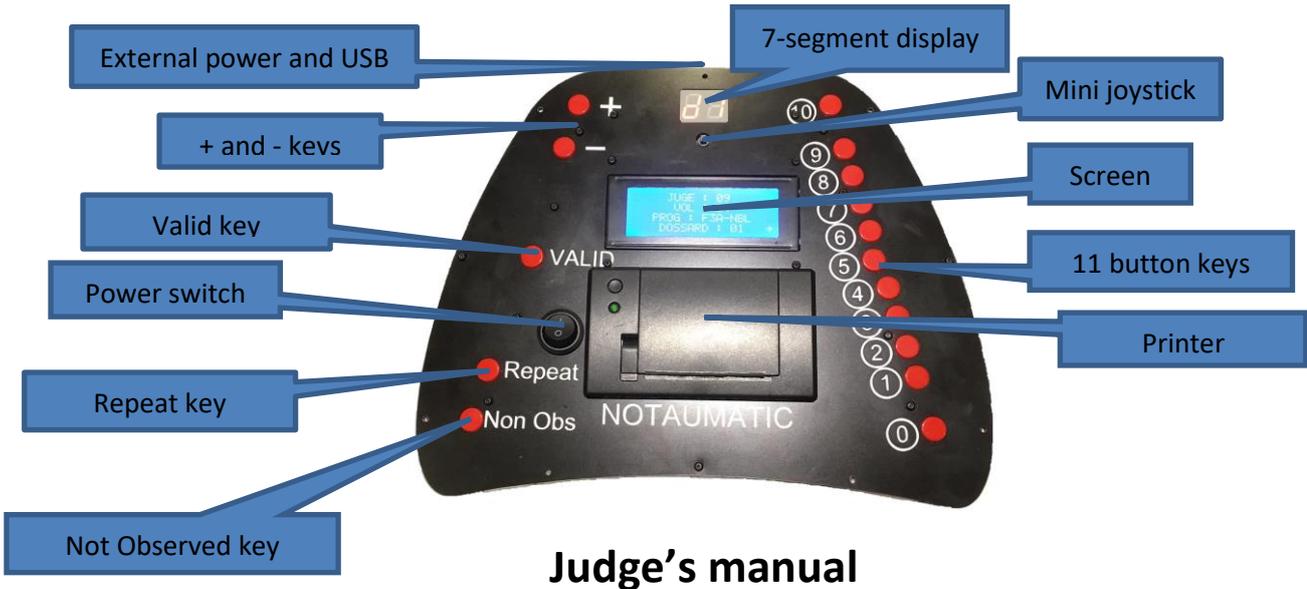


NOTAUMATIC



Judge's manual

On / Off

The rocker switch turns the Notaumatic on / off. No special precautions are necessary before switching off. Start-up is almost instantaneous. It is therefore advisable to turn off the unit, when not in use, to save power.

Settings before a flight



The first three lines are set by the organizer. These lines are judge number, flight number and flight program. These parameters can be heard in the earphone. **You should check, and inform the organizer, if there is an error in these settings.**

The last line is the pilot number. This setting is your responsibility. By default, the pilot number displays "--". You cannot proceed to the next step until a valid number is entered. To enter the pilot number, you must use the 11 button keys and enter TWO digits. Eg: for pilot # 45, you must enter "45". The display shows "4-" then "45". To enter pilot "1", you must enter "01". The entered number can be heard in the earphone.

When these settings are correct and verified, press the <Valid> key. If everything is correct, the Notaumatic will display the top three maneuvers and will be ready to accept your scores. The settings (except the pilot number) are stored on the SD card.



If there is a problem, it will be indicated by an error message and you must then advise the organizers. You can return to the settings screen with the <-> button.

During the flight

After validation of the settings, the first manoeuvre will be heard in the earphone. You can hear the manoeuvre again by pressing the <Repeat> button. A long press on the <Repeat> button (more than one second) will switch between the "long" and "short" version of the audio cues.

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The first line shows the flight parameters: Judge, Flight, Program and Pilot number.

The following lines show the number of the manoeuvre, the description and the score. The double arrow indicates the manoeuvre being flown.

Scoring starts at 10 for each manoeuvre. You have the choice between two modes of operation and thus two scoring methods:

1) Scoring by "deductions". For each fault observed in the manoeuvre, press the <-> button. The score is decreased by 0.5 and the new value is set and displayed in the earphone. The <+> button can be used to correct (+0.5). The score is confirmed by pressing the <Valid> key. The following manoeuvre will then be displayed and heard in the earphone. According to the Sporting Code, the score will be rounded up before printing and saving.

2) Scoring with "mental arithmetic". The judge determines the score for the manoeuvre, and then enters this score using the 11 button keys (0 to 10). Again, the score is confirmed by pressing the <Valid> key.

The score can be changed using any combination of both methods, and will only be confirmed when the <Valid> key is pressed.

The <Not Observed> can be used at any time, and must also be validated.

In case of an error, you can use the <up> arrow (on the joystick) to return to the previous manoeuvre.

At the end of the flight



If there is no error, you can directly finalise your score for this flight using <Valid>. Otherwise, you have the option of returning to the list of manoeuvres and scores (<-> button) to make changes. Use <up> and <down> on the joystick to scroll between the manoeuvres. Pressing <Valid> at the end will complete the flight.

The score sheet is automatically printed, and you can print a second copy. You must sign it. It is also possible for you, as a last resort, to manually change one or more scores on the printed copy. The organizer will then need to change the score in the calculation system. In case of dispute, the printed score sheet takes precedence.

The scores are then automatically transmitted via WiFi. An error message will alert you to an error in transmission. A retry will occur after the next flight. The scores are, in any case, saved twice: once on paper and once on the SD card.

Some tips

Sound Adjustment: A small knob located near the headphone jack allow you to adjust the volume. The left or right joystick can also be used.

Standby: When not in use for 5 minutes, the Notaumatic goes to standby state to conserve battery power. This is indicated by a colon flashing on the display. Press any button to exit standby mode.

Battery: The Notaumatic is designed to use two cell LiFe batteries (2S). It is imperative to use a charger suitable for this technology.

Printer: The end of the paper roll is indicated by a red stripe. It is still possible to print more than 5 flights when the stripe appears. To change the roll, open the lid using the printer lever, remove the old roll, and insert a new roll, having first removed the beginning of the roll. No further adjustment is necessary.