# Mega System

Complete, easy and reliable

## Instructions for the Club

Version 4.0 e





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Mega System Page



## Installing the club system

The Club system consist of a PC club station, basket ting antenna, Master Club card, PC cable, printing cable and power supply unit (and star connection cable).

#### **Basket ting mode:**

The basket ting antenna must always be directly connected into the PC club station and switched into Basket ting mode. This is used to register chiprings of pigeons for basket ting. When you have the Mega Star System then the basket ting antenna will be connected directly into the Mega Star System.

#### The PC station mode is used for:

- 1. Ring-in or ring-out of the clock
  For ring-in you must connect an atom clock / GPS (to synchronize all clock
  times) or you can use the manual function, to the PC Base station you don't
  connect the computer for ring-in only the atom clock.
- 2. Sending and receiving information from or to the PC (computer) When PC base station is connected to your PC by using a null modem cable the atom clock must not be connected.

Please note: Using a non suitable atom clock may cause damage...

#### Loading data \ program to the Mega clock :

Always use the PC club station.

Uploading  $\setminus$  sending of data to the clock is only possible if the clock memory is empty (no race detail present and the clock is not in ring-in state). To have connection with a PC press 3 Data  $\rightarrow$  PC on the clock.

The following menu appears:

Data → PC CE4.0e Mega SN00000748 1:1:0092

The clock is now ready for information transfers with a PC.



If the clock's memory is not empty and you are sending data to the clock, the next menu will appear:

Uploading not possible.

Clock not empty!!

Step 1 is to erase all race data in clock. And then try again. This security procedure prevent race data to be deleted while race is in progress and data can only be deleted if clock is in ring-out state.



## Chapter 1: How to Use the Club System

### Startup menu followed by Main Menu: PC Station

MEGA 3.1f

→ This menu appears when the clock is placed on PC Station

**PC-Station** 

Mega

The next menu will appear:

1745 . 2417

Fancier

Record: 122 / 87

20.08 14:30:17

→ Startup menu

Press the **Start** 

key to take you to

the Mega main menu

The next menu will appear:

MEGA-MAIN MENU

1 = Entree List

2 = Enter Nom.

 $3 = Data \rightarrow PC$ 

In the main menu you find all the functions to control the clock

The next menu will appear:

MEGA-MAIN MENU

4 = Clock Setting

5 = View Birds

7 = Ring In

8 = Print

- → By using the 1 and 1 arrows keys you can move up and down through the menu to select a function.
- → Pressing the # key the selected function will be activated.



## Chapter 2: Clock Ring In

Place the Mega clock on the PC club station and switch the clock into PC mode. Connect the atom clock or GPS (if present).

What you need is following:

- 1. Atom clock / GPS (standard the manual function is used)
- 2. PC club station
- 3. adapter

PC-adapter

Mega

→ These menus appear when the Mega clock is placed on the PC Station

The next menu will appear:

1745.2417

Fancier

Record: 122 / 87

20.08 14:30:17

→ Startup Menu

The **Start** button will take you to the

Main Menu

The next menu will appear:

MEGA-MAIN MENU

1 = Entrée List

2 = Enter Nom.

 $3 = Data \rightarrow PC$ 

→ Using the and buttons you can scroll up and down through the options

The next menu will appear:

**MEGA-MAIN MENU** 

4 = Clock setting

4 = View Brids

7 = Ring In

→ Use the number 7 button to activate the clock ( Ring In )



The next menu will appear when a GPS or Atom clock is connected:

Ring-In DCF77 -OK-15.09 18:44:17 15.09 18:44:17 → The clocks times may differ with a second and now the clocks time will be set the same as the atom clock's time. All the clocks after ring-in will have the same time as the atom clock (master).

When you can see both times in the screen press #

With ring-in the following maybe displayed on the screen of the Mega clock:

- A. No Atom Clock no atom clock attached or atom clock is faulty.
- B. DCF 77 -OK- atom clock work and time set to DCF 77 signal
- C. DCF77 Error

The following problems may be experience

- The atom clock was reset and not synchronize with the DCF 77 signal
- There is interference with the clock like a PC screen or magnet ....
- D. <u>DCF77bat.empty</u> The atom clock time is still good, but need new batteries.
- E. <u>DCF 77 Local</u> The atom clock is attached and working, but the last synchronization with the DCF 77 signal was not good. If this situation last longer the atom clock will announce a fault <u>DCF77 Error</u>

The Mega System has also got the possibility to enter a time manual. If no Atom clock is connected the following menu will appear:

Ring-In No Atom clock # 05.12 18:44:17

→ Press # to confirm



The following menu will appear:

Ring-In
Enter manual
DD.MM HH.MM.SS
00<00 00:00:00<

→ Fill in the date and confirm with #

→ Fill in the month and confirm with #

→ Fill in the hour and confirm with the #

Fill in the minutes and confirm with the



→ Fill in the seconds and confirm with the # Chapter 3: Clock Preparation

Place the Mega clock on the PC club station and switch into Basketting mode and ensure that the basket ting sensor is connected.

When the clock is placed on the PC Club station (and in the basketting mode) it will immediately request for the Master Clubcard.

Scan the Master Clubcard over the basket ting sensor



## Chapter 4: Changes to the Entrée Lists

The next menu will appear:

#### **MEGA-MAIN MENU**

- 1 = Change List
- 2 = Enter Nom
- 3 = Link eRing

- → Function menu
- → To make changes to the entree list like changing the pools key in 1

The next menu will appear:

Entree List Race 00 <

→ Now enter the race nr to identify the entree list for a specific race and confirm with #

If the race entrees is not closed yet - you will get the following menu.

#### **Entree List**

- 1 = Participate
- 2 = Enter Pools
- 3 = Sunday
- 4 = Trainers
- 5 = Erase List

- → Look in the Fancier manual for more
  - details

If the race is closed - you will get the following menu.

Not Possible

Race is closed.

You are not allowed to make any changes till the race is over



## Chapter 5: Changing the Nominated Bird(s)

#### **M**EGA-MAIN MENU

- 1 = Change List
- 2 = Enter Nom.
- 3 = Link eRing
- 4 = Clock Setting

→ Mega Main Menu

For entering your nominated bird press



This is the next menu that appears

Enter Nom. Race 00<

Identify the race by entering the race number and press # Each race has

one nominated bird.

If the race is closed - you will get the following menu.

Not Possible

→ You are not allowed to make any changes till the race is over

Race is closed.

If the race is not closed yet for changes to entrees, the following menu will appear

This is the next menu that appears:

Barcelona < 001 >

NL 1234567 M

Nominated: 01/001

→ Barcelona : Name of race

→ 001: Pigeon number in memory of clock

→ NL 1234567 M Ring number and sex

Nominated: 01 / 001: Race number first followed by pigeon nominated for that race (1

per race)

Using the and keys you can page through the file of pigeons in the clock to select the right one you want to nominate.



#### OR

Key the last 4 digits of its ring number and when found press

When you found the pigeon you are nominating press . Now key in the file number of the pigeon and commit the bird as nominated by pressing again

This is the next menu that appears

Name of Race < 001 > NL 1234567 M

Nominated: 01/001

When entering two nominated birds for the same race, the last entrée will overwrite the first and be the nominated for that race.

When all nominated birds are entered, press the take you back to the Main Menu again.



## Chapter 6: Link a pigeon with a chip ring

Place the Mega clock on the PC club station and switch the station into Basketting mode and ensure that the basket ting sensor is connected.

When the clock is placed on the PC Club station (and in the basketting mode) it will immediately request for the Master Club card.

#### Scan the chip key over the basket ting sensor

What you need to link a pigeon with a chip ring:

- 1. PC club station
- 2. adapter
- 3. Baket ting antenna
- 4. Master club card or club ring

The next menu will appear:

MEGA-MAIN MENU

1 = Change List

2 = Enter Nom.

3 = Chip ring men

→ function menu press 3

The next menu will appear:

MEGA-MAIN MENU

1 = Reg. eRing

2 = Enq. eRing

3 = Link eRing

to link pigeons to a eRing press  $\sqrt{3}$ 



Using the arrow keys you can select the bird that need to be linked to a eRing

- Next by
- Back by 1
- 10 ahead
- 10 back

When you find the selected the following screen will display

Link eRing <001> NL 00 1234567M EFA473BA → showing the bird and old chip code – press # to link pigeon with new code and eRring

The next menu will appear:

Link eRing <001> NL 96 1234567M !! Bird !!

→ You can now scan a eRing over the sensor

The next menu will appear:

Link eRing <001> NL 96 1234567M E544204A

→ The pigeon is now link you this eRing You van now select the next pigeon starting the sequence over again.

When all the pigeons you want to link to eRings are linked , pressing start vill take you back to the Mega-Main Menu.

## Chapter 7: Clock Settings by the fancier

#### **MEGA-MAIN MENU**

- 1 = Entree List
- 2 = Enter Nom.
- 4 = Clock Setting
- → Function menu
- → to change clock settings like the brightness of the screen display, press

  4

#### The next menu will appear:

#### Settings

- 1 = Set Screen
- 2 = Train&Clock
- 3 = Change Sex
- 4 = Extra List
- 5 = Show Speed
- 6 = Print Copies
- 7 = Participate

→ By pressing or ↓you can select the required menu option.
 Or press the number of the menu option

The details of each function is described in the Fanciers manual.



#### View Birds Chapter 8:

#### **MEGA-MAIN MENU**

- 4 = Clock Setting
- 5 = View Birds
- 6 = Withdraw

- $\rightarrow$ Function menu
- to view the birds press 5  $\rightarrow$

The next menu will appear:

Name fancier < 001> NL 1234567 C E5C59002E

you can view the pigeons with the arrow keys - for each you can see the number, ring number, sex and linked eRing code = next pigeon = jump 10 ahead

= Prev. Pigeon 📥 = jump 10 back

Start

utton will take you back to the Main Menu.

## Chapter 9: Basketting

What you need for basketting:

- 1. PC Club station
- Adapter
- 3. Baket ting antenna
- 4. Master club card or club ring

When a clock is docked on the Basketting Station and a sensor is connected the following menu will appear:

MEGA-MAIN MENU

5 = End Basket

6 = Withdraw

7 = Basketting

Main Menu functions  $\rightarrow$ 

 $\rightarrow$ to start basketting press



The next menu will appear:

Basketting Race 00<

→ Enter the Race Number and press #



The next menu will appear:

Barcelona Entered: 000

Now you are ready to scan all the fanciers pigeons with chip rings over the basketting sensor. A peep indicates that the pigeon is scanned.

Make sure that you hear a peep for each pigeon scanned for a race – it you miss one you will have to search in the baskets.

The next menu will appear:

Barcelona Entered: 001 NL00-1234567M Nominated:001

→ Scan all pigeons over the sensor the nominated number is the number activated

by the fancier or the first available in the clock.

When all the fanciers pigeons is scanned press

Start



## Chapter 10 Taking Back (withdrawal)

#### **MEGA-MAIN MENU**

4 = Clock Settings

5 = End basket

6 = Withdraw

→ Function menu

→ to take back basketted pigeons press 6

The next menu will appear

Taking Back Race 00< → Enter the race number for which the bird was entered and press #

:The next menu will appear

Barcelona Race 01 Electronic key

→ scan the Master Clubcard over the basketting sensor

The next menu will appear

Barcelona

Entered: 000

→ Scan the pigeon over the basket ting sensor

The next menu will appear

Barcelona

Entered: 009

NL00 1234567M

Taken Back

→ NL00 1234567M was taking from the race (withdrawn).

This is the method used for pigeons that was basketted by the fancier only to find out that its the incorrect pigeon and need to be deleted from the entries for the race

- press will take you back to the main menu



## Chapter 11: Printing

Now you want to print the fanciers entree (basketting) list or other list

- 7 = Basketting
- 8 = Print
- 9 = Training

- → Main Menu functions
- → To print choose

8

The next menu appear:

#### PRINT MENU

- 1 = List all Birds
- 2 = Entree List
- 3 = Arrival List

→ By using the and arrow buttons you can select the type of list you want to print.

#### PRINT MENU

- 4 = Training
- 5 = Pools
- 6 = Nominated

→ When you have decided which list you want to print, press the related number like 1 = List of all birds as registered in your clock

Press

Start

when finished printing to take you to the main menu



## Chapter 12: Copying of clock data

Before a Mega clock can receive a copy of data from another clock the sending clock must be rang in.

The sending of a data copy between two Mega clock is only possible using the special base station.

The following menu will appear on both clocks:

The following menu will appear on the sending clock:

The following menu will appear on the receiving clock:

**MEGA-MAINMENU** 9 = Send Copy

**MEGA-MAINMENU** 

6 = Enter Libera 7 = Receive Copy

8 = Print

copy on the receiving clock and the following menu will appear: Press

Receiving Data



When the 9 is pressed on the sending clock the data will automatically be sent to the receiving (copy) clock.

The following menu will appear on the sending (original) clock:

The following menu will appear on the receiving clock:

Sending Data

XMT:

Receiving Data

RCV:

As soon as both clocks have completed the sending; recieving process successfully the following menus will appear:

The following menu will appear on the sending (original) clock:

Sending Data

XMT: 363 Data sent The following menu will appear on the receiving (copy) clock:

Receiving Data

RCV: 363 Data received

Press the # key on both clocks. Both clocks are now ready to print the pigeon list and to supply it to the fancier.



## Chapter 13: Basketting while Racing

Place the Mega clock on the PC club station and switch the station into Basketting mode and ensure that the basket ting sensor is connected.

When the clock is placed on the PC Club station (and in the basketting mode)it will immediately request for the Master Clubcard.

#### Scan the Master Clubcard over the basketting sensor

#### The next menu will appear:

#### **MEGA-MAIN MENU**

- 1 = Change List
- 2 = Enter Nom.
- 3 = Link eRing

- → function menu
- → to basket pigeons pigeons press 7

#### **MEGA- MAIN MENU**

- 7 = Basketting
- 8 = Print
- 9 = Send Copy

#### The next menu will appear:

Basketting Race 00<

→ Enter the Race Number and press

The next menu will appear

Barcelona Entered: 000

→ Scan (Move) the entered pigeons over the basketting antenna.



#### Each pigeon entered should be confirmed with a peep from the clock

The next menu will appear:

Barcelona Entered: 001 NL00-1234567M Nominated:001

→ Scan all pigeons over the basketting sensor The nominated number is the number activated by the fancier or the first available in the clock.

When all the fanciers pigeons is scanned press Start .



## Chapter 14: Ring out of the clock

Place the clock on the PC Base Station. Ensure that the atom clock is connected!

#### **PC-Station**

Mega

The next menu will appear:

1745.2417

**Fancier** 

Record: 122 / 87

20.08 14:30:17

→ Startup menu

 $\rightarrow$  Press the start key to take you to the

Mega Main Menu

The next menu will appear:

#### **MEGA-MAIN MENU**

1 = Entree List

2 = Enter Nom

 $3 = Data \rightarrow PC$ 

→ In the main menu you find all the functions to control the clock

The next menu will appear:

#### **MEGA-MAIN MENU**

4 = Clock Settings

7 = Ring Out

8 = Print

→ By using the **1** and **1** arrows keys you can move up and down through the menu to select a function. For Ring-Out select option **7**.

The next menu will appear:

#### RING OUT MENU

1 = Ring out

2 = Final Ring out

5 = Races Present

8 = Print

→ By using the **1** and **4** arrows keys you can move up and down through the menu to select a function

1. Ring out. Making a ring out when you have more then one race. (secure

one race).

2. Final Ring Out. Making the final ring out after completing all the races.

5. Races Present. With this function you have the possibility to get an overview

which races there are still in the clock.

8. Print Printing races.

14.1 Ring Out

The next menu will appear:

#### RING OUT MENU

1 = Ring out

2 = Final Ring out

5 = Races Present

8 = Print

→ To have a Ring Out press 1

1

The next menu will appear when a Atom clock or GPS is connected:

RING OUT DCF77 -OK-15.09 18:44:17 15.09 18:44:17 → The clocks times may differ with a second and now the clocks time will be set the same as the atom clock's time. All the clocks after ring-in will have the same time as the atom clock (master).

When you can see both times in the screen press #

If you are not using a Atom clock then see chapter 2.



### 14.2 Final Ring Out

The next menu will appear:

#### RING OUT MENU

- 1 = Ring out
- 2 = Final Ring out
- 5 = Races Present
- 6 = Delete races

 $\rightarrow$ To have a Final Ring Out press

The next menu will appear:

Final Ring Out Race

00 <

Now enter the race nr to identify the entree list for a specific race and confirm with #

The next menu will appear a Atom clock or GPS is connected:

**RING OUT** 

DCF77 -OK-

15.09 18:44:17

15.09 18:44:17

The clocks times may differ with a  $\rightarrow$ second and now the clocks time will be set the same as the atom clock's time. All the clocks after ring-in will have the same time as the atom clock (master).

When you can see both times in the screen press # |



If you are not using a Atom clock then see chapter 2.

Ring-Out will merely synchronize the time of the clocks and if the race continues the next day the clock can be taken home again and continue clocking.

Press **start** to go back to the Function menu.



## Chapter 15: Print Results of registered birds

Make sure that while printing you do not connect the basket ting antenne or Atom clock when using the PC club switch station.

#### **MEGA-HOOFDMENU**

- 6 = View Birds
- 7 = Ring Out Menu
- 8 = Print

- → Main Menu function menu
- $\rightarrow$  To print results of fancier, choose 8

8

The next menu will appear:

#### PRINT MENU

- 1 = List all birds
- 2 = Entree List
- 3 = Arrival List
- → By using the and arrow keys you can select the type of list you want to print.

#### **P**RINT

- 4 = Training
- 5 = Pools
- 6 = Nominated
- → When you have decided which list you want to print, press the related number like 3 = Arrival List of all birds as registered in your clock 3 lus press

Printing Race 00<

- $\rightarrow$  Key in the number of the race you want the
- → Arrival List and press #

When finished printing enter

Start

will take you back to the Main Menu



## Chapter 16: Erasing data from clock

#### Place the clock on the PC Station!

PC-adapter

Mega

→ This menu appears when the clock is docked on the PC Base Station

The next menu will appear:

#### **MEGA-MAIN MENU**

- 1 = Entrée List
- 2 = Enter Nom.
- $3 = Data \rightarrow PC$

→ Using the and keys you can scroll up and down throught the options

#### **MEGA-MAIN MENU**

- 5 = View Birds
- 7 = Ring Out Menu
- 8 = Print

→ Use the number button to go to the Ring Out Menu

The next menu will appear:

#### RING OUT MENU

- 5 = Races Present
- 6 = Delete races
- 8 = Print

→ To delete all races press 6

The next menu will appear:

Remove race  $\rightarrow 1 = 01$  Barcelona

→ key in the number of the race you want to erase all related information off and press #



If there is more races they will be listed:

Remove race

 $\rightarrow$  1 = 01 Barcelona

2 = 02 Orleans

→ The data must be deleted per race. Key in the number of the race or press #

to erase the race data next to the  $\rightarrow$ 

The next menu will appear:

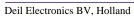
Fancier

Pin code

\_\_\_\_

- → key in the pre selected pincode that was selected by the club for security.
- → commit by pressing #

All selected races are deleted and the clock can be handed back to the fancier.



## Chapter 17: Upload data & programs to the clock

Place the clock on the PC Base Station and ensure that the base is connected to your PC with a null modem cable!!!!!!!

PC-adapter

Mega

→ This menu appears when the clock is placed on the PC Base Station

The next menu will appear:

**MEGA-MAIN MENU** 

1 = Entrée List

2 = Enter Nom.

 $3 = Data \rightarrow PC$ 

→ Using the and keys you can scroll up and down throught the options
Choose option 3 to send or receive data to the clock

The next menu appear

Data→PC Ce3.1f MEGA SN00012348 1:0:0000

→ the clock is now ready to up or download information from the computer. You can only send link tables (bird to chirping) when the clock contains no data of races.

Function 3 will enable the connected clock to send and receive data from the computer



## Chapter 18: Frequently Ask Question and Problem Solving.

The Basketting Sensor registers no eRings?

- Check cable connections to and from the base station
- The basketting antenna is to close to metal
- The eRing is faulty
- Move the eRing slower over the antenna.

#### The atom Clock does not function?

- Check all cable connections
- The atom clock had no signal
- The atom clock is too close to metal
- Replace the batteries

The PC Base Station are not sending or receiving data from the computer?

- Check the cable connections. Is it a Null Modem cable:
- Cable is faulty
- The PC need to be set with the correct com-port setting
- The atom clock is still connected in between

#### The printer does not print?

- Check connections
- Settings of the printer is not correct

#### The GPS is not working, what could be the problem?

- The power is not connected
- The computer cable is not connected
- The GPS is placed near a computer
- The GPS is not receiving a signal
- There is no signal of a nearby satellite
- There is to many iron near the GPS (for instance a large building)
- There are to many people standing nearby the GPS receiver
- The GPS is not working (no green light)
- To many nearby electronic equipment is switched on



What to do when you have no signal:

- Place the GPS receiver near a window
- Place the GPS away from the computer
- Place the GPS receiver on another location
- When to many people are staying nearby the GPS then step away
- When to many electronic equipment is switched on you need to switch off some equipment
- Wait a longer time to get an signal because sometimes also a GPS needs time to receive the signal
- Replace the GPS (if there is no green light)
- Use the GPS computer programme to locate satellites

Please note for Sunday racing – the clock can be ring\_Out as it only synchronise the time but the data may not be erase. After ring-out the result can be printed and the clock take home to continue clocking birds.

Enjoy the Mega System - developed and researched by Pigeon Fanciers for fanciers ....