

## The Club House Programmer ...



The Club House Programmer is your gateway into the Claymate Wi-Card System.

This first section will deal with setting up a brand spanking new Controller, as supplied from the factory in what is called "First Time Run" condition which in essence means that the Programmer has no "Ground Code" and has yet to be allocated one from the Master Card supplied with your System.

The programmer can be powered from a 12 volt plug-top power supply or from a USB connection.

Set COST UP	
Upper Limit	
30:00	
+\$50 -\$10	OK

The USB section is described in considerable detail in a separate document that comes with the PC "Back Office" Ground Management Software.

You can elect to power the programmer from a USB port or power supply (or both) if you wish.

When the programmer is powered up for the first time, it will ask for the Master Card

Card Programmer
Version 4.7.c
First Time Run
Show Master Card

The Master Card keeps the number of Controllers on the ground in step with the Programmer so it knows about any newly installed Controllers as they become available.

There is no specific procedure to follow.

The programmer can be set up before the Controllers or afterwards.

When you unpack the System, you will find a quantity of Cards.

- One is the Master Card.
- One is a Sub Master Card.
- The rest are for Customer / Groundsman / Sales use.

There is a discussion about Cards in a separate document, "Wi-Card for Dummies".

Member 1	
Cost Codes	
Scroll	OK

## Lock the Sub Master Card away and keep the location safe and secure.

In the event that you lose the Master Card, the Sub Master Card is your path to ensure the ground remains secure should the lost Master Card reappears in unauthorised hands.

More about the Master & Sub Master Card at the end of this Manual.

Present the MASTER Card to the Programmer.

You will have to make some decisions about how the ground is to be operated.

A discussion on the various ways to operate the Card System is detailed in the Claymate "Wi-Card For Dummies"

Any action you take from here is reversible once the set-up procedure is completed using the Master menu "Reconfigure Programmer Option".

### Count Up or Down ...

The first task is to set some basic default settings.

When you apply a new card to the Programmer, a "Customer Card" is created. The settings you select here will be the default setting for NEW cards.

Once created, Cards can be changed later at any time

Pressing 'Change' will toggle the Up/Down option.

Press 'Scroll' when you are happy with the selection

```
First Time Run
Setup Option.
Count DOWN
Scroll      Change
```

```
First Time Run
Setup Option.
Count UP
Scroll      Change
```

### Target or Cost Based Operation ...

The next selection is for a Target or a Cost based operation.

If every target on the ground is to be sold at one price, then Target based might be the best selection.

Cost Based operation is more suited if you offer a range of targets at necessarily different prices.

The screens shown will toggle if you repeatedly select 'Change' using the right soft menu button.

```
First Time Run
Setup Option.
Cost Based
Scroll      Change
```

```
First Time Run
Setup Option.
Target Based
Scroll      Change
```

The following assumes a Target Based operation.

Skip this section if you chose a Cost Based System.

Use the Soft Left, Soft Right and the B button as the 'Soft Middle' button, to set the default upper limit to an all round figure that all NEW cards will be created with.

Press 'OK' when you have a figure you like, 750 in this case

The Programmer is set, in this instance, to a Target Based operation, counting UP with an upper limit of 750 for all NEW customer cards.

### Target Based Operation ...

```
Set TARGET UP
Upper Limit
  750
+200  -25      OK
```

```
Ground Code is..
17 53 8D 5A
##### Done #####
Remove Card
```

Remove the Master Card and the Programmer will Restart.

This screen shows that we have already used the Master Card to configure 173 Controllers.  
 The line "S0:G0" is telling us how many Sales and Groundsman Cards are in service. Currently, none.

```

Master Card
                S0:G0
173 Controllers
Menu
  
```

Remove the Master Card and note that the display will change from...

```

Card Programmer
  Insert Card

                Lock
  
```

... to...

```

Card Programmer
  << Locked >>
  
```

after 20 seconds.

This is the action of the Default Lock Timer, which can be turned OFF in the Master Menu.  
 If you are about to engage in a process of formatting lots of New Customer Cards at this stage, you are advised to turn the Lock Timer off.  
 See the Section "Master Menu" for full details.

Read the Section "**Creating Customer Cards.**" if required and return here.

### Target Cards, How To Use Them ...

Showing a Target Card to the Programmer will display a screen like this...

```

Card Set to
Count UP
0057 Used / 0750
Clear      Change
  
```

This customer has thrown 57 targets out of 750.  
 Press 'Clear' to reset the 0057 to 0000 and the card is ready for another customer

A Count DOWN Card with 57 targets used would show...

```

Card Set to
Count DOWN
0693 Remaining
Clear      Change
  
```

Pressing "Clear in this case will display ...

```

Card Set to
Count DOWN
      No Credit
Clear      Change
  
```

A Count DOWN regime means that cleared cards have no value if they are 'acquired' without permission.

### The 'Change' Option ...

'Change' will show a screen similar to this ...

```

A. Count DOWN
B. from 0125

                Ok
  
```

Pressing the 'A' button will toggle the Card direction.  
 You MUST press 'OK' for the selection to 'Stick'.

Pressing 'B' allows you to set the target limits thus ...

```

Current 0125
A=100  B=10  C=1
      0000 Targets
Ok                Clear
  
```

Using a combination of the A, B & C buttons, a value will be created in the 0000 Targets section, Let's assume we set this to 0125 Targets.

Pressing 'Clear' at this stage will reset the value to 0000.

As we wanted 0025 and not 0125, we have re-entered the value 0025.  
Pressing 'Ok' now, will ADD 25 to the current 0125 on the top line, so the card will be set to count (down in this case) FROM 150 targets.

Pressing 'Clear' when 0000 Targets is displayed will clear the current value from 0125 to 0000 as we may wish to reduce the cards capacity to less than the 125 on offer as here.

When the setting is complete, press 'Ok' and let the card be scanned again to confirm the setting before removing the card and handing it to your customer.

=====

At this Juncture, we will discuss Cost Based Operation.  
Skip this section if you are not running a Cost Based System.

### Cost Based Operation ...

You will have previously selected count UP or DOWN in the option that immediately follows the application of the Master Card.

```
First Time Run
Setup Option.
Cost Based
Scroll      Change
```

In this screen, 'Change' between Target to Cost Based and when you see "Cost Based" displayed, press 'Scroll' to accept the setting and step to the next stage; Setting up the Cost Codes.

```
First Time Run
Setup Option.
Target Based
Scroll      Change
```

### Setting up the Cost Codes ...

The Programmer can support up to 8 completely separate Cost Code rates, called "Standard", and "Member 1" up to "Member 7" (up to Member 255 using the Back Office)

You must now enter at least one Standard Target Cost.  
This can be from 1 penny to 255 pennies (\$ 2:55c, £ 2:55p) per target  
Use the A, B & C buttons to input the Target Cost.

Pressing B,B,B,C,C allocates a cost of 32p in this case, to Cost Code 1 of a Standard Member Card.

```
Cost Code.1
A=100   B=10   C=1
0:00    Standard
Clear           OK
```

If you make a mistake, use the left soft key to 'Clear' the value and when you are happy with any correction, use the right soft key to 'Ok' this cost and go to the next Cost Code.

Once you have entered all the costs you need, simply 'OK' the rest, leaving them at '0'.  
You can enter more or change the costs later.

Once you 'OK' to accept the Standard cost code 8, (which can be a zero amount), you are presented with the following screen...

At this point, you can chose whether to input any Member 1 cost rates by pressing "OK", or 'Scroll' to a Member rate you wish to populate.  
Any values entered now can be reviewed and changed later as your Target Costs or Member rates change.

The absolute minimum data required by Claymate for a Cost Based Card System to operate is a Standard Cost Code 1 as this will apply to any basic set-up for a Controller which defaults to Cost Code 1.

Once the needed Cost Code rates are set, you can set the New Customer Card, Upper Limit. Here, it is set to 30:00 Pounds, Dollars or the local currency.

The "\$" symbol is merely to identify that we are in a currency mode.

Using the Soft Left, B and Soft Right keys, a minimum of 10:00 and a maximum of 650:00 can be set.

Be aware that a combination of a high limit and a low target cost can result in the target calculation creating a number larger than can be displayed. That is, an upper limit of 650:00 with a target at :01 each will result in a Controller display that will show 0000 / 5000 rather than 0000 / 65000.

You are not advised to operate with numbers that divide up to exceed 9,999 targets.

*To cater for currencies where target costs are such that 2:55 per target is insufficient to reflect the target cost and an upper limit of 650 units might only relate to say, 250 targets, we are considering extending the System to allow for numerically high target costs.*

**Once you 'OK' the upper limit setting, you have completed setting up the Programmer.**

**The display will show you the Ground Code like this >>>**

```
Ground Code is..  
17 53 8D 5A  
##### Done #####  
Remove Card
```

Removing the Master Card following a setup operation, or by powering up the Programmer, will show you this screen.

```
Card Reset Unit
Version 4.4.a
000 Controllers
Uplift 0000   OK
```

In this example there are no controllers yet. The term “Uplift” is explained later. The programmer waits for you to press “OK”.

Pressing OK, will find the Programmer “Locked”. This feature prevents unauthorised meddling.

```
Card Programmer
<< Locked >>
```

The programmer will react to any customer cards applied in this Locked state, in this case a Standard Cost Card.

```
Count DOWN Stand
27:55 Left

Show Master Card
```

A Target Based card will show its own relevant information. A customer can check their card but cannot make any unauthorised changes

Apply the Master Card again.

If you have already configured some Controllers, the programmer will tell you how many NEW units it sees.

```
Master Card
                               S0:G0
18 New Units
OK
```

For the moment and in this example, we see 18 NEW Controllers... Press ‘OK’

This is your Basic Master Card Screen with a Controller count; an indication of Sales and Ground Cards (none here) and access to the Master Card Menu.

```
Master Card
                               S0:G0
27 Controllers
^Menu^
```

=====

## Creating Customer Cards ...

Before we begin formatting our stock of Cards for Customer use, it will be of benefit to turn the Programmer Lock Timer OFF so we are not locked out every 20 seconds. The Lock timer is a feature that by default is ON unless it is turned OFF. This is a security feature that seeks to make life difficult for someone who may try to use an unattended programmer.

- Insert the Master Card.
- Select MENU.
- Select B, for Administrate and then SCROLL until you see “Lock Timer ON” in the display.
- CHANGE the display to read “Lock Timer OFF” and remove the Master Card.

You will now see the word “Lock” in the bottom right of the screen.

```
Card Programmer
Insert Card

                               ^Lock^
```

**Pressing the Soft Button by the text will LOCK the programmer so you can nip off for a cup of tea if you so wish, or just lock the Programmer if the shop is getting busy.**

**New Cards are pre-formatted by Promatic but will be rejected by a Wi-Card Controller until a Programmer associates the Card with the Ground.**

**As each 'blank' Promatic Card is offered to the Programmer, it will immediately be irrevocably associated with your ground.**

If you have turned the Lock Timer OFF as explained on the earlier page, you can simply present blank cards as required.

If you did not turn the timer off, you may see >>>>>

<p><b>Create New Customer</b></p> <p><b>Show Master Card</b></p>
--

**This is the Lock Timer locking the Programmer as a security measure. Showing the Master Card (or a Sales Card) will turn the timer off again for a short while.**

**"Sales Cards" and how these can be created in order to prevent you having to keep the precious Master Card handy will be explained in the ADMINISTRATE Menu Section.**

**As you show blank Cards to the Programmer, the Card is formatted to your ground. Formatting simply sets up the Ground Code and any STANDARD target costs that you set up earlier will be written to the Card.**

<p><b>Card Formatted</b></p> <p><b>Remove Card</b></p>
--

**Selecting a Member Rate for a card, if you use Cost Codes, will be explained later.**

**Format as many cards as you want.**

**Blank cards can be formatted at any time so there is no need to format your entire stock if you do not wish to.**

## Cost Based Cards, How To Use Them ...

### Count Down Cards ...

In this example, the Card has a value of 9:60 remaining.  
It is loaded with "Standard Costs".

We wish to make some changes. Maybe the customer has decided to join the club attracting a better target rate, and they wish to put an additional 50:00 on the card.

Pressing 'Change' shows this screen with several options >

We see that this is a Count Down Card.

DO NOT change the card direction when there is value on the card as this value will be erased.

Press A if you really want to change the counting direction.

```
Count Down Stand
 9:60 Left
Clear          Change
```

```
A. Count DOWN
B. from      9:60
C. Standard
more                OK
```

Pressing Button 'B' gains access to the cash reservoir.

The A, B & C buttons are used to select a value to be ADDED to the current value of the card. 9:60 in this case

The highest value that can be stored is in excess of £ 600:00 or \$ 600:00.

The programmer only deals in numbers, not currency.

Pressing B,B, C,C,C,C,C will set the value at 25:00  
Two 'tens' and five 'units'.

You can press the buttons in any order to make up the desired figure.

IF you enter too much, simply 'Clear' the value.

NOTE, pressing 'Clear' when the value is already zero will clear the current value of 9:60.

Press 'Ok' to complete the transaction and you will see >>>  
At this point you can hand the customer the card back.

```
Current      9:60
A=100  B=10  C=1
          0:00
Ok                Clear
```

```
Current      9:60
A=100  B=10  C=1
          25:00
Ok                Clear
```

```
Count Down Stand
34:60 Left
Clear          Change
```

Our customer has now become a Member and we need to reflect this in the rate they will pay for their targets.  
Select 'Change' to get back to this screen >>>

Pressing button C will step through all the member rates from 1 to 7 and back to Standard.

As long as there is ONE cost value in any of the 8 Cost Code locations, Line 3 will simply say "C. Member 1" or "C. Member 2" etc.

IF you see "C. Member 3 None" there are no cost values associated with Member 3. Though this does not prevent you from issuing the card, it is a pointless exercise.

The ADMINISTRATE Menu Section gives you tools to add or change the Cost Code Rates.

### Changing Member Rates ...

```
A. Count DOWN
B. from      34:60
C. Standard
more                OK
```



Before ending the discussion on Cost Cards, the 'more' option is provided to show the cost rates of the applied card.

The rates being presented as...

Rate (1) (2)  
(3) (4) (5)  
(6) (7) (8)

Rates	0.10	0.11
0.12	0.13	0.14
0.15	0.16	0.17
		Ok

These are the rates on the CARD which might be different to those in the Programmer memory because the rates were changed after the card was issued.

In a case where the card cost rates differ to the Programmer Rates, you will see the following screen...

The Programmer has found at least one cost discrepancy and you may NOT want to Update the Card because this customer may have already Pre-Paid for the targets at one rate and may not appreciate their 'investment' being devalued.

Costs Differ From Programmer Values . . . Update? Yes No
---

If, on the other hand, circumstances dictate that the Card needs to reflect the current costs, Selecting "Yes" will rewrite the correct Member or Standard rates to the Card. Alternatively, if the Card status is changed from one Member rate to another, the card rate is rewritten without further dialogue.

## Count Up Cost Based Cards ...

The programmer handles count Up cards slightly differently to count Down Cards, as can be seen here ...

Count UP	Mem 3
5:50	Thrown
30:00	Max
Clear	Change

This Card is set for Member 3 rates (Maybe a 'Junior' rate). As was suggested in “Wi-Card for Dummies”, we may decide to use Count UP cards in a Pay Later regime, whereas count Down might be a Pre-Payment regime.

In this example, the customer may opt to pay the cost for the thrown targets and depart. Pressing 'Clear' will reset the Thrown Value to 0:00.

Selecting 'Change' displays the screen that is common between all Cost Card types ...

A. Count UP	
B. from	34:60
C. Member 3	
more	OK

At this point, you may care to peruse the earlier section on **Count Down Cards** as card operation from this point is similar.

=====

It is NOT our policy to dictate how the Claymate System is used on a ground. You can operate Target based AND Cost based cards at the same time.

There is one Ground where Skeet Shooters and Sporting Shooters prefer a segregated regime for some reason. In that case, Sporting Controllers operate on Cost Code 1 and the Skeet Controllers are set for Cost Code 2. Sporting cards have a cost code 1 rate but NO cost code 2 rate and vice versa thus a Sporting shooter can NOT shoot a Skeet Field not a Skeet Shooter, a Sporting range. A bit extreme but Claymate does what is required.

The Programmer settings created at “First Time Run” are the default settings for NEW cards.

Should you wish to make some cards that are Cost and some that are Target cards, Claymate allows this and the ADMINISTRATE menu Section will explain how to toggle a Card type.

Read the Section on “Reconfiguring The Programmer” for advice should you wish to split Cards in this way.

The next pages discuss in some detail, the Master Card Menu Structures.

For now, you have enough information to run your ground with Claymate.

## The Master Menu in Detail ...

The Master Card is a valuable item and you should protect the card from loss or damage. In this section, you will learn how to create "Sales Cards" which are as powerful as they need to be for staff to handle the tills and manage the Customer Cards.

Groundsman Cards are issues to your Ground Staff to permit them to manage the Controllers to greater or lesser extents depending on your confidence in the abilities of the staff, and to let them fill Traps safely after disabling the Claymate temporarily. These features are discussed in the Controller Manuals.

Only a Master Card will permit the holder to select the **Master Card Menu**.

Applying a Master card shows you the following ...

```
Master Card
                S0:G0
173 Controllers
Menu
```

Take note of the "S0:G0" text as this will show you how many of the maximum of 8 Sales or Ground Cards have been created in the Administrate Section.

Pressing Menu will, show a screen similar to this ...

**THIS Programmer is Cost Based though this will not affect anything we do from here.**

```
Cost Based
A Read Audit
B Administrate
C Extended Menu
```

## The Audit Feature ...

We must assume the System has been in service for some time in order to have Audit Data available to read from either a Master card or selected groundsman cards.

It will also be necessary to explain some of the more esoteric Card features at play which may not be immediately obvious.

Pressing "A" will display (initially), the following screen ...

```
0 Targets
0 Session

Scroll
```

The Session Counter is a very simple, resettable counter. Every Customer card records the number of targets thrown on that card and which Controller the targets were thrown from.

When a Customer card is presented to the Programmer and the Target or Cost data is changed, or cleared, the "Card Usage" value as stored on the card is loaded and added to the Session Counter before the value on the card is reset to zero.

This is a very simple way to determine the number of targets shot based on the cards that have been seen by a programmer. It is not reliable hour by hour but it is accurate.

Press 'Scroll' ...

You can chose to clear the counter or not.

```
Clear Session
Counter

Scroll           Ok
```

Press 'Scroll' ...

At this point, The Main Audit Scan takes place.

Consider the following real screen taken from the Authors Programmer ...  
Starting at Controller ID 001, The Audit as read from, in this case, a Master Card, is 16860 whereas the last audit value was 0, hence we have thrown 16860 targets since the last Audit.

```
001Now..    16860
           Was..      0
Thrown..    16860
Up   Down   Exit
```

Using the Soft Left, the “B” button we can scroll through the card, one controller at a time if we so wish.

We can chose to remove the Master card at any time and nothing will change.

If we select “Exit”, we will see a screen ...

Selecting “No” simply jumps to the Master Card Menu.  
Selecting 'Yes' scans the entire Card extracting the Audits to the last registered Controller and adding them as necessary to the Master Record.

```
Write Audit To
Master record ?

Yes                No
```

When complete, you will see a screen similar to this ...  
The current Audit is now 171,487 targets and 2,937 were added.

```
##### Done #####
      171487 Targets
      2937 Added
                        Ok
```

Press 'Ok' to return to the Master Card Menu.

Repeat the Read Audit process again and you will see the display changes logically with no newly thrown targets on any Controller ID and Writing the Master Record again, will show no targets added.

You may prefer, as it is recommended, to enable certain additional options on the Groundsman Cards, one being the “Enable Audit” function, explained in the later section on the “Extended Menu”.

This feature tells the Controller that this particular Groundsmans Card should have the Controller Audit written to the Card.

Using potentially up to 8 people to take Controller Audits speeds the process up considerable AND, most importantly, keeps the Master Card safe in the hands of the Ground Owner.

### A Groundsman Card Audit ...

Here we will show how the Programmer handles a Ground when it sees one.

This screen shows a basic Ground Card with no 'permissions'. See the Extended Menu Section for how to permissions to a Ground card.

```
Ground Card 4      Card
                    add
```

This screen shows the same ground card with permissions to enable Freeplay and to take a Controller Audit.  
The line “Audit Data” tells us that there is data on the card if we want it, and the 'Read' option starts the card scan.

```
Ground Card 4
Audit Freeplay
      Audit Data
Read
```

Selecting the option to 'Read' begins a fast Card Scan.

The scan is merely an extraction process and you do not have the single stepping option available to the Master Card holder during a Read Audit Menu Operation.

Note also that IF the Programmer is engaged in an "Insert Controller" operation, you will not be offered the option to 'Read' the Card Audit Data until the Insertion Operation is completed by the Master Card holder.

The Audit Data is examined and the highest value takes descendent.  
If this card was used for an Audit last week, it is more than likely that most if not all of the data is out of date.

Additionally, if you send all 8 groundsmen out to perform an audit and some Controller Audits are duplicated, the Master Audit remains 100% accurate as the highest value takes descendent.

There is no electronic mechanism to ensure that every Controller Audit has been read, this is technically hard to achieve but the Claymate Wi-Card System does as much as it can to ensure that the Target Audits are as accurate as possible.

### **The Administrate Menu ...**

The Administrate Menu Path is as follows.

1. Sales/Ground Card distribution map.
2. Create/Delete Sales Card.
3. Create/Delete Ground Card (Groundsman).
4. Freeplay Access.
5. Lock Timer.
6. Uplift Option.
7. Show Ground Security Code.
8. View Cost Codes.
9. Toggle Card Types.
10. USB access.
11. Reconfigure Programmer.
12. Serial Number Display.
13. **(Future Feature) Load/Save programmer settings to Backup Card**  
(loop round to item 1)

Cost Based
A Read Audit
B Administrate
C Extended Menu

## Sales & Groundsman Card Map ... [ 1 ]

Option B, Administrate ...

This initial Pre-Screen shows the distribution of Sales and Cards which will be explained in more detail shortly.

```
S ..... ground
G .....
Scroll
```

Press 'Scroll'

## Create or Delete Sales (or Groundsman) Cards ... [ 2/3 ]

This option will create or delete Sales cards.

Any customer Card can be turned into a Sales Card.

The Create / Delete Ground Card operation (select 'Scroll' from the Create Sales Card Menu) is identical in execution as Sales Cards so this will not be described separately.

```
Create ...
Delete ...
Sales Card
Scroll      Ok
```

Select 'Ok'

You are prompted to Remove the Master Card ... Then to Insert a Customer Card ...

```
Remove Card
```

```
Insert Card
```

The Customer Card has been renamed "Sales Card 1"

Remove the Sales Card and Re-Apply the Master Card.

```
Sales Card.  1
Created ...
Remove Card
```

The Master Card Menu tells you that there is 1 Sales Card.

```
Master Card
                S1:G0
173 Controllers
Menu
```

Select the Administrate Menu again and note the distribution of the Sales and Ground Cards in the Pre-Screen.

Sales Card 1 is identified.

The logic behind the creation and deletion of Sales or Cards is this ...

Cards are created using the lowest available card number, If a valid Sales or Ground Card is applied at the "Insert Card" prompt, the number of that Card will be deleted from the list and the card reverted back to Customer use.

```
S 1.....
G .....
Scroll      Grounds
                1 to 8.
```

The following two screens are perfectly valid and with some thought, can be readily understood.

There are 4 Sales Cards and 3 Groundsmen Cards.

Sales Cards 2, 3, 6 (& maybe 8) have been created and deleted at some time.

Groundsman Cards 1, 2, 5, 6 & 7 have been deleted too.

The next Sales Card to be created would be No 2; the next Groundsman Card will be No 1.

```
Master Card
                S4:G3
173 Controllers
Menu
```

```
S 1..45.7.
G ..34...8

Scroll
```

### Freeplay Option Setting ... [ 4 ]

The Next Master Card Menu grants permission for the Master Card to be able to turn the Controllers Free-play option On or Off.

```
Freeplay Now..
                On
Scroll      Change
```

'Change' toggles the Card Feature On & Off.

If selected to OFF, The Master Card will be unable to turn any Controller to Freeplay but it will be able to turn the Controller Option Off, if it was turned On by other means. See "Manage Ground Cards" for additional information.

### Security Timer Locking Option ... [ 5 ]

The lock option is always ON by default and it runs for 20 seconds before Locking the Programmer.

Switching the Lock Timer Off disables the Lock Timer but the option to manually Lock the Programmer is then offered.

```
Lock Timer Off
Scroll      Change
```

### Uplift Option ... [ 6 ]

This Option needs to be thoroughly understood and not to be undertaken lightly, though the operation is simple to do, the ramifications to your customers needs careful consideration.

```
Uplift Ground ?
Scroll      Ok
```

A New Programmer begins life at Uplift 0000 and all the Cards and Controllers are loaded with Uplift 0000 as they are installed using the Master Card.

**Uplifting the ground requires 5 distinct steps.**

**It is an irreversible process but is quite benign if handled properly.**

**Step 1.**

Select 'Ok' from the above menu.

**In fact, the Controllers will NOT be disabled quite yet. The warning is there to ensure you know what is in store.**

```
This Action Will
Disable Current
Controllers.
Scroll      Ok
```

```
Retain Card and
Show to all
Controllers
```

If in ANY doubt, remove the Master Card.  
Pressing 'Ok' is a one way street.

The Programmer Uplift Value is incremented by 1, the Master Card Uplift Value is also incremented by 1 and from this moment on, you MUST proceed.

**Step 2.**

Show the Master card to ALL the Controllers on the ground. This ensures that ALL the controllers will ONLY respond to Customer and Ground Cards that share the IDENTICAL Uplift value. In short ... once the Controllers are uplifted, NO 'old' Customer Card or Groundsmen cards will work.

**Step 3.**

If any of your 'old' Sales or Ground Cards are shown to the programmer, they will be DELETED. You can recreate them with the Latest Uplift as before, using the same cards if you wish.

**Step 4.**

Gather all of your card Stock and apply them to the Programmer as required.

You will see the display ...

Pressing 'No' is amusing but futile.

If you see that the card is being uplifted by MORE than one, you may need to ask where has that Card been since the last uplift ?

Uplifting	
From	0000
To	0001
Yes	No

Selecting 'Yes' performs the Uplift ...

Remove the Card noting that no other card data has been affected.

**Step 5.**

Be prepared for potentially annoyed Members who 'own' their cards as these will have stopped working.  
Uplift their Cards as necessary.

Note that apart from accidental 'finger trouble' there are perfectly valid reasons to Uplift.

1. Your Membership term expired and so you Uplift to switch ALL of your current card Stock OFF, including your Members. As the Members troop in to discuss the matter, you politely ask them for their Subs and, 'Unlock' their card.
2. Your stock of Cards has been ransacked and several potentially high value cards have been lost. You can Uplift to disable all of the cards and suffer the flack but NOT the potential financial losses the missing Cards might create.
3. One of your Sales or Ground Staff has left under a cloud and has not returned their Sales or Groundsman Cards. The potential to give free targets to anyone by setting all of the Controllers to Free-play OR to cause annoyance by turning Controllers OFF is high as is a rogue Sales Card being used to credit selected cards with large target or cash values, but these can be eliminated with an Uplift.
4. A customer has pre-paid for a large amount of targets and has lost their Card. You can replace their Card for a token administration fee (!) and Uplift ensuring that should the 'Lost' card ever surface, you can at least be assured that you have not been financially disadvantaged or taken for a fool by the customer who MAY be trying to pull a fast one.



## Display Ground Code Option ... [ 7 ]

The Next Master Card Menu Option simply displays the ground Code ...  
For the Binary Minded, this is a 32 bit number which is almost enough to give each person on the planet a unique code of their own.

```
Ground Code is..
17 53 8D 5A

Ok
```

## View Cost Code Option ... [ 8 ]

If you need or want to make changes to the Target Rates, here is where that takes place.

The operation is intuitive and is nearly identical to the procedure undertaken when the Programmer was being Configured for the first time.

Selecting 'Ok' will offer the options to examine and adjust the Standard Cost Codes or any of the next 7 Member rates.

```
View...
Cost Codes

Scroll          Ok
```

```
Cost Code .1
A=100   B=10   C=1
0:64    Member 5
Clear          OK
```

This example shows that we are examining Cost Code 1 for Member 5 rates.

A new value can be entered using A,B & C buttons.

Use 'Clear' if the rate is to be reduced. Use 'Ok' to accept the current or modified setting.

At any time, you can terminate the process by removing the Master Card

## Toggle Card Type Option ... [ 9 ]

This Option allows any card to be toggled from Target to Cost, or Cost To Target.

Press 'Ok' and be ready to apply the card to be changed.

```
Toggle Card Type

Scroll          Ok
```

The process of toggling several cards at the same time is deliberately tedious.

Depending on Customer feedback, this may be streamlined to permit cards to be fed in one at a time with no additional prompting.

```
Insert
Customer Card

Exit
```

## USB Access ... [ 10 ]

This feature is required to be set ON with an external PC running the Promatic "Back Office" Program.

If USB power is used to just POWER the Programmer, this must be set Off.

```
USB Access Off

Scroll          Change
```

When set to On, any presented cards will be scanned for validity and once verified as belonging to this ground with no Uplift required, the card will be presented to the PC for processing.

**WARNING.**

If **ONLY USB** power is available, and **USB** access is **ON**, you will **NOT** be able to apply a **Master card** and gain access to this menu because **USB** access will hand the card to the **PC** for processing.

If you are solely **USB** powered and you switch **USB** access **ON** in error, you will need to power the **Programmer** from an external **12 volt** supply to regain control.

**Reconfigure Programmer ... [ 11 ]**

This option offers you the ability to change your initial settings of the Programmer or just 'scroll' through the displayed settings to check that the settings as as you would wish them to be.

```
First Time Run
Setup Option.
Count DOWN
Scroll      Change
```

You can change count **UP/Down** options and **Cost/Target** based operation, including the **New Customer Default** values.

You should have no fear of reconfiguring the Programmer as required should you wish to operate **Target AND Cost** cards simultaneously and would prefer **NOT** to make, say **100 Target Cards** and then “**Toggle Card Type**”, **50** of them.

```
First Time Run
Setup Option.
Count UP
Scroll      Change
```

You can **NOT** change any **Cost Codes** here.

These changes are handled in the **View Cost Code Option ... [ 8 ]** and need not be discussed again here.

**Product Serial Number ... [ 12 ]**

This option displays the **Programmer Serial Number**.

The **Serial number** is written to every **Card** formatted on this **Programmer** so that a card can be identified by **Promatic** and referenced against a **Programmer**.

```
SERIAL NUMBER

      1003
Ok
```

**(Future Feature) Load/Save programmer settings to Backup Card ... [ 13 ]**

This feature is in the **planning stage**.

When initiated for the first time, you will be prompted to apply any customer card and that card will be marked as a “**Data Backup Card**” and the target data that was on the card originally will be adjusted so that the card cannot be used in a **Controller** (as **Controllers** write data to several areas of a card which might affect the stored **Data Integrity**).

Selecting '**Ok**' will prompt for a **Card**.

```
Load/Save
Programmer
Settings
Scroll      Ok
```

A Customer Card will be formatted as a Data Backup.

<b>Save Data ?</b>	
<b>Yes</b>	<b>No</b>

A Data Backup Card will be used to LOAD the Backup.

<b>Load Backup ?</b>	
<b>Yes</b>	<b>No</b>

**You can create as many Backup Cards as you wish.**

**Mark these Cards with any relevant name or title in order that the data contained has some meaning to you.**

**You may, for instance, wish to make a backup just before you make any rate changes to the cost codes, at the start of a new financial year, for instance. A backup prior to staff training might be helpful.**

**The data that will be stored are these.**

**Cost Code Values, Standard to Member 7 inclusive. (64 values)**

**New Customer Card Default Values.**

**Programmer defaults, Count Up/Down, Cost/Target based.**

=====

### **The Extended Menu ...**

**The Extended Menu gives access to several useful programmes that cannot be grouped within the Administration menu.**

<b>Cost Based</b>
<b>A Read Audit</b>
<b>B Administrate</b>
<b>C Extended Menu</b>

**The Extended Menu is divided into groups.**

- 1. Card Services.**
- 2. Insert Controller.**
- 3. View Text Chip**

### **Card Services ... [ 1 ]**

**1) Card Services is further broken down into X sub groups.**

- Manage Ground Card**
- Integrity Check**
- View Stand Activity**
- Erase Activity**

## Manage Ground Card ...

This feature will only be offered when there is at least one Groundsman Card in existence.

```
Manage
Ground Card
Scroll  Exit  Ok
```

Select 'Ok' to begin.

```
Show me a
Ground Card
Cancel
```

Apply a groundsman card and the card Number is displayed, Ground Card 1 in this case.

'Change' toggles the Audit Permission On and Off.

```
Ground Card 1
Allow Audit
Off
Scroll  Change
```

'Scroll' offers the option to let this card activate Freeplay. 'Change' toggles the permission.

```
Ground Card 1
Allow Freeplay
Off
Scroll  Change
```

Note that ANY Groundsman Card can turn Freeplay OFF, if it is ON, but turning Freeplay ON, requires either the Master Card (with it's own permission set) or a Groundman Card with the necessary permission set.

As placing any Controller in Freeplay can be used as a mischievous tool by an unsympathetic Groundsman, you should be wary of extending this permission to anyone of whom you are not 100% certain of their loyalties.

Note also that a Groundsman Card once deleted by a programmer for any reason, with permissions set will, if that card is made once again into a Groundsman Card, have the original permissions remaining intact.

See also, "Uplifting" as this process can eliminate potential damage by disgruntled Ex-Employees if they have a mind for retribution.

## Integrity Check ...

A Card Integrity Check can be performed on any valid Promatic Card.

```
Integrity Check
Show me a Card

Exit
```

A Customer, Card, Master Card, anything.  
Even cards from other grounds !

Certain parts of the Card are read to verify access.  
A PASS is Good.  
Card data is completely unaffected or modified in any way.

```
Integrity Check

> > > PASS < < <
Exit
```

## View Stand Activity ...

The View Stand Activity scans the applied card and extracts target data so that the targets thrown from a particular Controller ID can be identified.

```
View Stand
Activity

Set          Scroll
```

When asked for a Customer Card, you will get this message if you present any card other than a customer card.

```
Not That One !
```

Note that Sales and groundsmen cards are modified Customer cards so any data you read will reflect the last state of the card before it became a Sales Card, or, if a Groundsman Card, you may see large values representing the Controller Audits.  
Intelligent use of the data is required.

There is a discussion about Cards in a separate document, "Wi-Card for Dummies".

Once a Customer Card is presented, you will see ...

```
001          33
          33 Targets

Up          Exit
```

Which tells you that this card threw 33 Targets on Controller ID No.1.

Note that Stand 1 may not necessarily use Controller ID 1

Press 'Up' and the card scan seeks out the next ID with some action. In this case, 57 targets were thrown from Controller 22 making a running total of 90 targets.

```
022          57
          90 Targets

Up          Exit
```

Each successive press of 'Up' scans for the next non zero result until the last Controller ID is reached.

In this case, to 173 on this programmer used to create this document.

## Erase Activity ...

Selecting the option to Erase Stand Activity will scan the entire card, deleting the values read previously. If there is NO card in the field, you will be prompted thus >> Any Card in the field will have stand activity erased INCLUDING the Audit Data on the Master Card or a Groundsman Card.

```
Show me a
Customer Card
To Wipe Activity
Exit
```

This not the disaster it might at first appear as the Master Card and groundsman Audit data will be rewritten from the Controllers as Audits are performed.

```
Customer Card
==== ERASED ====
Remove Card
```

The data is presentable on the Programmer for academic interest but it is more useful when the Promatic Back Office PC based software is being used as the screen can immediately display where the shooter has been with their card and so a measure of the popularity of each station can be assessed over time permitting you, the ground owner, to determine if a Station is not perhaps as popular as it might be and hence not being fully utilised.

## Insert Controller ... [ 2 ]

This is an extremely powerful Command and is designed SOLELY to replace a damaged Controller NOT to add a New Controller.

```
Insert ...
Controller
Show Master Card
Cancel
```

When you take delivery of a Factory New, Claymate Wi-Card Controller, it asks for the Master Card, takes the current Controller ID from the Master Card, increments this number, using this as the Controller ID, and writes this number back to the Master Card so that when you show the Master Card to your Programmer it can say... 1 New Controller, and later that you have 174 Controllers, assuming you had 173 originally.

“Insert Controller” is designed to cater for the case where Controller ID 166 was shot up by a customer and the Controller is now toast. We will assume that the Controller was also burnt to a crisp in a fire. In other words, ID 166 is history.

The New Controller arrived today and you need this to become ID 166 and not ID 174.

Before you begin... IF you use Auditing Permissions on Groundsman Cards, take an Audit from these NOW to ensure you have the latest and most accurate Current Audit for ID 166.

Set the Programmer up to INSERT CONTROLLER and as asked, apply the Master Card.

This screen shows us the highest Controller ID in use.

```
Target ID..173
Controller

Scroll           Ok
```

'Scroll' down from 173 until ID 166 is reached.

Up to this point, NOTHING has happened.

You can remove the Master Card now with no harm done (maybe a sweaty palm, right?).

**Once you press 'Ok' you are committed.**

Pressing 'Ok', scans the Master Card to read the current Audit Data writing any (positive) changes to the Master Audit Record.

It does this because we need to ensure that the Audit value of Controller ID 166 is removed and accounted for, because the NEW Controller ID 166 will begin at ZERO.

This Card data may not be the most up to date, hence the need to read any ground card Audits to get the latest and highest value before you get to this stage !

You will see the scan progressing until you see >>  
.. or something similar.

Press 'Ok'.

The Master Card has been 'tricked' into believing the NEXT New Controller is to be called ID 166 and the Programmer shows you that this process is ongoing by adding "<i>" in the top right of the screen.

```
##### Done #####
      171487 Targets
           2937 Added
                          Ok
```

```
Master Card <i>
                      S1:G0
      173 Controllers
      Menu
```

Note that the Master Menu Option to Read the Audit has been taken away because from this moment onwards, Audit Data relating to the Controller yet to be added, be it from a Master Card or from a Groundsman Card with Audit Permissions, is meaningless.

```
Cost Based

B Administrate
C Extended Menu
```

You can still perform all the functions you need in order to maintain your customers and their cards but you cannot abandon the Insertion process once started.

At power up, you will see this screen telling you, or any user that there is an insertion in progress.

```
Claymate System
      Insertion
                          Ok
```

You are now committed to powering up the New Controller and applying the Master Card, from which the Controller will extract ID 166.

Next time the Programmer sees the Master Card, the insertion is complete.

The Programmer will say ...  
... and the job is (nearly) done.

**< IMPORTANT >**

```
Claymate System
      Insertion
##### Done #####
                          Ok
```

Once the New Controller is Configured, you must take its Audit to overwrite the original Audit on the Master Card.

Additional thought must be given to the Groundsman Cards that have Audit Permissions.

It is important to refresh the new Controller Audit before you write any new Audit Data to the Master Record from Master cards or Groundsman Cards as failure to do so will cause a potentially large Audit Error.

Read the following explanation.

## **Auditing Errors, The Maths Explained.**

**Consider the following example using the Master Card and 2 Groundsman Cards. The numbers represent the Audit Value as written to the cards which may not necessarily be identical, depending on when the most recent audit was read. This reading is taken just before a calamity befalls ID 166 as an example.**

<b>ID 166 Controller Audit is currently</b>	<b>128,000</b>
<b>Master Card Last Audit of ID 166 (3 months ago)</b>	<b>22,000</b>
<b>Ground Card 1, last Audit of ID 166 (2 weeks ago)</b>	<b>100,000</b>
<b>Ground Card 6, Last Audit of ID 166 (8 hours ago)</b>	<b>127,700</b>

**The Programmer Master Record uses the HIGHEST Audit it reads from any Card. The Master Card in this example, is rarely used for Audits, that duty is performed by the Ground Staff. The Programmer Master Record value is, for the sake of this example, 1,000,000 targets and the last recorded value for ID 166 is 127,000 targets, read from Ground Card 6. Values from other Audit Cards are ignored as these are lower than the current value recorded in the Programmer.**

<b>The Master Record has a data set like this, say</b>	<b>ID 164 118,300</b>
	<b>ID 165 327,468</b>
	<b>ID 166 127,700</b>
	<b>ID 167 92,790</b>
<b>Total Summation of Targets ...</b>	<b>1,000,000</b>

**The Summated Total is calculated from the differences between the Last and Current values, NOT a simple addition of the audit values. A simple addition would, when ID 166 Data is cleared, show that we have somehow been given back 127,700 targets which for accounting purposes is meaningless.**

**Your Accountant will appreciate this.**

**NOTE that the Actual Controller has thrown an additional 300 targets in the interim. IF this new Audit value was available, then the additional 300 targets, being the highest 'positive' difference, would be added to the Master Record.**

**Now.. Calamity... Controller ID 166 is damaged and a New Controller is being inserted.**

**The Master Card has been set-up in readiness to program '166' into the New Controller. The Programmer Audit Record has been updated though, as no new data is seen on the Master Card, (22,000 is an old audit), no additional targets are added to the Master Record but NOTE that the Audit for ID 166 has been cleared to ZERO Unfortunately, the 300 targets we cannot account for, have been lost to us.**

<b>The Master Record now looks like this</b>	<b>ID 164 118,300</b>
	<b>ID 165 327,468</b>
	<b>ID 166 0</b>
	<b>ID 167 92,790</b>
<b>Total Summation of Targets</b>	<b>1,000,000</b>

**The NEW Audit in the physical Controller ID 166 is zero, or very low following a First Time Run and maybe a few test targets.**



The point about the need to read the New ID Audit to the Master Card and to ALL the groundsman Cards is this...

New physical Controller ID 166 Audit is currently 0  
Master Card Last Audit of ID 166 (3 months ago) 22,000  
Ground Card 1, last Audit of ID 166 (2 weeks ago) 100,000  
Ground Card 6, Last Audit of ID 166 (8 hours ago) 127,700

As the Programmer Audit for ID 166 has been cleared to ZERO, application of the Master Card or ground Cards for Auditing purposes will instantly create an error of up to 127,700 targets and this error will remain UNTIL ID 166 actually throws more than 127,700 targets so that the difference becomes a positive value again.

You must At LEAST, perform an Audit of ID 166 using the Master Card to refresh the Card Data to Zero, from 22,000.

As for the Ground Cards, you can EITHER ask your staff to read the Audit of ID 166 and trust them to do it !, or Alternatively... Use the Card Management Menu Setting to Erase Stand Activity of the Ground Cards in Service and at least YOU have taken the responsibility to ensure your Ground Audit remains as accurate as possible for accounting purposes.

**View Text Chip ... [ 3 ]**

This code is a bit of fun and is a hangover from when the software that writes the text data chip was being tested.

It has some diagnostic value but only to us at Promatic.  
Scroll through and enjoy.

```
View Text Chip
032
Call PROMATIC !
Scroll      Exit
```

=====

**The Sub-Master Card ...**

The existence of the Sub-Master Card has been a mixed blessing and a curse to us at Promatic.

The blessing is that, when used for what it was designed for, the Sub-Master Card gives you a fast recovery from a lost or stolen Master Card and is, in fact, the only way to offer remote disaster recovery to a ground that may have been severely compromised by the loss of the Master Card.

The Curse is that some users will reach for the Sub-Master Card, because it has the word "Master" printed on it and in their ignorance, mess the entire ground up, calling Promatic to dig them out as if it were our fault..

This, is how it should work...

If you OWN the ground, YOU keep the Sub-Master Card safe because this is your way to get your ground back if your manager, with the Master Card, goes Pete Tong on you.

In the event that the Master Card is lost (or damaged) or your sacked ground Manager has walked off with the takings and the Master Card, the Sub-Master Card is your Disaster Recovery Option.

**Disconnect the PC from the USB if you use this, and power from a separate Non USB PSU.**

**Apply the Sub-Master Card.**

**Whether the Programmer is Locked or not, the Sub-Master Card will get through.**

Sub Master Card  
Promote card To  
MASTER Status ?  
YES

**Remove the Card, or select 'YES'**

Remove the Card, or select 'Ok'.

This Action Will  
Disable Current  
Master Card  
Ok

**'Ok' causes the following actions to take place.**

**The Programmer is Uplifted by one.**

**The Programmer then writes data to convert this card to a Master Card including the new Uplift value, The Original Ground Code (cannot change that), and the number of Controllers, noting that if you are in Mid-Insert Programmer, this process is now terminated and you will have to perform the Insertion Process again.**

**ALL your Sales and Ground Cards have been deleted.**

**Note also, that the Card, whilst now appearing to the Programmer to be it's original Master Card, there is NO Audit Data on the card as this is refreshed from the Controllers.**

The Next Screen with display briefly...

Retain Card and  
Show To All  
Controllers

**Showing any of your Sales or Ground Card stock will prompt display as the Card is reverted back to a customer Card, noting that the UPLIFT Value will not be checked and changed until you present the card again....**

Card Services  
Deleted

this

**At this point, you should proceed as if you have deliberately Uplifted your ground, as you have done.**

**The Uplifting Process has now Disabled the original Master Card.**

**If you ever see it again, you will get the message >>>**

**It is useless to you now.**

Master Card  
<< Locked >>  
Return Card To  
Promatic

**Now Read the Section **Uplift Option ... [ 6 ]** to complete the process.**