<ul style="list-style-type: none"> • Bowl with 4 trays 	<ul style="list-style-type: none"> • Bowl with 6 trays
<ul style="list-style-type: none"> • 4 feeding times are available 	<ul style="list-style-type: none"> • 6 feeding times are available
<ul style="list-style-type: none"> • Bowl pre-set starting position at Tray 4 	<ul style="list-style-type: none"> • Bowl pre-set starting position at Tray 6
<ul style="list-style-type: none"> • Maximum of 4 days 	<ul style="list-style-type: none"> • Maximum of 6 days
	<ul style="list-style-type: none"> • Lock (marked F on diagram) is used to lock the lid to the FEEDER BASE. Push down in the middle of each LOCK and pull up using your fingertips.

Notes & FAQ:

- When the bowl is rotating both the clock setting and mode setting are not allowed
- Under clock display mode the colon icon (:) will flash. The colon icon (:) is turned **Off** when in feeding timer mode
- A **PM** icon will be displayed in the afternoon under 12-hour clock mode and turned off in the AM. The **PM** icon will not be displayed under 24 hour clock mode
- In feeding timer mode, three numbers will show up, the first number is the feeding number (1,2,3, or 4 or 5,6) and last two digits indicate the feeding time in hours
- When the feeding timer starts, the **BELL** icon will turn On. Under feeding-timer display mode a solid **BELL** icon means the feeding time has already passed. A flashing **BELL** icon means the feeding time has not been reached. This lets the user know how many feedings are left for feeding
- If the time for the next feeding is set earlier than the present feeding time, the feeding will start the next day
- If the **Mode** key is pressed and held for more than 2 seconds the number will rapidly increase automatically until you release the key. When number reaches its maximum, the number will fall back to the minimum value and start increasing again
- If the feeding timer has already begun, pressing the **START** key will reset the timer and begin again from the 1st feeding-time set
- If **START TOMORROW** key is pressed, both the **BELL** and **Zz** icon will be **ON**. The **Zz** icon will turn **OFF** at 0:00 midnight to indicate the timer has started
- START TOMORROW** is used should you want to set your feeder up today and have it start tomorrow. This is good for when you have programmed feeding times that have yet to pass so you can prepare in advance for a possible trip or just being away the next day and not wanting the feeder to run the day you programmed it