



TauRIS Software US8.9 Software changes for the club

Startdisplay

After power on the terminal shows the startdisplay.

```
000.001.001.001
Peter Mustermann
  Stock: 010/010
18.03-13:25:20
```

line1: fancier's number (000.region.club.fancier)
line2: fancier's name
line3: loft stock
line4: time

With the multi fancier version you can scroll the fancier with "arrow up" and "arrow down".

Functiondisplay

With the key < Start> you can call the functiondisplay.

```
Peter Mustermann
<1> View
<2> Entry
<3> Register
```

line1: fancier's name
line2: available functions

With "arrow up" and "arrow down" you can see all available functions.
Press a number to call a function.

The following functions are available.
The functions in bold letters will be used in the club.

```
<1> View
<2> Entry
<3> Register
<4> Results
<5> Training
<6> Nomination
<7> Pools
<8> Connect->PC
<9> Print
<0> Settings
```



<2> Entry (entry for a new flight)

This function starts a new race.
The terminal must be connected with a master clock.
At first you edit the Club-ID (max. 4 digits) and confirm with <#>.

```
Peter Mustermann  
Club-ID:  _
```

line1: fancier's name
line2: input of the ClubID

Then you edit the Flight-ID (max. 4 digits) and confirm with <#>.

```
Peter Mustermann  
Club-ID:  0001  
Flight-ID:  _
```

line1: fancier's name
line2: Club-ID
line3: input of the Flight-ID

Now you confirm to set the clock. The clock can be set by a PC, a radio clock or by hand. (see US8.8)

Note: Every flight has it's own timer (virtual clock).

```
Peter Mustermann  
C:0001    F:0001  
    Set clock!  
    Confirm: #
```

line1: fancier's name
line2: Club-ID / Flight-ID
line3/4: Confirm

```
Peter Mustermann  
C:0001    F:0001  
    Connect to  
    entry sensor
```

Now the terminal must be connected to the entry sensor to enter the pigeons.



Hold a pigeon onto the entry sensor. The terminal shows you the pigeon.
(see US8.8)

```
Peter Mustermann  
C:0001      F:0001  
Entry       :005  
US02123400001H
```

line1: fancier's name
line2: Club-ID / Flight-ID
line3: number of entered pigeons
line4: ringnumber

If you have entered all pigeons for the race, connect the terminal to the printer.

```
Peter Mustermann  
<3> Entry finish  
<9> Print
```

To print the enter list, press <9>.

```
Peter Mustermann  
C:0001      F:0001  
  
Printing
```

To finish the entry, press <3>.

For safety you will be asked, to activate the clock. Please confirm with <#> or abort with <Start>.

```
Peter Mustermann  
C:0001      F:0001  
  
Activate Clock?#
```

Attention: After activating the clock the entry is finished and the flight is locked.
For this flight you can't enter more pigeons.
For this flight you can't print an entry list.
You can start 20 flights at the same time (including training).

To enter for another flight simply press <1> Entry again and follow the procedure as above.



<4> Results (open the clock)

This function finishes a flight.
The terminal must be connected with a master clock and a printer.
At first you edit the Club-ID (max. 4 digits) and confirm with <#>.

```
Peter Mustermann  
Club-ID: _
```

line1: fancier's name
line2: input of the ClubID

Then you edit the Flight-ID (max. 4 digits) and confirm with <#>.

```
Peter Mustermann  
Club-ID: 0001  
Flight-ID: _
```

line1: fancier's name
line2: Club-ID
line3: input of the Flight-ID

Now you confirm to control the clock. The clock can be controlled by a PC, a radio clock or by hand. (see US8.8)

```
Peter Mustermann  
C:0001 F:0001  
Clock control!  
Confirm: #
```

line1: fancier's name
line2: Club-ID / Flight-ID
line3/4: confirm

Now you confirm to print the clocking list.

```
Peter Mustermann  
C:0001 F:0001  
  
Print list? #
```

So the clocking list will be printed.

```
Peter Mustermann  
C:0001 F:0001  
  
Printing
```



After the print you can call several functions.

```
Peter Mustermann  
<3> Finish  
<8> Connect->PC  
<9> Print
```

<3> Finish (delete the flight, return to the fancier mode)

<8> Connect->PC (send race data to PC)

<9> Print (print a clocking list)

<3> Finish (delete the flight, return to the fancier mode)

If you want to delete the flight, please confirm with <#> and enter the codewort.
(see US8.8)

If you don't want to delete the flight, i.e. make an interim control, press <Start>
and the fancier can proceed with registering for this flight again.

```
Peter Mustermann  
C:0001    F:0001  
  
Delete Flight? #
```

Now you can give the terminal back to the fancier.

<8> Connect->PC (send race data to PC)

The race data of this flight will be send to the PC.

```
Con.-->PC US8.91  
  
2318
```

New: To send the race date to the PC, you will be asked for the Club-ID and
the Flight-ID.

<9> Print (print a clocking list)

You can print the clocking list again.

Note: Only finish the race, if you have printed all clocking lists and sent all flight data.
You can open the clock several times, till you delete the flight.