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## Figurer

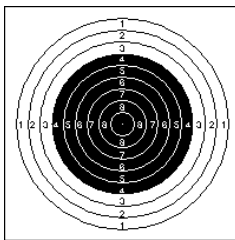
Free series are programs which do not prescribe any set numbers of shots. They are especially suitable for completing open training courses. With free series all official shoots can be simulated.

### 10m

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

#### ISSF

Officiella ISSF tavlor listas i denna sammanställning.

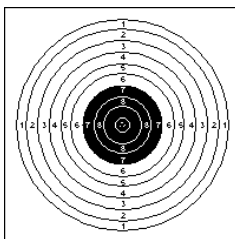


##### Luftgevär

10 m luftgevärstavla; ISSF reglemente Sektion 6.3.2.3; diameter 45,5mm; svart riktprick från ring 4 till 9



06000019000201(62)



##### Luftpistol

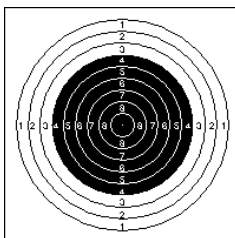
10 m luftpistolstavla; ISSF reglemente Sektion 6.3.2.6; diameter 155,5mm; svart riktprick från ring 7 till 10



06000019000203(56)

#### Schweiz

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

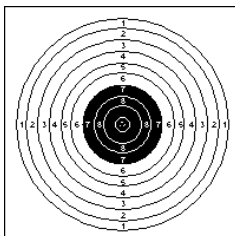


##### Luftgevär

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)

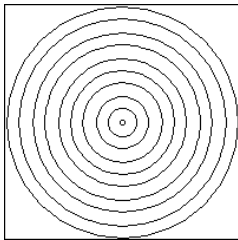


##### Luftpistol

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**

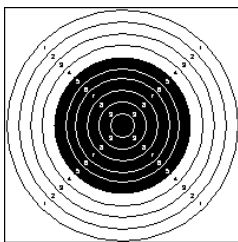
*A10 air rifle target with large 10-er ring for public events.*



06000019000209(38)

**Rörligt mål**

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

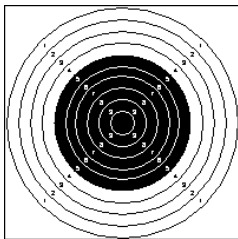


**Standard**

*10 m löpande target; ISSF reglemente Sektion 6.3.2.7.2; diameter 50,5mm; svart riktprick från ring 5 till 10*



06000019001200(72)



**Final**

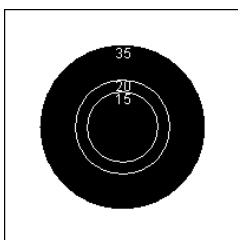
*10 m löpande target; ISSF reglemente Sektion 6.3.2.7.2; diameter 50,5mm; svart riktprick från ring 5 till 10*



06000019001201(69)

**Skidskytte**

*Skidskyttetavlor redovisas här. Skidskyttetavlor återfinns under 10m och 50m.*

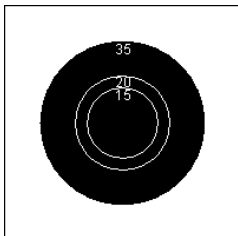


**15**

*Tavla med 15 mm diameter.*



06000019001302(57)

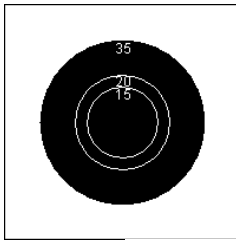


**20**

*Tavla med 20 mm diameter.*



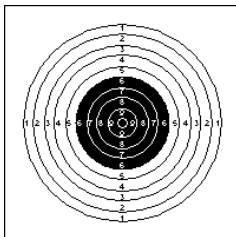
06000019001301(60)



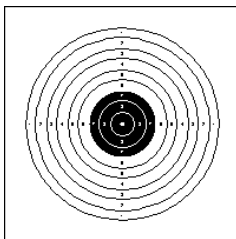
35  
Tavla med 35 mm diameter.



**Övrigt**



Zimmerstutzen  
German target



Croatian AR Target

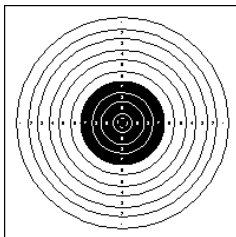


**25m**

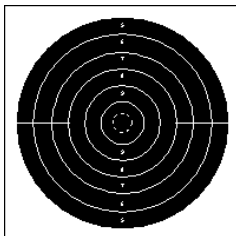
The directory 25m is the compilation of all target images which typically are used over a distance of 25 metres.

**ISSF**

Officiella ISSF tavlor listas i denna sammanställning.



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

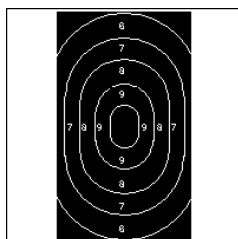


Automateld  
25 metre rapid fire target, ISSF Rules, Section 6.3.2.4, Diameter 500mm; black reflector from ring 5 to 10



**Schweiz**

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

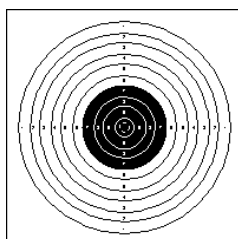


**O10**  
*Swiss ordnance rapid fire pistol target (military);  
 outline with ovals; Form 34.17*

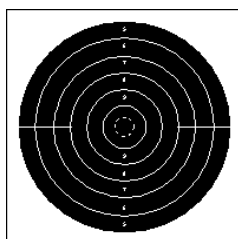


## Grovpistol

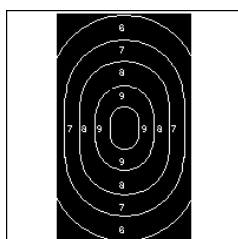
*Många 25m tavlor används också för grovkaliberpistol (9,65mm). För att tolkningen skall bli korrekt vald listas dessa tavlor två gånger.*



**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*



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



**O10**  
*Swiss ordnance rapid fire pistol target (military);  
 outline with ovals; Form 34.17*

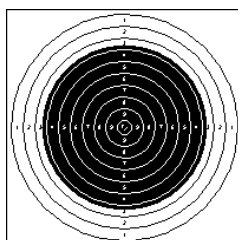


## 50m

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

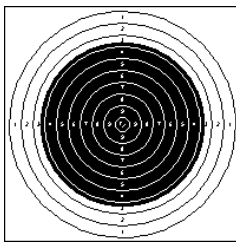
### ISSF

*Officiella ISSF tavlor listas i denna sammanställning.*



**Gevär**  
*50 m precisionstavla gevär; ISSF reglemente  
 Sektion 6.3.2.2; diameter 154,4mm; svart riktprick  
 från del av ring 3 till ring 10, diameter 112,4mm*

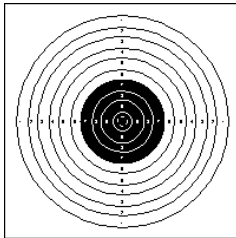




Final



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

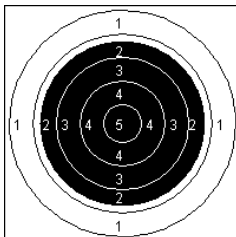


06000019000303(47)

## Schweiz

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

### Gevär

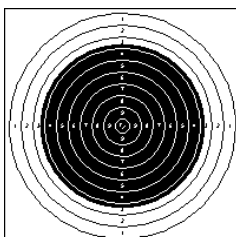


A5

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)

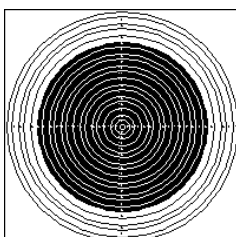


A10

50 m precisionstavla gevär; ISSF reglemente Sektion 6.3.2.2; diameter 154,4mm; svart riktprick från del av ring 3 till ring 10, diameter 112,4mm



06000019000308(32)

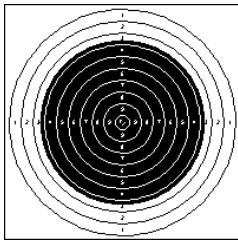


A20

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



06000019000309(29)



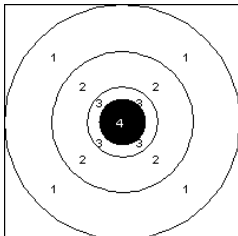
**A100**  
*50 metre precision rifle target with a one hundred ring score instead of the ISS ten ring score; diameter 154.4mm; black reflector diameter 112.4mm*



06000019000310(26)

**Finkaliber**

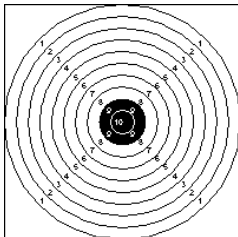
*Swiss pistol targets with small calibre (5.6mm) setting.*



**PA4**  
*Pistol target A40; circular target with four rings.*



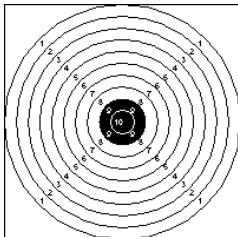
06000019000401(44)



**PA10**  
*Pistol target A10; circular target with ten rings.*



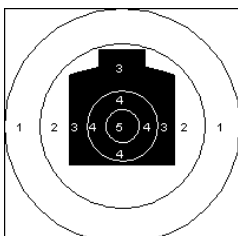
06000019000402(41)



**PA100**  
*Pistol target A100; circular target with one hundred rings.*



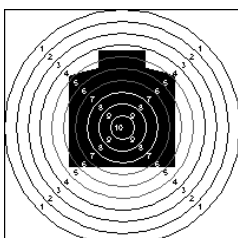
06000019000403(38)



**PB5**  
*Pistol target B5; circular target with five equal rings and an outline whereby the outline is worth at least three points.*



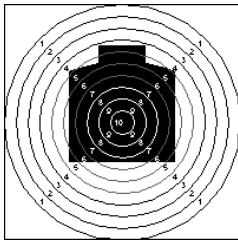
06000019000404(35)



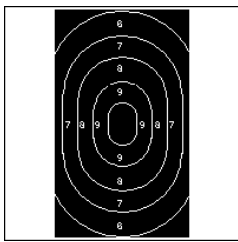
**PB10**  
*Pistol target B10; circular target with ten equal rings and an outline.*



06000019000405(32)



**PB100**  
*Pistol target B100; circular target with one hundred equal rings and an outline.*

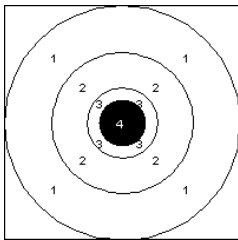


**O10**  
*Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17*

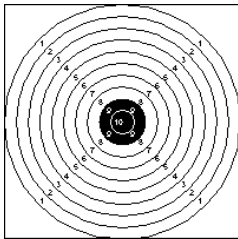


**Grovkaliber**

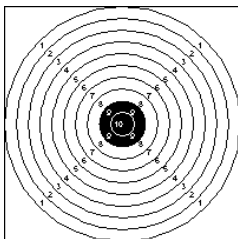
*Grovpistol*



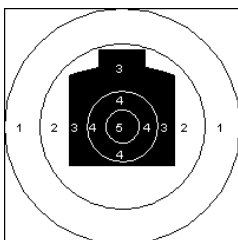
**PA4**  
*Pistol target A40; circular target with four rings.*



**PA10**  
*Pistol target A10; circular target with ten rings.*

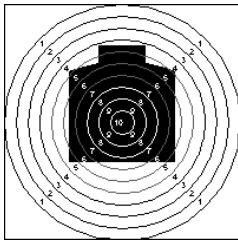


**PA100**  
*Pistol target A100; circular target with one hundred rings.*

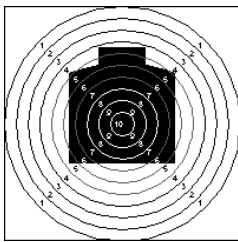


**PB5**  
*Pistol target B5; circular target with five equal rings and an outline whereby the outline is worth at least three points.*

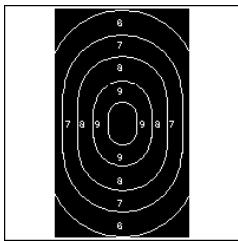




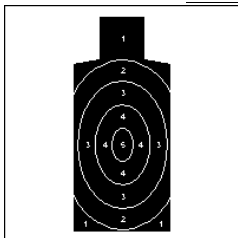
**PB10**  
Pistol target B10; circular target with ten equal rings and an outline.



**PB100**  
Pistol target B100; circular target with one hundred equal rings and an outline.



**O10**  
Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

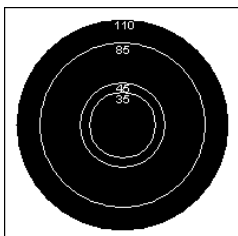


**Morgarten**  
Outline target with five scores, whereby the value two is assigned to five ellipses and the value one to the rest of the outline.

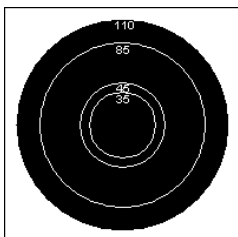


## Skidskytte

Skidskyttetavlor redovisas här. Skidskyttetavlor återfinns under 10m och 50m.

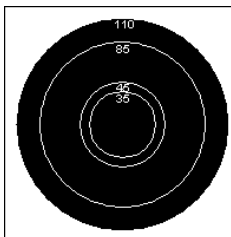


**35mm**  
Tavla med 35 mm diameter.

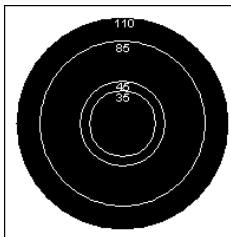


**45mm**  
Tavla med 45 mm diameter.





**85mm**  
Tavla med 85 mm diameter.



**110**  
Tavla med 110 mm diameter.

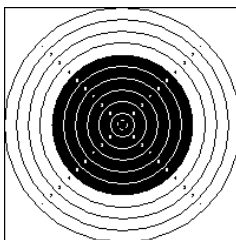


### 300m

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

### ISSF

Officiella ISSF tavlor listas i denna sammanställning.

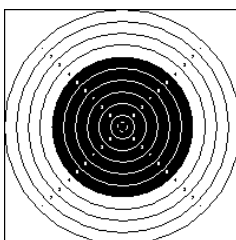


**A10**



### CISM

A10 tavlor som används inom de militära tävlingarna skiljer sig inte från de A10 tavlor som används i ISSF discipliner. För att filterfunktionen skall kunna utnyttjas bättre är kategorin CISM upplagd separat.



**A10**

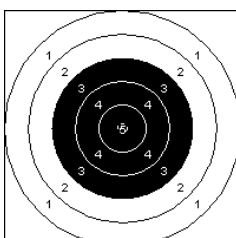


### Schweiz

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

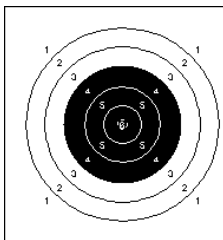
#### A

A-targets with varied scores:

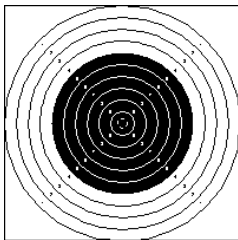


**A5**

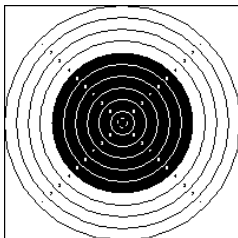




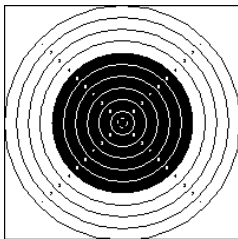
A6



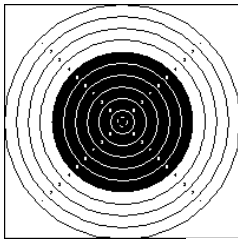
A10



A100



A10/FA10

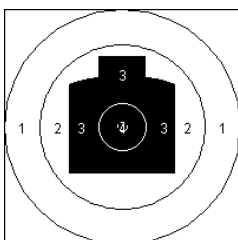


Final A10



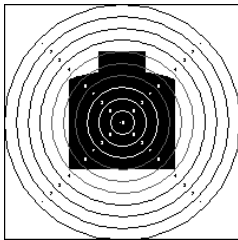
**B**

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



B4

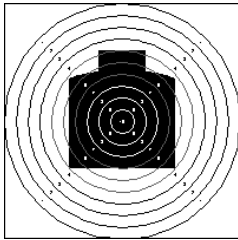




B10



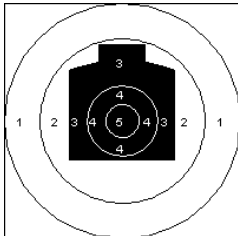
06000019000008(59)



B100



06000019000009(56)

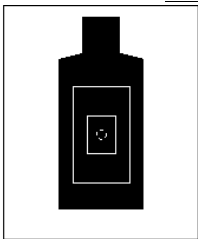


PB5

*Pistol target PB5*



06000019000010(53)



F5

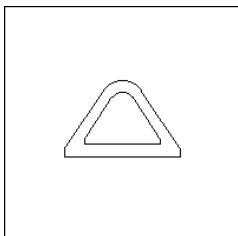


06000019000007(62)

## Skandinavien

*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'.*

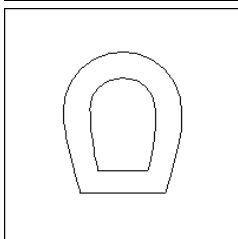
### Norge



Nor7



06000019001101(78)



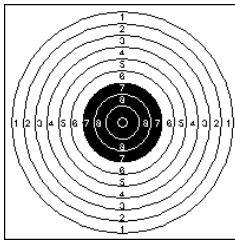
Nor8



06000019001102(75)



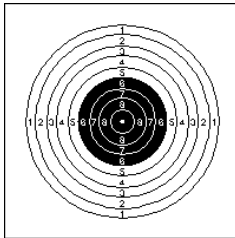
Figurer\300m\Skandinavien



NSF 15m



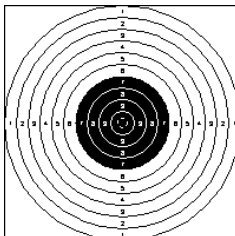
06000019001410(24)



DFS 15m



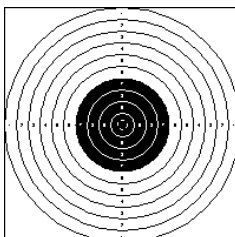
06000019001411(21)



DFS100



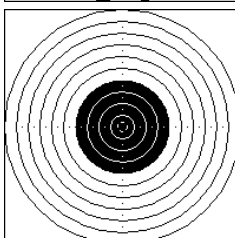
06000019001103(72)



DFS 200



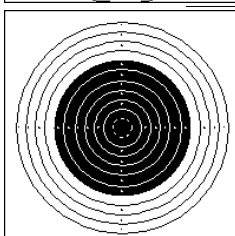
06000019001412(18)



DFS 300



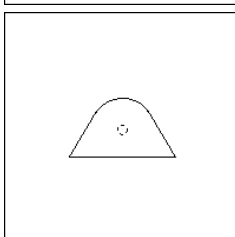
06000019001413(15)



Nya Svenska



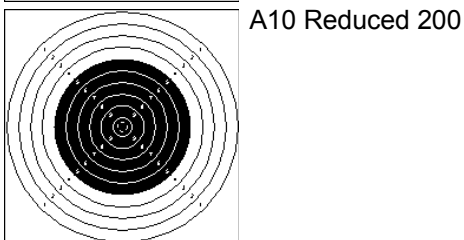
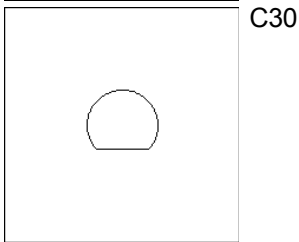
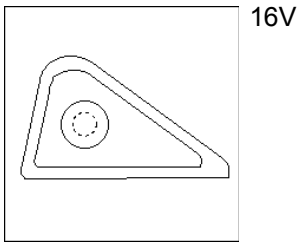
06000019001100(81)



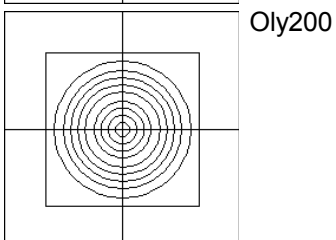
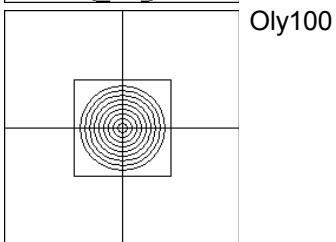
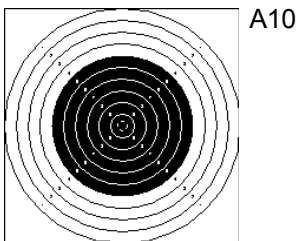
16FIG

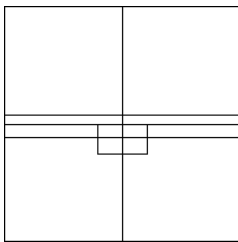


06000019001105(66)



**Belgium**

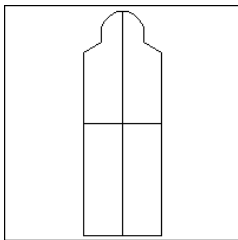




Schijf K



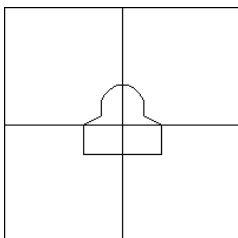
06000019001503(36)



Schijf 4



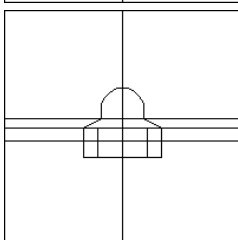
06000019001504(33)



Schijf 5



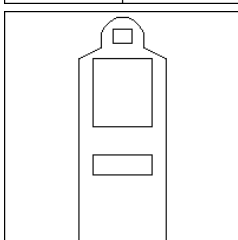
06000019001505(30)



Schijf S



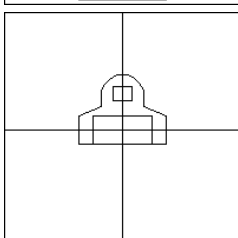
06000019001506(27)



NTTC4



06000019001507(24)



NTTC5

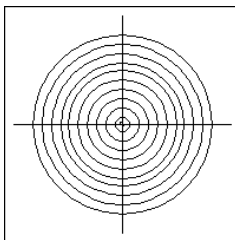


06000019001508(21)

## Övrigt

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

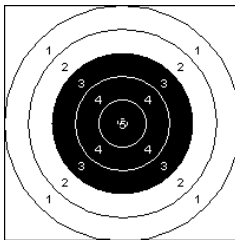
## Italy



Bersaglio 1



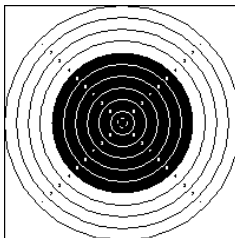
06000019002400(61)



Bersaglio 2



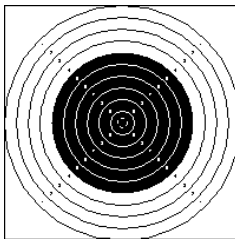
06000019002401(58)



Bersaglio 9



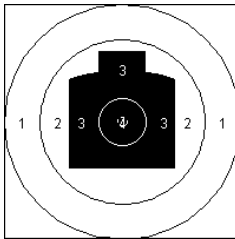
06000019002402(55)



P1



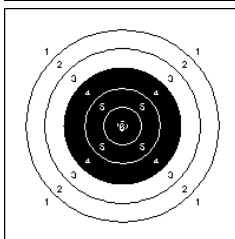
06000019002403(52)



P2



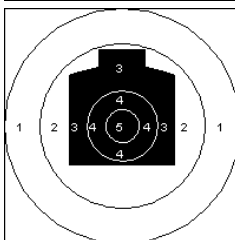
06000019002404(49)



P3



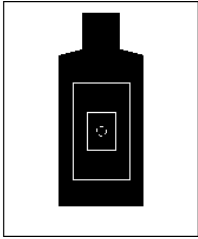
06000019002405(46)



A10 100m



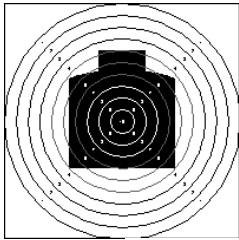
06000019002406(43)



A10 200m



06000019002407(40)



A10 300m

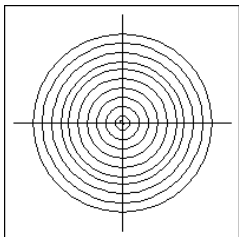


06000019002408(37)

**Austria**

ASR

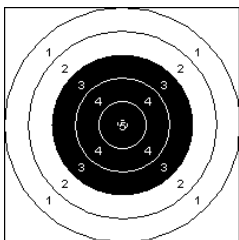
\ASR\Pistol



Pistol A 5m



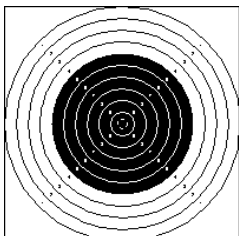
06000019001700(27)



Pistol A 10m



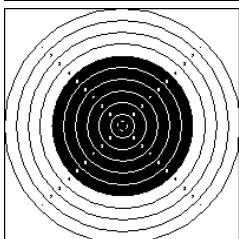
06000019001701(24)



Pistol B 5m



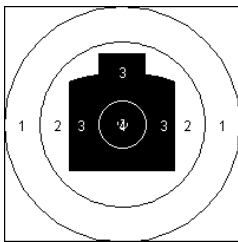
06000019001702(21)



Pistol B 10m



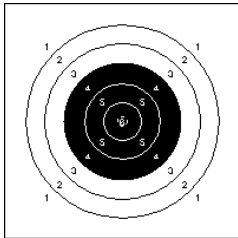
06000019001703(18)



Pistol D 5m



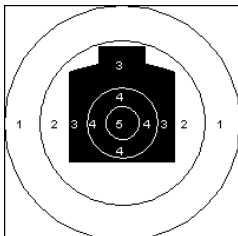
06000019001704(15)



Pistol D 10m



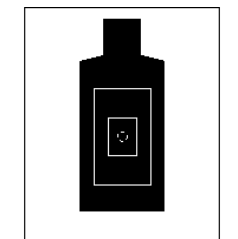
06000019001705(12)



Pistol C 7m



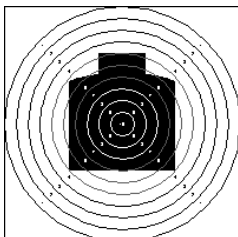
06000019001706(09)



Pistol C 15m



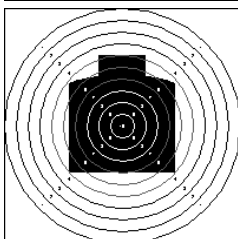
06000019001707(06)



Pistol C All



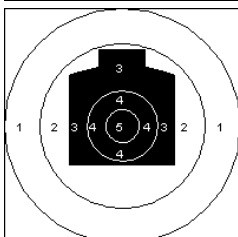
06000019001708(03)



Pistol E 20m



06000019001709(97)



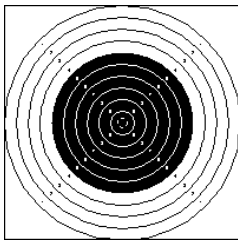
Pistol E All



06000019001710(94)



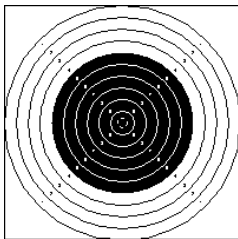
VASR\Gevär



Rifle A 10m vertical



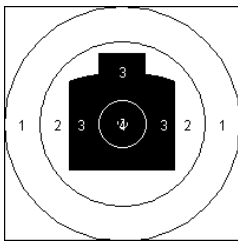
06000019001602(30)



Rifle A 20m vertical



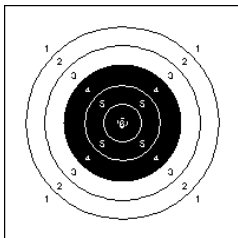
06000019001603(27)



Rifle B 10m horizontal



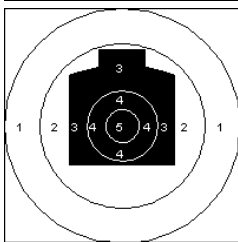
06000019001604(24)



Rifle B 20m horizontal



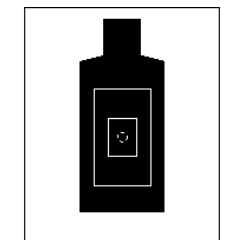
06000019001605(21)



Rifle B 10m ellipse



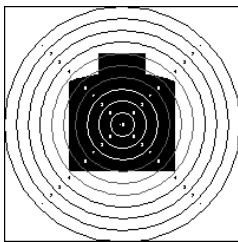
06000019001606(18)



Rifle B 20m ellipse



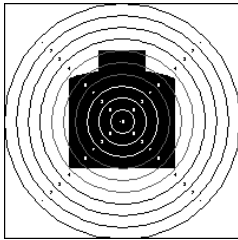
06000019001607(15)



Rifle C 15m



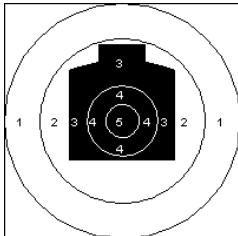
06000019001608(12)



Rifle C 30m



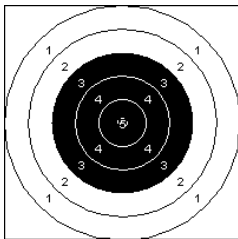
06000019001609(09)



Rifle C All



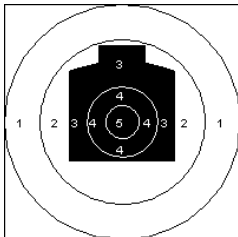
06000019001610(06)



Rifle D 40m



06000019001611(03)



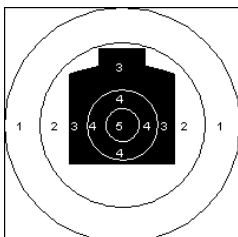
Rifle D All



06000019001612(97)

Klassisk

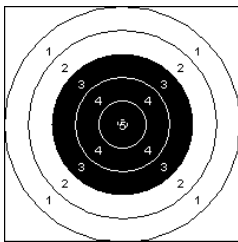
\Klassisk\Pistol



A10



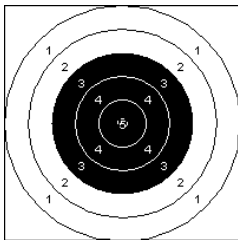
06000019001810(85)



A100



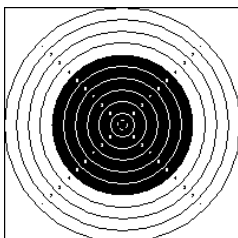
06000019001811(82)



Klein links



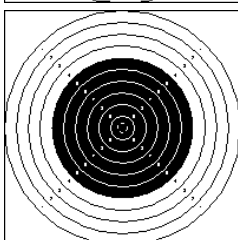
06000019001801(15)



Klein rechts



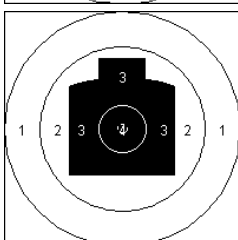
06000019001802(12)



Gross links



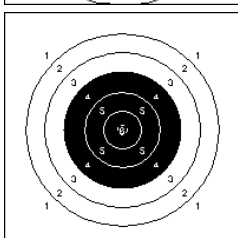
06000019001803(09)



Gross rechts



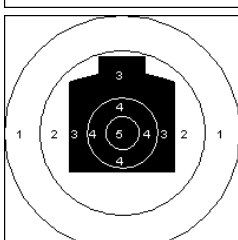
06000019001804(06)



Klein Klein



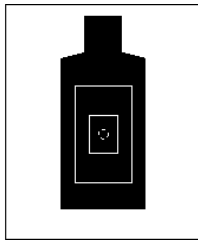
06000019001805(03)



Klein Gross



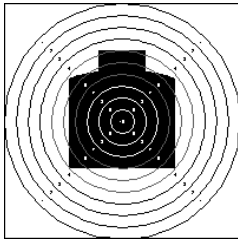
06000019001806(97)



Gross Klein



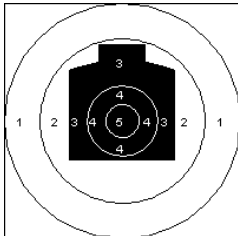
06000019001807(94)



Gross Gross



06000019001808(91)



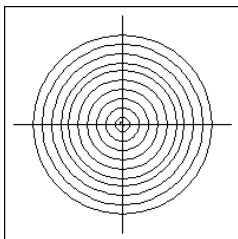
Precision

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



06000019001812(79)

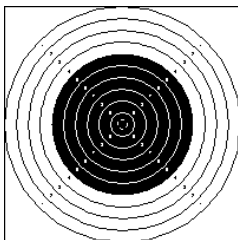
\Klassisk\Gevär



R10



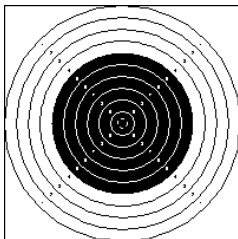
06000019001800(18)



A10



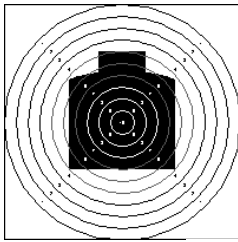
06000019000002(77)



A100



06000019000003(74)

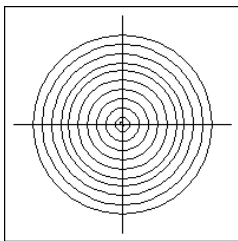


Anschluss Scheibe

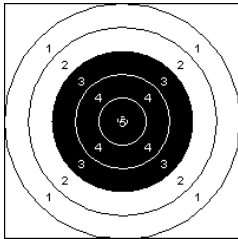


\Klassisk\MG

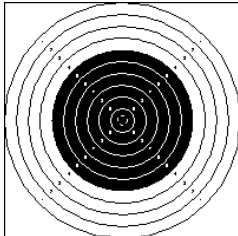
\Klassisk\MG\A



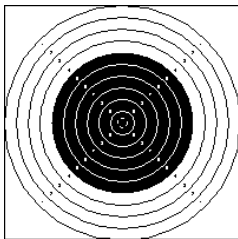
MG Ziel A1



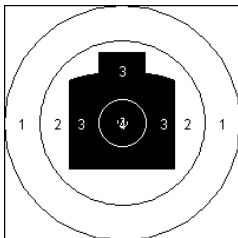
MG Ziel A2



MG Ziel A3

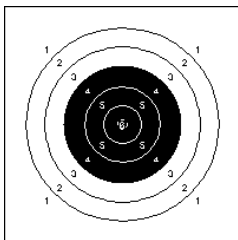


MG Ziel A4



MG Ziel A5

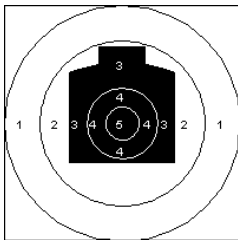




MG Ziel A6



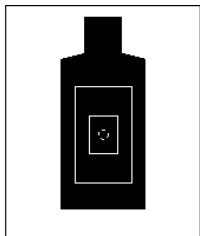
06000019001905(91)



MG Ziel A7



06000019001906(88)

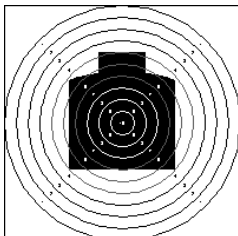


MG Ziel A8



06000019001907(85)

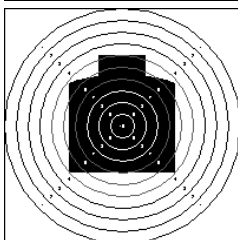
\Klassisk\MG\B



MG Ziel B1



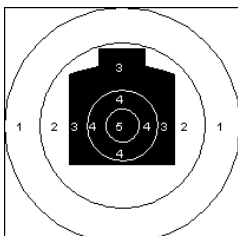
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MG Ziel B2



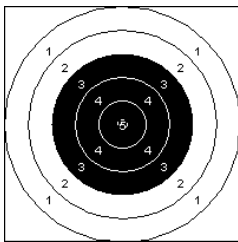
06000019001909(79)



MG Ziel B3



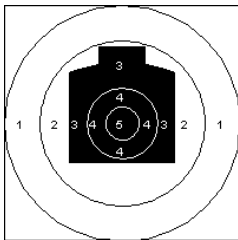
06000019001910(76)



MG Ziel B4



06000019001911(73)



MG Ziel B5



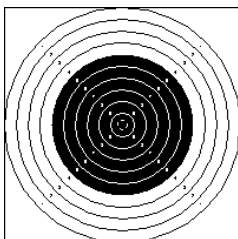
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MG Ziel B6



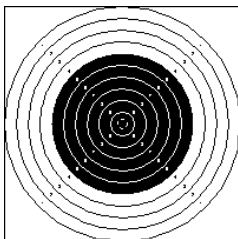
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MG Ziel B7



06000019001914(64)

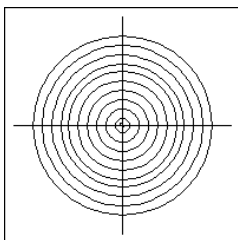


MG Ziel B8



06000019001915(61)

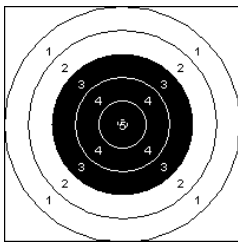
\Klassisk\MG\C



MG Ziel C1



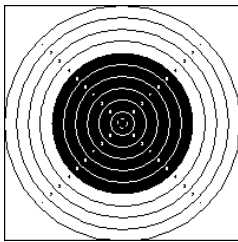
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MG Ziel C2



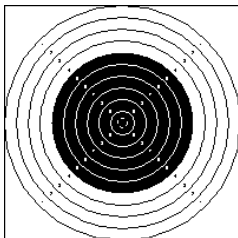
06000019002001(94)



MG Ziel C3



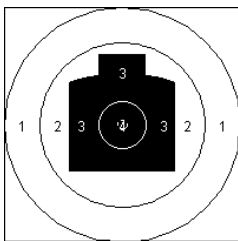
06000019002002(91)



MG Ziel C4



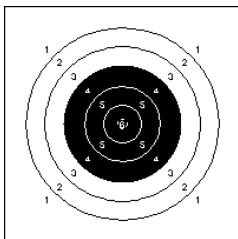
06000019002003(88)



MG Ziel C5



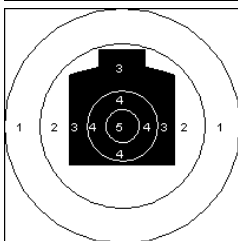
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MG Ziel C6



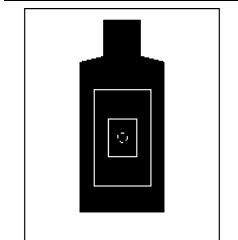
06000019002005(82)



MG Ziel C7



06000019002006(79)



MG Ziel C8



06000019002007(76)



## Jakt

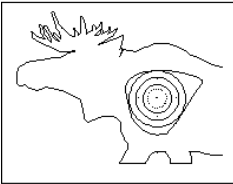
### Älg

Summary of the moose targets:

### VÄlg\Vänster

#### Älg 5-5-4-3

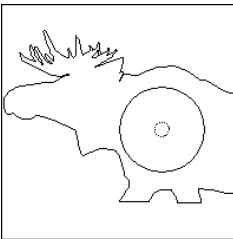
Moose target with the scores 5-5-4-3 and 10-8-6-4.



06000019001401(51)

#### Älg 10

Moose target with tenner score.



06000019001404(42)

#### Älg SWE

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



06000019001407(33)

#### Älgkalv

Swedish Elk calf target with 5-5-4-3 and Hit-Score

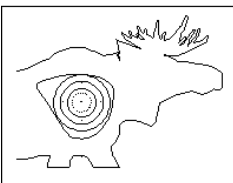


06000019001409(27)

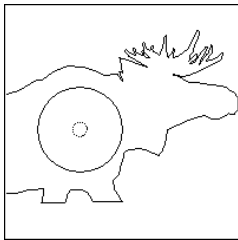
### VÄlg\Höger

#### Älg 5-5-4-3

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



06000019001402(48)



Älg 10  
*Moose target with tenner score.*



06000019001405(39)



Älg SWE  
*Swedish moose target with 5-5-4-3 score.*



06000019001408(30)

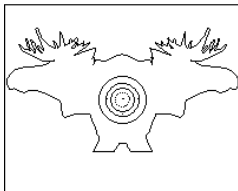


Älgkalv  
*Swedish Elk calf target with 5-5-4-3 and Hit-Score*



06000019001415(09)

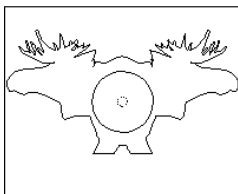
## VÄlg\Dubbel



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



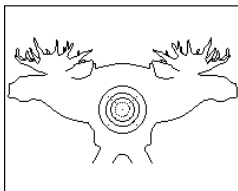
06000019001400(54)



VÄlg 10  
*Moose target with tenner score.*



06000019001403(45)



VÄlg SWE  
*Swedish moose target with 5-5-4-3 score.*



06000019001406(36)

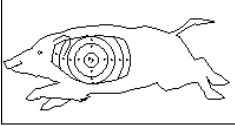
## Gris

*Summary of bore targets:*



**Gris 5**

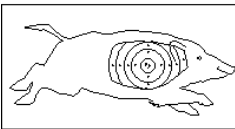
*Running target 50 metre (ISSF-Bore 5; DJV No. 5);  
ISSF Rules Section 6.3.2.7.1  
Diameter 60mm*



06000019000110(44)

**Gris 5 höger**

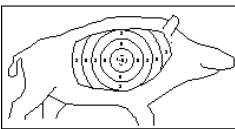
*Running target 50 metre (ISSF-Bore 5; DJV No. 5);  
ISSF Rules Section 6.3.2.7.1  
Diameter 60mm*



06000019000104(62)

**Gris 2**

*DJV Number 2; Bore Art. No. S100AA010V1*



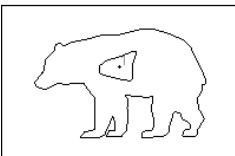
06000019001514(03)

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**Björn**

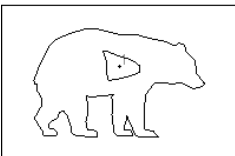
*Bear Target*

**Björn vänster**



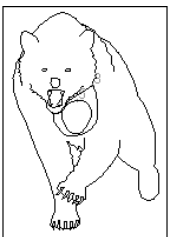
06000019001213(33)

**Björn höger**



06000019001214(30)

**Björn front**

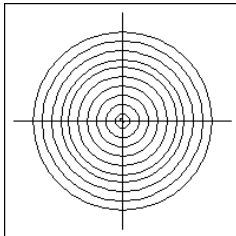


06000019001215(27)

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**Övrigt**

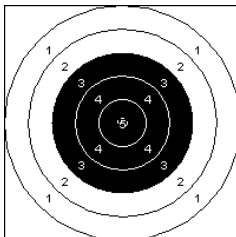
*Bear Target*



Kronhjort



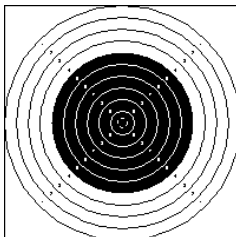
06000019002500(52)



Råbock vänster



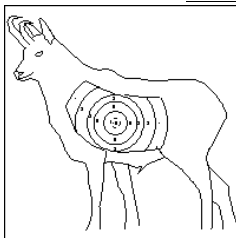
06000019002501(49)



Råbock höger



06000019002502(46)

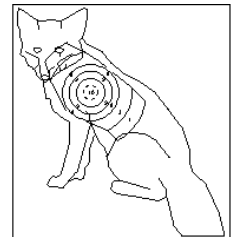


Get

*DJV Nummer 1; Chamois Art. No. S100AA008V1*



06000019000108(50)

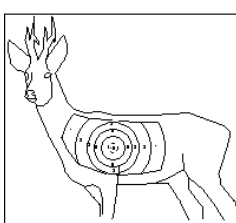


Räv

*DJV Nummer 2; Fox Art. No. S100AA009V1*



06000019000106(56)



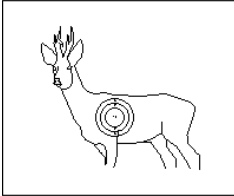
Rådjur

*DJV Nummer 4; Råbock Art. No. S100AA007V1*



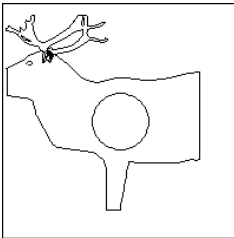
06000019000102(68)

Dansk Råbock



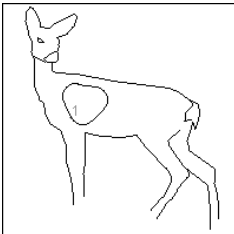
Ren

*Reindeer DV-I Norway; Art. No. S100AA012*



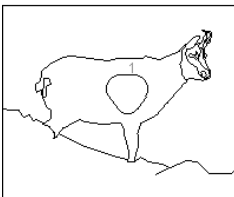
Rådjur Hubertus

*Hubertus Rådjur*



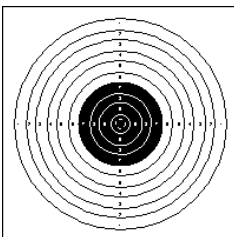
Gems Hubertus

*Hubertus Gams rechtslaufend (Spezialscheibe für Kanton St. Gallen)*



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*

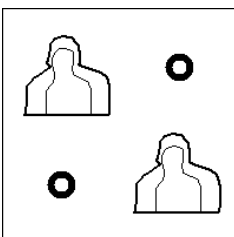


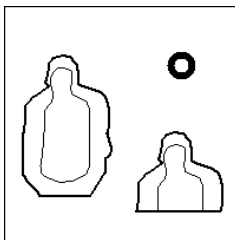
## Skandinavien

*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'.*

### Militär

2x1/3 figur

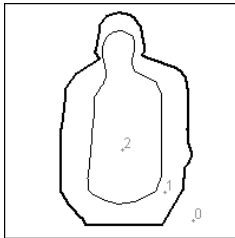




1/1+1/3 figur



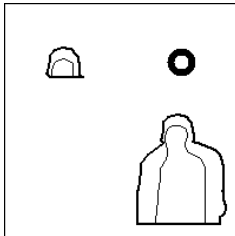
06000019001113(42)



1/1 figur



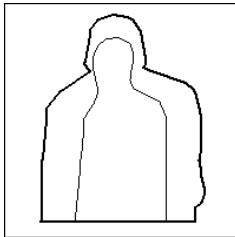
06000019001107(60)



1/8+1/2 figur



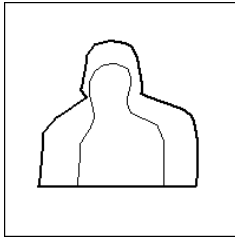
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1/2 figur



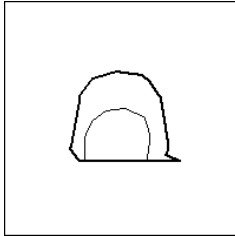
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1/3 figur



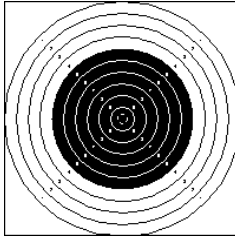
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1/8 figur



06000019001110(51)



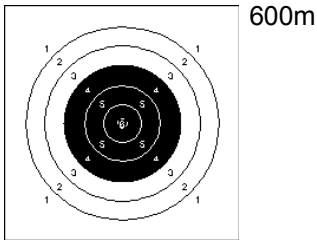
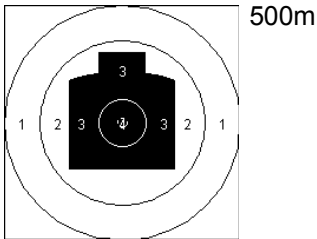
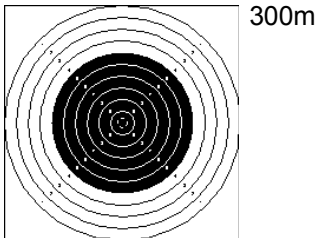
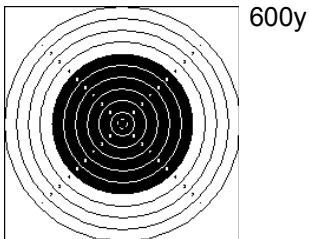
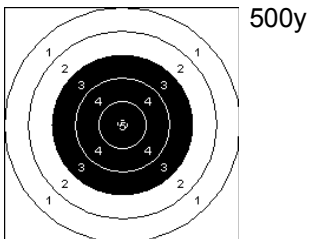
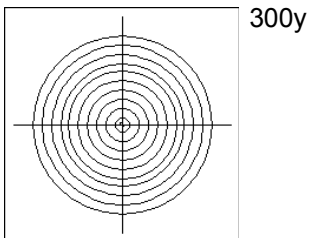
Precision

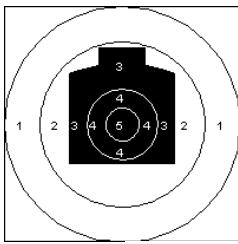


06000019001115(36)



**Full Bore**





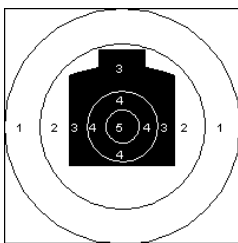
Long Range



06000019002306(52)

**Norge**

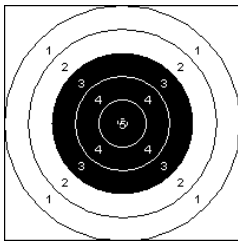
**B**



B45



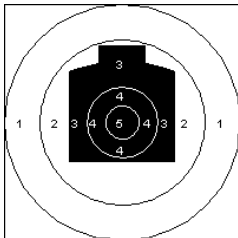
06000019002210(49)



B65



06000019002211(46)



B100



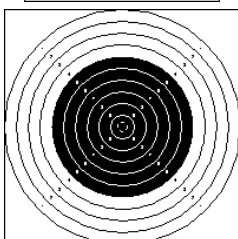
06000019002212(43)



Smaen



06000019002213(40)

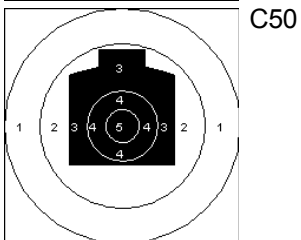
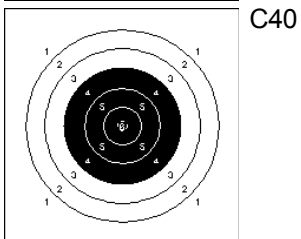
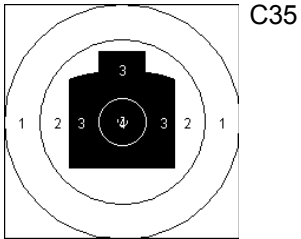
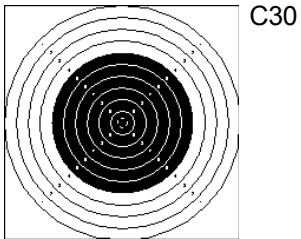
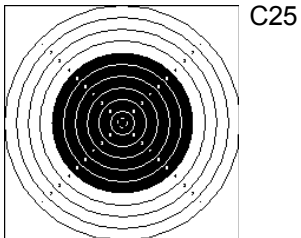
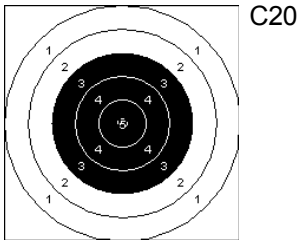
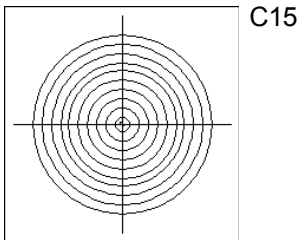


Minismaen



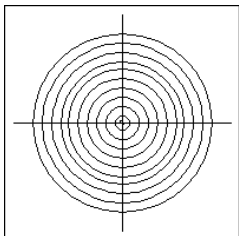
06000019002214(37)

**C**





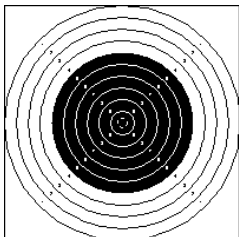
1/x



1/3Mini



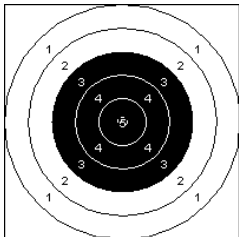
06000019002200(79)



1/3



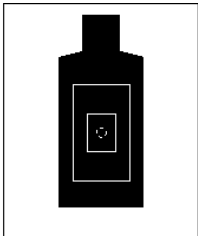
06000019002202(73)



1/4Mini



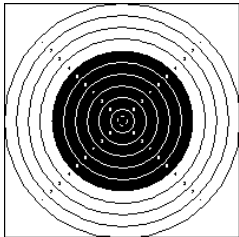
06000019002201(76)



1/4Figur



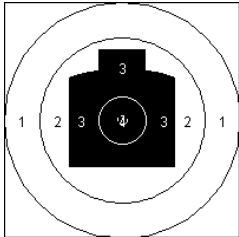
06000019002207(58)



1/4



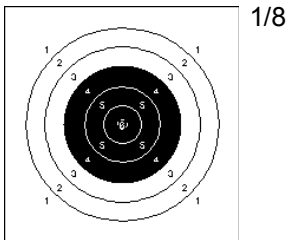
06000019002203(70)



1/6



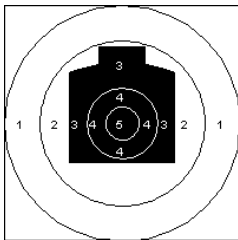
06000019002204(67)



1/8



06000019002205(64)

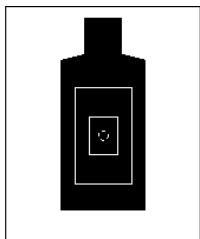


1/10



06000019002206(61)

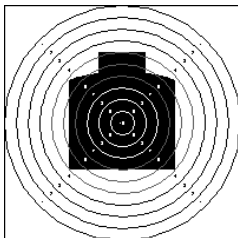
Övrigt



13x40



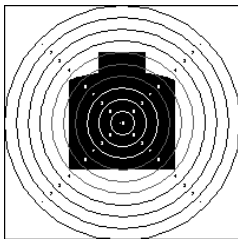
06000019002107(67)



30x10



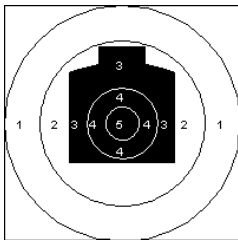
06000019002108(64)



Stripe



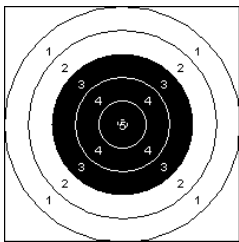
06000019002109(61)



Prisme



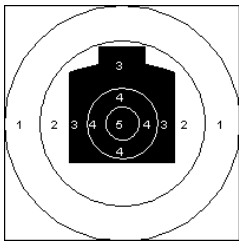
06000019002110(58)



S25



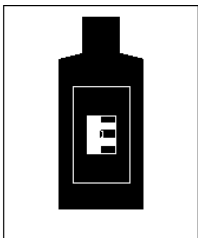
06000019002111(55)



Hjul



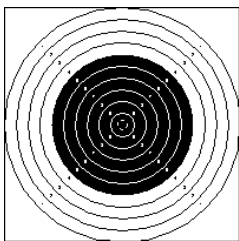
06000019002112(52)



150Sirkel



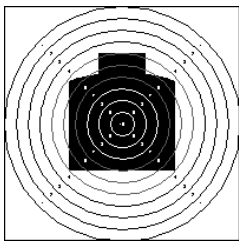
06000019002113(49)



55Sirkel



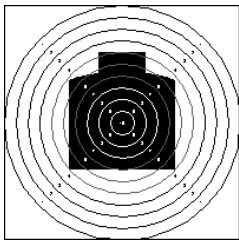
06000019002114(46)



40Tonne



06000019002208(55)



14Tonne



06000019002209(52)



## Program

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

Luftgevär 40



20000735(55)

Luftgevär 60



20000734(58)

Luftpistol 40



20000737(49)

Luftpistol 60



20000736(52)

#### Rörligt mål

3030



20000760(77)

2020



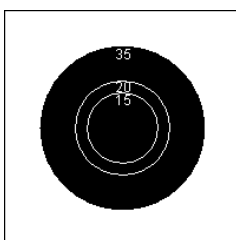
20000761(74)

Mixed



20000762(71)

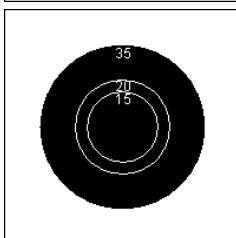
#### Skidskytte



15mm



06000019001302(57)



20mm



06000019001301(60)

#### Femkamp



Femkamp 20



20000450(37)

Femkamp 3\*10



20000460(07)

CE



20000451(34)

Provskott



20000452(31)

---

## Övrigt

Luftgevär 30



20000756(89)

Air Rifle 20



20000757(86)

Luftgevär 3\*10



20000754(95)

Air Pistol 20



20000739(43)

Zimmerstutzen 30



20000748(16)

Snabbpistol



20000765(62)

---

## 25m

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

### ISSF

Snabbpistol



20000730(70)

Sportpistol



20000733(61)

Grovpistol



20000731(67)

Standardpistol



20000732(64)

---

### CISM

Sportpistol



20000733(61)



Grovpistol



20000731(67)

Military Rapid Fire Men



20000750(10)

Military Rapid Fire Women



20000753(01)

---

**Sui**

OP



20000830(61)

FS



20000831(58)

---

**Övrigt**

SP15



20000751(07)

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**50m**

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

**ISSF**

Gevär 60



20000725(85)

Standardgevär 3\*20



20000726(82)

Frigevär 3\*40



20000724(88)

Pistol 60



20000727(79)

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**CISM**

Gevär 60



20000725(85)

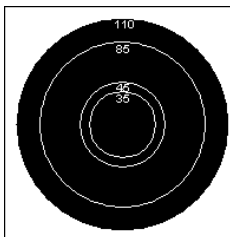
Standardgevär 3\*20



20000726(82)

---

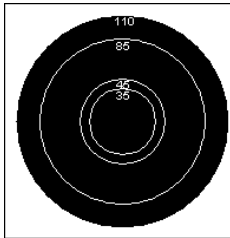
**Skidskytte**



35mm



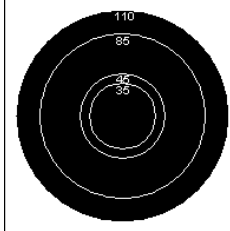
06000019001306(45)



45mm



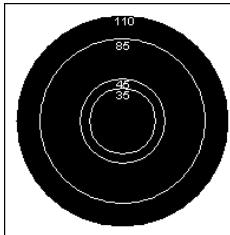
06000019001305(48)



85mm



06000019001304(51)



110



06000019001303(54)

### Rörligt mål

#### ISSF

3030



20000770(47)

2020



20000771(44)

Mixed



20000772(41)

#### DJV

Gris 5



20000775(32)

#### SWE



Rörligt Räbcock



20000851(95)

Mini Älg



20000852(92)

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## Sui

OP



20000832(55)

FS



20000833(52)

Morgarten



20000361(13)

PB5

S4S6



20000072(07)

---

## Övrigt

Gevär 3\*10



20000755(92)

Rifle 30



20000758(83)

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## 300m

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

### ISSF

Frigevär 3\*40



20000721(97)

Frigevär 60



20000722(94)

Standardgevär 3\*20



20000723(91)

Rifle 2\*30



20000717(12)

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### CISM

Standardgevär 3\*20



20000723(91)



Rapid Fire 3x20  
*Military Rapid Fire 3\*20*



20000816(06)

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## Schweiz

### OP

Komplett



20000840(31)

OP A5 Prov



20000839(34)

OP A5 Dela 1  
A5 S5



20000838(37)

OP B4 Prov



20000836(43)

OP B4 Dela 2  
B4 S5 D2 D3 D5



20000837(40)

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### Lag mästerskap

A5S

*Obegränsat antal provskott på tavla A5*



20000398(96)

A10S

*Obegränsat antal provskott på tavla A10*



20000397(02)

Fält A

*GM Feld A*



20000084(68)

Fält B

*GM Feld B*



20000014(84)

Fält C

*Gm Feld D*



20000083(71)

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### A

VA5

VA5\Enkelskott

E0



20011011(73)

E4



20000019(69)



E5



20000012(90)

E6



20000013(87)

E8



20000020(66)

E10



20000015(81)

---

\A\A5\Dolda skott

S0



20000010(96)

S5



20000023(57)

S6



20000024(54)

S3S3



20000025(51)

S4S4



20000026(48)

S5S5



20000016(78)

\A\A5\Dolda skott\Med provskott

P2 S2 S3 S5



20000344(64)

P1 S2 S3 S4 S5



20000346(58)

P2 S2 S2 S3 S3



20000348(52)

---

\A\A5\Kombinerad

E4S4



20000006(11)

E5S3



20000021(63)



E2 S3 S5



20000009(02)

E4 S3 S3



20000022(60)

E5 S3 S4



20000007(08)

E6 S3 S3



20000676(38)

E2 S2 S3 S5



20000008(05)

\A\A5\Kombinerad\Med provskott

E6S4



20000002(23)

P2 E1 S3 S6



20000027(45)

P2 E2 S3 S3



20000668(62)

P2 E2 S3 S5



20000003(20)

P2 E5 S3 S4



20000667(65)

P3 E6 S3 S3



20000001(26)

P2 S2 S2 S3 S3



20000005(14)

P1 E2 E3 E4 E5



20000004(17)

\A\A10

\A\A10\Enkelskott

E0



20000031(33)

E5



20000033(27)



E6



20000034(24)

E8



20000035(21)

\A\A10\Enkelskott\Med provskott

Opening shooting



20000763(68)

P2E6



20000666(68)

E10



20000029(39)

E6E4



20000038(12)

\A\A10\Dolda skott

S0



20000030(36)

S5



20000043(94)

S6



20000044(91)

S3S3



20000045(88)

\A\A10\Dolda skott\Med provskott

P2S1



20000694(81)

P2 S2 S3 S5



20000040(06)

P2 4\*S5



20000028(42)

\A\A10\Kombinerad

E3S3



20000041(03)

E4S4



20000042(97)



E5S3



20000046(85)

E6S4



20000032(30)

E2 S3 S5



20000039(09)

E2 S3 S5



20000357(25)

E4 S3 S3



20000210(78)

E3 E4 S4 S4



20000677(35)

\A\A10\Kombinerad\Med provskott

E4S4



20000047(82)

E5S3



20000037(15)

E6S6



20000048(79)

P2 E5 S2 S3



20000356(28)

P2 4\*S5



20000695(78)

Liggande 4\*E10



20000589(08)

Stående 4\*E10



20000579(38)

Knä 4\*10



20000569(68)

\A\A100

P0



20000396(05)

\A\A100\Enkelskott



E0



20000051(70)

E2

*Nachdoppel*



20000052(67)

E3



20000053(64)

E4



20000054(61)

E5



20000055(58)

E6



20000056(55)

E10



20000057(52)

P1E4



20000665(71)

S0



20000050(73)

S4S4



20000049(76)

P2 E5 S2 S3



20000058(49)

---

B

\B\B4

P0



20000395(08)

\B\B4\Enkelskott

E0



20000061(40)

E6



20000062(37)

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\B\B4\Dolda skott

S0



20000060(43)



S5



20000064(31)

S6



20000063(34)

S3S3



20000065(28)

S4S4



20000066(25)

P2 S4 S6 KOM



20000349(49)

---

\B\B4\Kombinerad

E3 S3 S3



20000067(22)

E3 S3 S6



20000379(56)

E3 S3 S3 S3



20000069(16)

E4S4



20000345(61)

E6 S3 S3 S6 KOM



20000359(19)

\B\B4\Kombinerad\Med provskott

P2 E1 E3 E6



20000068(19)

P2 E2 S3 S5



20000669(59)

E4S4



20000070(13)

P2 E6 S6 S6



20000075(95)

---

\B\B10

P0



20000968(35)







---

E0	
	20000076(92)
S0	
	20000077(89)
E2 S3 S5	
	20000376(65)
E2S2	
	20000078(86)
S3S5	
	20000079(83)





---

\B\B100

P0	
	20000967(38)
E0	
	20000081(77)
S0	
	20000080(80)
E10	
	20000082(74)

---

\B\PB5

P0	
	20000394(11)
E0	
	20000071(10)
S0	
	20000073(04)
S4S6	
	20000072(07)

---

Övrigt

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*


20000399(93)



*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.*

Morgarten



20000362(10)

Pfäffiker vinterprogram

*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)

Hans Waldmann Schiessen



20000776(29)

---

F5

S0



20000976(11)

E0



20000986(78)

---

## Skandinavien

### Svenskt skjutprogram

Dubbel

*P0 S5 S5 S5 S5*



20000718(09)

10

*P0 S5 S5*



20000719(06)

25

*P0 S5 S5 S5 S5 S5*



20000720(03)

---

### Svenskt mästerskap

Grundomgång

*P0 S5 S5 S5*



20000705(48)

Mellan omgång

*P0 S5 S5*



20000706(45)

Final

*P0 S5 S5*



20000707(42)



Reserverad  
P0 S5 S5 S5 S5



20000708(39)

Final reserverad  
P0 S5 S5 S5



20000709(36)

## Övrigt

Gevär 3\*10



20000728(76)

## Övrigt

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

### Full Bore

3yDL



20000860(68)

5yDL



20000861(65)

6yDL



20000862(62)

LRDL



20000863(59)

## Austria

Pistol

\Pistol\1

1

Pistol A 5m



20000500(81)

Pistol A 10m



20000501(78)

\Pistol\2

2

Pistol B 5m



20000502(75)

Pistol B 10m



20000503(72)

\Pistol\3

3



Pistol D 5m



20000504(69)

Pistol D 10m



20000505(66)

---

\Pistol\4

4

Pistol D 5m



20000504(69)

Pistol D 10m



20000505(66)

---

5

5



20000504(69)

6

6



20000504(69)

7

7



20000506(63)

8

8



20000508(57)

9

9



20000508(57)

10

10



20000507(60)

11

11



20000509(54)

12

12



20000510(51)

---

Gevär

\Gevär\5

5

Rifle A 10m vertical



20000511(48)

Rifle A 20m vertical



20000512(45)

---

\Gevär\6

6



Rifle B 10m horizontal



20000513(42)

Rifle B 20m horizontal



20000514(39)

---

\Gevär\7

7

Rifle B 10m ellipse



20000515(36)

Rifle B 20m ellipse



20000516(33)

---

\Gevär\8

8

Rifle B 10m ellipse



20000515(36)

Rifle B 20m ellipse



20000516(33)

---

9

9



20000515(36)

10

10



20000515(36)

11

11



20000515(36)

12

12



20000519(24)

13

13



20000519(24)

---

\Gevär\14

14

Rifle C 15m



20000517(30)

Rifle C 30m



20000518(27)

---

15

15



20000520(21)

16

16



20000521(18)



## Skandinavien

*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\HuntingMoose'.*

### Militär

2x1/3 figur



20000740(40)

1/1+1/3 figur



20000741(37)

1/1 figur



20000742(34)

1/8+1/2 figur



20000743(31)

1/2 figur



20000744(28)

1/3 figur



20000745(25)

1/8 figur



20000746(22)

Precision



20000747(19)

### Jakt

Älg



20000850(01)

Älg vänster/höger



20000853(89)



## Kontrollera

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.



990052(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)

### Provskott

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



99063400(49)

### Enkelskott

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)

### Delsumma

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



990532(96)



and filled 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.

#### Dolda skott

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)

#### Visa

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)

#### Resultat

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)

#### Skärmkopia

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)

#### Repetera

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)

## SC-Programs

### Omgång

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.

### Felfunktion

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.

#### Fylla serier

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



99063700(22)



## Införa skott '0'

*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)

## Tillåten

*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)

## Icke tillgänglig

*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)

## Beräkna serie

*'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)

## Övrigt

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

### Avbryt

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



50(44)

### Införa skott '0'

*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)

### Radera tavlan

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



099062(22)

### Radera lista

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



990630(93)

### Convert last sighting shot



09906901(97)

### Convert both sighters



09906902(94)

## Timer

*This commands are used to control the embedded Timer.*



**Ställ in timer**

*Sets the Timer to the entered value and displays it in the titlebar*



990650(33)

**Starta timer**

*starts the timer*



990651(30)

**Nollställ timer**

*Resets the timer to the value set by the Set Timer command*



990652(27)

**Ta bort timer**

*Disables the Timer and removes it from the Display*



990653(24)

**Fix timer values**

*Here is a collection of fix timer values to configure the timer via Barcode*

30s

30s



990660030(34)

40s

40s



990660040(04)

50s

50s



990660050(71)

60s

60s



990660060(41)

90s

90s



990660090(48)

300s

5 min



9906600300(97)

1h

1h



9906603600(91)

**Nästa skottvalör**

*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)

**Nästa decimalskott**

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



9906422999(52)

**Redigera streckkod**



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).

### Rapport

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

#### Föreg. serie

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)

#### Skrivt ut

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	<i>Print out the program before last again.</i>	 09905521(66)
3	<i>Print out the third from last program again.</i>	 09905522(63)
4	<i>Print out the fourth from last program again.</i>	 09905523(60)
5	<i>Print out the fifth from last program again.</i>	 09905524(57)
6	<i>Print out the sixth from last program again.</i>	 09905525(54)
7	<i>Print out the seventh from last program again.</i>	 09905526(51)
8	<i>Print out the eighth from last program again.</i>	 09905527(48)
9	<i>Print out the ninth from last program again.</i>	 09905528(45)
Allt	<i>Reprint all programs remaining in the log.</i>	 09905529(42)

## Skotträknare

### 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'.

### Visa skotträknaren

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



## Ogiltigt skott

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.

### Visa

*Rapporten med ogiltiga skott visas i listfönstret.*



### Utskrift

*Rapport som visar ogiltiga skott utskrivit på den ansluta skrivaren. Om skrivaren inte är påslagen förkastas rapporten.*





## 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.

### Allt

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)

### Invertera

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)

## Inställningar

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.

### Skott

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.

### \Skott\Sista skott

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

### \Skott\Sista skott\Symbol

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

### \Skott\Sista skott\Symbol\Form

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



**Kryss**

*The shot is displayed with a cross.*



09907110(52)

**Nummer**

*The shot is displayed with its shot number.*



09907111(49)

**Ingen**

*The shot is not displayed.*



09907112(46)

**X**

*The shot is displayed with an X.*



09907113(43)

**Punkt**

*The shot is displayed with a dot.*



09907114(40)

**Fin kyss**

*The shot is displayed with a thin cross.*



09907115(37)

**Cirkel**

*The shot is displayed with a cross.*



99071106(17)

**Kaliber (Grundinställning )**

*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)

**\Skott\Sista skott\Symbol\Storlek**

*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**

*Punkter*



99073300(31)

**16**

*Punkter*



99073301(28)

**18**

*Punkter*



99073302(25)

**20**

*Punkter*



99073303(22)

**22 (Grundinställning )**

*Punkter*



99073304(19)

**24**

*Punkter*



99073305(16)

**26**

*Punkter*



99073306(13)

**28**

*Punkter*



99073307(10)



30

Punkter



99073308(07)

32

Punkter



99073309(04)

### \Skott\Sista skott\Symbol\Invertera

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.

Av (Grundinställning )

The shot is represented normally.



09907140(59)

På

The shot is represented in inverse colours.



09907141(56)

### \Skott\Sista skott>Last Shot Window

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.

### \Skott\Sista skott>Last Shot Window\Visa

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.

Av

The display field for the last shot is faded out.



09907050(38)

Pimär

In the shot window only the primary score is shown.



09907051(35)

SkottNr Valör

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



09907052(32)

SkottNr Tiondel (Grundinställning )

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



09907053(29)

Timer



09907054(26)

### \Skott\Sista skott>Last Shot Window\Deferred Shots

På (Grundinställning )

På



99080701(41)

Av

Av



99080700(44)

### \Skott\Sista skott\Visa 10X

De flesta tavlor och figurer har en innerring som förutom den normala valören har ett värde som speciellt bra träff. En träff inom denna ring (innerträff) kan visas på monitorn som en animerad bild (pulsning) i tavelfönstret.



**Av**

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



99074100(56)

**På (Grundinställning )**

*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)

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**\Skott\Standard**

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

**\Skott\Standard\Symbol**

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

**\Skott\Standard\Symbol\Form**

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

**Kryss**

*The shot is displayed with a cross.*



09907030(01)

**Nummer**

*The shot is displayed with its shot number.*



09907031(95)

**Ingen**

*The shot is not displayed.*



09907032(92)

**X**

*The shot is displayed with an X.*



09907033(89)

**Punkt**

*The shot is displayed with a dot.*



09907034(86)

**Fin kyss**

*The shot is displayed with a thin cross.*



09907035(83)

**Cirkel**

*The shot is displayed with a cross.*



99070306(89)

**Kaliber (Grundinställning )**

*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)

---

**\Skott\Standard\Symbol\Storlek**

*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**

*Punkter*



09907040(68)

**16**

*Punkter*



09907041(65)



18 (Grundinställning )

*Punkter*



09907042(62)

20

*Punkter*



09907043(59)

22

*Punkter*



09907044(56)

24

*Punkter*



09907045(53)

26

*Punkter*



09907046(50)

28

*Punkter*



09907047(47)

30

*Punkter*



09907048(44)

32

*Punkter*



09907049(41)

### \Skott\Standard\Symbol\Invertera

*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.*

Av

*The shot is represented normally.*



09907320(04)

På (Grundinställning )

*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)

### \Skott\Standard\Utskriftsformat

*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.*

#### \Skott\Standard\Utskriftsformat\Use Always

På



99073199(43)

Av (Grundinställning )



99073198(46)

Grundinställning (Grundinställning )

*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)

**Tid**

*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)

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**\Skott\Standard\Visa format**

**Grundinställning (Grundinställning )**

*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)

**Tid**

*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)

---

**\Skott\Standard\Tiondel**

*The secondary score can be always switched off.*

**Av**

*The secondary score is switched off.*



09907120(22)

**På (Grundinställning )**

*The secondary score is switched on.*



09907121(19)

---

**\Skott\Standard\Radera tavlan efter skott**

*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

Rensar tavelfönstret efter 20 skott.



99078600(39)

5

Rensar tavelfönstret efter 5 skott.



99078605(24)

10 (Grundinställning )

Rensar tavelfönstret efter 10 skott.



99078610(09)

20

Rensar tavelfönstret efter 20 skott.



99078620(76)

### \Skott\Kors skott

I katalogen 'Korsskott' finns inställningar som påverkar visning av korsskott (skott från annan skytt på sin egen tavla).

#### \Skott\Kors skott\Visa

Korsskott visas med en symbol i tavelfönstrets nedre högra del. Symbolen visas i 7 min. Om det sista korsskottet är äldre än 7 min. släcks symbolen. I tillägg kan det i listfönstret visas ett meddelande om korsskottet.

Av (Grundinställning )

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)

På

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



09907061(05)

### \Skott\Kors skott\Utskrift

Korsskott kan både visas i tavelfönstret och skrivas ut.

Av (Grundinställning )

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)

På

A cross shot is output on the printer.



09907171(63)

### \Skott\Ogiltigt skott

I katalogen 'Ogiltiga skott' finns inställningar som påverkar visning av skott efter eld upphör; under stopp-, paus- eller visningsfasen.

#### \Skott\Ogiltigt skott\Visa

Invalid shots can be displayed in the list window.

Av

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



99073400(22)

På (Grundinställning )

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



99073401(19)



### \Skott\Ogiltigt skott\Utskrift

*Invalid shots can be printed.*

Av

*Invalid shots are not printed.*



99073500(13)

På (Grundinställning )

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



99073501(10)

### \Skott\Bästa skott

*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.*

Av

*The display of the best low shot is suppressed.*



99079700(37)

På (Grundinställning )

*The best low shot is displayed in series groups.*



99079701(34)

### Skriver

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

### \Skriver\Kolumnkonfiguration

*För matris skrivaren D93 finns papper som är perforerat i mitten. Med kolumnkonfiguration kan programmet ställas in så att utskrift sker på två kolumner. Det perforerade pappret kan därefter delas på mitten. Märk dock att vissa utskrifter (bl.a. ISSF discipliner) inte kan placeras på halva pappret. Informationen slutar efter 19 tecken. Detta kan medföra att information saknas.*

### \Skriver\Kolumnkonfiguration\Use Always

På



99071399(11)

Av (Grundinställning )



99071398(14)

M

*Utskrift sker vänsterjusterat. Hela pappersbredden är tillgänglig för utskrift.*



09907130(89)

Höger

*Utskrift sker högerjusterat. Bara halva pappersbredden är tillgänglig för utskrift.*



09907131(86)

Dubbel (Grundinställning )

*Utskrift sker två gånger efter varandra. Endast halva pappersbredden är tillgänglig för utskrift.*



09907132(83)

### \Skriver\Skriv ut skjutprotokoll

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

Av

*The records are not printed.*



99076300(52)

På (Grundinställning )

*The records are printed.*



99076301(49)



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### \Skriver\Tiondel

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

Av (Grundinställning )

*The secondary score is not printed.*



09907250(20)

På

*The secondary score is printed.*



09907251(17)

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### \Skriver\Provs-kott

*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.*

Av

*Test shots are displayed only on the screen.*



09907160(96)

På (Grundinställning )

*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)

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### \Skriver\Delsumma

*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.*

Av

*Subtotals or group totals are not printed.*



09907210(43)

På (Grundinställning )

*Subtotals or group totals are printed.*



09907211(40)

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### \Skriver\Print Overtime

Av



99080600(53)

På (Grundinställning )



99080601(50)

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### \Skriver\Antal tomrader

*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

*Tomma rader*



99074000(65)

1

*Tomma rader*



99074001(62)

2

*Tomma rader*



99074002(59)



---

3	
<i>Tomma rader</i>	99074003(56)
4	
<i>Tomma rader</i>	99074004(53)
5	
<i>Tomma rader</i>	99074005(50)
6	
<i>Tomma rader</i>	99074006(47)
7	
<i>Tomma rader</i>	99074007(44)
8	
<i>Tomma rader</i>	99074008(41)
9	
<i>Tomma rader</i>	99074009(38)
10	
<i>Tomma rader</i>	99074010(35)
11 (Grundinställning )	
<i>Tomma rader</i>	99074011(32)
12	
<i>Tomma rader</i>	99074012(29)
13	
<i>Tomma rader</i>	99074013(26)
14	
<i>Tomma rader</i>	99074014(23)
<b>Antal tomrader</b>	
<i>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.</i>	990645(48)

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### Skjutning

*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.*

**\Skjutning\Utskrift**

**\Skjutning\Utskrift\Sidhuvud**



Tom



99075100(63)

Name (Grundinställning )



99075105(48)

Kort



99075101(60)

Line feed

*Omgången blir separerad med hjälp av en tomrad.*



99075102(57)

### \Skjutning\Programed Timers

*This settings determines if the programmed Timers for ISSF-Disziplines should be used or not.*

Av (Grundinställning )

*Disables the programmed Timers fo ISSF-Disziplines*



99080800(35)

På

*Activates the programmed Timers for ISSF-Disziplines*



99080801(32)

### Omgång

*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.*

### \Omgång\Utskrift

#### \Omgång\Utskrift\Sidfot

Total (Grundinställning )



99075407(15)

Total with SeqNr



99075412(97)

### Grupp

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

#### \Grupp\Nollställa skottnummer

*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.*

Av (Grundinställning )

*The shot numbers are continuously numbered in a program.*



99073700(92)

På

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



99073701(89)

#### \Grupp\Delsumma

*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.*



**Av (Grundinställning )**

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



99073600(04)

**På**

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



99073601(01)

---

**Övrigt**

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

**\Övrigt\Manöverenhet**

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

**\Övrigt\Manöverenhet\Layout**

*Bilden på kontrollenheten kan justeras för att uppfylla individuella krav så långt som möjligt.*

**Klassisk (Grundinställning )**

*Den klassiska presentationen uppfyller de flesta skyttars behov.*



99073900(74)

**Stopp vänster**

*När monitorn är placerad på skyttens högra sida kan det bra att skytten utan stora huvudrörelser kan se statusindikeringen. För detta ändamål har statusfönstret i layouten 'Stopp vänster' flyttats. I layouten 'Stopp vänster' är statusfönstret borttaget ur platshänsyn. Information som visas i statusfönstret blir inte längre synligt eller visas i listfönstret.*



99073901(71)

**Final**

*Om skyttarnas monitorer skall vara synlig för åskådarna kan tavelfönstret göras större med 'final' layouten. I finallayouten syns inte status-, tävlingsprogram- och menyvalfönstret.*



99073902(68)

---

**\Övrigt\Manöverenhet\Funktions tangenter**

*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.*

**Av**

*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)

**På (Grundinställning )**

*The bar with the function keys is also overlaid on the screen.*



99074401(26)

---

**\Övrigt\Manöverenhet>Status blinkar**

*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.*

**Av (Grundinställning )**

*The status window will indicate no status by flashing.*



99078800(21)

**På**

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



99078801(18)



---

### \Övrigt\Manöverenhet\Övningsfönster

*The display of the program progress window can be suppressed.*

Av

*The end of program window is not displayed.*



99074300(38)

På (Grundinställning )

*The end of program window is displayed.*



99074301(35)

---

### \Övrigt\Manöverenhet\Large font in Listwindow

*Anger teckensnitt för text i listfönstret.*

Av (Grundinställning )

*Normalt teckensnitt kommer att användas i listfönstret.*



99080200(89)

På

*Stort teckensnitt kommer att användas i listfönstret.*



99080201(86)

---

### \Övrigt\Meddelande

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

### \Övrigt\Meddelande\Visa meddelanden

*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.*

Av

*Reports are no longer displayed.*



99073800(83)

På monitor

*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)

På LCD

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



99073802(77)

På båda (Grundinställning )

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



99073803(74)

---

### \Övrigt\Meddelande\Info tavelmatning

*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.*

Av

*Reported line feed errors are suppressed.*



99073000(58)



**På monitor (Grundinställning )**

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



99073001(55)

**På skrivare**

*Reported line feed errors are only printed.*



99073002(52)

**På båda**

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



99073003(49)

---

**\Övrigt\Visa figuramn**

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

**Av**

*The target description and the score information are suppressed.*



99074200(47)

**På (Grundinställning )**

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



99074201(44)

---

**\Övrigt\Kaliber**

*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.*

**Av**

*Information om tolkning döljs.*



99078300(66)

**På (Grundinställning )**

*Information om tolkning visas.*



99078301(63)

---

**\Övrigt\Indikera**

*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.*

**Av**

*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.*



09907260(87)

**På (Grundinställning )**

*Images are no longer suppressed.*



09907261(84)

---

**Parametrar**

*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.*

**MTP**

*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.*



---

### \MTP\Text

*The text readout in the statistics window can be suppressed.*

**Av**

*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)

**På (Grundinställning )**

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



99079501(52)

---

### \MTP\MTP

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

**Av**

*The MPI is not calculated.*



99078100(84)

**På (Grundinställning )**

*The MPI is calculated.*



99078101(81)

---

### Simulera resultattavla

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

**Av**

*The SCB is not copied.*



99080100(01)

**På (Grundinställning )**

*The scoreboard is replicated in the statistics window.*



99080101(95)

---

### Divisor

*The divisor 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 divisor exists as a parameter and is displayed in the statistics window. In addition the divisor values of all shots in one program are added up. The divisor can be chosen as a score method in free series. In this way it is possible to select the divisor as a primary or secondary score.*

**Av (Grundinställning )**

*The divisor parameter in the statistics window is turned off.*



99079300(73)

**På**

*The divisor 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.*

**Av (Grundinställning )**

*The parameter Fi is not calculated.*



99079100(91)

**På**

*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.*

Av (Grundinställning )

*The parameter FiFi is not calculated.*



99079200(82)

På

*The parameter FiFi is calculated.*



99079201(79)

---

## Skidskytte

Av (Grundinställning )



99079000(03)

På



99079001(97)

---

## Spridning

*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.*

Av (Grundinställning )

*The X and Y ranges are not calculated.*



99080000(10)

På

*The X and Y ranges are calculated.*



99080001(07)

---

## Språk

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

English (Grundinställning )

*Menyspråket är på engelska.*



99070200(19)

Deutsch

*Menyspråket är på tyska.*



99070201(16)

---

## Språk

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

English (Grundinställning )

*Menyspråket är på engelska.*



99070200(19)

Deutsch

*Menyspråket är på tyska.*



99070201(16)

Francais

*Menyspråket är på franska.*



99070202(13)

Español

*Menyspråket är på spanska.*



99070207(95)

Dansk

*Menyspråket är på danska.*



99070204(07)



**Norsk**

*Menyspråket är på norska.*



99070205(04)

**Svenska**

*Menyspråket är på svenska.*



99070206(01)

**Italiano**

*Menyspråket är på italienska.*



99070203(10)

**Russian**



99070208(92)

---

## Tid

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

### Justera tid

*Tiden kan ställas in på varje kontrollenhet. När fler kontrollenheter är kopplade till ett LON-nätverk, blir en ändring av tiden överförd till alla kontrollenheterna. Helst bör tiden alltid ställas in på kontrollenheten med lägst sub-nät nummer. Eftersom kontrollenheten med lägst sub-nät nummer är automatiskt ansvarig för att övriga kontrollenheter synkroniseras. Korrekt tid på alla kontrollenheter är nödvändigt för att rätt skjutresultat skall erhållas vid skottutvärdering.*

**År-**

*Ett år tas bort från visat år.*



99063100(76)

**År+**

*Ett år läggs till visat år.*



99063101(73)

**Månad-**

*En månad tas bort från månaden som visas.*



99063102(70)

**Månad+**

*En månad läggs till månaden som visas.*



99063103(67)

**Dag-**

*En dag tas bort från visat datum.*



99063104(64)

**Dag+**

*En dag läggs till det datum som visas.*



99063105(61)

**Timme-**

*En timme tas bort från timmen som visas.*



99063106(58)

**Timme+**

*En timme läggs till timmen som visas.*



99063107(55)

**Minut-**

*En minut tas bort från minuten som visas.*



99063108(52)

**Minut+**

*En minut läggs till minuten som visas.*



99063109(49)

**Sekund 0-ställ**

*Vald minut startar från noll.*



99063110(46)



---

## Datumformat

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

### Kortversion

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



### Europeisk (Grundinställning )

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



### Europeisk+sekunder

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



### US

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



### US+sekunder

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



---

## Övrigt

*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\Möjliggöra Repetering

*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.*

##### Av

*The function 'Repeat' is barred.*



##### På (Grundinställning )

*The function 'Repeat' is permitted.*



---

#### \Start\återställa fria serier

*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.*

##### Prov (Grundinställning )

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



##### Enkel

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



---

#### \Start\Automatisk uppstart

*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.*



**Rensa**

*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)

**Spara**

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



990798065535(72)

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**\Start\SC-Programs**

**\Start\SC-Programs\Single Execution**

**Av (Grundinställning )**



99081100(08)

**På**



99081101(05)

---

**\Start\Scale Factor**

**Reset**



9908101000(58)

**Scale Factor (600)**



9908100600(94)

**Set Scale Factor**



99064700(29)

---

**\Start\Target Alternative**

*Setting for special variants of programs.*

**Grundinställning**

*Standard procedure*



99080900(26)

**Höger**

*Used for Moving Mosse Exercise starting on right side instead of left side.*



99080901(23)

---

**\Start\Automatisk nollställning**

*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.*

**Av**

*The control unit may not be restarted automatically.*



99078400(57)

**På (Grundinställning )**

*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\Distans

Alla tavlor och program är först och främst organiserade efter avstånd. Tavlor som används bara på ett visst avstånd blir grupperade därefter. Filtret för avstånd är det effektivaste filtret.

### \Filter\Distans\Övrigt

Tavlor och program som inte används för ett speciellt avstånd.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635030400(49)

På

*The filter characteristic is activated.*



990635030401(46)

### \Filter\Distans\10m

Tavlor och program som används för 10 m avstånd.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635030000(85)

På

*The filter characteristic is activated.*



990635030001(82)

### \Filter\Distans\25m

Tavlor och program som används för 25 m avstånd.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635030100(76)

På

*The filter characteristic is activated.*



990635030101(73)

### \Filter\Distans\50m

Tavlor och program som används för 50 m avstånd.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635030200(67)

På

*The filter characteristic is activated.*



990635030201(64)

### \Filter\Distans\300m

Tavlor och program som används för 300 m avstånd.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635030300(58)

På

*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\Kategorie

Program och tavlor är i andra hand grupperat efter kategori. Detta med tanke på att program eller tavlor kan tillordnas den mest utbredda kategorin. Det betyder som exempel att pistoltavlorna för 50m finns under ISSF även om de utnyttjas frekvent i Schweiz. Men ISSF är en mer generell kategori än 'Schweiz' därför är tavlorna placerade under kategorin ISSF.

### \Filter\Kategorie\Övrigt

Program och tavlor som inte kan placeras i någon annan kategori.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635010800(67)

På

*The filter characteristic is activated.*



990635010801(64)

---

### \Filter\Kategorie\ISSF

Tavlor och program som tillhör ISSF reglemente.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635010000(42)

På

*The filter characteristic is activated.*



990635010001(39)

---

### \Filter\Kategorie\CISM

Tavlor och program som tillhör CISM reglemente.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635010100(33)

På

*The filter characteristic is activated.*



990635010101(30)

---

### \Filter\Kategorie\Jakt

Tavlor och program som används enbart som jakttavlor eller jaktprogram.

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635010400(06)

På

*The filter characteristic is activated.*



990635010401(03)

---

### \Filter\Kategorie\Belgium

Targets and programs that are used almost exclusively in Belgium..

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635011000(49)

På

*The filter characteristic is activated.*



990635011001(46)

---

### \Filter\Kategorie\Sui

Program och tavlor som används mestadels i Schweiz.



Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635010200(24)

På  
*The filter characteristic is activated.*



990635010201(21)

### \Filter\Kategorie\Skandinavien

*Program och tavlor som används mestadels i Skandinavien.*

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635010300(15)

På  
*The filter characteristic is activated.*



990635010301(12)

### \Filter\Kategorie\Militär

*Kategorin Militär bildar en underkategori i sofliga regioner. Till exempel i Skandinavien är civil och militära tävlingar gemensamma. I kategorin 'Militär' är tavlor och program som är endast för civil sport exkluderade.*

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635010900(58)

På  
*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\Vapen

*Vissa vapentyper används endast på vissa avstånd. T.ex. luftvapen används endast på 10m och 25m och pistol används inte på 300m. I en anläggning som bara används för pistol kan man dölja alla gevärstavlor och program med hjälp av filter.*

### \Filter\Vapen\Övrigt

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

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635050400(92)

På  
*The filter characteristic is activated.*



990635050401(89)

### \Filter\Vapen\Gevär

*Targets and programs that are shot exclusively with rifles.*

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635050000(31)

På  
*The filter characteristic is activated.*



990635050001(28)

### \Filter\Vapen\Pistol

*Targets and programs that are shot exclusively with pistols.*



Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635050100(22)

På  
*The filter characteristic is activated.*



990635050101(19)

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### \Filter\Vapen\Luftgevär

*Targets and programs that are shot exclusively with air rifles.*

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635050200(13)

På  
*The filter characteristic is activated.*



990635050201(10)

---

### \Filter\Vapen\Luftpistol

*Targets and programs that are shot exclusively with air pistols.*

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635050300(04)

På  
*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)

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### \Filter\Användar grupp

*Med filtret 'Användare Grupp' kan ett förenklat användartillstånd bildas. Olika nivåer av tillstånd kan tilldelas olika användargrupper.*

#### \Filter\Användar grupp\Standard

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

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635040000(58)

På  
*The filter characteristic is activated.*



990635040001(55)

---

#### \Filter\Användar grupp\Avancerad

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

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635040100(49)

På  
*The filter characteristic is activated.*



990635040101(46)

---

#### \Filter\Användar grupp\Administratör

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

Av (Grundinställning )  
*The filter characteristic is deactivated.*



990635040200(40)



På

*The filter characteristic is activated.*



990635040201(37)

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### \Filter\Användar grupp\Sius

*Special functions are reserved for Sius staff.*

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635040300(31)

På

*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\Funktion

*Kontrollenhetens betjäningfunktioner är indelade i funktionsgrupper. Med hjälp av filtrering för varje funktionsgrupp kan oönskade områden döljas.*

### \Filter\Funktion\Övrigt

*Functions which cannot be assigned to another function group.*

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635020200(94)

På

*The filter characteristic is activated.*



990635020201(91)

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### \Filter\Funktion\Logga in

*Functions which are needed for the identification of firer.*

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635020000(15)

På

*The filter characteristic is activated.*



990635020001(12)

---

### \Filter\Funktion\Fria serier

*Functions which are needed only in free series.*

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635020100(06)

På

*The filter characteristic is activated.*



990635020101(03)

---

### \Filter\Funktion\Program

*Functions which are needed only in free series.*

Av (Grundinställning )

*The filter characteristic is deactivated.*



990635020300(85)

På

*The filter characteristic is activated.*



990635020301(82)



## \Filter\Funktion\Skytt nummer

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.

## Av (Grundinställning )

The filter characteristic is deactivated.



990635020400(76)

## På

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

I motsats till andra inställningar filtrerar icke Mode någon menyfunktion. I tidigare Sius-system var det helt nödvändigt att använda Mode-inställningen för att rätt detekteringssystem skulle bli igenkänt. I kontrollenheten behövs inte denna information längre. Men som tidigare kan Mode-inställningen användas som förregling. Varje tavla och program är tilldelad en Mode. En tävling kan ställas in bara om filter Moden är inställt på 'Av' eller när program Moden stämmer överens med den inställda Moden. Denna förregling fungerar även när tavlan eller programmet läses in från en streckkodläsare. Väljs t.ex. moden '300m' kan inga jakttavlor väljas. Kontrollenheten avger en passande felmeddelande i listfönstret.

## Av (Grundinställning )

All the programs can be selected.



99071899(63)

## Luftvapen

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)

## Jakt

Hunting targets and hunting programs (Mode 1)



99071801(66)

## Skandinavien

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



99071811(36)

## Rörligt mål

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



99071812(33)

## Skidskytte

Targets and programs for biathlon disciplines (Mode 13)



99071813(30)



## Kaliber

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.

### \Kaliber\Use Always

På



99079699(40)

Av (Grundinställning )



99079698(43)

Av

Alla discipliner som inte tolkas för en viss bestämd kaliber blir bedömd efter skotthålscentrum.



990796000000(26)

450

Alla discipliner som inte tolkas för en viss bestämd kaliber, eller med hjälp av skotthålscentrum blir bedömd med 4,5mm kaliber.



990796000450(34)

560

Alla discipliner som inte tolkas för en viss bestämd kaliber, eller med hjälp av skotthålscentrum blir bedömd med 5,6mm kaliber.



990796000560(92)

800

Alla discipliner som inte tolkas för en viss bestämd kaliber, eller med hjälp av skotthålscentrum blir bedömd med 8mm kaliber.



990796000800(51)

900

Alla discipliner som inte tolkas för en viss bestämd kaliber, eller med hjälp av skotthålscentrum blir bedömd med 9mm kaliber.



990796000900(42)

965

Alla discipliner som inte tolkas för en viss bestämd kaliber, eller med hjälp av skotthålscentrum blir bedömd med 9,65mm kaliber.



990796000965(41)

1158



990796001158(44)

1270



990796001270(96)

## 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 ®.

Lokal (Grundinställning )

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



09907790(49)



#### Utbildnings kontroll

*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)

#### Avlägsna

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



09907792(43)

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### 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.*

#### Av (Grundinställning )

*Turns off the demo mode.*



09907000(91)

#### På

*Selects demo mode.*



09907001(88)

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#### Activate remote barcode

*This command sets the CU in the remote barcode mode. While activated all Barcodes from the connected Barcodereader will be sent to the specified Lane. To change the selected lane press the specified keys on the keyboard, to exit remotebarcode mode press escape. The configuration of the key-lane selection can be downloaded from siusdata, default setting is that with the numeric keys 1-9,0 the different lanes on a normal 10 CU desk can be selected.*



099067(07)

#### Demonstration Mode



099068(04)

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## Kontroll inställningar

*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.*

#### Fabriksinställning

*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.*



09903601(06)



## Kundinställningarna

*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.*



09903612(70)

## Spara grundinställning

*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.*



09903613(67)

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## Underhåll

*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.*

## Rapport

*Ytterligare rapporter finns under 'Underhåll\Rapporter'. Här finns även funktioner som är tillgängliga för radering av data till dessa rapporter och för att sätta rapporterna till noll. T.ex. kan loggen för skotträknaren sättas till noll.*

## Inställningar

*Printing out settings:*

### Utskrift

*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.*



09903602(03)

### Skjutning

*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.*



09903610(76)

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## Skotträknare

*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'.*

### Nollställ skotträknaren

*Resets the software shot counter back to zero.*



09903609(79)



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## Ogiltigt skott

*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.*

### Rensa

*Rapporten för senaste korsskotten och ogiltiga skott raderas.*



990560(12)

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## 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.*

### Rensa

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

### Bekräfta



099057(37)

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### 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)

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## 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.*

### Rapportera förlopp

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



09903611(73)

### Klass

*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)

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## BIT-test

*Hårdvaran kan testas med speciella kommandon. Denna test används normalt som slutkontroll vid en nyinstallation. Den kan också användas som en felbegränsning under drift.*

### Skotträknare

*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)

---

#### Taveltest

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



#### Tangentbord

*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.*



#### Resultattavla

*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).*





### Pip

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



09903511(82)

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## Nollställa monitor

Med en varmstart blir kontrollenheten återstartad igen (reboot). Detta motsvarar den process som sker när kontrollenheten startar upp när den varit spänningslös för en kort period.

### Bekräfta



09903600(09)

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## Debug

Funktioner som används endast för felsökning är samlat under 'Underhåll\Felsökning'

### Debug Mode

Felsökningsmoden visualiserar alla händelser i kontrollenheten. Denna visning möjliggör en exakt felsökning. I händelse av återkommande fel kan det hända att en Sius medarbetare ber dig att du skall slå på felsökningsmoden för att man i efterhand skall kunna analysera och finna ett fel.

#### Av (Grundinställning)

Händelser som sker i kontrollenheten visas icke.



99070700(71)

#### På

Händelser som sker i kontrollenheten visas i listfönstret.



99070701(68)

#### Utskrift

Händelser som sker i kontrollenheten visas i listfönstret och på den anslutna skrivaren.



99070702(65)

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## Trap

Denna funktion används endast vid fel som är svåra att reproducera. I mjukvaran som är speciellt framtagen för detta, kan en trigging inprogrammeras. När felet sedan uppträder startar en speciell händelsekedja. Oftast är det felsökningsmoden som igångsättes som den speciella händelsen.

#### Av (Grundinställning)

Kontrollenheten arbetar utan speciell feligenkänning.



99078200(75)

#### På

Specialbehandlingen är aktiverad.



99078201(72)

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## Hårdvara

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.

### Resultattavla

#### Resultattavla

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.

#### Av (Grundinställning)

Informationen sänds icke till publikskärmarna.



99078900(12)

#### På

Informationen sänds till publikskärmarna



99078901(09)



## Manöverenhet

'\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 (Grundinställning )



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)

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\Set subnet\20..29

20



9907270020(01)

21



9907270021(95)

22



9907270022(92)

23



9907270023(89)

24



9907270024(86)

25



9907270025(83)

26



9907270026(80)

27



9907270027(77)

28



9907270028(74)



29



9907270029(71)

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\Set subnet\30..39

30



9907270030(68)

31



9907270031(65)

32



9907270032(62)

33



9907270033(59)

34



9907270034(56)

35



9907270035(53)

36



9907270036(50)

37



9907270037(47)

38



9907270038(44)

39



9907270039(41)

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\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)

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\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)

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\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)

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\Set subnet\70..79

70



9907270070(45)

71



9907270071(42)

72



9907270072(39)

73



9907270073(36)

74



9907270074(33)

75



9907270075(30)

76



9907270076(27)

77



9907270077(24)



78



9907270078(21)

79



9907270079(18)

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\Set subnet\80..89

80



9907270080(15)

81



9907270081(12)

82



9907270082(09)

83



9907270083(06)

84



9907270084(03)

85



9907270085(97)

86



9907270086(94)

87



9907270087(91)

88



9907270088(88)

89



9907270089(85)

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\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

*Den exakta träffpunkten kan justeras horisontalt. Detta kan användas för att kompensera för onoggrannhet vid montage (ex. figurens position).*

X-0.1mm

*till vänster*



99072800(76)

X+0.1mm

*till höger*



99072801(73)

X-1mm

*till vänster*



99072802(70)

X+1mm

*till höger*



99072803(67)

X-10mm

*till vänster*



99072804(64)

X+10mm

*till höger*



99072805(61)

### DeltaY

*Den exakta träffpunkten kan justeras vertikalt. Detta kan användas för att kompensera för onoggrannhet vid montage (ex. figurens position).*

Y-0.1mm

*nedåt*



99072900(67)

Y+0.1mm

*uppåt*



99072901(64)

Y-1mm

*nedåt*



99072902(61)



Y+1mm

uppåt



99072903(58)

Y-10mm

nedåt



99072904(55)

Y+10mm

uppåt



99072905(52)

## Meny

Tangentbordets meny kan stängas av. Detta är användbart speciellt när anläggningen skall betjänas endast med streckkodläsaren. Streckkodläsarens fördelar är att användarens behov kan sammanställas på ett pappersark.

Av

Tangentbordets menyfunktion är blockerad. Utrustningen kan manövreras endast med streckkodläsare eller från skjutledarens PC.



99078000(93)

På (Grundinställning )

Tangentbordets menyfunktion är inkopplad igen. Om tangentbordets meny stängs av kan den inte kopplas in igen via tangentbordet. Normalt måste inkoppling av tangentbordets funktion ske via en streckkodläsare, från skjutledarens PC eller via en kallstart.



99078001(90)

## Keystroke

För diagnosändamål kan det vara användbart om kommandon kan läsas in med hjälp av streckkodläsaren. Med hjälp av denna funktion är det möjligt att fjärrstyra en betjäningseenhet även från en central 'skjutledare' PC. Det kan ex. utföras ett demokott på alla monitorer som är anslutna. I menyn finns inte denna kommando möjlighet synlig eftersom det inte är nödvändigt.

Escape



9906442001(82)

Opt



9906442002(79)

Hjälp



9906442003(76)

Nästa fönster



9906442004(73)

Enter



9906442005(70)

Zoom



9906442006(67)

Meny



9906442007(64)

Match



9906442008(61)



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Bakåt	 9906442009(58)
F1	 9906441001(75)
F2	 9906441002(72)
F3	 9906441003(69)
F4	 9906441004(66)
F5	 9906441005(63)
Höger	 9906443001(89)
Upp	 9906443002(86)
Vänster	 9906443003(83)
Ned	 9906443004(80)
Hem	 9906443005(77)
End	 9906443006(74)
Sida upp	 9906443007(71)
Sida ned	 9906443008(68)
Sätt in	 9906443009(65)
0 (Grundinställning )	 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)

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#### 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.*



99064000(92)

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## 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 Meny

*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.

Av

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



99079900(19)

På

The match menu is switched on.



99079901(16)

Kortversion

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



99079902(13)

## Figur

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.

### Figur byte

Some detection systems are equipped 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 (Grundinställning )

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)

## Känslighet

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.

### \Känslighet\Use Always

På



99072099(45)

Av (Grundinställning )



99072098(48)

Låg (Grundinställning )

Low sensitivity is required for most bullets.



09907200(73)

Hög

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)



## Bandmatning

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.

### \Bandmatning\Use Always

På



99077899(08)

Av (Grundinställning )



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 (Grundinställning )

mm



99077820(51)

30

mm



99077830(21)

40

mm



99077840(88)

50

mm



99077850(58)

Anslut

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



99063200(67)



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).

### Distance Index

0 (Grundinställning )	 99081200(96)
1	 99081201(93)
2	 99081202(90)
3	 99081203(87)
4	 99081204(84)



### Time Control Unit

#### Time Control Unit



Av (Grundinställning )	 99080300(80)
På	 99080301(77)

#### Duell mode

Vid discipliner där tidkontrollutrustningen används, blir olika om disciplinen är i duell-mode eller inte.

Av (Grundinställning ) <i>När duell moden är frånslagen kan fler skott registreras under den gröna fasen.</i>	 99080400(71)
På <i>När duell moden är tillslagen kan endast ett skott avfyras under den gröna fasen.</i>	 99080401(68)

### Graphic Printer Modell

Undefined Printer (Grundinställning )	 99080500(62)
D931-SP	 99080501(59)



D931



99080502(56)

iDP3240



99080503(53)

## Skott 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.*

Av

*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)

På (Grundinställning )

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



09907011(58)



## Logga in

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

#### Krav

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.

#### Legalisering

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 (Grundinställning )

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)

#### ange vapen

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.

Av (Grundinställning )

Weapon identification is optional.



99077300(59)



På

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



99077301(66)

### Ange ställning

*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.*

Av (Grundinställning )

*Reporting of position is optional.*



99077200(68)

På

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



99077201(65)

### Skytt ID krav

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

Av (Grundinställning )

*The firer number is optional.*



99077400(50)

På

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



99077401(47)

## Legalisering

*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 (Grundinställning )

*Legalisering av skytten*



99077700(23)

1

*Legalisering av skytten*



99077701(20)

2

*Legalisering av skytten*



99077702(17)

3

*Legalisering av skytten*



99077703(14)

4

*Legalisering av skytten*



99077704(11)

5

*Legalisering av skytten*



99077705(08)

6

*Legalisering av skytten*



99077706(05)

7

*Legalisering av skytten*



99077707(02)



8  
Legalisering av skytten



99077708(96)

9  
Legalisering av skytten



99077709(93)

## Vapentyp

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.

Av (Grundinställning )



99076800(07)

Gevär



99076801(04)

Frigevär



99076821(41)

Karbin



99076802(01)

Stgw 57



99076803(95)

Stgw 90



99076804(92)

Fripistol



99076805(89)

Sportpistol



99076806(86)

Grovpistol



99076807(83)

Sportpistol FK



99076808(80)

Ordonnans pistol



99076809(77)

Ordonnans pistol 75



99076810(74)

## Ställning

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.



Av (Grundinställning )



99077600(32)

Liggande



99077601(29)

Liggande med stöd



99077604(20)

Knä



99077603(23)

Stående



99077602(26)

Skytt nummer



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.*



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