

FieldLynx

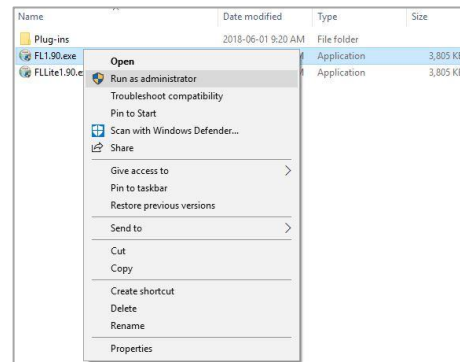
Quick Start Guide

Introduction

The following guide will walk you through the installation, database setup and use of FieldLynx followed by event-specific setup for Throws, Horizontal Jumps, and Vertical Jumps. If at any point you need additional help, please contact Tech Support: support@finishlynx.com.

Step 1 Installation

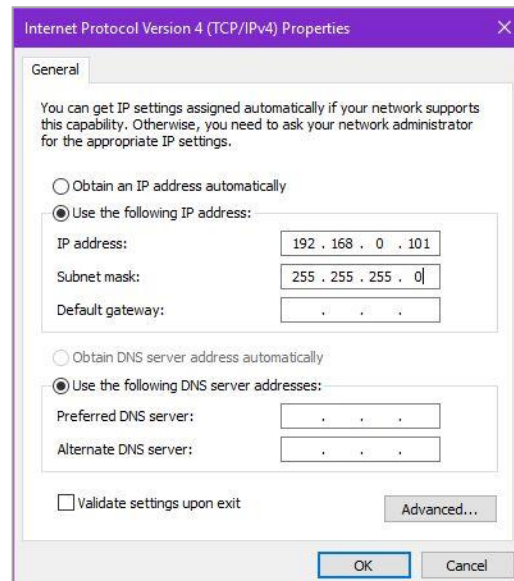
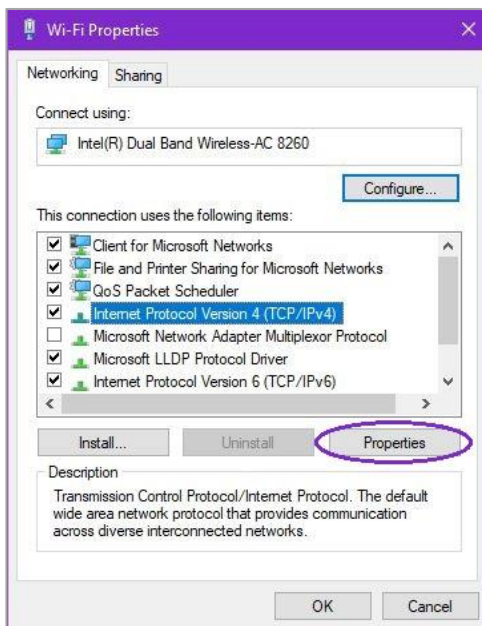
- Locate the FieldLynx installer (FL ###.exe) from the Lynx USB drive or download the program from www.finishlynx.com
- Right-click on the installer and click **Run as Administrator**.
- Follow the prompts to complete the install.



Step 2 Configure the Computer/Tablet Network Settings

- From the Windows start menu search for the **Network and Sharing Center**.
- Click **Change Adapter settings**.
- Right-click on the Wi-Fi connection; select **Properties**.
- Select **Internet Protocol Version 4 (TCP/IPv4)** then **Properties**.
- Select **Use the Following IP address**: and enter the desired IP address of the computer.
- Enter the subnet mask of **255.255.255.0**
- Click **OK** and close the windows.

Note: FieldLynx tablets will typically be assigned as 192.168.0.100 and up.



- Connect to the access point from the list of available Wi-Fi connections.



Step 3 Disable the Windows Firewall

- Search for the **Control Panel** from the windows start menu.
- Find **Windows Firewall**.
- Select **Turn Windows Firewall on or off**.
- Turn off the firewall for each connection type.

Notes:

- The firewall may be controlled by antivirus software which would need to be removed before turning the firewall off.
- Alternatively, you can allow the FieldLynx program through the firewall.

Step 4 Configure the Database Options

- Open the FieldLynx Program and navigate to **Options / Preferences**.
- Click the **Database** tab.
 - Select how often to update the database.
 - Set the **IP Address**: of the NetExchange computer.
 - Set the **Port Number**: to the number listed in NetExchange.

Options

Database LaserLynx General Scoreboard Wind

Database Update:

☐ Never

☐ After each throw/jump

☒ Update after each round of throws/jumps or bar height change


☐ Send results from all flights in the current round to the database

☐ Load results from all flights in the current round from the database

Code Set: ☒ Single Byte ☐ Unicode

Serial: network (connect)

Port Number: 1950 IP Address: 192.168.0.90

- Load an event by clicking 
 - Click **Load Schedule** and select the desired event.
 - Alternatively, you can enter the Event-Round-Heat number of the desired event.

Load Event

Event #: 11

Round #: 1

Flight #: 1

☐ All

Load Schedule

Shot Put Men(11,1,1)

Pole Vault Women(14,1,1)

Long Jump Women(15,1,1)

Long Jump Women(15,1,2)

Heptathlon - High Jump(43,2,1)

Heptathlon - Shot Put(43,3,1)

Heptathlon - Long Jump(43,5,1)

(Use CTRL or SHIFT keys to select multiple events)

OK Cancel




General FieldLynx Instructions

(Applies to all events)





Step 1 Select Event

- a. Select the desired event by clicking the event name, round, and flight from the Main Window.
- i. A new window will open with the Athlete List.

Status	Order	Name	Affiliation	ID
✕	1	Adams,Jenny	ston	12
✕	2	Jeffery,Vonetta	ched	161
✕	3	Bentley,Brandl	igan	32
✕	4	Sawyer,Adrien	ment	271
✕	5	Burrell,Dawn	ARMY	53
✕	6	Ingram,Dalhia	aska	155
✕	7	Freeman,Monique	LSU	111
✕	8	Jones,Marion	Nike	170
✕	9	Simpson,Pamela	USC	278


- b. Click the Event Setup icon 
- i. Please refer to Page 5 of the QSG for event-specific setup instructions.


Step 2 Check-in Competitors


- a. Check competitors in by tapping the  icon. Set the athlete to **Check-in**, **Suspend**, or **Set Athlete 'Up'**.
- i. For horizontal jumps, also set the **jump board**.
- ii. For vertical jumps, also set the **opening height**.
- iii. For pole vault, also set the **depth**.
- b. You will see the following indicators next to the athlete name:
- i.  Athlete is **Up**
- ii.  Athlete is **Next**
- iii.  Athlete is **Waiting**


Set Athlete Status


Adams, Jenny

 Check-in/No Show

 Suspend

 Set Athlete 'Up'

 Select Jump Board

 Retire from Competition

OK Cancel

NOTE: Click  to check-in all athletes

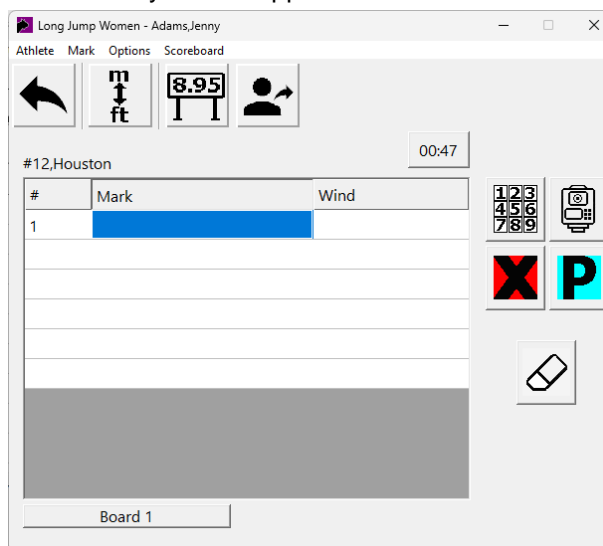
Step 3 Add a Competitor (Optional)

- a. Click 
- b. Add the athlete information.



Step 4 Entering Athlete Marks

- a. Tap on the competitor that is up. The mark entry screen appears:



- b. Record the competitor's mark.

	Tap and enter the values using the keyboard.		
	Then, click.		Clears height (vertical jumps)
	To return to the flight sheet. Repeat for all competitors.		Foul
	To erase the mark and enter a new one.		Pass



- c. Once results are complete click **Event / Send Results** or click:
d. Other icons (additional plug-ins may be required)

	Display the current standings		Obtain a measurement from a laser
	Convert from English to metric or metric to English		Obtain a wind reading
	Send mark or standings to the scoreboard		Go to next athlete



Event-Specific Information

Setting up the events will differ slightly depending on the type on event.
See the specific event setups below.

Event 1 Throws

- Choose **Metric** or **English**.
- Set up the attempts.
- If LaserLynx is used, select the circle radius and set the control measurements.
(see [LaserLynx QSG](#) for details)

Event 2 Horizontal Jumps

- Choose **Metric** or **English**.
- Set up the attempts.
- If LaserLynx is used, set the boards and each board's offset from the first board.
- If LaserLynx is used, set the control measurements measuring the distance to the near and far side of the board

Note: You can set an athlete's board when checking in each individual athlete.

Event 3 Vertical Jumps

- Choose **Metric** or **English**.
- Set the **Alive Groups**.
- Enter the starting height, end height, and intervals.
Click **Apply**.

Notes:

- Athlete starting heights can be entered when checking in each individual athlete.
- Bar heights can be edited by clicking **View**.

Jump-off:

Once all participants have completed their attempts,

- Click the **Standings** icon
- Click **Options** | **Set Up Jump-off...**
- Select participants to jump-off in the preferred order and click **Ok**.

A new "Jump-off #" flight is added to the event list.