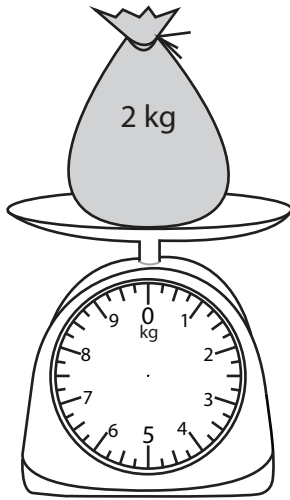


**Drawing Pointer - Metric Units**

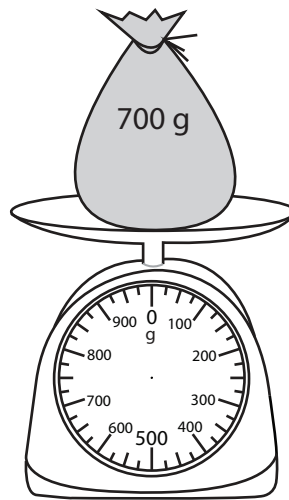
ES1

Draw pointer on each scale to show the weight.

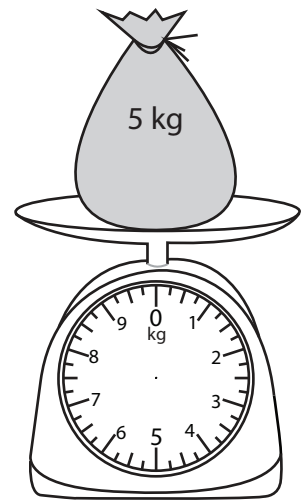
1)



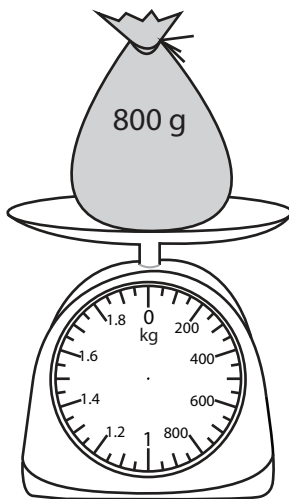
2)



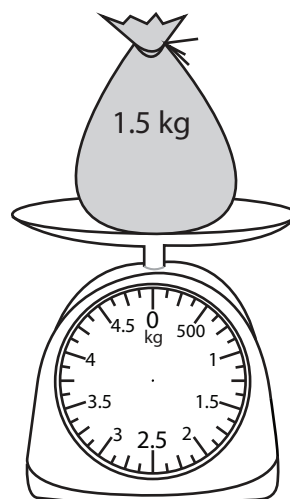
3)



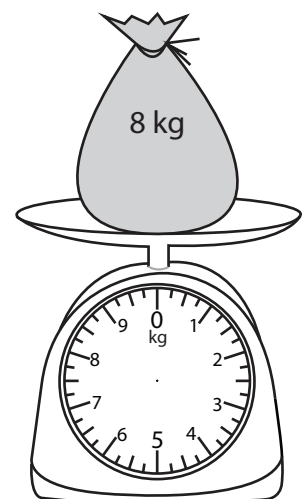
4)



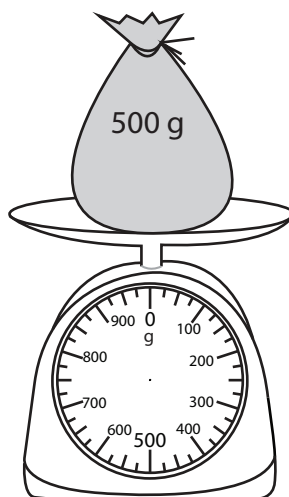
5)



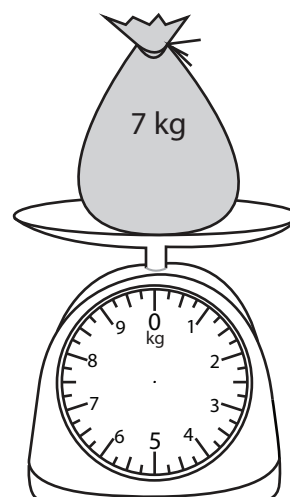
6)



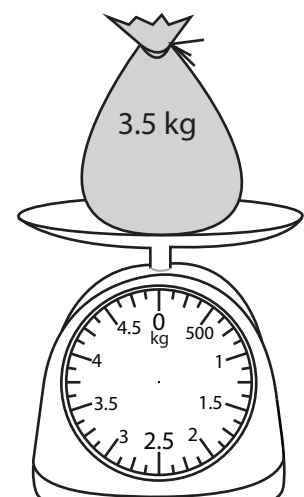
7)



8)



9)

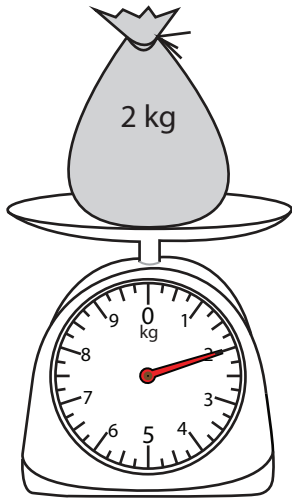


**Drawing Pointer - Metric Units**

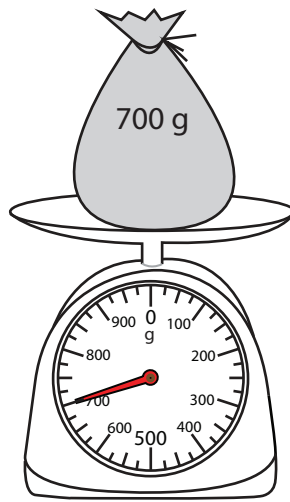
ES1

Draw pointer on each scale to show the weight.

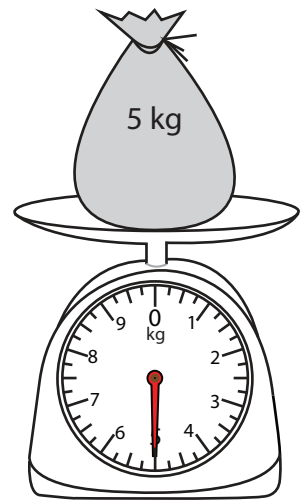
1)



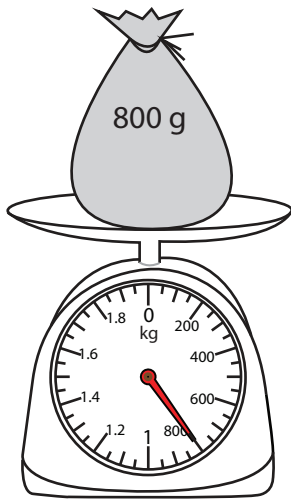
2)



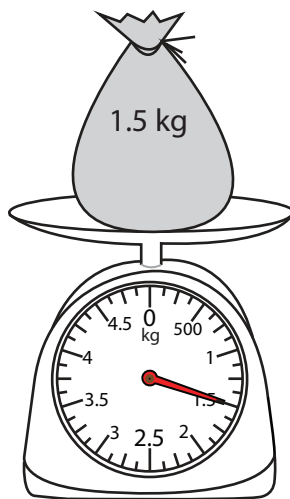
3)



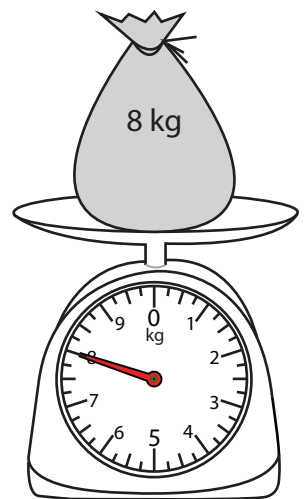
4)



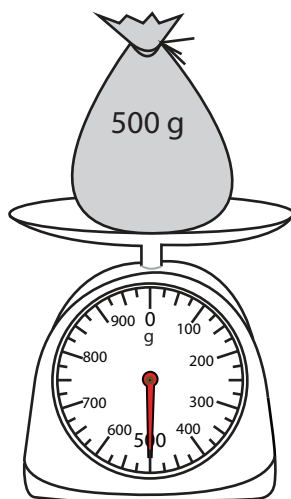
5)



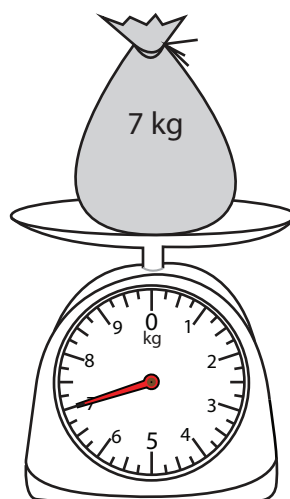
6)



7)



8)



9)

