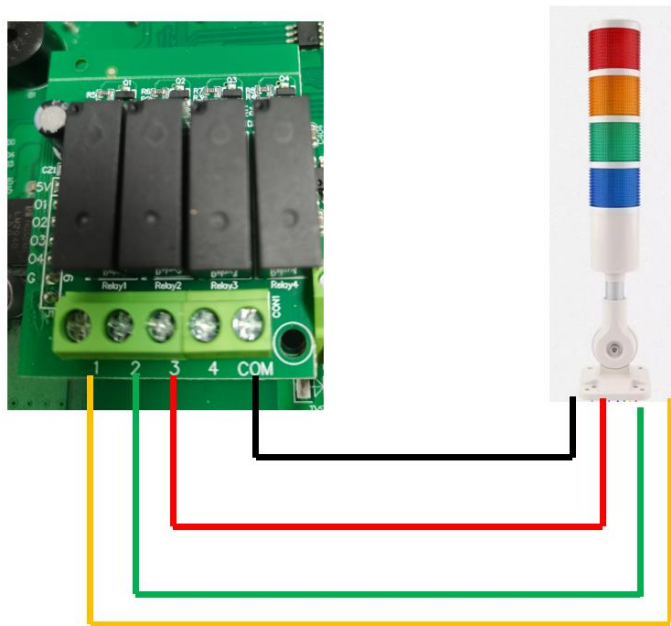


Signal Light Wire Connections:

1. **Black Wire - Common Line:** Connect to the common terminal, serving as the reference for other control signals.
2. **Yellow Wire - Yellow Light:** Connect to the yellow light control terminal, which indicates when the weight is below the standard range ($0 + d \leq G \leq 99.80$).
3. **Green Wire - Green Light:** Connect to the green light control terminal, which indicates when the weight is within the standard range ($99.80 < G \leq 100.20$).
4. **Red Wire - Red Light:** Connect to the red light control terminal, which indicates when the weight exceeds the standard range ($G > 100.20$).

Parameter Settings:

1. **C33-3:** Set the signal light output mode to ensure the signal light responds to weight data.
2. **C50-0.01:** Set the weighing system's scale value (d), which means each weight unit's resolution is 0.01 lb.
3. **C51-99.80:** Set the lower limit value for the green light (lower limit of the standard product).
4. **C52-100.20:** Set the upper limit value for the green light (upper limit of the standard product).



Logic Conditions:

- When the displayed weight data G meets the condition: $0 + d \leq G \leq 99.80$, the **yellow light** will turn on, indicating the weight is low.
- When $99.80 < G \leq 100.20$, the **green light** will turn on, indicating the weight is within the standard range.
- When $G > 100.20$, the **red light** will turn on, indicating the weight is high.

Notes:

1. **Stable Measurement:** Ensure that the instrument's displayed data is stable before using it to determine which light should be on. This prevents frequent switching of lights due to data fluctuations.
2. **L2 Printer Automatic Printing:** Set the printer to automatically print data when the green light is on and the measurement is stable, facilitating the recording of standard product weight information.

With this setup, the signal light can automatically indicate the weight status based on the customer's defined standard range and record the data efficiently.