

OMNISPORT® 2000 SWIMMING QUICK REFERENCE

Before Race	1. Confirm that the timer is reset.	Look at the right LCD, line 1, to verify that the running time is 00:00.0. If it is not press <RESET> followed by <ENTER>.
	2. Set the timer to the correct event and heat. The right LCD, line 2 displays E:(event) H:(heat) R:(round) L:(total lengths in this event).	Press <EVENT/HEAT> and type in the correct event and heat numbers. If you are using a programmed event order, press <NEXT EVENT>, <HEAT +1> or <HEAT -1>
	3. Confirm that the number of lengths are correct for the current event and heat.	Look at the right LCD, line 2, to verify that the lengths are correct. If it is not, press <LENGTHS> and type in the correct number.
During Race	1. Timer Starts.	Typically started automatically from the horn start. (Optional: <START> for manual start).
	2. Turn off any unused lanes.	Press <LANE ON/OFF> to turn the desired lanes off. Press again to turn them back on.
	3. Watch the lengths complete counter and lane status for each individual lane. <ul style="list-style-type: none"> With touchpads at the near end only, the timer will show the lane status on line 1 of the left two LCDs and line 2 will show the lengths completed for that lane. With touchpads at both ends, press the <↑> and <↓> to scroll forward or backward through these three views: Page 1 Near end status on line 1 and far-end status on line 2. Page 2 Near end status on line 1 with lengths complete on line 2. Page 3 Lengths complete on line 1 with far-end status on line 2. 	If a lane has an extra touch and the arming delay is counting for that lane, press <SPLIT ARM (1-10)>. This will remove the last touch and arm the lane for the next split. <ul style="list-style-type: none"> If a lane has an extra touch and the "", "" or "o" is displaying for that lane, press <TOUCH>, <(1-10)> and <ENTER> If a lane is missing a touch, press <+touch>, <(1-10)> and <ENTER> If the finish of the race is about to happen and the lane status is not "", either press <finish arm (1-10)> for the appropriate lane(s), or <FINISH ARM ALL>, <ENTER> to finish arm all lanes.
After Race	1. Confirm that all lanes with an athlete have finished.	Look at the left two LCD's to verify that the final touch has been received.
	2. DQ any disqualified athletes.	Press <DQ>, <(1-10)> and <ENTER> for each appropriate lane.
	3. Print out the results with backup times.	Press <STORE/PRINT> and review the printout.
	4. Edit the race results (for advanced operators only).	Press <EDIT> to get into this function. See the OmniSport 2000 operator's manual for complete instructions.
	5. If any of the results were modified, print out the results again.	Press <STORE/PRINT>.
	6. Reset the timer and get ready for the next event.	Press <RESET> followed by <ENTER>. The scoreboard will continue to 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 (counting down)	Arming delay. When there are numbers counting down, the timer will ignore any touchpad presses.
+	Lane is armed for split time.
*	Lane is armed for finish (last length).
o	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
M	Manual time
F	Early relay exchange
R (1-3)	Relay exchange 1 through 3

Special Timer Operations	Action
Always Ready Start <ul style="list-style-type: none"> 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. <i>It is important that this is completed before the timer receives the first touches.</i> 	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 <ul style="list-style-type: none"> 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 LCD's 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 2-1/4" x 155'. Some rolls are 165' long, which is OK; just tear off 10' and throw it away.



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 the <MENU> key and then use the <→>, <←>, <↑>, and <↓> keys to scroll through the menu's. Press <ENTER> to select the menu displayed on the LCD.

The second method is to go directly to a menu. Press the <MENU> key 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. (Example 425 will prompt you to enter a new Arming Delay.)

After you are done navigating through the menus, press the <MENU> key to return to the race in progress.

- | | | |
|---|---|---|
| <ul style="list-style-type: none"> <1> SCBD MENU <ul style="list-style-type: none"> <11> SCBD ON/OFF <12> DIMMING <13> TIME OF DAY <2> EDIT MENU <ul style="list-style-type: none"> <21> TEAM SCORE <22> EVENT ORDER <ul style="list-style-type: none"> <221> EDIT ORDER <222> INSERT EVENT <223> DELETE EVENT <224> CLEAR ORDER <3> PRINT MENU <ul style="list-style-type: none"> <31> RACE RESULTS <32> EVENT ORDER <33> SETTINGS <4> SETUP MENU <ul style="list-style-type: none"> <41> POOL <ul style="list-style-type: none"> <411> # OF LANES <412> LANE ORDER <413> LENGTH <414> LANE LABEL | <ul style="list-style-type: none"> <42> TIMER <ul style="list-style-type: none"> <421> START IN <422> LM INPUT <423> PRIMARY TIME <424> FLAG TIME <425> ARMING DELAY <426> PRECISION <427> RELAY TAKE-OFF <43> SCOREBOARD <ul style="list-style-type: none"> <431> NUMERIC <ul style="list-style-type: none"> <4311> # OF LINES <4312> SPLIT HOLD TIME <4313> FIN PAGE TIME <4314> RESULTS ORDER <4315> SUBTRACTIVE <432> RTD/MATRIX <ul style="list-style-type: none"> <4321> # OF LINES <4322> SPLIT HOLD TIME <4323> FIN PAGE TIME <4324> RESULTS ORDER <4325> SUBTRACTIVE <4326> SHOW PLACE | <ul style="list-style-type: none"> <44> COMM PORTS <ul style="list-style-type: none"> <441> SCBD OUTPUTS <442> RTD PORT <443> RESULTS PORT <45> PRINTER <ul style="list-style-type: none"> <451> RACE LOG <452> RESULTS <453> BACKUPS <454> SPLITS <455> INTENSITY <5> TEST MENU <ul style="list-style-type: none"> <51> BATTERY <52> LANE MODULES <53> SCOREBOARD <ul style="list-style-type: none"> <531> CYCLE ON/OFF <532> DRIVER ADDRESS <533> DIGIT NUMBER |
|---|---|---|

PREMEET SET-UP

1. Place the 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.
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 the OmniSport 2000.	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.