

Using the Pin Parking Utility

The Pin Parking Utility is used to move individual pins up and down on the table. An operator can either move a pin on a single rail or a pin on multiple rails. Movement can be done by either moving pins to an exact spot or to a position relative to the existing position.

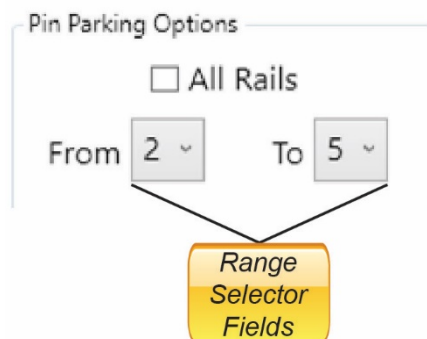
Selecting rails

Rails can be selected by using the Pin Parking Options window in the following ways.

All Rails: Select *All Rails* to affect all rails on a specific table. The selection control that allows you to go from one rail to another will be disabled, and a visible X will display over the control.

Range of Rails: To affect multiple rails that are in consecutive order, use the range selector fields. As shown in the example, choosing rails from 2 to 5 will move the pins on every rail including and between 2 and 5.

Single Rail: To move all the pins on a single rail, use the range selector fields by putting the same rail number in the *From* and *To* fields.



Choosing a Direction and Location

Whether you want to move the top and bottom pins to an exact location or to a location relative to their current positions, you must indicate which direction to move.

Direction	<input checked="" type="radio"/> Exactly
	<input type="radio"/> Up
	<input type="radio"/> Down
Top	<input type="text"/>
Bot	<input type="text"/>

By default, the *Exactly* option is chosen. This lets you enter the exact measurement in the Top and Bot fields to indicate exactly where you want the top and bottom pins to go. With this option selected, telling the top pin to go to 13-6-8 will go to exactly 13 ft 6-8/16 in. from the park position. The park position is set in the Settings.xml file.

The other two options, *Up* and *Down*, deal with movement relative to their current location. If an operator wants to move the top pin down 3 feet, choose the Down option and type 3-0-0 or 36.0 in the Top field to move the top pin for the selected rails down 3 feet from its current position.

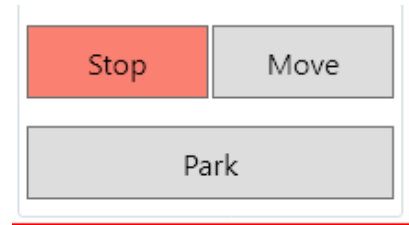
Only the pin or pins that have a value in its box will move. If you want to move just the top pin, leave the Bot field blank. Leaving the box blank will cause that pin to be ignored.

Actions

Move: Moves the pins to the location requested.

Stop: Stops all pins that are currently moving.

Park: Moves the pins on the requested rail(s) to the selected table's park position.



Requirements

There are certain requirements that have to be met before the pins will move. If one or more of these requirements are not met an error message will be displayed on the screen telling the operator what is wrong with the values they provided.

Pins Must Be Within Bounds

Pins cannot be moved to a location outside the bounds of the rail. The maximum position a pin can be moved

- For bottom-chord edge: Zero (0) is the start of the rail. This is `<bottom_y_offset>` from the bottom-chord edge of the table.
- For top-chord edge: The length of the rail is known as `<rail height>`. The `<rail height> + <bottom_y_offset>` is the maximum measurement a pin can be moved toward the top-chord edge of the table.

Pins Locations in Relation to Each Other

The top and bottom pins cannot be closer than 3 inches from each other. The top pin cannot be placed below the bottom pin and vice versa.

Troubleshooting

I keep getting a message that says the pins are too close

Check all the affecting rails. Some of the rails you are trying to move may be fine, but others may not be. The error message will display which pins are too close when trying to perform the movement. Sometimes relative moves can't be done on a group of rails. An operator may need to move the pins to exact locations instead of relative locations depending on how the pins are currently setup.

The pins are showing out of bounds

Check the table's `"bottom_y_offset"` and the rails' height. This will give you the information you will need moving forward. If the top pin is at 14 feet, the max a pin can go is 16 feet, and they are trying to do an "up" movement of 3 feet, that will try to place the pin out of bounds by a foot. The same idea applies for the bottom pin. How an operator is moving the pins, the dimensions of the rails, and where the pins are trying to move to will matter in this scenario.

I click "Move" but nothing happens

If the pins are already at the positions you want them to move to an operator will not see a message or any indication. The pins are already at their desired location so nothing needs to happen.

I can click "Stop" even though nothing is moving

This action is always available. Clicking the button when nothing is moving will cause nothing to happen. This action is only useful if there are pins moving and you want the entire table to stop moving for one reason or another.