



# SECTION 3

*Course Data Builder™*



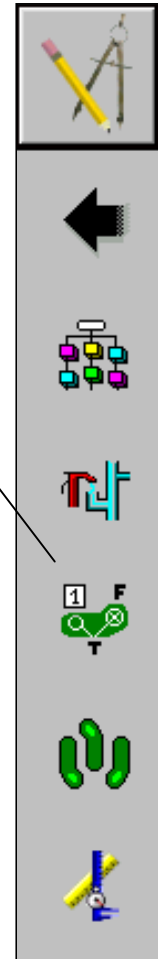
## Course Data Builder™

This feature is accessed by clicking on the “Course Data Builder” icon located on the Office Navigator Tool Bar.

The tool bar for the “Course Data Builder” will now be displayed.



### General



With the creation of the course map, the next step is to identify each of the holes involved and the various areas on each hole that are to be irrigated. This process involves placing “MARKERS” or a “HANDLE” at each of the holes and individual areas of the hole, such as; Green, Tee, Fairway, Approach, Perimeter, Rough, Miscellaneous Areas, etc. This would also include other areas, such as; Chipping Green, Driving Range, Clubhouse Area, etc.

These “markers” or “handles” will be used to identify the various areas, or holes while entering other data, such as; controller stations, sprinklers, etc.

## STEP 1 Hole Marker/Number

a) Click on Hole Marker Icon (H) at top center of screen



b) Click on the map location, to place the hole marker.



c) Enter Course Number and Hole Number in Area Properties screen.

d) Click on OK to enter marker on map at the location indicated.

Enter Course Number — Course 1 Hole 18 — Enter Hole Number

OK Cancel

Click OK to enter marker on map

Hole Marker H with Course # and Hole # placed on map at location indicated



e) Repeat steps (a) through (d) of this process for all holes on the course.

If you make a mistake and need to remove a Marker, click on the delete button at the top of the screen, then click on the Marker that you wish to delete. A confirmation screen will appear. Click the box next to “delete from database,” then click YES to confirm the deletion. Make changes BEFORE proceeding to the next step. Once you have proceeded to the next step, **DO NOT delete a marker from a previous step.**

## STEP 2 Area Marker/Number

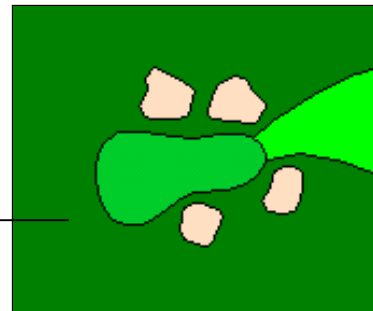
- a) Click on Hole Marker H on map.  
The marker will become “highlighted”  
indicating which hole is being worked on.



- b) Click on the Green Marker icon G  
at the top of the screen.



- c) Click on the map location, to place the Green  
Marker.



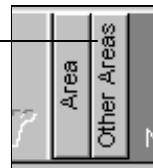
- d) Green Marker G for Green #18  
will be placed on the map at the  
chosen location.



- e) Repeat steps (a) through (d) of this  
process for each hole and the individual  
areas on the course.

## STEP 3 Predefined Other Areas Marker/Number

- a) Click on Other Areas button at the upper right of the screen tool bar.



- b) The following tool bar will be displayed at the top of the screen. **Please note: only three Other Area Handles are available in Stratus II.**



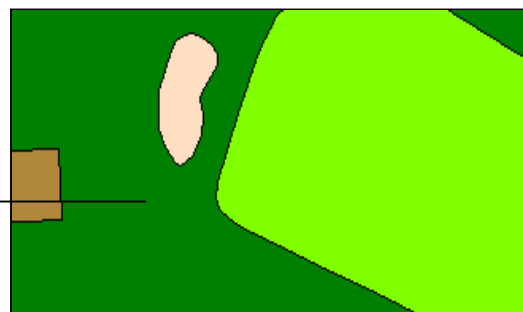
### All Other Area Markers

To identify the Location with a marker . . .

- c) Click on one of the other area Icons on this tool bar. For example, D.



- d) Click on the map location, to place the marker.

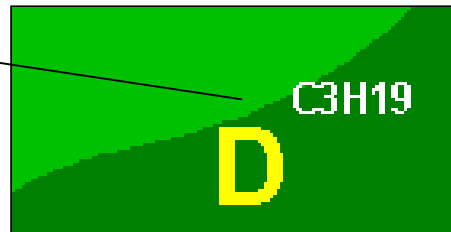




e) The following screen will be displayed.



f) The Driving Range marker D will be entered on the map at the chosen location. It will be further identified as course #3, hole #19.



g) Repeat steps (c) through (e) of this process for any of the other predefined areas on the course.

***Other predetermined areas such as; Chipping Green, Practice Area, Target Greens, Nursery and Under Construction Areas, may be MARKED by following the procedure given above for "Driving Range."***

## STEP 4 Other Area Markers/Numbers

This feature assigns markers for other areas that have not been predefined and that may be defined manually. The tool bar at the top of the screen is as shown below.



- a) Click on the “New Area” icon, located on the right side of the tool bar at the top of the map screen.
- b) The following screen will be displayed.

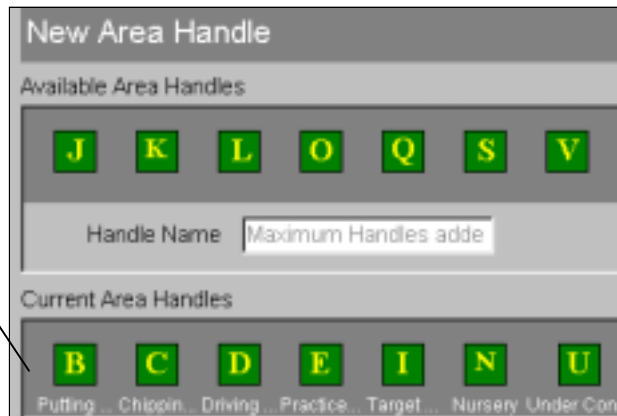
*The Area “Handles or Markers” that are available are listed here.*

*The predefined Area “Handles or Markers” are listed here.*



- c) In the drop-down screen, the maximum number of “other areas” (handles) have been added.
- d) In order to add the Clubhouse area it is first necessary to remove any of the predefined areas not being used.

*Remove any of the predefined areas not being used.*



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- e) In order to remove those predefined area “handles” which are not being used, click on the letter of the area to be removed in the current area handles section. For example, for area under construction, click on the letter U.



- f) The letter U is now displayed with its Handle Name. Also the “REMOVE” button has now been made active.

*“Remove” button has been made “Active”*

*The letter U has been displayed along with its Handle Name*



- g) Click on the “REMOVE” button and “Under Con...” area handle is removed.

*“Maximum Handles Added” message has been removed*

*U Area Handle has been removed*



In addition, the “Maximum Handles Added” message has now been removed and has made room for the addition of another Area Marker.

- h) In order to add a marker for a new area, click on one of the Available Area Handles. For example, to add a Clubhouse Area, you might click on the K button.



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i) The following screen will be displayed.



j) The screen now includes the Clubhouse Area marker K with the other "Current Area Handles."



k) The Clubhouse Area Handle K has also been added to the tool bar at the top of the map screen.



l) To add the marker for the Clubhouse Area to the map, first Click on the Clubhouse Area icon K on the tool bar at the top of the screen.

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- m) Then click at the location on the map where the marker is to be located.



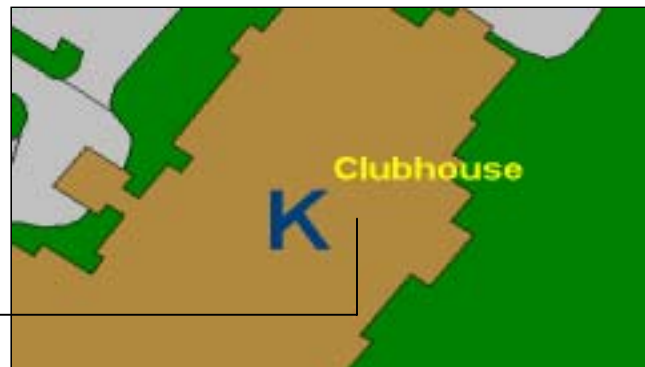
- n) Enter the Course Number and then Click the OK button.

*Enter Course Number of the Course being working on*

The dialog box has a title bar with a close button (X). The main area contains the text 'Enter Course Number' above a text input field. To the right of the input field are two buttons: 'OK' and 'Cancel'.

*After entering Course Number- Click the OK button*

- m) The Clubhouse Marker K has now been placed on the map at the location selected. It will identify the Course # and Hole #, but you may edit the label by RIGHT-clicking on the K and typing in a new name.



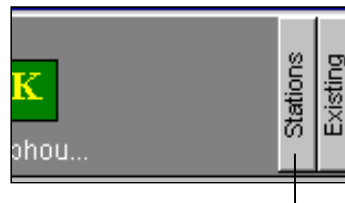
**NOTE !** *Keep in mind, that the system is limited to a maximum of seven (7) such areas, in addition to the standard areas, such as: Greens, Tees, Fairways, Approaches, Perimeters, Roughs and Misc. Areas.*

## Station Assignments

**Please note: This feature is available in Nimbus II and Stratus II with the purchase of a keycode software module. It is included with the Cirrus software program.**

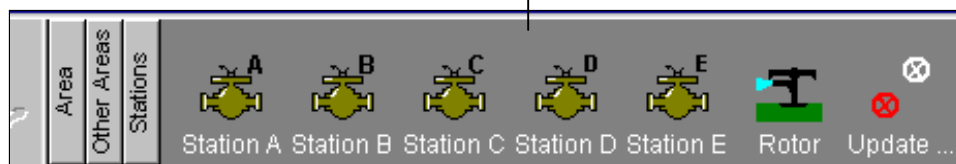
This feature provides for the assigning of controller stations for the operation and control of sprinklers in the various areas of a given hole. For each of the areas on a given hole that are to be irrigated, designate and mark on the map each station that will be controlling sprinklers on the area.

- a) To get the “*Tool Bar*” displayed for the “Station Assignments,” click on the “STATIONS” button at the upper right of the screen at the top of the map screen.



Click on “*STATIONS*” button

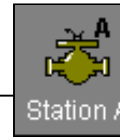
- b) “Stations” Tool Bar will now be displayed.



- c) This tool bar shows the stations that may be assigned to any one of five (5) different groups, such as; A, B, C, D and E. This provides for the programming by groups in which only those stations assigned to the particular group participate in the actual irrigation cycle.

## Assigning Stations to Group A

- a) Click on the desired Group Letter icon on the Tool Bar.  
Example: We wish to assign a station to Group A.



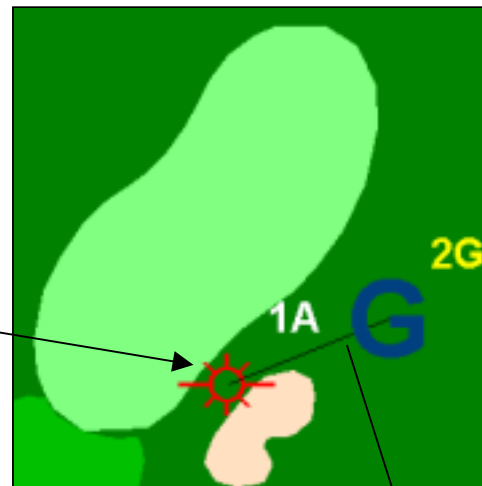
- b) Click on Area Marker (Handle), for the Area to work on. Example: G for the Green on hole #2. The G will change color to blue, indicating that any stations now entered will be for the Green at hole #2.

*Click on the Area Marker to highlight it – indicating the area to be worked on.*



- c) Click the location on the map, where the first sprinkler for the station is located. A marker, such as 1A (indicating station #1 in the A Group), will be entered on the map at the location chosen.

*Click on location on map where first sprinkler of this station is located. Sprinkler/Station marker will be placed on the map, as shown*



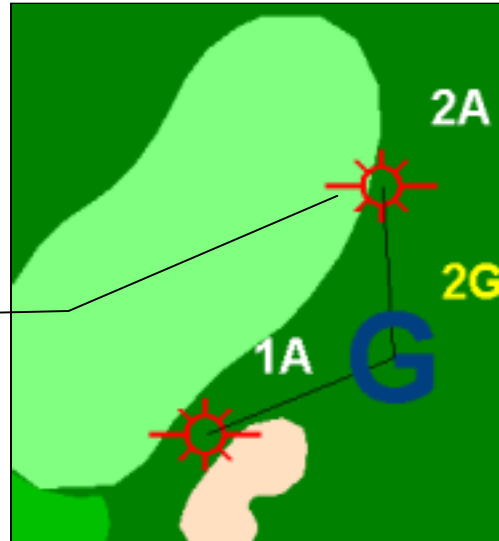
*Line between Sprinkler/Station symbol and Area marker ties this station to Green #2.*

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- d) Move the cursor to another location on the map, where a sprinkler for another A station is located and double-click the left mouse button. A Station marker and station number will be entered on the map.

*Click the location on the map where second sprinkler of this station is located. Sprinkler/Station marker will be placed on the map, as shown.*

*Line between Sprinkler/Station symbol and Area marker ties this station to Green #2*

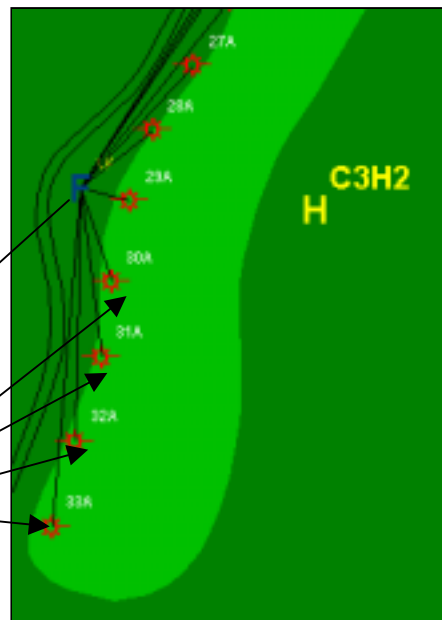


- e) Continue for any other A group stations for this green.

- f) The same procedure can be used for other “groups” (i.e. B, C, D & E), other areas on this hole (Tee, Fairway, Approach, Perimeter, & Rough), and for areas on other holes.

*Area that is being worked with is indicated by Fairway marker F being highlighted.*

*Sprinkler/Stations located on Fairway #2.*

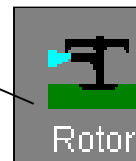


If you make a mistake and need to move a Station Marker to another location, click on the move button at the top of the screen, then click on the Marker that you wish to move and drag it to its new location.

## Adding Sprinklers to Defined Stations

This feature adds other sprinklers that are being controlled by a given station to already defined Sprinkler/Stations.

- a) Click on the Sprinkler icon on the tool bar, at the top of the map screen.



- b) Click on the Sprinkler/Station marker to which the sprinkler is to be added. The color of the Sprinkler/Station symbol will change from WHITE to BLUE, indicating the station that is to control this sprinkler.

*Click on the Sprinkler/Station to add a sprinkler. The color will change from WHITE to BLUE.*



- c) Click on the location on the map, where this sprinkler being controlled by this station is located.

*Click on location where sprinkler is located*

*Line between Sprinkler/Station symbol and sprinkler symbol is added – ties the sprinkler to the indicated station.*



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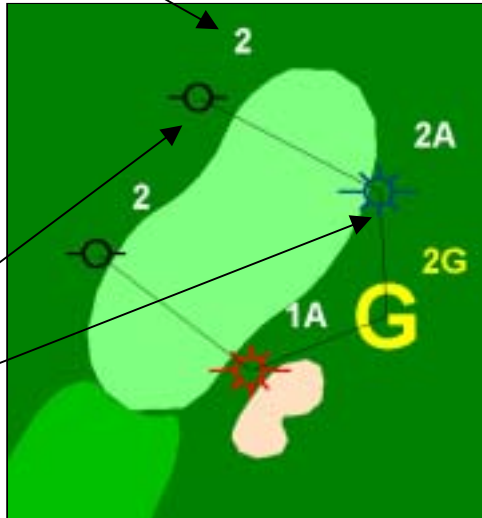
- d) The sprinkler symbol is added to the map at the location indicated and is further designated with a 2 – indicating it is the second sprinkler on this station.

*Sprinkler symbol and number 2, indicating it is the second sprinkler on this station, will be entered on map*

- e) Additional sprinklers, being controlled by other already defined stations, may be entered on the map in a similar manner.

*Click on location where another sprinkler is located.*

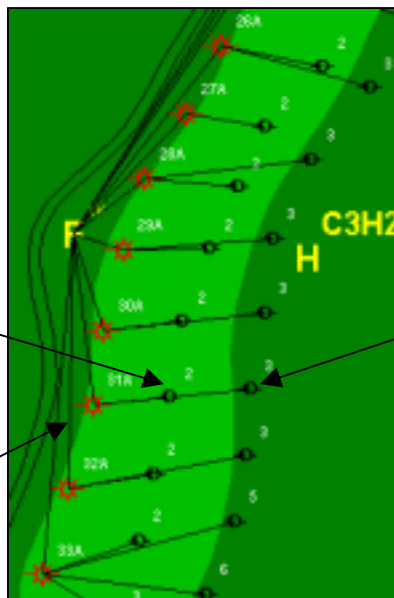
*Click on Sprinkler/Station to which an additional sprinkler is to be added.*



**NOTE!** Continue to add additional sprinklers, being controlled by a given station, to any Sprinkler/Stations already defined and marked on the map. The procedure would be as described in the preceding steps (a) through (d).

*Second Sprinkler on Station #31A*

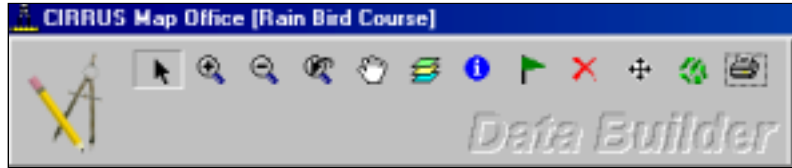
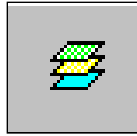
*First Sprinkler on Station #31A*



*Third Sprinkler on Station #31A*



## System Layers



This feature provides for the enhancement of various aspects of the map. Choices to be displayed on the map include, “none”, “any” or “all” of the following features:

**Please note: In the Nimbus II and Stratus II software programs the symbols for Area and Labels for Area Handles are the layers to manipulate as the default. Purchasing the software module for map layer/station resolution will activate all of the layers.**

- Symbols for Station
- Labels for Stations
- Lines for Stations
- Symbols for Area Handles
- Labels for Area Handles
- Symbols for Rotors
- Labels for Rotors
- Lines for Rotors
- Symbols for Pumps, Branches, etc.
- Labels for pumps, Branches, etc.
- Lines for Pumps, Branches, etc.
- Symbols for FloZones
- Labels for FloZones
- Lines for FloZones



*Once you have made your selections and are satisfied with those chosen to be displayed on your map – then Click “OK” to enter*

These can be changed at any time. By “suppressing” the feature does NOT permanently remove the feature and it can be restored at any time desired.