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
a. Locate the FieldLynx installer (FL 1.71.exe) from the CD, USB drive or the download the program from www.finishlynx.com
b. Right-click on the installer and click Run as Administrator.
c. Follow the prompts to complete the install.


e. Select Use the Following IP address: and enter the desired IP address of the computer. 
Note: Finishlynx tablets will typically be assigned as 192.168.0.100 and up.
f. Enter the subnet mask of 255.255.255.0
g. Click OK and close the windows.
h. Connect to the access point from the list of available Wi-Fi connections.

Step 2 Configure the Computer/Tablet Network Settings
a. From the Windows start menu search for the Network and Sharing Center.
b. Click Change Adapter settings.
c. Right-click on the Wi-Fi connection; select Properties.
**Step 3  Disable the Windows Firewall**

a. Search for the Control Panel from the windows start menu.
b. Find Windows Firewall.
c. Select Turn Windows Firewall on or off.
d. 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  Configuring the Database Options**

a. Open the FieldLynx Program and navigate to Options / Preferences.
b. Click the Database tab.
   i. Select how often to update the database.

   ![Database Options](image)

   - Database Update
     - Never
     - Update after each throw/jump
     - Update after each round of throws/jumps
     - Update all flights in current round
   - Code Set:
     - Single Byte
     - Unicode
     - Communication...

c. Click the Communication button.
   i. Set the IP address to that of the computer running NetExchange.
   ii. Set the port to the same number listed in NetExchange.

   ![Network Settings](image)

   - Host IP Address: 192.168.0.90
   - Port Number: 1950

   ![Load Event](image)

   - 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)
   - (Use CTRL or SHIFT keys to select multiple events)

   ![Load Schedule](image)

   - OK
   - Cancel

   ![Load Schedule](image)
General FieldLynx Instructions
(Applies to all events)

Step 1  Select Event
a. Select the desired event by clicking the event name, round, and flight.
   i. A new window will open with the athlete information.
b. Before continuing, you’ll need to set up the event. 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

Step 3  Add a Competitor
a. Click
b. Add the athlete information.
**Step 4  Entering Athlete Marks**

a. Tap on the competitor up next. The mark entry screen appears:

![Mark Entry Screen]

b. Record the competitor’s mark.

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Tap Icon]</td>
<td>Tap and enter the values using the keyboard.</td>
</tr>
<tr>
<td>![Clear Icon]</td>
<td>Clears height (vertical jumps)</td>
</tr>
<tr>
<td>![Return Icon]</td>
<td>Then, click.</td>
</tr>
<tr>
<td>![Foul Icon]</td>
<td>To return to the flight sheet. Repeat for all competitors.</td>
</tr>
<tr>
<td>![Clear Icon]</td>
<td>Foul</td>
</tr>
<tr>
<td>![Pass Icon]</td>
<td>To erase the mark and enter a new one.</td>
</tr>
<tr>
<td>![Pass Icon]</td>
<td>Pass</td>
</tr>
</tbody>
</table>

c. Once results are complete click **Event / Send Results** or click:

d. Other icons

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Display Icon]</td>
<td>Display the current standings</td>
</tr>
<tr>
<td>![Laser Icon]</td>
<td>Obtain a measurement from a laser</td>
</tr>
<tr>
<td>![Convert Icon]</td>
<td>Convert from English to metric or metric to English</td>
</tr>
<tr>
<td>![Wind Icon]</td>
<td>Obtain a wind reading</td>
</tr>
<tr>
<td>![Send Icon]</td>
<td>Send mark or standings to the scoreboard</td>
</tr>
</tbody>
</table>
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

c. Choose Metric or English.
d. Set up the attempts.
e. If laser measurement is used, select the circle radius and set the control measurements.

Event 2  Horizontal Jumps

a. Choose Metric or English.
b. Set up the attempts.
c. Set the boards and each boards offset from the first board.
d. If laser measurement 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 each individual athlete.

Event 3  Vertical Jumps

a. Setup Measurement System: choose Metric or English.
b. Set the Alive Groups.
c. Enter the starting height, end height, and intervals. Click Apply.

Notes:
- Athlete starting heights can be entered when checking individual athletes in.
- Bar heights can be edited from the Event menu.