

POLOWARE® 2 Installation & Setup Instructions

Welcome to POLOWARE 2, the software that turns your IBM-compatible computer into a water polo game console. To install POLOWARE 2 just insert the CD into your drive and watch it begin to load. (If it doesn't load automatically, go to Run on the Start menu and select setup.exe for the appropriate drive.) As the install program goes through the steps, we recommend you accept all of the defaults.

The Match Report for POLOWARE 2 requires a font that is not usually available in your Windows Font Directory. You must install this font for the reports to print properly. Follow these steps to install the font:

- From the Windows Start menu, select Settings, Control Panel, and then Fonts.
- From the Fonts File menu select Install New Font.
- Select the C Drive, and the Folders POLOWARE II, DATA. Highlight the font displayed: MS LineDraw (TrueType), then click OK.

In addition to your computer and the POLOWARE 2 Software, you will have several pieces of equipment to connect together to run a water polo match. You may have two or four two-digit SHOTCLOCK's, a four-digit game clock on the deck, and a one-line or multi-line scoreboard to display information about your match. These devices will connect to the computer through the Polo Interface.

Use the photo on the back of this sheet as a guide to connecting the hardware. The Polo Interface must be connected to a 110 volt GFI outlet. A serial cable with a nine-pin connector plugs into the Polo Interface and a serial port (COM1) on your computer. If your computer does not have a serial port, use the USB to Serial Adapter included with the Polo Interface. Be sure to install the software that comes with the USB adapter. The Shot Clock Reset and Game Clock Buttons have a two-prong plug that connects to the matching socket on the Polo Interface--RED for SHOT and BLACK for GAME.

The IST SHOTCLOCK's connect to the Polo Interface with RJ11 cables that resemble phone cords. (Do not use standard phone cords--they only have 4 wires and we need 6 for power to the SHOTCLOCK's.) Plug one end of the cable into the RJ11 socket in the SHOTCLOCK and the other into any RJ11 socket in the Polo Interface. Repeat for the other SHOTCLOCK. When the SHOTCLOCK's are connected to the Polo Interface, do not plug them into a 110 volt outlet with the power cord. They receive their power and data from the Polo Interface, reducing the wires on the deck. Power cords are used for stand-alone operation only.

If you are using IST's four digit SWIMCOUNT or SWIMCLOCK as a game or shot clock, connect them to the Polo Interface with an RJ11 cable as described above. Non-battery SWIMCOUNT's or SWIMCLOCK's must be plugged into a 110 volt GFI outlet. Battery powered units can run off battery power, if charged.

IST Scoreboards are connected like Game Clocks using a 4 wire cable in the upper RJ11 connector on the scoreboard for the data line. Scoreboards must also be connected to a 110 volt GFI outlet.

To start POLOWARE 2, double click the icon on your desktop. You should start at the PREFERENCES screen, selecting the COM/USB port used for the Polo Interface. Shot and Game Clocks should use the same COM port (unless you are using a SWIMWARE Computer Timing Interface). Start practicing with POLOWARE 2 by creating two TEAMS, then adding ATHLETES to those teams. Next, go to the MATCH menu and set up a NEW match. Then OPEN the match and you're ready to run. A Quick Reference Guide is included to help explain the various features

As always, feel free to call or email us with any questions or comments. Here's how to reach us:

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Thanks for choosing IST and enjoy POLOWARE 2!

Connecting the Hardware Computer, Polo Interface and Cables

