Timing 4 Toby

User Manual

David Chapman
Thomas Jones
Austin May
Brandon Swint

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Purpose

The purpose of this document is to help the user in operating the Timing for Toby application. This guide will provide step by step instructions on how to operate the key points of functionality for the application.

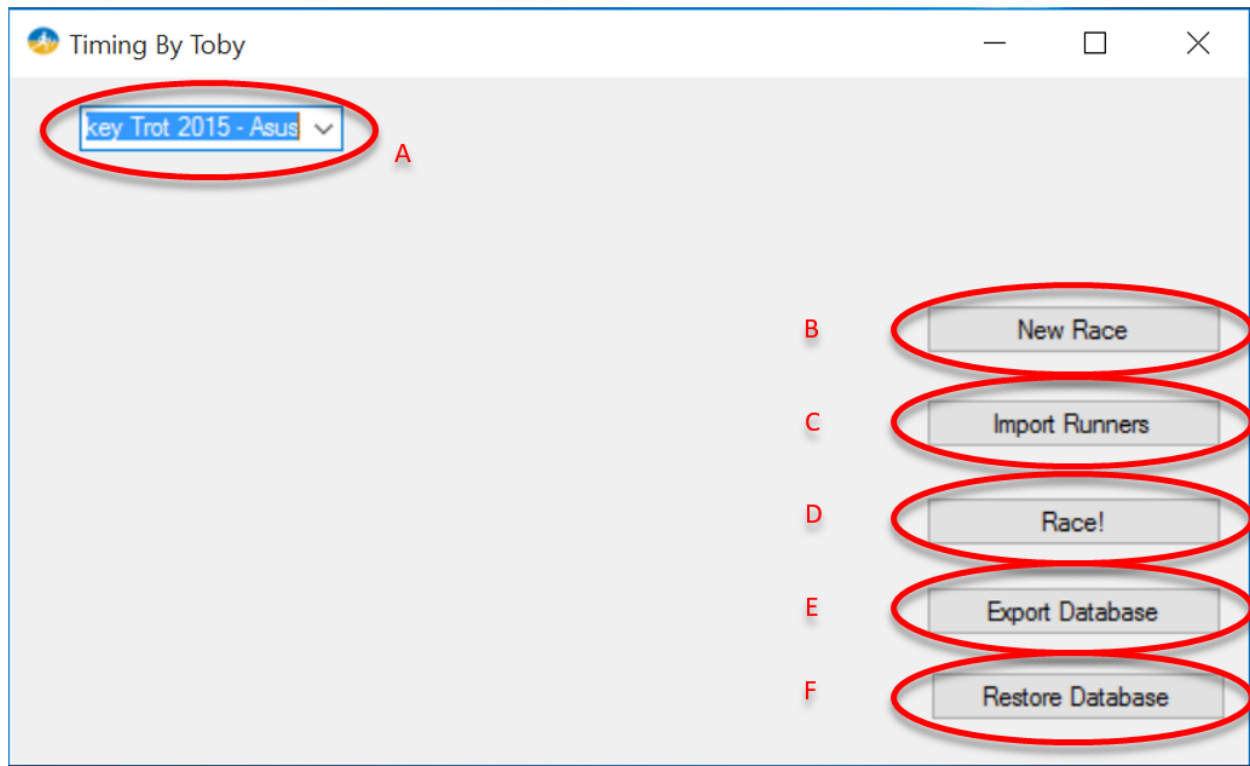# Application Guide - Keyboard Functions

Main Menu

Fig 1.0: Main Menu

A: Existing Race Textbox - Contains all existing runners.
B: New Race Button - Button used for creating a new race. When pressed this button makes the form seen in Fig 1.1 appear to the user.
C: Import Runners Button - Button used for importing runners into a race from a Microsoft Excel document. When pressed this button makes the file dialog seen in Fig 1.2 appear to the user.
D: Race! Button - Button used to open up the race that is currently highlighted in the Existing Race Textbox.
E: Export Database Button - Button used to export a copy of the existing database to a location on the user's machine. When pressed this button makes the file dialog seen in Fig 1.3 appear to the user.
F: Restore Database Button - Button used to restore the current database to a previous SQLite file. When pressed this button makes the file dialog seen in Fig 1.4 appear to the user.
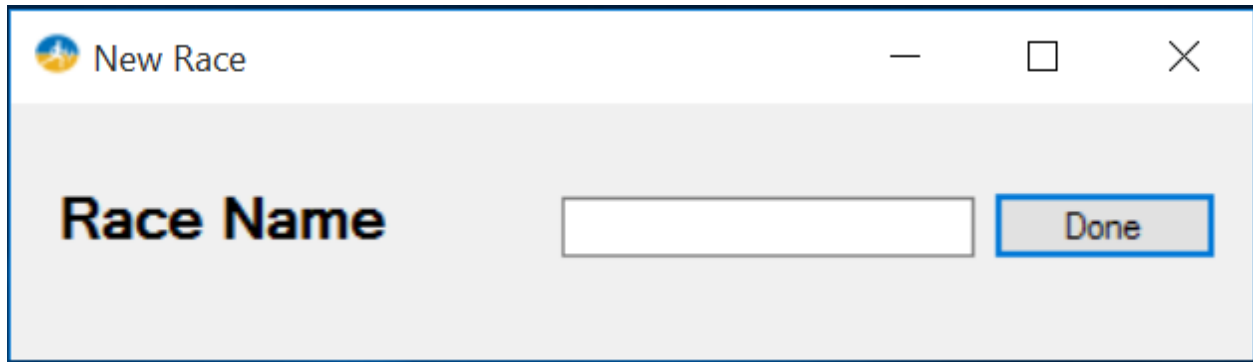
New Race

Fig 1.1: New Race Window

Creating a Race

Summary: To create a race, use the following steps after accessing the form showcased in Fig 1.1.

Steps:

1. Click the "New Race" button.
2. Insert a Race Name. (Ex. TestRace1)
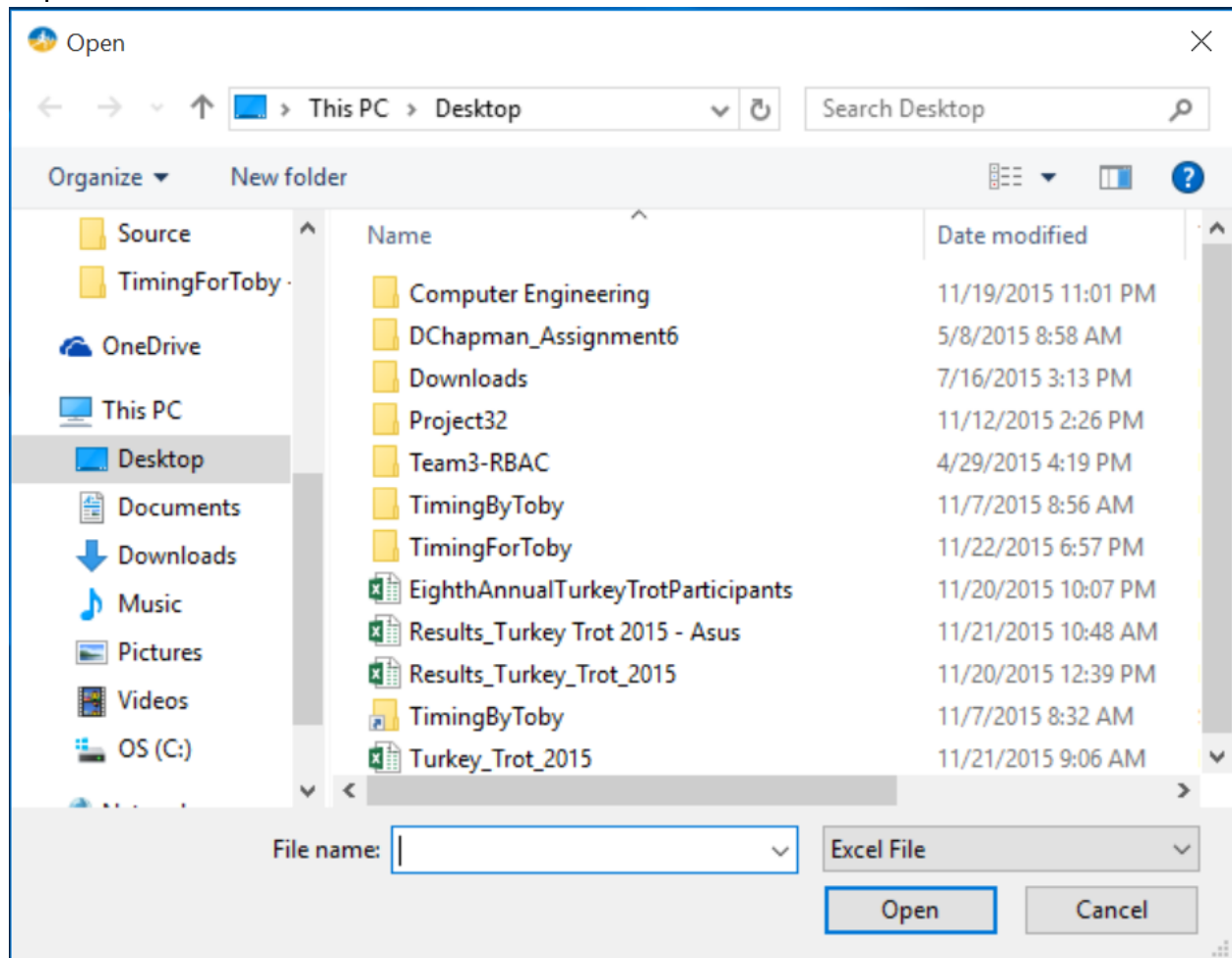3. Click the "Done" button.

Import Runners

Importing Runners

Summary: To import runners into a race make sure that you follow the steps provided below when both creating the document to be imported and for the act of importing.

Steps:
1.   Create an Excel Document
2.   Format the document in the following way(For the following columns input the following text onto row 1):
a.   Column 1: "Bib #"
b.   Column 2: "Category" (Ex. 5k)
c.   Column 3: "Team Name"
d.   Column 4: "Last Name"
e.   Column 5: "First Name"
f.   Column 6: "Age"
g.   Column 7: "Gender"
3.   Select a Race.

4. Click the "Import Runners" button.
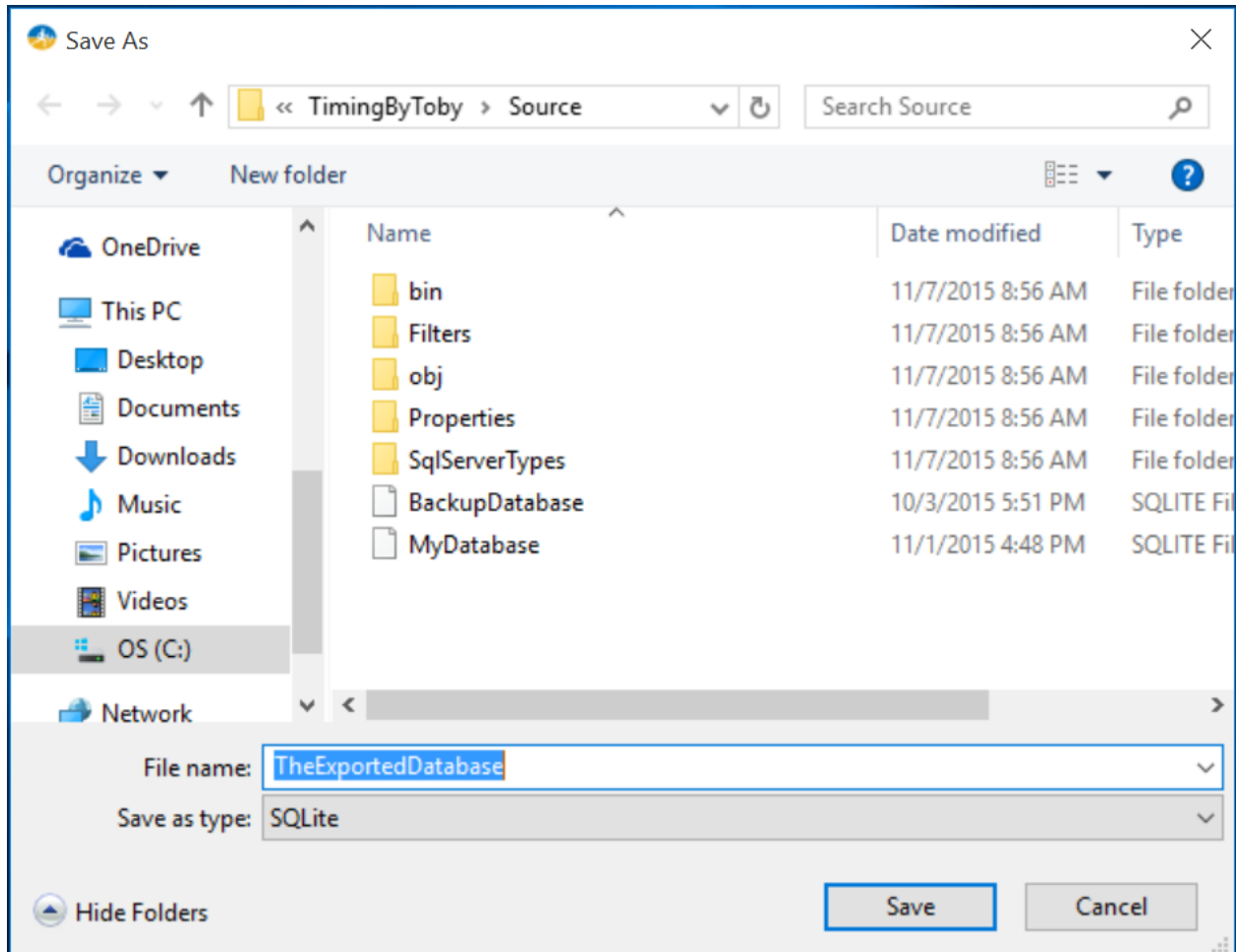5. Click the "Race!" button.

Export Database

Fig 1.3: Export Database Window

Exporting the Database

Summary: To export the SQLite Database used in the application to another location use the following steps.

Steps:
1. Start up the application
2. Click the "Export Database" button. (At this point Fig 1.3 should appear on your screen).
3. Save the database in the "Source" folder of the application.
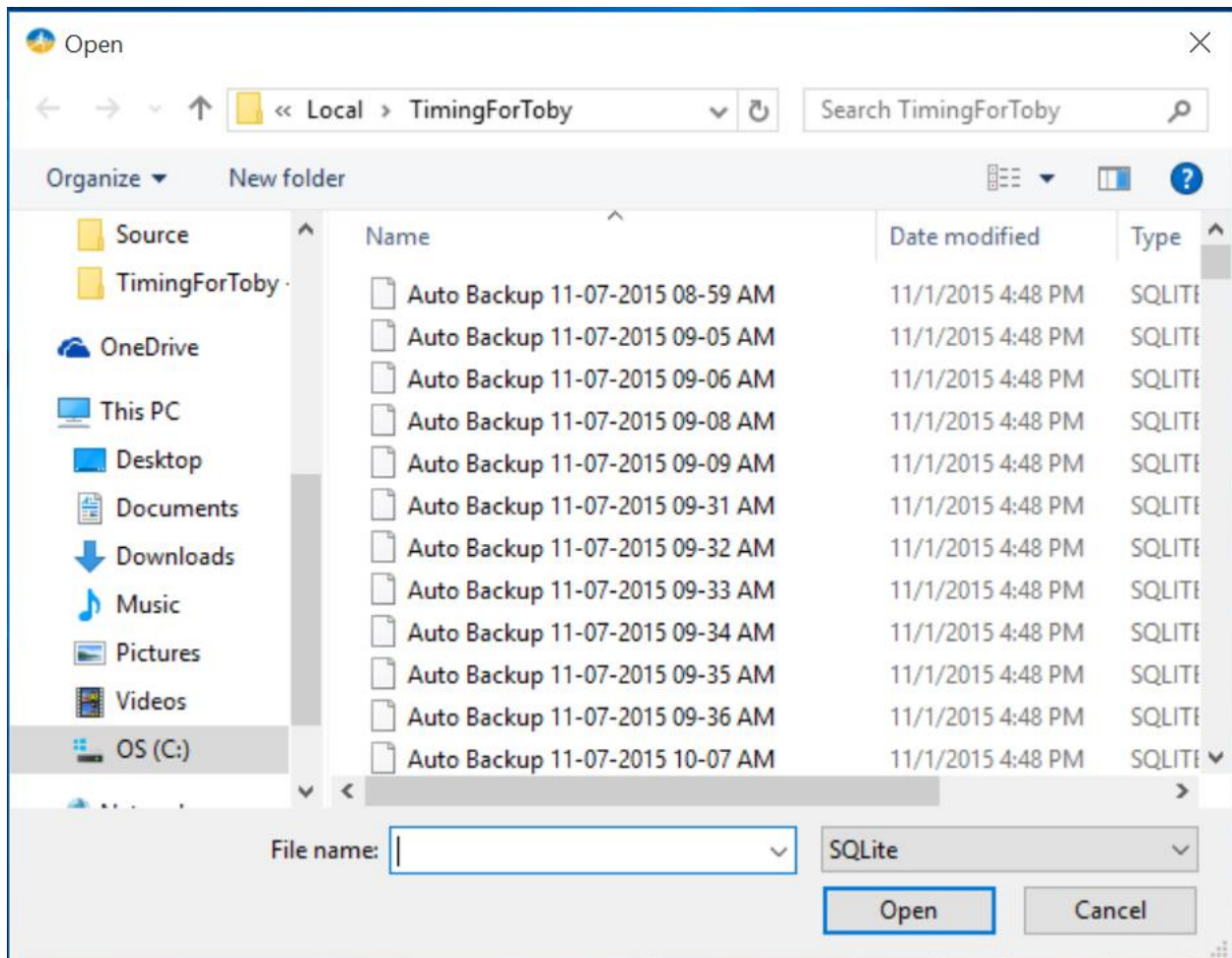4. Click the "Save" button on the OpenFileDialog.

Restore Database

Fig 1.4: Restore Database Window

<u>Restoring a Database</u>

Summary: To restore the database to a previous version use the following steps.

Steps:
1.   On the Main Menu of the application, click the "Restore Database" button.
2.   Select one of the restore points that were created automatically dating back for at least a day earlier.

Race
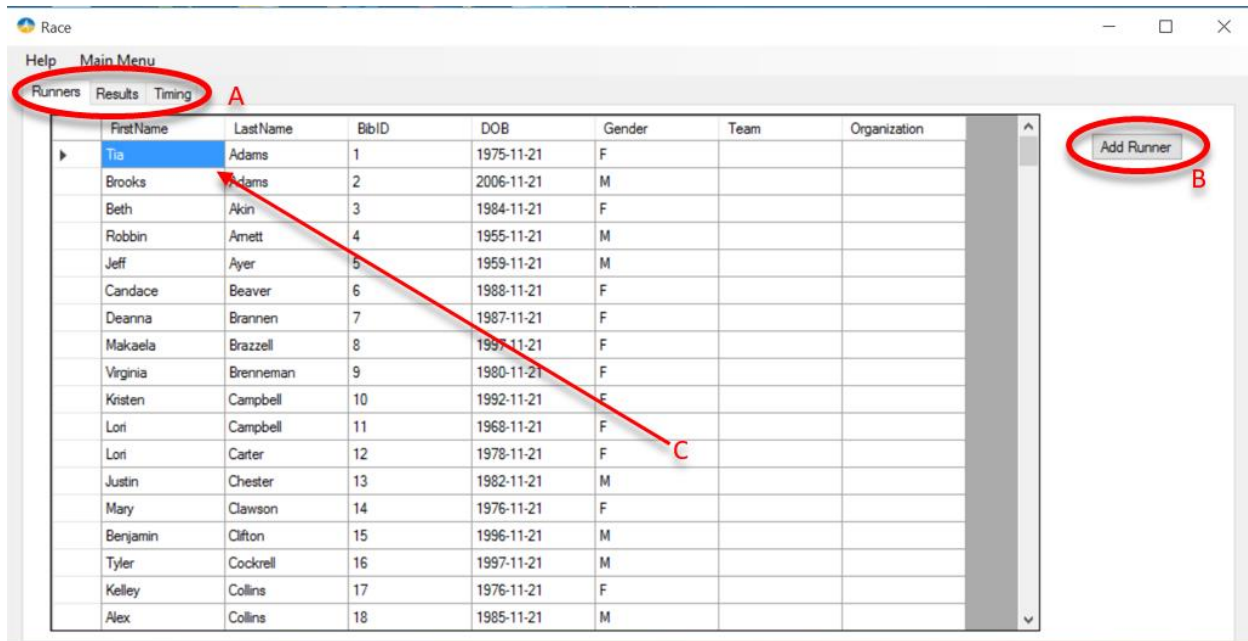
Fig 1.5: Race Window - Runners Panel

Fig 1.5.1: Add/Edit Runner Window

Adding a Runner

Summary: To add a runner, use the following steps after accessing the form showcased in Fig 1.5.1.

Steps:
1. Enter a First Name.
2. Enter a Last Name.
3. Enter a Date of Birth.
4. Enter a unique Bib ID (Make sure that this Bib is not assigned to another runner).

5. Enter the first letter of the runners' <u>Gender</u> (Ex. M for male).
6. Enter the runners' <u>Team</u>*.
7. Enter the runners' <u>Organization</u>*.
8. Click the "Done" button.

*Note: This is optional information, a Runner can be created without a team or organization.
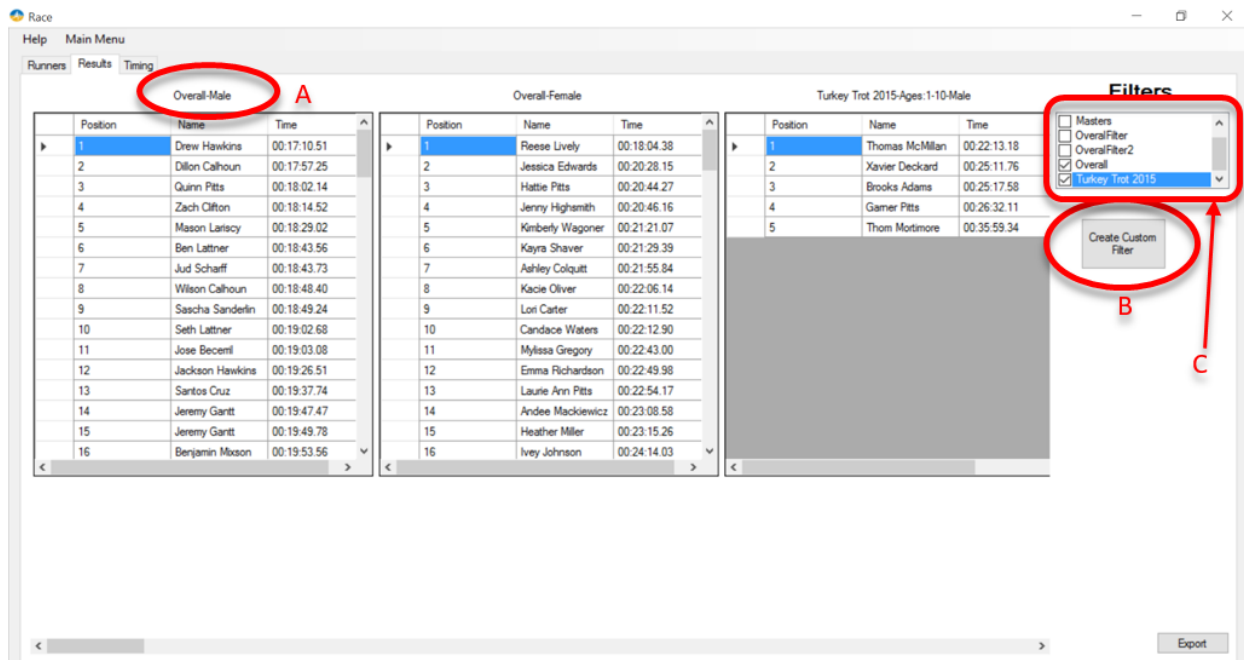
<u>Results Tab</u>

Fig 1.6: Race Window - Results Panel

A: Filter Name - The name of the filter.
B: Create Custom Filter Button - Button used to navigate to the Filter Builder which is displayed in Fig 1.7.
C: Filter Listbox - Listbox populated with both preset and custom filters.
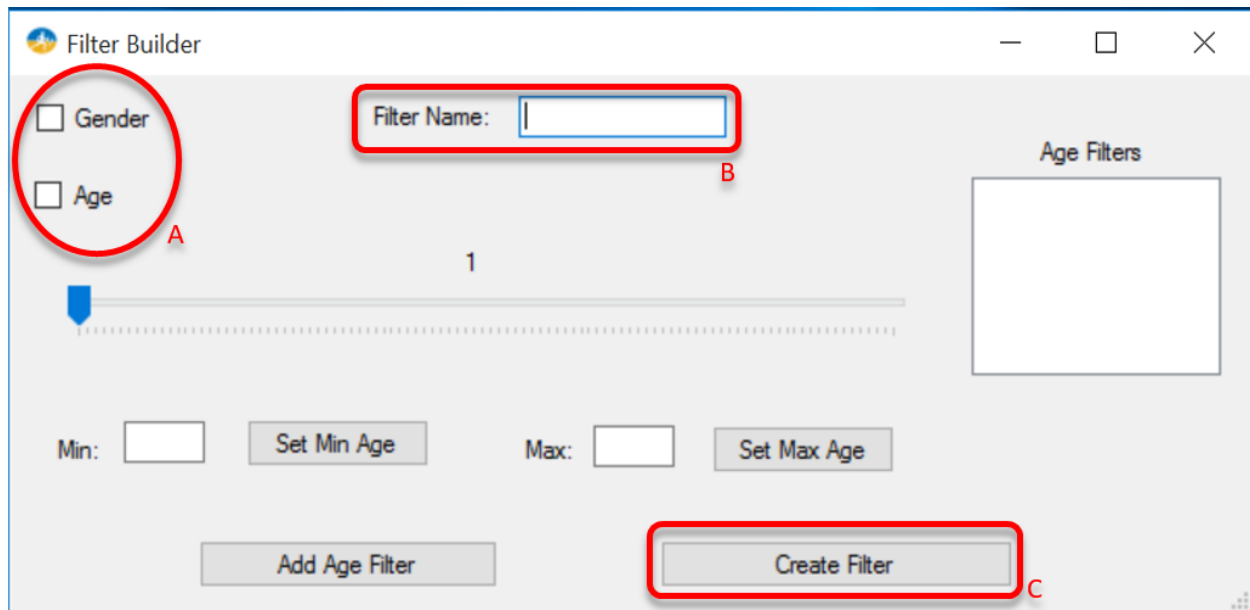
Fig 1.7: Filter Builder Window

A: Filter Type Checkboxes - These checkboxes dictate what type of filters apply to your custom filter. If Gender is selected, then the filter will create 2 different tables on the results page: one for males and one for females. If Age is selected, then it will display the results of runners in between the minimum and maximum age ranges.
B: Filter Name Textbox - Textbox where the user inputs the name of the custom filter.
C: Create Filter Button - After pressing this button, the filter will be created and populate the Filter Listbox on Fig 1.6.
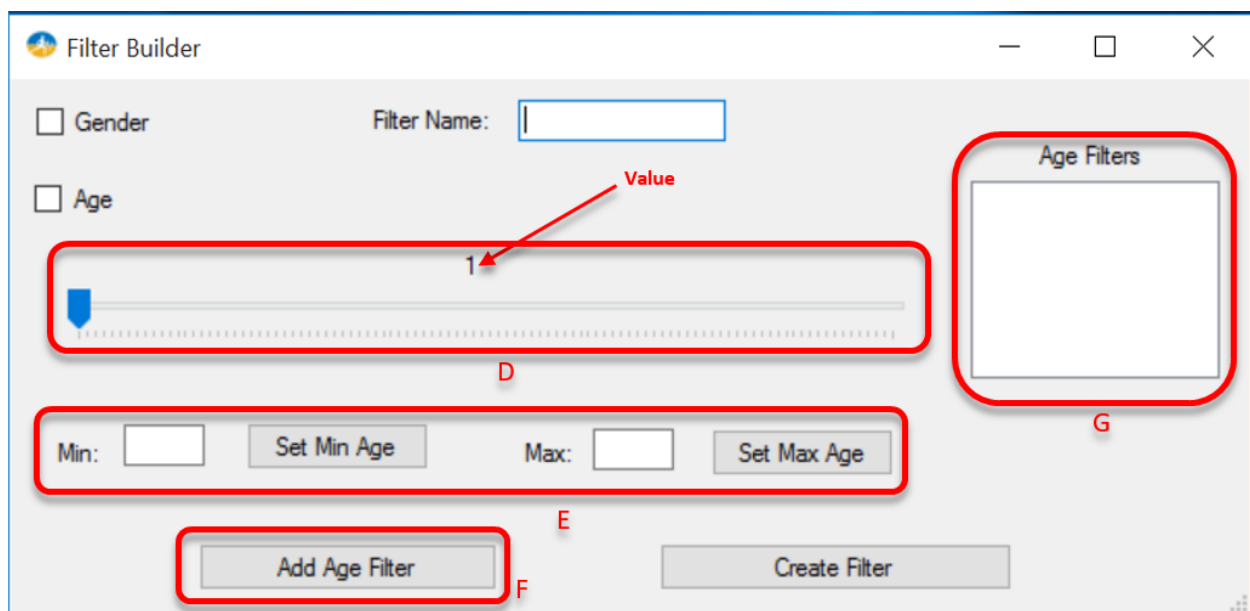

Fig 1.8: Filter Builder Window - Age Filter
D: Age Trackbar - Scrollbar that allows the user to select an age.

E: Set Min/Max Age Buttons - Buttons that when pressed set the minimum/maximum age for this age filter based off of either what is in the textbox or on the trackbar. The user may also set the min/max manually by inputting an age into the textboxes.

F: Add Age Filter Button - This button adds age filters to the custom filter. It allows the user to have multiple age ranges in one filter. Age Filters are shown in the Age Filter Listbox.

G: Age Filter Listbox - Listbox that displays the Age Filters for this custom filter.

Creating a Custom Filter

Summary: In order to create your own custom filter, follow the steps below after clicking the "Create Custom Filter" on Fig 1.6.

Steps:
1. Enter a Filter Name.
2. Click the Age and/or Gender checkboxes.(At least one should be checked).
3. Scroll the Trackbar to a given age that will be the minimal age for the filter.
4. Click the "Set Min Age" button.
5. Scroll the Trackbar to a given age that will be the maximum age for the filter.
6. Click the "Set Max Age" button.
7. In order to add additional age ranges to the same filter, click the "Add Age Filter" button and repeat steps 3-7 as many times as necessary.
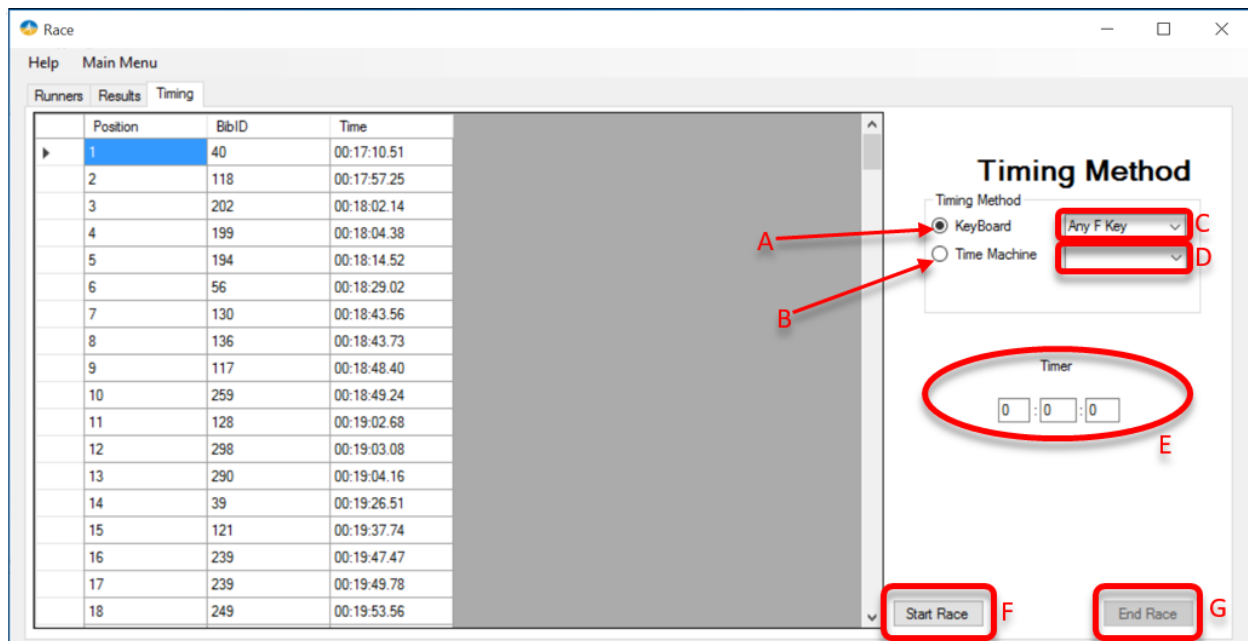8. Click the "Create Filter" button.

Fig 1.9: Race Window - Timing Panel

A: Keyboard Radio Button - This option is filled in when you want to record times using the Keyboard.

B: Time Machine Radio Button - This option is filled in when you want to record times using the Time Machine.

C: Keyboard Recording Button - This is the button that will be need to be pressed in order to record a runner's time as they cross the finish line.

D: Time Machine Port - This allows the user to select which devices input should be used to record a runner's time as they cross the finish line.

E: Timer - This displays the runtime for the race. The timer is editable.

F: Start Race Button - This button is used to start the Timer.

G: End Race Button - This button is used to stop the Timer.
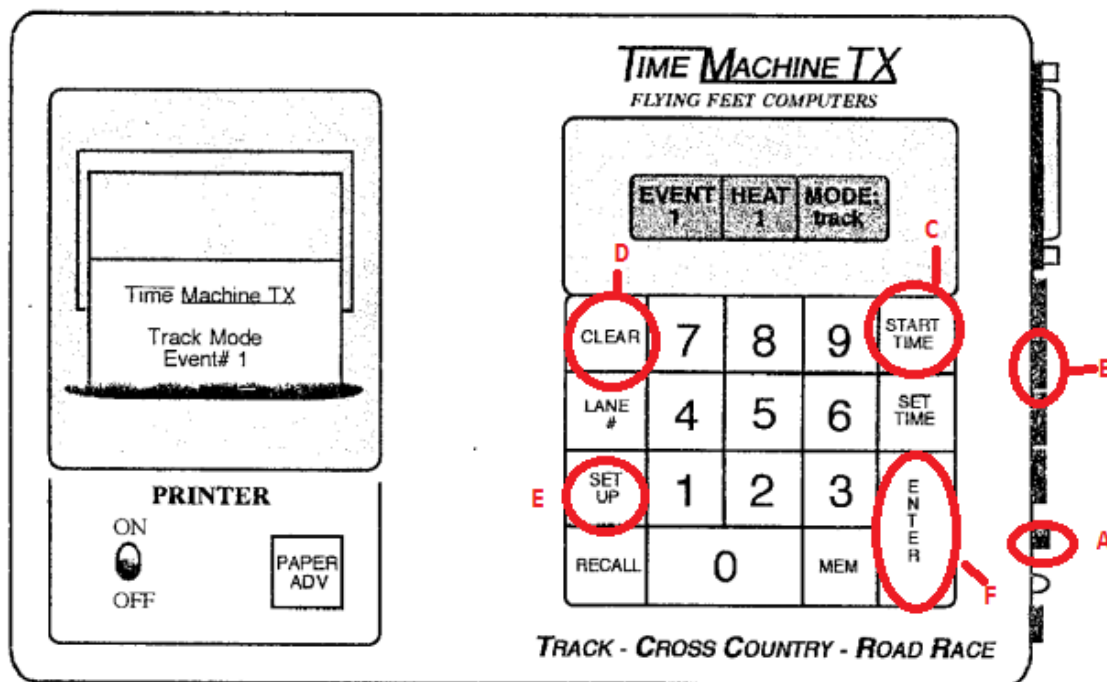
A: On/Off Switch - Used to power on the time machine.
B: RS232 Port - Port used to connect the time machine to the user's laptop.
C: Start Time Button - Used to start the timer on the time machine.
D: Clear Button - Used in conjunction with the Start Time button in order to pause the timer.
E: Set Up Button - Used in order to retransmit data from the time machine into the application.
F: Enter Button - Used in order to store times onto the application.

Recording a time with the Time Machine

Summary: These steps allow the user to record times using the time machine.
Steps:

1. Start a Race.
2. Click the "Timing" tab.
3. Select the COM port with the highest number displayed. * (Ex. Com6)
4. Click the "Time Machine" option.
5. On the time machine, Enter a Race number.

6. Press the "Start Time" Button.
7. Type a bib number into the Time Machine.**
8. Press Enter to record a time.
*Note: The number will usually be 3 or higher.
**Note: This is optional.

Re-entering data from the Time Machine

Summary: This is used as a redundancy for any instance in which the user's laptop dies while a race is still in progress.

1. Create a new race.
2. Start the newly created race.
3. Click on the "Timing" tab.
4. On the time machine, start a race with existing data.
5. Press the "Setup" button until "RS232 Port" displays on the time machine.
6. Press the "Enter" button.
7. Once "Re-xmit Data" appears on the screen, press the "Enter" button twice to retransmit data from the beginning of the race.