

## Before the First Event - (See Setup and Alignment Quick Start Cards).

<b>Step 1</b>	Position the camera(s).
<b>Step 2</b>	Connect the hardware components in the appropriate manner for your system configuration.
<b>Step 3</b>	Start the FinishLynx software.
<b>Step 4</b>	Align the camera.
<b>Step 5</b>	Adjust <b>Camera Settings</b> . Adjust the <b>Rate</b> , <b>Gain</b> and <b>Height</b> to the appropriate settings. This means a higher rate for faster races, higher height for reading numbers, etc.
<b>Step 6</b>	Connect start signal system.
<b>Step 7</b>	Push the <b>Capture Button</b> and check the capture function is operating [Does image appear on the screen when an event is open?].

## Timing Races

### 1. Create a New Event



Open a **New Event**, by clicking on the relevant icon from the top left area of the screen, or by using the key shortcut **Ctrl N**, or by selecting the **New** option from the **File** drop down menu.

Figure 1 Start Selection Icons



A new blank **Event** window will open and the new event name, using the date and time ("130812-110515") will appear in the "open event" listing in the menu bar.

**NOTE: If you get an error message which warns you: All Start Sensors Failed To Arm, you should check the connections to the Start Sensor, and also check that the settings in the Camera information Dialog accurately reflect the type of sensor you are using (See your Manual for details).**

An Event name will be prefixed by a lower case "a" if the event is ready to receive the next start signal, also a yellow indicator box will appear next to the camera information icon. An example of the letter "c" displayed for capture can be seen in Figure 2 Armed and Capture Indicators.

**a** = Armed Indicators

**b** = Capture Indicators

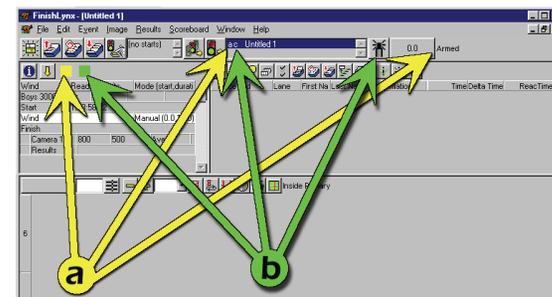


Figure 2 Armed and Capture Indicators

### 2. Check the Start Sensor

At the start of the day's events, and if the Start position has been changed, have the starter blow sharply into the sensor to test it, or tap on the gun sensor to simulate the firing of the gun. A new start time should appear in the list of start signals.

A start signal, in a new event, automatically starts the event Running Time clock. The location of the received Start Signal listing and the Running Time box is shown below.

Figure 3 Start Signals and Running Time



**NOTE: EtherLynx references all times back to a time of day - it is not, however, using the computer's clock to time the event! When the camera starts up it is told the time on the computer's clock, and it obviously makes the operator's life easier if the computer clock is set close to the "real time of day."**

### 3. Reset the Start Sensor After Testing - Dealing With False Starts

Rearm the Event and reset the Event running time by clicking on the Arm the Selected Event icon shown below.

Figure 4 Arm the Selected Event Icon



### 4. Check for Actual Start Signal

When the gun fires, the letter "a" will disappear on the left of the event name in the window list in the menu bar, and the time will start running in the time box.

### 5. Capture Image

As the competitors cross the finish line, press the **Capture Button** to begin capturing image into the selected race. Release the button to stop capturing image. Pressing the **Capture Button** will cause image to appear on the screen - and be stored in the computer's memory.

**NOTE: The running time will continue until you arm the system for the next race.**

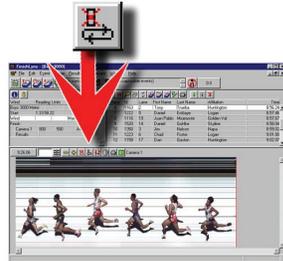
### 6. Begin Evaluation

The button must be pressed to record every finisher in the race crossing the finish line, but evaluation can begin as soon as the first finisher has crossed the line.

### 7. Crop Extra Space

Reduce the image file size and help speed up the time to evaluate the results by cropping blank space. Remove all the blank space between competitors by using automatic cropping, or with the manual cropping function.

Figure 5 Autocrop Icon



### 8. Save and Name the Event

After the image has been cropped down to a reasonable size, click on the **Save** option in the **File** pull down menu and type the name of the event in the **File Name:** space in the file browser.

### 9. Enter the Results

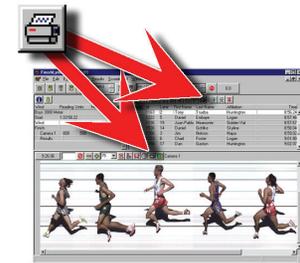
Now evaluate the image by lining up the hashline with each finisher, entering the Competitor Lane information or ID, and pressing the **Enter** key.

### 10. Save the Race

After all the results have been entered, save the race again.

### 11. Print Results

Figure 6 Print Icons



If required, after the image has been processed and the race has been saved, print the results by clicking on the **Print Results icon**.

### 12. Print Image

If required, use the right mouse button to draw a box defining the area of image to be printed. Click on the **Print Image** icon. If Print Image is clicked without defining an area, then whatever is visible in the image window will print.

### 13. Close Window

When you have finished working with an **event** window and saved it, you should close it. Open the **File** menu and select **Close**. If you attempt to close a window after changes have been made, but before it has been saved the software will prompt you to save it before closing.

### 14. Repeat the Process - Create a New Event

Open a **New Event**, by clicking on the relevant icon from the top left area of the screen, or by using the key shortcut **Ctrl N**, or by selecting the **New** option from the **File** drop down menu.

