

Sport Loader



For the System 6 Sports Timer User Guide

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Introduction

The Sport Loader Menu is the main menu that appears when you turn on your System 6 Sports Console. From this menu, you can access the programs for the different sports you have loaded. You can also install new sports or updates, configure the System 6 to use a USB printer if your timer hardware is capable of this, perform diagnostics, change the background image, change the language, and store or delete files.

Resources

If you should experience difficulties with any of your Colorado Time Systems' equipment, we have many resources to help you:

- **Website:** www.coloradotime.com

The customer support section includes

- **Tips**
- **Manuals** which can be viewed, printed, or downloaded
- **Software updates**

- **Email:** customerservice@coloradotime.com

- **Telephone:** 800-287-0653 x256 or 970-667-1000 x256

System 6 Basics

Battery

An internal lithium ion battery provides backup power in case of emergency or power outage. When the System 6 is running from battery power, the following warning will be displayed near the edge of the screen: "System6 is running on BATTERY"

To charge the battery, plug the System 6 into a grounded power outlet with the unit turned off. The charge time of the battery is a minimum of 3 hours, or overnight. The battery will provide approximately 45 minutes of usage time. This can be increased to 1 hour after 4 to 5 cycles of fully charging and fully discharging.

If you are discharging the battery, go to the Select Sports Menu and let the timer run until it dies. CTS recommends completely discharging the battery at least once a year.

Power

Connect the DIN connector from the 15-volt power supply that came with your System 6 to the external power connector on the back of the System 6, and plug the adapter into a

working AC outlet. Use only the recommended power supply! Use of any other power supply (including a System 5 power supply) may cause serious damage to your system.



The scoreboard and power jacks on the back of the System 6.

Proper Shutdown Procedure

When finished using the System 6, be sure to properly shut down your timer:

- 1) From the Sport Loader menu, choose Shut Down
- 2) From within a sport,
 - a. Choose Misc
 - b. Choose Change Sport
 - c. Confirm that you wish to leave that sport
 - d. Choose Shut Down from the Sport Loader Menu, and press Yes
 - e. Turn off the timer using the power switch on the back.

Sports

You can access the programs for the different sports by pressing the softkey assigned to the desired sport. For more information on how to operate each of the sport programs, please refer to the corresponding user guide.

Updating or Installing Software

Your System 6 will already have the sports software installed on it if you ordered the System 6 and the software at the same time. If you purchase a sport later, you will download the latest version by following one of the update procedures described below.

We release updates for sports periodically. At a minimum, you should check for updates at the beginning of each sport's season.

Direct Connection to the Internet

- 1) Connect your System 6 directly to a network connection to the Internet via its Ethernet port.
- 2) On the right side of the System 6 display, press the *Network* soft key.
- 3) Press the *Obtain Dynamic IP* soft key. This will temporarily obtain an IP address from your network.
- 4) Verify that the connection is working. Press the *More* softkey, and then press the *Test Connection* soft key. The machine should reply with a message in the lower left corner saying, "The connection is good!" If, instead, it says, "A connection cannot be made!" contact your computer system administrator.
- 5) Press the QUIT key to exit the Network menu.
- 6) Press the "Install" soft key, then press the "Install from Server" softkey. The System 6 will now check for the most recent version of all the software you have purchased for this unit and update your System 6 as necessary.
- 7) Once the software is loaded, you will see a message on the screen indicating that you have the software for all the sports you have purchased is up to date.
- 8) Press the Quit key to return to the main menu.

Removable media method

Go to the customer service section of our website (coloradotime.com), and download the software that you want to update to removable media that is supported by your System 6 (a USB key for current System 6 consoles, or a 3.5 inch floppy disk for older System 6 consoles). The file(s) must be in the root directory and not in a folder. After downloading, check the filename(s) to verify that the capitalization and extension are intact as follows:

Diving.1.0
PaceClock.1.0
Swimming.1.0
Synchro.1.0
WaterPolo.1.0
System6

If it has been truncated or changed in any way, please rename the file accordingly.

With the System 6 sports timer turned on, place the USB key or floppy drive with the successfully loaded sport module into the System 6. From Sport Loader press the 'Install' softkey, select the choice you are using, and allow the sport module to fully load. The screen will display a box indicating which files are being installed; when this box disappears, the module has been installed.

Softkeys

The softkeys are the column of unlabeled keys located to the right of the screen. The function of each key will change depending on the menu that is currently displayed. The following section describes the function of the keys found in each menu for the Sport Loader program.

Install

The **Install** softkey accesses the menu from which the user can install new updates for the System 6. It is also the menu for installing a USB or parallel printer (see **Configure Printers** on page 5).

Updates can be installed onto the timer by using removable media (a USB key for current System 6 consoles, or a floppy disk for older System 6 consoles) or by connecting the timer directly to the Internet via the Ethernet port.

Install From USB (Floppy)

The Sport Loader software will detect whether your System 6 has a floppy disk drive or a USB port capable of updating your sport software. The option that is available on your timer will be displayed on this softkey title.

Pressing this button will install any updates for the sport programs from the medium your timer supports, either:

- a USB key inserted into either USB port on the back of the timer
- a floppy disk inserted into the timer's disk drive.

The files must be at the root directory and not in a subfolder. In order to download the needed files, please see the section **Removable media method**, on page 3, or refer to the download instructions on the CTS website, www.coloradotime.com.

Install From Server

This button allows the user to install updates directly from the CTS server. After the button is selected, the timer will check which version of each sport program is installed on the timer and then automatically install any subsequent versions from the CTS update server. In order for the update to succeed, you must first obtain an IP address in the



Network menu. Please see the section **Direct Connection to the Internet** on page 3 for step-by-step instructions.

Configure Network Connection

The **Configure Network Connection** softkey enables the user to configure the settings for the network connection. It opens the same menu as the **Network** key in the main Sport Loader menu. For information on the softkeys located in the **Configure Network Connection** menu, refer to the section on the **Network** menu on page 6.

Configure Printers

The **Configure Printers** softkey allows you to set up a USB or parallel printer for your System 6. The only way to add a USB printer is from this menu; parallel printers can also be added from within the sports software.

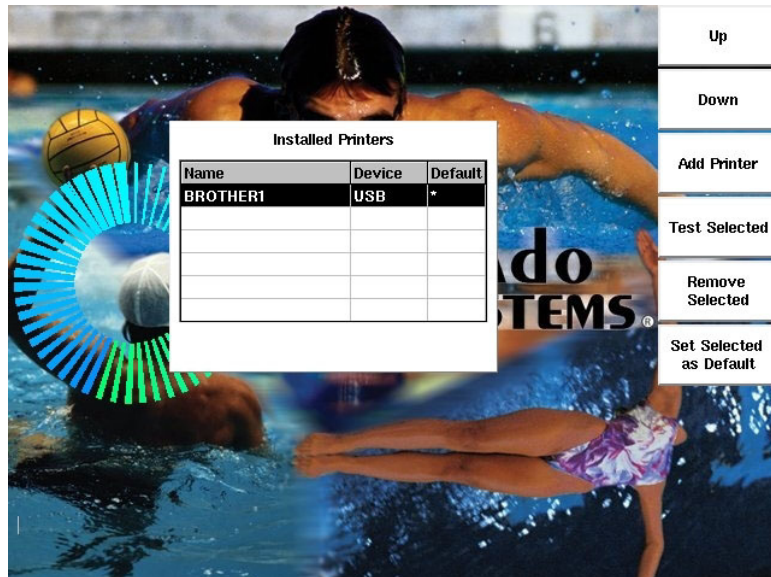
The System 6 supports several thousand printers from more than 50 different manufacturers. To find a list of currently supported printers, take the following steps without a printer connected.

1. Press the **Configure Printers** softkey
2. Press **Add Printer**
3. Select LPT#1
4. The System 6 will display the Select Printer Manufacturer screen. Use the **Up**, **Down**, **Page Up** and **Page Down** keys to highlight a printer manufacturer whose list you would like to see, and press select.

Add Printer

To add a printer, follow these steps:

1. Connect the printer to one of the USB ports or to the parallel port on the back of the System 6.
2. Turn on the printer.
3. Press the **Add Printer** softkey. The System 6 will show the message, “Detecting Attached Printers. Please wait . . .”
4. Once the printer is detected, press the **Select** key to choose it. The System 6 will show the message, “Detecting Available Printer Drivers. Please wait . . .”
5. The System 6 may display the Select Printer Manufacturer screen. Use the **Up**, **Down**, **Page Up** and **Page Down** keys to highlight your printer’s manufacturer.



6. Use the ***Up***, ***Down***, ***Page Up*** and ***Page Down*** keys to highlight your printer from the list. If you do not find an exact match, your printer is probably not supported.
7. Press the ***Select*** key to choose it. The System 6 will add it to the list of printers. Test it as described below.

Test Selected

Use this key to test your printer. Highlight your printer using the ***Up*** and ***Down*** keys. Next, press the ***Test Selected*** key to test your printer. If it is configured properly, it will print a test page.

Remove Selected

To delete a printer from your list, first use the ***Up*** and ***Down*** keys to highlight your printer. Next, press the ***Remove Selected*** key to delete that printer from your list.

Set Selected as Default

You must select a default printer. If you have more than one printer in your list, use the ***Up*** and ***Down*** keys to highlight the printer you want to use. Next, press the ***Set Selected as Default*** key. The asterisk in the “Default” will move to the printer you just selected.

Diagnostics

The ***Diagnostics*** section shows important information about the timer that can be used to help diagnose any problems that may arise. The information displayed on the ***Diagnostics*** screen includes: the firmware and sport loader version installed on the timer, the timer’s serial number, the current temperature of the timer, and the last keypad, pushbutton, or touchpad that was touched.

Test Serial Ports

CTS technicians use this feature to test the communication between the serial port and the Diving interface. You will have no reason to use this key.

Configure Network Connection

This button is another way to access the ***Network*** menu. See below for more information about the ***Network*** menu.

Enable Scoreboard Test

Pressing this button will begin the scoreboard test, which will cause an “8” to be displayed on every other digit of a scoreboard that is connected to the System 6. The pattern will alternate about once a second.

Network

From the ***Network*** menu, the user is able designate the settings for the network connection. In order to access the Internet to download updates, the System 6 must be connected to an Internet connection via an Ethernet cable.

Obtain Dynamic IP

This feature attempts to automatically configure the network settings on a DHCP-enabled network for the first four options in the **Network** menu. Pressing this button will establish an IP address, netmask, nameserver, and default gateway, allowing you to connect to the Internet and download updates.

Set IP Address

Set Netmask

Set Name-Server

Set Default Gateway

If the timer is unable to automatically obtain the information with the **Obtain Dynamic IP** button, you will have to enter it manually using the four softkeys listed above. If you do not know these details for your system, contact your network administrator for help. Note: if the network administrator needs it, the MAC address of your System 6 is listed on the Network Configuration screen.

Test Connection

Verifies that a connection can be made to the CTS update server, allowing you to download updates directly to the timer. When you get the message, “The connection is good!” you can press **Quit** to exit the **Network** menu, then go to the **Install** menu and select **Install from Server**. If, instead, it says, “A connection cannot be made,” contact your computer system administrator.

Set DNS Suffix

This option is only required if the network administrator says it is necessary. If entering letters into the field, you will require a Swimming or Diving keyboard insert with QWERTY keys.

Store Network Settings

The **Store Network Settings** softkey allows you to save any of the changes made to the network settings.

Disk

The **Disk** menu allows you to manage files on the System 6, including data files, setup files and sports programs. Enter the **Disk** menu and press the softkey that corresponds to the desired file type. After you have selected the type of files to edit, use the **Up** and **Down** softkeys to highlight the file you wish to delete or copy. Files labeled “MET” are Swimming files, those labeled “DIV” are diving files and the files labeled “WRK” are Pace Clock workout files.

Select File/Unselect File

Use this button to select the highlighted file or unselect a file that has already been selected.

Select All/Select None

This key will select all of the files in the current section of the **Disk** menu (data, setup or sports), or unselect all of the selected files.

Store Selected Files to USB/Floppy

The Sport Loader software will detect whether your System 6 has a floppy disk drive or an internal USB drive. Depending on your system, pressing this key will copy all of the selected data files either to a floppy disk inserted into the timer's disk drive or to a USB key inserted into either USB port on the back of the timer. If you have USB keys in both ports, a drive selection window will open when you press **Store Selected Files to USB**. Use the **Up** and **Down** softkeys to highlight the drive you want to use – Drive A or B. The drives are labeled sequentially – the first USB drive that you insert- either top or bottom- is drive A and the second is drive B.

Note: only data files can be saved from the System 6 to removable media; setup files and sports programs cannot.

Delete Selected Files

This key will delete all of the selected files. **Deleting a file is irreversible.**

Background Image

The **Background Image** menu allows you to change the background image for the Sport Loader menu. Any JPEG can be used. Use the **Up** and **Down** softkeys to highlight the desired picture file.

Set File as Background

This key will set the selected JPEG file as the background for the Sport Loader menu.

View Files on USB/Floppy

The Sport Loader software will detect whether your System 6 has a floppy disk drive or an internal USB drive. Depending on your system, this option will open the menu displaying the JPEG files stored on a floppy disk inserted into the timer's disk drive or to a USB key inserted into either USB port on the back of the timer. Files must be in the root directory, and not in a folder.

View Files on Console

This option will open the menu displaying the JPEG files stored on the System 6.

Delete Selected Files

Pressing this key will delete the highlighted file. **Deleting a file is irreversible.**

Language

This menu is where the user can determine which language the timer will display. You will have the option of switching to any language that is already installed on the timer.

Use the *Up* and *Down* softkeys to select the desired language and then press Enter to select it.

The softkey for the *Language* menu will always be labeled blue, making it easy to locate in the event that you accidentally change the display to an unfamiliar language.

To install a new language onto the timer, you need to insert removable media (USB or floppy, whichever your timer supports) containing the language file and use the *Install from USB/Floppy* option in the *Install* menu (see page 4).

Shutdown

Press this key to shut down the timer. You will be asked to confirm that you want to do so by pressing *Yes*. Pressing *No* will return you to the Sport Loader menu. After you have shut down the timer, turn off the power with the switch on the back of the unit.

Sport Loader Menu Tree

Sports

Install

Install from USB

Install from Server

Configure Network Connection (same as Network, below)

Configure Printers

Up

Down

Add Printer

Test Selected

Remove Selected

Set Selected as Default

Diagnostics

Test Serial Ports

Configure Network Connection (same as Network, below)

Disable/Enable Scoreboard Self-Test

Network

Obtain Dynamic IP

Set IP Address

Set Netmask

Set Nameserver

Set Default Gateway

Test Connection

Set DNS Suffix

Store Network Settings

Disk

Data Files

Up

Down

Select/Unselect File

Select All/Select None

Store selected files to USB

Delete selected files

Setup Files

Up

Down

Select/Unselect File

Select All/Select None

Delete selected files

Sports Programs

Up

Down

Delete selected files

Background Image

Up
Down
Set file as background
View files on USB
View files on console
Delete selected files
Language
Shutdown



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