

Pisces V3.30 - Upgrade Notes (new Feb 2024)

1. A new generic <ACTIVE EVENT> {Build a GPS...} file that will upload into most GPS devices supporting route/waypoint imports (Raymarine now supported).
2. Incorporation of user specified pre-starts into R/Sht printout and the graphics. This is set up in [Instr'ns] (see the <Help>) or the <ACTIVE EVENT>{Build a GPS...} or the <RUN SHEET>{Auto Build a GPS..> menu option (as asked for).
3. Increased capacity for the Pisces Timer to support the long RQYS GPS events and other general improvements.
4. Reversing a GPS Event Run Sheet (whether a modified auto or user generated) back into Lat/Longs at each selected 'flagged' Run Sheet W`Pnts. Use the [EditRSh]<File> {Export...}{As an INSTR'NS File} option. Useful for beginners or others in GPS Events so they don't get 'lost' with the timings, as they have their own occasional physical beacon or landmark abeam/transit Lat/Long included for reference. See the [EditRSh]<Help> for details relating to the 'flags'.
5. Quite a few other minor improvements.

Pisces V3.10 - Upgrade Notes (new late 2021)

The main new features of V3.10 relate to GPS Events and are:-

- A) The insertion of extra Lat/Longs between existing T/Pnts - useful if using the GPS 'Time to Next' (TTN) method.
- B) The creation of a generic Coarse .gpx Lat/Long file which can be 'Imported' into a GPS device (if supported by the device). This negates the labourious typing in of the Lat/Longs into the device, especially if extra Lat/Longs are inserted to the original Course as in A) above.

See Sections 1. A) and 1. B) below.

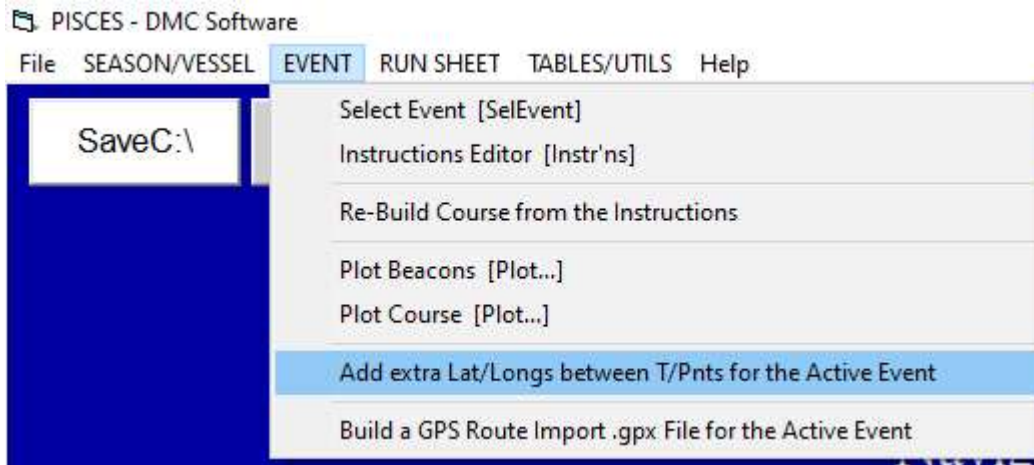
Note:- For specific Upgrade details see the 'Help' within the selected Pisces menu options.

1. New Features relating to GPS Events - Time to Next (TTN) Method

See the 'Run Sheet Timer' Section 3. below for enhanced use.

- A) Main Menu Option <EVENT><Add Extra Lat/Longs between T/Pnts>

NOTE:- If using the GPS DTG/DTN method, see section 2. below.



This option is used when the GPS device TTG/TTN (Time to Go/Time to Next) method is used. Note that the GPS speed is used to calculate the time.

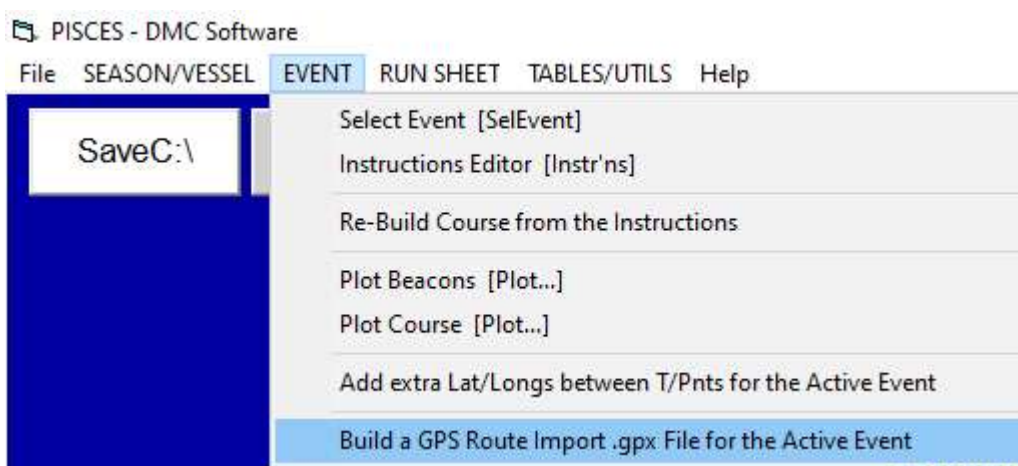
It is best used in conjunction with the <EVENT><Build a GPS Route Import .gpx File for the Active Event> option (see B) under) as the manual typing in of the new W'Pts to a GPS device can be overwhelming.

To accurately calculate times to next, the GPS speed must be set equal to the nominated speed using the throttle, which can be difficult. If not done, inaccuracy can be substantial for far distances to the next T/Pnt, hence the reason for breaking up original long course legs into smaller ones by adding intermediate Lat/Longs as W'pnts.

Note that most GPS devices allow for the smoothing out of the vessel speed by averaging speeds over a set number of seconds.

A new Course file is created emanating from the original Course. All builds should emanate from the original Course.

B) Main Menu Option <EVENT><Build a GPS Route Import .gpx File>



This option is used to Upload (Import) Courses as a .gpx file into a GPS device, which negates the labourious manual typing. Most modern devices will support such Imports.

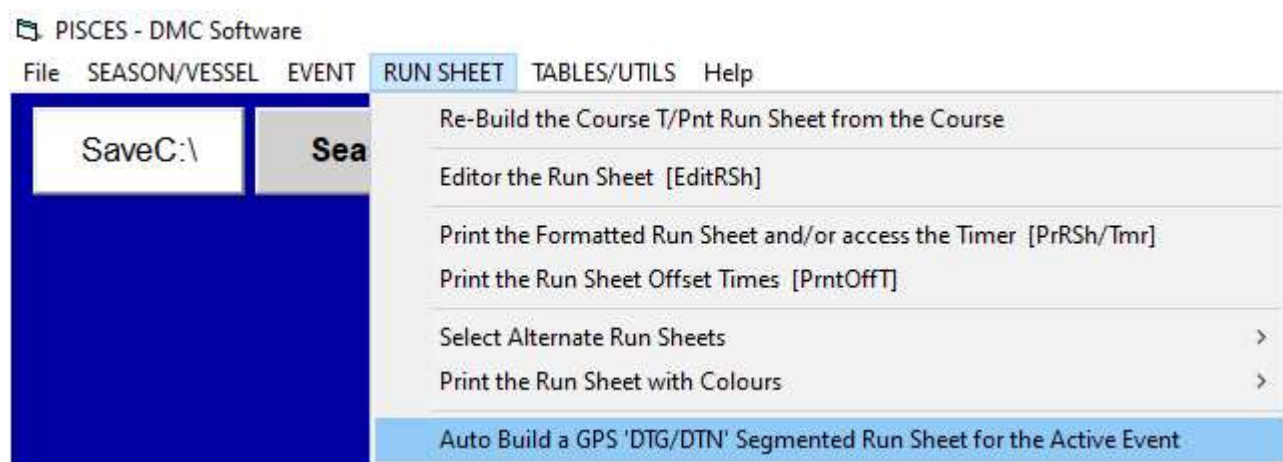
The .gpx file has to be saved to an external storage device such as a USB memory stick or a SD card to transfer to the GPS.

2. Existing Feature relating to GPS Events - Distance to Next (DTN) Method

See the 'Run Sheet Timer' Section 3. below for enhanced use.

Main Menu Option <Run Sheet><Auto Build a GPS 'DTG/DTN' Segmented R/Sht>

NOTE:- If using the GPS TTG/TTN method, see sections 1.A) and 1.B) above.



3. The Existing Run Sheet Timer - Traditional or GPS Events

Requires a onboard Windows Laptop/Notepad with Pisces loaded.

Not linked to the net - purely runs using the set Computer Time vs Run Sheet Times.

Note:- The Timer can be accessed OR exited at will during an Event.

The TIMER uses the computer clock (CT) for the 'official' time. Make sure this clock is set as accurately as possible well before the start.

Hint re Setting the Computer Clock:-

Rather than setting the computer clock using the Windows 'Adjust Date/Time' method (which can be difficult to set accurately), and then fine tuning within the Pisces Timer, do the following:-

1. Turn off 'Set time automatically' using Windows 'Adjust Date/Time'.
2. Click Windows [Start]<Windows System>.
3. RIGHT click <Command Prompt> then LEFT click <More>Run as administrator.
4. The 'Administrator - MSDOS Prompt' Window will present.

- Type in 'Time 10:20:30' where eg. 10:20:30 is the approaching time to set.
Press 'Enter' when the required time is reached (in anticipation).
5. Minimise the DOS Window to the Task Bar for future session use.

NOTE:- The minimised DOS Window in 5. can be accessed whilst the Pisces Timer is running ie. no need to shut down Pisces - newly set times are absorbed.

Also access [ControlPanel\Hardware and Sound\Power Options\Edit Plans Settings](#) and temporarily change both 'On battery' settings to 'Never' so that the computer screen doesn't switch off during the Event.

See also 'Power and sleep buttons and lid settings' for enhanced use.
Make sure the computer battery is charged enough for the duration.

Before using the Timer, firstly set up the Pisces Run Sheet.

Note the use of the flags in front of a R/Sht way point 'Description' which determines if used by the Timer, namely:-

1. If a full stop '.' then DON'T USE.
2. If a asterisk '*' then USE.

For more details, see the [EditRSht]<Help> 'Special Charactors/Symbols' and [PrRSh/Tmr]<TIMERUtils><Timer Options>.

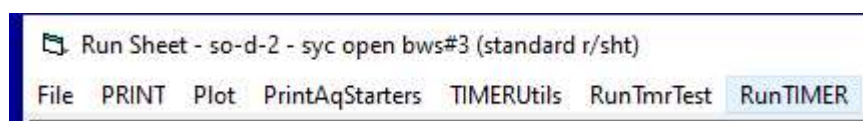
Note that separately created Spreadsheet Run Sheets saved as a .csv file can be 'Imported' into Pisces using the [EditRsh]<File> options.

To Start the Timer:-

A) Click the Start-Up Window [PrRSh/Tmr] Button.



B) Click the Form <RunTIMER> Menu Caption.



See also the Captions above:-
<TIMERUtils> for setup parameters.
<RunTmrTest> for Runs at various speeds for quick testing/evaluation.

C) Example Timer Display (Simple T/Pnt Runsheet).

Time to the next waypoint or turning point, and the details, are shown in red.
The 3:09 is the time which counts down each second.

