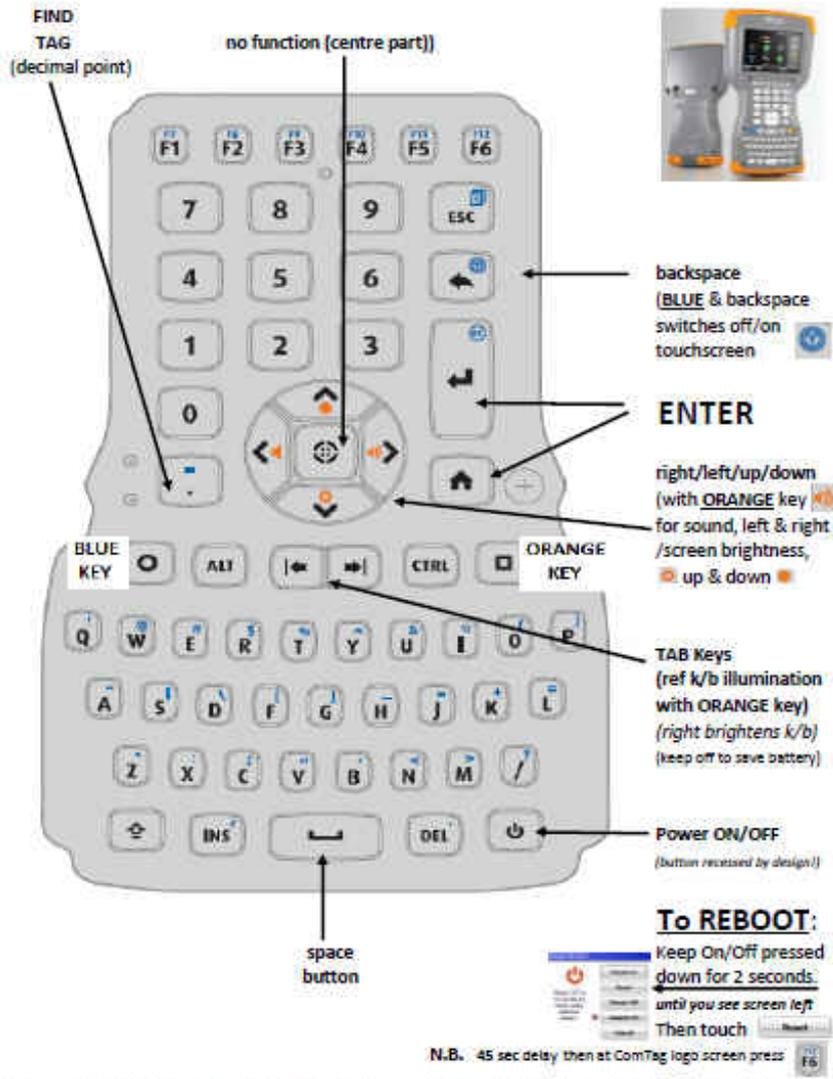


## Step By Step Guide For Allegro Use



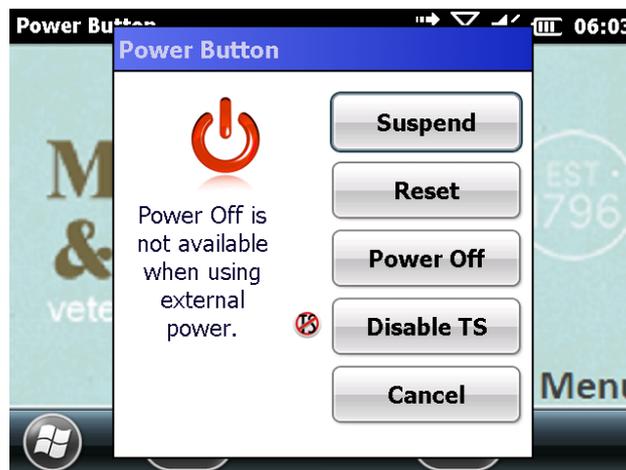
### Base of Unit:-



Switch on Allegro by pressing ON/OFF button on the bottom right. It will take a minute to fully turn on if it has been powered down. Wait for the Comtag or Practice screen to appear.

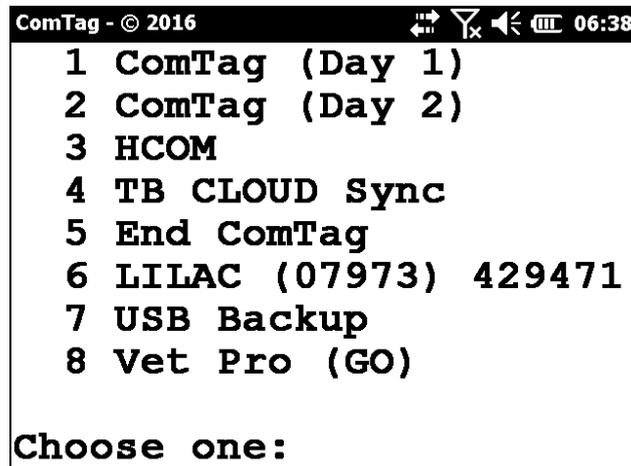
If you press the ON/OFF button the machine will go into sleep mode. Press ON/OFF again and it will wake up to wherever you were last using it. During a break in the test this will spare the battery and the machine will rapidly turn back on once you restart the test.

**The Allegro has a rechargeable battery which if fully charged will last 20 hours. At the end of the day Power Off fully by pressing and holding the ON/Off button and either use the touch screen or arrow down to the Power Off button.**



To enable (or disable) the touch screen press the Blue button and the Backspace button at the same time

Once the machine is turned on pressing the F6 button (top right below the screen) will always take you to the Testing Menu.



Press **1** to go into Day1 of the test

Press **2** to go into Day 2 of the test

Press **3** to enter Comtag File Transfer mode which allows you to transfer files to your computer.

Once you are in the test programmes pressing "**ESC**" (on the right, below the screen) will go back a screen e.g. from **Herd Detail Screen** (screen 2) to **Herd List Screen** (screen 1)

Pressing "**ENTER**" (middle right of keypad) will go forward a screen e.g. from **Herd List Screen** (screen 1) to **Herd Detail Screen** (screen 2) & "**ENTER**" again goes onto screen 3 (**TEST SCREEN**)

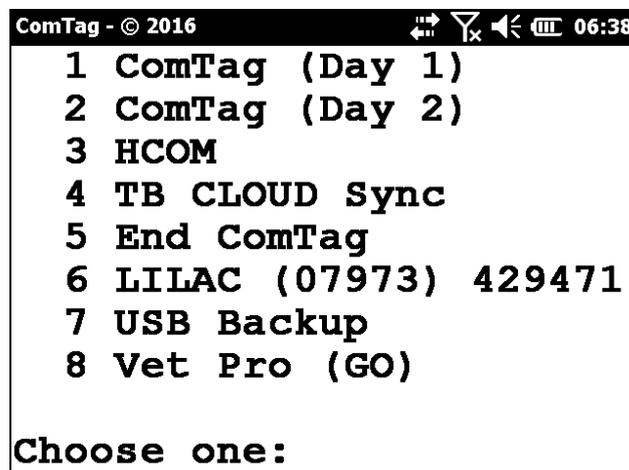
**"ENTER"** = forward

**"ESC"** = reverse !

## Loading Test Data from TBMaster

### Preparation of Handheld

Turn the machine on as on page 2 and if the machine was fully powered off it will take a minute to start up. Once the Practice Screen/Comtag Screen appears press the **F6** button (top right below the screen) and you will see the Testing Menu.



If you switch the machine on and you are on one of the test screens press "**ESC**" until you get to the Herd List Screen. It sometimes takes a while to move from the **Herd Details Screen** to the **Herd List Screen** so be patient!

Once at the Herd List Screen press the **F4** button (below the touch screen). A list of options will appear. Choose End ComTag by using the up or down arrows or by pressing "**E**". You will be prompted with a small box on the screen saying "End Comtag". Press "**ENTER**".

This will get you to the Testing Menu

Press “**3**” and the HCOM programme will start. This is the programme which allows the Handheld to communicate with your computer. You should now ensure that the handheld is connected to your computer using the cable provided.

### **Preparation of TBMaster**

On your computer open TBMaster and choose the Test that you want to put onto the Handheld. Import the SAM Import so that all the test data is available.

Click the **Export** button at the bottom of the screen and choose **Handheld File**

You will be prompted to create file name for the file to be exported. The default file name is the seven numbers of the WSA number. You can alter this but bear in mind that the length of the name must be 8 letters or less!

Click on “**OK**” and you will be prompted to ensure that you have connected the Handheld to the computer ready for transfer. Click “**OK**” again and the file will be transferred. The data is now on the Handheld.

On the Handheld press “**ESC**” and you will be taken back to the Testing Menu.

## Handheld Day 1

At the Testing Menu prompt press “**1**” to start the DAY 1 programme.

This will take you to the **Herd List Screen**.

List of herds displayed on screen

Arrow up/down to farm required

Press **ENTER**

Details of chosen herd displayed on screen

Press **ENTER**

List of animal ear tags displayed on screen

To put readings in press the **FULL STOP** button (above the **BLUE** button) to search for an ear tag. Enter the last 3 or 4 digits of the ear tag and press **ENTER**.

If you have more than one matching number a list of matching numbers will appear. Move down the list using the arrow keys and when the number you want is highlighted press **ENTER**.

Then add **avian number** and press **ENTER** then **bovine number** and press **ENTER**

After the first Avian number is entered a box will appear for you to enter the name of the group to which the animal belongs. To leave this blank just press **ENTER**. You can enter any name you wish for the group e.g. "DRY COWS".

By default the animals will be put into group A and the name that you put in that box will appear in the Remarks column of the TB52A

## **Changing Groups**

When you get to the end of a group of animals and want to change to a new group press **BLUE Button and F4** and you will be asked if you want to finish Group A and star Group B. Press **ENTER** and you will be prompted to enter the name of the new group.

## **Warnings**

If you choose an animals that has been tested within the last 60 days you will hear a warning sound. A window will appear telling you that the animal was tested recently. You will have to press 'C' to continue. If you have already injected the animal you can continue to enter the skin readings as usual. If you have not injected the animal then after pressing 'C' to continue you can press the Search button (Full Stop or on some machines the white button).

Similar warnings will occur for animals that are below 42 days old, were inconclusive reactors at the previous test or are due for a Tracing test.

You can create your own warnings by entering a message in the Clinical Remarks field. You can use the Right Arrow button to move across to this field or you can press the F1 button (next to Esc).

## **Recording Tuberculin Batch Numbers**

You can enter the Tuberculin batch numbers on the Herd Details Screen. Use the Arrow keys to move to the Tuberculin Fields and enter the numbers.

## To put new animals on; -

Whilst on screen which has ear tag numbers on press **F2** this will take you to the bottom of the animal list

Type in first part of ear tag

Press **ENTER**

Type in second part of ear tag

Press **ENTER**

Type in short version of breed

Press **ENTER**

Type in sex

Press **ENTER**

Type in age

Press **ENTER**

Put in readings

If the breed, sex, age are all the same as the animal above you don't have to retype just press **ENTER** and the information will be repeated.

If you are not adding any more animals, on the last reading you put in **do not** press ENTER; press the **FULL STOP** button to search for your next animal. If you do press ENTER then it will take you to the next blank ear tag. Arrow up to previous animal then start search for next ear tag.

If you start to enter an animal by mistake and want to stop do the following:

Press **F3**

You will see a message saying "Delete animal"

Press **ENTER**

If you don't have the full details of the animal because it have lost its tag then enter an identifier such as FB 293 so that you can sort it out later. Make FB the first

part of the ear tag and 293 the second part because you have to put something in both parts to continue.

## **Day 2 (Reading the test)**

If screen was left on previous readings then press **ESC** back through the screens to where the list of herds are.

Press **F4 arrow up one** to END COMTAG

Press **ENTER**

END COMTAG?

Press **ENTER**

On the Testing Menu Type in 2

List of herds now displayed

**Arrow up/down** to farm required

Press **ENTER**

Chosen herd details displayed

Press **ENTER**

List of ear tag and first days readings displayed

You are now ready to put in day two's readings

If you need to change the interpretation to Severe press **Blue Button and F1** and choose the required interpretation from the dropdown list. This can be done at any time during the test and you will be prompted to reinterpret previous results.

To enter the day 2 readings find the animal as you did on Day 1 and enter the readings. You can also enter 'c' or 'so' in the description field by pressing 'c' or 's'. If you do nothing it will default to 'c'.

At the end of the test press **Blue Button and F2**

Screen displays message 'fill in blanks' press **ENTER**

## **Function Keys**

The function keys are shortcuts to particular jobs.

F1 Takes you to the clinical remarks field

F2 Takes you to the end of the list of animals so that you can enter a new animal

F3 Delete Animal

F4 Menu

If you hold down the Shift key and press the function key they have different functions

Blue Button + F1 Allows you to change the test interpretation (Day 2 only)

Blue Button + F2 Allows you to fill in any second day readings that you have missed (Day 2 only)

Blue Button + F3 No function at present

Blue Button + F4 Allows you to change groups

## **Menu Options**

When you are in the Animal Screen you get a menu if you press F4. Not all of these menu items are applicable in the UK. The following are:

### **Delete Animals!**

This option allows you to delete any animals that were not tested. If you select this option you will see the following message:

Delete ALL untested cattle?

If you press **ENTER** you get the message:

Are you sure?

If you press **ENTER** again all untested animals will be deleted.

### **Report**

This brings up a secondary menu of reports that you may find useful.

- a) Results: brings up a summary of the results of the animals you have tested so far
- b) Not in Group: shows a list of animals not included in any group
- c) Invalid Tags: Lists any tags that have failed the validation test
- d) Untested: TB Init – Animals not tested on Day 1
- e) Untested: TB 72hr – Animals not tested on Day 3
- f) Inconclusive (Std) – Lists any animals that were inconclusive at Standard Interpretation
- g) Positive Reactors – Lists all animals deemed to be reactors under the current machine setting
- h) Untested Blood: Lists all animals not blood tested
- i) Tested TB: Lists all animals tested for TB

- j) Tested Blood: Lists all animals blood tested
- k) Repeat Report: Repeats the last report you did.

### **Batch Report**

This option allows you to do the same series of reports for any individual batch. This can be useful to, for example, check that you have examined all animals in a particular group of animal on Day 3.

### **Totals**

This gives you a summary of the totals of animals tested.

### **View Batches**

This provides a summary of the batches tested

### **Other**

This allows you to enter a Reactor Tag for the currently selected animal.

## **Blood Sample Recording**

If you want to record blood sample details at the same time as a TB test you have to alter the test type before you start.

At the DOS prompt type "1" and ENTER to enter the Day 1 programme. On the **Herd List Screen** select the herd that you will be testing using the arrow keys and press ENTER to take you to the **Herd Details Screen**

Press the Right Arrow key until the Test field is highlighted (Test: **TB** )

Press "O" and a menu will appear which allows you to do TB, Brucellosis or Both.

Arrow down to your selection and press **ENTER**.

Now continue on to the Test Screen by pressing **ENTER** again.

The handheld is programmed to prompt you for a blood tube for Females over 2 years old and Bulls. After you have entered the Bovine skin reading the BldBot field will be selected (i.e. become shaded).

For the first animal that you blood test you will have to enter the full Blood Tube Number e.g. AB123 0101 and press **ENTER**. The next time that an animal has to be blood tested pressing **ENTER** when the BldBot field becomes highlighted (shaded) will enter the next number i.e. AB123 0102. To accept this number simply press **ENTER** again. If you have broken a tube and wish to change the number you can use the "**Backspace**" button (below the ESC button) to take off

the last digit of the Blood Tube Number so that you can easily enter the correct number. The blood tube number sequence will then continue from the new number.

If the BldBot field becomes highlighted for an animal which you are not going to blood test simply press the Del/No button and the Handheld will go back to FIND mode ready to find the next animal.

If the BldBot field does not become highlighted for an animal which you are blood testing i.e. it goes back into FIND mode after you have entered the Bovine Skin reading, press **Esc** to get out of FIND mode and arrow across to the BldBot field and proceed as before.

## Downloading Test Data from the Handheld into TBMaster

### Preparation of Handheld

After switching the machine on press “**ESC**” until you get to the Herd List Screen. It sometimes takes a while to move from the **Herd Details Screen** to the **Herd List Screen** so be patient!

Once at the Herd List Screen press the **F4** button (to the left of the on/off button). A list of options will appear. Choose Exit to DOS by using the up or down arrows or by pressing “**E**” and press “**ENTER**”. You will be prompted with a small box on the screen saying “End Comtag”. Press “**ENTER**” again.

This will get you to the Testing Menu

Press “**3**” and the Comtag File Transfer programme will start. This is the programme which allows the Handheld to communicate with your computer. You should now ensure that the handheld is connected to you computer using the cable provided.

## **In TBMaster**

On your computer open TBMaster and choose the Test that you want to download from the Handheld. Go to the TB52A screen and from the bottom line of buttons choose **Import** and from the list of options choose **Download from Handheld.**

Click on “**OK**” and you will see a series of messages as the file is downloaded after which the list of animals together with their skin readings will appear on the screen.

Click on the **Check Data** button (top right hand side below the **Day 1** and **Day 2** buttons) and when prompted click **ENTER**

Then click the ‘**Recalculate**’ button which is below the **Check Data** button

TBMaster will now interpret the results and at the bottom of the screen you will see a count of the number of Reactors and Inconclusive Reactors.

Your TB52A will now be ready to print or to export to SAM.

On the Handheld press “**ESC**” and you will be taken back to the Testing Menu.

## Preparation before the test

Download from SAM and import into TBMaster.

### On the Handset

ON/OFF

If you are at the Testing Menu:

Press 3

If the handheld is in a test screen press **ESC** until you get to the list of herds  
the press

**F4** then Press E (or the Up Arrow) followed by **ENTER**

END COMTAG? – **ENTER**

Press 3

PLUG IN HANDSET

### ON THE COMPUTER:

FILE EXPORT Handheld File

FILE NAME

Eg MIL1214 (name-date-month-year) OK

Receiving file on Handset

Reception complete

**ESC** – Testing Menu

Detach handset

PRESS 1 - Check on list of farmers

COMPUTER - CLOSE DOWN THE FINISHED TBMTOHRD BOX

COMPUTER - PRINT WORKSHEET

Leave machine on Testing Menu to do this press **F4** then E then **ENTER**

TURN OFF

## WHEN VETS BRING BACK IN

ON/OFF

If the machine is not at the main menu press **ESC** until you are back to the list of tests

Press **F4**

E – END COMTAG – **ENTER**

Testing Menu – 3

PLUG IN HANDSET

COMPUTER: -

Open the test you are looking for and go to the TB52A so that you can see the list of animals.

IMPORT at bottom

TYPE OF IMPORT – DOWN LOAD from HANDHELD – OK

HANDSET CONNECTED – ENTER

TRANSMISSION COMPLETE

NUMBER OF ANIMALS – OK

Disconnect HANDSET leave machine showing the Main Menu

- If any problems transmitting check CPHH, DATE, TEST REASON, TEST INTERPRETATION are the same on HANDSET as computer.

COMPUTER:-

**CHECK DATA**

**RECALCULATE**

You may want to check that the Batch Numbers Officer Testing boxes are filled in on the TB52

**EXPORT – SAM EXPORT**

## Key Guide for the Blue and Orange buttons

	<u>BLUE</u>	<u>ORANGE</u>
orange key menu <i>(as below)</i>		F1
task manager "	Esc	T
touch screen	Backspace	
screen brightness " "		up/down arrow keys F5 darkens, F6 brightens
screen backlight on/off		F4
keyboard brightness		left/right TAB
volume up/down		left/right arrow key
Wi-Fi		W
check battery		P
audio note		A
written note		N
screen grabber		R (in My Pictures)