



## TauRIS Software US8.12

### Short instruction for the fancier

#### Startdisplay

After power on the terminal shows the startdisplay.

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

line1: fancier's number (000.region.club.fancier)

line2: fancier's name

line3: loft stock

line4: time

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

#### Functiondisplay

With <START> you can call the functiondisplay.

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

line1: fancier's name

line2-4: available functions

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

The following functions are available.  
The functions in bold lettes are used by the fancier.

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



### **<1> View (view the stock)**

This function shows fancier's stock.

Peter Mustermann <01> ABCD US021234000001H Assigned
--

line1: fancier's name

line2: number and color of the pigeon

line3: ringnumber

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

With the "arrow" keys you can scroll the pigeons

"arrow right" – 1 pigeon forward

"arrow left" – 1 pigeon back

"arrow down" – 10 pigeons forward

"arrow up" – 5 pigeons back

With <Start> you get back to the functionsdisplay.

### **<2> Entry (entry for a new flight)**

This function is not used by the fancier.



### <3> Register (register pigeons)

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

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

The terminal has registered no pigeons yet.

line1: the terminal works as a race timer.

line4: number of sensors

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

The terminal has registered pigeons.

line1: number of registered pigeons / shown pigeon

line2: ringnumber

line3: Club-ID / Flight-ID

line4: time

With the "arrow" keys you can scroll the registered pigeons.

With <Start> you abort the function.

If you have connected a data memory, you will be asked to activate.

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

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

```
data memory  
activ!
```

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



#### <4> Results (open the clock)

This function is not used by the fancier.

#### <5> Training (enter pigeons for training)

With this function you can train your pigeons.

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

##### <1> new training

All pigeons which are not on a flight will be entered for the training.

Note: Every fancier makes his own training.

##### <2> del training

The training will be deleted.

Now you can edit the pools or nominations.

To register the pigeons on training you must press <3> "Register".

Note: Every fancier makes his own training.

#### <6> Nomination

With this function you can edit the nominations.

Note: You can't edit entered pigeons.

The nomination table looks like 1 2 3 4 5 10 25.

You mark the pigeon in the right column by pressing '#'.

If you don't want to have a mark in any column, you press '0'.

```
US03ABCD000001C  
    <01> BLCK  
  1  2  3  4  5 10 25  
  . X . . . X X
```



## <7> Pools

With this function you can edit the pooles.

Note: You can't edit entered pigeons.

The pool table looks like A B C D E F G L.

You mark the pigeon in the right column by pressing '#'.

If you don't want to have a mark in any column, you press '0'.

US03ABCD000001C							
<01> BLCK							
A	B	C	D	E	F	G	L
X	X	X	.	.	X	X	.

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

This function is not used by the fancier.

## <9> Print (print a list)

Here you can print several lists.

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

<1> assignment list (elektronic codes)

<2> training list (trained pigeons)

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

With <Start> you abort the function.

## <0> Settings

This function is not used yet.