

# Step-by-Step Manual, additional Information for SIUSData

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## 2 Introduction

### 2.1 About this Manual

This manual is additional to the Step-by-Step manuals (“SIUSRank Database Set Up” and “Qualifications and Finals”) and gives an overview of the functionality of SIUSData. To get detailed information, please take a look at the Help-File in SIUSData.

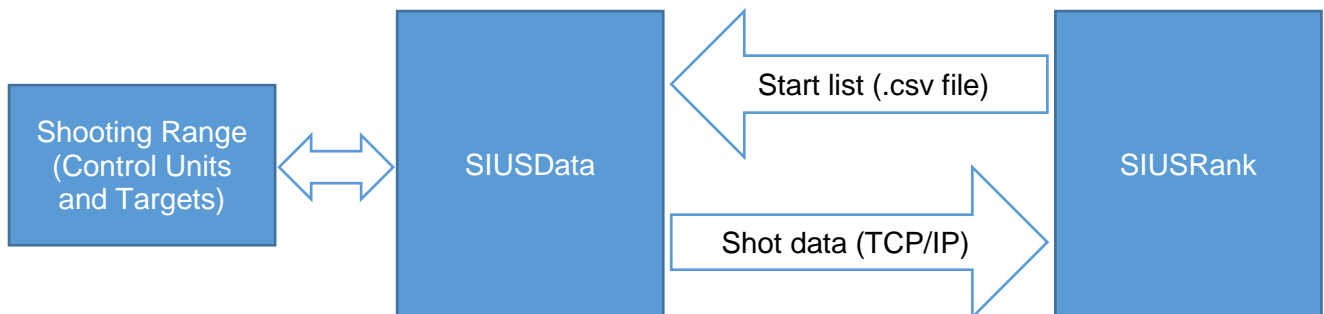
### 2.2 About SIUSData

SIUSData is used to send commands to the range and to import the shots from the targets. It makes it easy for one person to operate the whole range from one computer.

SIUSRank imports the shot data from SIUSData by TCP/IP, and they run optionally on the same or separate computers.

## 3 Functionality

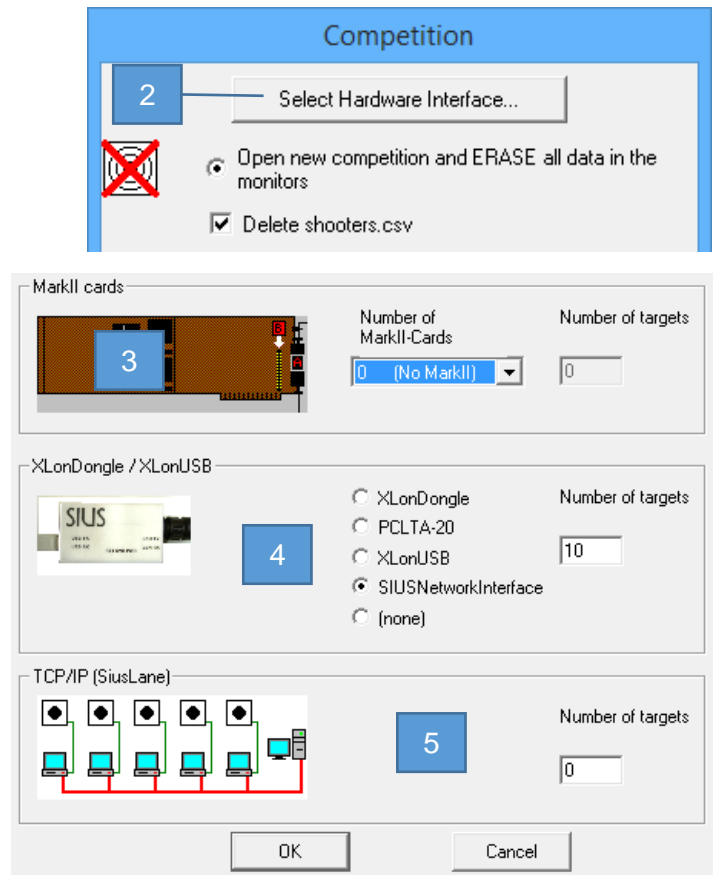
1. Shot data import from the targets
2. Providing the raw data for SIUSRank
3. The control of the shooting range



## 4 Start Up Options

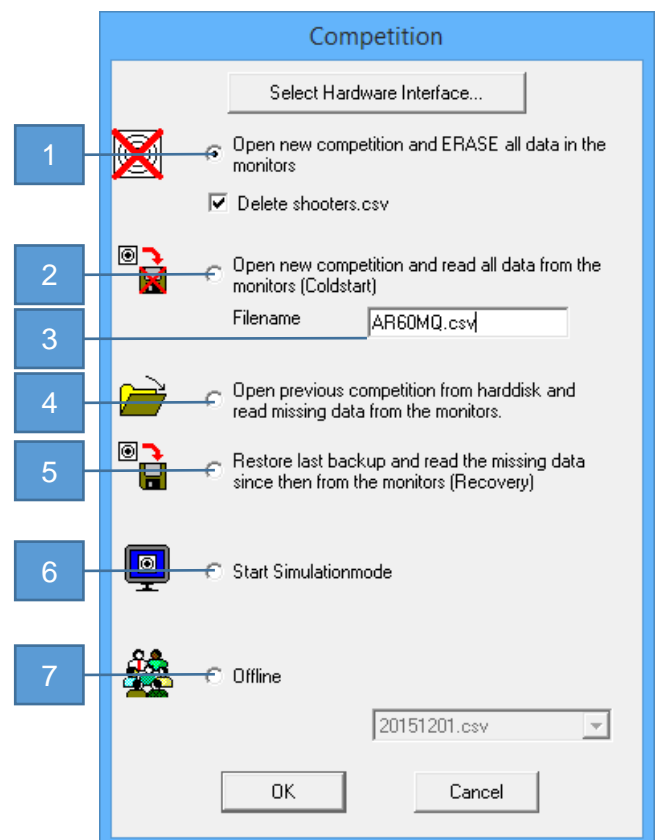
### 4.1 Configuration

1. Open SIUSData
2. Click "Select Hardware Interface..." (Only at the very first start up)
3. Mark II is not used anymore
4. Select your Network Interface and define the number of targets in your range
5. TCP/IP (SIUSLane): In most cases no targets are connected by TCP/IP

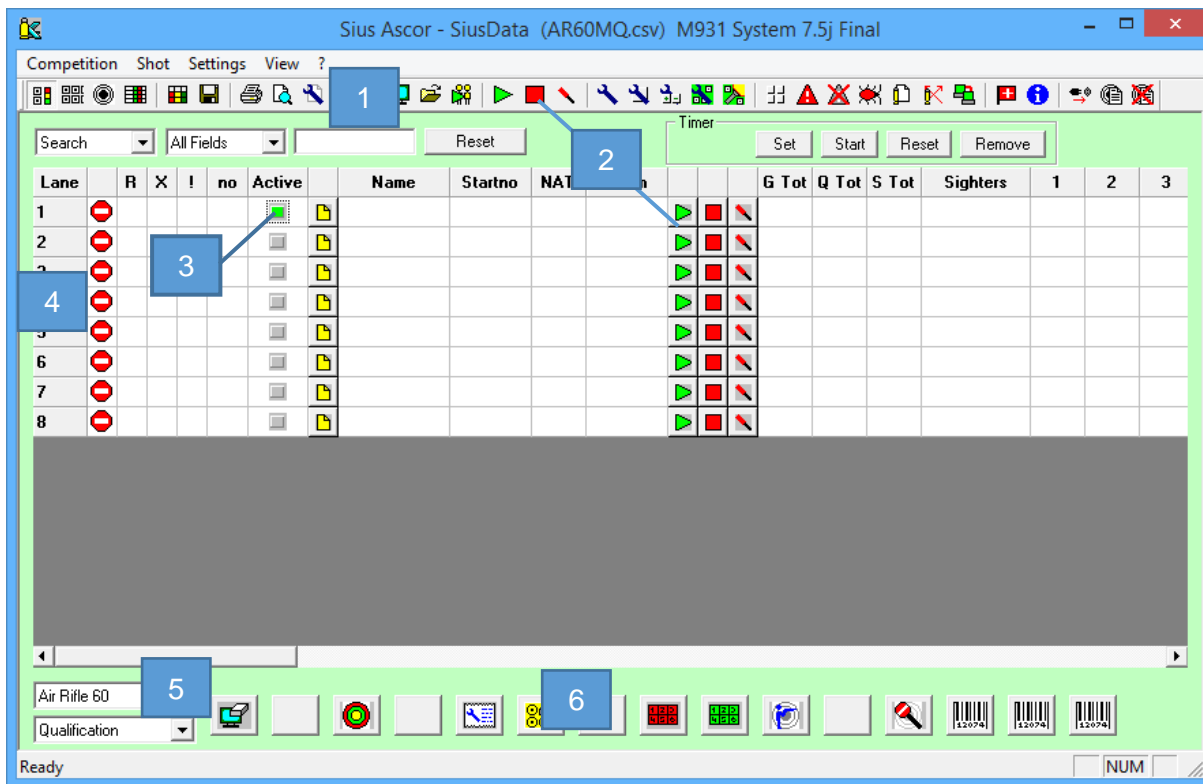


### 4.2 Start Up Options

1. Open a new competition with empty monitors. A "Clear Log" will be sent.
2. Open a new competition, but without clearing the monitors.
3. Specify an appropriate name
4. Restart SIUSData during a competition and read the missed shot data from the monitors.
5. Restore the last backup and load the missed shot data. (Uncommon usage)
6. Start SIUSData in Simulation Mode. No hardware access, but simulation tools.
7. Offline Mode, a project can be loaded without hardware access.



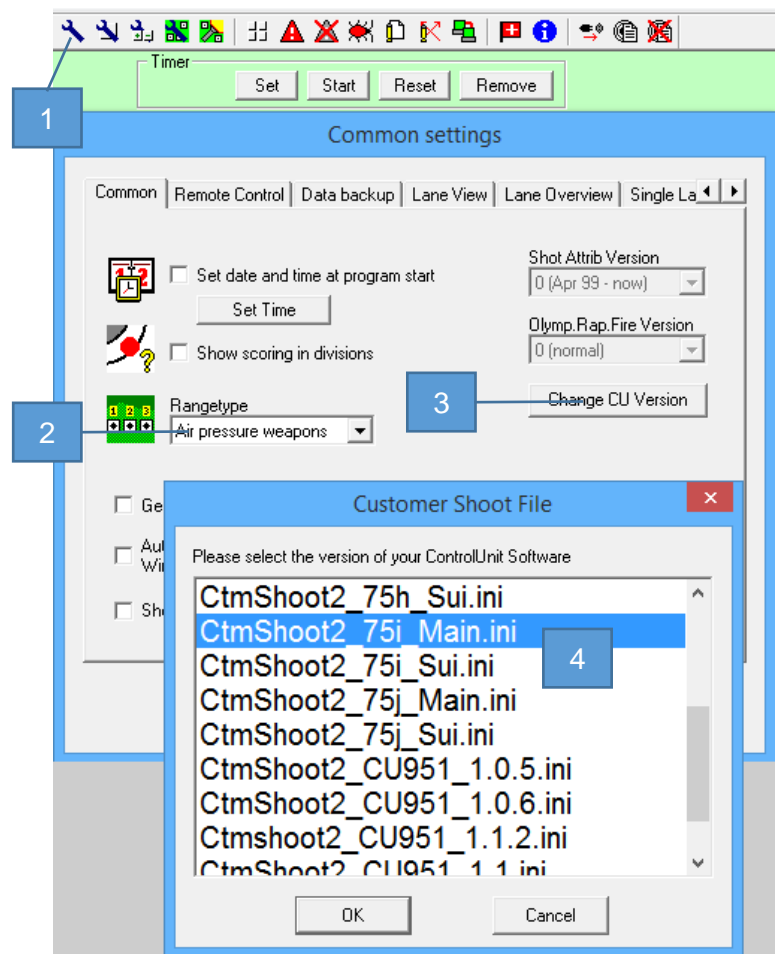
### 5 Main Screen



1. Icons
2. Lane control functions
3. Lane is active
4. Lanes and Lane status symbols
5. Competition and Phase Chooser
6. Function Keys

## 6 Settings

1. Go to "Settings" → "Common Settings"
2. Define your range type (e.g. "Air pressure Weapons" for 10 meter ranges).
3. Change CU Version  
*You need to set SIUSData to the same software version as you are using on the Control Unit. SIUSData needs to have the same set of commands as the Control Units, so that they understand each other.*
4. Select the correct software version.
5. To assure yourself, which software version is installed on the control unit, you can take a look at the athlete screen (below the SIUS character).



If your software version is recent, maybe it is not available in the list.

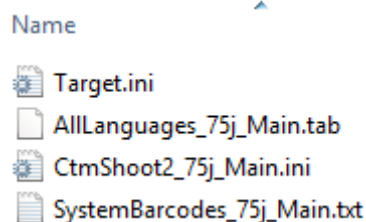
If this is the case, you need to download and install the latest SIUSLoader. The Versions should be updated automatically.

If not, you can update the files manually by downloading the configuration files from our support page:

<http://sius.com/support/knowledgebase.php?article=37>

Then copy the four configuration files to the SIUSData installation directory:

C:\SIUS\SiusData



**Restart** SIUSData and your software version should be available in the list.

## 7 Lane change for an athlete

Technical problems can mean a change in the lane for individual athletes.

Be prepared and keep at least two spare lanes.

1. Stop the active lane.
2. Enter the athletes start number at the spare lane.
3. Start the spare lane with the correct discipline and phase.
4. No action is needed in SIUSRank, as the shot data is assigned to the start number and not to the lane number.

## 8 Function Keys



With function keys, it is possible to create 15 individual buttons according to the needs of the customer.

They are used to send commands to the lanes and can include a sequence of multiple commands.

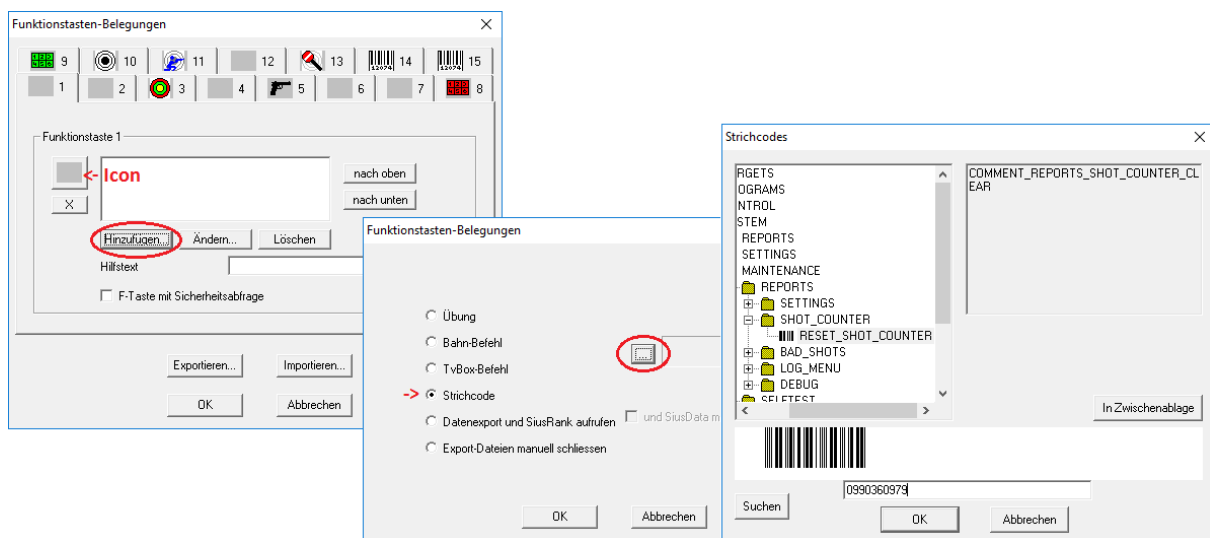
The commands are sent to all activated lanes. To activate or deactivate multiple lanes, go to "Settings" → "Select lanes".

### 8.1 Funktionstasten konfigurieren

1. „Settings“ → „Function keys“ „Function keys“
2. Choose a free slot and click on „Add...“ → „Barcode “ → „...“

A new window appears where the desired function can be found in the list / folders.  
 But the corresponding code can also be entered manually below.

3. For the Function key, you should also define an Icon and a Tooltip.



### 9 Further information

To learn about the functionality of SIUSData in detail, please go to “? → Help F1”.