

REI2

Group starts program



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Group starts program

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1. Introduction

In most of its functions, the ‘Group Starts’ program is similar to the ‘Single Starts’ program and so in this manual only its differences from the Single Starts program are illustrated.

This manual refers to software version 1.08.5.

The following table summarises the differences between the two programs and indicates the section to be referred to for the relative details.

	Single starts	Group starts	Section
Program selection	<F1> Single starts	<F2> Group starts	2 Program selection on p.6
Group management	Optional	‘Compulsory’. To have a start time competitors must be inserted in a group. The group can also be assigned at a later time.	3 Group management on p.7
Groups	They are used for the calculation of position in the ranking and of the BIBOs for the following runs	As well as for calculation of position in the ranking, they are used to put together competitors who start at the same moment.	
At the start indicator	The letter P is displayed	The letter P is displayed	4 At the Start indication on p.8
Start event	Refers to the competitor whose number is the number indicated	Refers to all the competitors in the group whose number is indicated	5 Start event on p.9
Intervention on start impulse	Refers only to the competitor (or competitors) selected	Refers to the group (or groups) selected and so to all the competitors in it	6 Intervention on start event on p.10
Competitor numbers during race		Lists the identification numbers of the groups while race is in progress	13 Competitor numbers during race On p.17
Preset configuration		Automatic search for finishes and automatic assignment of finishes always deactivated	14 Pre-set configurations on p.18

Finisher search automatism	Proposes the first competitor in the starting order who has not yet finished	Not available	7 Finish search automatism on p.11
< Arrow > keys	Proposes the number and time of the competitor searched for	Proposes the group number and running time of the group with the indication G (on the displayboard the number does not appear, but only the time). Requests insertion of the number after the finish	8 Arrow keys on p.12
Calculation of starting order	BIBO on all competitors or on groups, with the basis for calculation specified by the user	Not available	9 Calculation of starting order on p.13
Printout	For the start event, it indicates Start and CR	For the start event, it indicates Start and CG	10 Printout on p.14
Automatic starts	Assigns the starting time to the individual competitors	Assigns the starting time to the individual groups	11 Automatic starts on p.15
Lap management	It is possible to choose from Manual , Pri.Lap and Pri.Num.	Only the Manual and Pri.Num modes are available	12 Lap management on p.16
Pre-set configurations		Automatic search for finishers and automatic assignment of finishers always deactivated	14 Pre-set configurations on p.18

2. Program selection

We start, of course, by switching on the chronometer with the relative switch. For a moment the message ---SYSTEM BOOTING --- appears on the screen, and then some words of presentation and the version of the software installed. The information about the software version is also shown on the printout. When this phase is over, the first menu appears.

```
Hh:mm:ss.d

A:New race
B>Delete/Recall stored race
C:Continue current race
D:Clear all memory
  A      B      C      D      other
```

Let's select the **New race** option with <F1>. On the printout the choice we have just made will be shown, that is, NEW RACE, and REI asks us what type of race we are going to time.

```
Hh:mm:ss.d
Select the program:
A:Single starts
B:Group starts
C:Simple stopwatch
D:Parallel slalom
  A      B      C      D      other
```

Pressing <F2> again activates the **Group starts** program.

```
Hh:mm:ss.d

A:Clear previous configuration
B:Keep last race configuration
```

For the third time we select <F1> for **Clear previous configuration** and confirm our intention to delete the configuration with <F4>.

```
Hh:mm:ss.d
Select configuration:
A:Marathon
B:Cross-country skiing
C:Endurance
D:General purpose
  A      B      C      D      other
```

REI2 contains several recorded standard configurations for the various sports disciplines. Let's opt for **Marathon** with the <F1> key.

```
Hh:mm:ss.d          M 1

A:Timing
B:Insertion/printing of groups
C:Ranking and other printouts
D:Automatic starts
  A      B      C      D      other
```

The choice we have made is shown on the printout again. Now we are ready to start the **Timing** session, which is done by pressing <F1> again.

3. Group management

In the **group management** program the group can be used in two distinct ways: the first to put together all the competitors who start together, the second to divide the competitors on the basis of the rankings which must be drawn up. From the point of view of the functioning of the program, there is no difference in the definition of the two types of groups but simply one group will be made to start and the other will not.

An example will serve to make the idea clearer. Imagine we are timing a cross-country skiing race in which the senior competitors, both male and female, cover the entire course, while the juniors, once more both male and female, must cover a shorter course starting a few minutes earlier.

Let's suppose that the following competitor numbers have been assigned:

- From 1 to 100 for male seniors
- From 101 to 200 for female seniors
- From 201 to 250 for male juniors
- From 251 to 300 for female juniors.

We could define the groups in this way:

- Group 1 from 1 to 100 to be used for the senior male ranking
- Group 2 from 101 to 200 to be used for the senior female ranking
- Group 3 from 201 to 250 to be used for the junior male ranking
- Group 4 from 251 to 300 to be used for the junior female ranking
- Group 11 from 1 to 200 to be used for the start of senior competitors
- Group 12 from 201 to 300 to be used for the start of junior competitors.

With the groups thus formed, only groups 11 and 12 defined expressly for starts will be made to start while the rankings will be drawn up for groups 1, 2, 3 and 4. The reason for the assignment of the lowest group numbers to the groups to be used for rankings and the highest group numbers to the groups for starts lies in the fact that REI2 calculates the position in the ranking to be shown on the displayboard by beginning its search in the various groups for the competitor at the finish with the group with the lowest number.

REI2 allows you to change the composition of groups also after they have been started. The race times of competitors switched from one group to the other are immediately recalculated.



However, when a switch is made from one group to the other, the times of competitors who have already arrived are neither reprinted nor shown on the displayboard, nor sent to the computer without this being requested.

The operational procedures for the definition of groups is the same as those in the **single starts** program.

4. At the Start indication

The convention by which the character appears in a square when the 'start keyboard' is active and only the outline of the character appears when the 'finish keyboard' is active remains unchanged. The number beside it refers to the group and not to the competitor number.

5. Start event

The management of the start event is the same as for the **single starts** program, including manual and automatic confirmation and the moving forward of the start number (of the group). When the start event has been confirmed, all the competitors in the group the event refers to are given the same start time as the one for the group.

6. Intervention on start event

All the operations of modification, deletion, substitution and skip of start events have the same operational procedures as those in the **single starts** program. It should be kept in mind that all these operations refer not to the individual competitor numbers but to the whole group. Consequently, for example, the correction of the start time of N° 1 will change the start time of all the competitors in that group.

7. Finish search automatism

The search automatism for the next number expected at the finish is not available in the **group starts** program as only in an extremely limited number of cases would it be able to give the number of a possible finisher with sufficient accuracy.

8. Arrow keys

The functioning of the <**Arrow**> keys is different from the single starts program. In particular, during the management of starts, with the arrow keys you run through the start list of various groups and not the various competitors in them.

In the management of finishes you run through the number of the various groups in the order in which they started. The running time shown refers, of course, to the whole group. On the displayboard the same time is shown, but the competitor number remains empty. On the REI2 display, the group number selected, indicated with **G**, is shown and not a competitor number.

When a competitor finishes, running time is stopped and the insertion of the number of the finisher is requested.

9. Calculation of starting order

For the ‘group’ start typology, no provision is made for the calculation of the starting order for runs after the first one. However, functioning is maintained for two or more runs, even if it is necessary to modify the composition of groups manually if these change.

10. Printout

The printout of events is only slightly different. For a start event, **START CG** is printed instead of **START CR** as the time event identifier in order to indicate that the event refers to a group and not to an individual competitor, while the number on the first line, next to the operation identifier, refers to the group and not to the individual competitor.

All the other indications remain unchanged.

11. Automatic starts

There are no differences in the way of inserting the automatic start sequences. What changes is that the various groups will be made to start automatically and so the same starting time will be assigned to all the competitors in the group, and not to the individual competitors.

12. Lap management

The management modes of the intermediate times available are **Manual** and **Pri.Num** (Priority of number). The **Pri.Lap.** mode is not available.

13. Competitor numbers during race

The function (choice 'D' of the menu M 1/3/2) indicates and prints the competitor numbers still in the race, putting them together into the various groups. It is possible to filter by competitor number, run number and group number.

Groups whose competitors have all finished are not indicated.

Once any search values required have been set and <ENT> has been pressed for display presentation, the following function keys are active:

- <F1> ↑ to scroll up the list of competitors of the group selected
- <F2> ↓ to scroll down the list
- <F3> **Num** allows you to insert the number to be looked for. If the competitor has finished, the message **The competitor has already finished** appears; otherwise the group which contains the number requested is indicated
- <F4> **Man.** Allows you to specify the run on which to perform the search
- <F5> **Print** to print the starting time of the competitor indicated by the cursor (◀)
- <Arrow up> to pass to the group which started next
- <Arrow down> to pass to the group which started before
- <ESC> to return to the previous menu.

14. Pre-set configurations

	Marathon	Nordic skiing	Endurance	Generic	Relay	Cycling	Multi lane
Automatic search for next starter	YES	YES	YES	NO	YES	NO	Yes
First run	1	1	1	1	1	1	1
Automatic search for finishers	NO	NO	NO	NO	NO	NO	NO
Automatic assignment of finishers	NO	NO	NO	YES	NO	NO	NO
Printing of time events	NO	NO	NO	NO	NO	Yes	Yes
Printing of intermediate events	At each event	At each event	At each event	At the finish	At each event	At each event	At each event
Measurement precision	1	1/10	1/100	1/10	1/10	1/10	1/10
Rounding up/down	Appr. when .1 is exceeded	Truncates	Truncates	Truncates	Truncates, <u>with truncation of the time event</u>	Truncates	Truncates
Holdoff times (Start, Lap, Aux, Stop)	500,200,200,200	500,200,200,200	500,200,200,200	500,200,200,200	500,200,200,200	500,200,200,200	500,200,200,200
Intermediate events: Priorities	Number	Number	Number	Manual	Number	Number	Number
Intermediate event management	Priority	Priority	Priority	Priority	Priority	Priority	Priority
Ranking calculation	Yes	Yes	Yes	No	Yes	Yes	Yes
Speed base length	Kilometers/meters	Kilometers/meters	Kilometers/meters	Kilometers/meters	Kilometers/meters	Kilometers/meters	Kilometers/meters
Display of times	Totals	Totals	Totals	Totals	Run	Totals	Run
Input AUX for autoskip	None	None	None	None	None	STOP	None

Note: as previously emphasized, the function Automatic search for finishers cannot be activated.

15. Display

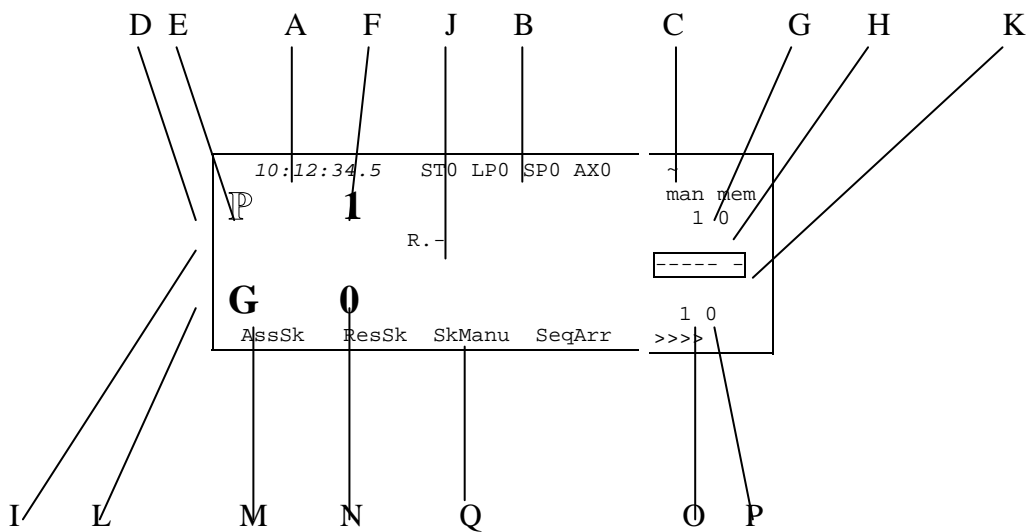


Figure 1

In the various positions we see:

- a) Running time of day
- b) Status of lines
- c) Power status
- d) The start area with
 - e) The indicator for 'start keyboard' deactivated
 - f) The number of the group ready at the start
 - g) The run number of the group at the start
 - h) The number of start impulses in the memory
- i) The area with the next to start and finish with
 - j) The next finisher numbers
- k) The displayboard indicator
- l) The finish area with
 - m) The 'finish keyboard' active
 - n) The number set at the finish
- o) The run of the competitor at the finish
- p) The finish impulses in the memory
- q) The options which can be activated with the function keys.

16. Multi-lane program

The multi-lane program is suited to athletics races in which for each competitor there is a judge who can take his/her time events. The main characteristic of this configuration is that for every LinkPod input there is a corresponding bib number. The GENERIC LAP event of bib number 1 is associated to line 1 of the Pod, the GENERIC LAP event of bib number 2 is associated to line 2, etc...

In addition the GENERIC LAP event of bib numbers 90 and 91 is associated to the <LAP> and <AUX> lines respectively while bib number 92 is associated to channel E of the LinkGate EncRadio.

The fundamental difference to the other configurations is in Normal status, in which there are no events to manage or numbers to confirm/vary.

Pressing <ALT> makes it possible to access the following functions:

- **New Race**.....**16.1 New Race 20**
- **N. Lap: ...** **16.2 N. Lap 20**
- **AthleteN: ...****16.3 AthleteN 20**

16.1. New Race

When NewRace is selected, the current race is interrupted and you go on to the next race (run). The competitors who have not yet finished are considered as NF (Non Finishers).

16.2. N. Lap

If a lap number other than zero is set, when this number is that of the GENERIC LAP event, the event changes to STOP as in the relay race.

16.3. AthleteN

When the number of athletes taking part in the race is set, the composition of group no.1 is also modified.

16.4. Group management

Group no.1 selection 1 is defined on the basis of the selections made in the timing menu regarding the number of competitors. To determine the bib number of the last athlete in selection 1 you take the first bib number plus the number of athletes present. For example: no. athletes=10, group 1 selection 1 from 1 to 10. Example: no. athletes=3, group 1 selection 1 from 90 to 92.

17. Editing history

The following table summarises the principal modifications made to this document.

Program version	Chapter	Page	Description of modification
1.03			Updates relating to the version. No other significant modification.
1.07.9			General edit for version 1.07.9
1.08.2			No substantial modification
1.08.5			No substantial modification

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The software and manuals are available in the following languages: Italian, English, German and French.

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