

DESCRIPTION:

This class will introduce new users to the basic process of batching concrete using COMMANDbatch. Anyone in your organization who is new to COMMANDbatch and is responsible for batching concrete as well as any individuals that need a working knowledge of these basic processes should attend. Demonstrations, hands-on practice, and group discussions will be used to provide attendees with the knowledge and skills needed to perform basic batching operations using the COMMANDbatch software.

NOTES:

Prior to attending this class the attendee should:

- Possess basic Windows Operating System skills
- Be comfortable with the use of a keyboard and mouse
- Be familiar with concrete batching operations within your company
- Understand their specific job responsibilities within your organization

TOPICS:

After completing this class attendees will know how to:

- Identify major hardware components and how they are connected
- log in to ebatch and archive databases
- run forms
- access online help
- access documentation
- access the right click menu from the grid area
- access the right click menu from the Batch Graphics form
- create, copy, and delete records
- create a load of concrete
- adjust target weights
- change the mix slump
- will adjust the in-truck water volume
- adjust the water on a “per load” and “per yard” basis
- adjust moisture % on a given material
- add a material to a mix design at the ticket level
- adjust the truck charge rate
- Explain the difference between a Simulated, Training, and Actual batch
- start auto batch process
- hold, resume, and abort a batch
- manually batch and discharge material
- access on hand inventory
- enter an inventory receipt
- adjust an inventory amount
- access inventory events
- start a discharge cycle
- print a ticket with and without batch weights
- edit a delivery ticket
- reprint a delivery ticket.
- copy a material for at least one of the following groups: Aggregates, Cements, Water, or Admixes.
- set tolerances for the new material created
- assign the new material to a device
- create a mix design using the created material
- copy the new mix design
- convert a mix design from US to metric
- use the Washout function
- understand and run the End of Day process

