Introduction

This document covers how to set up and use the Alge TDC4000 TDC 80000 timing system with GMS.

What you need

Before the games you will need to make some arrangements to obtain an Alge timing system, preferably with trained personnel to operate it. It will take a minimum of three people, one at the interface and one each at the start and finish lines to properly operate the system. Four to six people, with three in the booth (with a backup timing system in place), is preferred.

GMS addresses athletes in these events by bib number. This means that bib numbers must be in use for this games and these events, and that all competing entrants must have unique bib numbers assigned.

Getting Started

As you set up your games, the events which will use the Alge system must be defined to do so. For each event, right-click on the event's name from the list of events and select "Define this event". On the "Basics" page, check "Use external/timing interfaces", and on the "External interfaces" page, select "Alge TDC4000/TDC8000" as the interface type.

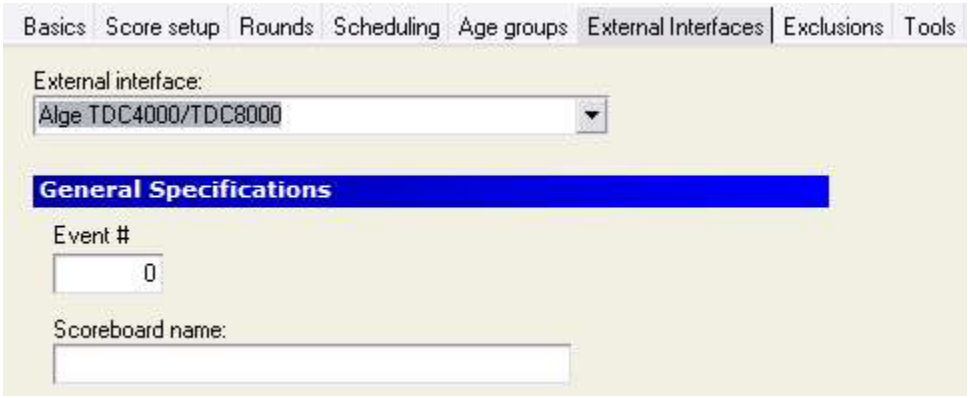

Illustration 1, Event definition

"Event #" is not required; "Scoreboard name" is useful if the event's results will be displayed to a scoreboard – this name, rather than the event's full name, will be used there.

Click [Save] to commit the event's definition changes, and repeat the process for any other events which will use this interface.

Working with the Event

For the current event, right-click on the event's name, select "Results entry for this event" then "Alge TDC4000/TDC8000". This will open the timing interface for the current round set for the event.

GMS is connected to the timer via a serial (COM) port – either a built-in one or a USB serial adapter. In the upper-left corner, select the port that the timer is connected to (COM1 through COM8) and click the [Offline] button. If GMS was able to open the serial port, [Offline] will change to [Online], otherwise an error will appear.

Note: Only one event at a time can be connected to a timer.

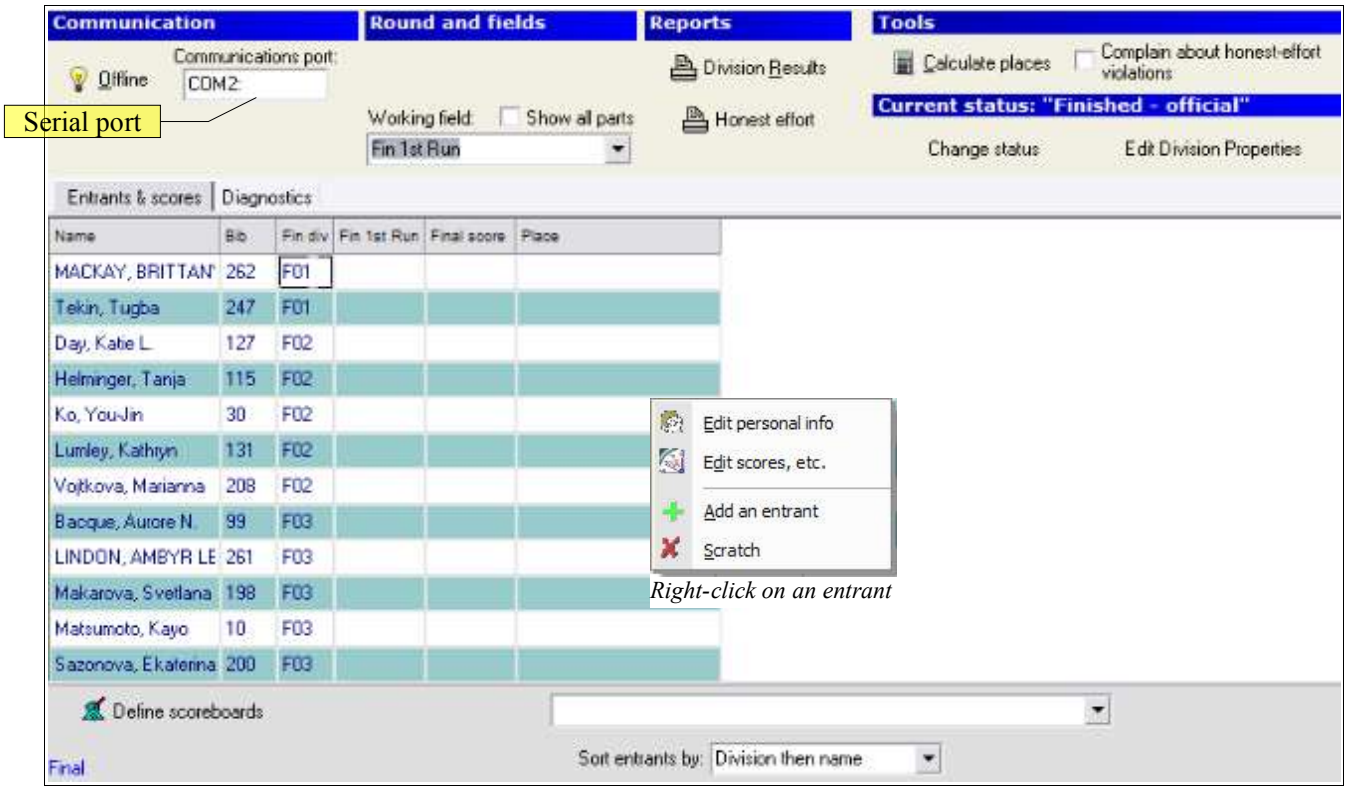

Illustration 2, Alge timing interface

What shows on screen is all of the entrants in the current event. At the bottom of the screen you can select the order in which entrants display in order to put them in the approximate order that they will compete.

Once online, incoming scores will be posted to the appropriate entrant's fields. You can also manually edit the scores, or right-click on an entrant for more options.

Rounds and fields

"Fin 1st Run" is selected, meaning that a score from the timer will go into this field. Ensure that the correct score field is selected when you go online. When checked, "Show all parts" will show all of the score fields for the current round; by default, only the selected field will show.

Tools

[Calculate places] will calculate the appropriate places, based on the scores for this round, for the division that the current entrant is entered in. If "Complain about honest-effort violations" is visible and checked, any entrant whose final score is better than his/her previous round score by more than the defined honest-effort threshold (set in the event's definition) will be a candidate for disqualification and you will be prompted to either disqualify or

allow the entrant.

Operation

The Alge interface operator will enter the bib numbers of the entrants as they come to the starting line, so make sure they either have an accurate copy of the bib numbers or the GMS operator is in close proximity to relay the number. At the starting line the entrant breaks an electric eye beam that triggers the Alge system to record the start time, that gets sent to GMS and listed under the "Activity Log". When the entrants crosses the finish line another beam triggers the Alge system to record the finish time and then subtracts the two numbers to give the official time. That official time is sent to GMS. The GMS operator must verify the bib number is for the correct entrant and that the time for the current entrant is listed in the correct field. If a score is not recognized GMS will not update the score and the log file will report an error.

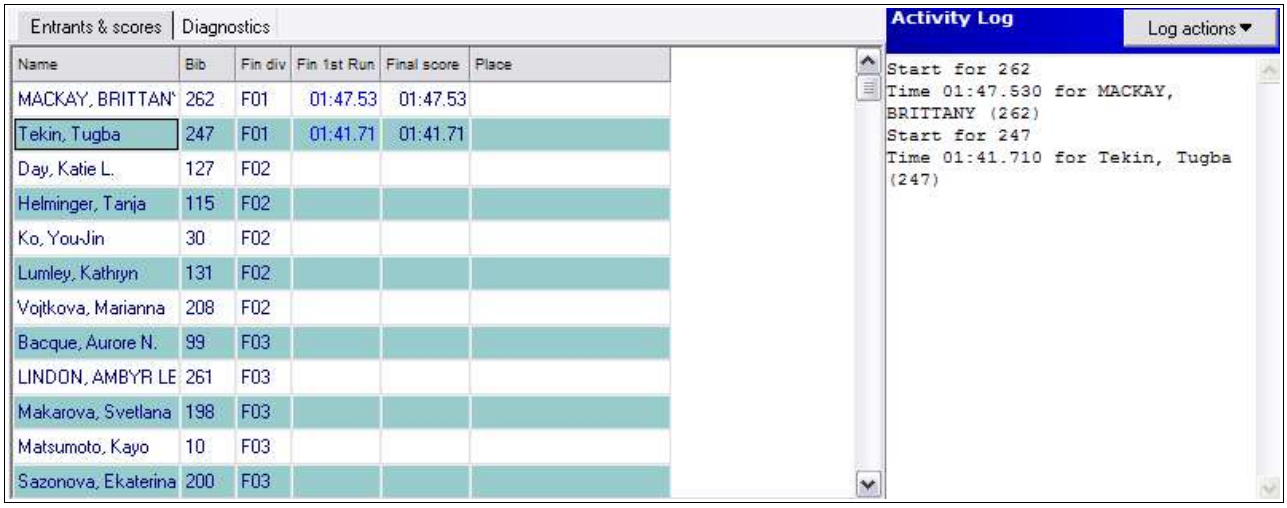

Illustration 3, Sample incoming data

The sample above shows incoming scores for two entrants. On the right side is the activity log, showing all activity from the timer. On the left, you can see the scores themselves being posted.

Note: If two scores come in for the same entrant for the same run, the second score will be ignored. A note in the activity log will show the incoming score, but it will *not* be posted for that entrant.

```
Ignored incoming score for
bib#247 with time of 01:41.720
because it conflicted with an
existing time.
```

The GMS operator should watch the activity log and coordinate with the Alge operator to ensure that all scores are coming across and that they are for the right entrants. This is especially important at the beginning of a division to ensure that the correct division and round are selected.

After each race

After all runs for a division's entrants are finished, select one entrant in that division and click on [Calculate places] (final round only). Ensure that the places are appropriate, and print the results reports.

If scheduling is enabled, click on [Change status] to set the division's status to the appropriate value, usually "Finished – unofficial". The division's scheduling properties – start and end times, location and status – can all be edited by clicking on [Edit Division Properties].

You should also make a habit of printing the activity log on a regular basis. If anything happens to your data or

there is a question about how something was handled, this printed log is an invaluable detailed listing of everything that has come through from the timer and how GMS dealt with it. Click on the [Log actions] button to print, save or clear the activity log window.

Diagnostics

This tab shows the detailed, raw data as it comes across from the timer. If the timer is sending data and GMS does not appear to be receiving it, look here to see if anything is actually coming through. No data at all may mean that the system is not [Online], the wrong serial port is selected, or you have an electrical issue. Garbled data may mean a bad cable, or that the timer is set to the wrong port speed (it should be 9600 baud).