Setting SyncNetworkClock to Sync to "Itself"

SYNCNETWORK.EXE is a Club Office system module that provides date and time synchronization services to a remote computer. The module functions on Windows NT, Windows 2000, XP and Windows Servers. It does not perform reliably on Win95x computers.

The module is used automatically upon starting either SQLPos Point of Sale or Club Office TimeClock. In addition to initial startup, whenever an employee either punches in or out in TimeClock, the TimeClock module performs its own sync functions immediately after the employee touches the punch IN or punch OUT button.

Normally, syncnetwork is set to a single computer on the network; however, the module cares only that the target computer is a valid computer, not whether it is the correct computer. Therefore, you may configure the module to synchronize to itself. This could be handy, for example, in situations where the network login automatically sets the local computer's time to a time server through Windows' networking mechanism.

1. Locate the Sync Network Clock menu option. This is normally in the START – PROGRAMS menu inside a Club Data program group. The name of the group may differ depending on whether it's Accounting, SQLPos or TimeClock. The module will start up as follows:
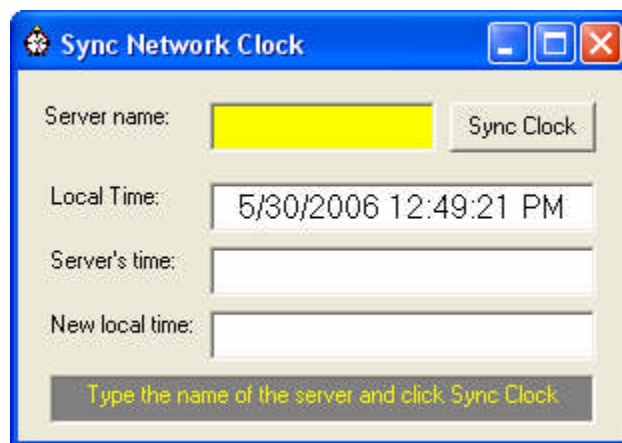
2. Into the "server name" box, type the network name of the computer to synchronize to. To synchronize to itself, type the name of the computer you're currently using, i.e. REG07, PATIO4, BOB33, etc.
3. Click the Sync Clock button. The module will link to itself from that point forward anytime the module is run.