



TauRIS Software US8.9 Software changes for the fancier

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 <START> you can call the functiondisplay.

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

line1: fancier's name
line2-4: 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 lettes are used by the fancier.

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



<1> View (view the stock)

This function shows fancier's stock.

```
Peter Mustermann  
  <01> ABCD  
US021234000001H  
  Assigned
```

line1: fancier's name

line2: number and color of the pigeon

line3: ringnumber

line4: "Assigned", if assigned and not on a flight
Club-ID and Flight-ID, if entered for a flight

With the "arrow" keys you can scroll the pigeons

"arrow right" – 1 pigeon forward

"arrow left" – 1 pigeon back

"arrow down" – 10 pigeons forward

"arrow up" – 5 pigeons back

With <Start> you get back to the functionsdisplay.

<2> Entry (entry for a new flight)

This function is not used by the fancier.



<3> Register (register pigeons)

This function registers all entered pigeons. Before registering the terminal checks the sensors.

```
Race timer  
  
01 Sensor(s)
```

The terminal has registered no pigeons yet.
line1: the terminal works as a race timer.
line4: number of sensors

```
<005/004>  
US021234000001H  
C:0000    F:0000  
18-14:0042
```

The terminal has registered pigeons.
line1: number of registered pigeons / shown pigeon
line2: ringnumber
line3: Club-ID / Flight-ID
line4: time

With the "arrow" keys you can scroll the registered pigeons.
With <Start> you abort the function.
If you have connected a data memory, you will be asked to activate.

```
data memory  
found!  
  
activate?  #
```

With <#> you activate the data memory, with <Start> it will be ignored.

```
data memory  
activ!
```

The pigeons will be registered by the data memory. The maximum time is 18 hours.
If you register with the terminal again, the pigeons will be read automatically.



<4> Results (open the clock)

This function is not used by the fancier.

<5> Training (enter pigeons for training)

With this function you can train your pigeons.

```
Peter Mustermann  
<1> new training  
<2> del training
```

<1> new training

All pigeons which are not on a flight will be entered for the training.
Note: Every fancier makes his own training.

<2> del training

The training will be deleted.
Now you can edit the pools or nominations.

To Register the pigeons on training you must press <3> "Register".
Note: Every fancier makes his own training.

<6> Nomination

With this function you can edit the nominations. (see US8.8)
Note: You can't edit entered pigeons.

<7> Pools

With this function you can edit the pools. (see US8.8)
Note: You can't edit entered pigeons.

<8> Connect->PC (Verbindung zum PC)

This function is not used by the fancier.



<9> Print (print a list)

Here you can print several lists.

```
Peter Mustermann  
<1> Assignment  
<2> Training  
<3> Control
```

<1> assignment list (elektronic codes)

<2> training list (trained pigeons)

<3> control list (state of the pigeons and the terminal)

With <Start> you abort the function.

<0> Settings

This function is not used yet.