# **Programming BSF-8 Control Units**

This document describes how to program the BSF-8 control units – in particular how to program their control numbers. But it should be obvious from here how to also program other aspects of these units (such as their clocks, reset their batteries etc.)

## Physical setup

The physical setup is shown in the photo below:



We see here the master control unit on the left, the small coupling stick (needed with the BSF-8 units), and a regular epunch stick (needed to turn the control units on).

NOTE THAT THIS MASTER CONTROL UNIT DOESN"T WORK PROPERLY – I HAD TO USE THE "BEFORE" MASTER CONTROL.

Turn on the unit to be programmed by inserting the epunch stick until the unit beeps. Then couple the unit to the master unit by putting the unit on top of the master unit, aligning the holes, and then pushing the coupling stick through from top to bottom, as shown in the following pictures:





### Software

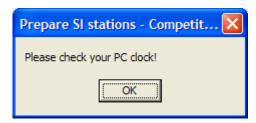
The software to be used is the SportIdent Manager (V.9.8) (henceforth called "SIM")

Within SIM select the following:

SI Stations → Prepare → Competition Mode



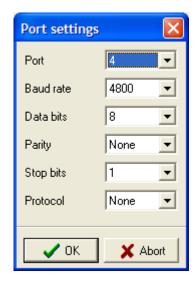
The following window will appear:



#### Click 'OK'

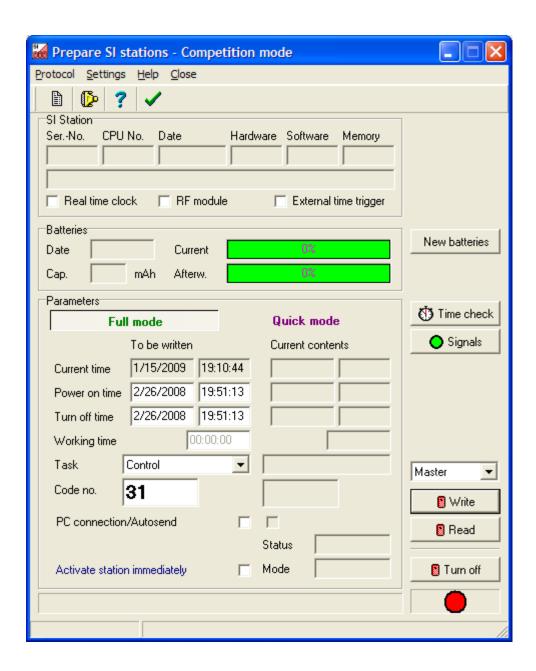
Select the Settings option and change them to match those that are written underneath the master control unit:





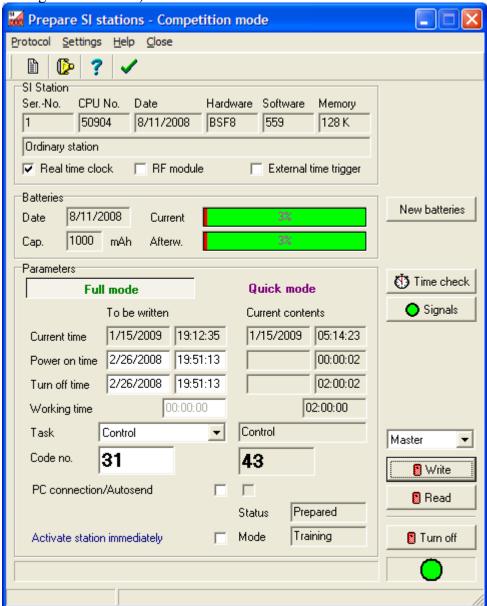
## Select OK

Now you'll see the main window. Note the "Master" selection in the lower right hand corner. This cryptic message means that the control is being read and written through the master unit. (If you want to read the master unit itself then change this to 'Directly' to read/write the master unit directly.)



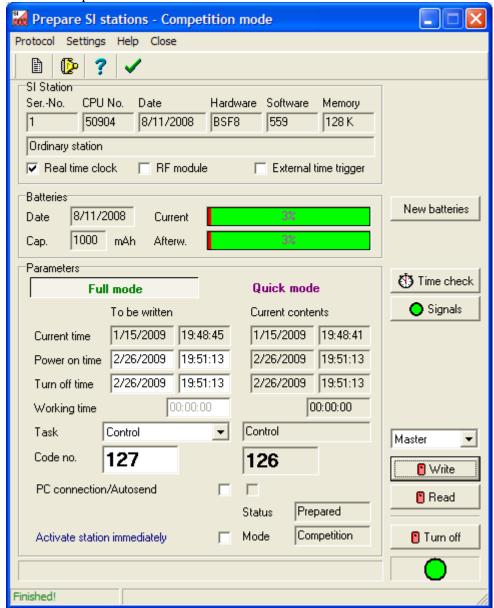
(Optionally – before programming the control you can read it before hand:)

Hit Read (bottom right hand corner)



When this has finished you will see that the battery charge is now shown, as are the various readings from the control unit.

Change the Code No and press write



This will write the new control number into the control, display its current battery properties and turn it off.

Disconnect the control from the master unit and LABEL IT, ready for us.

Continue to put connect new controls and write them until you've finished the whole set.