OmniSport® 2000 and Hy-Tek® MEET MANAGER

DAKTRONICS

Introduction to the OmniSport 2000 and Hy-Tek's MEET MANAGER

MEET MANAGER's Timer Interface with the OmniSport 2000
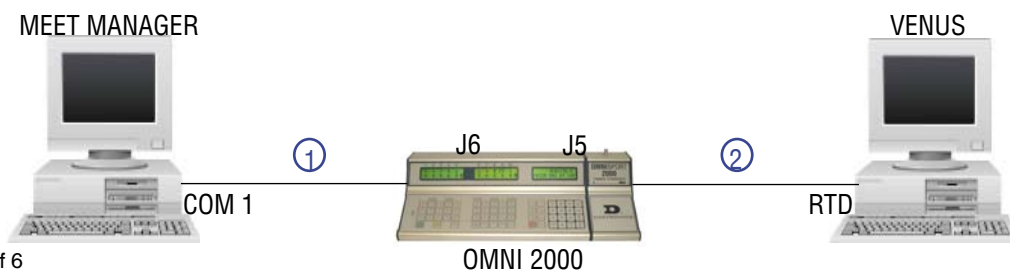
1) Download Event Orders from MEET MANAGER to the OmniSport 2000.
   a. Events are programmed in the order that they are actually swam. Example 2, 1, 4, 3.
      This might be used when distance events are swam at a different time than the main events.
   b. Up to 500 different events numbered from 1-999Z can be included into one Event Order. The letter following the event number can be used to identify different divisions, sex, age, etc… Example 25A, 25B, 122, 122Z.
   c. Events include a Round designator to distinguish prelims from semi's from finals.
   d. The number one Record time in MEET MANAGER is included for display on a numeric Record Time scoreboard. This will eliminate the need for additional operator entry.
2) Retrieve times from the OmniSport 2000 to MEET MANAGER
   a. Touchpad Times
   b. Button Times
   c. Split Times
   d. By Event and Heat Number
   e. By Race Number
   f. With the Touchpad and Button times, MEET MANAGER can calculate backup times according to the official rulebook.
3) For a Dual or 3+ Double Dual meet, as soon as an Event is scored in the MEET MANAGER, MEET MANAGER will update the OmniSport 2000 with the first two team pairings for display onto numeric Team Score scoreboards.
4) MEET MANAGER will send the current start list to the OmniSport 2000 Pro Swimming software.

MEET MANAGER's Alpha Scoreboard Interface with the OmniSport 2000

1) The OmniSport 2000 is the link between MEET MANAGER and a Venus matrix controller. The following types of information are accessible from MEET MANAGER by the OmniSport 2000 for display onto a matrix:
   a. Start List
   b. Results by Heat
   c. Results by Event
   d. Women's Scores
   e. Men's Scores
   f. Mixed Scores
2) The above information is requested in real time, this guarantees the latest lane assignments, results and scores are displayed on the matrix. The possibility that a lane assignment was changed in MEET MANAGER and not on the matrix will not happen.
3) This interface reduces the number of connections and cables by 33%. This enables MEET MANAGER to be operated on a laptop requiring only one(1) serial port. In addition to connections and cables the user friendliness is also greatly improved making some operations work as if on autopilot.

Connections

1) The cable between the OmniSport 2000 and MEET MANAGER is a straight through 9-pin DB male to female cable. Connect J6 on the OmniSport 2000 to the serial port on the MEET MANAGER computer.
2) The cable between the OmniSport 2000 and Venus computer is a dedicated straight through 9-pin DB male to female cable. Connect J5 on the OmniSport 2000 to the serial port on the Venus Computer.

Configuring the OmniSport 2000 to Communicate with MEET MANAGER

OmniSport 2000

Configuring the OmniSport 2000 to Communicate with MEET MANAGER

Press the following key sequence: <MENU>, <4>, <4>, <3>. Verify that the right LCD displays "RSLT: OMNI 2000" on line 2. If it does not, press the <→> key until it does and then press <ENTER>. Press the <MENU> key again to return to the main screen.

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MENU-COMM PORTS

RSLT: OMNI 2000*
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Configuring the OmniSport 2000 to Communicate with a Venus Controller

Press the following key sequence: <MENU>, <4>, <4>, <2>. Verify that the right LCD displays "RTD PORT: RTD" on line 2. If it does not, press the <→> key until it does and then press <ENTER>. Press the <MENU> key again to return to the main screen.
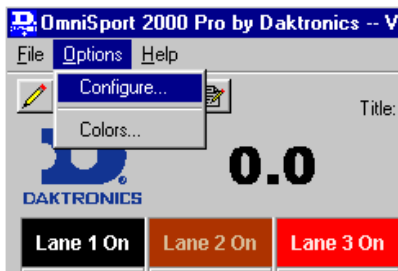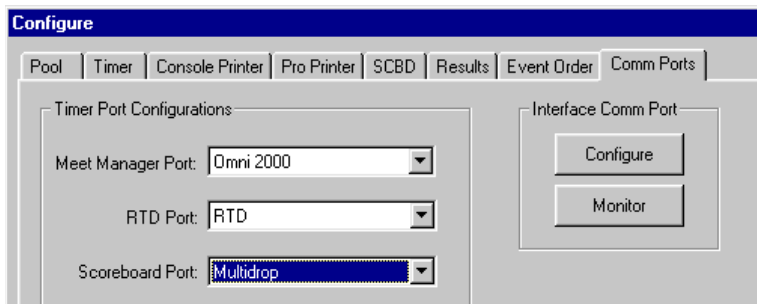
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MENU-COMM PORTS

RTD PORT: RTD*
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OR

OmniSport 2000 Pro Swimming Software

Configuring the OmniSport 2000 Pro Swimming Software

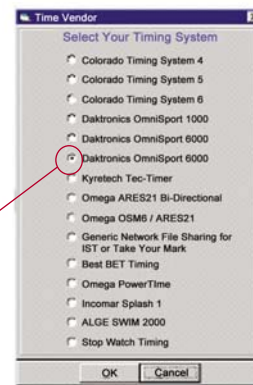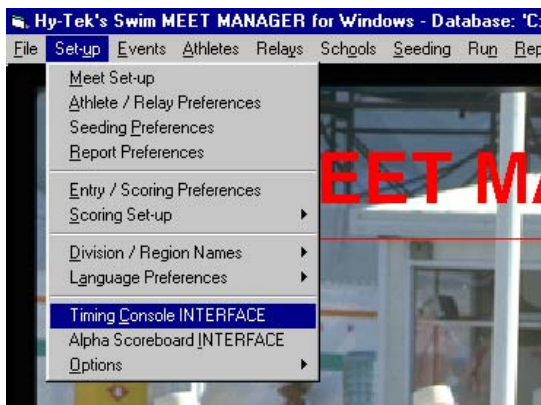From the Main menu of the OmniSport 2000 Pro Swimming software, select "Options" then "Configure"

In the Configure menu, select the "Comm Ports" tab. Next make sure that Meet Manager Port is set to Omni 2000 and that the RTD Port is set to RTD. Click "OK" when finished.

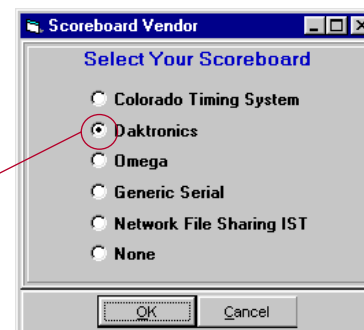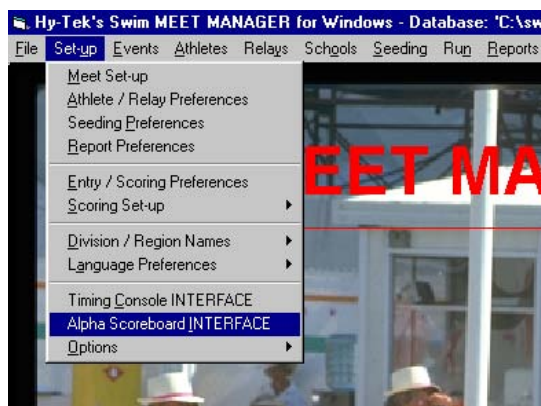# Configuring the MEET MANAGER Timer INTERFACE to OmniSport 2000

1. From the Main Menu of MEET MANAGER, select "Set-up" then "Timing Console INTERFACE"

2. Next select "Daktronics OmniSport 2000" from the list and click on "OK."

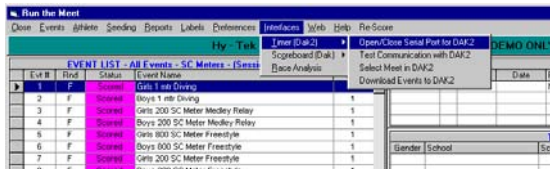# Configuring the MEET MANAGER Alpha Scoreboard INTERFACE to Daktronics

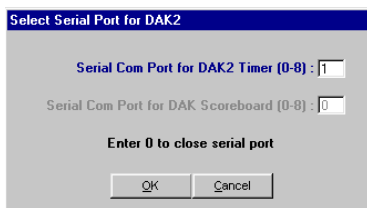**1.** From the Main Menu of MEET MANAGER, select "Set-up" then "Alpha Scoreboard INTERFACE"

2. Next select "Daktronics" from the list and click on "OK."

Configuring MEET MANAGER to Communicate with the OmniSport 2000

From the Run Menu of MEET MANAGER, select "Interfaces" then "Timer (Dak 2)" then "Open/Close Serial Port for Dak 2"

The following menu will appear. Enter the Serial Com Port that will be used to connect MEET MANAGER to the OmniSport 2000. Typically this is "1." Next click on "OK".

As long as everything is connected and configured correctly the following message will appear.
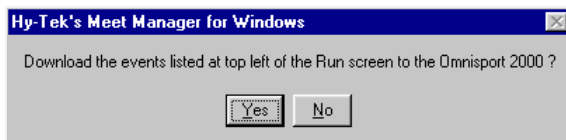

Downloading an Event Order from MEET MANAGER to the OmniSport 2000

Make sure that the OmniSport 2000 is in Swimming mode and that the running time is reset. From the Run Menu of MEET MANAGER, select "Interfaces" then "Timer (Dak 2)" then "Download Events to Dak 2."

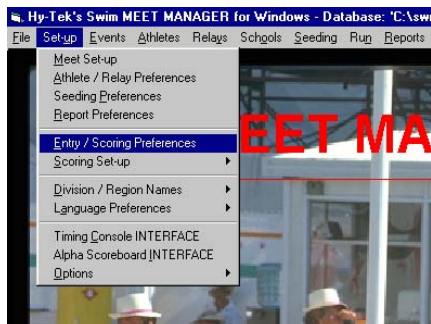The following message will appear. As long as this is the correct Event Order click "Yes."

After the Event Order has been successfully transferred, the following message will appear.

From the Main Menu of MEET MANAGER, select "Set-up" then "Entry/ Scoring Preferences."

Next select the "2 or 3+ Double Dual" tab and click on the red box next to "Select Teams."

A list of all of the potential team score pairings will be displayed. The pairings that are selected with a "√" are the ones shown in a separate box in the Run menu and the ones that are displayed to the numeric and matrix scoreboards. When in a Dual or Double Dual meet format, the team scores are not available until an event is scored and the score is displayed in the Team Scores window in the Run menu.