

SPORTident Basics - Units

Shape

There are two shapes of units known as BS7 and BS8. BS8 are smaller and lighter but their battery will only last half as long before needing replaced. Other than that their behavior and handling of each shape is identical.

Mode

Units can be in one of a number of modes. When supplied by SI UK they will be prepared and labeled ready to use, but if necessary the function of any unit can be changed to any other.



Mode	Notes
Clear	Used to clear the punch data from an SI-card. This takes a few seconds.
Check	This will not beep and flash if a card is not clear
Start	This will write the time into the special space in a card and the time cannot be overwritten so only the first punch is recorded. Like a unit in check mode, a start unit will not work unless the SI-card is clear.
Control	Most units will be in this mode. They will write their number and the time into the SI-card and store the SI-card number and the time in their own memory.
Finish	This will write the time into the special space in a card. The time can be overwritten so the last punch is recorded.
Read SI cards	This mode is used for master stations

The mode and the control number can be changed by use of the software SPORTident Config.



State

SI units are always on, but are usually in a **standby** state where they consume very little power and their display is blank.

They are switched into their **active** state simply by being punched by an SI-card. This first punch can take up to a second (which can seem very slow to a competitor). The display alternates between the mode and number and the time. Following a punch, the SI-card number is also displayed for three seconds. The unit will revert to standby if not punched again in a “working time”. This working time can also be changed using SPORTident Config and is typically set to 30 minutes.

There is a third state known as **service** state. To get a unit into Service state it is punched with a special purple “Service/Off” SI card. The display cycles through more features including the battery state and the working time. The unit will return to standby after 10 minutes or with another punch with the “Service/Off” card.



Preparing units

After their initial preparation by the supplier, there is little that needs to be done to the units. Their internal clocks are fairly accurate but it is recommended that they are synchronised regularly. Instructions on how to do this are on the Instruction sheet “SI Units synchronising”.

It is recommended that data from previous events is cleared before each event. This can be done during synchronisation or very simply by punching with the purple “clear backup” SI-card.

