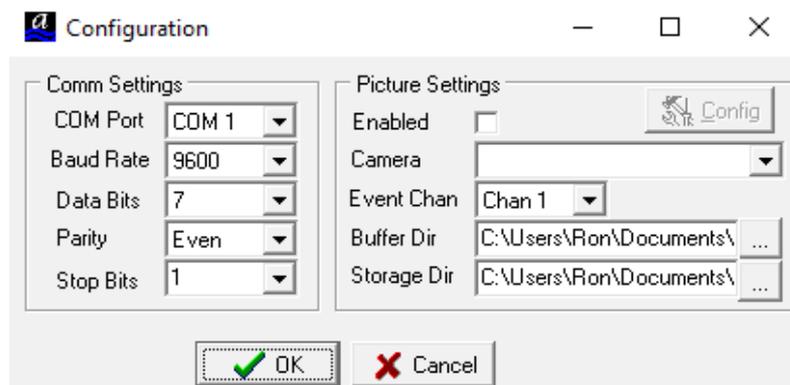


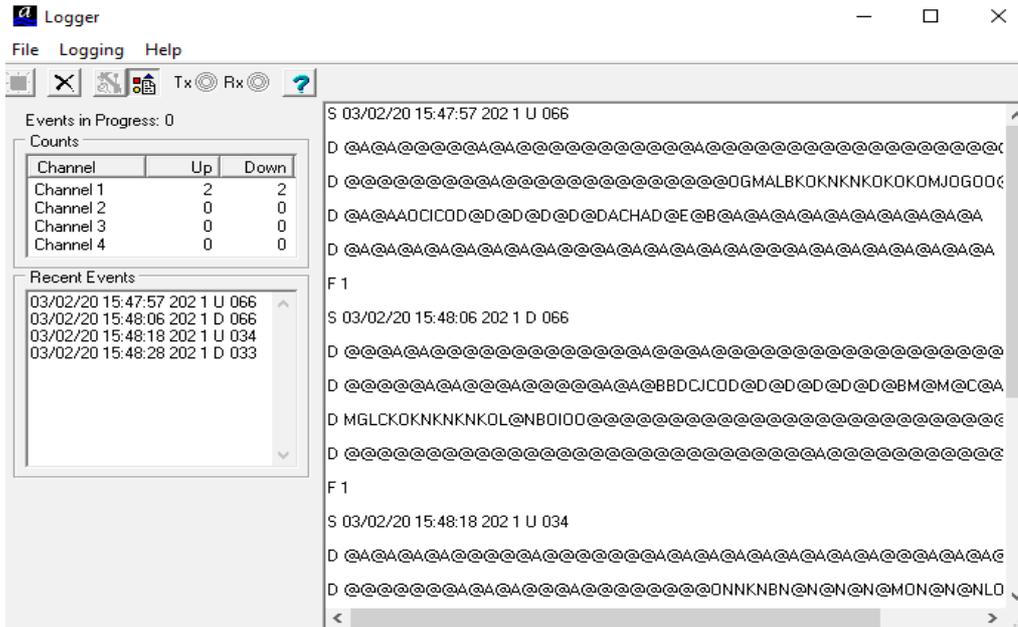
2100C Graph Software Guide

1. Download the 2100C Windows Graph Program (**2100CGraph.zip**) from this link: <http://www.aquantic-logie-fish-counters-ltd.com/2100C.html>
2. Extract to a new folder, preferably in '**Documents**' on your main drive, as this seems to work best.
3. Ensure you have '**grph.lg2**' in the same folder. If you create this yourself, before use make sure to open the file, click into the file and hold the 'Delete' key for a few seconds, save, then close. This ensures there are no hidden characters in the file, which can cause errors.
4. Run **Graph.exe**
5. If you wish to log new data, click the '**Log**' button. This will open up a new window titled Logger.
6. Click the third symbol button (**Configuration**), which will open up a new Configuration window, and match it to the image below:



7. Go into your **Device Manager** and make sure your Com Port properties for your Fish Counter match these settings also. (**Note:** to change port number, follow: Properties > Port Settings > Advanced Settings)
8. In the Logger window, click the second symbol button (**Start**), select the 'grph.lg2' file, then press **Yes** to append. (Optional) Click the fourth symbol button (**Debug**), this will expand the Logger window to show the data as it comes in.

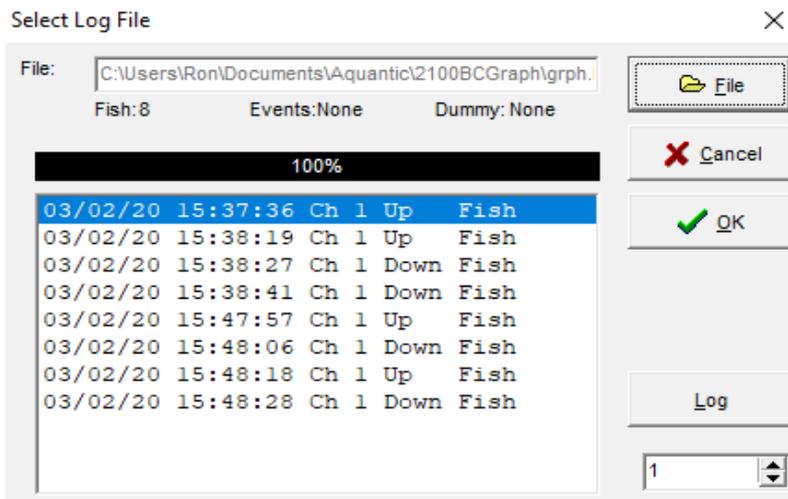
9. Send the fish you want to log as required. (**Note:** Calibrations do not log.) It should look as below:



10. Once you are done with logging click the second symbol button (**Stop**).

11. Click the first symbol button (**Save**), select the 'grph.lg2' file, and press **Yes** to append again. You can now close the Logger window.

12. To view the data as graphs, click the large 'File' button, and select the 'grph.lg2' file. It should look like the image below. Press '**OK**' to view the graphs.



Note: To add more entries to the same grph file, you may need to **delete** the auto-generated config file that is in the same folder. Check your **configuration** is correct before you start logging again. **Note:** if you don't do this, it will not allow you to re-open the file in the program.