

Notes on Operating the Daktronics OmniSport 2000 Timing System

Lane Status Symbols	Represents
-	Lane is turned on but unarmed
<i>NN</i>	Arming delay (NN represents a number from 1-99 that is counting down to 0)
+	Lane armed for a split time
*	Lane armed for a finish time
0	Lane has finished the race
P	No lane module present or fault
R	An overly active input—likely a bad connection or faulty button
R	A faulty RTOP—replace the batteries in the RTOP

An example of the LCD screen on a typical *Near End Only* configuration is shown below.

1	2	3	4	5	6	7	8	9	10	
* 1 + * * 2 2 0 2 L					1 * 6 * + 2 2 2 2 L					RT: 00:52.5 E: 012 H:02 R: P L:

Line 2 shows the lengths completed. The symbol **L** denotes this information. The timer operator uses the information on completed lengths to confirm if a swimmer has missed a touch or an extra touch has occurred – requiring subsequent use of *Split Arm*, *Finish Arm*, *+ Touch* or *- Touch*. Refer to *Section 4.3* for more information on using those keys.

Notes on Operating the Daktronics OmniSport 2000 Timing System

<p style="text-align: center;">BEFORE RACE</p>	<p>Confirm the timer is reset</p> <p>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).</p> <p>Confirm that the number of lengths is correct for the current event and heat.</p>	<p>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>.</p> <p>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></p> <p>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.</p>
<p style="text-align: center;">DURING RACE</p>	<p>Timer Starts.</p> <p>Turn off any unused lanes.</p> <p>Record missing swimmers and race number (from tape printout) on meet program.</p> <p>Watch the lengths complete counter and lane status for each individual lane.</p> <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. 	<p>Typically started automatically from the horn start.</p> <p>Press <LANE ON/OFF> to turn the desired lanes off. Press again to turn them back on.</p> <p>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.</p> <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.
<p style="text-align: center;">AFTER RACE</p>	<p>Confirm that all lanes with an athlete have finished.</p> <p>Print out the results with backup times.</p> <p>Reset the timer and get ready for the next event.</p>	<p>Look at the left two LCD’s to verify that the final touch has been received.</p> <p>Press <STORE/PRINT></p> <p>Press <RESET> followed by <ENTER>. The scoreboard will continue to display the results of the last race until the start of the next race.</p>