EDITING THE RMSD MINITRAC & OUTPUT BOX

Contents

1.0 Keypad Layout Diagram

Cal Key

Shift Key →

Job Key →

Flow Key

Edit Key

Enter Key

2.0 Keys and Commands to Use When Editing

- ➢ Use the **SHIFT** key to obtain the value marked on the bottom half of any key. For example, to enter the letter **A** hold down **SHIFT** and press the **A (7)** key.

- ➢ To move to the next line press **ENTER**

- ➢ The cursor highlights where you are editing. Use the arrow key ← to move the cursor to a different position on the keyboard. The arrow key moves around the screen in a loop.

- ➢ Change the entry the cursor is highlighting by typing over it.

- ➢ To leave a space or clear an entry place the cursor over the entry and then use the **SPACE** key (Press **SHIFT** and **SPACE**)

3.0 Tips For Editing

- ➢ We suggest that initially you use Job Number 9 Pattern 9 to familiarise yourself with MINITRAC editing requirements. This will keep your more frequently used settings unchanged.

- ➢ The value following an L or G command can be a maximum of three characters long.

- ➢ A decimal point is recognised as a character. When using a decimal with a leading zero eg. 0.9. The zero may be omitted ie .9 is acceptable.

> If the message UNKNOWN COMMAND appears. You have made an incorrect entry. When this message appears you are automatically in the Program Edit field ready to correct the entry.

> The **T** command provides a counter used for incidental markings eg pedestrian crossings, stop signs etc.

> The default paint setting is for white paint. If you also use yellow paint entering **Y** in the pattern description will indicate yellow paint. The yellow paint counters will then automatically count any yellow patterns separately to the white painted patterns. It is not possible to add a **Y** in MINITRAC. Yellos paint settings are preset by RMSD. See the example on the screen below:

Y in the pattern description
indicates yellow paint

```
1A  1  150 Y SOLID LINE
SETUP   PROGRAM
1B  1  3X3  Y  DOT        |36
```

4.0   Editing

Note: If no entries are made within 15 seconds of entering Edit Mode MINITRAC returns to the original Job Number setting

Step 1 Enter the Job Number you wish to edit.   Press **JOB** . The screen will beep and prompt you to enter the Job Number. The screen will look similar to the one below:-

```
JOB#
000000 MTRS               -12
1B  1 3 X 3 DOT           |36
000000 MTRS               -12
```

Enter the job number.

Step 2 Enter the pattern number.

Step 3 Enter the **SETUP PROGRAM**. Hold down **SHIFT** and press **ENTER**. The screen will read as below:
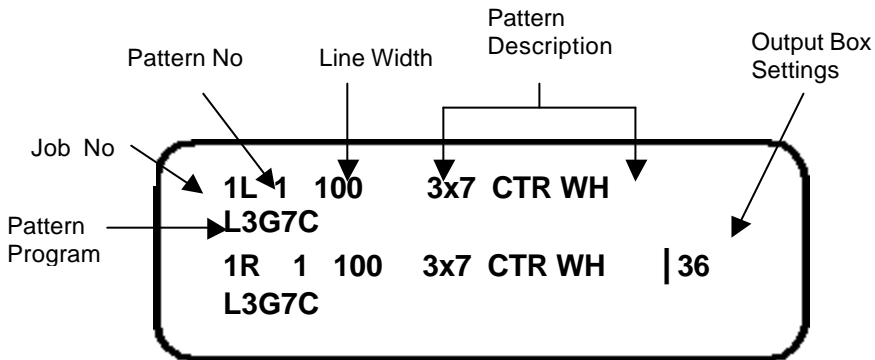
```
1A   1   150 SOLID LINE
1B   1   3 X3 DOT               │36
SETUP   PROGRAM     S   P   OFF
```

Step 4 Enter the edit program from this screen. Hold down **SHIFT** and press **EDIT**.

The fields to edit are marked on the screen below. The example given is for Job No 1A Pattern No 1 being a continuous centre line and Job 1B Pattern No 1 being a continuous 3 x 3 dotted centre line.

4.1   Fields for Editing

```
                    Pattern No    Line Width    Pattern       Output Box
                                                Description   Settings

          Job No
                      1L 1  100      3x7  CTR WH
          Pattern     L3G7C
          Program     1R   1   100   3x7  CTR WH    │36
                      L3G7C
```

4.1.1   Line Width

The first field is the Line Width. This must be exactly 3 characters eg 075 or 100. This must be entered to enable the thickness gauge to operate. If you do not have a Thickness Gauge this field can be ignored. Use the arrow key to move to the Pattern Description. (**Note:** The arrow key moves around the screen in a loop).

4.1.2   Pattern Description

The pattern description is your unique description of the pattern. It can be a maximum of 10 characters. This field does not affect the Pattern Program.

Enter the Pattern Description and press **ENTER** to advance to the next field which is Pattern Program.

4.1.3 Pattern Program

Use the program commands set out below to edit the Pattern Program Field. When you have finished press **ENTER** to save your entry and exit the editing program.

Pattern Program Commands

Command	Action
A	**Distance counter -** Counts the distance whilst marking. All lines and gaps will be included in the count.
I	**Indefinite Distance Counter -** Counts the total distance whilst the vehicle is moving and the pattern is selected. Note: If the trigger is released counting will cease after the end of the LAST GAP.
Note: If no counter command is entered (i.e. A or I) AUTOLOG will count the distance of any line painted but will not include gaps.	
G	**Gap** – Leaves a gap. This command must be followed by a number specifying the gap size. The number must be a maximum of 3 characters
L	**Line** – Marks a line. This command must be followed by a number specifying the length of the marked line. The number must be a maximum of 3 characters.
LS	**Spot** – Marks a spot. Use for RPM's
LM	Manual – Allows the user to operate the guns manually whilst the vehicle is moving
C	**Continuous Pattern –** Continuously repeats the pattern program. This must be the last character entered in the pattern program field
T	**Incidental Marking Counter** – Allows you to count incidental markings eg stop signs, pedestrian crossings etc. Enter the name of the incidental marking in the pattern comment field and **T** in the command field. The litres of paint used will also be counted.

Examples of pattern programs are detailed below:

Example 1 **AL3G3C** This means:

A The distance counter is operating and both line and gaps will be counted while marking is activated.
L3 The pattern is a Line 3 metres long
G3 **F**ollowed by a Gap 3 metres long.
C This is a continuous pattern and will be repeated until the operator deactivates the program. .
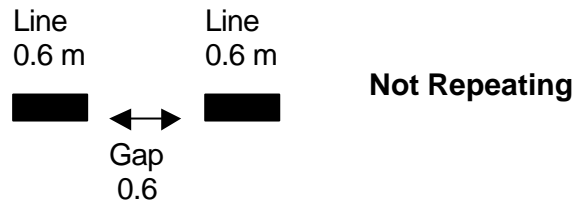
The pattern would look like this:

Line 3m	Line 3m	Line 3m	Repeating

Gap 3m   Gap 3m   Gap 3m
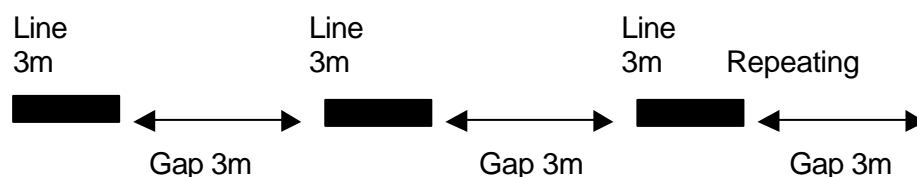
Example 2   L0.6G0.6 B This means:

LO.6   The pattern is a Line 0.6 metres long
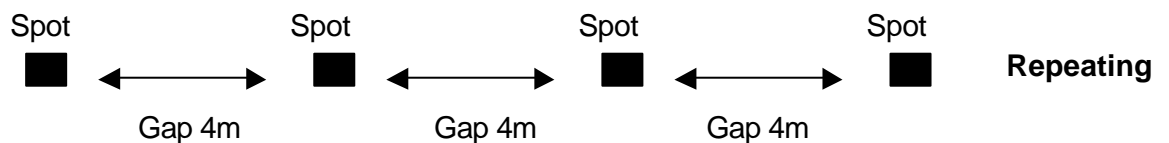**G0.6**   Followed by a Gap 0.6 metres long.

There is no **A** or **I** counter command entered so the line only is counted. The pattern is not continuous. If the operator releases the trigger the sequence will reset to the beginning of the programmed command ie the beginning of the 0.6m line.
The pattern would look like this:

Line   Line
0.6 m   0.6 m   **Not Repeating**

▬▬▬   ◄──►   ▬▬▬

Gap
0.6

Example 3   ILSG4C This means:

I   The Indefinite Distance Counter is on.
LS   The pattern is a Spot
G4   Followed by a Gap 4 metres long.
C   This is a continuous pattern and will be repeated until the operator
        deactivates the program.

The pattern would look like this:

Spot   Spot   Spot   Spot

▬   ◄────►   ▬   ◄────►   ▬   ◄────►   ▬   **Repeating**

Gap 4m   Gap 4m   Gap 4m

Example 4   L3G3.5LSG3.5C This means:

L3   This pattern is a Line 3 metres long
G3.5 Followed by a Gap 3.5 metres long
LS   Followed by a Spot
G3.5 Followed by a Gap 3.5 metres long.
C   This is a continuous pattern and will be repeated until the operator
        deactivates the program.
(This could also be described as a line with a 7 metre gap with a spot in the centre).

The pattern would look like this:

Line   3m   Spot   Line 3m   Spot

▬▬▬▬   ▬   ▬▬▬▬   ▬   **Repeating**

Gap   Gap   Gap
3.5m   3.5m   3.5m
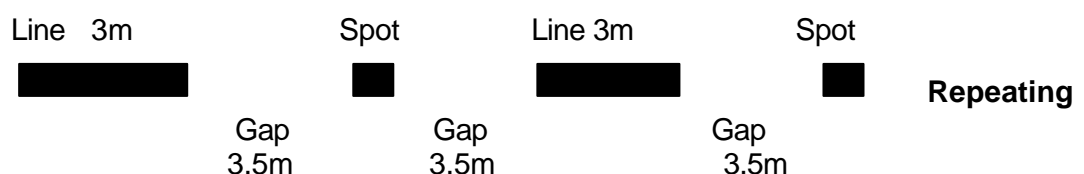
Note: The value following an **L** or **G** command must be a maximum of three characters long. A decimal point is recognised as a character.

In the above example, the value for the gap command is 3.5. This has the maximum number of characters for a line value.
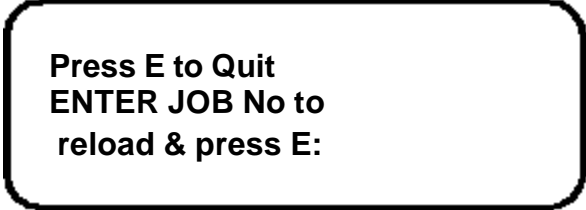
When using a decimal with a leading zero eg. 0.9. The zero may be omitted ie a value such as .9 is acceptable.

5.0   Default Settings Reload

It is possible to reload the manufacturer's default program settings into memory as follows:

Step 1 Turn the MINITRAC off

Step 2 Press the job number you wish to re-enter and turn on the power at the same time. Keep pressing the number until the screen reads as below:

> **Press E to Quit**
> **ENTER JOB No to**
> **reload & press E:**

Step 3 Enter the job number again and press **ENTER**. This will re-load the default settings for that job number.

Step 4 Repeat for other job numbers as required**.**

6.0   Output Box

Each pattern has an output selection number relating to a specific gun. These output selection numbers are set out in the table below. The output selection number is entered behind the bar character (**|**) on the MINITRAC screen. Follow the steps below to access the bar character and change the gun selections:

Step 1 Enter the job number you wish to edit.   Press **JOB** and then the number.

Step 2 Enter the pattern number.

Step 3 Enter the SETUP PROGRAM. Hold down **SHIFT** and press **ENTER.**

Step 4 Hold down **SHIFT** and press **EDIT** to enter the EDIT program. Use the arrow key to move across the screen past the bar character **|**.

_____

```
1L  1 100            SG4
ILSG4C

1R 1 100  SG4         | 36
ILSG4C
```

Bar Character
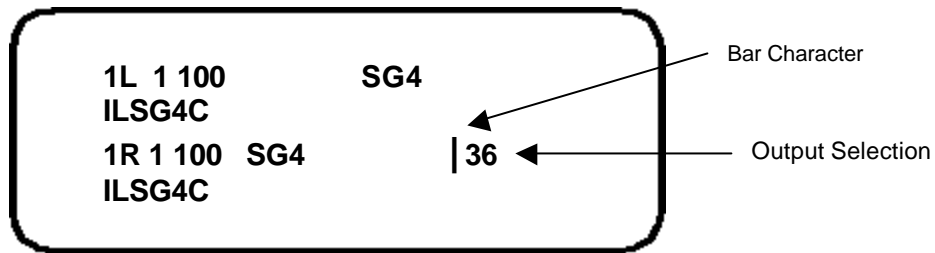
Output Selection

Step 5 Position the curser under the Output Selection Numbers. Enter the new selections using the table below for guidance.

For example for Solid (Pattern A) to Gun 2 and Dots (Pattern B) to Gun 3 enter Output Selection numbers **3 6**.

6.1   Output Selection Guide

	Gun 1		Gun 2		Gun 3		Gun 4	
Pattern	A	B	A	B	A	B	A	B
Output Selection	1	2	3	4	5	6	7	8

6.2   The Bar (|) Character

If you delete the bar (|) character. It may be re-entered as follows:

Step 1 Hold down **SHIFT** and press **ENTER** to enter the SETUP PROGRAM. If you are already in the SETUP PROGRAM move to Step 2.

Step 2 Hold down **SHIFT** and press **EDIT** to enter the Edit Program. If you are already in the Edit Program move to Step 3.

Step 3 While in the Edit Program hold down **SHIFT** and press **ENTER** to display the bar **(|)** character.

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