OMNISPORT 2000 SWIMMING QUICK REFERENCE Look at the right LCD, line 1. If the running time is not 1. Confirm that the timer is reset. 00:00.0, press [RESET]>[ENTER]. Press [EVENT/HEAT] and type in the correct event and heat **Before** 2. Set the timer to the correct event and heat. The right LCD, numbers. If using a programmed event order, press [NEXT line 2 displays E:(event) H:(heat) R:(round) L:(total lengths). Race EVENT], [HEAT +1] or [HEAT -1] 3. Verify the correct number of lengths for the current event and Look on the right LCD, line 2. If not correct, press [LENGTHS] and type in the correct number. heat Typically started automatically from the horn start. 1. Timer Starts. (Optional: [START] for manual start). Press [LANE ON/OFF] to turn the desired lanes off. Press 2. Turn off any unused lanes. again to turn on. If a lane has an extra touch and the arming delay is 3. Watch the lengths complete counter and lane status for each individual lane. counting for that lane, press [SPLIT ARM (1-10)]. This During With touchpads at the near end only, the timer will show the removes the last touch and arm the lane for the next split. Race lane status on line 1 of the left two LCDs and line 2 will show • If a lane has an extra touch: the lengths completed for that lane. press [- TOUCH]>[(1-10)]>[ENTER] With touchpads at both ends, press [1] and [1] to scroll forward If a lane is missing a touch: or backward through these three views: press [+ TOUCH]>[(1-10)]>[ENTER] Page 1 Near end status on line 1 and far-end status on line 2. If the finish of the race is about to happen and the lane Page 2 Near end status on line 1 with lengths complete on line 2. status is not "*", either press [FINISH ARM (1-10)] for the Page 3 Lengths complete on line 1 with far-end status on line 2. appropriate lane(s), or [FINISH ARM ALL]>[ENTER] Look at the left two LCDs to verify that the final touch has 1. Confirm that all lanes with an athlete have finished. been received. 2. DQ any disqualified athletes. Press [DQ], [(1-10)] and [ENTER] for each appropriate lane. Press [STORE/PRINT] and review the printout. 3. Print out the results with backup times. After Press [EDIT] to get into this function. See the OmniSport Race 4. Edit the race results (for advanced operators only). 2000 operator's manual for complete instructions. 5. If any of the results were modified, print out the results again. Press [STORE/PRINT]. Press [RESET]>[ENTER]. The scoreboard will continue to 6. Reset the timer and get ready for the next event. display the results of the last race until the start of the next race.

Lane Status Indicators:			
(Blank)	Lane is Off.		
-	Timer is Reset.		
99-1	Arming delay. When there are numbers		
(counting	counting down, the timer will ignore any		
down)	touchpad presses.		
+	Lane is armed for split time.		
*	Lane is armed for finish (last length).		
0	Race is over for this lane.		
?	There is a problem with the lane module.		

Printout Time Label Descriptions		
+	Plus touch	
-	Minus touch	
B (1-3)	Buttons 1 through 3	
R	Relay take-off platform trigger	
*	Discrepancy between touchpad and backup	
B or BK	Backup time	
E	Edited time	
М	Manual time	
F	Early relay exchange	
R (1-3)	Relay exchange 1 through 3	

Special Timer Operations	Action	
 Always Ready Start If a start was missed because the timer was not reset, or if the timer was reset following a valid start you can still recover the race. It is important that this is completed before the timer receives the first touches. 	After the timer has been reset, press [EDIT]. The timer prompts you for the time of day that the start was received. The time displayed on the LCD will be the time of day from the last start received. If this is not the desired start time, you will find all of the start times received printed on the log printout. Type in the correct start time of day and press [ENTER].	
 Setting the arming delay The arming delay is the amount of time after a start or split that the timer will ignore touchpad presses. This is primarily used in relays to allow a finished athlete time to exit the pool without adding a touch to the timer. The arming delay for each touchpad is displayed on the LCDs under the appropriate lane number. 	Press [MENU]>[4]>[2]>[5] and then use the numeric keypad to enter an arming delay of 0-99 seconds followed by [ENTER]. To return to the main swimming screen, press [MENU].	
Test screen for the lane modules.	Press [MENU]>[5> [2] to show the lane module test screen. To return to the main swimming screen press [MENU].	
Entering Home, Guest 1, Guest 2, and Guest 3 scores.	Press [MENU]>[2]>[1] and then enter in the team scores using the numeric keypad followed by [ENTER]. To return to the main swimming screen, press [MENU].	
Printing an Event Order.	Press [MENU]>[3]>[2], [ENTER]. To return to the main swimming screen, press [MENU].	
Printer Paper Specifications	The OmniSport 2000 uses standard thermal calculator rolls of paper. They are $2-\frac{1}{4}$ " x 155'. Some rolls are 165' long; just tear off 10' of paper before inserting the roll into the printer.	

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OmniSport 2000 Swimming Menu Navigation

Two methods for navigating through the OmniSport 2000 menus:

The first method allows the operator to step through each of the menu levels. To use this method, press [MENU] and then use [\rightarrow], [\leftarrow], [\leftarrow], [\leftarrow], and [\downarrow] to scroll through the menus. Press [ENTER] to select the menu displayed on the LCD.

The second method is to go directly to a menu. Press [MENU] followed by the one to four digit number from the list below and the LCD will prompt you for the desired setting or action in that menu. For example, "425" will prompt you to enter a new Arming Delay.

After you are done navigating through the menus, press [MENU] to return to the meet in progress.

[1] SCBD MENU [11] SCBD ON/OFF [12] DIMMING [13] TIME OF DAY [2] EDIT MENU [21] TEAM SCORE [22] EVENT ORDER [221] EDIT ORDER [222] INSERT EVENT [223] DELETE EVENT [224] CLEAR ORDER [3] PRINT MENU [31] RACE RESULTS [32] EVENT ORDER [33] SETTINGS [4] SETUP MENU [41] POOL [411] # OF LANES [412] LANE ORDER [413] LENGTH [414] LANE LABEL [42] TIMER [421] START IN [422] LM INPUT [423] PRIMARY TIME

[424] FLAG TIME [425] ARMING DELAY [426] PRECISION [427] RELAY TAKE-OFF [428] BEEPER VOLUME [43] SCOREBOARD [431] NUMERIC [4311] # OF LINES [4312] SPLIT HOLD TIME [4313] FIN PAGE TIME [4314] RESULTS ORDER [4315] SUBTRACTIVE [4316] SHOW DQ [4317] SHOW START [432] RTD/MATRIX [4321] # OF LINES [4322] SPLIT HOLD TIME [4323] FIN PAGE TIME [4324] RESULTS ORDER [4325] SUBTRACTIVE [4326] SHOW DQ [4327] SHOW START [4328] SHOW PLACE [4329] RTD OFFSET

[44] COMM PORTS [441] SCBD OUTPUTS [442] RTD PORT [443] RESULTS PORT [45] PRINTER [451] RACE LOG [452] RESULTS [453] BACKUPS [454] SPLITS [455] NUMBER OF COPIES [456] INTENSITY [46] TIME OF DAY [47] NETWORK [471] NETWORK ENABLE [472] IP ADDRESS [473] SUBNET MASK [474] GATEWAY ADDRES [475] RTD PORT # [476] MAC ADDRESS [477] NETWK PRO/MMR [5] TEST MENU [51] BATTERY [52] LANE MODULES [53] SCOREBOARD [531] CYCLE ON/OFF [532] DRIVER ADDRESS [533] DIGIT NUMBER

PRFN	IFFT	SFT-	JP

1.	Place touchpads into the pool.	Verify that the brackets are adjusted correctly.
2.	Horn start	Place the horn start in the desired start location.
3. Speakers		Mount the lane and auxiliary speakers in their desired locations.
4.	OmniSport 2000	Place the OmniSport 2000 on the timing table (do not plug power in at this time).
5.	Lay out the deck cabling.	Inspect the cabling and connectors for corrosion and damage. Clean with the brush provided in the maintenance kit as needed.
6.	Connect the deck cabling: includes start cables, speaker cables, lane modules (on- deck), deck extensions (on-deck), cables to wall plates (in-deck), push buttons and touchpads.	Squeeze a small amount of silicone, supplied in the maintenance kit, up into the neck of the silicone tube. Insert the male pins of the banana connectors into the neck of the tube to coat the connectors with a small amount of silicone. Connect the cables together. For the dual banana cables, make sure the GND tab on the male plug lines up with the black connector on the female jack. It is not necessary to silicone the connectors that plug directly into the horn start or the OmniSport 2000.
7.	Connect the scoreboard.	Verify that power is turned on to the scoreboard and that signal is connected to the OmniSport 2000 J2 port (if not using radio control).
8.	Connect the results computer.	Connect the results computer to the OmniSport 2000 J6 port using a straight through 9-pin male DB to 9-pin female DB cable.
9.	Connect power to console.	Plug the transformer into AC power and into the back of the OmniSport 2000 J13 port.
10.	Turn on the OmniSport 2000.	Turn the power switch on the OmniSport 2000 on. Enter the date and time.
11.	Print the timer settings.	Print the timer settings by pressing [MENU]>[3]>[3]>[ENTER]. Verify that the timer is configured correctly for the upcoming meet and pool set-up.
12.	Test the system.	Run the system through at least one test race by starting with the horn start and finishing with all of the push buttons and touchpads. Also verify that all of the speakers are functional

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