

Maintenance

- Keep timer clean and dry.
- When battery level indicator is at the low or medium range, charge your battery.
- When removing power from the timer, you must re-apply power before display fades away, or wait 2 minutes for timer to discharge fully. If power is re-applied too soon, display will only partially illuminate.

The Sweeney Promise.

If you are not completely satisfied with this product, you may return it within 30 days of the date of purchase for a refund. To receive a refund, or warranty service, return the complete unit, with proof of purchase date (Sales Invoice), and a description of your problem or desired action to the following address:

Sweeney Enterprises, Inc.
321 Waring Welfare Rd.
Boerne, TX 78006

800-443-4244

www.sweeneyfeeders.com



All feeders and timers are backed by Sweeney's 3 year UNCONDITIONAL Warranty – an industry exclusive. Any timer or feeder that fails and is returned to Sweeney Enterprises, Inc. within 3 years of purchase is considered in warranty. We will repair or replace at NO CHARGE regardless of the problem or cause.



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Operators Manual DFT3 and AFT3 – Digital Timer (rev.8) 6 or 12 Volt, 10 amp Maximum Output



Introduction

Our new Revision (Rev 8) to the Model DFT3 Timer makes the best timer in the industry even better. It looks completely different, but you will find that it interfaces well with your Sweeney Feeders. It is easy to program, water resistant, very durable, and extremely accurate.

We have added a few new features to this DFT3 Rev 8:

- Non-volatile Memory - This means that once you program your timer, its memory will never be lost. Feed events that have already been set are easily changed. **Because this timer does not have an internal battery, the time of day may be off after periods of storage.**
- Built-in Battery Tester. On the lower right hand portion of the display, the Battery Level is indicated (Low to High). The battery is tested during Feed or Test Feed cycles. Because of this, the battery indication is very accurate.
- You can now set a unique feeding duration and motor speed for each of the 24 feeding events.

Specifications

- Input: 6 or 12 volts DC (AFT3 - 12 Volts only). Steady state under 600 micro amps.
- Output: 6 or 12 Volts, max. 10 amps.
- Non volatile memory.
- Battery condition indicated under “load” conditions.

Trouble Shooting Chart

<i>Symptom</i>	<i>Probable Cause</i>	<i>Solution</i>
DFT3REV8		
• Partial or no display when reapplying power.	• When power is removed from the timer, it must be reapplied before the display fades from view, or after the timer fully discharges (3 minutes).	• Wait 3 minutes before re-applying power, or re-apply before display fades from view.
• Motor spins constantly.	• Battery connected backward.	• Make sure connections are correct.: black to black / red to red • Call Sweeney Enterprises
• Motor spins slowly.	• Low battery.	• Check/charge battery.
	• Speed setting set low.	• Adjust speed setting to your preference.
• Timer feeds for less time than set for.	• Duration setting set low.	• Adjust duration setting to your preference.
AFT3 (in AF1 type feeders)		
• Motor spins, but feed will not dispense.	• Feed bridged in blower module.	• Open module door (or remove bottom if no door) and tap blower assembly near feed gate. If feed is too moist or too large or small, it may bridge. You may have to empty the entire feeder, remove the clogged feed, and refill with proper feed.
	• Low battery.	• Charge battery.
	• Faulty solenoids or controller.	• Call Sweeney Enterprises.
• Feed gate opens, but motor won't spin.	• Battery weak or connections loose.	• Charge/check battery and connections.
	• Faulty motor or controller.	• Call Sweeney Enterprises.
• Feed dribbles out of front of feeder.	• Battery weak or connections loose.	• Charge/check battery and connections.

	• Faulty controller.	• Call Sweeney Enterprises.
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****NOTE****

AFT3 is a directional feeder timer with (4) wires and blue buttons.
The DFT3 is for scatter type feeders. It has (3) wires and red buttons

7

Setting Feeding Events:

1. Push "Feed Event" button (6). Feeding Number (16) will flash. This feeding number will indicate from 1-24.
2. Using "Minus" button (10), select the "0" feeding number. This will set the **TEST FEEDING ONLY**.
3. The Duration/Speed display (14) will flash. Set duration of feeding in seconds (1-99) by pressing "Plus" or "Minus" buttons (8, 10) until correct duration is set. Press "Enter" button (9).
4. The Duration/Speed display (14) will flash. Set Motor speed by pressing the "Plus" or "Minus" buttons (8, 10). This is adjustable from 10 (lowest speed) to FS (full speed).

When correct speed is set, press "Enter" button (9).

5. Feeding Number 1 will flash (16). To set this event, press "Enter" button (9).
6. Hours indicator (2) will flash. Using the "Plus" or "Minus" buttons (8, 10) set the hour at which you would like your first feeding. Make sure to watch for AM and PM (4). When correct hour is set, press "Enter" button (9).
7. Minutes indicator (3) will flash. Using the "Plus" or "Minus" buttons (8, 10) set the minutes at which you would like your first feeding. When correct minutes are set, press "Enter" button (9).
8. Duration/Speed display (14) will flash and the Duration indicator (12) will light. Using the "Plus" or "Minus" buttons (8, 10) set the duration for your first feeding event. When correct duration is set, press "Enter" button (9).

Do not use "O" duration as it will empty your feeder.

9. Duration/Speed display (14) will flash and the Speed indicator (13) will light. Using the "Plus" or "Minus" buttons (8, 10) set the speed for your first feeding event. When correct speed is set, press "Enter" button (9).
10. The Feeding Number (16) display will flash the number of the feed event that you just set. You can revise that feed event or press "Plus" button (8) to go to the next feed event, or "Minus" button (10) to go to the previous feed event.
11. Set feedings numbers 2-24 the same way you set feeding number 1.
12. When you have reached your last feeding that you need to set, press "Clock" button (11) to return to normal operating display.

****NOTE****

The "TEST/CLEAR" button has dual purposes. When the timer is in normal operating mode, this button will initiate a test feeding cycle preceded by a 5 second countdown. When a

feeding event is selected, this button will clear all information about that particular feeding event from memory of the timer.

6

Installation

To install the timer, plug the connector from the timer into the matching connector in the feeder. It will only fit one way. Below is a wiring diagram to assist in installation in a non Sweeney feeder.

1. Molex connector.
2. Red wire for battery positive.
3. Black wire for ground wire and battery negative.
4. Green wire for motor.
5. White wire for solenoid (AFT3 only).

3

DFT3 Rev. 8 - Front View

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|-------------------------------|-------------------------------|
| # 1 – Molex Wiring Harness | # 10 - "Minus" Button |
| # 2 - Hours Indicator | # 11 - "Clock" Button |
| # 3 - Minutes Indicator | # 12 - Duration Indicator |
| # 4 - AM and PM Indicator | # 13 - Speed Indicator |
| # 5 - Battery Level Indicator | # 14 - Duration/Speed Display |
| # 6 - "Feed Event" Button | # 15 - Set Time Indicator |
| # 7 - "Test/Clear" Button | # 16 - Feeding Number Display |
| # 8 - "Plus" Button | # 17 - Test Indicator |
| # 9 - "Enter" Button | # 18 - Feeding Indicator |

4

Operating Instruction

Normal Operating Display:

- Feeding Number Display (16) will display the number of feeding events 1-24 that are set into the timer.

- Hours and minutes indicators (2, 3) will read current time of day.
- Duration/Speed Display (14) designates the duration of your **TEST FUNCTION ONLY!**
- Battery Level Indicator (5) displays battery level at the time of last test or feeding cycle.

Setting Clock to Time of Day:

- After timer is powered up and before time is set, the “Set Time” indicator (15) will be on. This goes off after time is set. This may be used as an indication of power failure.
- Push “Clock” button (11).
- “Hours” indicator (2) will blink.
- Using the “Plus” or “Minus” buttons (8, 10) set current hour of day, making sure to set AM and PM (4). When this is set correctly, press “Enter” button (9).
- “Minute” indicator (3) will flash.
- Using the “Plus” or “Minus” button (8, 10) set correct minutes. When this is set, press “Enter” button (9).
- Timer will return to normal operating display.