RUNNING THE DOLPHIN SYSTEM

The **CTS Dolphin** is a wireless stopwatch timing system available for 6 to 10 lanes with up to three watches per lane. The CTS Dolphin hardware interfaces directly to **MEET MANAGER** and operates in either **Stand Alone Mode** or **Backup Mode**. RMAL uses the Stand Alone Mode.

Stand Alone Mode
In this mode, Meet Manager treats the Dolphin system as the primary times using stop watches. But instead of collecting Lane/Timer Sheets or Entry Cards and keying the watch times into Meet Manager, you simply press one key from the run menu and Meet Manager imports all of the lane watch times directly into your Meet Manager database for you to review, edit, and/or accept.
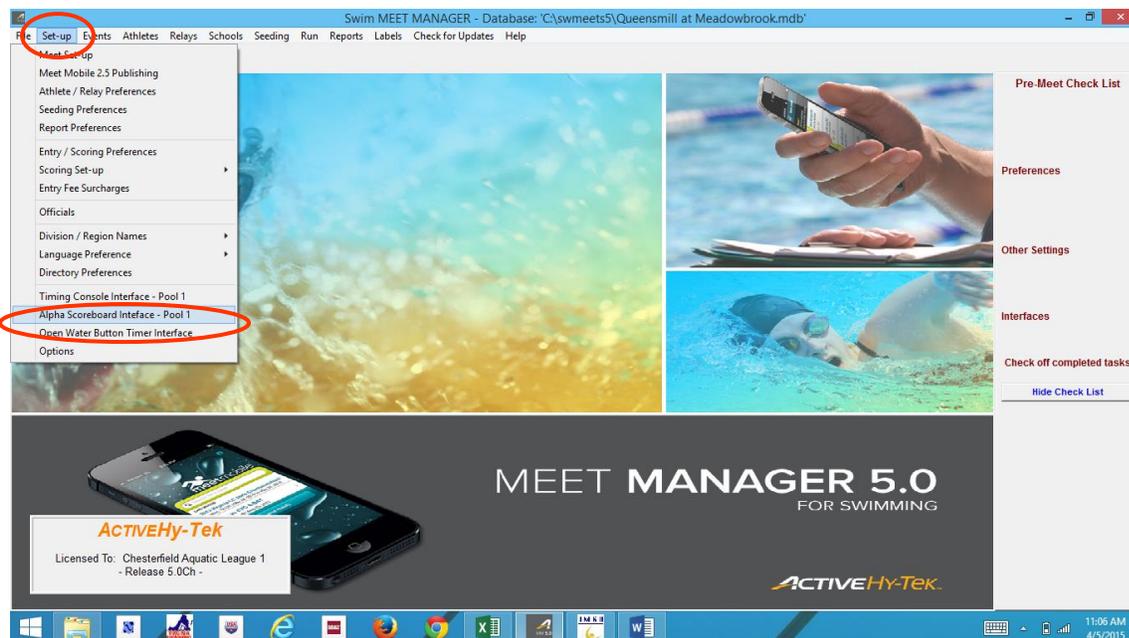
CTS Dolphin Software Set-up
You must install the Dolphin software using the CD provided by Colorado Time Systems. This CD will install the program onto you hard drive and install a USB driver.
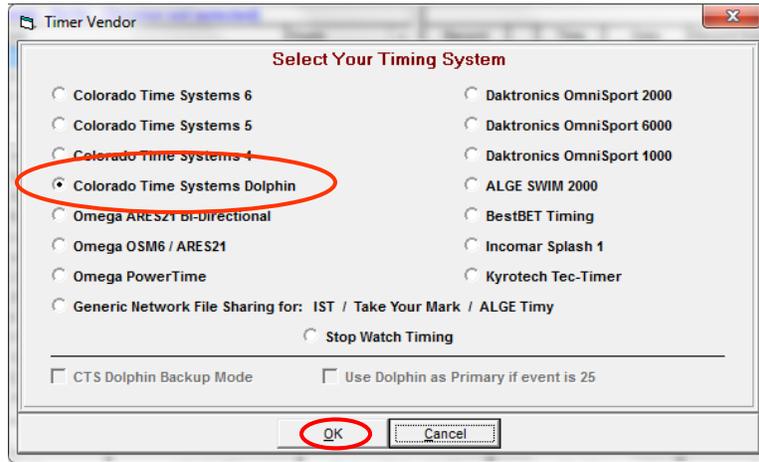
Hardware Requirements
The Dolphin system has a wireless base unit which connects to the Hy-Tek computer through a USB port. With the Hy-Tek computer turned on and with the Dolphin software already installed, plug in the Dolphin base unit's USB cable.

Meet Manager Setup for Stand Alone Dolphin System
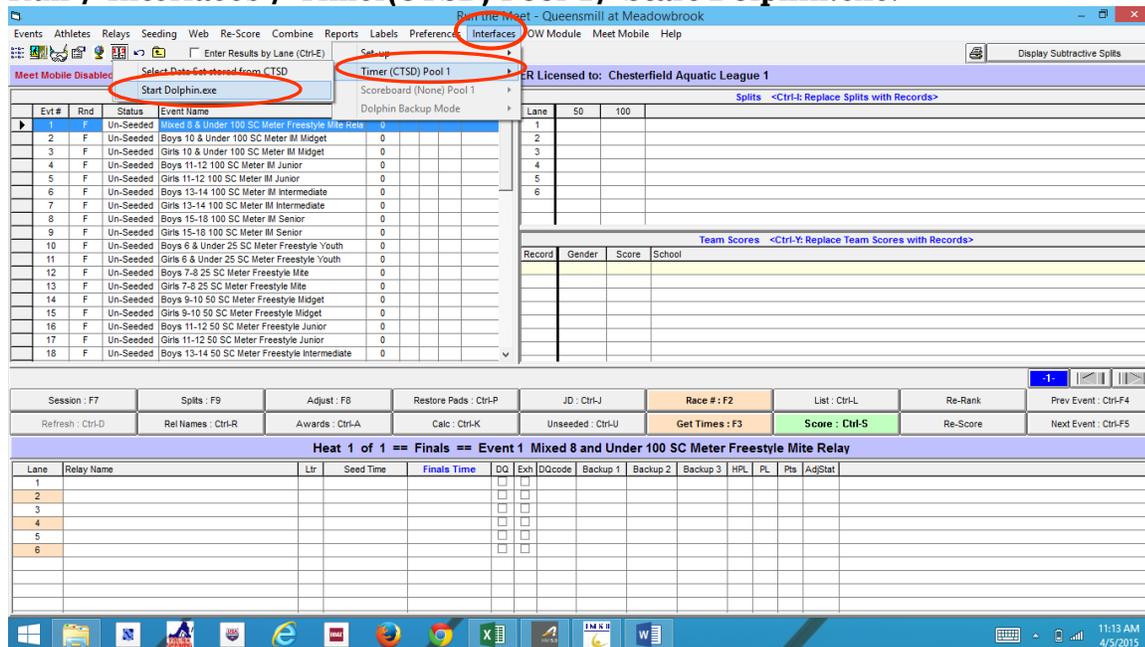- Click on Set-Up from the Main Menu Bar and then choose Timing Console INTERFACE.

Now click on the Colorado Time Systems Dolphin radio button on the left side and then **OK**.
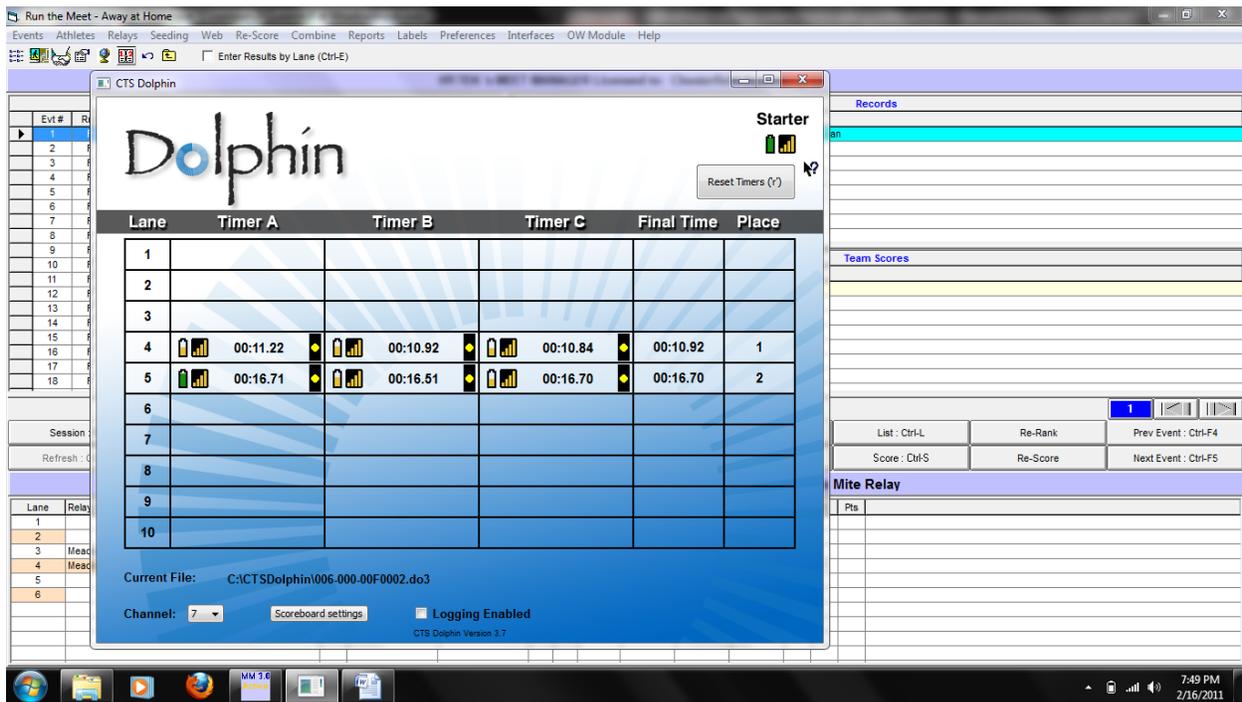

Operation

First, plug in the wireless base unit's USB cable. Start the Dolphin software. On each wireless watch and the wireless starter unit, press and hold the Reset button to turn them on. If the system is operating correctly, the Dolphin software should have a green light on each lane that has a wireless watch assigned to it.

Minimize the Dolphin software. Start Meet Manager. If Meet Manager was already running, you can start the Dolphin software from within Meet Manager by going to **Run / Interfaces / Timer(CTSD) Pool 1/ Start Dolphin.exe**.

To time a race, when the Colorado starter sounds to start the swimmers, the Dolphin wireless watches start timing. This starts all of the wireless watches. The timers only need to stop their watch when the swimmer hits the finish. When all watches have been stopped, the wireless starter unit should be stopped. As soon as the wireless start unit's reset button is pushed, the Dolphin software writes a result file to the "c:\CTSDolphin" folder on the computer and the next race can be started. From the Run Menu in Meet Manager, click on **Get Times** and a list of Dolphin results files for the current **Data Set** will be displayed with the most recent file at the top. Select the result file and Meet Manager will read the data into the proper lanes, putting the times into the backup columns for the heat. If the backup columns are not showing in the Run menu, press **Ctrl-B**. If there is one watch for a given lane, that time will also be place in the result column. If there are 3 watch times for a given lane, the middle time will be placed in the result column. If there are two watches for a given lane, the average will be computed and will be placed in the result column. The average is computed based on the rule choice selected in **Run / Preferences /Backup Times**. Please note that if there is 0.3 or more seconds difference between the two watch times, the average result time will NOT be computed and a yellow line will show for this lane. This means you must decide whether to throw out one of the watch times if you determine one of them is way off. If you are OK with the two times, then click **Ctrl-K** to display the watch averaging menu and it will compute the average for you and place it in the result column. If one of the times is no good, delete it and use **Ctrl-K**, or simply type in the time for the one good watch.

If you are keeping track of races by Race Number, you can use the Race # button instead of the Get Times button. This button increments itself by 1 automatically and
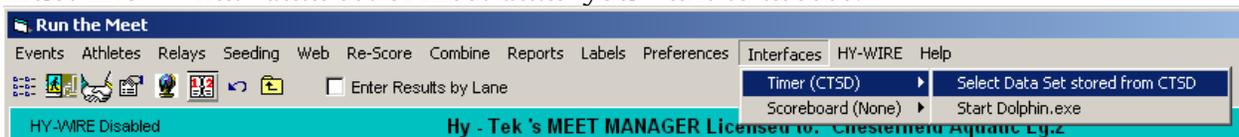
searches the data set of results for a matching race number. This is the quickest way to get results if you are keeping up with the race numbers.

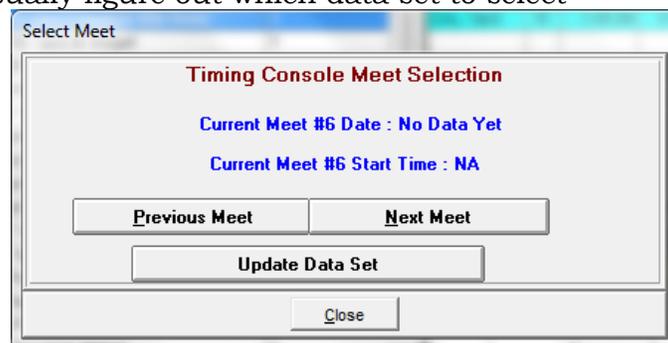## How to Select a Data Set for your Meet

A Data Set is a set of results for a given meet or session of a meet. Each time a race is completed, the Dolphin system creates a result file in "c:\CTSDolphin" and this file has the extension ".do3". The first 3 characters of the file name are numbers from 001 to 999. These three character numbers define the Data Set number. So when you select a data set, you are selecting a data set of results based on the first three characters of the result file. The last 4 characters of each result file has a number from 0001 to 9999 and this is the **Race Number**.

Each file within a data set has a unique race number. Every time the Dolphin software is started, it starts a new data set by scanning the files in "c:\CTSDolphin" to figure out what the highest data set number is and resets the race number back to 0001.

To select a Data Set, click on **Run / Interface / Timer** and click on **Select Data Set stored from CTSD**. The INTERFACE will display a window with the date and time and the number of races that have been stored for the current data set the Meet Manager is pointing to. Remember, you could be running a three day meet and the INTERFACE must know what "data set of meet data" you want to access.

Click on **Next Meet** or **Previous Meet** buttons to select the appropriate data set. Because there is a date and time shown for when the first file in the data set was created, you can usually figure out which data set to select

If new Data Sets with a new data set number have been added since starting MeetManager, you can click **Update Data Set** and all data sets will be refreshed for selection.

Once you've found the correct **Data Set** you can begin drawing times in with the Get Times Tab

Check and make sure these times match up with the first event and you should be able to draw all the times in race number sequential order for the remainder of the meet.