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. • 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. • 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 • 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 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-$\frac{1}{4}$" 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.

<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
<43> SCOREBOARD
  <431> NUMERIC
    <4311> # OF LINES
    <4312> SPLIT HOLD TIME
    <4313> FIN PAGE TIME
    <4314> RESULTS ORDER
    <4315> SUBTRACTIVE
  <432> RTD/MATRIX
    <4321> # OF LINES
    <4322> SPLIT HOLD TIME
    <4323> FIN PAGE TIME
    <4324> RESULTS ORDER
    <4325> SUBTRACTIVE
    <4326> SHOW PLACE

<44> COMM PORTS
  <441> SCBD OUTPUTS
  <442> RTD PORT
  <443> RESULTS PORT
<45> PRINTER
  <451> RACE LOG
  <452> RESULTS
  <453> BACKUPS
  <454> SPLITS
  <455> INTENSITY
<46> TIME OF DAY
<5> TEST MENU
  <51> BATTERY
  <52> LANE MODULES
  <53> SCOREBOARD
    <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.

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OmniSport 2000 Diving 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 three digit number from the list below and the LCD will prompt you for the desired setting or action in that menu. (Example: **32** will print the Event Order).

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

<1> SCBD MENU	**<4>** SETUP MENU
<11> SCBD ON/OFF	**<41>** TIMER
<12> DIMMING	**<411>** NUMBER JUDGES
<13> TIME OF DAY	**<412>** POSITION CODE
<2> EDIT MENU	**<42>** NUMERIC SCBD
<21> TEAM SCORE	**<421>** # OF LINES
<22> EVENT ORDER	**<422>** LEAD DIVER
<221> EDIT ORDER	**<423>** MULTISPORT SB
<222> INSERT EVENT	**<43>** COMM PORTS
<223> DELETE EVENT	**<431>** SCBD OUTPUTS
<224> CLEAR ORDER	**<432>** RTD PORT
<23> CLEAR ORDER (A-D)	**<433>** RESULTS PORT
<24> DIVER ORDER	**<44>** PRINTER
<25> CLEAR TOTALS	**<441>** DIVE LOG
<26> DIVER TOTALS	**<442>** INTENSITY
<3> PRINT MENU	**<45>** TIME OF DAY
<31> DIVE RESULTS	**<5>** TEST MENU
<32> EVENT ORDER	**<51>** BATTERY
<33> SETTINGS	**<52>** SCOREBOARD
<34> IND DIVE LIST	**<521>** CYCLE ON/OFF
<35> ALL DIVE LIST	**<522>** DRIVER ADDRESS
	<523> DIGIT NUMBER
	<53> JUDGES CONSOLE
	<54> CAN NETWORK

Special Functions

Editing a Divers Total Score
- Press **<MENU>**, **<2>**, **<6>**. Next, press the **<↑>** and **<↓>** keys to display the diver number and their total score on the right LCD. Press **<ENTER>** and then use the **<0>** thru **<9>** keys to input the correct total. Press **<ENTER>** to finish editing that diver.

Clearing the Total Scores without clearing the Dive Order
- Press **<MENU>**, **<2>**, **<5>**, **<ENTER>**.

Printing the Total Scores for the current Dive Order
- Press **<PRINT>**, **<1>**, **<ENTER>**.

Printing the Dive List for the current Diver
- Press **<MENU>**, **<2>**, **<ENTER>**.

Printing the Dive List for all divers in the current Dive Order
- Press **<MENU>**, **<3>**, **<ENTER>**.

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The diving program in the OmniSport 2000 console will allow up to 25 divers for four different dive orders (labeled A, B, C, and D). Each Dive Order can have up to 13 rounds.

You can pre-program dive sheets for each diver, or you can enter them while the event is running.

If you are using a programmed Event Order configured with Swimming and Diving event numbers, the first event that is set to diving will be Dive Order A, the second will be Dive Order B, the third Dive Order C and the fourth will be Dive Order D. If there are more than four Diving events, they will switch back to Dive Order A when selected.

Step 1:

Clear any old information from the Dive Orders A to D.

- Press <**SELECT ORDER**>, <**A**> to set the current Diver Order to A.
- Press <**MENU**>, <**2**>, <**3**>, <**ENTER**> to clear out Dive Order A.
- Repeat this step selecting <**B**>, <**C**>, <**D**> to clear the remaining Dive Orders.

Step 2: (Optional)

Enter the Dive List for each of the divers in Dive Order A.

- Press <select order>, <a> to set the current Diver Order to A.
- Verify on the left LCD that the Diver # and Round are both set to 01.
- Enter the first diver's dive list by pressing < menu >, <2>, <4>, < enter >.
- The LCD will prompt you to enter the Dive and Position. Use the numeric keypad to enter the four digit dive number and the <a>, <b>, <c>, or <d> key to select the position. Press <enter> to accept the dive and position. Use the numeric keypad to enter the degree of difficulty (DD) for the dive selected. Press <enter> to accept the DD and increment the round by one. Repeat this sequence to enter the dive, position, and DD for each additional round for the selected diver.
- After the first diver's dive list is entered, press <↓> to increment the diver by one. Press <←> as many times as necessary to decrement the round to one. Now repeat the above instructions for each diver's dive list.
- NOTE: When in the Editing Order menu, use the <←> key to decrement the round by one, the <→> key to increment the round by one, the <↑> key to decrement the diver by one, and the <↓> to increment the diver by one.
- Press <print>, <3>, and <enter> to print the dive list for all the divers in the selected dive order.
- Repeat this step selecting <b>, <c>, <d> to pre-program each dive orders.

Step 3:

- Press <**MENU**>, <**4**>, <**1**>, and enter <**2**>, <**3**>, <**5**>, <**7**>, or <**9**> to enter the correct number of judges. If seven or nine judges are selected, it will prompt you for the correct formula.

Step 4:

- Press <**SELECT ORDER**> and the <**A**>, <**B**>, <**C**>, or <**D**> key to select the desired dive order.
- Verify on the left LCD that the diver number and round are both set to 01.

Step 5:

- Select a diver, dive, position, and DD.
  When the Dive Order *is* pre-programmed: (pre-programming is done in Step 2 of this list.)
  - Verify on the center LCD that the correct dive, position and DD are programmed.
  - If not, press <**EDIT**> and correct any mistakes.
  - Press <**SCORE**> and the left two LCDs will prompt you for the judge's scores.
  When the Dive Order *is not* pre-programmed:
  - Press <**SCORE**> and the left two LCDs will prompt you to enter dive and position. Use the numeric keypad to enter the three or four digit dive number and the <**A**>, <**B**>, <**C**>, <**D**> keys for the position. Press <**ENTER**> to accept the dive and position. Use the number pad to enter the DD for the dive selected, then press <**ENTER**>. The left two LCDs will prompt you for the judge's score.
  - Use <**0**>, <**.5**> thru <**10**> on the insert to fill in the judge's scores. Press <**FAIL**> or <**BALK**> if they apply.
  - When the correct judge's scores have been filled in, press <**SCORE**> to accept the award score and advance to the next diver in that round and repeat **Step 5**.
  - If that was the last diver for that round, press the <→> key to increment the round by one. Next, press <**DIVER ●**>, <**1**>, and <**ENTER**>. Now repeat **Step 5**.

ED13584 – P1240
Rev 5   22 November 2005
Page 4 of 8

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OMNISPORT® 2000 TRACK 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)	Press **<EVENT/HEAT>** and type in the correct event and heat numbers, or use the **<EVENT +1>**, **<HEAT +1>**, **<HEAT −1>**.
	3. Confirm that the timer is set correctly to time either a lane or non-lane event.	Look at the right LCD; line 2 to verify which mode of timing the console is currently in. If you need to change the mode of timing, press either the **<LANE TIMING>** or **<NON-LANE TIMING>** key.
During Race	1. Timer starts.	Typically started automatically from the horn start, pushbutton or gun transducer. (Optional: **<START>** for manual start).
	2. Turn off any unused lanes.	Press **<LANE ON/OFF (1-10)>** to turn the desired lanes off. Press again to turn them back on.
After Race	1. Confirm that all lanes with an athlete have finished.	Look at the left two LCDs to verify that the final time has been received.
	2. DQ any disqualified athletes.	Press **<DQ>**, **<(1-10)>**, **<ENTER>** for each appropriate lane.
	3. Print the results.	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 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.
1-2 (counting down)	Arming delay. When there are numbers counting down, the timer will ignore any button presses.
∗	Lane is armed for finish.
o	Race is over for this lane.
?	There is a problem with the button interface.

Printout Time Label Descriptions	
B (1-3)	Buttons 1 through 3
B or BK	Backup time
E	Edited time
M	Manual time

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 finish times.*	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 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>**.
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 track screen, press **<MENU>**.
Entering a record time.	Press **<MENU>**, **<2>**, **<2>** and then enter in the record time using the numeric keypad followed by **<ENTER>**. To return to the main track screen, press **<MENU>**.

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OmniSport 2000 Track 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: **4211** will ask you to enter the number of lines on the numeric display.)

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

<1> SCBD MENU	**<422>** RTD/MATRIX
<11> SCBD ON/OFF	**<4221>** # OF LINES
<12> DIMMING	**<4222>** FIN PAGE TIME
<13> TIME OF DAY	**<4223>** RESULTS ORDER
<2> EDIT MENU	**<43>** COMM PORTS
<21> TEAM SCORE	**<431>** SCBD OUTPUTS
<22> RECORD TIME	**<432>** RTD PORT
<3> PRINT MENU	**<433>** RESULTS PORT
<31> RACE RESULTS	**<44>** PRINTER
<32> SETTINGS	**<441>** RACE LOG
<4> SETUP MENU	**<442>** RESULTS
<41> TIMER	**<443>** BACKUPS
<411> # OF LANES	**<444>** INTENSITY
<412> START IN	**<45>** TIME OF DAY
<413> PRIMARY TIME	**<5>** TEST MENU
<414> PRECISION	**<51>** BATTERY
<42> SCOREBOARB	**<52>** LANE MODULES
<421> NUMERIC	**<53>** SCOREBOARD
<4211> # OF LINES	**<531>** CYCLE ON/OFF
<4212> FIN PAGE TIME	**<532>** DRIVER ADDRESS
<4213> RESULTS ORDER	**<533>** DIGIT NUMBER
<4214> FOOTBALL SCBD	**<54>** SWITCH

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OmniSport 2000 Water Polo 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 three digit number from the list below and the LCD will prompt you for the desired setting or action in that menu. (Example **211** will prompt you to enter the period time.)

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

<1> SCBD MENU
    <11> SCBD ON/OFF
    <12> DIMMING
    <13> TIME OF DAY
<2> SETUP MENU
    <21> TIMER
        <211> SET TIMES
            <2111> PERIOD TIME
            <2112> OVER TIME
            <2113> REST TIME
            <2114> WARNING TIME
            <2115> SHOT TIME
            <2116> TIME OUT TIME
            <2117> PENALTY TIME
        <212> AUTO RUN
        <213> SHOT =0 CONTROL
        <214> PENALTIES
        <215> TIME OUTS

<22> NUMERIC SCBD
    <221> # OF LINES
    <222> SCORE MODULE
<23> COMM PORTS
    <231> SCBD OUTPUTS
    <232> RTD PORT
    <233> RESULTS PORT
<24> TIME OF DAY
<3> TEST MENU
    <31> BATTERY
    <32> SCOREBOARD
        <321> CYCLE ON/OFF
        <322> DRIVER ADDRESS
        <323> DIGIT NUMBER

Special Functions

To view penalties 2 and 3 on the LCD's
- Press <↓> to scroll down, press <↑> to scroll up.

Adding a penalty:
- Press <**PLAYER PENALTY +1**> under Home or Guest. The penalty time will start counting immediately. You will then be prompted to enter the player number. Valid player numbers are from 1 to 13. If the player that is entered already has three penalties, the penalty will blank out and be disregarded.

Deleting a penalty that is currently counting:
- Press <**DELETE PENALTY •**> under Home or Guest. Notice the arrow <→> next to the Player number. If this is not the desired penalty to be deleted press the <↑> or <↓> to select the desired penalty. When the <**DELETE PENALTY •**> is first pressed, the arrow will be next to the last penalty entered for that team.

Editing the penalty totals for players 1-13:
- Press <**EDIT PLAYER •**> under Home or Guest. Use the numeric keypad to enter the desired player number followed by <**ENTER**>. You will now be prompted to enter the correct number of penalties in a range from 0 to 3.

To disable all penalty timers:
- Press <**DISABLE PENALTY TIMER**>. This will keep the penalty times from counting when the game clock is counting.

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OmniSport 2000 Pace Clock 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 numbers from the list below and the LCD will prompt you for the desired setting or action in that menu. (Example **431** will prompt you for multiline or multidrop protocol on the numeric scoreboard comm. port output).

After you are done navigating through the menus, press the <**MENU**> key to return to the pace clock program operation.

<1> SCBD MENU
    <11> SCBD ON/OFF
    <12> DIMMING
    <13> TIME OF DAY
<2> EDIT MENU
    <21> EDIT WORKOUT (followed by lane #)
        <211> EDIT STEP
        <212> INSERT STEP
        <213> DELETE STEP
        <214> COPY WORKOUT
        <215> CLEAR WORKOUT
<3> PRINT MENU
    <31> IND WORKOUT
    <32> ALL WORKOUTS
    <33> SETTINGS

<4> SETUP MENU
    <41> TIMER
    <42> SCOREBOARD
        <421> # OF LINES
    <43> COMM PORTS
        <431> SCBD OUTPUTS
        <432> RTD PORT
        <433> RESULTS PORT
    <44> PRINTER
        <441> INTENSITY
    <45> TIME OF DAY
<5> TEST MENU
    <51> BATTERY
    <52> SCOREBOARD
        <521> CYCLE ON/OFF
        <522> DRIVER ADDRESS
        <523> DIGIT NUMBER

Special Functions

Creating a Workout for a Lane.
- Press <**EDIT**> for the desired lane that is to have a workout created or edited.
- Use the <**↑**> and <**↓**> keys to select the step # or enter the number and press <**ENTER**>.
- Use the <**↑**> and <**↓**> keys or 1 thru 6 to select the type of step and press <**ENTER**>. Keys are 1=STOP, 2=BEGIN CIRCUIT, 3=END CIRCUIT, 4=SWIM, 5=REST, 6=PACE
- Enter the time of the step for steps that are Swim, Rest or Pace.
- Enter the repeat count for steps that are Swim, Rest, or Begin Circuit.
- Repeat the above steps for each additional step.

Insert or Delete a step in a Workout for a Lane.
- Press <**MENU** >, <**2**>, <**1**>, and the Lane number to modify and then press <**ENTER**>.
- Press <**2**> for insert or <**3**> for delete, then use the <**↑**> and <**↓**> keys to select the step number or enter the step number and then press <**ENTER**> to insert a new step or delete that step.

Copy a Workout to Another Lane.
- Press <**MENU**>, <**2**>, <**1**>, and the Lane number to copy from and then press <**ENTER**>.
- Press <**4**> to select the copy menu and enter the Lane # to copy and press <**ENTER**>.

Clear a Workout for a Lane.
- Press <**MENU**>, <**2**>, <**1**>, and the Lane number to clear and then press <**ENTER**>.
- Press <**5**> to select clear the workout and then press <**ENTER**> to clear it.

DAKTRONICS