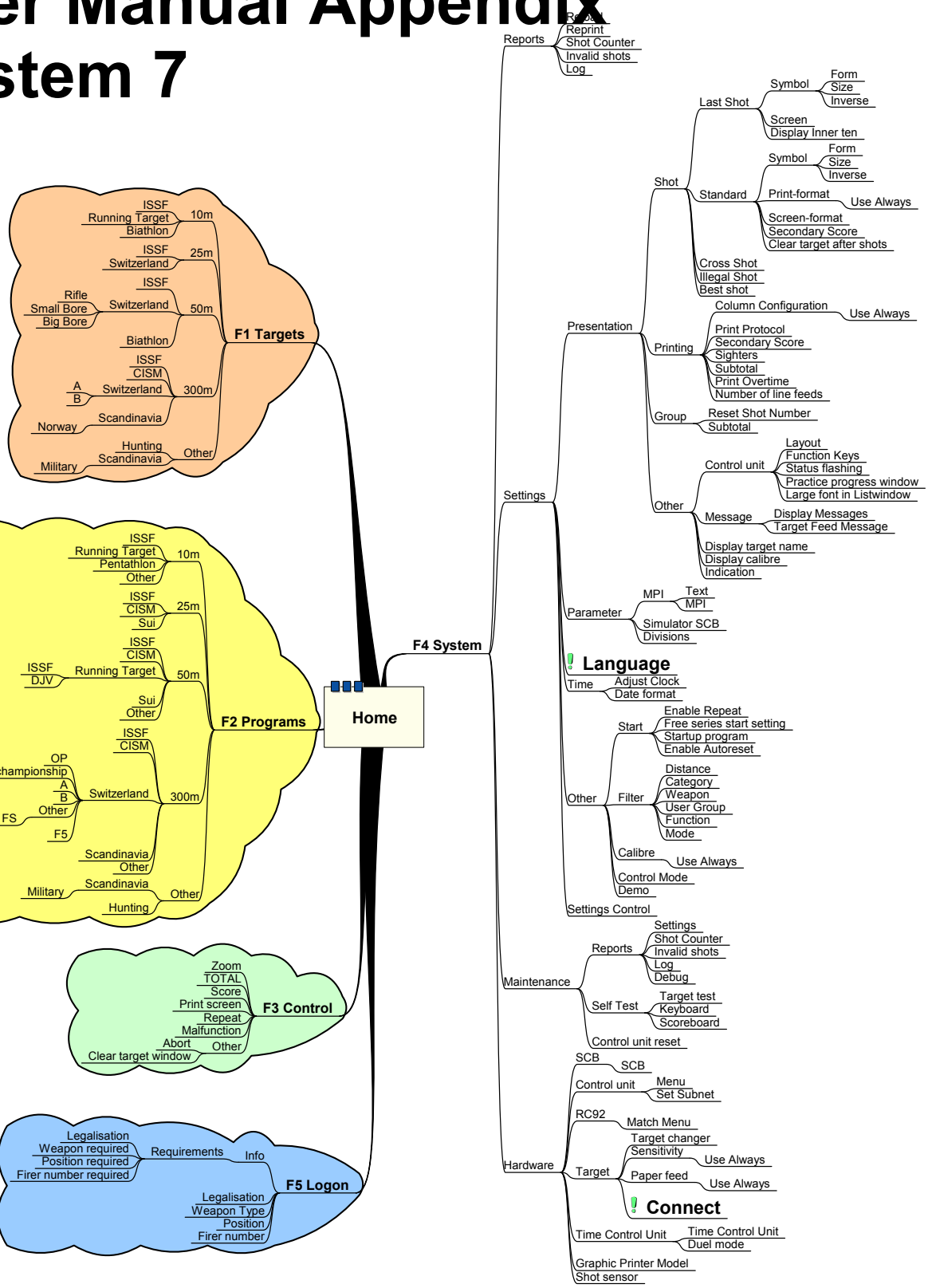
User Manual Appendix System 7



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Targets

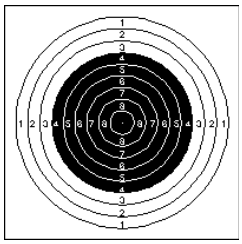
Free series are programs which do not prescribe any set numbers of shots. They are especially suitable for completing open training courses. With free series all official shoots can be simulated.

10m

The directory 10m is the compilation of all target images which typically are used over a distance of 10 metres.

ISSF

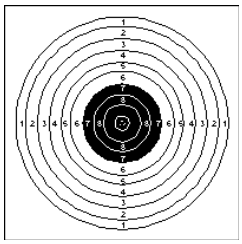
Official targets of the ISSF are filed in this directory.



Air Rifle

10 metre running target; ISSF Rules, Section 6.3.2.3; diameter 45.5mm; black reflector from ring 4 to 9

06000019000201(62)



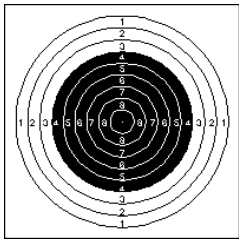
Air Pistol

10 metre air pistol target; ISSF Rules, Section 6.3.2.6; diameter 155.5mm; black reflector from ring 7 to 10

06000019000203(56)

Switzerland

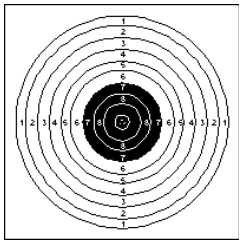
Targets that are used only in Switzerland are stored in this directory.



Air Rifle

10 metre target with the dimensions of the official ISSF target. But unlike the latter, with the secondary score in one hundredth rings instead of the one tenth ring score of the ISSF.

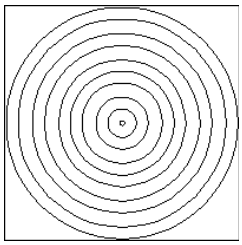
06000019000205(50)



Air Pistol

10 metre target with the dimensions of the official ISSF target. But unlike the latter, with the secondary score in one hundredth rings instead of the one tenth ring score of the ISSF.

06000019000207(44)



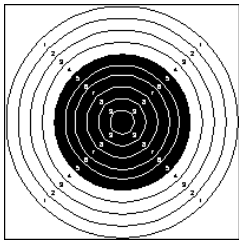
Volkscheibe

A10 air rifle target with large 10-er ring for public events.

06000019000209(38)

Running Target

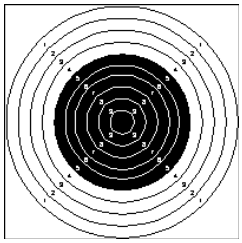
The target pictures for the running target are filed in this directory. The discipline is also supported in the 10 metres by the ISSF.



Standard

10 metre running target; ISSF Rules, Section 6.3.2.7.2; diameter 50.5mm; black reflector from ring 5 to 10

06000019001200(72)



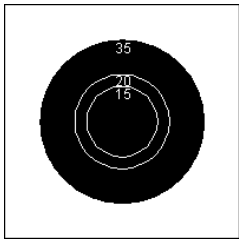
Final

10 metre running target; ISSF Rules, Section 6.3.2.7.2; diameter 50.5mm; black reflector from ring 5 to 10

06000019001201(69)

Biathlon

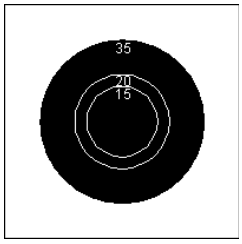
The target pictures for biathlon are filed in this directory. Biathlon targets can be found under 10 metres and 50 metres.



15

Target image with 15 millimetre circle.

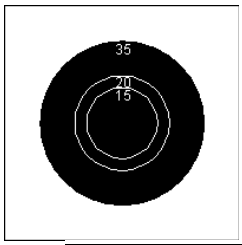
06000019001302(57)



20

Target image with 20 millimetre circle.

06000019001301(60)



35

Target image with 35 millimetre circle.

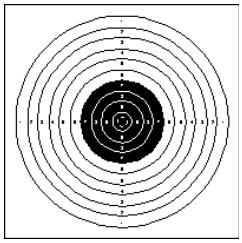
06000019001300(63)

25m

The directory 25m is the compilation of all target images which typically are used over a distance of 25 metres.

ISSF

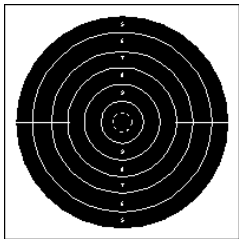
Official targets of the ISSF are filed in this directory.



Precision

25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10

06000019000303(47)



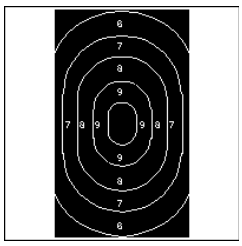
Rapid Fire

25 metre rapid fire target, ISSF Rules, Section 6.3.2.4, Diameter 500mm; black reflector from ring 5 to 10

06000019000305(41)

Switzerland

Targets that are used only in Switzerland are stored in this directory.



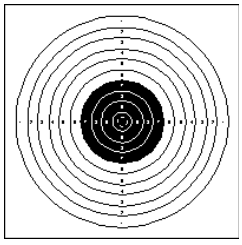
O10

Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

06000019000407(26)

Big bore pistol

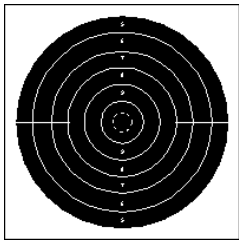
Many 25 metre targets are also shot with large calibre pistols (9.65mm). In order that the calibre setting can be correctly selected, these targets are listed twice.



Precision

25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10

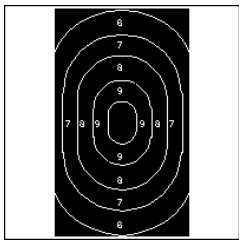
06000019000311(23)



Rapid Fire

25 metre rapid fire target, ISSF Rules, Section 6.3.2.4, Diameter 500mm; black reflector from ring 5 to 10

06000019000313(17)



O10

Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

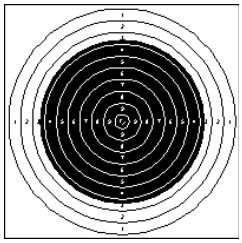
06000019000707(96)

50m

The directory 50m is the compilation of all target images which typically are used over a distance of 50 metres.

ISSF

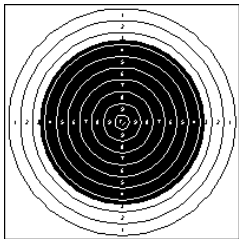
Official targets of the ISSF are filed in this directory.



Rifle

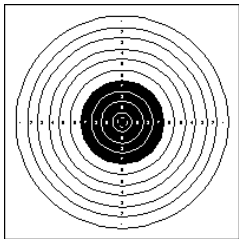
50 metre precision rifle target; ISSF Rules, Section 6.3.2.2; diameter 154.4mm; black reflector from one section of ring 3 to ring 10, diameter 112.4mm

06000019000301(53)



Final

06000019000302(50)



Pistol

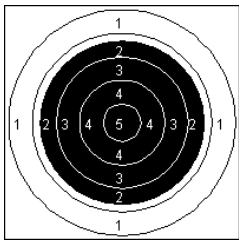
25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10

06000019000303(47)

Switzerland

Targets that are used only in Switzerland are stored in this directory.

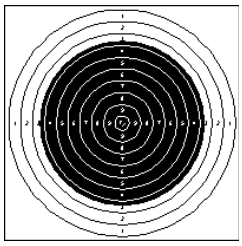
Rifle



A5

50 metre small calibre rifle target with five rings; diameter 154.4mm; black reflector from one section of ring 2 to ring 5.

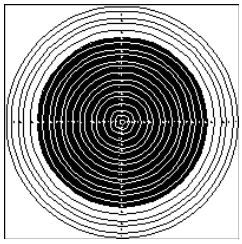
06000019000307(35)



A10

50 metre precision rifle target; ISSF Rules, Section 6.3.2.2; diameter 154.4mm; black reflector from one section of ring 3 to ring 10, diameter 112.4mm

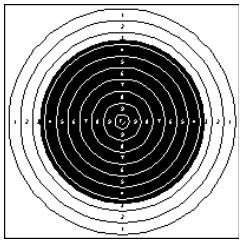
06000019000308(32)



A20

50 metre precision rifle target; diameter 154.4mm; black reflector from one section of ring 6 to 20, diameter 112.4mm

06000019000309(29)



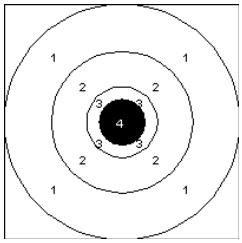
A100

50 metre precision rifle target with a one hundred ring score instead of the ISS ten ring score; diameter 154.4mm; black reflector diameter 112.4mm

06000019000310(26)

Small Bore

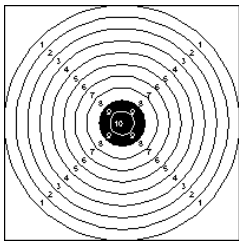
Swiss pistol targets with small calibre (5.6mm) setting.



PA4

Pistol target A40; circular target with four rings.

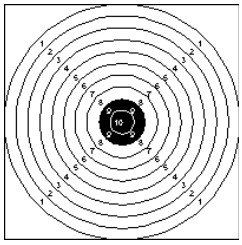
06000019000401(44)



PA10

Pistol target A10; circular target with ten rings.

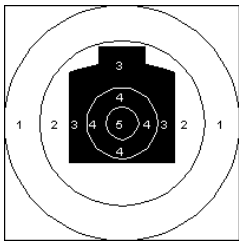
06000019000402(41)



PA100

Pistol target A100; circular target with one hundred rings.

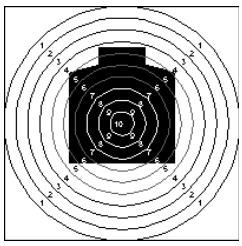
06000019000403(38)



PB5

Pistol target B5; circular target with five equal rings and an outline whereby the outline is worth at least three points.

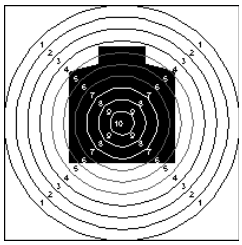
06000019000404(35)



PB10

Pistol target B10; circular target with ten equal rings and an outline.

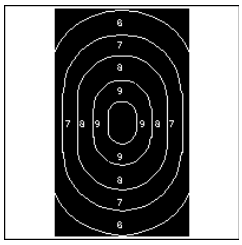
06000019000405(32)



PB100

Pistol target B100; circular target with one hundred equal rings and an outline.

06000019000406(29)



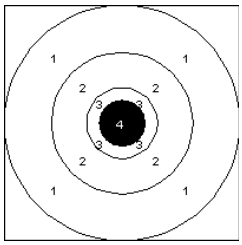
O10

Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

06000019000407(26)

Big Bore

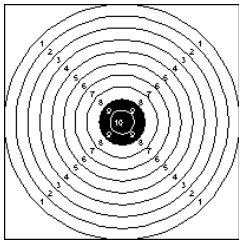
Big bore pistol



PA4

Pistol target A40; circular target with four rings.

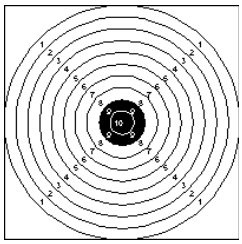
06000019000701(17)



PA10

Pistol target A10; circular target with ten rings.

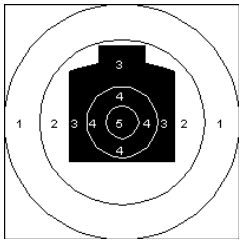
06000019000702(14)



PA100

Pistol target A100; circular target with one hundred rings.

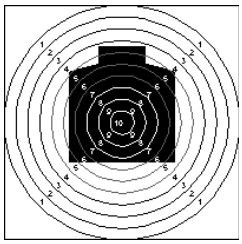
06000019000703(11)



PB5

Pistol target B5; circular target with five equal rings and an outline whereby the outline is worth at least three points.

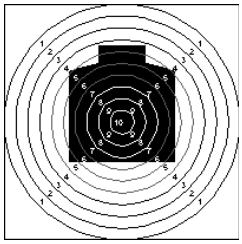
06000019000704(08)



PB10

Pistol target B10; circular target with ten equal rings and an outline.

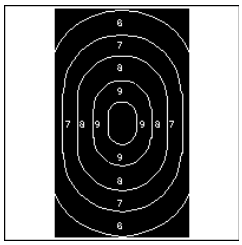
06000019000705(05)



PB100

Pistol target B100; circular target with one hundred equal rings and an outline.

06000019000706(02)



O10

Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

06000019000707(96)

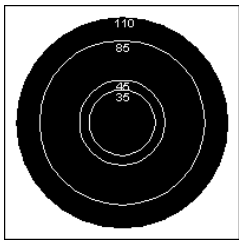
Morgarten

Outline target with five scores, whereby the value two is assigned to five ellipses and the value one to the rest of the outline.

06000019000410(17)

Biathlon

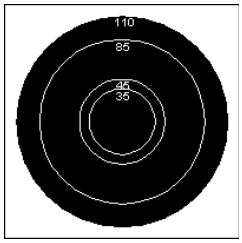
The target pictures for biathlon are filed in this directory. Biathlon targets can be found under 10 metres and 50 metres.



35mm

Target image with 35 millimetre circle.

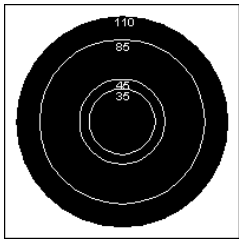
06000019001306(45)



45mm

Target image with 45 millimetre circle.

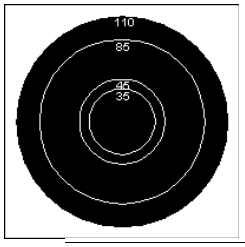
06000019001305(48)



85mm

Target image with 85 millimetre circle.

06000019001304(51)



110

Target image with 110 millimetre circle.

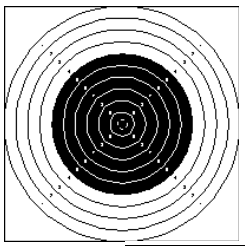
06000019001303(54)

300m

The directory 300m is the compilation of all target images which typically are used over a distance of 300 metres.

ISSF

Official targets of the ISSF are filed in this directory.

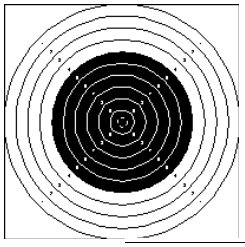


A10

06000019000002(77)

CISM

The A10 target which is used in military contests does not differ from the A10 target which is used in ISSF disciplines. So that the filter function can be better used, the category CISM was separately introduced.



A10

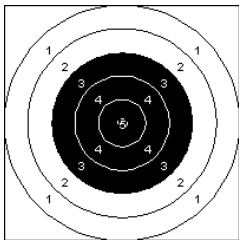
06000019000002(77)

Switzerland

Targets that are used only in Switzerland are stored in this directory.

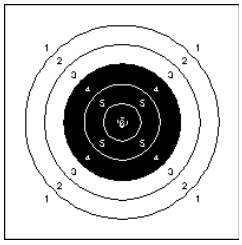
A

A-targets with varied scores:



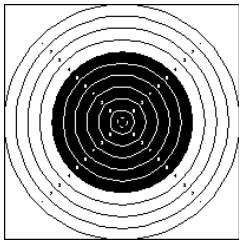
A5

06000019000001(80)



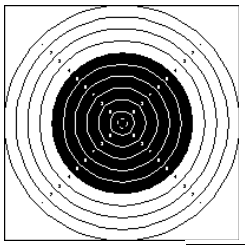
A6

06000019000005(68)



A10

06000019000002(77)

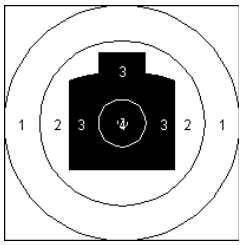


A100

06000019000003(74)

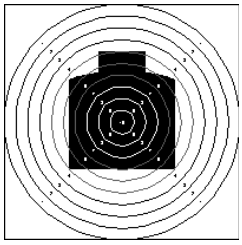
B

B-targets with different scores (field target B Form. 34.21.2.88):



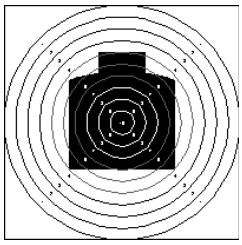
B4

06000019000004(71)



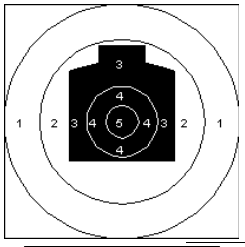
B10

06000019000008(59)



B100

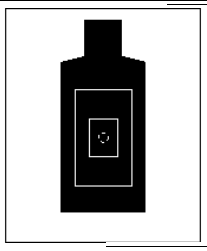
06000019000009(56)



PB5

Pistol target PB5

06000019000010(53)



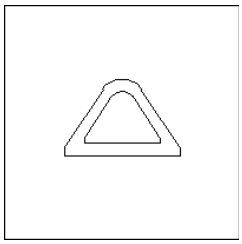
F5

06000019000007(62)

Scandinavia

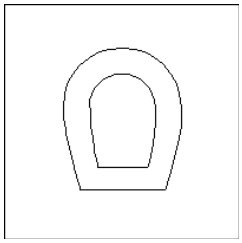
Targets that are used only in Scandinavia are stored in this directory. The exception is animal images (moose and reindeer) which can be found under '\Other\Hunting\Moose'.

Norway



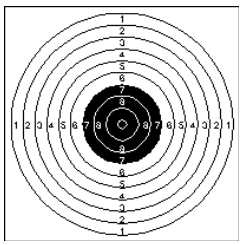
Nor7

06000019001101(78)



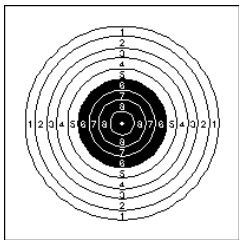
Nor8

06000019001102(75)



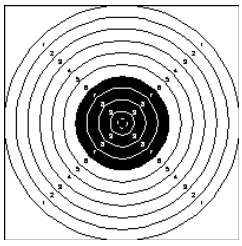
NSF 15m

06000019001410(24)



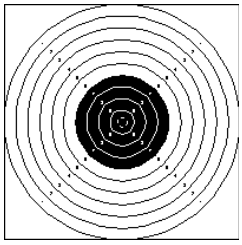
DFS 15m

06000019001411(21)



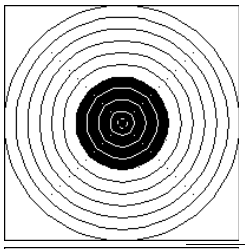
DFS100

06000019001103(72)



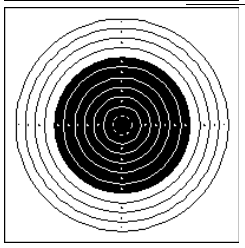
DFS 200

06000019001412(18)



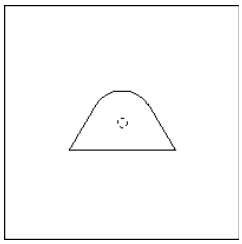
DFS 300

06000019001413(15)



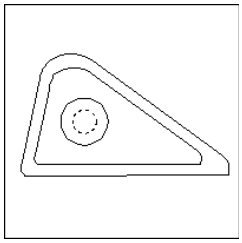
New Swedish target

06000019001100(81)



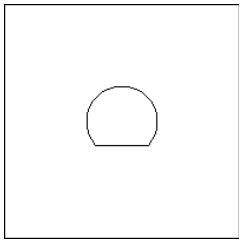
16FIG

06000019001105(66)



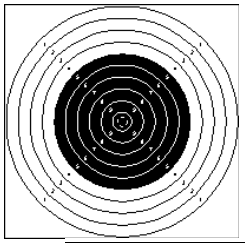
16V

06000019001106(63)



C30

06000019001104(69)



A10 Reduced 200

06000019001414(12)

Other

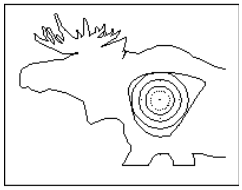
All targets that do not clearly fall under one of the preceding distances are included in the category 'Other'.

Hunting

Moose

Summary of the moose targets:

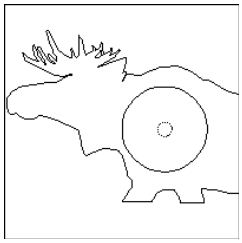
\Moose\Left



Moose 5-5-4-3

Moose target with the scores 5-5-4-3 and 10-8-6-4.

06000019001401(51)



Moose

Moose target with tenner score.

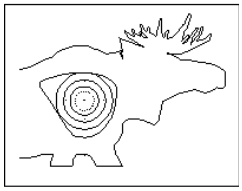
06000019001404(42)

Moose SWE

Swedish moose target with 5-5-4-3 score.

06000019001407(33)

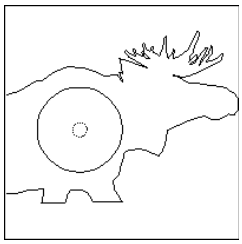
\Moose\Right



Moose 5-5-4-3

Moose target with the scores 5-5-4-3 and 10-8-6-4.

06000019001402(48)



Moose

Moose target with tenner score.

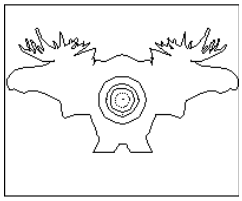
06000019001405(39)

Moose SWE

Swedish moose target with 5-5-4-3 score.

06000019001408(30)

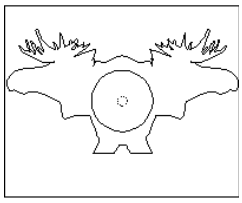
\Moose\Double



Moose 5-5-4-3

Moose target with the scores 5-5-4-3 and 10-8-6-4.

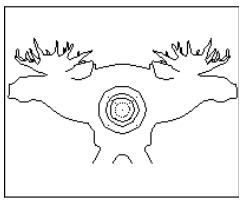
06000019001400(54)



Moose

Moose target with tenner score.

06000019001403(45)



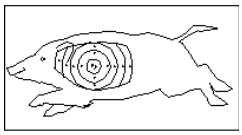
Moose SWE

Swedish moose target with 5-5-4-3 score.

06000019001406(36)

Boar

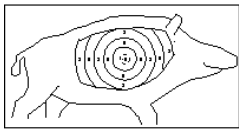
Summary of bore targets:



Wild Boar 5

Running target 50 metre (ISSF-Bore 5; DJV No. 5);
ISSF Rules Section 6.3.2.7.1
Diameter 60mm

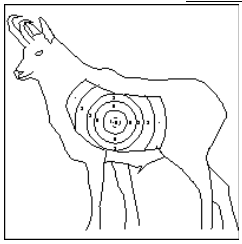
06000019000110(44)



Wild Boar 2

DJV Number 2; Bore Art. No. S100AA010V1

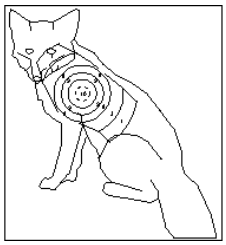
06000019000104(62)



Chamois

DJV Number 1; Chamois Art. No. S100AA008V1

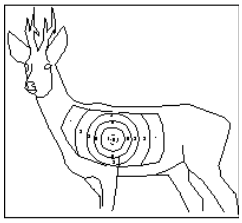
06000019000108(50)



Fox

DJV Number 2; Fox Art. No. S100AA009V1

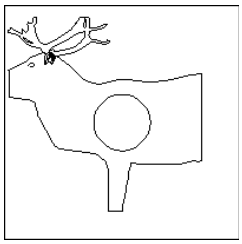
06000019000106(56)



Roe

DJV Number 4; Roebuck Art. No. S100AA007V1

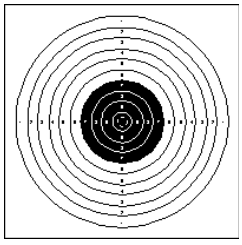
06000019000102(68)



Reindeer

Reindeer DV-! Norway; Art. No. S100AA012

06000019001409(27)



Precision

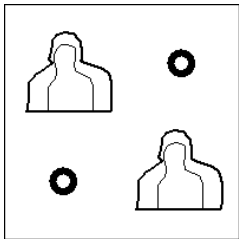
25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10

06000019000303(47)

Scandinavia

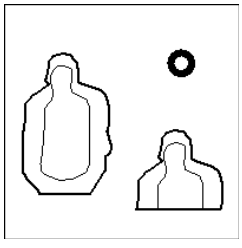
Targets that are used only in Scandinavia are stored in this directory. The exception is animal images (moose and reindeer) which can be found under '\Other\Hunting\Moose'.

Military



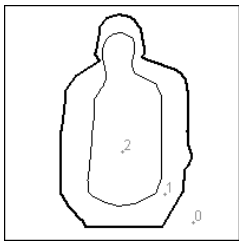
2x1/3 figure

06000019001112(45)



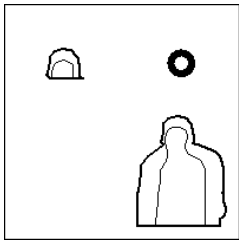
1/1+1/3 figure

06000019001113(42)



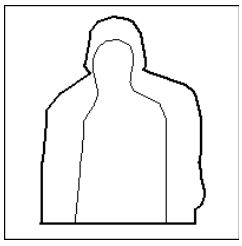
Full Figure

06000019001107(60)



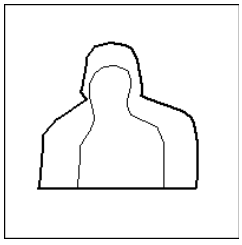
1/8+1/2 figure

06000019001114(39)



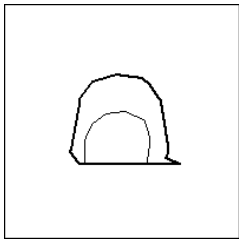
Half Figure

06000019001108(57)



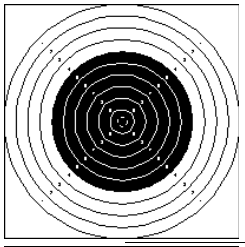
One Third Figure

06000019001109(54)



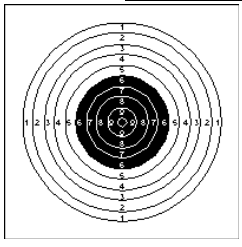
Eighth figure

06000019001110(51)



Precision

06000019001115(36)



Zimmerstutzen

German target

06000019000210(35)

Programs

The programs are subdivided according to the usual distance, and according to categories of additional properties (e.g. Federation programs, group championships). The individual programs are designated with the target picture (e.g. A5), the type or fire (T=Test shots, S=Single fire, D=Serial fire) and the number of shots in this type of fire (T2 = 2 test shots, S5 = single fire 5 shots, D3 = serial fire 3 shots, T0 = test free/open, i.e. an open-ended number of test shots can be fired).

10m

The directory 10m is the compilation of all programs which typically are shot over a distance of 10 metres.

ISSF

Air Rifle 40

20000735(55)

Air Rifle 60

20000734(58)

Air Pistol 40

20000737(49)

Air Pistol 60

20000736(52)

Running Target

3030

20000760(77)

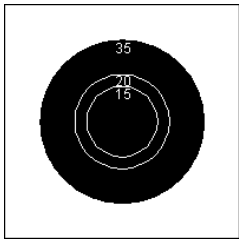
2020

20000761(74)

Mixed

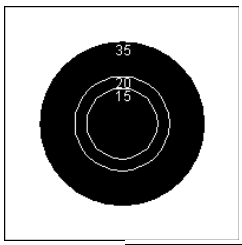
20000762(71)

Biathlon



15mm

06000019001302(57)



20mm

06000019001301(60)

Pentathlon

Pentathlon 20

Pentathlon 3*10

Other

Air Rifle 30

Air Rifle 3*10

25m

The directory 25m is the compilation of all programs which typically are shot over a distance of 25 metres.

ISSF

Rapid Fire Pistol

Sport Pistol

Center Fire Pistol

Standard Pistol

CISM

Sport Pistol

Center Fire Pistol

Military Rapid Fire Men

Military Rapid Fire Women

Sui

OP

FS

50m

The directory 50m is the compilation of all programs which typically are shot over a distance of 50 metres.

ISSF

Rifle 60

20000725(85)

Standard Rifle 3*20

20000726(82)

Free Rifle 3*40

20000724(88)

Pistol 60

20000727(79)

CISM

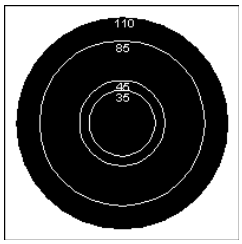
Rifle 60

20000725(85)

Standard Rifle 3*20

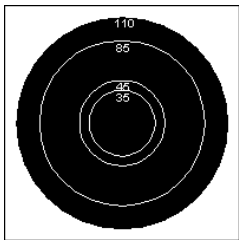
20000726(82)

Biathlon



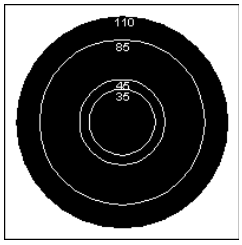
35mm

06000019001306(45)



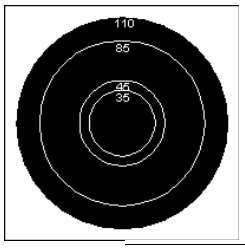
45mm

06000019001305(48)



85mm

06000019001304(51)



110

06000019001303(54)

Running Target

ISSF

3030

20000770(47)

2020

20000771(44)

Mixed

20000772(41)

DJV

Wild Boar 5

20000775(32)

Sui

OP

20000832(55)

FS

20000833(52)

Morgarten

20000361(13)

Other

Rifle 3*10

20000755(92)

300m

The directory 300m is the compilation of all programs which typically are shot over a distance of 300 metres.

ISSF

Free Rifle 3*40

20000721(97)

Free Rifle 60

20000722(94)

Standard Rifle 3*20

20000723(91)

CISM

Standard Rifle 3*20

20000723(91)

Switzerland

OP

Complete

20000840(31)

OP A5 Sighters

20000839(34)

OP Part 1
A5 S5

20000838(37)

OP B4 Sighters

20000836(43)

OP Part 2
B4 S5 D2 D3 D5

20000837(40)

Group championship

A5P
Unlimited test shots feature on the A5 window

20000398(96)

A10P
Unlimited test shots feature on the A10 window

20000397(02)

Field A
GM Field A

20000036(18)

Field B
GM Field B

20000014(84)

Field D
GM Field D

20000083(71)

A

\A\A5

\A\A5\Shot by Shot

S0

20011011(73)

S4

S5

S6

S8

S10

\A\A5\Deferred

D0

D5

D6

D3D3

D4D4

D5D5

\A\A5\Deferred\Include sighters

P2 D2 D3 D5

P1 D2 D3 D4 D5

P2 D2 D2 D3 D3

\A\A5\Combined

S4D4

S5D3


20000021(63)

S2 D3 D5


20000009(02)

S4 D3 D3


20000022(60)

S5 D3 D4


20000007(08)

S6 D3 D3


20000676(38)

S2 D2 D3 D5


20000008(05)

\A\A5\Combined\Include sighters

S6D4


20000002(23)

P2 S1 D3 D6


20000027(45)

P2 S2 D3 D3


20000668(62)

P2 S2 D3 D5


20000003(20)

P2 S5 D3 D4


20000667(65)

P3 S6 D3 D3


20000001(26)

P2 D2 D2 D3 D3


20000005(14)

P1 S2 S3 S4 S5


20000004(17)

\A\A10

\A\A10\Shot by Shot

S0


20000031(33)

S5

S6

S8

\A\A10\Shot by Shot\Include sighters

Opening shooting

P2S6

S10

S6S4

\A\A10\Deferred

D0

D5

D6

D3D3

\A\A10\Deferred\Include sighters

P2D1

P2 D2 D3 D5

P2 4*D5

\A\A10\Combined

S3D3

S4D4


20000042(97)

S5D3


20000046(85)

S6D4


20000032(30)

S2 D3 D5


20000039(09)

S2 D3 D5


20000357(25)

S4 D3 D3


20000210(78)

S3 S4 D4 D4


20000677(35)

\A\A10\Combined\Include sighters

S4D4


20000047(82)

S5D3


20000037(15)

S6D6


20000048(79)

P2 S5 D2 D3


20000356(28)

P2 4*D5


20000695(78)

Prone 4*S10


20000589(08)

Standing 4*S10


20000579(38)

Kneeling 4*S10


20000569(68)

\A\A100

P0


20000396(05)

\A\A100\Shot by Shot

S0

S2

Nachdoppel

S3

S4

S5

S6

S10

P1S4

D0

D4D4

P2 S5 D2 D3

B

\B\B4

P0

\B\B4\Shot by Shot

S0

S6

\B\B4\Deferred

D0

D5

D6

D3D3

D4D4

P2 D4 D6 KOM

\B\B4\Combined

S3 D3 D3

S3 D3 D6

S3 D3 D3 D3

S4D4

S6 D3 D3 D6 KOM

\B\B4\Combined\Include sighters

P2 S1 S3 S6

P2 S2 D3 D5

S4D4

P2 S6 D6 D6

\B\B10

P0


20000968(35)

S0


20000076(92)

D0


20000077(89)

S2 D3 D5


20000376(65)

S2D2


20000078(86)

D3D5


20000079(83)

\B\B100

P0


20000967(38)

S0


20000081(77)

D0


20000080(80)

S10


20000082(74)

\B\PB5

P0


20000394(11)

S0


20000071(10)

D0


20000073(04)

D4D6


20000072(07)

Other

FS


20000059(46)

Knabenschiessen

The youth shooting practice is solely for the Zurich Youth Shoot. Therefore it has a special score (A6) and a special printout. In youth shooting 5 shots are fired at an A5 target. The innermost ring (5-er ring) is valued with 6 points. The outermost ring counts for 2 points instead of 1 point. Each hit outside the outermost ring that nonetheless hits the target counts for 1 point. Moreover at the end each target hit is further awarded 1 point and this sum is included in the total result. The maximum is therefore 5 x 6 points + 5 hits = 35 points.

20000399(93)

Morgarten

20000362(10)

Pfäffiker winter practice

Hit score for single firer: every 10 shots in 10-er score; for group score 2. Pass (E4) in 100-er score.

20000377(62)

Ustertag-Scheibe

20000738(46)

Vögelinsegg

20000363(07)

F5

D0

20000976(11)

S0

20000986(78)

Scandinavia

Swedish program (Int)

Double

P0 S5 S5 S5 S5

20000718(09)

10

P0 S5 S5

20000719(06)

25

P0 S5 S5 S5 S5 S5

20000720(03)

Swedish championship (Int)

First relay

P0 S5 S5 S5

20000710(33)

Middle relay

P0 S5 S5

20000711(30)

Final
P0 S5 S5
20000712(27)

Reserved
P0 S5 S5 S5 S5
20000713(24)

Final reserved
P0 S5 S5 S5
20000714(21)

Swedish program (Nat)

Double
P0 S5 S5 S5 S5
20000715(18)

10
P0 S5 S5
20000716(15)

25
P0 S5 S5 S5 S5 S5
20000717(12)

Swedish championship (Nat)

First relay
P0 S5 S5 S5
20000705(48)

Middle relay
P0 S5 S5
20000706(45)

Final
P0 S5 S5
20000707(42)

Reserved
P0 S5 S5 S5 S5
20000708(39)

Final reserved
P0 S5 S5 S5
20000709(36)

Other

Rifle 3*10
20000728(76)

Other

All targets that do not clearly fall under one of the preceding distances are included in the category 'Other'.

Scandinavia

Targets that are used only in Scandinavia are stored in this directory. The exception is animal images (moose and reindeer) which can be found under '\Other\Hunting\Moose'.

Military

2x1/3 figure
20000740(40)

1/1+1/3 figure

Full Figure

1/8+1/2 figure

Half Figure

One Third Figure

Eighth figure

Precision

Hunting

Moose

Control

The control menu contains all the functions that are necessary during a running program. The menu pops up automatically into this view after a program is selected.

Zoom

Most target pictures can be represented in three different sizes (zoom levels). The zoom command switches to the next size. When the smallest size has been reached, then the next zoom command brings up the largest size again.

099052(52)

Match

In the course of a match, by means of the Match button (RC92) the major commands for controlling the match can be carried out by the firer. Thus the setting can be changed from the test group to the first single group. So long as the single group has not yet shot, triggering this command again can enable a return to the test group. In user practices and in free series this command does not appear in the menu. In this case (if the RC92 is pressed or if the corresponding barcode is input) a group total is triggered.

990636(75)

Sighters

In free series the fire type can be restarted at any time with the commands Test, Single and Series.

99063400(49)

Shot by Shot

In free series the fire type can be restarted at any time with the commands Test, Single and Series. If the fire type is already set to single, with this command the single group can be totalised and immediately a new group can be started. In this way for example every 10 shots a group total of an ISSF shoot can be simulated.

99063401(46)

Subtotal

Closes off the current open group and prints out a group total. The function is available only when an open group (P-, S- or D-) is shot. A group where the number of shots is prescribed cannot be skipped. If shooting takes place without a shot logoff, then shots which have totally missed the target must be reported to the system with the command '\Other\Insert zero shot'.

990530(05)

Total

In a free series the group total corresponds to the intermediate total or to a position total. The current group is added up. This corresponds to a subtotal. In addition all the groups since the last group total are counted together and removed. Thereafter the group can be continued.

990531(02)

TOTAL

In a free series the match total stops the current program (program total). It triggers a subtotal and a group total. In addition all shot values (except test shots) are added together and shown as the 'large' total. Other programs than the free series (match, user practice and fixed programs) cannot be stopped prematurely. They can only be broken off and filled

990532(96)

with manual nulls. An abort can be brought about by the command '\Other\Abort' or by loading another program. In the event of an abort the shot values are also added together and displayed.

Deferred

In free series the fire type can be restarted at any time with the commands Test, Single and Series. If the fire type is already set to Series, with this command the series group can be shown and totalised. Subsequently a new series group is automatically started.

99063402(43)

Show

In a group with serial shots all shots fired up to the present moment are displayed in advance. Correspondingly at the end of the group, only those shots which have not yet been displayed are shown. In groups with the fire type Test or Single Shot the barcode has no effect.

099054(46)

Score

In free series the command Value can change the secondary score to the primary score. This is useful if first a qualifier and then a final are shot. At most official shoots the finals are scored in tenths, but the qualifiers are scored in whole tens. If the command is carried out a second time, then the original score is switched on again. With the commands '\Other\Next Primary Score' and '\Other\Next Secondary Score' the primary and secondary scores can be controlled.

990643(54)

Print screen

The current screen content is printed on the graphic printer (Only D931/CBM210). It is not possible to print out on the dot matrix printer D93.

099050(58)

Repeat

Restarts a closed off practice with the same settings (firer number, firer name, weapon and position). This command can be blocked with the setting '\Other\Start\Permit Repeat\(Off)'.

91(18)

Practice

In programs that show a match structure, under 'Group' it is possible to select which setting you want to begin with. In this way for example only the final of a match can be shot. During the match in progress, under 'Group' the setting 'Test' can be selected. This test corresponds to the regulated exceptional test which can be permitted after weapon malfunction. If the setting 'Test' is selected, then under 'Group' only the position that was shot most recently appears. Choosing this position enables you to return to the official match.

Malfunction

In the 25m pistol disciplines, various rules are defined which lay down the procedures for weapon failures. According to the discipline and the type of weapon failure (allowable / non allowable) the fired shots must be completed and evaluated. Individual commands enable the system to correctly calculate the end result and to correctly show the individual shots on the screen as well as on the scoreboard.

Fill Series

The active group is stocked with zeros. This also happens when the group have not yet shot.

99063700(22)

Insert zero shot

Inserts a shot with the value 0 into the current program. This function is needed if shooting took place without the use of the shot sensor and the target was missed. The system itself cannot recognise the shot in this situation.


099058(34)

Allowable

A permitted weapon malfunction (decision of the referee) permits the firer to complete the group according to the discipline (sport pistol, central fire pistol in rapid fire section) or to repeat it (standard pistol, rapid fire). The execution of this command produces at least one log entry.


99063701(19)

Non-Allowable

Non allowable weapon failures normally result in the open group being completed with zero and no repeat being available to the firer. Additionally a log entry is produced.


99063702(16)

Compute series

'Calculate series' completes the handling of weapon malfunctions. Even when several repetitions have had to be shot, on this command the shots are correctly selected and counted according to the rules of the ISSF.


99063703(13)

Other

Frequently used operating elements can be found directly under the Control menu\Other.

Abort

Produces in addition to the match total an abort (log entry) in order to mark the current group as invalid.


50(44)

Insert zero shot

Inserts a shot with the value 0 into the current program. This function is needed if shooting took place without the use of the shot sensor and the target was missed. The system itself cannot recognise the shot in this situation.


099058(34)

Clear target window

Clears the shots from the target window without removing them from the score. (see also the setting 'Clear target window after shots')


099062(22)

Clear List

Clears all entries from the list window, without removing the fired shots from the score.


990630(93)

Next Primary Score

Every target image has a number of score methods installed, which can be used to evaluate the target. With the command '\Other\Next Primary Score' these different score methods can be scrolled through. These amendments can only be made for free series. It should also be observed that different score methods are not strongly compatible one with another. It is therefore not advisable to change the score method while a program is running.


9906421999(45)

Next Secondary Score

Just as for the primary score, so too can the score method for the secondary score be changed.

9906422999(52)

Edit Barcode

990646(45)

System

Settings and commands that in normal shooting operation must rarely be changed or used. Some of the functions available are also reserved for specific user groups (administrator and Sius staff).

Reports

With many reports information about past programs can be printed out.

Reload

The last ten groups can subsequently be loaded once more and considered with the discussion mode. However in a subsequently loaded group no further amendments can be carried out. The shot picture can in this way once again also be created from completed programs and displayed.

1

Load the last program that was shot in order that it can be discussed.


99063800(13)

2

Load the program before last in order that it can be discussed.


99063801(10)

3

Load the third from last program in order that it can be discussed.


99063802(07)

4

Load the fourth from last program in order that it can be discussed.


99063803(04)

5

Load the fifth from last program in order that it can be discussed.


99063804(01)

6

Load the sixth from last program in order that it can be discussed.


99063805(95)

7

Load the seventh from last program in order that it can be discussed.


99063806(92)

8

Load the eighth from last program in order that it can be discussed.


99063807(89)

9

Load the ninth from last program in order that it can be discussed.


99063808(86)

10

Load the tenth from last program in order that it can be discussed.


99063809(83)

Reprint

In the event of a paper jam or other printer problem it can happen that a score sheet does not print out as desired. Finished groups can therefore be repeatedly printed out.

1

Print out the last program again.


09905520(69)

2

Print out the program before last again.

09905521(66)

3

Print out the third from last program again.

09905522(63)

4

Print out the fourth from last program again.

09905523(60)

5

Print out the fifth from last program again.

09905524(57)

6

Print out the sixth from last program again.

09905525(54)

7

Print out the seventh from last program again.

09905526(51)

8

Print out the eighth from last program again.

09905527(48)

9

Print out the ninth from last program again.

09905528(45)

All

Reprint all programs remaining in the log.

09905529(42)

Shot Counter

Mechanical shot counters:
The optional mechanical shot counter only counts the shots on your own target. It cannot be reset. Demo shots or inserted no scores are not counted. A detailed description of the whole function can be found in the user manual under 'Mechanical shot counters'.
Software shot counters:
The software shot counter counts shots in different categories. Own shots, cross shots, missed shots, demo shots etc. are differentiated and displayed separately. The shot count report is displayed in the list window and provided a printer is connected and switched on, is printed out. The shot counters are connected to the control units. If the settings are reset to factory settings, the shot counts are also reset to zero. The same occurs when the battery has to be changed. With a normal interruption to the power supply, the values are not lost. The software shot counters can also be reset independently of the settings under '\Maintenance\Reports\Shot Counters'.

Report Shot Counter

The current shot numbers are displayed on the screen and on the printer.

09903608(82)

Invalid shots

Non-allowable shots (shots during the Stop, Pause or the Show Phase and cross shots) are not only counted, they are kept in the control unit as pending and can be queried at any time. The shots are then shown with the time and if possible with the score. With a warm start or with the command 'Erase' under '\Maintenance\Invalid Shots' the report can be rejected. The shots remain in the log throughout and furthermore can be documented in a log printout.

Show

The report on invalid shots is displayed in the list window.

990562(06)

Print

The report on invalid shots is printed out on the connected printer. If the printer is not turned on, the report is rejected.

990564(97)

Log

Events that are of relevance for the duration of a program are filed in the memory (events memory, log). This information is needed to be able to reproduce a program after a power interruption. The CU931 investigates this data at every system start-up. If it is established that the last program to be shot was not correctly ended, then a repetition process is introduced. By means of the log past programs can also be reloaded or a copy can be printed once again. The log is stored in the volatile memory of the control unit, which is buffered with a battery. The data is protected from misinterpretation by a check sum. If the check sum is not correct at system start-up, for example due to a faulty battery, the log is initialised again. The control unit communicates this by a triple beep and a report in the list window. The log is restricted in memory size. In the event of an overload, the oldest events are overwritten by the most recent on a rolling basis. Typically more than ten programs can be stored in the log. The log can also be manually erased under '\Maintenance\Reports\Log'. The format of the printout is described in the user manual.

All

All events are printed out in chronological order. The oldest events first, and the most recent events at the end. The printout can be broken off at any time by switching off the printer.


09905500(32)

10

The ten most recent events are printed out in chronological order.


09905501(29)

20

The twenty most recent events are printed out in chronological order.


09905502(26)

50

The fifty most recent events are printed out in chronological order.


09905505(17)

Inverse

All events are printed out in reverse chronological order, the most recent events first, and the oldest events at the end. The printout can be broken off at any time by switching off the printer.


09905509(05)

Settings

The performance of the control unit can be adapted to the user's own needs by means of very many different settings. Programs can behave differently according to the properties selected. On the other hand, it is possible for fixed programs to overwrite particular properties. So for example shots are printed out differently in ISSF programs to other programs. It is also possible for programs to select a setting simply as a basic setting, which subsequently (after the program has been switched on) can be changed again by the user. The printout of shots in ISSF disciplines can subsequently be changed again under 'Presentation\Shot\Standard\Print format'.

Presentation

All the settings that affect the images of objects in the wider sense are stored under 'Presentation'. This applies not only to representation on the screen, but also to forms of representation on the printer and other display equipment.

Shot

The directory '\Presentation\Shot' contains settings which alter the appearance of the shots. This affects not only the shot symbol but also the image in the shot window, in the list window and on the printer.

\Shot\Last Shot

In the directory '\Last shot' the settings which influence the depiction of the last represented shot are stored.

\Shot\Last Shot\Symbol

The symbol of a shot can be varied according to appearance, size and background.

\Shot\Last Shot\Symbol\Form

The form of the symbol can be preset individually for the last shot and jointly for all other shots.

Cross

The shot is displayed with a cross.

09907110(52)

Number

The shot is displayed with its shot number.

09907111(49)

None

The shot is not displayed.

09907112(46)

X

The shot is displayed with an X.

09907113(43)

Dot

The shot is displayed with a dot.

09907114(40)

Thin Cross

The shot is displayed with a thin cross.

09907115(37)

Circle

The shot is displayed with a cross.

99071106(17)

Calibre (Default)

The shot is represented in its true dimensions as a circle, as long as it is no smaller than 5 Pixel. When the dimensions are too small, the image changes automatically to a 'cross'.

99071107(14)

\Shot\Last Shot\Symbol\Size

The image size of the shot can be altered. The size is given in screen dots (Pixels). In the calibre form this setting has no effect.

14

Dots

99073300(31)

16

Dots

99073301(28)

18

Dots

99073302(25)

20

Dots

99073303(22)

22 (Default)

Dots

99073304(19)

24

Dots

99073305(16)

26

Dots

99073306(13)

28

Dots

99073307(10)

30

Dots

99073308(07)

32

Dots

99073309(04)

\Shot\Last Shot\Symbol\Inverse

All symbols are primarily conceived as a white symbol on a dark background. Most targets are black in the centre. The graphics can be inverted. The symbol will then be depicted as a black symbol on a white background.

Off (Default)

The shot is represented normally.

09907140(59)

On

The shot is represented in inverse colours.

09907141(56)

\Shot\Last Shot\Screen

In the shot window alongside the shot value, the shot number and a secondary score are indicated. In order to make the representation still clearer, it can be worthwhile to omit the secondary score or the shot number. It is also possible to switch the shot window off altogether.

Off

The display field for the last shot is faded out.

09907050(38)

Primary

In the shot window only the primary score is shown.

09907051(35)

SNr Prim

In the shot window the shot number and the primary score are shown.

09907052(32)

SNr Prim Sec (Default)

In the shot window the shot number, primary and secondary score (100-er score, ISSF tenner ring score) are displayed.

09907053(29)

\Shot\Last Shot\Display Inner ten

Most target pictures have a small ring defined which besides the normal score is valued as a particularly good hit. A hit in this ring (the inner ten, Mouche) can be displayed on the control unit by an animated picture on the target window.

Off

An inner ten (Mouche) hit is displayed as normal.

99074100(56)

On (Default)

In the event of a hit on the inner ten (Mouche) the control unit shows concentric circles of different sizes one after another several times in the centre of the target.

99074101(53)

\Shot\Standard

In the directory '\Standard' all the settings which affect the depiction of all shots except the last shot are stored.

\Shot\Standard\Symbol

The symbol of a shot can be varied according to appearance, size and background.

\Shot\Standard\Symbol\Form

The form of the symbol can be preset individually for the last shot and jointly for all other shots.

Cross

The shot is displayed with a cross.

09907030(01)

Number

The shot is displayed with its shot number.

09907031(95)

None

The shot is not displayed.

09907032(92)

X

The shot is displayed with an X.

09907033(89)

Dot

The shot is displayed with a dot.

09907034(86)

Thin Cross

The shot is displayed with a thin cross.

09907035(83)

Circle

The shot is displayed with a cross.

99070306(89)

Calibre (Default)

The shot is represented in its true dimensions as a circle, as long as it is no smaller than 5 Pixel. When the dimensions are too small, the image changes automatically to a 'cross'.

99070307(86)

\Shot\Standard\Symbol\Size

The image size of the shot can be altered. The size is given in screen dots (Pixels). In the calibre form this setting has no effect.

14

Dots

09907040(68)

16

Dots

09907041(65)

18 (Default)

Dots

09907042(62)

20

Dots

09907043(59)

22

Dots

09907044(56)

24

Dots

09907045(53)

26

Dots

09907046(50)

28

Dots

09907047(47)

30

Dots

09907048(44)

32

Dots

09907049(41)

\Shot\Standard\Symbol\Inverse

All symbols are primarily conceived as a white symbol on a dark background. Most targets are black in the centre. The graphics can be inverted. The symbol will then be depicted as a black symbol on a white background.

Off

The shot is represented normally.

09907320(04)

On (Default)

In the event of a hit on the inner ten (Mouche) the control unit shows concentric circles of different sizes one after another several times in the centre of the target.

09907321(01)

\Shot\Standard\Print-format

The print format dictates the image of a shot on the printout. Print formats are often prescribed directly by programs. So the printout at an international contest is laid out differently to that of a compulsory confederation practice in Switzerland.

\Shot\Standard\Print-format\Use Always

On

99073199(43)

Off (Default)

99073198(46)

Default (Default)

The printer prints the shot with shot number, direction arrow, primary and secondary score.

99073100(49)

Xy

On the printer the primary and secondary score and the XY coordinates are printed out.

99073101(46)

t x/y

As well as the primary score, the time of the shot and its coordinates are displayed.

99073109(22)

Time

In the 'Time' format the time difference from the first shot of the group is always depicted.

99073108(25)

Debug

The debug format is only intended for test purposes. It supplies all the values which have been measured by the LON electronic measuring system. As well as register values the recorded temperature and other information is listed.

99073102(43)

\Shot\Standard\Screen-format

Default (Default)

The shot is displayed with shot number, direction arrow, primary and secondary score in the list window.

99070800(62)

Xy

In the list window the primary and secondary scores and the XY coordinates are displayed.

99070801(59)

t x/y

As well as the primary score, the time of the shot and its coordinates are displayed.

99070809(35)

Time

Display format 'Time' the time gap to the first shot of the current group will also be displayed.

99070808(38)

Debug

The debug format is only intended for test purposes. It supplies all the values which have been measured by the LON electronic measuring system. As well as register values the recorded temperature amongst others is listed.

99070802(56)

\Shot\Standard\Secondary Score

The secondary score can be always switched off.

Off

The secondary score is switched off.

09907120(22)

On (Default)

The secondary score is switched on.

09907121(19)

\Shot\Standard\Clear target after shots

In test and single groups the setting 'Clear target window after shots' enables the target window to be regularly cleared and so to remain clear. Thereby the shots are counted comprehensively by group. But this is only in test and single groups. In series groups all shots are shown one after another without shots being cleared in between. Consequently with the setting 10 in the following program: 'T2 S4 S4 S4' the target window is cleared after 2 shots (because the test group has come to an end and the shoot will continue with a single group). Additionally the same action is carried out in the last 'S4' group after the second shot (because 10 shots have been used in the single groups).

0

Clears the target window after twenty shots.

99078600(39)

5

Clears the target window after five shots.

99078605(24)

10 (Default)

Clears the target window after ten shots.

99078610(09)

20

Clears the target window after twenty shots.

99078620(76)

\Shot\Cross Shot

In the directory '\Cross shots' the settings which influence the depiction of cross shots (shots from another lane onto one's own target) are stored.

\Shot\Cross Shot\Show

Cross shots are indicated with a symbol in the right bottom corner of the target window. The symbol remains active for seven minutes. If the last cross shot is more than seven minutes old, then the symbol is extinguished again. Additionally in the list window an entry can be generated which draws attention to the cross shot.

Off (Default)

The showing of cross shots is suppressed in the list window. The first cross shot is displayed with a symbol in the target window in the bottom right corner.

09907060(08)

On

Cross shots are displayed in the list window with the entry 'cross shot'.

09907061(05)

\Shot\Cross Shot\Print

As well as being shown in the target window, cross shots can also be printed.

Off (Default)

Cross shots are not displayed on the printer. In particular if printing is done onto pre-printed sheets (federal programs, field shooting) cross shots may not influence the formatting.

09907170(66)

On

A cross shot is output on the printer.

09907171(63)

\Shot\Illegal Shot

In the directory '\Invalid shots' all the settings which affect the depiction of shots outside the permitted time, during the stop, pause or show phase, are stored.

\Shot\Illegal Shot\Show

Invalid shots can be displayed in the list window.

Off

The showing of non-allowable shots is suppressed in the list window.

99073400(22)

On (Default)

Invalid shots are indicated in the list window with 'Invalid Shot'.

99073401(19)

\Shot\Illegal Shot\Print

Invalid shots can be printed.

Off

Invalid shots are not printed.

99073500(13)

On (Default)

An non-allowable shot is printed out on the score sheet as 'non-allowable shot'.

99073501(10)

\Shot\Best shot

In serial groups the best shot (low shot) at the end can be shown once more and printed out in round brackets together with the shot number.

Off (Default)

The display of the best low shot is suppressed.

99079700(37)

On

The best low shot is displayed in series groups.

99079701(34)

Printing

In the directory '\Presentation\Printing' all the settings which control the printer can be changed.

\Printing\Column Configuration

For the matrix printer D93 printer paper which is perforated in the centre is available. With the column configuration the program can be set up to print out in two columns at once. The perforated paper can subsequently be separated down the middle. It should however be observed that certain shot print formats (e.g. with ISSF disciplines) cannot be placed on half of the paper. The information is cut off after 19 characters. This can lead to loss of information on the printout.

\Printing\Column Configuration\Use Always

On

99071399(11)

Off (Default)

99071398(14)

Left

The program is printed out aligned left. The full width of the paper is available.

09907130(89)

Right

The program is printed out on the right half of the paper. Only half the width of the paper is available.

09907131(86)

Double (Default)

The program is printed out twice in parallel. Only half the width of the paper is available in each case.

09907132(83)

\Printing\Print Protocol

The printing out of shots on the printer during a program can always be switched on and off with 'Print records'.

Off

The records are not printed.

99076300(52)

On (Default)

The records are printed.

99076301(49)

\Printing\Secondary Score

Although the secondary score is shown, the printout of the secondary score can be suppressed.

Off (Default)

The secondary score is not printed.

09907250(20)

On

The secondary score is printed.

09907251(17)

\Printing\Sighters

Test shots are usually printed out just like all other shots. However, in order that pre-printed score sheets are not overwritten with test shots, it is possible to block the printing out of test shots.

Off

Test shots are displayed only on the screen.

09907160(96)

On (Default)

Test shots are displayed on the printer. The exception to this is shooting programs consisting of only one test group. These shots are never printed. This was done so that pre-prepared score sheets could be sued correctly.

09907161(93)

\Printing\Subtotal

The shots of every group are counted together and the result is displayed in the list window and on the printer. It is possible to suppress these totals on the printout.

Off

Subtotals or group totals are not printed.

09907210(43)

On (Default)

Subtotals or group totals are printed.

09907211(40)

\Printing\Print Overtime

Off

99080600(53)

On (Default)

99080601(50)

\Printing\Number of line feeds

After a program the printer should advance the paper so far that with continuous paper it can be torn off correctly on the cutting edge of the printer. With pre-printed score sheets it can happen that this paper feed must be altered. With '\Number of Empty Lines' it is possible to specify how many empty lines (paper feed) should be printed after a program.

0

Empty lines

99074000(65)

1

Empty lines

99074001(62)

2

Empty lines

99074002(59)

3

Empty lines

99074003(56)

4

Empty lines

99074004(53)

5

Empty lines

99074005(50)

6

Empty lines

99074006(47)

7

Empty lines

99074007(44)

8
Empty lines


99074008(41)

9
Empty lines


99074009(38)

10
Empty lines


99074010(35)

11 (Default)
Empty lines


99074011(32)

12
Empty lines


99074012(29)

13
Empty lines


99074013(26)

14
Empty lines


99074014(23)

Number of line feeds


990645(48)

After a program the printer should advance the paper so far that with continuous paper it can be torn off correctly on the cutting edge of the printer. With pre-printed score sheets it can happen that this paper feed must be altered. With '\Number of Empty Lines' it is possible to specify how many empty lines (paper feed) should be printed after a program.

Shoot

With the settings '\Presentation\ Program' or '\Presentation\ Group' the form of depiction of expressions and readouts in the list window can be changed. But many programs have their own fixed format. These settings should only be changed in consultation with Sius AG.

\Shoot\Print

\Shoot\Print\Header

Empty


99075100(63)

Name (Default)


99075105(48)

Short


99075101(60)

Line feed


99075102(57)

Group

The directory '\Presentation\Group' contains settings which influence the behaviour of individual groups.

\Group\Reset Shot Number

If this option is selected, the shots within this group are always numbered beginning with a 1. Otherwise the shots within the whole practice are continuously numbered. Test shots are excluded from this.

Off (Default)

The shot numbers are continuously numbered in a program.


99073700(92)

On

The numbering of the shots begins again with '1' with every group.


99073701(89)

\Group\Subtotal

The group totals in a program can be displayed in the program progress window. For completed groups the fire type and the number of shots (e.g. E2 S4) are replaced by the respective subtotals.

Off (Default)

The end of program window shows the types of fire and the active group.


99073600(04)

On

In the program progress window the fire type of the concluded groups is replaced by the subtotal of the current group.


99073601(01)

Other

In the directory '\Presentation\Other' can be found the settings which cannot be assigned to another group.

\Other\Control unit

Settings affecting the basic layout of the image are stored under '\Screen'.

\Other\Control unit\Layout

The image on the control unit can be adjusted to meet individual needs as far as possible.

Classic (Default)

The classic representation best meets the most frequent needs of firers.


99073900(74)

Stop at Left

If the screen is mounted on the right hand side of the firer, it can be useful for the status notification to be visible by means of a small movement of the head. For this reason the status window in the layout 'Stop Left' was moved. In the layout 'Stop Left' the status window was omitted for reasons of space. Parameters that are represented in the status window are no longer displayed in the list window.


99073901(71)

Final

If the screen of the control unit is to be made visible also for the spectators, the target image can be made as large as possible with the 'Final' layout. In the 'Final' layout the status window, the practice progress window and the selection window are not shown.


99073902(68)

\Other\Control unit\Function Keys

The window with the menu keys is displayed on the LCD of the control unit and at the lower edge of the screen. In portable devices (handheld) the function key window should not be switched off because this device has no LCD.

Off

The bar with the function keys is concealed. Details of the keypad mode are only available on the LCD of the control unit.

99074400(29)

On (Default)

The bar with the function keys is also overlayed on the screen.

99074401(26)

\Other\Control unit\Status flashing

In order that the firer's attention can better be drawn to the screen, the most important status information (stop, offline) flashes in the status window. This effect, which can also be distracting, can be turned off with this setting.

Off (Default)

The status window will indicate no status by flashing.

99078800(21)

On

The most important information (stop, offline, show) is displayed flashing.

99078801(18)

\Other\Control unit\Practice progress window

The display of the program progress window can be suppressed.

Off

The end of program window is not displayed.

99074300(38)

On (Default)

The end of program window is displayed.

99074301(35)

\Other\Control unit\Large font in Listwindow

Specifies font used in list window.

Off (Default)

Normal font is used in list window.

99080200(89)

On

Large font is used in list window.

99080201(86)

\Other\Message

Under '\Messages' the way the control unit handles messages can be configured.

\Other\Message\Display Messages

The control unit displays various texts as reports in the list window. Many of these reports are laid out in such a way that they are also displayed on the LCD near the keyboard. With this setting these outputs can be limited.

Off

Reports are no longer displayed.

99073800(83)

On-screen

Only reports that are displayed in the list window are shown. The readouts on the LCD are suppressed. This setting is useful when the display screen is to be set up directly next to the control unit. In this situation readouts on the LCD can then be suppressed.

99073801(80)

On LCD

Only reports that are displayed in the LCD are shown. The readouts in the list window of the screen

99073802(77)

are suppressed. This setting is useful when the control unit is to be set up some distance away from the display screen. Usage is then mainly controlled via the LCD.

On Both (Default)

All reports are displayed both on the LCD and in the list window of the screen.


99073803(74)

\Other\Message\Target Feed Message

The S10, the S25/50, the S101 and other targets have a materials handling (paper or rubber band feed). If the motors stall, the material runs out or the band jams, then the target reports a band feed error to the control unit. It is essential to correct this error as missing band feed can lead to incorrect measurements in the detection system. However, the display of the error message can be suppressed. This only serves a useful purpose when no targets with band feed have been installed or for test purposes, when no band is available, but the unit nonetheless needs to run in simulation mode.

Off

Reported line feed errors are suppressed.


99073000(58)

On-screen (Default)

Reported line feed errors are only displayed in the list window of the screen.


99073001(55)

On printer

Reported line feed errors are only printed.


99073002(52)

On Both

Reported line feed errors are shown in the list window and printed.


99073003(49)

\Other\Display target name

The target description and the names of the active score methods are displayed in the upper left corner of the target window.

Off

The target description and the score information are suppressed.


99074200(47)

On (Default)

In the target window the target name and the score information are shown.


99074201(44)

\Other\Display calibre

The calibre is displayed together with the measurement in the upper left corner of the target window. If the calibre is written inside round brackets, then in addition this means that the score is calculated as centre score. The advantage of score methods with central score is that they are independent of the calibre.

Off

The calibre information is suppressed.


99078300(66)

On (Default)

The calibre information is displayed.


99078301(63)

\Other\Indication

There are situations in which the firer should not be informed about the shot which has been fired. If the screen is switched off, then the shot situation is not relayed. No entry is made in the list window and no printout is produced. Only the shot number is displayed in the shot window.

Off

Images are no longer suppressed.

09907260(87)

On (Default)

All displays (graphics window, list window, shot window and printer) are suppressed. The shot information is visible only on an associated PC and in the log. The function is used when statistical measurements need to be made and the firer must not be influenced by the result.

09907261(84)

Parameter

Parameters are optional functions that can be turned on if desired. Parameters can be set in many ways. There are parameters that affect the image, parameters that calculate statistical values, and many more. Parameters must be switched on before a particular program is input.

MPI

The MPI (mean point of impact) calculates the mean point of impact of the last five shots and indicates this spot as coordinates in the statistics window and as a small square in the target window. The number of shots that were included in the calculation of the MPI can also optionally be displayed in the statistics window.

\MPI\Text

The text readout in the statistics window can be suppressed.

Off

Only the small square on the site of the mean hit point is indicated. The text readout in the statistics window is suppressed.

99079500(55)

On (Default)

In addition to the graphic square in the statistics window a text with direction and place details is displayed via the MPI.

99079501(52)

\MPI\MPI

The MPI can be turned on and off as a whole (graphics and text).

Off

The MPI is not calculated.

99078100(84)

On (Default)

The MPI is calculated.

99078101(81)

Simulator SCB

The SCB parameter (scoreboard) simulates the details of a scoreboard in the statistics window.

Off

The SCB is not copied.

99080100(01)

On (Default)

The scoreboard is replicated in the statistics window.

99080101(95)

Divisions

The divider is a score method which is used above all in Germany. It shows the distance of the point of entry of a shot from the centre of the target in 1/10 millimetre. The goal of a firer is to achieve the lowest possible number of dividers. The divider exists as a parameter and is displayed in the statistics window. In addition the divider values of all shots in one program are added up. The divider can be chosen as a score method in free series. In this way it is possible to select the divider as a primary or secondary score.

Off (Default)

The divider parameter in the statistics window is turned off.

99079300(73)

On

The divider parameter in the statistics window is turned on.

99079301(70)

Fi

The parameter Fi indicates the distance between the shots which are furthest apart in a group in the statistics window.

Off (Default)

The parameter Fi is not calculated.

99079100(91)

On

The parameter Fi is calculated.

99079101(88)

FiFi

The parameter FiFi indicates the distance between the shots which are furthest apart in an entire program in the statistics window. With very large numbers of shots, this parameter is very calculation intensive and the operating rate of the control unit can become noticeably slower.

Off (Default)

The parameter FiFi is not calculated.

99079200(82)

On

The parameter FiFi is calculated.

99079201(79)

Biathlon

Off (Default)

99079000(03)

On

99079001(97)

Spread

The distance between those shots which lie furthest apart horizontally is calculated and displayed in the statistics window. The distance between those shots which lie furthest apart vertically is similarly calculated and displayed.

Off (Default)

The X and Y ranges are not calculated.

99080000(10)

On

The X and Y ranges are calculated.

99080001(07)

Language

The control unit supports several languages. The language of the user guidance can be individually adjusted.

English (Default)

The menu operation is displayed in English.

99070200(19)

Deutsch

The menu operation is displayed in German.

99070201(16)

Francais

The menu operation is displayed in French.

99070202(13)

Español

The menu operation is displayed in Spanish.

99070207(95)

Dansk

The menu operation is displayed in Danish.

99070204(07)

Norsk

The menu operation is displayed in Norwegian.

99070205(04)

Svenska

The menu operation is displayed in Swedish.

99070206(01)

Italiano

The menu operation is displayed in Italian.

99070203(10)

Time

The clock time that is shown in the title bar can be set and the form of the representation can be changed.

Adjust Clock

The clock time can be set on every control unit. If several control units are connected together over a LON network, then every adjustment to the time will be relayed to all the control units. At best the time on the control unit is always synchronised with the lowest subnet number. The control unit with the lowest subnet number is therefore automatically responsible for ensuring that all the connected devices are synchronised. To ensure correct escore of shots, above all when shooting takes place with a shot logoff, the correct clock time on all devices is most important.

Year minus 1

One year will be subtracted from the year set now.

99063100(76)

Year plus 1

One year is added to the year that is set now.

99063101(73)

Month minus 1

One month will be subtracted from the month set now.

99063102(70)

Month plus 1

One month is added to the month that is set now.

99063103(67)

Day minus 1

One day will be subtracted from the day set now.

99063104(64)

Day plus 1

One day will be added to the day set now.

99063105(61)

Hour minus 1

One hour will be subtracted from the hour set now.

99063106(58)

Hour plus 1

One hour is added to the hour that is set now.

99063107(55)

Minute minus 1

One minute will be subtracted from the minute set now.

99063108(52)

Minute plus 1

One minute is added to the minute that is set now.

99063109(49)

Set second zero

The selected minute starts afresh.

99063110(46)

Date format

The date format can be adjusted according to the circumstances of the country.

Short format

The date in short format looks for example like this: 27.09 17:32

99076900(95)

European (Default)

The date in 'European' format looks for example like this: 27.09.2004 17:32

99076901(92)

European with Seconds

The date in 'European plus seconds' format looks for example like this: 27.09.2004 17:32:15

99076902(89)

US

The date in 'US' format looks for example like this: 09/27/2004 17:32

99076903(86)

US+Seconds

The date in 'US plus seconds' format looks for example like this: 09/27/2004 17:32:15

99076904(83)

Other

The directory '\Other\Settings' contains all settings that cannot be unequivocally classified in any other category.

Start

Start settings concern the system startup(switching on) on the one hand, and variations in program start settings on the other hand.

\Start\Enable Repeat

After a program has been shot the control menu changes automatically. When the status changes to 'Stop', a new button 'Repeat' appears. There are occasions when a firer may shoot a program only once. In this case the permission for 'Repeat' must be denied.

Off

The function 'Repeat' is barred.

99077100(77)

On (Default)

The function 'Repeat' is permitted.

99077101(74)

\Start\Free series start setting

Free series are represented in the practice progress window with three open groups. The method of operation of the free series is described in the user manual. The start setting defines which of the three groups should be started.

Sighters (Default)

Every free series starts with the test group. In the practice progress window the test group T is on a white background.

99079400(64)

Shot by Shot

Alternatively a free series can also be started directly with the open single group S-.

99079401(61)

\Start\Startup program

If a program has been selected this can be saved as a start-up program. The control unit will then in future automatically load the start-up program as long as no rebuild has been launched. User programs cannot be consigned as start-up programs. If the start-up program is saved after a user program has been loaded, in future the control unit will start up with a free series but with the right target.

Clear

If an autostart program has been saved, then this setting is erased. In future the control unit will not automatically select any program when turned on.

990798000000(58)

Save

The program that has currently been chosen will load automatically in future when the control unit is turned on.

990798065535(72)

\Start\Enable Autoreset

Under certain conditions the resources of the control unit can become limited. This affects mainly the on hand working memory, its fragmentation and the working speed of the control unit. If certain limits are exceeded, the control unit can restart by itself and thus fix the resource shortage. This only occurs when the status of the control unit has been on 'Stop' for a long time or if the screen saver is activated. In these situations the control unit starts up again automatically.

Off

The control unit may not be restarted automatically.

99078400(57)

On (Default)

The control unit may restart automatically under certain conditions.

99078401(54)

Filter

With many filters the menu can be shortened to those items which the user finds most essential. For instance if a certain distance is selected, all other distances and the programs associated with them can be suppressed. Thus so-called filter dimensions are created (user groups, distance, category etc.). A filter dimension contains several filter characteristics. The dimension 'User Group' comprises the characteristics Standard, Advanced, Administrator and Sius. A comprehensive description of the filter options can be found in the user manual.

\Filter\Distance

All the targets and programs were organised as a first priority by distance. Target images that are used exclusively for one distance are filed accordingly. The distance filter is the most effective filter.

\Filter\Distance\Other

Targets and programs that cannot be assigned unequivocally to one distance, or that are regularly used for various distances.

Off (Default)

The filter characteristic is deactivated.

990635030400(49)

On

The filter characteristic is activated.

990635030401(46)

\Filter\Distance\10m

Targets and programs that are employed for 10 metre distance.

Off (Default)

The filter characteristic is deactivated.

990635030000(85)

On

The filter characteristic is activated.

990635030001(82)

\Filter\Distance\25m

Targets and programs that are employed for 25 metre distance.

Off (Default)

The filter characteristic is deactivated.

990635030100(76)

On

The filter characteristic is activated.

990635030101(73)

\Filter\Distance\50m

Targets and programs that are employed for 50 metre distance.

Off (Default)

The filter characteristic is deactivated.

990635030200(67)

On

The filter characteristic is activated.

990635030201(64)

\Filter\Distance\300m

Targets and programs that are employed for 300 metre distance.

Off (Default)

The filter characteristic is deactivated.

990635030300(58)

On

The filter characteristic is activated.

990635030301(55)

Reset

Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.

990635039902(61)

\Filter\Category

Programs and targets are grouped in second priority after categories. This was with the intention that programs or a target could be assigned as far as possible to the most widespread category. This means for example that the pistol target for 50 metres is to be found under ISSF, although this target is also frequently used in Switzerland. But ISSF is a more general category than Switzerland. Therefore this target image was stored under ISSF.

\Filter\Category\Other

Programs or targets that do not fit into any other category.

Off (Default)

The filter characteristic is deactivated.

990635010800(67)

On

The filter characteristic is activated.

990635010801(64)

\Filter\Category\ISSF

Targets and programs that are regulated by the ISSF.

Off (Default)

The filter characteristic is deactivated.

990635010000(42)

On

The filter characteristic is activated.

990635010001(39)

\Filter\Category\CISM

Targets and programs that are regulated by the CISM.

Off (Default)

The filter characteristic is deactivated.

990635010100(33)

On

The filter characteristic is activated.

990635010101(30)

\Filter\Category\Sui

Targets and programs that are used almost exclusively in Switzerland.

Off (Default)

The filter characteristic is deactivated.

990635010200(24)

On

The filter characteristic is activated.

990635010201(21)

\Filter\Category\Scandinavia

Targets and programs that are used almost exclusively in Scandinavia.

Off (Default)

The filter characteristic is deactivated.

990635010300(15)

On

The filter characteristic is activated.

990635010301(12)

\Filter\Category\Hunting

Targets and programs that are used exclusively as hunting targets or hunting programs.

Off (Default)

The filter characteristic is deactivated.

990635010400(06)

On

The filter characteristic is activated.

990635010401(03)

\Filter\Category\Military

The category Military forms a subcategory in various regions. For example in Scandinavia public shoots and military contests are common. With the category 'Military' the targets and programs that are used exclusively for public sport are excluded.

Off (Default)

The filter characteristic is deactivated.

990635010900(58)

On

The filter characteristic is activated.

990635010901(55)

Reset

Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.

990635019902(18)

\Filter\Weapon

Certain types of weapons are only employed for certain distances. For example air pressure weapons are employed only for 10 metres and 25 metres, and pistols are not used for 300 metres. For a setup where exclusively pistols are to be shot, all rifle targets and rifle programs can be masked by the use of a filter.

\Filter\Weapon\Other

All targets and programs that cannot be assigned to another weapon type.

Off (Default)
The filter characteristic is deactivated.


990635050400(92)

On
The filter characteristic is activated.


990635050401(89)

\Filter\Weapon\Rifle

Targets and programs that are shot exclusively with rifles.

Off (Default)
The filter characteristic is deactivated.


990635050000(31)

On
The filter characteristic is activated.


990635050001(28)

\Filter\Weapon\Pistol

Targets and programs that are shot exclusively with pistols.

Off (Default)
The filter characteristic is deactivated.


990635050100(22)

On
The filter characteristic is activated.


990635050101(19)

\Filter\Weapon\Air Rifle

Targets and programs that are shot exclusively with air rifles.

Off (Default)
The filter characteristic is deactivated.


990635050200(13)

On
The filter characteristic is activated.


990635050201(10)

\Filter\Weapon\Air Pistol

Targets and programs that are shot exclusively with air pistols.

Off (Default)
The filter characteristic is deactivated.


990635050300(04)

On
The filter characteristic is activated.


990635050301(01)

Reset
Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.


990635059902(07)

\Filter\User Group

With the filter 'User Group' a simplified user authorisation can be adopted. Different levels of authority are assigned to the different user groups.

\Filter\User Group\Standard

A standard user can use only the normal shooting operation. He is forbidden to change settings or even to configure hardware components.

Off (Default)

The filter characteristic is deactivated.

990635040000(58)

On

The filter characteristic is activated.

990635040001(55)

\Filter\User Group\Advanced

An 'Advanced' user can amend the major settings and print out supplementary reports.

Off (Default)

The filter characteristic is deactivated.

990635040100(49)

On

The filter characteristic is activated.

990635040101(46)

\Filter\User Group\Administrator

Maintenance tasks and hardware settings can only be amended if at least one administrator is configured.

Off (Default)

The filter characteristic is deactivated.

990635040200(40)

On

The filter characteristic is activated.

990635040201(37)

\Filter\User Group\Sius

Special functions are reserved for Sius staff.

Off (Default)

The filter characteristic is deactivated.

990635040300(31)

On

The filter characteristic is activated.

990635040301(28)

Reset

Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.

990635049902(34)

\Filter\Function

All the functions of the control unit were organised in function groups. By filtering individual function group the fields which are not needed can be masked.

\Filter\Function\Other

Functions which cannot be assigned to another function group.

Off (Default)

The filter characteristic is deactivated.

990635020200(94)

On

The filter characteristic is activated.

990635020201(91)

\Filter\Function\Logon

Functions which are needed for the identification of firer.

Off (Default)

The filter characteristic is deactivated.

990635020000(15)

On

The filter characteristic is activated.

990635020001(12)

\Filter\Function\Free Series

Functions which are needed only in free series.

Off (Default)

The filter characteristic is deactivated.

990635020100(06)

On

The filter characteristic is activated.

990635020101(03)

\Filter\Function\Programs

Functions which are needed only in free series.

Off (Default)

The filter characteristic is deactivated.

990635020300(85)

On

The filter characteristic is activated.

990635020301(82)

\Filter\Function\Firer number

When only the function 'Firer number' is permitted, but not the function 'Report', then the firer number can be retrieved but the other information about position, weapon, sight etc. remains invisible.

Off (Default)

The filter characteristic is deactivated.

990635020400(76)

On

The filter characteristic is activated.

990635020401(73)

Reset

Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.

990635029902(88)

\Filter\Mode

In contrast to the other settings, the Mode does not filter any menu functions. In previous Sius systems the mode was urgently needed so that the correct detection system would be recognised. In the control unit this information is no longer necessary. But the mode can be used as before as a lock. Every target and every program identify a particular mode. A group can only be loaded when the filter Mode is set to 'Off' or when the program mode corresponds to the set mode. This lock also functions when the target or the program are entered via barcodes. If for example the mode '300m' is selected, no further hunting images can be selected. The control unit always issues an appropriate error warning in the list window.

Off (Default)

All the programs can be selected.

99071899(63)

Air pressure weapons

Shooting mode for air pressure weapons and programs that are shot over a 10 metre distance. (Mode 2)


99071802(63)

25m

Mode for 25 metre and 50 metre small calibre and large calibre pistols as well as for small calibre rifles. (Mode 3)


99071803(60)

50m

Targets and programs that are shot from 50 metres. This concerns large and small calibre pistols and small calibre rifles as well as special Swiss groups (Morgarten). (Mode 4)


99071804(57)

300m

Targets and programs for 300 metre disciplines (Mode 0)


99071800(69)

Hunting

Hunting targets and hunting programs (Mode 1)


99071801(66)

Scandinavia

Scandinavian targets (Denmark, Norway, Sweden) (Mode 11)


99071811(36)

Running Target

Targets and programs for the running target for 10 and 50 metres (Mode 12)


99071812(33)

Biathlon

Targets and programs for biathlon disciplines (Mode 13)


99071813(30)

Calibre

With most targets and programs a certain calibre is implicitly assumed. With targets that are well known to be fired at with different weapons types and thus with different calibres, the most common selection options are already available. The calibre is used on the one hand for the image in the graphics window, and on the other hand certain score methods require the calibre to calculate the score. In the modern ISSF disciplines the score is calculated by means of the shot hole centre (centre score). The calibre is fixed (e.g. air pressure disciplines 4.5mm.) Even when a larger calibre is employed, these disciplines are evaluated with the calibre that was fixed. Such score methods are identified in the target window with the note 'centre score'. With older targets that are evaluated with edge score, the selected calibre has an effect on the score. Changes to this setting are therefore logged.

\Calibre\Use Always

On


99079699(40)

Off (Default)


99079698(43)

Off

All disciplines that are not assessed with a fixed given calibre are assessed with centre score.


990796000000(26)

450

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with


990796000450(34)

4.5mm calibre.

560

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 5.6mm calibre.

990796000560(92)

800

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 8.0mm calibre.

990796000800(51)

900

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 9.0mm calibre.

990796000900(42)

965

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 9.65mm calibre.

990796000965(41)

Control Mode

The control mode regulates various stages of the remote control. The control unit is configured so that for example it can be controlled remotely by Siusdata ®.

Local (Default)

All functions can be carried out via the keyboard or the barcode reader.

09907790(49)

Practice Control

*In certain ISSF disciplines (e.g. 3*40 rifle shoot) the control unit goes into a paused state. This state can be released with a command from SiusData ®. In this way a change of position can be ordered for a whole score.*

09907791(46)

Remote

If the control unit is totally remotely controlled, entries via the keyboard or the barcode reader are barred.

09907792(43)

Demo

The demo mode is displayed in the status window (small font). In demo mode shots can be created via the insert key ('Ins'). The control unit requests the connected target to create a shot at a chance coordinate and to send this back to the control unit. The demo shot implicitly tests both the connected target and the communication. Demo mode is switched off every time at startup.

Off (Default)

Turns off the demo mode.

09907000(91)

On

Selects demo mode.

09907001(88)

Settings Control

It is possible to store one's own setting configurations in the permanent memory of a control unit. These customer settings will not be lost even with a change of battery. Even during a 'cold start' these settings will not be overwritten by the factory settings. So it can be guaranteed that your own settings can also be selected as standard. The settings will only be lost if a new software version is loaded. It is possible to save these settings as a file on a computer and with SiusData to load them via the LON network onto all connected control units. Warm start: A warm start is triggered by a short power failure or by the explicit command '\Maintenance\Warm-Start'. The current settings are preserved during a

warm start. Cold start: A cold start can be forced if during boot-up the cold start button is pressed (above the two 1mm drillholes on the back of the control unit, on the right near the control unit socket). The control unit confirms the cold start with a beep. A cold start is also necessary if the memory content is lost due to too little battery power during an electricity failure. The control unit announces this process with the message 'crc-Failed'. In a cold start the user settings that were most recently saved are always loaded. The devices are supplied with various user settings. In particular the filters are preconfigured for the customer.

Factory Settings


09903601(06)

With the command 'Factory Settings' all settings in the volatile memory are reset to the factory settings. The customer settings are stored. In the event of a system 'cold start' the customer settings are also reloaded with this command. In order for the factory settings to be selected as the standard settings after a 'cold start', they must be saved as customer settings following this command.

Customer Settings


09903612(70)

All settings that were changed during the current operation are reset to the customer settings. The same occurs if a cold start takes place on the control unit, or if the buffer battery is changed.

Save Customer Settings


09903613(67)

The settings in current use are saved as customer settings. This process writes data from the volatile memory into the non-volatile memory. The process only lasts a few seconds but it is very important that it is carried out completely as otherwise the control unit can be damaged. If the process is not carried out completely, it can happen that the control unit will no longer start after the next interruption to the power supply. In this event the software would have to be reinstalled. The control unit must not be switched off during the memory process. The power supply must not be interrupted. The conclusion of the memory process is signalled with a beep.

Maintenance

The directory '\Maintenance' contains functions which go beyond daily use. Diagnosis, upkeep and error searches are supported through various start points. These functions should be carried out only by well trained staff.

Reports

Expanded reports are listed under '\Maintenance\Reports'. Also kept here are the functions which are available for erasing the data belonging to these reports and so to set the corresponding report to zero. For example the log can be deleted or the software shot counter can be reset to zero.

Settings

Printing out settings:

Print


09903602(03)

Prints out a list of the current settings that differ from the factory settings. In addition the shaft settings of the target images and the filter configurations are listed, insofar as these differ from the factory settings.

Shoot


09903610(76)

Many settings are taken over into a program when the program is launched. Additionally a program use of additional settings that were stored when the program was being developed. The command '\Settings\Program' prints all the settings of the actively selected program.

Shot Counter

Mechanical shot counters:
The optional mechanical shot counter only counts the shots on your own target. It cannot be reset. Demo shots or inserted no scores are not counted. A detailed description of the whole function can be found in the user manual under 'Mechanical shot counters'.
Software shot counters:
The software shot counter counts shots in different categories. Own shots, cross shots, missed shots, demo shots etc. are differentiated and displayed separately. The shot count report is displayed in the list window and provided a printer is connected and switched on, is printed out. The shot counters are connected to the control units. If the settings are reset to factory settings, the shot counts are also reset to zero. The same occurs when the battery has to be changed. With a normal interruption to the power supply, the values are not lost. The software shot counters can also be reset independently of the settings under '\Maintenance\Reports\Shot Counters'.

Reset Shot Counter

Resets the software shot counter back to zero.

09903609(79)

Invalid shots

Non-allowable shots (shots during the Stop, Pause or the Show Phase and cross shots) are not only counted, they are kept in the control unit as pending and can be queried at any time. The shots are then shown with the time and if possible with the score. With a warm start or with the command 'Erase' under '\Maintenance\Invalid Shots' the report can be rejected. The shots remain in the log throughout and furthermore can be documented in a log printout.

Clear

The report on the latest cross shots and illegal shots is erased.

990560(12)

Log

Events that are of relevance for the duration of a program are filed in the memory (events memory, log). This information is needed to be able to reproduce a program after a power interruption. The CU931 investigates this data at every system start-up. If it is established that the last program to be shot was not correctly ended, then a repetition process is introduced. By means of the log past programs can also be reloaded or a copy can be printed once again. The log is stored in the volatile memory of the control unit, which is buffered with a battery. The data is protected from misinterpretation by a check sum. If the check sum is not correct at system start-up, for example due to a faulty battery, the log is initialised again. The control unit communicates this by a triple beep and a report in the list window. The log is restricted in memory size. In the event of an overload, the oldest events are overwritten by the most recent on a rolling basis. Typically more than ten programs can be stored in the log. The log can also be manually erased under '\Maintenance\Reports\Log'. The format of the printout is described in the user manual.

Clear

The log memory is explicitly wiped. Because this means that previous programs are irretrievably erased, this command must be authorised by a further confirmation.

Confirm

099057(37)

Log Hex

The 'Log-Hex' is an expanded log printout which prints out all events additionally in hexadecimal form. This printout allows events to be analysed at a very detailed level. The printout is exclusively used to search for software errors.

990559(15)

Debug

With the '\Debug' reports internal conditions of the control unit can be displayed. This report permits a diagnosis of the control unit in respect of the demand, the speed of operation or the load. They serve to enable the speed and reliability of the devices to be optimised.

Report Processes

Reports the number of runs as well as the time taken by the individual processes.

09903611(73)

Classes

Prints a report that indicates for each class how many instances are presently available, how often the designer has been contacted and how high the greatest occurrence of the class was in the past.

09903605(91)

Self Test

Hardware components can be tested by some special commands. These tests are normally used to fulfill the final check of a new installation.
They can be used to filter an erroneous function while the system is running.

Shot Counter

The mechanical shot counter can be made to start counting by a self test. The chosen number triggers the corresponding number of counting pulses. Thus the fastest possible meter pulse rate can be selected. The mechanical counter cannot skip any of these pulses.

1
Counting impulse(s) on the mechanical shot counters
99035121(11)

2
Counting impulse(s) on the mechanical shot counters
99035122(08)

3
Counting impulse(s) on the mechanical shot counters
99035123(05)

4
Counting impulse(s) on the mechanical shot counters
99035124(02)

5
Counting impulse(s) on the mechanical shot counters
99035125(96)

6
Counting impulse(s) on the mechanical shot counters
99035126(93)

7
Counting impulse(s) on the mechanical shot counters
99035127(90)

8
Counting impulse(s) on the mechanical shot counters
99035128(87)

9
Counting impulse(s) on the mechanical shot counters
99035129(84)

Target test

The target test requests the most important status information from the LON electronic measuring system. Along with the software and hardware version, the temperature, the assembly alignment and the Target Index Code are conveyed. The running time of the enquiry indirectly provides information on how well synchronised the equipment is with respect to time. The target test can be used to test the network cabling to the LON electronic measuring system and the functioning of the communication chips on the control unit and the LON electronic measuring system. The target test only functions if a LON electronic measuring system is connected and linked to the control unit via the

99063300(58)

correct subnet (please refer to '\Hardware\Target\Connections').

Keyboard

The keyboard test switches the control unit into a special keyboard test mode. Every keystroke is confirmed by an entry in the list window. Hitting the Escape key permits this keyboard test to be exited.

09903505(03)

Scoreboard

The scoreboard itself has a test program available. This test program can be started from the control unit on its own scoreboard (subnet Addressing must be in agreement).

09903508(91)

Beep

The beep test issues a series of ten short beeps one after another. They must be acoustically audible from the control unit.

09903511(82)

Control unit reset

With a warm start the control unit is forced to start up again (reboot process). This corresponds to the same process as when the control unit is turned on without power for a short time. (see also '\Settings\Setting controls')

Confirm

09903600(09)

Debug

Functions that serve only for error detection are stored under '\Maintenance\Debug'.

Debug Mode

The debug mode allows all events which are being processed in the control unit also to be represented visually. This representation permits a precise search for errors. In the case of reproducible error, it can happen that you will be instructed by Sius colleagues to turn on this debug mode, so that the printout can subsequently be analysed and the error can thereby be controlled.

Off (Default)

The events processed by the control unit are not displayed.

99070700(71)

On

The events processed by the control unit are displayed in the list window.

99070701(68)

Print

The events processed by the control unit are displayed in the list window and additionally on the connected printer.

99070702(65)

Trap

This function is only used for errors that are very difficult to reproduce. In the software versions that are specially produced for this, an 'error case' can be programmed in. At the moment when the error is recognised, a special response can be triggered. Mostly the debug mode is activated as a special treatment.

Off (Default)

The control unit operates without special error recognition.

99078200(75)

On

The special treatment is activated.

99078201(72)

Hardware

Settings that directly affect the hardware components of the control unit are stored under '\Hardware'. Some of these components are optionally available for the equipment and only have an effect when these components are running.

SCB

SCB

Communication to the scoreboard can be basically suppressed. Communication reduces the speed of execution of the control unit by several percent. It is therefore worthwhile to configure the SCB as 'Off' when it is not present. Communication to the SCB must be switched on before a program is loaded.

Off (Default)

The SCB is not responded to.

99078900(12)

On

The SCB is responded to.

99078901(09)

Control unit

'\Screen' contains several hardware settings that directly affect the control unit.

Set Subnet

Sius AG devices communicate with one another via the field bus LON. Each device has its own address. One part of this address is the so-called subnet. The LON electronic measuring system and the control unit with the same subnet always belong together. Different lanes must be correspondingly differentiated in the subnet. Every LON electronic measuring system sends its own detected shots to the control unit in the same subnet in which it is itself addressed. A LON electronic measuring system with subnet 5 sends its shots to the control unit with subnet 5.
By setting a subnet on a control unit only the address of the control unit is affected. A previously linked LON electronic measuring system must be reconnected after this alteration (please refer to '\Hardware\Target\Connect' and instructions for use.
Insofar as a LON electronic measuring system is located in the same subnet, the status of the control unit changes from 'Offline' to 'Stop' or 'Ready' according to whether a program is selected or not.
The subnet can be selected via the 10-er keyboard. Pressing the Enter key confirms a given value. With 'Esc' the entry can be cancelled. The F5 key allows incorrect entries to be corrected in time.

\Set Subnet\1..9

1 (Default)

9907270001(58)

2

9907270002(55)

3

9907270003(52)

4

9907270004(49)

5

9907270005(46)

6

9907270006(43)

7

9907270007(40)

8

9907270008(37)

9

9907270009(34)

\Set Subnet\10..19

10

9907270010(31)

11

9907270011(28)

12

9907270012(25)

13

9907270013(22)

14

9907270014(19)

15

9907270015(16)

16

9907270016(13)

17

9907270017(10)

18

9907270018(07)

19

9907270019(04)

\Set Subnet\20..29

20

9907270020(01)

21

9907270021(95)

22

9907270022(92)

23

9907270023(89)

24

25

26

27

28

29

\Set Subnet\30..39

30

31

32

33

34

35

36

37

38

39

\Set Subnet\40..49

40


9907270040(38)

41


9907270041(35)

42


9907270042(32)

43


9907270043(29)

44


9907270044(26)

45


9907270045(23)

46


9907270046(20)

47


9907270047(17)

48


9907270048(14)

49


9907270049(11)

\Set Subnet\50..59

50


9907270050(08)

51


9907270051(05)

52


9907270052(02)

53


9907270053(96)

54


9907270054(93)

55


9907270055(90)

56


9907270056(87)

57

9907270057(84)

58

9907270058(81)

59

9907270059(78)

\Set Subnet\60..69

60

9907270060(75)

61

9907270061(72)

62

9907270062(69)

63

9907270063(66)

64

9907270064(63)

65

9907270065(60)

66

9907270066(57)

67

9907270067(54)

68

9907270068(51)

69

9907270069(48)

\Set Subnet\70..79

70

9907270070(45)

71

9907270071(42)

72

9907270072(39)

73

74

75

76

77

78

79

\Set Subnet\80..89

80

81

82

83

84

85

86

87

88

89

\Set Subnet\90..99

90


9907270090(82)

91


9907270091(79)

92


9907270092(76)

93


9907270093(73)

94


9907270094(70)

95


9907270095(67)

96


9907270096(64)

97


9907270097(61)

98


9907270098(58)

99


9907270099(55)

DeltaX

The absolute point of entry can be shifted in the horizontal direction. This can be used to compensate for assembly inaccuracies.

X-0.1mm
to the left


99072800(76)

X+0.1mm
to the right


99072801(73)

X-1mm
to the left


99072802(70)

X+1mm
to the right


99072803(67)

X-10mm
to the left


99072804(64)

X+10mm
to the right


99072805(61)

DeltaY

The absolute point of entry can be shifted in the vertical direction. This can be used to compensate for assembly inaccuracies.

Y-0.1mm
downwards


99072900(67)

Y+0.1mm
upwards


99072901(64)

Y-1mm
downwards


99072902(61)

Y+1mm
upwards


99072903(58)

Y-10mm
downwards


99072904(55)

Y+10mm
upwards


99072905(52)

Menu

The keyboard menu can be switched off. This is especially helpful when the configuration is to be used only via the barcode reader. The barcode reader offers the advantage that the commands and programs permitted for the user can be compiled on one sheet of paper.

Off

The keyboard menu is suppressed. Use of the equipment is possible only via a barcode reader or a central computer.


99078000(93)

On (Default)

The keyboard menu is switched on again. If the menu is switched off, it can no longer be switched on via the keyboard. Normally it must be switched on again by a barcode, from a central computer or by means of a cold start. A further possibility is to switch the menu on again by the code '282806'. The code must be entered in one go on the transparency keyboard. For this reason it should be made available only to experienced persons.


99078001(90)

Keystroke

Escape


9906442001(82)

Opt


9906442002(79)

Help


9906442003(76)

Next Window


9906442004(73)

Enter

9906442005(70)

Zoom

9906442006(67)

Menu

9906442007(64)

Match

9906442008(61)

Backspace

9906442009(58)

F1

9906441001(75)

F2

9906441002(72)

F3

9906441003(69)

F4

9906441004(66)

F5

9906441005(63)

Right

9906443001(89)

Up

9906443002(86)

Left

9906443003(83)

Down

9906443004(80)

Home

9906443005(77)

End

9906443006(74)

Page Up

9906443007(71)

Page Down

9906443008(68)

Insert

9906443009(65)

0 (Default)

9906440000(71)

1

9906440001(68)

2

9906440002(65)

3

9906440003(62)

4

9906440004(59)

5

9906440005(56)

6

9906440006(53)

7

9906440007(50)

8

9906440008(47)

9

9906440009(44)

Set Subnet

99064000(92)

Sius AG devices communicate with one another via the field bus LON. Each device has its own address. One part of this address is the so-called subnet. The LON electronic measuring system and the control unit with the same subnet always belong together. Different lanes must be correspondingly differentiated in the subnet. Every LON electronic measuring system sends its own detected shots to the control unit in the same subnet in which it is itself addressed. A LON electronic measuring system with subnet 5 sends its shots to the control unit with subnet 5.
By setting a subnet on a control unit only the address of the control unit is affected. A previously linked LON electronic measuring system must be reconnected after this alteration (please refer to '\Hardware\Target\Connect' and instructions for use. Insofar as a LON electronic measuring system is located in the same subnet, the status of the control unit changes from 'Offline' to 'Stop' or 'Ready'

according to whether a program is selected or not. The subnet can be selected via the 10-er keyboard. Pressing the Enter key confirms a given value. With 'Esc' the entry can be cancelled. The F5 key allows incorrect entries to be corrected in time.

RC92

Optionally a RC92 (shoot box) can be connected to a control unit. The RC92 is controlled by means of three buttons (Zoom, Menu and Shoot).

Match Menu

Via the Menu button an additional window can be opened on the screen. This window lists all the functions available in the Control Menu. In this way the control unit can be remotely controlled by the firer without having to leave his position.
In official ISSF contests the firer is not permitted to carry out these functions himself. It must therefore be possible to switch off the Shoot Menu.

Off

The match menu is switched off. The Match button on the RC92 has no function.

99079900(19)

On

The match menu is switched on.

99079901(16)

Short format

Only a reduced number of functions is available (Clear Graphics).

99079902(13)

Target

Settings that must be communicated to the LON electronic measuring system are stored under '\Target'. These settings are also frequently dependent on the program selected and therefore can be overwritten if necessary.

Target changer

Some detection systems are quipped with a target changer (S101, S310). Each target image has been programmed with a basic setting or a shaft. If a program with a specific target is selected, the preselected shaft is automatically activated. If the detection system is not equipped with a changing mechanism, the command is ignored. If the target image is mounted in a different shaft or if the target image on the control unit does not correspond to the physical target image, the shaft can be changed by means of the target changer commands. The target image is hereby automatically programmed for the new choice of shaft. If the same program is selected again later, the latest shaft to be selected will again be selected in any case.

A (Default)

The 'shaft' A corresponds to the fixed frame of the detection system.

09907190(06)

B

The shaft B is the alternative frame.

09907191(03)

C

With the target S101 there are two alternative frames available. The shaft C is the second alternative frame.

09907192(97)

Sensitivity

The detection systems are fitted with various amplifier settings for the microphone. For most systems and weapons a low sensitivity is the correct setting. In the 25 metre rapid fire pistols with a very small recoil are used. The speed of the projectile is correspondingly small and the impact on the rubber very light. For these disciplines a high sensitivity is necessary so that the shot can always be correctly picked up. But the setting must be set to high only in these disciplines because with other firearms otherwise crosstalk onto neighbouring lines could ensue. The setting is normally correctly adjusted for the programs and must not be adjusted manually.

\Sensitivity\Use Always

On


99072099(45)

Off (Default)


99072098(48)

Low (Default)

Low sensitivity is required for most bullets.


09907200(73)

High

High sensitivity is needed above all for sport shooting (25m), which is shot with high recoil weapons, typically on targets S10 and S25/50


09907201(70)

Paper feed

After every shot, detection systems controlling a materials handling unit (paper or rubber tape) trigger an automatic feed unit. The feed unit is measured in millimetres. Depending on the discipline and the weapon, the tape must be fed a greater or lesser distance. These distances are laid down in the target images. But every discipline can define its own actual setting values. The tape feed for a 10 metre discipline is 20 millimetres. In ISSF finals the feed distance is increased to 30 millimetres. The tape feed can be changed after a program has been selected.

\Paper feed\Use Always

On


99077899(08)

Off (Default)


99077898(11)

0

mm


99077800(14)

1

mm


99077801(11)

2

mm


99077802(08)

3

mm


99077803(05)

4

mm


99077804(02)

5

mm


99077805(96)

10

mm


99077810(81)

20 (Default)

mm


99077820(51)

50
mm

99077850(58)

Connect

This barcode switches the control unit over to a special configuration mode. The control unit waits for a service PIN message from any LON electronic measuring system. This message can be created on the LON electronic measuring system, either when the service PIN is pressed or when shooting takes place. But a shot triggers a Service PIN message only if the LON electronic measuring system was not previously configured. Every LON electronic measuring system that first reports this Service PIN message is reprogrammed by the control unit to its own subnet address. This function is used only if the LON electronic measuring system does not have its own LNR (lane number box).

99063200(67)

Time Control Unit

Time Control Unit

Off (Default)

99080300(80)

On

99080301(77)

Duel mode

Off (Default)

99080400(71)

On

99080401(68)

Graphic Printer Model

Undefined Printer (Default)

99080500(62)

D931-SP

99080501(59)

D931

99080502(56)

iDP3240

99080503(53)

Shot sensor

The shot sensor allows cross shots and no scores to be detected. Without the shot sensor all shots are interpreted as own shots on the own target. Even a shot from a neighbouring lane onto the own target is interpreted as an own shot and included in the calculation of the results. With the shot sensor, within a certain timescale after the Shot Off signal the corresponding Shot On signal must be produced. If only a Shot Off signal is produced, the firer has not hit the target. The

shot sensor can be connected to the control unit as an optional extra. At the moment when the control unit recognises the shot sensor, it switches this on automatically. If the shot sensor is removed, the control unit recognises this after a short period of time and automatically switches the shot sensor off again.

Off

On installations without a shot logoff, this setting will be switched off automatically. It is possible to switch off the shot logoff manually even though it is connected.


09907010(61)

On (Default)

The setting shot logoff ON is automatically cancelled if no shot logoff is connected.


09907011(58)

Logon

In order that the system can adhere to the necessary rules, under certain circumstances particular information about the firer and his weapon is needed. All this information can be recorded under the section 'Registration'.

Info

Requirements

With set assumptions the system requires information about weapon, position and/or firer number before a group can be loaded. As long as this information is missing the group cannot be input.

Legalisation

If a legalisation unequal to 0 is chosen, then both the practice and the firer must produce the same legalisation in their codes in order for it to be authorised. The legalisation of the firer is however only active if the firer number is requested at the same time. This command is not to be confused with the command firer legalisation, under which the legalisation of the firer can explicitly be provided. Fact: the settings '\Requirements\Legalisation' and '\Register\Legalisation' must agree or one or other must be set to 0 in order that a program can be started and shooting can take place.

0 (Default)

No legalisation is required.


99077000(86)

1

Demanded legalisation


99077001(83)

2

Demanded legalisation


99077002(80)

3

Demanded legalisation


99077003(77)

4

Demanded legalisation


99077004(74)

5

Demanded legalisation


99077005(71)

6

Demanded legalisation


99077006(68)

7

Demanded legalisation


99077007(65)

8

Demanded legalisation


99077008(62)

9

Demanded legalisation


99077009(59)

Weapon required

In order that in contests it can be determined which program was shot with which weapon, it is possible to force the setting 'Position required'. Before a program can be loaded, a weapon type must be declared.

Off (Default)

Weapon identification is optional.


99077300(59)

On

A weapon specification must be input before a program can be selected.

99077301(56)

Position required

In order that in contests it can be determined which program was shot in which position, it is possible to force the setting 'Position required'. Before a program can be loaded, a position must be declared.

Off (Default)

Reporting of position is optional.

99077200(68)

On

A position report must be input before a program can be selected.

99077201(65)

Firer number required

The firer number identifies the firer (see also '\Registering\Firer number'.

Off (Default)

The firer number is optional.

99077400(50)

On

A firer number must be input before a program can be selected.

99077401(47)

Legalisation

Legalisation can be loaded either individually or together with a firer number practice code. The firer must as a result input his firer number first (inclusive of legalisation) and then a program. Only when both legalisations agree, or one or other has a zero value, can the program be launched. Otherwise the screen gives the error message 'Wrong legalisation'. A firer in possession of the legalisation 0 in his practice code can shoot all programs, and a program that shows a legalisation 0 can be shot by all firers.

0 (Default)

Legalisation of the firer

99077700(23)

1

Legalisation of the firer

99077701(20)

2

Legalisation of the firer

99077702(17)

3

Legalisation of the firer

99077703(14)

4

Legalisation of the firer

99077704(11)

5

Legalisation of the firer

99077705(08)

6

Legalisation of the firer

99077706(05)

7

Legalisation of the firer

99077707(02)

8

Legalisation of the firer

99077708(96)

9

Legalisation of the firer

99077709(93)

Weapon Type

For the assessment of a contest, it can be important that the type of weapon used in a program that has been shot is known, for example if various rank listings are to be established for storm rifle 90 and storm rifle 57. In such a case the weapon type can be set. With the setting '\Requirements\Weapon type' the specification of a weapon type can be insisted upon before a program can be installed. Otherwise the program would be declined with a message 'weapon type needed'. The weapon type selected is displayed on the screen and on the paper printout.

Off (Default)

99076800(07)

Rifle

99076801(04)

Free Rifle

99076821(41)

Carbine

99076802(01)

Stgw 57

99076803(95)

Stgw 90

99076804(92)

Free Pistol

99076805(89)

Sport Pistol

99076806(86)

Sport Pistol Big Bore

99076807(83)

Sport Pistol Small Bore

99076808(80)

Ordnance pistol

99076809(77)

Ordnance pistol 75

99076810(74)

Position

For the assessment of a contest, it can be important that the position in which shooting took place is known. In such a case the position can be input either on the menu or via a barcode. With the setting '\Requirements\Position' the specification of a position can be insisted upon before a program can be installed. The position selected is displayed on the screen and on the paper printout.

Off (Default)

99077600(32)

Prone

99077601(29)

Prone supported

99077604(20)

Kneeling

99077603(23)

Standing

99077602(26)

Firer number

99063900(04)

The firer number identifies the firer. The firer number can also be loaded via a barcode (Sius barcode inclusive of legalisation or SSV licence card) or via the keyboard. The firer number is transferred to the central processor. From the central processor the name of the firer can be construed from the firer number. The firer number is displayed on the screen and on the printer.
Should the setting Firer number needed' be activated and 'Repeat allowed' be switched off, then the firer number is erased after each program. This ensures that with this configuration before every program a firer number must be introduced.

Shortcuts

1

3

5

6

A

B

C

D

Shortcuts

Shortcuts

Shortcuts