

GO-1

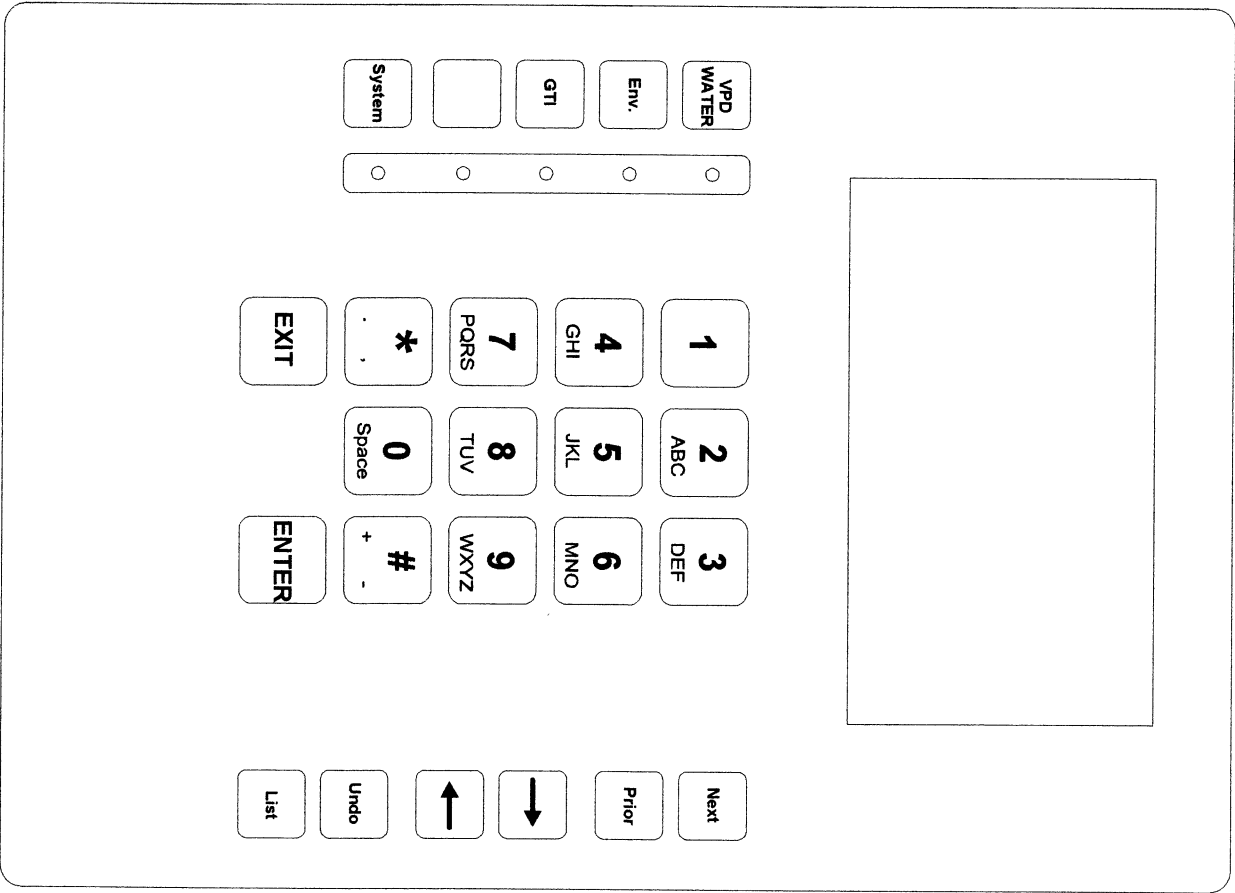
User Manual

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THE GO-1: A USER'S GUIDE

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INTRODUCTION

Congratulations on your acquisition of a GO-1 system! This system and its technologies are in the front edge of technological innovation at GTI. A comprehensive system with a multitude of capabilities, the GO-1 offers adaptive and time-based irrigation on a large scale.

CAPABILITIES

The GO-1 offers diverse features, including:

- The ability to control up to 8 booms with 16 crops each, or 16 booms with 8 crops each (for a total of 128 'boom stations')
- The ability to use information from up to 64 individual sensors, allowing for adaptive irrigation to reflect the actual conditions in a particular part of the greenhouse.
- The ability to control up to 64 valves (for mist/drip lines)
- The ability to regulate water mains for the purpose of achieving consistency of pressure.
- Layered ('Multi-level') security
- Crop models- adaptive irrigation programs that may be constructed and used and fine-tuned over and over again.
- Disable models- models which prevent irrigation devices from watering during times when conditions make watering undesirable (e.g. nighttime)
- An alarm function designed to trigger a call out to an emergency number (e.g., the grower or manager's phone numbers) in case of extreme conditions or a problem in the network.
- Flexibility, including undo and editing options, and the ability to add components to the network after the installment.

ORIENTATION

This manual is designed to make the user familiar with these features and proficient at utilizing them.

To that end, We begin with a summary of the hardware used in programming: the keypad and the display.

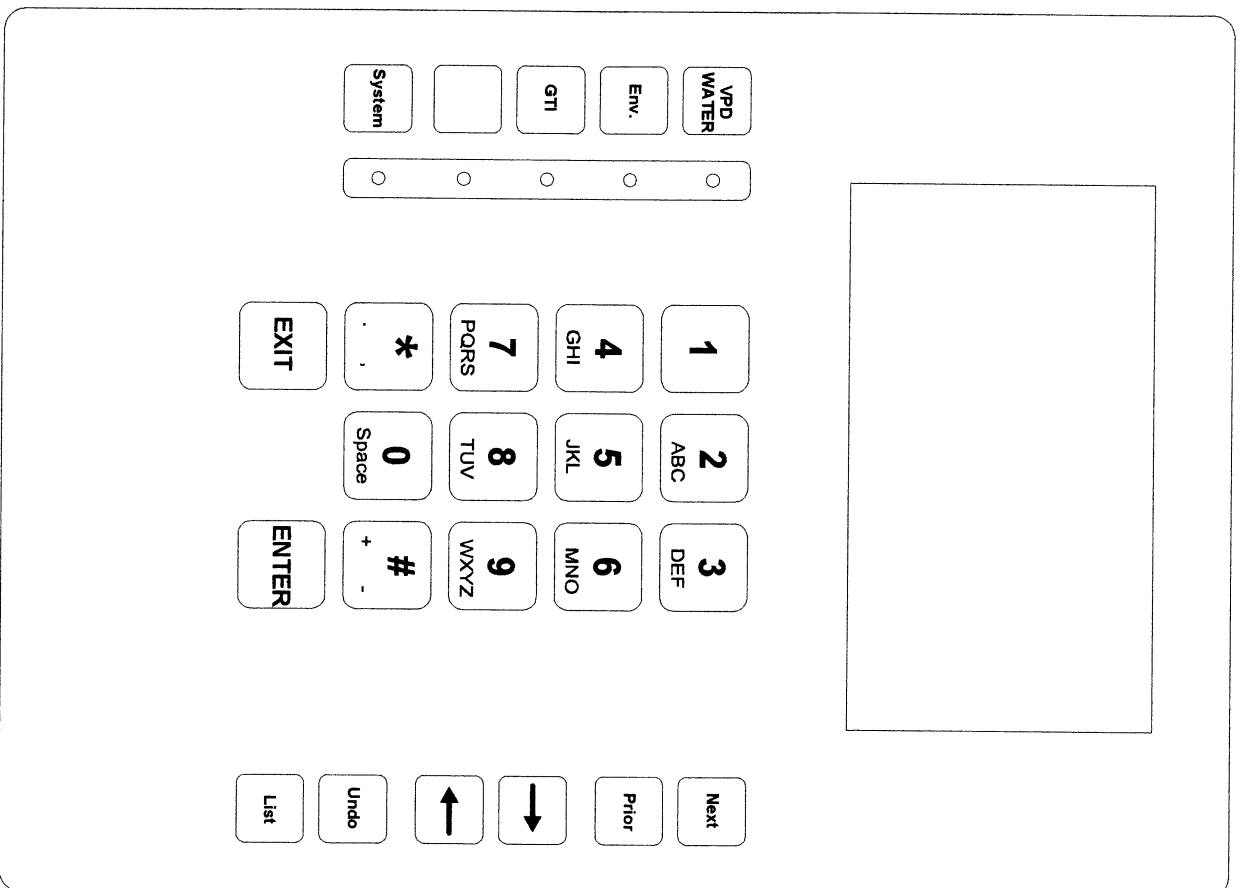


Figure 1—Go-1 Keypad

KEYPAD

Menu Keys

Menu Keys

Use this button if you want to control mist or drip lines

VPD
WATER

Env.

Use this menu to program booms and configure bays

GTI

Use this menu to create crop/disable models or perform GO-1 system-wide tasks

System

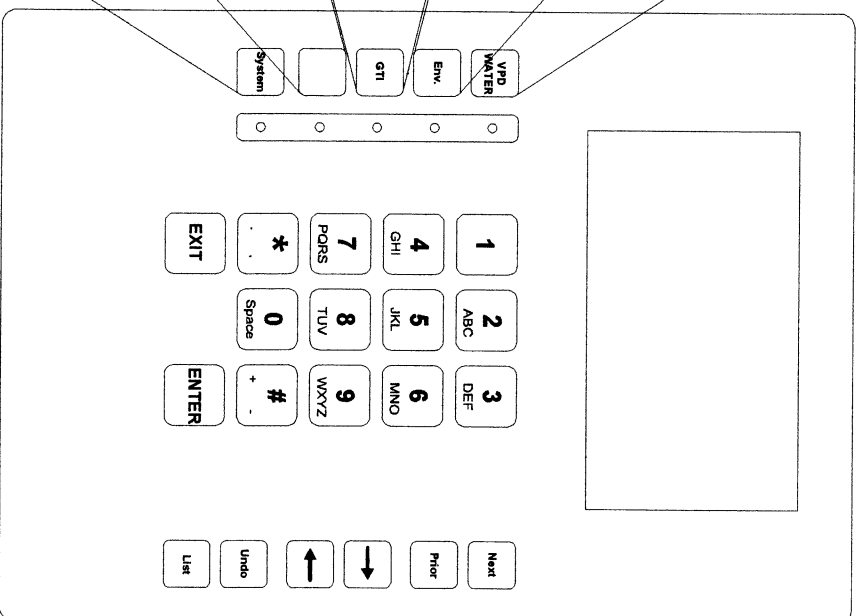
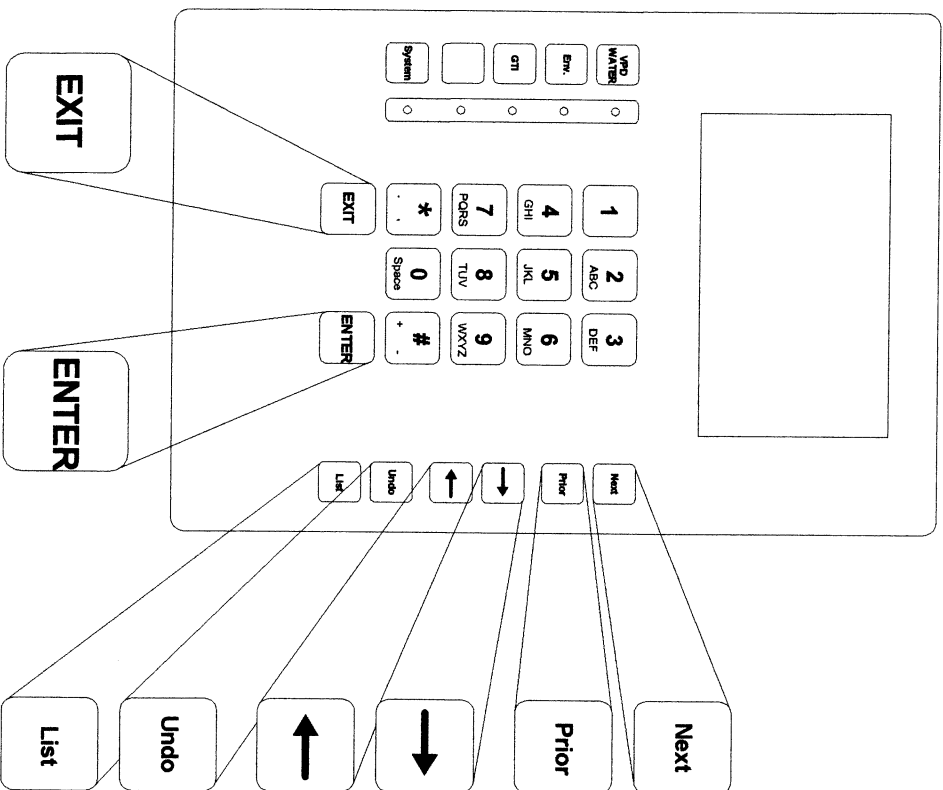


Figure 2—The Menu Keys

Command Keys

Command Keys



These are for going from one screen to the next or prior screen in a series of screens, or for navigating between data entry or multiple-choice fields in any particular screen

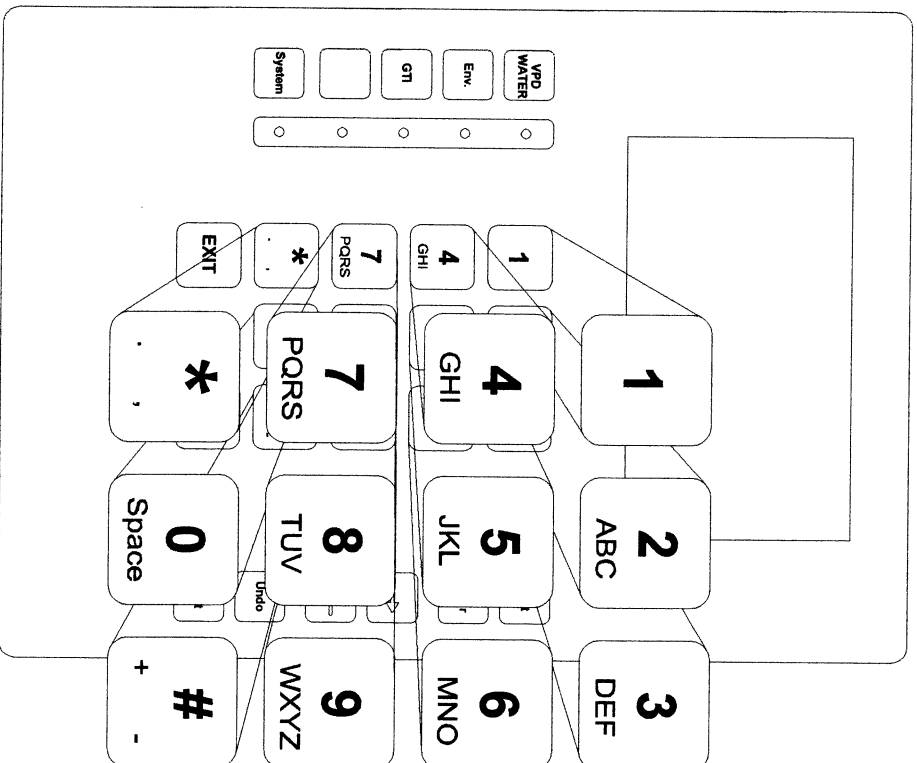
These are for navigating right/left between spaces in a data entry field, or, in a multiple-choice field, for navigating between options

This command displays multiple-choice options in a list format

Figure 3—The Command Keys

Typing/Data Entry Keys

Data Entry/Typing Keys



Use these keys to type in non-multiple choice fields. Also use them to pick an option from a numbered list, and to navigate to a specific number screen in a series of screens.

Figure 4—The Typing/Data Entry Keys

Key Notation

Keys are represented in this manual in two ways

- A drawing of the key
- 1) the name of the key, or 2) the main symbol represented on it, enclosed in brackets and written in bold lettering. (in case 1: e.g. [ENTER] represents the 'ENTER' key) (In case 2: e.g. [2] represents the "2ABC" alpha-numeric key, since "2" is the largest character shown on the actual key) (see figure 4 above)

SCREENS

The GO-1 screens show information about what its network is doing, and what programs are written. These screens also provide the user with a place to write programs, name them, configure the system, etc. Most screens contain a few common features: The screen title (centered at the top of the screen), the time and date (in the upper left-hand corner), a space for an alarm (just in case something goes wrong) (in the upper right-hand corner), an instructions area (in the bottom left-hand corner), a 'location' area (bottom right-hand corner), and a working area (left center)(see figure 2).

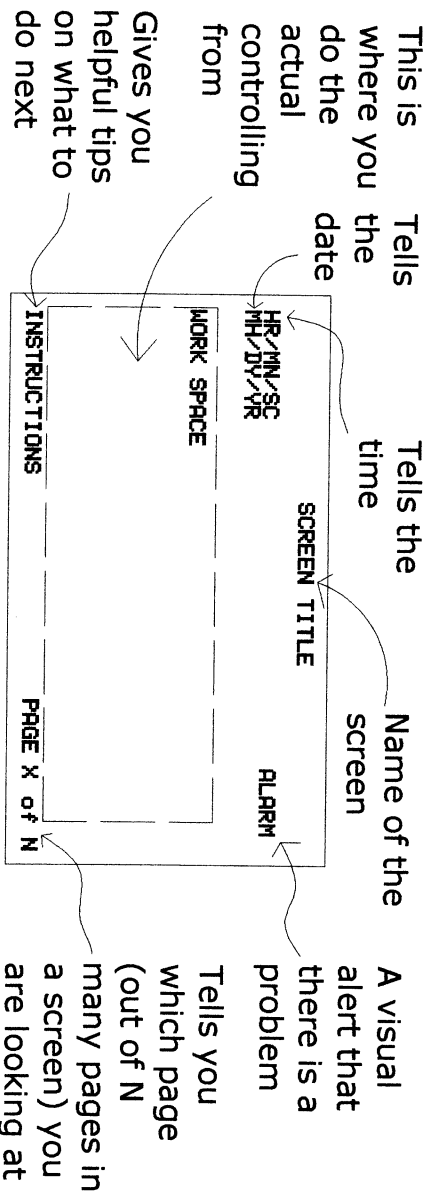


Figure 5—A generic GO-1 screen

SCREEN TITLE- pretty much self explanatory- the name of the screen; a good reference tool in screen-to-screen navigation.

TIME AND DATE - again, pretty much self explanatory: these fields tell the current time and date respectively (if you set them correctly).

ALARM- alerts you if some thing is wrong with the system There are two types of Alarm:

- Call Out (triggers a call to a telephone of your choice)
- Strictly Displayed ("log only")