User manual for ML2000

Checklist

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8 Checklist

8.1 Installing PC software

8.1.1 First start of MLRange

1. MLRange will guide you to the necessary dialogs for basic configuration of the system
2. In the dialog for interface (File+ Interface), the following should be entered:
    a. Serial communication port (e.g. COM1)
    b. Target range (e.g. from lane 1 to lane 16)
    c. Type of result management program (e.g. MLRes)
    d. Directory for exchange with result management program (e.g. \\OFFICE\C\MEGALINK\OFFICE\ML)
    e. Optionally external connected equipment (turn targets, target lift etc.)
3. In the dialog for selection of competitions (File + Select Competition) the button "New competition" MUST be used
4. In the dialog for compeion setup (Setup + Competition), the following should be set the first time:
    a. Activate all targets
    b. Add a competition name
    c. Select shooting organisation and shooting program
    d. Set the prefix value (refer to online help)
    e. Adjust actual and simulated shooting range
    f. Decide the "Display 1/100mm" parameter
    g. Decide the "Shooter selects series" parameter
    h. Decide the "Common relay change for all lanes" parameter
5. MLRange is now ready for competition management, but you should first verify the target setup. This is done with the dialog started from the Setup + Targets menu. Verify the parameters:
    a. Target type
    b. Sensitivity
    c. Motor advance parameters

8.1.2 First start of MLView

1. MLView will guide you to the necessary dialogs for basic configuration of the system
2. Add values in the "Owner" tab
    a. Owner and Licence according to the licence information from Megalink (use exactly the same spelling with small and capital letters)
3. Add values in the "Range" tab
    a. Add a range
    b. Define a range name and set the directory reference to the shooting range (e.g. \\STAND300\C\MEGALINK\STAND)
4. Add values in the "Picture" tab
    a. Add a picture and define a name
    b. Add lanes to the picture (verify the range selection)
    c. Wait with changing other parameters until you have verified that MLView works
5. Add values in the "Profile" tab
    a. Add a profile and define a name
    b. Add pictures to the profile
6. Test the profile

a. A prerequisite for testing MLView is that MLRange have been configured and at least one relay have been created. Some changes in MLRange can require a command (e.g. SHOOT) before the change is operational.

b. When a picture appears in MLView, you can try to change series in MLRange to check that MLView follows properly

8.2 Range officer managed competition

8.2.1 Qualification

Before shooting the following should be verified in the dialog for competition setup::
- Competition name
- Shooting program
- Prefix (Usually M1)

In the dialog for target setup the following should be verified:
- Target type (ISSF 50m rifle etc.)
- Value system (ISSF integer)
- Advance parameters

For each relay the following procedure is used:
- Press "New relay" button and verify next relay number (be careful with non sequential relay numbers)
- When the shooters are in position, you can remove the welcome screen on the monitors by pressing "SHOOT"
- When the shooting starts you can start the clock
- For closed marking you have to press MARK after shooting
- Select the next series and press SHOOT to prepare for the next shooting
- Start the clock when staring the shooting

8.2.2 Final

The following parameters should be verified when switching between qualification and final:
- Selection of competition
- Prefix (F1 for final and M1 for main shooting)
- Shooting program
- Start sum (Startsum1 for final and no start sum for qualification)
- Be sure to use the correct marking type (Series is used when audience can see the shots during shooting while the shooter must wait for MARK. Closed mode is used to block all marking during shooting)

MLView will detect the special final marking. Usually no special profile is needed for this. The marking is controlled by MLRange as follows:
- Select the menu Results + Final Marking
- Confirm that you want to start final marking
- Verify that you are staring on the desired lane (or move to the correct lane)
- Start marking
- Go to the next lane with the "Previous" or "Next" button
- Start the next marking
- Exit final marking when all targets are finished

8.2.3 Team competitions

For separate team competitions you have to create a new competition in MLRange. Observe the same parameters as for final shooting, and in particular:
- Prefix (refer to online hjelp)
- Marking mode

8.3 Shooter managed competition

8.3.1 Qualification

Before shooting the following should be verified in the dialog for competition setup::
- Competition name
- Shooting program
- Prefix (Usually M1)
- Set "Shooter selects series" in competition setup
- Set "Common relay change for all lanes" in competition setup

In the dialog for target setup the following should be verified:
- Target type (ISSF 50m rifle etc.)
- Value system (ISSF integer)
- Advance parameters

For common relay change:
- Press "New relay" button and verify next relay number (be careful with non sequential relay numbers)
- When the shooters are in position, you can remove the welcome screen on the monitors by pressing "SHOOT"
- When the shooting starts you can start the clock
- Send results to office after shooting is finished

For individual relay change:
- Press "New shooter" and verify the relay number
- When the shooter is in position, you can remove the welcome screen on the monitor by pressing "SHOOT" and entering the lane number
- Send results to office after shooting is finished on one lane

8.3.2 Final

Verify the following parameters when switching between qualification and final:
- Prefix (refer to online help)
- Shooting program
- Start sum (Startsum1 for final and no start sum for qualification)
- Settings for Shooter selects series and common relay change
- Value system (ISSF integer and decimal)

Create a speacil final profile in MLView. This profile should contain one picture with the following parameters::
- Select lane 1-8 (typically) and select graphical mode
- Select One shot final mode