

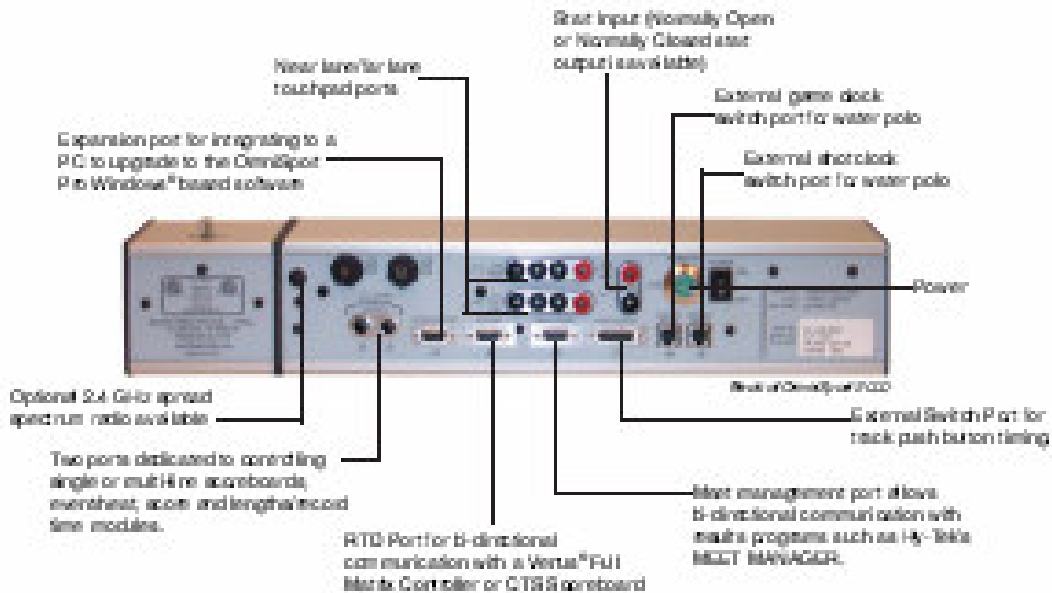
Naperville Park District Swim Conference Timing Console Instructions Classic and City V7.1 - Updated - 6/23/07

These are some instructions and notes from previous years about setting up, connecting, and testing the Timing Console. Your computer **MUST** have either an available 9-pin serial port, or an USB to Serial Adapter (such as the Keyspan adapter provided by the NPDCS computer Committee))

This is the Daktronics 2000 OmniSport Console with the attached paper printer.



CONSOLE PORTS:



WARRANTY SERVICE PLAN:

Exclusive Daktronics Gold-Plan in the U.S. and Canada (see SP10000 for more information).

OPTIONS:

1. Double carrying case for console
2. Radio output to scoreboard
3. 2.4 GHz spread spectrum radio

Software Requirements

To be able to connect and run the Daktronics timing console at NVHS and NCHS, your computer must be running a version of Meet Manager that has the Timing Console option. There are a few copies of Meet Manager within the NPDCS that support this additional option.

To check your options on Meet Manager :

1. Start Meet Manager
2. Click → Help → About
3. The Timing Console Interface will be checkmarked if that option was purchased.

The type of console interface may then be selected.

1. Click → Set-up → Timing Console Interface
2. Select → Daktronics Omnisport 2000
3. Refer to the rest of this document for connection, test, and running the console.

Hardware Requirements

The computer is connected to the OmniSport 2000 with a straight 9-pin serial Male/Female cable. The port coming out of the Daktronics OmniSport 2000 is a 9-pin female. The port coming out of the PC is a 9-pin male. The serial cable should have 9 pin female connector on one end (for your PC) and a 9 pin male on the other end (for the Timing Console). If the computer has a 25 pin serial port, then Hy-Tek suggests you purchase a 9 pin to 25 pin converter available at most computer supply stores. Connect the serial cable to the RESULTS PORT on the OmniSport 2000 and to the 9 or 25 pin male serial port on the Hy-Tek computer. The COM port number for the Hy-Tek computer can be any number from 1 to 8, but is normally 1. To verify the COM port number on the Hy-Tek computer, go into Control Panel in Windows and go into System and check Device Manager.

Serial Port or USB to Serial Adapter

If your Hy-Tek computer does not have a serial port, you will need to purchase/acquire an USB to serial adapter and install the software that comes with the adapter. The NPDCS Computer Committee has several Keyspan USB to Serial Adapters.



Serial 9-pin Cable

If the console does not have an "extension cable" already connected to it, you will need to provide a 9-pin male to female cable to connect from the console to your computer.



Checking Your Connection

Click Run from the Main Menu Bar, click Interfaces then Timer, and then choose Open Serial/Close Port. Win-MM will ask that you specify the computer COM port that is connected to your OmniSport 2000 - you may select COM ports 1-8. Click OK and Win-MM will send a request to the OmniSport 2000 to verify that the connection is working. If you do not get an immediate response, then it means there is a problem either with the cable, the serial ports, or the OmniSport not being turned on with the Main screen selected. Win-MM will wait five seconds for a response before indicating it cannot communicate.

If you get a negative response, the serial port will be reset to 0. After checking the connections, you will have to reopen the port until you are successful. At any time after the serial port is successfully opened, you can test the communication by clicking on Interfaces then Timer and then clicking on Test Communication and Win-MM will again make the Version request to the OmniSport 2000.

Click on Set-Up from the Main Menu Bar and then Timing Console INTERFACE. Now click on the Daktronics OmniSport 2000 radio button and then click OK.

Downloading Events to the Daktronics OmniSport 2000

Select the "Timing Console Meet"

Every time you power on the OmniSport 2000, it creates a new "meet" defined with the current date and time. Previous "meets" are stored in the OmniSport 2000 with their unique date and time. The INTERFACE defaults to pointing to the most current meet in the OmniSport 2000 and Names that meet "CURRFILE". After you have checked the connection to the OmniSport 2000, you can change the "meet" that the INTERFACE is pointing to by clicking on Interfaces then Timer and clicking on Select Meet in DAK2. The INTERFACE will display a window with the date and time for the currently selected meet. Click on the Next Meet or Previous Meet buttons to select the appropriate set of meet data stored in the OmniSport 2000. You would only access prior meet data if you needed to correct a previous session's results to, for example, pull over a DQ'd athlete's splits and time. To point to the active meet going on in the pool, always point to the meet named "CURRFILE".

Note - Starting a new meet session

Hy-Tek recommends that before every meet session, you turn off the OmniSport 2000 and then power it back on to force the OmniSport 2000 to start a new meet. That way each OmniSport 2000 session has its own set of data.

Getting Results/Times From the OmniSport 2000

As each athlete touches the pad in his or her lane, a time is stored in the OmniSport 2000 timer. When a given race has been completed and the Timer operator has pressed Store Print, the finish times and the split times are stored in the memory of the OmniSport 2000 and are immediately available to Win-MM.

From the Run Menu, there are two ways to request times from the OmniSport 2000:

1. By Event/Heat
2. By Race Number.

Hy-Tek recommends using method #1 which assumes the timing operator is entering the proper event and heat number before pressing the Store Print button.

1. From the Run screen, press F3 or click the Get Times button to cause Win-MM to request a race from the OmniSport 2000 matching the event, heat number, and round on the screen. If found, the results, splits, and button backups will be instantly entered.

2. From the Run screen, press F2 or click the Race# button. Enter a Race# to cause Win-MM to request that race from the OmniSport 2000. If found, the results, splits and backups will be instantly entered. Note that each stored race has a race number with the first

one stored being race #1, the second being race #2, etc. This allows for unique selection of any race in cases where the event and heat number stored are incorrect.

In both methods above, after the results are received from the Timer, the data in the file is compared with the event and heat number, the number of expected splits, the number of athletes in the race, and the lanes used in the race. If any of these do not match, you will be so notified and will have the opportunity to either Accept or Reject the data.

For example, the meet referee may have allowed an athlete to swim in an empty lane for this heat. The INTERFACE expected to receive times for 5 athletes but it received times for 6 athletes. The INTERFACE will let you know about the discrepancy and you can Accept or Reject the Import.

Note - Scratches & No shows

When receiving times from a timing console, lanes that have no times because the swimmer scratched or missed the race are automatically entered with an NS for No Show.

Activate Timing Console

1. Turn the power on the console by pressing the switch on the back of the unit.
2. Let the system run its diagnostics, it will come up with a menu that has swimming on the top.
3. Select "swimming" and press enter.
4. Check the date. If it is incorrect, select SETUP then TIME OF DAY and enter both correct date and time.
5. Plug the computer into the port labeled "COM 1".

OmniSport 2000-Test and Setup

1. Set up for a 50-yard race.
2. Go over to the starters area and press the start button.
3. Wait at least 20 second and then touch each touch pad and hit each back-up button.
4. Check the scoreboard and console to make sure all registered.
5. On the Computer, "**Open Port 1**".
6. Download events from the Computer.
7. Interface – test these parameters on the console: E (Event) 1; H (Heat) 01; F (Final); L (Lengths)

RUNNING THE SCORING CONSOLE (NCHS)

NORMAL SEQUENCE: 25 & 50-YARD RACES

1. Running time starts automatically from starter's system.
2. Turn off unused lanes by pressing number on main part of keyboard
3. When all lanes register times, press button "**STORE/PRINT**"
4. Press "**RESET**" button to set clock to 0.00
5. Press "**ENTER**".
6. Select either "**NEXT EVENT**" OR **HEAT+1**

NORMAL SEQUENCE: 100-YARD RACES

1. Running time starts automatically from starter's system.

2. Turn off unused lanes by pressing number on main part of keyboard
3. Watch carefully for touches; go to 5 if all touches register.
4. To add touch, press "+Touch" and lane number from number pad
5. When all lanes register times, press button "**STORE/PRINT**"
6. Press "**RESET**" button to set clock to 0.00
7. Select either "**NEXT EVENT**" **OR HEAT+1**

FALSE START

1. Enter "**RESET**"
2. Press "**ENTER**"
3. Press "**DQ**" and lane number from number pad if instructed to by Referee.

BOARD SCORING CONSOLE

1. Wait until the time is reset to 0.00
2. To Add a Heat or Event, press **+1 Event or +1 Heat**
3. To Start Heats at "1", press "Score Heat", "1", ENTER
4. Check Main Scoring Console for Event and Heat Numbers

TROUBLESHOOTING

SWIMMER QUILTS BEFORE FINISHING

1. Press "DQ" Button
2. Select appropriate lane number from number pad
3. Press "ENTER"

PHANTOM TOUCHES

1. Press "touch" button
2. Select appropriate lane number from number pad
3. Press "ENTER"

CORRECT EVENT NUMBER

1. Press "New Event/Heat"
2. Enter correct event number from number key pad
3. Press "ENTER" to move past heat number
4. Press "ENTER"

CORRECT HEAT NUMBER

1. Press "New event/Heat"
2. Press "ENTER" to bypass event
3. Enter correct heat number from number key pad
4. Press "ENTER"

CORRECT EVENT AND HEAT NUMBER

1. Press "New Event/Heat"
2. Enter correct event number from number key pad
3. Enter correct heat number from number key pad
4. Press "ENTER"

RACE STARTS BEFORE CLOCK IS RESET

1. Press "Store/Print"
2. Select "Reset"
3. Press "ENTER"
4. Times come up, select time
5. Continue as usual

Daktronics OmniSport 2000 printed results

This is a sample printed output from the OmniSport2000 console. The console has a small paper printer - like a cash register - that records the timing information.

It lists:

The Race number, which is a number internal to the 2000 but may be used by Meet Manager.

The Event number.

The Heat number.

The information is displayed in 3 or more groupings - depending on the number of laps per event (pad touches).

The top shows which lanes are active, and how many

The middle shows the results with the pad touch times, along with the backup button times.

The Place is also indicated.

The bottom shows the "potential" adjusted times depending on which time is chosen - pad vs button.

All of this information is available in Meet Manager when the "Get Time" button is clicked.

```
DAKTRONICS
OMNISPORT 2000
START AT 15:56:38.575
DATE: 07-23-05
SOURCE: EXTERNAL
```

```
P      L      RACE:507
      E      EVENT:032
L L N HEAT/R:01 F
A A G LENGTH:02
C N T
E E H      -TIME-
```

```
7 LANE OFF
8 LANE OFF
1 LANE OFF
2 LANE OFF
3 2      45.86
4 2      47.39
5 2      51.34
6 2      1:23.52
```

```
DAKTRONICS
OMNISPORT 2000
START AT 15:56:38.575
DATE: 07-23-05
SOURCE: EXTERNAL
```

```
P      L      RACE:507
      E      EVENT:032
L L N HEAT/R:01 F
A A G LENGTH:02
C N T
E E H      -RESULTS-
```

```
1 3 2      45.86
      B1      45.84
2 4 2      47.39
      B1      47.50
3 5 2 *      51.34
      B1      49.75
4 6 2 *      1:23.52
      B1      1:21.27
```

```
DAKTRONICS
OMNISPORT 2000
START AT 15:56:38.575
DATE: 07-23-05
SOURCE: EXTERNAL
```

```
P      L      RACE:507
      E      EVENT:032
L L N HEAT/R:01 F
A A G LENGTH:02
C N T
E E H      -SUBTR-
```

```
3 2      45.86
4 2      47.39
5 2      51.34
6 2      1:23.52
```