



Auto-Count 4D Reel Stand Quick Start Guide

Introduction

Welcome to ePS Auto-Count 4D. AC4D brings Auto-Count to every device on your shop floor through a standard web browser. This guide steps you through how to use the reel/roll stands feature. Auto-Count 4D supports the use of (up to two) reel stand terminals. The browser at the reel stand station will have a bookmark to the reel stand. Simply adjust the main Auto-Count's bookmark and add the highlighted text (below) after the /ui/.

`http://4D machine name/AutoCount /machine web socket port/ui/reelstand.html#/home.`

Prerequisites

This guide assumes you have:

- Assigned a scale to a roll stand using Plant Manager. But the same scale should not be assigned to a delivery and a roll stand in the same configuration.
- Opened your AC4D in a browser and bookmarked the reelstand URL.

Contact Information

ePS Support

| | | |
|------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|
| Web Site: | https://communities.epssw.com | Read knowledgebase articles, stay up to date on the latest release information and enter support cases. |
| E-Mail: | dmi.support@epssw.com | Contact the product-specific support team. |
| Documentation Portal: | https://epsdoc.myprintdesk.net/DSF/ | Download ePS documentation. |

Note For problems involving infrastructure (i.e., computers, networks, operating systems, backup software, printers, third-party software, etc.), contact the appropriate vendor. We cannot support these types of issues.



Auto-Count 4D

Open Reel Stand

This is how the Reel Stand looks when a job is not loaded.

Auto-Count 4D®
Advanced

308 Crew 1
Shift NH-8037-Shift1

00:00:31 Not Crewed

13:40:06 11-04-2022

Plant NH-8037 | Machine NH-8037-379-308 Sunday Press | Version 19.1.1.640

Job Loaded

Now add materials.

Auto-Count 4D®
Advanced

| Input | Material Id and Paper | End (Imps) | Loaded (Imps) |
|-------|-----------------------|------------|---------------|
| 1 | Empty | 0 | 0 |

0 Paper Required (lbs) 0 Paper Loaded (lbs)

Queued Items on Input 1

00:01:09 Make Ready 1

25,916 To Go 00:00 Time To Go

13:40:44 11-04-2022

Plant NH-8037 | Machine NH-8037-379-308 Sunday Press | Version 19.1.1.640



Auto-Count 4D

Add Paper

Make sure that the 1st roll you scan is what you are using 1st

The next roll you scan in will be what you splice into.

Auto-Count 4D Advanced

Vladimir Lisiuk
Shift 1

Input Current Material Id Weight (lbs) Weight left (lbs) Length used (ft) Remains (ft)

| | | | | | |
|---|------------|---|---|--------|---------|
| 1 | UNKNOWN008 | 0 | 0 | 15,832 | -15,832 |
|---|------------|---|---|--------|---------|

1. Click Materials button to add paper.

Input 1

| Material Id | Material Type | Width (in) | Net (lbs) | Waste (lbs) | Length (ft) |
|-------------|---------------|------------|-----------|-------------|-------------|
| UNKNOWN008 | | 0.00 | 0 | 0 | 0 |

2. Click the mouse in Material Id and then scan your barcode
You can also type in the barcode if you can't scan it.

3. Click here.

Repeat these steps to enter additional rolls.

03 2 Material Id 38.0" - 60# offset - smooth, white - 3"
Material Type 417.074
Waste (lbs) 4. Quantity (lbs) Damage Code

9:32:51 06-29-2023 Plant ja1 | Machine 830-102 W&D - 2 | Version 19.1.1.813

Enter Strip Waste

Place paper on the scale and click the Scale Button.

09 1 Material Id 38.0" - 60# offset - smooth, white - 3"
Material Type 1,000
Waste (lbs) 1. Quantity (lbs) Damage Code

1. Click here pull the weight from the scale and display it here.

10:55:56 06-29-2023 Plant ja1 | Machine 830-102 W&D - 2 | Version 19.1.1.813

09 2 Material Id 38.0" - 60# offset - smooth, white - 3"
Material Type 1,000
Waste (lbs) 93.92 1. Quantity (lbs) Damage Code

10:57:45 06-29-2023 Plant ja1 | Machine 830-102 W&D - 2 | Version 19.1.1.813

2. Click here to accept the weight.



Assign Damage Code

Assign a Damage Code to the waste if needed.

09 38.0" - 60# offset - smooth, white - 3"

Material Id Material Type

93.92 1,000

Waste (lbs) Quantity (lbs)

10:58:33 06-29-2023 Plant ja

2 | Version 19.1.1.813

A dropdown menu is open, showing "DEFAULT" as the selected option. A red box highlights this dropdown menu.

Enter More Waste

You can enter waste to a Roll after you load it. Add a damage code if needed before you click OK.

Input 1

| Material Id | Material Type | Width (in) | Net (lbs) | Waste (lbs) | Length (ft) |
|-------------|---------------|--------------------------------------------|-----------|-------------|-------------|
| 10 | 35617795 | 38.0" - 60# offset - smooth, white - 3"... | 38.00 | 906.08 | 94 9,579 |
| 09 | 35617795 | 38.0" - 60# offset - smooth, white - 3"... | | | 15,731 |

Completed

Enter Waste

Please enter waste for 10

Current Waste 0 (2)

Waste (lbs) 0 (1) (3)

Add Waste Total Waste

Damage Code

2 Put your waste on the scale and then click here.

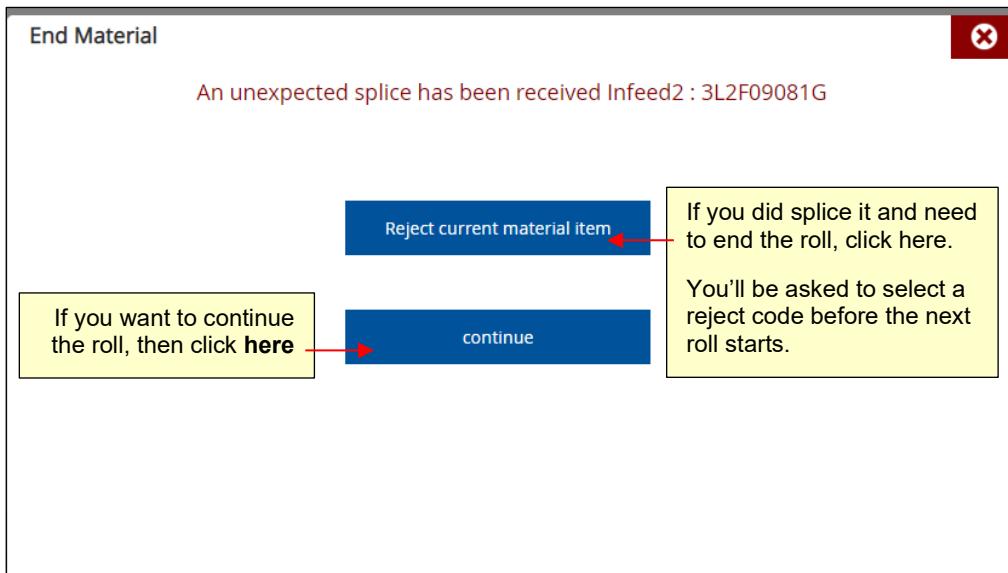
3 Click Add Waste then click OK button.

A red arrow points from the "Waste (lbs)" input field to a callout box labeled "2 Put your waste on the scale and then click here." Another red arrow points from the "Add Waste" button to a callout box labeled "3 Click Add Waste then click OK button."



Early Splice

If you splice a roll while the press is running and there is more than 5% material left on the roll, then you will get the following window:





Completed Rolls

To see completed rolls, there is a toggle button called Completed.

| Input | Current Material Id | Quantity (kgs) | Weight left (kgs) | Length used (m) | Remains (m) | |
|-------|---------------------|----------------|-------------------|-----------------|-------------|--|
| 1 | 456 | 2,474.359 | 2,422.106 | 991 | 45,936 | |

[Click here to see completed rolls.](#)

Input 1

| Material Id | Material Type | Width (mm) | Net (kgs) | Waste (m) | Length (m) |
|-------------|-----------------------------|------------|-----------|-----------|------------|
| 456 | SA- White/White_16.5_0.0 | 419.10 | 2,474.359 | 0 | 46,927 |

| Input | Current Material Id | Quantity (kgs) | Weight left (kgs) | Length used (m) | Remains (m) | |
|-------|---------------------|----------------|-------------------|-----------------|-------------|--|
| 1 | 456 | 2,474.359 | 2,404.284 | 1,329 | 45,598 | |

Input 1

| Material Id | Material Type | Width (mm) | Net (kgs) | Waste (m) | Length (m) |
|-------------|-----------------------------|------------|-----------|-----------|------------|
| 123 | SA- White/White_16.5_0.0 | 419.10 | 1,717.72 | 0 | 3,265 |
| 456 | SA- White/White_16.5_0.0 | 419.10 | 2,474.359 | 0 | 46,927 |



End of Run

When you end a run, you'll get this window for each input material.

There are input materials in progress

Select Option for :-

Input 1 - Material Id 456

If the roll that you were using is done. → Fully Consume Input Material

If you are using the roll on the next Job/Form. → Use Input Material on Next Job / Run

If you are putting the roll back into Inventory. → End Input Material and Return to Inventory



If you select **Use Input Material on Next job/run** and you have additional Rolls in the queue, then you will also get this window.

There are unused queued materials. Would you like to

If you are **not** keeping the next queued-up material → Clear All Input Materials

If you are **keeping** the next queued-up

Keep All Input Materials

