

To reset the height readout,

1. Press the S button and the up button simultaneously for approximately 3 seconds. The first digit will begin to blink.
2. Press the up or down button to change the number to the desired height.
3. Press the S button. The next digit will begin to blink.
4. Repeat steps 2 and 3 to change the 2nd digit.
5. Press the S button and the 3rd digit will be to blink.
6. Repeat steps 2 and 3 to change the 3rd digit.

The height programming is now complete.

Error Code	Description	Trouble shooting
E01	Leg Error	<ul style="list-style-type: none">• Assure the leg cable is plugged securely into the control box.• RE-initialize base.• If problem continues, replace leg
E02	Over-use of table	<ul style="list-style-type: none">• 1. Wait 15 minutes prior to utilizing the base.
E03	Weight on the surface is greater than recommended	<ul style="list-style-type: none">• Remove weight from the table surface.
E04	Data error	<ul style="list-style-type: none">• Re-initialize base.
E05	Button stuck	<ul style="list-style-type: none">• Check the condition of the button in the handset.• Replace the handset if button remains stuck.
E06	Communication interruption	<ul style="list-style-type: none">• Check the cable connection between handset and control box.• Verify that the cable is securely plugged in.• If problem is not resolved, replace handset.
E07	Handset height error	<ul style="list-style-type: none">• Height of the table was incorrectly set.• Re-initialize base and reset the desired memory height on the handset.

3. If the table is not functioning and there is no error code and the handset has power.

- a. Check to see if the surface is level. Confirm that all legs are perpendicular, and that one leg is not at an angle after final placement of the table base. If the leg is bent (not straight) it may send a false, signal to the Control Unit and not function properly.
- b. Check to see if there is too much weight on the top of the table and remove excess weight
- c. Check all cords to assure they are fully connected
- d. Check to assure that there is no interference of the table with garbage cans, other tops, boxes or other items that can interfere with table movement.

Once steps 'a' through 'd' have been taken, **reinitialize** the table base (see 1).