Release Notes

FieldLynx Lite 1.94

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Obtaining Lynx Products and Information

There are three ways to obtain Lynx products and information:

- >> Go to the Lynx website (http://www.finishlynx.com/product/)
- >> Call (978) 556-9780 and ask to speak with someone in sales, or
- >> Send an email to...

Domestic Sales: domsales@finishlynx.com

International Sales:intlsales@finishlynx.com

Obtaining Technical Support

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

- >> Go to the Lynx website (http://www.finishlynx.com/support/)
- >> Find our latest video tutorials on YouTube (https://www.youtube.com/c/FinishLynx/videos)
- >> Call (978) 556-9780 and ask to speak with someone in tech support, or
- >> Send an email to...

Technical support:support@finishlynx.com

What's New

General improvements

>> Fixed issue with Sokkia SET530 laser

FieldLynx Lite 1.93

Scoreboard Improvements

ResulTV - Display white/red (foul) flag

FieldLynx can be used to send trigger (F1=Foul; F2=Valid) information to **ResulTV** and show the status of an attempt (valid/foul) on a video display.

- >> To show white/red (foul) flags to ResulTV using standard layouts:
- 1. Create a scoreboard object using the resultv_results-trigger.lss script
 - a. Note: In ResulTV, setup a new source using the FieldLynx_results.rss and insert bitmap objects using trigger F1/F2. Set a time value to each trigger to remove the flag after x seconds. Foul.tga and Valid.tga samples are included with ResulTV 6.31.
- 2. Select an athlete from the Athlete List.
- 3. When X is entered to assign a foul to the athlete, trigger F1 is sent with the next scoreboard update.
- 4. For a valid attempt, hit Alt-M to send the F2 trigger.
- >> To show white/red (foul) flags to ResulTV using video display layouts:
- 1. Create a scoreboard object using the Resultv_Video_results-trigger.lss script
 - a. In ResulTV, setup a new source using the Video Display.rss and open the Video Display.rtv layout.
- 2. Select an athlete from the Athlete List.
- 3. When **X** is entered to assign a foul to the athlete, the video display object will turn red. Every scoreboard update will toggle red/off.
- 4. For a valid attempt, hit Alt-M to toggle between white/off.

VeriLight

VeriLight is a multi-level signal tower that can be controlled from FieldLynx to show the foul status of each attempt.

- >> To show green/red (foul) lights on VeriLight from FieldLynx:
- 1. Create a scoreboard object using the VeriLight. Iss script (default IP/Port: 192.168.0.99/10000).
- 2. Select an athlete from the Athlete List.
- 3. When X is entered to assign a foul to the athlete, VeriLight will turn red. Alt-I (Scoreboard|Initialize) to turn off.
- 4. For a valid attempt, hit Alt-M to toggle between green/off.

Advanced Scoreboard Settings Dialog

The **Scoreboard** tab of the **Preferences** dialog presents a new **Advanced** button which opens the *Advanced scoreboard settings* dialog. This dialog has two settings that default to ON (checked) and offer the legacy behavior.

- Send scoreboard data byte-by-byte (Legacy) when checked, a scoreboard update will be sent in multiple packets of data. When unchecked, a scoreboard update will package all data into a single packet.
- Send scoreboard data line-by-line (Legacy) when checked, each section of a script (e.g. ResultsHeader, Results, ResultsTrailer) is sent separately. When unchecked, related sections are be packaged together and sent in a single update.

TIP: VeriLight requires that both settings be unchecked.

New/Updated scripts (LSS)

- >> [new] ResulTV_Video_Results-360.lss designed for Video Display objects in ResulTV for the Lynx 360 display.
- Pinew] ResulTV_Video_Standings-360.lss designed for Video Display objects in ResulTV for the Lynx 360 display.
- >> [new] ResulTV_Video_Results-trigger.lss designed to show white/red (foul) flag for Video Display objects in ResulTV
- >> [updated] ResulTV_Video_Results.lss updated to show the wind reading in the header row when available.
- >> [new] resultv_results-trigger.lss designed to send triggers to ResulTV standard layouts and show white/red (foul) flag.

LaserLynx Improvements

- >> Test measurements show precision down to the millimeter
- >> Support for the Sokkia SET5A

Rulebook Updates

>> The high school rule book sets the rounding for discus and javelin to nearest inch (rounded down) regardless of the mark. Previously, this was only applied for marks < 100 feet.

