# Mega System

## Complete, easy and reliable

# Instructions for the
# Pigeon Fancier

# Version 4.0 e

# Index of Contents

# Introduction

Dear fancier,

Well done with purchasing this state of the art electronic clock  to register your pigeons on arrival.

With easy use you can explore the Mega's extra features like viewing the speed of arrival birds. The Mega is a complete electronic clock that can store details of a thousand birds,  have all the utilities you need  and at a price you will not believe.
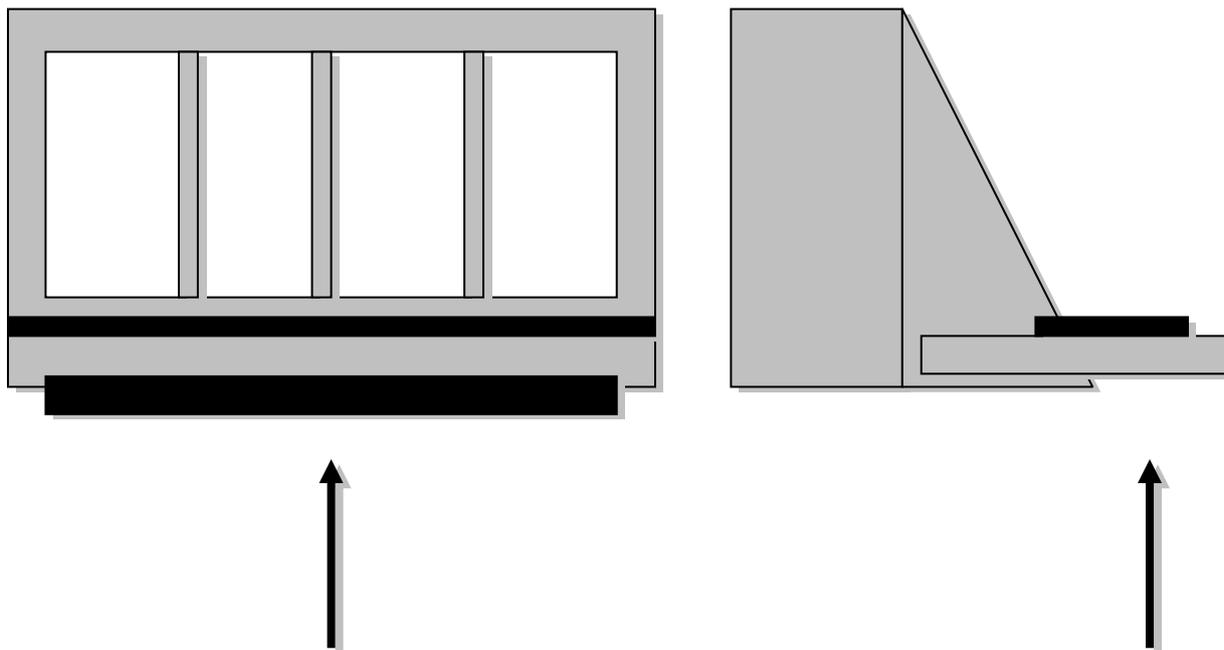
The Mega is the only compatible system that is so easy to use – all instructions on how to use the Mega clock is in this manual. Clocking the pigeons without catching them will bring a new era to your pigeon racing.

All the best with your new system


Deil Electronics BV – Mega System
Mega System

# Chapter 1:   Installation of the system at the loft \ trap

Place the sensor with the cable connections closest to the front of the loft and leave no opening to enjoy the best coverage of the pigeons entering

**Placement under the trap**                    **Placement on top of trap**

(if under wooden board – thickness 8mm for max performance)

There are 2 connector plugs at the bottom of each sensor -  one for connection to the clock and the other to connect more sensors.  The last sensor also need a terminator plug fitted to the open connector to indicate the last sensor to the clock.

Please ensure that rain and other fluids cannot reach any of the connector plugs.    Mega is not responsible for any disturbances or damages due to weather elements or negligence.
The best is to feed the cable on the inside of the loft.

# Chapter 2: De Mega instructions

## 2.1 Startup Menu

MEGA

4.0e

→ The following menus appear automatically after each other after the clock was placed on the base station ...

a moment..

Loft Station
Mega
a moment..

1745 . 2417
Name fancier
Record:   122 / 87
20.08  14 : 30 : 17

→ 1745 = Number allocated to the club\union

→ 2417 = fancier member number

→ 122 = number of pigeons stored in clock

→ 87   = number of pigeons linked to chiprings

→ 20.08 = the date

→ 14 : 30 : 17 = the time

These screens are displayed if their is no race details downloaded to the clock and the clock was not <u>strike in</u> yet. The clock is empty – no files or race information stored. If the races is defined and downloaded to be stored in the clock the above menu is skipped and the screen goes directly to the Main Menu

# 2.2 Main Menu

```
      1745 . 2417
Name fancier
Record:  122 / 87
20.08  14 : 30 : 17
```
→ | **Start** | pressed takes you to the main menu

The next Main Menu appear:

```
MEGA-MAIN MENU
1 = Entree List
2 = Enter Nom.
4 = Clock Setting ▼
```
→ In this menu is all the functions are listed that can be used.

→ By using the ⬆ and ⬇ keys you can move to the desired function you want to select

```
MEGA-MAIN MENU
5 = View Birds
8 = Print
9 = Training
```
→ By pressing the # key you are

activating the desired function

# 2.3 Entering your electronic pools

MEGA-MAIN MENU
1 = Entree List
2 = Enter Nom.
4 = Clock Setting ↓

→  To enter the list -  press  1

The next menu will appear:

Entree List
Race            00 <

→  enter the race number to identify the race and press the # button

The following menu will appear
The next submenu allows you 5 functions.

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

1: **Participate** – confirm your taking part in a race and on which level like 1=club and 5=combine,  the number of pigeons and number of lists

2: **Enter Pools.** Here you enter number of birds and which pools nominated for on level

3: **Sunday.**  Enter yes if you which to participate on Sunday if the race extends

4: **Trainers**. If you which to send trainers with the race as if they compete. If you train you may not participate in races.

5: **Erase List.** You made a mistake and want to erase all – thus start over again.

Trainers in this instance is for birds entered through the club system as if they race. They will not be place nor compete for pools but their speed will be calculated and they can be unofficially placed.

# 1:   Set level of your participating

```
MEGA-MAIN MENU
1 = Participation
2 = Enter Pools
4 = Sunday
```

→   To enter the participate list press  [1]

The next menu will appear:

```
Barcelona


Level: 00 ◄
```

→   Choose the level of participation.
Key in the number 1-> 18 as predefined
for  (example 1=club   2 =fed   3=union)
as predefined by your club, when
finished press #

```
          Barcelona
No. of Birds : 005
```

→   Number of pigeon you want to enter
for this level
Confirm with the #  button.

```
          Barcelona
No. of Birds : 005
No. Of list    : 003
```

→   Number of results sheets to be printed
→   Confirm with the #  button

With the **start** button you go back to the main menu.

**Comment**

Level 1 will automatically tally the birds entered at the club as you enter the
bird for the race on the basket system  – thus no total have to be set.

For all the other levels enter a high number like 999 and when the clocks are
notified that basket is finished it will automatically calculate to the correct
total of birds for the levels.

## 2.    Entering of Pools

First step is to choose the level you want to participate – as each level may have its own pools associated.

| MEGA-MAIN MENU<br>1 = Participation<br>2 = Enter Pools<br>4 = Sunday | → | To enter the pools press ⬚2⬚ |

| Barcelona<br><br>Level: 00 ◄ | → | Choose the level of participation.<br>Key in the number 1-> 18 as predefined for<br>(example 1=club   2 =fed   3=union ) as |

predefined by your club , when finished commit with the #

This is the next menu that appears

| Barcelona<br>Pool nr   : 00 <<br>Number : 000 | → | Choose the pool it could be 1->32 as predefined |
| | → | Enter the number and press # |

This is the next menu that appears

| Barcelona<br>Pool nr : 01<br>Number : 000 < | → | Number = the number of birds you are nominating for this pool. |
| | → | Confirm with the # button |

**Comment**

After entering one type of pool (pool nr) you may directly go to the next as you are still on the same level like for club only.  If you wish to  choose a different level – press <u>Start.</u>  If you press <u>start</u> again you go back to the <u>Enter List</u> menu.

# 3. Sunday

```
┌─────────────────────────┐
│        Sunday           │
│   Y=1   N=0  (0/1)      │      →        Yes = 1   or   No = 0 , choose and
│         Y               │               and confirm with the #   button
└─────────────────────────┘
```

# 4. Trainers

```
┌─────────────────────────┐
│        Trainers         │
│   Y=1   N=0  (0/1)      │      →        Yes = 1   or   No = 0 , choose and
│         Y               │               and  confirm with the #   button
└─────────────────────────┘
```

**Important!**

If you choose to load trainers on race day then you may not compete on any
level or pools – you have chosen to load them for training only on race day as
they fly in the official race unofficially.

**Comment**

After entering the trainers you may directly go to the next as you are still on
the same level like for club only. If you press <u>start</u> you go back to the <u>Enter
List</u> menu.

# 5.  Erase List

```
┌─────────────────────────┐
│      Are you sure       │
│   Y=1   N=0  (0/1)      │      →        Yes = 1   or   No = 0 , choose and
│         Y               │               and confirm with the #   button
└─────────────────────────┘
```

**Comment**

By using this option you are erasing all levels and pools – you will have to
start over.

When all pooling details are entered press **Start** that takes you to Main
Menu.

# 2.4 Entering your Nominated Pigeon

```
MEGA-MAIN MENU
1 = Entry List
2 = Enter Nom.
4 = Clock Setting
```

→  Mega Main Menu

For entering your nominated bird press  **2**

This is the next menu that appears

```
      Enter Nom.
Race          00<
```

→  Identify the race by entering the race number and press ⮐ ..Each race have one nominated bird.

This is the next menu that appears:

```
      Barcelona
      < 001 >
  NL-99 1234555 M
Nominated01/001
```

→  Barcelona : Name of race
→  001: Pigeon number in memory of clock
→  NL-99  1234555 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

```
        Barcelona
        < 001 >
     NL 99-1234555 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.

# To correct mistakes of the nominated bird.

Lookup the nominated bird the normal way and press #          .

Enter  the 0 or ⬅ key and the nominated number changes to 000.

Agree with the # ⬅ key

# The nominated bird is erased.

When all nominated birds are entered, press the **Start** key that takes you back to the Main Menu again.

# 2.5 Clock Settings by the fancier

| | |
|---|---|
| MEGA-MAIN MENU<br>1 = Entry List<br>2 = Enter Nom.<br>4 = Clock Setting | → function menu -<br><br>→ to change clock settings like the brightness of the screen display, press 4 |

Het volgende menu verschijnt:

| | |
|---|---|
| SETTINGS<br>1 = Set Screen<br>2 = Train&Clock<br>3 = Change Sex ↓ | → By pressing ↑ or ↓ you can select the required menu option.<br>Or press the number of the menu option |

SETTINGS
4 = Extra list
5 = Show Speed
6 = Print Copies

Lets show you what all the settings are for and how to change them:

## 2.5.1 Change Screen display

| | |
|---|---|
| Settings<br>1 = Set Screen<br>2 = Train&Clock<br>3 = Change Sex | → Select by pressing 1 |

The following menu will appear

| Change brightnes |
| :---: |
| *** |

→ Pressing the ← and → keys you can increase or decrease the brightness of the screen . Press the ← and → at least 3 times to increase or decrease the number of stars

→ When finished changing press #

---

## You will automatically go back to the Settings Menu.

## 2.5.2 Train and Clock

| Settings |
| :--- |
| 1 = Set Screen |
| 2 = Train&Clock |
| 3 = Change Sex |

→ If you want to train while also waiting for race birds set this option to yes, start by pressing **2**

The next menu appears:

| Train&Clock |
| :---: |
| Y=1   N=0  (0/1) |
| Y |

→ Choose 1 = Yes  or  0 = No and press #

---

## You will automatically go back to the Settings Menu.

## 2.5.3 Entering the sex (cock or hen)

| Settings |
| :--- |
| 1 = Set Screen |
| 2 = Train&Clock |
| 3 = Change Sex |

→ To change the sex of a pigeon press 3

The next menu appears

```
   Enter Sex
    <001>
 NL 00-2009024
```

→   Press the # key after selecting bird

The next menu appears

```
     <001>
  NL 00 –1234567 M
 0 = C   1 = Y   2 = H
```

→   0 = COCK  1 = YOUNG BIRD
    and 2 = HEN
→   Confirm with the # button

When all the information records are updated
press ⌞ Start ⌟  to take you back to the main menu

# 2.5.4 Entering a request for extra list.

```
Settings
3 = Change Sex
4 = Extra list
5 = Show velocity
```

→   To set the clock for printing an extra copy
    of the clocked pigeons pre 4

The next menu will appears:

```
      Extra list
 Y = 1   N = 0  <0/1>
         Y
```

Extra list will print the sequence of birds clocked.
→   choose YES or NO
→   Commit with the    key.

The menu automatically goes back to the Settings Menu.

## 2.5.5 Display speed on screen

| Settings |
|---|
| 1 = Change Sex |
| 2 = Extra list |
| 5 = Show Speed |

→ to activate the display of speed on the screen, press [ 5 ]

The next menu will appears:

| Speed |
|---|
| Y=1   N=0  (0/1) |
| Y |

→ Choose Yes to display and commit
→ by pressing the ↵ botton.

| The menu automatically goes back to the settings menu. Press [ **Start** ] to take you back to the Main Menu. |
|---|

## 2.5.6 Print copies

| Settings |
|---|
| 5 = Show speed |
| 6 = Print copies |
| 7 = Participate |

→ to activate the display of printing copies , press [ 6 ]

The next menu will appears:

| Print copies 01 < |
|---|

→ Choose the number of prints and commit
→ by pressing the ↵ botton.

# 2.5.7 Participate

Settings
5 = Show speed
6 = Print copies
7 = Participate

→ to activate the display of printing copies , press 7

The next menu will appears:

Participate

Level 00<

→ Choose the level of participation.
 Key in the number 1-> 18 as predefined
 for  (example 1=club 2 =fed 3=union )

as predefined by your club , when finished commit with the #

The next menu will appears:

Participate
No. of Birds:000<

→ Number of pigeon you want to enter for this level
Confirm with the button.

Participate
No. of Birds : 005
No. of list : 002

→ Number of results sheets to be printed
→ Confirm with the button

With the **start** button you go back to the main menu.

Pressing the **start** again you will go back to the main menu.

# 2.6 Viewing Pigeons in clocks memory

| MEGA-MAIN MENU<br>5 = View Birds<br>8 = Print<br>9 = Training |
|---|

→    Main menu functions.

→    To view the pigeons in the clock memo **5** press

The next menu appears:

| Name fancier<br>< 001 ><br>NL 99-1234569 M<br>E54422D2 |
|---|

→    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** | key will take you back to the Main Menu. |
|---|---|

# 2.7  Entering Race Details to calculate speed

Before the speed in meters per minute can be displayed you need to select option 4 = Clock Setting from the Main Menu and with submenu item 5 ( show Speed ) you need to enter YES for the clock to display speed on the screen.

MEGA-MAIN MENU
4 = Clock Setting
5 = View Birds
6 = Input Liberation

→   Main Menu functions

→   to enter all information the clock will need to display the speed on the screen, press  6

The next menu appears :

Input Libera
Race                 00<

→   enter the race number for which you want to calculate meters
per
minute and press #     .

The next menu appears :

Liberation
Distance: 0000000<

→   Enter the distance in meters like 420786 meter for your measurement of the race point to home and press # .

The next menu appears :

Liberation
Distance  : 0025475<
Time      : 0000<

→   enter the liberation time like 0800 for and press # .

The menu goes back to the Main Menu.

# 2.8  Print Clocked Pigeons

All Mega fancier Base Stations have a parallel port that can be connected to a printer at home or club.  The printer connector (port) is a 25pin connector at the back of the base station or adapter. All MSDOS printers can be used (for example the Epson LX 300 is ideal ).  Avoid all Windows printers as it will request for Windows to be loaded and this is not possible on the clock.
Serial printers will also work, but please make sure the following settings are done on your printer   :

> 8-Bits,
> none parity,
> XON/XOFF flow control.    This option controls the speed data is sent.
>                         Look at this setting if lines is misprinted.

| 4 = Clock Setting<br>5 = View Birds<br>8 = Print<br>9 = Training | → Main Menu functions<br><br>→ To print choose  **8** |
|---|---|

The next menu appears:

| PRINT MENU<br>1 = List all birds<br>2 = Entree List<br>3 = Arrival List | → By using the ⬆ and ⬇ arrow keys you can select the type of list you want to print. |
|---|---|

| PRINT MENU<br>4 = Training<br>5 = Pools<br>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 |
|---|---|

> When finished printing the selected option the menu returns to
> Mega-Main menu

# 2.9  Training Race

Before you can activate your clock for a training race it need to be connected to the sensors at your loft

Your antenna (sensor) connection to your clock may only be disconnected after the power to the clock is switched off  !!!!!

MEGA-MAIN MENU
6 = Input Liberation
8 = Print
9 = Training

→    Main Menu functions

→    to start a training race press **9**

The system will automatically control the number of sensors connected.

The next menu appears

Training
Number: 000
Continue: 0/#
01 sensors

→    when activating a training race you have 2 options
0 → erase all previous data
or # and all information / history stay as is and carry on with training race.

The next menu appears:

Training
Number: 000/000
17.09 14:34:17

→    now you can clock pigeons returning from training

The next menu appears:

Training
Number: 001/001
NL-1234567 M
17.09 14:34:17

→    using the arrow keys you can view the clocked pigeons.

# 2.10 Extra functions while racing

> Clocking ...
>
> 20.08   16:16:53

→   This screen appears when the clock is docked at home waiting for pigeons from a race.

By pressing the **Start** key the next menu appear if no next selection is made

from the submenu then after 12 seconds the clock will go back to the first screen.

> MEGA-MAIN MENU
> 1 = Pools
> 2 = Enter Nom.
> 4 = Clock Setting

> MEGA-MAIN MENU
> 5 = View Birds
> 6 = Input Liberation
> 8 = Print

→   Using the ⬆ and ⬇ arrows you can select the function to execute.

## 2.10.1 Display Speed on Screen

> Settings
> 3 = Change Sex
> 4 = Extra list
> 5 = Show Speed

→   To activate the display of speed in meter per minute, press **5**

The next menu appear :

> Show speed
> Y=1   N=0  (0/1)
>      Y

→   Choose Yes to display and commit
→   by pressing the ⬅ key.

The menu automatically goes back to the settings menu.
Press [ **Start** ] o take you back to the Main Menu.

Important – the 1 key must be pressed first before liberation info
can    be entered.

MEGA-MAIN MENU
4 = Clock Setting
5 = View Birds
6 = Input Liberation

→ Main Menu functions
→ to enter all information the clock will need to display the speed on the screen,  press [ **6** ]

The next menu Appear :

Input Libera
Race            00<

→ enter the race number for which you want to calculate meters per minute and press #

The next menu Appear :

Input Libera
Distance: 0000000<

Barcelona

→ Enter the distance in meters like 420786meter for your measurement of the race point to home and press #.

The next menu Appear :

Liberation
Distance  : 0025475<
Time       : 0000<

→ enter the liberation time like 0800 for and press # .

The menu goes back to the Main Menu.

# 2.11 Clock returning race birds

```
┌─────────────────────────┐
│     LOFTSTATION         │
│        Mega             │
│     00  sensors         │
└─────────────────────────┘
```

→  This menu appears automatically after the
clock is placed on the loft base adapter

The next menu appear:

```
┌─────────────────────────┐
│      Clocking ...       │
│                         │
│  20.08   16:16:53       │
└─────────────────────────┘
```

→  This screen appears when the clock is docked at home waiting for pigeons from a race.
Date and actual time

When a pigeon is clocked the next menu appears :

```
┌─────────────────────────┐
│  <01>        001/001    │
│   NL 99- 1234567M       │
│    20.08   16:17: 34    │
│   Barcelona : 1253  M   │
└─────────────────────────┘
```

| | | |
|---|---|---|
| < 01 > | = | nominated |
| 001 / 001 | = | number of pigeon registered ] clocked |
| NL 99 – 1234567 M | = | ringnumber |
| 20.08 | = | date |
| 16:17:34 | = | time |
| BEAUFORT | = | Liberation Point |
| 1253 M | = | speed in meters per minute |

*With the arrow keys you can view the clocked pigeons -*

➡ Next   ⬆ 10 pigeon ahead ⬇   back 10 pigeon ⬅   Previous pigeon

## Clocking of race birds during training flight ….

When a training race is activated all clocked birds from the training will be displayed.  If race birds are returning they will be registered behind the scenes and placed accordingly only as part of the race they were competing in.  Race pigeons will be clocked if they were entered.

# Chapter 3  Frequently asked Technical Questions

| | |
|---|---|
| Number of birds | 1000 |
| Number of Liberation points | 80 |
| Number of simultaneous races | 50 |
| Number of 1-3-4-6 Field Sensors | Unlimited |
| Length of cable (max) | 150 |
| (for long cable lengths we advise a antenna booster | |
| Extra memory module (No of birds )  3500 | |

*The antenna dimensions:*

| | | |
|---|---|---|
| 1 –field antenna | L 20 | cm |
| | B 15 | cm |
| | H 3,7 | cm |
| | | |
| 3 – field antenna | L 40,5 | cm |
| | B 18,4 | cm |
| | H 3,5 | cm |
| | | |
| 4 –field antenna | L 54 | cm |
| | B 18,4 | cm |
| | H 3,5 | cm |
| | | |
| 6 –field antenna | L 76,4 | cm |
| | B 18,4 | cm |
| | H 3,5 | cm |

The modern plastic casing of clock and antenna has no opening for weather elements like water, dust and heat reaching the electronics.  The electronic part has been sprayed with special water and heat repellant.

## *How thick must the wood (* **Not metal!!!)** *landing board be?*
We advise maximum of 8 mm

## *What should the minimum distance to any metal pieces be:*
Try to avoid any metal – if not than they must be more than 10cm away from the sensors.

## *Distance between sensors (antenna) should be 10cm*
If you have a 220V power loss, your information will not be lost - but no pigeons returning from races will be registered

## *12 Volt auto battery can be use as power source if no 230V available. (Power 230 volt)*

During operation the system have been tested to operate in the following temperatures*?*

| Clock Terminal | 0°C | to | + 70 °C |
| Adapter and sensors | 0°C | to | + 70 °C |

## *A Parallel or Serial DOS printer can be connected to the Mega Base Station.*

## *IF the Mega does not detect the connected sensors?*
- Check if last sensor has terminator connected.
- Check that all sensors are connected
- Check if a antenna is not operating and disconnect it

## *What if returning pigeons are not registered by a sensor?*
- Check if antenna has been placed correctly – see chapter 1
- Can pigeon walk next to the sensor
- Check terminator and all connections
- Check if eRing not faulty.

## Compatible towards other systems
Ask your importer what the possibilities are.

# The mega is compatible with other club base systems as well as antennas...