

Multi-Pull

INSTRUCTION MANUAL OF CHIP CARD MANAGEMENT SOFTWARE

1. INSTALLATION

Insert the CD Rom into your PC and double-click on Setup.exe. Follow the instruction to install the software.

The software operate in order to compact automatically the data base that contain all relevant data. If it's necessary to operate manually, operate like the following:

Check time to time the size of EP0004.mdb file, if the size is higher than 2 Mb compact the file following this procedure:

- open Access
- open EP0004.mdb file
- select "utility database", then "compact file".

For security it's suggested to make a copy of EP0004.mdb data base, in order to save all relevant data of the club: reports, prices, list of shooters,.....

To operate, connect with the RS232 cable the writer/reader to the main PC.

Select on the PC:

- separator for 0.1: .
- separator for 1,000: ,

2. INTRODUCTION

The chip-card management software operate in order to:

- To store all shooter's relevant data inside a data-base (EP0004.mdb). Every shooter can be connected to a "type". The "type" declare for any shooter the price list.
- To record all operations: chip card charge, chip card delete.
- To print all operations
- To record price list on "Master Card" necessary to store the selected price list inside the "chip card reader" on the ranges.

3. CHIP CARD

The chip card allows to store "points" that can be used on the ranges to buy credits for shooting. Every chip card can store a maximum of 999 points.

The chip cards are protected with a secret code unknown, able to protect the chip cards against every type of intrusion.

4. OPERATING

When the software starts, the following form appear:



Fig. 1 – Main Form

Select by clicking on the commands on the top:

- DataBase: to open the data-base of shooters
- ChipCard: to record “points” inside chip cards
- Reports: to open the Report-form
- Setup: to configure the software and the link with main PC
- ?: to open the help
- Exit: to exit

When starts the software the first time, it's necessary to configure the software by selecting the “Setup”. Then it's necessary to store data of shooters inside the data-base. Then it's necessary to create a “price-list” for all “type” of shooters, divided for all disciplines. To store price list inside the Chip-Card readers on the ranges, it's necessary to prepare the “Master Cards”.

5. SETUP

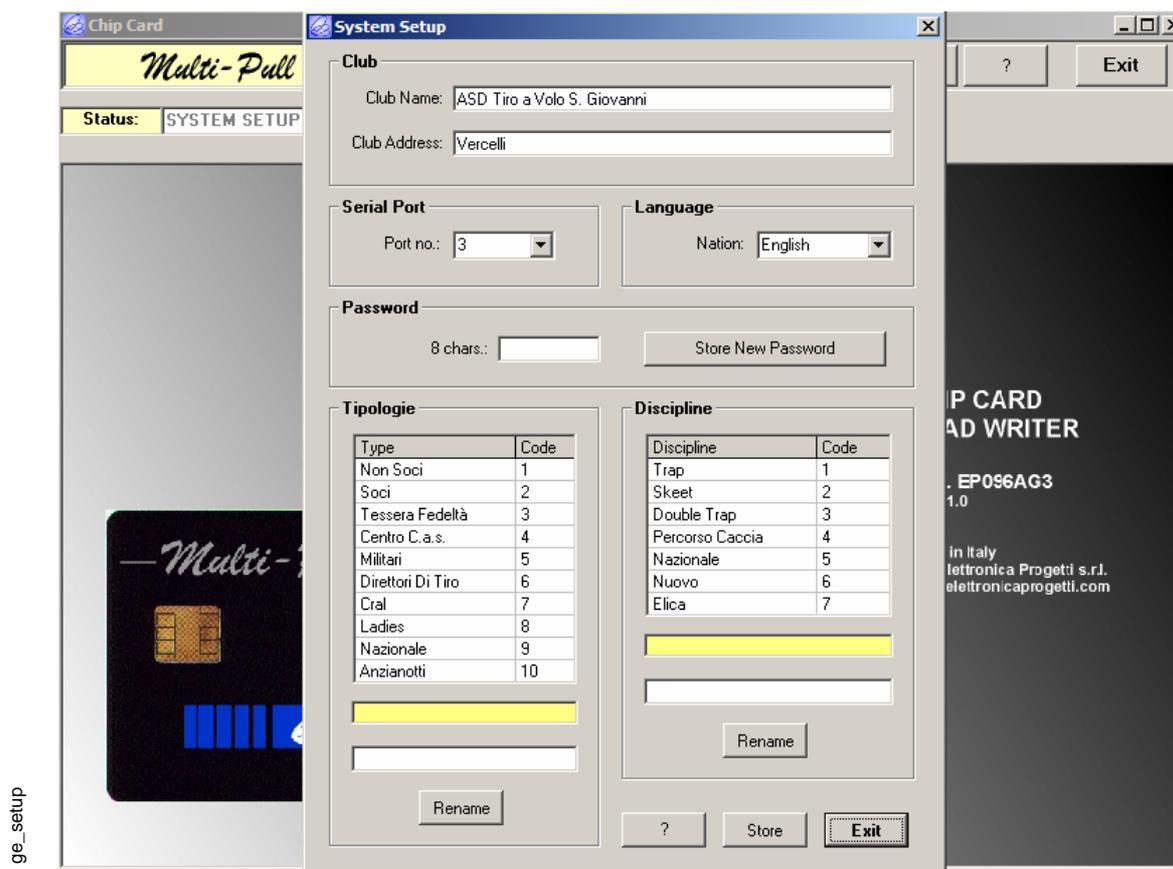


Fig. 2 – Setup

Insert the name and address of the Club.

Select the language.

Select the serial port of the main PC used for the link to the writer/reader of chip cards

Password: select a “club password”

Type: there are 10 “types” that represent 10 different groups of shooters

Discipline: there are 7 “disciplines”

To modify a type or a discipline, select one (double-clicking on the name) then write a new name, then click on “Rename” push-button.

At the end, click on the “Store” push-button in order to save all data.

6. DATABASE

ge_database

Data-Base

Entered Shooters

Code	Surname	Name	Cat.	Qua.	Type
1	JOSEPH	Danni			Non Soci

Entries

Code: 1

Surname: JOSEPH Name: Danni Address: Rue De Bouhun, 3

City: Paris Tel.: e-mail: @

No. of Card: Cat.: Qua.: Type: Non Soci

Entry Date: dd mm yyyy

Buttons: Store, Delete, New, Delete All, ?, Exit

Fig. 3 – DataBase

On the top there is the list of the shooters inside the data-base.

To select a shooter, it's necessary to select the row (by double-clicking) with his name.

To insert a new shooter, click on the "New" push-button, then insert data of the shooter, then click on the "Store" push-button.

To delete a shooter, select the row, then click on the "Delete" push-button .

Every shooter can be stored with a "type" that select his price-list.

7. PRICES

ge_prices

Prices

Price List

Discipline:	Trap		Skeet		Double Trap		Percorso		Nazionale		Nuovo		Elica	
N. of Targets:	25	50	25	50	25	50	25	50	25	50	25	50	25	50
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Type	Points	Euro	Points	Euro	Points	Euro	Points	Euro	Points	Euro	Points	Euro	Points	Euro
Non Soci	50	5,00	40	4,00	90	9,00	40	4,00	41	4,10	51	5,10	61	6,10
Soci	45	4,50	40	4,00	80	8,00	40	4,00	42	4,20	52	5,20	62	6,20
Tessera	40	4,00	35	3,50	70	7,00	35	3,50	43	4,30	53	5,30	63	6,30
Centro C. a. s.	35	3,50	35	3,50	70	7,00	35	3,50	44	4,40	54	5,40	64	6,40
Militari	45	4,50	40	4,00	80	8,00	40	4,00	45	4,50	55	5,50	65	6,50
Direttori Di	1	0,10	1	0,10	1	0,10	1	0,10	46	4,60	56	5,60	66	6,60
Cral	100	10,00	100	10,00	100	10,00	100	10,00	47	4,70	57	5,70	67	6,70
Ladies	100	10,00	100	10,00	100	10,00	100	10,00	48	4,80	58	5,80	68	6,80
Nazionale	30	3,00	30	3,00	60	6,00	30	3,00	49	4,90	59	5,90	69	6,90
Anzianotti	100	10,00	200	20,00	100	10,00	100	10,00	50	5,00	60	6,00	70	7,00

Master Card

Status

Master Card Programming

Discount

No. of Rounds: 1

Select points for one round, currency value will be calculated automatically

Setup

Currency: Euro

Value POINT = 0,1 Euro

? Store Exit

Fig. 4 – Prices

Frame Setup:

It's possible to select the currency and the value of "1 point".

Frame Price List:

It's possible to select the prices for all disciplines and all types.

Remember that the value of "points" inside the chip cards have always the same value.

NOTE: select always the number of targets for all disciplines: 25 or 50.

Frame Discount:

It's possible to have discount for quantity of series

Master Card:

The "Master Card" is a chip card necessary to setup the chip card reader on the range. It's necessary to have a "Master Card" for any discipline.

Operation on the range: select a discipline on the EP095S control unit. Then introduce the "Master Card" inside the chip card reader in order to store the price list for the selected discipline.

To create a "Master Card" enable his frame, then introduce one chip card inside the chip card reader/writer, then select the discipline and start the "Master Card Programmation"

8. REPORTS

ge_reports

Entered Shooters

Code	Surname	Name	Cat.	Qua.	Type
1	JOSEPH	Danni			Non Soci

Report

From: dd mm yyyy Code Type Surname Name

To: dd mm yyyy

Acquired Points:

Used Points:

Amount:

Balance:

Payd:

Store Extract

Date	Points	Amount	Payd	Balance	Consumption	Points Balance
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Report...
Print...
Delete...
?
Exit

Fig. 5 – Reports

On the top there is the list of the shooters inside the data-base.
To select a shooter, it's necessary to select the row (by double-clicking) with his name.

On the bottom it's possible to have the report, filtered by a rated period if requested.

To modify one report, select the shooter, then select the report, then modify the report, then Store the new report.

9. DELETE REPORTS

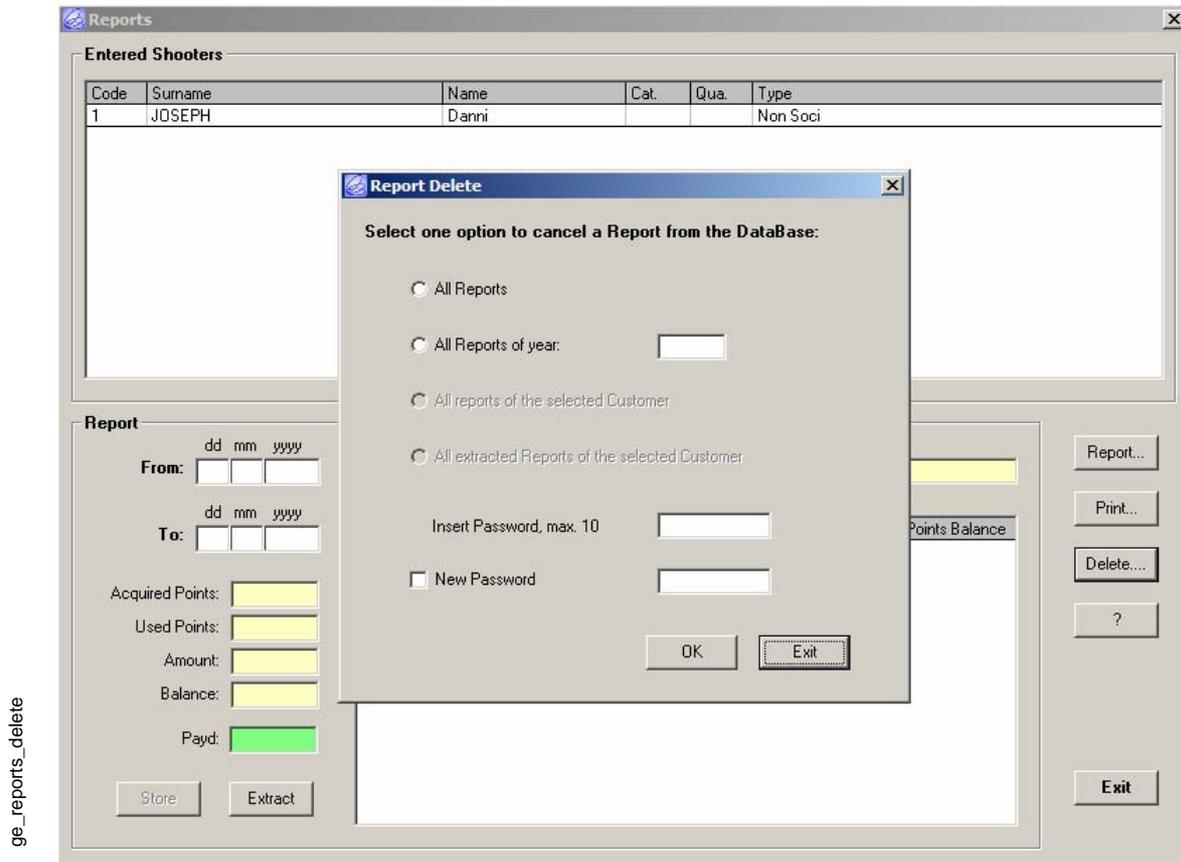


Fig. 6 – Delete Reports

It's possible to delete reports, filtered by:

- all records
- all records of one selected year
- all records of one selected shooter
- all records of one selected shooter for a selected period

To delete one record it's necessary to introduce a password. The default password value is: 1234567890

10. PRINT REPORTS

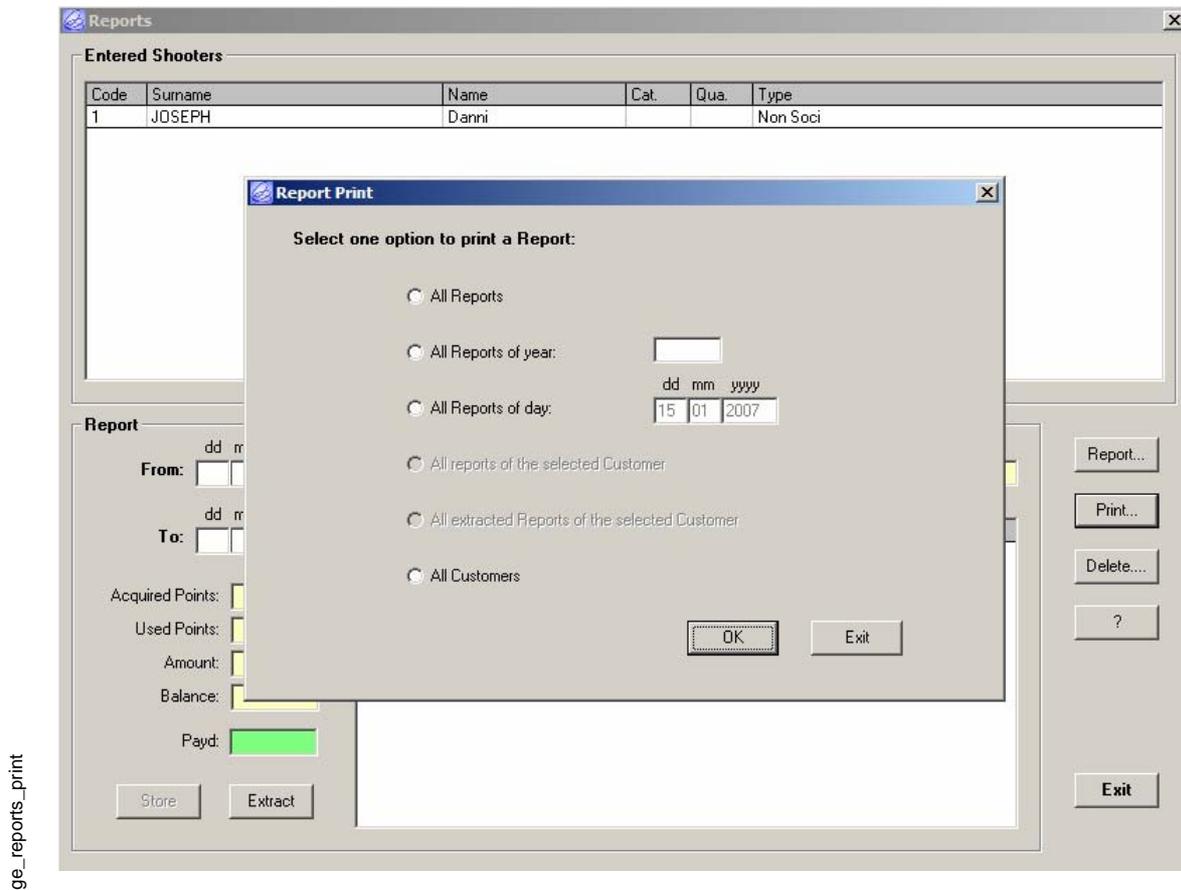


Fig. 7 – Print Reports

It's possible to print reports, filtered by:

- all records
- all records of one selected year
- all records of one selected day
- all records of one selected shooter
- all records of one selected shooter that have been extracted
- list of all shooters

11. REPORTS FROM THE RANGE

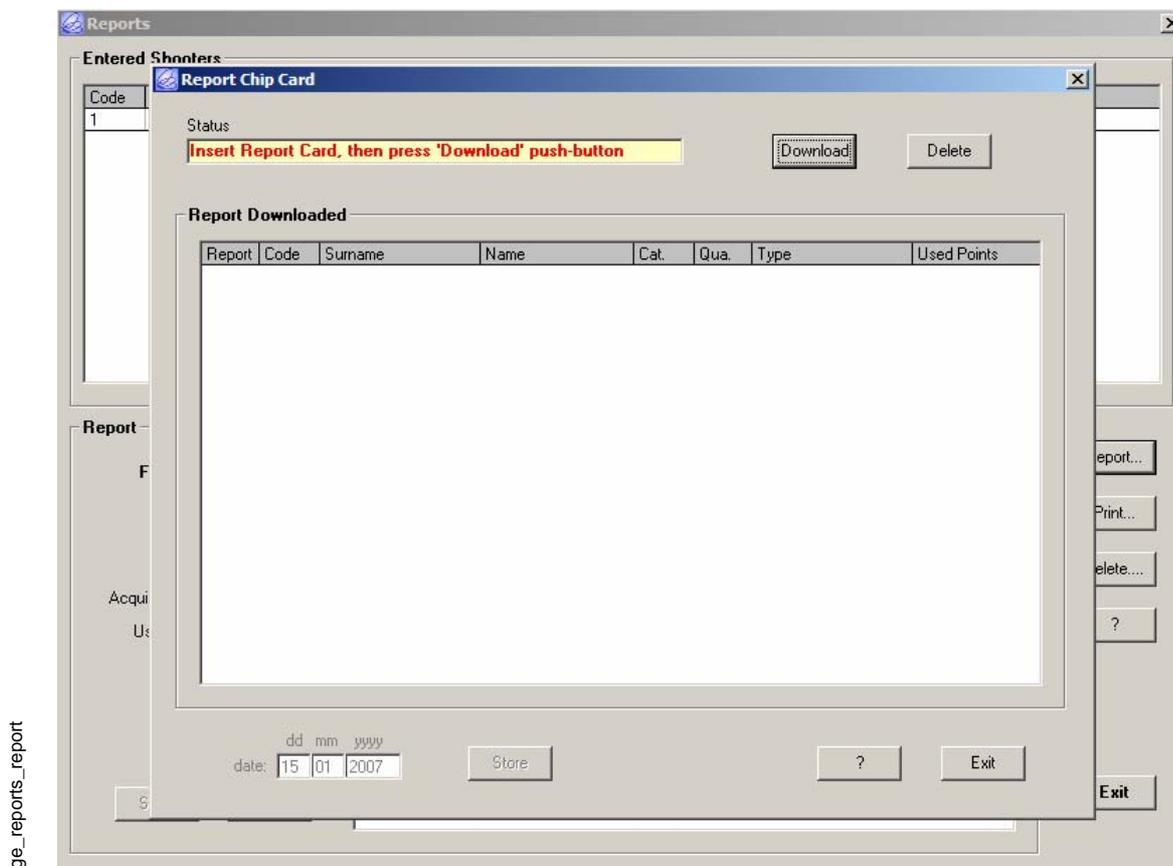


Fig. 7 – Download Reports

It's possible to "download" from "Report Chip Card" all reports of one selected range. It's suggested to operate like in the following:

- create "Master Card" for every discipline
- create some "Report Card" by deleting any chip card by using this form

In the morning (before start the shooting operation) store the price list on the chip card reader on the range by using the master card. Then delete inside the chip card reader all reports: before to extract the "Master Card" press the push-button of the chip card reader. The display of the chip card reader will show: 000 to advice that all reports are deleted.

At the end of the day, insert the "Master Card" inside the chip card reader on the range, then press the push-button: the display will show the number of series that have been used on the range.

To have a complete report of all series (with names of shooters and "points"), insert inside the chip card reader one "Report Card" empty. The display of the chip card reader will show a counter from 5 to 1 second, then the first 64 series will be stored inside the "Report Card". If it's necessary to use a second "Report Card" (every report card can store maximum 64 reports), insert another "Report Card" empty inside the chip card reader, then before the counter reach 1 sec. press the push-button of the chip card reader to select the reports from 65 to 128. Repeat the same operation for a maximum of 256 reports (4 reports cards) for every chip card reader on every range.

When "Report Cards" are full, insert the report cards inside the chip card reader/writer and download the reports of all ranges inside the data-base of the main PC by using the form above by clicking on "Download" push-button.

12. PROGRAMMATION of CHIP CARD

ge_chipcard

Chip-Card Interface

Report

Code: [] Type: [] DataBase ChipCard

Surname: [] Name: []

Address: []

City: [] Tel.: []

No. of Card: [] Cat.: [] Qua.: []

from: dd mm yyyy to: dd mm yyyy

Total: [] Points: [] Report Filter

Received: [] Balance: []

Date	Points	Amount	Payd	Balance

Programming

Status: **Insert ChipCard, then press 'ChipCard' push-button**

Points: Residue [] News [] Total []

Euro [] [] []

Received: [] Euro

Team: Date: dd mm yyyy 15 01 2007

CHIP CHARGE CHIP DELETE

Price List

Rounds	Points	Amount	Discipline	Type
1	50	5,00	Trap	Non Soci
2	100	10,00		
3	150	15,00		
4	200	20,00		
5	250	25,00		
6	300	30,00		
7	350	35,00		
8	400	40,00		
9	450	45,00		
10	500	50,00		

? Exit

Fig. 8 – Chip Card

Insert the chip card that must be charged inside the chip card reader/writer.
Then, if the chip card is empty, click on “DataBase” push-button and select one shooter.
On the contrary click on “ChipCard” push-button in order to extract data from the chip card.

Insert the number of “points” to charge inside the chip card, then click on the “Chip Charge” push-button.

TEAM: normally the system enable the chip cards for only one time in the same round. If it's necessary to enable the chip card for more that one time for the same round (for example a team that have a training and use only one chip card for all shooters of the same team), it's necessary to click on the “team” check before charge the chip card.

It's possible also to delete a chip card: all “points” will be deleted.