

SI Units

Clearing

All SI units have a memory which can hold either the results of punching or of reading SI-Cards.

The capacity of the units is such that the memory is unlikely to become full, except possibly for the download units at an event of the size of the 6 Day.

There are a number of reasons why the memory should be cleared before use in an event.

- Reading a unit to determine who has started or checked
- Reading a unit to determine what has happened to a missing runner
- Recovering data in the download units after a catastrophic computer failure
- Processing data held in a printer station after the event

There are a number of methods for clearing the memory.

- Reprogram the unit with SPORTident Config
- Setting the Time with the "Timemaster" software
- Using the TimeMaster unit in extended mode
- Using the purple Clear Backup SI-Card

The last method is the easiest and quickest, but the other three also synchronise the unit.

All units should be cleared: start, check, finish, clear, controls and download units

Note that safety checks work best when there are no "extra" punches in units. Consider reclearing units after any checking before real punching starts.