

Creating a New Tile Line

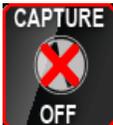
Verify you are in **SVY** mode



1 → **Start** at the **High Point** of the **run** with the **plow raised up**

2 → Press  →  and **Drive** to **Low Point** (outlet) of the **run**

3 → Press  →  and **lower** the **plow** to starting grade

4 → Press  →  to **design** the **run**

Verify the menu bar looks like this



5 → **Toggle** **Machine Control** on your tractor and **lay** the **run**

6 → Press  →  when **done** to **start** a new **run**

Constant Slope Tile Line

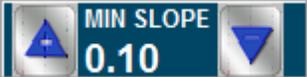
1 → *Drive* to where you want the **tile line** and **lower** the **plow** to grade

2 → *Press* and *hold*  to open the *Pass Menu*

3 → *Select*  ← *LAY MIN (Lay pass with minimum slope)*

4 → *Press*  →  to set the grade

5 → *Toggle* Machine Control on your tractor and lay the **tile**

Adjust the **slope** with the **min slope buttons** 

6 → *Press*  to start a different **tile line**

Rip Pass Tile Line

//AGPS PIPE PRO

1 → *Start* at the **High Point** of the **run** with the **plow** at **rip depth***

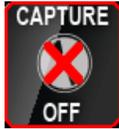
2 → *Press* and *hold*



to open the *Pass Menu* and *Select*



3 → *Press*



and *Drive* to **Low Point** (outlet) of the **run**

4 → *Press*



and *lower* the **plow** to **starting grade**

5 → *Press*



to **design** the **run**

6 → *Toggle* **Machine Control** on your tractor and **lay** the **tile**

7 → *Press*



to **start** a different **rip pass tile line**

*Rip depth = Optimum depth - RIP/Lay difference. Adjust RIP/Lay difference in Parameters Menu

PTL Pass Tile Line

1 → *Start* at the **High Point** of the **run** with the **plow** at **rip depth**

2 → *Press* and *hold*  to open the *Pass Menu* and *Select*

3 → *Press*  →  and *Drive* to **Low Point** (outlet) of the **run**

4 → *Press*  →  and *lower* the **plow** to **starting grade**

5 → *Press*  →  to **design** the **run**

6 → *Toggle* **Machine Control** on your tractor and **lay** the **tile**

7 → *Press*  to **start** a different **tile line**

Adjust the **RIP/Lay** difference in the **Parameters Menu**