TimeTronics

Manual
ViewManager Manual
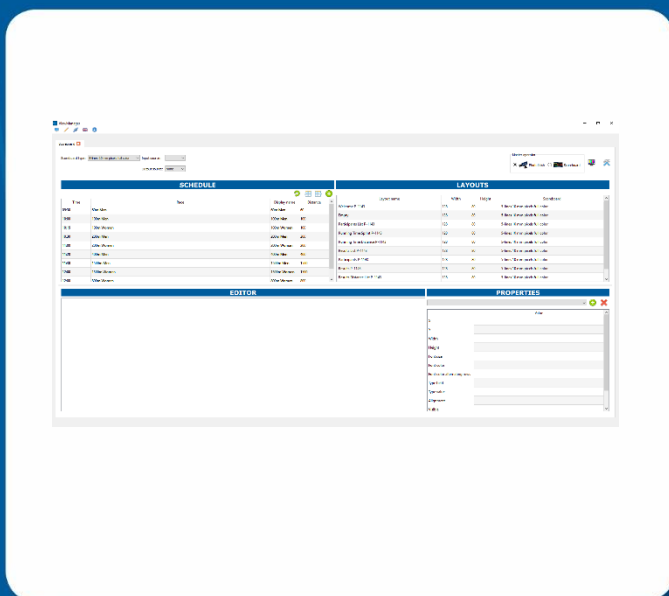
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SPORT TIMING SYSTEMS

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Preface

Welcome to the ViewManager user manual.

This guide is designed to explain the software functionalities of TimeTronics' **ViewManager** software. Hardware setups can vary significantly between different sports and installations, so they are only briefly covered in this document.

Please note that all images in this manual are examples; the version you receive may differ slightly from what is shown.

If you have any questions regarding the operation or service of this or any other TimeTronics equipment after reading this document, please contact your local distributor or TimeTronics directly via email at info@timetronics.be or by phone at +32 (0) 14 23 19 11.

We also welcome any feedback or suggestions regarding this user manual at info@timetronics.be.

Thank you for choosing TimeTronics products and services. We wish you success in using **ViewManager** software.

Sincerely,

The editors

ViewManager is a software application that can be used for displaying data (participants data, results, text, daytime, …) on a LED scoreboard, single line EM scoreboard, video scoreboard or TV screen.

1.   <u>Menu bar</u>

By clicking on the window icon, you can add a LED scoreboard, a TV screen or video scoreboard window to the tab window. This tab window will be the main control of your scoreboard.

By clicking on the pencil icon, you can edit a scoreboard, a TV screen, modify the character transformation for LED scoreboards, manage images for TV screens or browse to the data sources that are used to convert specific race or participants fields into the actual data.

Click on the connect icon to import the competition schedule from the Argus software.

The flag icon can be used to change the language of the software.

The info button will display the version number of the software and the license info. To be able to use the TV screen option, you need to have a license key. Without a valid license key, the TV screen option is not available to select. Please contact TimeTronics for further information about the TV screen license key.

2.   <u>Scoreboard window</u>

The scoreboard window is divided into 5 sections: controls, schedule, layouts, editor and properties.

2.1. Controls

First you need to select which type of LED scoreboard you want to control. A list of available scoreboards will be presented based on the installed scoreboard drivers. The scoreboard type can be recognized by the combination of the number of horizontal lines the board can display and the type of LED module it contains. At this moment, there are 2 LED module types used: 10 mm pixel size and 20 mm pixel size. 10 mm pixel size means one pixel on the scoreboard has a size of 10 mm.

ViewManager Scoreboard type	TimeTronics Product name
1-line EM	
1-line LED	P-1000 (96 x 16 pixels with 20 mm pixel size) or P-1151 (96 x 16 pixels with 10 mm pixel size)
3-lines 20 mm pixels	P-1005 (64 x 24 pixels with 20 mm pixel size)
3-lines 10 mm pixels	P-1140 (128 x 48 pixels with 10 mm pixel size)
5-lines 20 mm pixels	P-915 (64 x 40 pixels with 20 mm pixel size)
5-lines 10 mm pixels full color	P-1143 (128 x 80 pixels with 10 mm pixel size)
5-lines 10 mm pixels single color	P-1142 (128 x 80 pixels with 10 mm pixel size)

You must select the input source of the scoreboard data. The list will be automatically populated with all photo finish instances on the network. You will see the photo finish by its serial number and ip address. If the communication with the photo finish system is lost for some time, the selected input source will have an orange background color.

Finally, you must select the output source to send data to the scoreboard. If the port is opened, a green background color is shown, otherwise a red color indicates that the port can't be opened. ViewManager supports serial (COM) ports and Wifi to serial devices (TimeTronics product P-1010) as output source.

The controls section also contains the master operator setting. This setting states which operator is controlling the switching of the scoreboard layout. If operation mode photo finish is selected, the scoreboard will follow the actions that is performed by the photo finish operator. This means if the operator opens a race and requests the participants, then the scoreboard will automatically switch to the participants layout and display the participants. If the operator sets the race ready, the scoreboard will automatically change to the sprints or distance races layout. The same will be done when the operator creates results in the photo finish system.

If operation mode scoreboard is selected, the scoreboard will only change the layout if the scoreboard operator double-clicks on a new layout. It will not follow the actions of the photo finish operator.

You can always overwrite the master mode by selecting the desired mode. The mode will automatically switch to scoreboard if you double-click on a layout.

Pressing the colored TV screen button will set the scoreboard into testing mode. The scoreboard will display alternating colors which can help to identify defective pixels. This button is only available for P-10 scoreboards.

Pressing the hammer button will open the settings for the selected scoreboard. The settings are scoreboard dependent.
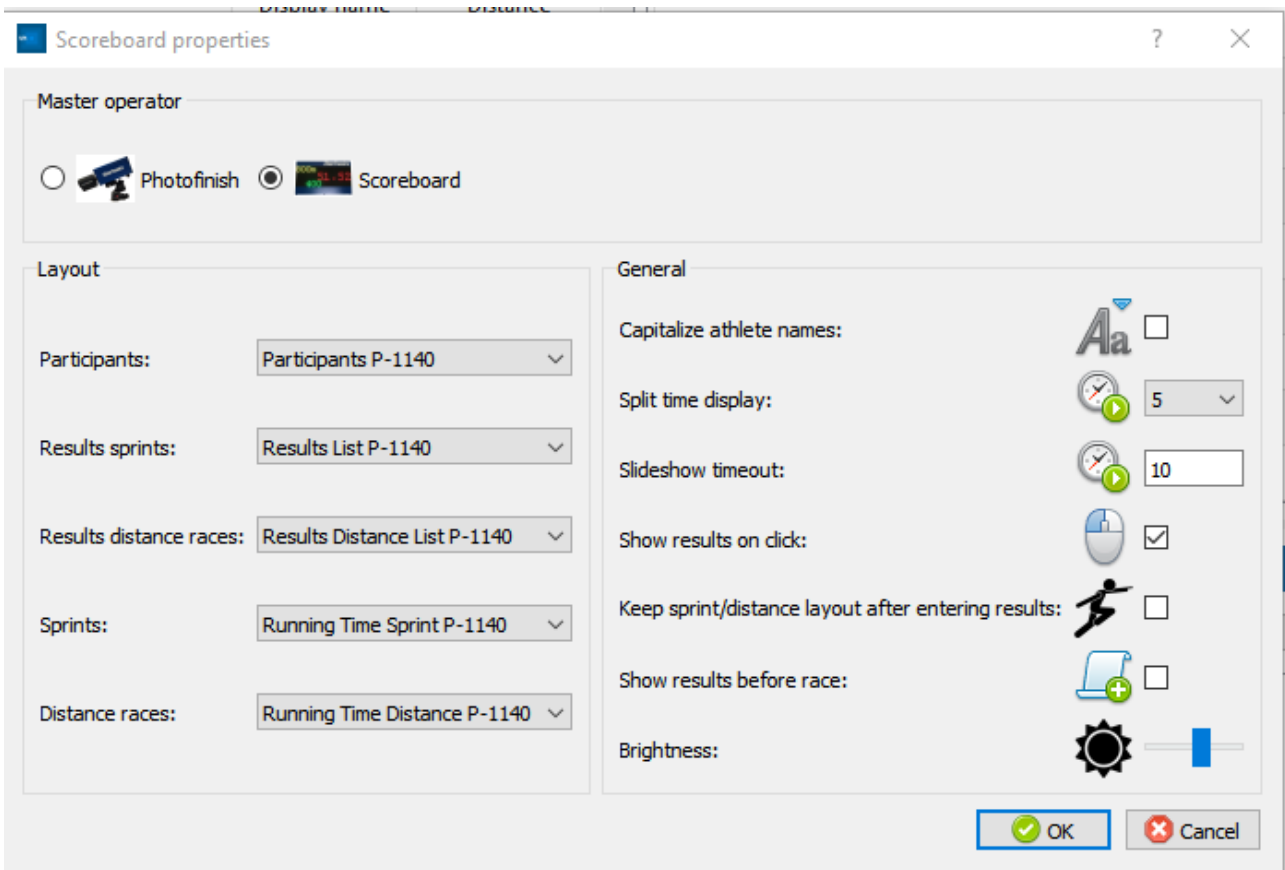
First you see again the master mode which is explained above.

In the layouts section you can specify the layouts which need to be set when working in photo finish mode. The software will automatically switch to the selected layout e.g. when the photo finish operator opens a race, the participants layout will be displayed. There is also a difference between sprints and distance races and their results layout. When a specify layout is selected depends on the race distance and the venue. This is explained in the schedule section.

In the general section you can

- select if you want to capitalize the name of the athletes.
- specify the timeout (seconds) to display a split time.
- specify the timeout (seconds) for a slideshow.
- enable the checkbox if results must already be set on the scoreboard if the photo finish operator clicks for a result. By deselecting this setting, the results will only be displayed if the photo finish operator sends all results to the scoreboard.
- select to keep displaying the running time layout after results are entered by the photo finish operator.
- select to display results before a race is started. This can be used to display a DNS or DQ of an athlete before the race is started.
- control the brightness of the LED scoreboard.

2.2. Schedule

Time	Race	Display name	Distance
10:00	Session A - 100 meter serie 1	100 m	100
10:00	Session A - 100 meter serie 2	100 m	100
10:00	Session A - 100 meter serie 3	100 m	100
10:00	Session A - 100 meter serie 4	100 m	100
10:00	Session A - 100 meter serie 5	100 m	100
10:00	Session A - 100 meter serie 6	100 m	100
10:00	Session A - 100 meter serie 7	100 m	100
10:00	Session A - 100 meter serie 8	100 m	100
10:00	Session A - 100 meter serie 9	100 m	100

The schedule table displays the time, the name, the display name and the distance of the race. The schedule can be synchronized with the schedule from Argus. In this case you need to click on the connect icon in the menu bar and press Meet schedule. ViewManager will set the best matching display name and distance based on the race name in the table.

You can also create the schedule manually. You can change the time, race, display name and distance data by pressing the Alt key and double clicking in a cell.

Enter a race for each row of the table. Set the time of the race, the name of the race, which name should be displayed on the scoreboard and the distance of the race.

The distance and the venue preference are used by ViewManager to select the sprint or distance layout for the corresponding race.

Argus will send the name of the current race in his multicast data. In photo finish mode, ViewManager will search the current race name in the schedule data. It will display the corresponding display name as the title in the sprint or distance layout. Based on the corresponding distance and venue preference, the sprint layout (distance <= 200) or distance layout (distance > 200) is chosen (in photo finish mode).

The schedule can be used in combination with the data source field *ScheduleTime* and *ScheduleEventName* (see data sources menu). They are mainly used on sprint and distance races layouts. To set a display name on the scoreboard, double click on the race name in scoreboard mode. The selected event will be highlighted. In photo finish mode, the switching of the layout is done automatically based on the current race of Argus.

To do a manual resync of the schedule with Argus, you can press the green refresh button.

To add a new row into the schedule, you can press the green plus button under the title or you can hover over the distance cell. This will display an add and remove button for adding a new line in the table under the hovered row or to remove the hovered row.

You can also import a schedule with the import button. You must provide a file with extension .csv. The file should contain a row for each schedule event you want to add. The line should contain the schedule time, name, display name and distance separated by a tab and a carriage return at the end of each line. You can use export as a reference.

2.3. Layouts

LAYOUTS

| Layout name	Width	Height	Scoreboard
Welcome P-1143	128	80	5-lines 10 mm pixels full color
Empty	128	80	5-lines 10 mm pixels full color
Participants List P-1143	128	80	5-lines 10 mm pixels full color
Running Time Sprint P-1143	128	80	5-lines 10 mm pixels full color
Running Time Distance P-1143	128	80	5-lines 10 mm pixels full color
Results List P-1143	128	80	5-lines 10 mm pixels full color

The window will display the available scoreboard layouts dependant of the selected scoreboard type. It will display the name of the layout, width and height of the layout and the scoreboard it applies to.

To select a layout, double click on the layout. The selected layout will be highlighted. This will also change the operation mode to scoreboard.

If you single click on a layout, the design of the layout will be visible in the editor section.

2.4. Editor
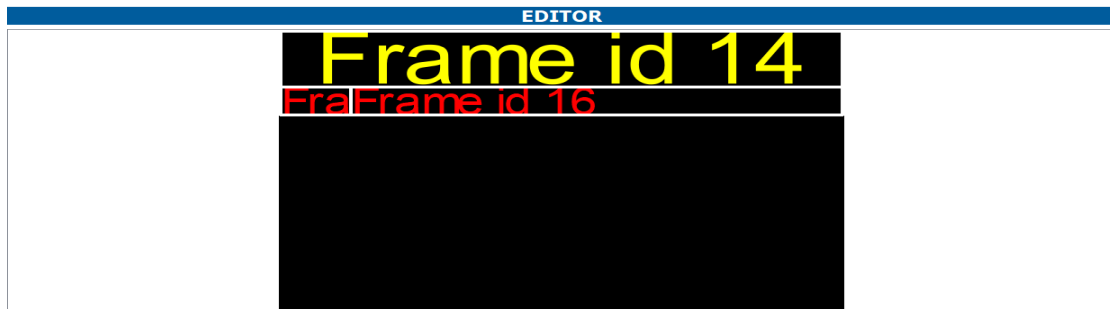
The editor will give you a visual representation of the layout. It displays all area's located on the layout. You can click on an area to select it. It will highlight shortly, and the properties of the area are shown in the properties section.

2.5. Properties

	Value
X	16
Y	16
Width	112
Height	8
Font size	8
Font color	#FF0000
Font color alternating rows	#FFFFFF
Type field	ParticipantResultAthleteName_X
Type value	
Alignment	left
Visible	true

ID: 16 - ParticipantResultAthleteName_X

After selecting an area in the editor (or by selecting an area in the dropdown box in the properties section), the properties of the area are displayed in the properties section.

| property	info
X	The horizontal position of the area starting from the top left position of the scoreboard.
Y	The vertical position of the area starting from the top left position of the scoreboard.
Width	The width of the area
Height	The height of the area
Font size	The size of the font
Font color	The color of the text
Font color alternating rows	The color of the text if using a list layout to alternate the colors for even and odd rows.
Type field	The type of data that is displayed of the area. You can view all available types in the data sources menu.
Type value	The value displayed of the area. This is mostly used when *Text* is selected as type field.
Alignment	The alignment of the data of the area
Visible	Flag to show or hide the area on the scoreboard.
Show after finished	Flag to show the area after the race has a first arrival time.

You can modify the properties and see the outcome immediately on the editor and scoreboard.

All changes to a layout are automatically stored for the next meet.

You can use the green plus and red cross button to add or remove an area on the layout.
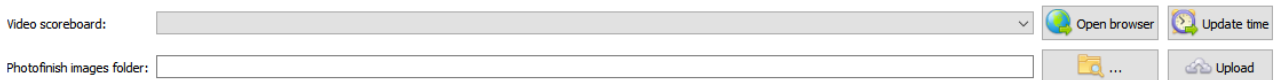
3. Video scoreboard window

The video scoreboard window is used when working with the Video Controller and a video scoreboard.
The Video Controller can be connected by ethernet or a serial cable. First select the correct setup in the video scoreboard window.
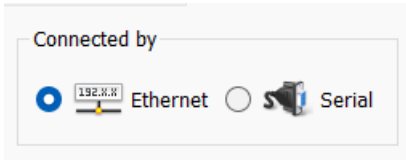
3.1. Connected by ethernet

If you have connected the Video Controller by an ethernet cable, ViewManager will automatically search for all available controllers on the network. It will display all found instances. Select the Video Controller you want to control.

Remark: First connect the ethernet cable to the Video Controller and your network before powering on the Video Controller. The Controller will look for an IP address during the first minute after powering on. Afterwards it will continue and presume a serial connection is used. If you plugin the ethernet cable later, you need to reboot the Video Controller.

After selecting a Video Controller, a browser with the control dashboard of the Video Controller is shown in the application. You can also open the control dashboard in your default browser by clicking the Open browser button. This may work slightly faster than working in ViewManager.
If the daytime of the Video Controller is incorrect, you can update the daytime by pressing the Update time button. The current time of the ViewManager's computer is sent to the Video Controller.
You can also send photo finish images to the Video Controller to display them on the video scoreboard. Set the folder where the photo finish images are stored. This folder will be watched for new photo finish images. The last added photo finish image will be uploaded to the Video Controller to be displayed on the video scoreboard.
You can also manually upload a photo finish image by clicking the Upload button and selecting the appropriate image.

3.2. Connected by serial

If you have connected the Video Controller by a serial cable, you need to select the input source of the video scoreboard data. The list will be automatically populated with all photo finish instances on the network. You will see the photo finish by its serial number and ip address. If the communication with the photo finish system is lost for some time, the selected input source will have an orange background color.

Finally, you must select the output source to send data to the scoreboard. If the port is opened, a green background color is shown, otherwise a red color indicates that the port can't be opened. ViewManager supports serial (COM) ports and Wifi to serial devices (TimeTronics product P-1010) as output source.

The master operator will determine if the video scoreboard layout is switched by the photo finish operator (by opening a race, starting a race, scoring results, …) or by the scoreboard operator. The functionality is the same as with a LED scoreboard.

By clicking the clock button, you can update the daytime of the Video Controller. The current time of the ViewManager's computer is sent to the Video Controller.

You can adjust the properties of the video scoreboard by clicking the wrenches button. You can adjust the master operator to photo finish or scoreboard depending on who shall control the video scoreboard to change its layouts. This property is the same for the LED scoreboard. You can read more details in that chapter.
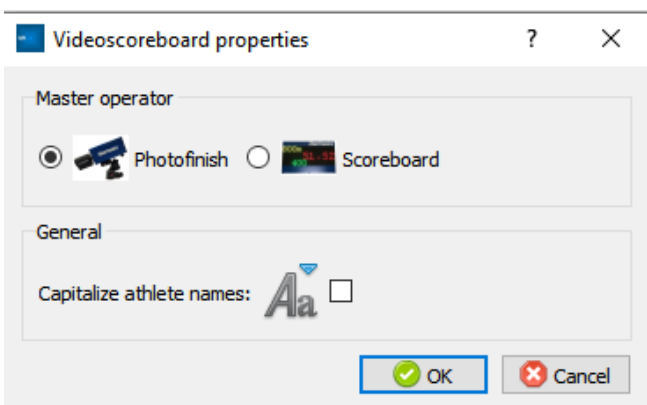
3.2.1. Schedule

The functionality of the schedule of the video scoreboard is the same as for a LED scoreboard. You can find more details in that chapter.

3.2.2. Layouts

There are a fixed number of layouts in the Video Controller if you have connected it by serial. Select one of the above by double clicking on them to change the layout of the video scoreboard. The selected layout will be highlighted.

4. TV Screen window

The TV screen window is divided into 5 sections: controls, schedule, layouts, editor and properties.

4.1. Controls

First you need to select which type of TV screen you want to control. A default TV screen of 400 x 300 pixels is created.

You must select the input source of the scoreboard data. The list will be automatically populated with all photo finish instances on the network. You will see the photo finish by its serial number and ip address. If the communication with the photo finish system is lost for some time, the selected input source will have an orange background color.

Next you must select the output source to display the scoreboard. ViewManager will detect all available video cards of the computer and display them in the output source list. By selecting an output, a new scoreboard window will be opened.

Next to the source's items, you will see 2 sliders to modify the width and height of the opened scoreboard window. This can be used to match the dimensions of the scoreboard window to your video wall/TV screen. Simply use the sliders to adjust the dimensions. All content of the scoreboard window will be scaled accordingly.
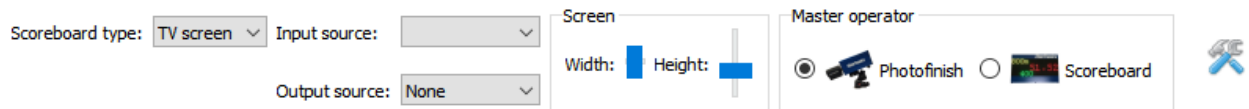
The controls section also contains the master operator setting. This setting states which operator is controlling the switching of the scoreboard layout. The operation is the same as for a LED scoreboard. You can find more details in that chapter.

Pressing the hammer button will open the settings for the selected TV screen.

The properties of the TV screen are almost the same as for a LED scoreboard. You can find more details in that chapter.

4.2. Schedule

The functionality of the schedule of the TV screen is the same as for a LED scoreboard. You can find more details in that chapter.

4.3. Layouts

LAYOUTS

Layout name	Width	Height	Scoreboard	Background color
Daytime	400	300	TV screen	■ #0F0C51
Running Time Sprint	400	300	TV screen	■ #0F0C51
Running Time Distance	400	300	TV screen	■ #0F0C51
Results List	400	300	TV screen	■ #0F0C51
Participants List	400	300	TV screen	■ #0F0C51
Results Distance List	400	300	TV screen	■ #0F0C51
Empty	400	300	TV screen	■ #0F0C51
Sponsors	400	300	TV screen	■ #0F0C51

The window will display the available TV screen layouts dependant of the selected screen type. It will display the name of the layout, width and height of the layout, the scoreboard it applies to and the background color of the layout. Simply double click on the background color of the layout to modify it. A color dialog is presented where you can select your desired color.

To select a layout, double click on the layout. The selected layout will be highlighted. This will also change the operation mode to scoreboard.
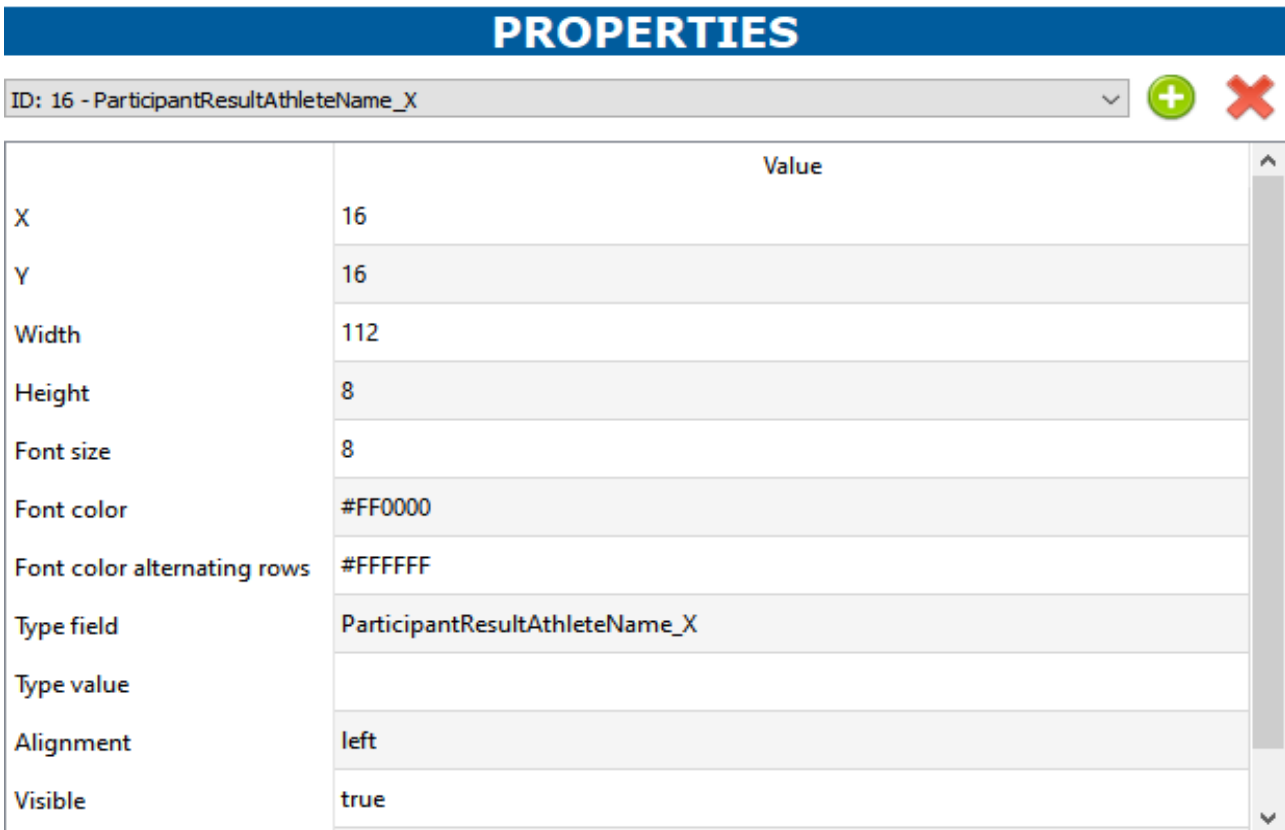
If you single click on a layout, the design of the layout will be visible in the editor section.

4.4. Editor
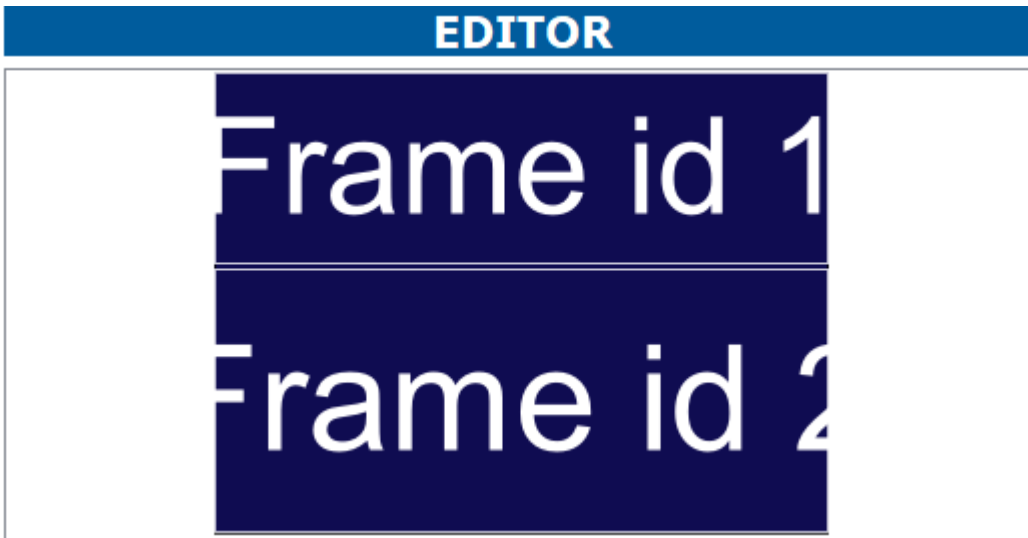
The editor will give you a visual representation of the layout. It displays all area's located on the layout. You can click on an area to select it. It will highlight shortly, and the properties of the area are shown in the properties section.

4.5. Properties

After selecting an area in the editor (or by selecting an area in the dropdown box in the properties section), the properties of the area are displayed in the properties section.

property	info
X	The horizontal position of the area starting from the top left position of the scoreboard.
Y	The vertical position of the area starting from the top left position of the scoreboard.
Width	The width of the area
Height	The height of the area
Font size	The size of the font
Font color	The color of the text
Font color alternating rows	The color of the text if using a list layout to alternate the colors for even and odd rows.
Type field	The type of data that is displayed of the area. You can view all available types in the data sources menu.
Type value	The value displayed of the area. This is mostly used when *Text* is selected as type field.
Alignment	The alignment of the data of the area
Visible	Flag to show or hide the area on the scoreboard.
Show after finished	Flag to show the area after the race has a first arrival time.
Background color	The background color of the item

You can modify the properties and see the outcome immediately on the editor and TV screen.

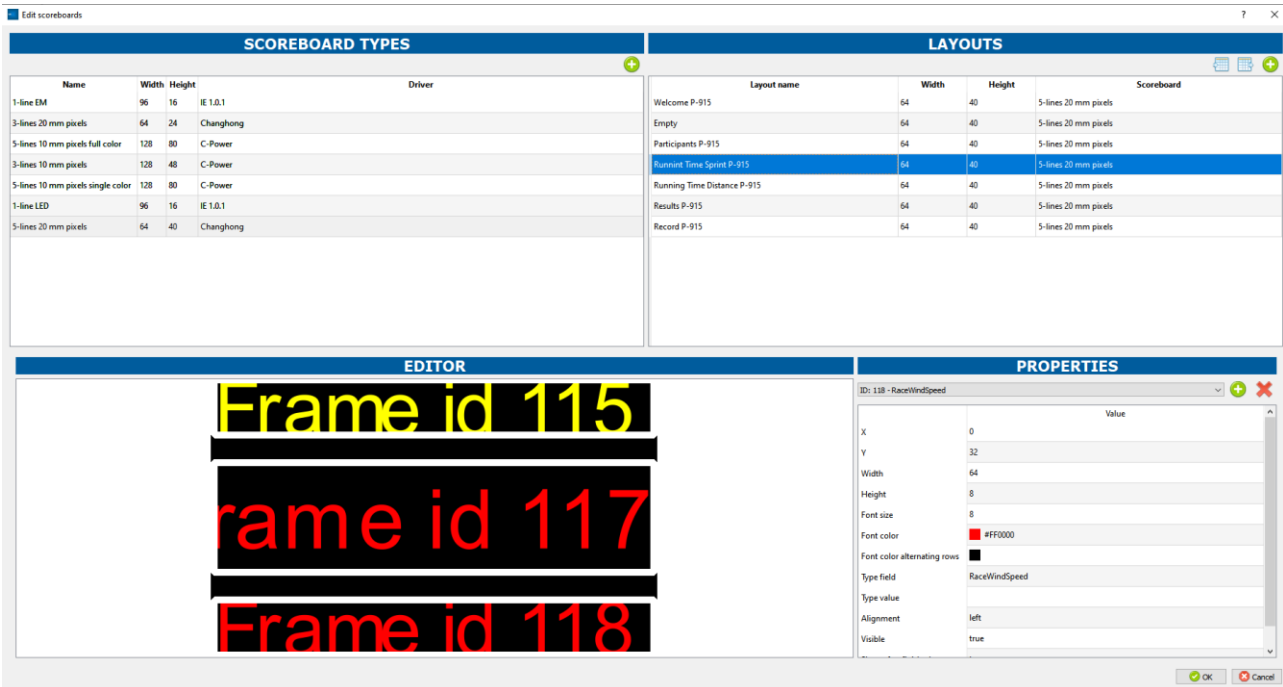All changes to a layout are automatically stored for the next meet.

You can use the green plus and red cross button to add or remove an area on the layout.

5.   Edit menu items

5.1.   Edit scoreboards

If you want to adjust the layout of a scoreboard, you need to press the edit scoreboards item underneath the pencil button in the menu bar.

The edit scoreboard window is built up as the control window of a scoreboard. There are the scoreboard types, layouts, editor and properties sections.

Adding an item can be done with the green plus button. The item will be added to the corresponding table. By hovering over the last column of item, you can choose to add a new item by the green plus icon or remove the hovered item with the red cross icon.

To modify a column of a table, hold the Alt-key and double click on a cell of the table. After modifying a cell, press the Enter button to confirm.

To modify a layout, select the layout from the table. Now the editor will display the areas on the layout. An area represents a single field of information in the layout. You can select one by clicking the area in the editor or selecting the area in the drop down menu of the properties section.

To add or remove the selected area, use the green plus or red cross button in the properties section.

You can confirm all modifications by pressing the OK button or discard them by pressing the Cancel button.
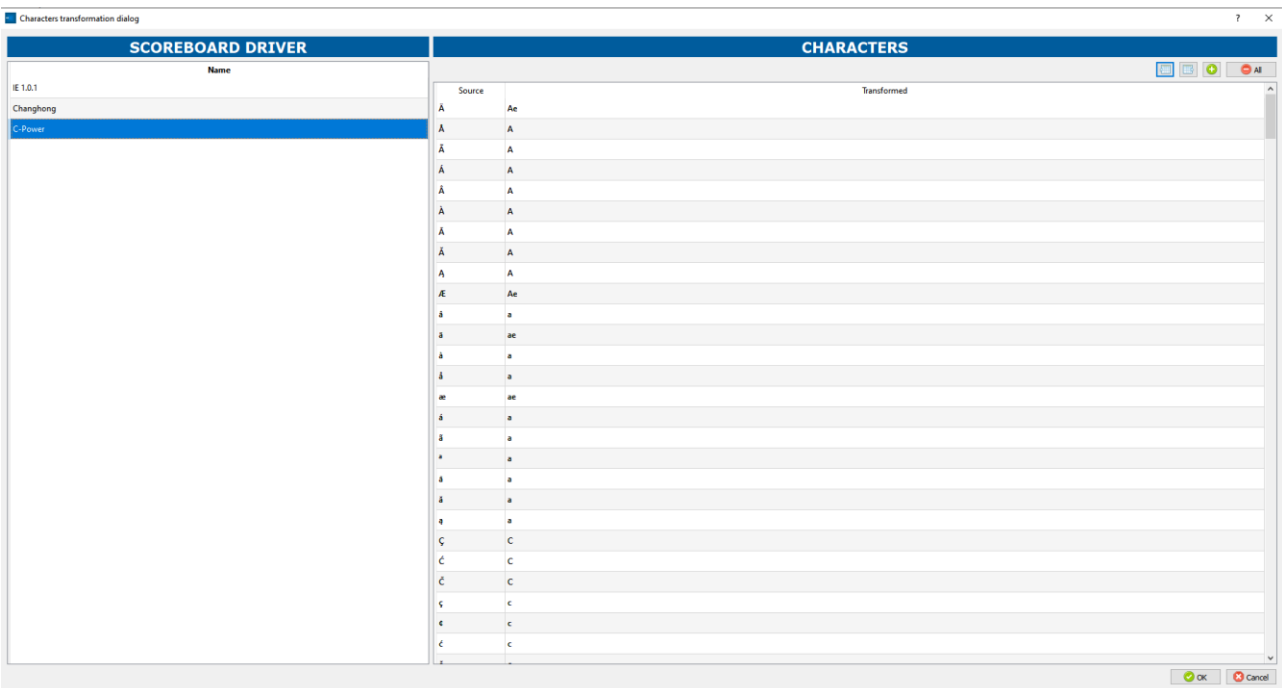
5.2. Edit TV screens

If you want to adjust the layout of a tv screen, you need to press the edit tv screens menu item underneath the pencil.
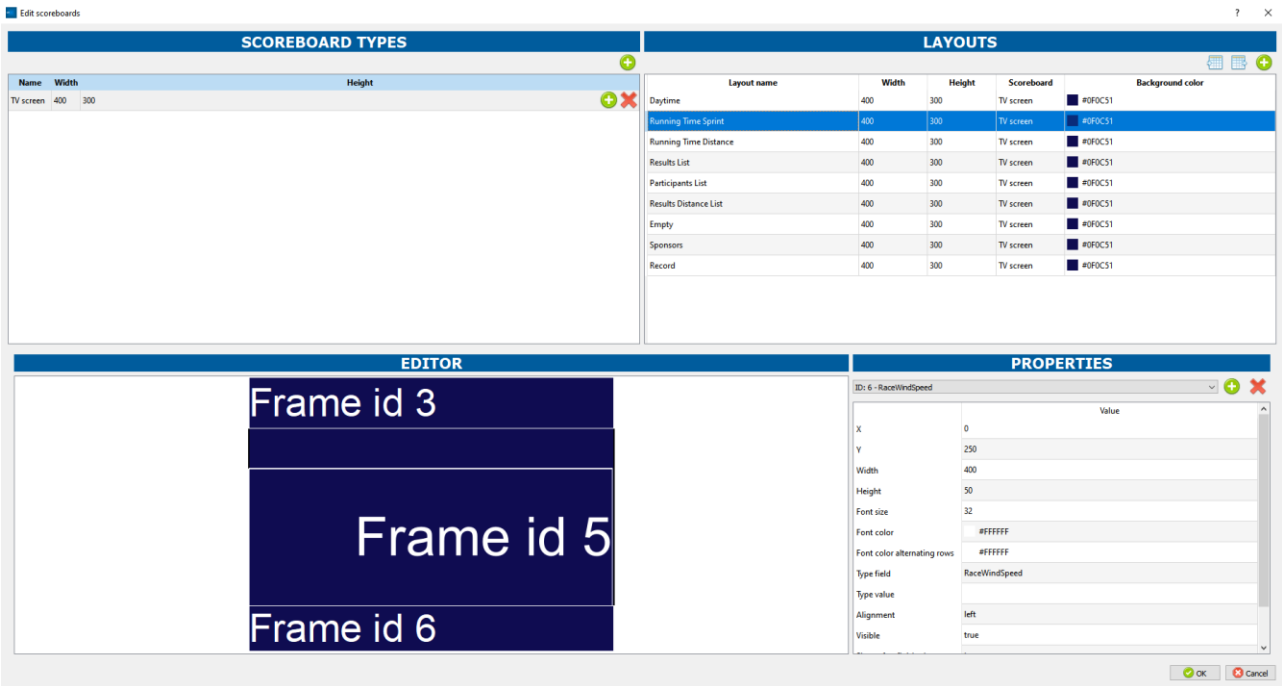
Editing a TV screen can be done in the same way as editing a scoreboard. Please read that chapter for more details.

5.3. Characters transformation

Certain scoreboard drivers do not support displaying all characters. All ASCII characters are supported but some specials characters can't be displayed and will leave an empty place on the scoreboard. Therefore, in the characters transformation window you can see all kinds of (exotic) characters and their ASCII equivalent. If the software detects one of the (exotic) characters in e.g. a name, it will filter this out and replace it with the transformed character. You can double click in the table to alter a character.

A fast way to add multiple transformed characters is by importing a file. The preferred way to do this is by first exporting the current transformation list to a CSV file. Default UTF-8 encoding is used to export the CSV file.

Next you can open this CSV file in a text editor (e.g. Notepad++) but verify that the text encoding is set correctly.

The CSV file has 2 columns (source character and transformed character) which are tab separated. Add the (exotic) character in the source column and the transformed ASCII character in the transformed column. Store the modified file to import.

To have a successful import, you need to take the text encoding into account. Press the import button in the top right corner.

A window will open to select the file to import. If you hold the shift key while pressing the open button for importing, you will be presented a window where you can select the correct text encoding. If you use the default encoding (UTF-8), you can just click on the open button.

The import will start after selecting the open button. This process may take some time.

The rightest button will remove the complete list of transformations.

5.4. Images
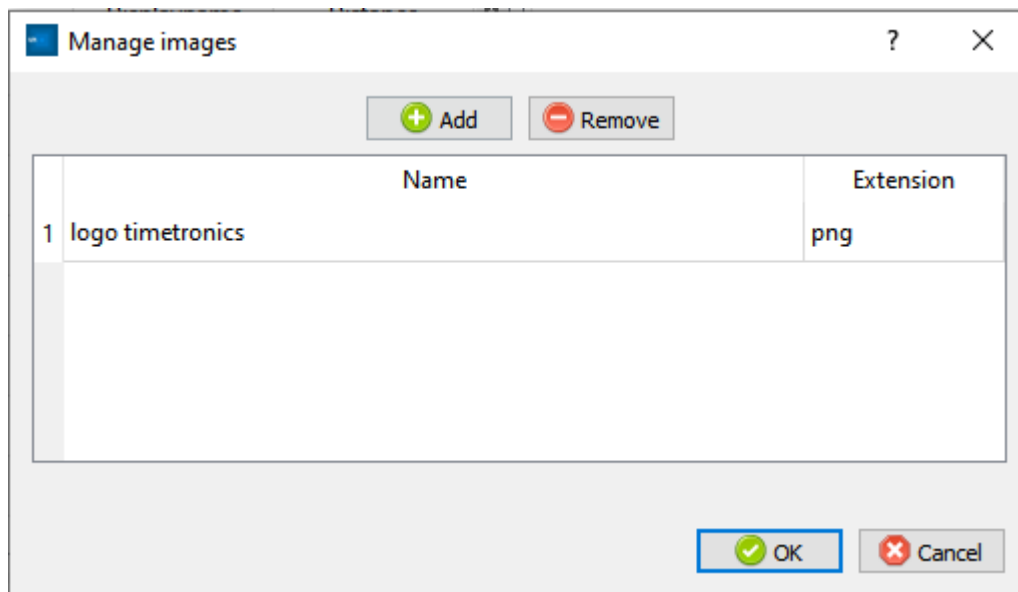
In this window, you can manage images that can be selected on a TV screen layout. By clicking on the Add button you can add a png, jpg or jpeg image to the database. We recommend adding

an image with the same dimensions as it is foreseen on the TV screen layout. Example: you have created a layout area of 400 pixels width and 150 pixels height. Now you need to add an image that has this same dimension as the area has on the layout. Like this the image is displayed the best way. After closing this window, you can create or select an area of the layout in the editor. Now you can adjust the type of field of the properties and select "Image". Next you can adjust the type of field and select the newly added image.

5.5. Data sources

The data sources table displays all available area field types. These data sources are generic indications of a data type and will be replaced by the actual data before sending the data to the scoreboard. E.g. if an area has a field type *RaceTime* the value of the current running time will be filled in before sending it to the scoreboard.

The table also contains a prefix and suffix column. These values will be prepended or appended to the actual data. You can modify them by clicking on the corresponding value. Confirm the modification by pressing enter or press escape to cancel.

Open the window to see the available data sources and their description.

Note: Not all listed data sources are currently supported.

5.6. Preferences

The general preferences can be found under the preferences item of the pencil menu button.

It contains the venue selection. Depending on this option, the software will decide to switch to a sprints or distance races layout (in combination with the race distance found in the schedule) or whether a sprint results or distance results layout needs to be chosen.
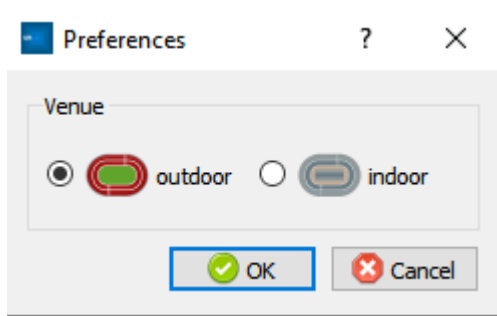
6.   Competition schedule import

After clicking on the connect icon in the menu bar and selecting Meet schedule, you see this window.
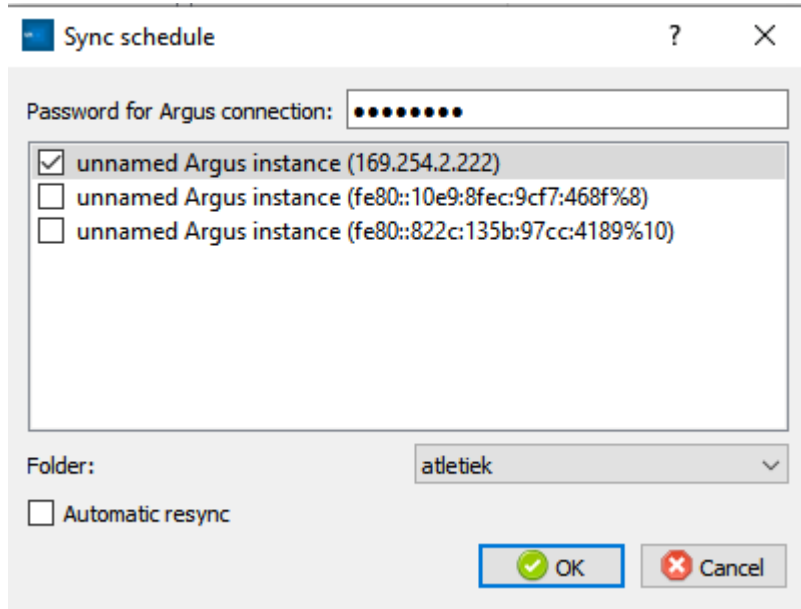
First you need to enter the password of the Argus system. Argus should be on the same network as ViewManager (or on the same computer as Argus). You can find the password in the devices window (bottom right) on the External control tab.

After setting the password, ViewManager will automatically search for all available Argus instances that match the password. Select one of the found instances in the list.

Now ViewManager will request the available schedule of Argus. Since Argus can contain multiple folders in his schedule, you need to select the folder of the competition. Press OK to confirm the schedule.

If you check the box Automatic resync, ViewManager will periodically request the schedule from Argus in the background. It will automatically update the schedule of all open scoreboard tabs. Now the schedule will be loaded in the schedule section of the open scoreboard tabs.

7. About

The about window will display the software version and the TV screen USB dongle license information. If you have plugged in the license dongle, you can press the information button to display the license information.
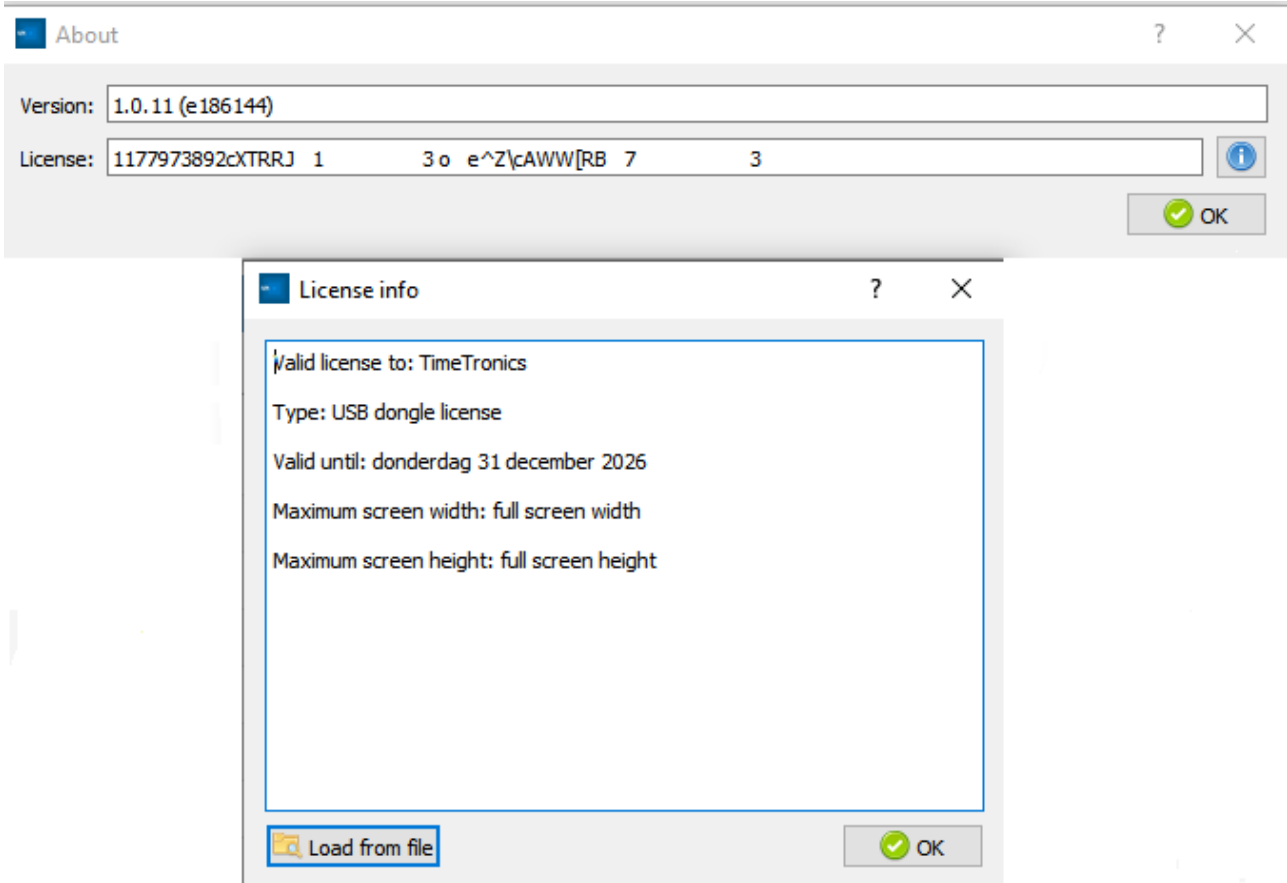
At the bottom of the information window, there is the button Load from file button. Click this button to update your USB dongle license. Select the new license file that you have received from TimeTronics and press the open button for the update.

If you don't have a USB dongle license and want to have the TV screen feature, contact TimeTronics for this option.