

## Tips for Users of TIMEWARE3 and Active/Hy-Tek's MEET MANAGER with Gnet

Note: To the best of our knowledge, these instructions are accurate as of May15, 2023 with TIMEWARE3 Version 3.3 as of 8/15/2023 and MEET MANAGER Versions 8.0Eb. Check the web sites [www.istime.com](http://www.istime.com) and [www.hytek.active.com](http://www.hytek.active.com) to be sure you are using current versions of both software packages. We are not responsible for discrepancies in these instructions due to changes in versions after the date above. NOTE: In these instructions, we will refer to the shared folder as **swmeets#**, where # is your current MEET MANAGER version number.

### 1) Networking your computers

- The network protocol you use will be determined by the operating system and hardware on the two computers. Simple peer-to-peer Ethernet or wireless connections are recommended.
- The TIMEWARE3 computer must have permission to **read from and write to the C:\swmeets# directory on the MEET MANAGER computer.**

### 2) Set Up on MEET MANAGER (You must have Active/Hy-Tek's Timing Console Interface—check Help/About to see if this option is active.)

- Select **Set-up/Timing Console Interface - Pool 1.**
- Select **Generic Network File Sharing for IST / Take Your Mark / ALGE Timing / SST Timing.**
- If you are using a SWIMWARE Alphanumeric Scoreboard or BOARDWARE and/or have Active/Hy-Tek's Alpha Scoreboard Interface option, select **Set-up/Alpha Scoreboard Interface.**
- Select **Network File Sharing IST or Quantum AQ.**

### 3) Set Up on TIMEWARE3

- Select **Utilities/Setup Hardware.**
- Set **Results port** to **GNET.**
- Set the **Files of type:** to **All Files.**
- Browse to the drive hosting the **swmeets#** folder and select any file in the folder to complete the path.
- The **GNET Path** displayed on the **Hardware setup** screen should end with **swmeets#.**
- If you need to change the location of the **swmeets#** folder, change the **Results Port** to **None**, reselect **Gnet** and proceed as above.

### 4) Download Event List from MEET MANAGER

- Set up your meet, events and enter athletes.
- Be sure you are using the database for the correct meet by checking the database name at the top of the main MEET MANAGER screen.
- Select **Run/Interfaces/Timer (GNET)/Download Events to GNET.**
- This will create a file in the **swmeets#** folder called **generic.sch**, and will overwrite any previous file of the same name.

5) To avoid confusion, you may want to delete the **generic.sch** file from the **swmeets#** folder after you have imported it into TIMEWARE3 (see 5 below).

6) **Import Event List into TIMEWARE3**

- Select **Utilities/Event lists** and click **Import**.
- Enter a unique name for the event list and click OK.
- In the **Importing event lists** window, change the **Files of type:** to **\*.sch**.
- **Look in** the swmeets# folder on the Active/Hy-Tek computer.
- Select the file **generic.sch** and click **Import**.
- Check the events to verify that you have imported the correct event list.
- To avoid confusion you may want to delete event lists from past meets that you do not expect to use in the future.

7) **Setting up a new meet in TIMEWARE3**

- To use a Start List for a new meet, be sure the **Use Start list** box is checked. Below the check boxes, you can also see the **Data Set** number assigned to this meet.

8) **Combining Entries in MEET MANAGER (for events with a small number of entries)**

- From the **Seeding Menu** and select the first event that you plan combined.
- Select **Edit Event** and click the **Combine** icon.
- Select the Source Event Number and the Target Event Number.
- Under Method, select **Copy Entries to Target Event and Delete Entries from Source Event**.
- If you do not delete the entries from the source event, the event will still be included in the **startlist.slx**.
- When you create the Start List it will only include the combined event--the event without entries will not appear.

9) **Create a Start List in MEET MANAGER (You must have Active/Hy-Tek's Alpha Scoreboard Interface—check Help/About to see if this option is active.)**

- From the top of the main MEET MANAGER screen, verify the database for the current meet.
- Select **Run/Interfaces/Scoreboard (Gennet)/Create Start List File**.
- This will create a file in the swmeets# folder called startlist.slx and will overwrite any previous file of the same name.
- When the Start List has been created, you will see a message telling you it is done.
- **Any time you make a change to entries you must create a new start list.**
- **If you make a change to a future heat of an event that is currently being timed and create a new start list, you must alert the TIMEWARE3 operator to exit basic timing between heats and re-enter so the updated start list will be selected.**
- To avoid confusion, you may want to delete startlist.slx file from the swmeets# folder after you have finished timing the meet (see 8 below).

10) **Using the Start List in TIMEWARE3**

- Once you have selected **Gnet** as the **Results port**, TIMEWARE3 will automatically use any **startlist.slx** found in the swmeets# folder for the next meet you run.
- Select **Meets/Meet Setup** and create a meet, with the same date and Event List used in MEET MANAGER (see Export Event List and Import Event List above).
- Check the box labeled **Use Start list**.

11) To avoid confusion, you may want to delete completed meets, after you are sure that all result data has been correctly transferred to MEET MANAGER.

### Timing meets in TIMEWARE3 with a Start List

- Select **Meets/Basic Timing**. If TIMEWARE3 finds a **Start List** in the **swmeets#** folder, it will use it.
- If you get a warning that says **Start list is not available in SWMEETS#**, the **startlist.slx** does not exist, is not located in appropriate folder or TIMEWARE3 has been denied access to the folder. If you are not using a Start List, simply click **OK**.
- TIMEWARE3 checks for changes in the **Start List** each time it begins a new event.
- **If the MEET MANAGER operator changes a future heat in an event that is currently being timed, you must exit basic timing between heats and re-enter, so the updated start list is selected.**
- If the entries displayed on the Basic Timing screen do not match the current meet, repeat the steps in 7 above.
- **Race No.**'s are assigned to a heat when you select the heat for the first time in Basic Timing.
- If you look at a heat to verify entries before the meet begins, the **Race No.** will be assigned at that time.
- **Race No.**'s do not need to be sequential.
- Check the **GNET STATUS** on the Basic Timing screen to be sure it is **READY**.
- If the **GNET STATUS** is **OFF**, the network between the TIMEWARE3 and MEET MANAGER computers is not functioning.
- The **DATA SET** number should match the **Current Meet #x** selected in 7 above (this number cannot be changed in TIMEWARE3—you must go to MEET MANAGER and select **Run/Interfaces/Timer (GNET Pool 1)/Select Data Set stored from GNET**).
- As heats are timed, the results are automatically sent to the **swmeets#** folder on the MEET MANAGER computer.
- If the network goes down (**GNET STATUS** is **OFF**) you can continue timing and send events later from **Meets/Off Line scoring** by clicking **Gnet Send** for the appropriate heat or for **Send all** for all heats.

### 12) Timing meets in TIMEWARE3 without a Start List

- Select **Meets/Basic Timing**. You will get a warning that says **Start list is not available in SWMEETS#**. Since you are not using a Start List, simply click **OK**.
- **Race No.**'s are assigned to a heat when you select the heat for the first time in Basic Timing
- If you look at a heat to verify entries before the meet begins, the **Race No.** will be assigned at that time.
- **Race No.**'s do not need to be sequential
- Check the **GNET STATUS** on the Basic Timing screen to be sure it is **READY**.
- If the **GNET STATUS** is **OFF**, the network between the TIMEWARE3 and MEET MANAGER computers is not functioning.
- The **DATA SET** number should match the **Current Meet #x** selected in 7 above (this number cannot be changed in TIMEWARE3—you must go to MEET MANAGER and select **Run/Interfaces/Timer (GNET Pool 1)/Select Data Set stored from GNET**).
- As heats are timed, the results are automatically sent to the **swmeets#** folder on the MEET MANAGER computer.
- If the network goes down (**GNET STATUS** is **OFF**) you can continue timing and send events later from **Meets/Off Line scoring** by clicking **Gnet Send** for the appropriate heat.

### 13) Bringing Times into MEET MANAGER

- At least one heat must have been timed in TIMEWARE3 before you can proceed.
- From the top of the main MEET MANAGER screen, verify that you are using the database for the correct meet.
- Select **Run/Interfaces/ Timer (GNET Pool 1)/Select Data Set stored from GNET.**
- Verify that the **Current Meet #x** shows the date and data for the correct meet. It must also match the **DATA SET** number from the TIMEWARE3 Meet Setup or Basic Timing screen. If not, select **Next Meet, Previous Meet** or **Update Data Set.** When the **Current Meet #** matches IST's **DATA SET** number, select **Close.**
- On the **Run** screen, select an event and heat that has been timed.
- Click **Get Times** to bring in times from the **swmeets#** folder.
- You can view result files in the **swmeets#** folder using Windows Explorer.
- Result files have a format of **XXX\_XXX\_XXXXXXX.gen.**
- To avoid confusion, you may want to delete all the \*.gen files in the **swmeets#** folder once all the data has been saved in MEET MANAGER.

### 14) Generating Team Scores in MEET MANAGER to Display on SWIMWARE Scoreboards (You must have Active/Hy-Tek's Alpha Scoreboard Interface)

- On the **Run** Screen Menu, select **Preferences/Results for List & Score**, check the box for **Team Scores** and select either **Combined Team Scores** or **Team Score matching gender of event.**
- When an event is scored, hit **Ctrl F9.** The **scores.slx** file will be created and sent to the **swmeets#** folder.
- When the meet is over, delete the **scores.slx** file from the **swmeets#** folder using Windows Explorer to avoid having invalid scores displayed at your next meet.

### 15) Displaying Team Scores on Alphanumeric or Video Scoreboards (You must have Active/Hy-Tek's Alpha Scoreboard Interface)

- After you set up a meet, enter Basic Timing, select the first event and check the box labeled **Show Team Scores.**
- Time the first event normally.
- When you go to the next event, TIMEWARE3 will check to see if there is a new **scores.slx** file in **swmeets#.**
- If a **scores.slx** file is found, TIMEWARE3 will display the scores on the scoreboard.
- The screen will display a box that asks **Ready to time the next event?**
- When you click OK, the next event will be displayed on the scoreboard.
- If the **scores.slx** file has not changed when the next event is completed, no scores will be displayed.
- If the wrong scores are displayed, the **scores.slx** file is probably left over from a previous meet. Go to the **swmeets#** folder and delete the **scores.slx** file. A new one will be created when an event is scored in MEET MANAGER (see 13 above).
- If you want to discontinue the team score display, simply uncheck the **Show Team Scores** box on the Basic Timing screen.

### 16) Setting up Diving Events in MEET MANAGER when using Alpha Scoreboard Interface

- If there are more divers in the event than lanes in your pool, set up "flights" of divers equal to the number of lanes in your pool. This way when diving events are copied to the startlist.slx file, they will be in a format that MEET MANAGER can read back in when results are completed.