

DFOK

SYNCHRONISING THE CONTROLS

Synchronising

1 Lay out all the controls in numerical order, with the clears, checks and starts (two of each) near the 50's and the two finish units near 79.

2 Set up the printer from the blue box with a mains lead (or charge the printer first). Connect the download unit to the printer. The key piece is the one that has both a male and a female. Use any dibber to check the download works and produces a print out

3 Use one of the hired dibbers to wake up all of the controls and all of the admin units (starts, finishes etc.) as it is far quicker to wake them up first rather than both wake them up and synchronise them in the step 6 below. Clear the dibber first and remember that it will only accommodate 30 punches so it may need to be cleared part way through

4 Take the Purple Service Off key and the small light blue master unit from the Blue box. Dib the Service Off key and I think it is the third dib that gives you the Ext Time Master function on the read out. This is the one you need.

5 Take the iron rod and position it in the hole in the light blue master unit

6 Turn it over and hold it into each unit (control and admin unit) until the unit bleeps

7 Take a cleared dibber and dib one of the clear, check and start units then each unit in turn in quick succession, ending with one of the finishes. If using more than 30 controls and a dibber which only holds 30 punches, it will cease to bleep when full

8 Download the dibber and look down the print out to make ensure all the times look good. This means that there should be no gaps in the times listed on the right and most times will be 1 or 2 seconds after the previous one. If all looks good, retain the printout in the blue printer box to demonstrate the synchronisation done in case of any query later

9 If not, resynchronise any odd looking controls (very rarely needed)

10 Otherwise, clear the dibber and then dib the other Clear, Check, Start and then any two or three controls (or all not checked in Step 4 if you are using more than 30) followed by the other finish

11 Download the dibber as in step 8. This confirms that all the controls are synched but also that all the admin units are also exactly synched (knowing the two starts and two finishes are synched to each other saves a lot of time in the results process were both to be needed)

12 Take the Purple Service Off key and turn off all the controls (no need to do the admin units). This is because all the controls are programmed to stay live

for 12 hours after being dibbed, so for 10 mins of use we would incur that amount of battery usage

13 At this stage, to avoid spreading them out again, I would have my Planner maps to hand and gather the units up into the batches I wanted them to be in for putting out the controls and bag them accordingly. Put the controls into the bags pointed end in first

At the event

1 I take each bag in turn and wake up all the controls before I start to put any of them out

2 I usually put the kites through one arm and carry the staves without a bag if there's up to about 10 or 11 of them maximum. I use a bag for larger quantities but look for places to leave some of them en route to speed things up

3 There is no need to check that they have been woken up or put into contactless mode when they are put out; they will have been (and your contactless dibber won't even work in contactless mode unless it has been cleared and checked before you start!)

After the event

1 Spread them out and check all are present

2 Use the Purple Service Off key as in step 12 above since it will saves a few hours of battery usage

3 Bag them