

Release Notes

FieldLynx 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

FieldLynx Plug-in Compatibility

The scoreboard, wind and LaserLynx interfaces in FieldLynx 1.94 require at least these versions of the plug-ins:

- » Scoreboard plug-in 1.54
- » Wind plug-in 1.23
- » LaserLynx plug-in 1.22

NOTE: Contact Tech Support to obtain the latest version of plug-ins.

General improvements

- » Fixed issue creating Jump-offs
- » Fixed issue with Sokkia SET530 laser

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User Interface Improvements



- » **Next Athlete** button is added to the **Athlete** dialog. Click this button to automatically load the athlete set as Up, instead of returning to the **Athlete List**.



- » Added **Check-In All** button to main and athlete list dialogs.
- » **Standings** dialog shows athlete **ID** and **affiliation**.
- » Updated "Add flight" text to show "Add flight/final".
- » Toggle buttons on the **Athlete List** (All/Active, Prelim/Final) and **Standings** dialog (Event/Flight) are replaced by radio buttons to clarify the current selection.
- » Added tool tips for icons on **Athlete** Screen.
- » Updated design of athlete status buttons.

Scoreboard Improvements

ResultTV - Display white/red (foul) flag

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

- » To show white/red (foul) flags to **ResultTV** using standard layouts:
 1. Create a scoreboard object using the *resultv_results-trigger.lss* script
 - a. **Note:** In **ResultTV**, 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 **ResultTV** 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 **ResultTV** using video display layouts:
 1. Create a scoreboard object using the *Resultv_Video_results-trigger.lss* script
 - a. In **ResultTV**, 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.lss* 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.



Athlete Timer Improvements

The athlete timer can now be controlled manually (start/stop) instead of automatically starting when the **Athlete** dialog opens.

- » To manually control the athlete timer:
 1. Click **Options|Preferences...** from the menu bar and select the **General** tab.
 2. *Uncheck* the **Athlete timer starts automatically** box.
 3. Select an athlete from an events **Athlete List**.
 4. Click the timer box to start/stop the timer.

TIP: To reset the timer or change the start time value, click **Athlete|Reset Timer...** from the menu bar in the **Athlete** dialog.

NOTE: When the timer starts automatically, it will now pause when the box is click and the **Reset Timer** dialog opens.

New/Updated scripts (LSS)

- » [new] **ResultTV_Video_Results-360.lss** - designed for Video Display objects in ResultTV for the Lynx 360 display.
- » [new] **ResultTV_Video_Standings-360.lss** - designed for Video Display objects in ResultTV for the Lynx 360 display.
- » [new] **ResultTV_Video_Results-trigger.lss** - designed to show white/red (foul) flag for Video Display objects in ResultTV.
- » [updated] **ResultTV_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 ResultTV standard layouts and show white/red (foul) flag.

VeriLynx Support

JPEG images exported by VeriLynx can viewed in FieldLynx or sent to ResultTV.

View VeriLynx Images

- » To view the exported VeriLynx images in FieldLynx:
 1. Click the geared wheel or go to **Options|Preferences...|General tab**.
 2. Check the *Show VeriLynx Images* box.
 3. Browse to the location of the exported VeriLynx images.
 - a. **Note:** When using the VeriLynx profile in FinishLynx, go to **File|Options...|Export Image** and turn on **Auto-Export**. The location of exported images is set by the **Export directory** on the **Database** tab.
 4. In the **Athlete Data** screen, click the image icon to show the VeriLynx image of the currently selected attempt.



Send VeriLynx Images to ResultTV

- » To send a VeriLynx image to ResultTV:
 1. In ResultTV configure a source to use the *Video Display.rss* and select a Video Display compatible layout (e.g. Video Display.rtv).
 2. In FieldLynx, go to the Athlete Data screen and click Scoreboard|Show VeriLynx Image.

TIP: To send images to ResultTV using the default *ResultTV_Video_results.lss* script, the VeriLynx Image Directory must be set to the ResultTV folder (C:\ResultTV).

NOTE: FieldLynx created Finals from two flights are not supported.

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.

