

FIELDLYNX

Operator's Manual

FieldLynx™

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Version 2.0

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About this Manual

The *FieldLynx Operator's Manual* is a comprehensive guide to setting up and operating FieldLynx™.

Chapter 1: Quick Start FieldLynx Operation

In this chapter, you use the practice data that comes with FieldLynx to learn how to operate FieldLynx as quickly as possible. This chapter assumes you already have FieldLynx installed onto a handheld device and is recommend for individuals who are familiar with the Palm™ Operating System and/or who have used earlier versions of FieldLynx.

Chapter 2: Installation Guide

This chapter provides step-by-step instructions for installing FieldLynx and its optionally purchased plug-ins onto a handheld device. This chapter also walks you through the installation of NetExchange™ and Exchange Multi™ onto a computer.

Chapter 3: FieldLynx and Palm™ Operating System Basics

We recommend you read this chapter if you have never before used a handheld device with the Palm™ Operating System.

Chapter 4: Set up FieldLynx to Exchange Data with Competition Management Computer

FieldLynx gets data from and sends data to a computer running a competition database program, such as Hy-Tek Meet Manager. FieldLynx can exchange data with the competition management computer either directly or over a network. This chapter explains how to set up FieldLynx for both methods of data exchange with the competition management computer. In this chapter, you also learn how to create your own Lynx.evt file in the absence of a competition database program.

Chapter 5: FieldLynx Operation

This chapter explains how to perform all of the tasks associated with operating FieldLynx at a competition. You learn in greater detail the FieldLynx operation tasks introduced in Chapter 1.

Chapter 6: FieldLynx Plug-in Operation

In this chapter, you learn how to operate the optionally purchased Scoreboard, Wind, and LaserLynx™ Plug-ins with FieldLynx.

Appendix A: Scoreboard Settings Table

Refer to this table for the settings of your scoreboard if you are setting up the Scoreboard Plug-in.

Appendix B: Wind Gauge Settings Table

Refer to this table for the settings of your wind gauge if you are setting up the Wind Plug-in.

Quick Start Guides

The quick start guides that came with your FieldLynx application are designed specifically for use by the individuals operating FieldLynx at a competition. The guides are designed to teach basic FieldLynx operation tasks as quickly as possible.

1 FieldLynx Quick Start Operation

The instructions in this chapter use the practice data that came with the FieldLynx application to help you get started using FieldLynx as quickly as possible. This chapter assumes:

- You have a handheld device with FieldLynx already installed. If not, please go to Chapter 2 to learn how to install FieldLynx and then return here.
- Your FieldLynx unit has the practice events and athletes installed on it. If not, please go to Chapter 2 to install the FLAthleteDB.pdb and FLEventDB.pdb files and then return here.


In this chapter, you learn how to perform the following basic FieldLynx tasks:

1. Run FieldLynx.
2. Open a flight.
3. Set up an event.
4. Check in competitors.
5. Enter a performance.

For complete FieldLynx operation instructions, including getting and sending data when connected to a competition management computer, please refer to Chapter 5. If you want to learn how to use the optionally purchased FieldLynx Plug-ins, please go to Chapter 6. To set up a competition management computer so FieldLynx can get and send data directly or over a network, see Chapter 4.

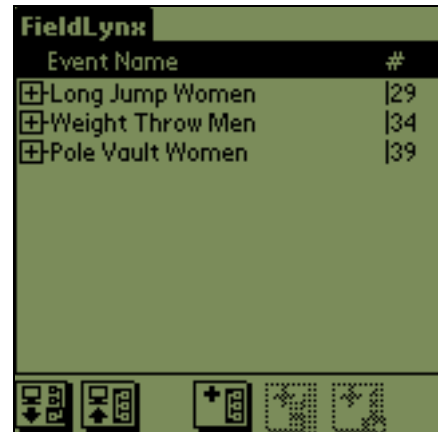
Step 1: Run FieldLynx

1. Press the green button on the handheld device to turn it on.

2. Tap  to run the FieldLynx application. The main FieldLynx screen with three sample events appears (Figure 1).

Note: If you do not see the sample events listed on the FieldLynx main screen, you need to install the event and athlete databases that came with the FieldLynx installer. For instructions on how to do this, please skip to Chapter 2 and then return here.

Figure 1: FieldLynx main screen with sample events



Step 2: Open a flight




1. Tap  next to Weight Throw Men on the FieldLynx main screen. Round 1 drops down.
2. Tap  next to Round 1. Flight 1 drops down.
3. Tap on Flight 1 and the Weight Throw Men flight sheet appears (Figure 2).

Figure 2: Weight Throw Men flight sheet



Step 3: Set up an event

1. Tap  and then follow the instructions on the screen to:
 - Select Metric or English measurement system.
 - Set up the Attempts screen.
2. Tap Finish to return to the flight sheet.

Step 4: Check in competitors

After you have set up the event, you then need to check in the competitors.








1. Tap the  next to a competitor's name. The check-in screen appears for that competitor (Figure 3).

Figure 3: Competitor check-in screen (throws and horizontal jumps)



2. Tap  to check in a competitor. Later, if you need to change a competitor's status, return to this screen and tap:
 -  to suspend a competitor.
 -  to make a competitor up next.
3. Repeat these steps to check in all of the competitors in the event. When finished, the competitors in the flight sheet have arrows next to their names indicating their status.
 -  Odorczyk, Steven A single arrow indicates the competitor is up.
 -  Owen, Nash Two arrows indicate the competitor is on deck.
 -  Abadi, Joseph Three arrows indicate the competitor is on hold.

Step 5: Enter a performance

After you have checked in the competitors, you are ready to record their performances in FieldLynx.

1. Tap on a competitor who has been checked in. The mark entry screen for that competitor appears (Figure 4).

Figure 4: Mark entry screen



2. If a competitor's throw is fair, tap . The Enter Mark screen appears (Figure 5).




Figure 5: Enter Mark screen



3. Tap the numbers on the screen to enter the measurement of the competitor's throw and then tap




Note that you can also enter the following options:

- If a competitor fouled the throw, tap .
- If a competitor chose to pass the attempt, tap .
- To erase the mark you just entered, tap .

4. To return to the flight sheet, tap .
5. Repeat the steps in this section to enter marks for all of the competitors in the flight.

Conclusion

Tap  to return to the FieldLynx main screen.

You have just completed all of the basic FieldLynx tasks you need when operating FieldLynx at a competition. These tasks include:
















1. Run FieldLynx.
2. Open a flight.
3. Set up an event.
4. Check in competitors.
5. Enter a performance.

Repeat these tasks using the data for the Long Jump and Pole Vault events, noticing as you go where some of the options differ from those in the throwing events.

This completes the FieldLynx Quick Start Operation. Continue reading this manual for more detailed instructions on setting up and operating FieldLynx.

Button summary

The table below identifies the functions of the buttons you just used to operate FieldLynx.

If you want to...	Tap here.
Run FieldLynx	
Open a flight	
Set up an event	
Check in a competitor	 , then 
Suspend a competitor	
Make a competitor up next	
Enter a competitor's starting height (vertical jumps)	
Record a mark (throws and horizontal jumps)	 , then 
Clear a height (vertical jumps)	
Scratch a mark/No height	
Pass a mark/attempt	
Erase a mark/attempt	
Return to the flight sheet	

2 Installation Guide

In this chapter, you learn how to:

- Install FieldLynx and other necessary files (including the MathLib application necessary for operating FieldLynx and the FLAthleteDB and FLEventDB files which provide you with practice data) onto a handheld device.
- Install NetExchange™ or Exchange Multi™ onto your competition management computer.
- Install any optionally purchased plug-ins onto your handheld device, including the Scoreboard Plug-In, the Wind Plug-In, and the LaserLynx™ Plug-In.

Install FieldLynx onto a handheld device

If you purchased a handheld device from Lynx that already has version 2.0 of the FieldLynx application, you can skip this section.

Before you begin

You must have the following items before proceeding with these installation instructions:

- Handheld device running the Palm™ Operating System version 3.3 or higher. To find out what version of the Palm™ OS you are running:
 - a. Turn on the handheld device.
 - b. Tap the Applications button.
 - c. Tap the Preferences button. An Options pick list appears.
 - d. Tap Info. An Info screen appears.
 - e. Tap the Version button at the bottom of the screen. The version number of the Palm™ OS appears at the top of the screen. If this number is less than 3.3, you need to download a new version of the Palm™ Operating System. Go to <http://www.palm.com/> to do this, and then return to these instructions.
- FieldLynx floppy disk.
- FieldLynx serial number.

If you have your own handheld device and you purchased the FieldLynx software from Lynx, the serial number is located on the FieldLynx floppy disk. If you purchased a handheld device from Lynx with the software already installed and you are reinstalling FieldLynx, the serial number is on the back of your handheld device.
- A computer with the HotSync® Manager and Install Tool applications of the Palm Desktop software installed. If you have not done so already, install these applications now onto a computer.
- The HotSync® cable or cradle that came with your handheld device.

After you have gathered all of the items in this list, continue to the Instructions in the next section.

Instructions

Step 1: Install FieldLynx from a floppy disk onto your computer

This step assumes you are running a Microsoft Windows 98 operating system. The instructions are similar for other versions of the Microsoft Windows operating system.

1. Insert the FieldLynx disk into the computer's floppy drive.
2. Click the Microsoft Windows Start button and click Run.
3. Click the Browse button and navigate to the Setup.exe file on the floppy drive.

Figure 6: FieldLynx executable file



4. Click on Setup.exe, click open and then click OK. Then, follow the instructions on the screen to complete the installation.
5. After you click Finish, the installation of FieldLynx onto your computer is complete. Next, you need to transfer the application onto your handheld device. Continue to the next step to learn how to do this.

Step 2: Transfer the FieldLynx application to your handheld device

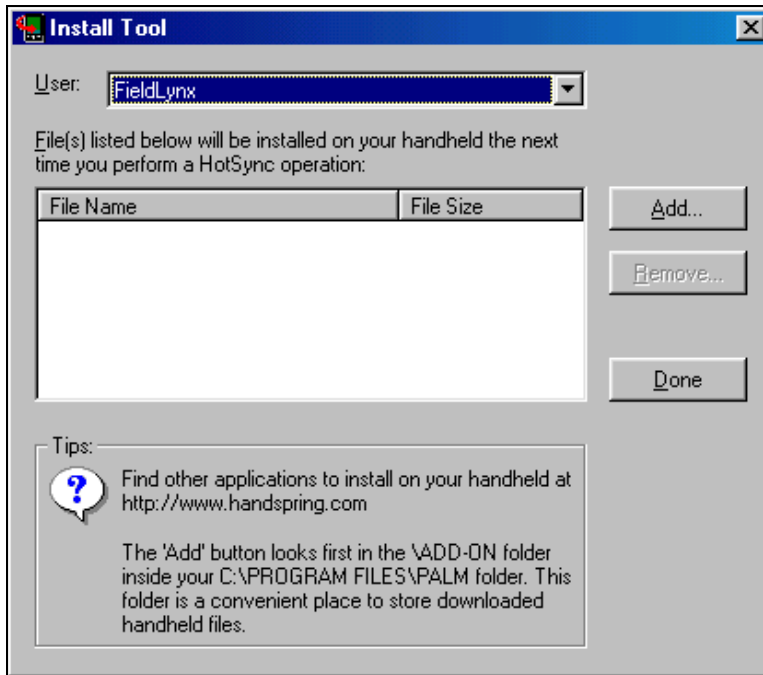
1. Attach the HotSync® cradle or cable to an available 9-pin COM port on the back of your computer.
2. Connect the handheld device to the HotSync® cable or cradle.
3. Run HotSync® Manager on the computer. Do this by clicking the Microsoft Windows Start button and selecting Programs | Palm Desktop | HotSync Manager. You know when HotSync® Manager is running when you see the icon in your computer system tray, usually at the bottom right corner of your computer screen (Figure 7).

Figure 7: HotSync® Manager icon



4. Run the Install Tool by clicking the Microsoft Windows Start button and clicking Palm Desktop | Install Tool. The Install Tool dialog box appears (Figure 8).

Figure 8: Install Tool dialog box

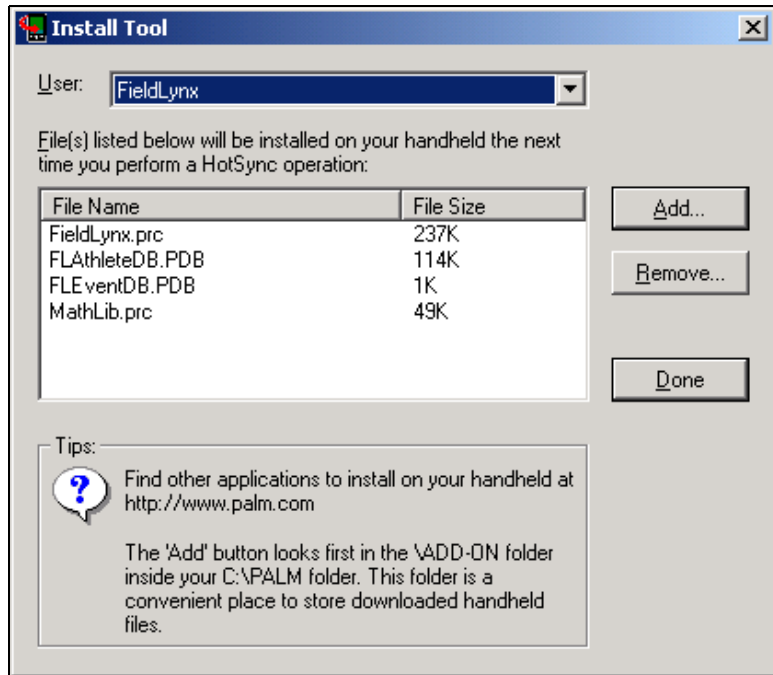


5. Click the Add button and navigate to the C:\FieldLynx directory, or wherever you stored your FieldLynx files during the installation process.
6. While holding down the CTRL key on your keyboard, click to highlight the following files:
 - FieldLynx.prc
 - MathLib.prc
 - (Optional) FLAthleteDB.pdb – this file contains sample athlete data to practice with
 - (Optional) FLEventDB.pdb – this file contains sample event data to practice with
 - (Optional) FLLNG_de_DE.pdb (German language file), FLLNG_es_ES.pdb (Spanish language file), FLLNG_fr_FR.pdb (French language file), FLLNG_en_us.pdb (English language file)

Note: By default, FieldLynx is installed in English.

...and then click Open. The Install Tool dialog box now resembles Figure 9.

Figure 9: Install Tool with FieldLynx files



7. Click Done and then click OK.
8. Press the HotSync® button on the cradle or cable to perform a HotSync® operation, which transfers the FieldLynx files from your computer and installs them onto your handheld device. The next time you turn on your handheld device, tap the Applications button and the FieldLynx icon is there, indicating the installation was successful (Figure 10). If you tap the Applications button and the FieldLynx icon does not appear, try pressing the scroll buttons up or down. If you still do not see the FieldLynx icon, tap the pick list in the upper right corner of the screen and select All.

Figure 10: Palm™ OS applications screen with FieldLynx installed



9. Tap the FieldLynx icon to run the application and enter the serial number on the text line provided. Then, tap OK and the FieldLynx main screen appears with sample Long Jump, Weight Throw, and Pole Vault data to practice with. You only need to enter your serial number once—the first time you run FieldLynx after completing the installation.

Install NetExchange or Exchange Multi onto the competition management computer

Depending on the type of competition management program you are using, you may need an additional program for FieldLynx and the computer to exchange data.

- If you are running Hy-Tek Meet Manager and connecting directly to the competition manager computer using a HotSync® cable or cradle, you need to run the FieldLynx Module, which is available for purchase from Hy-Tek. You do not need to install NetExchange or Exchange Multi.
- If you are running Hy-Tek Meet Manager or another competition management program and connecting over an Ethernet network to the competition management computer, follow the instructions in this section to install NetExchange onto any computer on the FieldLynx network. **Note:** If you are using Hy-Tek, in addition to NetExchange you also need the FieldLynx Module, which is available for purchase from Hy-Tek.
- If you are running a competition management program other than Hy-Tek Meet Manager and connecting directly to the competition management computer using a HotSync® cable or cradle, follow the instructions in this section to install Exchange Multi onto the competition management computer.

NetExchange

If FieldLynx is exchanging data by connecting to the competition management computer over an Ethernet network, follow the instructions in this section to install NetExchange onto any of the computers on the FieldLynx network.

1. Insert the NetExchange disk into the computer's floppy drive.
2. Click the Microsoft Windows Start button and click Run.
3. Click the Browse button and navigate to the Setup.exe file on the floppy drive.
4. Click on Setup.exe, click Open, and then click OK. Then, follow the instructions on the screen to complete the installation.

After the installation is finished, continue to Chapter 4 to learn how to configure NetExchange.

Exchange Multi

If FieldLynx is exchanging data by a direct connection to the competition management computer, follow these steps to install Exchange Multi onto the competition management computer.

1. Insert the Exchange Multi disk into the computer's floppy drive.
2. Click the Microsoft Windows Start button and click Run.
3. Click the Browse button and navigate to the Setup.exe file on the floppy drive.
4. Click on Setup.exe, click Open, and then click OK. Then, follow the instructions on the screen to complete the installation.
5. When the installation is finished, remove the disk from the floppy drive and then restart your computer.

This completes the Exchange Multi installation. You learn how to configure Exchange Multi in Chapter 4.

Install optionally purchased plug-ins onto your FieldLynx unit

If you purchased the Scoreboard, Wind, or LaserLynx Plug-in for use with your FieldLynx unit, follow these instructions to install them onto the handheld device.

Before you begin

To check if you have a plug-in already installed on your FieldLynx unit, follow these steps:

- a. Turn on the handheld device.
- b. Run FieldLynx.
- c. Tap Menu button. The Options screen appears.
- d. Tap Preferences. The Preferences screen appears.
- e. Tap the Plug-ins pick list to view the installed plug-ins. If there are no plug-ins installed, the MathLib plug-in, which you installed during the FieldLynx installation, is the only plug-in appearing on the pick list.

Now that you know if any plug-ins are installed onto your FieldLynx unit, follow these steps to install additional plug-ins.

Step 1: Install the plug-in onto a computer

1. Insert the plug-in disk into the computer's floppy drive.
2. Click the Microsoft Windows Start Button and then click Run.
3. Click the Browse button and navigate to the Setup.exe file on the floppy disk.
4. Click to highlight Setup.exe, click Open, and then click OK.
5. Follow the instructions on the screen to complete the installation.

Step 2: Transfer the plug-in to the handheld device

1. Attach the HotSync® cradle or cable to an available 9-pin COM port on the back of your computer.
2. Connect the handheld device to the HotSync® cable or cradle.
3. Run HotSync® Manager on the computer. Do this by clicking the Microsoft Windows Start button and selecting Programs | Palm Desktop | HotSync Manager. You know when HotSync® Manager is running when you see the icon in your computer system tray, usually at the bottom right corner of your computer screen (Figure 7).
4. Run the Install Tool by clicking the Microsoft Windows Start button and clicking Palm Desktop | Install Tool. The Install Tool dialog box appears (Figure 8).
5. Click the Add button and navigate to the C:\FieldLynx\Plugin directory, or wherever you stored the plug-in files during the installation process.
 - If you are installing the Scoreboard Plug-in, click the FLScoreboard.prc file and all of the database (PDB) files that come with the installation.
 - If you are installing the Wind Plug-in, click the FLWind.prc file.
 - If you are installing the LaserLynx Plug-in, click the FLLaserLynx.prc file....And then click Open. The file/s you just highlighted is/are added to the Install Tool dialog box.
6. Click Done and then click OK.

7. Press the HotSync® button on the cradle or cable to perform a HotSync® operation, which transfers the plug-in files from your computer and installs them onto your handheld device. The next time you run FieldLynx, tap Menu | Preferences and then tap the Plug-ins pick list. The plug-in you just installed appears on the list.

This completes the plug-in installation instructions. You learn how to operate FieldLynx using the optionally purchased plug-ins in Chapter 6.

3 FieldLynx and Palm™ Operating System Basics

A word about the Palm™ Operating System (Palm™ OS)

If you have never used a handheld device running the Palm™ OS, you should know that your FieldLynx unit can do even more than administer the field events at your track and field competition. We recommend you read the user guide that came with your handheld device to learn how to use the Palm™ OS to do the following:

- Keep contact information using the Address Book (for example, all of the coaches in your conference).
- Stay on top of your schedule using the Date Book (all of your team's upcoming competitions).
- Create a checklist using the To Do List (to help you get ready for the next meet you are hosting).
- Maintain lists containing important information using the Memo Pad (like all of your athletes' best marks).

If you are not familiar with the Palm™ OS, continue reading this chapter to learn about some of the Palm™ OS conventions used in this manual. Otherwise, continue to Chapter 4.

Basic Palm™ OS Conventions

This section reviews specific Palm™ OS conventions you need to know and optimizations you should make before operating FieldLynx.

Before you begin

We strongly recommend you read the “Setup” or “Getting Started” instructions that came with your handheld device to learn how to do the following:

- Install batteries.
- Install the HotSync® Manager and Palm™ Desktop Software CD that came with your handheld. You need HotSync® Manager and the Palm™ Desktop Software to install any software on your handheld (like the FieldLynx software or plug-ins), but you do not need them to operate FieldLynx at an event.

FieldLynx unit diagram

Figure 11 details the basic buttons on a handheld device.

Figure 11: FieldLynx unit diagram



Not shown: stylus.

Common terms and conventions

This manual uses the following conventions when describing common Palm™ OS terms.

Term	Description
Graffiti®	The handwriting recognition language built into the Palm™ OS that allows you to write letters and numbers using the stylus.
HotSync® cable	Connects to your handheld and a COM port on the back of your computer; allows for information to be synchronized between the two (same function as HotSync® cradle). We recommend you use the HotSync® cable instead of the cradle if you are using FieldLynx with a SerialLynx unit.
HotSync® cradle	Connects to your handheld and a COM port on the back of your computer; allows for information to be synchronized between the two (same function as HotSync® cable).
HotSync® Manager	Software you install on your computer that allows you to synchronize information between your handheld and a computer.
Pick list	The list that appears when you tap on an option on the screen; a Palm™ OS version of the drop-down list.

Recommendations

This section describes a few aspects of your FieldLynx unit's Palm™ Operating System with which we suggest you become familiar.

Learn to use the HotSync® Manager

HotSync® Manager allows you to synchronize information between your handheld device and the Palm™ Desktop software running on your computer. It is helpful to have a general understanding of how HotSync® Manager works and how to enable and disable it.

Learn to use keyboard call-ups and Graffiti®

When entering information into your FieldLynx unit, you can either call up a keyboard to tap out letters and numbers or you can learn to write with Palm™ OS Graffiti®. Both methods are useful while you are operating FieldLynx at an event.

Keyboard call-ups

Tap the keyboard call-up (see Figure 11) to make a keyboard appear on the handheld device screen. Tap all of the letters you need from the screen keyboard and then tap Done when finished. To enter numbers and symbols using a keypad, tap the numbers and symbols call-up. Tap the numbers and symbols you need and then tap Done with finished.

Note: To use the keyboard and numbers and symbols call-ups, you must have something open within the Palm™ OS, for example, a new memo. The call-ups do not appear unless they are used when data entry is required.

Graffiti®

We recommend that you spend about 20 minutes learning to use Graffiti® to write letters, numbers, and symbols. Turn on your FieldLynx unit, tap the Applications button and then tap the Graffiti® icon to start a short Graffiti® tutorial.

Tip: To call up a Graffiti® reminder template, drag the stylus from the bottom of the screen all of the way to the top of the screen. This is helpful in case you forget how to form a letter and you need a quick reminder.

Optimize your handheld device

You can optimize your handheld to maximize its use at a competition. We recommend you do the following:

- Set System Sound
- Increase screen contrast

Set System Sound

We recommend you set your handheld device's System Sound to "On," because it is helpful to have sound feedback when operating FieldLynx at a meet. To set your System Sound to "On":

1. Turn on the handheld device and tap the Applications button.
2. Tap the Prefs icon. The Preferences screen appears.
3. From the pick list in the upper right corner, tap General.
4. Tap the pick list next to the System Sound line. Tap the level of volume you want to use (we recommend High). If you tap Off, no sound is emitted.

Now you will hear a soft "tick" sound whenever you use the hardware buttons or tap the on-screen buttons with the stylus.

Increase screen contrast

We recommend that you darken the screen contrast on your handheld device to help you read the screen while operating FieldLynx outside. To do this:

1. Turn on your handheld device. Start at any screen.
2. Use the tip of your finger to manually adjust the contrast wheel located in the middle of the leftmost side of the FieldLynx unit.

Note: These instructions vary for different handheld models. Check with the user documentation that came with your handheld device to change the screen contrast.

This completes the introduction to FieldLynx and Palm™ OS basics. Please continue to Chapter 4.

4 Set Up FieldLynx to Exchange Data with Competition Management Computer

To use FieldLynx at a meet, you must have a competition management computer running a database program such as Hy-Tek Meet Manager with the FieldLynx option, or it must have access to a Lynx.evt file you create for the competition. (You learn how to create a Lynx.evt file at the end of this chapter.)

The competition management computer contains the events and athletes for your meet. FieldLynx gets the events and athletes at the beginning of a competition. After an event is over, FieldLynx sends the results to the competition management computer for printing reports and other results processing.

The exchange of data between the FieldLynx unit and the competition management computer can be done directly, by connecting to the competition management computer via a HotSync® cable or cradle, or over an Ethernet network. Depending on what competition management program you are using, you may need to run NetExchange or Exchange Multi on the computer.

In this chapter, you learn how to do the following:

- Connect directly to a competition management computer running Hy-Tek Meet Manager. This section assumes you have installed the FieldLynx Module from Hy-Tek onto the Meet Manager computer.
- Connect over an Ethernet network using NetExchange. This section assumes you have installed NetExchange onto one of the computers on the FieldLynx network. If not, refer to page 21 and then return to this section. If you are using Hy-Tek Meet Manager, make sure you have installed the FieldLynx module, which you can purchase from Hy-Tek.
- Connect directly to a competition management computer running Exchange Multi. This section assumes you have installed Exchange Multi onto the competition management computer. If not, refer to page 21 and then return to this section. Follow the instructions in this section if you are using a competition management program other than Hy-Tek Meet Manager, or if you will create your own Lynx.evt file for the competition.
- Create a Lynx.evt file in the event that you are not using a competition management program.

Connect directly to a competition management computer running Meet Manager

Before you begin

If you are connecting FieldLynx directly to the competition management computer to get and send data, you need the following items:

- HotSync® cradle or cable connected to an available 9-pin COM port on the back of the computer.
- FieldLynx Module installed on the computer running Meet Manager. If you need to purchase the FieldLynx Module, please visit the Hy-Tek web site at: <http://www.hy-tek.com/track/>.

Set FieldLynx's connection

1. Turn on the handheld device and run FieldLynx.
2. Tap the Menu button. The Options screen appears.
3. Tap Preferences. The Preferences screen appears.
4. From the pick list in the upper right corner, tap Database.
5. Tap the Serial checkbox and then tap OK twice to return to the FieldLynx main screen.
6. Connect the handheld device to the HotSync® cable or cradle.

Configure Meet Manager

Please refer to the documentation that came with the Meet Manager software to learn how to configure Meet Manager to exchange data with FieldLynx. With Hy-Tek Meet Manager for Windows, you will find this information in Chapter 18.

After you have set up Meet Manager, you are ready to operate FieldLynx. Continue to Chapter 5 for complete operation instructions.

Connect over an Ethernet network using NetExchange

You must run NetExchange if FieldLynx is connecting to the competition management computer over an Ethernet network.

Before you begin

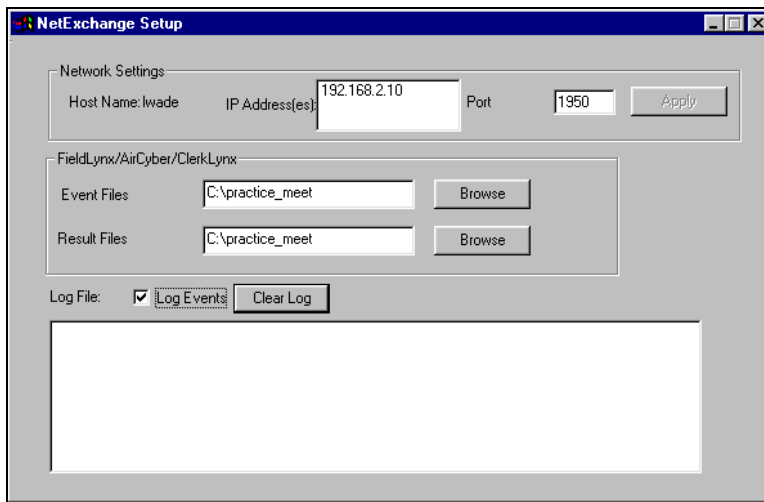
You need the following items:

- HotSync® cable (if you are using SerialLynx).
- Either:
 - a wireless SerialLynx unit or a wireless Ethernet card installed in your FieldLynx unit and an AirLynx gateway, or
 - a wired SerialLynx unit.
- NetExchange installed onto one of the computers on the FieldLynx network.
- A competition folder created on one of the computers on the FieldLynx network where you will store your competition files. For explanation purposes, assume we have created a folder on the computer's C: drive called, "practice_meet."

Configure NetExchange

1. Double-click the NetExchange.exe icon on the computer desktop. The NetExchange Setup window appears. Note that the IP address and Port value of the computer NetExchange is running on automatically appear.
2. Click the Event Files Browse button to navigate to the folder you created for the competition.
3. Click the Result Files Browse button to navigate to the folder you created for the competition. The NetExchange Setup window resembles Figure 12.

Figure 12: NetExchange setup window



Leave NetExchange running at all times when you are using FieldLynx. We recommend that you minimize NetExchange by clicking the [] in the upper right corner. When minimized, NetExchange continues to run but is out of the way of the operation of the competition database.

Continue to the next section.

Set up the Ethernet network and set FieldLynx's connection

1. If you are using SerialLynx, follow the instructions in the *SerialLynx Operator's Manual for Athletics/Track and Field* to set up the Wired, Wireless AP or Ad Hoc network.
2. If you are using FieldLynx on a wireless network, turn on the AirLynx gateway.
3. Turn on the handheld device and run FieldLynx.
4. Tap the Menu button. The Options screen appears.
5. Tap Preferences. The Preferences screen appears.
6. From the pick list in the upper right corner, tap Database.
7. Tap the Network checkbox and write the IP Address and Port Number of the competition management computer on the text lines provided. Remember that the IP Address and Port Number values appear when you run NetExchange (refer to Figure 12). Then, tap OK twice to return to the FieldLynx main screen.
8. If you are using SerialLynx, connect the HotSync® cable to the correct COM port on the SerialLynx unit and attach the FieldLynx unit to the other end of the HotSync® cable.
9. If you are using SerialLynx, turn on the unit.

Now you are ready to operate FieldLynx. Continue to Chapter 5 for complete operation instructions.

Connect directly to a competition management computer running Exchange Multi

You must run Exchange Multi on the competition management computer when you are connecting directly to it and using your own Lynx.evt file or a competition management program other than Meet Manager.

Before you begin

You need the following items:

- HotSync® cradle or cable connected to an available 9-pin COM port on the back of the computer.
- Exchange Multi installed on the competition management computer.
- A competition folder created on the competition management computer where you will store your competition files. For explanation purposes, assume we have created a folder on the computer's C: drive called, "practice_meet."

Set FieldLynx's connection

1. Turn on the handheld device and run FieldLynx.
2. Tap the Menu button. The Options screen appears.
3. Tap Preferences. The Preferences screen appears.
4. From the pick list in the upper right corner, tap Database.
5. Tap the Serial checkbox and then tap OK twice to return to the FieldLynx main screen.
6. Connect the handheld device to the HotSync® cable or cradle.

Continue to the next section.

Configure Exchange Multi

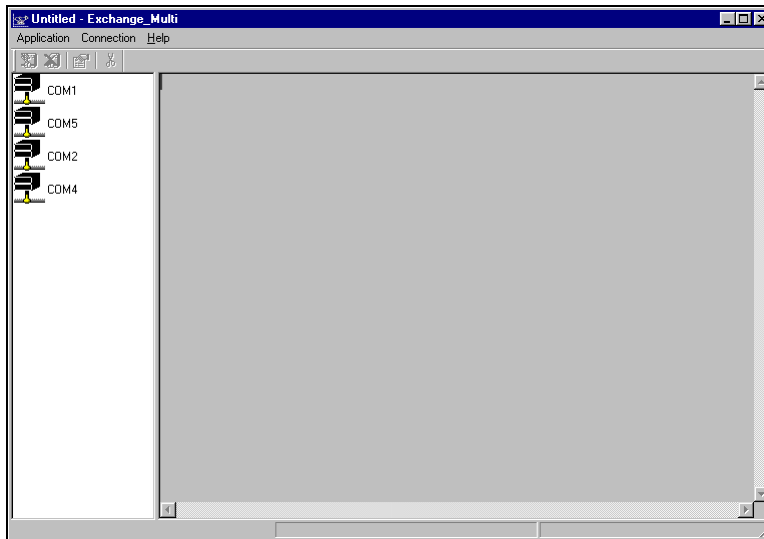
Before you begin

Disable HotSync® Manager by right-clicking the HotSync® icon running in your computer's system tray and selecting Exit. Disable all other applications that might be running on your computer's COM port. Exchange Multi will not work if other applications are running on your computer's COM port.

Configuration

1. Run Exchange Multi by clicking the Microsoft Windows Start button and choosing Programs | Lynx System Developers | FieldLynx Exchange [Multi]. The Exchange Multi dialog box appears (Figure 13).

Figure 13: Exchange Multi dialog box




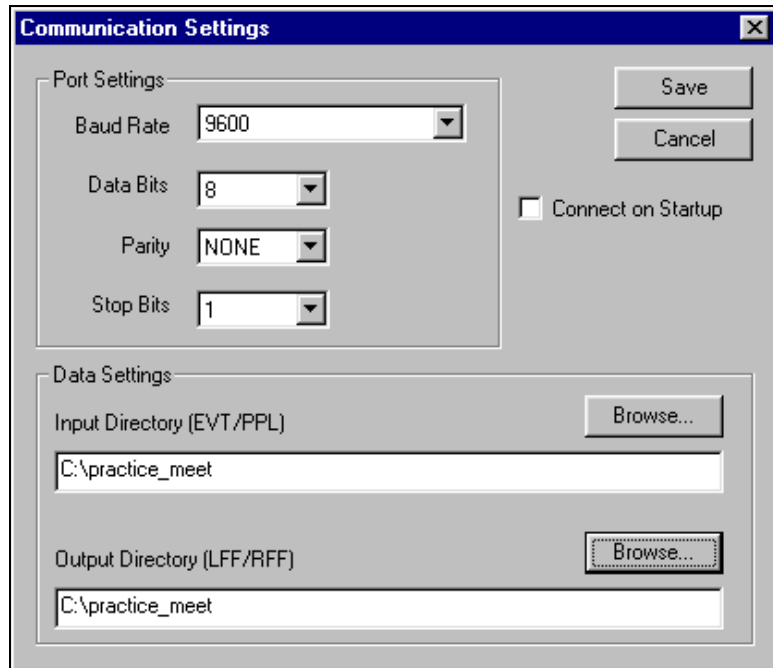

2. Click on COM1 on the Exchange Multi dialog box (or whatever COM port on the competition management computer the HotSync® cradle or cable is connected to).
3. Click  to open the Communication Settings dialog box.
4. Click the Browse button on the Input Directory and navigate to the folder you created for the competition.
5. Click the Browse button on the Output Directory and navigate to the folder you created for the competition. When you are finished, the Communications Settings dialog box resembles Figure 14.

Figure 14: Communication Settings dialog box



6. Click the Save button. You are returned to the original Exchange Multi dialog box.
7. Click  to open the connection to COM1. A message on the Exchange Multi screen reads, “CreateConnection(): Port OPENED,” indicating that you have successfully opened the connection on the COM port.
8. Minimize Exchange Multi by clicking the [] in the upper right corner of the screen. You must keep Exchange Multi running to get and send data from FieldLynx to the competition management computer.

Now you are ready to operate FieldLynx. Continue to Chapter 5 for complete operation instructions.

Create a Lynx.evt file

If you do not have a competition database program such as Hy-Tek Meet Manager, you can create your own competition file and save it in the competition folder. This is called a Lynx.evt file.

The Lynx.evt file is readable by your FieldLynx unit. This file contains a list of all of the field events in your competition and a list of the participants in each event. You may use any standard text editor, such as Microsoft Notepad, or a spreadsheet such as Microsoft Excel, to create a Lynx.evt file.

The format to use when creating a Lynx.evt file is as follows:

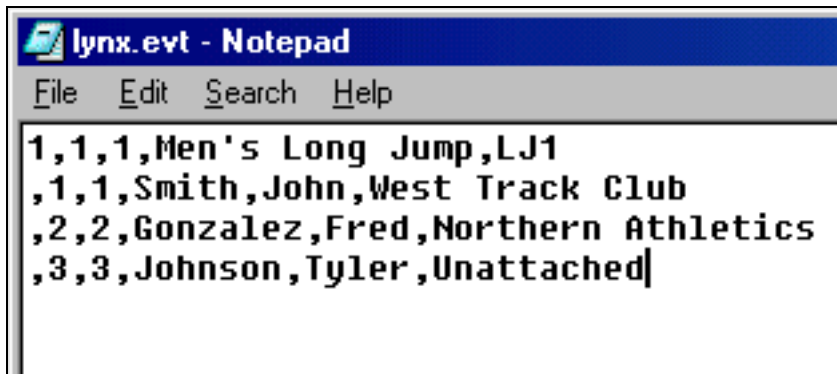
```
event #,round #,flight #,event name, HJ1|PV1|LJ1|TJ1|DT1|HT1|SP1|JT1|WT1  
<tab,space,or comma>ID,compete position,last name,first name,affiliation  
<tab,space,or comma>ID,compete position,last name,first name,affiliation
```

For example, you would open MS Notepad and type this information:

```
1,1,1,Men's Long Jump,LJ1
,1,1,Smith,John,West Track Club
,2,2,Gonzalez,Fred,Northern Athletics
,3,3,Johnson,Tyler,Unattached...
```

Your Lynx.evt file in Notepad resembles Figure 15.

Figure 15: Lynx.evt file sample



In this example, Men's Long Jump, or LJ1, is assigned the unique event number of 1. All events have a unique event number. At the same time, all long jump events are classified as LJ1. Therefore, the Women's Long Jump might have the event number of 2, but it would also require LJ1. ID refers to the unique number assigned to each athlete in your competition. Compete position is the order in which each athlete competes in the flight. Enter the team name the athlete is competing for in the affiliation space (optional).

Save the Lynx.evt file

1. After you have entered all relevant information about your field event competition in the file, click File from the Menu bar in Notepad and choose Save As. The Save As dialog box appears.
2. From the Save as type: drop-down list, select All Files (*.*).
3. Click in the File name: text box and rename the file, "lynx.evt".
4. Navigate to the competition folder you created for your competition files and then click the Save button.

This completes the instructions for setting up FieldLynx to work with a competition management computer. For detailed FieldLynx operation instructions, please continue to Chapter 5.


5 Basic FieldLynx Operation

This chapter describes the basic operation of FieldLynx during a competition. It assumes you have followed the instructions in Chapter 4 to set up the direct or network connection, and that you have either entered data into a compatible competition management program or have created your own Lynx.evt file.

The instructions in this chapter describe FieldLynx functions associated with different screens in the application. Before many sections, a summary of the buttons used on the screen is provided for quick reference.

Before you begin

You can follow many of the instructions in this chapter using the practice data loaded into FieldLynx during the initial installation (see Chapter 2). If you want to get and send data from FieldLynx, you must be connected directly or over a network to a competition management computer that has events and athletes set up. Please see Chapter 4 for review.

Turn on the handheld device, tap the Applications button and run FieldLynx by tapping . The FieldLynx main screen appears.





FieldLynx main screen

When you first run FieldLynx, the main screen appears. The screen shown in Figure 16 has no events loaded yet.


Figure 16: FieldLynx main screen (without events)



Button summary – FieldLynx main screen

If you want to...	Tap here.
Get events	
Send results/events	
Add an event	
Go to the Options screen	

Get events

With FieldLynx connected directly or over a network to the competition management computer, start at the FieldLynx main screen and tap . After the events are loaded into FieldLynx, they are listed in the FieldLynx main screen.

Send results


To send results data to the competition management computer, tap to highlight an event round and then tap .

Add an event

Note: You will add an event to FieldLynx only if you are not using a Lynx.evt file or a competition management program.

1. Tap . The Select Event screen appears (Figure 17).

Figure 17: Select Event screen



The Select Event screen is a green dialog box with the following elements:

- Select Event**: A title at the top.
- Event List**: A list box containing "Pole Vault", "High Jump", and "Long Jump" with a downward arrow on the right.
- Event**: A text input field with a dotted line.
- Round**: A text input field with a dotted line.
- Flight**: A text input field with a dotted line.
- Event Name**: A text input field with a dotted line.
- Buttons**: "OK" and "Cancel" buttons at the bottom.

2. Tap on the event you are adding from the list in the text box.
3. Write the Event, Round, and Flight numbers and the Event Name on the text lines provided and then tap OK. The event gets added to the FieldLynx main screen.






Go to the Options screen

Tap **FieldLynx**. The Options screen appears (Figure 18).


Figure 18: Options screen




Button summary – Options screen

If you want to...	Tap here.
Delete an event	
Delete all of the events in the FieldLynx database	
Beam an event or round	
Set FieldLynx preferences	
Get information about FieldLynx	

Delete an event

1. Start at the FieldLynx main screen.
2. Tap to select the event you want to delete.
3. Tap on the word, FieldLynx, to go to the Options screen.
4. Tap  and then tap OK. You are returned to the FieldLynx main screen, which no longer contains the event you just deleted.

Delete all of the events in the FieldLynx database


From the Options screen, tap  and then tap OK at the confirmation box. You are returned to the FieldLynx main screen, which now contains no events.

Beam an event or round

If you are using multiple FieldLynx units at a competition, you may want to share data among the units by beaming events or rounds back and forth.

This function is particularly helpful if you have multiple flights of an event running on different FieldLynx units and you want to create a final flight on one FieldLynx unit. Beaming an event or round is also helpful if you have a mix of wired and wireless units and you want to exchange data with the competition management computer using the wireless units, and then beam the data to the wired units.

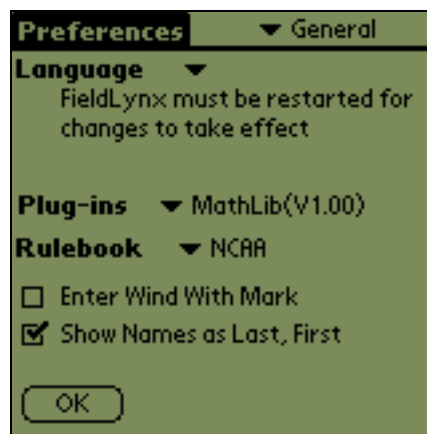
If you are beaming an event or round to another handheld device, the receiving device must be on and open to FieldLynx version 2.0 in order to receive the data. Also, make sure the IR ports of the two devices are between 10 cm and one meter apart and are facing each other.

1. Start at the Options screen.
2. Tap . The other device notifies the user that it is receiving data. Tap OK on the other device to accept the beaming of data.






Set FieldLynx preferences

Tap  to get to the Preferences screen (Figure 19).

Figure 19: Preferences screen



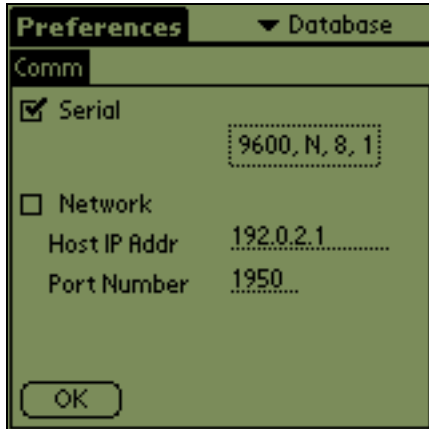
Button summary – Preferences screen

If you want to...	Tap here.
Set preferences for the competition management database	 ...and select Database
View the language file/s you have installed	
Select a Rulebook	
Automatically enter a wind reading when you enter a horizontal jump mark (not for use with Wind Plug-in)	 (checkbox)
Show names in FieldLynx as First followed by Last	 ...check box to toggle off

Set preferences for the competition management database

1. Tap General in the upper right corner of the screen.
2. Select Database from the pick list. The Database | Preferences screen appears (Figure 20).

Figure 20: Database | Preferences screen



3. The default setting is for you to connect FieldLynx directly to the competition management computer. If you are connecting over a network, tap the Network box and write the IP address of the competition database computer and its port value on the text lines provided. Please see Chapter 4 for more information.
4. Tap OK to return to the Options screen.

View the language file/s you have installed

Tap the Language pick list on the Preferences screen to view the language files you have installed. Nothing appears if English is the only language you have installed. To install a new language file, please refer to Chapter 2.

Change the language file

1. Follow the installation instructions in Chapter 2 to install the language file you want.
2. Tap the Language pick list to view the language files you have installed. Select the new language file from the list.
3. Tap OK twice and restart FieldLynx. FieldLynx starts in the new language you have selected.


Select a Rulebook

FieldLynx uses NCAA (National Collegiate Athletic Association) rules by default. To change this, tap the Rulebook pick list and select USATF (United States Association of Track and Field) or IAAF (International Amateur Athletic Federation).

Show names in FieldLynx as First followed by Last

By default, FieldLynx displays names as Last followed by First. To change this to First name followed by Last, tap to uncheck the Show Names as Last, First checkbox. Tap OK to return to the Options screen.

Get information about FieldLynx

To find out what version of FieldLynx you are running, tap . The About FieldLynx screen appears, containing the FieldLynx version number.

FieldLynx main screen with events

After you have loaded events into FieldLynx, follow these instructions to open the event.

Open an event

1. Start at the FieldLynx main screen.
2. Tap the plus sign next to an event name.

Open a round

Tap the plus sign next to a round number.

Open a flight









Tap on a flight number. A flight sheet for the event appears (Figure 21).

Figure 21: Flight sheet



Weight Throw Men(1)		
X	Brisson, Paul	0
X	Odorczuk, Steven	0
X	Oven, Nash	0
X	Abadi, Joseph	0
X	Weinograd, Abe	0
X	Castanheira, Pedro	0
Attempts: Not Set		
All		
[Navigation icons]		

Button summary – flight sheet

If you want to...	Tap here.
View active competitors	
Return to FieldLynx main screen	
Send flight data to competition management computer	
Set up the event	
Add an athlete to the flight	
Display standings	
Go to flight Options screen	
Check-in competitors	

View active competitors

The ability to view active competitors in FieldLynx is especially useful in the vertical jumping events, because it hides the competitors who are finished jumping.

Tap the All button to view the competitors who have been checked in for this flight. The All button changes to Active. Tap the Active button to return to the screen showing all competitors, including those not yet checked in.

Return to FieldLynx main screen

Tap .

Set up the event

Throws and horizontal jumps

1. Tap .

2. Tap Metric or English and then tap Next. The Attempts screen appears (Figure 22).

Figure 22: Attempts screen (throws and horizontal jumps)

The screenshot shows a screen titled "Attempts" with a dark green header. Below the header, there are several rows of settings, each with a checkbox and a text input field. The settings are: "Attempts (Qualify)" (checkbox unchecked), "Athletes To Final" (checkbox unchecked), "Attempts (Final)" (checkbox unchecked), "Attempts" (checkbox checked), "Qualifying Mark" (checkbox unchecked) with a text input field containing "0'00\"", and "Qualifying Athletes" (checkbox unchecked). At the bottom of the screen, there are two buttons: "Back" and "Finish".

3. On the Attempts screen, you can do the following:
 - Attempts (Qualify): set the number of attempts each competitor has to qualify for the next round by checking this box and entering the number on the text line.
 - Athletes To Final: enter the number of athletes who will advance to the final by writing it on the text line.
 - Attempts (Final): set the number of attempts in a final by writing the number on the text line.
 - Attempts: set the number of attempts in the absence of a final by checking this box and entering the number on the text line.
 - Qualifying Mark: enter a qualifying mark by checking this box and tapping on the text box to enter the value.
 - Qualifying Athletes: enter the number of athletes qualifying for the next round by writing it on the text line.
- ...Tap Finish when done. You are returned to the flight sheet.

Vertical jumps


1. Tap .
2. Tap Metric or English and then tap Next. The Alive Group box appears (Figure 23).

Figure 23: Alive Group box



3. If you are using an Alive Group to administer the vertical jump competition, tap 3, 4, or 5 and then tap Next. If you are not using an Alive Group, leave the selection at All and then tap Next. The Bar Heights screen appears (Figure 24).




Figure 24: Bar Heights screen



4. On the bar heights screen, you can do the following:
 - Start: tap this box to enter the starting bar height.
 - End: tap this box to enter the ending bar height.
 - Interval: tap this box to enter the interval with which the height is increased....when done, tap Apply. When the View button appears, tap on it to view the heights you just set up (Figure 25).

Figure 25: View Bar Heights screen



- Tap  to add a bar height.
- Tap  to delete a bar height.
- Tap  to modify a bar height.

...Tap OK to return to the Bar Heights screen.

- Qualifying Height: tap this checkbox and tap the text box to enter the height competitors must clear to qualify for the next round.
- Qualifying Athletes: write the number of athletes who will qualify for the next round on this text line.

...Tap Finish when you have set up the Bar Heights screen. You are returned to the flight sheet.

Send flight data to competition management computer

Tap .

Add an athlete to the flight


1. Tap . The Add/Edit Athlete box appears (Figure 26).

Figure 26: Add/Edit Athlete box



2. Enter the athlete's ID, Last Name, First Name, and Affiliation on the text lines provided and then tap OK. The athlete appears at the end of the list of athletes competing in the flight you have open.

Display standings


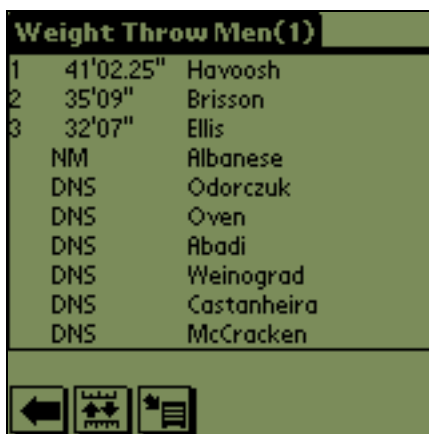

No matter where you are in the competition, you can tap  to display the current standings (Figure 27).

Figure 27: Sample display of current standings



Weight Throw Men (1)		
1	41'02.25"	Havoosh
2	35'09"	Brisson
3	32'07"	Ellis
	NM	Albanese
	DNS	Odorczuk
	DNS	Oven
	DNS	Abadi
	DNS	Weinograd
	DNS	Castanheira
	DNS	McCracken

Return to flight sheet

Tap  to return to the flight sheet.




Go to the flight Options screen

1. Tap the name of the event at the top of the flight sheet. For example, you would tap **Weight Throw Men(1)**, and the Options screen appears (Figure 28).

Figure 28: Flight Options screen



From the flight Options screen, you can do the following:

- Tap  to delete this flight only.
- Tap  if you have event records set up in your competition management database and you want to display them on the screen.
- Tap  to beam this flight only.

...Scoreboard Message and Clear scoreboard are useful only if you have the optionally purchased Scoreboard Plug-In installed. Please refer to Chapter 6 for operation instructions.

2. Tap OK to return to the flight sheet.

Check in competitors

Throws and horizontal jumps





1. Tap the  next to a competitor's name. The check-in screen for that competitor appears (Figure 29).

Figure 29: Check-in screen for throws and horizontal jumps



2. Tap  to check in a competitor. Later, if you need to change a competitor's status, return to this screen and tap:
 -  to suspend a competitor.
 -  to make a competitor up next.

Vertical jumps






1. Tap the  next to a competitor's name. The check-in screen for that competitor appears (Figure 30).

Figure 30: Check-in screen for vertical jumps



2. Tap  to check in a competitor. You are returned to the flight sheet and the competitor's name has an arrow next to it if up next, two arrows if on deck, three arrows if in the hole, and nothing if checked in but not up until later. Later, if you need to change a competitor's status, return to this screen and tap:
 -  to suspend a competitor.
 -  to make a competitor up next.
 -  to select an opening height for the competitor. When the Select Opening Height screen appears, tap to select a value and then tap OK. The competitor is automatically made to be up next when his/her opening height is attained.

Convert to other measurement system

If your competition is set for English and you want to quickly convert to Metric or vice versa, tap









The measurement on the screen is converted to the other measurement system. **Note:** This conversion is for display only. It does not change the measurement with which the event is scored. To do this, you must change the settings you made when you first set up the event.

Enter a competitor's performance

In this section, you learn how to enter a competitor's performance for the three types of events: throws, horizontal jumps, and vertical jumps. First tap on a competitor's name in a flight sheet to get to the mark entry screen for that competitor. Then, continue to one of the next three sections.

Button summary – mark/attempt entry screen





If you want to...	Tap here.
Enter a mark for a throw or horizontal event	
Enter a scratch mark for a fouled throw or horizontal jump or a missed vertical jump	
Clear a height for a vertical jumping event	
Pass an attempt	
Erase a mark or attempt	
Return to the flight sheet	


Enter a mark in a throwing event


The mark entry screen for a competitor in a throwing event resembles Figure 31.


Figure 31: Mark entry screen for a throwing event



- Tap  to enter a mark. When the Enter Mark screen appears, use the keypad to enter in Feet or Meters the competitor's performance. To enter a No Mark, tap . When finished, tap  to return to the mark entry screen.
- Tap  if the athlete fouls the throw. An X is placed on the mark entry screen for that attempt.

- Tap  if the athlete chooses to pass the attempt. A P is placed on the mark entry screen for that attempt.

- If you make a mistake and you need to erase a mark, tap . The mark you just entered is cleared so you can enter a new mark.



...After you have finished entering a mark for a competitor, tap  to return to the flight sheet. Tap the competitor who is up next and follow the steps in this section to enter a mark for the next competitor.


Enter a mark in a horizontal jumping event


The mark entry screen for a competitor in a horizontal jumping event resembles Figure 32.



Figure 32: Mark entry screen for a horizontal jumping event





- Tap  to enter a mark. When the Enter Mark screen appears, use the keypad to enter in Feet or Meters the competitor's performance. To enter a No Mark, tap . When

finished, tap  to return to the mark entry screen. If you checked Enter Wind With Mark on the Preferences screen, the Enter Wind screen appears. Use the keyboard to enter

the reading that appears on the wind gauge. When finished, tap  to return to the mark entry screen.

- Tap  if the athlete fouls the jump. An X is placed on the mark entry screen for that attempt.
- Tap  if the athlete chooses to pass the attempt. A P is placed on the mark entry screen for that attempt.

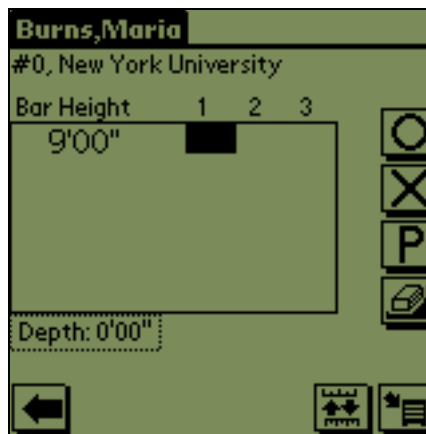
- If you make a mistake and you need to erase a mark, tap . The mark you just entered is cleared so you can enter a new mark.

...After you have finished entering a mark for a competitor, tap  to return to the flight sheet. Tap the competitor who is up next and follow the steps in this section to enter a mark for the next competitor.

Enter an attempt in a vertical jumping event

The attempt entry screen for a competitor in a throwing event resembles Figure 33.

Figure 33: Attempt entry screen for vertical jumping events










- Tap  if the competitor clears the bar. An O is placed in the entry field for that attempt.
- Tap  if the competitor misses the bar. An X is placed in the entry field for that attempt.
- Tap  if the competitor chooses to pass the Attempt. A Confirmation box appears (Figure 34) asking if you want to pass the competitor for this attempt or for the entire height. Make a selection and you are returned to the attempt entry screen.

Figure 34: Pass attempt/pass height Confirmation box




- If you make a mistake and you need to erase an attempt, tap . The attempt you just entered is cleared so you can enter a new attempt.
- To enter the competitor's depth value when administering the pole vault, tap  **Depth: 0'00"** ...After you have finished entering an attempt for a competitor, tap  to return to the flight sheet. Tap the competitor who is up next and follow the steps in this section to enter an attempt for the next competitor.

Edit an athlete

1. Tap on an athlete's name from within the mark or attempt entry screen. An athlete Options screen appears.
2. Tap  and the Add/Edit Athlete box appears, containing that athlete's current information.
3. Edit the athlete's ID, First Name, Last Name, or Affiliation information and then tap OK. The athlete's new information appears on the mark or attempt entry screen.

Add a flight

To add a flight to an existing event, start at the FieldLynx main screen.

1. Tap to highlight the Round.
2. Tap .
3. At the Confirmation box, tap Add Flight. A flight is added to the round you selected.

Add a final

To add a final to existing flights, start at the FieldLynx main screen.

1. Tap to highlight the Round.
2. Tap .

3. At the Confirmation box, tap Add Final. A final is added to the round you selected.

This completes the basic FieldLynx operation instructions. Continue to Chapter 6 to learn how to operate FieldLynx with the optionally purchased plug-ins installed.

6 FieldLynx Plug-In Operation

This chapter shows you how to use the optionally purchased plug-ins installed on your FieldLynx unit. This chapter assumes you have already installed the plug-ins. If not, please refer to Chapter 2 and then return here.

The plug-ins you can use with FieldLynx include:

- Scoreboard Plug-in: to send results, standings, and custom messages to a scoreboard display.
- Wind Plug-in: to get an automatic wind reading from a compatible wind gauge.
- LaserLynx Plug-in: to get an automatic performance reading in the throwing and horizontal jumping events using LaserLynx™.

Scoreboard Plug-in

Before you begin

Before you begin, make sure you have installed the scoreboard database (PDB) files. Refer to Chapter 2 for more information.

Also, refer to Appendix A: Scoreboard Settings Table at the back of this manual. Find the settings for your brand of scoreboard and write them down somewhere. You need to enter them later into FieldLynx.

Set FieldLynx preferences to communicate with your scoreboard

1. From the FieldLynx main screen, tap on the word, FieldLynx. The Options screen appears.
2. Tap the Preferences icon. The Preferences screen appears.
3. Tap Scoreboard from the pick list in the upper right corner. The Scoreboard Preferences screen appears (Figure 35).

Figure 35: Scoreboard Preferences screen



Select a results script

If you are sending results to a scoreboard, select the script you are using from the Metric or English pick list. For example, if you are sending results to a Chronomix scoreboard in English, select Chrono_Eng from the pick list.

Select a standings script

If you are sending standings to a scoreboard, select the script you are using from the pick list. For example, if you are sending results to a Chronomix scoreboard in English, select Chrono_Eng from the pick list.

Send a custom scoreboard message

1. To create and send a custom scoreboard message, tap the Scoreboard Message button. The Scoreboard Message screen appears.
2. Write the custom message on the text lines provided. If you are ready to send the message to the scoreboard now, tap Send. Otherwise, tap OK to save the message. You are returned to the Scoreboard Preferences screen.

Set the results properties

1. From the Scoreboard Preferences screen, tap the Results tab. You can now set the following properties for the way results are sent to the scoreboard:
 - **Paging:** check this box and enter a value for the number of lines of your scoreboard. For example, if you are sending standings to an 8-line scoreboard, enter 8. Enter the number of seconds you want the data to remain on the display before paging to the next set of results on the Time text line.
 - **Include First Name:** check this box to send the competitor's First Name as well as the Last Name to the scoreboard. If you do not check this box, only the competitor's last name is sent to the scoreboard.
 - **Affiliation Abbreviation:** check this box to send the competitor's Affiliation Abbreviation to the scoreboard.

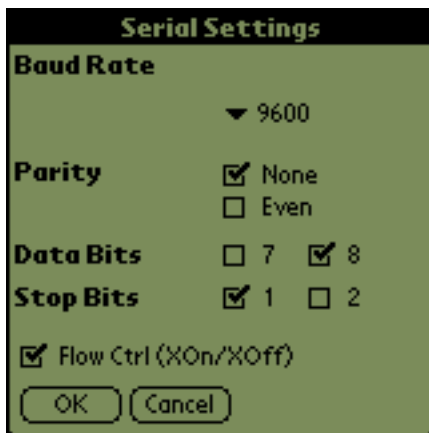
- Auto Display Mark: check this box to have the scoreboard automatically display the athlete's mark as soon as you enter it into the Enter Mark screen in FieldLynx.
 - Auto Display Next Athlete: check this box to have the scoreboard automatically display the next athlete up after the current athlete has finished a turn.
 - Auto Convert and Display Mark: check this box if you want the scoreboard to display one measurement of the mark, and then to convert the measurement to the other form of measurement. Enter the time you want the scoreboard to hold a display of a measurement on the text line provided.
2. When you are finished setting the results properties, tap OK twice to return to the FieldLynx main screen.

Set the Comm connection

How you set the scoreboard's Comm connection depends on whether you are connecting FieldLynx directly to the scoreboard using a HotSync® cable, or over a network.

1. Start at the Scoreboard Preferences screen.
2. Tap the Comm tab.
3. You now have two choices:
 - If you are connecting directly to the scoreboard, the Serial checkbox is already checked by default. If the value you got for your scoreboard settings in Appendix A: Scoreboard Settings Table is different than 9600, N, 8, 1, tap the text box containing these values. The Serial Settings screen appears (Figure 36).

Figure 36: Scoreboard Serial Settings screen



If necessary:

- Select a new value from the Baud Rate pick list.
- Tap the Even checkbox for the Parity value.
- Tap the 7 checkbox for the Data Bits value.
- Tap the 2 checkbox for the Stop Bits value.
- Tap to uncheck the Flow Ctrl checkbox.



...when finished, tap OK three times to return to the FieldLynx main screen. Your Scoreboard Plug-in is now configured to send data directly to a scoreboard.

- If you are connecting over a network to the scoreboard, tap the Network checkbox and enter the IP address and port value of the SerialLynx unit connected to the scoreboard.


Operate the Scoreboard Plug-in

Now that you have the Scoreboard Plug-in set up, you are ready to operate it during an event.



Send standings to a scoreboard

1. From the flight sheet screen, tap  to display the current standings on the FieldLynx screen.
2. Tap  to send the standings to a scoreboard.



Send a mark or attempt to a scoreboard

1. From the mark or attempt entry screen, enter the athlete's performance.
2. Tap  to send the performance to a scoreboard.

Send a scoreboard message

1. From the flight sheet screen, tap the event name at the top left of the screen. For example, tap . The Options screen appears.
2. Tap . When the Scoreboard Message screen appears, tap Send to send it to the scoreboard.

Clear a scoreboard message

1. From the flight sheet screen, tap the event name at the top left of the screen. For example, tap . The Options screen appears.
2. Tap  to clear the message from the scoreboard.

Send results to a serial printer

Using the Scoreboard Plug-in, FieldLynx can send results to the following serial printers using the script listed in the table below.


Figure 37: Serial printer settings table

Serial printer brand	Script
Seiko TM-T88	Prt-Seiko-tm-t88
Seiko 201G	Prt-Seiko-201G
Martel MCP9800	Prt-Martel-MCP9800

Follow these instructions to send results to one of the serial printers listed in the table above.

1. Starting at the FieldLynx main screen, tap on the word, FieldLynx. The Options screen appears.
2. Tap Preferences.
3. From the pick list in the upper right corner, select Scoreboard. The Scoreboard Preferences screen appears.

4. From the Results and Standings Scripts pick list, select the script for the serial printer you are using.
5. Tap the Results tab. Make sure the following boxes are all unchecked:
 - Paging
 - Auto Display Mark
 - Auto Display Next Athlete
6. Tap the Comm tab. The Serial Settings screen appears.
7. Check the Serial checkbox. Tap the settings text box to get to the Serial Settings screen and change the serial settings to:
 - Baud Rate: 1200
 - Parity: N
 - Data Bits: 8
 - Stop Bits: 1

Note: Please consult the user's manual that came with your serial printer to change its settings to match the serial settings listed here.
8. Check the Flow Ctrl box.
9. Tap OK three times to return to the FieldLynx main screen. Now, whenever you tap , the results are sent to and printed on the serial printer.

Wind Plug-in

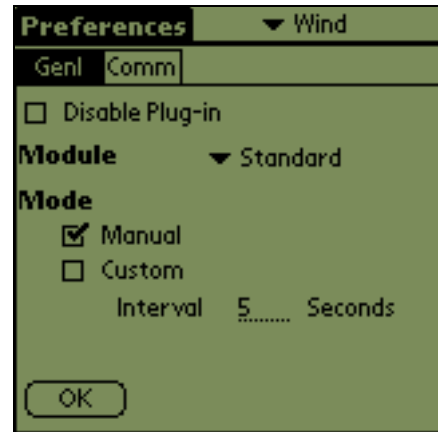
Before you begin

Refer to Appendix B: Wind Gauge Settings Table at the back of this manual. Find the settings for your brand of wind gauge and write them down somewhere. You enter them later into FieldLynx.

Set FieldLynx preferences to communicate with your wind gauge

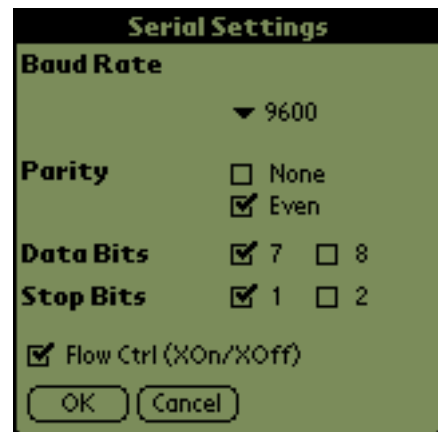
1. From the FieldLynx main screen, tap on the word, FieldLynx. The Options screen appears.
2. Tap the Preferences icon. The Preferences screen appears.
3. Tap Wind from the pick list in the upper right corner. The Wind Preferences screen appears (Figure 38).

Figure 38: Wind Preferences screen



4. If you want your wind gauge to operate according to a custom interval, tap the Custom checkbox and write a different time interval on the line provided, if desired.
Tap the Comm tab.
5. You now have two choices:
 - If you are connecting directly to the wind gauge, the Serial checkbox is already checked by default. If the value you got for your wind gauge settings in Appendix B: Wind Gauge Settings Table is different than 9600, E, 7, 1, tap the text box containing these values. The Serial Settings screen appears (Figure 39).

Figure 39: Wind Serial Settings screen



If necessary:

- Select a new value from the Baud Rate pick list.
- Tap the None checkbox for the Parity value.
- Tap the 8 checkbox for the Data Bits value.
- Tap the 2 checkbox for the Stop Bits value.
- Tap to uncheck the Flow Ctrl checkbox.

...when finished, tap OK three times to return to the FieldLynx main screen. Your Wind Plug-in is now configured to receive data directly from a scoreboard.


- If you are connecting over a network to the wind gauge, tap the Network checkbox and enter the IP address and port value of the SerialLynx unit it is connected to.

Operate the Wind Plug-in

Before you begin

1. First, start at the FieldLynx main screen and tap on the word, FieldLynx, at the top of the screen. The Options screen appears.
2. Tap Preferences. The Preferences screen appears.
3. Make sure the option, Enter Wind With Mark, is unchecked. This option must be disabled to use the Wind Plug-in.
4. Tap OK twice to return to the FieldLynx main screen.

Instructions

1. Open a flight of a horizontal jumping event.
2. Tap on the competitor who is up next. The mark entry screen appears.
3. Tap the Wind column and then tap .
4. Tap Start as the athlete approaches the take-off. The wind reading appears in the mark entry screen.
5. Enter the competitor's mark.

Disable the Wind Plug-in

1. Start at the FieldLynx main screen. Tap on the word, FieldLynx at the top of the screen. The Options list appears.
2. Tap Preferences.
3. When the Preferences screen appears, tap Wind from the pick list in the upper right corner.
4. Tap the Disable Plug-in checkbox. The plug-in is disabled. To re-enable the plug-in, follow the steps in this section but uncheck the Disable Plug-in checkbox. The plug-in is re-enabled.

LaserLynx Plug-in

These instructions assume you know how to set up and operate the laser that works with the LaserLynx Plug-in. If not, please refer to the *LaserLynx/LaserLynx Lite Operator's Manual*. Also, you must know if you have a LaserLynx Pro or LaserLynx HS model of laser before proceeding with these instructions. Check the label on the laser's Sighting Unit if you are unsure.

These instructions also assume the FieldLynx unit is connected directly to the laser via a HotSync® cable, and that you are familiar with the procedure for taking a measurement using LaserLynx.

Set FieldLynx preferences to communicate with your laser

1. From the FieldLynx main screen, tap on the word, FieldLynx. The Options screen appears.
2. Tap the Preferences icon. The Preferences screen appears.
3. Tap LaserLynx from the pick list in the upper right corner. The LaserLynx Preferences screen appears.

4. Leave LaserLynx selected on the Laser pick list if you are using the LaserLynx Pro model laser. Select LaserLynx HS from the pick list if you are using that model laser.
5. Tap OK twice to return to the FieldLynx main screen.

Operate the LaserLynx Plug-in

Throwing events

Set the control measurement


1. Open a flight sheet for a throwing event.
2. Tap  to set up the event.
3. Select the measurement and tap Next.
4. Set up the Attempts screen and tap Next. The LaserLynx box appears (Figure 40).

Figure 40: LaserLynx box (throwing events)



5. Tap the Circle Radius text box, enter the value, and tap OK to return to the LaserLynx box.
6. Have the Marker walk the Target Pole to the center of the circle and face the prism toward the laser aperture on the Sighting Unit. Make sure the prism is perpendicular to the ground while facing the Sighting Unit.
7. Once you have the laser focused on the prism, tap the Set Control(s) button. The Set Control(s) box appears (Figure 41).

Figure 41: Set Control(s) box (throwing events)



8. Tap the Set button, and then tap Start to take the control measurement. The Laser To Circle Center and Angle values appear on the screen. Tap OK to return to the LaserLynx box.
9. Tap Finish to return to the flight sheet.

Get a measurement

1. Starting at the flight sheet, tap on the competitor who is up next.
2. After the competitor throws and the Marker takes the Target Pole out to the athlete's mark, tap



and wait for the measurement to appear on the mark entry screen.

Horizontal jumping events

Set the control measurement


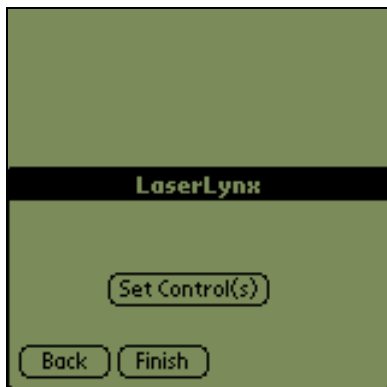

1. Open a flight sheet for a horizontal jumping event.
2. Tap  to set up the event.
3. Select the measurement and tap Next.
4. Set up the Attempts screen and tap Next. The LaserLynx box appears (Figure 42).

Figure 42: LaserLynx box (horizontal jumping events)



5. Tap the Set Control(s) button.
6. Have the Marker walk the Target Pole to the near side of the take-off board and face the prism toward the laser aperture on the Sighting Unit. Make sure the prism is perpendicular to the ground when facing the Sighting Unit. After you have focused the laser on the prism, tap Set and then tap Start to get the distance of the laser to the near side of the take-off board.
7. Tap Far, and then repeat step 6 to set the control measurement for the far side of the take-off board.
8. After you have set the control measurement, tap OK and then tap Finish. LaserLynx is now ready for operation during a horizontal jumping event.

Get a measurement

1. Starting at the flight sheet, tap on the competitor who is up next.
2. After the competitor jumps and the Marker takes the Target Pole out to the mark, tap  and wait for the measurement to appear on the mark entry screen.

Disable the LaserLynx Plug-in

1. Start at the FieldLynx main screen. Tap on the word, FieldLynx at the top of the screen. The Options list appears.
2. Tap Preferences.
3. When the Preferences screen appears, tap LaserLynx from the pick list in the upper right corner.
4. Tap the Disable Plug-in checkbox. The plug-in is disabled. To re-enable the plug-in, follow the steps in this section but uncheck the Disable Plug-in checkbox. The plug-in is re-enabled.

This completes the instructions for setting up and operating the FieldLynx plug-ins.

Appendix A: Scoreboard Settings Table

This table is provided for you to look up the settings of your scoreboard model and its corresponding script for use with the Scoreboard Plug-in.

MANUFACTURER	MODEL	SETTING	SCRIPT
Daktronics	V4600/6000/7000	9600, 8, N, 1	Dak
Chronomix	CC2000	9600, 8, N, 1	Chrono_eng or Chrono_met
Microgate	μtab16	1200, 8, N, 1	microtab 16-9
Microgate	μGraph	9600, 8, N, 1	micrograph or micrograph_standings
Seiko	Lynx Display Board: Place, Name, Mark	9600, 8, N, 1	Seiko-2line_eng
Seiko	Lynx Display Board: Place, Name, Attempt, Mark	9600, 8, N, 1	Seiko-2line_met
Seiko	Lynx Display Board: Place, Name, Attempt, Wind	9600, 8, N, 1	WSeiko-2line_eng or WSeiko-2line_met
Seiko	Lynx Display Board: Place, Name, Mark, Wind	9600, 8, N, 1	MWSeiko-2line_met

Appendix B: Wind Gauge Settings Table

This table is provided for you to look up the settings of your wind gauge model for use with the Wind Plug-in.

MANUFACTURER	MODEL	SETTING	CABLE PINOUT	
			End	End
Gill	n/a	9600, 7, E, 1	<u>DB9 Male:</u> Pin 3→ Pin 5→ Pins 6, 7 →	<u>DB9 Female:</u> Pin 2 Pin 3 Pin 5
Intersoft Electronics (IE)*	Windspeed (MacFinish Wind Gauge)	9600, 8, N, 1	<u>DB9 Male:</u> Warning: Do not connect the other 6 pins! Pin 5→ Pin 3→ Pin 2→	<u>DB9 Female:</u> Pin 5 Pin 2 Pin 3
Nishi	n/a	2400, 8, N, 1 (RS-422)		
Seiko	n/a	9600, 8, N, 1		
SpringCo	n/a	9600, 7, N, 1	See Gill for cable pinout	
UCS	n/a	9600, 7, N, 1	<u>5-pin Male DIN:</u> Pin 2→ Pin 4→ Pin 5→	<u>DB9 Female:</u> Pin 2 Pin 3 Pin 5

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