
User's Guide

ResultTV 3.0

RESULTV

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ResultTV 3.0 User's Guide

July 5, 2005

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ResultTV Introduction



ResultTV™ is a digital television graphic generation program for use with FinishLynx® timing systems. Use ResultTV at your next competition to display *start lists and results* (see "Sending a start list and results from FinishLynx"), configuring it to work with most monitor sizes. When used with the appropriate VGA - to broadcast signal converter, ResultTV works with any international *television system* (see "Sending data to television").

ResultTV is designed to display information that conforms to a pre-arranged layout. You can also create several different layouts that can be active at one time, and simply toggle between each layout when you want it *displayed* (see "Working with multiple layouts").

ResultTV allows you to display dynamic graphics, such as FinishLynx images for *specific events* (see "Displaying FinishLynx image dynamically").

Obtaining technical support

There are three ways to obtain technical support for Lynx products:

- Go to the *Lynx website* (<http://www.finishlynx.com/>) and click the **Support** link
- Call (978) 556-9780 and ask to speak with someone in tech support, or
- Send an email to the *technical support department* (<mailto:support@finishlynx.com>).

Obtaining Lynx products and information

There are three ways to obtain Lynx products and information:

- Go to the ***Lynx website*** (<http://www.finishlynx.com/>) and click the **Products** link
- Call (978) 556-9780 and ask to speak with someone in sales, or
- Send an email to our ***sales department*** (<mailto:sales@finishlynx.com>).

What's new in ResultV 3.0

Changes in ResultV 3.0 since the release of ResultV 2.0 include:

- New ***installation*** (see "Installing ResultV") requiring a hardware dongle.
- New ***multi-monitor support*** (see "Displaying ResultV on multiple monitors") that enables you to display the ResultV configuration screen on a computer and send the ResultV display to another device, such as a desktop monitor, scan converter, or projector. You can also use this feature to run FinishLynx on a computer while sending the ResultV display to another attached device.

CHAPTER 1

Installing ResultTV

ResultTV 3.0 requires that you install a hardware dongle to receive data from external sources. If you do not install the hardware dongle, then you can run ResultTV 3.0 in Demo mode only.

Follow the instructions in this chapter to install ResultTV 3.0 onto a computer.

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Before you begin

Make sure you have the following:

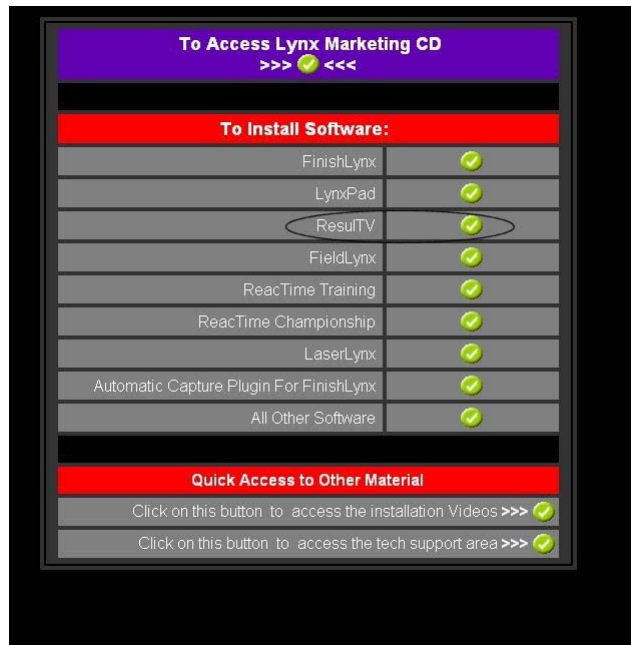
- Lynx Marketing CD *or* access to the **Lynx website** (<http://www.finishlynx.com/>).
- ResultTV license number - available by contacting Lynx System Developers, Inc.
- *Either* an available 25-pin parallel printer port *or* USB port on the ResultTV computer.
- Hardware dongle - also available by contacting Lynx System Developers, Inc. Two types of hardware dongles are available, either for a parallel port or a USB port.
- A computer running a Microsoft Windows Operating System 95 or higher.
- Administrator privileges on the ResultTV computer.

Install the ResultTV software

You can install the ResultTV software *either* from the **Lynx Marketing CD** *or* by visiting the Lynx website.

Installing from the Lynx Marketing CD

- 1 Insert the **Lynx Marketing CD** into your computer's CD-ROM drive. Wait for the CD to auto-run.
- 2 When the **To Access Lynx Marketing CD** screen appears, click the green checkbox next to ResultTV.



- 3 When the **File Download - Security Warning** dialog appears, click **Run**.
- 4 When the **Internet Explorer - Security Warning** dialog appears, click **Run** again.
- 5 Click **Yes** when asked if you wish to install ResultTV.
- 6 Follow the instructions on the screen to continue with the installation.
- 7 If you have a ResultTV license number, type it in the text box when prompted. If you do not have a license number, you can demo this software by typing **DEMO** in the serial number text box. If you decide to purchase a serial number later, you can enter it later without reinstalling the ResultTV application
- 8 Click **Finish**.
- 9 When the **Security Key Installation** dialog appears, click to select *either* **USB Dongle** *or* **Parallel Port Dongle**, depending on which type of hardware dongle you have.

- If you have a **USB Dongle**: *DO NOT* connect it to the computer yet. Click **OK** and wait until the Security Key Installation is complete.
- If you have a **Parallel Port Dongle**: connect it to the computer *NOW*. Then, click **OK** to complete the Security Key Installation.



Note: The hardware dongle must be attached to the ResultTV computer at all times or else the ResultTV software is disabled.

Installing from the Lynx website

- 1 Go to the **Lynx website** (<http://www.finishlynx.com/>).
- 2 Click **Downloads | ResultTV | Software**.
- 3 Click the **Single file** link.
- 4 When the **File Download - Security Warning** dialog appears, click **Run**.
- 5 When the **Internet Explorer - Security Warning** dialog appears, click **Run** again.
- 6 Click **Yes** when asked if you wish to install ResultTV.
- 7 Follow the instructions on the screen to continue with the installation.

- 8 If you have a ResultTV license number, type it in the text box when prompted. If you do not have a license number, you can demo this software by typing **DEMO** in the serial number text box. If you decide to purchase a serial number later, you can enter it later without reinstalling the ResultTV application
- 9 Click **Finish**.
- 10 When the **Security Key Installation** dialog appears, click to select *either* **USB Dongle** *or* **Parallel Port Dongle**, depending on which type of hardware dongle you have.
 - If you have a **USB Dongle**: *DO NOT* connect it to the computer yet. Click **OK** and wait until the Security Key Installation is complete.
 - If you have a **Parallel Port Dongle**: connect it to the computer *NOW*. Then, click **OK** to complete the Security Key Installation.



Note: The hardware dongle must be attached to the ResultTV computer at all times or else the ResultTV software is disabled.

Copy the ResultTV scoreboard script

If you are running ResultTV 3.0 with a version of FinishLynx earlier than 5.0, you must copy the scoreboard script **resultv220.lss** from the **C:/ResultTV** directory or wherever you stored your ResultTV files during installation and paste it into the **C:/Lynx** directory, or wherever you stored your FinishLynx files during installation.

CHAPTER 2

ResultTV Quick Start Tutorial

Follow the steps in this Tutorial to get started using ResultTV as quickly as possible. This Tutorial assumes:

- you have already *installed ResultTV* (see "Installing ResultTV")
- you are using ResultTV with FinishLynx, and
- your ResultTV and FinishLynx computers are *either* connected *serially* (see "Using ResultTV over a serial connection"), *or* are *networked* (see "Using ResultTV over a network").

Note: If your computers are networked, your FinishLynx computer must have the FinishLynx NCP Plug-in installed.

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Step 1: Start ResultTV

Start ResultTV by clicking the Windows **Start** button and choosing **Programs | ResultTV**.

Step 2: Configure ResultTV to receive data

- 1 Click **File** from the **Menu** bar and select **Options....** The **Options** dialog appears.
- 2 From the **Script:** drop-down list, select **finishlynx410.rss**.
- 3 If your ResultTV and FinishLynx computers are connected:

- serially using a DB9 null modem cable, select the **COM** port the cable is connected to on the ResultTV computer from the **Serial Port:** drop-down list. Then, click **Ok**.
- If you are connecting the computers over a network, select **Network (listen)** from the **Serial Port:** drop-down list. Then, type a number greater than 1024 in the **Port** text box and click **Ok**.

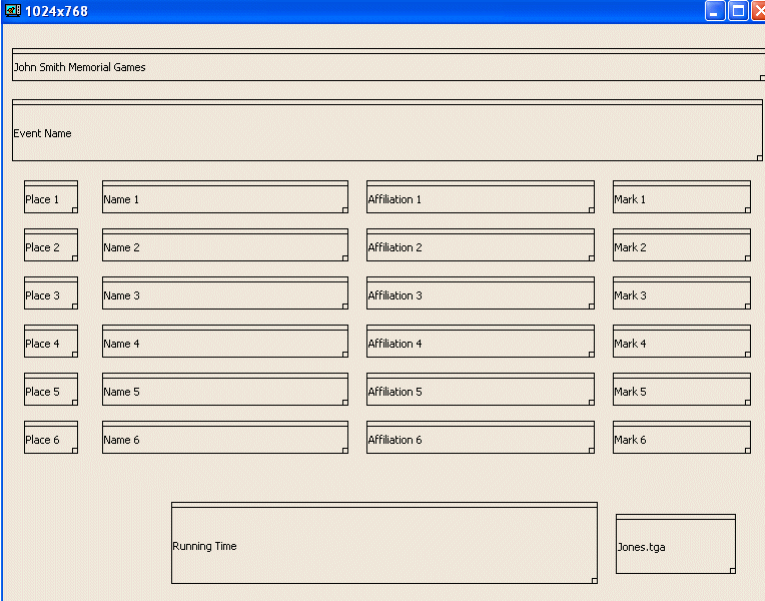
Tip: You can display the ResultTV configuration screen on a computer and send the ResultTV display to *another device* (see "Displaying ResultTV on multiple monitors"), such as a desktop monitor, scan converter, or projector.

Step 3: Configure FinishLynx to send data to ResultTV

- 1 Run FinishLynx.
- 2 Click **Scoreboard | Options....** The **Options** dialog appears.
- 3 Click the **New** button to create a new scoreboard source.
- 4 From the **Script:** drop-down list, select **resultv220.lss**.
 - If you are connecting the ResultTV and FinishLynx computers serially using a DB9 null modem cable, select the **COM** port the cable is connected to on the FinishLynx computer from the **Serial Port:** drop-down list. Then, click **Ok**.
 - If you are connecting the computers over a network:
 - a) Select **Network (connect)** from the **Serial Port:** drop-down list.
 - b) Type the same **Port** number you assigned to the ResultTV computer in the previous step.
 - c) Tab to the **IP Address** field.
 - d) Type the IP Address of the ResultTV computer and then click **Ok**.

Step 4: Open a layout

- 1 In ResultTV, click **File | Open...** and double-click to open an RTV (layout) file, for example, 1024x768.rtv. A layout screen appears.



The screenshot shows a window titled "1024x768" with a blue title bar. The main area is a form with a light beige background. At the top, there is a text box labeled "John Smith Memorial Games". Below it is a larger text box labeled "Event Name". The main body of the form contains a table with six rows and four columns. The columns are labeled "Place", "Name", "Affiliation", and "Mark". The rows are numbered 1 through 6. At the bottom of the form, there is a text box labeled "Running Time" and a smaller text box labeled "Jones.tga".

| Place | Name | Affiliation | Mark |
|---------|--------|---------------|--------|
| Place 1 | Name 1 | Affiliation 1 | Mark 1 |
| Place 2 | Name 2 | Affiliation 2 | Mark 2 |
| Place 3 | Name 3 | Affiliation 3 | Mark 3 |
| Place 4 | Name 4 | Affiliation 4 | Mark 4 |
| Place 5 | Name 5 | Affiliation 5 | Mark 5 |
| Place 6 | Name 6 | Affiliation 6 | Mark 6 |

Running Time

Jones.tga

- 1 Press the **Alt** and **Tab** keys simultaneously on the ResultTV computer keyboard. A dialog appears containing several icons.
- 2 While holding down the **Alt** key, press **Tab** until the Microsoft program icon is selected.



- 3 Release the Alt and Tab keys with the Microsoft program icon selected. The ResultTV display appears on the screen.

John Smith Memorial Games

60 Meter Dash

| | | | |
|----------|----------------|------------------|-------------|
| 1 | Longley | Columbia | 6.81 |
| 2 | Johnson | Cornell | 6.83 |
| 3 | Baker | Harvard | 6.87 |
| 4 | Martin | Brown | 6.91 |
| 5 | Stanley | Dartmouth | 6.92 |
| 6 | Carter | Princeton | 6.93 |

9:20:07

LYNX **JONES NISSAN**

Step 5: Send data to ResultTV from FinishLynx

Configure the scoreboard from within FinishLynx by clicking **Scoreboard | Options....** Then, either consult your *FinishLynx Operator's Manual* for specific instructions on configuring the scoreboard to display a start list, results, and running time, or follow these suggested steps.

- 1 Select the **Results: Auto** radio button to display results automatically.
- 2 Check the **Always Send Place** box to display place as soon as you evaluate the FinishLynx image.
- 3 Check the **Paging:** box, type 6 in the **Size** box, and type 5.0 in the **Time** box to scroll through 6 lines at a time at an interval of 5 seconds.

- 4 Click **Ok** and restart FinishLynx. The start list displays automatically when you open a new event in FinishLynx.

This completes the Quick Start Tutorial. Continue reading this User's Guide for detailed instructions on:

- ***configuring*** (see "Configuring the Data Source") FinishLynx and other data sources
- ***editing*** (see "Editing the Layout") the ResultTV layout, and
- ***sending data*** (see "Sending Data to ResultTV") from FinishLynx and other data sources.

CHAPTER 3

ResultTV Basics

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Uses

Use ResultTV at your next competition to:

- display information from the FinishLynx Results Zone, such as ***start lists*** (see "Sending a start list and results from FinishLynx"), results, and any other information including names, ID numbers, lane assignments, affiliations and times.
- send data from other sources such as ***Hy-Tek Meet Manager*** (see "Sending data using Hy-Tek Meet Manager") for Track and Field or Swimming.
- display ***running time*** (see "Display running time and results").
- display static images, such as sponsor logos.
- display ***dynamic images*** (see "Displaying FinishLynx image dynamically"), such as FinishLynx images.

System requirements

➤ **ResultTV requires the following:**

- Microsoft Windows 95 and higher operating system
- a minimum of 16 MB of RAM, and
- at least one available serial (COM) port or an Ethernet network card for the transfer of data from a computer running FinishLynx or Hy-Tek Meet Manager.

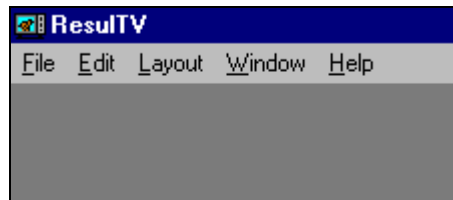
➤ **Notes:**

- If you are using alternative Microsoft Windows *compatible fonts* (see "Support for Microsoft Windows compatible fonts"), we recommend you use either Microsoft Windows NT 3.2 and higher, 2000, or XP for your operating system.
- If you are connecting a *second monitor* (see "Displaying ResultTV on multiple monitors") to the ResultTV computer, you must run Microsoft Windows 98 and higher.

Starting ResultTV

To start the ResultTV application:

- 1 Click the Microsoft Windows **Start** button and select **All Programs**.
- 2 Select **ResultTV**. A blank, gray, ResultTV screen appears with some Menu bar items at the top. This is the ResultTV configuration screen.



- 3 Toggle between the configuration screen and the display screen by simultaneously pressing the **Alt** and **Tab** keys. The unconfigured default display screen is blue with the Lynx logo at the lower left corner of the screen.



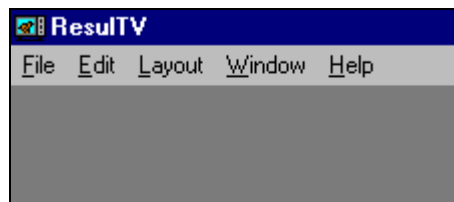
Displaying static and dynamic data

ResultTV can display static or dynamic information.

- Static data remains the same on every screen. Examples of static information include the name of the competition and its sponsor.
- Dynamic data gets supplied and updated by FinishLynx or some other data source. Dynamic data includes running time, results, start lists, and graphics such as a ***FinishLynx image*** (see "Displaying FinishLynx image dynamically").

ResultTV configuration screen

When you first run ResultTV, the ResultTV configuration screen appears with a Menu bar at the top. You must be in the ResultTV configuration screen to open layouts, make all layout edits and change data source configurations.




Using the online help

To launch ResultTV's online help file:


- 1 Start at the ResultTV configuration screen.
- 2 Click **Help** from the Menu bar and choose **Contents**. The online help appears.

ResultTV display screen

Access the ResultTV display screen from the ResultTV configuration screen

by holding down the **Alt** key and pressing the **Tab** key until  , the Microsoft programs icon, is selected. When you release the Alt key on this symbol, the ResultTV display screen appears.



You can return to the ResultTV configuration screen by holding down the **Alt** key and pressing the **Tab** key until  , the ResultTV configuration screen icon, is highlighted. When you release the Alt key on this icon, you are returned to the ResultTV configuration screen.

CHAPTER 4

Setting Up the Computers

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Connecting the computers

The computer running ResultTV and the data source computers running FinishLynx, Hy-Tek Meet Manager, etc. can be connected by one of two ways:

- With a **null modem cable** attached to both computers' DB9 serial (COM) port. You can buy a DB9 null modem cable from Lynx or at Radio Shack, CompUSA or similar store.
- By **wired** or **wireless Ethernet**. Make sure all of the computers have a wired or wireless Ethernet card installed and are on the same network.

Optional: You can also run ResultTV and FinishLynx on the same computer and *attach a second* monitor (see "Displaying ResultTV on multiple monitors") to the ResultTV computer.

Using ResultTV over a serial connection

Connect the ResultTV computer to a data source computer or else to a SerialLynx unit using a **DB9 null modem cable**. Attach each end of the null modem cable to a device's COM port.

Increasing the COM ports

You must have one available COM port on your ResultTV computer for every data source it is receiving data from. If you need to create an extra COM port to accommodate additional data sources, use a serial port add-on card or a USB to serial converter.

Otherwise, we recommend that you put all of the computers on an Ethernet network and follow the instructions in this User's Guide to configure ResultTV to listen to each data source over the **network** (see "Using ResultTV over a network").

Using ResultTV over a network

You can put the ResultTV computer and all of the data source computers on a wired or wireless Ethernet network and then configure ResultTV to listen for data from each source.

➤ **Pre-requisites**

For ResultTV to get data from sources over a network, the following conditions must exist:

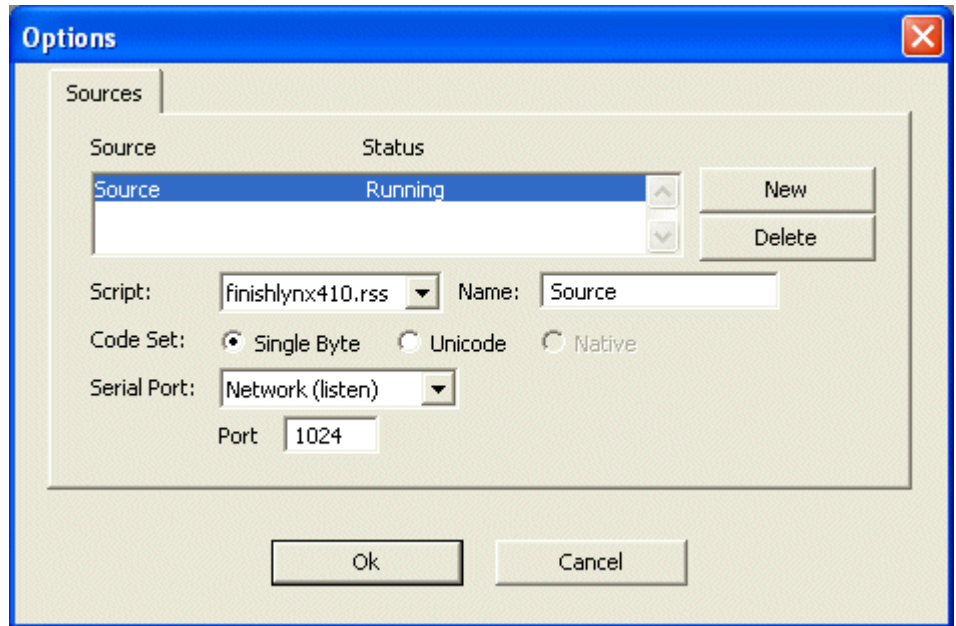
- Your ResultTV and data source computers (such as FinishLynx) must all have wired or wireless Ethernet network cards installed and must all be on the same network.
- The FinishLynx computer must have the Network COM Port (NCP) Plug-in installed and be set to **Network (connect)**.

Note: To obtain the NCP Plug-in, please *contact Lynx System Developers, Inc* (see "Obtaining Lynx products and information").

➤ **Instructions**

- 1 Go to **File | Options** in ResultTV and *create a new data source* (see "Creating a new data source"), select the script, and give the source a unique name.

- 2 Select **Network (listen)** from the **Serial Port:** drop-down list. Then, tab to the **Port** text field and type the same port number the FinishLynx computer's Network COM Port (NCP) Plug-in is set to.



Click **Ok** to return to the ResultTV configuration screen.

CHAPTER 5

Configuring the Data Source

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Data source basics

Creating a new data source

You must create a new data source or modify an existing one so ResultTV knows how and from where it is receiving data.

➤ **To create a data source**

- 1 Make sure you are at the ResultTV *configuration screen* (see "ResultTV configuration screen"). Click **File | Options**. The **Options** dialog box appears.
- 2 Click the **New** button.
- 3 From the **Script:** drop-down list:
 - select **finishlx.rss** for data coming from any version of FinishLynx.
 - select **finishlynx410.rss** for data coming from FinishLynx version 4.10 or higher.
Note: finishlynx410.rss will *not* work with a version of FinishLynx earlier than **4.10** (see "Copy the ResultTV scoreboard script").
 - select **hytek.rss** for data coming from Hy-Tek Meet Manager for Track and Field.
 - select **hytekswim.rss** for data coming from Hy-Tek Meet Manager for Swimming.
- 4 The default source name, *Source*, appears in the **Name:** text field. Type a new name if you want. This is helpful if you want to keep track of data coming to ResultTV from multiple sources.
- 5 From the **Serial Port:** drop-down list:

- For data sources connected to the ResultTV computer via a ***null modem cable*** (see "Using ResultTV over a serial connection"), select the correct **COM** port.
 - For data sources connected to the ResultTV computer via ***wired or wireless Ethernet*** (see "Using ResultTV over a network"), select **Network (listen)**. Then, tab to the **Port** text field and type the same port number that the FinishLynx computer's NCP Plug-in is set to.
- 6** Click **Ok**. You have now created a data source within ResultTV.
 - 7** Click **File | Exit** to close ResultTV and then restart the application.
 - 8** After restarting ResultTV, continue to the instructions for configuring the ***FinishLynx*** (see "Sending a start list and results from FinishLynx") or ***Hy-Tek Meet Manager*** (see "Sending a start list from Meet Manager for Track and Field for Windows") computer to send data to ResultTV.

Deleting a data source

- 1** Start at the ResultTV ***configuration screen*** (see "ResultTV configuration screen") and click **File | Options**. The **Options** dialog appears.
- 2** Click to highlight a source you created earlier in the **Source...Status** text field.
- 3** Click the **Delete** button.
- 4** **Restart** ResultTV. When you return to the Options dialog, the data source you just deleted is gone.

Which RSS file do I select?

Important! When using ResultTV with FinishLynx or Hy-Tek Meet Manager, you must select the correct RSS file when configuring the data source!

| Select this script in ResultTV... | With this script and/or program... |
|-----------------------------------|---|
| finishlx.rss | resultv.lss, found in any version of FinishLynx |
| finishlynx410.rss | resultv210.lss or resultv220.lss found <i>only</i> in FinishLynx 4.10 and higher (see "Copy the ResultTV scoreboard script") |
| hytek.rss | Hy-Tek Meet Manager for Track and Field |
| hytekswim.rss | Hy-Tek Meet Manager for Swimming |

Working with multiple data sources

You can configure ResultTV to get data from more than one data source. For example, you can use ResultTV to display **running time** (see "Display running time and results") coming from the FinishLynx computer and results coming from the Meet Manager computer.

- 1 Start at the ResultTV configuration screen.
 - 2 Click **File | Options**. The **Options** dialog appears.
 - 3 Click the **New** button to create a new source, and then:
 - a) Select the **correct script** (see "Which RSS file do I select?") the data source uses from the **Script:** drop-down list.
 - b) Type a unique name for the source in the text field provided.
- **If the data sources are connected serially: (see "Using ResultTV over a serial connection")**
- c. Select the correct COM port the ResultTV computer is using to connect to the data source.

- d. If necessary, change the serial settings. Then, click **Ok**.
 - e. Repeat these steps to create a second source. Make sure you select a different, correct COM port for the second source.
- ***If the data sources are connected over a network: (see "Using ResultTV over a network")***
- c. Select **Network (listen)** from the **Serial Port:** drop-down list.
 - d. Tab to the **Port** field and type the number of the port the FinishLynx NCP Plug-in is set to on the data source computer.
 - e. Repeat these steps to create a second source. Make sure you enter a different, correct port number for the second data source computer.

FinishLynx as a data source

Configuring ResultTV for use with FinishLynx

- 1** Click **File | Options** from the Menu bar on the ResultTV configuration screen. The **Options** dialog appears.
- 2** Click the **New** button.
- 3** Tab to the **Script:** drop-down list and select **finishlynx410.rss**.
- 4** Tab to the **Name:** text field and type a new name for your data source, for example, `FinishLynx Primary`.
- 5** Tab to the **Serial Port:** drop-down list and configure the *serial or network settings* (see "Setting Up the Computers").
- 6** Click **OK** and then exit and restart ResultTV. ResultTV is now configured to receive data from the FinishLynx computer.

Configuring FinishLynx for use with ResultTV

➤ *Pre-requisites*

If you are configuring the FinishLynx computer to send data to the ResultTV computer, make sure that one of the following statements is true:

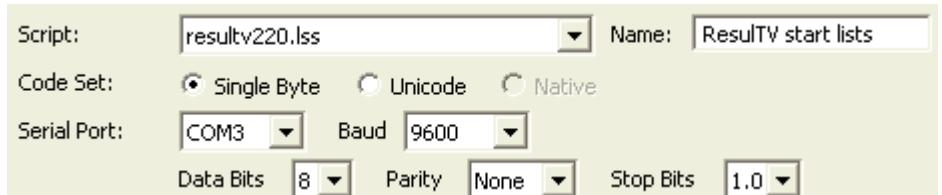
- The FinishLynx computer is connected to the ResultTV computer using a ***null modem cable*** (see "Using ResultTV over a serial connection") via the DB9 serial (COM) ports.
- The FinishLynx computer and the ResultTV computer are on the same ***wired or wireless Ethernet network*** (see "Using ResultTV over a network"), and the FinishLynx computer has the NCP Plug-in installed.

➤ *Instructions*

- 1 Run **FinishLynx**.
- 2 Click **Scoreboard I Options**. The **Options** dialog appears.
- 3 Click the **New** button to create a new scoreboard source.
- 4 Select **resulttv220.lss** from the **Script:** drop-down list.
Note: If you are running a version of FinishLynx earlier than 4.10, select **resulttv.lss** from the **Script:** drop-down list.
- 5 Tab to the **Name:** text field and type a new name for the scoreboard FinishLynx is sending data to, if desired.

6 Click the **Serial Port**: drop-down list.

- If you are sending data from FinishLynx to ResultTV over a serial connection, select the COM port through which the FinishLynx computer is connected to the ResultTV computer. Leave the Baud, Data Bits, Parity, and Stop Bits settings at their default values (9600, 8, None, 1).



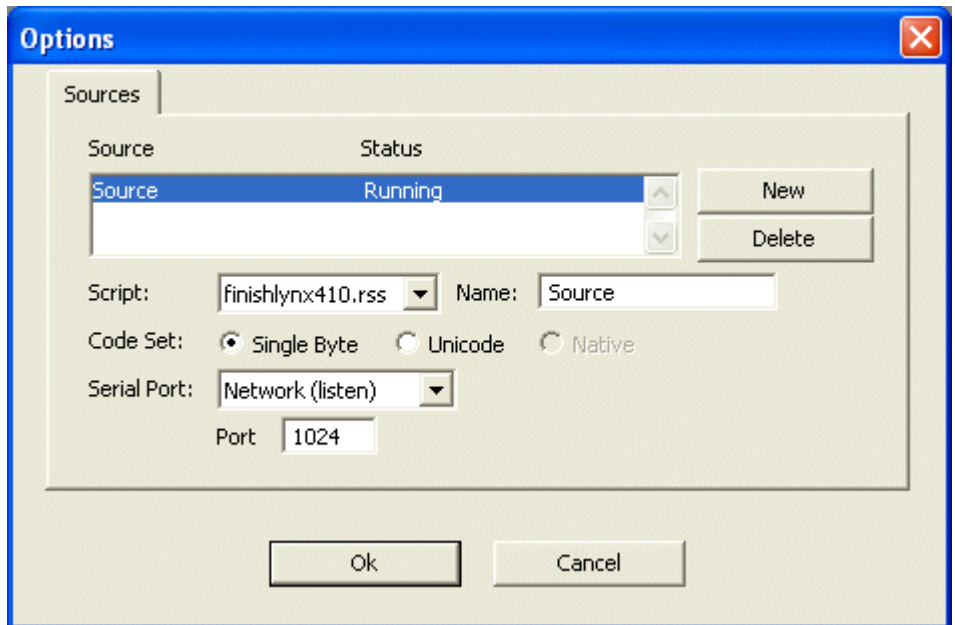
Script: resulttv220.lss Name: ResultTV start lists

Code Set: ☒ Single Byte ☐ Unicode ☐ Native

Serial Port: COM3 Baud: 9600

Data Bits: 8 Parity: None Stop Bits: 1.0

- If you are sending data from FinishLynx to ResultTV over a network and you have the FinishLynx NCP Plug-in installed, select **Network (connect)** and then tab to the **Port** text field. Type the port number you set the ResultTV computer to and then tab to the **IP Address** field and type the IP address of the ResultTV computer.



Options

Sources

| Source | Status |
|--------|---------|
| Source | Running |

New Delete

Script: finishlynx410.rss Name: Source

Code Set: ☒ Single Byte ☐ Unicode ☐ Native

Serial Port: Network (listen)

Port: 1024

Ok Cancel

7 Configure the rest of the scoreboard settings as desired. Refer to the *FinishLynx Operator's Manual* for complete instructions.

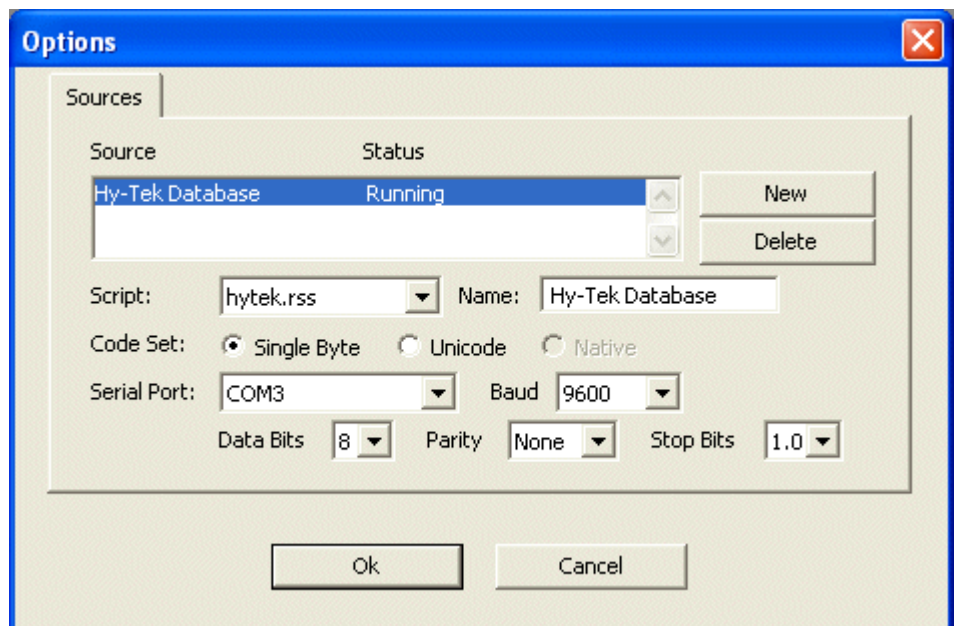
8 Click **OK** and **restart** FinishLynx. FinishLynx is now ready to send data to the ResultTV computer.

Hy-Tek Meet Manager as a data source

Hy-Tek Meet Manager for Track and Field

Configuring ResultTV for use with Meet Manager for Track and Field

- 1 Click **File | Options** from the menu bar on the ResultTV configuration screen. The **Options** dialog appears.
- 2 Click the **New** button.
- 3 Tab to the **Script:** drop-down list and select **hytek.rss**.
- 4 Tab to the **Name:** text field and type a new name for your data source, for example, **Hy-Tek Database**.
- 5 Tab to the **Serial Port:** drop-down list and selected the correct COM port from the drop-down list.



- 6 Click **OK**. ResultTV is now configured to receive data from the Hy-Tek Meet Manager computer.

Configuring Meet Manager Track and Field for DOS for use with ResultV

Note: These instructions are valid for version 5.5 of Meet Manager Track and Field for DOS.

- 1** Run Hy-Tek Meet Manager. When the Hy-Tek splash screen appears, press **Enter** to start the application.
- 2** Type **O** - Operate Meet.
- 3** Type **5** - Timing / Scoreboard.
- 4** Type **C** - Configure Scoreboard.
- 5** Type the number of the **Serial COM port connected to SCOREBOARD (0-8)** in the field provided.
- 6** Press **Enter** three times. The **Configure Scoreboard** screen appears.
- 7** Type **2** (Fixed Digit) and then press **Enter**. The **Fixed Digit Configure Scoreboard** screen appears.
- 8** Type to enter the data for the fixed digit scoreboard. Make sure the **Baud Rate** is set to **3** (9600).
- 9** Press **Enter** when done. Meet Manager opens the COM port you assigned earlier to the scoreboard. Meet Manager is now configured to send data to ResultV.

Configuring Meet Manager Track and Field for Windows for use with ResultTV

Note: The instructions provided here are for the convenience of our customers. Because Meet Manager for Track and Field is a software program designed by Hy-Tek, Ltd., the instructions below may not be valid for versions later than 1.2. Please refer to the *Hy-Tek website* (<http://www.hy-tek ltd.com/>) for more information.

➤ Pre-requisites

If you are sending data from Meet Manager to ResultTV over a *serial connection* (see "Using ResultTV over a serial connection"), make sure the computers are connected with a null modem cable.

➤ Instructions

- 1 Run Hy-Tek Meet Manager.
- 2 Click **Set-up** from the menu bar and select **Alpha Scoreboard Interface** from the drop-down menu. The **Scoreboard Vendor** dialog appears.



- 3 Select the **Daktronics Fixed Digit** radio button and then click **OK**.

- 4 Click **Run** from the menu bar. The **Run the Meet** screen appears.
- 5 Click **Interfaces** from the menu bar and select **Scoreboard - Daktronics Fixed Digit | Open/Close Serial Port**. The **Select Serial Port for Daktronics Fixed Digit** dialog appears.



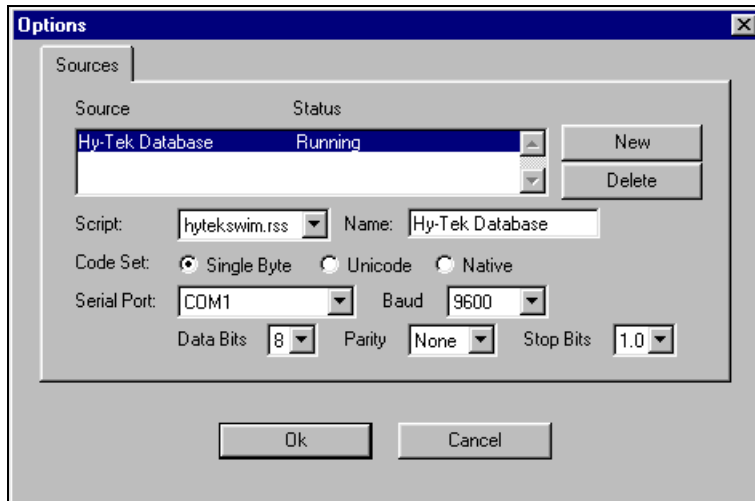
- 6 Click in the **Serial Port for Scoreboard (0-8)** field and then type the number of the COM port on the Meet Manager computer that is connected to the null modem cable going to the ResultTV computer.
- 7 Click **OK**. Meet Manager is now ready to send data to ResultTV.

Hy-Tek Meet Manager for Swimming

Configuring ResultTV for use with Hy-Tek Meet Manager for Swimming

- 1 Click **File | Options** from the Menu bar on the ResultTV configuration screen. The **Options** dialog appears.
- 2 Click the **New** button.
- 3 Tab to the **Script:** drop-down list and select **hytekswim.rss**.

- 4 Tab to the **Name:** text field and type a new name for your data source, for example, Hy-Tek Database.
 - Tab to the **Serial Port:** drop-down list and select the correct COM port from the drop-down list.



- 5 Click **Ok**. ResultTV is now configured to receive data from the Hy-Tek Meet Manager computer.

Configuring Meet Manager Swimming for use with ResultV

Note: The instructions provided here are for the convenience of our customers. Because Meet Manager for Swimming is a software program designed by Hy-Tek, Ltd., the instructions below may not be valid for versions later than 1.4. Please refer to the *Hy-Tek website* (<http://www.hy-tek.com/>) for more information.

➤ **Pre-requisites**

If you are sending data from Meet Manager to ResultV over a *serial connection* (see "Using ResultV over a serial connection"), make sure the computers are connected with a null modem cable.

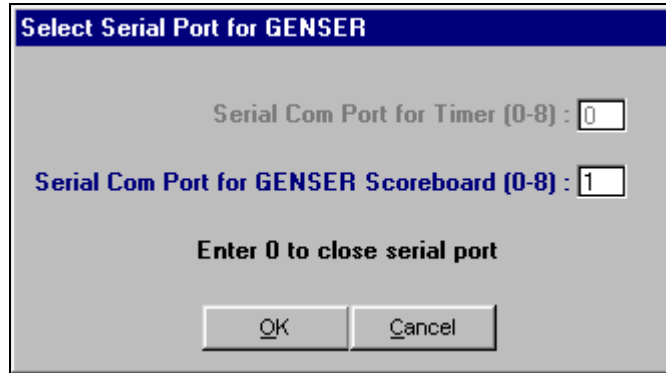
➤ **Instructions**

- 1 Run Hy-Tek Meet Manager.
- 2 Click **Set-up** from the menu bar and select **Alpha Scoreboard INTERFACE** from the drop-down menu. The **Scoreboard Vendor** dialog appears.



- 3 Select the **Generic Serial** radio button and then click **OK**.

- 4 Click **Run** from the menu bar. The **Run the Meet** screen appears.
- 5 Click **Scoreboard (Genser)** from the menu bar and then select **Open/Close Serial Port for GENSER**. The **Select Serial Port for GENSER** dialog appears.



- 6 Type the number of the COM port on the Meet Manager computer that is connected to the null modem cable going to the ResultTV computer.
- 7 Click **OK**. Meet Manager is now ready to send data to ResultTV.
- 8 To send a start list, simultaneously press the **Ctrl** and **F10** keys on the Meet Manager computer. To send Results, simultaneously press the **Ctrl** and **F11** keys on the Meet Manager computer.

Working with a dynamic data source

Configuring the dynamic source

You can select the data sources from where ResultTV obtains its dynamic text or graphic.

➤ ***If you want ResultTV to get dynamic data from the source specified by the layout (File | Options dialog)***

- 1 Double-click on a text object. The **Object Properties** dialog appears.
- 2 Click the **Basic** tab.
- 3 Select the **Layout default** radio button and then click **Ok**.

➤ ***If you want to specify where an object receives dynamic data from***

- 1 Double-click on a text object. The **Object Properties** dialog appears.
- 2 Click the **Basic** tab.
- 3 Select the **Local override** radio button. The **Any source** and **Selected sources:** selections become active.

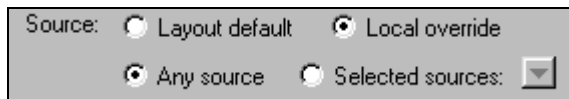
- If you want the dynamic data in the object to come from any data source, select the **Any source** button.
- If you want the dynamic text in the object to come from a specific data source, select the **Selected sources:** button and then select the source from the drop-down list.

Local override

Local override allows you to specify where dynamic text comes from in a text object.

➤ To enable Local override

- 1 **Double-click** a text object on an open layout. The **Object Properties** dialog appears.
- 2 Click the **Basic** tab.
- 3 Select the **Local override** button.
 - If you want the dynamic data supplied from any data source, select the **Any source** radio button.



- If you want the dynamic data supplied from a specific data source, select the **Selected sources** radio button and then choose the source from the drop-down list.



Layout default

If **Layout default** is selected, the object receives dynamic data from the source as it is configured in the **File | Options** dialog.

➤ To enable Layout default

- 1 **Double-click** a text or graphics object on an open layout. The **Object Properties** dialog appears.
- 2 Click the **Basic** tab.
- 3 Select the **Layout default** radio button and then click **Ok**. Dynamic data for this text object is supplied by the source configured in the **File | Options** dialog.

Note: The Layout default selection is only available for use with dynamic data. Make sure **Dynamic** is selected in the **Type:** section of the Object Properties dialog.

CHAPTER 6

Editing the Layout

In This Chapter

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Existing layouts

Opening an existing layout

- 1 Start at the ResultTV *configuration screen* (see "ResultTV configuration screen").
- 2 Click **File** and select **Open**.
- 3 Double-click an **RTV** file listed in the dialog box. The layout appears on your screen.

Note: Several layouts have been provided for your convenience. We recommend that you open an existing layout and then click **File | Save As**, rename the layout, and modify it for your specific needs.

Creating a new layout or modifying an existing layout

You can create a new, custom layout or you can modify an existing layout.

➤ **To create a new, custom layout**

- 1 Start at the ResultTV configuration screen.
- 2 Click **File | New**. A blank layout screen appears.
- 3 Add text and graphics object boxes to the layout by clicking **Layout | New text object** and **Layout | New bitmap** object.
- 4 Save the new layout by clicking **File | Save** and giving the file a name.

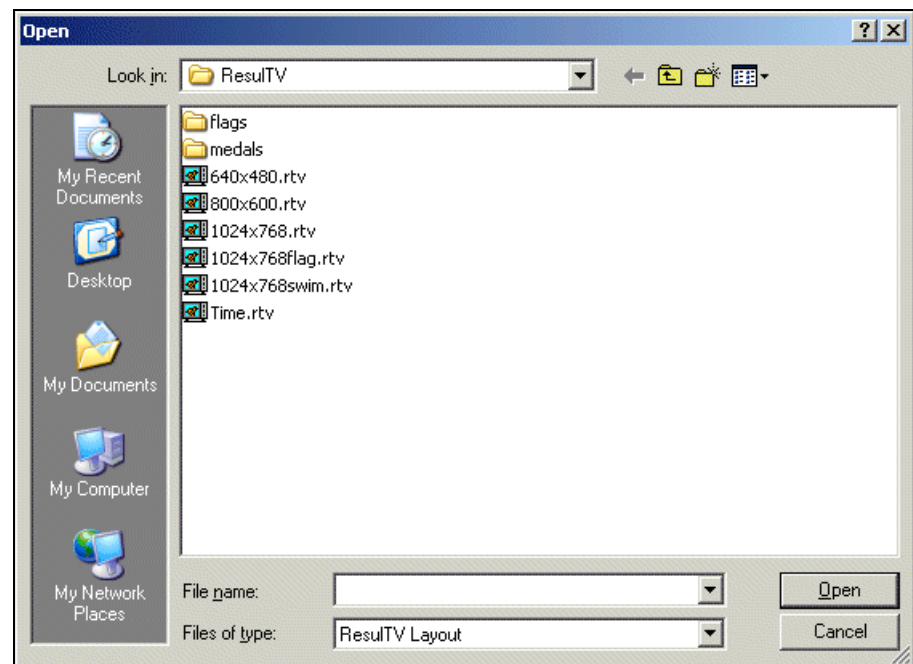
➤ **To modify an existing layout**

- 1 Click **File | Open** from the menu bar.
- 2 Double-click to open an **RTV** layout file.
- 3 Click **File | Save as**, give the file a new name, and then click the **Save** button. Now you can modify the new layout you just created. The original layout is saved under its original name for later use.

Different RTV files

ResultTV comes with several RTV, or layout files, described here.

Remember: If you do not want to use the existing layouts, you can customize existing *or create new RTV files* (see "Creating a new layout or modifying an existing layout").



- **1024x768.rtv**: configured to work with any 1024x768 pixel display. Fields include: competition name, event name, place, name, affiliation, mark/time, competition sponsor, running time up to 6 lanes.
- **1024x768flag.rtv**: configured to work with any 1024x768 pixel display, and is set up for you to display dynamic place (such as medals), affiliation (such as country flags), and event-round-heat (such as FinishLynx) images.
- **1024x768swim.rtv**: configured to work with any 1024x768 pixel display and Hy-Tek Meet Manager for Swimming as its data source. Fields include: competition name, event name, place, lane, name, affiliation and mark up to 8 lanes.
- **640x480.rtv**: fields include those listed for 1024x768.rtv, but configured to work with this smaller size monitor.
- **800x600.rtv**: fields include those listed for 1024x768.rtv, but configured to work with this smaller size monitor.
- **Time.rtv**: fields include competition name, running time, and sponsor. Configured to work with a 640x480 size monitor.

Dynamic image layout

There is a layout available for use with ResultTV that allows you to dynamically display medals, country flags, and FinishLynx images on your ResultTV layout (see example below). Remember that you can still create a *custom layout* (see "Creating a new layout or modifying an existing layout") when displaying dynamic images. The layout is currently only available in a 1024 x 768 pixel size.

| super-final 1500 m Men | | | | |
|---|-------------------|------------|---|-----------------|
|  | 1 Ohno | USA |  | 2:18.900 |
|  | 2 An | KOR |  | 2:19.158 |
|  | 3 Rodigari | ITA |  | 2:19.286 |
| | 4 Smith | USA |  | 2:19.357 |
| | 5 Tremblay | CAN |  | 2:23.531 |



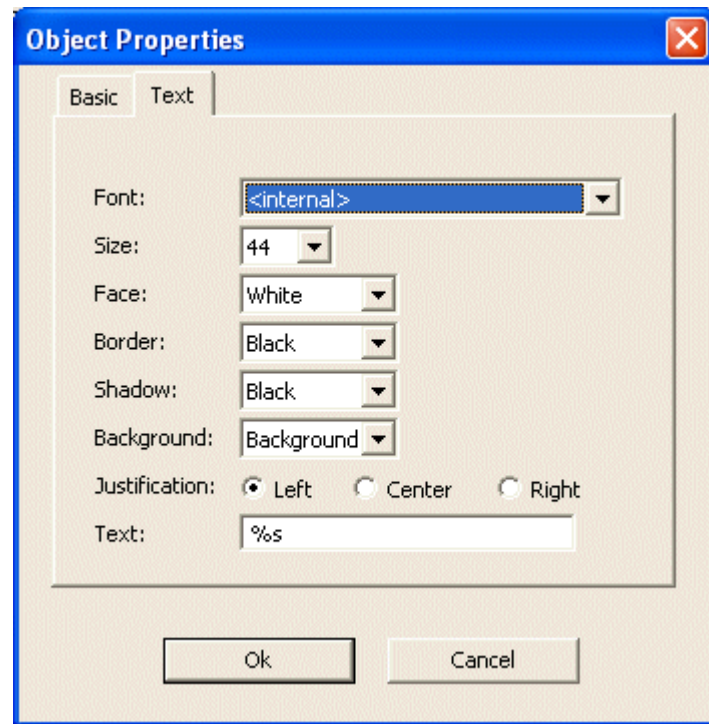
Working with text objects

The ResultTV layout consists of several fully editable fields, called text objects.

Basic text object editing

- 1 Make sure you have a layout open on the ResultTV configuration screen.

- 2 **Double-click** anywhere on the text object you want to edit. The **Object Properties** box for that specific text object appears.



Cutting, copying and pasting

You can cut, copy, and paste objects from one display to another from within ResultTV.

- 1 Click to select a text or graphic object.
- 2 Click **Edit** from the Menu bar and select **Cut**, **Copy**, or **Paste**.

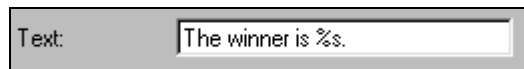
Note: You can cut, copy, or paste multiple objects. Select multiple objects by holding down the **CTRL** key while clicking on an object.

Entering static and dynamic text in the same text object

You can enter static and dynamic text in the same text object by making sure you use the %s dynamic text marker symbol. For example, you can combine static and dynamic text in the text object that displays the first place competitor's name to say, "The winner is [static text] Longley [dynamic text]."

➤ *Instructions*

- 1 **Double-click** the text object where you want to combine static and dynamic text. The **Object Properties** dialog appears.
- 2 In the **Text:** field at the bottom, type the static text you want displayed and include %s wherever you want dynamic information to appear. In the example described above, you would type, "The winner is %s."



- 3 Click **OK**. The text object displays the static text you just entered, and will display the dynamic text when it is supplied by the data source.

Inserting a new text field

- 1 Click **Layout** from the Menu bar.
- 2 Select **New text object**. A new text object appears on the layout that is fully editable.

Changing the size of the text object

There are two ways to change the size of a text object.

- Drag and drop the handle in the lower right corner of the text object to a desired size, or
- Follow these steps:
 1. **Double-click** a text object. The **Object Properties** dialog appears.
 2. Click the **Basic** tab.
 3. Type, in pixels, the new Width and Height values in the text fields provided and then click **OK**. The text object is resized to the values you just entered.

Changing the text position

You can change how text gets positioned on the ResultTV display by either clicking on a text object and dragging and dropping it to a new location, or by entering new co-ordinates for the top left corner of a text object.

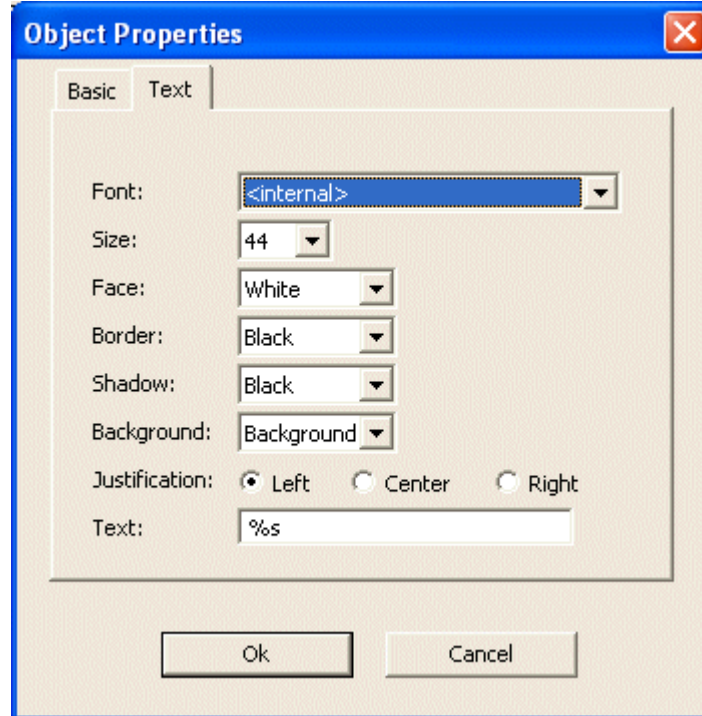
➤ ***To change the position of a text object by dragging and dropping (easiest method)***

- 1 With a layout open on the ResultTV configuration screen, **click and hold** somewhere on a text object you want to move.
- 2 While continuing to hold down the mouse button on a text object, drag it to the desired location and let go of the mouse button. The text object remains in its new location, until you drag and drop it to a different location.

➤ ***To change the position of a text object by entering new co-ordinates***

The following method is recommended for greater accuracy.

- 1 **Double-click** the text object you want to re-position. The **Object Properties** dialog appears.



- 2 Click the **Basic** tab.

- 3 Enter new **Horiz.** and **Vert.** pixel co-ordinates in the text boxes provided and then click **Ok**. The text object gets re-positioned according to its new co-ordinates.

Changing the text content in a text object

- 1 **Double-click** on a text object. The **Object Properties** dialog appears, displaying the current text display in the **Text:** field at the bottom.
- 2 Type over the text in the field with new text you want displayed and then click **OK**. The text you just entered is displayed in the text object.

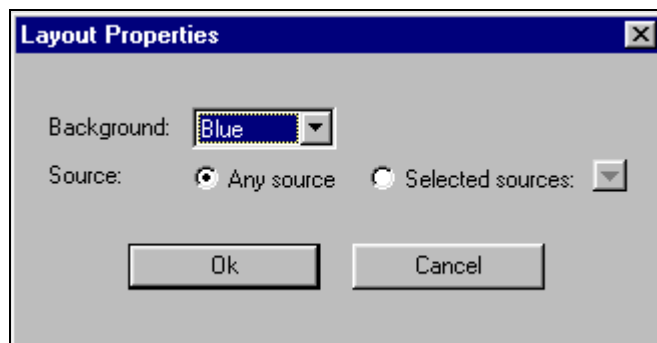
Changing the justification

You can left-justify, center, or right-justify text appearing in a text object.

- 1 **Double-click** the text object you want to edit. The **Object Properties** dialog appears.
- 2 Click the **Left**, **Center**, or **Right** radio button to change the text justification and then click **Ok**. The text in the object changes to the new justification setting you just selected.

Changing the background color

- 1 Click **Layout** from the menu bar and choose **Properties....** The **Layout Properties** dialog appears.



- 2 Select a new color from the **Background** drop-down list and click **Ok**. The background color for the display changes to the color you just selected.

Selecting a text object background color

- 1 Double-click on a text object. The **Object Properties** dialog appears.
- 2 Select a color from the **Background:** drop-down list. Note that when you select Background from the list, the text object defaults to the original background color of the layout.

- 3 When you press **Alt | Tab**, the text object is displayed with the new background color you selected.

Changing the shadow color

- 1 **Double-click** the text object you want to edit. The **Object Properties** dialog appears.
- 2 Select a color from the **Shadow:** drop-down list and then click **Ok**. The shadow color of the text in the text object changes to the color you just selected.

Changing the border color

The border color is the outline color of text in a text object.

- 1 **Double-click** the text object you want to edit. The **Object Properties** dialog appears.
- 2 Select a color from the **Border:** drop-down list and then click **Ok**. The border color of the text in the text object changes to the color you just selected.

Changing the face color

The face color is the main color of a text object.

- 1 **Double-click** the text object you want to edit. The **Object Properties** dialog appears.
- 2 Select a color from the **Face:** drop-down list and then click **Ok**. The face color of the text in the text object changes to the color you just selected.

Changing the text size

- 1 **Double-click** the text object you want to edit. The **Object Properties** dialog appears.
- 2 Select a new value from the **Size:** drop-down list and then click **Ok**. The size of the text in the text object changes to the value you just selected.

Note: You can specifically control the font size by clicking the **Basic** tab on the Object Properties dialog. Type a new value in the **Height:** text field and then click **Ok**.

Moving to back or front

You can select either “move to back,” or “move to front,” when objects are layered on top of one another.

- 1 Click to select the text or graphic object you want to move.
- 2 Click **Layout** from the Menu bar and select **Move to back** or **Move to front**.

Support for Microsoft Windows compatible fonts

ResultTV allows you to use any type of Microsoft Windows compatible font when selecting text for display.

Recommended fonts

Recommended fonts include any TrueType fonts.

Not recommended are any script or ornate fonts.

Recommended Microsoft Windows operating system

It is recommended that your computer run one of the following Microsoft Windows operating systems when using alternative fonts with ResultTV:

- NT 3.2 and higher
- 2000, or
- XP

Selecting a new font for display

- 1 Double-click on a text object. The **Object Properties** dialog appears.
- 2 The original font is called “<internal>.” Select a new font by choosing a new one from the drop-down list.
- 3 Click **Ok**. When you press **Alt | Tab**, the new font for the text object is displayed.

Note: Remember that fonts may vary on different computers. When displaying data on multiple computers, we recommend you select a universal font, such as Arial or Courier New.

Controlling font size

You can change the font size (based on points) of any text object. Our engineers have entered a size as large as 800 points!

➤ *To change a text object's font size*

- 1 Click **File | Open...** to open a layout (RTV) file.
- 2 Double-click on a text object. The Object Properties dialog appears.
- 3 From here, you have two options:
 - Select a preset value from the **Text:** drop-down list, or
 - Click the **Basic** tab and type a new value in the **Size: Height** text field.

Supporting other language fonts

If you are using fonts in languages other than English, particularly Asian, Middle Eastern, and some Eastern European languages, you must use a Unicode data exchange between FinishLynx and ResultTV.

➤ *Enable Unicode data exchange*

In ResultTV...

- 1 Select **File | Options...** from the Menu bar. The **Options** dialog appears.
- 2 Select **Unicode** in the **Code Set:** line and then click **Ok**.

In FinishLynx...

- 1 Run FinishLynx and select **File | Options...** from the Menu bar. The **Options** dialog appears.
- 2 Click the **Scoreboard** tab.
- 3 Select **Unicode** in the **Code Set:** line and then click **Ok**.

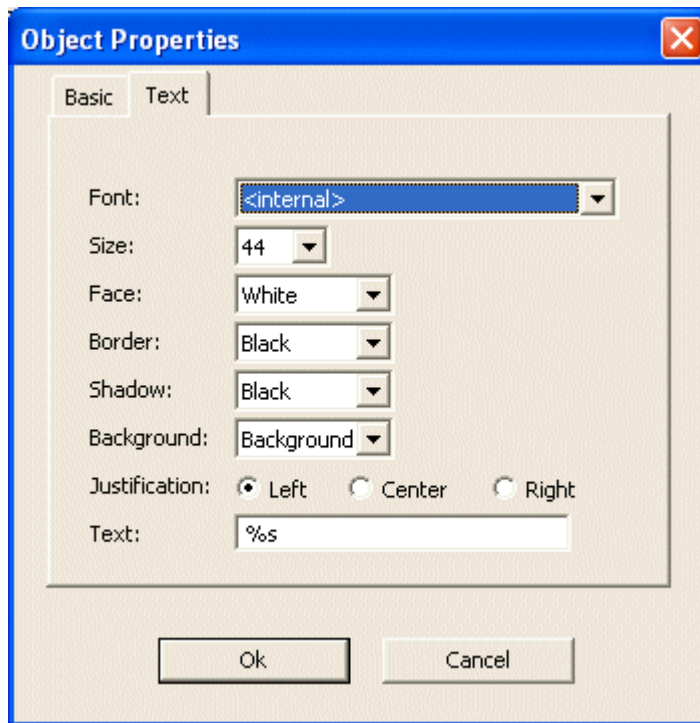
Working with graphics objects

Displaying graphics

With the exception of the Lynx logo which is *not* editable, static or dynamic graphics can be displayed anywhere on the ResultTV screen. You can either use existing graphics or you can create your own graphics for display.

➤ **To place a graphic on the screen**

- 1 With a layout open on the ResultTV configuration screen, click **Layout** from the Menu bar and select **New bitmap object**. A new object box appears on the layout screen.
- 2 **Double-click** the object. When the **Object Properties** dialog appears, select the image you want to display from the **Static File:** drop-down list.



- 3 **Resize** the object box by clicking and dragging its handle to a new size.
- 4 **Move** the object box by dragging it and dropping it to a desired location.

Displaying FinishLynx image dynamically

You can display the FinishLynx image that corresponds with the results of the event you are sending to ResultTV.

➤ *Pre-requisites*

- 1 Make sure you are running FinishLynx version 4.1 or later and have the script, **resultv220.lss**, in the **C:/Lynx** directory, or wherever you stored the FinishLynx files during *installation* (see "Copy the ResultTV scoreboard script").
- 2 Share the **C:\ResultTV** directory (or wherever you installed the ResultTV files on the ResultTV computer) with the FinishLynx computer.
- 3 Make sure the FinishLynx and ResultTV computers are connected over a *network* (see "Using ResultTV over a network").

➤ *Configure ResultTV*

Now, follow these steps.

- 1 In ResultTV, click **File | Options** and select **finishlynx410.rss** from the **Script:** drop-down list. Then, click **Ok**.
- 2 Click **File | New** to create a new layout.
- 3 Click **Layout | New Bitmap Object....** A new, blank graphic object appears on the layout.
- 4 Double-click the new graphic object. The **Object Properties** dialog appears.
- 5 Click the **Basic** tab.
- 6 Select the **Type: Dynamic** radio button.
- 7 From the **Field:** drop-down list, select **Event-Round-Heat**.
- 8 To view an example, click **File | Open** and select **1024x768flags.rtv**. The RTV layout opens.

➤ *Configure FinishLynx*

In FinishLynx, click **Scoreboard | Options** and select **resultv220.lss** from the **Script:** drop-down list.

➤ *Send data from FinishLynx*

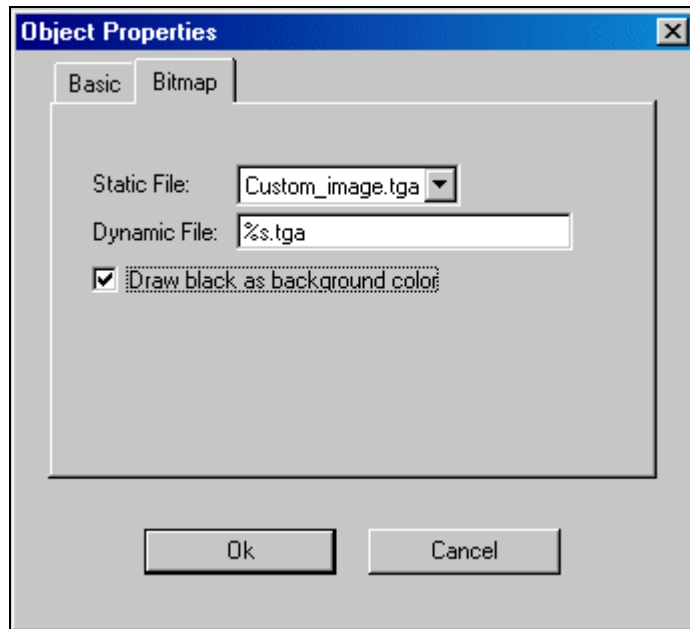
- 1 With a saved, evaluated FinishLynx image open, hold down the right mouse button to draw a box around the portion of the image you want displayed on ResultTV.

- 2 Click **Export....** A **Save As** dialog appears. Navigate to the ResultTV directory where you are saving FinishLynx files and click **Save**. Leave the name of the file at its default Event-Round-Heat format name from FinishLynx, for example, 001-1-01. ResultTV displays the FinishLynx image along with the event results.

Displaying a custom graphic

If you want ResultTV to display a custom graphic, make sure the graphic is an **uncompressed 24-bit Targa (TGA)** file. Then, follow these steps:

- 1 Place the custom graphic file in the ResultTV directory on the ResultTV computer. This is the same directory where you stored the ResultTV files during installation, for example, **C:\ResultTV**.
- 2 Run ResultTV and open a layout on the ResultTV configuration screen.
- 3 Click **Layout** from the Menu bar and select **New bitmap object**. A graphics object box appears on the layout.
- 4 **Double-click** on the graphics object box. The **Object Properties** dialog appears.
- 5 From the **File:** drop-down list, select the custom graphic you placed in the ResultTV directory and then click **Ok**.



- 6 Move the graphics object box by dragging and dropping it to a desired location. When you click **Alt | Tab** to view the ResultTV display, your custom graphic appears on the screen.

Clearing a dynamic graphic or text object

To clear any dynamic graphic or text objects from either the configuration or the display screen, simultaneously hold down the **Alt** and **C** keys. Only dynamic objects (not static objects) are cleared using this keyboard shortcut.

Displaying an existing graphic

ResultTV comes with sample TGA graphics files that you can display.

- 1 Open a layout on the ResultTV configuration screen.
- 2 Click **Layout** from the Menu bar and select **New bitmap object**. A graphics object appears on the layout.
- 3 **Double-click** the graphics object box. An **Object Properties** dialog appears.
- 4 Select a TGA file from the **Static File:** drop-down list and then click **Ok**.
- 5 **Move** the graphics object by dragging and dropping it onto a desired location. When you press **Alt | Tab** to view the ResultTV display, the TGA file you just selected appears.

Can I edit or delete the Lynx logo?

You cannot edit or delete the Lynx logo appearing on the bottom left corner of the ResultTV display. The Lynx logo appears on every ResultTV layout in the same position and is not editable.

Other layout editing commands

Align horizontal

You can align two or more text or graphics objects horizontally along the same axis.

- 1 Click to select a text or graphics object. Then, hold down the **Ctrl** key on your computer keyboard while clicking on a text or graphics object. Both objects are selected if their topmost borders are white.
Tip: To select multiple objects, select an object by clicking on it, then skip over the objects you want selected. Hold down the **Shift** key while clicking on the last object you want selected. All of the objects between the first and last objects are selected.

- 2 Click **Layout** from the Menu bar and select **Align horizontal**. The text or graphics objects you just selected are aligned along the same horizontal axis.

Align vertical

You can align two or more text or graphics objects vertically along the same axis.

- 1 Click to select a text object or graphics object. Then, hold down the **Ctrl** key on your computer keyboard while clicking on a text or graphics object. Both objects are selected if their topmost borders are white.
Tip: To select multiple objects, select an object by clicking on it, then skip over the objects you want selected. Hold down the **Shift** key while clicking on the last object you want selected. All of the objects between the first and last objects are selected.
- 2 Click **Layout** from the Menu bar and select **Align vertical**. The text or graphics objects you just selected are aligned along the same vertical axis.

Select all

You can select all of the text or graphics objects on an open layout by clicking **Edit** from the Menu bar and clicking **Select all**. All of the objects on the layout appear with a white title bar, meaning you can now simultaneously edit them by clicking **Layout | Edit object(s)....**

Select none

If you want to de-select all of the text or graphics objects on a layout, click **Edit | Select none**. Title bars revert from white back to their gray, unselected state. You must select the objects again if you want to edit them.

Invert selection

Use **Invert selection** if you want to shift the selection of one text object to others on the layout.

With a layout open and a text object selected, click **Edit | Invert selection**. The previously selected object becomes deselected, while the other text objects on the screen are selected.

Changing the settings of multiple objects

- 1 Open a layout on the ResultTV configuration screen.

- 2 Click to select a text or graphic object.
- 3 Hold down the **Ctrl** key while clicking on more text or graphic objects to select multiple objects at once.
- 4 Click **Layout** from the Menu bar and click **Edit object(s)...** The **Object Properties** dialog appears. Any changes you make in the Object Properties dialog are applied to all of the objects you selected.

Deleting multiple selected objects

WARNING! There is no "undo" for deleting a text or graphics object!

- 1 Click to select the text or graphics object.
- 2 Click **Layout** from the Menu bar and select **Delete object(s)**. The object is removed from the layout.

Note: You can delete multiple objects by holding down the **Ctrl** key while clicking on each object you want to delete. When you select **Layout | Delete selected object(s)**, all of the objects you selected disappear from the display.

Tip: To select multiple objects, select an object by clicking on it, then skip over the objects you want selected. Hold down the **Shift** key while clicking on the last object you want selected. All of the objects between the first and last objects are selected.

CHAPTER 7

Sending Data to ResultTV

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Sending data from FinishLynx

Sending a start list and results from FinishLynx

You can configure FinishLynx to send a start list or results to ResultTV automatically or you can configure it to send the data manually.

- 1 Run FinishLynx.
- 2 Click **Scoreboard | Options**. The **Options** dialog appears.

➤ **To send a start list or results from FinishLynx to ResultTV automatically**

- a) At the bottom of the dialog, there is a **Results:** section. Select the **Auto** radio button and then click **Ok**.



- b) Assuming you have already configured ResultTV and FinishLynx to exchange data serially or over the network, ResultTV displays the new start list as soon as you open it in FinishLynx.

➤ **To send a start list or results from FinishLynx to ResultTV manually**

- a) At the bottom of the dialog, there is a **Results:** section. Select the **Manual** radio button and then click **Ok**.



- b) Open a start list or results in FinishLynx.

- c) Assuming you have already configured ResultTV and FinishLynx to exchange data serially or over the network, click **Scoreboard** from the menu bar and choose **Refresh**. The start list or results are displayed on ResultTV.

Sending running time from FinishLynx

These steps assume you have already configured FinishLynx and ResultTV to exchange data serially or over a network, and that you have created and selected a script for a new scoreboard in FinishLynx.

➤ *Instructions*

- 1 Run FinishLynx.
- 2 Click **Scoreboard | Options** from the Menu bar. The **Options** dialog appears.
- 3 In the middle of the dialog, there are **Running Time:** selections. Click the **Normal** radio button.
- 4 Click **Ok** and then **Restart** FinishLynx. FinishLynx is now configured to send running time to ResultTV. When the timing circuitry in the camera starts, ResultTV displays the running time.

Display running time and results

You can have more than one layout open and toggle between the display of running time and results when FinishLynx is one of the data sources.

- 1 Start at the ResultTV configuration screen.
- 2 Click **File | Open** from the Menu bar and double-click the **Time.rtv** layout file. The running time layout appears on the screen.
- 3 Click **File | Open** from the Menu bar again and double-click one of the other layout files to show results. The layout file you just selected appears on the screen.
- 4 Configure the text and graphics objects as desired, and set up the data sources.
- 5 Now that you have opened both layouts, simultaneously press the **Alt** and **1** keys and then simultaneously press the **Alt** and **2** keys on the ResultTV computer to toggle between the layouts.

Sending data using Hy-Tek Meet Manager

Meet Manager for Track and Field

Sending a start list from Meet Manager for Track and Field for Windows

After you have configured Meet Manager and ResultTV to exchange data, simultaneously press the **Ctrl** and **F10** keys on the keyboard of the Meet Manager computer to send a start list to ResultTV. The start list, ordered by lane number, appears on the ResultTV display.

Sending a start list from Meet Manager Track and Field for DOS

- 1 Make sure you have configured Meet Manager and ResultTV to exchange data.
- 2 From the **Operate Meet** menu in Meet Manager, type **1** - Seeded Events.
- 3 Enter the event number for which you want to send a start list to ResultTV.
- 4 Simultaneously press **Ctrl** | **F4** to send the start list to ResultTV.

Sending results from Meet Manager for Track and Field for Windows

After you have configured Meet Manager and ResultTV to exchange data, simultaneously press the **Ctrl** and **F11** keys to send results to ResultTV. The results, ordered by place, appear on the ResultTV display.

Send results from Meet Manager Track and Field for DOS

- 1 Make sure you have configured Meet Manager and ResultTV to exchange data.
- 2 From the **Operate Meet** menu in Meet Manager, type **1** - Seeded Events.
- 3 Enter the event number for which you want to send results to ResultTV.
- 4 Simultaneously press **Ctrl** | **F3** to send the start list to ResultTV.

Meet Manager for Swimming

Sending a start list from Meet Manager for Swimming

After you have configured Meet Manager and ResultTV to exchange data, simultaneously press the **Ctrl** and **F10** keys on the keyboard of the Meet Manager computer to send a start list to ResultTV. The start list, ordered by lane number, appears on the ResultTV display.

Sending results from Meet Manager for Swimming

After you have configured Meet Manager and ResultTV to exchange data, simultaneously press the **Ctrl** and **F11** keys to send results to ResultTV. The results, ordered by place, appear on the ResultTV display.

Working with multiple layouts

- 1 Open each layout by clicking **File | Open** from the Menu bar. The layout you most recently open appears on the screen.
- 2 Now that you have opened more than one layout, simultaneously press the **Alt** and **1** keys and then simultaneously press the **Alt** and **2** keys on the ResultTV computer to toggle between the layouts.

Automatic switching of display screens

ResultTV can now receive commands from FinishLynx that cause the layout (RTV file) displayed to automatically switch. Specifically, you can create four different ResultTV layouts (start lists, results, running time, and messages), and display the appropriate layout on the ResultTV screen depending on data sent by FinishLynx without the use of an extra operator.

➤ *Before you begin*

You must download the ResultTV auto-switching scoreboard script and save it to your **C:\Lynx** directory, or wherever you stored your FinishLynx application files during installation.

To download the ResultTV auto-switching scoreboard script, go to the *Lynx website* (<http://www.finishlynx.com/>) and click **Download | Displays | Software | resultv220_srtm.lss**.

➤ *Basic instructions*

- 1 Start at the ResultTV configuration screen.
- 2 Create four new layouts, or RTV files, and assign each layout a specific name associated with the type of information it displays. For example, create:
 - **Starts.rtv** for a start list display
 - **Results.rtv** for a results display
 - **Time.rtv** for a running time display, and
 - **Message.rtv** for a message display.

➤ *Example #1*

In this example, an auto-switching occurs between the running time and results displays.

- 1 In ResultTV, open two layouts you created earlier: **Results.rtv** and **Time.rtv**.
- 2 In FinishLynx, set the scoreboard options to **Running Time | Normal** and **Results | Auto**.
- 3 When the running time in FinishLynx is armed or running, the Time.rtv layout, or running time, is automatically displayed on the screen.

- 4 When the running time is stopped and the FinishLynx operator starts evaluating the FinishLynx image, ResultV automatically changes to the Results.rtv layout and the results are displayed.

➤ **Example #2**

In this example, auto-switching occurs between the start list, results, and a scoreboard message.

- 1 In ResultV, open three layouts you created earlier: **Starts.rtv**, **Results.rtv** and **Message.rtv**.
- 2 In FinishLynx, set the scoreboard options to **Running Time | Off** and **Results | Auto**.
- 3 When the FinishLynx operator opens a new event from the database, the Starts.rtv, or start list, is displayed in ResultV.
- 4 When the FinishLynx operator begins evaluating the FinishLynx image, the results appear in ResultV.
- 5 If a scoreboard message is sent, the Message.rtv layout causes the message to be displayed in ResultV.

Sending data to television

➤ **Pre-requisites**

To send ResultV data to television, you need to connect the ResultV computer to a scan converter which is then connected to anything requiring a composite video feed. Examples of this include a closed-circuit television feed or a computer controlling a video scoreboard.

➤ **Instructions**

Connect the monitor output on the ResultV computer to a scan converter. The scan converter converts the VGA signal into a video signal for use by television. Most scan converters allow you to simultaneously display the ResultV output on the computer monitor as well as on the television monitor.

Tip: You can display the ResultV configuration screen on a computer and send the ResultV display to *another device* (see "Displaying ResultV on multiple monitors"), such as a desktop monitor, scan converter, or projector.

Displaying ResultV on multiple monitors

The ResultV 3.0 display can be sent through the computer's VGA port to a desktop monitor, projector, or scan converter. This means you can view the ResultV configuration screen on the computer while viewing the ResultV display screen on an exterior monitor.

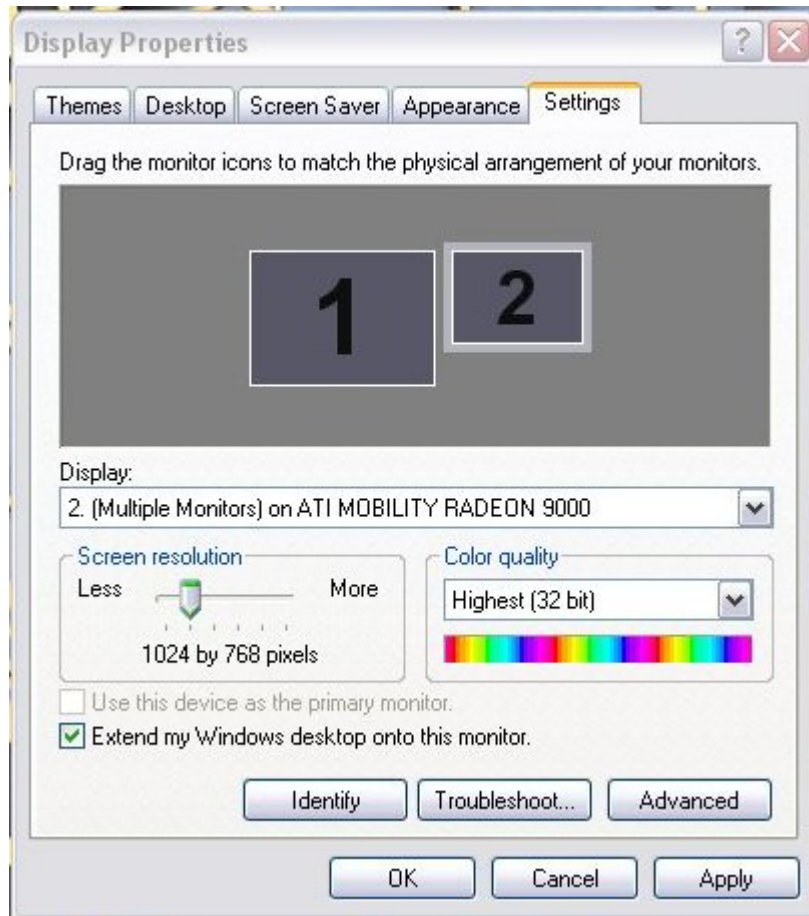
You can also run FinishLynx on the ResultV computer while sending the ResultV display to the external monitor, saving you the need for a second computer.

Note: To use this feature, you must run Microsoft Windows 98 and higher.

➤ ***Configure the Microsoft Windows display settings:***

- 1** Attach a desktop monitor, projector or scan converter to the VGA port (15-pin female port) on the ResultV computer.
- 2** Click the Microsoft Windows **Start** button and then select **Control Panel**. The **Control Panel** screen appears.

- 3 Double-click **Display**. The **Display Properties** dialog appears.
- 4 Click the **Settings** tab.



- 5 Click the drop-down list under Display.
 - 6 Click to select **#2**, and then select **Extend my Windows desktop onto this Monitor**.
 - 7 Click **Apply** and then click **OK**.
- **Configure ResultTV:**
- 1 Start ResultTV.
 - 2 Click **File** from the Menu bar and then select **Options....** The Options dialog appears.
 - 3 Click the **Display** tab.
 - 4 Select **Monitor 2**.
 - 5 Click **OK**.

The ResultTV display screen now appears on the second monitor.

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Glossary of Terms

D

data source

Computer from which ResultTV is getting its data. Data source examples include a computer running FinishLynx or Hy-Tek Meet Manager. For ResultTV to display data from a data source, you must configure the data source from within ResultTV. Additionally, you must configure FinishLynx and Hy-Tek Meet Manager to send data to ResultTV.

dynamic

Data or graphic that gets supplied and updated by another data source, such as FinishLynx. Includes running time, results, start lists, and graphics such as a FinishLynx image.

G

graphic object

An editable block of image on the ResultTV layout screen.

H

hardware dongle

Security device that attaches to the computer running ResultTV. ResultTV cannot run properly without this device.

L

layout file

Visible from the *configuration screen* (see "ResultTV configuration screen"), is a template on which you can design your ResultTV display. Several layout, or RTV files, are available for you to use or modify. You can also create layout files from scratch.

LSS

Stands for Lynx Scoreboard Script.

R

RSS

Stands for ResultTV Source Script.

RTV file

A layout file with the file extension, RTV. Several layout files are included with ResultTV for your use. You can also create your own layout files and modify existing ones. An example of an existing layout file is the file 1024x768.rtv.

S

scan converter

A device that converts a computer generated VGA signal to a signal suitable for television broadcast.

static

Graphic or other data that remains the same on every screen. For example, the name of a competition and its sponsor.

T

text object

An editable block of text on the ResultTV layout screen.

V

VGA signal

A signal sent by a computer. With the help of a scan converter, you can convert it to something that is usable by television, for example, NTSC or PAL format.