

# HRS Smart Card System User's Manual

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*(\*) Covers PC based HRS-Systems SMCARD software versions 2.00 and higher*

## 1. Introduction

It is not necessary to read this complete manual, in order to start quickly using the **HRS Smart Card System**. Its basic function, which is payment of shooting round, is very simple and can be learned with little effort. It is therefore recommended to proceed as follows :

- a. Read chapters 1 to 3 (approximately 2 pages), in order to get a rough idea on what the system is and how it works.
- b. Install the software (see: **Appendix 1 : How to install and configure the PC program**). The software installation requires average MS Windows PC knowledge. If you don't feel comfortable with PCs, ask someone more skilful to help you with the installation.
- c. Read chapters 4 to 9, in order to learn how to prepare and use the two basic card types **Manager** and **Shooter**. With these two card types you will be able to use your system for card based shooting round setup and payment.
- d. As soon as you feel familiar with the basic functions, you may proceed to reading the remaining chapters that show you how to get advantage of the numerous possibilities of the system.

**NOTE:** *Do not hesitate to play with the menu commands of the program. This is the best way to learn the PC program. As long as you press the **Cancel** button of each dialog window, there is no risk for damaging any data or cards. Make some test cards that you can erase later. When finished playing and you wish to start using the program, delete all database and log files, in order to have a clean start (see **18.The database and log files...** for knowing which files are made and how to remove them). There is only one important thing you must be careful while playing: **Do not change he Security Code.***

## 2. What the HRS Smart Card System is

The **HRS Smart Card System**, is an integrated shooting club management system, which is based on smart cards. It helps performing numerous club management functions, like :

- Shooting round payment
- Discipline and round setup
- Score collection
- Collection of logs and target consumption counters
- Configuration of game target distributions
- etc.

The **HRS Smart Card System** consists of :

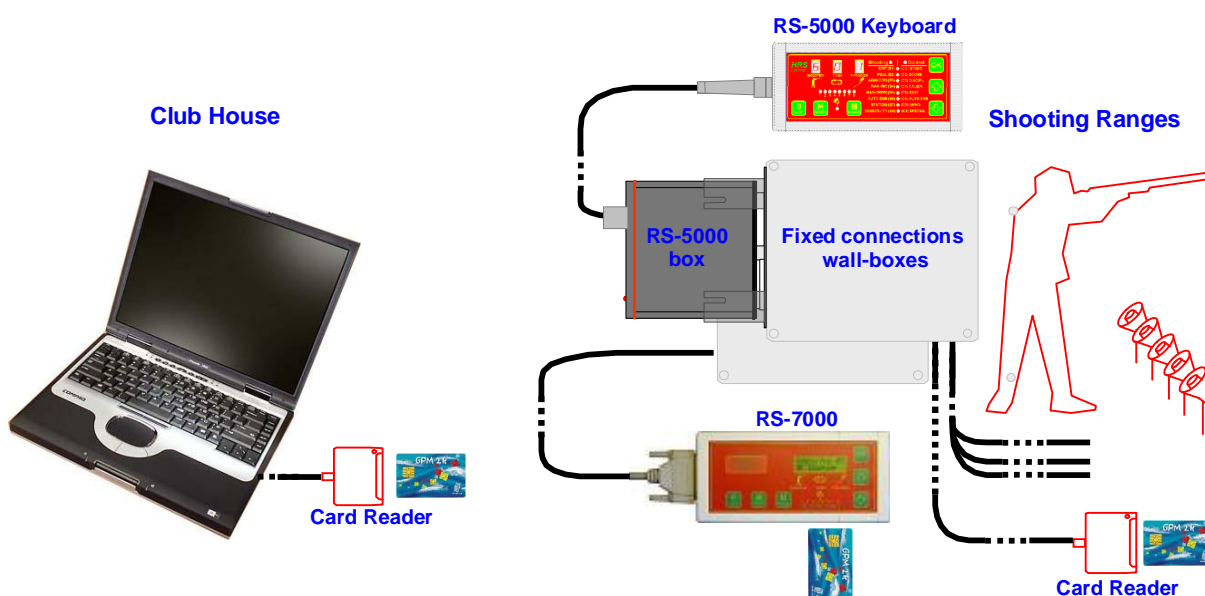
1. A card reader connected to a **RS-5000-MS box** or integrated in the **RS-7000 box** and the appropriate **software module**, which must also be loader to each RS-5000-7000 system.
2. A card reader connected to **MS-Windows based PC** and the **SHR-Systems SMCARD software**, which loaded to the PC.

**NOTE :** *The system may operate without a PC (above mentioned package 1 only). However, this is not recommended, unless the club has limited security requirements and a small number of shooters. Moreover, the refill of card credit is a little more cumbersome and manual credit accounting methods must be used.*

### 3. How it works

Although the **HRS Smart Card System** has many possibilities and therefore it may look a little complex, its basic daily use is very simple!

- Each club member or visitor is given a **Shooter** card that may be loaded with a certain amount of credit. In order to start a shooting round, each shooter inserts his/her card into the reader, which is connected to the **RS-5000** or **RS-7000** system of each range. After all shooters in the round have inserted their cards, one presses the **OK** button on the keyboard and the shooting is ready to start.
- The shooting club manager possesses one or more **Manager** cards. These cards are the keys that lock and unlock the **RS-5000** or **RS-7000** system. When the system is locked, it only allows operation by inserting valid cards as well as a few other limited functions.
- The club manager may also make other card types (most of them are called "**Utility**" cards), which allow various setup and data exchange functions. See below chapter **4. Card Types**, for a more detailed description of their function.

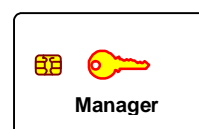


### 4. Card types

There are 11 card types. The first 4 cards are called **Basic Cards** and are used in all system configurations (i.e., with and without a PC). The rest 6 cards (5 to 11) are called **Utility Cards** and can be used only if a customer has PC. These cards types are :

#### Basic Cards

- Shooter**  
This card, which is nominal or anonymous, is owned by a shooter. It carries a certain credit value, which is used for game payment.
- Manager**  
This card is used by the manager for locking and unlocking an RS-5000/7000 system, setting security features and other management parameters. The **Manager** card carries a discipline code, that sets the right discipline and

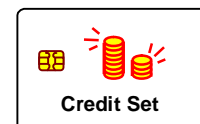


its price, when locking the system. The discipline and its price may also be set, using the **Discipline** card, which does not lock/unlock the system.

### 3. **Credit Set**

This card is used for two different purposes :

- a. When it is introduced to the reader on the PC, it automatically sets the window panel of the command **Add credit to a batch of cards** that allows easy addition of the same credit to a batch of **Shooter** cards, by inserting one card after the other.
- b. When operating the without a PC, it is used for :
  - Adding tokens or zeroing the credit of a **Shooter** card.
  - Modifying discipline prices on the **Discipline** card.



For more details for operation without a PC see chapter : **24. Operating without PC** .

**NOTE :** *It is not necessary to make a **Credit Set** card, if you are using a PC, unless you wish to take advantage of the above mentioned feature b.*

### 4. **Discipline**

Sets the discipline of a stand. It also carries the prices for the discipline, that will be deducted from the **Shooter** card on each game payment (both round and target payment mode). Contrary to the **Manager** card, which may be used exactly the same purpose, the **Discipline** card is not security-sensitive and can be left with non trusted persons.



## **Utility Cards**

### 5. **Round/Bird** (Payment mode)

Sets and resets (toggles) the payment mode from round ( **rnd** ) to bird ( **bir** ). When the **Bird** payment mode is set, shooters may shoot as many targets as they wish and pay for the used targets only. For more details see chapter **14. Payment by target**.

### 6. **Squad**

This card is used for easy preparation of shooting games and the collection of scores. Each round is prepared in a card, which is used for programming the RS-5000/7000 system before the round and for collecting the scores after the round. It may contain names, shooter numbers and previous scores of the shooters.

### 7. **Counter Read**

This card is used for the off-line copy of the various RS-5000/7000 MS box counters like :

- Total number of targets thrown
- Number of targets thrown since a certain date
- Number of no birds per thrower
- etc.

### 8. **Card Log Read**

This card is used for the off-line copy of the card transaction log of the RS-5000/7000 box. Each copy may be loaded on the PC in order to update the database with the consumed credit .

### 9. **Calibration Save**

This card is used for the off-line save copy of the microphone calibration range, which is stored RS-5000/7000 system. It is useful for restoring the calibration when changing RS-5000/7000 system on a range or after a full memory clear.

### 10. **Compak Table**

It is used for transferring to the RS-5000/7000 system, a set of user-defined Compak target distribution tables, which have been prepared using the program on the PC .

#### 11. **Message**

It stores a 6 line message to be loaded on the RS-5000/7000 system, in order to be displayed on the scoreboard.

#### 12. **Coach**

Sets the "Coach" payment mode on the RS-5000/7000 system. In this mode all payments are debited from the "Shooter" card of the coach. The function of this card is similar to the **Round/Bird** one, but it programs the discipline qualifier **All micros active**, in order to facilitate the training on every station.

## 5. The PC based HRS-Systems SMCARD software

The RS-5000 SMCARD software package runs on an MS Windows based PC and it is the central part of the **RS-5000/7000 Smart Card System**. Its key features are :

- Creation of all necessary card types
- Addition of credit to **Shooter** cards
- Modification of prices
- Card database
- Security controls
- Accounting and audit reports
- Setting and collection of shooting management data, special target tables, scores, etc.

The program operation is quite intuitive. When an empty card is inserted to the reader, the program asks you what to do with it. You may choose to create a new **Shooter** card, or make any other type of card.

When a **Shooter** card is inserted, a window panel with the card data is shown. This window panel allows only modification of the card credit.

When any other type of card is inserted, either a specific window panel appears, or information about the data of this card is displayed on the main window of the program. If you wish to modify the essential parameters of a card, you should use one of the commands of the menu **Make/Modify**

Under the menu **Tools** there are also the commands for :

- Adding the same credit to a batch of **Shooter** cards
- Making or reloading a batch of anonymous "visitor" cards
- Erasing a card
- Generating accounting and audit logs
- Configuring the system

Under the **Database** menu you find also the commands that allow viewing the card database, blocking a card that may no be used any more and removing the entry of a destroyed card.

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**WARNING :** *In order to avoid damaging your cards you must pay attention to the following two actions :*

1. *Do not remove an inserted card when the light on the reader is on. Since it is not always easy to look at the reader light, additional information is used for helping you in this task :*

**With the PC program reader :** A message **Please wait. ... Do NOT remove the card** is displayed on the screen.

**With the readers at the shooting ranges :** A well distinguishable **"ti-ti-taa"** sound is emitted when you can remove the card..

2. Do not try to use (or erase for reuse) cards that are issued by another client. If another club wishes to lend you some used cards, ask them first to erase them, using their own PC program.

The best way to become familiar with the program is to try all menu commands and see what windows appear. You may also make different types of cards and erase them afterwards using the command **Tools / Erase** a card.

## 6. Making and configuring the *Manager* card



The first thing to do when you start using the PC based software, is to make a **Manager** card. This card locks/unlocks the RS-5000/7000 system, but also sets the discipline and several other parameters. If the shooting ranges that are controlled by the RS-5000/7000 system can function with more than one disciplines, it is good to make one **Manager** card per discipline. In order to make the cards proceed as follows :

- Insert an empty or an erased card into the reader of the PC.
- A **"What to do ?"** dialog panel appears on the screen.
- Press the **Make a "Manager" card** button.
- A new dialog panel appears on the screen (see below figure).


- Select the **Discipline** of the card, the price for **ROUND** and **TARGET** (for more details on the various disciplines and how they are selected, see below : **13. The Discipline card**).

**WARNING:** *If one of the prices is zero, the card will not be accepted by the RS-5000/7000*

*The usual payment mode is by **Round**, but there is a special **Target** payment mode (for more details see below : **14. Payment by target**).*

- You may prevent shooters from starting immediately a new round after the end of the previous one, in order to allow other shooters to use the range. To do so, enter a "denying" **Delay (in minutes)** ... in the edit box provided for this purpose. This value can also be changed by leaving the **Manager** card in the reader of the RS-5000/7000 system and pressing the  &  buttons. If you don't like to use this feature, leave the delay to the 0 value.
- You may also decide to check the **Block all cards when the RS-5000 is full**. This feature is useful when you do not like to miss any transaction control log records stored in the RS-5000-MS box. When the buffer provided for these logs is full, the system does not accept any more cards and the keyboard displays **LOG**. Then someone must go and collect the log, using a special **Card Log Read** card.

**NOTE :** *The maximum number of records stored in each box is only 38. So, if the feature is used, one should go and collect the log every 6 to 8 rounds. If this is cumbersome, you may choose collecting the log at the end of each day, and do sampling check through the latest 38 transactions. In most cases this sampling method is sufficient for knowing the credit used by most shooters.*

- Press the  button to make the **Manager** card.



RS-5000 SMCARD - Make a "Manager" Card

Change "Security Code" Card number : 01415

IMPORTANT INFORMATION

The manager card that allows locking and unlocking the system, contains also the security code that protects the cards from illegal copies. Do not leave the "Manager Cards" with non trusted persons.

Choose a discipline

Discipline 09 Cmpk Sporting Final

Target distribution table : 28

Set the ROUND price for the selected discipline (points) : 25

Set the TARGET price for the selected discipline (points) : 1

Block all cards when the RS-5000 log buffer is full

0 Delay (in minutes) that prevents the same shooter from reusing his/her card, in a new round. This feature allows other shooters to come and use the range.

Cancel OK

## 7. Making a Shooter card

Insert an empty or an erased card in the reader of the PC. A **"What to do ?"** dialog panel appears on the screen. Press the **Maker a "Shooter" card** button. A new dialog panel appears on the screen (see below figure).

RS-5000 SMCARD - Issue a new "Shooter" Card

ISSUE NEW "SHOOTER" CARD

CARD HOLDER : Card number : 01579

Family name :

Given name or initials (optional) :

Club member number (1 - 50000, optional) :

Cancel OK

- Type the family name of the shooter. You may also optionally type his/her first name and an Id number (if it exists).
- Press the **OK** button to make the **Shooter** card.

A new dialog panel appears on the screen. This is the dialog panel used for adding credit to the card. The panel also appears automatically whenever you insert into the reader an existing **Shooter** card (see below figure).

The screenshot shows a dialog box titled "RS-5000 SMCARD - 'Shooter Card' Credit Adding Dialog Box". It contains the following fields and controls:

- A yellow icon of a smart card.
- Text: "Type the number of points to be added to the customer's credit and validate with 'OK'."
- Card number: 01579
- Issue date: Wednesday 25.01.06 10:47
- Family name: Smith
- Given Name: John
- Club member nb: 13654
- Current credit (points): 0 + 400 = 400
- Previous credit (points): 0
- New credit button
- Clear all credit button
- Cancel button
- OK button

- Enter the shooter's credit and press the **OK** button.
- Repeat the above actions to make as many **Shooter** cards as you need.

## 8. Lock and unlock the system using the **Manager** card

When you have made a **Manager** card and the **Shooter** cards, which are loaded with enough credit, go to the shooting range.

Insert the **Manager** card into the reader, which is connected to the RS-5000/7000 system. You will see the light of the reader turning on. Do not remove the card until the light is off and a "**ti-ti-taa**" sound is heard.

The **RS-5000-CT keyboard** must display **Pon** (*Protection on*), which means that it is locked and only **Shooter** cards may be used for programming a round.

You can unlock the keyboard by inserting again the **Manager** card. When it is unlocked the keyboard displays **PoF** (*Protection off*).

The **RS-7000T LCD screen** 1<sup>st</sup> line displays **C1 START** (*ready to accept cards*) and the 2<sup>nd</sup> line **0 Shooter xx** (xx is the current discipline code). This means that no **Shooter** has inserted a card (after shooters insert their card the 0 becomes 1, 2, 3, ...etc).

You can unlock the keyboard by inserting again the **Manager** card. When it is unlocked the screen displays **Prot OFF .....** or **Control Prot OFF** (*Protection off*).

## 9. Prepare a round using the Shooter cards

Leave the keyboard locked and let each shooter to insert his/her card.

After each shooter removes the inserted card, the keyboard display shows the number of programmed shooters on the left side and the discipline on the right side. The microphone indicators show the shooter positions. For example if three shooters have inserted their cards and the programmed discipline is **Universal** (i.e., code 5) the **RS-5000** keyboard displays **3 5** and the **RS-7000** LCD screen **3 Shooter UN**.

When all shooters have inserted their cards press the **OK** button. The system is now ready for shooting.

At this point, an additional shooter can be accepted, if no target has been shot yet. After the additional shooter introduced the card, you can start shooting by pressing again the **OK** button.

If the maximum number of shooters is reached no more cards are accepted and the typical error "**ti-ti-ti-ti**" sound is heard.

**NOTE :** When the Shooter card is inserted the keyboard displays its remaining credit. On the **RS-5000**, as there only 3 digits on the keyboard, the credit is displayed in an alternative mode **J\_x yyy** (**x** are the thousands and **y** the units). For example the credit value 6840 is shown first **C 6** and second **840**. On the **RS-7000** the LCD screen displays on the first line **Credit = xxxx**. A shooter can read the remaining credit in this way even if the keyboard is unlocked.

## 10. Protection against unauthorized usage

All cards of the same customer (e.g. same shooting club) have the same identification code, called **Customer Id**. When a **Manager** card locks the RS-5000-MS box, the **Customer Id** is stored in the non-volatile memory of the box. In this way the system is protected from the cards of other shooting clubs. A locked system can be unlocked only using the **Manager** card that has the same **Customer Id** as the card that locked it.

Any card that does not have the same **Customer Id** as the one stored in the RS-5000-MS box, is rejected.

The locking/unlocking of the RS-5000-MS box should be done when it is in the **Control** mode (i.e., outside a shooting round).

**WARNING:** If a **Manager** card is inserted during a shooting round (i.e., the **Shooting** mode is on), the round is aborted. This is not a frequent practice for usual **Payment by round** mode. It is more useful for ending the shooting in the **Payment by target** mode, that the shooters themselves forgot to end. In the **Payment by target** mode, shooters are allowed to shoot as many targets as they wish, until their credit is exhausted. Every shooter that wishes to stop should insert again his/her card.

Stopping such a round with the **Manager** card, stores this card the credit status of each shooter and the number of used targets. In order to know and reimburse this unused credit, the **Manager** card must be inserted into the reader of the PC. For more information on the **payment by target** mode see below chapter: **14. Payment by target**.

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## 11. Adding the same credit to a batch of *Shooter* cards

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If you need to add the same credit to a large number of *Shooter* cards, there is an easier way. Use the command:

### Tools / Add credit to a batch of cards

When the dialog window appears, insert the *Shooter* cards, one after the other, and press the  button, when finished. The  button allows you to change the value of credit to added to each card.

## 12. Making and using anonymous "visitor" *Shooter* cards

It is possible to make a number of anonymous *Shooter* cards, that could be rent to a group of visiting shooters. All those cards will contain the same predefined credit.

These "*visitor*" cards are normal *Shooter* type cards, but they are anonymous. In the place of *Family Name* is written *Visitor* and in the place of *Given Name* is written *Nxxxxx*, where *xxxxx* is the card number.

In order to make a batch of visitor cards, execute the command :

### Tools / Make or Reload a Batch of "Visitor" cards

When the dialog window appears, insert one after the other the batch of empty or existing *Visitor* cards. Then press the  button, when finished. The  button allows you to change the value of credit to preset to each card.

After you have made *Visitor* cards you can use them as normal *Shooter* cards and add credit to them in the normal way.

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**WARNING:** *With this command you may use existing non erased *Visitor* cards. However, beware. Any remaining credit on these *Visitor* cards will be lost and it will be replaced by the new one. If you wish to reimburse the remaining credit to the visitor, you should do it when the card is returned.*

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## 13. The *Discipline* card

In order to set the discipline of a stand, without using the *Manager* card, you must make a *Discipline* card. This card also carries the prices for the discipline, that will be deduced from the *Shooter* card on each game payment.

**NOTE:** *Contrary to the *Manager* card, the *Discipline* card is not security sensitive and can be left with non trusted persons, while using the *Manager* card for setting the discipline may be risky.*

On the discipline selection dialog panel (see figure below), you notice that some disciplines are marked with a (\*). These are not completely different disciplines, but "Discipline Qualifiers" that set to a previously selected basic discipline, special function like, "Final", "Shoot-off", etc.. Such "Qualifiers" may be set to any discipline, even if it does not make sense for some of them.

**DISCIPLINE SELECTION**

Choose a discipline

01 Olympic  
 02 Olympic-15  
 03 Europe  
 04 US  
 05 Universal R:6-10  
 06 Double  
 07 Double Japan  
 08 5 Stand  
 09 Cmpk Sporting  
 10 Skeet  
 11 Skeet 15  
 12 Cmpk Sptg UK  
 13 Cmpk Sptg old  
 14 Universal R:1-5  
 15 Skeet US  
 16 Trigger by pear (\*)  
 17 Skeet old  
 18 Double 40  
 19 Final (\*)  
 20 Shoot-off (\*)  
 21 Competition (\*)  
 22 ...  
 23 ...  
 24 ...  
 25 ...  
 26 ...  
 27 ...  
 28 ...  
 29 All micros active (\*)  
 30 NO DISCIPLINE

Target distribution table(depends on the discipline)

Selected Discipline	(*) Selected Qualifier
09 Cmpk Sporting	21 Competition

(\*) "Discipline Qualifier" that sets special function like, "Final", "Shoot-off", etc, to a previously set discipline (it has no effect to disciplines that do not have this type of special functions)

You may also choose **NO DISCIPLINE**. This is useful, particularly for the **Manager** card, when you don't like to change discipline but only to lock/unlock the RS-5000 and set the prices.

**NOTE:** **Manager** and **Discipline** cards created with SMCARD versions less than 2.00, set automatically the **All Micros** qualifier. In order these cards, it is necessary to use the latest version of the SMCARD PC based software.

## 14. Payment by target

It is possible, for training reasons, to set a special **Payment by target** mode where shooter may shoot as many targets as they wish until their credit is exhausted.

This special payment mode is set using the **Round/Bird** utility card. Every card insertion of the **Round/Bird** card toggles from one mode to the other.

When the standard **Round** mode is set the **RS-5000** keyboard displays **rnd**. The **RS-7000** screen displays **Pay by Round !**, only when the card is inserted..

When the special **Bird** or **Payment by target** mode is set the **RS-5000** keyboard displays **bir**. The **RS-7000** screen displays **Pay by Bird !**, only when the card is inserted.

In the **Payment by target** mode, when a **Shooter** card is inserted, the whole credit value of the card is debited by the RS-5000/7000 (i.e., the remaining credit value of the card is zero). Then the shooter can shoot as many targets as he/she wishes (up to the debited value).

A shooter can quit the round at anytime by simply inserting again his/her **Shooter** card. The remaining credit will be stored again on the card (i.e., only the shot targets will be charged) .

In order to avoid pressing the **No Bird** button every time the shooter wishes to shoot the same target on the same place, the **AUTO SNB** (Auto Shot No Bird) mode of the RS-5000/7000 system is automatically set. In this mode the system detects the shooter's position and gives again the target, even if it is shot.

**NOTE:** When using the **Payment by target** mode you must pay attention to the following important points:

- The Target payment mode is not valid for the **Skeet** discipline.
- The **Shooter** card must contain enough credit for shooting at least 2 targets.
- When a shooter's credit is finished, the system puts this shooter out of game by generating an automatic abandon command.
- A shooter can abandon the round, at any time, by inserting his/her card.
- When the shooting round ends a new one starts automatically.
- The Target payment mode is automatically turned off at the end of the round (i.e., after the last shooter has abandoned). It must be reprogrammed again, by inserting the **Round/Bird** card, before starting a new round in the same mode.
- For emergency cases, a manager can stop a **Payment by target** shooting round, by inserting a **Manager** card. In this case the credit status of each shooter as it was before the beginning of the round and the numbers of used targets will be stored in the **Manager** card (the **Shooter** cards will contain 0 credit). In order to reimburse manually each shooter, the **Manager** card can be read in the PC program . For more details on how to reimburse the recovered credit see: **RECOVER** in chapter 18. **The database and log files and their backup.**

## 15. Modifying the data of a existing card

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It is sometimes necessary to modify existing cards, in order to correct name spelling errors, change prices, etc. You may do that, by using the menu based **Make/Modify** commands.

**NOTE:** The command **Make/Modify / "Utility" Card** only changes the card type, just like making a new **Utility** card. Therefore, be careful. When you press the  button to modify a **Utility** card, the data that could be stored in it will lost.

## 16. The Utility Cards

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The **HRS Smart Card System** does many more things than simple shooting round payments. Cards can be used for loading data and configurations to the RS-5000/7000, as well as for reading data from it. For each one of those specific utility functions you should make a specific type of **Utility** card. Here follows a description of those utility functions:

### A. Setting and resetting the "Payment by target" mode.

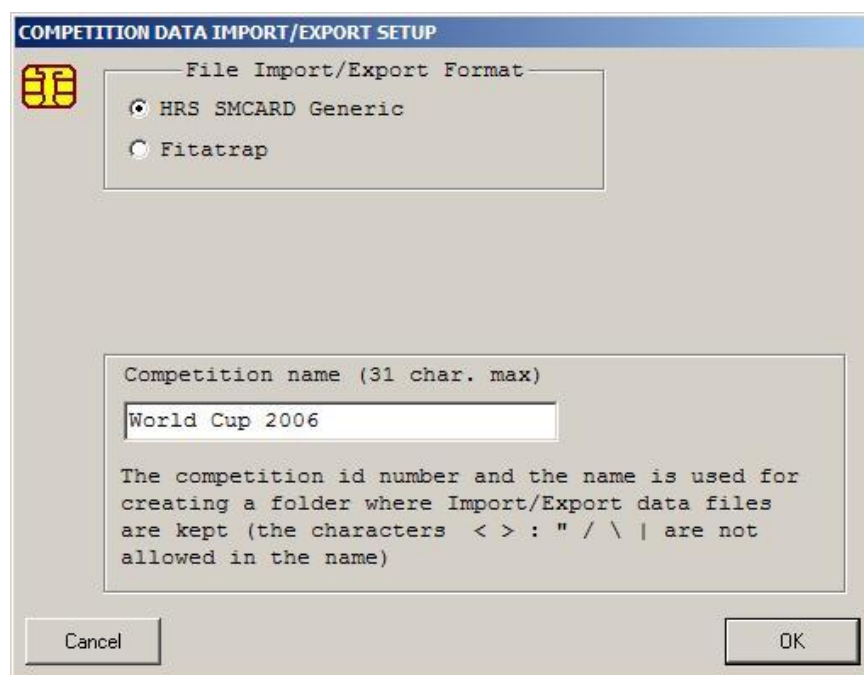
**Utility** card type **Round/Bird**.

When this card is inserted into the reader of the RS-5000/7000 it sets and resets (toggle) the payment mode from the standard **Round** to the special **Bird**. For more details on this mode see chapter **14. Payment by target**.

## B. Preparing a squad and collecting the scores of the previous one.

### Utility card type **Squad**

Programs on the RS-5000/7000 box competition squads and collect their scores. The contents of this card are saved in a file that may be reloaded or used for exchanging data with other competition management programs. In order to define the format and the folder where these files are put, you must first use the command : **Tools / Configure new competition**



There are actually two file formats : **HRS SMCARD Generic** and **FITATRAP**. If the generic format is chosen, you must also define a name for the competition. This name is used for automatically creating a folder where the files are stored. If no name is defined the files are put in a default folder **DefExchDir**.

For the **FITATRAP** competition management program the folder where that files are stored is defined by this software package.

When the **Squad** card is inserted on the reader on the PC, the following window is opened :

**SQUAD**

Usage mode

Scores and Squad  
 Scores  
 Squad

Previous Score and next Squad at the same time (i.e., different squads)

Scores

Squad number:

Box number:  06007  03481

Shooter Id #	Score	Total Score
1 : <input type="text"/> 1	<input type="text"/> 25	<input type="text"/> 125
2 : <input type="text"/> 2	<input type="text"/> 24	<input type="text"/> 174
3 : <input type="text"/> 3	<input type="text"/> 23	<input type="text"/> 223
4 : <input type="text"/> 4	<input type="text"/> 22	<input type="text"/> 110
5 : <input type="text"/> 5	<input type="text"/> 21	<input type="text"/> 65
6 : <input type="text"/> 6	<input type="text"/> 21	<input type="text"/> 115

Competition folder name

World Cup 2006

Squad

Squad number:  1234

Rotation

<  0 >

Date :  Friday 04.08.06 09:20

Shooter Id #	Abbreviated Shooter's Name, etc. (15 char.)	Total Score
1 : <input type="text"/> 1	<input type="text"/> SMITH John	<input type="text"/> 125
2 : <input type="text"/> 2	<input type="text"/> DUPONT Jean	<input type="text"/> 174
3 : <input type="text"/> 3	<input type="text"/> VAN DER VAAL H.	<input type="text"/> 223
4 : <input type="text"/> 4	<input type="text"/> VUILLE Michel	<input type="text"/> 110
5 : <input type="text"/> 5	<input type="text"/> DELACOTTE Jean	<input type="text"/> 65
6 : <input type="text"/> 6	<input type="text"/> BROWN David	<input type="text"/> 115

Cancel Import Modify

With the **Usage mode** (top left part of the window) you choose if the card is used only for programming squads or for collecting scores or both. Below this, you may select to program a squad and collect at the same time the score of the previous one. However, is not recommended to use this mode for official competitions because it may create confusion and errors. It is better to prepare one card per squad and use this card for programming and collecting the score at the end. You may also leave the card into the reader, during the shooting. The score will be stored automatically at the end of the shooting round.

On the **Score** part (left side of the window) below the **Squad number** the **Box number** displays the last 4 digits of the RS-5000/7000 system serial number. In this way you know from what range the scores are collected. Next to it, there is a number that always increases, in order to help you avoiding confusion with older score data from the same range.

On the **Squad** part (right side of the window), together with the **Squad number** and the data of each shooter, you may select a **Rotation** for the squad. This rotation is not applicable for the **FITATRAP** file format, because this program sets the rotations of the squads itself.

A description of the import/export and score log file formats is found in : **Appendix 5 : Import/export and score log file formats.**



### C. Reading the RS-5000/7000 system counters.

#### **Utility card type Counter Read.**

This card is used for the off-line copy of the various RS-5000/7000 system counters like :

- Total number of targets thrown,
- Number of targets thrown since a certain date,
- Number of no-birds per thrower,
- etc.

Every time this card is inserted the reader of the PC, its data appear in the above shown panel. It is also recorded on a special log file **LogCnt\_ xxxxxxxx.txt** (xxxxxxx is the **Customer Id**). This file is in readable text format and can be examined or used by another program. The counters entry in the log file for the above example is :

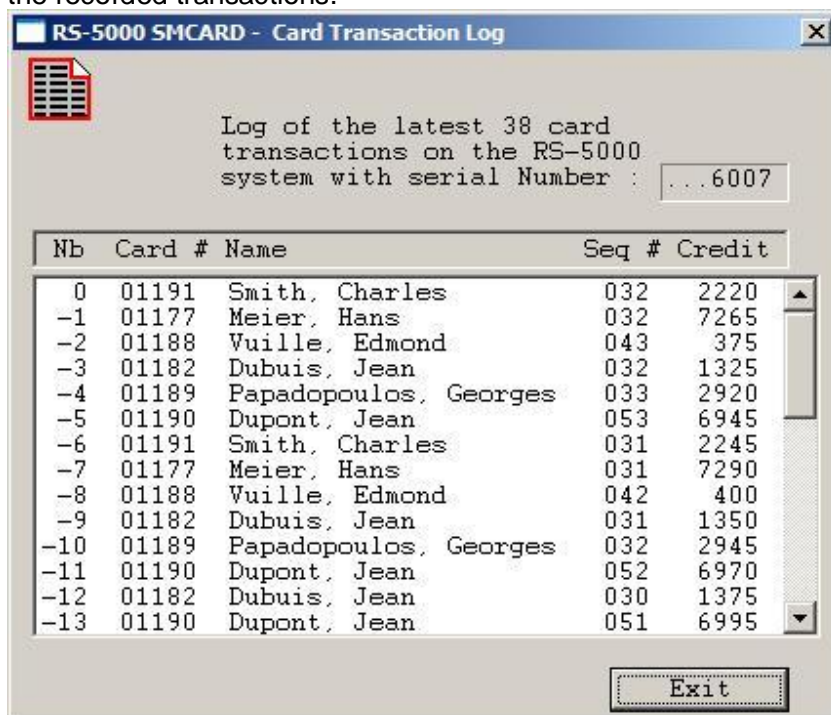
```
@ 29.01.06 18:00 COUNTERS - SN:...6007
TGT: 00003132 --- RTG: 51 RDATE: Tuesday 10.01.06 18:15
NO-BIRDS :
TH:01    1
TH:02    0
TH:03    2
.....
.....
TH:14    0
TH:15    1
ATA:     0
```

**NOTE:** A **Counter Read** card, once used with a box, is locked with the serial number of this box and cannot be used with another, unless it is erased and made again.

#### D. Reading the cards transaction log of the RS-5000/7000 system.

##### Utility card type **Card Log Read**.

This card is used for the off-line copy of the card transaction log of the RS-5000/7000 system. Each copy may be loaded on the PC in order to update the database with the consumed credit. When the card is inserted in the reader of the PC, the following dialog window displays the recorded transactions.



The table shows the transaction log in reverse order (last record first). It contains the card number (**Card #**) and the remaining **Credit**. It also shows a transaction control sequence number (**Seq #**) which is stored in the card and it is incremented after each transaction.

The log is also recorder on a special log file **LogCrd\_ xxxxxxxx.txt** (where **xxxxxxx** is the **Customer Id**). This file is in readable text format and can be examined or used by another program. The transaction log entry in the log file for the above example is :

```
@ 29.01.06 18:02 USE_LOG - SN: ...6007 TC: 3655
#01 01191 Smith, Charles SQ:026 CR: 2370
#02 0118q Dubuis, Jean SQ:027 CR: 7340
.....
.....
#37 01177 Meier, Hans SQ:032 CR: 7265
#38 01191 Smith, Charles SQ:032 CR: 2220
```

**NOTE:** The log file **CrdCnt\_ xxxxxxxx.txt** logs all transactions that have to do with the credit, both on the RS-5000/7000 system and the PC. You will find more information on these logs below on chapter: **17. The card database and the checking tools**.

#### E. Saving the calibration of the microphones.

##### Utility card type **Calibration Save**

This card is used for the off-line save copy of the microphone calibration range, which is stored RS-5000/7000 system. It is useful for restoring the calibration when changing RS-5000/7000 system on a range or after a full memory clear.

In order to save or restore the calibration, insert this card in the reader of the **RS-5000**, and then with the **Up/Down** arrow buttons, chose **SAV** for saving or **RES** for restoring. Then confirm with **OK**. On the **RS-7000** the corresponding texts are **Save Calib to SC** and **Restore Calib**.


**NOTE:** *Microphone calibration is not necessary for new microphones. Do not try a calibration of the microphones of a shooting range, without having studied the RS-5000 or RS-7000 Users Manual carefully the manual or having been advised by a specialist.*

## F. Preparing user-defined Compak tables.

### Utility card type **Compak Table**

When you insert a card in the reader of the PC a dialog panel like the following appears:

**RS-5000 SMCARD - Compak Sporting Table Preparation**

 Dialog for preparing a user-defined Compak Sporting target distribution tables (41 to 46). The target marking convention is :

Singles : A, B, C, D, ... or corresponding 1, 2, 3, 4, ...  
 Doubles on report : PAB, PAC, ... or P12, P13, ...  
 Simultaneous doubles : AB, AC, ... or 12, 13, ...  
 Rafale doubles : AA, BB, DD, ... or 11, 22, 44, ...

If you don't wish to reprogram a table, clear all its entries  
 ERROR CODES : @ = Typing error \* = FITASC rules

**Table number : G44**

Table

G41   
 G42   
 G43   
 G44   
 G45   
 G46

C1...C5 : Call ----- S1...S5 : Station

	S1	S2	S3	S4	S5
C1	C	B	B	B	A
C2	AB	BA	AB	BA	AB
C3	BC	CB	BC	CB	BC
C4					
C5					

Compak parameters to set in the RS-5000 system

Automatically selected table : 1 to 46 (41 to 46 are the above user programmable ones)

Select the official FITASC game (finals)

Target delay (in 0.1 sec, maximum 5 sec)

Cancel Clear all entries OK

It allows you to prepare 6 user-definable **Compak<sup>®</sup> Sporting** target distribution tables and program some other game parameters.

The RS-5000/7000 system is delivered with 40 predefined official FITASC target distribution tables (numbered from **G 1** to **G 40**) and 6 user-definable (**G 41** to **G 46**). You may program these 6 tables with the RS-5000/7000 keyboard, but it is much easier to use a **Utility** card type **Compak Table**.

At the left side of **Compak Sporting Table Preparation** dialog panel, you can select the table to prepare (G41 to G46). If you don't wish to program one of the tables you must leave all its cells completely empty. To do so, just click on the **Clear all entries** button.

You may type the target trajectories, either in the form A,B,C, ... or 1, 2, 3, ... . The preferred display form for the Compak targets can be selected on the configuration panel of the HRS-Systems SMCARD program, which opens when you first run the program or using the command:

### Tools / System Configuration

In this panel you can check the **Letter Symbol for Compak Sporting Targets (A, B, C, ...)**, if you wish that targets are displayed back in letter form.

**NOTE :** *Although the current FITASC official Compak Sporting uses only 6 target trajectories, the program allows you to use up to 9 (i.e., 1 ... 9 or A ... I).*

When you type the table, any entries with illegal characters are immediately marked with an @. Then when you move to another table or you click **OK** to save it, the whole table is checked against the FITASC rules. A message in red color informs you that the table you prepared has errors. FITASC rule errors are marked in the table cells with \*.

**NOTE :** *You are allowed to save a table with errors, so that you can shoot not FITASC compliant distributions, you wish.*

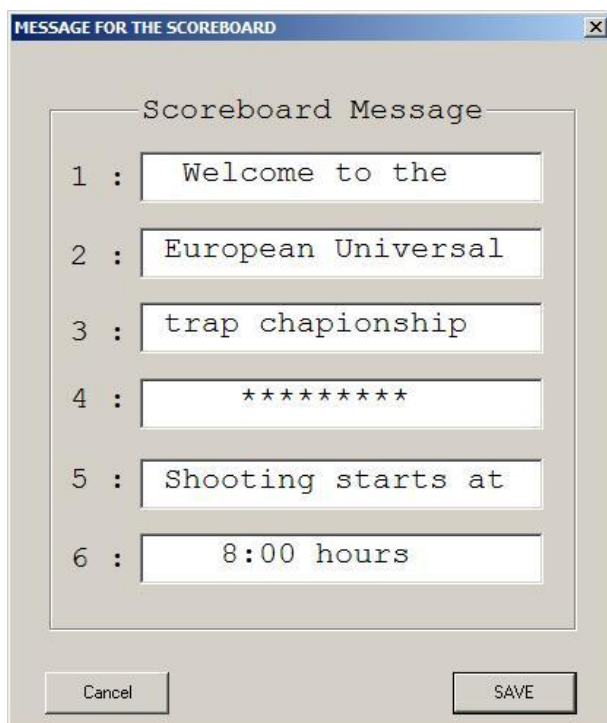
When you insert this card into the reader of the RS-5000/7000 system, all non-empty tables you prepared are programmed in G41 to G46. At the same time the card programs a few other Compak parameters, which are shown on the panel, below the tables. These parameters are:

- a. **Automatically selected table: 1 to 46 ...**, is the table number that is selected on the RS-5000/7000 box when you insert the card.
- b. **Select Official FITASC game (finals).** The **FITASC International Compak<sup>®</sup> Sporting Rules** define that when moving from station 5 to 1, a shooter should always wait for a round, irrespectively of the number of shooters. As this rule slows down the shooting, it is rarely observed during training and informal games. Therefore, the RS-5000/7000 system by default is programmed for not observing this rule. In order to program this official rule, you must select on the RS-5000/7000 the discipline **Fin / Final**, after having selected the **Compak<sup>®</sup> Sporting** one. You may also do it by checking this flag in the panel and the discipline **Fin / Final**, will be automatically set in the RS-5000/7000 system, when the card is inserted in the reader.
- c. **Target delay (0.1 sec, maximum 5 sec).** This is the delay throwing the target after the voice pull.

## G. Preparing a message to be displayed on the scoreboard.

**Utility** card type **Message**

It stores a 6 line message to be loaded on the RS-5000/7000, in order to be displayed on the scoreboard. This feature can be used for displaying announcements, commercial advertisements, etc.



MESSAGE FOR THE SCOREBOARD

Scoreboard Message

1 : Welcome to the

2 : European Universal

3 : trap chapianship

4 : \*\*\*\*\*

5 : Shooting starts at

6 : 8:00 hours

Cancel SAVE

**NOTE:** When the shooting discipline changes, the new discipline is displayed on the 6<sup>th</sup> line of the scoreboard, while the rest of the message remains until the RS-5000/7000 system is powered down.

## 17. The card Database

The data of all issued cards as well as most important parameters of the system are stored in the **Database**.

You can see in the database the list of all issued cards in the, with their status, using the menu command **Database / Open the card database**. This command opens the Card Database window, which besides listing the cards, allows you to **Block**, **Unblock** and **Remove** any one of the cards in the database.

The following figure shows the Database window.

RS-5000 SMCARD - Card Database

Card database for :

Card number : 01579 11056 99033 Current credit : 400

Issue date : Wednesday 25.01.06 10:47 Status : Valid

Card Type : Shooter

SORT BY:

NAME CARD HOLDER DATA ACTION:

Name Card # Credit ID #

Family name : Smith

Given name : John

ID number : 13654

Block

Unblock

Remove

Check Log

Family Name	Given Name	Card #	Credit	ID #	Status
MANAGER	Discipl:9	01178	0	00000	Valid
MESSAGE		01413	0	00000	Valid
SROUND		01406	0	00000	Valid
Dubuis	Jean	01182	525	04500	Valid
Dupont	Jean	01190	6945	12007	Valid
Meier	Hans	01177	7265	14122	Valid
Papadopoulos	Georges	01189	2920	12006	Valid
Reynaud	Serge	01183	4420	12004	Valid
Smith	John	01579	400	13654	Valid
Visitor	N01574	01574	5220	00000	Valid
Vuille	Edmond	01188	375	12005	Valid

Exit

You may use the scroll-bar to find a card and click on the line to select it. Then the detailed information of the selected card is displayed on the panel above the list.

In order to help you find a card, there is a possibility to sort the database contents by **Name** (the default), by **Card #**, by **Credit** and by **ID #**, using the corresponding buttons on the left.

The buttons on the right let you do on the selected card the following actions :

<input type="button" value="Block"/>	Blocks the selected card and puts it in a <b>Black List</b> that can be transferred to the RS-5000/7000 system, every time the <b>Manager</b> card locks it.
<input type="button" value="Unblock"/>	Unblocks the selected card and removes it from the <b>Black List</b> .
<input type="button" value="Remove"/>	Removes the selected card from the database. This removal should only be done if the card is unusable or destroyed.
<input type="button" value="Check Log"/>	Reads the log files and shows all recent transaction of the selected (highlighted) card.

## 18. The log and database files and their backup

---

The SMCARD program generates the following files :

1. **smcard\_dtb\_XXXXXXX.sm5**
2. **LogSys\_XXXXXXX.txt**
3. **LogSco\_XXXXXXX.txt**
4. **LogCnt\_XXXXXXX.txt**
5. **LogCrd\_XXXXXXX.txt**

Where **XXXXXXX** is the **Customer Id**

**NOTE:** These files must be regularly copied in another media (CD-ROM or USB Flash Memory) for **backup**. These are also the files that you may **delete** if wish to have a **clean start** after having played with the system.

In order to avoid that log files grow infinitely, when it becomes ~ 1 Mbytes, 75% of its older records are automatically removed from it and they are copied in a file named:

**LogSys\_XXX\_prev.txt, LogSco\_XXX\_prev.txt, ... etc .**

Here follows a more detailed description of each file:

1. **smcard\_dtb\_XXXXXXX.sm5**

It is non readable binary file that contains the card database as well as other important system information. This is the most important file to save with your backups.

2. **LogSys\_XXXXXXX.txt**

It is readable text file that contains messages and logs generated by the software itself. It may be used for identifying system problems. Usually the customer does not need reading this file.

3. **LogSco\_XXXXXXX.txt**

It is readable text file that contains logs of scores. Every time you insert a **Squad** card into the PC reader this file stores its contents. You can find more information about the data format of this file in chapter **16. The Utility Cards**, paragraph **B. Preparing a squad and collecting the scores of the previous one**.

4. **LogCnt\_XXXXXXX.txt**

It is readable text file that contains logs of counters. Every time you insert a **Counter Read** card into the PC reader this file stores its contents. You can find more information about the data format of this file in chapter **16. The Utility Cards**, paragraph **C. Reading the RS-5000/7000 system counters**.

5. **LogCrd\_XXXXXXX.txt**

This file contains the logs of all cart transactions. It contains important information, because it allows tracing back all credit related activities. Every log entry in this file starts with a @ and the sub-entries of a log with #. You see in this file the following record types:

BLOCK : Logs a card blocking.  
UNBLOCK : Logs a card unblocking.

- NEWCARD : Logs a new card that was added to the database. It also logs the addition of an existing card that was not in the database for valid reasons (\*).
- RENUMB : Logs an approved card number change, because another card with the same card number was found in the database (\*\*).
- REMOVE : Logs a card that was removed from the database (because it was destroyed).
- ERASE : Logs a card that was erased (ERASE after a REMOVE is not logged).
- RECOVER : Whenever a **Manager** card ends a shooting round, in this **Manager** card are stored:
  - The Shooter credit **before the shooting has started**.
  - The number of **used targets**.
Then if the **Manager** card is inserted in the reader of the PC the credit (CR:) of each shooter and the number of used targets (UT:) displayed on a window and it is also logged in the **LogCrd\_ xxxxxx.txt** file.
- If the unused credit that was removed from the **Shooter** card must be reimbursed, this must be done as follows :
- For the standard **Payment by round** mode, should be reimbursed the **price of the round minus the price of the targets used**.
  - For the **Payment by target** mode must be reimbursed the **whole credit of the card** before the shooting started **minus the price of the targets used** (because in this mode all credit of the **Shooter** card was removed at the beginning of the round).
- USE\_LOG : Every time you insert a **Card Log Read** card into the PC reader, this file stores its contents. There is more information about the data format of this file in chapter **16. The Utility Cards**, paragraph **D. Reading the cards transaction log of the RS-5000/7000 system**.
- REFILL : Logs any refill of a **Shooter** card, using the PC based program.

Here is an example of log entries in this file :

```
@ 04.07.05 15:25 BLOCK - 01188 Vuille, Edmond
@ 04.07.05 15:25 UNBLOCK - 01188 Vuille, Edmond
@ 15.01.06 21:37 RECOVER - SN: ...6007
# 1 01193 Bidule, Jacques CR: 1595 UT: 1
# 1 01191 Smith, Charles CR: 2495 UT: 3
@ 29.01.06 13:13 REFILL - 01414 Visitor, N01414 CR: 5000 (PC: 3000)
@ 03.09.05 00:22 REFILL - 01188 Vuille, Edmond CR: 1545 (PC: 0)
@ 13.10.05 23:19 REFILL - 01194 Pachoud, Michel CR: 2400 (PC: 1900)
@ 29.01.06 18:02 USE_LOG - SN: ...6007 TC: 3655
#01 01191 Smith, Charles SQ:026 CR: 2370
...
#37 01177 Meier, Hans SQ:029 CR: 7340
#38 01191 Smith, Charles SQ:029 CR: 2295
@ 29.01.06 21:19 REMOVE - 01573 _DISTRIB, CR:00000
@ 01.02.06 16:13 ERASE - 01583 Dubuis, Jean CR:05000 ID:00000 ST:Valid
@ 01.02.06 17:41 NEWCARD - 01416 Brown, Charles
@ 01.02.06 17:14 RENUMB - 01589 Brown, Charles
```



- (\*) Legally made cards may not be in the database because they were removed by accident.
- (\*\*) Changing card number is more rare. It may happen if the database file was restored with a backup. If this is not the case a number change is suspicious.

## 19. Accounting and Log Audit report

It is possible to produce a report with global accounting data, calculated from the **Database** and the log file **LogCrđ\_xxxxx.txt**. You can read the credit sold since a certain number of days as well as to total number of outstanding credit. This report is produced with the menu command : **Tools / Accounting Report**

**NOTE:** As it cannot be guaranteed that all transaction logs of all shooting ranges are completely collected, the **Total outstanding credit** may not include the credit used by the shooters..

The menu command : **Tools / Audit Log Report** produces a report that helps you check for suspect transactions.

**WARNING :** *This function is not implemented yet.*

## 20. The Black List

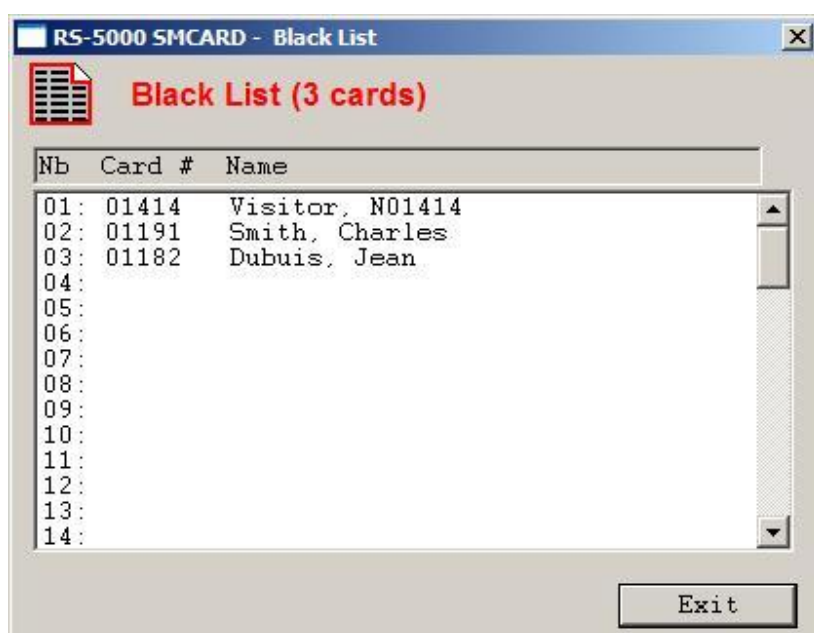
The best way to control a suspect or lost card, is to **Block** it in the database. Every blocked card is added to a **Black List**. Then, every time the **Manager** card is inserted into the reader of the PC the **Black List** is stored in this card.

In order to deny all blocked cards at the shooting ranges, you must insert once the the **Manager** card with the **Black List** into the readers of the RS-5000/7000 systems of all ranges.

**WARNING:** *If you have more that one **Manager** cards, insert them all into the PC reader, in order to store the **Black List** in all of them.*

**NOTE:** *The maximum number entries in the **Black List** is 64.*

In order to display the **Black List** you can use the menu command : **Database / Display the "Black List"** . The following window wick appear :



## 21. The Security Code

Each software package is configured to issue cards for a specific customer. All cards carry a **Customer Id** name. When a **Manager** card is inserted to the reader of a RS-5000/7000 system, the system is locked and it only allows the cards with the same names to be used. The cards of another customer will be rejected.

Each card is protected with a secret **Security Code**, which is the key that blocks illegally copied cards.

The PC program is delivered with a unique **Security Code**, which is different for each customer. It is not necessary to change this code, unless you suspect large scale fraud! It is preferable to "block" the suspect cards that may not be used. The numbers of all blocked cards are put in a **Black List**, which is stored in the **Manager** card. The **Black List** is copied into any RS-5000/7000 system, whenever it is locked with the **Manager** card.

If you change the **Security Code**, all previously issued cards will be rejected by the RS-5000/7000 system. They must be read once by PC based program, in order to be validated again. That means, changing the **Security Code**, forces all cards to come back to you for verification.

The **Security Code** is changed as follows :

- a. Insert one **Manager** type card
- b. Select the menu : **Make/Modify / "Manager" Card**
- c. Press the button :
- d. Type the new security code in the provided edit boxes
- e. Press the button :
- f. Insert immediately all other **Manager** cards into the PC reader and remove them, in order to ensure that the new code is stored on them.

**NOTE:** *It is not necessary to know the previous **Security Code**, in order to change it.*

## 22. How to protect you system from fraud

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On the question how safe the cards are, the answer is the following: Cards may be copied by a specialist, using appropriate equipment. However, copied cards cannot be used without knowing the secret **Security Code**. This code, locks each card when it is issued and cannot be read by any one.

The **Security Code** is only carried by the **Manager** cards only. When a RS-5000/7000 system is locked with this card, its security code is copied into its non-volatile memory and it is used for checking all other cards.

The **Manager** card is the key that locks and unlocks your RS-5000/7000 systems. It is therefore important not to leave the **Manager** card to non-trusted persons. This card also carries the **Black List** of blocked cards, as well as some information for reconstructing a lost database file.

The **Black List** is a convenient way for being protected from illegal use of stolen or lost cards. Cards with suspicious behaviour, detected from the "Log Audit Report", may also be blocked until the suspicion is cleared.

However, if there is suspicion of large scale fraud, or the **Black List** is full (64 entries), the customer should change the **Security Code**. After a Security Code change, all cards with older security codes will be rejected, until they pass form the office for updating their respective code.

In conclusion, the best practices for countering fraud are :

- Do not leave the **Manager** cards to non-trusted persons.
- Do not allow non-trusted persons to access your computer data.
- Check the **Log Audit Report** (see corresponding command). This report combines transaction logs from the PC and the RS-5000/7000 systems and reports suspect situations.

## 23. Error messages and troubleshooting

The **RS5000-SMCARD** software displays error messages in clear language.

The most common errors are :

- The reader is not plugged in the USB port.
- Another instance of the programme is executed, while the program is already running (gives a message as if the reader is not connected).
- The card is inserted wrong way.



In order to solve more complex problems, the program keeps an activity log file **LogSys\_xxx.txt** (where xxx is a customer specific code). This file can be sent to **HRS-Systems** for troubleshooting.

## 24. Operating without PC



Operating without PC is not recommended, unless the club has a small number of members and the manager is prepared to do accounting by hand. In this case all necessary cards, except the anonymous **Shooter** ones, will be prepared by the vendor.



The manager may only add credit to the anonymous **Shooter** cards and change prices on the **Discipline** cards. To do so, it is necessary to insert the **Credit Set** card into the reader.

When a **Credit Set** card is inserted, the RS-5000/7000 box is put in the **credit-set mode**. The **RS-5000** keyboard displays **C\_n** and the **RS-7000** screen displays **Coins Incr = n** ( $n$  = predefined token increment). This means that every **Shooter** card inserted into the reader, will have its credit increased by  $n$  tokens. The **credit-set mode** ends after inserting again the **Credit Set** card again or after 10 seconds of inactivity.


The token increment  $n$  of the card is initially the one set in the **Credit Set** card. This value may be changed after the **Credit Set** card is inserted by pressing the  and  buttons.

Note that for the RS-5000 that has only 3 digit display, the  $n$  value is displayed in two alternating phases: first the thousands and then the units. For example the value 1250 is shown first **C\_1** and second **250**.

The **Credit Set** may also be used to modify the **round** and **target** price of a **Discipline** card (the discipline type of the card cannot be modified). To change the round price of the discipline proceed as follows : Insert first the **Manager** card, then the **Credit Set** card and finally the **Discipline** one. The **RS-5000** keyboard displays **r x yyy** ( $x$  are the thousands and  $y$  the units) and the **RS-7000** screen displays **Round Price = n**. The round price can now be changed by pressing the  and  buttons.

You do the same for changing the target price (for the **Payment by target** mode), but you must set this mode before. The exact sequence for this change is: Insert first the **Manager** card, then the **Round/Bird** card in order to select the **Target** or **Round** payment mode, then the **Credit Set** card and finally the **Discipline** one. Since the **Target** payment mode is selected the keyboard displays **t x yyy** ( $x$  are the thousands and  $y$  the units) and the **RS-7000** screen displays **Bird Price = n**.. The target price can now be changed by pressing the  and  buttons.

These changes of credit and prices cannot be changed during a shooting round (i.e., when the **Shooting** mode of the keyboard is on).

**NOTE:** If a batch of **Shooter** cards with the same predefined credit value has to be prepared, it is recommended to zero their value before setting the new fixed credit. To do so, insert first the **Credit Set** card and set its credit increment value *n* to 0 (zero), using the button . Then insert the **Shooter** cards to be zeroed.

## Appendix 1 : How to install and configure the PC program

The PC hardware requirements for the **HRS SMCARD** software are:

- MS-Windows versions, Windows 98-2<sup>nd</sup> edition and more recent.
- 10 Mbytes of available hard disc memory
- 64 Mbytes of available RAM
- A USB Port.

**NOTE:** *The physical installation of the reader of each RS-5000/7000 at the shooting range is described in the manual: **M201\_Installation\_Configuration\_Vxxx\_EN.pdf***

The software is delivered in a folder (directory), named **SMCARD\_DLV**. This folder contains the card reader drivers and the file **SMCARD\_xxx.exe** (xxx varies with the customer, the program version and language). The installation is done as follows :

- A. Copy the delivered folder **SMCARD\_DLV** to the hard disc of the PC (the location on the disc is irrelevant).
- B. Make sure that the ACR30U reader is **not connected** to the USB interface.
- C. Open the folder **SMCARD\_DLV** and then the folder **Drivers**. Execute the program **SETUP.exe**, in order to start the ACS **"Proprietary Driver Installation Wizard"** program.
- D. Click on the **INSTALL** button and answer **Yes** when it ask you : **"Do you want to install the drivers?"**.
- E. Wait until the driver loading is finished. When it informs you **"Please make sure the USB reader is disconnected!"** press **OK** .
- F. Then immediately appears a new message **"Please connect the USB reader, and click the 'OK' button after the New Hardware Found dialog disappears."** At this point connect the reader, but **do not click** on the OK button yet.
- G. Wait until the small message **"New Hardware Found"** at the bottom right of the PC screen disappears and the standard MS Windows **"Add/Remove Hardware Wizard"** window appears. Now press **OK** to close the previous message.

- |   |
|---|
| <ol style="list-style-type: none"><li>G1. Now continue on a new <b>"Add/Remove Hardware Wizard"</b> program window (the previous installation window remains still active in background of the screen). If it asks you to connect to Windows Update, choose <b>"No, ..."</b> and click to the <b>Next</b> button.</li><li>G2. If it asks what task the Wizard should do, select the <b>"Automatic Installation"</b> and click to the <b>Next</b> button.</li><li>G3. If it displays a warning that the driver is not validated for obtaining the Windows logo, <b>ignore it</b> and press the <b>Continue</b> button.</li><li>G4. Wait until the installation is terminated and press the <b>Finish</b> button to terminate the MS Windows <b>"Add/Remove Hardware Wizard"</b> program.</li></ol> |
|---|

- H. Press the button **Finish** to close the ACS **"Proprietary Driver Installation Wizard"**

**NOTE :** *If you connect the reader to another USB port, it is possible that MS Windows **"Add/Remove Hardware Wizard"** program starts again. Just execute again the steps G1... G4 and the reader hardware will be installed.*

The program is now ready to run. Double click on the **SMCARD\_xxx.exe** file. When the program runs for the first time it presents the window **RS-5000 SMCARD CONFIGURATION**.

- Select the USB button (if it is not already selected).
- Type a **Maximum Credit Limit** number, in order to prevent adding accidentally to much credit on customers card.
- Click on the  button.

---

**WARNING:** *When you start using the program, if you see a message **Cannot open file: ...**, it is probably because you have copied the files from the installation CD-ROM. Sometimes existing database and log files at the CD-ROM are protected with the **Read-only** attribute. These files may be :*

- smcard\_dtb\_xxxxxxx.sm5*
- LogSys\_ xxxxxxx.txt*
- LogSco\_ xxxxxxx.txt*
- LogCnt\_ xxxxxxx.txt*
- LogCrd\_ xxxxxxx.txt*

*Remove the **Read-only** attribute of any one of those files. In order to do this, right-click on the file, select **Properties** and uncheck the **Attribute : Read only** flag.*

---

For easier access to the **HRS SMCARD** program, it is recommended to make a shortcut of the **SMCARD\_xxx.exe** file on the PC desktop. To do so, click on this file, press together the keys **SHIFT** and **CTRL**, keep them pressed and drag the file with the mouse into the **Desktop**. Then click once on the file name and rename it to a shorter form it as you wish (e.g., **SMCARD**).

In order to run the program will only have to double click on the Desktop icon :



## Appendix 2 : What the driver installation does on your PC

---

Skillful MS Windows users, wish to know what the ACR driver installation did to the PC. This is useful for manual uninstallation of the drivers of or in case of conflicts.

### Registry Keys

1. HKEY\_LOCAL\_MACHINE\SOFTWARE\ACR30UProprietaryInstaller

'InstalledModel'

'InstalledPlatform'

'InstalledVersion'

'InstalledRemark'

2. **Windows 2000 and Windows XP :**

HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Enum\USB\VID\_072F&PID\_0001

**Windows 98 and Windows ME :**

HKEY\_LOCAL\_MACHINE\Enum\USB\Vid\_072f&amp;Pid\_0001

3. **Windows 2000 and Windows XP :**HKEY\_LOCAL\_MACHINE\System\CurrentControlSet\Services\acrusb **or**  
HKEY\_LOCAL\_MACHINE\System\CurrentControlSet\Services\EventLog\System\acrusb**Windows 98 and Windows ME :**

HKEY\_LOCAL\_MACHINE\System\CurrentControlSet\Services\Class\USB\0005\acrusb

**Files**

1. **Windows 2000 and Windows XP :** system path\drivers\acs\_usb.sys  
**Windows 98 and Windows ME :** system path\acs\_usb.sys
2. system path\acr30.dll
3. system path \acsr2032.dll
4. windows path\inf\ACS\_USB.inf
5. windows path\temp\ACR30UInstaller.LOG

**NOTE:** As it is not guaranteed that ACS won't change the position of the registry entries it is recommended to use the search command for finding the keys .....**Pid\_0001** and **acrusb**. The same is valid for the files **acs\_usb.sys**, **acr30.dll**, **acsr2032.dll**, **ACS\_USB.inf** and **ACR30UInstaller.LOG**

## Appendix 3 : How to uninstall the PC program

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**Uninstalling the drivers**

- A. Open the folder **SMCARD\_DL**V and then the folder **Drivers**. Execute the program **SETUP.exe**, in order to start the ACS "**Proprietary Driver Installation Wizard**" program.
- B. Click on the  button and answer  when it ask you : "**Do you want to uninstall ...?**".
- C. When uninstallation is finished it will present a message "**The install wizard has successfully uninstalled the driver. ...**". If you like to restart the computer in order to make the installation effective, click . You may choose  and restart your computer later.

**Deleting the program files**

- D. Just delete the **SMCARD\_DL**V folder, which contains all files of the **SMCARD** program.



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## Appendix 4 : Description of the menu based commands

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### **File / Exit**

Quits the program

### **Make/Modify / "Shooter" card**

Prompts you to insert an empty card in order to make a new **Shooter** card or to insert an existing Shooter card to be modified.

### **Make/Modify / "Discipline" Card**

Prompts you to insert an empty card in order to make a new **Discipline** card or to insert an existing **Discipline** card to be modified. It requires to select a Discipline, that will automatically be configured with this card and set its prices.

### **Make/Modify / "Manager" Card**

Prompts you to insert an empty card in order to make a new **Manager** card or to insert an existing **Manager** card to be modified.

### **Make/Modify / "Credit Set" Card**

Prompts you to insert an empty card in order to make a new **Credit Set** card or to insert an existing "Credit Set" card to be modified.

### **Make/Modify / "Utility" Card**

Prompts you to insert an empty card in order to make a new **Utility** card or to insert an existing Utility card to be modified. **Utility** cards are various "non-payment" cards used for configuring the RS-5000/7000 system, preparing squad, loading special target distributions, collecting scores and logs, etc.

### **Tools / Add credit to a batch of cards**

Allows easy addition of the same credit to a batch of **Shooter** cards, by inserting one card after the other.

### **Tools / Make or Reload a Batch of "Visitor" cards**

Command for preparing a batch of "Visitor" cards with a preset credit value. If the an existing "Visitor" card is inserted, it only presets a new credit value.

### **Tools / Erase a Card**

Prompts you to insert any card type in order to erase it. If the card corresponds to an entry in the Database, this entry will be removed.

### **Tools / Configure new competition**

Defines the file type and the folder for the files used by the **Squad** card. These files are also used for exchanging data with other competition management programs.

### **Tools / Accounting Report**

Generates accounting report, giving information on the total outstanding credit, payments, etc.

### **Tools / Log Audit Report**

Generates fraud control audit report, based on the log files of the RS-5000/7000 system and "HRS-SMCARD" program.

**Tools / System Configuration**

This window also appears when the "RS5000-SMCARD" program is executed for the first time or if the database file cannot be found.

**Database / Open the card database**

Opens the Database window. On this window you can see all issued cards. You can also **Block**, **Unblock** and **Remove** any one of the cards in the database

**Database / Display the "Black List"**

Opens a window that shows all "blocked" cards.

**Help / SMCARD Manual**

Displays the help file.

**Help / About "RS-5000 SMCARD" software**

Displays the version of the software and legal copyright information.

## Appendix 5 : Import/export and score log file formats

### HRS SMCARD Generic

The file name has the format **SQD\_xxxx.bt5**, where **xxx** is the squad number

Example : Import and export, file name : **SQD\_0130.bt5**

```
Squad:0130 Rotation:0 Discipline:09 Table:28 Nb_of_Shooters:6
Nb:1 Shooter:0101 Score:0122 Name:Jean Dupont
Nb:2 Shooter:0102 Score:0138 Name:John Smith
Nb:3 Shooter:0313 Score:0140 Name:Hans Brown
Nb:4 Shooter:0404 Score:0145 Name:Giovanni Pini
Nb:5 Shooter:0105 Score:0110 Name:Kostas Ioannou
Nb:n Shooter:0206 Score:0108 Name:Pedro Alvarez
```

### FITATRAP

The file name has the format **BT0\_xxxxPLsss.BT6**, where **xxx** is sequence number and **sss** is the squad number.

Example : Import from FITATRAP to SMCARD, file name : **BT0\_0064PL130.BT6**

```
"TY:0","ST:0","PL:130","SQ: 006402 "
"RG:nn","DP:009","GR:028","NS:6"
"SH:1","ND:0101","SC:0000","Jean Dupont "
"SH:2","ND:0102","SC:0000","John Smith "
"SH:3","ND:0313","SC:0000","Hans Brown "
"SH:4","ND:0404","SC:0000","Giovanni Pini "
"SH:5","ND:0105","SC:0000","Kostas Ioannou "
"SH:6","ND:0206","SC:0000","Pedro Alvarez "
```

The file name has the format **BT1\_xxxxPLsss.BT6**, where **xxx** is sequence number and **sss** is the squad number.

Example : Export from SMCARD to FITATRAP, file name : **BT1\_0064PL130.BT6**

```
"TY:1","ST:0","PL:130","SQ:006402"
"RG:nn","DP:009","GR:028","NS:6"
"SH:1","ND:0101","SC:0122","Jean Dupont "
"SH:2","ND:0102","SC:0138","John Smith "
"SH:3","ND:0313","SC:0140","Hans Brown "
"SH:4","ND:0404","SC:0145","Giovanni Pini "
"SH:5","ND:0105","SC:0110","Kostas Ioannou "
"SH:6","ND:0206","SC:0108","Pedro Alvarez "
```

## Score log files

Every time a score is collected, it is also recorder on a special log file **LogSco\_ xxxxxxxx.txt** (**xxxxxxx** is the **Customer Id**). This file is in readable text format and can be examined or used by another program. The score entry in the log file for the above example is :

```
@ 13.07.06 13:03 SCORE OF PREV ROUND - SQD:130 S/N:6601 TGT:2340
  SHTR:  1 : 00101  SCO: 22  TOT_SCO : 0122
  SHTR:  2 : 00102  SCO: 23  TOT_SCO : 0138
  SHTR:  3 : 00313  SCO: 24  TOT_SCO : 0140
  SHTR:  4 : 00404  SCO: 25  TOT_SCO : 0145
  SHTR:  5 : 00105  SCO: 19  TOT_SCO : 0110
  SHTR:  6 : 00206  SCO: 20  TOT_SCO : 0108
```