AQUALAND GRAPH
Ver.2

INSTRUCTION MANUAL

CITIZEN

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Preface

Thank you for purchasing the communication unit and Aqualand Graph. Aqualand Graph is designed to transfer dive profile data stored on Hyper Aqualand (Watch) into a personal computer via the communication unit. The data transferred into the personal computer can be easily controlled and converted into graphic data. It can manage both character data entered and diving record as a journal and allows still-frame image/moving image data corresponding to each journal to be pasted on a journal. Moreover, AQUALAND GRAPH can be used to print out those data, which is very useful in storing diving records.
We hope that your copy of Aqualand Graph will let you enjoy your sports life all the more.

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Notes on Usage

Communication Unit

The communication unit is comprised of precision electronic components and parts. Please exercise care when handling the unit.

- Store and operate the unit in a location where the temperature is between 5˚C and 40˚C (41˚F and 104˚F) and the humidity is between 20 and 80% (with no dew condensation). Furthermore, be sure to avoid locations where sharp changes in temperature are likely to occur.

- Do not subject the unit to shock or vibration. Please pay special attention to not store the unit in locations where it may be subject to shock or vibration.

- Keep the unit away from any location where it may be exposed to direct sunlight or a large amount of dust. Particularly, please pay special attention to not leave the unit in any vehicle.

- Do not disassemble or modify the unit at any time as this may damage the unit.

- Care should be taken to not splash water on or dampen the unit and ensure that the watch (Hyper Aqualand) is not wet when setting it.

- When cleaning the unit, wipe it off with a soft slightly damp cloth using water or a neutral detergent. Never use benzene or thinner when cleaning the unit.

- Avoid using the unit near a radio or television set. Operating the communication unit near such devices may result in difficulties when receiving data.

- CITIZEN WATCH CO., LTD. and CITIZEN TRADING CO., LTD. shall not be responsible for any losses or lost profits, caused by repairs, difficulties with the unit or software, or any similar claims from anyone.

AQUALAND GRAPH

- CITIZEN WATCH CO., LTD. and CITIZEN TRADING CO., LTD. shall not be responsible for any losses, erased programs or data, lost profits or claims from anyone resulting from the use of this software.

- CITIZEN has checked the operation of various personal computers on which “AQUALAND GRAPH” operates. “AQUALAND GRAPH” will be applicable to your own personal computer, but, should any trouble arise, please contact our Service Center.

AQUALAND GRAPH

CONTENTS

Preface 2
1. System Configuration 5
1.1. AQUALAND GRAPH Product Configuration ... 5
1.2. System Requirements 5

2. Communication Unit 7
2.1. Name and Function of Each Part 7
2.2. Connecting the Watch and Computer 7

3. Installing AQUALAND GRAPH 9

4. Startup and Ending AQUALAND GRAPH 10
4.1. Startup of AQUALAND GRAPH 10
4.2. Ending of AQUALAND GRAPH 10

5. Main Window 11
5.1. Change Log Display Data 13
5.2. Menus 14
5.3. Tool Bar 15

6. Settings 16
6.1. General 16
6.1.1. File Locations 16
6.1.2. Units 17
6.1.3. Units when Creating a New Log (Unit : Depth) 17
6.1.4. Album Thumbnails 17
6.1.5. Serial Port 17
6.1.6. Select Folder 18
6.2. Customized Items 19
6.2.1. Items 20
6.2.2. Contents 20
6.2.3. Initial definition 20
6.3. Fixed Items 21
6.3.1. Diver 21
6.3.2. Weather 22
6.3.3. Tank Material 23
6.3.4. Diving Service (D. Service) 24
6.3.5. Dive Style 25
6.3.6. Water Conditions (Water Cond.) 26
6.3.7. Diving Suit / Inner Wear 27
6.3.8. Equipment 28
6.4. Dive Locations 29
6.4.1. Location 30
6.4.2. Dive Site 30

7. Transfer 31
7.1 Connecting the Communication Unit 32
7.2 Transfer 32

8. Add Log Data 33
8.1. Create New Log 36
8.2. Edit 37
8.3. Delete 37
8.4. Edit Album 38
8.4.1. Add Image 39
8.4.2. Delete Image 39
8.4.3. Change Thumbnails 39
8.4.4. Import Log 40
8.4.5. Export Log 40

9. Diving List 41
9.1. Sort 41
9.2. Select Log Item 41
9.3. Search 42
9.4. Print Log List 43

10. Display Graph 44
10.1. Panel Settings 45
10.2. Set Line Type 46
10.3. Print Graph 47

11. Print Log 48
11.1. Print 48
11.2. Print Preview 49

12. Create HTML Document 50
12.1. Set Background 51
12.2. Save HTML File 51

13. Trip Summary 52
13.1. Register Trip Summary 52
13.2. Customize 54
13.3. Trip Summary Display 55
13.4. Edit Trip Summary 56
13.5. Delete Log 57
13.6. List of Trip Summaries 57

14. Limiting Values 58
14.1. No.of Registrations 58
14.2. No. of Entered Characters 59
14.3. Entered Values 60

15. Communication Unit Specifications 61

1. System Configuration

1.1. AQUALAND GRAPH Product Configuration

①AQUALAND GRAPH INSTALL MANUAL 1
②Communication unit 1
③AQUALAND GRAPH CD-ROM 1

1.2. System Requirements

In addition to the products mentioned above, the following equipment is necessary in order to operate AQUALAND GRAPH.

①Personal Computer
Personal computer equipped with a serial port and able to operate with Windows 98, Windows Me, Windows 2000 or Windows XP (Pentium 200 MHz or more recommended)
②System Software
Windows 98, Windows Me, Windows 2000 or Windows XP
③Memory Capacity
32 MB or more (64 MB or more is recommended)
④Hard Disk
15 MB (or more) free space is required in the Windows directory and 10 MB (or more) free space is required in the install directory when installing the application. (minimum of 100 MB recommended).
⑤Monitor
Color display having resolution of SVGA (resolution: 800 × 600, 256 colors) or better compatible with Windows 98, Windows Me, Windows 2000 or Windows XP
⑥Serial Port and RS-232C Straight Through Cable
The cable should be shielded and connected as follows:
(A high-speed serial port is recommended.)

• If the serial communications port of your personal computer has 9 pins:

PC Side		Communication Unit Side
9 Pins Female	2 ---------- 3	25 Pins Male
	3 ---------- 2	
	4 ---------- 20	
	5 ---------- 7	
	6 ---------- 6	
	7 ---------- 4	
	8 ---------- 5	

• IIf the serial communications port of your personal computer has 25 pins:

PC Side		Communication Unit Side
25 Pins Female	1 ---------- 1	25 Pins Male
	2 ---------- 2	
	3 ---------- 3	
	4 ---------- 4	
	5 ---------- 5	
	6 ---------- 6	
	7 ---------- 7	
	20 ---------- 20	

⑦Disk Drive

A CD-ROM disk drive (Required during installation).

⑧Hyper Aqualand (Watch)

⑨Printer

A printer supported by the Windows system software running on your personal computer

⑩Web Browser

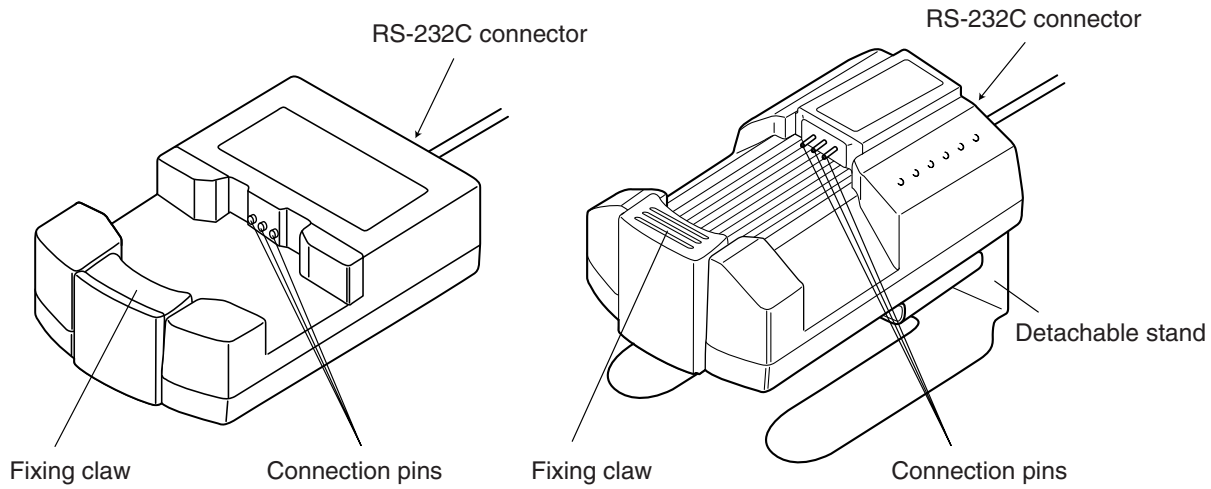
A Web browser is required for HTML preview of journal and others. It must be linked with the HTML files when relating files.

2. Communication Unit

The communication unit is used to transfer data (log data / profile data) stored in the watch to your personal computer.
There are two different product sizes, the CMUT-01, with no stand for the communication unit, and the CMUT-03, which comes with a stand.

2.1. Name and Function of Each Part

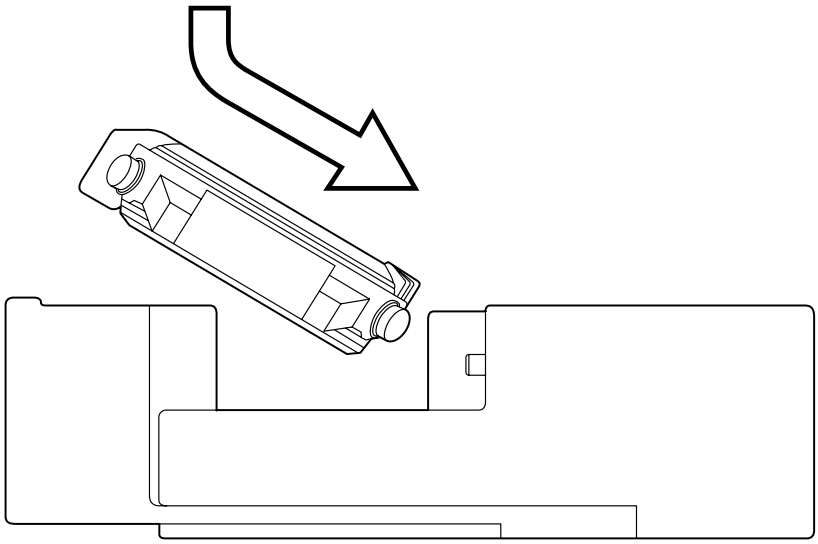
- RS-232C Connector
  Used to connect the communication unit with the subject computer via the serial adapter cable.
- Connection Pins
  Used to connect the transfer terminal of the watch. There are three pins; the center pin is put in contact with the transfer pin of the watch, while the other two pins are put in contact with the watch case.
- Fixing Claw
  Used to keep the watch pressed against the connection pins.
- Detachable stand: for use with the CMUT-03
  This is attached to the main body of the communications unit.
  The stand should always be used with the CMUT-03 communications unit.
  Attachment method: The stand is attached by sliding it horizontally over the metal fixtures on the underside of the main communications unit.



<Figure 1>

2.2. Connecting the Watch and Computer

- How to Connect:
  Follow the steps below to connect the watch to your personal computer.
  ①Make sure that the power supply to the personal computer is turned off.
  ②Connect the serial communication port of your personal computer to the connector of the communication unit using the RS-232C serial adapter cable.
  ③Turn on the power to your personal computer and start up the AQUALAND GRAPH system.
  ④Set the watch to the transfer mode, and then recall the data. (Refer to the User's Manual for Watch)
  ⑤Insert the watch so that the transfer pin comes into contact with the center of the three connector pins.
  Then, push the watch down into the holder (refer to Figure 2 below).



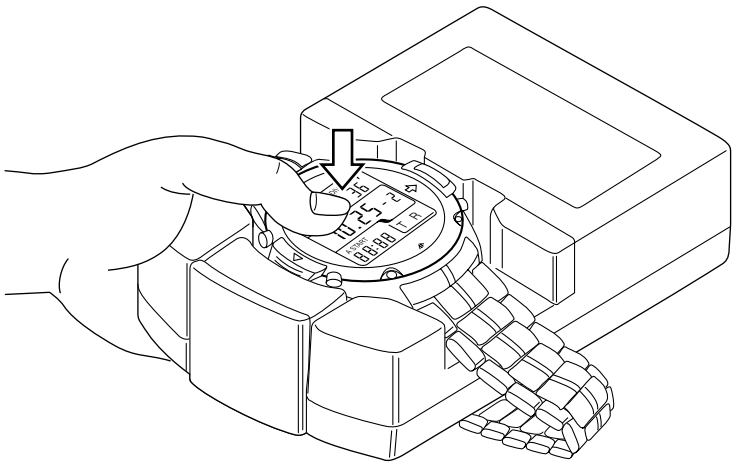
<Figure 2>

• How to Disconnect:
Take hold of the band portion of the watch and raise it from the side opposite to the connector pins (fixing claw side) until it is separated from the fixing claw. Quit AQUALAND GRAPH operation and turn off the power supply to your personal computer before disconnecting the serial adapter cable.

For users who use the CMUT-01 type communication unit by metal-band watch

Precautions for data transmission

Hold the watch and the communication unit with your fingers as shown in the illustration below during data transmission. Be sure to hold it in place until the Aqualand Graph has finished receiving data.
When a metal-band model Hyper Aqualand is set onto the communication unit, the wristband touching the unit base may lift the watch slightly from the unit during data transmission. This may cause the terminals to lose contact, and data may not be transmitted correctly.



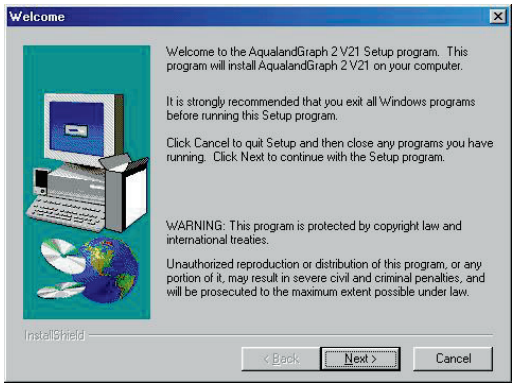
3. Installing AQUALAND GRAPH

Install Aqualand Graph according to the procedure described below.

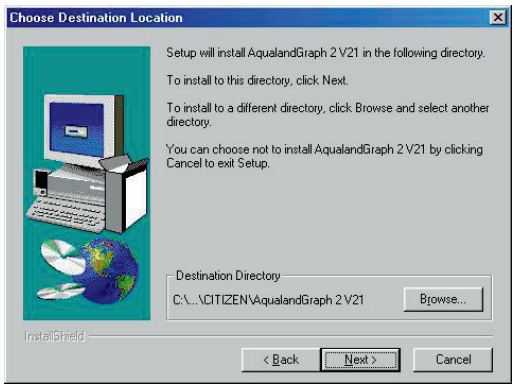
(1) Turn on the power of the PC and confirm that operating system (OS) has started up.
    * When using Windows 2000 or Windows XP, it is necessary to login to Windows as an “Administrator”.

(2) Place the CD-ROM provided in the CD-ROM drive of the PC. The AQUALAND GRAPH installation menu is displayed automatically.
    If the installation menu is not displayed, double-click on "install.exe" contained on the CD-ROM inserted into the CD-ROM drive to display the installation menu.

(3) Click on "Install AQUALAND GRAPH 2 V21". Installation begins and the next screen shown is displayed.



(4) Confirm the contents and then click on "NEXT" to display the next screen.



(5) If you want to change the directory where the applications are installed, click on "Browse" and change to the desired directory. Confirm the contents and click on "NEXT" to install the applications. The next screen is then displayed.

(6) Click on "Finish" to complete the installation procedure.

4. Startup and Ending AQUALAND GRAPH

4.1. Startup of AQUALAND GRAPH

Select “Program” and then “AqualandGraph 2 V21” from the “Start” button in the task bar.

4.2. Ending of AQUALAND GRAPH

Either click on the [X] button in the upper right hand corner of the <Main Window> or select the [File (F)] menu and then select [End (X)] in the pull-down menu.

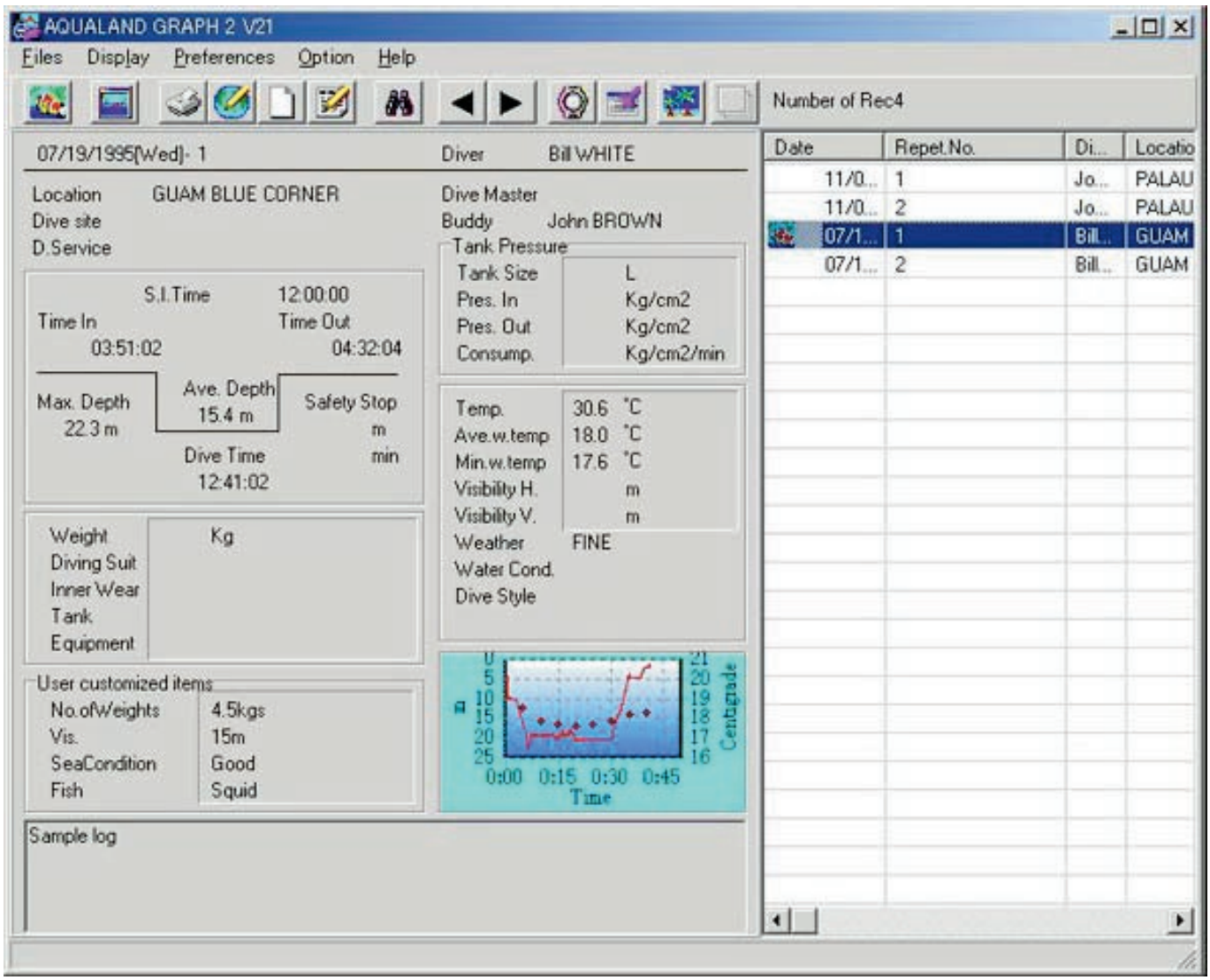
5. Main Window

This is the window that is displayed first when **[AQUALAND GRAPH]** is started up.
The <Main Window> is composed of the following three areas.

Log Display Area	This area displays log data on the left side of the main window. Logs cannot be edited in this area.
Album Display Area	This area displays images on the right side of the window. This is displayed by switching from the diving list.
Diving List	This area displays diving data in line units on the right side of the window. This is displayed by switching from the album display.

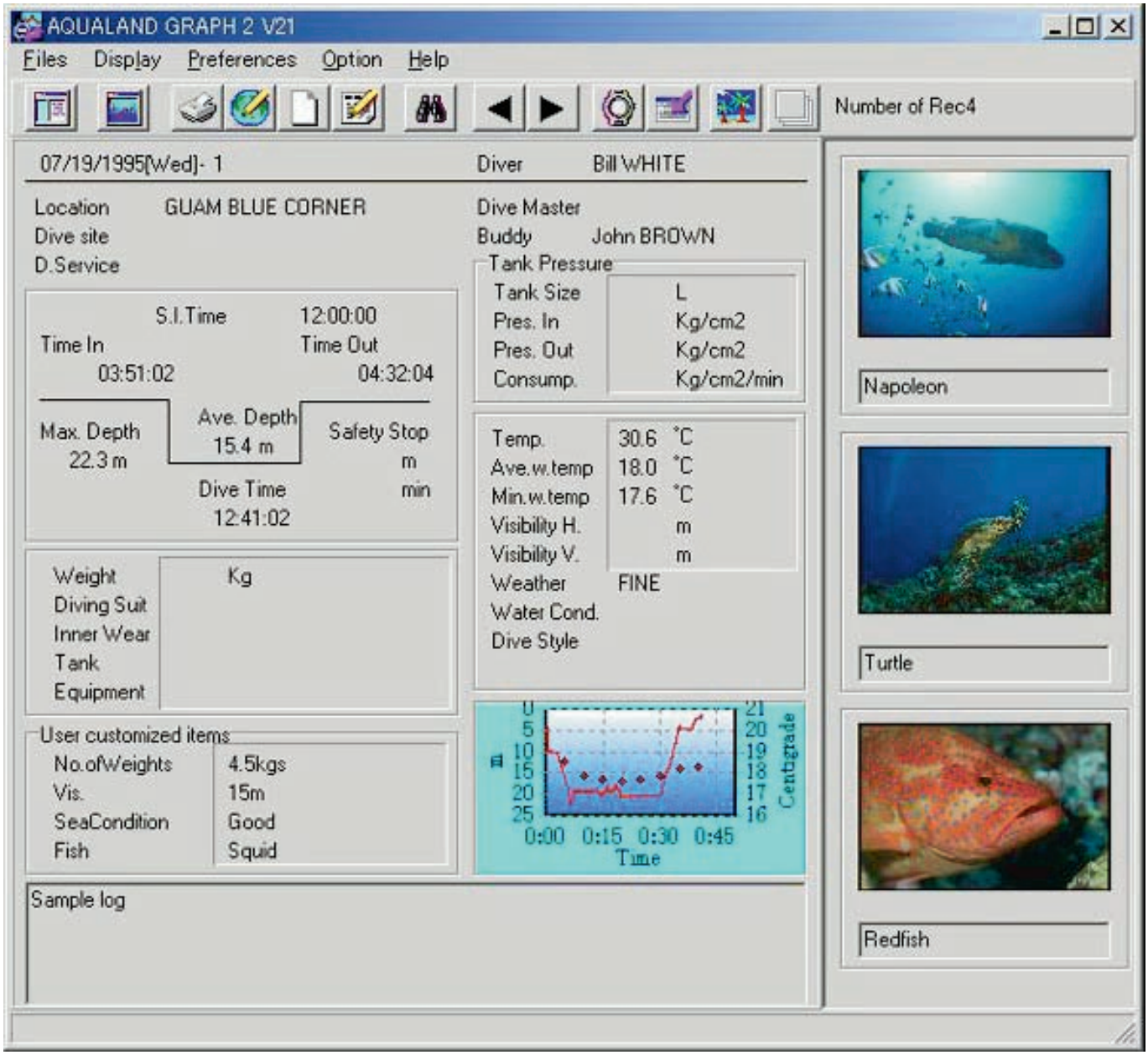
You can move to another window by either clicking a button in the tool bar of this menu with the mouse or selecting a menu.
A help message is displayed when the mouse cursor is positioned at any of the buttons in the tool bar.

Log Display Area



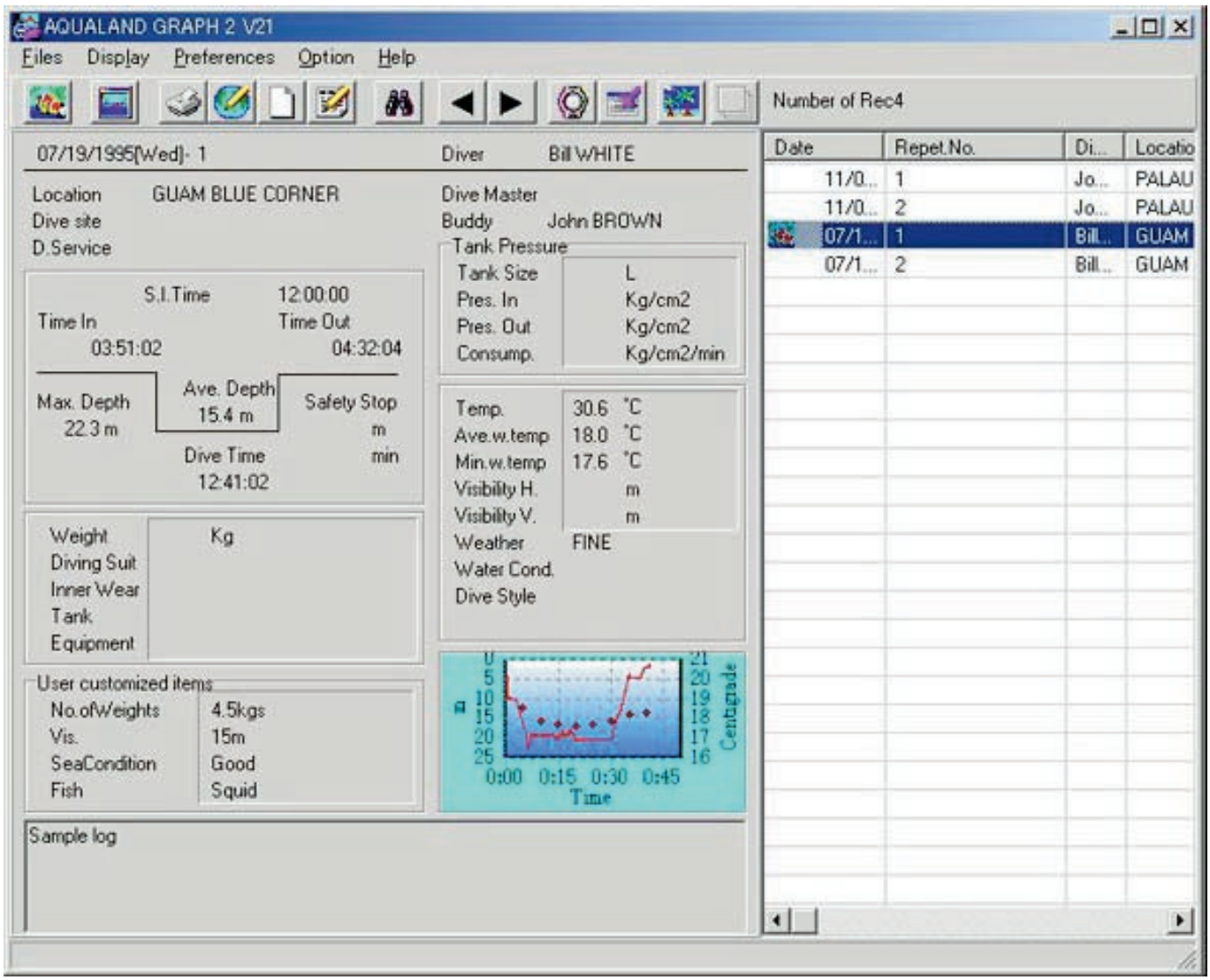
Main Window in Album Display Mode

When the main window is displayed in the diving list display mode, either click the button with the mouse or select [Switch to Album (A)] of the [Display (L)] menu to switch to the album display mode.
When an album image is clicked with the mouse, an original size dialogue box is displayed in the case of a still picture. In the case of an animated image, the related application in the AVI file is started up and the animated image is played back.
Album registration is performed from the <Edit> dialogue box. (Refer to sections “8. Add Log Data” and “8.4. Edit Album” for further details.)



Main Window in Diving List Display Mode

When the main window is displayed in the album display mode, either click the button with the mouse or select [Switch to Log List (L)] of the [Display (L)] menu to switch to the diving list display mode.



Attribute Icons

Icons indicating attributes are displayed on the left side of the diving list.

	Album Data is registered.
	Registered in Trip Summary.

5.1. Change Log Display Data

When the line in the <Diving List> for which a log is desired to be displayed is clicked with the mouse, the selected log is displayed in the <Log Display Area>.
In addition, the displayed log data can be changed by clicking on the MOVE button on the tool bar with the mouse.

5.2. Menus

Files (F)

Create New Log (N)	Creates a new log without transferring data from the watch.
Edit (E)	Edits the log that is currently displayed.
Delete (D)	Deletes data selected in the <Diving List>.

Create HTML Document (H)	Creates a web page of data selected in the <Diving List>.
Print (P)	Prints data selected in the <Diving List>.
Print Log List (L)	Prints the entire <Diving List>.

Trip Summary (T)	This function is enabled in the Album Display Mode. Data selected in the <Diving List> is registered in the <Trip Summary>.
List of Trip Summaries (S)	This function is enabled in the Album Display Mode. A list of registered <Trip Summaries> is displayed.

Exit (X)	Ends **AQUALAND GRAPH**.

Display (L)

Search (S)	Extracts data desired to be displayed from the <Diving List>.
Select Log Item (I)	Selects a log item desired to be displayed from the <Diving List>.
Graph (G)	Displays a graph of data selected in the <Diving List>.

Switch to Album (A)	Window is displayed in the Diving List Display Mode. Switches window to the Album Display Mode.
Switch to Log List (L)	Window is displayed in the Album Display Mode. Switches window to the Diving List Display Mode.
Album Thumbnails (T)	Selects whether thumbnail images are to be displayed in the <Album Display Area>.

Preferences (P)

General (G)	Registers information required for operating **AQUALAND GRAPH**.
Customized Items (C)	Registers customized user settings that are written into a log.
Fixed Items (F)	Registers the diver, weather and other fixed items that are written into a log.
Dive Locations (L)	Registers locations that are written into a log.

Option (O)

Transfer (T)	Transfers data from the watch.
Export Log (E)	Exports all or a portion of diving data.
Import Log (I)	Loads exported data. DOS, Ver. 1, Ver. 2.0 and Ver. 2.1 log data are also imported.

Help (H)

Help Topics (H)	Displays help topics.
About Aqualand Graph (A)	Displays the version of **AQUALAND GRAPH**.

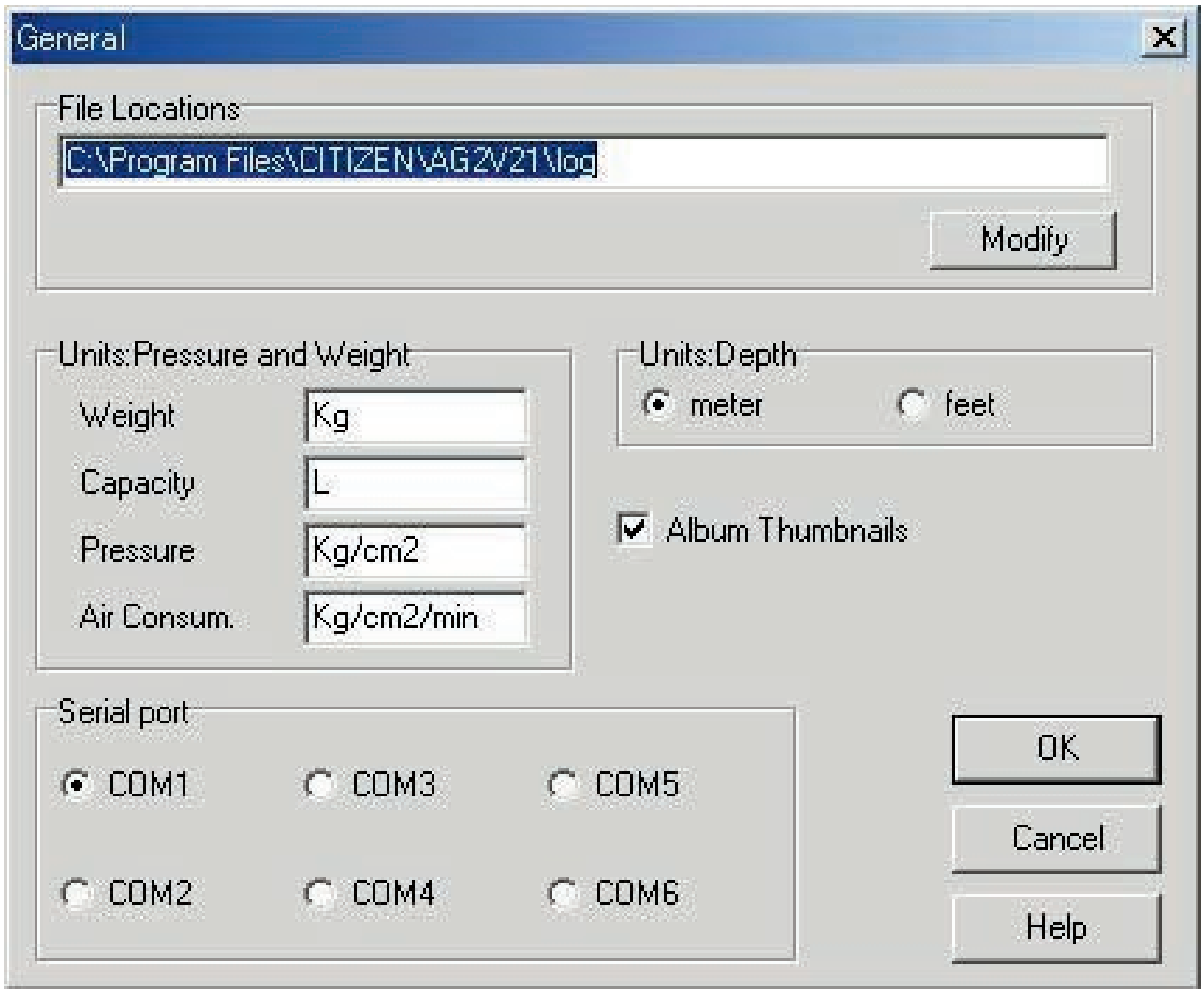
5.3. Tool Bar

	Album Display Button	Displayed in the Diving List Display Mode. [Switch to Album (A)] of the [Display (L)] menu.
	Diving List Display Button	Displayed in the Album Display Mode. [Switch to Log List (L)] of the [Display (L)] menu.
	Graph Button	[Graph (G)] of the [Display (L)] menu.
	Print Button	[Print (P)] of the [Files (F)] menu.
	Create HTML Document Button	[Create HTML Document (H)] of the [Files (F)] menu.
	Create New Log Button	[Create New Log (N)] of the [Files (F)] menu.
	Edit Button	[Edit (E)] of the [Files (F)] menu.
	Search Button	[Search (S)] of the [Display (L)] menu.
	Back Button	Moves back to the previous data of the <Diving List> displaying the current log and displays the log.
	Next Button	Moves ahead to the next data of the <Diving List> displaying the current log and displays the log.
	Transfer Button	[Transfer (T)] of the [Option (O)] menu.
	Export Log Button	[Export Log (E)] of the [Option (O)] menu.
	Trip Summary Button	This function is enabled in the Album Display Mode. [Trip Summary (T)] of the [Files (F)] menu.
	List of Trip Summaries Button	This function is enabled in the Album Display Mode. [List of Trip Summary (S)] of the [Files (F)] menu.

6. Settings

6.1. General

Settings for information required for operating **AQUALAND GRAPH** are registered.
The <General> dialogue box is displayed when [General (G)] is selected from the [Preferences (P)] menu of the <Main Window>.



Registration is finalized when the OK button is clicked with the mouse, after which the program returns to the <Main Window>. Since finalized registration contents are stored in memory by **AQUALAND GRAPH**, it is not necessary to register them each time it is started up.
Changes are canceled by either clicking the Cancel button or clicking the ✕ button in the upper right corner of the dialogue box with the mouse, after which the program returns to the <Main Window>.

6.1.1. File Locations

Designate a folder for saving transferred data. A maximum of 9999 sets of data can be stored in a single data save folder. In the case of storing 9999 sets of data consisting of a single dive having a duration of 1 hour, roughly 400 MB of disc space are required. During installation, a data save folder named "LOG" is created below the folder in which **AQUALAND GRAPH** is installed.

When the Modify button is clicked with the mouse, the <Select Folder> dialogue box is displayed. Specify a save folder in this dialogue box when desiring to change the data save folder. (refer to section “6.1.6. Select Folder” for further details).

6.1.2. Units

Set the units to be used in the logs. Units can be entered using up to 10 letters or numbers. Registered data is not changed even if the units are changed.

Weight	Enter the units to be displayed for weight.
Capacity	Enter the units to be displayed for tank size.
Pressure	Enter the units to be displayed for Pres. In and for Pres. Out of the tank.
Air Consum.	Enter the units to be displayed for consumption by the tank.

6.1.3. Units when Creating a New Log (Unit : Depth)

Specify the units for depth to be used when creating a new log with Create New Log.

Meter	Meters are used for the units of depth, and °C are used for the units of temperature.
Feet	Feet are used for the units of depth and °F are used for the units of temperature.

6.1.4. Album Thumbnails

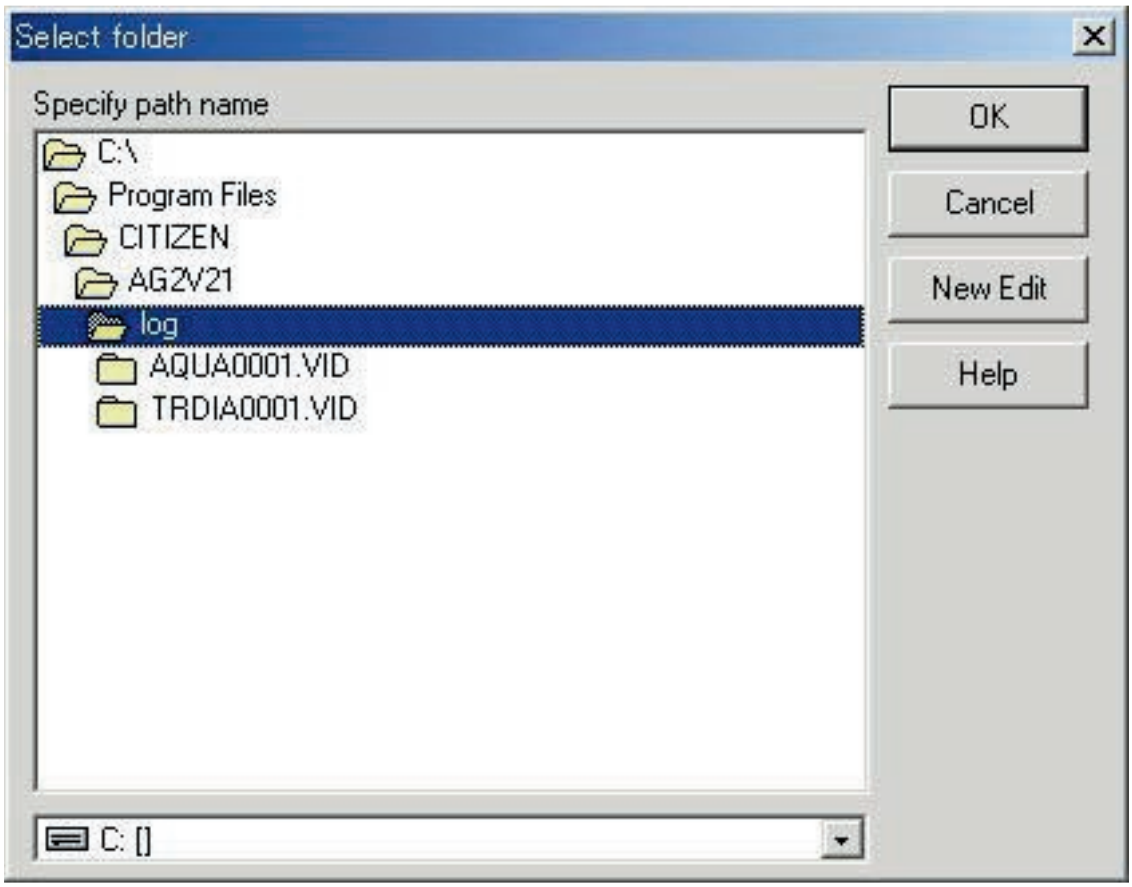
Set the album display mode of the <Album Display Area> of the <Main Window>.
If <Album Thumbnails> is checked, images and comments are displayed. If the check is removed, only comments are displayed without displaying images.

6.1.5. Serial Port

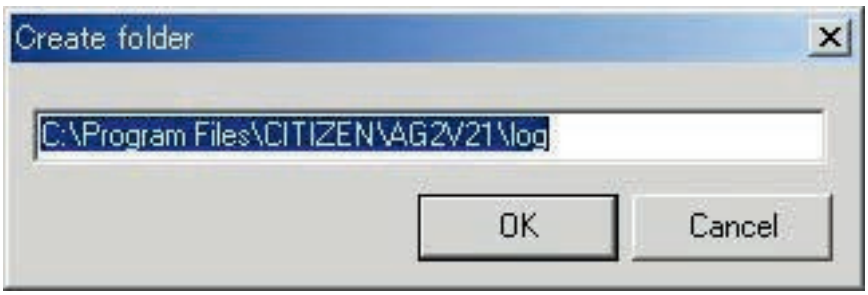
Select a serial port.

6.1.6. Select Folder

You can select a folder.
In the case of starting up from Import Log the New Edit button is not displayed.

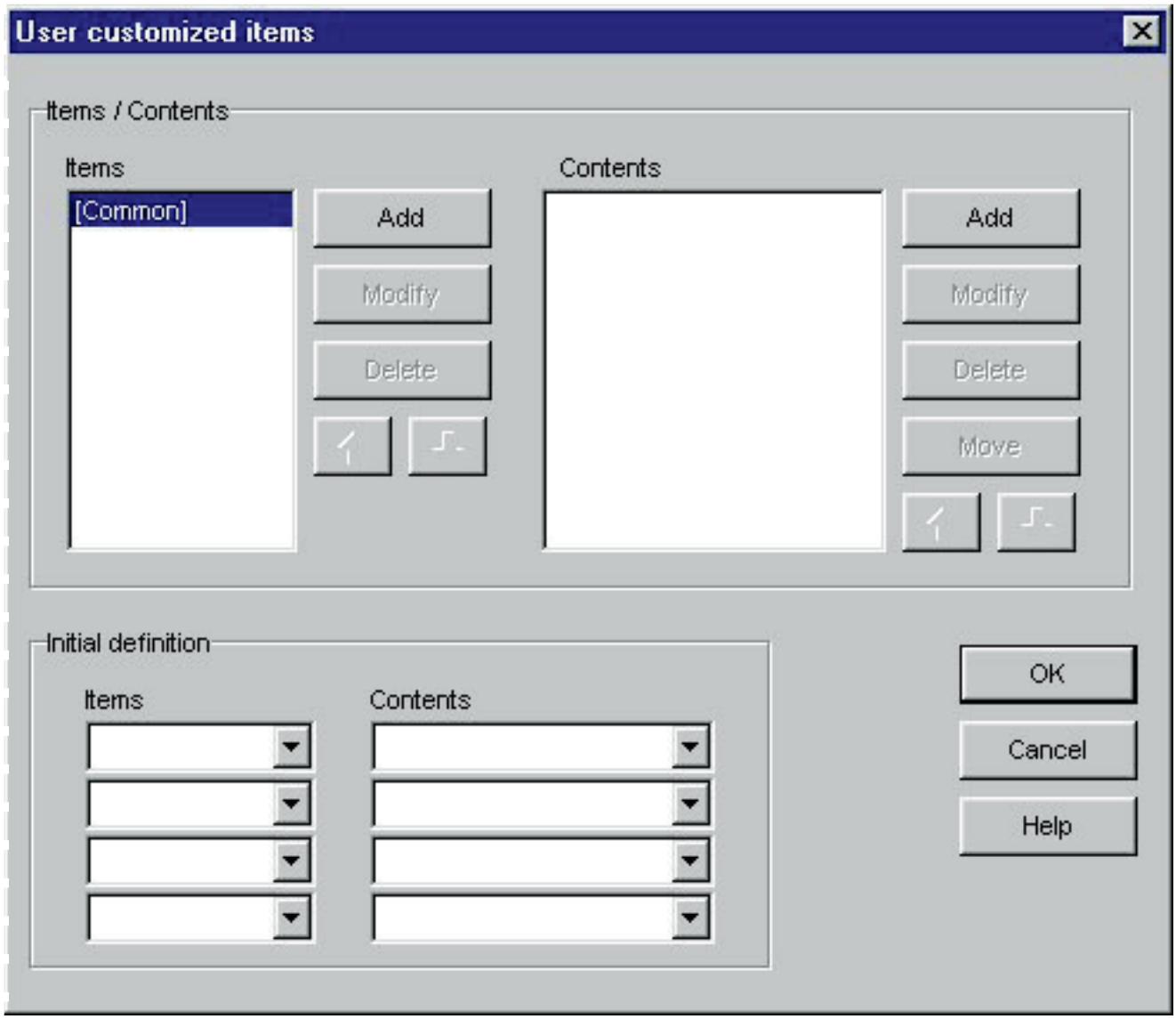


When the New Edit button is clicked with the mouse, the <Create Folder> dialogue box is displayed.
A folder can be created at this point.



6.2. Customized Items

Customized user settings and their contents to be saved in a log are registered.
The <User customized items> dialogue box is displayed when [Customized Items (C)] is selected from the [Preferences (P)] menu of the <Main Window>.
Contents can be registered while classifying for each item. When an item is selected from the list of items in the upper left part of the dialogue box, the contents registered for each item are displayed in the list of contents in the upper right part of the dialogue box. Register contents that do not require classification for individual items as "Common" items.



Registration is finalized when the OK button is clicked with the mouse, after which the program returns to the <Main Window>. Since finalized registration contents are stored in memory by **AQUALAND GRAPH**, it is not necessary to register them each time it is started up.

Changes are canceled by either clicking the Cancel button or clicking the button in the upper right corner of the dialogue box with the mouse, after which the program returns to the<Main Window>.
Addition or changes to data are made in the <Add> or <Modify> dialogue box.

When data is entered followed by clicking the OK button with the mouse, the program returns to the <User customized items> dialogue box, and the edited data is shown in the list.

6.2.1. Items

Items can be entered using up to 12 letters or numbers. A maximum of 1000 contents can be registered.

Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed. Although items can be added in the form of "Common" items, they are distinguished from the "Common" items provided by **AQUALAND GRAPH**.
Modify	Displays the <Modify> dialogue box and changes the names of selected items. A check for duplicated data is not performed. Information relating to the contents is retained even if the name of an item is changed. "Common" items cannot be changed.
Delete	Deletes a selected item. The contents registered for that item are also deleted. "Common" items cannot be deleted.
	Moves the display position of a selected item up by one. "Common" items cannot be moved.
	Moves the display position of a selected item down by one. "Common" items cannot be moved.

* "Common" items save item contents in the case of loading a user environment from a DOS version or Ver. 1. In addition, contents registered for "Common" can be referred to regardless of the item selected during log entry.

6.2.2. Contents

Contents can be entered using up to 20 letters or numbers. A maximum of 1000 contens can be registered.

Add	Displays the <Add> dialogue box and adds contents. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected contents. A check for duplicated data is not performed.
Delete	Deletes selected contents.
Move	Moves selected contents to a different item.
	Moves the display position of selected contents up by one.
	Moves the display position of selected contents down by one.

6.2.3. Initial definition

Data that is initially displayed for Customized Items during log editing is registered. Items and contents can be selected from a list by clicking on the button with the mouse. They can also be entered from the keyboard.

6.3. Fixed Items

The following items that are saved in a log are registered.

*Diver
*Weather
*Tank Material
*D.Service (Diving Service)
*Dive Style
*Water Cond. (Water Condition)
*Diving Suit / Inner Wear
*Equipment

The <Fixed Items> dialogue box is displayed when [Fixed Items (F)] is selected from the [Preferences (P)] menu of the <Main Window>.

Registration is finalized when the OK button is clicked with the mouse, after which the program returns to the <Main Window>. Since finalized registration contents are stored in memory by **AQUALAND GRAPH**, it is not necessary to register them each time it is started up.

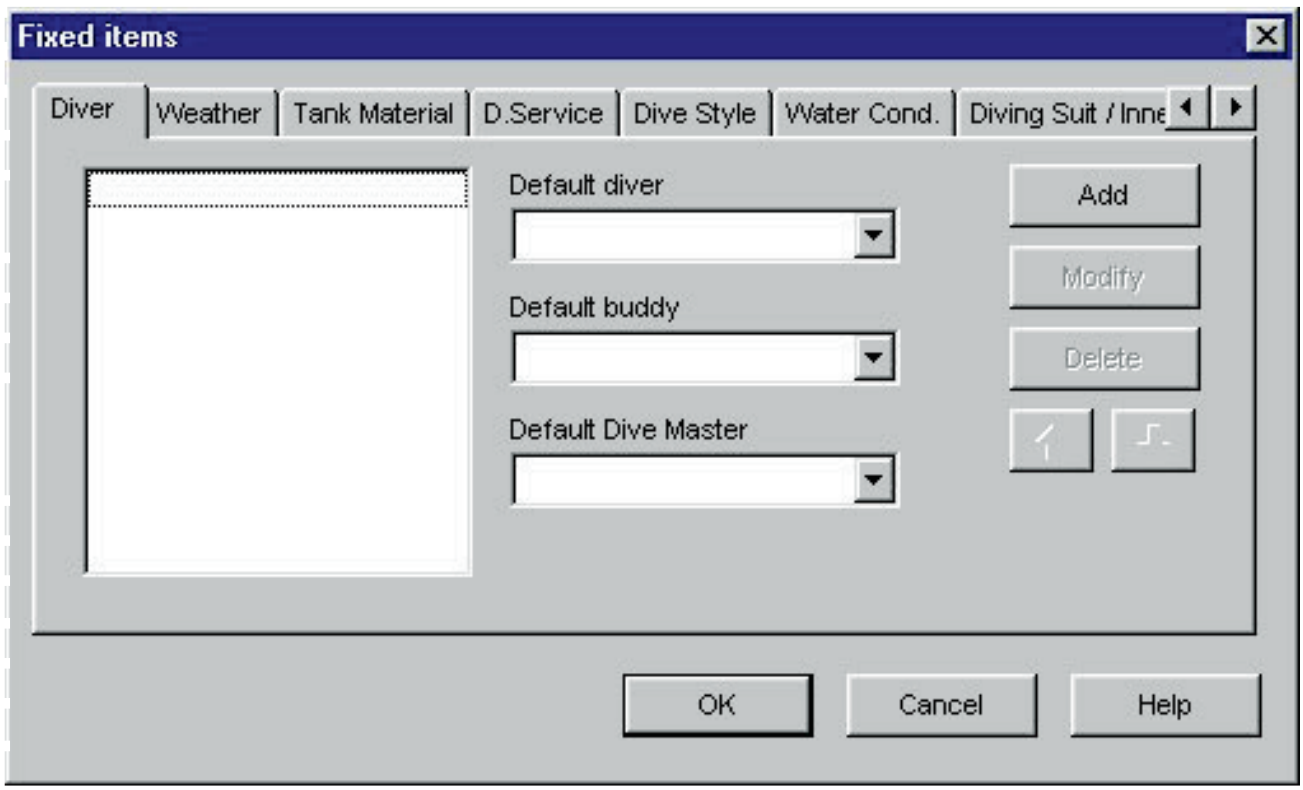
Changes are canceled by either clicking the Cancel button or clicking the button in the upper right corner of the dialogue box with the mouse, after which the program returns to the<Main Window>.

Addition or changes to data are made in the <Add> or <Modify> dialogue box.

When data is entered followed by clicking the OK button with the mouse, the program returns to the <Fixed Items> dialogue box, and the edited data is shown in the list.

6.3.1. Diver

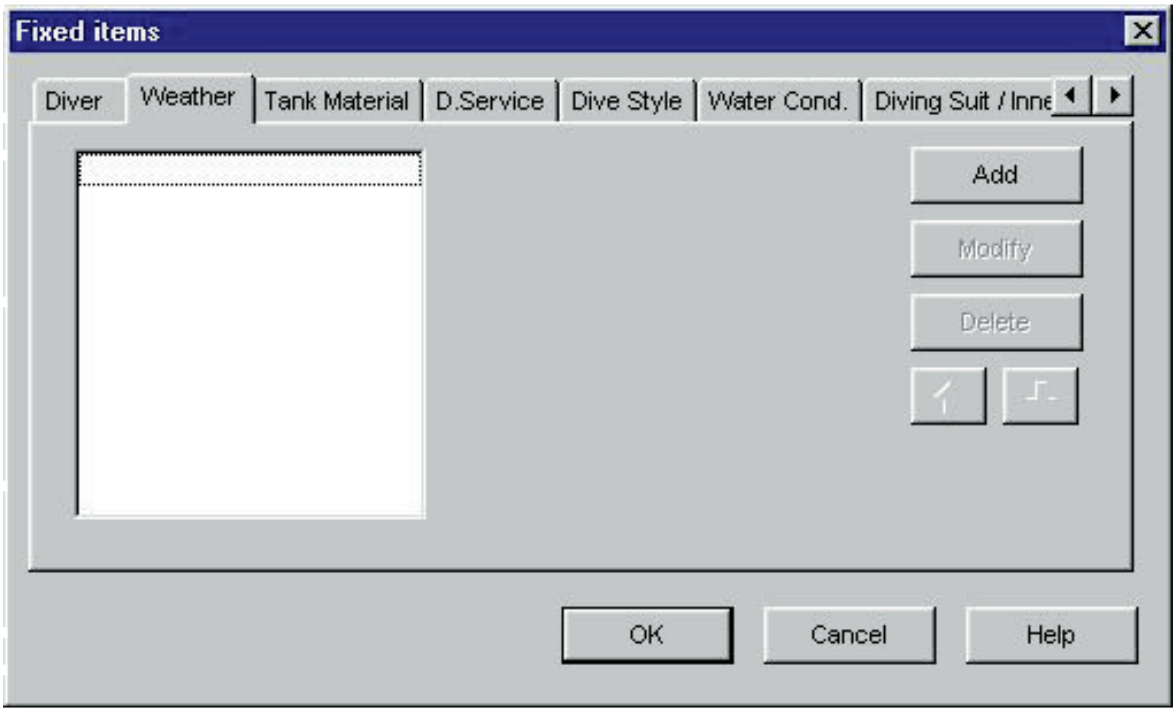
The name of the diver can be entered using up to 20 letters or numbers. A maximum of 1000 divers can be registered.



Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item.
↑	Moves the display position of a selected item up by one.
↓	Moves the display position of a selected item down by one.
Default diver	Registers the data to be initially displayed for "Diver" in the <Edit> dialogue box. A diver can be selected from the diver list by clicking the ▼ button with the mouse. A diver name can also be entered from the keyboard.
Default buddy	Registers the data to be initially displayed for "Buddy" in the <Edit> dialogue box. A buddy can be selected from the diver list by clicking the ▼ button with the mouse. A buddy name can also be entered from the keyboard.
Default dive master	Registers the data to be initially displayed for "Dive Master" in the <Edit> dialogue box. A dive master can be selected from the diver list by clicking the ▼ button with the mouse. A dive maste can also be entered from the keyboard.

6.3.2. Weather

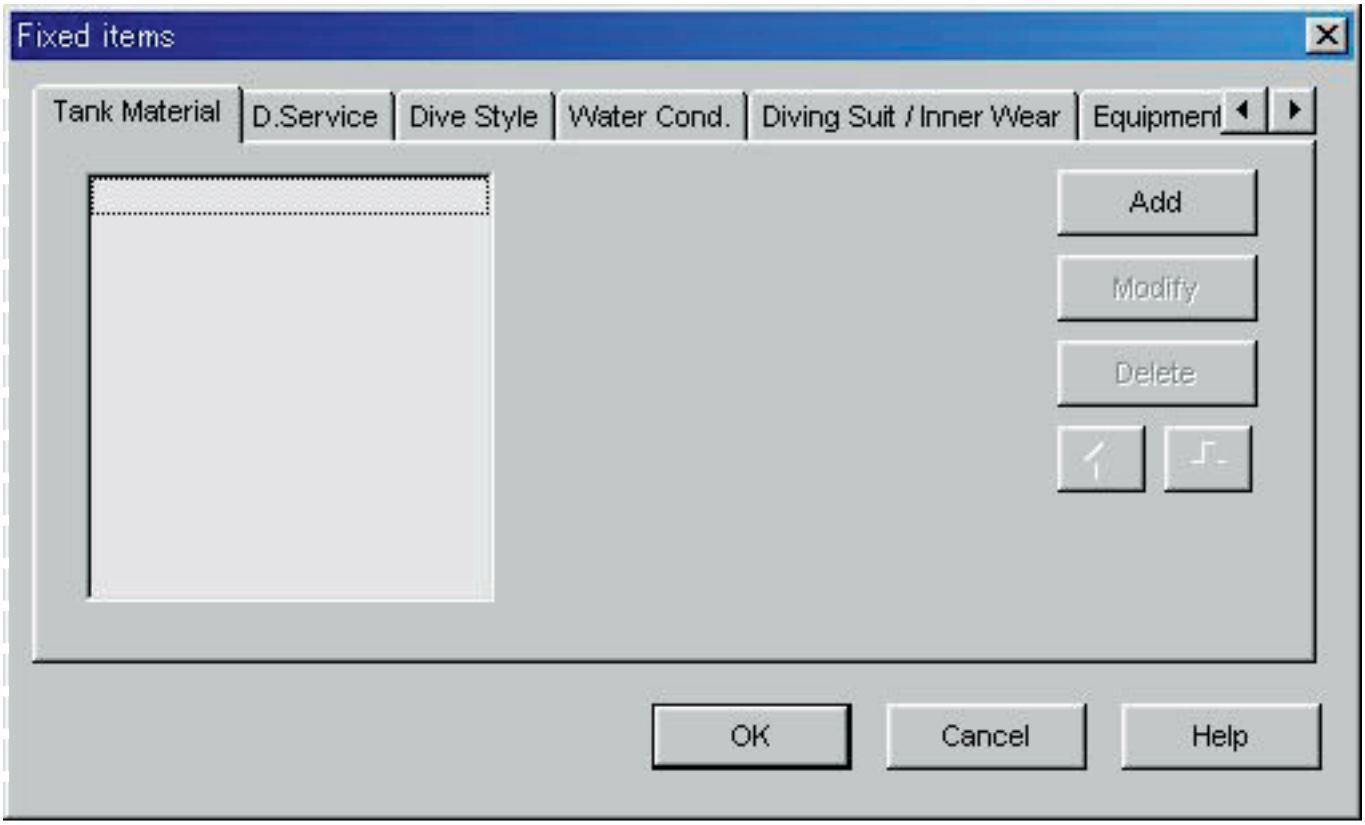
The weather can be entered using up to 12 letters or numbers. A maximum of 100 weather conditions can be registered.



Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item.
↑	Moves the display position of a selected item up by one.
↓	Moves the display position of a selected item down by one.

6.3.3. Tank Material

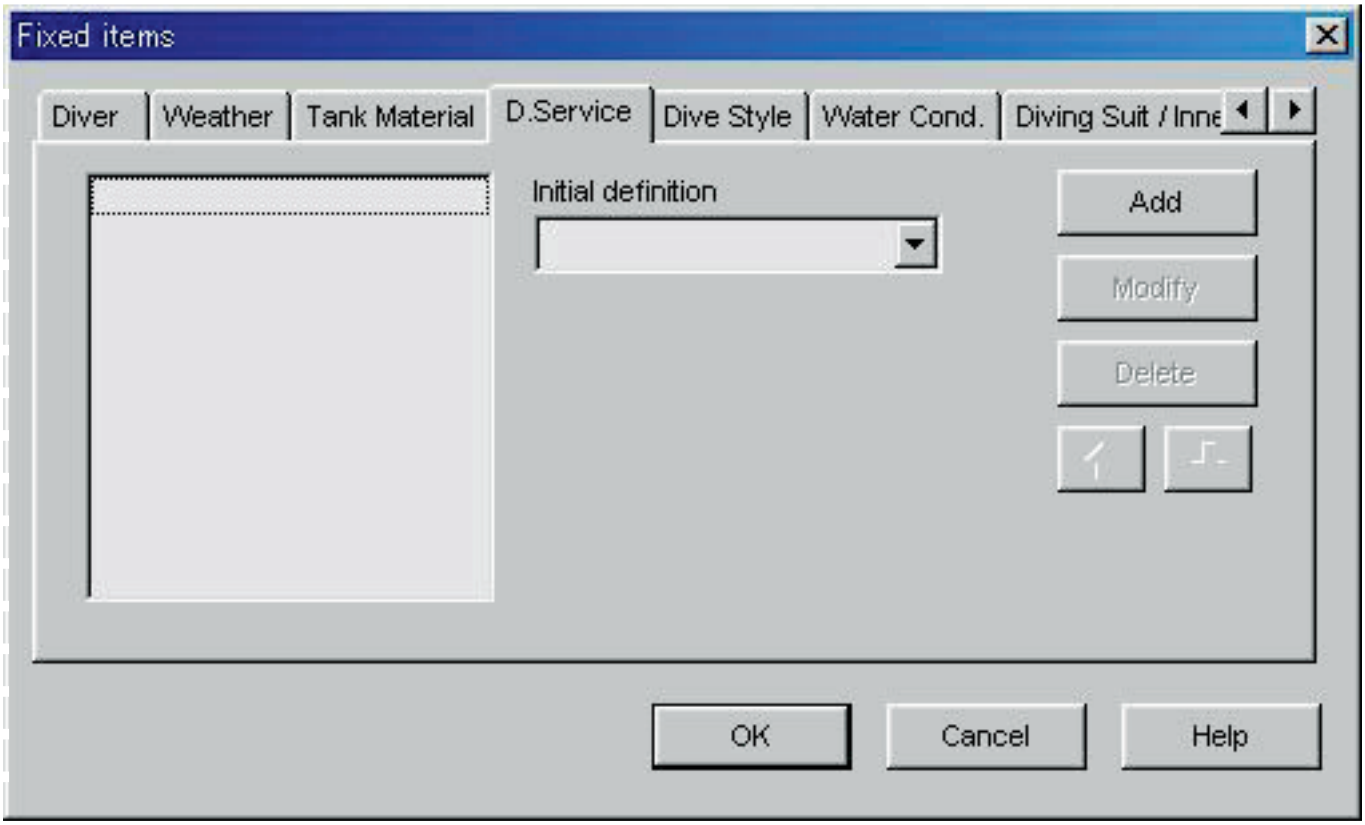
The tank material can be entered using up to 10 letters or numbers. A maximum of 100 tank materials can be registered.



Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item.
↑	Moves the display position of a selected item up by one.
↓	Moves the display position of a selected item down by one.

6.3.4. Diving Service (D.Service)

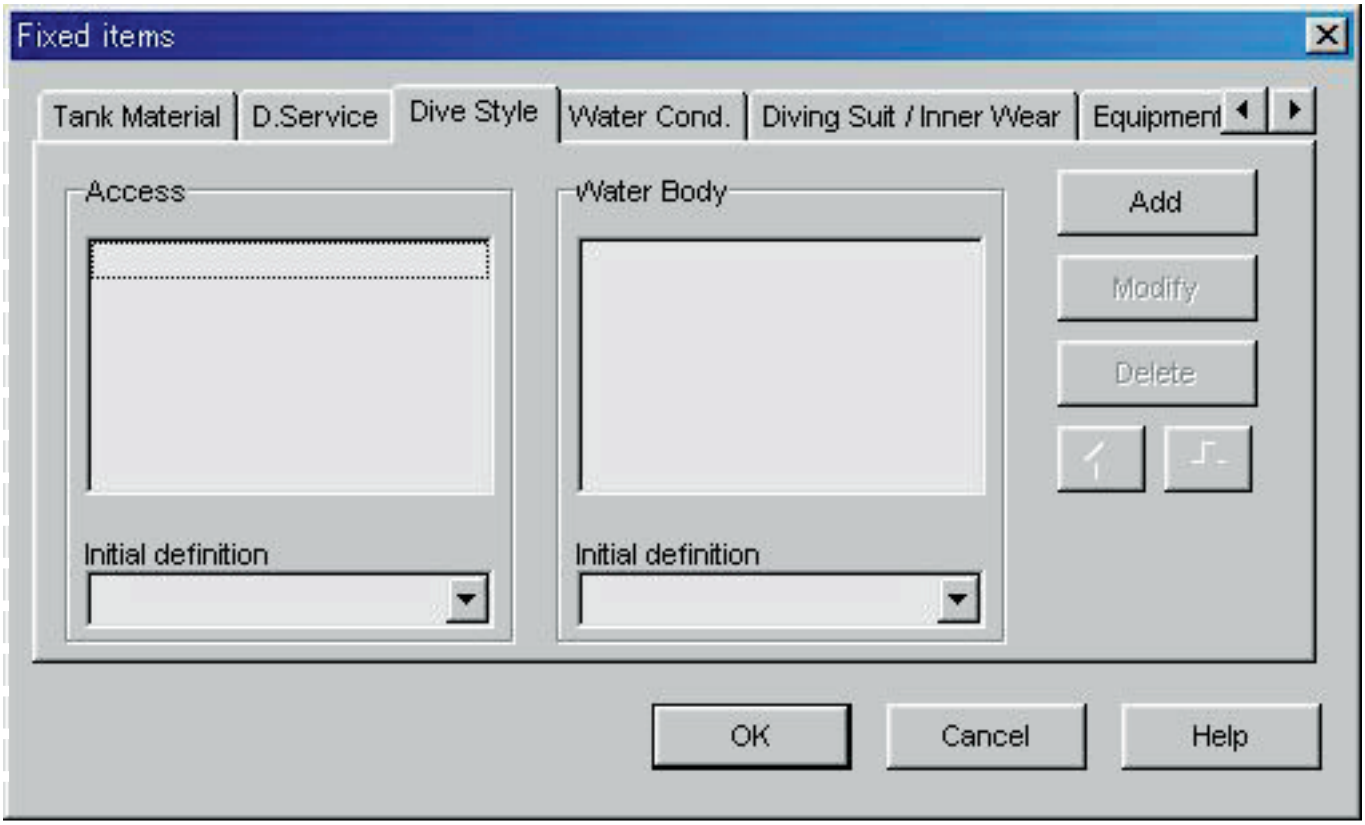
The diving service (D.Service) can be entered using up to 20 letters or numbers. A maximum of 100 diving services can be registered.



Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item.
↑	Moves the display position of a selected item up by one.
↓	Moves the display position of a selected item down by one.

6.3.5. Dive Style

Dive style can be entered using up to 10 letters or numbers. A maximum of 100 dive styles can be registered.

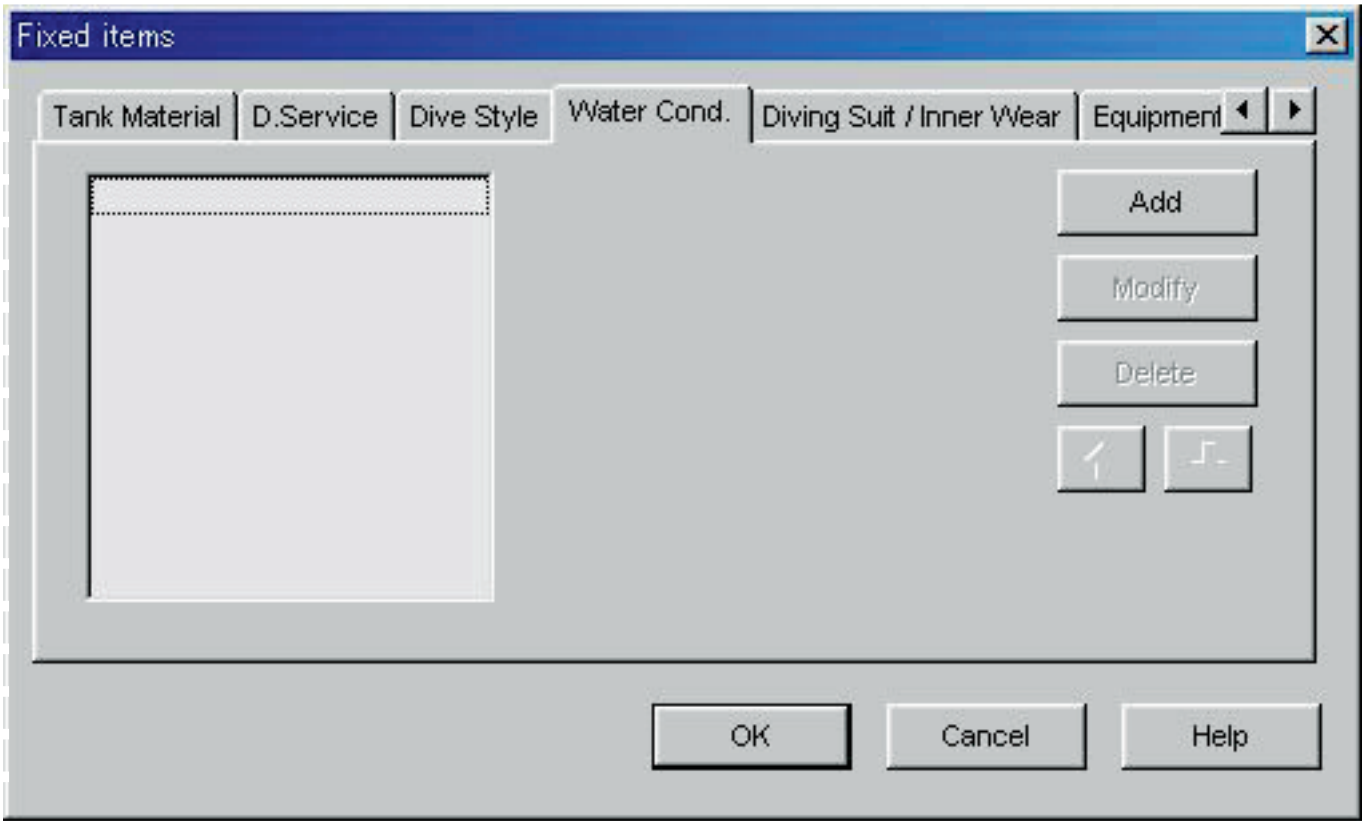


The following operations are available for both <Access> and <Water Body>.

Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item.
↑	Moves the display position of a selected item up by one.
↓	Moves the display position of a selected item down by one.
Initial definition	Registers the data to be initially displayed for "Dive Style" in the <Edit> dialogue box. A dive style can be selected from the dive style list by clicking the ▼ button with the mouse. A dive style can also be entered from the keyboard.

6.3.6. Water Conditions (Water Cond.)

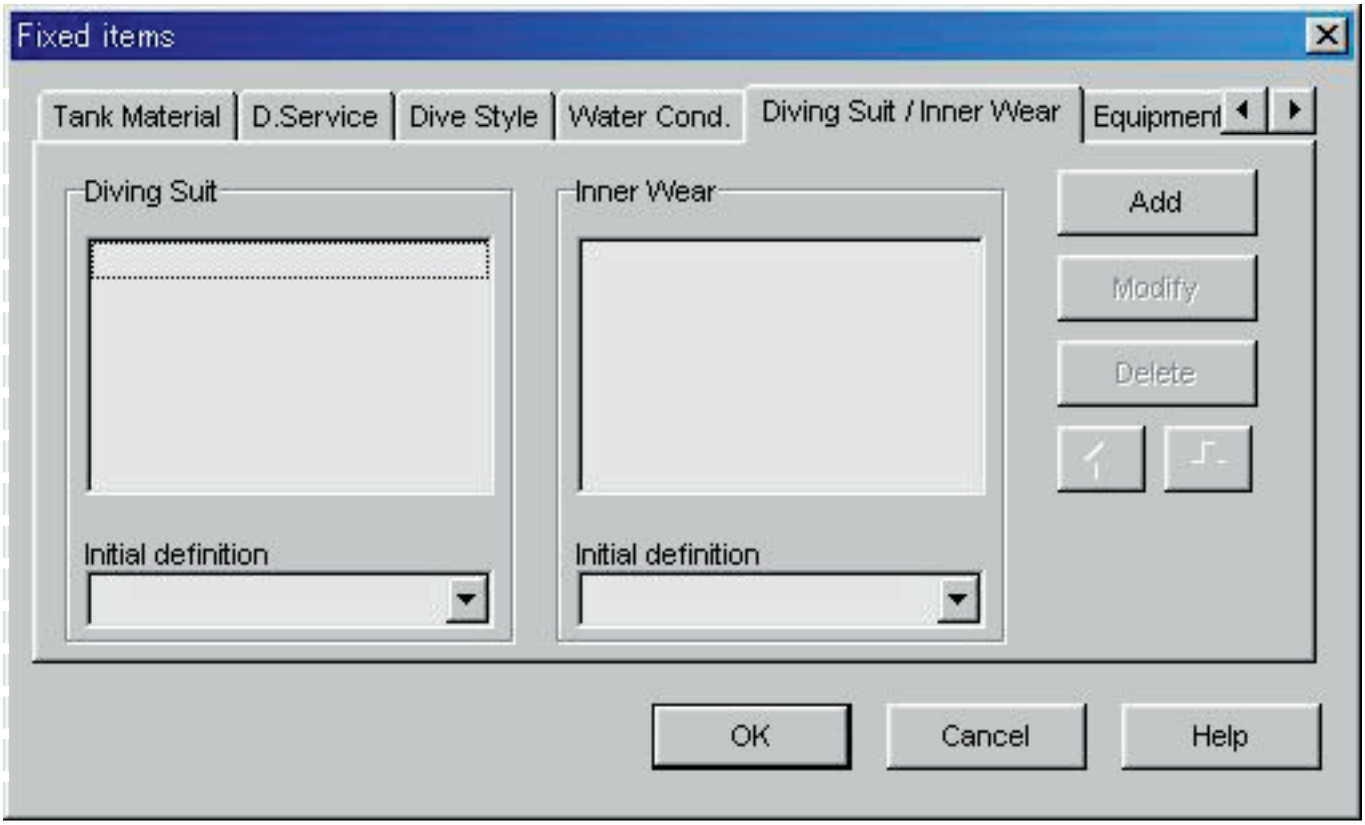
Water conditions (Water Cond.) can be entered using up to 10 letters or numbers. A maximum of 100 water conditions can be registered.



Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item.
↑	Moves the display position of a selected item up by one.
↓	Moves the display position of a selected item down by one.

6.3.7. Diving Suit / Inner Wear

Diving Suit / Inner Wear can be entered using up to 20 letters or numbers. A maximum of 100 items can be registered.

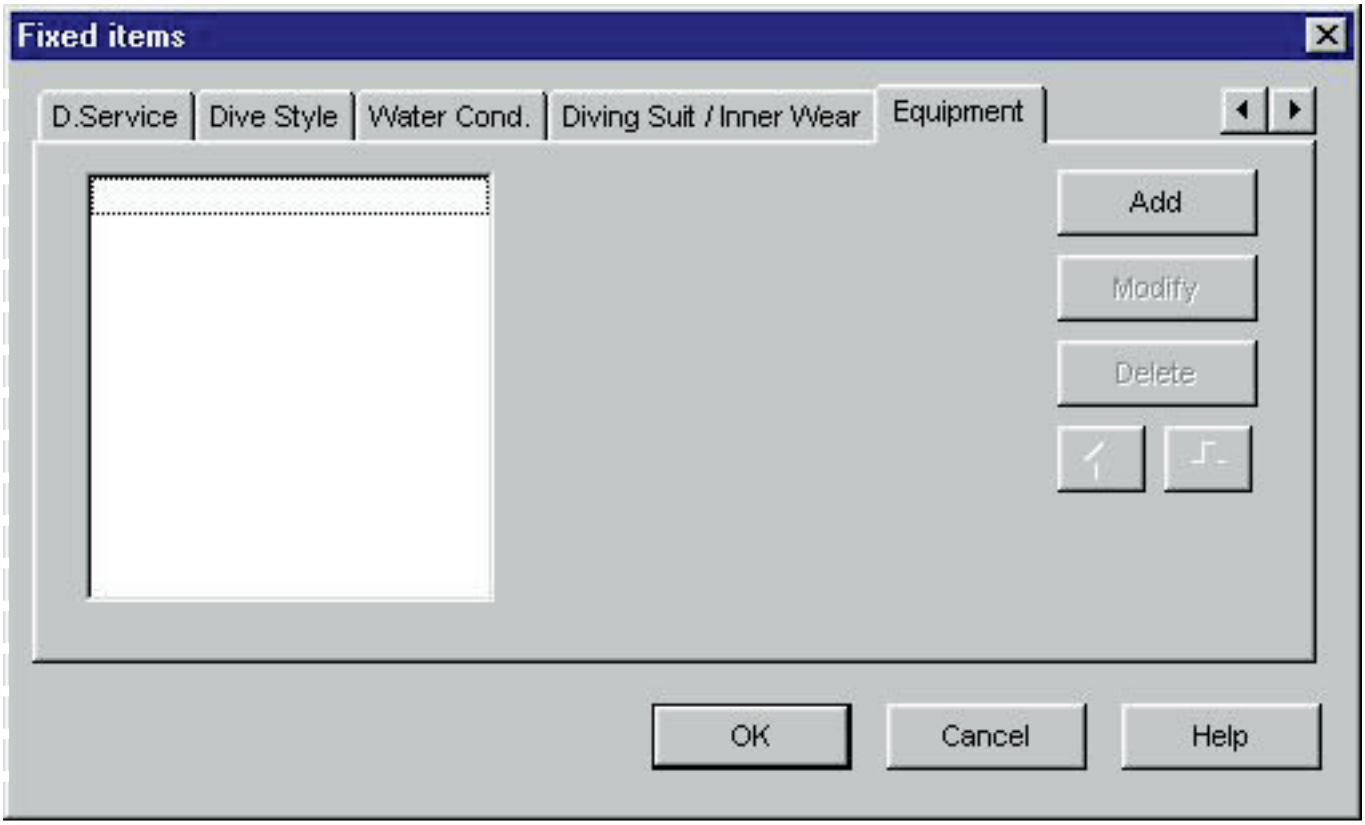


The following operations are available for both Diving Suit and Inner Wear.

Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item.
⬆	Moves the display position of a selected item up by one.
⬇	Moves the display position of a selected item down by one.
Initial definition	Registers the data to be initially displayed for "Diving Suit" and "Inner Wear" in the <Edit> dialogue box. A Diving Suit and Inner Wear can be selected from the list by clicking the ▼ button with the mouse. Diving Suit and Inner Wear can also be entered from the keyboard.

6.3.8. Equipment

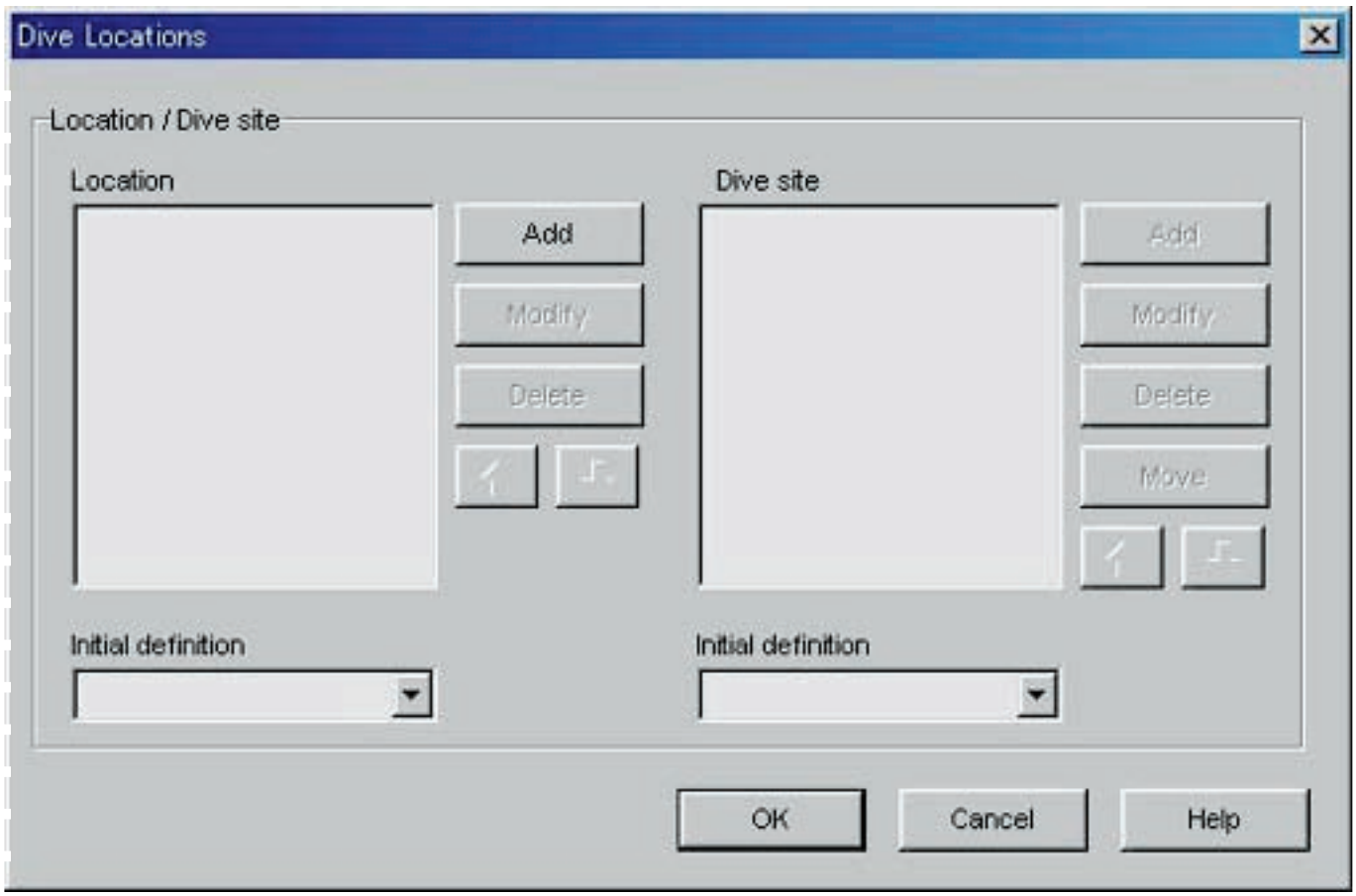
Equipment can be entered using up to 10 letters or numbers. A maximum of 100 equipment items can be registered.



Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item.
↑	Moves the display position of a selected item up by one.
↓	Moves the display position of a selected item down by one.

6.4. Dive Locations

Locations and dive sites to be saved in a log are registered.
The <Dive Locations> dialogue box is displayed when [Dive Locations (L)] is selected from the [Preferences (P)] menu of the <Main Window>.
Dive sites can be registered while classifying for each location. When a location is selected from the list of locations in the upper left part of the dialogue box, the dive sites registered for each location are displayed in the list of dive sites in the upper right part of the dialogue box.



Registration is finalized when the OK button is clicked with the mouse, after which the program returns to the <Main Window>. Since finalized registration contents are stored in memory by **AQUALAND GRAPH**, it is not necessary to register them each time it is started up.

Changes are canceled by either clicking the Cancel button or clicking the ✕ button in the upper right corner of the dialogue box with the mouse, after which the program returns to the <Main Window>.

Addition or changes to data are made in the <Add> or <Modify> dialogue box.

When data is entered followed by clicking the OK button with the mouse, the program returns to the <Dive Locations> dialogue box, and the edited data is shown in the list.

6.4.1. Location

Locations can be entered using up to 20 letters or numbers. A maximum of 1000 locations can be registered.

Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item. All dive sites registered for the location are also deleted.
	Moves the display position of a selected item up by one.
	Moves the display position of a selected item down by one.
Initial definition	Registers the data to be initially displayed for "Location" in the <Edit> dialogue box. A location can be selected from the location list by clicking the button with the mouse. A location can also be entered from the keyboard.

6.4.2. Dive Site

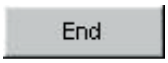
Dive sites can be entered using up to 20 letters or numbers. A maximum of 100 dive sites can be registered.

Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes selected items. A check for duplicated data is not performed.
Delete	Deletes a selected item. The contents registered for that item are also deleted.
Move	Moves a selected dive site to a different location.
	Moves the display position of a selected item up by one.
	Moves the display position of a selected item down by one.
Initial definition	Registers the data to be initially displayed for "Dive Site"in the <Edit> dialogue box. A dive site can be selected from the dive site list by clicking the button with the mouse. A dive site can also be entered from the keyboard.

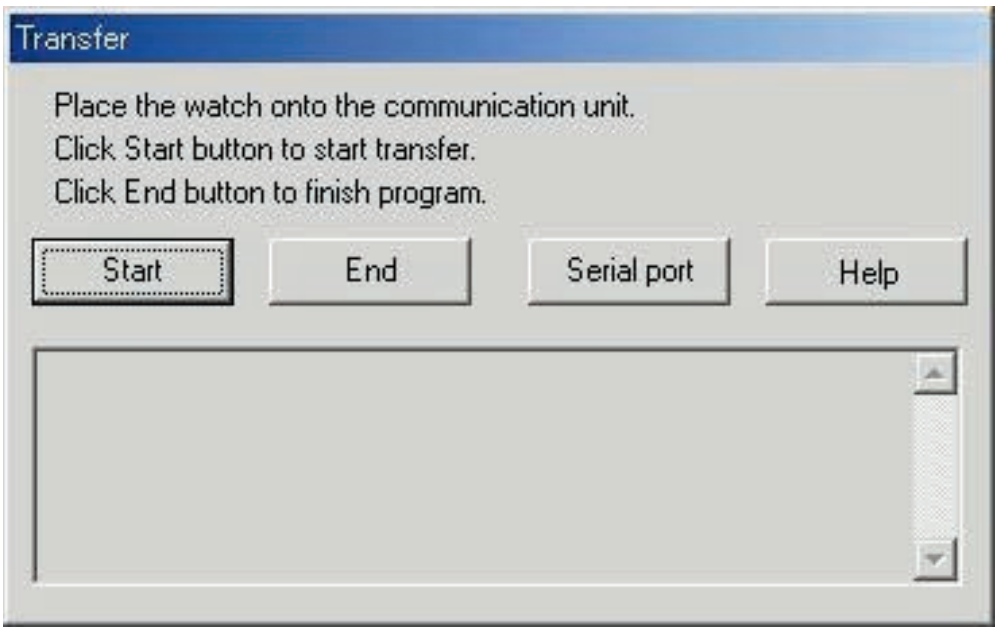
7. Transfer

Data is transferred from the watch to a personal computer.

The <Transfer> dialogue box is displayed either by clicking the button from the <Main Window>, or by selecting [Transfer (T)] from the [Option (O)] menu.

Clicking the 

button returns the program to the <Main Window>.
A maximum of 9999 data sets can be stored in a single data save folder. Additional data cannot be stored.



The <Serial port> dialogue box is displayed when the

button is clicked with the mouse.
The number of the serial port is set here that is used to connect Hyper Aqualand and the communication unit from the watch.

7.1 Connecting the Communication Unit

First connect the communication unit (CMUT-01 or CMUT-03) to the serial port of the personal computer in order to transfer data from Hyper Aqualand.Refer to the Hyper Aqualand user's manual for information on using Hyper Aqualand.

7.2 Transfer

AQUALAND GRAPH transfers data with Hyper Aqualand attached to the communication unit. Refer to the Hyper Aqualand user's manual for information on using Hyper Aqualand.

1. Switch Hyper Aqualand to the transfer mode.
2. Operate Hyper Aqualand to call up the data to be transferred.
3. Insert the Hyper Aqualand transfer pin into the center connection pin of the three connection pins.
4. Data is sent from Hyper Aqualand when the

button is clicked with the mouse, after which the personal computer begins to receive that data. When transfer is completed, a dialogue box is displayed informing the user of completion. If transfer has not been performed properly, a communication error warning message is displayed. If this happens, check the connection of the RS-232C connector and the connection between Hyper Aqualand and the communication unit. Then click the

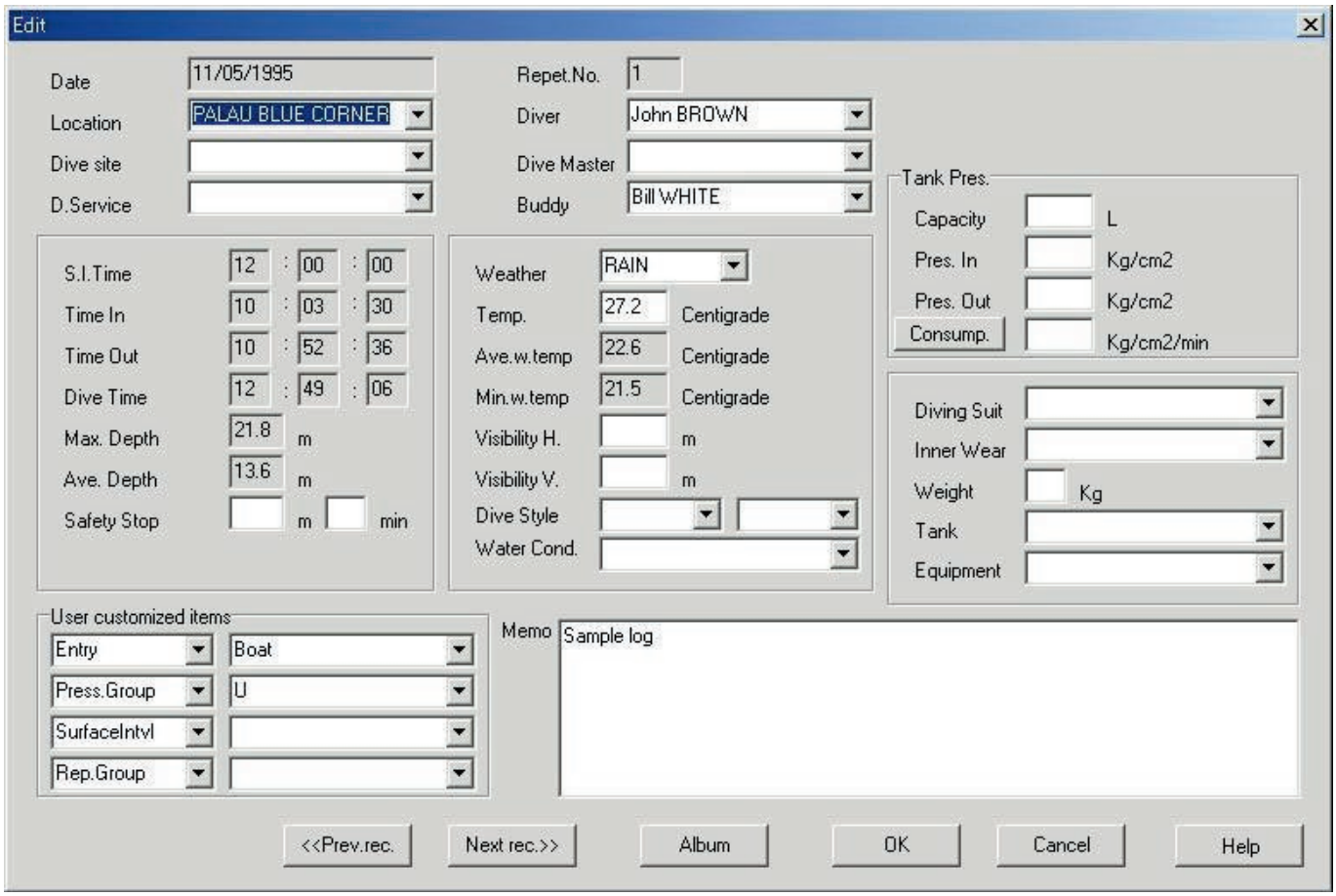
button again with the mouse.
5. When transferring different data, repeat the above procedure starting from step 2. If Hyper Aqualand is not in the transfer mode, repeat the procedure starting from step 1.

8. Add Log Data

Log data can be added to data that has been transferred from the watch.

When the button of the <Main Window> is clicked with the mouse or [Edit (E)] of the [Files (F)] menu is selected, the <Edit> dialogue box is displayed for the log currently displayed.

The portion of transferred data pertaining to a log that has been created by transferring data from the watch cannot be edited.



Location	Data is displayed that was registered in the <Location Initial definition> of <Dive Locations> . When the button is clicked with the mouse, a list of registered locations is displayed, and a location can be selected from that list. In addition, a location can also be registered by entering from the keyboard.
Dive Site	Data is displayed that was registered in the <Dive Site Initial definition> of <Dive Locations>. When the button is clicked with the mouse, a list of registered dive sites is displayed, and a dive site can be selected from that list. In addition, a dive site can also be registered by entering from the keyboard.
D. Service (Diving Service)	Data is displayed that was registered in the <Diving Service Initial definition> of <Fixed Items>. When the button is clicked with the mouse, a list of registered diving services is displayed, and a diving service can be selected from that list. In addition, a diving service can also be registered by entering from the keyboard.
Diver	Data is displayed that was registered in the <Default diver> of <Fixed Items>. When the button is clicked with the mouse, a list of registered divers is displayed, and a diver can be selected from that list. In addition, a diver can also be registered by entering from the keyboard.
Dive Master	Data is displayed that was registered in the <Default dive master> of <Fixed Items>. When the button is clicked with the mouse, a list of registered dive masters is displayed, and a dive master can be selected from that list. In addition, a dive master can also be registered by entering from the keyboard.
Buddy	Data is displayed that was registered in the <Default buddy> of <Fixed Items>. When the button is clicked with the mouse, a list of registered buddies is displayed, and a buddy can be selected from that list. In addition, a buddy can also be registered by entering from the keyboard.
Safety Stop	Enter the depth and time as numerical values.
Weather	A list of weather conditions registered with <Fixed Items> is displayed when the button is clicked with the mouse, and a weather condition can be selected from that list. In addition, weather conditions can also be registered by entering from the keyboard.
Temp.	Enter the air temperature as a numerical value.
Visibility	Enter the visibility as a numerical value.
Dive Style	A list of dive styles registered with <Fixed Items> is displayed when the button is clicked with the mouse, and a dive style can be selected from that list. In addition, a dive style can also be registered by entering from the keyboard.
Water Cond. (Water Condition)	A list of water conditions registered with <Fixed Items> is displayed when the button is clicked with the mouse, and a weather condition can be selected from that list. In addition, water conditions can also be registered by entering from the keyboard.
Tank Capacity	Enter the tank size as a numerical value.
Pres. In (Pressure In)	Enter the starting pressure of the tank as a numerical value.
Pres. Out (Pressure Out)	Enter the ending pressure of the tank as a numerical value.
Tank Consump. (Tank Consumption)	When the Consump. button is clicked with the mouse when <Pres. In>, <Pres. Out>, <Ave. Depth> and <Dive Time> have been registered, the rate of surface air consumption is calculated. In addition, Consump. only can also be registered since values can be entered from the keyboard. Dives for which the rate of surface air consumption can be calculated by **AQUALAND GRAPH** are those of an average depth of 39 m or less and dive time of 30 seconds or more. Since the rate of surface air consumption is calculated in 1 minute units, the dive time used for calculation is rounded down for 0-29 seconds or rounded up for 30-59 seconds.

Diving Suit	Data is displayed that was registered in the <Diving Suit Initial definition> of <Fixed Items>. When the button is clicked with the mouse, a list of registered suits is displayed, and a suit can be selected from that list. In addition, a suit can also be registered by entering from the keyboard.
Inner Wear	Data is displayed that was registered in the <Inner Wear Initial definition> of <Fixed Items>. When the button is clicked with the mouse, a list of registered inners is displayed, and an inner can be selected from that list. In addition, an inner can also be registered by entering from the keyboard.
Weight	Enter your weight as a numerical value.
Tank (Material)	When the button is clicked with the mouse, a list of tank materials is displayed that were registered in <Fixed Items>, and a tank material can be selected from that list. In addition, a tank material can also be registered by entering from the keyboard.
Equipment	When the button is clicked with the mouse, a list of equipment is displayed that were registered in <Fixed Items>, and equipment can be selected from that list. In addition, equipment can also be registered by entering from the keyboard.
User customized items	Data is displayed that was registered in the <Initial definition> of <Customized Items>. When the button is clicked with the mouse, a list of registered items and their contents are displayed, and items can be selected from that list. In addition, items can also be registered by entering from the keyboard.
Memo	This allows you to enter any comments you wish. Comments can be entered using up to 400 letters or numbers.
Album	Animated images and still pictures are registered in a log.

When the OK button is clicked with the mouse, added data is finalized and the program returns to the <Main Window>.

In addition, when the <<Prev.rec. or Next rec.>> button is clicked with the mouse, the data to be edited can be moved after finalizing the revised data.

Clicking on the Cancel button or the button in the upper right corner of the dialogue box cancels any changes and returns the program to the <Main Window>.

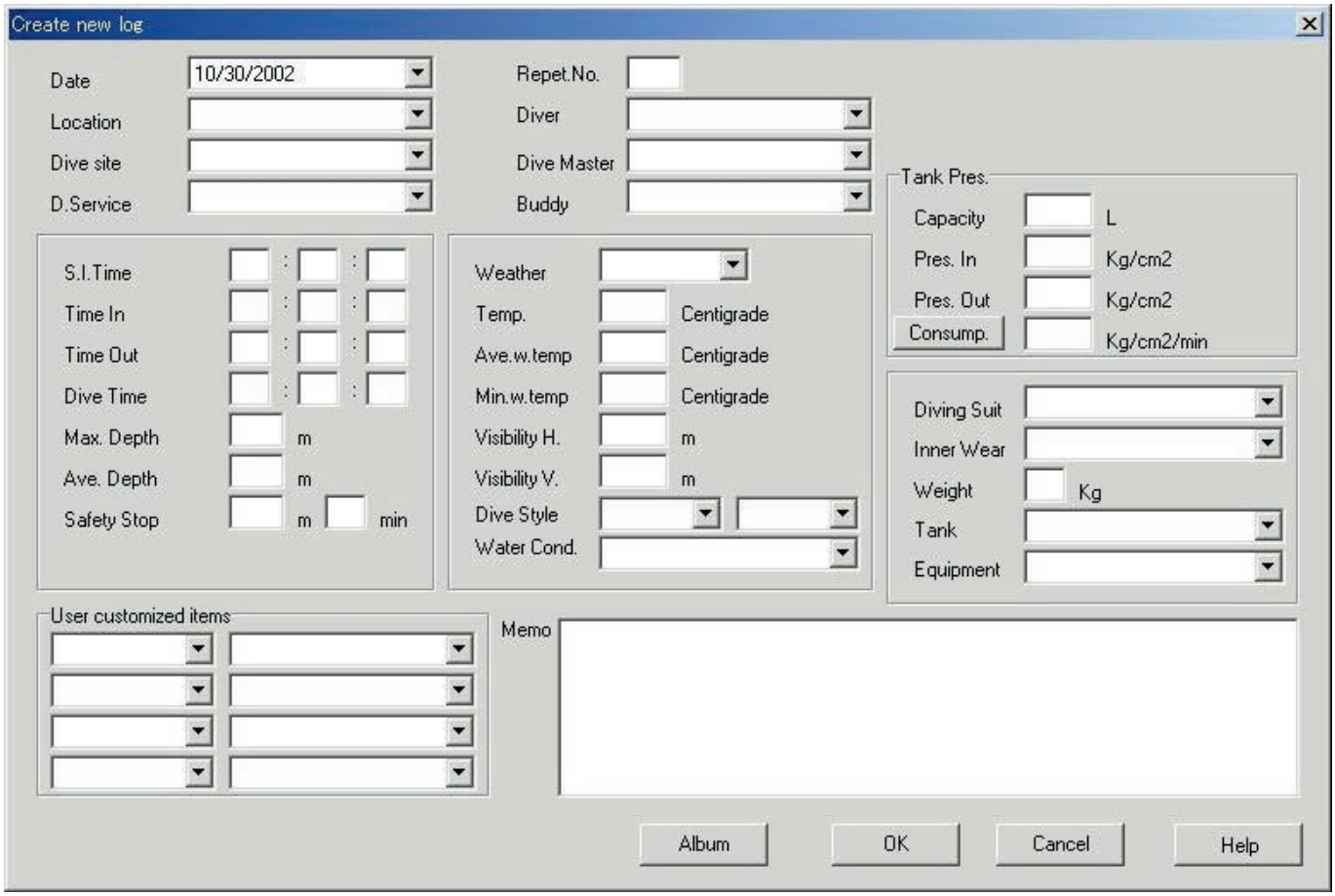
Data that has been finalized by clicking the <<Prev.rec. or Next rec.>> button with the mouse before clicking the Cancel button is not canceled.

8.1. Create New Log

A new log is created without transferring data from the watch. This is performed when you want to retain a log even though there is no data to be transferred, such as when diving without wearing the watch. Since there is no data transferred from the watch, graphs of logs created with this function cannot be displayed.

An empty <Create New Log> dialogue box is displayed either when the button of the <Main Window> is clicked with the mouse or [Create New log (N)] is selected from the [Files (F)] menu.

Changes are canceled by either clicking the Cancel button or clicking the button in the upper right corner of the dialogue box with the mouse, after which the program returns to the <Main Window>.



Since <Date> and <Repet. No.> are required items, data cannot be registered unless these items are entered.

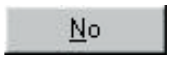
Date	Enter the year, month and day as numerical values. Clicking the button with the mouse displays a calendar dialogue box for entering the date.
Repet. No	Enter the number of times diving is to be repeated on that day as a numerical value. Numerical values from 0 to 9 can be entered.

Although data can be entered in the same manner as Add Log Data, the following data can also be entered here.

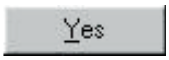
Ave. Depth	Enter the average depth as a numerical value.
Max. Depth	Enter the maximum depth as a numerical value.
Ave. w. temp	Enter the average water temperature as a numerical value.
Min.w. Temp	Enter the minimum water temperature as a numerical value.
S.I.Time	Enter the surface interval time in hours, minutes and seconds (HH:MM:SS).
Time In	Enter the dive starting time in hours, minutes and seconds (HH:MM:SS).
Time Out	Enter the dive ending time in hours, minutes and seconds (HH:MM:SS).
Dive Time	Enter the duration of the dive in hours, minutes and seconds (HH:MM:SS).

Data is registered by entering the required data and pressing the

button.
When registration is completed, a dialogue box is displayed asking whether or not an additional new log is to be created.

The program returns to the <Main Window> if the 

button is clicked with the mouse.

If the 

button is clicked with the mouse, the program returns to the <Create New Log> dialogue box.
The data previously entered in the <Create New Log> dialogue box is displayed at this time.

8.2. Edit

The currently selected log is edited.

The <Edit> dialogue box of the log that is currently selected is displayed when the button of the <Main Window> is clicked with the mouse or when [Edit (E)] is selected from the [Files (F)] menu.

Although the basic procedure is the same as that for Add Log Data, the portion of the data that has been transferred for a log that has been created by transferring data from the watch cannot be edited.

8.3. Delete

Log data that you want to delete is selected from the Diving List after switching the <Main Window> to the Diving List.
The selected log data is deleted by selecting [Delete (D)] from the [Files (F)] menu.

8.4. Edit Album

Still pictures and animated images are registered.

When the OK button is clicked with the mouse, image registration is finalized and the program returns to the <Main Window>. Registered images are displayed in the Album Display Area of the <Main Window> as thumbnails.

Registration is canceled by either clicking the Cancel button or clicking the button in the upper right corner of the dialogue box with the mouse, after which the program returns to the <Main Window>.

Add	Add a new image to a location selected by clicking with the mouse.
Delete	Delete an image selected by clicking with the mouse.
Movie thumnail	Capture an image and select an image for thumbnail display as desired from animated images selected by clicking with the mouse.

8.4.1. Add Image

Select a location at which you want to add an image by clicking with the mouse. The image is added at the selected location.

When the Add button is clicked with the mouse, a dialogue box for selecting a file is displayed. Select the image file you want to register.

Files of still pictures that can be registered are JPEG / BMP files.

Files of animated images that can be registered are AVI files that can be played back with your personal computer.

A dialogue box for changing the thumbnails is displayed when an animated image file has been added. (refer to section “8.4.3. Change Thumbnails” for further details)

8.4.2. Delete Image

Select an image you want to delete by clicking with the mouse.

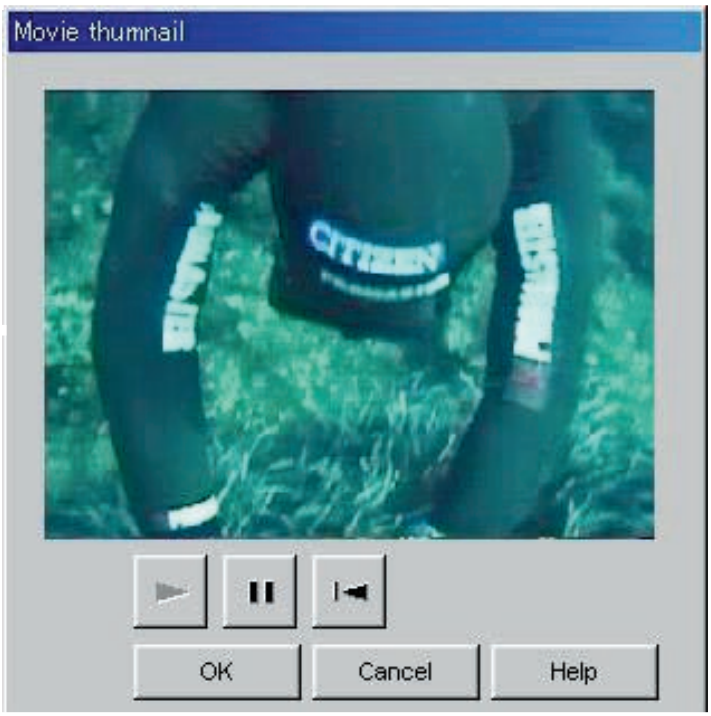
The selected image is deleted when the Delete button is clicked with the mouse.

8.4.3. Change Thumbnails

Images of animated image files for thumbnail display can be designated by capturing an arbitrary image among the animated images.

The displayed image is designated as a thumbnail image when the OK button is clicked with the mouse.

Thumbnails are left unchanged by either clicking the Cancel button or the ✕ button in the upper right corner of the dialogue box.



▶	Begins playback of an animated image.
⏸	Pauses an animated image during playback. Click on ▶ and ⏸ with the mouse to resume playback.
⏮	Returns to the beginning of an animated image.

8.4.4. Import Log

Log data is imported.

The <Select Folder> dialogue box is displayed when [Import Log (I)] is selected from the [Option (O)] menu of the <Main Window>. (refer to section “6.1.6. Select Folder” for further details).

Both exported data and data from an older version can be imported.

* Data is loaded when a folder is designated in which exported data of **AQUALAND GRAPH Ver. 2.0** or **Ver. 2.1** has been saved.
* Data is loaded when a folder is designated in which **AQUALAND GRAPH Ver. 2.0** or **Ver. 2.1** log data has been saved.
* Data is loaded when a folder is designated in which data of **AQUALAND GRAPH for Windows Ver.1** has been saved. Original data is not deleted.
* Data is loaded when a folder is designated in which DOS data has been saved.

8.4.5. Export Log

AQUALAND GRAPH data is exported.
The <Export Log> dialogue box is displayed when the diving data you want to export is selected from the <Diving List> of the <Main Window>, and either the button is clicked with the mouse or [Export Log (E)] is selected from the [Option (O)] menu.

Log Only	Only a log is exported. The <Save As> dialogue box is displayed when the OK button is clicked with the mouse.
Log and Diving record	A log and diving data are exported. The <Select Folder> dialogue box is displayed when the OK button is clicked with the mouse. (refer to section “6.1.6. Select Folder” for further details).
Log, Diving record and album record	All data including album data are exported. The <Select Folder> dialogue box is displayed when the OK button is clicked with the mouse.(refer to section “6.1.6. Select Folder” for further details). Image files managed in the album are also copied to the designated file.

Files exported with "Log Only" cannot be imported with **AQUALAND GRAPH**. In order to import files with **AQUALAND GRAPH**, export files with "Log and Diving record" or "Log, Diving record and album record".

9. Diving List

Switch the display if the <Main Window> is in the Album Display Mode.

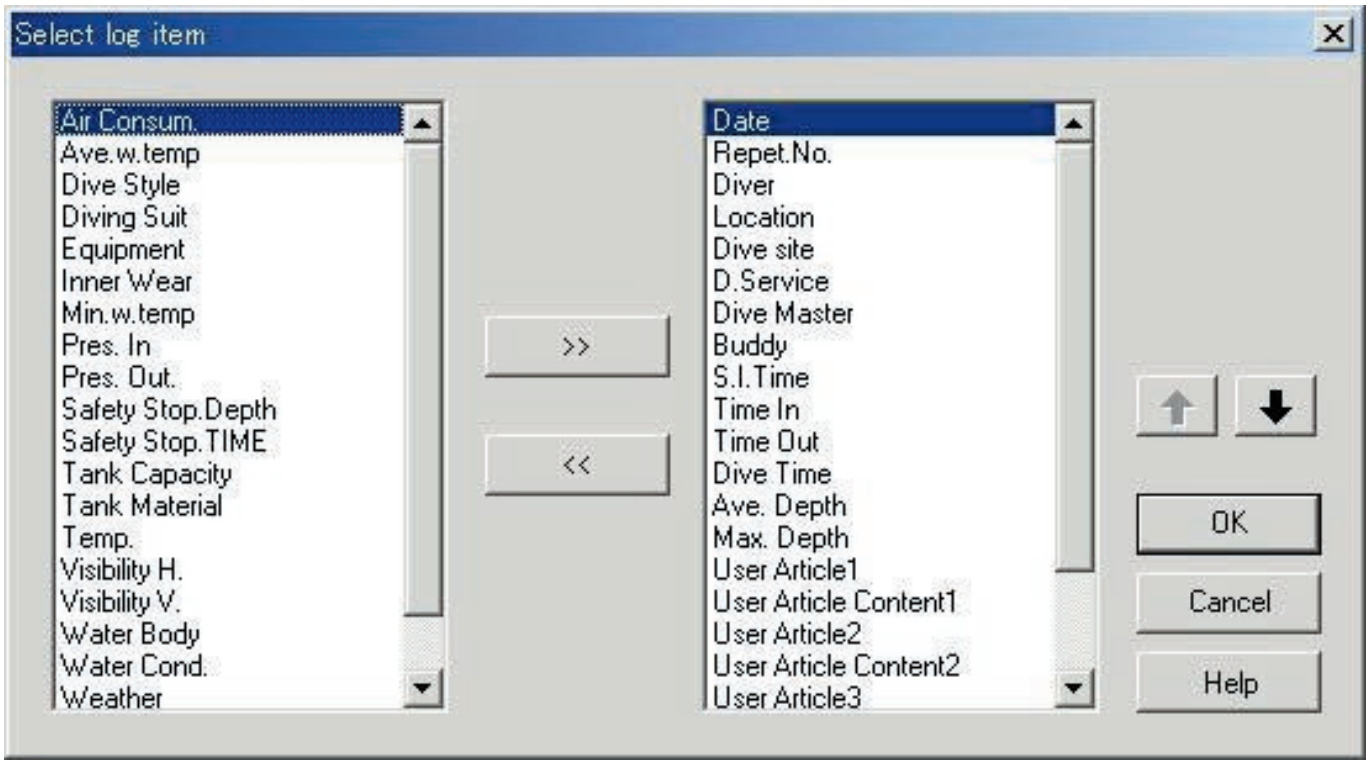
9.1. Sort

When any of the items displayed in the <Diving List> are clicked with the mouse, data is sorted using that item as the key. The order of sorting is changed back and forth between ascending order and descending order each time the mouse is clicked.

9.2. Select Log Item

The <Select Log Item> dialogue box is displayed when [Select Log Item (I)] is selected from the [Display (L)] menu of the <Main Window>.

Items to be displayed in the <Diving List> can then be selected.
The items displayed in the list of items on the right side of the display are the items that are actually displayed.



Registration is finalized when the OK button is clicked with the mouse, after which the program returns to the <Main Window>. Since finalized registration contents are stored in memory by **AQUALAND GRAPH**, it is not necessary to register them each time it is started up.

Changes are canceled by either clicking the Cancel button or clicking the ✕ button in the upper right corner of the dialogue box with the mouse, after which the program returns to the <Main Window>.

Addition of Displayed Items

When an item that you want to be displayed is selected from the list of items on the left side of the display and the button is clicked with the mouse, the selected item moves to the list on the right side of the display.

Deletion of Displayed Items

When an item that you no longer want to be displayed is selected from the list of items on the right of the display and the button is clicked with the mouse, the selected item moves to the list on the left side of the display.

Changing Position of Displayed Items

You can change the display position of an item by selecting the item for which you want to change the position from the list of items on the right side of the display and clicking the or button with the mouse.

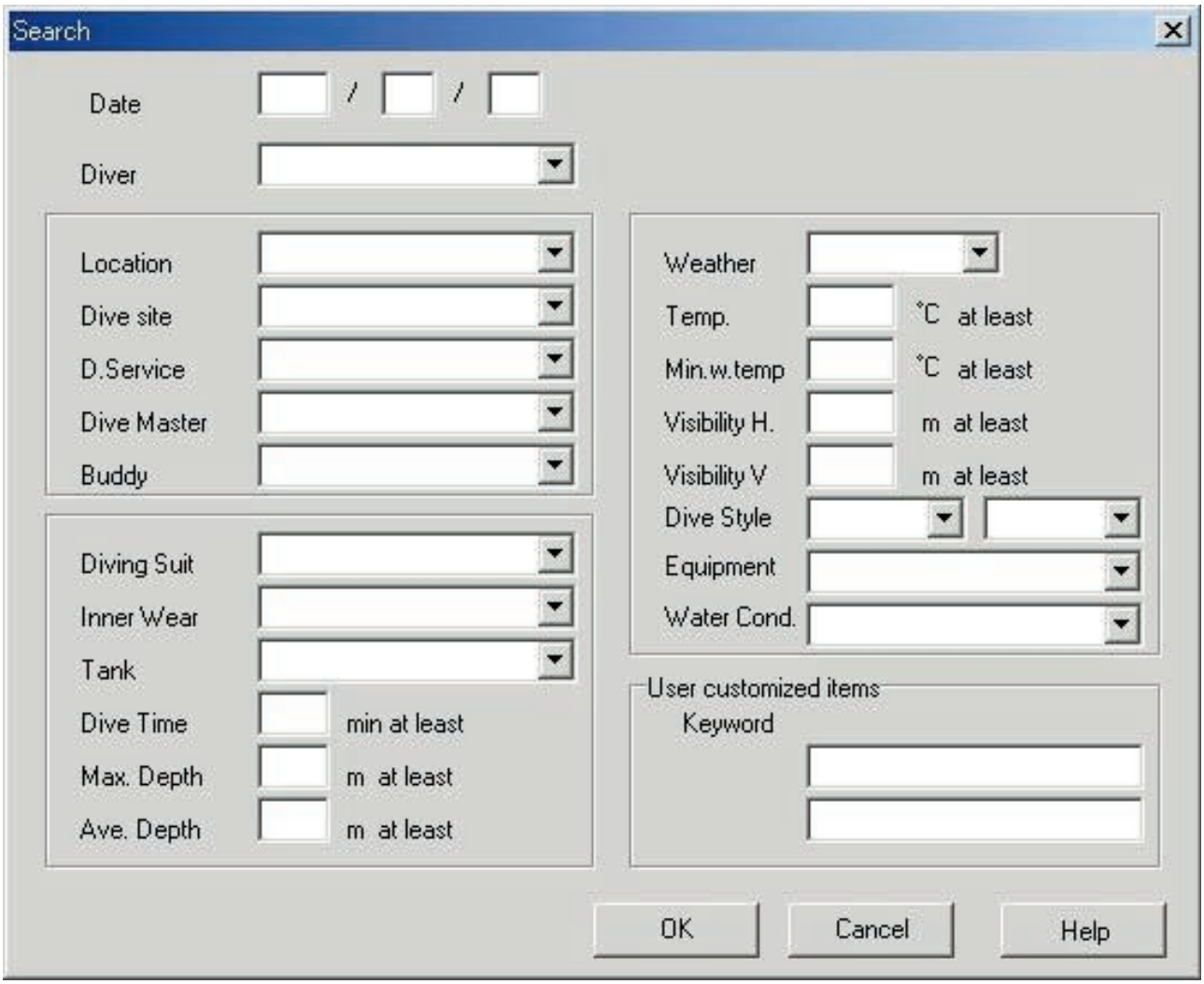
9.3. Search

A search is made of the <Diving List> to display only the data that matches a designated key.

The <Search> dialogue box is displayed when the button of the <Main Window> is clicked with the mouse or [Search (S)] is selected from the [Display (L)] menu. When search conditions are specified and the

button is clicked with the mouse, a list of data is displayed that contains the matching letters.

However, all data containing letters that you want to search for that item is displayed. For example, in the case of entering the letters "john" when searching for divers, all divers containing the letters "john" in their name will be displayed, such as "Johnston", "Johnson", "Upjohn" and "John Smith".



The Search function cannot be used in the Search mode.
When Transfer or Create New Log is performed in the Search mode, selection is canceled and all logs are displayed.

In order to return from the search display to the normal display, either click the button of the <Main Window> with the mouse, or select [Search (S)] of the [Display (L)] menu.

9.4. Print Log List

You can print out the diving list. Only those items indicated below are printed out.

* Date
* Repet. No. (Repeat No.)
* Location
* Dive Site
* Weather

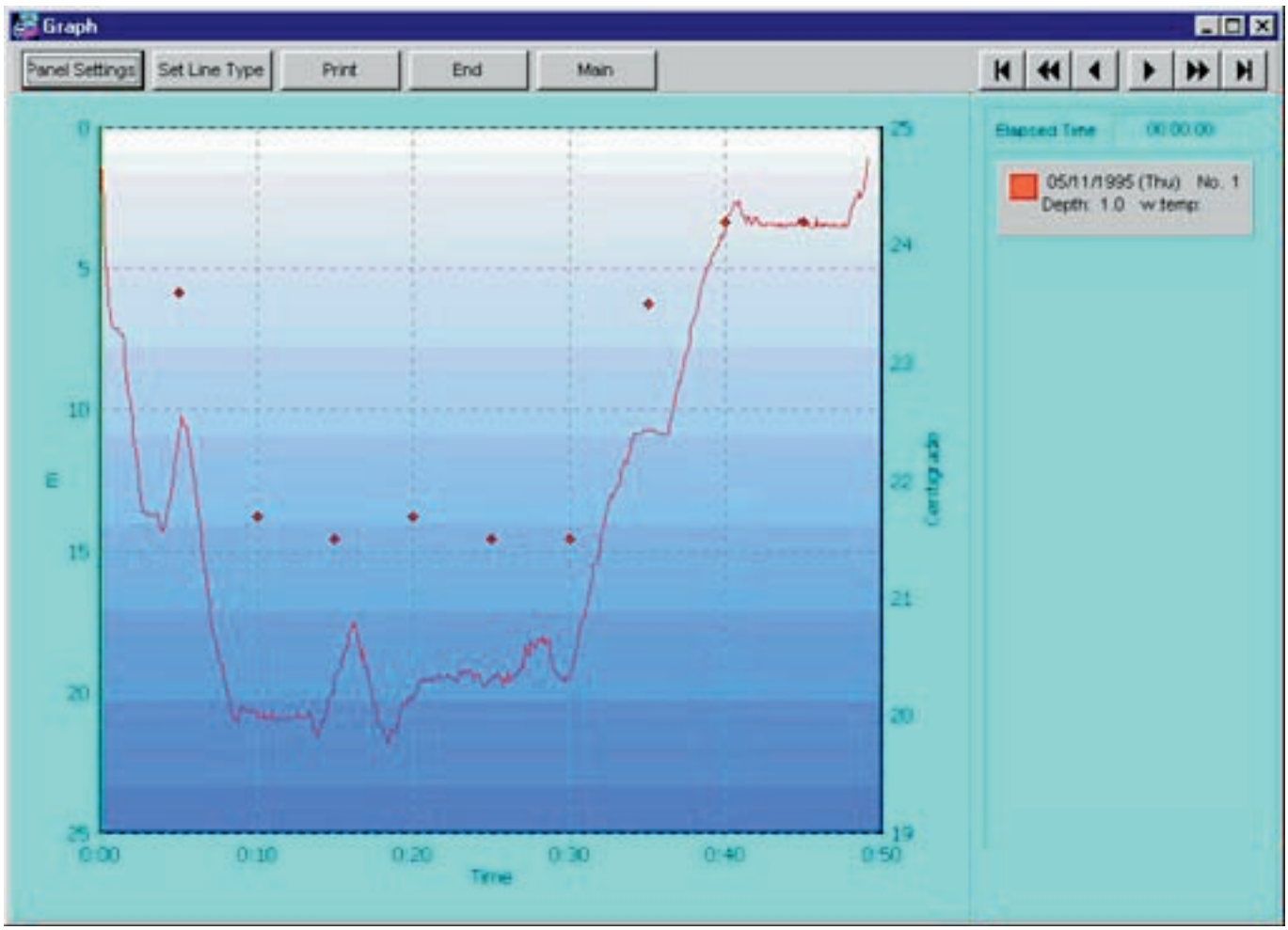
Although printouts are generated based on A4-size paper, enlargement and other parameters can be changed by changing the properties of the printer driver.
Refer to the printer user's manual for information on the procedure for setting up the printer driver.

10. Display Graph

A graph is displayed of the diving data displayed in the <Log Display Area> of the <Main Window>. Data added with Create New Log is not displayed in the graph.

The <Graph Window> is displayed when either the button of the <Main Window> is clicked with the mouse or [Graph (G)] is selected from the [Display (L)] menu.

When diving list data is selected from the <Diving List> of the <Main Window> while the Graph Window is displayed, a graph is displayed that corresponds to the selected log. In the case of selecting multiple sets of diving data, the graphs of a maximum of 8 data sets can be displayed superimposed on each other.
The graph display does not change when more than 8 data sets have been selected. The graph cursor can be moved by clicking the mouse on the graph cursor MOVE button. The data at the location of the cursor is displayed in the legend.



Panel Settings	Sets the background display and other graph settings.
Set Line Type	Sets the display of the lines to be displayed on the graph.
Print	Prints out the graph as it appears on the screen.
Main	Displays the <Main Window> as the top window.
End	Ends the <Graph Window>.

	Moves the graph cursor to the first data set.
	Moves the graph cursor to the previous data in 5 minute units.
	Moves the graph cursor to the previous data set.
	Moves the graph cursor to the next data set.
	Moves the graph cursor to the next data in 5 minute units.
	Moves the graph cursor to the last data set.

10.1. Panel Settings

The <Panel Settings> dialogue box is displayed when the button is clicked with the mouse.

Panel Color	Sets the color outside the graph.
Legend color	Sets the color of the legend.
3 Dimensions	Switches between 2D and 3D display.

Background

Solid Color	Sets the background color of the display.	
Gradation	Set the starting color and ending color of the gradation. The background is then displayed with color gradation.	
Display Image	Designate a still picture file to be used for the display. That still picture is then displayed for the background. Either JPEG or BMP files can be selected.	
	Stretch	The size of the still picture is adjusted to fit within the graph. User original files cannot be adjusted.
	Tile	Still pictures of user original files are displayed in rows if they are smaller than the background area.
	Center	Still pictures of user original files are displayed in the center in their original size.

Grid (Lines)

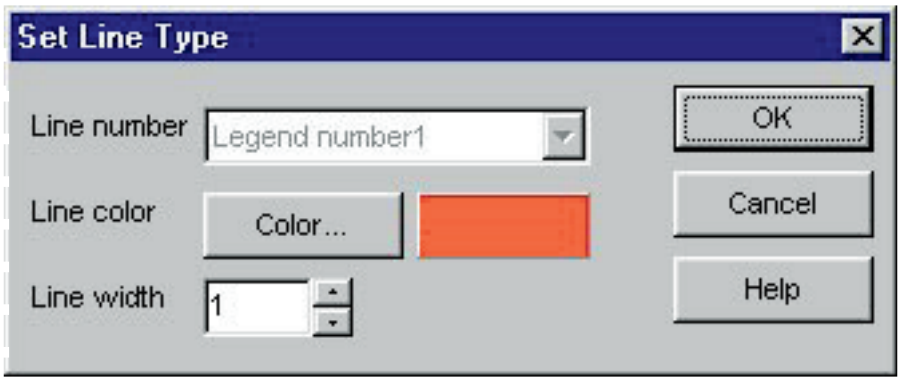
On	Sets whether grid lines are displayed or not displayed.
Color...	Sets the color of the grid lines.

Cursor (Lines)

Sets the color of the cursor lines.

10.2. Set Line Type

The <Set Line Type> dialogue box is displayed when the Set Line Type button is clicked with the mouse.
Set the type of line by selecting a line number. Both line color and line width can be changed.



In addition, a similar dialogue box for changing the line type is displayed by clicking on the legend actually displayed in the Graph Display Area. Line numbers cannot be changed in this case.

10.3. Print Graph

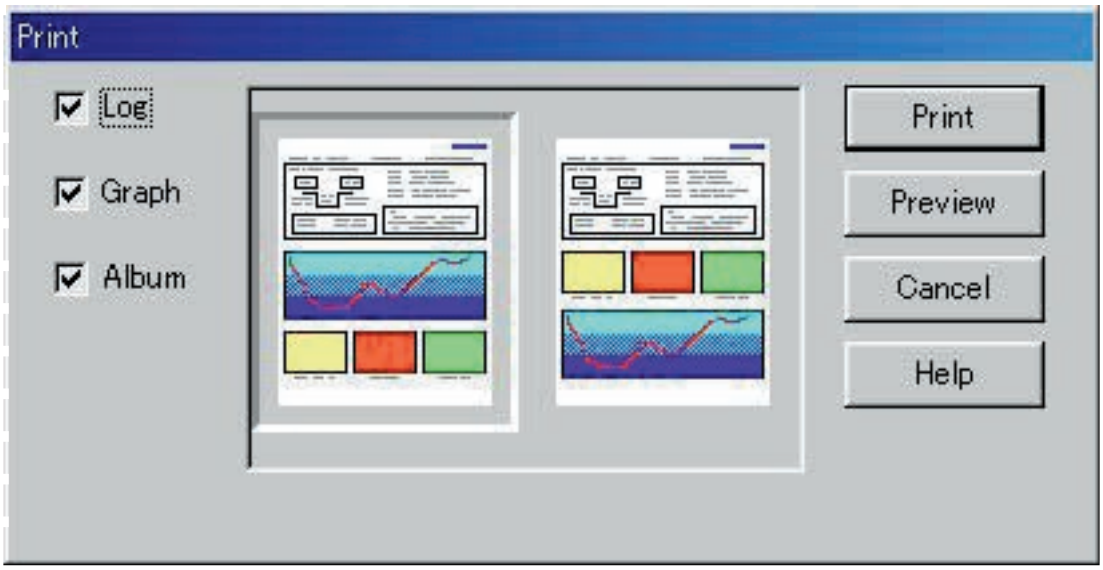
The graph is printed out as it appears on the screen when the

button is clicked with the mouse.
Although printouts are generated based on A4-size paper, enlargement and other parameters can be changed by changing the properties of the printer driver. Refer to the printer user's manual for information on the procedure for setting up the printer driver.

11. Print Log

Data is printed out that has been selected in the <Diving List> of the <Main Window>.

The <Print> dialogue box is displayed when the button of the <Main Window> is clicked with the mouse or [Print (P)] is selected from the [Files (F)] menu. Since a choice of printing patterns is displayed, select the desired pattern by clicking with the mouse.



Log	When checked by clicking with the mouse, patterns are displayed that are used to print out a Log.
Graph	When checked by clicking with the mouse, patterns are displayed that are used to print out a graph.
Album	When checked by clicking with the mouse, patterns are displayed that are used to print out an album.

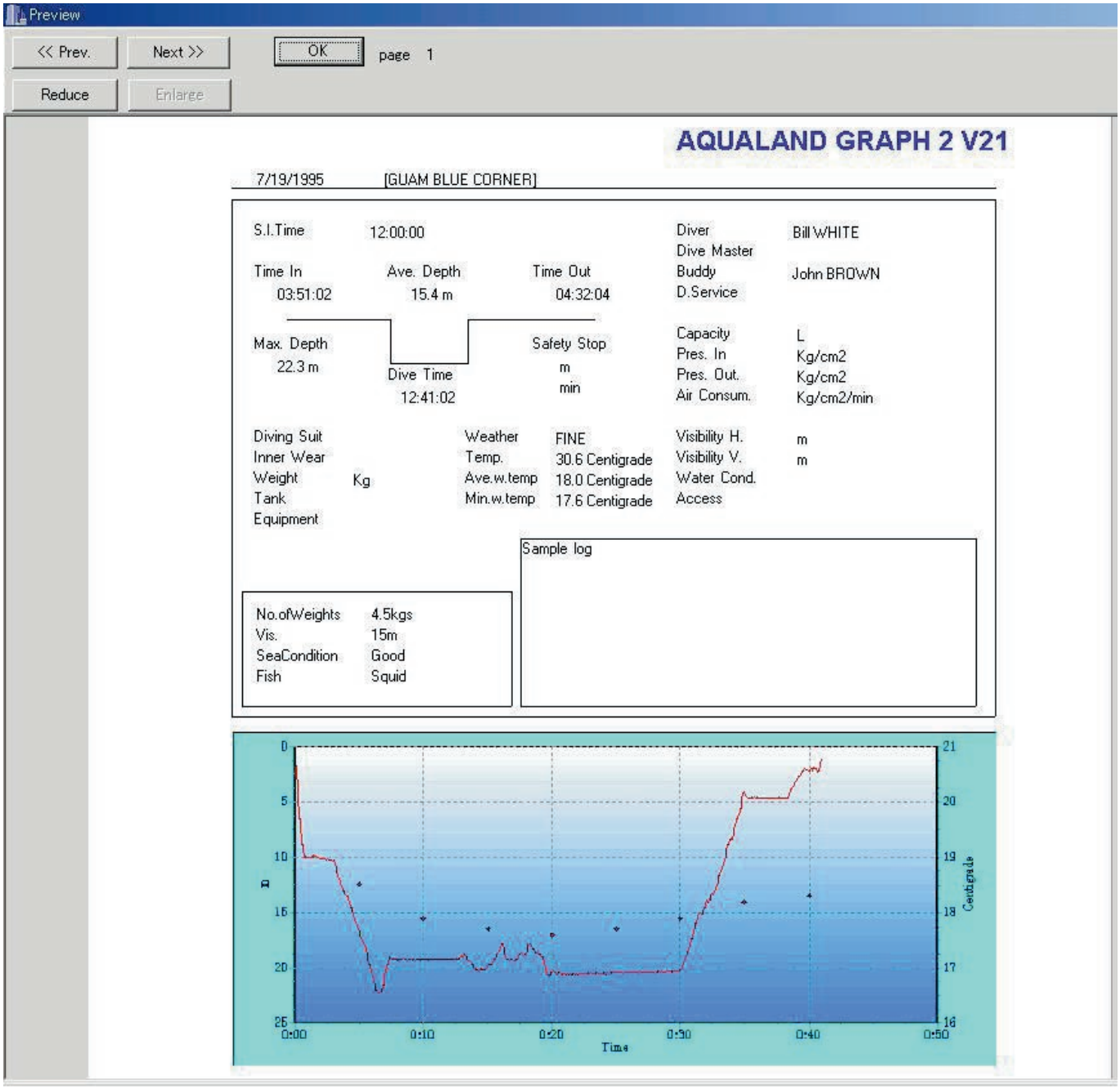
11.1. Print

A dialogue box for printing is displayed when the

button is clicked with the mouse.
Although printouts are generated based on A4-size paper, enlargement and other parameters can be changed by changing the properties of the printer driver. Refer to the printer user's manual for information on the procedure for setting up the printer driver.

11.2. Print Preview

A preview of the printout is displayed when the Preview button is clicked with the mouse.

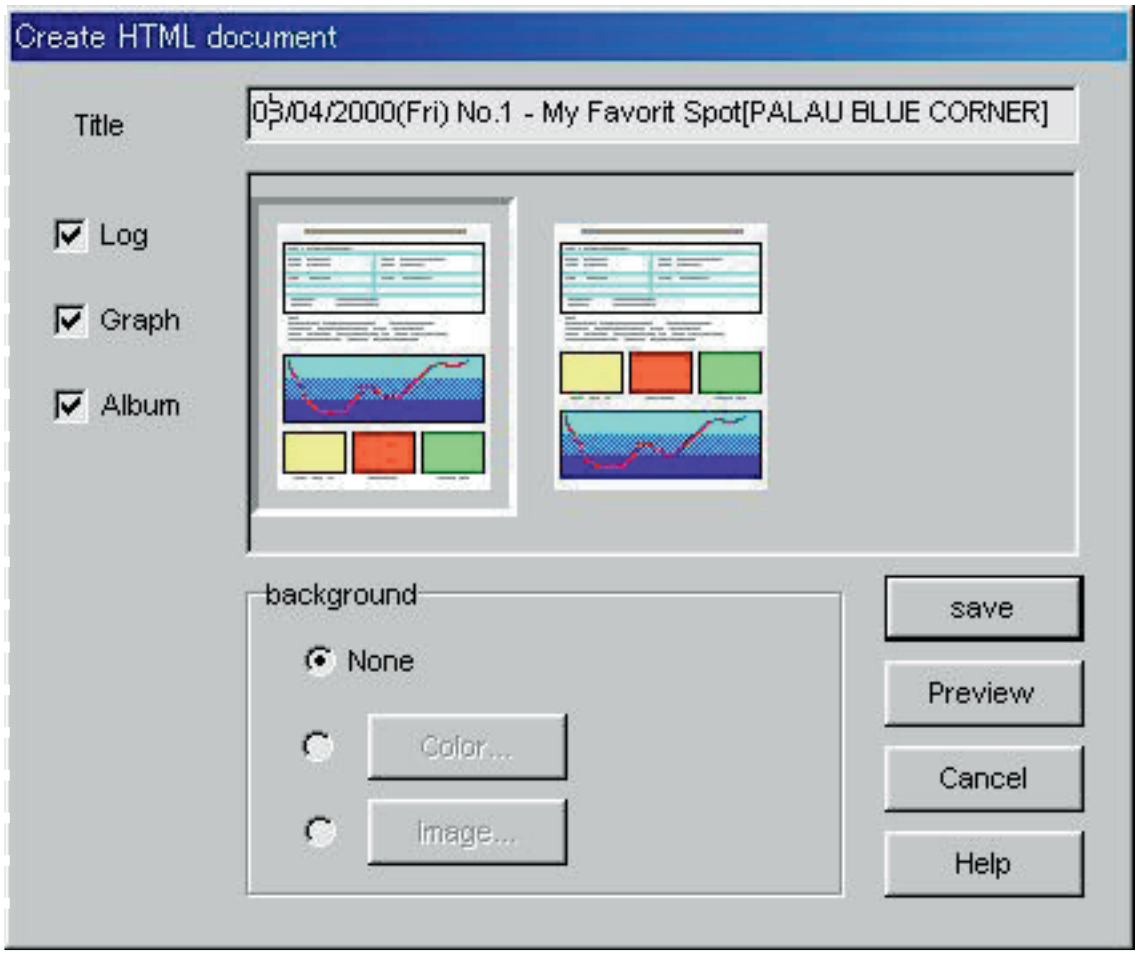


The scale of the preview display can be changed by clicking on the Reduce or Enlarge button with the mouse. The scale can be changed from 40% to 100% in 10% units.

12. Create HTML Document

An HTML document is generated from data selected in the <Diving List> of the <Main Window>.

The <Create HTML Document> dialogue box is displayed when the button of the <Main Window> is clicked with the mouse or [Create HTML Document (H)] is selected from the [Files (F)] menu. Since icons of HTML document patterns are displayed, select the desired pattern by clicking with the mouse.



Title	Enter the title of the web site. Titles can be entered using up to 100 letters or numbers. When only one data set has been selected from the diving list, date (day), repet. no. and location are displayed. When multiple data sets have been selected, "DIVING LOG" is displayed.
Log	When checked by clicking with the mouse, patterns are displayed that are used to output a log.
Graph	When checked by clicking with the mouse, patterns are displayed that are used to output a graph.
Album	When checked by clicking with the mouse, patterns are displayed that are used to output an album.
Background	You can set the background of the web site.
save	Saves an HTML document for the selected pattern.
Preview	Starts up the web browser installed in your personal computer. The web browser that is started up is the web browser that correlates with the HTML document based on file correlation.

12.1. Set Background

A background can be set for a web site.

None	A background is not set.
Color ···	A dialogue box is displayed for selecting the background color. The selected color becomes the background color.
Image ···	A dialogue box is displayed for selecting a still picture file. The selected still picture becomes the background. Either JPEG or BMP files can be selected.

12.2. Save HTML File

The <Save As> dialogue box is displayed.
Select a folder to which the file is to be saved, and designate a name for the HTML file. An HTML document is created in the selected folder and related image files are copied to that folder.
Image file names are assigned automatically so as not to be duplicated within a folder.

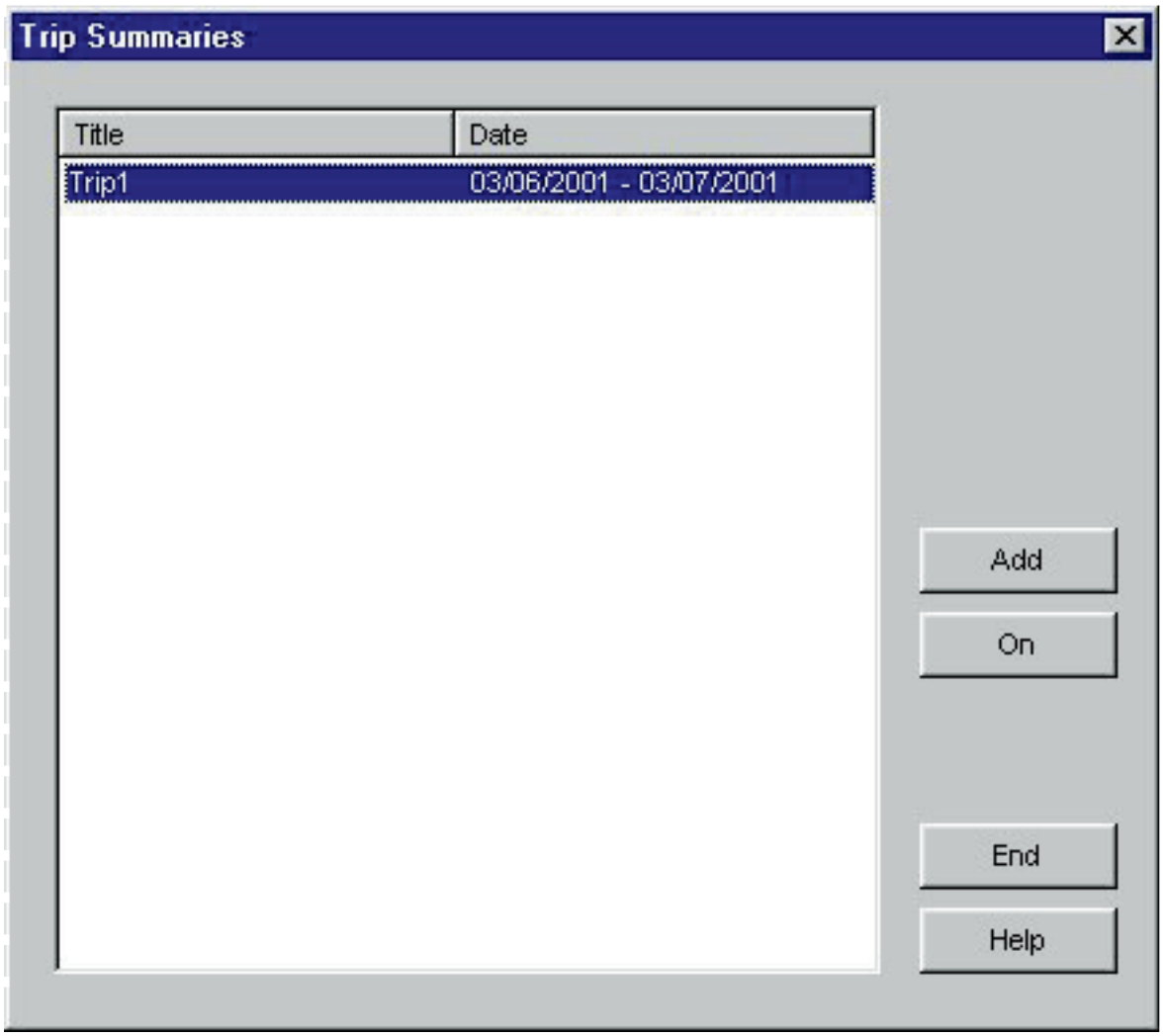
13. Trip Summary

Multiple sets of log data can be managed collectively in the form of trip summaries.
Log data can only be registered in a single trip summary.

13.1. Register Trip Summary

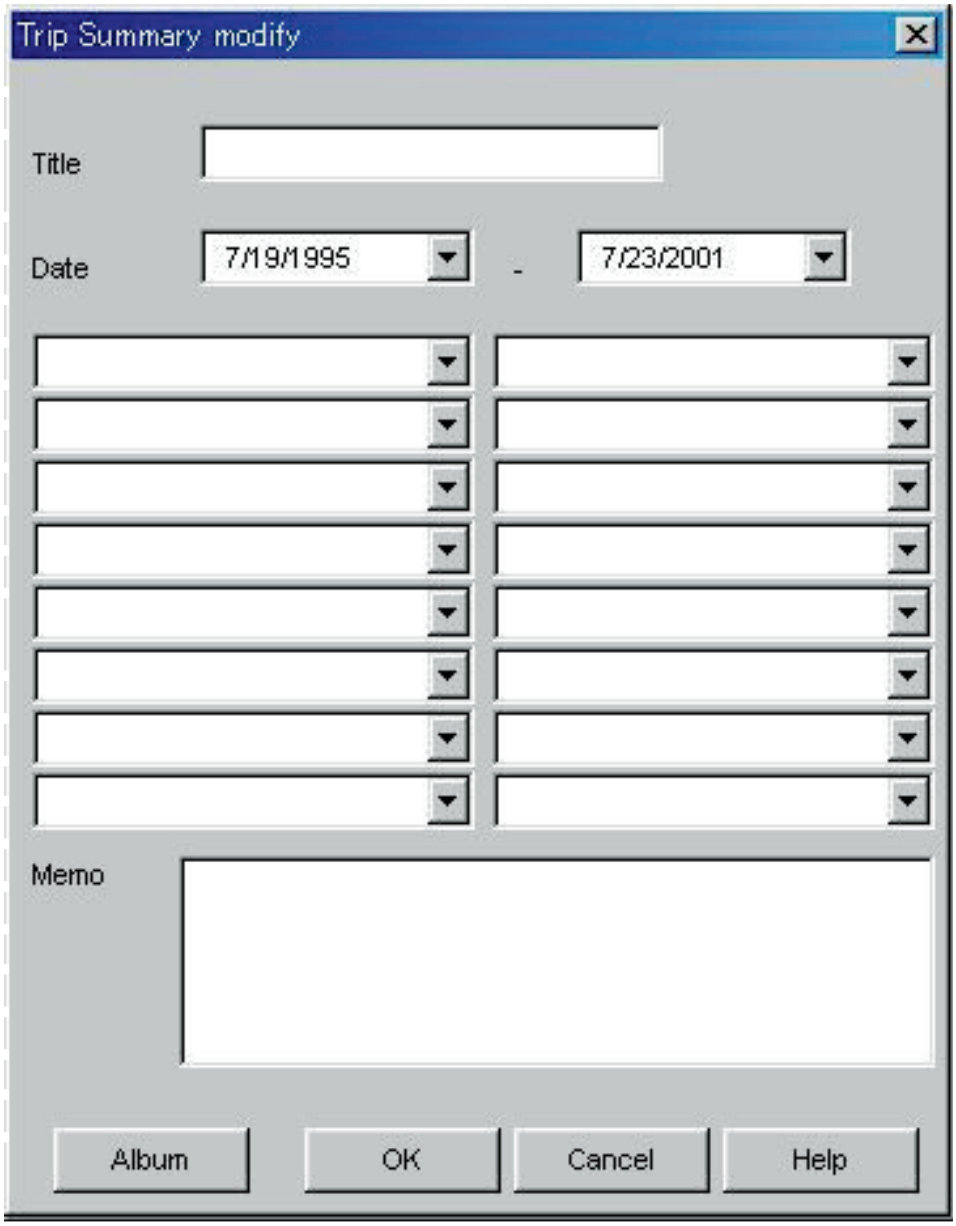
Trip summaries can be registered by following the procedure described below.

1. Switch the <Main Window> to the Diving List Display Mode.
2. Select the data from the diving list that you want to register in the trip summary.
3. The <Trip Summaries> dialogue box is displayed when the button is clicked with the mouse or [Trip Summary (T)] is selected from the [Files (F)] menu.
4. The selected trip summary is added when an existing trip summary is selected and the On button is clicked with the mouse.
   A new trip summary is created when the Add button is clicked with the mouse.



In the case both registered data and unregistered data have been selected for a trip summary in the diving list, unregistered data is added to the trip summary of the registered data.

Create New Trip Summary

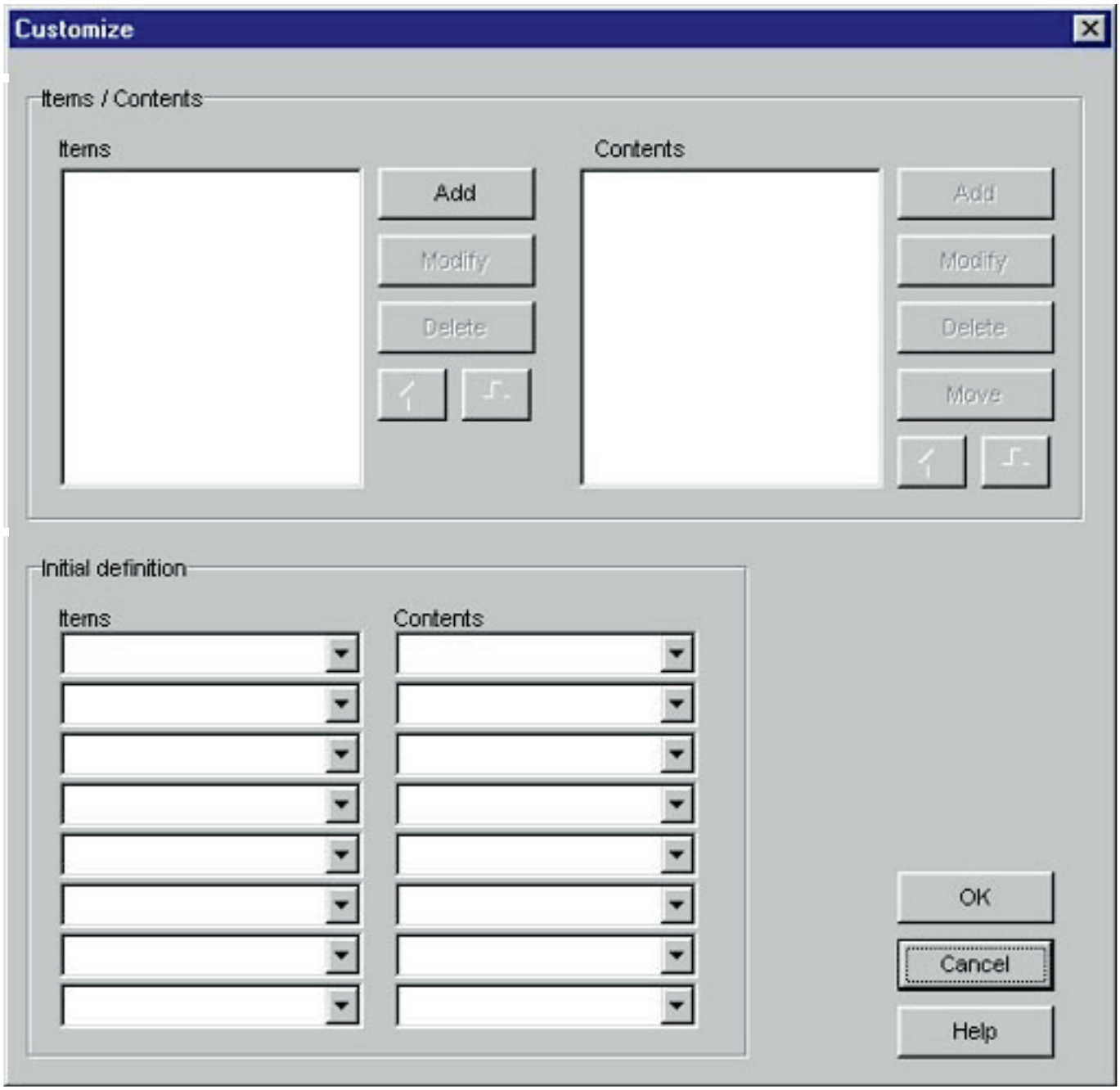


Title	Enter a title to be displayed for the list of trip summaries. Titles can be entered using up to 40 letters or numbers.
Date	Enter the year, month and day as numerical values. Clicking the button with the mouse displays a calendar dialogue box for entering the date.
Trip Summary Items	Data is displayed that was registered in the <Initial definition> of <Customize>. A list of registered items and their contents is displayed when the button is clicked with the mouse. You can then select the desired item from that list. In addition, items can also be registered by entering from the keyboard.
Memo	This allows you to enter any comments you wish. Comments can be entered using up to 400 letters or numbers.
Album	Animated images and still pictures are registered in a log.

When the OK button is clicked with the mouse, added data is finalized and the <Trip Summary> dialogue box is displayed.
Clicking on the Cancel button or the button in the upper right corner of the dialogue box cancels any changes and returns the program to the <Trip Summaries> dialogue box.

13.2. Customize

Trip summary items and their contents to be saved in a trip summary are registered.



Registration is finalized when the OK is clicked with the mouse, after which the program returns to the <Trip Summary> dialogue box. Since finalized registration contents are stored in memory by **AQUALAND GRAPH**, it is not necessary to register them each time it is started up.

Changes are canceled by either clicking the Cancel button or clicking the button in the upper right corner of the dialogue box with the mouse, after which the program returns to the <Trip Summary>dialogue box.

Data is added or changed in the <Add> or <Modify> dialogue box.

When data is entered and the OK button is clicked with the mouse, the program returns to the <Customize> dialogue box, and edited data is shown in the list.

Items

Items can be entered using up to 20 letters or numbers. A maximum of 100 items can be registered.

Add	Displays the <Add> dialogue box and adds new items. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes the names of selected items. A check for duplicated data is not performed. Information relating to the contents is retained even if the name of an item is changed.
Delete	Deletes a selected item. The contents registered for that item are also deleted.
↑	Moves the display position of a selected item up by one.
↓	Moves the display position of a selected item down by one.

Contents

Contents can be entered using up to 20 letters or numbers. A maximum of 100 contents can be registered.

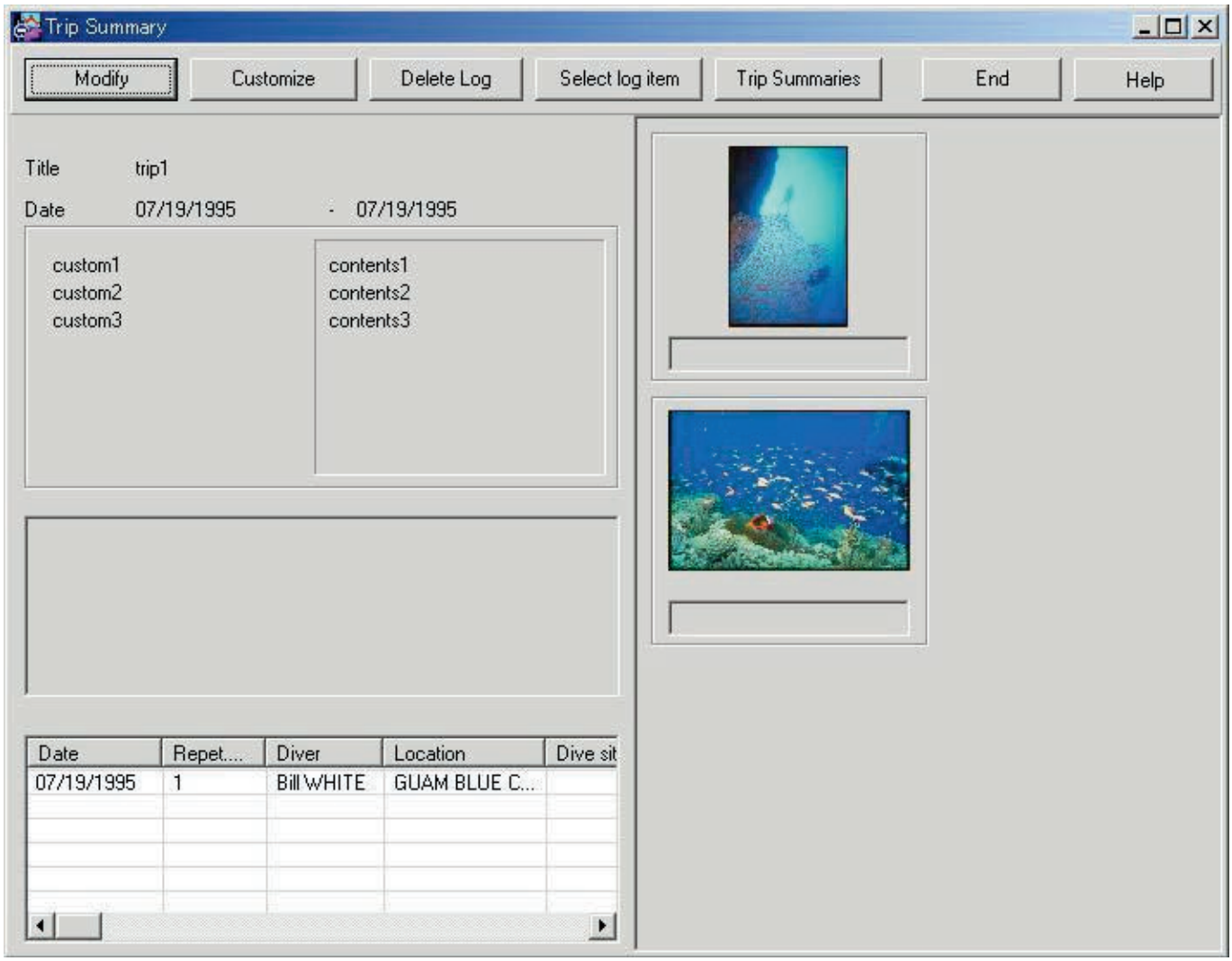
Add	Displays the <Add> dialogue box and adds contents. A check for duplicated data is not performed.
Modify	Displays the <Modify> dialogue box and changes the selected contents. A check for duplicated data is not performed.
Delete	Deletes selected contents.
Move	Moves selected contents to a different item.
↑	Moves the display position of selected contents up by one.
↓	Moves the display position of a selected contents down by one.

13.3 Trip Summary Display

This is the main window for trip summaries.
Trip summaries are displayed with the following procedure in the case a log has already been registered for a trip summary.
is displayed on the left end of the <Diving List> for those logs that are registered in a trip summary.

1. Switch the <Main Window> to the Diving List Display Mode.
2. Select registered trip summary data from the diving list.
3. The <Trip Summary> dialogue box is displayed when either the is clicked with the mouse or [Trip Summary (T)] is selected from the [Files (F)] menu.

13.4. Edit Trip Summary



Modify	Edits the trip summary currently displayed. Edit by following the same procedure as that for Create New Trip Summary.
Customize	Registers items written into a trip summary.
Delete Log	Deletes from the diving listof the trip summary the log registered in the trip summary. Information registered for **AQUALAND GRAPH** is not deleted.
Select log item	Selects items you want to display in the diving list.
Trip Summaries	Displays the list of registered trip summaries.. When a trip summary is selected from this list, the designated trip summary is displayed.

Album Display Area

When an album image is clicked with the mouse, a dialogue box is displayed in the original image size in the case of still pictures.

In the case of animated images, the application correlated with the AVI file is started up and that animated image can be played back.

13.5. Delete Log

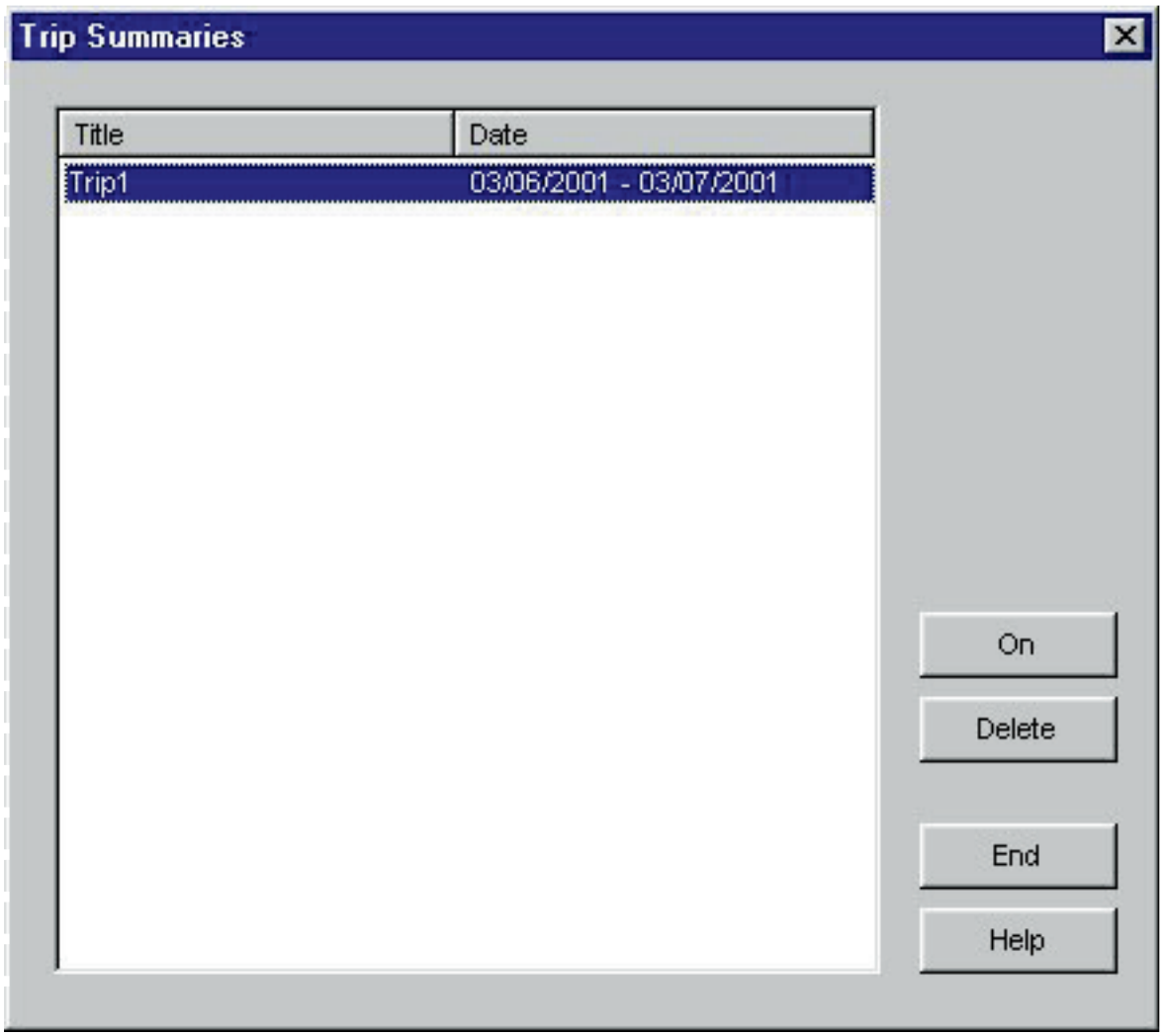
A log registered in a trip summary is deleted from the diving list of that trip summary.

The log you want to delete is selected from the diving list of the trip summary. When the Delete Log button is clicked with the mouse, the selected log is deleted from the diving list.

Information registered for **AQUALAND GRAPH** is not deleted.

13.6. List of Trip Summaries

A list of registered trip summaries is displayed.



On	Select the trip summary you want to display from the list and click the On button with the mouse. The selected Trip Summary is displayed.
Delete	Select the trip summary you want to display from the list and click the Delete button with the mouse. The selected trip summary is deleted. Logs registered for that trip summary are not deleted.

14. Limiting Values

The following lists the limiting values for data entered with **AQUALAND GRAPH**.

14.1. No.of Registrations

Item	Max.registered no.
Log	9999
Location	1000
Dive site	100
D. Service	100
Diver	1000
Weather	100
Dive style	100
Water Body	100
Water cond.	100
Diving Suit	100
Inner Wear	100
Tank (material)	100
Equipment	100
User customized items	1000
User customized item contents	1000
Album (per log / trip summary)	50
Trip summary	99
Trip summary items	100
Trip summary contents	100

14.2. No. of Entered Characters

Item	Max.no.of characters
Weight	10 letters or numbers
Capacity (Tank)	10 letters or numbers
Pressure	10 letters or numbers
Air consum.	10 letters or numbers
Location	20 letters or numbers
Dive site	20 letters or numbers
D. Service	20 letters or numbers
Diver	20 letters or numbers
Dive master	20 letters or numbers
Buddy	20 letters or numbers
Weather	12 letters or numbers
Dive style	10 letters or numbers
Water Body	10 letters or numbers
Water cond.	10 letters or numbers
Diving Suit	20 letters or numbers
Inner Wear	20 letters or numbers
Tank (material)	10 letters or numbers
Equipment	10 letters or numbers
User customized items	12 letters or numbers
User customized item contents	20 letters or numbers
Memo	400 letters or numbers
Album comment	20 letters or numbers
HTML document title	100 letters or numbers
Trip summary title	40 letters or numbers
Trip summary items	20 letters or numbers
Trip summary contents	20 letters or numbers
Trip summary memo	400 letters or numbers

Note: All characters may not be displayed depending on their size, even if the number of characters entered is less than the maximum number of characters allowed.

14.3. Entered Values

Item	Max.no.of characters
Repet. No.	2 numbers
Max. depth	4 numbers
Ave. depth	4 numbers
Safety stop depth	4 numbers
Safety stop time	3 numbers
Temp.	4 numbers
Ave. w. temp	4 numbers
Min. w. temp	4 numbers
Visibility V.	4 numbers
Visibility H.	4 numbers
Tank Capacity	4 numbers
Pres. In	4 numbers
Pres. Out	4 numbers
Consump.	4 numbers
Weight	4 numbers

15. Communication Unit Specifications

Type	**CMUT-1**	**CMUT-03**
Power supply	Supplied by the RS-232C signal line	
Power consumption	2mA	
Operating conditions	Temperature : +5°C to +40°C (41°F to 104°F) Humidity : 20% to 80% (with no condensation)	
Dimensions	W: 7.1cm D : 11.1cm H : 3.1cm (incl. connector)	W: 10.8cm D : 7.1cm H : 8.6cm (incl. stand)
Weight	105g	270g (incl. stand)