

1. Power



Press this button to wake up the machine and enter standby mode, ready to work, at this time, the Display (A) will show the current temperature. The Display (B) shows the last working process' set temperature.

The target temperature set in the working process, the Display (C) shows the last working process' set working hours.



2. Temperature Unit Switch Button °C / °F

Click on "°C / °F" to select the temperature display unit of the machine. There are two temperature units of Celsius and Fahrenheit to choose from.




3. Temperature, Time Setting

Click on   to switch the temperature Display (B) or time Display (C).

4. Adjustment Button + -

Click on   to select the temperature or time to be adjusted, then use the "+" and "-"

5. Start/Stop Button

- >In Standby mode, press , the machine starts working.  and  starts flashing.
- >Wait for target temperature to be reached.
- >Only after the set target temperature is reached, indicated by a beep.
- >Second Press , the time begins to count down. " : " starts flashing.
- >Third Press , the machine stops working, back to standby mode.

6. Temperature Display (A)

Display shows real-time working temperature

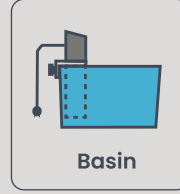
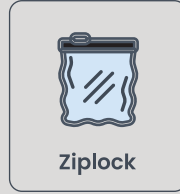
7. Temperature Display (B)

Display shows the set operating temperature

8. Time Display (C)

In standby mode, the set target time is displayed. In working mode, the remaining working time is displayed.

WHAT YOU NEED

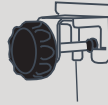


SETTING UP



FILL THE BASIN

- Fill a pot or container with water, between "MIN" and "MAX"
- Place it on a heat-safe surface or trivet, away from counter edges.



ATTACH CHEF-S2

- Loosen the rear screw on Heinzelmann CHEF-S2 clamp.
- Fit the clamp over the edge of your basin.
- Tighten the rear screw so it is snug against the wall of the basin.



PLUG IN

- Plug in Heinzelmann CHEF-S2
- Place your food in a ziplock and lower the bag into the water.

CLEANING

