

## Colorado Timing System 6 Configuring a Printer

Configuring a printer to work with the Colorado System 6 is not as simple as with the Colorado System 5. The System 6 (CTS-6) can work with printers connected via parallel port or USB port. Configuring the correct printer driver sometimes requires trial and error to get it right. This document will outline the steps to get a printer working with the CTS-6.

It is possible that the same interface (parallel or USB) and the same printer are the same as the last time. It doesn't take long to try it and see if it works. If it doesn't work, or if you know it is a different printer, proceed as follows.

You must get to the Sports Loader screen (figure 1). You get there by starting up the CTS-6. If you are already in the Swimming module, get back to the Sports Loader by pressing the "MISC" soft-key, then "Switch Sports".



Figure 1

From the Sports Loader, press the "Install" soft-key, then the "Configure Printers" soft-key (figure 2)

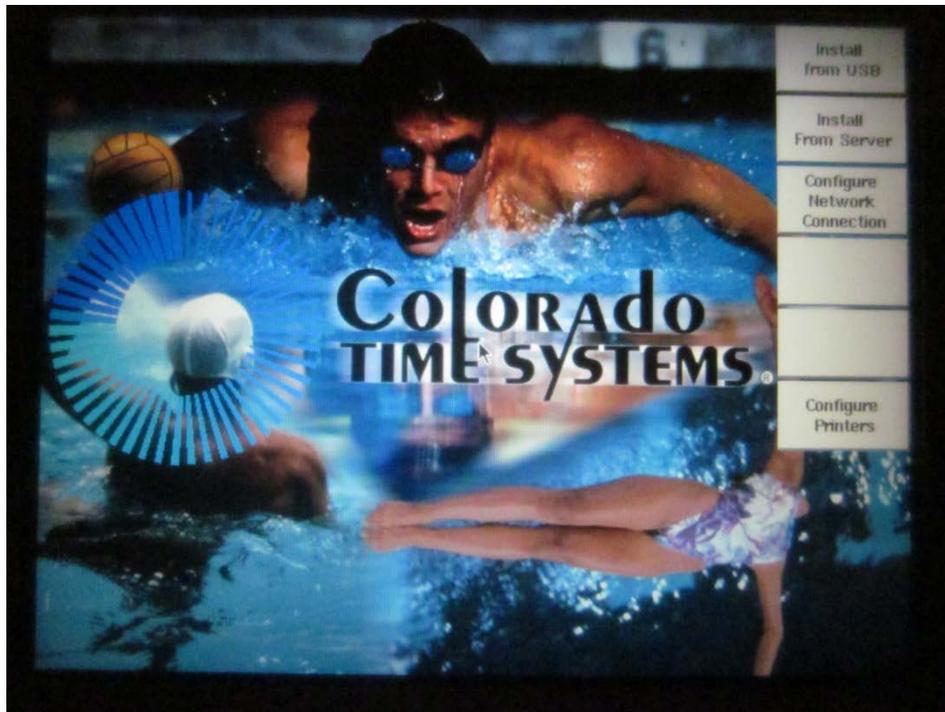


Figure 2

You will then see a list of installed printers (figure 3). At this point you can just add another printer. Or, you can first delete the currently listed printers using the “Remove Selected” soft-key.

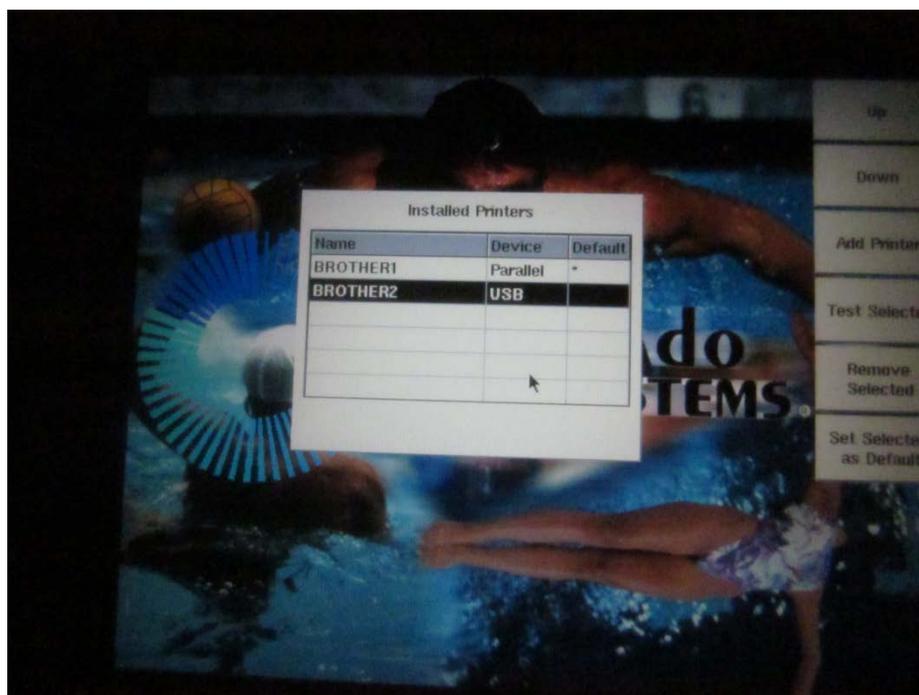


Figure 3

Make sure the printer is turned on and connected to the CTS-6 by the parallel or USB cable. Then press the “Add Printer” soft-key. If the printer connected via USB, you should see the identification of the printer (figure 4). If the printer is connected via a parallel cable, you will see “LPT1”.

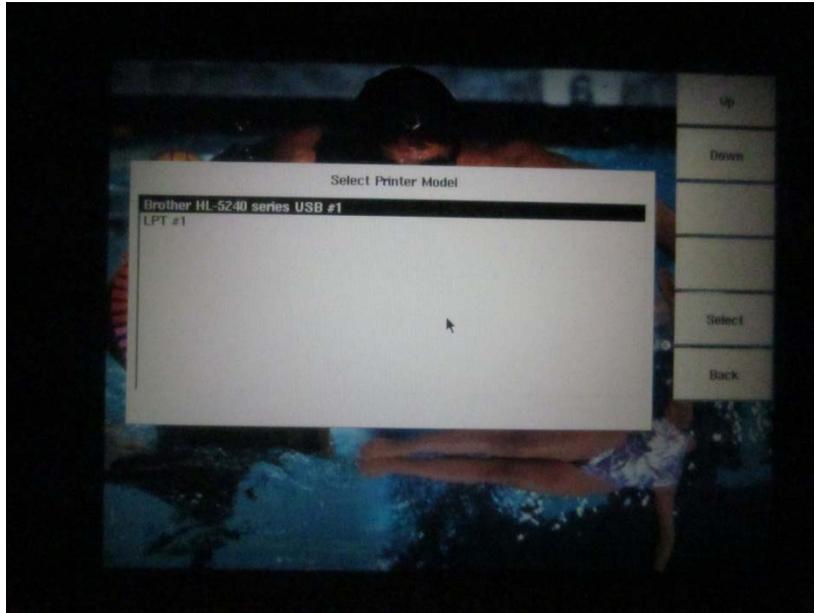


Figure 4

If the correct printer is not highlighted, use the “Up” and “Down” soft-keys to select it. Then press the “Select” soft key. You will then be at the Select Driver screen (figure 5)

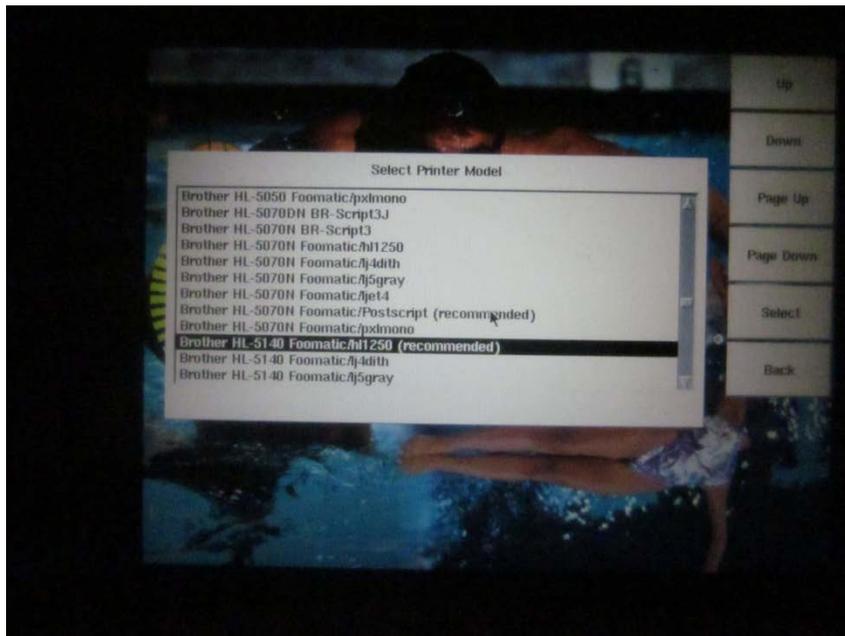


Figure 5

Use the “Up”, “Down”, “Page Up”, “Page Down” keys to find the correct printer model. The exact model printer you are using may not be listed. Select a model number that is in the same general series. You will also have a better chance of success if you use one of the drivers that is “(recommended)”. Here is where you may need some trial and error to get a driver that works.

Once you select a driver with the “Select” soft-key, you will see an entry on the Installed Printers list (figure 6)



Figure 6

Make sure the printer is highlighted. If not, use the “Up” and “Down” soft-keys. Then test the printer using the “Test Selected” soft-key.

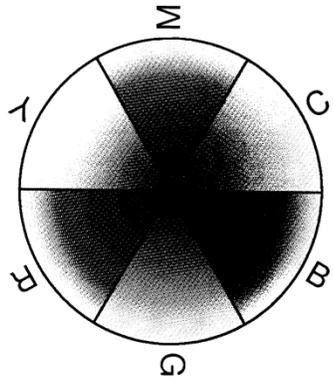
If it works, you will get a test page (figure 7). If you get nothing, or if you get garbage out, remove the printer using the “Remove Selected” soft-key. Try again selecting a different printer driver (Hint: write down the one you previously selected so you don’t try the same one again). You should eventually find one that works with your printer.

At this point, you are almost finished. As you can see if figure 6, it says “No Default Printer”. You need to press the “Set Selected as Default” soft-key. This will place an “\*” in the Default column.

Use the “Quit” key to get back to the Sports Loader Main Screen. From there you can press the “Swimming” soft-key to get back into the Swimming module. Test the printer in the Swimming module using “Stored Data”.

1' 2' 3' 4' 5' 6' 7' 8' 9' 10' 11' 12' 13' 14' 15' 16' 17' 18' 19' 20' 21' 22' 23' 24' 25' 26' 27'

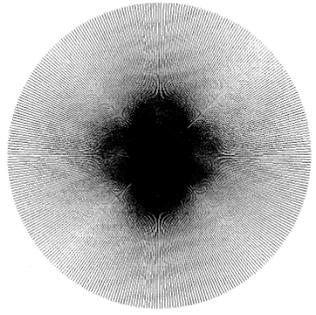
# Printer Test Page



Color Wheel



Gray Ramp



1 Degree Radial Lines

## Imageable Area

Page Size: 8.35x10.65in  
212.1x270.5mm

Lower-Left: 0.05x0.2in  
1.3x5.1mm

Upper-Right: 8.4x10.85in  
213.4x275.6mm

Resolution: 300x300dpi  
11781x11781dpm

## Interpreter Information

PostScript: Level 3

Version: 3010 (81503)

Product: ESP Ghostscript

Serial #: 42

# Printed Using CUPS v1.2.x



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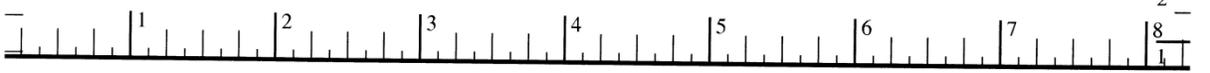


Figure 7