SCOREBOARD

(for Colorado)

USER MANUAL

Version 1.3

Congratulations on buying or trying Swim Display, Inc.'s Scoreboard program for use with Colorado Timing System consoles. This program allows any display connected to a computer running this program to function as an additional or replacement scoreboard.

Installation

Just double-click on the installer, and follow the instructions, indicating whether or not you would like a desktop icon, etc.

System Connection

Colorado scoreboards are designed to be "daisy-chained" together, so just connect the computer's serial port to the last existing scoreboard, or direct to the timing console if there are no other scoreboards. The phone plug end of the cable connects to the scoreboard or Colorado console; the rectangular connector end of the cable connects to your PC's serial port if it has one, or to a USB-to-

serial adapter if not. The cable may be purchased from Swim Display, Inc, or you can make your own. See Appendix A for the cable specifications.

To use the alpha scoreboard option, a connection from the scoreboard computer to the meet manager computer is required. (Even if the scoreboard program and Meet Manager program are running on the same computer!) This connection can be either RS-232 serial or internet protocol (wired or wireless). Meet Manager's Alpha Scoreboard Interface is also required. Configure Meet Manager's Alpha Scoreboard interface to use the generic scoreboard interface, either serial or UDP. The default serial com. port settings of 9600, None, 8, 1 should be used, or any unused port number for UDP, e.g. 9777.

Starting the Program

Start the program by double-clicking on the desktop icon, selecting it from the Start menu, or search for it by typing "Scoreboard" in Windows 8.x.

Configuring the System

When first started you will see a screen like this:
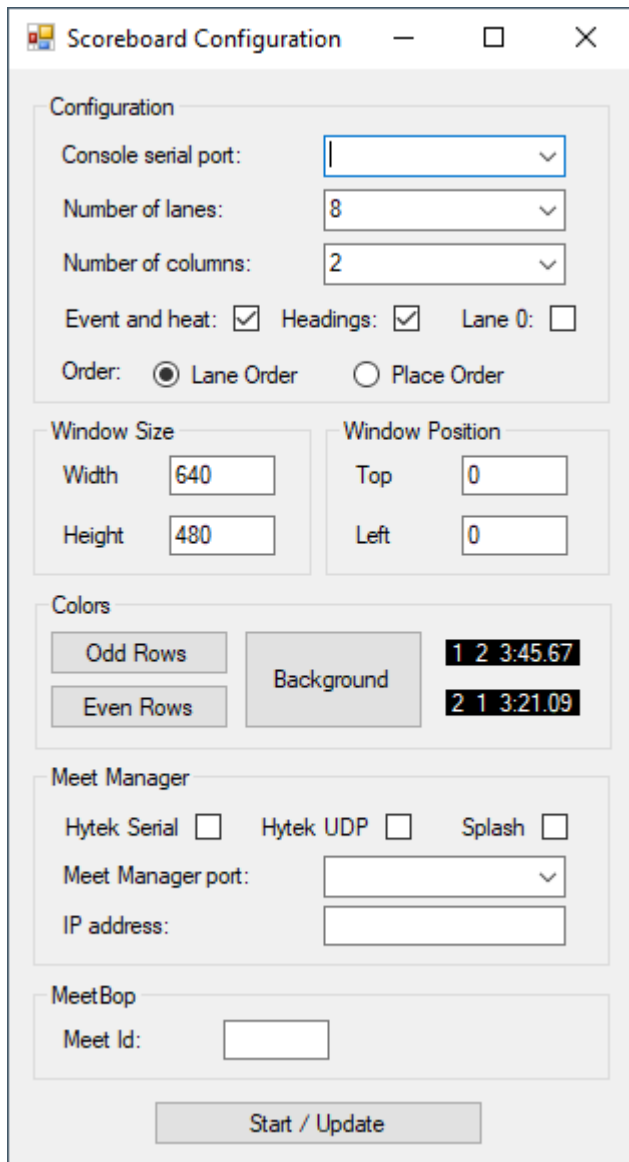
Click on the Console serial port dropdown and you will see the available serial port(s). Select the one that is connected to the timing console (or scoreboard.)
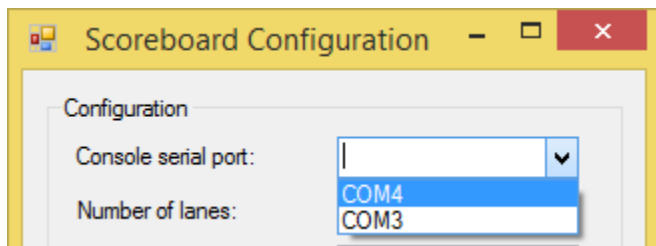
The rest of the fields define how the scoreboard should look:

Number of lanes is the maximum number of lanes that will be in use for this meet. Generally lane numbers start from 1, so in the case where lanes 2 through 7 are being used out of an 8 lane pool, *Number of lanes* should be 7.

Number of columns indicates how many columns the lane times should be split into. Choose a suitable number of columns to optimize the display for your screen size. 1 or 2 is usually best, unless you have an especially wide scoreboard.

If *Event and heat* is checked, event number and heat number is displayed at the top of the scoreboard. This is optional, so if preferred, you can uncheck this, to allow more space for lane times.

The *Headings* checkbox turns on "LN PL TIME" headings for the lane times. If *Headings* is checked and you are using the alpha option, the event name is also displayed, and the lane time headings become "LN PL NAME CLUB TIME". This is also optional, so if preferred, you can uncheck this, to allow more space for lane times.

Lane numbers generally start from 1, but if your first lane number is 0, check the *Lane 0* checkbox.

Window Size and *Window Position* define the size and location (relative to the top, left corner of the screen) of the scoreboard window. Set these to the size and location of the screen which is mapped to your large screen display.

Assuming an LED display, the default color for the digits is white (all colors full on), and the default background color is black (all colors off). If desired, these colors can be changed, by clicking on the *Digits* or *Background* buttons.

The *Meet Manager* area is used to configure connection with Meet Manger to get swimmer name and club information. Note that Meet Manager's Alpha Scoreboard Interface is required for this option. A connection between the scoreboard computer and the Meet Manager computer is also required. (Even if both programs are running on the same computer!) This connection can be via either a serial cable, or internet protocol (wired or wireless). If a serial cable is

used, it should be a "null modem" type, as it will go directly between computers, with no intervening modems. For a serial connection, click on *Serial*, and select the appropriate serial port from the *Meet Manager port* drop down. For an internet UDP protocol connection, select *UDP*, and type the port number into the *Meet Manager port* area.

Activating the Scoreboard

Finally, to activate the scoreboard, move the configuration dialog to the same screen which has the mapping to your large screen display, and click on *Start / Update*.

Licensing

If the software is not yet licensed, you will be shown a *System identifier* and prompted for a *License number*. To obtain a license number, pay the required fee and send the system identifier shown to licensing@swimdisplay.com. Even if unlicensed, the software is fully functional, except the maximum number of lanes shown is restricted to 3.

Note that you may need to run the program as the administrator user when first registering the program. (Subsequent runs can be as a normal user.) To run as Administrator, instead of double-clicking on the program, right-click on it, and select *Run as administrator*.

Changing the configuration

You can change the configuration at any time. Changes take effect whenever you click on *Start / Update*. Your configuration is also saved every time you click on *Start / Update*, so the most up-to-date configuration will already be there the next time you start the program.

Stopping the Scoreboard

Closing the Scoreboard Configuration window stops the scoreboard and exits the program. If the window is inaccessible, just select it or close it from the task bar (typically at the bottom of the screen).

HTML and XML File Output

The scoreboard program generates html and xml snapshots of the scoreboard at the end of each race. (Whenever RESET is pressed on the timing console.) The Scoreboard.html and Scoreboard.xml files are in the application data area. (%ProgramData%\Swim Display\Scoreboard) Note that this application data area may be hidden.

Windows Firewall

By default, most firewalls block incoming data. To receive name and club information from Meet Manager via UDP, you may need to configure the firewall to allow the Scoreboard program to receive this data. You can either allow the Scoreboard program to communicate through the firewall, or even restrict access to only UDP traffic on the port you have chosen. Your network administrator should be able to do this, or please contact us for help.

Appendix A – Cable Specifications

Scoreboard Cable

Cable length should be minimized. 24 gauge twisted pair can be used for up to about 25 m, co-axial cable should be used for longer runs.

The console/scoreboard end is a male ¼" phone jack, the computer end is a female DB-9 connector. The pinout is:

Tip – pin 2
Ring – pin 5

Meet Manager Cable

This is a standard DB-9F to DB-9F "null modem" serial cable.

Contact Information

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