

10 Lane Command Desk

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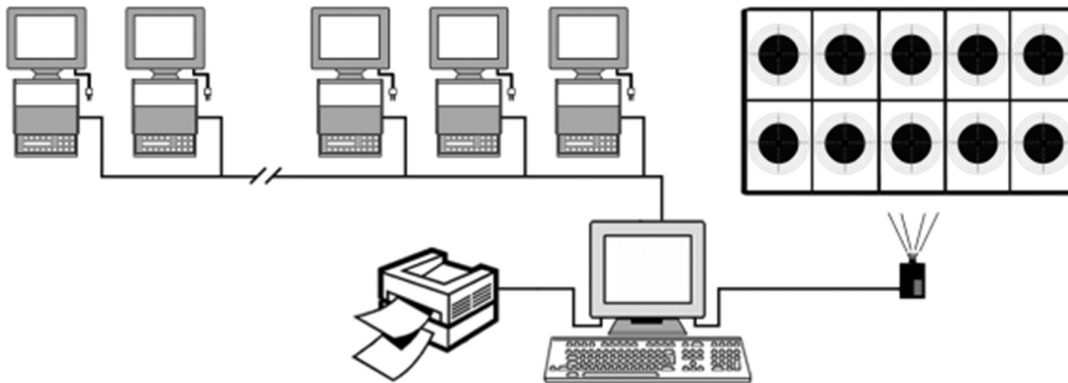
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Introduction

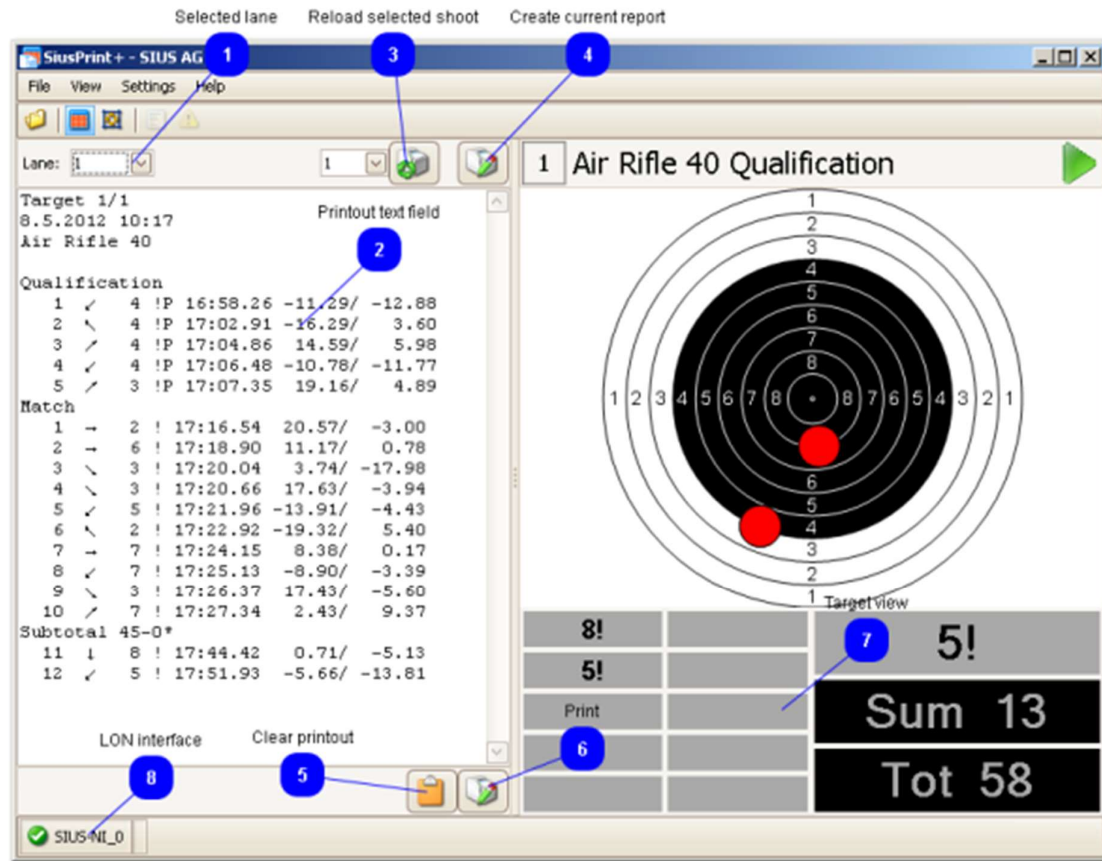
With 10 Lane Command Desk it is possible to connect up to ten control units directly to a PC with printer (additional to the Central-PC).

All used individual thermal printers can be replaced by a single laser printer. The printout of the shooting program starts automatically after the last shot.

10 Lane Command Desk enables the display of the connected shooting lanes for the spectators as well.



Main view



Selected lane

The main view shows the data of one selected lane.

The lane can be selected in the combo box. Setting 'Expected lanes' in 'Application settings' defines the entries of the combo box.



Print out text field

```
Scheibe 1/1
6.2.2012 11:37
Luftgewehr 40

Qualification
 1 \ 7 !P 37:02.86 2.32/ -9.39
 2 \ 6 !P 37:07.02 -5.25/ 9.91
 3 + 5 !P 37:09.00 -14.88/ 1.26
 4 + 2 !P 37:10.70 -21.13/ 4.20
 5 \ 2 !P 37:12.96 7.27/ -20.99

Match
 1 \ 2 ! 37:20.86 -19.43/ 8.31
 2 ↓ 2 ! 37:23.49 0.39/ -20.81
 3 + 9 ! 37:24.56 -3.26/ 0.39
 4 ✓ 1 ! 37:25.88 -16.69/ -15.19
 5 → 6 ! 37:26.80 11.51/ 0.37
 6 + 6 ! 37:28.09 -10.21/ 1.90
 7 ↑ 7 ! 37:29.06 1.50/ 8.23
 8 ✓ 6 ! 37:30.32 -4.76/ -9.26
 9 ✓ 3 ! 37:31.35 -12.13/ -14.13
10 ✓ 1 ! 37:32.60 -19.69/ -11.68
Subtotal 43-0*

11 ↑ 6 ! 37:49.34 1.53/ 10.68
12 ✓ 1 ! 37:52.42 -14.29/ -18.40
```

All data received from the selected lane gets displayed within this control.

It is possible to change the text of this control and to copy it into other programs.

3

Reload selected shoot

Reload the selected shoot from the control unit and shows the printout information in the printout field.

4

Create current report

Create a pdf of the current shoot.

5

Clear Printout

Clear the print out text field.



Print

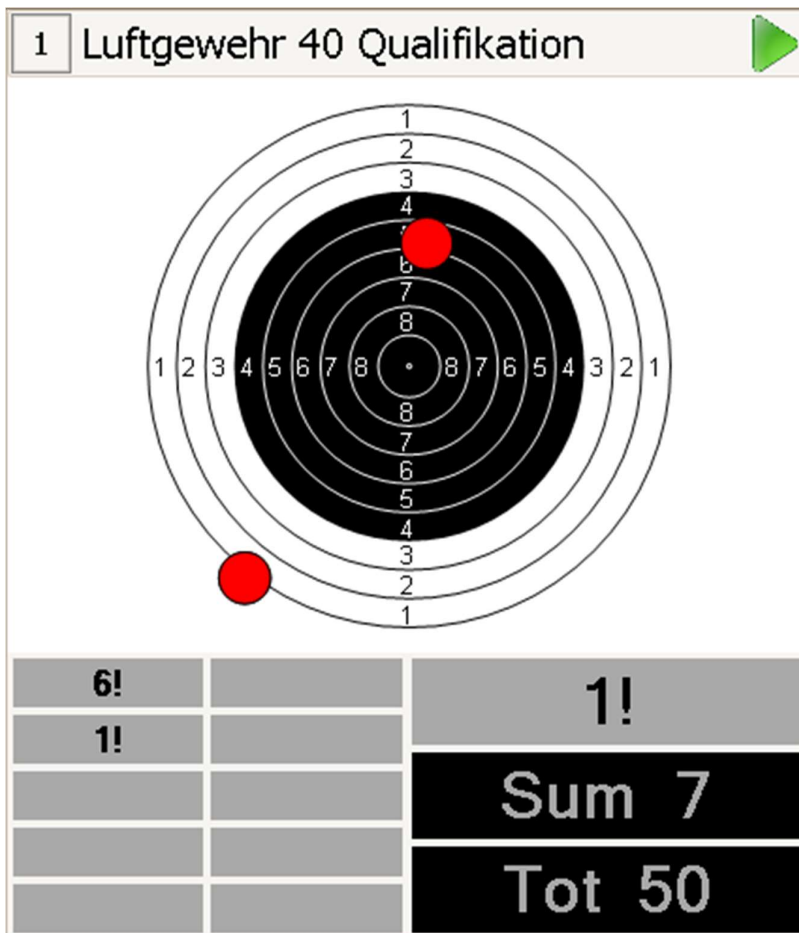
Print the content of the printout text field.



Target View

Represents all information of the current shoot of the selected lane.

Settings relating to the display can be altered by selecting '[Target settings](#)'.





Lon interface

This symbol indicates whether the application is connected to the LON network and which kind of hardware interface is used.

If a red cross appears, the application has no connection to the LON network and no data of the control units will be processed.

Soft Buttons

The control for a single lane can be done with Soft Buttons.



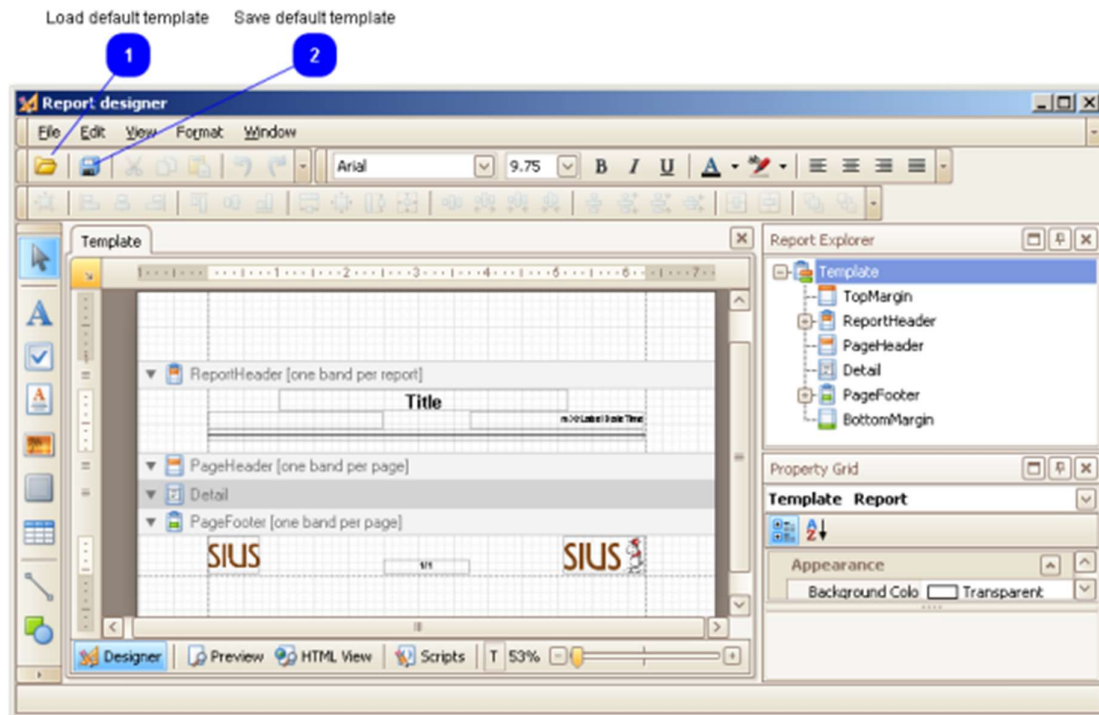
A set of Soft Buttons (10) can be selected with the drop down box (9). With a click on one of the buttons, the message is sent to the control unit.

Main menu

File

- Explore printout directory
- Page setup
- Exit the application

Report designer



Page setup opens a report designer. Within the report designer header and footer, page format and border sizes can be adapted.

As soon as the required changes are done, the template can be saved as the new default template.

All new created reports will base on that new default template.



Load default template

With this button or the menu entry "File > Load default template" the predefined report template from SIUS can be loaded.

2

Save default template

With this button or the menu entry "File > Save default template" the current visible report can be saved as the new default template.

All new created reports will base on that new default template.

View

- Show the scoreboard in a separate window
- Show the scoreboard window in fullscreen mode
- Show the Log window, where all commands of the communication are listed

Log window

When the Log window is launched the current view is loaded.

It contains the last 251 messages received by the LON interface.

The Log window can be activated by the setting "Log enabled" in "Settings > General Settings > Application".

Drag a column header here to group by that column

TimeStamp	Subnet	Node	ENQ	Command	Text
08:48:24	1	1	<input type="checkbox"/>	41	
08:48:33	1	1	<input type="checkbox"/>	250	
08:49:05	1	1	<input type="checkbox"/>	250	
08:49:37	1	1	<input type="checkbox"/>	250	
08:50:10	1	1	<input type="checkbox"/>	250	
08:50:35	1	1	<input type="checkbox"/>	41	
08:50:42	1	1	<input type="checkbox"/>	250	
08:51:14	1	1	<input type="checkbox"/>	250	
08:51:47	1	1	<input type="checkbox"/>	250	

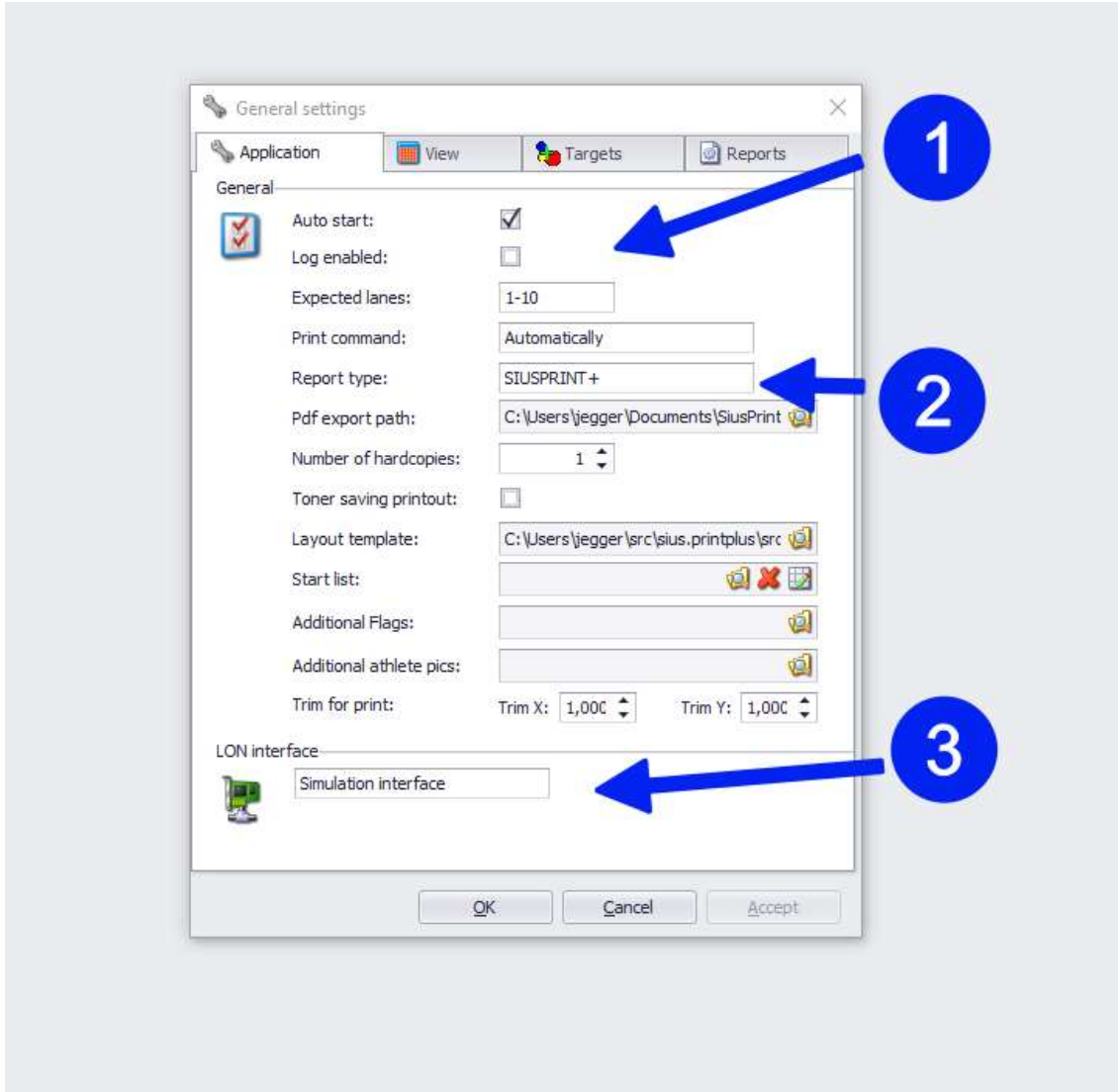
Record 25 of 251

Settings

General settings can be modified and the language can be changed.

In case the language has been changed, the application has to be restarted to activate the new language.

Application settings



General settings

Auto start: Activate or deactivate the auto start option. If activated 10 Lane Command Desk starts automatically after windows startup.

Log enabled: Enables the button to open the log window which shows all messages received from the control units.

Expected lanes: Lanes in the LON network to be accessed with 10 Lane Command Desk.
(e.g. 1-10)

Print command: The printouts get created "Automatically" at the end of the exercise, by pressing "Print screen" at the control unit or in both cases.

Report type: There exist multiple printout types: A colored standard printout of 10 Lane Command Desk, a printout similar to the one of a lane printer and a 1:1 printout.

PDF export path: Each time a shoot on one of the expected lanes gets finished, the results are exported as a PDF file into a predefined folder.

Number of hardcopies: The defined number of hardcopies will be printed on the default printer after finishing the shoot.

Toner saving printout: If this feature is enabled the target pictures of shoot reports will be printed in gray color instead of black color.

Layout template: Specification of the template, which has to be used to display the different lanes on the scoreboard.

Start list: Creating and loading a start list in case 10 Lane Command Desk is used without SIUSData.

Additional Flags: Directory for additional flags. This can be a shared directory.

Additional athlete pics: Directory for additional athlete pictures. This can be a shared directory.

Trim option for the 1:1 printout to adapt printer issues.



PDF file example

It follows one example of a standard printout and an example of a lane printer.

Title

01.02.2012 13:23:24

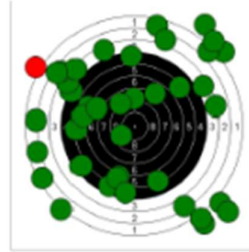
3

3 S3 AUT

Air Rifle 40

Total: 155 (169.3)
 Qualification: 38 41 37 41

Innerzehner: 0



Trefferlage: X = -1.06mm, Y = 1.38mm



Serie 1: 1!↗ 9!↗ 0!↗ 2!↖ 5!↗ 1!↘ 1!↘ 6!↗ 6!↗ 5!↖

Serien-Total: 38 (40.0)

Trefferlage: X = -1.64mm, Y = -6.57mm



Serie 2: 1!↗ 6!↗ 8!↗ 3!↘ 5!↗ 6!↖ 8!↘ 0!↘ 2!↗ 2!↗

Serien-Total: 41 (43.8)

Trefferlage: X = 6.23mm, Y = 4.90mm



Serie 3: 4!↘ 3!↘ 6!↘ 4!↘ 6!↖ 3!↗ 2!↖ 4!↗ 1!↘ 4!↘

Serien-Total: 37 (41.3)

Trefferlage: X = -5.43mm, Y = 6.13mm



Serie 4: 4!↖ 3!↘ 2!↗ 5!↗ 7!↘ 5!↗ 6!↘ 7!↗ 1!↗ 1!↘

Serien-Total: 41 (44.2)

Trefferlage: X = -3.39mm, Y = 1.08mm

Legende:

! Demo Schuss

Target 1/5
29.10.2012 16:34
[735] Air Rifle 40
0-2264 (61)

```
Final
C 1 > 1.2 !P 34:28.04 20.62/ -13.18C
C 2 > 0.0 !P 34:28.20 15.55/ -21.01C
Match
C 1 > 6.1 ! 34:40.67 11.73/ -3.19 C
C 2 < 2.5 ! 34:40.84 -18.76/ 9.56 C
C 3 ↓ 6.3 ! 34:42.30 0.66/ -11.71 C
C 4 > 5.0 ! 34:42.48 -3.58/ -14.40 C
C 5 > 1.6 ! 34:43.01 11.20/ -20.52 C
C 6 < 4.1 ! 34:44.35 -12.57/ 11.73 C
C 7 > 2.1 ! 34:45.86 9.09/ 20.05 C
C 8 > 7.7 ! 34:46.97 4.57/ -6.64 C
C 9 > 4.2 ! 55:33.45 14.14/ -9.15 C
C 10 > 0.0 ! 56:44.24 20.60/ 16.54 C
Subtota 39.6-0*

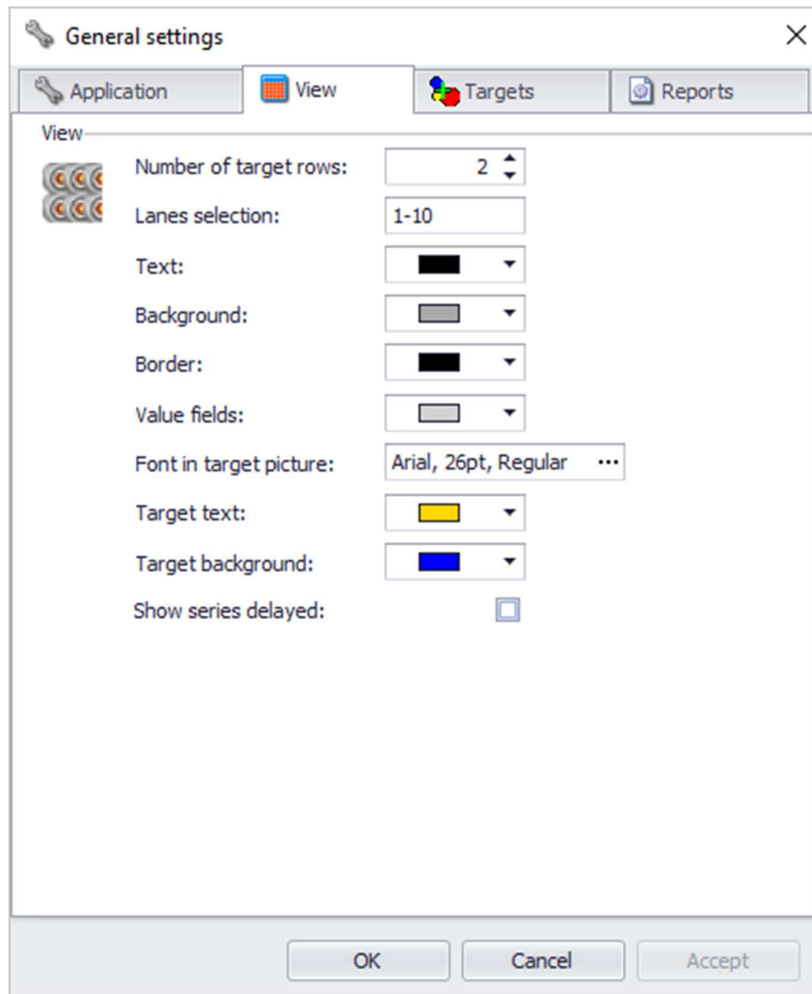
C 11 > 1.3 ! 56:51.61 20.75/ 12.12 C
C 12 > 6.0 ! 56:54.72 9.85/ -7.34 C
C 13 ↑ 3.9 ! 56:57.03 -2.42/ 17.48 C
C 14 → 6.8 ! 56:57.96 10.30/ -1.25 C
C 15 < 2.7 ! 56:58.60 -7.63/ 19.14 C
C 16 > 5.0 ! 56:59.99 -8.41/ -12.37 C
C 17 > 7.8 ! 57:01.06 -4.66/ -6.44 C
C 18 > 2.6 ! 57:02.42 -14.98/ -14.54 C
C 19 > 7.5 ! 57:03.47 -6.71/ -5.52 C
C 20 > 5.7 ! 57:04.87 10.05/ -8.37 C
C 21 > 8.3 ! 57:05.92 -3.58/ -5.55 C
C 22 > 3.0 ! 57:07.25 11.60/ -16.01 C
C 23 < 6.7 ! 57:08.29 -10.13/ 3.29 C
C 24 ↓ 3.5 ! 57:08.91 -2.89/ -18.45 C
C 25 > 9.6 ! 57:10.24 -0.98/ -3.29 C
C 26 < 1.5 ! 57:11.87 -17.42/ 16.03 C
C 27 → 8.9 ! 57:13.18 5.17/ -0.81 C
C 28 < 4.7 ! 57:14.17 -6.59/ 14.20 C
C 29 → 3.9 ! 57:15.47 17.31/ -2.74 C
C 30 > 0.0 ! 57:16.48 -18.00/ -18.20 C
C 31 > 7.0 ! 57:17.78 5.35/ 8.26 C
C 32 < 2.1 ! 57:18.88 -12.12/ 18.54 C
C 33 < 9.3 ! 57:19.48 -3.23/ 2.39 C
C 34 > 7.7 ! 57:20.80 5.23/ -6.31 C
Total 39.6-0*
TOTAL 39.6-0* C
```

3

LON interface

Specification of the LON interface connected with the pc or laptop. It has to be set at the first startup after installation of 10 Lane Command Desk.

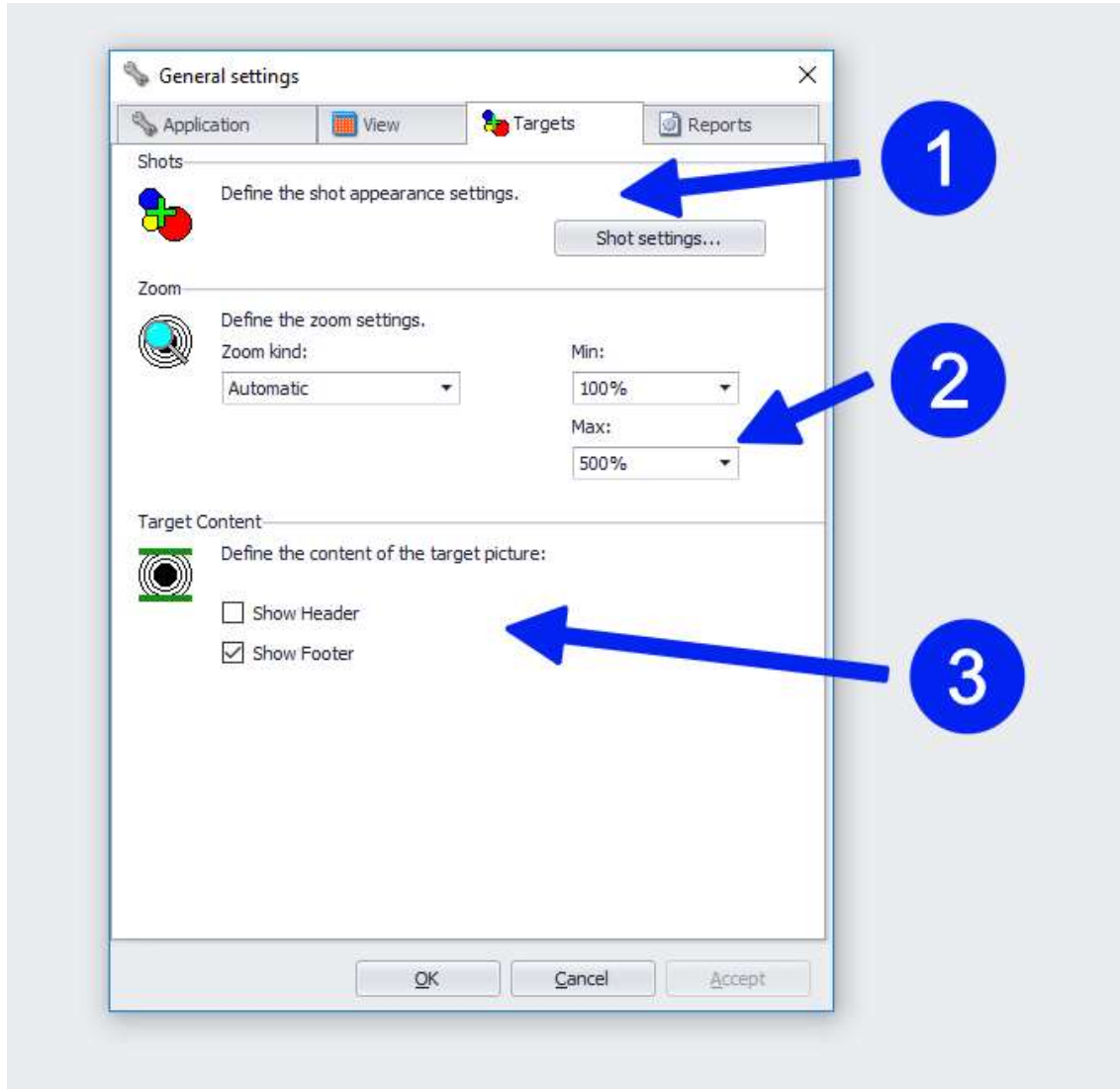
View Settings



Settings for the score board are:

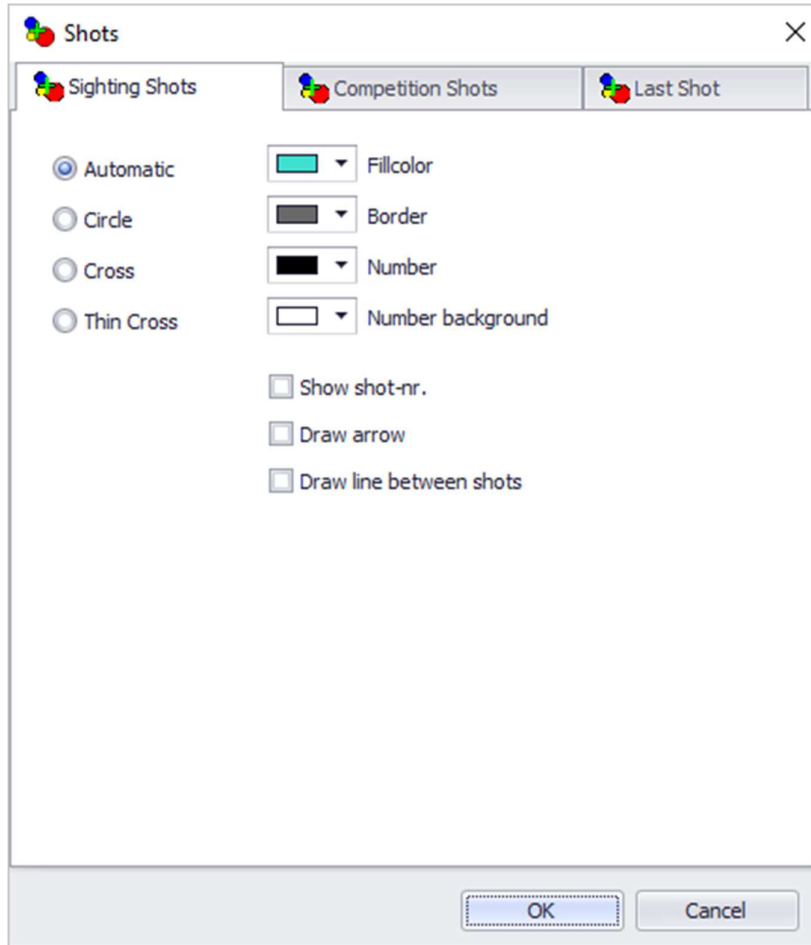
- Number of target rows: Number of target rows on the scoreboard
- Lanes selection: Lane numbers displayed within the score board; e.g. 1-5;10
- Text: Text color of the controls within the score board
- Background: Background color of the individual lane controls of the score board
- Border: Border color of the value fields
- Value fields: Background color of the value fields
- Font in target picture: Font of the text within the target picture (shot number and shot value)
- Target text: Color of the text within the target
- Target background: Color of the background behind shot number and shot value (within the target)
- Should series be hidden (like in the control unit)

Target Settings



Shot appearance

The appearance of the shot within the target can be defined here.



The settings can be set for sighters, match shots and the last detected shot.

2

Zoom Settings

This section defines the type of zoom.

Specify the zoom characteristics of the target image.

- Predefined: Fixed, predefined zoom factor.
- Automatic: The target automatically zooms to a setting that displays all shots. If the zoom factor is large enough, the individual shot is represented by a circle which corresponds to the caliber diameter. Otherwise the shot will be presented in the format defined in the shot settings.
- Automatic last shot: The target image automatically zooms within the specified areas in relation to the last shot.
- None: No zooming.



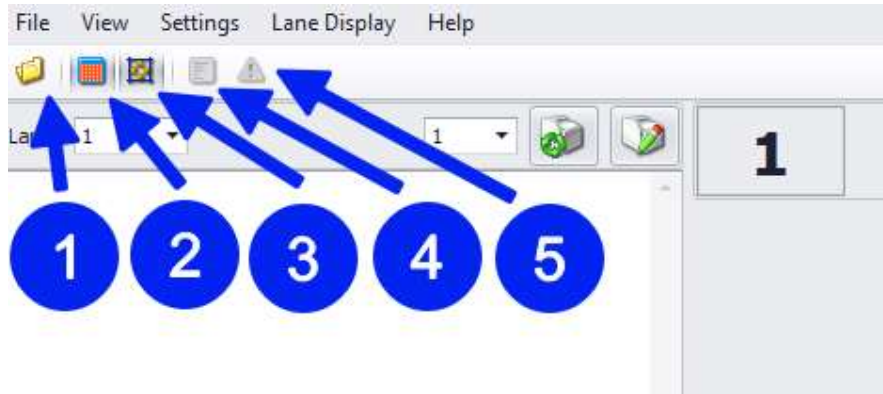
Target picture content

Sets if a header and footer are visible in the target picture.

Report settings

The same settings as for the targets of the scoreboard exist also for the targets of the reports. (see [Target settings](#))

Toolbar



Explore printout directory

Explore the directory where all printouts were saved by default.



Show scoreboard

Show the scoreboard in a second window.



Fullscreen

Show the scoreboard window in fullscreen mode and hides the borders of the window.



Log

When the Log window is launched the current view is loaded.

It contains the last 251 messages received by the LON interface.

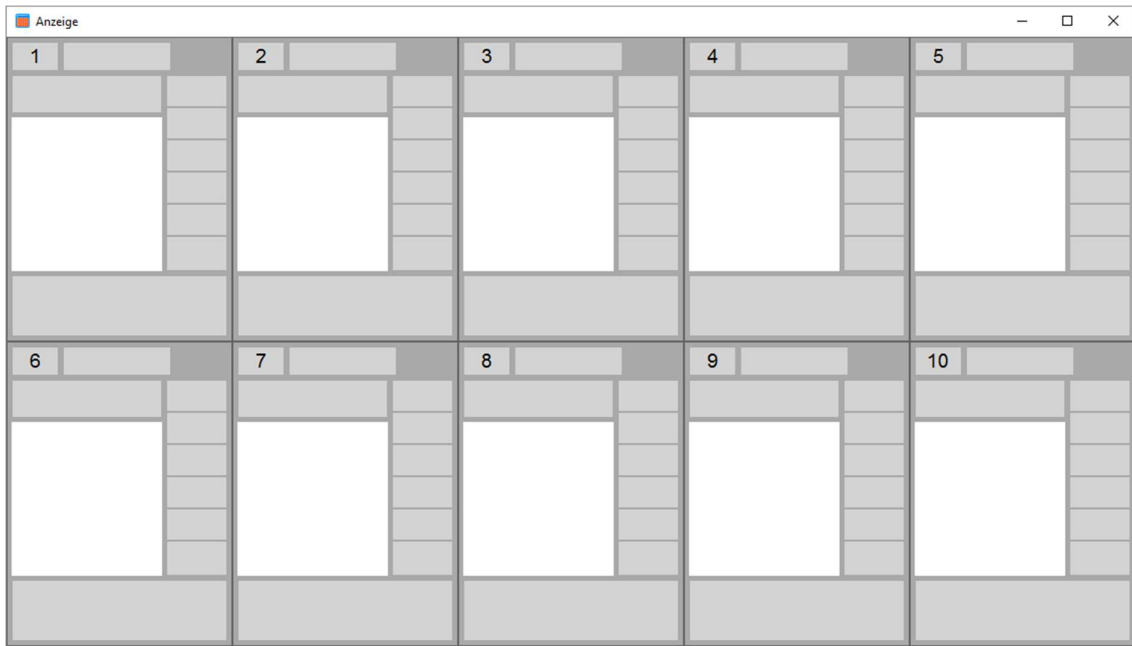


Special events

In case any special events were appearing (e.g. paper feed failure on the target) this button gets activated.

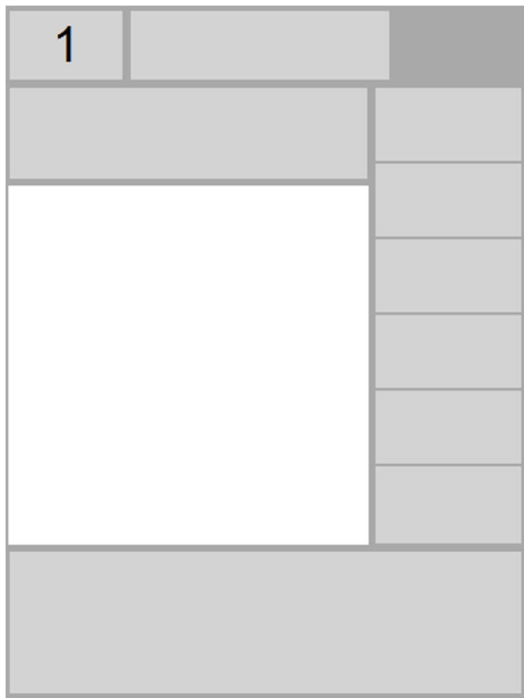
By pressing "Clear" the content of the window can be cleared.

Scoreboard



All connected targets get displayed in the scoreboard view.

Lane view

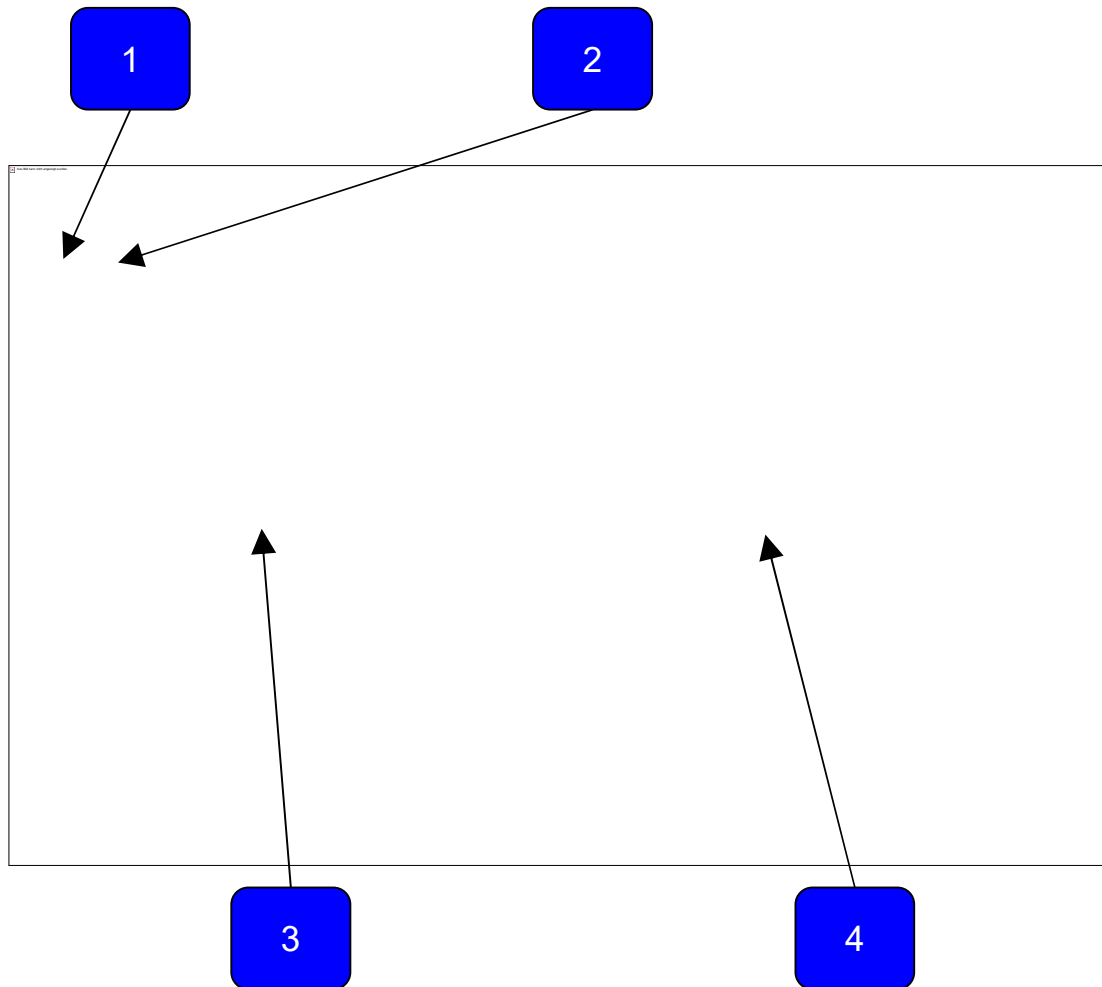


Customization window

Open change Layout

Clicking with the right mouse button into the upper part of a target control shows a button to customize the layout.

To load the new defined layout for all targets in view, the setting "Layout template" in [Application settings](#) has to be changed.



Load Layout

Load a predefined layout from an XML file.



Save layout

Save the current layout definition into an XML file.

3

Items list

This list contains all items possible to place within the single lane control of the score board.

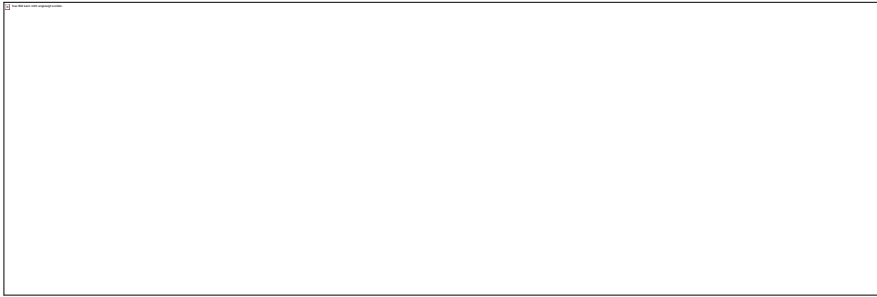
The items within the scoreboard can be placed and removed by drag and drop.

4

Properties list

The properties list indicates properties of the item selected within the score board.

Advanced settings



10 Lane Command Desk can show pictures of the shooters, nation flags and shooter names without having connection to SIUSData, SIUSRank or any other SIUS software.

To support this function, the shooter has to sign in at the control unit with his shooter number.

The important files to support this function are located in the directory "LegacyResources/RangeProxy" of the 10 Lane Command Desk installation directory.

Entries

Pictures of the shooter need to be named with the start number or the name of the shooter.

Named by the shooters name is only supported, in case SIUSData is used and the shooter name is displayed on the control unit.

In this case the name of the picture file needs to have exactly the name, shown on the control unit. (e.g. "Muster H..jpg")

Flags

In case SIUSData is connected and the control unit shows the nation of the shooters, it is an option to show the nation flags on the scoreboard.

It would also be possible to create different picture files for the shooting clubs.

Shooter names

To show the names of the shooters on the scoreboard, the corresponding start number and shooter names can be written into a text file.

The startlist can be created and edited in the Application settings under "Start list".

In case no SIUSData is connected, 10 Lane Command Desk takes the names from this file. Otherwise it takes the names from SIUSData.

It is also possible to import a startlist which has been written from SIUSData.

Create own Soft Buttons

In the directory "%programdata%\SIUS A\SiusPrintPlus\Settings" are the files SoftKeySet.xml and SoftKey.xml. With those files the definition is made which soft buttons are shown in the graphical user interface.

SoftKeySet

A SoftKeySet is a collection of SoftKeys. With the property SoftKeySerializerProperty you can reference the SoftKey you want to have in this collection. In different SoftKeySets you can use the same SoftKey.

```
<?xml version="1.0"?>
<ArrayOfSoftKeySet xmlns:xsi="http://www.w3.org/2001/XMLSchema-ims
  <SoftKeySet Name="Empty" />
  <SoftKeySet Name="10m 50m Control">
    <SerializedSoftKeys>
      <SoftKeySerializerProperty Name="INSERT_SHOT" />
      <SoftKeySerializerProperty Name="ABORT_SHOOT" />
      <SoftKeySerializerProperty Name="Repeat" />
    </SerializedSoftKeys>
  </SoftKeySet>
  <SoftKeySet Name="10m Programs">
    <SerializedSoftKeys>
      <SoftKeySerializerProperty Name="AR40" />
      <SoftKeySerializerProperty Name="AR60" />
      <SoftKeySerializerProperty Name="AP40" />
      <SoftKeySerializerProperty Name="AP60" />
    </SerializedSoftKeys>
  </SoftKeySet>
  <SoftKeySet Name="10m Light Signal Programs">
    <SerializedSoftKeys>
      <SoftKeySerializerProperty Name="STP60" />
      <SoftKeySerializerProperty Name="STP40" />
      <SoftKeySerializerProperty Name="STP30" />
    </SerializedSoftKeys>
  </SoftKeySet>
  <SoftKeySet Name="25m Control">
    <SerializedSoftKeys>
```

SoftKey

Every barcode which you can find in the SIUSBarcodeLibrary or the annex of the manual of system 7 can be used as SoftKey.

```
<?xml version="1.0"?>
<ArrayOfSoftKey xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/2001/
  <SoftKey Name="FILL_SERIES" DisplayName="Fill Series" BarcodeWithoutCrc="99063700" />
  <SoftKey Name="INSERT_SHOT" DisplayName="Insert zero shot" BarcodeWithoutCrc="099058" />
  <SoftKey Name="ALLOWABLE" DisplayName="Allowable" BarcodeWithoutCrc="99063701" />
  <SoftKey Name="NON_ALLOWABLE" DisplayName="Non-Allowable" BarcodeWithoutCrc="99063702" />
  <SoftKey Name="COMPUTE" DisplayName="Compute Series" BarcodeWithoutCrc="99063703" />
  <SoftKey Name="ABORT_SHOOT" DisplayName="Abort" BarcodeWithoutCrc="50" />
  <SoftKey Name="Repeat" DisplayName="Repeat" BarcodeWithoutCrc="91" />
  <SoftKey Name="COMMENT_REPORTS_LOG_ALL" DisplayName="Print Log All" BarcodeWithoutCrc="09905500" />
  <SoftKey Name="AR40" DisplayName="AR40" BarcodeWithoutCrc="20000735" />
  <SoftKey Name="AR60" DisplayName="AR60" BarcodeWithoutCrc="20000734" />
  <SoftKey Name="AP40" DisplayName="AP40" BarcodeWithoutCrc="20000737" />
  <SoftKey Name="AP60" DisplayName="AP60" BarcodeWithoutCrc="20000736" />
```