BENZING

ATIS TOP

BENZING

This user manual does not claim to be complete nor to be free from mistakes, errors or omissions. Neither is it a general instruction for the pigeon sport, but it describes exclusively the general handling of the ATIS TOP system.

BENZING

TABLE OF CONTENTS

1.   INTRODUCTION

1.1.   Preface

Dear customer,

By purchasing our Electronic Registration System ATIS TOP you have made your choice of a reliable high-quality system, offering you considerable advantages in the practice of racing pigeons.

After unpacking the different components we would kindly ask you to read this manual carefully, as it contains important information on how to install and operate the complete club system EXPRESS quickly, safely and efficiently.

BENZING

2. COURSE OF OPERATION

2.1 Registrations of the Pigeons at the Club

The fancier takes his pigeons and his ATIS TOP to his club.

There the ATIS TOP is connected to the Clubsystem III. With a special authorization key, which is held over the loft antenna for reading, the ATIS TOP is made ready for the registration of the pigeons.

The association ring number as well as all further data are entered into the PC. Then the corresponding pigeon is held over the antenna with its chip-code-ring. By this the association ring number and the other data are written into the chip-code-ring.

A short beep and a display on the screen of the PC confirms the correct transfer. The corresponding data are also entered into the connected ATIS TOP, into the list of registered pigeons.

For further control a list of the registered pigeons can be printed out.

2.2 Preparations for a Race at the Fancier's

When preparing a race the pigeons that are to take part have to be marked for a particular race. (This is only necessary when more than one flight is to be prepared!)

For this purpose the pigeons that are to take part in the race are selected from the list of registered pigeons (see also chapter 11).

On the display of the ATIS TOP the function „mark"(associate) is selected from the main menu using the cursor keys (directional arrows). You are then asked if you want automatic or manual marking (association). After selecting the marking mode /association mode) you still have to enter the race number.

In the case of automatic marking (association) you`ll then get the instruction to pass the selected pigeon over the loft antenna. A short beep from the ATIS TOP confirms that the pigeon has been marked (associated) for that particular flight.

In the case of manual marking (association) the pigeon can be selected from the list of registered pigeons and can be marked by key stroke.

2.3 Preparations for a Test Flight at the Fancier's

For a test flight it is unnecessary to mark (associate) the pigeons (see also chapter 9). When a test flight is started all the registered pigeons are automatically marked for that test flight.

2.4 Setting the Pigeons at the Club

Before the pigeons are taken into the pigeon transporter the pigeons are set.

At the club the ATIS TOP brought along by the fancier is connected to the CLUBSYSTEM III, which is itself connected to an atomic clock or Master clock, to the club antenna and to the printer.

The clock operator opens the marking (associating) of the pigeons with a special authorization key.

Now every pigeon is guided over the club antenna. By that measure the security code is written into the chip-code- ring (this security code can neither be seen nor printed out). The association ring number of the marked (associated) pigeon is displayed on the screen of the ATIS TOP for control purposes.

The marking is completed when the race list has been printed out.

In the marking process (associating process) the internal quartz clock of the ATIS-TOP is automatically synchronized with the atomic clock resp. reset. During the race the instrument works again with its internal quartz clock. Possible time differences are automatically realized in the course of the evaluation at the club and are taken into account when the times are evaluated.

Entries concerning the pigeons marked (associatead) for the race cannot be changed any more until that particular race is finished.

The security code number is used exclusively within the system and can neither be called nor displayed. It is unchangeable until a new marking (association) is made for that pigeon. The security code number appears only in the print-out of the race evaluation. There the security code of the race list is printed out together with that of the arrival (registration) for comparison. This excludes various possibilities of manipulation.

The fancier gets back his ATIS TOP and reconnects it to his system at home.

2.5   Arrival of the Pigeons at the Fancier's

At the fancier`s connect the ATIS TOP to the loft antennas by means of the T-adaptor and plug the transformer. Thereafter the ATIS TOP will check the number of connected antennas as well as the communication and is then ready to register the pigeons.

If a pigeon arrives now and goes over the loft antenna into the loft the association ring number and the security code number are read out from the chip-code-ring and are then transferred to the ATIS TOP. There the arrival of the pigeon is displayed and entered into the list of registered pigeons together with the exact time of arrival (registration).

During registration this list can be displayed on the ATIS TOP and printed out at any time (see also chapter 10).

As soon as all the pigeons are registered the fancier can get a control print-out over the connected printer. We recommend to wait with the printing until no pigeons are expected any more as the loft antennas are a bit slower when they are called during the printing process.

2.6   Evaluation of the Stored Data at the Club

After the end of the flight the ATIS TOP is taken to the club for evaluation. There are two modes of evaluation at the club:

Via printer:
The ATIS TOP is connected to the CLUBSYSTEM III at the club. With a special authorization key which is held over the club antenna for reading the evaluation is opened. The race evaluations are then printed out by the connected printer.

Via PC:

After the control print-out the data stored in the ATIS TOP are transferred to a PC which is connected to the CLUBSYSTEM III. The data are then transferred to a diskette via PC for further evaluation. As soon as the data has been transferred the evaluated race can be deleted in the ATIS TOP by entering the security code number and the race number (see also chapter 13).

3. SYSTEM

3.1. Basic Equipment

The basic equipment of the fancier consists of the registration system ATIS TOP, a transformer, a T-adaptor and a loft antenna incl. a Betric blend and a 10m connection cable.

3.2. ATIS TOP

The ATIS TOP is the heart of the ATIS system. All data that is entered or electronically registered is saved here. When the pigeons are marked (associated) they are provided with security code numbers by the ATIS TOP. These are stored in a „data-safe" until the ATIS TOP is evaluated at the club. It`s only in the course of the evaluation that the security code numbers are read out.

The ATIS TOP works with an internal quartz clock and is synchronized by the atomic or Master Clock at the club when it is connected to it - on condition that no race is going on at that time (in a race evaluation a possible time difference between the 2 clocks will appear in the record).

Picture 3.1 - *ATIS TOP System with 2 Loft Antennas*

BENZING

All data e.g. marked (associated) pigeons etc. as well as changes in the pigeon data is entered from the keyboard of the ATIS TOP. All data that has been entered can be called over the display for check.

3.3 Clock

The electronic clock of the ATIS TOP continues to work at room temperature for about 2 weeks even when it`s switched off resp. not supplied with electricity. If, however, the ATIS TOP is not supplied with electricity for a certain time - a situatuion that shouldn`t occur during the season - , the clock might be wrong. As soon as it is switched on, however, the clock is again ready for use and can be reset or it is automatically reset when the pigeons are marked (associataed).

3.4. Loft Antenna

The Loft Antenna is designed for the registration of the pigeons. With each Loft Antenna we generally supply a 10m connection cable which is connected to the ATIS TOP via the T-Adaptor.
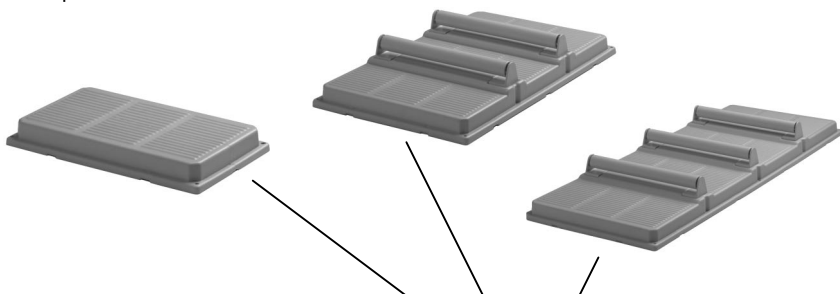
Bild 3.2 - Loft Antennas SAN 170, SAN 475 and SAN 765

3.5 Antennna Coils

In every loft antenna there are several antenna coils to read out the chip-code-ring .The big loft antenna (SAN 765) is equipped with 8 antenna coils and the small loft anenna (SAN 475) with 6 .

It`s only in these antenna coils (fields) that the chip-code-ring is read (registered). Due to physical laws there are neutral zones between the fields resp. antenna coils where reading out is impossible.

3.6 Antenna Sizes

Loft antennas are supplied in different sizes. In every loft antenna there are several antenna coils to read out the chip-code-ring .The big Loft Antenna (SAN 765) is equipped with 8 antenna coils (4 fields), the mid Loft Antenna (SAN 475) with 6 antenna coils (3 fields) and the smallest Antenna with 2 coils (1 field). It`s only in these antenna coils (fields) that the chip-code-ring is read (registered).

Due to physical laws there are neutral zones between the fields resp. antenna coils where reading out is impossible. There are rollers between the fields that have the proper size to prevent the pigeons from moving between the fields and only within the fields. This measure makes sure that the pigeons pass over an antenna coil at any rate.

3.7 Distribution Box

If more than 2 Loft Antennas are connected you need a distribution box. It is provided with 4 exits on one side for the antennas and with 1 outlet on the other side for connection to the T-adaptor of the ATIS TOP and 1 connection outlet for a transformer.

3.8 Transformer

Connect (plug) the transformer to the electricity supply system (230 V) and it provides the required low voltage current (approx. 12 V DC) to supply the ATIS-TOP, the T-adaptor and the loft antennas.

3.9 Connection Cable

With the connection cable the loft antenna is connected to the T-adaptor and so to the ATIS TOP.

3.10 Connector

If the cable is too short the length of the cable can be increased by a further cable with the help of the connector.

3.11 Betric Blend

The Betric Blend has been designed to ensure faultless registration of every pigeon with a chip-code-ring by the loft antenna. Its task is to guide the arriving pigeons in such a way that every pigeon is forced to go over an antenna coil. As a result there is an extremely high security that the chip-code-ring can be read.

3.12 Chip-Code Ring

The Chip-Code Ring is provided with a spring lock and can be used for both, old and young pigeons. Put the ring around the unringed (free) leg of the pigeon. Lock it by slightly pressing the spring lock together until the engaging click can be heard.

Mind: The black moulded side of the chip should be on top!

The bottom side of the ring is rounded off to avoid chafing of the pigeon foot by the ring.

The chip-code-ring is not provided with a battery and is only activated when it gets in contact with the loft antenna or club antenna.

3.13 Printer

With the help of a printer connected to the ATIS TOP various lists can be printed out. In principle any up-to-date matrix printer, ink jet or laser printer with parallel interface that is recommended by the ATIS-dealer resp.by the ATIS-customer service is suitable.

3.14 Interface Converter

The interface converter is switched between the ATIS TOP resp. the T-adaptor and the printer. It converts the signals and the reports for the parallel interface of the printer. The interface converter can also be used to connect a PC to the ATIS TOP.

4. INSTALLATION

4.1 Loft Antenna

Make sure that the loft antenna is not installed above a closed metal surface as this could harmfully influence the reading out the chip-code-ring.

For that reason there should be a minimum distance of 6cm between the bottom edge of the antenna and a metal surface. No distance, however, is required from the antenna to small metal parts such as screws, nails or metal bars. When several antennae are installed side by side a minimum distance of about 100 cm is required.

The antenna is to be installed in such a way that it is flush with a possibly underlying board. It may even stick out a bit towards the loft. This measure forces the pigeons passing the antenna to hop away from the edge of the antenna towards the interior of the loft.

The antenna cable connecting the ATIS-TOP to the antennae may have a length of up to a maximum of 500 m if the transformer supplies sufficient voltage. Mind that it should not be run in the vicinity of sources of interference such as fluorescent tubes or engines.

Before fixing the antenna at the club please insert the antenna cable properly at the underside of the antenna, press it into the cable mount and lead it to the outside through the gap in the housing.

Mind: This cable passage must be run in direction of the loft.
Make absolutely sure that the outlet and the plug don`t get wet and that the loft antenna doesn`t stand in water.

4.2 Fixing

If several loft antennae are installed their serial numbers (on the underside of the antenna) should be noted together with the installation place. The antenna is fixed at the club with 4 resp. 6 screws. After installation of the loft antenna the Betric blend is to be installed as follows:

4.3 Blend

Installing the blend take care that the foot of the blend is in the middle of the antenna and tilted backwards. For special flying off modes it might be useful to fix additional catch-forks (bob wires) to the blend.
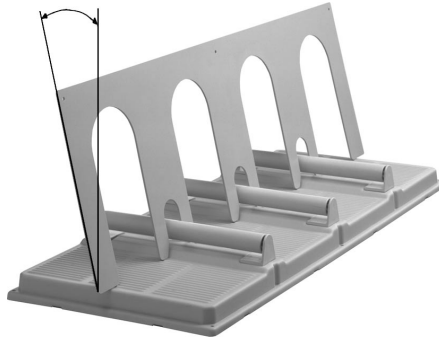
4.4 Rollers

The rollers on the loft antenna are responsible for secure registration of the pigeons and should therefore be always fixed. Please make sure that they can be revolved easily. We recommend to carry out such checks of the antennae several times during the flight season.The horizontal gaps on the rollers are due to production techniques and have no effect on their function.

4.5 T-Adaptor

The ATIS-TOP has only one connection. Insert the plug of the T-adaptor cable into this 4-pin outlet. The T-adaptor is equipped with 2 outlets for direct connection to 2 loft antenna cables and with a separate low voltage connector for a DC transformer.

The yellow LED flashes when there`s communication between the ATIS TOP and the loft antennae.

4.6 Transformer

The transformer is connected to the power supply system on one side and is preferably always connected to the T-adaptor of the TOP in low voltage.

Attention:
Make sure that the plug of the transformer is properly and firmly engaged in the outlet of the T-adaptor. To check you can turn the plug within the outlet or slightly move it back and forth. During that procedure (when the plug is inserted) the green LED (signal lamp) must permanently flash and must never flicker. We also recommend occasional checks during operation.

4.7 Connection cable

By means of the connection cable the loft antenna is connected to the T-adaptor and thus to the ATIS-TOP.

4.8 Connector

If the cable is too short the length of the cable can be increased by a further cable with the help of a connector.
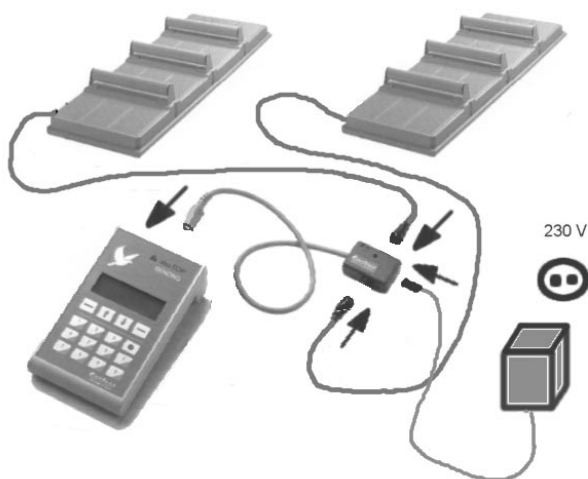
Mind: The plugs of the antenna cables must be pressed completely, properly and firmly into the connector! In the case of antenna troubles please check these connections!

4.9 Clock in the ATIS TOP

In order to ensure that the ATIS TOP is permanently ready for use during the season and that the actual time is secured the ATIS TOP should be permanently connected to the power supply system throughout the season. Without electricity supply it might happen after about 2 weeks that the clock stops or goes wrong. As soon as the device is again supplied with electricity the clock starts going and can be reset.

4.10 Setting the Clock

When no race is in progress on the quartz clock in the ATIS-TOP can be reset from the keyboard or it can be synchronized automatically with the Master time at the club.

5. PRECAUTIONS FOR SAFETY AND AGAINST MANIPULATION

5.1 Safety

- After unpacking inspect the device for possible damage.

- Never connect damaged devices to the power supply resp. never put them into operation but inform your supplier.

- Devices are to be opened and repaired exclusively by the producer resp. by a service company authorized by the producer. Unauthorized opening or repairing entail the loss of the entitlement for guarantee!

- Never unplug the transformer by pulling at the cable but grasp the connector casing and pull it out!

- The environmental temperature may range between 0 and +45°C for the ATIS TOP and may go up to + 70° for the loft antennae. If the temperature has fallen below 0° (possible condensation) take the ATIS-TOP to a place with room temperature with about +20°C for approx. 1 hour for drying. The devices can then be used again without restrictions. The storage temperature in winter is -25° to +55°C for the ATIS TOP, and goes down to -20°C for the loft antennae.

- While the ATIS TOP is in operation it must not be exposed to rain nor direct sunshine (to protect the electronic elements). We also recommend to dismantle the system at the end of the race season, to clean it thoroughly and store it at a place with room temperature until the next season.

5.2 Manipulation

It is known that there is no 100%-protection against manipulation. Nevertheless, the ATIS-TOP is equipped with several technical measures and precautions against manipulation. The current state and the efficiency of the precautionary measures can be called up on the ATIS-TOP at any time.

Caution: In spite of all possible technical and organisatory measures manipulation can never be completely excluded. We expressively point at the fact that the producer cannot give any guarantee for a 100%-protection against manipulation.

 BENZING

6. INTRODUCTION TO OPERATING THE ATIS TOP

6.1 Display

The display has 4 lines of 20 characters each and is best legible if you look upon it directly from above. In order to ensure pefect legibility of the display even in poor lighting conditions a lighting has been installed.

Attention: If the ATIS-TOP has not been in use for some time the lighting is automatically switched off. As soon as any key is pressed, however, the lighting is switched on again.

A vertical arrow downwards means that this is the top line within a selection and that you can only scroll downwards.

A horizontal arrow points at the line currently at disposal (flashing line).

The function key line indicates the current function of the 2 outer function keys.

```
            training
     ➤        list          ↕
            pools
 quit                   select
```

Function key to carry out the function displayed in the bottom line (here: quit)

Cursor keys to scroll up and down within the selection

Function keyto carry out the function displayed in the bottom line (here: select)
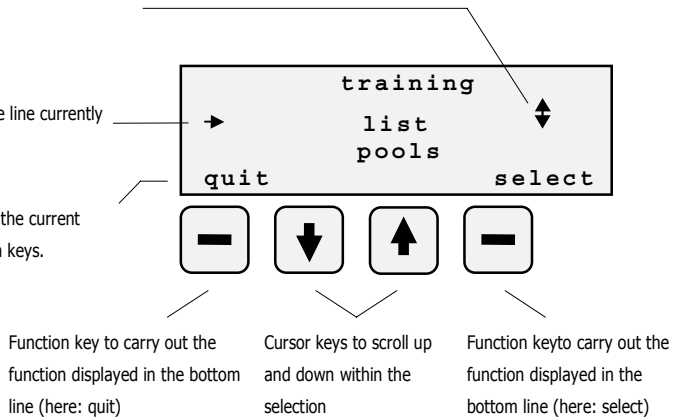
The top line is mainly used to display the current function of the 2 outer function keys. The 3 other lines indicate data, information or secondary functions (also called *menu*).

6.2 Menu Items in Brackets

Mind: If a menu item is put in brackets, it means that the displayed function is not active in that particular state of operation and cannot be carried out. For example:

```
** configuration     **
    (date - time)
        pincode
quit            select
```

Because of a race which is just going on, the time cannot be changed at the moment. Therefore the function set date -time cannot be selected.

6.3   Cursor Keys

Using the 2 cursor keys arrow downwards and arrow upwards you can scroll up and down within the currently displayed menu, i.e. you can jump from on line to the next one (upwards and downwards). The current selected line flashes and a small horizontal arrow on the left of the display points at the selection.

2 or 3 line window as segment of
a multi-line list

```
        training
          list
         pools
         erase
         check
    configuartion/
        colour
          sex
```
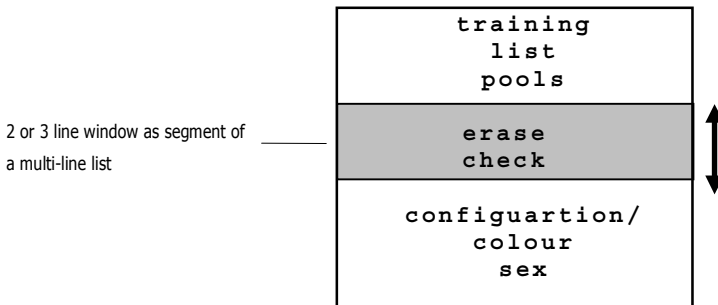
This display is like a 2- or 3-line window that can be shifted up and down against the background in the form of a multi-line list (menu) by means of the cursor key.

If the vertical arrow at the right end of the display points upwards the last line of the menu has been reached. Now only the cursor key *arrow upwards* is active. This means that the window can just be shifted upwards.

BENZING

6.4   Function Keys

The current function of the two outer function keys is displayed in the bottom line. The left function key usually has the function *quit* and the right one the funtion *select.*

Pressing „*select*" the function which is flashing at that moment is carried out resp. you jump into the displayed *sub-menu*. In this example it`s the sub-menu *configura-tion:*

```
          erase
          check
  ►   configuration  ↑
quit          select
```

```
 ▬   ↓   ↑   ▬
```

Pressing „*select*" the function which is flashing at that moment is carried out resp. you jump into the displayed sub-menu. In this example it`s the sub-menu „configuration":

```
**  configuration  **
 ►      date - time  ↓
        pincode
quit          select
```

```
 ▬   ↓   ↑   ▬
```

Pressing „*quit*" you always leave the currently active menu and jump back into the previous menu.

```
          erase
          check
  ►   configuration  ↑
quit          select
```

Pressing the function key *quit* you always leave the current menu and get back to the previous menu regardless of the line flashing at that moment.

6.5 Keyboard

The keyboard is directly below the function keys and is designed to enter directly all data.

Reset-Key

Clear-Key
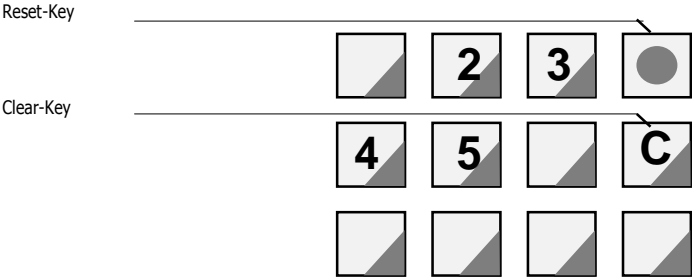
7. AFTER SWITCHING ON

7.1 Switching On

For security reasons the ATIS-TOP is neither equipped with an on/off button nor with a switch. As soon as the ATIS-TOP is supplied with the suitable voltage it is ready for use.

For that purpose connect a T-adaptor (ANN/CNN/INN) to the ATIS-TOP which you then connect to a 12 V-(DC) transformer or to a 12V-battery.

Then the following display will appear for a short time:

```
Name (if entered) ──────────────────┐   ┌─────────────
                                         Franz Maier
Name of device ───────────────────────────── TOP
                                         Version: 1.01
Version number of device ──────────────┘
```
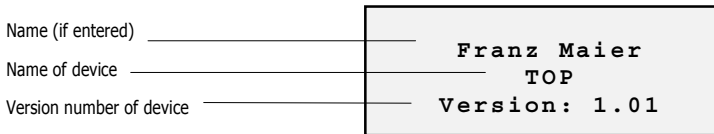
After 2 seconds you will hear a short beep.

7.2 Antenna Search

Now the ATIS-TOP searches for the connected loft-antennae.

```
        Franz Maier
             TOP
        comms setup
.................
```
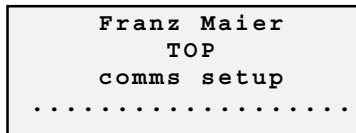
The increasing line of points in the bottom line of the display indicates that the search is going on.

After approx. 5 to 20 seconds (depending on the number of connected antennae) the result of the search will be displayed:

```
        Franz Maier
            TOP
         date time
    active antennae: 02
```

7.3   Number of Antennae

The ATIS-TOP indicates the number of connected antennae (max. 8) that were found. If no loft antenna could be found you`ll hear a short beep and the following display will appear:

```
        Franz Maier
            TOP
         date time
        NO ANTENNA
```

Attention: If the number of indicated antennae differs from the number of actually connected loft-antennae please check the system and the cable connections. Before starting a new search for antennae the ATIS-TOP has to be disconnected and reconnect in again after a short time.

Mind: The antennae can also be checked in the main menu under check in the sub-menu *antennae* (see chapter 14).

7.4   No Race and Test Flight in Progress

After the *antenna search* the device goes back to the *initial status.*

```
            TOP
           no race
    01.12.96    14:56:22
    active antennae:  02
```

As long as no key is presssed the ATIS TOP remains in this initial status. Date and time are permanently actualized and displayed.

7.5 A Race or Training Flight in Progress

When a race is going on and the device has finished its search for antennae it goes over to the following initial status

```
            TOP
arrived pigeons:  12
01.12.96    14:56:22
active antennae:  02
```

The device constantly displays the number of the pigeons registered until now.

As long as no key is pressed the ATIS-TOP remains in this *initial status*. Date and time are permanently actualized.

7.6 Antenna Failure

Mind: If there is a modification in the number of connected loft antennae during the process of registration (e.g. by an error in the cabling) the ATIS-TOP immediately starts a new search for antennae.The new result is displayed in the following way: the number of connected antennae is flashing accompanied by a beep.

The process of registration is not interrupted by this! Don`t forget, however, that the arriving pigeons are only registered on the antennae that are connected resp.indicated!

It`s only when the number of connected or found antennae is correct again or when the device is switched off and on again (e.g. by plugging out and replugging the transformer) that the flashing of the display and beeping will stop.

8. MAIN MENU

8.1 Term "Menu"

In this manual the term „*Menu*" is generally used for a list of functions, operations, operating statuses, entries etc. that can be selected.

After switching on (plugging) the device, the ATIS-TOP is in the *initial status.*

```
              TOP
   No race in progress
   01.12.02      14:56:22
   active antennae:   02
```

8.2 Main Menu

Pressing an arbitrary key you`ll get into the *main menu*:

```
   ➜        Training         ↓
            List
            Pools
   quit              select
```

8.3 Sub-Menus

The following *sub-menus* can be selected:

Sub-Menu	Description
1. Training:	Carrying out test flights/speed-list
2. List:	Displaying or printing of different lists
3. Pools:	Entering bets and gambles
4. Erase :	Deleting lists and entries
5. Check:	Checking the different elements of the system
6. Configuration:	System data such as date and time of day, fancier`s name , user language , printer etc. can be set
7. Sex/Colour:	Enter or change sex of pigeon and colour

Within the menu scrolling up and down is possible without further consequences.

Using the 2 cursor keys you can scroll within the list. The line with the current active *sub-menu* is flashing and in addition a horizontal arrow on the left is pointing at it.
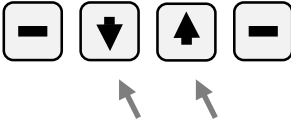
Using the function key *quit* you get back to the previous display resp. to the initial status.

Using the function key *select* you call the sub-menu indicated in the current flashing line.

Using the *reset key* (key with the green dot) you get back to the *initial status*

9. SUB-MENU TRAINING

If you select the sub-menu *training* in the *main-menu* you get the following display:

```
**   test flight   **
        start
       (delete)
quit              select
```

The following functions can be selected:

Function	Description
1. Start:	starting (opening) a test flight
2. Erase:	deleting (closing) a test flight
3. List:	displaying resp. printing out lists of pigeons that have arrived during the training flight
4. Speed input:	to enter liberation time and distance
5. Speed list:	displaying resp. printing out lists of pigeons that have arrived during the training flight with speed.

Within the menu scrolling up and down is possible without further consequences.

Using the 2 cursor keys you can scroll within the list. The line with the current active function is flashing, in addition the horizontal arrow on the left is pointing at it.
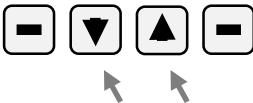
Using the function key *quit* you get back to the previous display.

Using the function key *select* you call the function indicated in the current flashing line.

Using the *reset key* (key with the green point) you get back to the *initial status.*

9.1 Test Flight: Start

When the function *start* is called in the sub.menu *training* you get the following display:

```
       Test flight
          start?

no                  yes
```

With the function key *no* you get back to the previous display.

With the function key *yes* the test flight is started resp. opened. All the registered pigeons that haven`t already been marked for a race are automatically associated to a test flight. All the arriving pigeons are entered in a list together with their exact time of arrival in the order of their arrival.

After a short beep the confirmation appears:

```
       test flight
         started!
```

The device gets back to the sub-menu *training* after about 2 seconds.

```
**    test flight   **
         (start)
         delete
quit          select
```

BENZING

9.2   Test Flight: Erase

When you call the function *erase* in the sub-menu *training* you get the following display:

```
        test flight
          delete?

no                    yes
```

With the function key *no* you get back to the previous display.

With the function key *yes* the test flight is erased resp. closed and all the markings (associations) for the test flight are also erased.

After a short beep the confirmation appears:

```
         Test flight
          deleted !

```

After approx. 2 seconds the device gets back to the menu *training.*

```
**    Test flight **
          start
         (delete)
quit              select
```

BENZING

9.3 Test Flight: List

When calling the function *list* in the sub-menu *training* you get the following display:

Number of pigeons arrived until now ─────────────────

Headline ─────────

Order of arrival ──────────

Year of birth of pigeon ─────────────

Number of pigeon ──────────────

Time of arrival ───────────

```
arriv. pigeons: 12
001 95 1923 12:13:25
002 94 1751 12:13:31
quit          print
```

Foreign resp. not (yet) registered pigeons are marked with a star. Instead of the pigeon number a segment of the memory contents of the chip-code-ring is displayed:

```
arriv. pigeons:  13
002 94 1751 12:13:31
003 *124890 12:42:16
quit          print
```

"Marking of the „foreign pigeon"- ────────────

Segment of the memory contents of the chip-code-ring ────────────

Mind: A maximum of 15 foreign pigeons can be listed.

If a further pigeon arrives in the meantime you will hear a short beep, the number of arrived pigeons will be increased by one and the list extended by one line.

With the 2 cursor keys you can scroll within the list. The current position is indicated by the flashing line.

With the function key *quit* you get back to the previous display.

With the funcion key *print* the complete list is printed out by a connected printer. The printing is done in the background, i.e. arriving pigeons continue to be registered during the printing process. (online printing)

To enable control of the printing process the right function key changes its function:

```
arrived pigeons:   12
002 94 1751 12:13:31
003 *124890 12:42:16
quit        stop pri
```

function key to control the printing process........

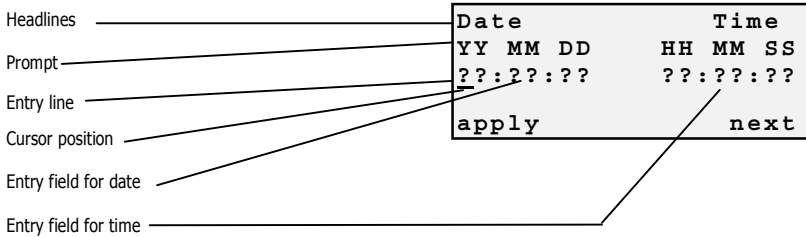Using the function key *quit* you get back to the previous display.

With the function key *stop pri* the printing-out is stopped

After that the function of the right function key changes again to „*print*", i.e. the printing process can be newly started at any time.

9.4 Test Flight: Speed Input

When calling the function *speed input* in the sub-menu *training* you get the following display:

Headlines ——————————
Prompt ———
Entry line ———
Cursor position ———
Entry field for date ———
Entry field for time ———

```
Date            Time
YY MM DD    HH MM SS
??:??:??    ??:??:??
_
apply           next
```

In the entry line under the corresponding prompt you find the last liberation time. Each indicated item can be changed accordingly:

YY.MM.DD: 2 digits each for year, month and day

HH:MM:SS: 2 digits each for hours, minute and seconds

Using the function key *next* the cursor position (underlined field) jumps one position further to the right to the next entry position and at the last farthest right position back again to the first one within the entry line.

At the respective cursor position the required number can be entered from the keyboard.

Using the *clear* key the entry at the last entered position is deleted again.

Using the reset key you get back to the initial status without modification. None of the numbers entered is applied.

With the function key apply you get the following display:

```
**     Airline    **
     000,000 miles
apply           next
```

Enter the distance of the liberation point:

Using the function key *next* the cursor position (underlined field) jumps one position further to the right to the next entry position and at the last farthest right position back again to the first one within the entry line.

At the respective cursor position the required number can be entered from the keyboard.

Using the *clear* key the entry at the last entered position is deleted again.

Using the reset key you get back to the *initial status* without modification. None of the numbers entered is applied.

With the function key *apply* the indicated resp. entered data are applied as new liberation time and distance.

BENZING

9.5 Test Flight: Speed List

When calling the function speed list in the sub-menu training you get following display:

```
 Attention! Antenna
  will switch off!
      CONTINUE?
no              yes
```

Using the function key *yes* you get the following display:

Using the function key no you get back to the precious display.

```
        REALLY
      CONTINUE?

no              yes
```
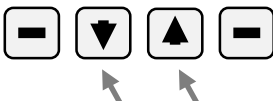
Note: When you continue the process of registration will be interrupted.

```
arrived pigeons: 2
01      10056 15:47:38

quit           print
```

With the 2 cursor keys you can scroll within the list.

Using the function key quit you get back to the previous display.

Using the function key print the complete list is printed out by a connected printer.

10. SUB-MENU LISTS

Selecting the sub-menu *list* in the *main menu* you get the following display:

```
**      lists
    arriv. pigeons
    assoc. pigeons
quit            select
```

The following lists can be selected:

Lists	Description
1) arrived pigeons:	list of pigeons already arrived in the course of an open race
2) registered pigeons:	list of pigeons registered in this device, i.e. all pigeons with a chip code ring for which a corresponding pigeon number is stored in the ATIS TOP

With the two cursor keys you can scroll within the list. The line with the currently active function is flashing. In addition the horizontal arrow on the left is pointing at it.
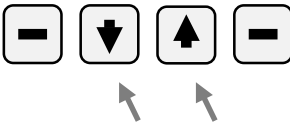
With the function key *quit* you get back to the previous display.

With the function key *select* you call the list indicated in the presently flashing line.

BENZING

10.1 List: Arrived Pigeons

Calling the list arrived pigeons in the sub-menu list you get the following display:

Number of pigeons arrived until now

Headline

Order of arrival

Year of birth of pigeon

Pigeon number

Time of arrival

```
arriv.pigeons:    12
001 95 1923 12:13:25
002 94 1751 12:13:31
quit            print
```

Foreign resp. not (yet) registered pigeons are marked with a star. Instead of the pigeon number a segment of the memory contents of the chip-code-ring is displayed:

```
arriv. pigeons:  13
002 94 1751 12:13:31
003 *124890 12:42:16
quit            print
```

„Marking of „foreign pigeon"-

Segment of the memory contents of the chip-code-ring

Foreign resp. not (yet) registered pigeons are marked with a star. Instead of the pigeon number a segment of the memory contents of the chip-code-ring is displayed:

```
arriv. pigeons:  13
002 94 1751 12:13:31
003 *124890 12:42:16
quit            print
```
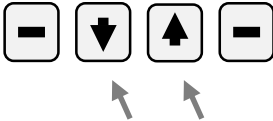
„Marking of „foreign pigeon"-

Segment of the memory contents of the chip-code-ring

Mind: A maximum of 15 foreign pigeons can be listed.

If a further pigeon arrives in the meantime you will hear a short beep, the number of arrived pigeons will be increased by one and the list extended by one line.

With the 2 cursor keys you can scroll within the list. The current position is indicated by the flashing line.

With the function key *quit* you get back to the previous display.

With the function key *print* the complete list is printed out by a connected printer. The printing is done in the background, i.e. arriving pigeons continue to be registered during the printing process.

To enable control of the printing process the right function key changes its function:

```
arriv. pigeons:  12
002 94 1751 12:13:31
003 *124890 12:42:16
quit        stop pri
```

function key to control the printing process

Using the function key *quit* you get back to the previous display.
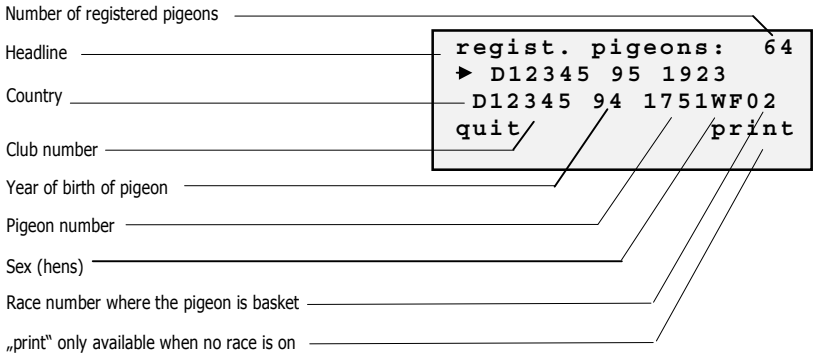
With the function key *stop pri* the printing-out is stopped.

After that the function of the right function key changes again to „*print*", i.e. the printing process can be newly started at any time.

10.2 List: Registered Pigeons

Calling the list registered pigeons in the sub-menu lists you get the following display:

Number of registered pigeons

Headline

Country

Club number

Year of birth of pigeon

Pigeon number

Sex (hens)

Race number where the pigeon is basket

„print" only available when no race is on

```
regist. pigeons:  64
► D12345 95 1923
  D12345 94 1751WF02
quit           print
```

With the two cursor keys you can scroll within the list. The current position is indicated by the flashing line.
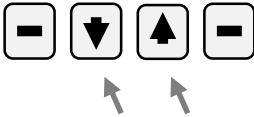
With the function key *quit* you get back to the previous display.

With the function key *print* the complete list is printed out by a connected printer.

Mind: Whenever a race is open the function print of the list of registered pigeons is disabled!

11. SUB-MENU POOLS

Mind: This sub-menu can only be selected if a list of registered pigeons is available in the ATIS-TOP.

Selecting the sub-menu pools in the main menu you get the following display:

```
**      pools      **
➤race-number    1▼
  race-number      2
quit         choose
```

With the 2 cursor keys you can scroll within the list.
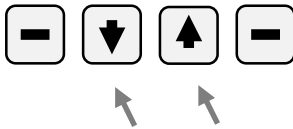
Using the function key quit you get back to the previous display.

Using the function key choose the currently flashing race number is selected for following sub-menus:

1. Nomination
2. Belg. 10:1 pool
3. Spot/Board-Win
4. Amount
5. List
6. Speed

```
**      pools      **
►Nomination          ↓
  Belg. 10:1 pool
quit            choose
```

With the 2 cursor keys you can scroll within the list.

Using the function key *quit* you get back to the previous display.

Using the function key *choose* the currently flashing sub-menu is selected:

BENZING

11.1 Pools: Nomination

```
**    nomination    **
 ClNr YY PiNr      S
   XXXX
quit              next
```

When searching within the list of registered pigeons you can enter a search critrion (e.g. pigeon number or part of it, age etc.) in the entry line under the resp. category.

YY...age
PiNr ...pigeon number
S ...sex

Using the function key *next* the cursor position (underlined field) jumps one position further to the right to the next entry position and at the most right position back again to the first one within the entry line.

At the respective cursor position the required number can be entered from the keyboard.
At the entry position "S" the sex can be entered with:
key 1 → male (c)
key 2 → female (h)

Using the *clear* key the entry at the last entered position is deleted again.

Using the *reset* key you get back to the *initial status* without modification. None of the numbers entered is applied.

With the function key *search* the entry which corresponds with the keyed in search critrion is searched within the list of registered pigeons. Then the list with the found position is indicated. In the case of no correspondence the display will jump to the first item of the list.

With the cursor key *down* you get the list of the red pigeons.

Country
Age
Pigeon Number

Race-Number of nomination
T Training (not nominated)

```
**   nomination   **
▶AU 01 10002c   T▼
  AU 02 10003   T
quit           choose
```

With the 2 cursor keys you can scroll within the list.

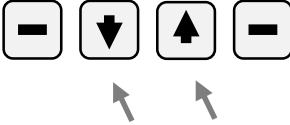Using the function key *quit* you get back to the previous display.

Using the function key *choose* the currently active pigeon is selected:

BENZING

```
**    nomination    **

            0 0 0

apply                next
```

Using the function key *next* the cursor position (underlined field) jumps one position further to the right to the next entry position and at the most right position back again to the first one within the entry line.

At the respective cursor position the required number for the nomination can be entered from the keyboard.

With the function key *apply* the indicated resp. entered nomination is applied for the resp. race-number.

After a short beep the confirmation appears:

```
**      Pigeon      **
   AU 01 10002c   T
Nom                001

apply                next
```

After approx. 2 seconds the device gets back to the sub-menu *nomination*.

11.2 Belg. Pool

```
**    Belg. pool    **
 ➤AU 01 10002c   T▼
   AU 01 10003    T
quit           choose
```
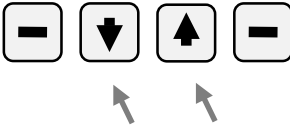
With the 2 cursor keys you can scroll within the list.

Using the function key *quit* you get back to the previous display.

Using the function key *choose* the currently active pigeon is selected:

```
**    Belg. pool    **
  P1 P2 P3 P4 P5 P6
   _   _   _   _   _   _
apply          next
```
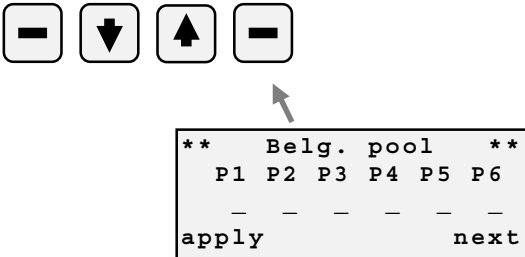
Using the function key *next* the cursor position (underlined field) jumps one position further to the right to the next entry position and at the most right position back again to the first one within the entry line.

With the 2 cursor keys you can select a pool for the resp. pigeon on the cursor position. You can choose various pools.
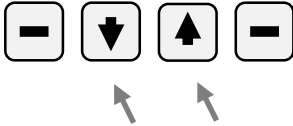
With the function key *apply* the indicated resp. entered pool(s) is (are) applied for the resp. pigeon.

11.3 Pools: Spot/Board-Win.

See Chapter Belg. Pool

In the sub-menu *spot/board-win.* you can select 6 pools or 5 pools and the spot.

```
** Belg. pool **
  P1 P2 P3 P4 P5 P6

   _  _  _  _  _  _
apply           next
```

BENZING

11.4 Pools: Amount

```
**    Belg. pool    **

Amount  1   : 000.00

apply          next
```

With the 2 cursor keys you can scroll within the pools.
Belgian 10:1 Pool (1..6)
Board-Winner Take All (1..6)
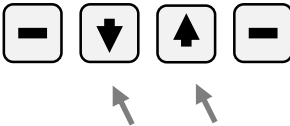
Using the function key *next* the cursor position (underlined field) jumps one position further to the right to the next entry position and at the most right position back again to the first one within the entry line.

At the respective cursor position the required number for the amount can be entered from the keyboard.

With the function key *apply* the indicated resp. amount is applied for the resp. pool and you get back sub-menu *pool*.

BENZING

11.5 Pools: List

```
race-number        1
AU 01 100008c
Nom.             003

quit           print
```

With the 2 cursor keys you can scroll within the list of the nominated pigeons.

Using the function key quit you get back to the previous display.

Using the function key print the complete list is printed out by a connected printer.

11.6 Pools: Speed

When calling the function speed you can enter the liberation time and distance of the resp. race.

(see Test Flight: Speed Input)

12. **SUB-MENU ERASE**

When selecting the sub-menu *erase* in the *main menu* you are first required to enter the pincode:
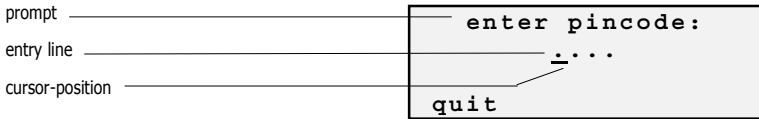
```
prompt ──────────────────────────────┌──────────────────────┐
                                      │   enter pincode:     │
entry line ───────────────────────────────        .···      │
cursor-position ──────────────────────│         ─            │
                                      │ quit                 │
                                      └──────────────────────┘
```

Now you are expected to enter the 4-digit personal pincode from the keyboard (keys 0 to 9). For reasons of secrecy a „#" is displayed instead of the entered pincode.

Mind: The pincode can be set resp. changed in the sub-menu *configurations* under *pincode*

Using the function key *quit* you get back to the previous display.

Using the function key *OK* the entry of the personal pincode is finished.

Error: If the personal pincode has been falsely entered or isn`t correct:

```
┌──────────────────────────────┐
│                              │
│      wrong pincode!          │
│                              │
└──────────────────────────────┘
```
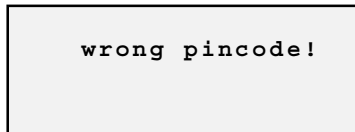
Correct: If the pincode is correct:

```
**      delete    **
          race
     assoc. pigeon.
quit            choose
```

The following erasing options are possible:

Erasing option	Description
1) Race:	A race can only be erased after an evaluation list of that race has been printed out in the club. Simultaneously with the deletion of the race all associations for that race are erased as well
2) Assoc. pigeons:	Associations for races can be erased.
3) Regist. pigeons:	Registrated pigeons can be erased.

With the two cursor keys you can scroll within the list. The line with the current option is flashing and in addition, the horizontal arrow on the left is pointing at it.
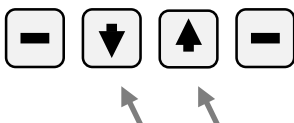
Pressing the function key *quit* you get back to the previous display.

Pressing the function key *choose* you call the deleting option indicated in the currently flashing line.

12.1 Erase: Race

Mind: Races in progress resp. open races cannot be erased.

Calling the option *race* in the sub-menu *erase* you get the following display:

```
     race number
     race number   01
     race number   02
quit          delete
```

With the two cursor keys you can select within the list of race numbers the particular number that is to be erased. The line with the current race number is flashing and in addition there is a horizontal arrow on the left pointing at it.

Mind: Only races that can be erased are indicated, i.e. races that have already been closed (printed out) at the club.
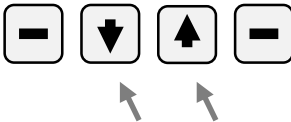
Using the cursor key *quit* you get back to the previous display.

Using the cursor key *erase* the currently flashing race number is selected for deletion. For confirmation you`ll hear a short beep and the following question will appear:

BENZING

```
     race number     01
     to be erased?
 no                 yes
```

Pressing the function key *no* you get back to the selection of races for deletion.

Pressing the function key *yes* the race is erased. A confirmation will follow (beep and display):

```
     race number     1
          erased!
```

After about 2 seconds the device will go back to the selection of races.

12.2 Erase: Associated Pigeons

Mind: Associations for races in progress resp. for open races cannot be erased.

If you call the option associated pigeons in the sub-menu erase you get the following display:

```
Assoc. pigeons:   31
 ClNr YY PiNr S
 XXXX..... .. ....
quit          next
```

Prompt

Entry line

Cursor-Position

For the search within the list of associated pigeons you can enter a search criterion (e.g. pigeon number or part of it or country etc.) into the entry line under the respective category:

Year of birth /pigeon	(YY)	2-digit
Pigeon number	(PiNr)	4-digit
Sex	(S)	1-digit

Using the function key *quit* you get back to the previous display.

Using the function key *next* the cursor position (underlined field) jumps one position further right to the next entry position and from the the most right position it jumps back again to the first position in the entry line.

At the respective cursor position you can enter the required number from the keyboard. At the entry position „C" for country a country code is displayed instead of the entered number (key"0" = G etc.) and at the entry position „S" for sex the sex of the pigeon is displayed instead of the entered number (key „1" = C, „0" = H).

BENZING

Using the *clear* key you erase the key entry at the last entered position.

Using the *reset* key you get back to the initial status without modification. None of the entered numbers is stored.

As soon as an entry has been made the function key on the left changes its function from *quit* to *search:*

```
assoc. pigeons:   31
 ClNr YY PiNr S
. ..... .. 17.. .
search        next
```

Using the function key *search* you search within the list of associated pigeons for the entry that corresponds best with the entered search criterion. Then the list with the found position will be displayed. If there is no correpondence the display will jump to the first entry of the list.

```
assoc. pigeons: 31
AV 01    100006c 1
quit        delete
```

Race

With the two cursor keys you can select from the list of associated pigeons the particular pigeon that is to be erased. The line with the respective pigeon is flashing and the horizontal arrow on the left is pointing at it.
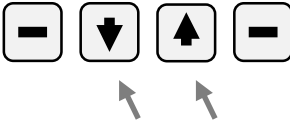
Using the function key *quit* you get back to the previous display.

With the function key *erase* the current flashing association is selected for deletion. For confirmation you`ll hear a short beep and the following question will appear:
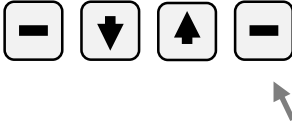
```
        association
D12345 94 1751WF01
        delete?
no                yes
```

Using the function key *no* you get back to the list of asociated pigeons.

Using the function key *yes* the association will be erased. You`ll get a confirmation (beep and display):

```
     association for
D12345 94 1751WF01
        deleted!
```

Using the function key *no* you get back to the list of asociated pigeons.

Using the function key *yes* the association will be erased. You`ll get a confirmation (beep and display):

```
      association for
   D12345 94 1751WF01
        deleted!
```

If the selected pigeon has been set for a race in progress you`ll get the following display:

```
     pigeon set
    cannot be
 deleted!
```

After about 2 seconds the device gets back to the selection of associated pigeons for deletion.

12.3 Erase: Registered Pigeons

Mind: Only possible if no race is in progress!

Registered pigeons that are marked for a race in progress resp. for an open race cannot be erased.

If you call the option registered pigeons in the sub-menu erase you`ll get the following display:

```
                                    regis.pigeons:    64
Prompt ────────────────────────      ClNr YY  PiNr    S
Entry line ─────────────────────     . ..... ..  ....  .
                                    quit            next
Cursor position ────────────────
```

For searching within the list of registered pigeons you can enter a search criterion in the entry line under the corresponding category (e.g. pigeon number or part of it, country, etc.)

Year of birth/pigeon	(YY)	2-digit
Pigeon number	(PiNr)	4-digit
Sex	(S)	1-digit

Using the function key *quit* you get back to the previous display.

Using the function key *next* the cursor position (underlined field) jumps one position further right to the next entry position and from the most right position back again to the first position within the entry line.

At the respective cursor position you can enter the requested number from the keyboard. At the entry position „C" for country a country code is displayed instead of the entered number

(key „0" = G etc.) and at the entry position „S" for sex the sex is indicated instead of the entered number (key „1" = C, „0" = H).

With the *clear* key you can erase the key entries at the last entered position.

With the *reset* key you get back to the initial status without modification. None of the entered numbers will be stored.

As soon as an entry has been made the left function key changes its function from *quit* to *search*

```
regist.pigeons:   64
 C CLBNR YP PGNR S
. ..... .. 17.. .
search        next
```

Using the function key *search* you search within the list of associated pigeons for the entry that corresponds best with the entered search criterion. Then the list with the found position will be displayed. If there is no correpondence the display will jump to the first entry of the list.


```
regist. pigeons: 64
AV 01    100006c  1
quit        delete
```

Using the two cursor keys you can select the pigeon to be erased within the list of registered pigeons. The line with the respective pigeon will flash and in addition there is a horizontal arrow on the left pointing at it.
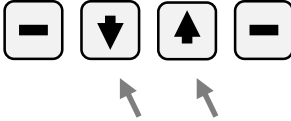
Using the function key *quit* you get back to the previous display.

Using the function key *erase* the currently flashing registration is selected for deletion. For confirmation there is a short beep and the following question will appear:

```
registered pigeon
AV 01    100006c  1
      delete?
no              yes
```

Using the function key *no* you get back to the list of registered pigeons.

Using the function key *yes* you`ll get the same question again for security reasons.

```
You really want to
delete registered
pigeon?
no              yes
```

BENZING

Using the function key *no* you`ll get back to the list of registered pigeons.

With the function key *yes* the registered pigeon is erased. A short confirmation will follow (beep and display):

```
Registration for
AV 01     100006c   1
        deleted!
```

After about 2 seconds the device gets back to selection of registered pigeons for deletion.

BENZING

13. SUB-MENU CHECK

If you select the sub-menu *check* in the main menu you`ll get the following display:

```
**        check      **
          ring
          antenna
quit                choose
```

The following checking options are available:

Checking option	Descripton
1) Ring:	The data of a chip-code-ring (ring type, ring number, pigeon number etc.) is indicated. For this purpose the ring has to be passed over the loft antenna to be read.
2) Antennae:	The ATIS-TOP checks the number of connected antennas and indicates them with their serial numbers.
3) System:	The ATIS-TOP checks the internal memory, the program and shows the result together with the serial number of the device.
4) Security:	The ATIS-TOP checks the various incorporated security precautions and displays the results.

With the cursor keys you can scroll within the list. The line with the current option is flashing and in addition the horizontal arrow on the left is pointing at it.
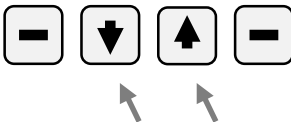
With the function key *quit* you get back to the previous display.

With the function key *select* you call the deleting option in the currently flashing line.

13.1 Check: Ring

Attention: As long as the function *check ring* is active no pigeons can be registered. Therefore this function is possible for 10 seconds during a race. When a race is going on the device automatically gets back to registration after 10 seconds.

Once the communication to the loft antennae has been interrupted the ATIS-TOP will again search for connected loft antennae:

```
**      ringtest
**

     comms.setup
```

An increasing row of points in the bottom line of the display shows that the search is in progress.

Error: If no loft antenna has been found you`ll hear a short beep and the following display will appear:

```
**      ringtest    **

     NO ANTENNA
```

The system including the cabling is to be checked.
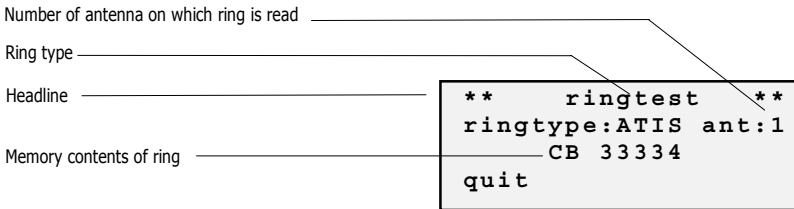See also *check antennae.*

Correct: If one ore more loft antennae have been found you`ll get the request to hold a chip-code-ring over a loft antenna to be read.

```
**      ringtest    **
Pass  ring over  ant.
     antenna!
quit
```

Using the function key *quit* you get back to the previous display.

If a chip-code-ring is now held vertically over the antenna field of a loft antenna it will be read and its contents will be displayed:

Number of antenna on which ring is read

Ring type

Headline

Memory contents of ring

```
**      ringtest      **
ringtype:ATIS ant:1
        CB 33334
quit
```

On the display you find: ring type (not only ATIS rings, number of the loft antenna over which the chip-code-ring is being held and the storage contents.

Mind: Approx. every second the antenna is newly read out and the result is newly displayed. For control reasons a beep accompanies each reading process. In the case of several connected antennae one after the other is called. If there are several chip code rings on an antenna, one ring after the after will be displayed. Only one chip-code-ring per reading field is permitted. To remember: The ATIS loft antennae are always equipped with several antenna fields e.g. 8 per loft antenna. If there are two or more chip-code-rings on one reading field none of these rings will be read out!

Using the function key *quit* you get back to the previous display.

BENZING

13.2 Check: Antennae

Attention: As long as the function *check antennae* is active no pigeons can be registered. Therefore this function is possible for 10 seconds during a race. When a race is going on the device automatically gets back to registration after 10 seconds.

Once the communication to the loft antennae has been interrupted, the ATISTOP will again search for connected loft antennae:

```
**   antennatest   **

      testing
..................
```

An increasing row of points in the bottom line of the display shows that the search is in progress.

According to the number of connected antennae the result of the search is displayed after 5 to 20 seconds:

Number of antenna

```
**   antennatest   **
Ant: 1 Nr:95105705
Ant: 2 Nr:95103312
quit
```

Serial number of antenna

If one or more antennae have been found resp. if the ATIS TOP could establish communication with one or more loft antennae the total of the antennae found and the received serial number of each antenna will be displayed.

With the two cursor keys you can sctroll within the list of found antennae. The line with the currently active antenna is flashing and in addition the horizontal arrrow on the left is pointing at it.
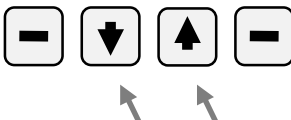
With the function key *quit* you get back to the previous display.

Error: If no loft antenna could be found you`ll hear a short beep and the following display will appear:

```
**   antennatest   **

      NO ANTENNA
```

Attention: If no antenna is connected or found no pigeons resp. chip code rings can be registered!

In that case the following checks are absolutely to be carried out:

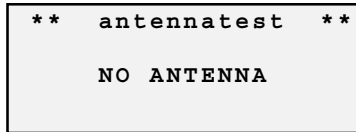1) Cabling: between ATIS-Top and T-adaptor (CNN, ANN, INN)
2) Cabling: between T-adaptor and distribution box DNN (if there is one) and the loft-antennae
3) Plug connections: are all connectors tightly and correctly joined (engaged)?
4) Supply voltage: the green LED of the adaptor must be illuminated
5) Data communications: during the test, as long as the row of points in the bottom line of the display is increasing, the yellow LED of the T-adaptor must be flashing

If, however, an antenna error is still indicated in spite of these measures the only thing to do is probably to disconnect (unplug) individually single antennae and cables. After each disconnection, however, you should check again in order to find out the faulty part. In case this proceeding shouldn`t lead to a satisfying result either, please contact your ATIS-customer service.

13.3 Check: System

Attention: As long as the function check system is active, no pigeons can be registrated! Therefore be cautious to apply this function during a race!

```
**     systemtest    **

        testing
. . . . . . . . . . . . . . . . .
```
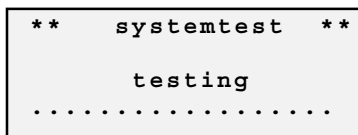
The increasing row of points in the bottom line of the display indicates that a test is going on.

After the end of the system test the result will be displayed (now the pigeons are again registered in the background):

Serial number of the device

Headline

Status of the RAM-memory test

Status of the FLASH memory test

```
**     systemtest    **
▶SNr:  123456
RAM: OK   FLASH: OK
quit
```

The following data is displayed (in several lines):

Serial number:	(SNr)	The serial number internally stored in the ATIS-TOP is displayed. It should correspond with the serial number of the type label at the back of the device.
RAM-memory:	(RAM)	Is used for temporary storage of data, such as system data, interim results, etc. These data are only saved as long as the device is supplied with electricity. If the RAM-memory is all right the display will show "*OK*", if not it`ll show "*??*".
FLASH-memory:	(FLASH)	Is used for longer storage of data such as lists of arrived , associated and registered pigeons, of races, of results, etc. These data are saved for a period of up to 10 years even in the case of a power failure. If the FLASH-memory is all right, the display will show "*OK*", if not it`ll show "*??*".

Software version: (SWVNr)   Indicates the software version currently active in the ATIS TOP

Hardware version: (HWVNr)   Indicates the currently active hardware version in the ATIS TOP.

Boot version: (BTVNr)   Indicates the boot software version currently active in the ATIS TOP.

Status: (STAT)   Information for the producer (irrelevant for the fancier)

With the two cursor keys you can scroll within the list. The currently active line is flashing and the horizontal arrow on the left is pointing at it.
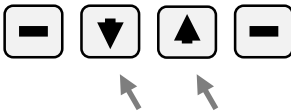
Using the function key *quit* you get back to the previous display.

Error: If an error is indicated repeat the test for security reasons. First press the *reset* key, then call again the function *system* in the sub-menu *check.*

If a system error is again indicated the device doesn`t work properly and we cannot guarantee operation according to the rules any more. In that case please contact your ATIS-customer service.

BENZING

13.4 Check: Security

Attention: As long as the function check security is active no pigeons can be registered! Therefore be cautious to use this function during a race!

```
** securitytest **

     testing
.................
```

The increasing row of points in the bottom line indicates that the test is going on.

After the end of the security test its result is displayed (now the pigeons are again registred in the background):

Status of hardware protection ─────

Headline ─────

```
**  securitytest **
 hardwarecheck: OK
 softwarecheck: OK
quit
```

Status of software protection ─────

On display:

Hardwarecheck: The hardware precautions incorporataed in the ATIS TOP against unauthorized access to the electronics are checked and the result is displayed. If the hardware protection is all right, the display shows „OK", if not „??".

Softwarecheck: The software precautions incorporated in the ATIS TOP against program and data manipulation are checked and its result is displayed. If the software protection is all right the display shows „OK", if not „??".

Error: If an error is indicated, please repeat the test to be sure. In that case press the reset key and then call the function security in the sub-menu check.

In case a security error is indicated again we cannot guarantee for more proper and safe functioning of the device nor the correctness of the displayed and stored data.
In this case please contact your ATIS-customer service.

Using the function key *quit* you get back to the previous display.

14. SUB-MENU CONFIGURATION

Mind: During a race in progress resp. an open race this sub-menu cannot be called.

If the sub-menu *configuration* in the main menu is selected you get the following display:

```
** configuration **
     date /time
       pincode
quit           select
```

The following configurations are possible:

Possibilities	Description
1) Date/time	set date and time
2) Pincode:	program personal pincode
3) Master/Slave:	Mode for 2 Tops in our loft
4) Name:	enter name of owner of device
5) Language:	set user language
6) Printer:	select printer

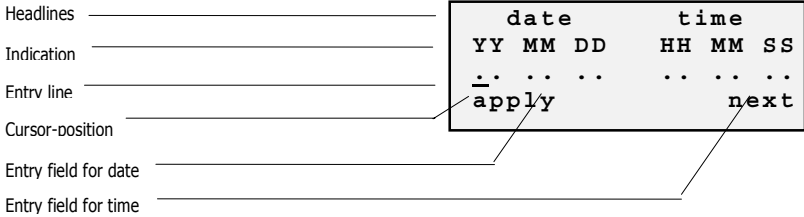Using the function key *quit* you get back to the *main menu*.

Using the function key *select* you call the configuration indicated in the currently flashing line.

BENZING

14.1 Set: Date/Time

Attention: During a race in progress resp. an open race date and time cannot be changed.

```
         date         time
     YY MM DD     HH MM SS
     .. .. ..     .. .. ..
     apply            next
```

Headlines
Indication
Entry line
Cursor-position
Entry field for date
Entry field for time

In the entry line under the corresponding you find the internal date and the internal time. Each indicated item can be changed accordingly:

YY.MM.DD: 2 digits each for year, month and day
HH:MM:SS: 2 digits each for hours, minutes and seconds

Using the function key *next* the cursor position (underlined field) jumps one position further to the right to the next entry position and at the most right position back again to the first one within the entry line.

At the respective cursor position the required number can be entered from the keyboard.

Using the *clear* key the entry at the last entered position is erased again.

C

Using the *reset* key you get back to the *initial status* without modification. None of the numbers entered is applied.

BENZING

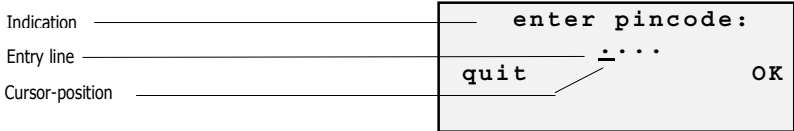With the function key *apply* the indicated resp. entered data are applied as new date and new time.

For confirmation you`ll hear a short beep and the ATIS-TOP will jump back to the menu *configuration.*

14.2 Set: Pincode

Mind: At delivery the pincode in the ATIS-TOP is set to„1234". We recommend to replace it as soon as possible by your personal pincode.

First you are asked to enter the previous pincode:

Indication ——————————————————— **enter pincode:**
Entry line ————————————————— **. . . .**
Cursor-position ———————————— **quit** **OK**

Now you are expected to enter the 4-digit personal pincode from the keyboard (keys 0 to 9). For reasons of secrecy a „#" is displayed instead of the entered number.

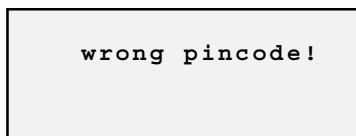Using the function key *quit* you get back to the previous display.

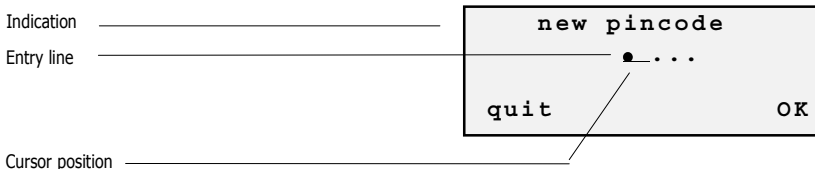Using the *clear* key you erase the entry at the last entered position

Pressing the function key *OK* you finish the entry of the personal pincode.

Error: If the personal pincode has been falsely entered or is incorrect:

wrong pincode!

BENZING

Correct: If the pincode is correct:

Indication ——————————————————— new pincode

Entry line ——————————————————— ●...

quit   OK
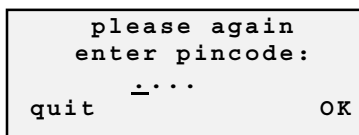
Cursor position ——————————————————

Now you are expected to enter your new personal pincode from the keyboard (keys 0 to 9).

Attention: Never forget your new pincode!

Using the function key *quit* you get back to the *main menu* without changing the old pincode.

Using the function key *OK* the entry of the new personal pincode is finished. For confirmation the new pincode must be entered once more:

please again
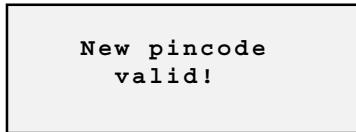enter pincode:
.···
quit   OK

Now you are again expected to enter your new personal pincode from the keyboard (keys 0 to 9).

Using the function key *quit* you get back to the previous menu without changing the old pincode.

Using the function key *OK* you program the new personal pincode. From now on the new personal pincode is valid! For confirmation you`ll hear a short beep and the following display will appear:
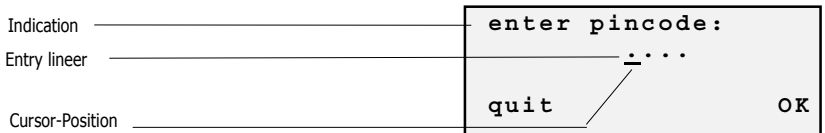
```
New pincode
  valid!
```

After about 2 seconds the device jumps back to the menu *configuration*

BENZING

14.3 Set: Name

Mind: At delivery the name in the ATIS-TOP is set to „*Gantner Electronic*". We recommend to replace it as soon as possible by your own name.

First you are asked to enter the previous pincode:

Indication ──────────────────────── **enter pincode:**

Entry lineer ──────────────────────── **:...**

Cursor-Position ──────────────────────── **quit   OK**

Now you are expected to enter the 4-digit personal pincode from the keyboard (keys 0 to 9). For reasons of secrecy a „#" is displayed instead of the entered number.

Using the function key *quit* you get back to the previous display.

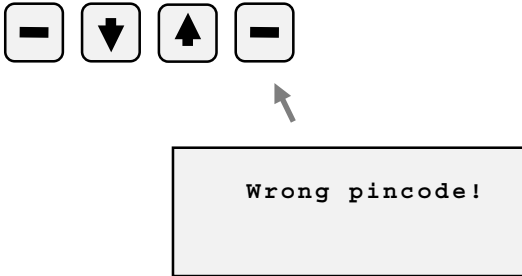Using the *clear* key you erase the key entry at the last entered position.

C

Using the *reset key* you get back to the *initial status* without modification. None of the numbers entered is applied.
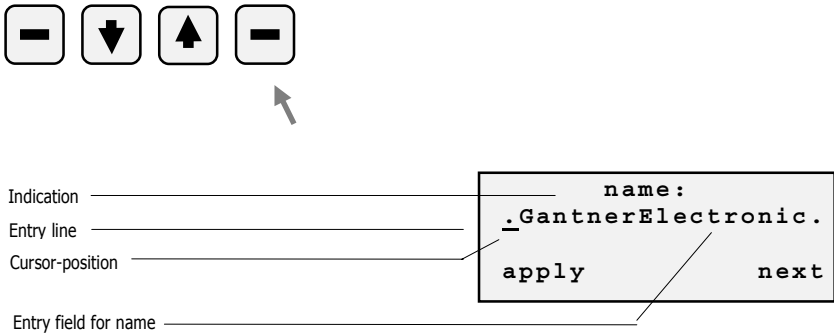
Using the function key *OK* you complete the entry of the personal pincode.

**Error:** If the personal pincode has been wrongly entered or is incorrect:

```
Wrong pincode!
```

Correct: If the pincode is correct:

Using the function key *OK* you complete the entry of the personal pincode.

Indication ——————————————————————— **name:**
Entry line ——————————————————————— **.GantnerElectronic.**
Cursor-position ————————————————————
 apply   next

Entry field for name ————————————————————

Using the two cursor keys you can choose the required character out of the ABC or the required symbol. With the function key *next* the presently indicated character or symbol can be fixed at that particular position.
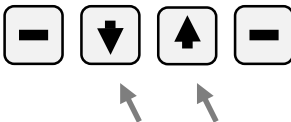
With the function key *next* the cursor position (underlined field) jumps one position right to the next entry position and at the most right position back again to the first in the entry line.

Using the *clear* key you erase the key entry at the last entered position.

C

Using the *reset key* you get back to the *initial status* without modification. None of the entered numbers is stored.

With the function key *apply* the indicated resp. entered characters and symbols are applied as new name.

For confirmation you`ll hear a short beep and the ATIS
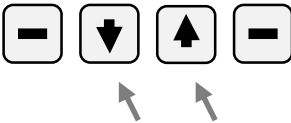TOP will jump back to the menu *configuration*

14.4 Set: Language

Mind: At delivery the language in the ATIS-TOP is set to „German".

```
**     language     **
         german
         english
quit             select
```

With the two cursor keys you call scroll within the selection of languages. The line with the currently active language is flashing and in addition there is a horizontal arrow on the left pointing at it.

Using the function key *quit* you get back to the previous display.

With the function key *select* the indicated language is applied as new user language.

For confirmation you get a short beep and the ATISTOP jumps back to the menu *configuration*.

14.5 Set: Printer
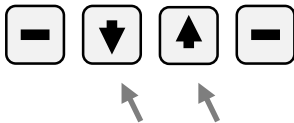
Mind: At delivery the printer in the ATIS TOP is set to „CANON / parallel".

```
**     printer     **
   CANON / parallel
          HP
quit            select
```

With the two cursor keys you can scroll within the selection of printers. The line with the currently active printer is flashing and in addition there is a horizontal arrow on theleft pointing at it.

Using the function key *quit* you get back to the previous display.

Using the function key *select* the indicated printer is used.

For confirmation you`ll hear a short beep and and the ATIS-TOP jumps back to the menu *configuration*
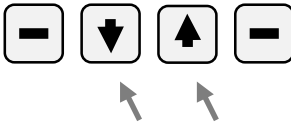
Configuration: Master / Slave

With this configuration you can use 2 TOPs in the same loft. The TOPs can be evaluated in de different clubes.

When calling the function *Master / Slave* in the sub-menu *configuration* you get the following display:

```
Master / Slave
   ➤     MASTER        ↓
         SLAVE
quit              choose
```
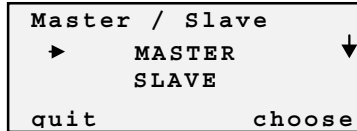
With the 2 cursor keys you can select *MASTER* or *SLAVE*.

Using the function key *choose* the currently active configuration (Master or Slave) is selected:

After a short beep the TOP restarts with the new selected configuration.

When you have selected the SLAVE configuration you will see this on the display.

```
GANTNER ELECTRONIC
     NO RACE
01.04.20    15.11.36
SLAVE
```
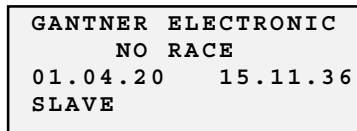
Note: By setting the same pigeon for a race in both TOPs (Master and Slave) on same time, the secret code will not be correct.

A slave can not be used without a Master, when you plug out the Master you have to change the configuration of the Slave to a Master.

When you have connected a Slave without Master the Slave will warn you with a beep at the display.

```
NO MASTER
CONNECTED!
```

15. SUB-MENU SEX/COLOUR

15.1 Sex/Colour: Sex

Mind: This sub-menu can only be selected if there is already a list of registered pigeons in the ATIS-TOP.

If you select the sub-menu *Sex* in the main menu you get to the following display:

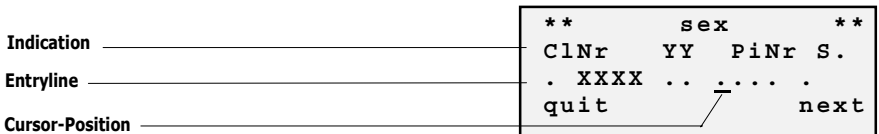Indication ────────────────────
Entryline ─────────────────────
Cursor-Position ───────────────

```
**      sex      **
ClNr    YY  PiNr S.
. XXXX .. .... .
quit            next
```

Now you can search for the pigeon whose sex is to be entered or changed.

For the search within the list of registered pigeons you can enter a search criterion (e.g. pigeon number or part of it or country etc.) in the entry line under the corresponding category.

Year of birth/pigeon	(YY)	2-digit
Pigeon number	(PiNr)	4-digit
Sex	(S)	1-digit

Using the function key *quit* you get back to the previous display.

With the function key *next* the cursor position jumps one position to the right to the next entry position and at the most right position back again to the first one in the entry line.

At each cursor position you can enter the required number from the keyboard. At the entry position „C" for country a country code (key 0 = G etc.) is displayed instead of the entered number and at the entry position „S" for sex the sex is displayed instead of the entered number („1" = C, „0" = H).

Using the *clear key* you erase the key entry at the last entered position.

Using the *reset key* you get back to the initial status without modification. None of the entered numbers is stored.

As soon as an entry has been made the function key on the left changes its function from *quit* to *search*:

```
**        Sex        **
  C CLBNR YP PGNR   S
  . ..... .. 17_.   .
search            next
```

With the function key *search* you search within the list of registered pigeons for the entry which corresponds best with the entered search criterion. Then the list with the found position is indicated. In the case of no correspondence the display jumps to the first entry of the list:



```
**        Sex        **
  G12345 96 6523
  G12345 94 1751WF01
quit            change
```

With the two cursor keys you can now also select another pigeon from the list of registered pigeons. The line with the respective pigeon is flashing and in addition there is a horizontal arrow on the left pointing at it.

Mind: If a pigeon has already been marked (associated) for a race the corresponding race number is displayed simultanously.
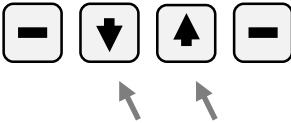
Using the function key *quit* you get back to the previous display without modification (to search in the list of registered pigeons).

With the function key *change* you can change the sex of the indicated pigeon. If there is a „H" for „hen" the sex of the pigeon can be changed to „code" by pressing the function key *change* (in that case an empty space is displayed).

And vice versa: Is there an empty space at that position (male) you can change the sex to „*hen*" by pressing the function key *change* (in the case of „*hen*" an „H" is displayed).

BENZING
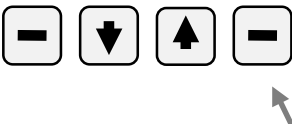
15.2 Sex/Colour: Colour

When calling the function colour in the sub-menu sex / colour you get the following display:

```
**    colour    **
 ClNr  YY PiNr    S
 XXXX .. ......   .
quit        next
```

With the cursor key down you get the list of the reg pigeons.


```
**     colour    **
 ➤AU 01 10002c  T▼
  AU 02 10003   T
quit        choose
```

With the 2 cursor keys you can scroll within the list.

Using the function key quit you get back to the previous display.

Using the function key choose the current active pigeon is selected and you get the following display:

```
**     colour     **

         ..·.
apply          next
```

With the 2 cursor keys you can scroll in the alphabet on the resp. cursor position.
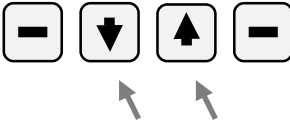
Using the function key next the cursor position (underlined field) jumps one position further to the right to the next entry position and at the most right position back again to the first one within the entry line.

With the function key apply the indicated resp. colour is applied for the resp. pigeon and you get back to the list

16. GUARANTEE AND LIABILITY

On the ATIS-TOP we grant

1 Year Guarantee

concerning good material and good functioning. This means that all elements that prove to be unusable and faulty within this period resulting from faults in material or workmanship are newly supplied or exchanged free of charge.

The delivery costs resulting from replacement or exchange are not covered by the guarantee. Normal wear as well as defects arising from damage by force or careless and improper use are not covered by this guarantee either.

The guarantee becomes void if system elements are opened by persons that aren`t explicitly authorized by us.

The instructions for use have to be followed accurately.
We do not grant any guarantee nor any possible liability regarding manipulation security, loss and correctness of the indicated, printed-out or transferred data and results.

The ATIS-TOP has been issued a type-specific general authorization by the BAPT (Bundesamt for Post und Telekommunikation). This entitles everybody to use it without licence and free of charge. All relevant ATIS-system parts have been checked according to the CE regulations and have been certified acccording to EN 60950 (IEC 950) and comply with the DIN/VDE 0805 guidelines. In addition the ATIS-TOP meets already today the European requirements according to the ETSI (European Telecommunication Standard Institute).

17. TECHNICAL DATA

17.1 ATIS TOP

Number of pigeons: max. 500
Racing pigeons: max. 500
Races: max. 14 simultaneously
Voltage: 8 to 20 V DC, typical 12 V DC
Current: approx. 110 mA
RAM-memory: CMOS 32 Kbytes
FLASH-memory: 160 Kbytes
Program memory: FLASH-EEPROM, program to be loaded over PC
Interface: RS-485
Display: LCD with 4 lines with 20 characters each, illuminated
Keyboard: film keyboard with:
                                4 function keys,
                                10 number keys and
                                2 special keys
Clock: CMOS-Real Time-Clock,
                                a quartz clock
Housing: plastic ABS
Dimensions: 176 x 105,5 x 59 mm (length x width x height)
Weight: approx. 0,35 kg
Operating temperature: 0° to +45°C
Storage temperature: -25° to + 55°C
Protection: IP 50
Service: not required
Battery: 7 years warranty

17.2 ATIS-Loft-Antenna

Ring types: ATIS Chip-Code-Ring and Universal Ring
Reading coils: 2 per trap
Traps: according to antenna 1, 2, 3, or 4
Number of antennae: max. 8
Reading capacity: max. 7 per second per antenna, max. 28 per second with 8 connected antennae

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Cable length:	distance between tranformer and antenna: 500 m (with each further antenna the max. cable length is halved)
Housing:	plastic
Operating temperature:	0° to +70°C
Storage temperature :	-20° to +70°C
Protection:	IP 52

17.3 ATIS-Chip-Code-Ring

Memory capacity:	128 Bit/64 Bit
Functions:	read and write
Pincode:	4-digit
Data contents:	identification number, pincode, pigeon number, sex, year of birth/pigeon, club number, fancier`s number, check sum
Housing:	plastic

17.4 Transformer

Mains voltage:	230 V $\pm$ 10 % 50/60 Hz/120 V
Output voltage:	13 V DC
Power consumption:	11 W

17.5 T-Adaptor

Operating voltage:	8 to 20 V DC, typical 12 V DC
Current:	approx. 20 mA
Interface:	RS-485
Indicating instrument:	2 LEDs (small signal lamps)
Housing:	plastic

BENZING

Note:
This manual is valid as of December 1st, 2004. It is subject to change,
amendments and changes can be made without prior notice at any time.

Part No.: 590923

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