

Chronojump Manual

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<http://www.chronojump.org>

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Find the last version of this document in last version of Chronojump software and here:

<http://www.chronojump.org/documents.html>

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Chapter 1

Introduction: Chronojump as a free software collaborator project in sport science

[Pending]

1.1 introduction

1.1.1 Instruments

1.1.2 Jump tests

1.1.2.1 Sargent test

1.1.2.2 Abalakov test

1.1.2.3 Bosco test

1.1.2.4 Specific jumps

1.1.3 Run tests

1.1.3.1 Simple runnings

1.1.3.2 Interval runnings

1.1.3.3 Agility circuits

1.1.4 Reaction time

1.1.5 Rhythms

1.1.6 Other tests

Part I

Obtaining and configuring the software and the hardware

Chapter 2

Obtaining the software and the hardware

To use Chronojump technology is necessary:

Detection device one or more contact platforms or photocells or one encoder.

Chronopic (chronometric device responsible to receive the changes in the detection device)

Chronojump management software.

Computer with Windows, OSX or Linux operating system connected to chronometer Chronopic and executing the software Chronojump.

2.1 Chronojump software installation

Chronojump is free software which works with Windows, OSX and Linux operating systems. To be download at the web page <http://chronojump.org/software.html>.

For more information consult the frequent asked questions of the software (FAQ) http://chronojump.org/faq_software.html.

2.2 Acquisition and construction of the detection device

If you like to buy measuring device please check online shop at the web page http://www.chronojump.org/hardware_store.html

To build your own contact platform or photoelectric cell, consult at the hardware section at the web page <http://chronojump.org/documents.html>

2.3 Acquisition and construction of the Chronopic chronometer

If you like to buy the Chronopic chronometer, please check online shop at the web page: <http://chronojump.org/pricing.htm>

If you want to build your own Chronopic please check the section Hardware at the web page: <http://chronojump.org/documents.html#hardware>

For more information consult the frequent questions of the software (FAQ) http://www.chronojump.org/faq_hardware.html

Chapter 3

Configuring Chronopic

Chronopic is an integrated circuit used by ChronoJump to detect the test done at the detection device. To obtain the Chronopic please check section 2.3.

For more information about Chronopic consult the web page: <http://chronojump.org/documents.html#hardware>

Current Chronopic version is Chronopic3 (fig 3.1).



Figure 3.1: Chronopic3.

3.1 Chronopic connections

Chronopic 3 is a USB powered hardware. Using USB cable it receives data from PC and also power. To complete the connection, this cable will also be connected to the socket.

Chronopic will be connected to the contact platform or photocell barrier through the RCA connection  , the terminal block  or both.

Using Chronopic RCA (and / or fuse) it is possible to connect 'n' networking platforms to any Chronopic. This model is useful to chronometer situations where an athlete should not be able to be in more than

one platform at the same time. Both cables of each platform must be connected to the RCA connector or the terminal block.

Software allows the connection up to 4 Chronopics with an independent signal, each connected to one or more sensing devices. This makes possible chronometer independently various subjects, complex paces or other applications.

3.2 Chronopic working process

Chronopic detect changes in the contact platform and sends it to the computer by USB cable, USB-serial or serials. You can also use the test button  to simulate changes in the platform.

Chronopic has a green light to indicate when the subject is on the platform or the photoelectric barrier (light stays off) or outside (light is on).

3.3 USB ports

The operating system assigns names to ports, as shown in Table 3.1.

Operating system	Port	Name	Comments
MS Windows	USB	COM1, COM2, COM3, ... (seen to COM27)	Driver required
GNU/Linux	USB	/dev/ttYSB0 , /dev/ttYSB1	
Mac OSX	USB	/dev/ttysbserial-[serial number]	Driver required

Table 3.1: Names of each operating system port.
The most common names are in bold type text.

The use of the driver is explained in the next section.

3.3.1 Windows USB Driver

A driver is a small program that indicates the computer how to operate a new device.

Chronopic plate requires a driver to run on Windows. This driver is automatically installed when you install any version later than ChronoJump 0.7.

If you connect the Chronopic to the computer, and it's detected "New hardware found", then the driver is not required, in other case it will be necessary to run the driver.

3.4 Modification port assigned by Windows

If the port assigned is COM5 or higher it may cause problems in some computers detection. If this happens, it's recommended to assign a lower port than COM5, preferably COM1 or COM2.

To manually assign a port, repeat the steps described in ?? to know which port is assigned, then do the following steps:

1. Click "Port Settings".

2. Click on "Advanced Options".
3. Select one of the ports COM1-4 (preferably COM1 or COM2).
4. Accept and close the assistant.
5. Disconnect the USB cable and reconnect it after a few seconds.

At this point it should be assigned a COM port that device that will last forever. Alternatively, return to perform the steps described in ?? to verify that the change was made directly.

En este momento ya debería tener el puerto COM asignado para siempre a dicho dispositivo. Opcionalmente, si quiere puede comprobar que el cambio se ha realizado directamente puede volver a realizar los pasos descritos en ??.

3.5 Chronopic solution problems

In case of detection failure when changing Chronojump platform, we propose the following battery of tests. If Chronopic is not working after performing these tests, please noted at the Forum <http://foro.chronojump.org>.

Perform each of the tests until it's working correctly. Remember to check that the cables are connected properly.

1. Power Problem: The red light will turn on when you connect the USB cable (this will happen when the computer is turned on except when there is a connected platform and someone stepping on it, or pushing the test button ).
2. Problem networking platform: Connect the contact platform to Chronopic and the Chronopic to the computer (no need to open chronojump)and check the Chronopic by clicking on the platform and checking if the light turns on and off. If the light doesn't turn on and off, but it did in the previous step, then the cables are in touch when they are connected to Chronopic. Insulate them, check if they are poorly connected or if the platform has a bad contact (disassemble and repair).
3. Port problem on Windows: If the contact platform doesn't have any problem, unplug it and continue the testing only with the Chronopic. Then, check if the port is detected and connect the cables to the computer, the power should also be detected in the Chronopic as described in Section ?. Windows may detect more than one type of port COM, do the following test to both. If the port assigned is higher than COM4, it's recommended to modify the port to one less than COM4, preferably COM1 or COM2 as described in Section 3.4.
4. Execute Chronojump, select the port configuration in the Chronopic window. A dialog will appear asking you to click "OK" and after this click on the button Chronopic, shortly Chronopic should be detected and ready to be used with the platform connected if desired.

Part II

Using Chronojump

Chapter 4

Using Chronojump

When Chronojump is opened, a window will allow you to select the type of tests you are going to work with.

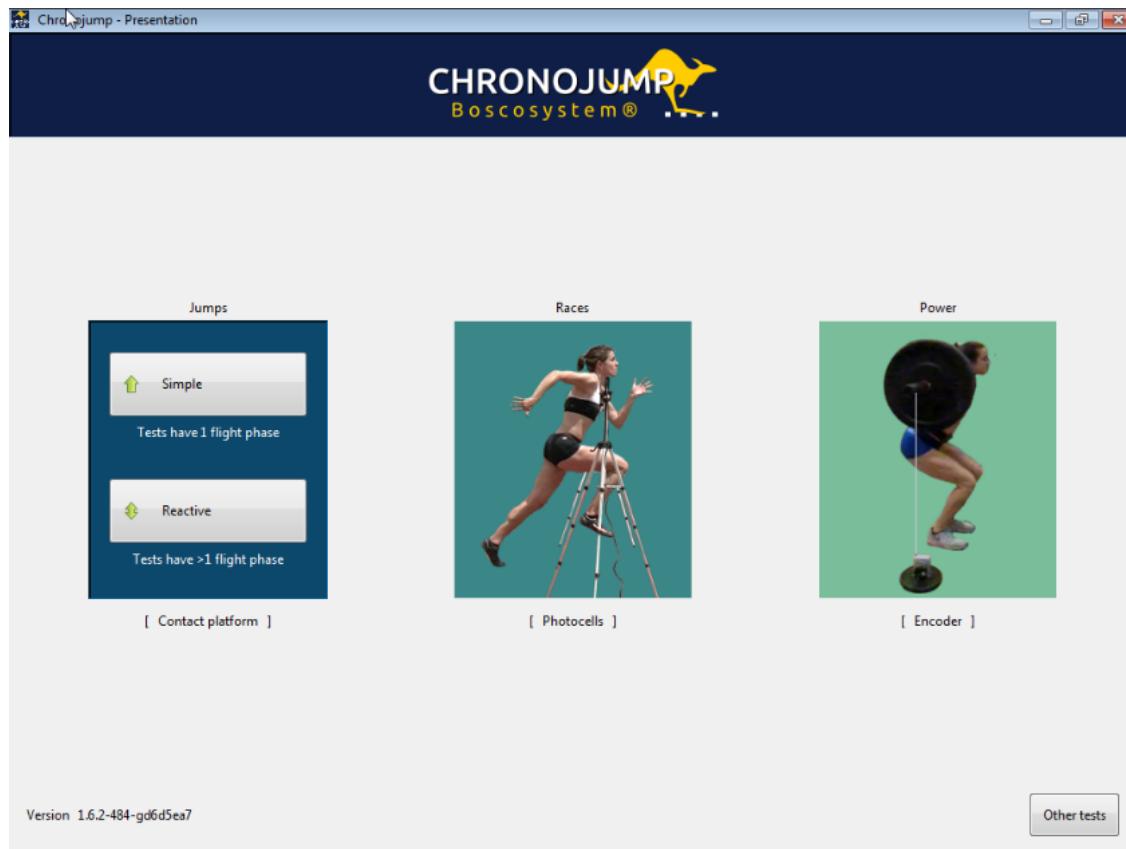


Figure 4.1: Chronojump splash screen.

Once you have selected, if you want to go back to this windows you can go to *Menu -> Mode: -> Main window*

You can also configure some parameters related to the automatic hardware detection. If you experience problems at start or while capturing try the different options.

4.1 Chronojump main window

When chronojump is opened you will be asked the mode you want to work with. Chronojump has 4 modes and in each one there is a lot of different tests.

Figure 4.2 shows Chronojump main window. This is divided into the following parts:

The menu where you find the access to session and help.

Edit subject provides a quick access to individual operations.

Subject selection where you can select the subject and edit it with the menu that appears when you click on the right button of the mouse.

Chart selected test If there is a drawing of the test selected or targeted by the mouse, it will be shown. Also, if the program has expanded information on the test, displays an icon to indicate it. By pressing this button it will display a help window on this test chart containing the expanded and test information.

Tabs that allow you to change the work form: Contacts (platform of photocell), Encoder and Server.

Test type with the functionality of executing each of the tests on the tab or active labor module.

Viewing and editing the tests shows different selectors for viewing and editing the jumps and runs. User Notification displays information about the last action.

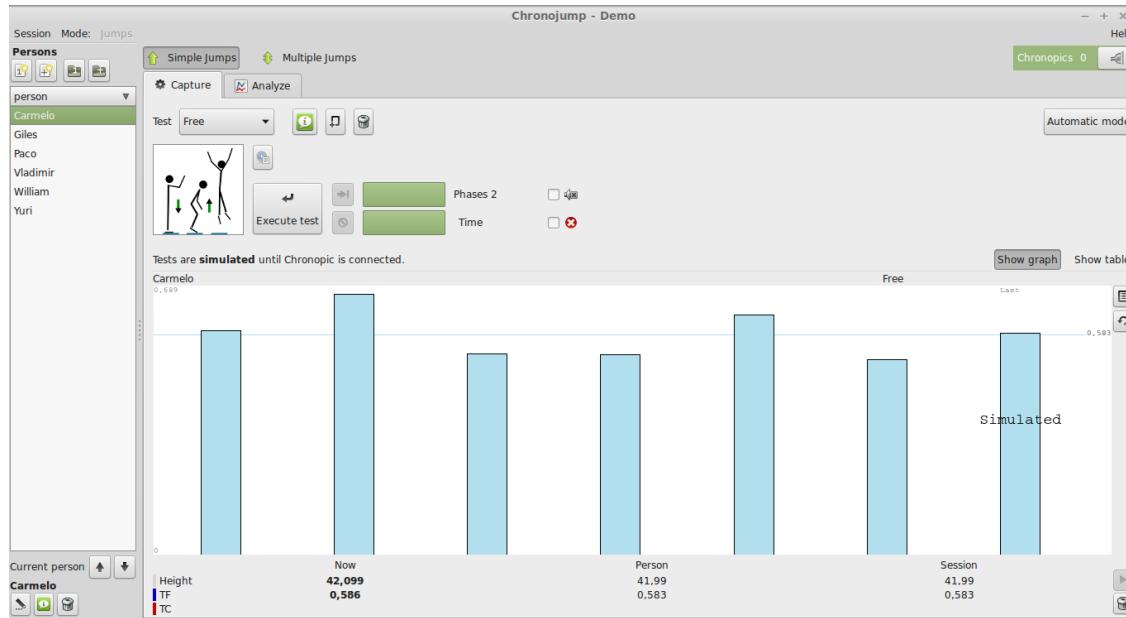


Figure 4.2: Chronojump main window.

4.2 Chronojump Menu

In the following pictures you can see the drop down menu of the program.

Session Menu see figure 4.3.

Mode Menu see figure 4.4.

Help Menu (Top-right corner of the window) see figure 4.5.

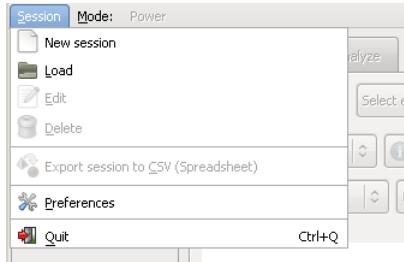


Figure 4.3: Session Menu.

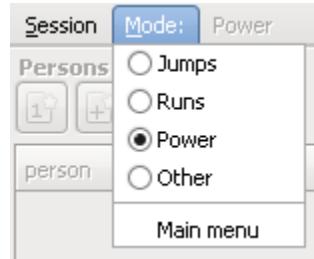


Figure 4.4: Mode Menu.

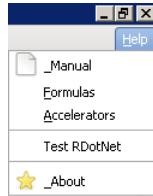


Figure 4.5: Help Menu.

4.3 Chronopic/s Connection.

Is possible to connect one or more Chronopics on the menu: *Tools / Chronopic*. In Figure 4.6 two Chronopics connected are shown. The connection to the Chronopic timer is specifically addressed in section 3.

The first time a Chronopic is connected to a computer, the type of Chronopic (Jumps/Races or Encoder) must be configured. This configuration will be stored for future Chronojump use. Chronojump will detect automatically all the Chronojump previously configured.

4.4 Database: sessions, subjects and tests

Chronojump stores all data in one database file. Thus, instead of collecting the information in individual files for each session, all information is organized in a single file to facilitate the study of relationships between:

- sessions
- people
- tests (jumping, running, reaction times, pulses (rates), multi Chronopic)

All modifications in session, subjects and tests, will be updated at any time in the database. So there isn't need to save the information periodically and make data loss to a computer error. If rare case, the program crash, you wouldn't lose any data except sometimes the one that is being performed at the time.

4.4.1 Sessions

The sessions represent situations where the coach or evaluator gathers many athletes (subjects) for a series of tests. Every time you gather a group of athletes to be tested in a short space of time (usually one day), you should create a new session. Although the subjects to assess are the same as in other session, you should create a new one to keep adding subjects and tests in an old session. In this way, you can make comparisons between data.

Figures 4.7 and 4.8 demonstrate the creation of a session.

4.4.1.1 Creation

Click on the menu *Session menu / Create session* and one window will be opened where you must enter the name of the session, the date and the sport practiced. Optionally you can also indicate the place where is done and even add comments.

4.4.1.2 Load

If you want to load a session already created to study, add subjects and / or to test, click on the *Session menu / Load session*. It will show a list of sessions created and information of the subjects enrolled in each of them and the tests performed.

4.4.1.3 Edición

Click on *Session menu / Edit session* to modify the parameters that have been inserted earlier. Normally, it's used the edition of sessions to add comments about the evolution.

4.4.1.4 Delete

To delete a **session and all tests** performed, click on the *Session menu / Remove session*. A confirmation window will appear.

4.4.2 subjects

All individuals able to perform the tests are known as subject. It's strongly recommended to create one subject only once in order to study the evolution over time. In following sessions the subject must be loaded.

Figure 4.9 shows the creation of a person.

4.4.2.1 Current person

The subject on the left side of the main window is known as *current person*. All tests done shall be linked to that subject. The latter subject created or loaded is assigned as current person.

Tests shall not start until the current person is assigned.

4.4.2.2 Creation

Click on the *Person menu / Create person* or use the *Create button* to create a person. You may indicate the full name, gender, date of birth, height, weight, country, sport, mode and level. It's important to enter the full name to avoid further conflicts with other different subjects.

In order to accelerate the creation of multiple subjects, click on the menu *Subject / Create subjects [multiple]*. A window will appear where you can create multiple subjects at once. You can choose between *Add entries from CSV (spreadsheet)* or *Add entries manually*.

In the first case you will need a coma separated value file (.csv) previously created with the information of the name, surname, genre and weight in different fields. The format of the file can be specified with headers  or without it . Additionally you can have a file with a single column for the full name  or two columns for the name and surname .

In the second case, you can create manually a set of subjects as shown in the figure.

Once created, if you still want to create more subjects, you can click again on the same menu item. Figure 4.10 shows the creation of 11 subjects at once.

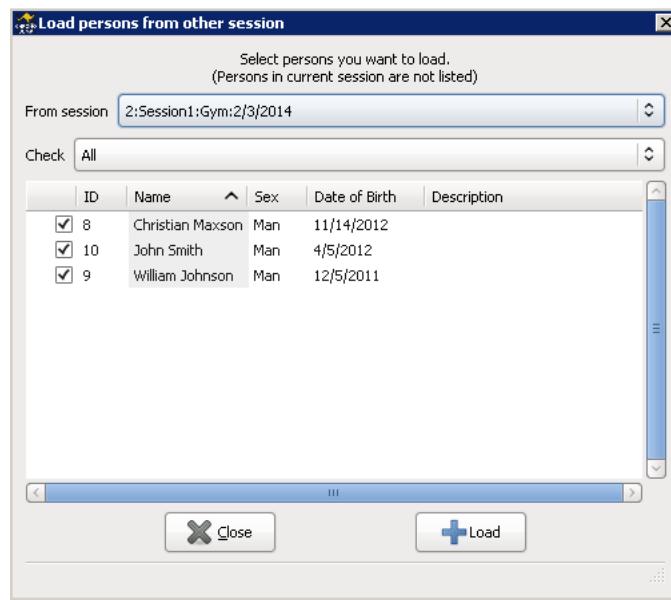


Figure 4.10: Load subjects.

4.4.2.3 Load

If a person has participated in another session, and you want to evaluate him/her again in the current session, click on *Load person*, and enter the same subject to the new session. The program will

distinguish between tests (jump, run, reaction times and rhythms) made by the same person in two or more sessions.

If you created a session and you want to continue with the same person/s in another session click *Load subjects from another session* and check all subjects who participated in the other session or multiple session. If you wish you can always discard any subject.

Figures 4.11 and 4.12 show the load of subjects.

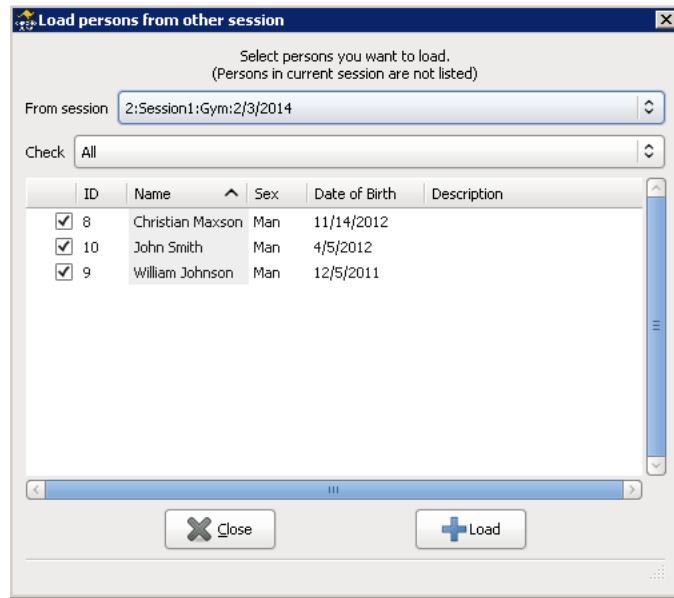


Figure 4.11: Load subjects.

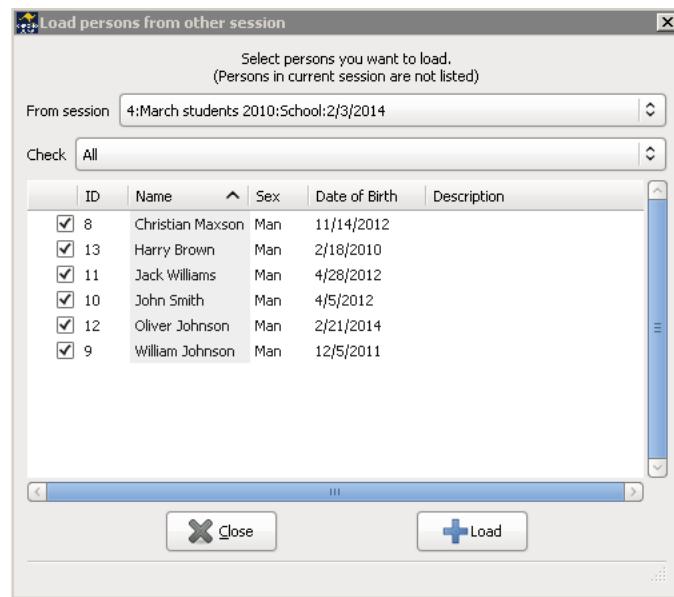


Figure 4.12: Load subjects from other session.

4.4.2.4 View subject tests

Click *Show all tests of current person* to see all the tests that this person has done in the different sessions. You can also select other subjects of the current session.

4.4.2.5 Edit

Click *Edit person* or press *p* (person) to modify the data that was entered at the same time as the creation. You can also add comments.

4.4.2.6 Delete

Click *Delete current person* to be removed of the session. This operation will remove all tests from any person in the current session. It's important to know that the subject will not be removed from the database and the tests in other sessions remain intact.

After deleting this subject, another subject will become the *current person*. Otherwise any test can be provided.

4.4.3 Tests

So far ChronoJump manages five types of tests: jumping, running, reaction times, rhythms and Multi-Chronopic. Later ChronoJump can handle other tests. These tests are detected by the signals sent by the contact platform when the subject steps on and off it.

The database stores the tests and links to other data tables.

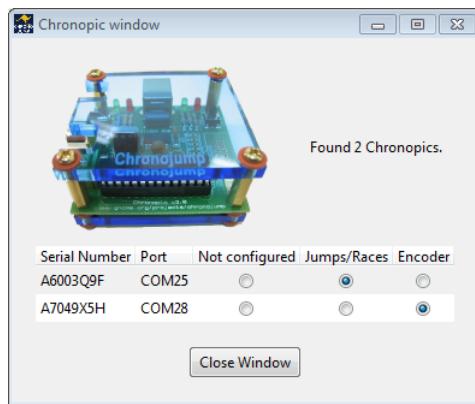


Figure 4.6: Chronopic connection.

The figure corresponds to the program Chronojump whith two connected Chronopics.

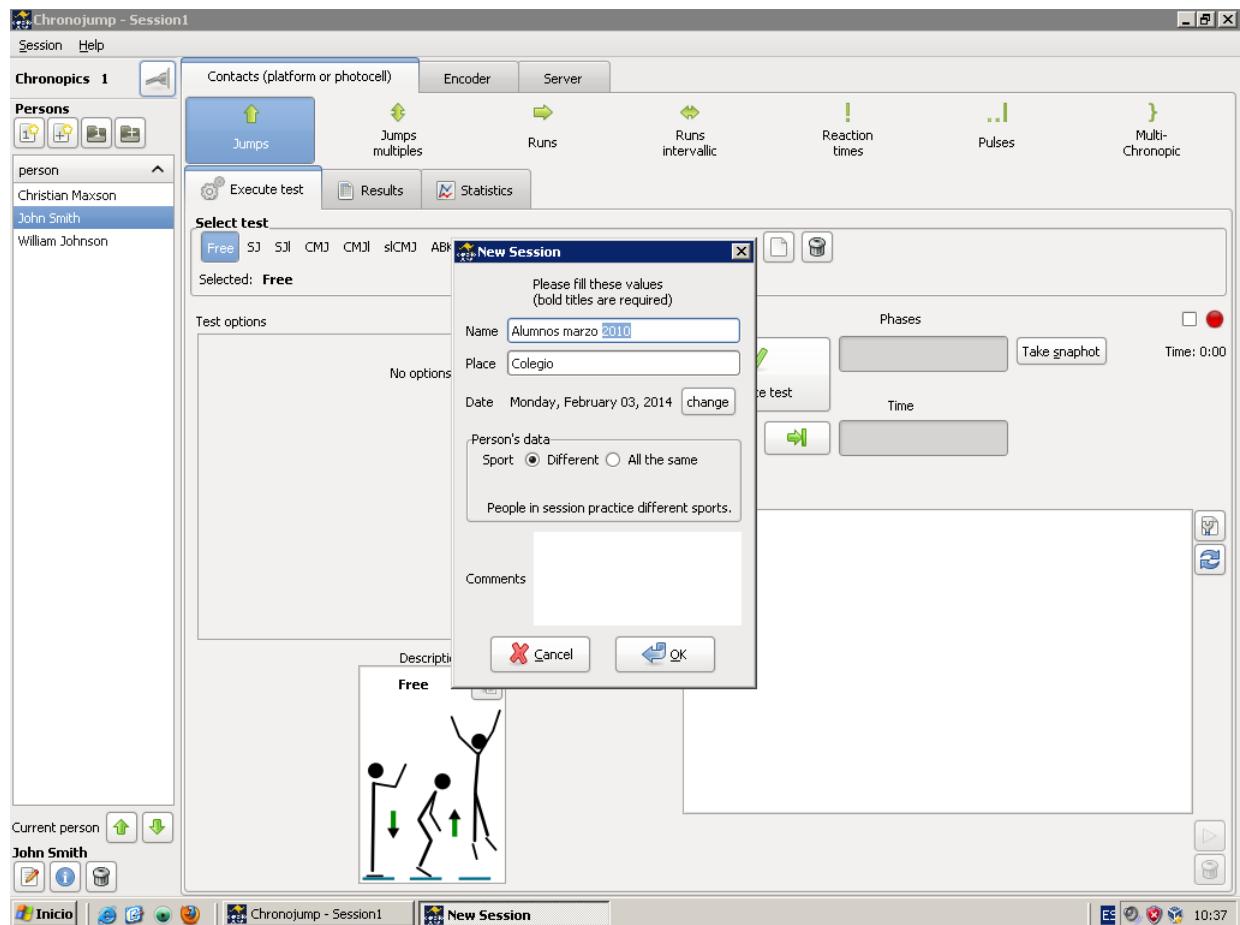


Figure 4.7: New Session. School students.

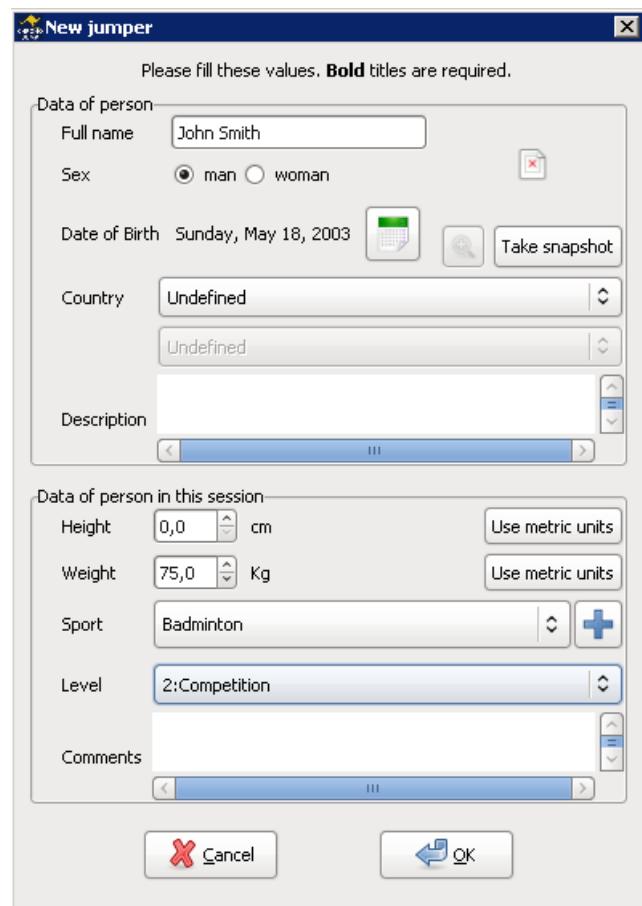


Figure 4.8: New Session. Rhythmic competitors.

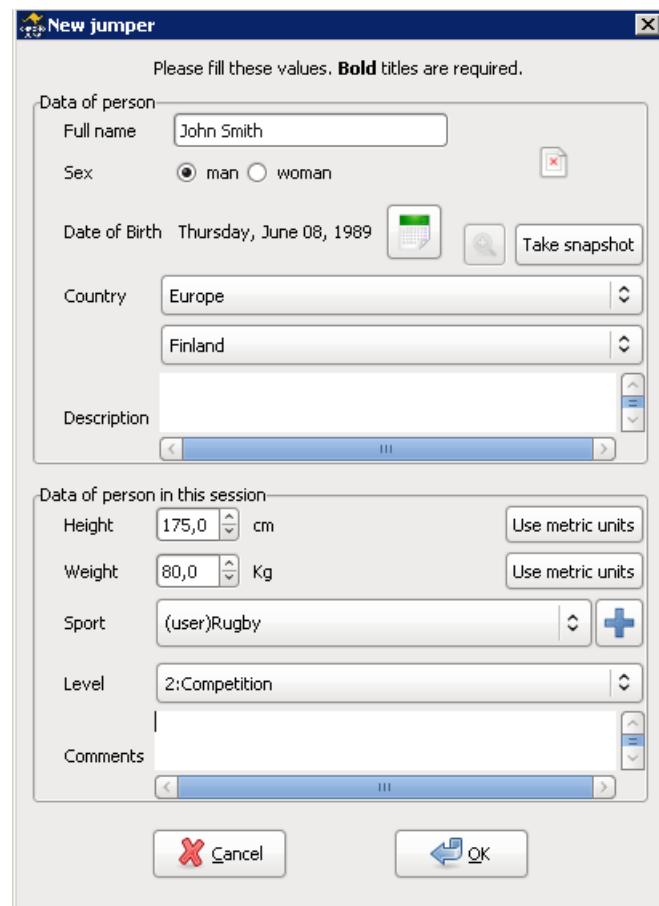


Figure 4.9: Creation of a person.

Chapter 5

Tests

At the following text, it describes the management of the all types of tests allowed in Chronojump software.

5.1 Jump tests

There is basically two types of jumps: simple and repetitive. Chronojump detect a **single jump** as one phase of flight. That's why there are two types of simple jumps:

1. Those who start and finish on the platform (single hop). We obtain the variable flight time (TF)
2. Those who started outside the platform (drop from a height or do a jump before) to fall on the platform and then jump. Variables obtained: Contact time (TC) (time between reception and takeoff on the platform) and flight time (TF). Usually jumps will pursue minimum contact time and maximum flight time as a power indicator.

A **multiple jump** (also called reactive) is when you obtain more than one flight time. For example: make two consecutive jumps initiated on the platform in the order TF, TC, TF or start outside the platform and continue with the order TC, TF, TC, TF.

Assuming that the body during the takeoff position is the same as in the landing, the flight time indicates the height of center of gravity of the athlete in this jump.

Videotutorial: Right execution of the Bosco Tests <https://youtu.be/wa6-KgT0kw>

5.1.1 Simple jumps execution

From the Simple Jumps button, you can select from the drop-down list the following options:

- Free, normal jump without restrictions
- *SJ*, Squat Jump
- *SJI*, Squat Jump with extra load (extra weight)
- *CMJ*, countermovement jump
- *CMJI*, countermovement jump with extra load (extra weight)

- *ABK*, jump with arms Abalakov
- *ABKI*, jump with arms Abalakov with extra load (extra weight)
- *DJa*, drop jump with arms using
- *DJna*, drop jump without arms using
- *Rocket*, Rocket Jump is simple jump similar to the squat jump but it starts with a full flexion of the legs.
- *TakeOff*, only records the contact time
- *TakeOffWeight*, take off with extra load. It only records the contact time
- *sICMJleft*, left leg countermovement jump.
- *sICMJright*, right leg countermovement jump.

Sometimes you will be asked to provide additional information as the extra weight of the subject (S JL) or the height of the drop (DJ).

The original protocol of Bosco for the *DJ* test indicates that the arms don't participate in the jump. Instead many coaches ask their athletes to use the arms because is more similar to the techniques used in sports. The original *DJ* is called *DJna* (no arms), while the *DJ* with arms is called *DJa*. When you start a *DJ* test, the program will ask whether to use arms or not and automatically appoint the jump properly.

If Chronopic has not been connected and activated from Chronopic window, a jump will be simulated. In the other hand, if Chronopic is connected, real jump will be done. Note that for some jumps the athlete should be on the platform, while other jumps it's essential to be elsewhere. You will be notified if the athlete's situation is not correct. The progress barr shows the progress of the jump, which may be stopped by clicking on the *Finish* or *Cancel* button.

5.1.1.1 Automatic mode

In order to accelerate the process of testing multiple subjects you can click on the *Automatic mode* button. This mode allows you to perform tests creating or loading sequences of different jumps or people.

Defining the sequence can be done either loading a preconfigured one (*Load sequence*) or creating a new one (*Create new sequence*).

When a new sequence is created the order of the test must be defined. There are three different options:

- *By persons*: Each person of the session performs all the tests before changing to the next person. Example: *Chronojump profile*.
- *By tests*: Each test in the sequence is performed by all the people in the session before changing to the next test. Example: *Bilateral profile by persons*
- *By sets*: Each person of the session performs the first set of tests before changing to the second set of tests. It can be defined up to 3 different sets of tests. Example: *Bilateral profile by sets*

To define a new sequence click on the type of sequence it is about to be created and click on the *Next* button. Then, in the new window, the order of the tests can be defined. If the *By sets* option was selected, each set must be defined separately.

After defining the sequence, it can be saved clicking on the *Save* button.

Once the *Next* button is pressed a new windows will show the whole sequence indicating the order of the person and the test.

When the *Accept* button is pressed the automatic mode is activated. In this mode the person frame will be disabled and the name of the next jumper and what test is going to be done will be shown in the upper left corner of the Capure frame. The selection of the test will also disappear, not allowing to change

After performing each jump test, the person and the test will change automatically.



Clicking on the *See order* button the whole sequence of the test can be viewed.



To skip all the tests of a person and execute it at the end of the sequence click on the *Skip* .



To delete a person from the sequence click on *Remove* button .

Clicking on the *End automatic mode* will return to the normal way of work of Chronojump, allowing you to select the person and the test to be performed.

5.1.2 Repetitive jumps execution

Click in the button on the Repetitive jumping tab:

- *RJ(j)*, Repetitive Jump (jumps) or repetitive jumping limited number of hops
- *Rj(t)*, Repetitive Jump (time) or time-limited repetitive jumping
- *RJ(unlimited)*, unlimited repetitive jumping.
- *RJ(hexagon)*, reactive jump on an hexagon until three full revolutions are done.
- *Triple jump*, triple jump starting from a falling height
- *Unlimited multiple jump with extra load*

Sometimes is necessary to provide additional information as the height of the initial drop, the extra weight or value of the limiting factor (hops or seconds). Click on *More* to get a list of all the available of the reactive jumps and execute them clicking *OK*. The jump menu also provides access to these actions.

If Chronopic has not been connected and activated from Chronopic window, a jump will be simulated. In the other hand, if Chronopic is connected, real jump will be done. Note that for some jumps the athlete should be on the platform, while other jumps it's essential to be elsewhere.

If you want to execute the same type of jump to various subjects and you don't want a button (only available on the tab more), you can change the subject and use the *Last* button to allow another person to perform the same jump.

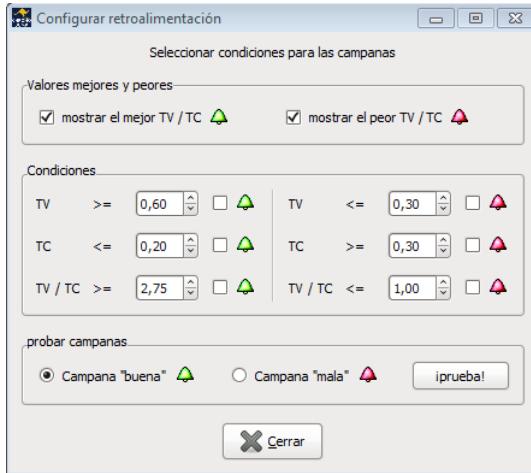


Figure 5.1: Bells - auditory and visual feedback.

5.1.3 Auditive and visual feedback in repetitive jumps: bells

In order to add a visual and auditory feedback during execution of the jumps, you can set values of flight time, contact time, or the relationship of both. To be shown a red bell (poor performance) or green (good performance) together with a distinctive sound. Click on the "Bells" to configure these actions as shown in Figure 5.1.

5.1.4 Jumps view

Simple jumps are shown on the *Jumps* tab and the reactive Jumps on the *Jump Reactive* tab. In both cases, it's included a filter for all the possible tests or only a particular type.

Tests are associated with the jumpers. The order of the tests presentation of each jumper is chronological so, the last test appears at the end of the list. It's included a button that allows sorting the tests by the type of jump and not in chronological order.

All jumps are selected in the view filter. A series of values are presented at each hop. It's possible to change the view by accessing at the Preferences (more information in section 8.1 en la página 68).

You can use the *magnifying glass* button (or press *z*) to facilitate the view of the tests.

5.1.5 Jumps edition

You can add comments to a jump or change the person (if you forgot to change the current person previously) If you select the desired jump and click on the *Edit* button on the selected jump, you can also find it on the menu, or by pressing the button *e*.

In the reactive jumps, since they are composed of a set of jumps, this change will affect all the jumps even if only one is selected.

5.1.6 Repair repetitive jumps

Using *Repair selected* button or pressing *r*, you can add a jump, modify a contact time or flight time or delete a jump. If a repetitive jump type has been defined to be limited to max *n* jumps, or max *n* seconds, this conditions will limit the repair functionality. When this happens, you will find an information text on the bottom of the window.

5.1.7 Jumps delete

To delete a jump, select it and click the *Delete selected jump* button. Its equivalent in the menu or press *d* (delete). By deleting the test you will be asked to confirm it if the delete confirmation option is activated in the *Preferences* menu (more information in section 8.1 en la página 68).

Deleting a repetitive jump will delete all its jumps.

5.1.8 Creation of new jump types

In order to adapt the software to the needs of each user, it has been included the function: *Add jump type* (on *Jumps* menu). This allows trainer to define easily and powerfully the desired jump types.

Created jump type will be available on database to be used at any session, and it will be listed clicking on the *More* button at the *Jump* or *Jump repetitive* tabs (depending on which kind of jump it's created). This new jump type will be also differentiated on statistics, graphs and reports.

On creation, you should give it a distinctive name and classify between simple or repetitive. If jump is repetitive, then you can limit it by jumps, time, or leave it unlimited.

The limit by time or jumps options can be defined as a fixed value or lefted as undefined. If it's defined fixed, all new jumps of this type will be limited to that value; in the other hand, if the type is not fixed, user will be asked by limit value everytime a new jump is done.

Last settings include: start inside or outside the platform, allow to jump with an extra weight, and add a description to the jump type. In the figure 5.2 you can see the creation of new jump type.

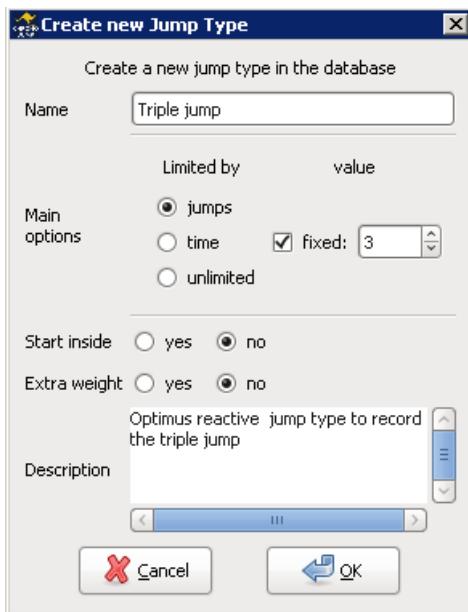


Figure 5.2: Creation of a new jump type.

5.1.9 Examples on creation of new jump types

Here you can find some examples on creating new jump types. The names of the types have been invented in this manual. The table 5.1 is also useful to understand the different variables.

- “*SJ-N*” Jump like Squat Jump but the hands are on the nape instead of hips.
- “*DJ-Rope2*” Jump like Drop Jump but after executing the Drop jump, person have to jump again doing two turns with the skipping rope on the air.
- “*Triple*” Repetitive jump starting outside the platform and including three jumps.
- “*50%fatigue*” Repetitive jump that has to be done until arriving to 50% of the person’s fatigue. The number of seconds needed to be fatigued is personal and is known previously by the trainer. Starts inside.
- “*RopeUnlimited*” Person has to jump the rope until trainer (or jumper) decides to finish. Start inside the platform and can be done with an extra weight.

Name	Type	Limited by	Fixed	Start in	Additional weight
SJ-N	Simple	-	-	Yes	No
DJ-Rope2	Simple	-	-	No	No
Triple	Repetitive	Jumps	Yes(3)	No	No
50%fatigue	Repetitive	Time	No	Yes	No
RopeUnlimited	Repetitive	Unlimited	-	Yes	Yes

Table 5.1: Examples on jump types created by user.

5.2 Runs

Running can be detected by two kind of devices:

- platform/s
- photocell/s

On a run test Chronojump detects time between detection devices. If the run is “circular”, it can be used a single device (platform or photocell), in the other circuits, there’s a need of more than one detection device (of any type).

From now on, *device in contact* means that the person is on the platform or blocking a photocell signal. Is important to note that the person should never be in contact in more than one device at the same time.

The figure 5.3 shows a drawing of the position of two platforms to measure run.

In order to calculate average speed, user will be asked about the distance between platforms.

Runs can be of two types: simple and repetitive. On Chronojump a **simple run** means that there’s only one track. There are two kinds of **simple runs**:

Running from stop Start on contact in a device and end in contact in the same or other device.

Running with initial speed Start before the contact, after a while, a contact is done and chronometer starts, then person leaves the detection device until it produces contact again. This allows to measure a run where person has an initial speed.

In both situations, the registered data is the time between one device and the other, also speed will be calculated.

An **intervallic run** is a run where there’s more than one track, it should be understood as “run along two or more tracks limited by devices at a fixed distance”.

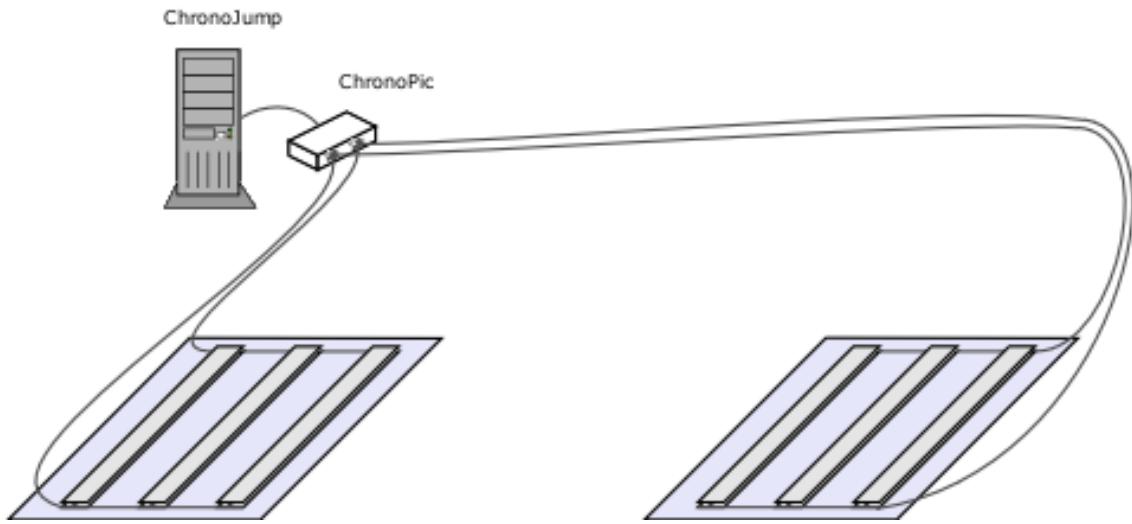


Figure 5.3: Drawing of two platforms circuit to measure run.

5.2.1 Correction of multiple contacts

Chronojump allows to fix the situations where the subject activates the contact device more than once due to different parts of the body contact the device in different instants. (example: an athlete arrive to a photocell, makes contact with a hand, ends the contact and after that make contact with body).

To prevent this type of situations in Menu -> Preferences -> Runs check *Prevent double contacts*

This dialog box allows to set the minimum time between contacts to be considered as correct. If the time between contacts is lesser than the configuration in the dialog Chronojump will act as set in the selected option (first, average or last)

5.2.2 Simple runs execution

To execute a simple run, click the following buttons on *Runs* tab:

- *Custom* to run after introduce the track's distance
- *20m-400m*, to run on the preselected track's distance
- *Agility runs*, this tests are available: 20 Yards, 505, Illinois, Shuttle Run, Zig-Zag test. The figure 5.5 shows the information available on software about the 505 test.

Click on *More* to see all simple runs available, and execute them clicking *Ok*.

If Chronopic has not been connected and activated from Chronopic window, a run will be simulated. In the other hand, if Chronopic is connected, real run will be done. Software allows to start run in contact with the device or before the contact. On the later situation, time between starting of the run and contact on the first device is deleted.

In the pop-up window it shows the progress of the run, which may be stopped by clicking on the *Finish* or *Cancel* button.

If you want to execute the same type of run to various subjects and you don't want a button (only available on the tab *More*), you can change the subject and use the *Last* button to allow another person to perform the same run.

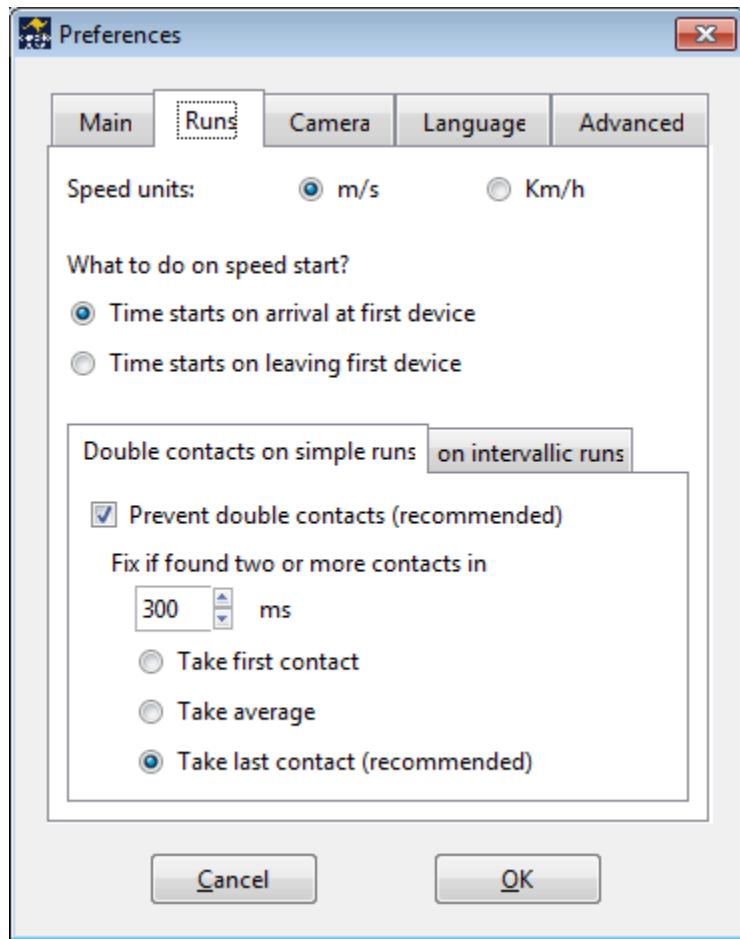


Figura 5.4: Double contact configuration

5.2.3 Executing intervallic runs

To execute an intervallic run, click the following buttons on *Intervallic Runs* tab:

By tracks: intervallic run limited by number of tracks

By time: intervallic run limited by number of tracks

Unlimited: unlimited intervallic run

At some run types, user interaction will be needed, like track distance and limit factor: tracks or seconds. Click on *More* to get a list of all the available of the intervallic runs and execute them clicking *OK*. The run menu also provides access to these actions.

If Chronopic has not been connected and activated from Chronopic window, a run will be simulated. In the other hand, if Chronopic is connected, real run will be done. Software allows to start run in contact with the device or before the contact. On the later situation, time between starting of the run and contact on the first device is deleted.

In the pop-up window it shows the progress of the run, which may be stopped by clicking on the *Finish* or *Cancel* button.

If you want to execute the same type of run to various subjects and you don't want a button (only available on the tab *More*), you can change the subject and use the *Last* button to allow another person to perform the same run.

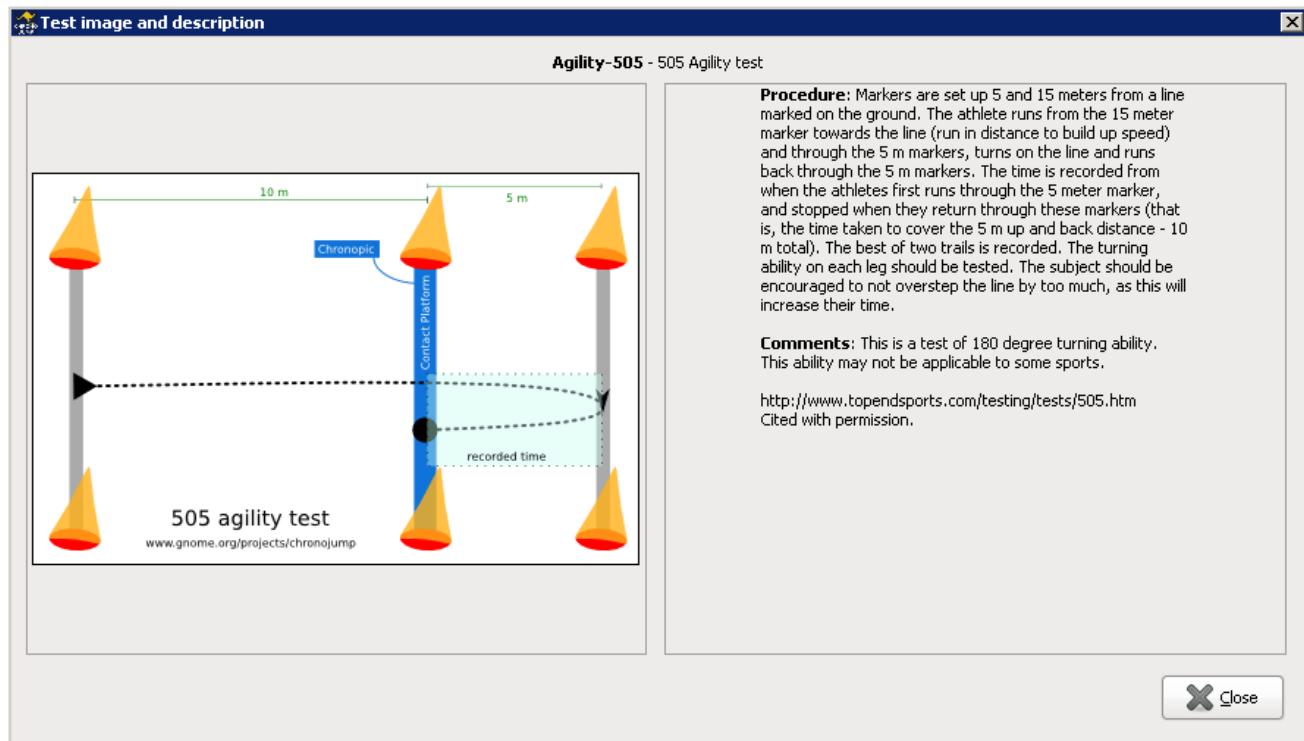


Figure 5.5: 505 Agility test.

5.2.4 Feedback auditive and visual at the intervallic runs: bells

Similarly to the repetitive jumps, you can configure minimum and maximum values for each track. A red bell will be shown on a bad execution, and a green bell on the opposite, also a distinctive sound will be played.

Configure this actions clicking on "Bells".

5.2.5 Runs view

Simple runs are shown on the *Run* tab and the intervallic runs on the *Run intervallic* tab. In both cases, it's included a filter for all the possible runs or only a particular type.

Tests are associated with the runners. The shown order of the tests of each jumper is chronological so, the last test appears at the end of the list. It's included a button that allows sorting the tests by the type of run and not in chronological order.

It's possible to change tests view by accessing at the Preferences (more information in section 8.1 en la página 68).

You can use the *magnifying glass* button (or press z) to facilitate the view of the tests.

5.2.6 Runs edition

You can add comments to a run or change the person (if you forgot to change the current person previously) If you select the desired run and click on the *Edit* button on the selected run, you can also find it on the menu, or by pressing the button e.

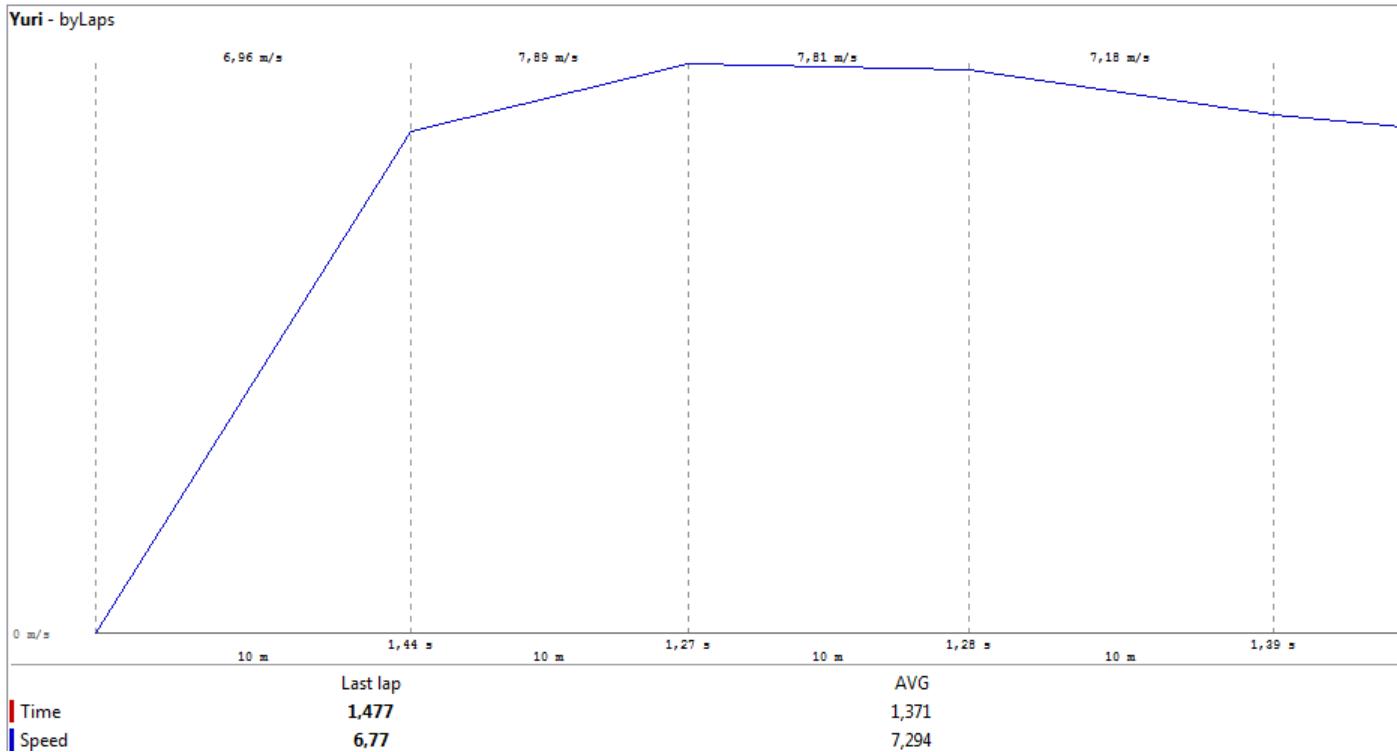


Figura 5.6: Lap race display

In the intervallic runs, since they are composed of a set of runs, this change will affect all the runs even if only one is selected.

5.2.7 Repair intervallic runs

Using *Repair selected* button or pressing *r*, you can add a track, modify a time or delete a track. If an intervallic run type has been defined to be limited to max *n* tracks, or max *n* seconds, this conditions will limit the repair functionality. When this happens, you will find an information text on the bottom of the window.

5.2.8 Runs delete

To delete a run, select it and click the *Delete selected run* button. Its equivalent in the menu or press *d* (delete). By deleting the test you will be asked to confirm it if the delete confirmation option is activated in the *Preferences* menu (more information in section 8.1 en la página 68).

Deleting an intervallic run will delete all its tracks.

5.2.9 Creation of new run types

In order to adapt the software to the needs of each user, it has been included the function: *Add run type* (on *Runs* menu). This allows trainer to define easily and powerfully the desired run types.

Created run type will be available on database to be used at any session, and it will be listed clicking on the *More* button at the *Run* or *Run intervallic* tabs (depending on which kind of run it's created). This new run type will be also differentiated on statistics, graphs and reports.

On creation, you should give it a distinctive name and classify between simple or intervallic. If run type is intervallic, then you can limit it by tracks, time, or leave it unlimited.

The limit by tracks or time options can be defined as a fixed value or left as undefined. If it's defined fixed, all new runs of this type will be limited to that value; in the other hand, if the type is not fixed, user will be asked by limit value everytime a new run is done.

User can also fix the distances of the tracks. La ventana de creación de nuevo tipo de carrera concluye con la posibilidad de añadir una descripción textual. En las figuras 5.7 y 5.8 puede observar la ventana de creación de nuevos tipos de carreras.

Last settings include: fix the distance of the tracks, and add a description to the run type. In the figure 5.7 you can see the creation of new run type.

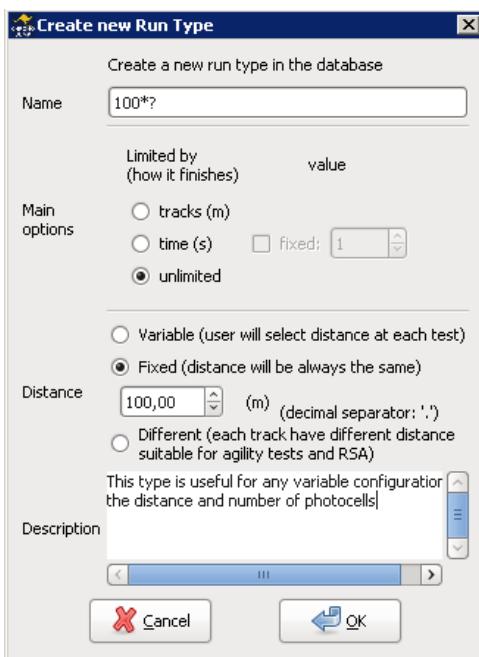


Figure 5.7: Creation of a new run type.

From Chronojump version 0.9, you can create intervallic runs with variable track distance. This is suitable to calculate speed in the different tracks of agility tests.

5.2.9.1 Examples on creation of new run types

Here you can find some examples on creating new run types. The names of the types have been invented in this manual. The table 5.2 is also useful to understand the different variables.

- “*Sprint10*” 10 meters of sprint run.
- “*SprintShortVariable*” Run below 20 meters, each runner will have run at a different distance defined by the trainer.
- “*20*5*” 100 meters run in 5 tracks of 20 meters.
- “*20*n*” 100 .Run 20*n meters (n tracks de 20 meters).
- “*40*50%fatigue*” Intervallic run where each person runs until 50%fatigue is reached. Time needed to fatigue is individual and known by trainer. Each track has 40m.

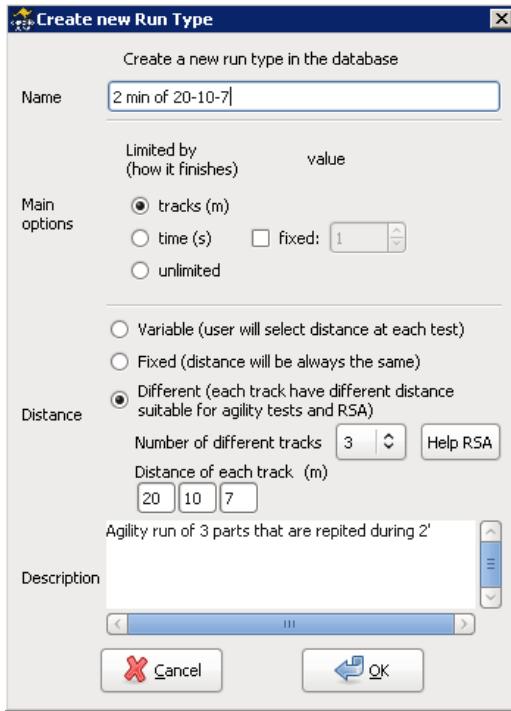


Figure 5.8: Creation of a new run type with variable tracks.

- “*100*?*” Person has to run tracks of 100m until trainer (or runner) decides to finish.
- “*2 min of 20-10-7*” Agility run on 3 tracks that have to be repeated during 2 minutes. First track has 20m, second 10m and third 7m.

Name	Type	Limited by	Fixed	Track length
Sprint10	Simple	-	-	Fixed(10)
SprintShortVariable	Simple	-	-	Variable
20*5	Intervallic	Tracks	Yes (5)	Fixed(20)
20*n	Intervallic	Tracks	No	Fixed(20)
40*50%fatigue	Intervallic	Time	No	Fixed(40)
100*?	Intervallic	Unlimited	-	Fixed(100)
2 min 20-10-7	Intervallic	Time	Yes(120")	Variable(20,10,7)

Table 5.2: Examples on run types created by user.

5.3 Encoder tests

5.3.1 Safety instruccions for linear encoders

An encoder is a precise instrument that has to be managed ALWAYS with care. Please follow this safety instructions.

If you broke your encoder contact us at hardware@chronojump.org

5.3.1.1 Safety magnets

Fix the encoder on iron or metal surface like the weights on a gym. Note some gym weights are covered with rubber and have not magnet power.



Figure 5.9: Magnets on a metal surface

5.3.1.2 Do not release

Do not release the wire when it is extended because it will return at high speed and will break.

5.3.1.3 Handle the carabiner with care

Allways be careful when manipulating the carabiner. Ensure that it is well secured in your fingers. A wrong grab could end up with a broken encoder. When possible, try to put a finger inside the carabiner to avoid it slipping from your fingers.

5.3.1.4 Measure wire length

Measure with care (not pulling with the fingers) the length of the wire and the maximum range of the analysed movement. Do not do tests that can exceed the wire length. Note you can fix encoder to a table or other place if needed.

5.3.1.5 Perpendicular use

Perpendicular use: Encoder measures distance, speed and power of the wire assuming it's perpendicular to the surface. If you pull/push the wire with an inclination, data will not be accurate and the wire can be damaged.



Figure 5.10: Wire handle

5.3.2 Concepts

This manual briefly describes some concepts. Understanding them is important to use the software appropriately.

5.3.2.1 Database

Chronojump stores data in one database file. Thus, instead of collecting the information in individual files for each session, most of the information is organized in a single file to facilitate the study of relationships between:

- sessions
- subjects
- exercises
- repetitions

All modifications in session, subjects and exercises, will be updated at any time in the database. So there isn't need to save the information periodically. If rare case, the program crash, you wouldn't lose any data except sometimes the exercise that is being performed at the time.

5.3.2.2 Sessions

The sessions represent situations where the coach or evaluator gathers subjects for a series of tests. Every time you gather a group of athletes to be tested in a short space of time (usually one day), you should create a new session. Although the subjects to assess can be the same as in other session, you should create a new one and load them from the other session. In this way, you can make comparisons between data over time.



Figure 5.11: Wrong use

5.3.2.3 subjects

All individuals able to perform the tests are known as subjects. It's strongly recommended to create one person only once in order to study the evolution over time. In following sessions the person can be loaded.

5.3.2.4 Exercises

Every time you want to measure, you perform an exercise. Exercise has a name (e.g. Bench press), an extra weight (e.g. 40Kg), type of contraction (e.g. concentric), laterality (e.g. both limbs), recording time (e.g. 45s) and others.

5.3.2.5 Sets (formerly signals)

When the person does the exercise, encoder generates a lot of data and sends it to the computer. Exercise duration is defined by the user who manages the software, but can be shortened if wanted. All the data received is called a "set". This set is saved automatically when capture ends. The set is meaningless, it doesn't have any information on how many repetitions of the movement has been done by the person who executed the exercise.

5.3.2.6 Repetitions (formerly curves)

When set is analysed, a number of repetitions are found. These repetitions have the mechanical data wanted by the evaluator: start, duration, speed, force, power. The repetitions are detected by the software automatically following user criteria. Videotutorial: Saving Repetitions <https://youtu.be/MoFKMGGLbdw>



Figure 5.12: Measure

5.3.3 Using the encoder

5.3.3.1 Chronojump main windows

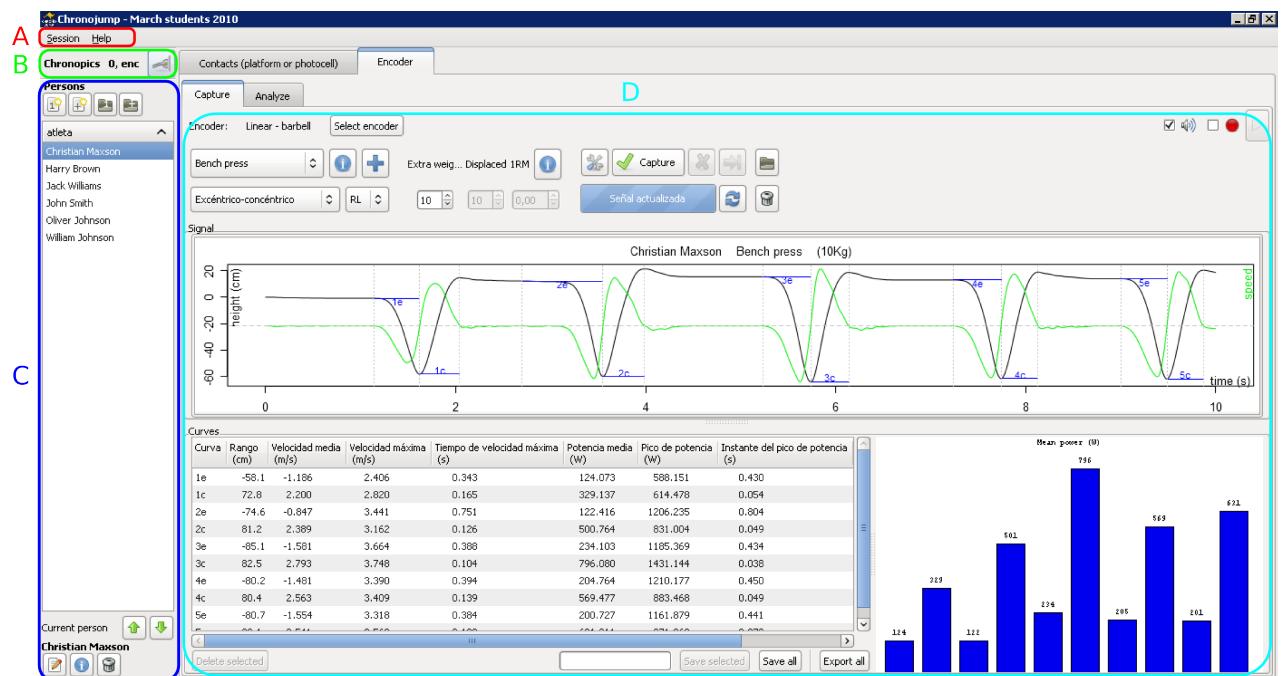


Figure 5.13: Main window

A) Starting on the top left of main window, there's a menu bar with session options and help. You should start your work creating a new session or loading an existing one.

B) Under the menu bar there's Chronopic information: number of Chronopics connected and the button to manage them. Chronopic is the microcontroller used on ChronoJump project to measure from external devices like a contact platform, photocells or the encoder. Use the Chronopic button to tell the software how Chronopic is connected.

C) The rest of the left part of the screen is related to subjects. On the top you can create new subjects or load from another session. Below you can select the current person and finally, at the bottom you can edit the person, see all its tests and delete it.

D) The centre-right part of the screen is for managing the tests (or exercises). At the top there are two tabs: contacts and encoder. Select the encoder tab.

5.3.3.2 Connecting encoder

5.3.3.2.1 Chronopic windows In order to connect the encoder, click on the Chronopic button ("B", in the above image) and Chronopic window will be opened. On this new window select "Encoder" and the port where Chronopic is connected. If you have any problem press the help button in that window, it has little and useful information. After Chronopic port has been selected, just close the window.

5.3.3.2.2 Encoder configuration The next step is the selection of the type of encoder, how it is attached to the machine and the type of machine used in the exercise.

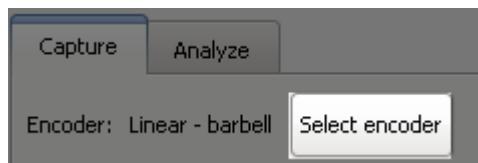


Figura 5.14: Encoder selection

Clicking on the "Select encoder" button a new window with selfexplanatory images will open.

In 1.7.0 and newer versiona ChronoJump can manage multiple encoder config. This way you can Create, delete, import and export different encoder configuration.

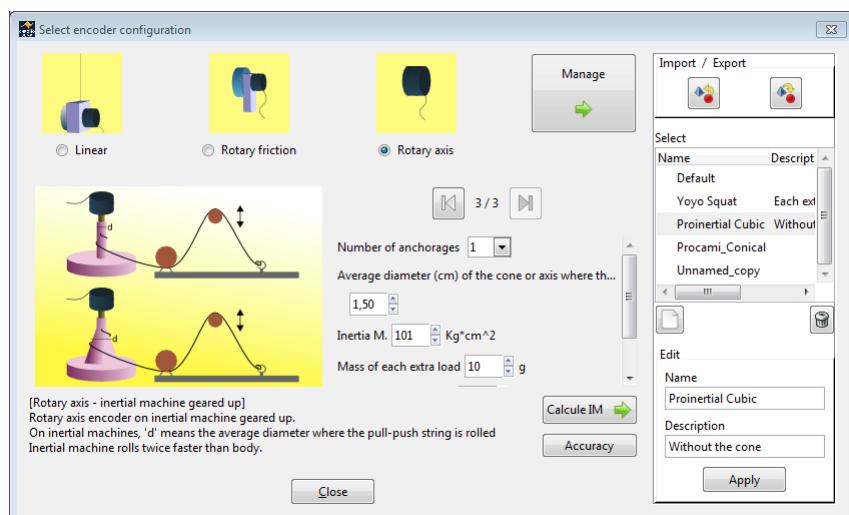


Figura 5.15: Encoder configuration admin

Each type of encoder has a different set of configurations. Clicking on the arrow buttons will change the configuration for this type of encoder.

There are three types of encoder:

- Linear.
- Rotary friction.
- Rotary axis.

Some configurations need additional parameters as angle, diameter or inertia momentum. Videotutorial: Capturing on an inclined plane machine <https://youtu.be/s-8Zel1RtGs>

5.3.3.2.3 Inertial machines configuration The characteristics of the inertial machines make necessary to enter a set of extra parameters that are being described below:

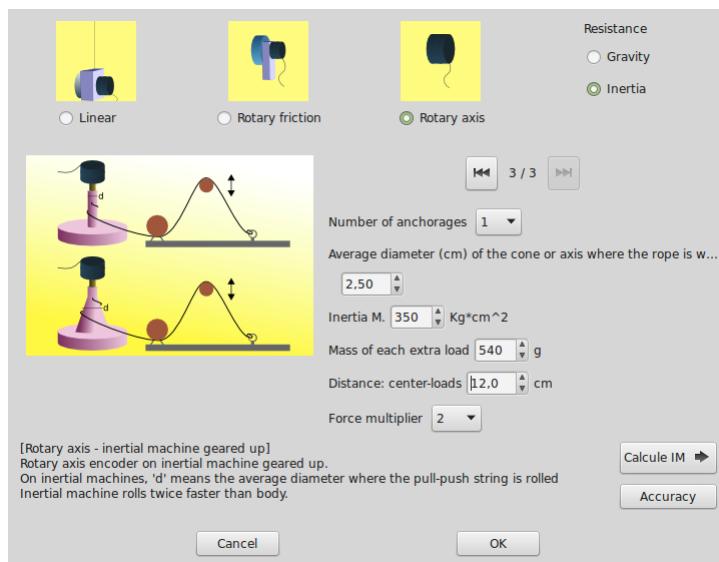


Figura 5.16: Inertial machines parameters

There's three types of inertial configuration

1. Machines where the subject works against gravity, or in a vertical movement. Example: squat.
2. Machines where the subject works in a horizontal movement. Example: lateral displacement.
3. Machines that have a set of pulleys that makes the movement of the machine to be a multiple or a fraction of the movement of the subject with the objective of doubling the resistance offered by the machine.

Below are described the needed parameters:

- Number of anchorages: Some models of inertial machines have more than one anchorage allowing to change the mean diameter where the rope is wrapped. Selecting the number of anchorages will add or suppress the options to enter the diameter of each one.

- Inertia momentum: This is a parameter that depends on each machine and is referred to the machine without any extra load. ChronoJump implements a system to calculate the inertia momentum that allows to config an encoder in almost all type of inertial machines. Follow the instructions in section to calcuate the inertia momentum of your machine configuration.
- Mass of each extra load: If the inertial machine allows to add extra loads to augment the inertia momentum, ChronoJump will calcule it from the mass of eache one of this loads. This way, you have to enter the mass o only one load.
- Distance center-load: It is the distance between the center of the extra load and the axis of the inertial machine.
- Force multiplier factor: This parameter especifies the configuration of the pulleys set that allows the resistance of the machine to be a multiple or a fraction of the force that the machine would offer without the pulleys set.

5.3.3.2.4 Calculation of the inertia momentum The firs part of this section will explain how to calculate the inertia momentum (IM) of the disk in an inertial machine. The calculus of the IM of a disk with attached weights will be discussed in the second part. In the following link you can see a video of the process.

Calculing inertia momentum video

Inertia momentum of the disk To calculate the IM of the bare disk without weights we will use a reference weight. Remember, although we will use an attached to the disk weight, the results given by ChronoJump in this part of the process refers only to the disk without any weight.

1. Put the machine in a any position that makes the disk rests in a vertical plane.
2. Attach a known weight to known distance from the center of the disk. This way the disk will be unbalanced and after lifting and living the weight it will start to oscilate like a pendulus.
3. In chrono jump software, with the encoder connected go to Select encoder.

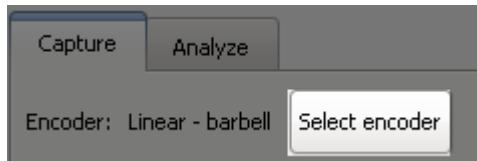


Figure 5.18: Select encoder button

4. Choose type of encoder you will use, and select the Inertial machine option.
5. In this windows you will be asked for the diameter where the rope is wrapped and the IM of the machine. Note that in conical machines this diameter changes continuously as the disk is spinning. We recommend you to use the mean diameter of the part of the cone where the rope is wrapping at.

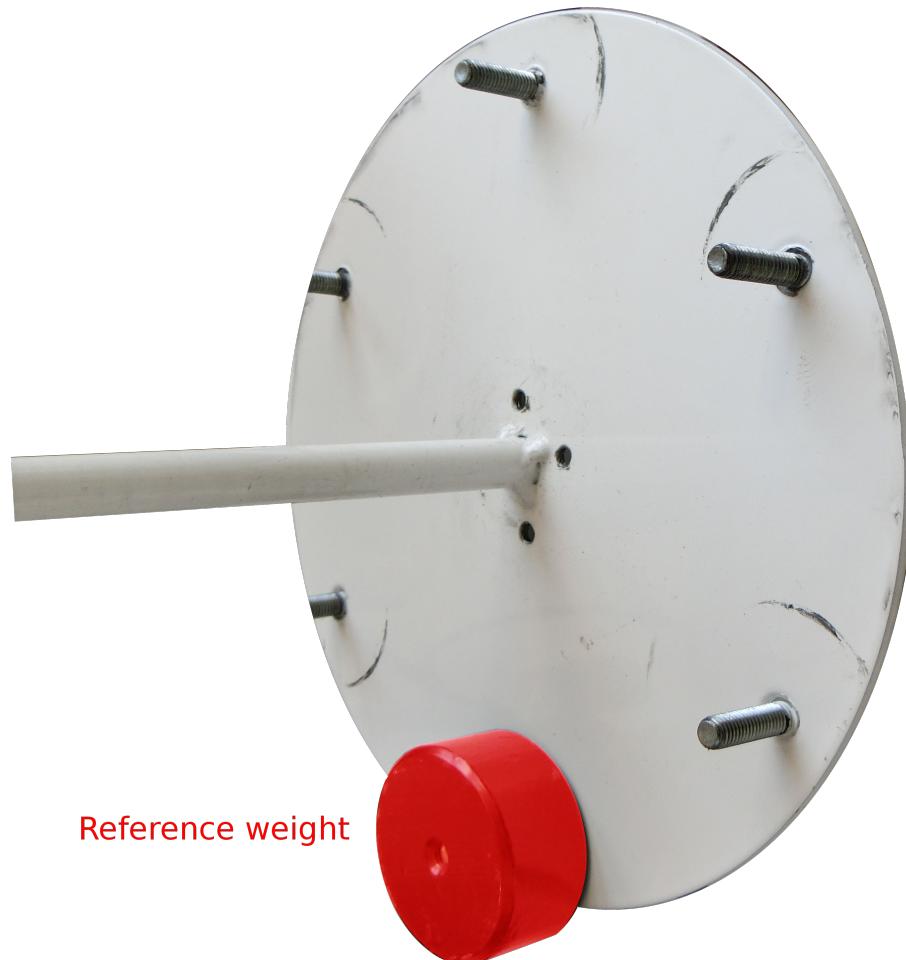


Figure 5.17: Reference weight

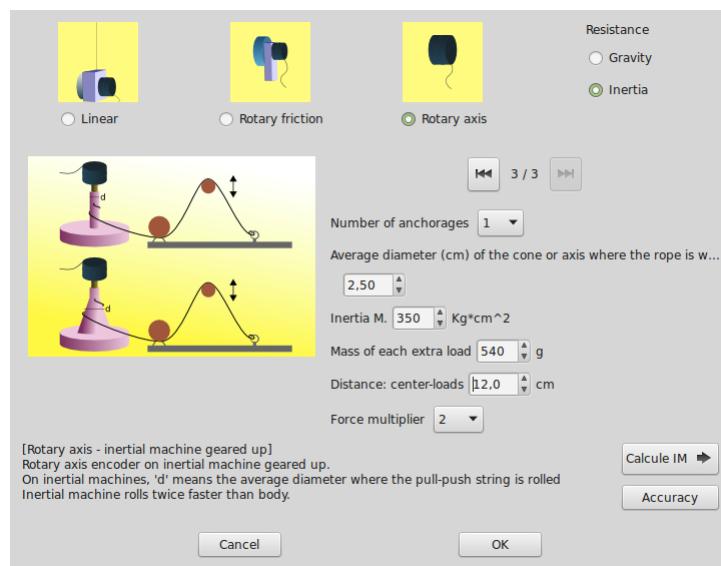


Figure 5.19: Parameters of the inertial machine

6. As you want to know the IM, click on “Calculate IM”
7. Enter the weight (in grams) of the reference load and the distance (in centimeters) to the center of the disk.

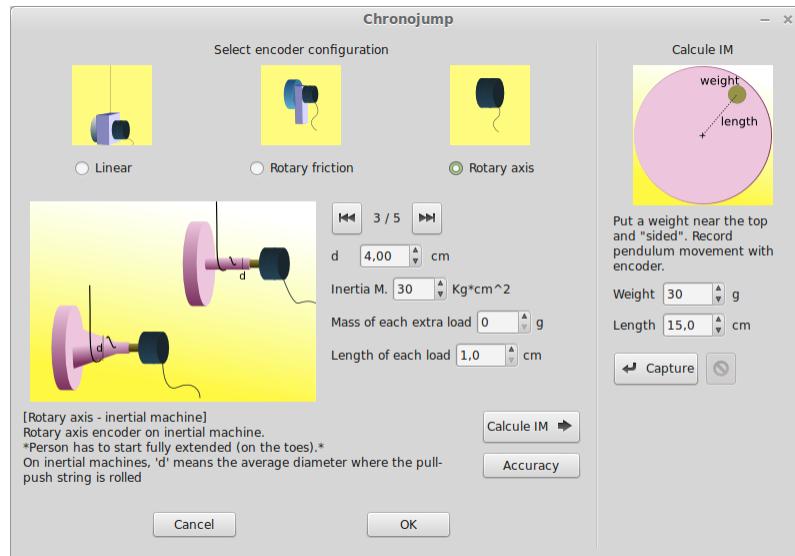


Figure 5.20: Parameters for calculating the IM

8. Pull the weight to approximately 90 degrees position and leave it. The disk should start oscillating.
9. Quickly, click on the capture button. You will see the signal sent by the encoder. Chronojump will detect when the machine stops moving and will return the calculated IM.

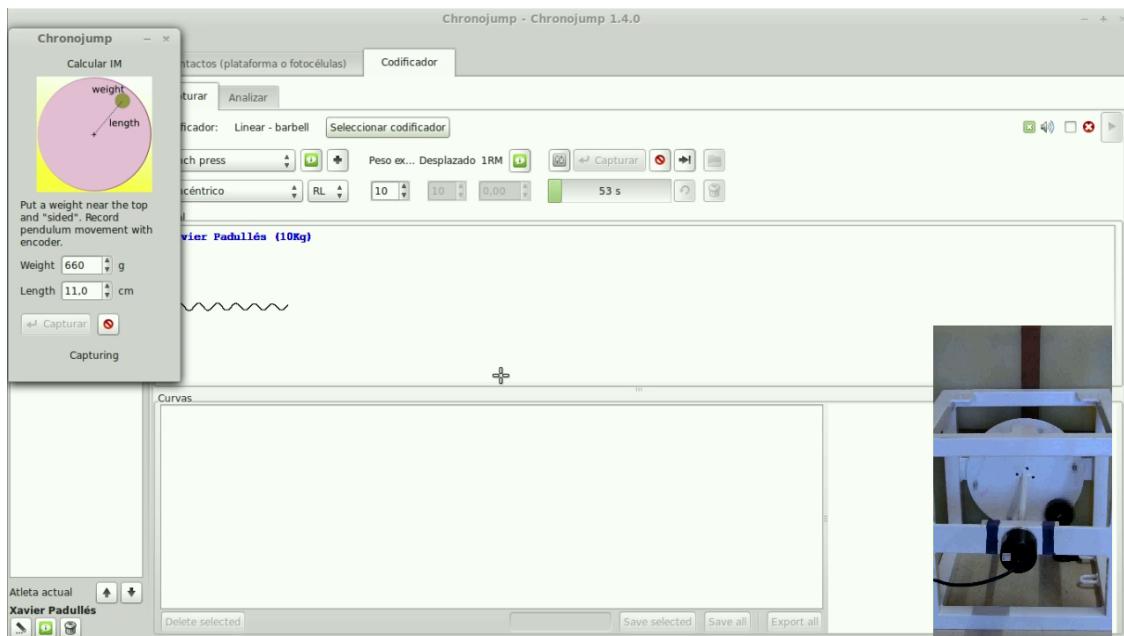


Figure 5.21: Capturing the oscillation

Inertia momentum of the disk with attached weights. In the encoder configuration you should enter the distance from the center of the extra loads to the axis of the disk as well as the weight of the extra weights. This way in the exercise capture windows you will be asked for the extra weights that are attached to the disk as shown in the figure below.

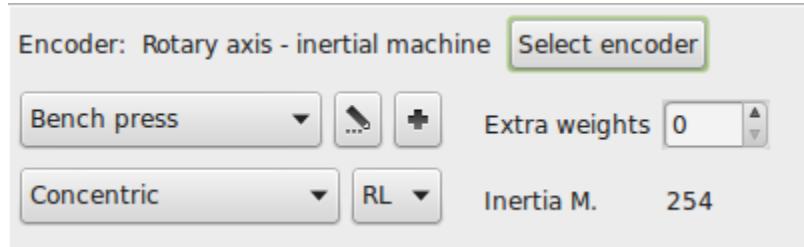


Figure 5.22: Exercise capturing with inertial configuration

Below the extra loads selection box the total inertial momentum is shown in $\text{Kg} \cdot \text{cm}^2$

ChronoJump uses the next formulae:

$$I_w = M * d^2$$

Where:

- I_w is the inertia momentum that each weight will add to the system.
- M is the mass of the weight.
- d^2 is the square of the distance from the center of the disk to the center of the weight.

And the inertia momentum of the disk with the attached weights

$$I = I_d + n * I_w$$

Where:

I is the total inertia momentum. This is the value you must enter in the ChronoJump software.

I_d is the inertia momentum of the disk calculated in the first part of this section.

n is the number of weights added to the disk. $-$ is the inertia momentum of each weight calculated above

5.3.3.3 Encoder capture tab

At this tab you can see six areas:

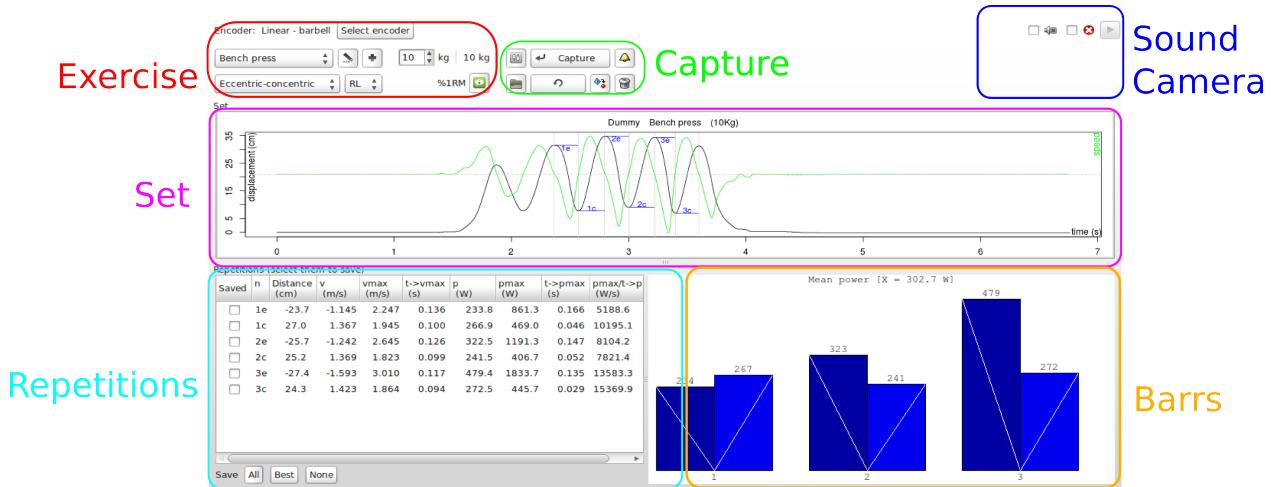


Figure 5.23: Capture tab

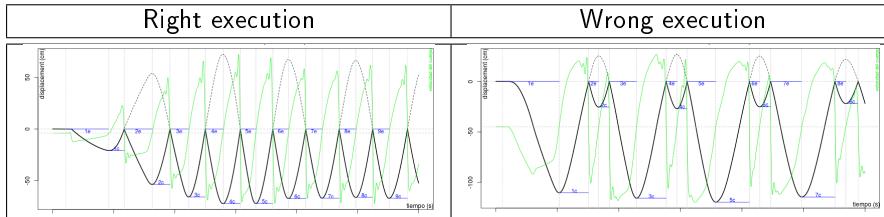
5.3.3.3.1 Exercise At exercise area there's the exercise name, information of that exercise and a button to create a new exercise. Clicking at the information or at the new exercise creation you will notice there's a selector called "Displaced body weight (%)" . This selector is important to measure the force and power, because 100% of body weight is displaced during a jump, but 0% of body weight is displaced in a bench press. "Extra weight" selector is used to input how many Kg are moved (weight bearing is not considered). Summarizing, weight displacement is calculated like this:

$$\text{Weight Displacement} = \frac{\text{PersonWeight} * \text{DisplacedBodyWeight}}{100} + \text{ExtraWeight}$$

The exercise area includes also the contraction type (eccentric-concentric or concentric), the laterality, the recording time selected, the minimal height, the feedback bell and the recalculate button.

5.3.3.3.2 Acquire In the acquire area a new set can be captured or a previously captured one can be loaded .

Important!: When using inertial machines, remember always start with the rope fully unwrapped when you press the capture button. If you don't do that, you will see that half of the repetitions have a much smaller range of movement than the other half.



With the Options button the following parameters of the capture or loaded set can be adjusted:

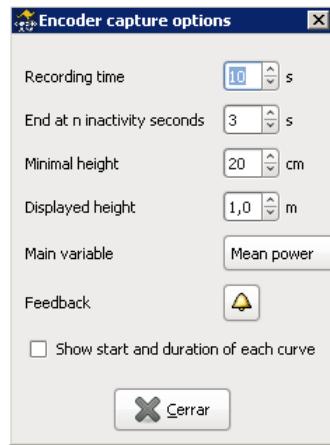


Figure 5.24: Capture options

- Recording time.* How long Chronojump will be capturing the set resulting of the exercise
- End at n inactivity seconds.* If the encoder don't receive any movement in the specified time Chronojump will end the capuring process.
- Minimal height* is the minimum range of centimetres that a repetition has. E.g. In a bench press, when person lifts the bar fom r the first time before starting exercise (weight was in the support), this is not considered a repetition because it's range of movement is lower than "Minimal height" defined.
- Displayed height.* The scale of the set frame. The optimal value is the range of the movement in each exercise.
- Main variable.* The data displayed in the bars frame. This is the variable that will be showed during the exercise capturing process as an instant visual feedback.
- Show star and duration of each repetition.* If checked will show in the repetitions table the instant every repetition starts and de duration of it.

Feedback. This button opens the sound and colour feedback options.

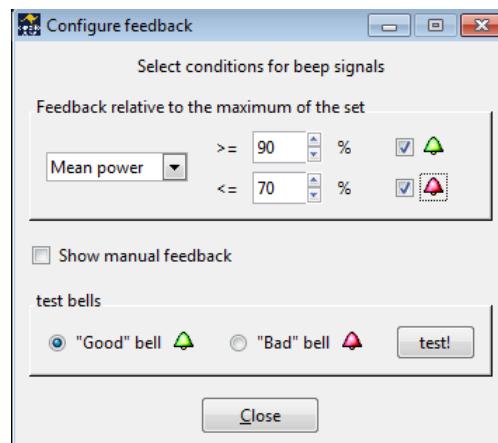
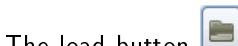


Figure 5.25: Sound feedback options



The load button of this frame allows to load a set, save set again with a comment (just write comment in the area and press update), or delete the set. The load set window is used also to manage all the sets of current person. Right click on it to change the person who performed the exercise, add a comment or delete any set of a given person. Videotutorial: Edit set <https://youtu.be/UizJKbU40Sg>

Recalculate can be used after capturing or loading. When user detects that some parameter has not been set correctly and wants to perform calculations of the set again, user can change the selector and



press "recalculate". E.g. 40 seconds squat has been done and the extra weight introduced was 40Kg but user forgot to add the weight of the lift bar. After capture, user can change 40Kg to 55Kg and then press "recalculate" in order to have the force and power calculated correctly.

5.3.3.3.3 Camera record At the right of the exercise frame there is a check box where a web cam can be activated. If it's active it will be used on encoder capturing. The resulting video will be attached to the encoder set and can be watched using a button on set frame.

5.3.3.3.4 set frame During the capture this frame will show the set sent by the encoder. Once finished Chronojump will calculate all the repetitions and show them in the same frame with some basic graphic information.

5.3.3.3.5 repetitions frame Once set is loaded, captured or recalculated, Chronojump will find repetitions and write their data on a table. Here you can delete a repetition, save the selected repetition, save all or export them to an spreadsheet software. Most users will save only a repetition, or delete a repetition and then press "save all". This repetitions can be analysed at the Encoder analyse tab.

Curves (select them to save)										
Saved	n	Distance (cm)	v (m/s)	vmax (m/s)	t->vmax (s)	p (W)	pmax (W)	t->pmax (s)	pmax/t->pmax (W/s)	
<input type="checkbox"/>	1e	-70.1	-1.204	2.360	0.422	118.2	522.2	0.475	1099.3	
<input type="checkbox"/>	1c	67.3	1.418	1.830	0.189	156.8	286.7	0.087	3295.4	
<input checked="" type="checkbox"/>	2e	-70.3	-1.292	2.772	0.372	133.1	656.2	0.428	1533.3	
<input checked="" type="checkbox"/>	2c	72.5	1.468	2.141	0.288	190.2	297.7	0.246	1210.0	
<input type="checkbox"/>	3e	-72.8	-1.168	3.058	0.463	143.3	729.2	0.517	1410.5	
<input type="checkbox"/>	3c	72.3	1.492	1.962	0.191	163.6	314.9	0.133	2367.7	

Selected | |

Figure 5.26: Saving and deleting repetitions

To save or delete a repetition just click on the checkbox "Saved" of the repetition you want to save or delete.

In excentric-concentric mode, saving a excentric (concentric) repetition will also save the corresponding concentric (excentric) repetition of the exercise.

5.3.3.3.6 Bars frame The bars frame shows, during the exercise, the main variable in real time. This way the athlete can have an instant feedback of every execution of the exercise.

The descending white line in the bar indicates an excentric repetition. An ascending line, a concentric. The saved repetitions appears with a framed number below.

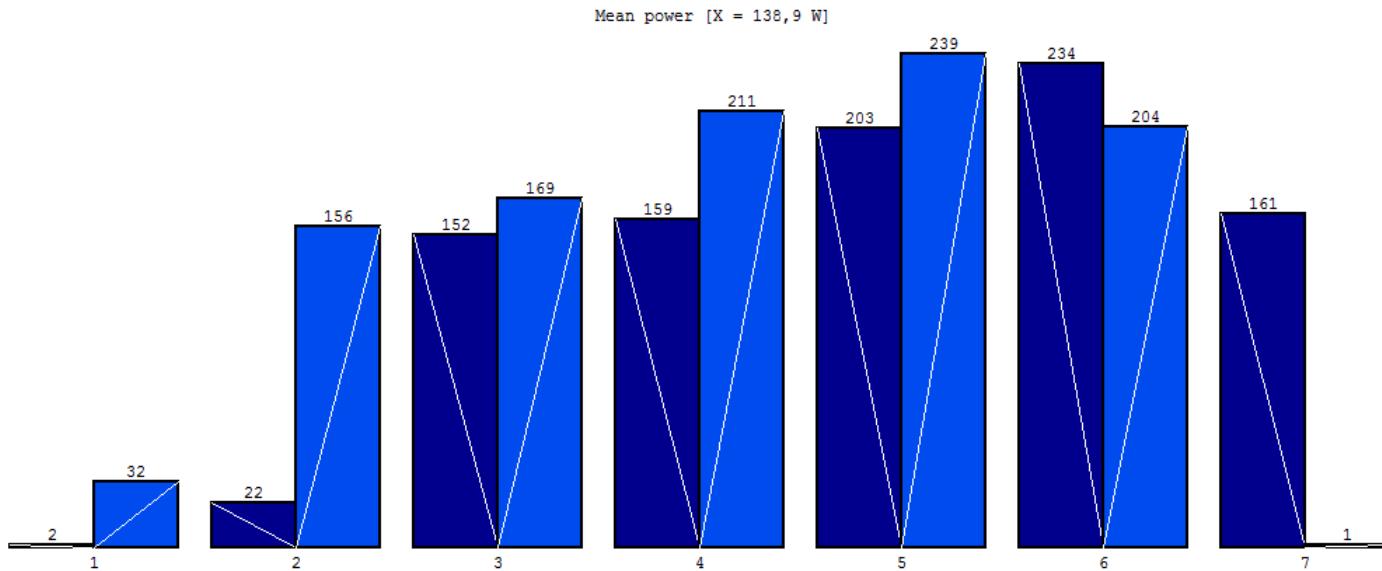


Figure 5.27: Power bars

5.3.3.4 Encoder analyze tab

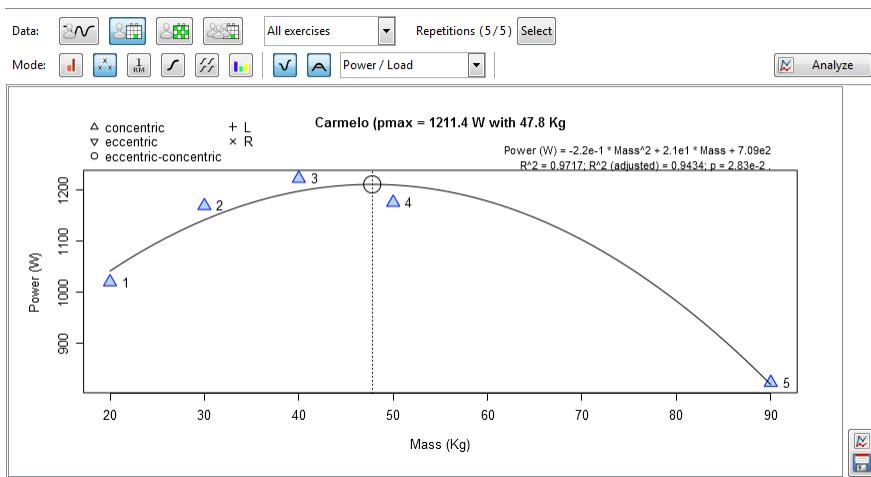


Figure 5.28: Analyze tab



Regarding the data, two things can be analysed: current set (the set in the capture tab) or user repetitions.

When "User repetitions" is marked, then using the "Select" button, it can be discriminated the active repetitions and the not-active. The analysis will cover only the active repetitions. Also the "User repetitions" allow to make comparisons between subjects (to compare the different subjects in this session), or between sessions (to compare the evolution of a person during different sessions).

There are five modes of analysis:

- Individual / Current Set  Analysis of all repetitions of the current set.
- Individual / Current session  Analysis of the saved and selected repetitions.
- Individual / All sessions  Analysis of all repetitions saved in the selected sessions.
- Groupal / Current session  Analysis of current session and selected subjects.

Within each mode there's various types of analysis:

- Power bars  Shows power, peak power, time needed to arrive to peak power and range of movement.
- Cross variables  to show relationships between variables like "Power / Load". Includes the 1RM calculation. Cross variables is the only analysis that can be done on "compare" mode. Videotutorial: Power vs Load curve <https://youtu.be/mynNxYELja4>
- 1RM  It allows to make different calculations of the maximum repetitions that can be performed with different loads. Videotutorial: Chronojump tutorials: Estimate nRM indirectly <https://youtu.be/sd40bI2UQ9c>
- Side compare  to see a graph of the mechanical variables of different repetitions all with the same axis.
- Single repetition  to see a graph of the mechanical variables of a repetition.
- Neuromuscular profile  to see the neuromuscular profile of the three best jumps of a set of six. At least six jumping repetitions are needed to performe that kind of analysis.

The analysis starts when user click in "Analyse". After a while, a graph and a table will appear, both can be saved using each save button in the lower right.

5.3.4 Encoder settings and preferences

At preferences there are some options that are more advanced and are not changed frequently. Clicking at "Session / Preferences" you will see five tabs, third one is related to encoder.

If you want to do calculations of mechanical parameters only in the propulsive phase just ensure the parameter "propulsive" is active. The meaning is the following: In a fast concentric movement where there's little weight displaced, the brake action of the person in the final phase of the movement will not be used in the calculations. Nowadays most coaches prefer this option active because they noticed that the comparison of mean power between a light weight and a heavy weight exercise is not fair because the brake phase in the light weight exercise is related to negative force and the power values get very low. Then, if "propulsive" phase is active, only this is used, and not the "brake" phase.

On *Save repetitions automatically on capture* can be selected what repetition must be saved when performing a new exercise. By default the repetitions with the best mean power will be saved, but it can be changed to *Save all* the repetitions or *Do not save* any repetition of the exercise.

The next options are related to smoothing of the capture and we recommend to leave them untouched.

In the *1RM prediction*, the method to get the linear regression can be selected. The exponent in the weight means that the larger is the mass of the point used the larger is the weight used for the regression. The function of the weight can be zero (non weighted), one (linear), two (quadratic) or three (cubic).

5.3.5 Examples of encoder use

At the Gym:

1. On the floor, at the side of the weight bar, put a gym weight (not made by rubber) and encoder on the top of it (attached with the magnets).
2. The plastic hook is attached to weight bar securely, and to encoder.
3. Athlete1 and athlete2 start the warming up slowly and full range of movement (in a different place) while evaluator prepare the software.
4. Evaluator starts Chronojump software, loads a session prepared the day before (session parameters and subjects were already introduced).
5. Evaluator connects Encoder-Chronopic to the computer using USB cable.
6. Evaluator selects the port at Chronopic window, at the encoder tab.
7. On main window, go to encoder, capture tab.
8. Select exercise options: bench press, extra weight: 20Kg (10 bar + 10 gym weights).
9. Select athlete1. Click on capture ("Safe" or "External"). See the results but have no time to analyse them now. set is automatically saved.
10. Select athlete2. Click on capture ("Safe" or "External"). See the results but have no time to analyse them now. set is automatically saved.
11. Select exercise options (extra weight: 30Kg). Change weight of bar + gym weights to 30Kg. Then repeat [9] and [10].
12. Repeat the process every time with 10Kg more until one repetition cannot be done.
13. Close the software and carefully detach the encoder hook from the weight bar.

Later, at home:

Open software.

1. Load session, select athlete1, load first set, and "Save all" repetitions.
2. Repeat [2] for all the sets of Athlete1 and Athlete2.
3. Go to analyse tab. Select User repetitions, compare between subjects, "Power / Load".
4. Use the resulting values to prepare training related to power.

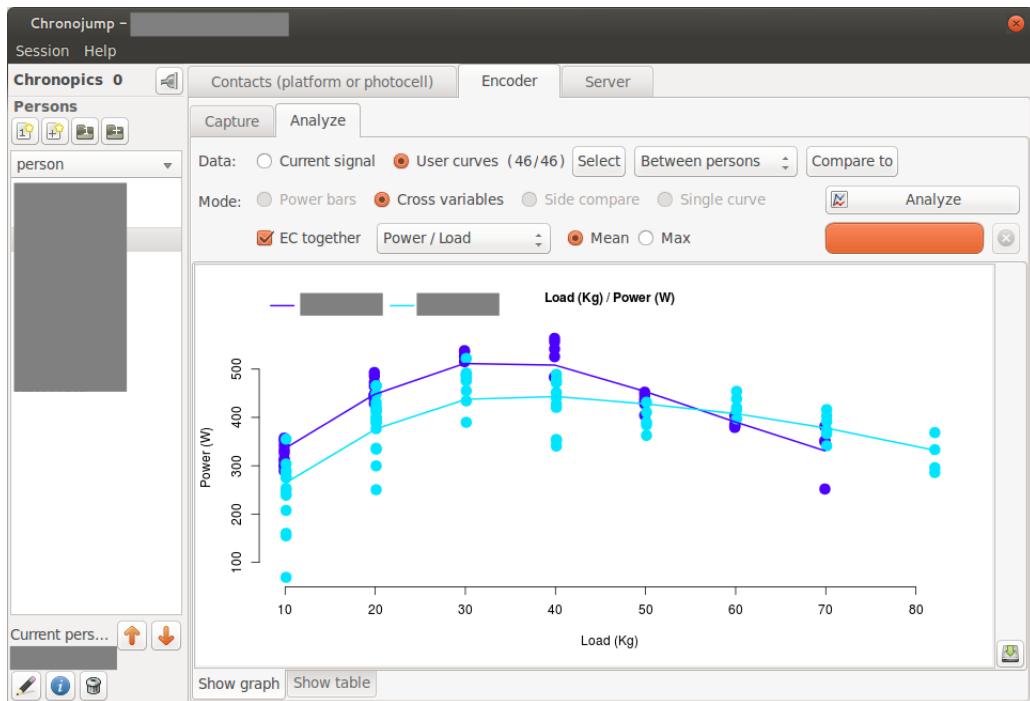


Figure 5.29: Example of encoder use

5.4 Other tests

5.4.1 Reaction time

In order to detect reaction time of the person, there's a need of an assistant, because Chronojump and Chronopic are still unable to produce random signals that can be measured accurately.

5.4.1.1 Protocol

Assistant will produce contact in a contact device: push-button, platform, photocell, ... and at any moment (when athlete is prepared), assistant will release the contact and instantly the Chronopic green led will light. At this moment, the athlete will produce contact in another contact device and green light will be off. The reaction time registered will be the time between light starts glowing and athlete produces contact. It's important that athlete doesn't see or hear the assistant.

5.4.1.2 Executing reaction time

To execute a reaction time, have the assistant producing contact in device, click on *Execute reaction time* and follow the protocol described above.

If Chronopic has not been connected and activated from Chronopic window, a reaction time will be simulated. In the other hand, if Chronopic is connected, real reaction time will be done.

5.4.1.3 Reaction times view

Reaction times are shown on the *reaction time* tab. Tests are associated with the athletes. The shown order of the tests of each jumper is chronological so, the last test appears at the end of the list

You can use the *magnifying glass* button (or press *z*) to facilitate the view of the tests.

5.4.1.4 Reaction times edition

You can add comments to a reaction time or change the person (if you forgot to change the current person previously) If you select the desired test and click on the *Edit* button on the selected test, you can also find it on the menu, or by pressing the button *e*.

5.4.1.5 Reaction times delete

To delete a reaction time, select it and click the *Delete selected reaction time* button. Its equivalent in the menu or press *d* (delete). By deleting the test you will be asked to confirm it if the delete confirmation option is activated in the *Preferences* menu (more information in section 8.1 en la página 68).

5.4.2 Pulses (Simple rhythms)

A simple rhythm or pulse can be measured on the *Pulse* tab. On the other hand, if a complex rhythm has to be measured, use a MultiChronopic as described at 5.4.3 en la página siguiente.

There are two kind of tests:

Free Person tries to be regular on the freely selected pulse. Evaluator will decide te moment where the test end.

Custom Person has to follow a predefined tempo. If desired, the total duration of the test can be defined.

Tempo can be defined in one of this ways:

seconds how many seconds pass between pulsations

ppm how many pulsations per minute

Both methods are interrelated, if eg. seconds value is changed, then ppm changes. As an example, 0.5 seconds are 120 ppm. Evaluator will decide what is more suitable.

5.4.2.1 Ejecución de pulsos

Desde la pestaña de *pulso* y con el ayudante sin tocar el pulsador o plataforma, haga clic en el botón: *Libre*, o en el botón *Personalizado*.

En caso que no este conectado el Chronopic, el programa simulará un pulso. En la ventana emergente se mostrará la progresión del test, que podrá ser detenido haciendo clic en el botón *Terminar* o cancelado con *Cancelar*.

5.4.2.2 Pulses view

Puede usar los botones de *lupa* (o la tecla z) para facilitar la visualización de los tests.

Pulses are shown on the *pulses* tab. Tests are associated with the athletes. The shown order of the tests of each jumper is chronological so, the last test appears at the end of the list

You can use the *magnifying glass* button (or press z) to facilitate the view of the tests.

5.4.2.3 Pulses edit

You can add comments to a pulse or change the person (if you forgot to change the current person previously) If you select the desired test and click on the *Edit* button on the selected test, you can also find it on the menu, or by pressing the button e.

5.4.2.4 Pulses delete

To delete a pulse, select it and click the *Delete selected pulse* button. Its equivalent in the menu or press d (delete). By deleting the test you will be asked to confirm it if the delete confirmation option is activated in the *Preferences* menu (more information in section 8.1 en la página 68).

5.4.3 Multi Chronopic

Multi Chronopic allows any type of test that uses two, three or four independent measurements Chronopics. Remember that for the other tests it's possible to connect multiple devices to a single Chronopic, but it's understood that that always have to be in touch in one or both of them.

Unlike previous tests, Multi Chronopic allows the use of several Chronopics, each connected to one or more detection devices, so that contact can be more than Chronopic at a time. Their operating depends on the program user, but here are some examples:

1. Static Test running on two platforms: the aim is to assess the tempo of tread of the left and right foot. It's required that each Chronopic is connected and independent since the sportsman is often stepping on both platforms
2. The study of the contact times in a volleyball jump: One foot in each platform, then both take off at the same time. To know various times is needed 2 Chronopics platforms and 2 independents ones.
3. Plate Tapping with extra coordinative action: Construction of a device type detection Plate Tapping, where the tester must touch either side as quickly as possible with a single hand. Connect a conductive part to any side and to one Chronopic to record the different times. Moreover, if the subject should do something with his foot every 3 contacts we can locate a contact platform on the floor and connect it to a second Chronopic.
4. Two, three or four athletes do a round trip timed race on a track: there is placed a platform at the beginning and final of each lane. A Chronopic will be connected to the beginning and end platform because a person can't be at both at once. Thus, if there are 4 subjects it will be 4 lanes, 4 Chronopic and 8 platforms. We will be able to measure the times and speeds of each 4 independently.

5.4.3.1 Synchronization

Some of these tests require a synchronization to intend that the various Chronopics start at the same time. However, in others the synchronization is not required. In the first three examples cited above, synchronization is required so there is no error in the comparison of time between a tread and the other (example 1 and 2) or from contact with the tapping and the tread on the ground (Example 3). This sync can be selected from a check box and carried out by making contact with several devices at once, or by



of Chronopics. In the ChronoJump Forum <http://forum.chronojump.org> is described a method for the construction of a professional sync device.

The sync in the fourth example requires discussion. If the subjects leave when they want and the aim is to record only the time between contact and the next synchronization is not required. On the other hand, sync is needed if we use the signal of an external evaluator, and when we expect to know the time between the signal (of any contact) and the first contact each athlete.

5.4.3.2 Erase first time

In some tests, the time of the first contact until the first change of state is not relevant.

Perhaps, the subject can begin whenever he wants. If you want to compare the subject's ability to follow an independent press with both hands (two Chronopics). The time registered since the start until the first contact is not relevant and should be removed to avoid contaminating averages.

5.4.3.3 Port configuration

Obviously, it's imperative to set up two Chronopic in the window Chronopic: *Tools / Chronopic*, to run the tests proposed.

5.4.3.4 Multi Chronopic results view

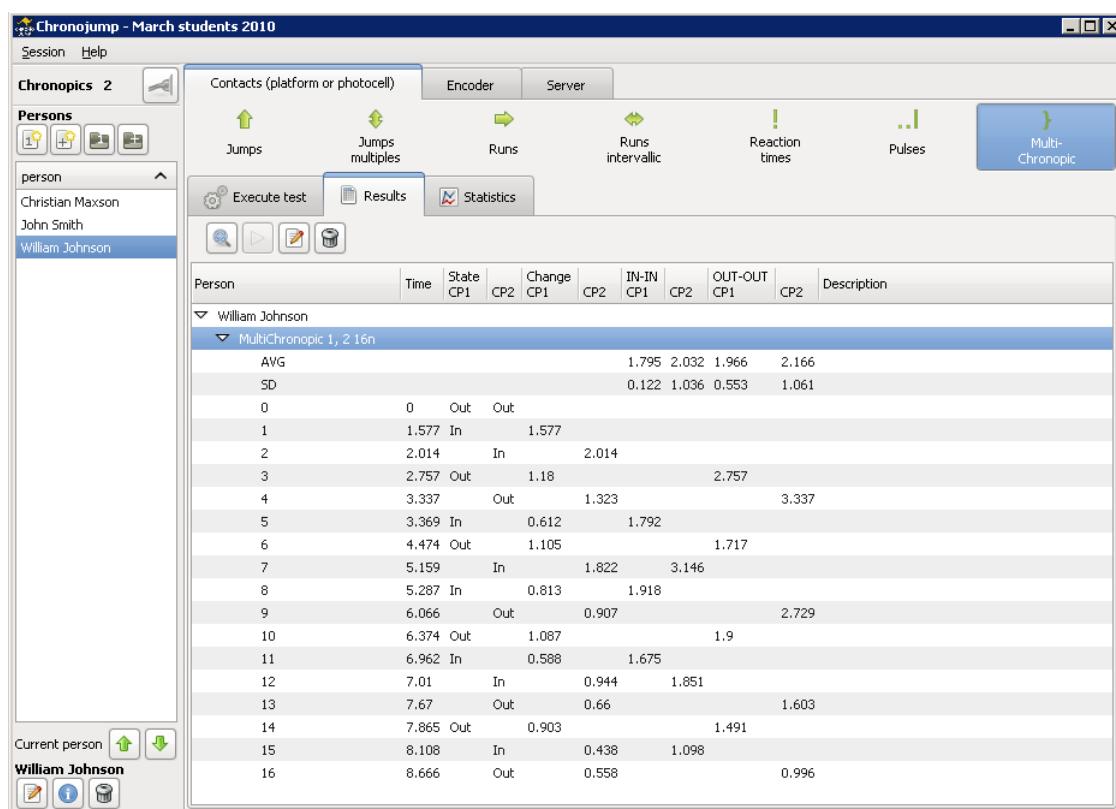


Figure 5.30: Multi Chronopic screenshot.

In the results window, we can observe different columns, if two Chronopic have been used:

- Time: The time from the beginning of the test CP1 and CP2
- State: Information on which change has occur in each Chronopic (if any) at the time point indicated in the previous column.
- CP1 and CP2 Change: Time elapsed since the last change of state in each Chronopic.
- IN-IN CP1 and CP2: Time elapsed since each Chronopic changed the state IN until he returned to the same state.
- OUT-OUT CP1 and CP2: Time elapsed since each Chronopic changed the state OUT until he returned to the same state.
- Description: Comments on the particular test run.

In the example in Figure 5.30 it shows a Multi Chronopic test duration: 0.928 seconds in which there are 10 state changes. Multi Chronopic 1, 2, 10n is called so because is used 2 Chronopics (Chronopics 1 and 2), and has 10 changes. If we observe the change number 5 it occurs at 0.539 seconds. This represents a change of status Out Chronopic 1 (no contact) within a (contact). As indicated in CP1 Change, 0.225 seconds have elapsed since the Chronopic was in its previous state (Outside) and 0.353 seconds since this was Chronopic (Inside) as reflected in IN-IN CP1.

Also note that the column IN-IN and OUT-OUT have average values and standard deviation (SD).

Just as the other tests, the tests are associated with the performers. The order of presentation of each test in each performer is chronological so the latter carried out by a subject appears at the bottom of the list of the tests. You can use the magnifying glass button (or press z) to facilitate the visualization of the tests.

5.4.3.5 Multi Chronopic test edition and erase

You can add comments to a test or change the performer (if you forgot to change the current subject previously) by selecting the desired test and click on the *Edit Multi Chronopic* button. It can also be done in the menu or press e.

To delete a Multi Chronopic test, select it and click the *Delete Multi Chronopic* button selected. Its equivalent in the menu or press d (delete). By deleting the test you will be asked to confirm it if the delete confirmation option is activated in the *Preferences* menu (more information in section 8.1 en la página 68).

5.4.3.6 Run analysis

In addition to the examples given we have to include a test to analyze the run produced by Josep Maria Padullés as part of his doctoral thesis. As sense devices it's used two photocells barriers and a track with contacts platforms.

The two photocells are connected to the **first** Chronopic to know the time between them. The program evaluator will indicate the distance between them and thus it can be known the average speed. The track of platforms will be connected to the **second** Chronopic, which will give us the contact time and flight time. In this case the synchronization between Chronopics or deleted the first time is not required.

From the data obtained by both Chronopics, you will get the average speed of the race, and the following data for each of the steps:

- Contact times

- Flight Times
- Total Time
- Frequency
- Amplitude
- Height
- Takeoff angle

You can see an example in Figure 5.31. Note that the execution button Running Analysis will be activated when the distance between the photocells and the two Chronopics are connected.

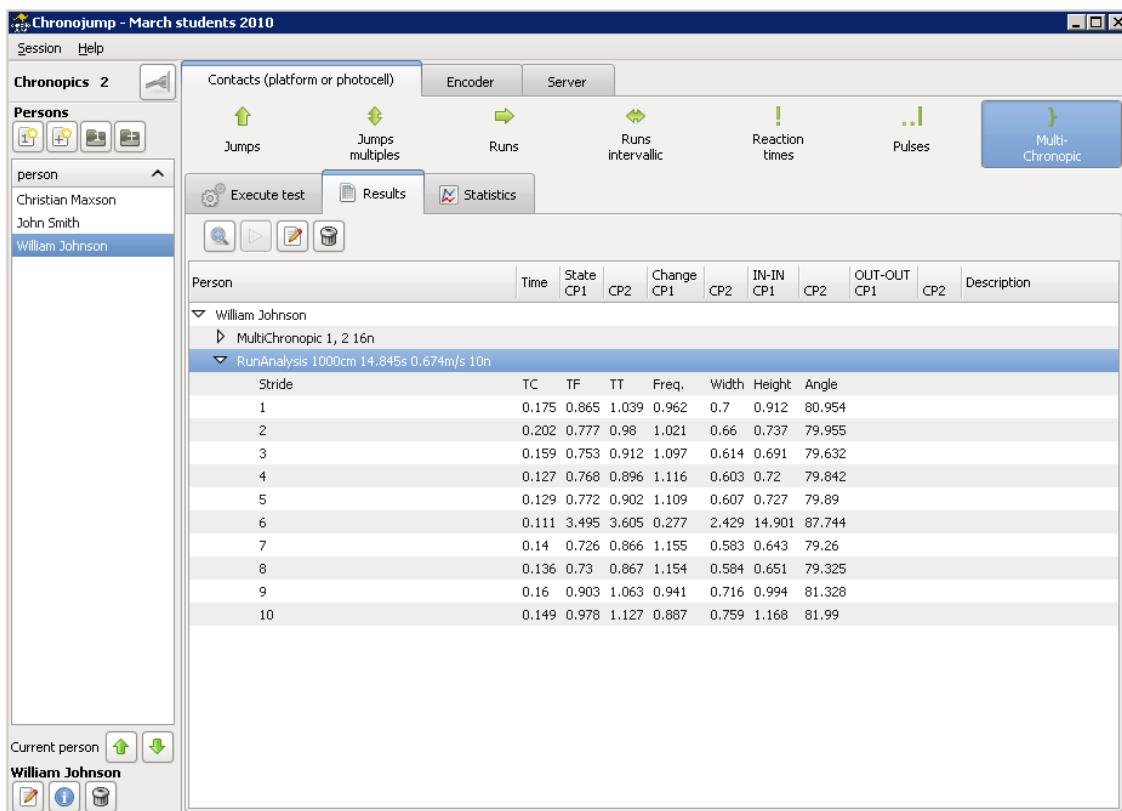


Figure 5.31: Multi Chronopic screenshot with Run Analysis results.

Chapter 6

Statistics and graphics of jumps and races

Chronojump has multiple indices to study the tests proposed. Unlike general spreadsheets purpose, the provision of statistical and graphics has been designed specifically to measure jumps and running. Figure 6.1 shows the statistics window that appears when you click on *Tools / Statistics*.

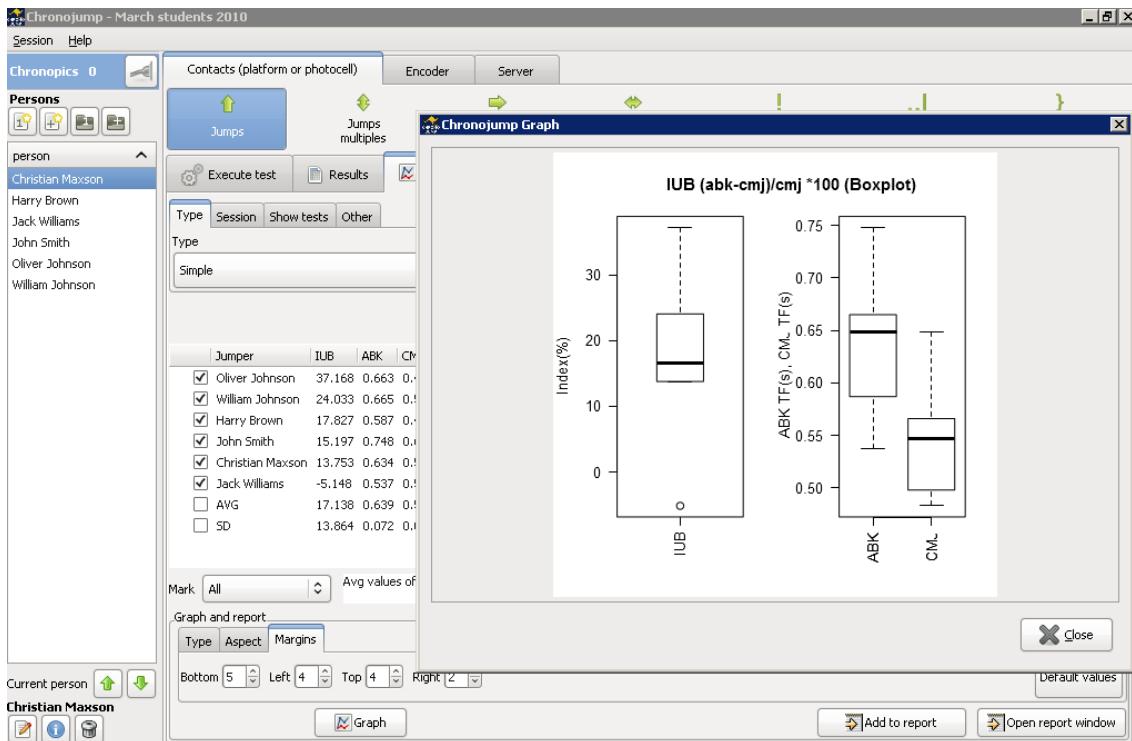


Figure 6.1: Chronojump statistics window.

The current version only provides statistical Chronojump concerning to jumps. Future versions will also include other statistical tests. If you have graphics and other statistical tests, we recommend that you export the worksheet data as described in Section 7.2.

6.1 Statistic type, subtype and applications

Each statistic can be classified by type, among which are:

Simple jumps which offers several ways to analyze simple jumps without contact time.

Simple jumps with contact time which offers various ways to analyze simple jumps with contact time.

Reactive jumps which presents several ways to analyze repetitive jumps.

6.1.1 Simple jumps

The simple hop statistical show various ways to analyze simple jumps without contact time, which can be classified into several subtypes:

- No index
- Force-velocity
- Elasticity rate (IE)
- Use of arms index (IUB)
- Power peak of Lewis, Harman, Sayers (2), Shetty, Canavan, Lara (5)

6.1.1.1 No index

Statistical simple jump that shows all the jumps or a particular type as selected on the *application* field.

6.1.1.2 Force-velocity

Statistical simple jump that shows the force-velocity relationship according to the formula

$$FV = \frac{SJ + (100\%)}{SJ} * 100$$

SJ jumps with 100% extra charge to the body weight, and SJ with no additional charge.

6.1.1.3 Elasticity index

Statistical simple jump that shows the elasticity index formula

$$IE = \frac{(CMJ - SJ)}{SJ} * 100$$

between SJ and CMJ jumps.

6.1.1.4 Use of arms index

Statistical simple jump that shows the rate of the use of arms from the formula

$$IUB = \frac{(ABK - CMJ)}{CMJ} * 100$$

between CMJ and ABK jumps.

6.1.1.5 Subtraction between tests

Statistical tha shows the relative difference between two tests.

$$\%dif = \frac{(test1 - test2)}{test2} * 100$$

6.1.1.6 Peak power

Figure 6.2 is the ratio of power peak of the individual authors and their formulas. In the future, is expected to include expanded documentation for each formula and literature.

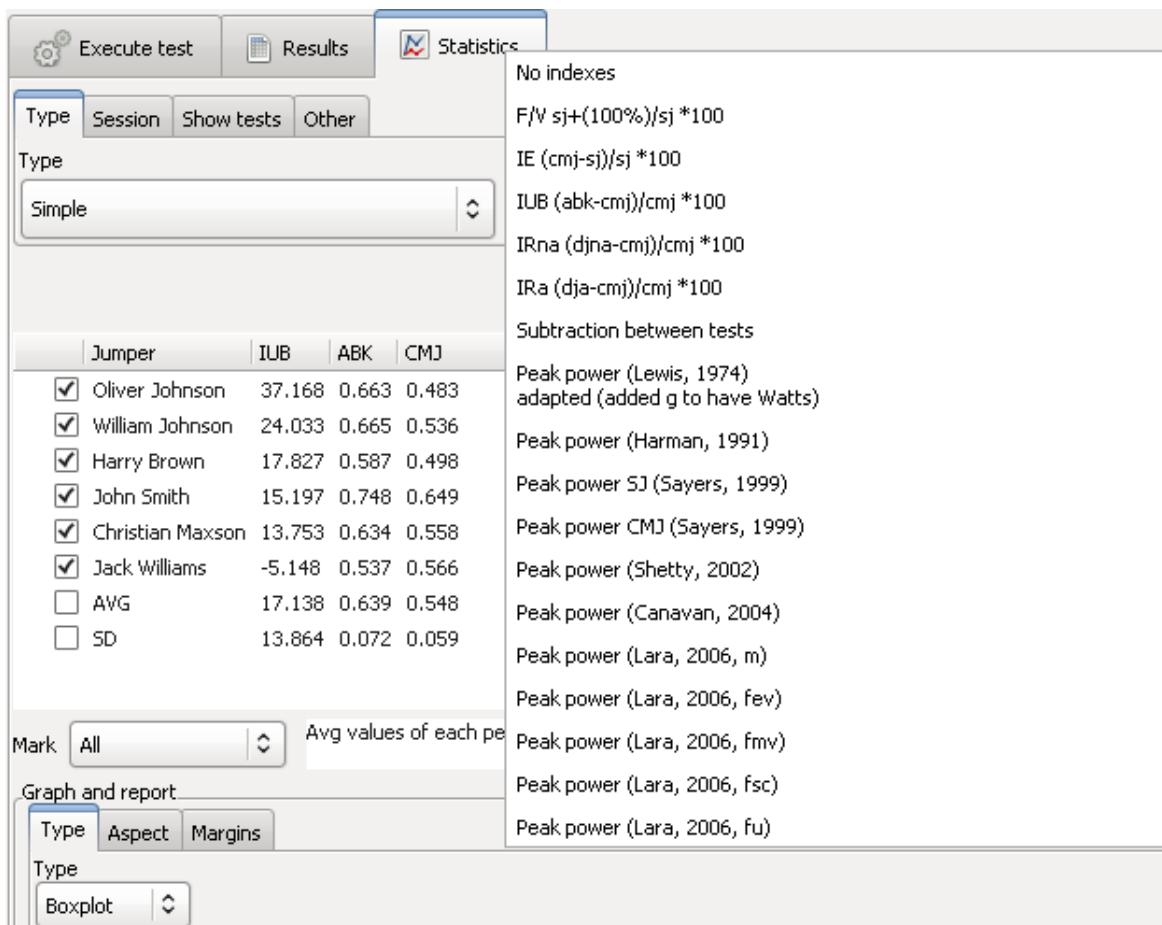


Figure 6.2: Statistics of simple jumps.

6.1.2 Contact time jumps

The most important in this type of jump is the relationship between flight time and contact time. In many sports it's necessary to generate a high power (reflected in the flight time) in a short time (represented by the contact time). We present two indexes to study the relation:

- Dj Index
- Index Q

The application field in both cases refers to the type of jump that is applied to the statistic.

6.1.2.1 Dj index

Study of the relationship between time of flight / time of contact in a single jump from the formula

$$DJindex = \frac{TF - TC}{TC} * 100$$

6.1.2.2 QIndex

Study of the relationship between time of flight / time of contact in a single jump from the formula

$$QIndex = \frac{TF}{TC}$$

6.1.3 Repetitive jump

In the repetition of a jump test specified by a number of jumps, time, or unlimited ends when the coach or athlete decides it. It represents the evolution of flight time with respect to the contact time in the different jumps. With this objective are the following statistics:

- Average index
- Power (Bosco)
- Evolution
- Mean and standard deviation using RjIndex
- Mean and standard deviation using QIndex

In all cases the application field refers to the type of jump that is applied to the statistic.

6.1.3.1 Average index

Study of the relationship of flight time / contact time in the repetitive jump according to the formula

$$AverageIndex = \frac{TFmean - TCmean}{TCmean} * 100$$

6.1.3.2 Power (Bosco)

Study of the relationship of flight time / contact time in the repetitive jump according to the formula

$$Power = \frac{9.81^2 * TFmean * jumps * totalTime}{4 * jumps * (totalTime - TFmean * jumps)}$$

6.1.3.3 Evolution

Study of the relationship of flight time / contact time over the repetitive jump according to the evolution of the formula $Evolution = \frac{TF}{TC} * 100$ for each twitching.

Sometimes some athletes do a jump with a very good TF / TC because of the execution of a low one before or afterwards. For this reason it has arranged the option to make the best 'n' row to get a selection of the best range following this index. To the right of this option you can find the amount of jumps you want to study. If you select a value of 1 then the best jump will be highlighted.

6.1.3.4 Mean and standard deviation using RjIndex

Study Index

$$RjIndex = \frac{TF - TC}{TC} * 100$$

for each of the jumps of the repetitive jump test it's shown the average and standard deviation obtained.

6.1.3.5 Mean and standard deviation using QIndex

Study Index

$$Qindex = \frac{TF}{TC} * 100$$

for each of the jumps of the repetitive jump test it's shown the average and standard deviation obtained.

6.2 Multisession statistics

All statistical presented except the Evolution in the repetitive jumps can be used for the comparison of different jumps or subjects in several sessions. This will submit a column for each selected session and facilitates comparison between the different values shown.

It also includes the average and standard deviation of each row displayed.

To access to the statistics multisession click on *session / selected* and select the sessions you want to use in the window that appears when you click on *Select*. You can select as many sessions as desired and is not required to display the current session between them.

6.3 Selection of the jumps to be shown

There are four selection modes for the jumps shown as a condition in the generation of statistical expectation:

All shows the results of the selected statistics.

Limit n shows the first n selected statistical results.

Average shows the average of each jumper in the selected statistic.

Max /s of the jumper show n maximum values of each jumper in the selected statistic.

Most of the statistics offers the four options. Those omitted is because is not a purpose generate them.

6.4 Other settings

Other related action buttons presented below.

6.4.1 Statistics formulation

All statistics have a statement that is automatically created based on the selections made by the user in the statistics window. The statement can help you understand the statistics.

6.4.2 Genus distinction

It presents the option of distinguish between genders for the presentation of the results. Selecting this option you can have a dual behavior:

- When the result rows correspond to the statistical index or jumping, gender selection will lead automatically to the creation of a row for each of them.
- When the result rows of statistical correspond to the subjects, it will appear a letter at the end of the subject to indicate the gender.

This button can help intra and inter genus comparisons.

6.4.3 Automatic actualization

The statistics window Chronojump is designed so each change in the database (new jump, subject rename, delete, jump, change jumper who has made a jump ...) is updated directly.

6.5 Marked rows

In the first column of each row you will find a small box that allows you to select whether or not a row is taken into account for the graphs and reports generated with Chronojump. The first row contains a checkbox that lets you quickly select and deselect all values. Furthermore, we show a selection box at the left bottom that allows you to expedite the selection of rows based on different criteria. For more information on charts and reports in paragraphs check 6.6 and 7.1 respectively.

6.6 Graphic creation

Chronojump can create any graphics of any of the data shown in the statistics window. To do this simply click on the Graph button that appears in the statistics window. In the figures 6.3, 6.4, 6.5, 6.6 there are some examples of graphics generated.

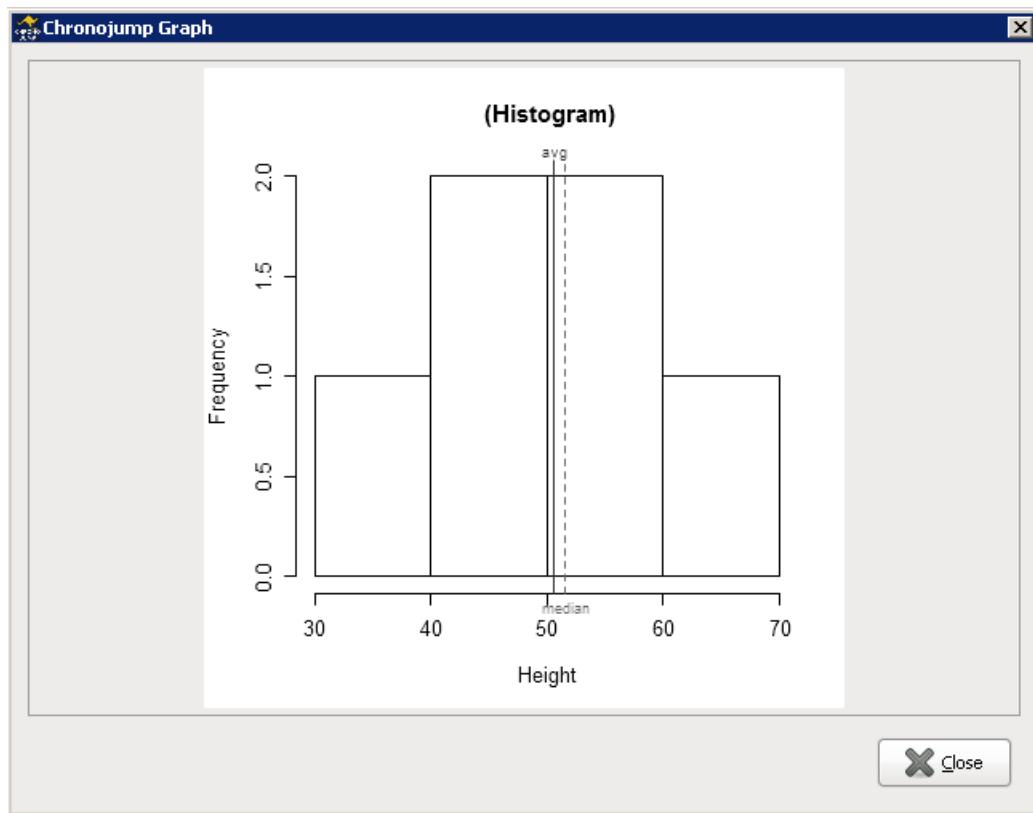


Figure 6.3: Graph example: Histogram of a height of jump.

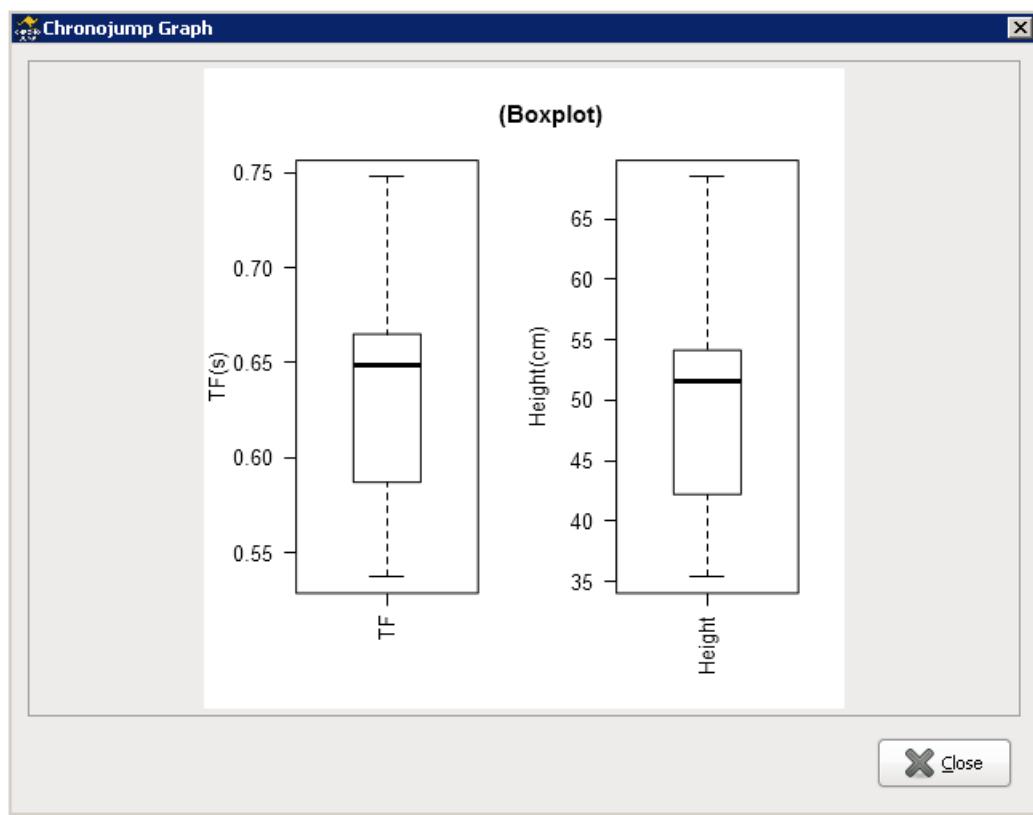


Figure 6.4: Box diagram of the same values.

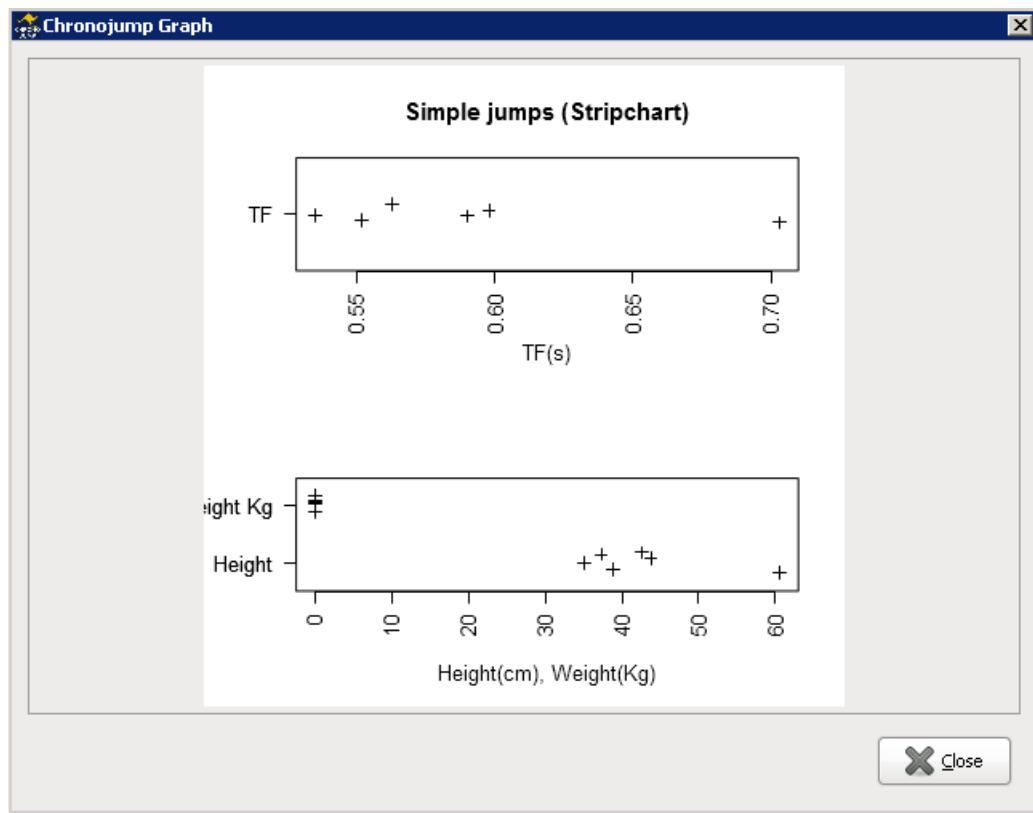


Figure 6.5: Graph stripchart of the same values.

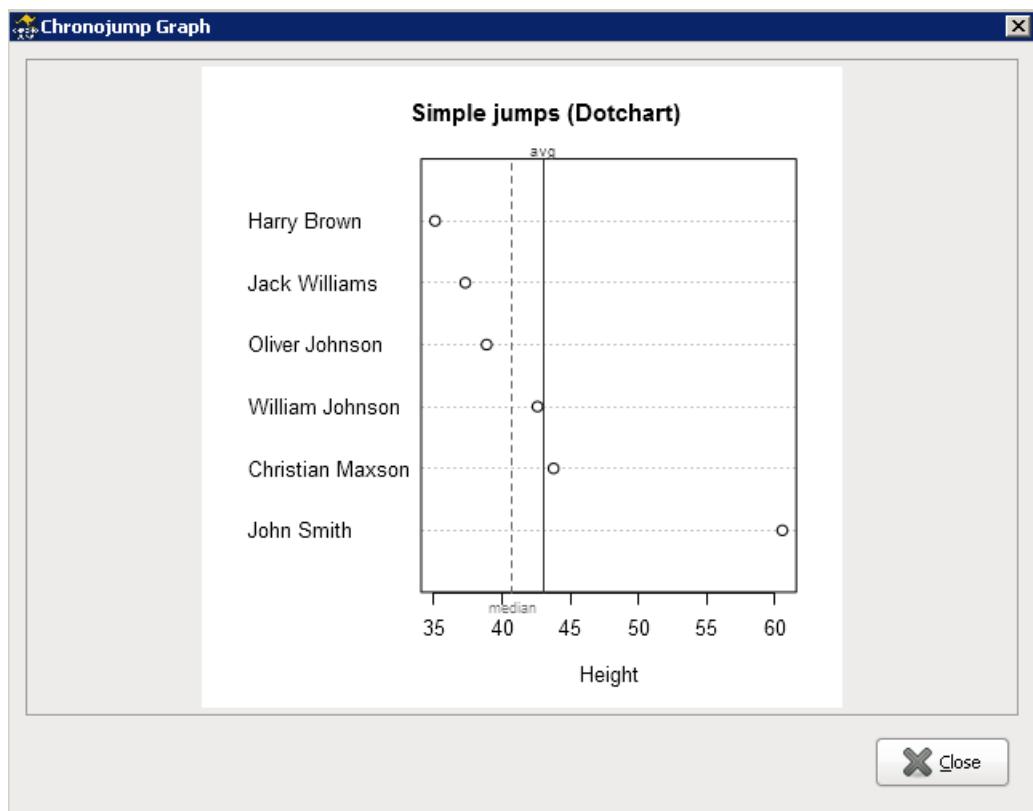


Figure 6.6: Graph dotchart a subset of the above values.

Chapter 7

Report and export in jumps and races

We propose two ways to work with raw data using Chronojump. First of all: *Reporting*, with the utility to create a web page with the content of the session as well as selected statistics and graphs. After this: *Export to spreadsheet* data. Export to the tests program analysis with general purpose spreadsheet (spreadsheet).

7.1 Report generation

Reporting on the program Chronojump is the best way to collect information, statistics and graphs, in one session. This information can be in one study or with the comparison of various.

Clicking on *View report window* , the figure shown is Figure 7.1. The users have the ability to create a report in web format (HTML) which can include session data, the subjects who participated

and the tests chosen. Furthermore, using the *Add to report* button  is allowed to prepare each of the statistics displayed. Do the apparition in the report generated and the customization that was chosen by the user in the statistical window. The user can also organize each of the statistics to do the final report.

Clicking on *Make Report*, you can choose the filename images/to save the HTML document. Also, you can generate a folder that will include all necessary images and styles to display the page properly.

To print the report, we strongly recommend using the free browser Mozilla Firefox. In Figure 7.2 you can see a photo of a report.

7.2 Export to a spreadsheet

Clicking on *Session / Export session to CSV* to create a CSV file format (Comma Separated the Values) which can be easily imported into any spreadsheet program. This file contains the records of all the tests produced, but it shall not include statistical or graphics.

To export to CSV we chose the semicolon character (instead of comma character) to separate the different columns of data. Remember to indicate it when you import the CSV file in the spreadsheet.

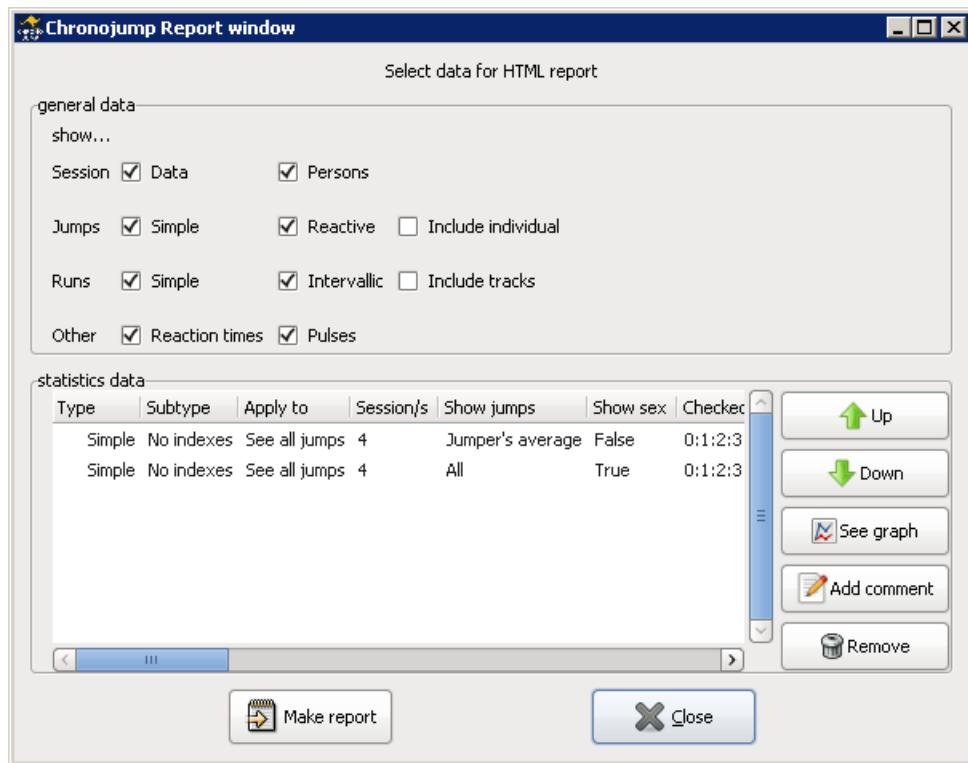


Figure 7.1: Example of report window preparation.

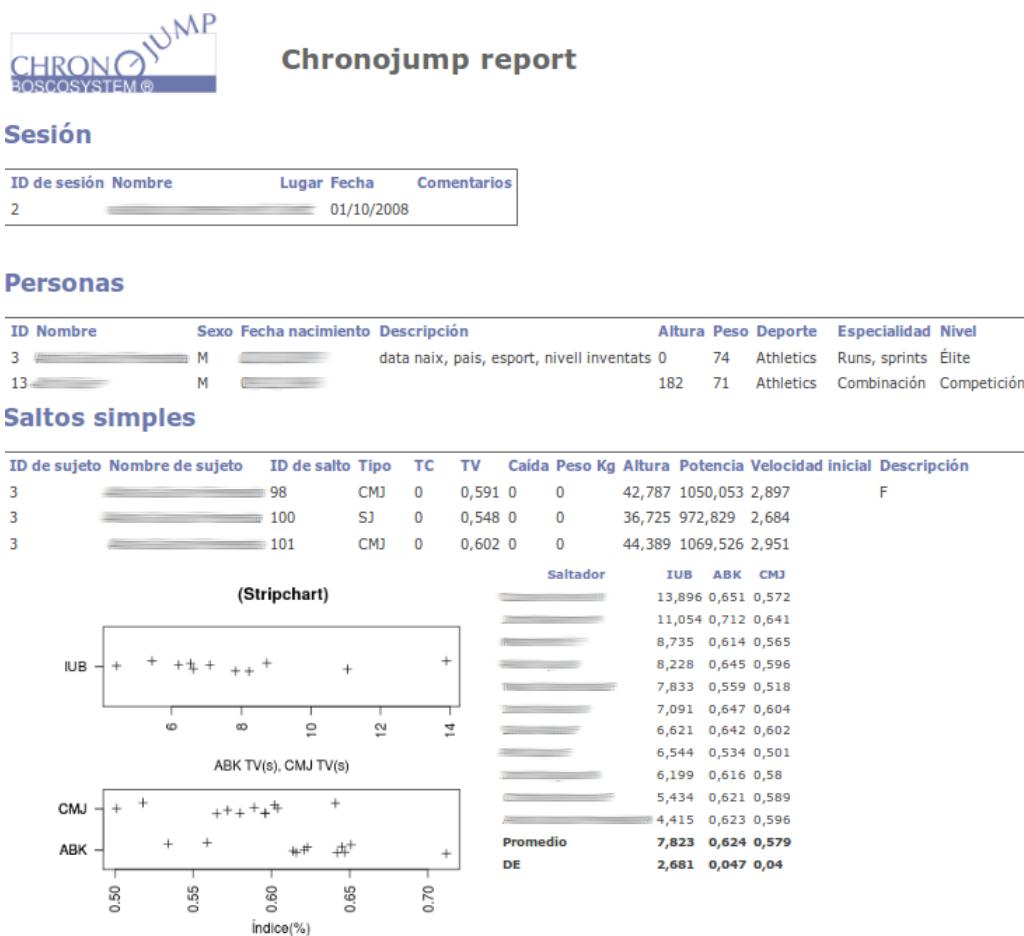


Figure 7.2: Example of a website report.

Chapter 8

Preferences of Chronojump

The preferences window *Session / Preferences*, is divided into seven tabs *Database, Jumps, Runs, Encoder, Camera, Language and Other*.

8.1 Using Chronojump on more than one computer

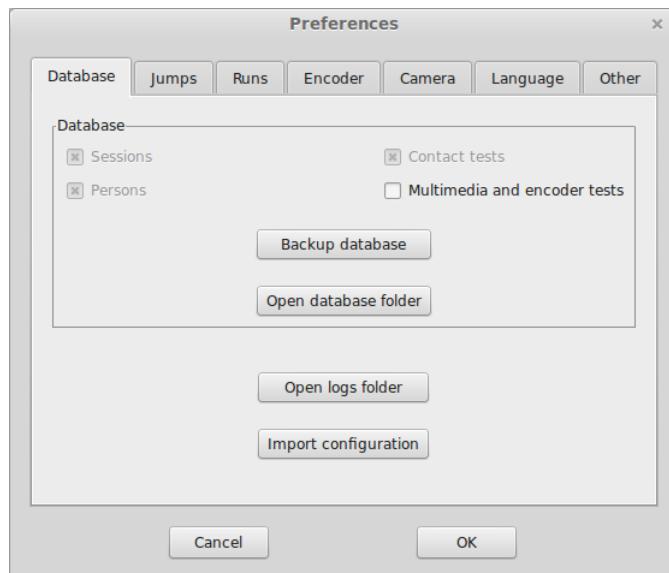


Figure 8.1: Preferences. Database tab.

Database tab shows where Chronojump data are, allows to open the folder, and make one copy of it in a directory of choice for the users. Maybe it shows two possible locations for the database because some Windows systems offer a place to store data while the program runs, and another when it's closed.

Use this tab to have a copy of your data in order to avoid loosing your sessions, subjects and tests on a hard disk problem or if operating system is reinstalled. Also you can use this tab to have Chronojump database in more than one computer.

In version 1.7.0 and above Chronojumps is able to import sessions from other computers. The export must be done of the whole database following the next steps:

On the origin computer:

1. Menu -> Session -> Preferences -> Backup database
2. Select the path where the folder called Chronojump will be created. This folder contains all the information needed for exporting the data to other computer or, simply, have a backup of the sessions in this computer.

On the destiny computer:

1. Copy the Chronojump folder to the destiny computer. You can copy this, for example, in the Desktop or any other path.
2. Go Menu -> Session -> Import session from another Chronojump database
3. Select where you want to import the session. In the current loaded session or in a new session.
4. Click on “Open” button. You will be asked to select the file “chronojump.db” that is located in the “Chronojump/database folder”
5. It will appear a list of available sessions to import. Select the desired session and click on “Accept”.

8.2 Jumps

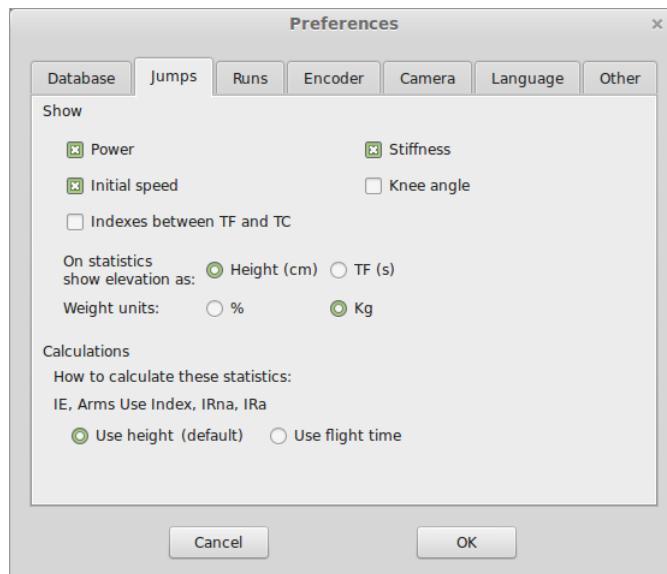


Figure 8.2: Preferences. Jumps tab.

Jumps tab allows to select the information columns that you want to show in the data windows and statistics window.

8.3 Runs

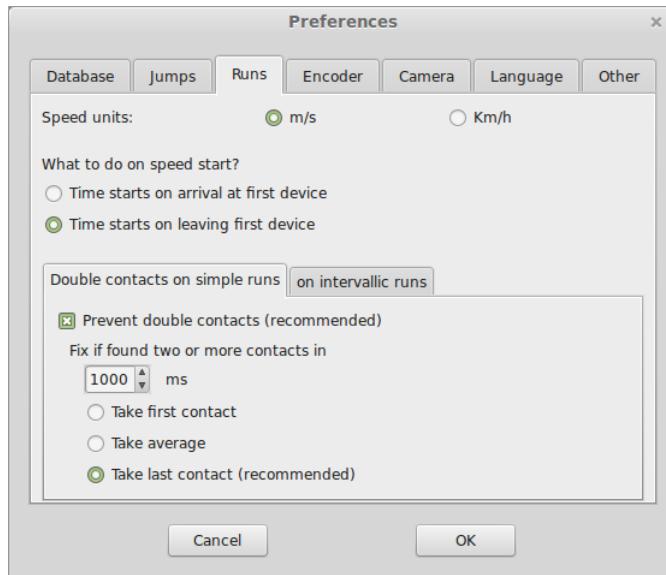


Figure 8.3: Preferences. Runs tab.

This tab allows to configure the behavior of Chronojump in the running tests.

The first option refers to the behavior of Chronojump in the first contact of a race. It allows to define if the time starts to count when the first contact occurs (stepping on a platform or a photocell gate) or at the moment that the contact is over (step off on a platform or a photocell gate).

The second option allows you to manage the contacts that are produced in a short time period.

Example: In a race with a couple of photocell gates separated by 10m, an athlete, arriving to one of the gates cross it with the hand and after that with the body with a difference of 20ms. In this case you could set that contacts separated in the time less than 500ms are considered as only one.

8.4 Encoder

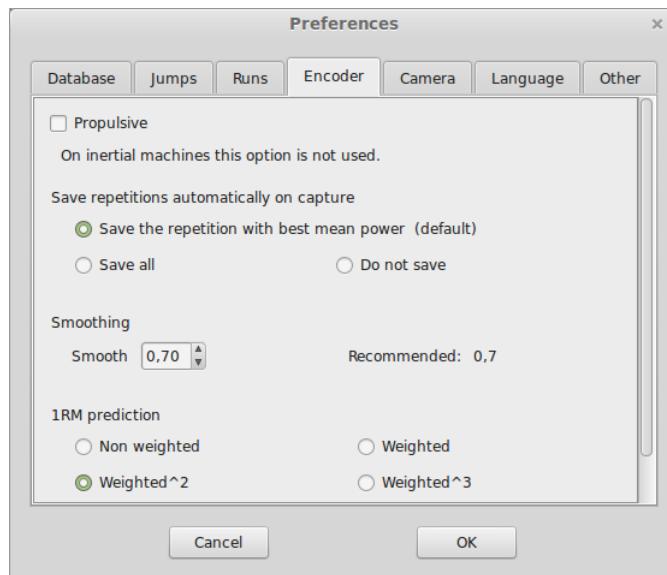


Figure 8.4: Preferences. Encoder tab.

This tab allows to config the behavior of Chronojump in the encoder tests.

The propulsive option is used for calculating for only using only the part of the movement where the acceleration is superior to gravity, in other words, when some force is applied.

You can also select the options of automatic repetition save, as well as the options of the smoothing used in the calculus.

About the 1RM prediction you can select whe method used to weight the statistical data depending on the load used.

8.5 Camera

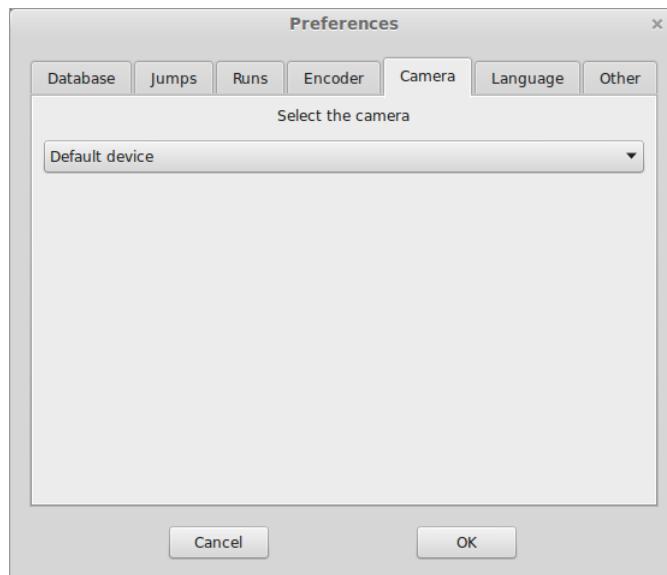


Figure 8.5: Preferences. Camera tab.

This tab allow to select the camera that will be used to take photos or videos with Chronojump

8.6 Language

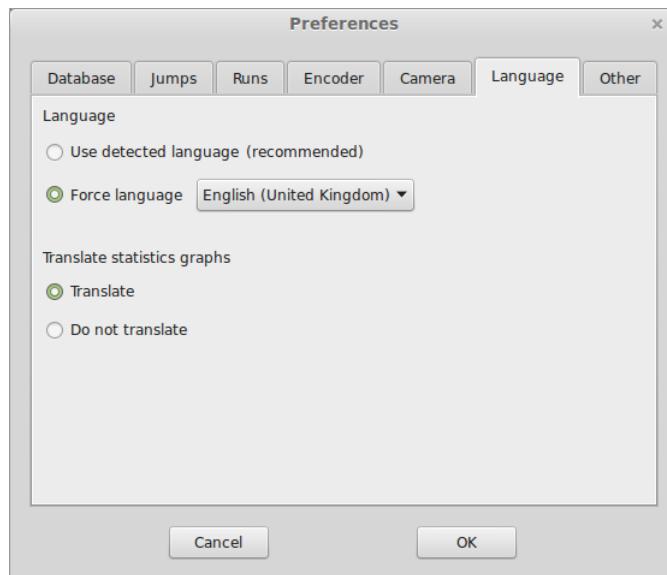


Figure 8.6: Preferences. Database tab.

With this tab you can select the language and translation options.

8.7 Other

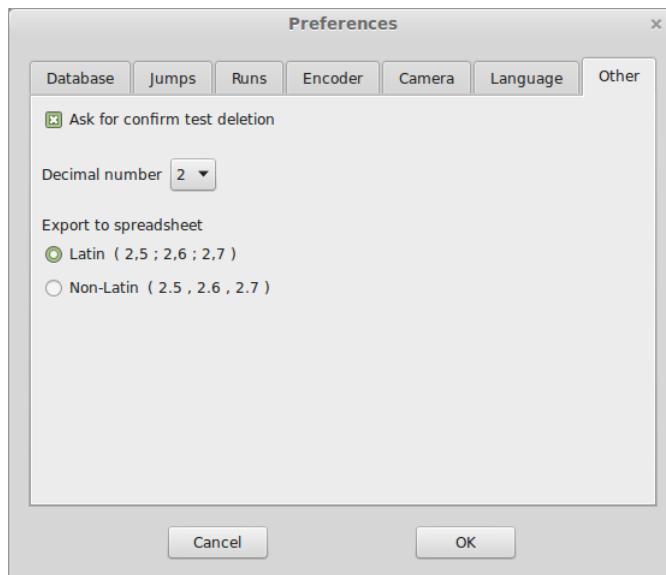


Figure 8.7: Preferences. Database tab.

Other tab has three options. First refers to the number of decimals (recommended 3). If second option is active, then a confirmation window will be shown every time that user wants to delete a test. The last action is specific to the time that limits reactive jumps. If this option is checked, then a reactive jump limited by time will accept a jump where the person is in the air in the moment that time finishes. If is unchecked then this last jump will be rejected.

Part III

Troubleshooting

Chapter 9

General

As a general recommendation, always try to have the software updated to the last published version. This way you'll be sure that already corrected bugs are not the cause of the problems.

9.1 In Mac OSX, while executing Chronojump, it appears a message saying “Maybe R is not installed”.

In Mac OSX you need to install the R package independently. Be sure that you have installed it. In the next link you will find information about how to install it.

<http://chronojump.org/en/software/#MacOSX>

Chapter 10

Chronopic

10.1 The Chronopic doesn't send any information to Chrono-jump

First of all you must check that the LED lights of the Chronopic are on once it is connected to the computer with the USB cable. Without no devices connected to the Chronopic, the RED LED to the right of the USB connector should be on. In case it is not check that the USB cable is OK and connected to the computer.

The green LED to the right of the USB port shows the state of the device connected to the Chronopic. If no device is connected the LED shoud be on.

- If the green LED is on:

Check the communication between the Chronopic and Chronojump running it and, with the Chronopic connected, perform some test. It is not necessary to connect any device to the Chronopic. You can use the test button to simulate any interruptor device as a contact platform or a photocell. When pressing the test button the green LED should switch off and Chronojump should detect the contact. If it is not the case see the next chapter.

- If the green LED is off:

It probably is a hardware problem and Chronopic substitution is needed.

Chapter 11

Jumps

11.1 The contact platform doesn't detect any jump.

First, connect the RCA cable, without the platform, to the Chronopic previously connected to the computer. If the green LED to the right of the USB connector switches off it means that the RCA cable have a problem. You can substitute it for any other RCA cable.

If the cable doesn't show any of the above symptoms, connect the contact platform to the RCA cable already connected to the Chronopic. If the green light to the right of the USB connector turns off, it means that the two inner copper plates of the platform are in contact or that the RCA connector is in bat condition.

In the first case, check that there is no knobs on the corners of the platform that causes the two copper being in contact. If it is this way, you can use a flat screwer to separate the two copper plates and introduce some piece of paperboard or other insulating material.

In the case that the problem is in the RCA connector it would require a substitution or cable repairing.

11.2 The height of the jumps in random and independent of the real height

Check that the jump you are viewing in the software is not a simulated one. Before the 1.6.2, in the case of not having a Chronopic connected

Chapter 12

Races

Chapter 13

Encoder

Appendix A

Chronopics prior to Chronopic 3

This appendix is only useful to users who own an old Chronopic (sold before March 2008).

A.1 Chronopic versions

Version	Launched	Connection	available at*	Price*
Chronopic3 (fig 3.1)	March 2008	USB	Sent to all the World	37€
Chronopic2-USB (fig A.1)	September 2007	USB	Argentina	150\$ argentina
Chronopic2-Seral (fig A.2)	September 2007	Serial	Argentina	150\$ argentina
Chronopic1 (fig A.3)	2005	Serial	Spain	70 €

* Currently, only Chronopic3 is commercialized. If you want it, just visit Chrono jump store: <http://chronojump.org/pricing.html>

Table A.1: Chronopic versions.



Figure A.1: Chronopic2-USB.



Figure A.2: Chronopic2-Serial.

A.2 Connections in Chronopics serial

Chronopics serial require external power therefore it should be connected to a feeder. In addition, these Chronopics requires to be connected to the computer by a cable. If your computer has serial port, it's enough with a telephone cable serial. If it doesn't have USB port, you must convert to USB, it's required a USB-serial cable or a PCMCIA adapter or with another adapter with the same functionality. See figure A.1 for an example of Chronopic1 connection.

Serial Chronopics use 4.5 to 6 volts feeder. Is possible the purchase of a conventional power supply (which is connected to a power source) or create a homemade feeder with 3 x 1.5 volts batteries. This option provides the field tests in Chronopics serials.

With old Chronopics series, the battery connection should automatically turn the light on even if the Chronopic isn't connected to any computer. This is a good test to know if the power is working.

If it doesn't work, is recommended to connect the power to the Chronopic and verify that the light is on (no need of computer) If the light doesn't turn on, this mean that the failure is in the Chronopic or in the feeder. Try this again with another feeder or Chronopic to determine the origin of the failure. The feeder should be between 4.5 and 6 volts. Some feeders have two polarities, ask the seller and connect with the correct polarity.

A.3 USB and serial ports

Chronopic should be connected to the contact platform and the computer. PC connection is via port as shown in Table A.1.

Currently, most laptops do not have a serial port, so the USB port is required by most users. Users without serial port should get a pcmcia card or similar type to add serial port to the computer. The latest and favorite choice is to get a USB-serial cable. In many cities it's difficult to find these cables in stock if they haven't been previously requested. Another option is to buy them online.

The operating system assigns names to ports, as shown in Table A.2.

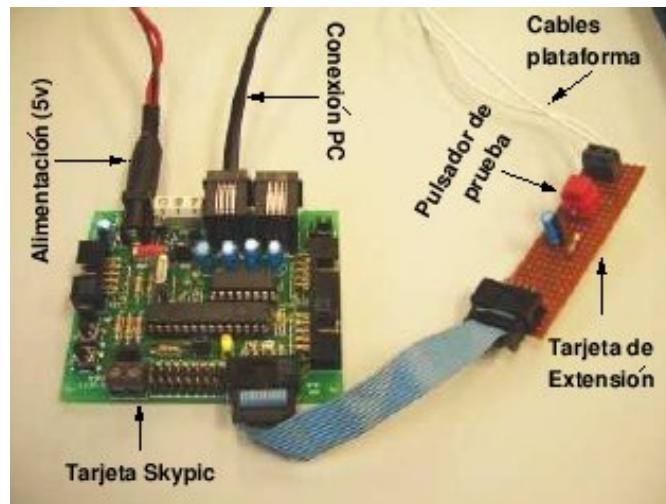


Figure A.3: Chronopic1.

Operating system	Port	Name
MS Windows	Serial	COM1 or COM2
MS Windows	USB	COM1, COM2, COM3, ... (seen to COM27)
GNU/Linux	Serial	/dev/ttys0 or /dev/ttys1
GNU/Linux	USB	/dev/ttysB0, /dev/ttysB1

Table A.2: Names of each operating system port.
The most common names are in bold type text.

The plate-USB Chronopic2 may require a driver if Windows is not able to detect it. Windows should automatically assign a name (COM1, COM8 ..) to the USB port connection, but in many Windows installations this process is not completed therefore it's required the driver (According to the manufacturers is not necessary the cable because is automatically detected). Therefore is recommend to download a USB-serial driver: http://www.serialgear.com/wd_p12303h-hx-x_v20019v2021.zip, or any other provided by the manufacturer or obtained by the network looking for "USB-serial driver".

A.4 Chronopic3 assembly process (initial units)

Chronopic was initially distributed in two parts: the circuit and the elements that made up the box: methacrylate, screws and washers. Figure A.4 shows the assembly. Note: These instructions are only necessary for the first step of the assembly process. The latest Chronopic versions are fabric build.

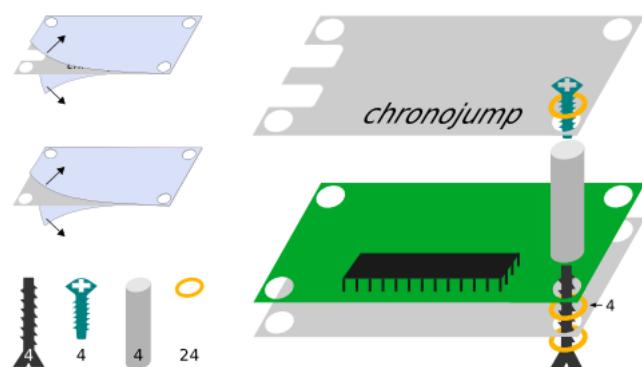


Figure A.4: Chronopic3 assembly process (initial units).