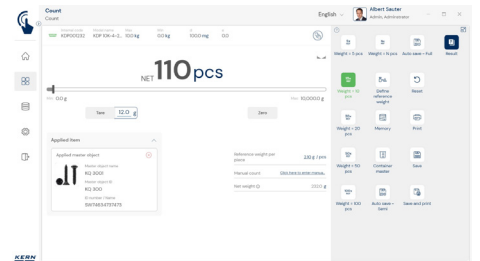
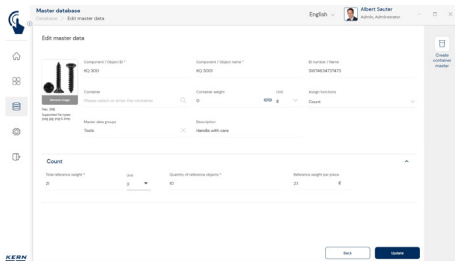
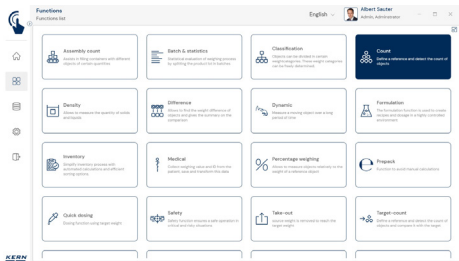


# Software EasyTouch

# SET-32

# Count

## EasyTouch Count – Piece-counting function



### Features

- Prerequisite for this set is the basic program SET-01 Base
- Entering the reference weight: The reference weight can be determined in a variety of ways. Typically it is determined by placing the counted reference quantity on the balance and dividing by one of the predefined reference quantities (REF button) or by placing an individual reference quantity on the balance and dividing by the reference quantity which has been entered separately. Another option is to

select an object from the master data memory with a stored reference weight. Manual entry is also possible. The reference weight can be entered with as many decimal places as you wish. In this way, reference weights can be used, for example, which were determined on precision balances.

- Central master data memory: Piececounting objects can be stored in the memory of the system with a reference weight, tare weight, name, ID number etc. In this way the reference weight does not have to constantly be entered again, but can be easily recalled from the memory. In the master data memory you can also store a possible tare value for the typical packaging,

box or container which is typically used for the object and which will then be deducted automatically from the weighing result (pre tare)

- This highly-efficient workflow is possible with up-to-date master data:
  - Selection of the relevant object to be counted from the master data memory (e.g. by scanning a barcode)
  - Placing the counted quantity into the known tare container onto the balance
  - Reading the counting result (and storage, if necessary) - done! Compared to conventional counting balances, the consuming weighing and calculation of the reference weight is not necessary - this saves time and money!

