

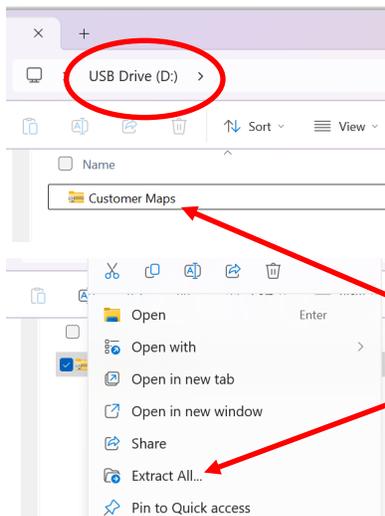
Import Viper Scout Groups from USB

1. If you receive a USB thumb drive from Turflux with the maps already loaded on it, you may proceed to the next page and start at **From Viper file folder**
2. If you receive your Viper files via email, you will need to start below at **From a zipped folder**

From a zipped folder

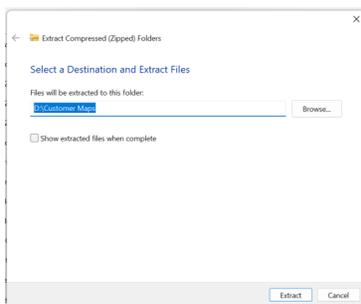


Step 1 is to save the zipped (compressed) folder that was sent to you on to the root directory of a USB thumb drive.



Once the compressed folder is on the USB, unzip the compressed folder by

- right clicking on the folder and
- click on 'Extract All'.



It should default to extract the folder using the same name on to the USB. Click 'Extract'

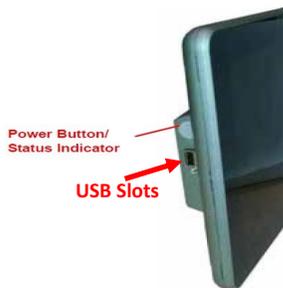
Once you have the unzipped folder on the USB, proceed to the next section

From a Viper file folder

From a Viper file folder

Turn on your Viper and make sure you have accepted the warning screen.

Touch the 3 lines on the left of 'Administrator'. This can be chosen, regardless of which section is chosen on the bottom of the screen



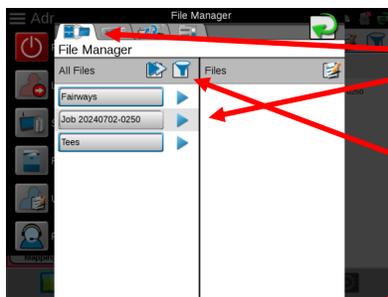
Insert the USB containing your Viper files into one of the Viper 4+ Field Computer USB slots. Note that they are next to the power button and may have a plastic cap already in the slots.



From the Administrator screen.

Touch File Manager

If this is the first time you are loading maps, you can skip ahead to "Loading New Maps" The following steps explain how to first delete any maps that you are replacing, before loading new maps:



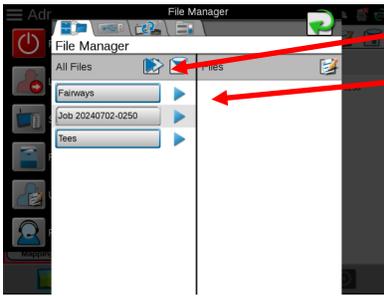
The first tab will show the files currently on your Viper.

Touching the funnels will activate the filter option, which allows you to select certain files (in this case you could filter to just show Scout Groups, which are your current maps)

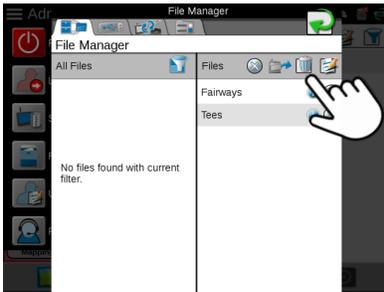
(The following steps can also be used to remove some of your initial test jobs, or old jobs, to keep your Viper clean of unneeded files)

Touch the Green check once your filter is selected.





You can either touch the double arrow to move all of the files on the left over to the right, or you can select them individually with the arrow on the right of each file.



Once the files you are deleting are on the right, touch the Trash can to delete them. (Make sure you have a copy of these files from either the original USB thumb drive or still on another unit, before completing the deletion)



You will be asked if you are sure, before final deletion occurs. Touch Yes to complete the deletion.

Loading New Maps

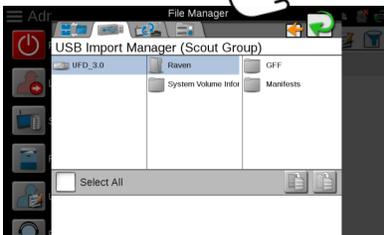


Touch the second tab to choose the USB drive.

USB: Choose the drive that contains the shape files

Choose file type: Scout Group

Touch the Blue arrow to proceed



(Your maps have been saved in Raven Scout Groups, which is the way they will be used for spraying. You will need to navigate through the folder structure to import these Scout Groups.)

Starting from left to right touch the folders:



Raven - GFF - No Grower - No Farm - No Field - scoutRoot



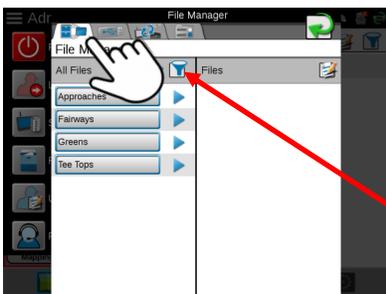
Then choose each Scout Group individually through the following process:



Once you touch the Scout Group it will appear in the bottom of the screen. Touch the box on its left to select it, and then Touch the Copy widget.



You will get a message "Transfer Complete". Touch OK



Once you have transferred all Scout Groups from the USB thumb drive, You can verify that all of the Scout Groups have been transferred by touching the main File Manager tab to display what is stored in the Viper.

(Note that if they do not appear, you may need to touch the funnel and see if the file types displayed are being filtered for other files.)



Touch Green return arrow when finished.

Note that you will need to do this process on each sprayer, using the same USB thumb drive.