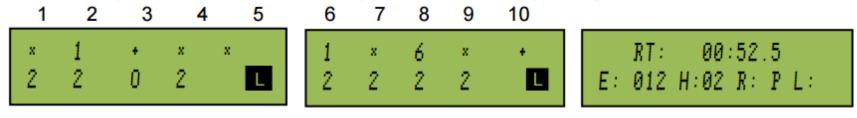
Notes on Operating the Daktronics OmniSport 2000 Timing System

Lane Status Symbols	Represents	
-	Lane is turned on but unarmed	
NN	Arming delay (NN represents a number from 1-99 that is counting down to 0)	
+	Lane armed for a split time	
*	Lane armed for a finish time	
0	Lane has finished the race	
7	No lane module present or fault	
Я	An overly active input—likely a bad connection or faulty button	
R	A faulty RTOP—replace the batteries in the RTOP	

An example of the LCD screen on a typical Near End Only configuration is shown below.



Line 2 shows the lengths completed. The symbol denotes this information. The timer operator uses the information on completed lengths to confirm if a swimmer has missed a touch or an extra touch has occurred—requiring subsequent use of *Split Arm*, *Finish Arm*, + *Touch* or – *Touch*. Refer to *Section 4.3* for more information on using those keys.

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BEFORE RACE	Confirm the timer is reset Set the timer to the correct event and heat. The right LCD, line 2 displays E:(event) H:(heat) R:(round) L:(total lengths in this event). Confirm that the number of lengths is correct for the current event and heat.	Look at the right LCD, line 1, to verify that the running time is 00:00.0. If it is not press <reset> followed by <enter>. Press <event heat=""> and type in the correct event and heat numbers. If you are using a programmed event order, press <next event="">, <heat +1="">, or <heat -1=""> Look at the right LCD, line 2, to verify that the lengths are correct. If it is not, press <lengths> and type in the correct number.</lengths></heat></heat></next></event></enter></reset>
DURING RACE	Timer Starts. Turn off any unused lanes. Record missing swimmers and race number (from tape printout) on meet program. Watch the lengths complete counter and lane status for each individual lane. • With touchpads at the near end only, the timer will show the lane status on line 1 of the left two LCDs and line 2 will show the lengths completed for that lane.	Typically started automatically from the horn start. Press <lane off="" on=""> to turn the desired lanes off. Press again to turn them back on. If a lane has an extra touch and the arming delay is counting for that lane, press <split (1-10)="" arm="">. This will remove the last touch and arm the lane for the next split. • If a lane has an extra touch and the "+", "*" or "o" is displaying for that lane, press <touch>, <(1-10)> and <enter> • If a lane is missing a touch, press <+touch>, <(1-10)>, and <enter>. • If the finish of the race is about to happen and the lane status is not "*", either press <finish (1-10)="" arm=""> for the appropriate lane(s), or <finish all="" arm="">, < ENTER > to finish arm all lanes.</finish></finish></enter></enter></touch></split></lane>
AFTER RACE	Confirm that all lanes with an athlete have finished. Print out the results with backup times. Reset the timer and get ready for the next event.	Look at the left two LCD's to verify that the final touch has been received. Press <store print=""> Press <reset> followed by <enter>. The scoreboard will continue to display the results of the last race until the start of the next race.</enter></reset></store>

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