

The OmniSport 2000 timer and Pro Swimming Software are tightly integrated with Hy-Tek's MEET MANAGER software. The purpose of this guide is to explain the connections and settings required for the components to communicate. For more information, refer to the **OmniSport 2000 Timing Console & Pro Software Operation Manual (ED-13312)** along with the MEET MANAGER documentation provided with that software.

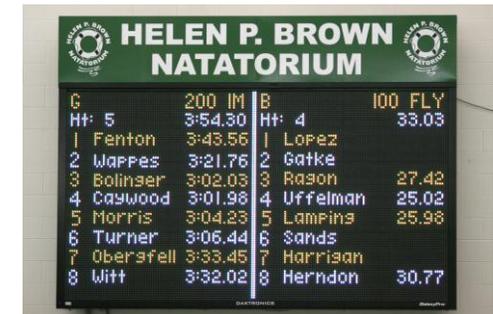
MEET MANAGER's Timer Interface with the OmniSport 2000 Console

- Download Event Orders from MEET MANAGER to the OmniSport 2000 console.
 - Events are programmed in the order that they are actually swum. Example 2, 1, 4, 3. This might be used when distance events are held at a different time than the main events.
 - Up to 500 different events numbered from 1-999Z can be included into one Event Order. The letter following the event number can be used to identify different divisions, gender, age, etc. — example 25A, 25B, 122, 122Z
 - Events include a Round designator to distinguish prelims from semis from finals.
 - The number one Record time in MEET MANAGER is included for display on a numeric Record Time scoreboard. This will eliminate the need for additional operator entry.
- Retrieve times from the OmniSport 2000 to MEET MANAGER.
 - Touchpad times
 - Button times
 - Split times
 - By Event and Heat number
 - By Race number
 - With touchpad and button times, MEET MANAGER can calculate backup times according to the official rule book.
 - Start reactions
 - Exchanges
- MEET MANAGER will send the current start list to the OmniSport 2000 Pro Swimming software.

MEET MANAGER's Alpha Scoreboard Interface with the OmniSport 2000 Console

- The OmniSport 2000 console is the link between MEET MANAGER and a Daktronics display controller. The following types of information are accessible from MEET MANAGER by the console for display:
 - Start list
 - Results by Heat
 - Results by Event
 - Women's scores
 - Men's scores
 - Mixed scores

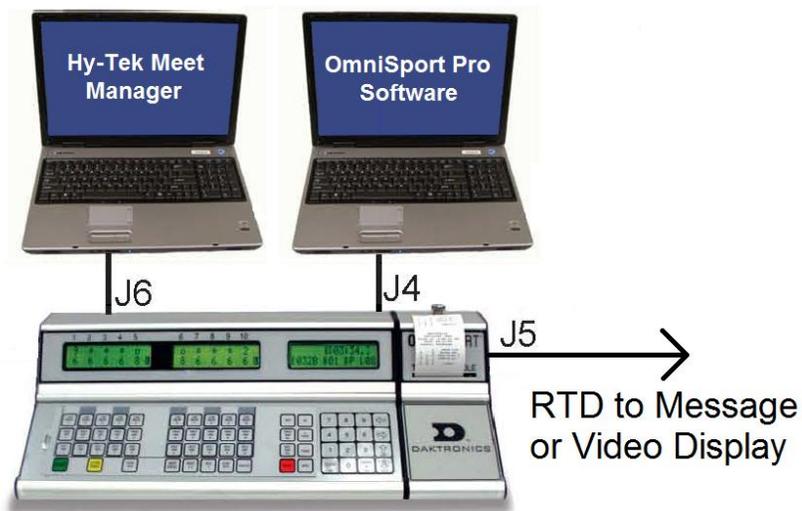
- The above information is requested in real time; this guarantees the latest lane assignments, results and scores are displayed. The possibility that a lane assignment was changed in MEET MANAGER and not on the scoreboard will not happen.
- This interface reduces the number of connections and cables, enabling the MEET MANAGER to be operated on a laptop requiring only one serial port or network jack.



In addition to connections and cables, the user friendliness is also greatly improved making some operations work as if on autopilot.

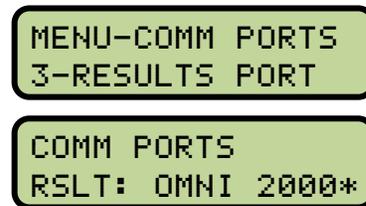
Serial Connection

1. Connect a straight through 9-pin DB male-to-female cable between the **J6 RESULTS PORT** on the OmniSport 2000 console and a serial port on the computer with the Meet Manger software. A USB-to-serial adapter may be needed.
2. Connect a straight through 9-pin DB male-to-female cable between the **J4 EXPANSION PORT** on the OmniSport 2000 console and a serial port on the computer with the Daktronics Pro Swimming software. A USB-to-serial adapter may be needed.
3. When sending Real-Time Data (RTD) to Daktronics message centers or video displays, a straight through 9-pin DB male-to-female cable will be connected to the **J5 RTD PORT** on the OmniSport 2000 console. Refer to the documentation provided with the display system for more information.



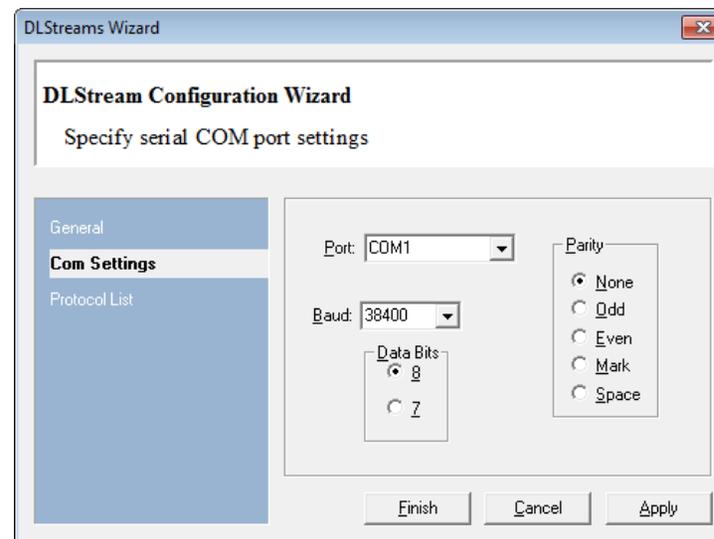
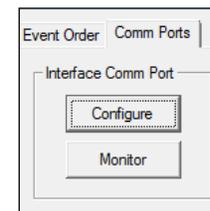
OmniSport 2000 Console Setup

To configure the console, press **[Menu]>[4]>[4]>[3]**. Verify that the right LCD displays *RSLT: OMNI 2000* on line 2. If it does not, press **[→]** until it appears, then press **[Enter]**. Press **[Menu]** to exit.



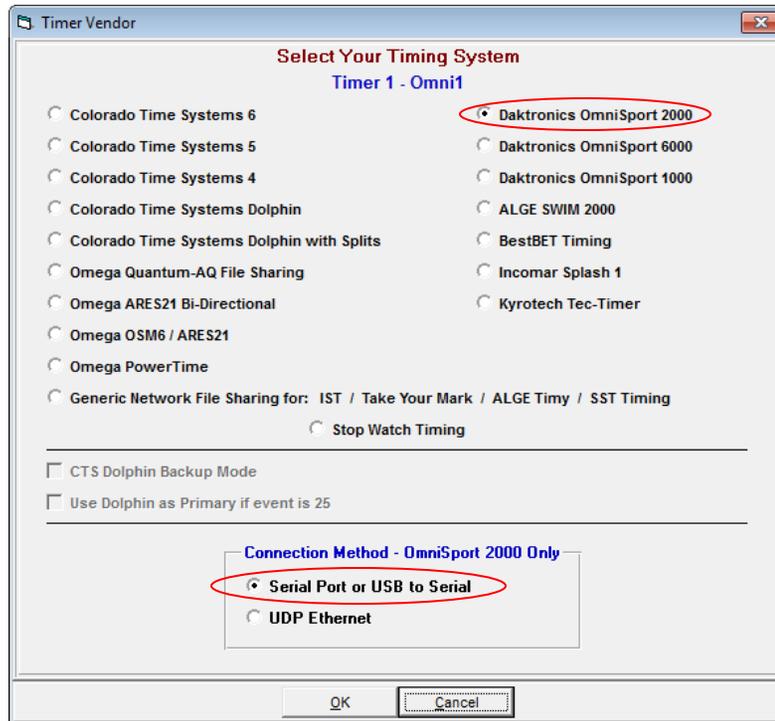
Pro Swimming Software Setup (If Used)

1. Open the OmniSport 2000 Pro Swimming software, and go to **Options > Configure**.
2. In the *Configure* window, select the **Comm Ports** tab, and then click **Configure**.
3. Select **COM Port** as the *Type*, and then click **Com Settings**. Select an available **COM Port**, set the *Baud* to **38400**, and then click **Apply** followed by **Finish**.



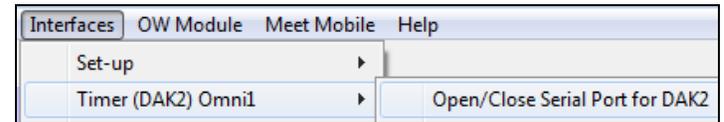
MEET MANAGER Timing Console Interface Setup

1. From the main menu of MEET MANAGER, go to **Set-up > Timing Console INTERFACE**.
2. In the *Timer Vendor* window, select **Daktronics OmniSport 2000**.
3. Under *Connection Method- OmniSport 2000 Only*, select **Serial Port or USB to Serial**.
4. Click **OK** to save the settings.

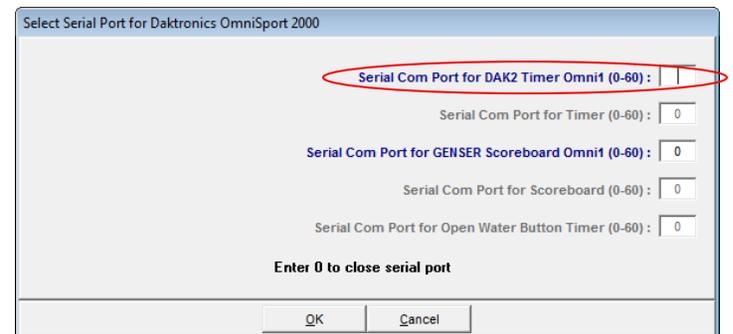


MEET MANAGER & OmniSport 2000 Communication

1. From the main menu of MEET MANAGER, click **Run**.
2. In the *Run the Meet* window, go to **Interfaces > Timer (DAK2) > Open/Close Serial Port for DAK2**.



3. In the *Select Serial Port for Daktronics OmniSport 2000* window, enter the *Serial Com Port* that will be used to connect MEET MANAGER to the OmniSport 2000 (typically **1**) and click **OK**.

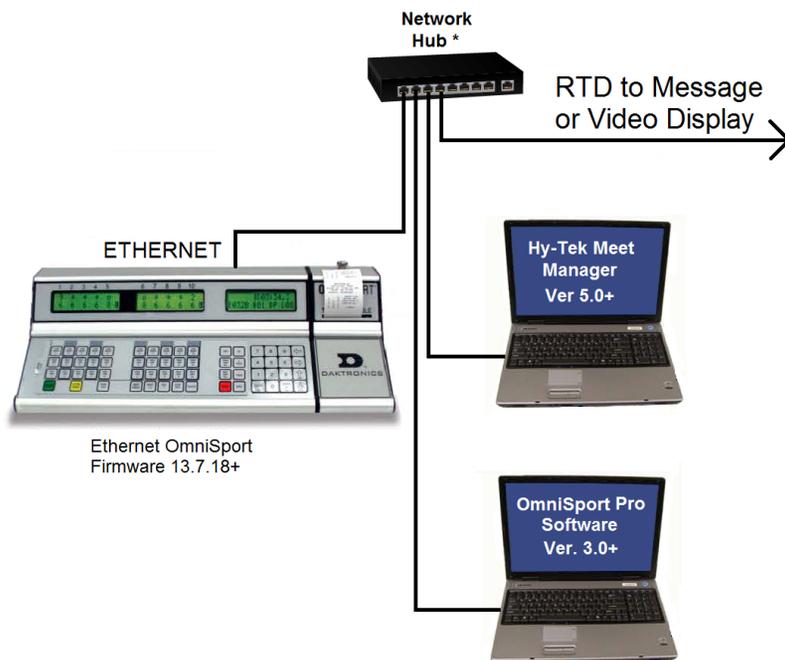


4. When all connections and configurations are correct, the *Communications Passed* message appears with the version of firmware in the OmniSport 2000 console. Click **OK**.



Network Connection

1. Connect a Cat5 Ethernet cable between the **ETHERNET** jack on the OmniSport 2000 console and a network hub.
2. Connect a Cat5 Ethernet cable between the network hub and the MEET MANAGER computer.
3. Connect a Cat5 Ethernet cable between the network hub and the computer with the Daktronics Pro Swimming software.
4. When sending Real-Time Data (RTD) to Daktronics message centers or video displays, another Cat5 Ethernet cable will be connected from the network hub to the display control computer. Refer to the documentation provided with the display system for more information.



* For message centers or fixed-digit scoreboards, this will be a router.
 For video display systems that already include a router, this will be a network switch.

OmniSport 2000 Console Setup

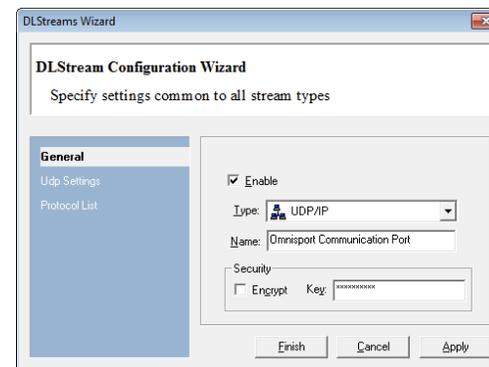
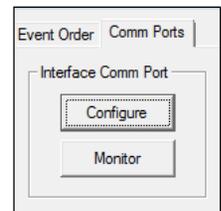
1. Press **[Menu]>[4]>[7]>[1]** and verify the right LCD displays *NETWORK: ON*. If it does not, press **[→]**, then press **[Enter]**.
2. Press **[7]** and verify the right LCD displays *NETWORK PRO: ON*. If it does not, press **[→]**, then press **[Enter]**.
3. Verify the right LCD displays *NETWORK MMR: ON*. If it does not, press **[→]**, then press **[Enter]**.



Note: If NETWORK PRO or MMR is ON, the respective serial output port (J4 or J6) will be disabled. For advanced network setup, such as changing the console's IP address, refer to the Operation Manual.

Pro Swimming Software Setup (If Used)

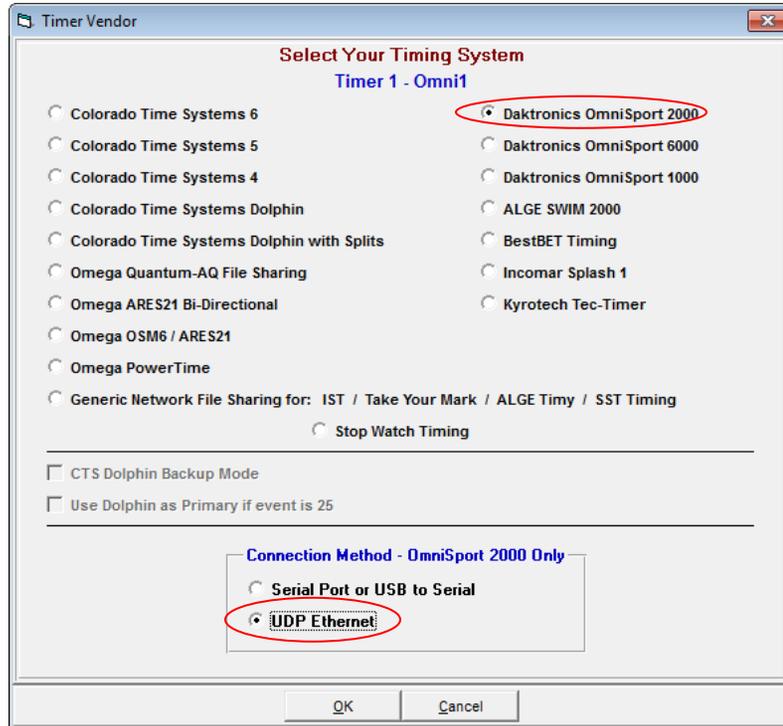
1. Open the OmniSport 2000 Pro Swimming software, and go to **Options > Configure**.
2. In the *Configure* window, select the **Comm Ports** tab, and then click **Configure**.
3. Ensure the *Type* is set to **UDP/IP** and then click **Apply** followed by **Finish**.



Note: The port # is set automatically when UDP/IP is selected.

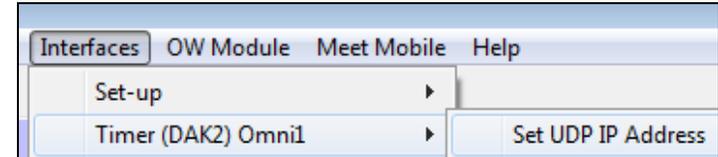
MEET MANAGER Timing Console Interface Setup

1. From the main menu of MEET MANAGER, go to **Set-up > Timing Console INTERFACE**.
2. In the *Timer Vendor* window, select **Daktronics OmniSport 2000**.
3. Under *Connection Method- OmniSport 2000 Only*, select **UDP Ethernet**.
4. Click **OK** to save the settings.



MEET MANAGER & OmniSport 2000 Communication

1. From the main menu of MEET MANAGER, click **Run**.
2. In the *Run the Meet* window, go to **Interfaces > Timer (DAK2) > Set UDP IP Address**.



3. In the *Select Set UDP IP Address* window, verify the IP address of the OmniSport console and click **OK**. The default addresses are as shown in the table at right:

Name	IP Address
OMNI1	192.168. 0. 55
OMNI2	192.168. 0. 56
OMNI3	192.168. 0. 57
OMNI4	192.168. 0. 58



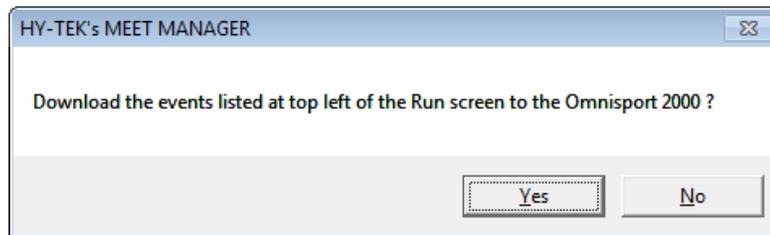
4. Go to **Interfaces > Timer (DAK2) > Test Communication with DAK2**. If all connections and configurations are correct, the *Communications Passed* message appears with the version of firmware in the OmniSport 2000 console. Click **OK**.



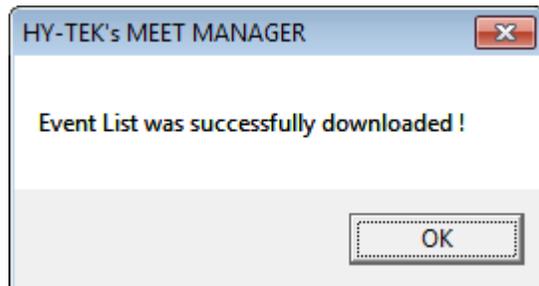
Downloading Event Lists to OmniSport 2000

When downloading an Event List, make sure that the OmniSport 2000 console is in Swimming mode and that the running time is reset.

1. From the main menu of MEET MANAGER, click **Run**.
2. In the *Run the Meet* window, go to **Interfaces > Timer (DAK2) > Download Events to DAK2**.
3. The following message will appear. As long as the correct events are listed, click **Yes**.



4. After the Event List has successfully transferred to the console, the following message will appear. Click **OK**.

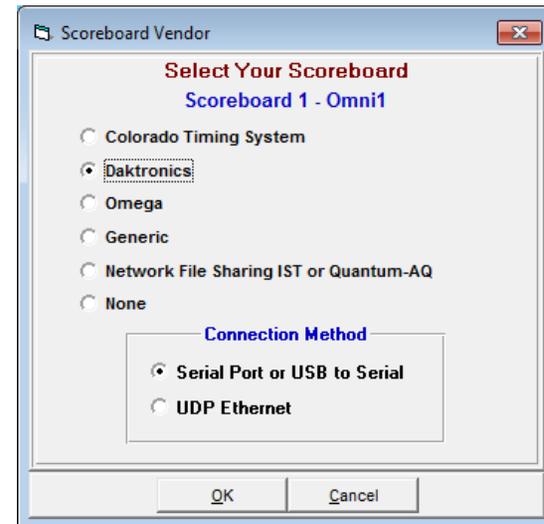


MEET MANAGER Alpha Scoreboard Interface

1. From the main menu of MEET MANAGER, go to **Set-up > Alpha Scoreboard Interface**.
2. In the *Scoreboard Vendor* window, select **Daktronics**.

Note: For extended results, select **Generic** and refer to the *Aquatics Interface Technical Guide (DD1387596)*.

3. Click **OK** to save the settings.



Note: The *Connection Method* may be set to either choice.

Refer to the *Aquatics Interface Technical Guide (DD1387596)* for more information about connecting to Daktronics display control software and creating content with the desired data fields.