



Legacy Timer

User Guide



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Introduction



Welcome to Gen7 timing. The Gen7 legacy swim timer is designed to work exclusively with your existing display boards and CTS timing components, allowing you to meet your current needs and reap the benefits of the powerful Gen7 user interface. It is a direct replacement for any existing CTS Timing Console. The hardware and software combination give you the flexibility to run your meets your way.

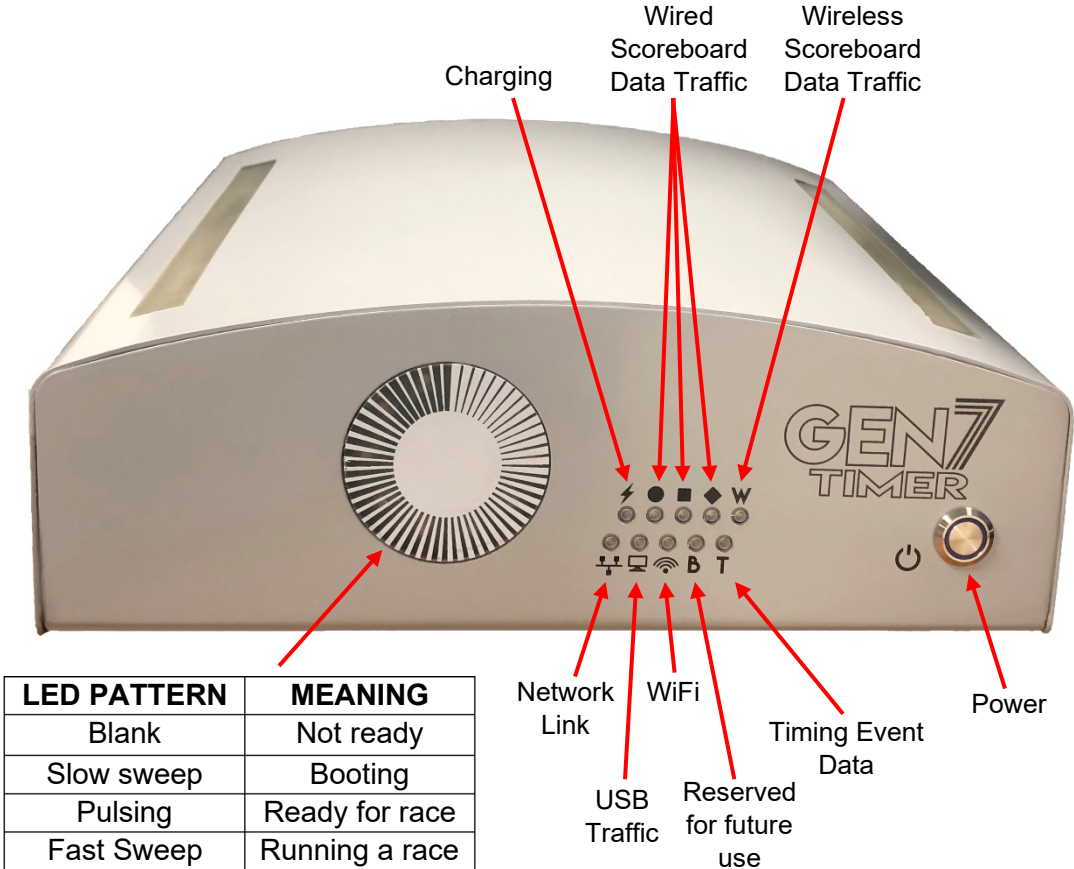
Gen7 exceeds current standards by offering you cutting edge technology with unrivaled precision and an all new software-driven experience to run your meets flawlessly.

Various sections of this manual contain QR codes linked to accompanying tutorial videos. Click or scan the QR codes to see the Gen7 in action.



Sample

Hardware



LED PATTERN	MEANING
Blank	Not ready
Slow sweep	Booting
Pulsing	Ready for race
Fast Sweep	Running a race

The LEDs on the front of the timer indicate data traffic and the state of the timer, as described above.

Power Supply

Important Safety Instructions

When using electrical products, basic precautions should always be practiced including the following:

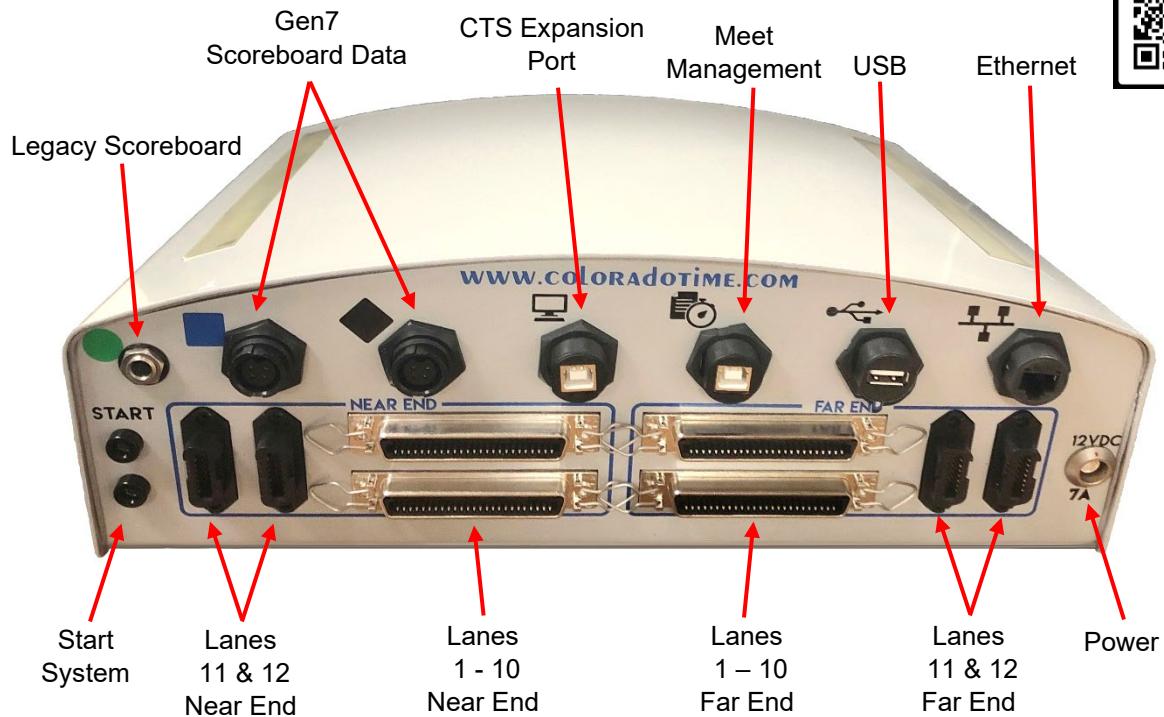
READ AND FOLLOW ALL SAFETY INSTRUCTIONS.

Read and follow all instructions that are on the product or provided with the product. Do not use an extension cord with the Gen7 power supply.

WARNING: Risk of Electric Shock. When used outdoors, install only to a covered Class A GFCI protected receptacle that is weatherproof with the power unit connected to the receptacle. If one is not provided, contact a qualified electrician for proper installation. Ensure that the power unit and cord do not interfere with completely closing the receptacle cover.

SAVE THESE INSTRUCTIONS– This manual contains important safety and operating instructions for power units.

Connections

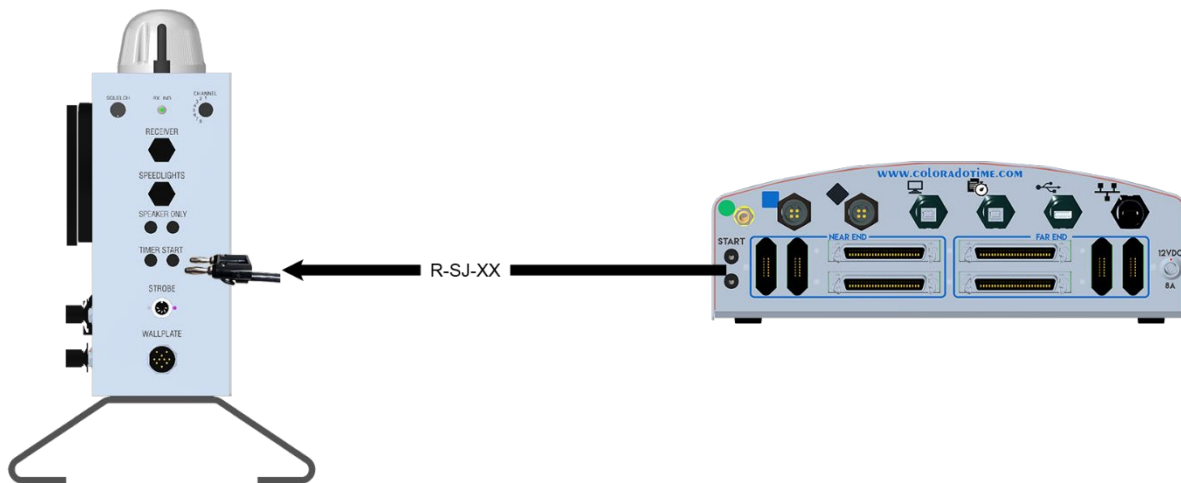


For in deck and on Deck systems plug the near and far end cables into either of the available connectors on the back of the timer.

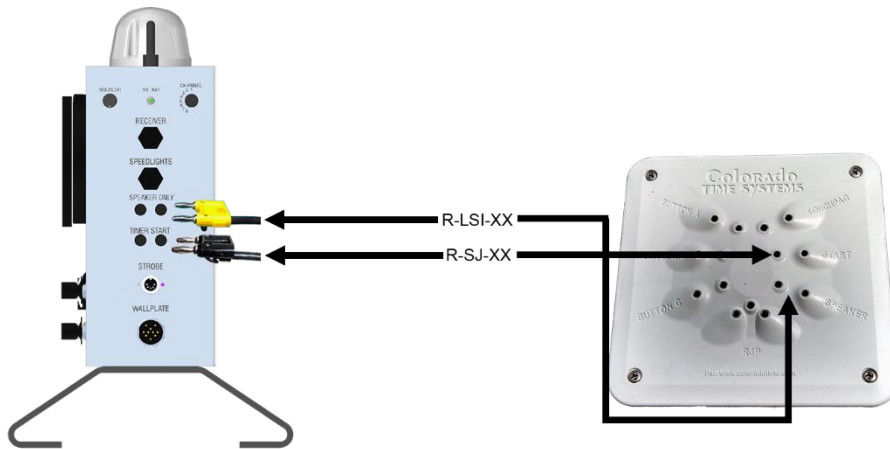
Connecting the Start System

The start system can be connected to the Gen7 timer in two different ways:

- Connect the start system directly to the timer using one R-SJ-xx cable for the start signal.



- Connect the start system to a deckplate using an R-SJ-xx cable for the starter connection and an R-LSI-xx cable for the speaker.



- Connect the start system to the start input on the start pod of a primary cable harness using one R-SJ-xx

Connect Interface Computer to Timer

The Gen7 timer requires a laptop (or desktop) PC to run the control interface. The interface computer and timer must be connected to the same network. The Gen7 Timer supports an Ethernet connection. The interface computer can be connected to the network via a cabled Ethernet connection or Wi-Fi. The timer and interface computer can also be directly connected with a single Ethernet cable.



Other Connections

Connect other equipment such as touchpads, pushbuttons and relay judging platforms to the deckplates or harnesses at each lane. Use the Diagnostics function (see page 14) to quickly confirm that all equipment is in the correct location and plugged in.



Software

Power On Sequence

With your equipment connected to the timer, you can now begin the power up sequence.

1. Power on the interface computer and let it boot completely.
2. Press the power button on the Gen7 timer
3. Wait until all LEDs in the CTS logo sweep show a slow pulse (about 30 seconds).
4. Start the Gen7 Swimming Software on the interface computer.



Note: If Gen7 Swimming Software is not installed, see

<https://www.coloradotime.com/sware.htm>

Click the Gen7 tab then select the latest Gen7 Swimming Software.

When the software starts, it will attempt to find the timer automatically. If the timer is not found, an IP address can be specified manually.

Set Up

Each time you open the Gen7 Swimming software, you need to either create a new meet or open an existing meet.

Create a New Meet

1. Select **New Meet**
2. Enter a name for the meet
3. Choose Start and End dates for the meet
4. Select the governing body

Open an Existing Meet

1. Select **Existing Meet**
2. Select desired meet from previously created meets

Create or Select Meet

New Meet

Meet Name

Start: 10/22/2020 End: 10/22/2020

Governing Body: Other

Existing Meet

Show Archived Meets

OK

Create a New Session

1. Select **New Session**
2. Choose the session number
3. Select course configuration
4. Choose the sessions start time.
5. A tag can be added to the session if desired. A tag is extra text that is added to the session name (e.g., Friday Prelims)

Open an Existing Session

1. Select **Existing Session**
2. Choose a session from previously created sessions

Create or Select Session

New Session

Number: 2

Course: Short Course Yards (25y/SCY)

Start Time: 10/22/2020 1:00:00

Tag:

Existing Session

Session: 1

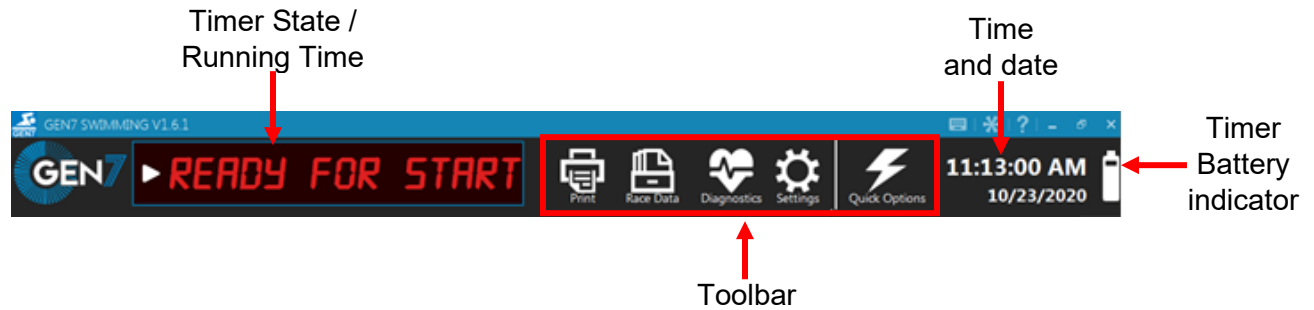
Back OK

Main Screen

The Main screen is where current event and heat information is displayed.

Running Time and Toolbar

The Running Time and Toolbar portion of the Main screen is where the Timer State / Running Time, and Toolbar are displayed.

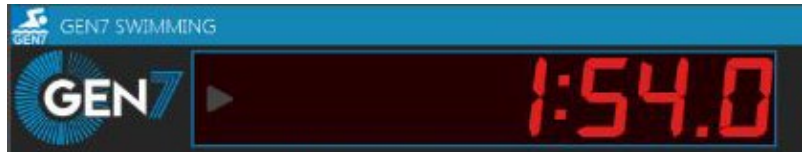


Timer State/Running Time

When **READY FOR START** is displayed, the system is in the reset state and is ready for a race to be started.



During a race the Running Time will be displayed here



After finish times have been registered for all lanes, **FINISHED** will be displayed

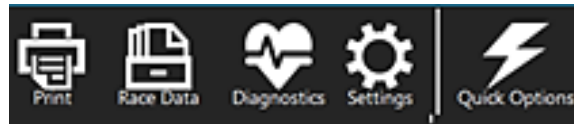


Click **FINISHED** and then Click **Save and Reset** to store the race results and put the timer back into the reset state.




Toolbar

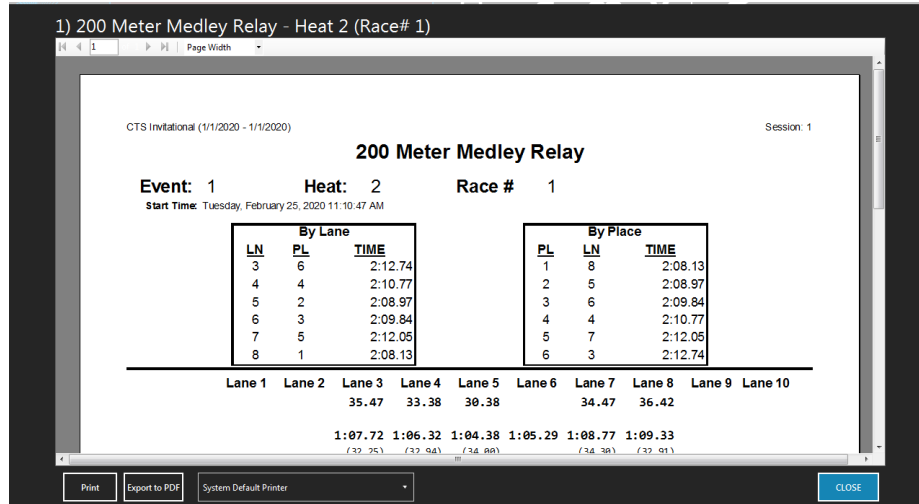
The toolbar contains the Print, Race Data, Diagnostics, Settings, and Quick Options buttons.



Print




The  button will open a dialog box where the current completed event results can be printed or exported to PDF. (See page 35 for printer settings)



Race Data



The  button navigates to the Race Data Screen. Here the results of all previously run races of the session can be viewed and printed.

Print
selected race


Completed races (grouped by event) →

→ Data for selected race

Lane #	React	50m	100m	150m	200m	Final Time	Backup	Place
1								
2								
3	0.47	35.47	1:07.72	1:46.35	2:12.74	2:12.74		6
4	0.46	33.38	1:06.32	1:45.22	2:10.77	2:10.77		4
5	0.46	30.38	1:04.38	1:42.77	2:08.97	2:08.97		2
6			1:05.29	1:44.08	2:09.84	2:09.84		3
7	0.47	34.47	1:08.77		2:12.05	2:12.05		5
8	0.39	36.42	1:09.33	1:41.13	2:08.13	2:08.13		1
9								
10								

Diagnostics



Click  to open the Diagnostics Screen. The Diagnostics Screen is designed to help find problems with in-deck and on-deck connections such as shorts (water inside electrically sensitive components) and corrosion (oxide buildup on conductors that creates a resistance which diminishes electrical current flow). See page 54 for details on how to test components using the **Diagnostic** tool.

Pre-Meet/ Real
Time drop down


Start and
Stop test

Lane	Clear	A	B	C	Far End
Lane 1	Clear	✓	✓	✓	✓
Lane 2	Clear	✓	✓	✓	✓
Lane 3	Clear	✓	✓	✓	✓
Lane 4	Clear	✓	✓	✓	✓
Lane 5	Clear	✓	⚠	✓	✓
Lane 6	Clear	✓	✓	✓	✓
Lane 7	Clear	✓	✓	✓	✓
Lane 8	Clear	✓	✓	✓	✓


Status
key


Settings



The  button will navigate to the Settings screen where General, Timing, Scoreboard, Printing, and Session settings can be adjusted. For details of these settings, see page 19.

Quick Options

Click  to open a menu on the right side of the Main screen.



The screenshot shows the GEN7 SWIMMING V1.6.2-2 interface. The main screen displays "READY FOR START" in large red letters. Below this, it shows "Current Meet: CTS Invitational (2/24/2020 - 2/24/2020)", "Event: 1) 100 Meter", "Heat: 1", and "Race: 4". A table of lanes (1-10) is visible, each with a "S. ARM" button and a "0/4" indicator. The Quick Options menu is open on the right, with the following items: "Backstroke Start Reaction" (toggled On), "Scoreboard State" (with sub-options: "Scoreboard On", "Blank (with Time of Day)", "Totally Blank"), "EV/HT - H/G: Normal", "EV/HT - H/G: Swapped", and "New Session Or Meet". Red arrows and numbers (1-4) point to these specific items.

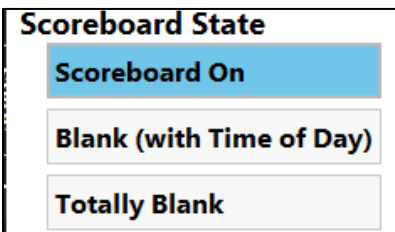
1: Backstroke Start Reaction

Toggles backstroke start reaction on or off. See page 26 for information on adjusting backstroke start reaction settings.



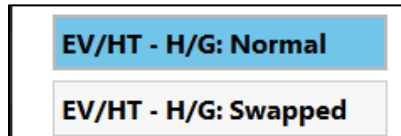
2: Scoreboard State

Here the scoreboard state can be toggled between On, Blank with Time of Day displayed, or Totally Blank. When "Blank with Time of Day" is selected, the time of day will appear on modules 03, 0F and 16.



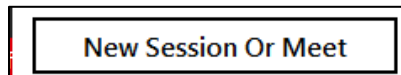
3: Home/Guest Display Order

Sets the order that Home and Guest are displayed, either Normal (Home then Guest) or Swapped (Guest then Home). This is designed to work with the LED6 series numeric boards.



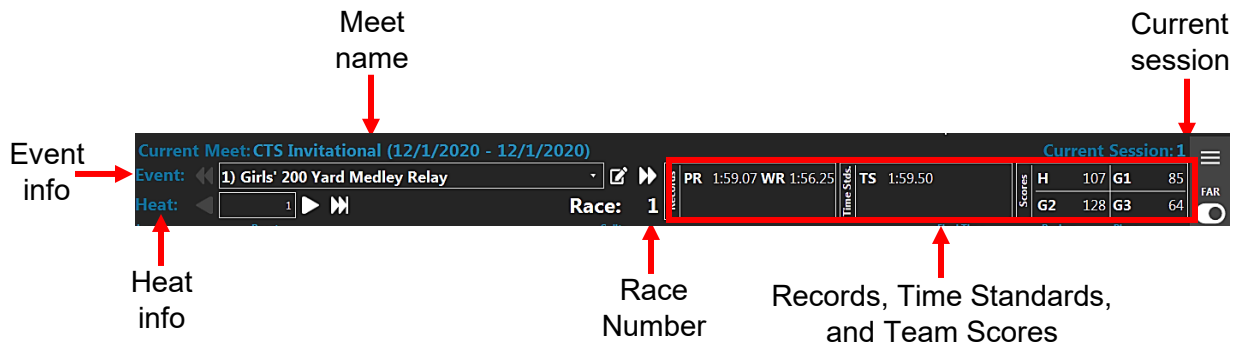
4: New Session or Meet

Click New Session or Meet to open a dialog box where a new session or meet can be created. See page 11 for details on creating a meet or session.

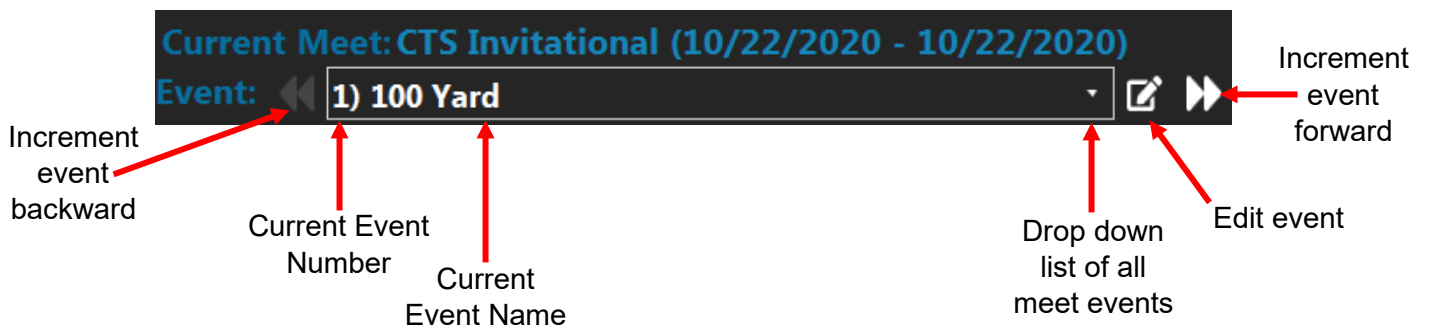


Event Info

The Event Info section is where current event and heat selection are managed, and where records, time standards, and team scores are displayed.



Event



Heat

Current Meet: CTS Invitational (10/22/2020 - 10/22/2020)
 Event: 1) 100 Yard
 Heat: 1 Race: 1

Increment heat backward Current heat number Increment heat forward Next empty heat Current race number

In both the **Event** and **Heat** sections, the number of the event or heat desired can be typed and the software will go to the defined event or heat. If an event number is typed in that is not already defined, the software will create a new event which can be edited by clicking the edit event button.

Records, Time Standards, and Team Scores

Records	PR	1:59.07	WR	1:56.25	Time Stds.	TS	1:59.50	Scores	H	107	G1	85
										G2	128	G3

Records: When a record has been defined in **Session Settings** (see page 39) the record tag(s) and record time(s) will be displayed here. Only a race winner can beat a record.

Time Standards: When a time standard is specified in **Session Settings** (see page 43), the time standard tag(s) and time(s) will be displayed here.

Team Scores: Scores for home and guest(s) are displayed here. Click here to edit team scores.

Lane Data

The Lane Data section of the screen is where the current race data will be displayed and where basic operations take place during an event (see page 45).

The screenshot shows a table of race data for 8 lanes. Lane 1 and 8 are marked as 'Lane Off'. The table displays split times for 200-yard intervals and final times for each lane. Backup times are listed for lanes 2 through 7. Place (Rank) is shown on the right for lanes 2 through 7.

Lane	State	0-25yd	25-50yd	50-75yd	75-100yd	100-125yd	125-150yd	150-175yd	175-200yd	Final Time	Backup Times	Place (Rank)
1	Lane Off											
2	On	30.19	1:00.51	1:31.81	2:01.63	2:01.63				2:01.63	1:59.63, 2:00.87, 2:00.88, 1:59.53, 2:00.43, 1:59.80, 1:59.21, 2:00.04, 1:59.99, 1:59.18, 1:59.83, 2:00.05, 1:59.99, 2:00.89, 1:59.83, 2:00.32, 1:59.80	6
3	On	29.73	1:00.16	1:31.36	1:59.37	1:59.37				1:59.37		2
4	On	29.38	59.21	1:30.50	1:59.07	1:59.07				1:59.07		1
5	On	29.47	59.50	1:29.82	1:59.89	1:59.89				1:59.89		5
6	On	29.73	59.99	1:31.27	1:59.37	1:59.37				1:59.37		2
7	On	30.19	1:00.45	1:31.71	1:59.70	1:59.70				1:59.70		4
8	Lane Off											

Lane State

To turn a lane that is not in use off, click on the lane number. No data for this lane will be displayed. Click the lane number again to turn the lane back on. In the event a lane is accidentally turned off during an event, the software will continue to record timing inputs registered in the lane. Turn the lane on during the race or before saving race results and the lane results will be placed and saved.

Status Bar

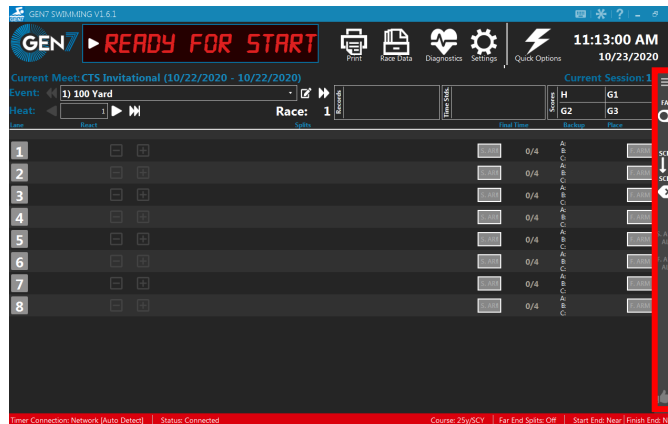
The status bar located at the bottom of the screen displays the timer connection network setting, timer connection status, and the current course settings.

The status bar displays the following information:


- Timer Connection: Network [Auto Detect]
- Status: Connected
- Course: 25y/SCY
- Far End Splits: Off
- Start End: Near
- Finish End: Near

Quick Actions

The Quick Action menu is located on the right side of the Main screen. This menu gives access to actions that are commonly performed throughout a meet.



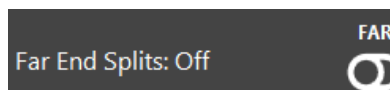
Quick Actions menu

Click the  button to expand the menu. **Note:** Quick Action menu options can be adjusted using the displayed icons without the need to expand the menu.



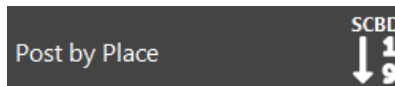
1: Far End Splits

Quickly turn far end splits on or off during an event.



2: Post by Place

Posts the race results in place order to the scoreboard after an event has finished.



3: Clear Lanes

Clears lane data from the scoreboard.



4: Split Arm All

Click to arm all active lanes for split times. **Note:** Only available while an event is running.



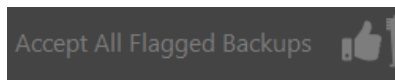
5: Finish Arm All

Arms all active lanes to accept a finish input. **Note:** Only available while an event is running.



6: Accept All Flagged Backups

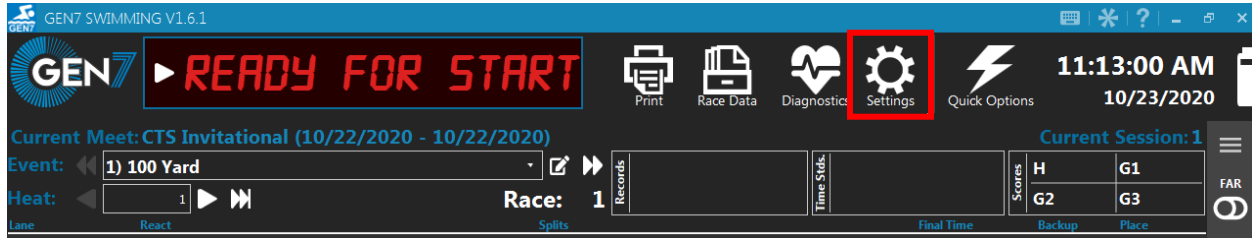
Click to accept all backup times for flagged times. **Note:** Only available after at least one lane has finished with a backup discrepancy and before the event is saved.



Settings

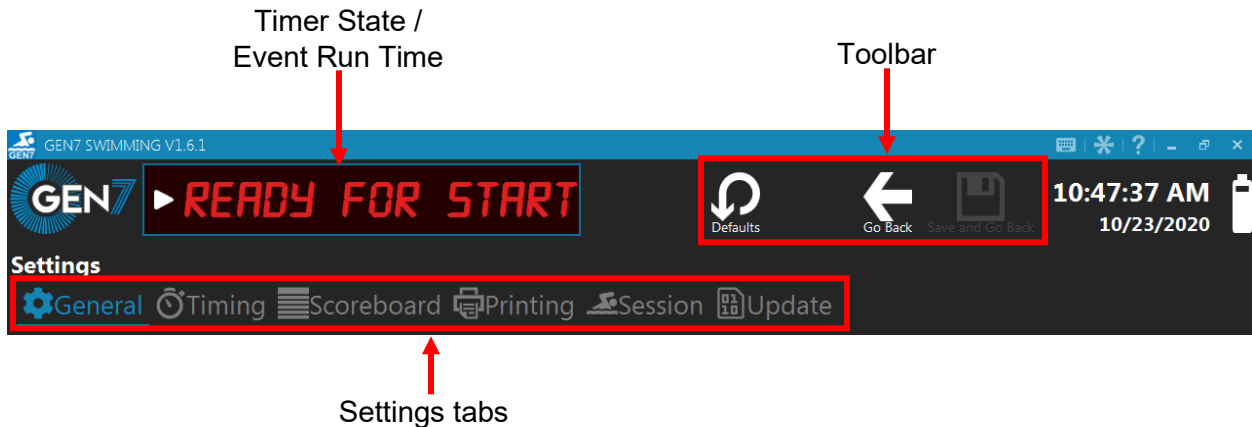
To access the Gen7 Software settings, click the **Settings** button located in the toolbar at the top of the Main screen.

Note: After a new session is created the Gen7 software will automatically navigate to the **Session** tab in the **Settings** screen (see page 37).

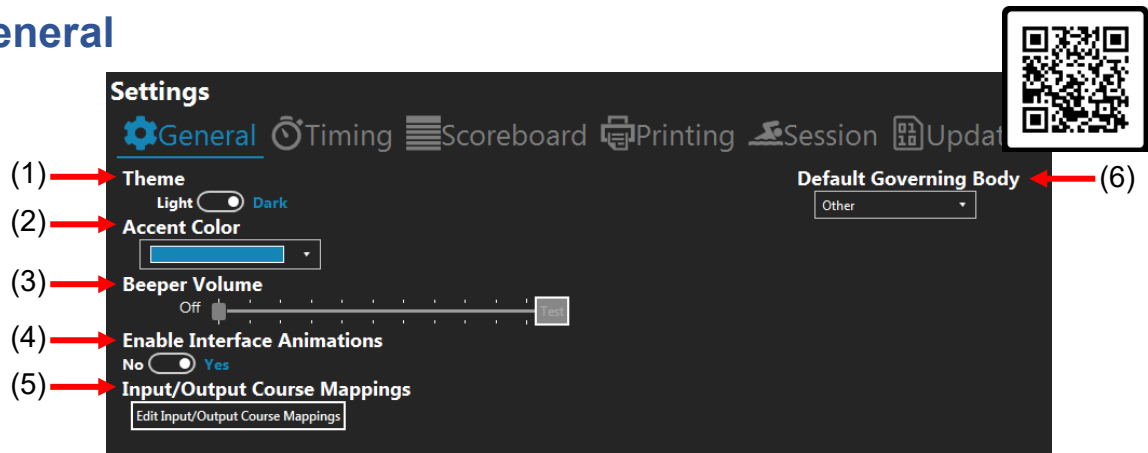


Settings Tabs and Toolbar

The top portion of the **Settings** screen is present through all sub menus. Each of the settings tabs will navigate to a separate submenu where various settings can be changed. Use the Toolbar to save changes, return to the **Main Screen** without saving, or restore the settings to factory or user defaults.

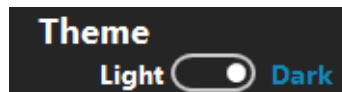


General



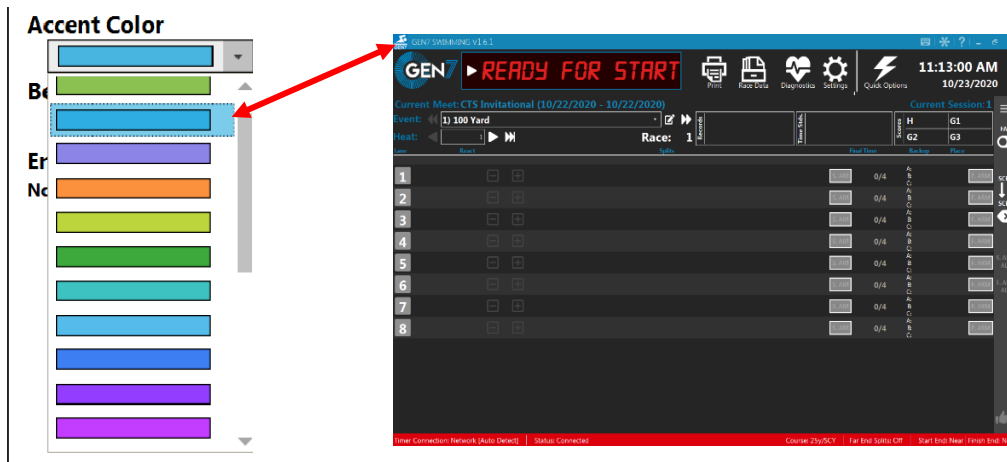
1: Theme

Select between a Light or Dark theme. The higher contrast in the Light theme helps with outdoor viewing.



2: Accent Color

Choose accent color displayed on all screens.



3: Beeper Volume

The slider adjusts the volume of beeps from the timer when there is a timing input registered.



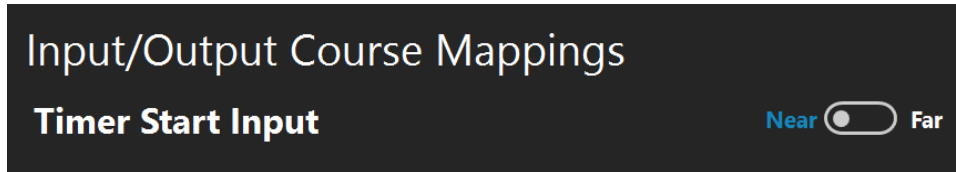
4: Enable Interface Animations

Select to have screen transition animations enabled or disabled. By default, screen transitions have an appear/disappear effect. Turn them off for faster navigation.



5: Input / Output Course Mappings

Click **Input / Output Course Mappings** to open a dialog box with options for setting the Timer Start input to either the near or far end.



6: Default Governing Body

This sets the default governing body that is selected when a new meet is created. The governing body for an existing meet can be changed in the **Sessions** screen. (See page 41)



Timing

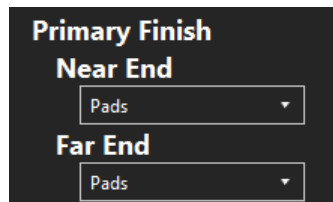


The screenshot shows the 'Timing' settings page with the following callouts:

- (1) Primary Finish section
- (2) Default Start End section
- (3) Backstroke Start Reaction section
- (4) Missed Pad Warnings section
- (5) Timing Resolution dropdown
- (6) Start Reaction Window slider
- (7) Near End Pad Delay and Far End Pad Delay sliders
- (8) Relay Judging Interval slider
- (9) Backup Comparison Interval slider

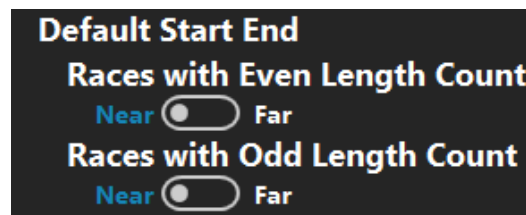
1: Primary Finish

Primary Finish sets whether the system will use touchpads or pushbuttons as the primary mode to finish a race. The near and far ends can be set independently. If pushbuttons are selected as the primary mode of finish, you can promote the inputs so that Pad becomes Button A, Button A becomes Button B and Button B becomes Button C. This will allow a 2 Button finish with a single cable harness.



2: Default Start End

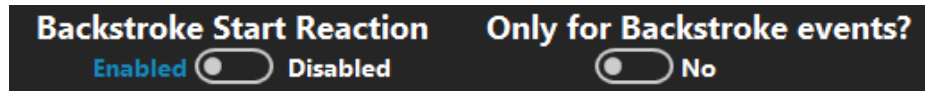
In the Default Start End section even and odd length races can be set to accept a start input on either the near or far end of the pool. Single events can be altered in the **Session** screen if needed (see page 39).



3: Backstroke Start Reaction

Here is where the backstroke start reaction is enabled or disabled. The backstroke start reaction can be set to be enabled for all events or only for backstroke events.

If Backstroke Start Devices are being used or if performing flyover starts, disable backstroke start reaction to reduce extra touchpad hits being registered at the start which may skew the data.



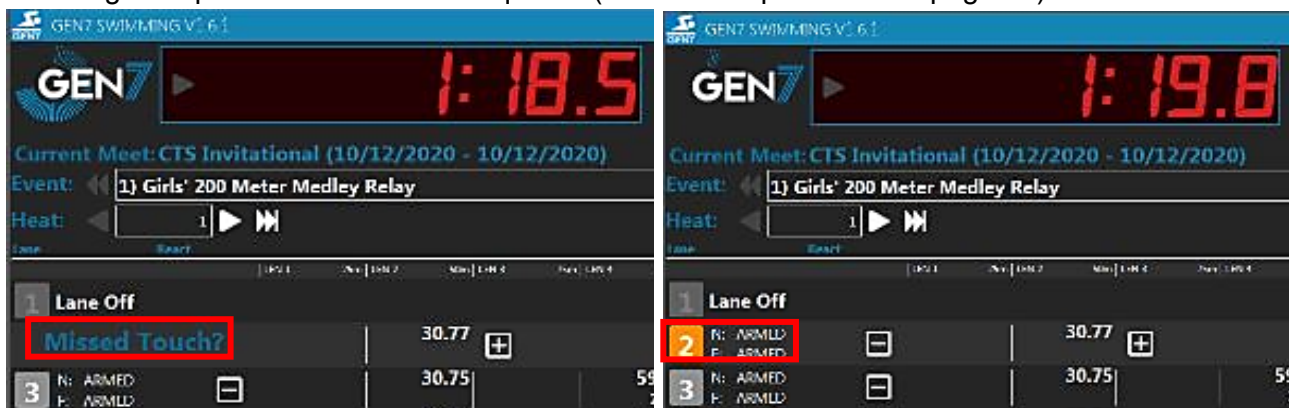
4: Missed Pad Warnings

Enabling the Missed Pad Warning will notify the operator of potential missed touches or that an athlete may be taking a long time or be off course.



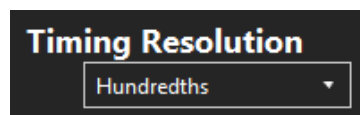
In the event of a missed pad touch and with Missed Pad Warnings enabled, a “Missed Touch?” message will display for about one second in the **Lane Data** portion of the **Main** screen for the affected lane.

After the message fades the lane number of the affected lane will be displayed as yellow alerting the operator that action is required. (see Basic Operations on page 45).



5: Timing Resolution

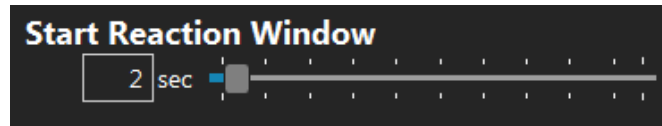
Timing resolution is where the number of places after the decimal that times are recorded is set. Select between seconds, tenths, hundredths, or thousandths. If the timing resolution is changed, only races that have not been run will be affected. Times for completed races are truncated according to the setting at the time of the race.



Note: Most governing bodies require the timing resolution to be set to Hundredths.

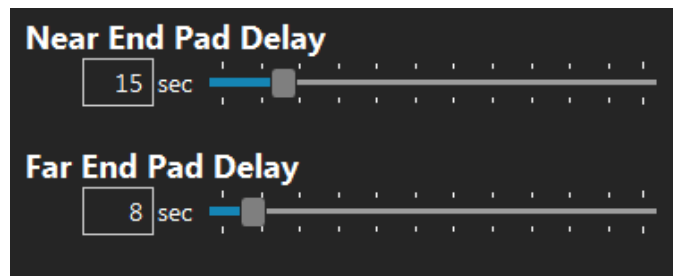
6: Start Reaction Window

Adjusts the time window to record start reaction times using RJPs for starting block starts and touchpads for in-water starts.



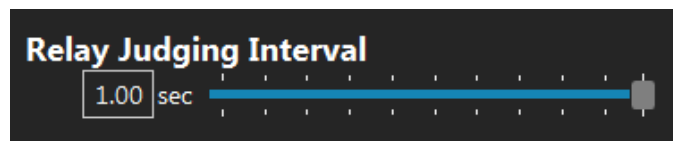
7: Pad Delay

Sets the near end and far end pad delays. After a touch, the pad will not register another touch during the delay period specified. With Gen7, unlike previous CTS timers, the scoreboard split delay is a separate setting in the **Scoreboard** screen and is NOT connected to the pad delay.



8: Relay Judging Interval

The relay judging interval sets the amount of time before and after a touchpad hit during which the Gen7 Timer will mark a relay input as valid. Relay inputs that occur outside this window are silently ignored.



9: Backup Comparison Interval

This is where the acceptable range between pad and backup times to be considered valid is set. Any difference in the times outside of the set range will be considered suspect and flagged as such in the **Lane Data** section of the **Main** screen. (see Promoting Backups on page 50).



	Final Time	Backup	Place
5 F. ARM	1:00.06	A: 1:00.15 B: C:	5 F. ARM
3 F. ARM	59.69	A: 59.80 B: C:	3 F. ARM
1 F. ARM	59.27	A: 59.37 B: C:	1 F. ARM
7 F. ARM	1:00.53	A: 59.78 B: C:	7 F. ARM
2 F. ARM	59.28	A: 59.40 B: C:	2 F. ARM

Scoreboard

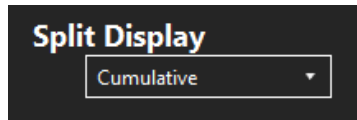


Settings

- (1) Split Display (Cumulative)
- (2) Split Display Time (6 sec)
- (3) Phasing (No)
- (4) Lane Modules Used (8)
- (5) Phasing Speed (4 sec)
- (6) Two Digit Lane and Place Display (10 = A, 10 = 0, 11 = B, 11 = 1, 12 = C, 12 = 2)
- (7) Clear Lanes on Next Race (No)
- (8) Post Places (Final Only, Final and Intermediate)
- (9) Single Line (0F)
- (10) Scroll Finish Times? (No)
- (11) Time per Item (1 sec)
- (12) # of Times to Loop (1)
- (13) Record Breaker Action (None, Blink)
- (14) Lengths Count Direction (Up, Down)
- (15) Wireless (No)
- (16) Wireless Channel (4)
- (17) Wireless PAN (0)
- (18) Wireless Scoreboard RSSI (Off)
- (19) Time of Day (12 Hour, 24 Hour)
- (20) Hours & Minutes Only (Off)
- (21) Show Seconds (Off)
- (22) Sync Timer to Current Time of Day (Off)
- (23) Self Test Mode (Off)
- (24) Scoreboard Intensity (Numeric Boards Only): (High)
- (25) Scoreboard Definitions

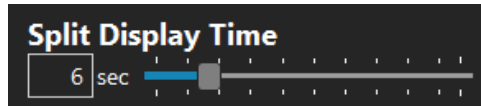
1: Split Display

Split Display is where the is set to show cumulative splits, subtractive splits, or a combination of both. If both are selected, the mode listed first will display first followed by mode listed second.



2: Split Display Time

This adjusts the amount of time the split times are visible on the scoreboard.

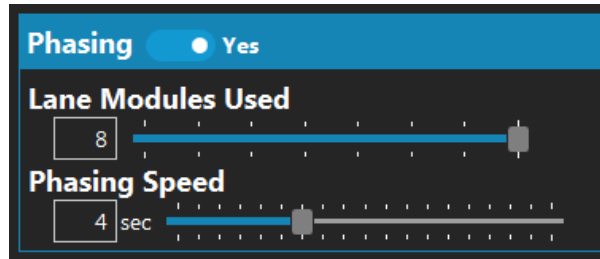


When a combination of both split display modes is selected, a second slider will become available and the display time for each mode can be set independently.



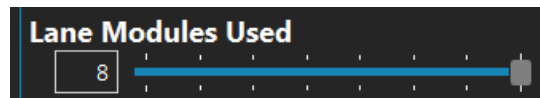
3: Phasing

When enabled, Phasing allows for specific modules of the scoreboard to be set to display race data.



Lane Modules Used

The lane Modules Used adjustment sets how many modules of the scoreboard will be utilized for race data. If the number of modules is set to a number less than the number of lanes in the pool, for example 4 modules in an 8-lane pool, the scoreboard will show the data in phases beginning with lanes 1-4 followed by lanes 5-8.



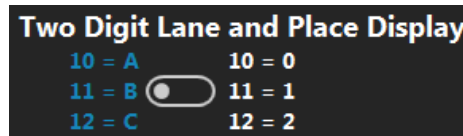
Phasing Speed

Sets the duration that each phase of data will be displayed.



4: Two Digit Lane and Place Display

For pools with more than 9 lanes, Two Digit Lane and Place Display adjusts how the lanes above 9 are displayed on the scoreboard.



For scoreboards that only have 1 digit for lane and 1 digit for place, you can select if lanes above 9 are displayed as single digit numeric, or as letters.



Letters



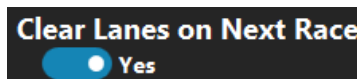
Numeric

On scoreboards capable of displaying both digits such as 10 Digit Per Line Boards or video boards, set the Two Digit Lane and Place Display setting to A,B,C to display both digits of lanes above 9.

EVENT	LN	PL	HEAT	TIME
	1	7	4	32.48
	2	6		32.36
	3	9		33.01
	4	1		31.18
	5	3		31.55
	6	5		31.90
	7	10		33.12
	8	8		32.59
	9	4		31.77
	10	11		33.29
	11	2		31.54
	12	12		33.39

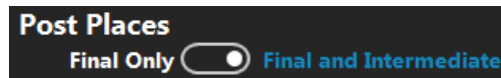
5: Clear Lanes on Next Race

When Clear Lanes on Next Race is selected, places and times will automatically clear from the scoreboard when the event or heat are changed while the timer is in the reset state (see Timer State/Event runtime on page 12).



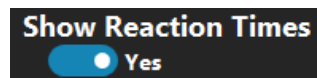
6: Post Places

The Post Places option selects whether places are posted at each split or only at the final time.



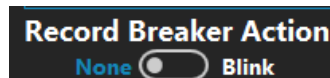
7: Show Start Reaction

Enable Show Start Reaction to display start reaction times for both RJP and backstroke take-offs with touchpads for each lane at the start of the race. Even if this option is turned off, start reaction times can still be recorded by the Gen7.



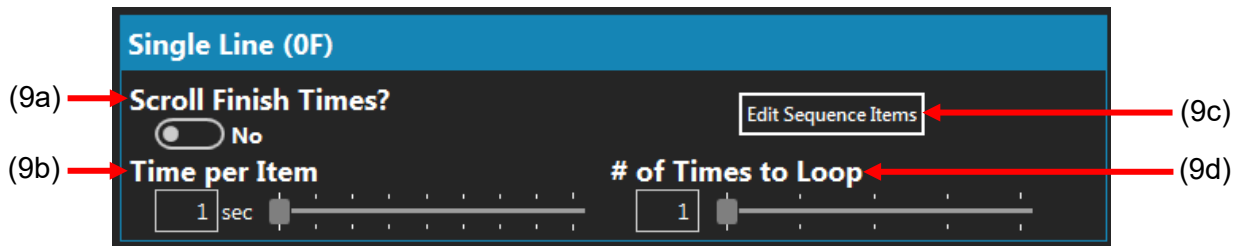
8: Record Breaker Action

Set the Record Breaker Action to blink to set the scoreboard to blink the time when a record is broken.



9: Single Line (0F)

For scoreboards with only one line, this module allows the display of different information, depending on the status of the race.



9a: Scroll Finish Times





If **Scroll Finish Times** is enabled, then while the race is running, the scoreboard will display the running time. When the lead swimmer completes a lap/length, their split time will be displayed. As the swimmers all finish the race, their final times will be displayed in the order in which they finished. This allows a single line scoreboard to effectively give athletes, coaches, and spectators all the information necessary for a successful meet.

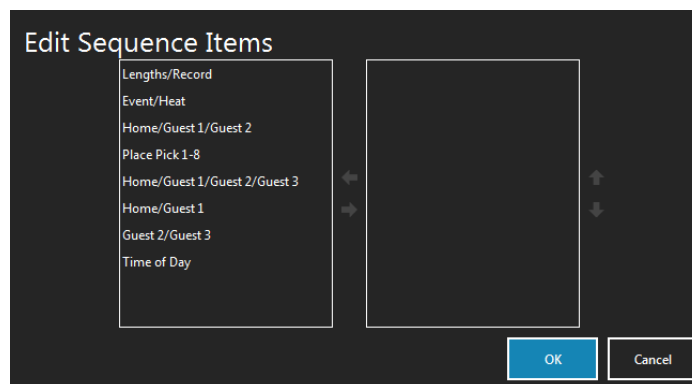
Additional information can be shown sequentially when the timer is in reset (see Edit Sequence Items below).

9b: Time per Item

Sets the amount of time the finish time and each scrolling sequence item will be displayed on the scoreboard.

9c: Edit Sequence Items

Click the **Edit Sequence Items** button to open a dialog box where the post-race sequence can be adjusted. Highlight sequence item(s) in the left portion of the dialog box and use  to move them to the display box on the right portion of the screen. Unwanted sequence items can be removed from the display box by highlighting the item(s) and using . Sequence items in the display box can be re-ordered using  and  located to the right of the display box.



9d: Times to Loop

Sets the number of times the finish time and scrolling sequence items will be displayed on the scoreboard

10: Lengths Count Direction

The Lengths Count Direction toggles the direction the lengths counter on the scoreboard will count to be either up or down.



11: Wireless Settings

If enabled, Wireless Settings are where the Channel and PAN of your Gen7 Timer are set to match the Channel and PAN set on your wireless scoreboard or scoreboard adapter.

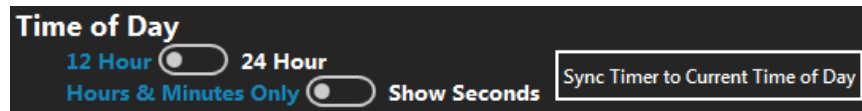


Wireless RSSI

To test the wireless signal strength between the timer and a wireless capable scoreboard, turn on Wireless Scoreboard RSSI. When enabled, the scoreboard enters a special test mode and will display the signal strength of the incoming wireless signal on the scoreboard. The higher the number, the poorer the signal.

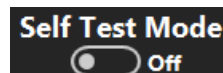
12: Time of Day options

Time of day is where the options are set for the time of day that is displayed on the scoreboard. Select between 12 or 24 hour formats and set whether to display only hours and minutes or include seconds. Time of Day is automatically synced when the Gen7 software starts up. Click **Sync timer to current time of day** to manually set the time displayed on the scoreboard to the current time.



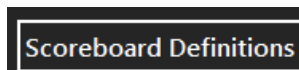
13: Self-Test Mode

Test scoreboard digit functionality by enabling the Scoreboard Self-Test. When enabled, the scoreboard displays a pattern designed to test each numeric digit.

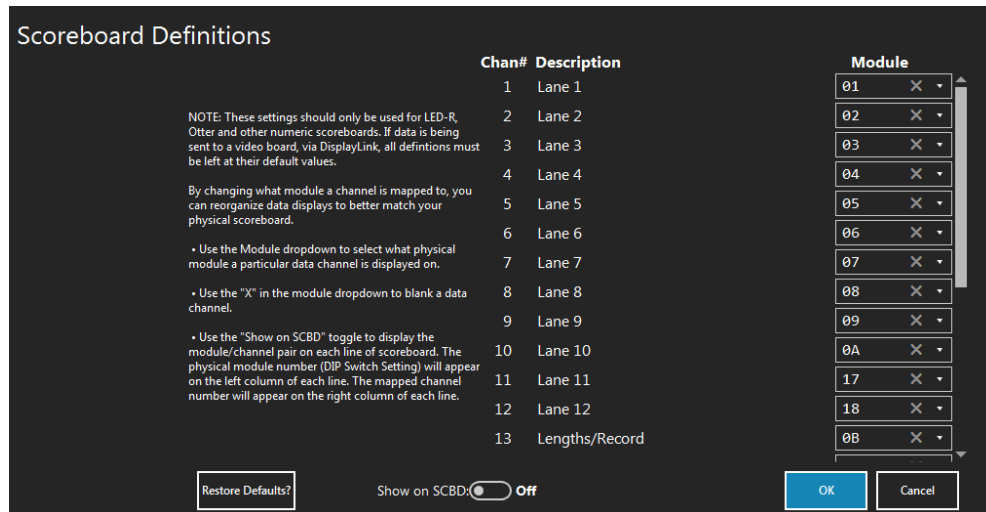


14: Scoreboard Definitions

Like previous CTS timers, Gen7 allows the location of scoreboard information to be changed without making physical changes to the scoreboard itself. Click the **Scoreboard Definitions** button to open a screen where a module on which a given data item will appear can be selected.



If a data item is changed to appear on a different module and that module number is already assigned to a different data item, the modules numbers will effectively swap places.



Use **Show on SCBD: Off** to display the relationship between physical modules and mapped channels on the scoreboard.

The physical module number will appear on the left-hand side of each module. This number corresponds to the switch setting on the control card inside the scoreboard.

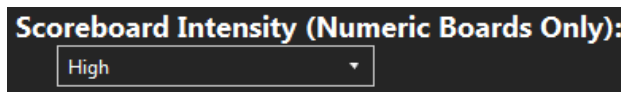
The channel number will appear on the right side of each module. This number corresponds to the channel number listed in the scoreboard definitions screen.

To blank a module, click the **X** in the module dropdown and make sure to not assign that module to another channel.

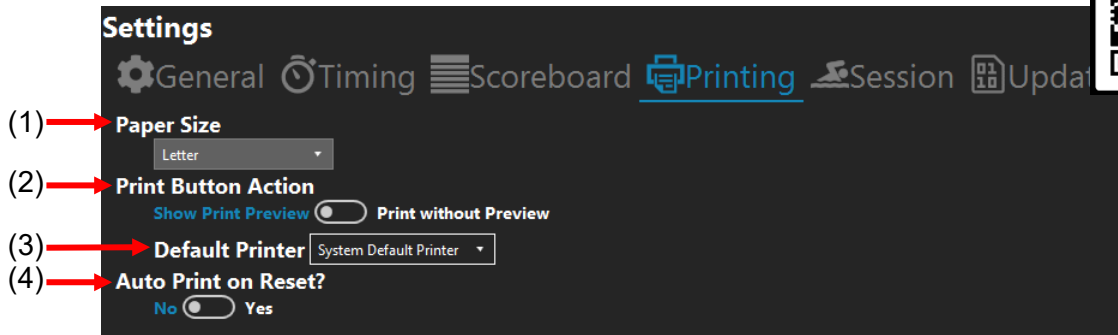
NOTE: if using an LED video board with DisplayLink software, leave all definitions at their default values.

15: Scoreboard Intensity

Scoreboard intensity is where the brightness of the digits on numeric scoreboards is set. Choose between 7 intensity settings, or if connected to a numeric scoreboard equipped with an ambient light sensor, select Auto to set the scoreboard to adjust brightness based on surrounding light.

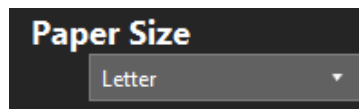


Printing



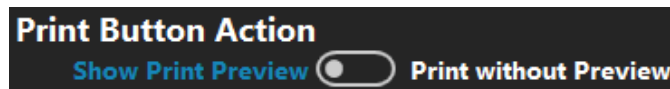
1: Paper Size

Select the paper size that race results will be printed on.



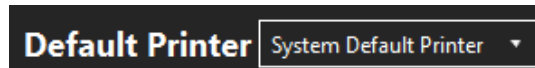
2: Print Button Action

The Print Button Action sets to show a preview before race results are printed or sets to print directly without showing a preview first.



3: Default Printer

Sets the default printer that results will print to. You can override the default printer from the print preview screen.



4: Auto Print on Reset

Use Auto Print on Reset to enable the system to automatically print race results every time an event is finished, and the timer is put back into the reset state.



Session (Event Sequence)



The screenshot shows the 'Settings' application with the 'Event Sequence' section. A toolbar at the top contains icons for Add, Delete, Up, Down, Clear All, Set All, and Default. Below the toolbar is a list of events, with the first event, 'Girls' 200 Yard Medley Relay', selected. A configuration dialog box is open, showing settings for Number, Round, Gender, Far End Splits, Start End, Distance, Stroke, Relay, and Age Group. Red arrows labeled (1), (2), and (3) point to the toolbar, the event list, and the configuration dialog respectively.

1: Event Sequence Toolbar

The Event Sequence Toolbar is used to Add new events, Delete an existing event, move an event Up or Down in the sequence of events, and Clear All events from the sequence.

Set All


Click Set All to open the **Set property of multiple events** dialog box where settings can be applied to multiple events that meet designated conditions.

The screenshot shows the 'Set property of multiple events' dialog box. It has two main sections: 'Set Far End' and 'Set Start End'. Each section has a 'For All Events' dropdown menu, an 'Only Relay' checkbox, and a 'Set Far End' or 'Set Start End' dropdown menu. There are 'Apply' buttons for each section and a 'CLOSE' button at the bottom right. Red arrows point to the 'Set Far End' and 'Set Start End' lines of drop-down menus.

Examples: To set all 25-yard events to start at the far end, use the Set Start End line of drop-down menus to set **For All Events** to ≤ 25 yds and **Set Start End** to Far.

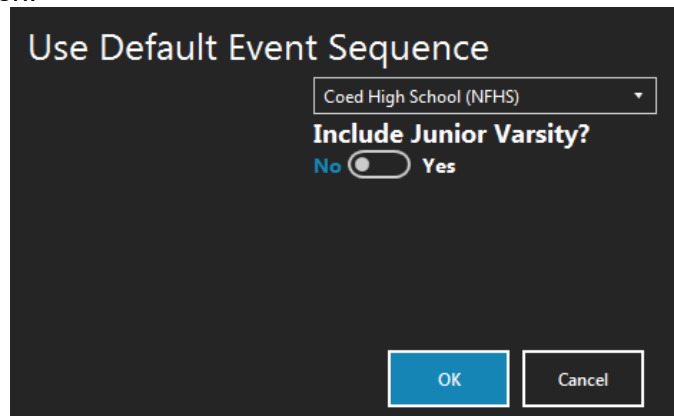
To set all relay events to have splits on the far end, click the **Only Relay** check box in the Set Far End line of options and **Set Far End** to On.

Default

To load a default event sequence for standard NFHS meets, click . A dialog box will open that contains a dropdown menu where either a default Coed, Girls, or Boys meet can be selected.

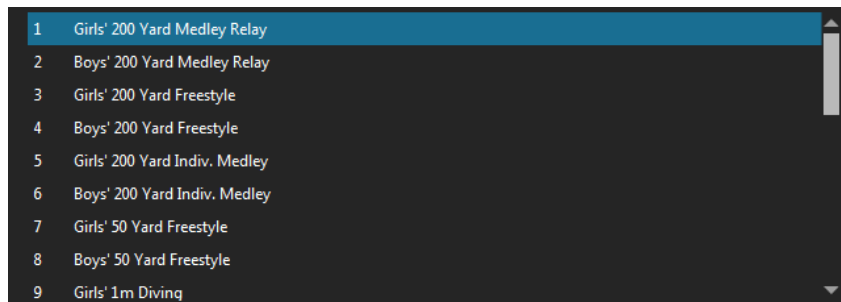
Click **OK** and the Gen7 software will generate a standard NFHS event sequence. If needed, the events can be edited just like any other event.

When the event sequence has been populated. Click save and go back to be taken to the main screen.

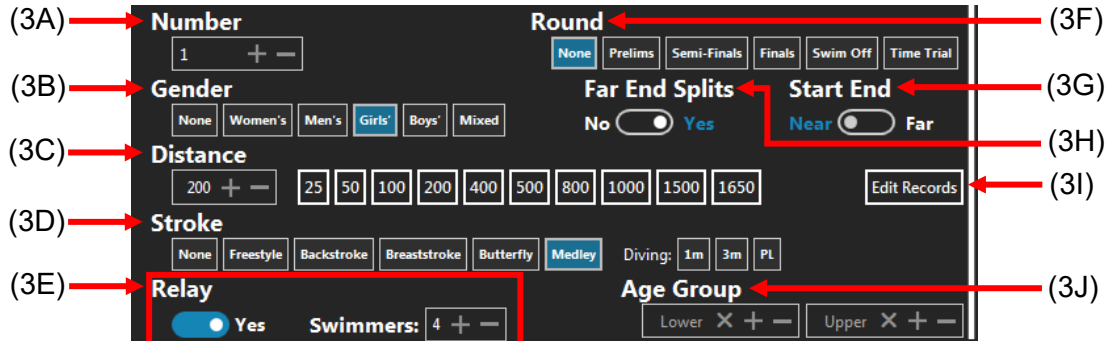


2: Sequence of Events

The Event Sequence section display all loaded/created events for the current session.



3: Event Settings



3A: Number

Adjusts a selected event's number. Use the plus or minus button or type an event number to edit an event's number in the event sequence. This only changes the number, it does not alter the order of events

3B: Gender

Sets who will be competing. Women's, Men's, Girls', Boys', mixed, or None to leave it blank.

3C: Distance

Sets the race distance with either the quick select options or the plus and minus buttons. The race distance can also be typed.

3D: Stroke

Sets the stroke type(s) for the selected event.

3E: Relay

Sets if the event is a relay and how many relay swimmers there will be.

3F: Round

Set the type of round for the event, prelims, semi-finals, finals, swim off, time trial, or None to leave it blank.

3G: Start End

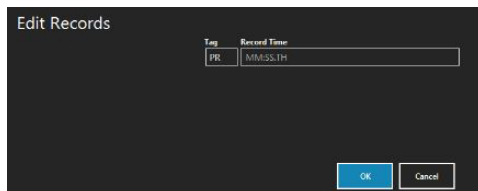
Choose which end of the pool the event will start on.

3H: Far End Splits

Select if far end splits are enabled for the event.

3I: Edit Records

Opens a dialog box where event specific records can be assigned in conjunction with Record Tags (see page 43).



3J: Age Group

Sets the age group that will be competing in the event.

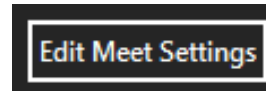
Session (Session Settings)



The screenshot shows the 'Session Settings' interface. At the top, there are two buttons: 'Edit Meet Settings' (1) and 'Edit Session Settings' (6). Below these is the 'Session Settings' section. Under 'Pool', there is a 'Course' dropdown menu (2) set to 'Short Course Yards (25y/SCY)' and a 'Lanes In Pool' dropdown menu (7) set to '8'. Below the pool settings is a table for lane mapping. The table has two rows: 'In-Deck' and 'On-Deck'. Each row has two columns: 'LANE MAPPING: NEAR END' and 'LANE MAPPING: FAR END'. Each cell contains radio buttons for 'Normal (1 - 8)', 'Reversed (8 - 1)', and 'Advanced' (with an 'Edit' button). A red box highlights the 'On-Deck' row. To the right of the table is a 'First Lane' toggle switch (8) set to 'One (1)'. Below the table is a 'Lanes Used' section (4) with eight buttons labeled '1' through '8', each with 'On' below it. At the bottom, there is an 'Edit Record Tags' button (5).

1: Edit Meet Settings

Click the **Edit Meet Settings** button to open a dialog box that allows the settings for the current meet to be adjusted.



In the Edit Meet Settings dialog box, the meet name, start and end dates, and governing body of the meet can be changed, or you can select to archive the meet. By default, archived meets do not appear in the Create or Select Meet screen when the program starts up.

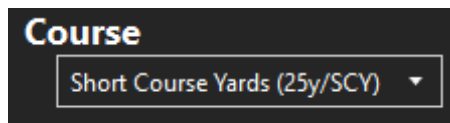
The 'Edit Meet Settings' dialog box contains the following fields:

- Meet Name:** CTS Invitational
- Start:** 10/22/2020
- End:** 10/22/2020
- Governing Body:** Other
- Archive

 At the bottom are 'Cancel' and 'OK' buttons.

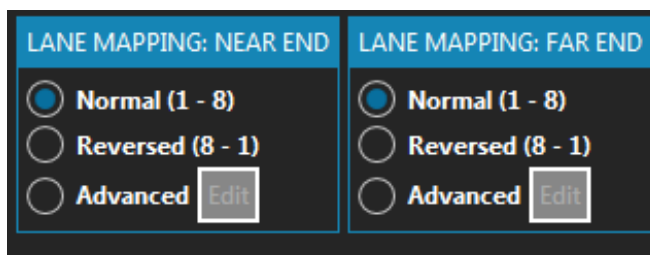
2: Course

Sets the desired course for the session. The drop down contains options for a 25-yard short course, 25-meter short course, or a 50-meter-long course. **Note:** Changing this option may change the number of lengths required to complete a race.

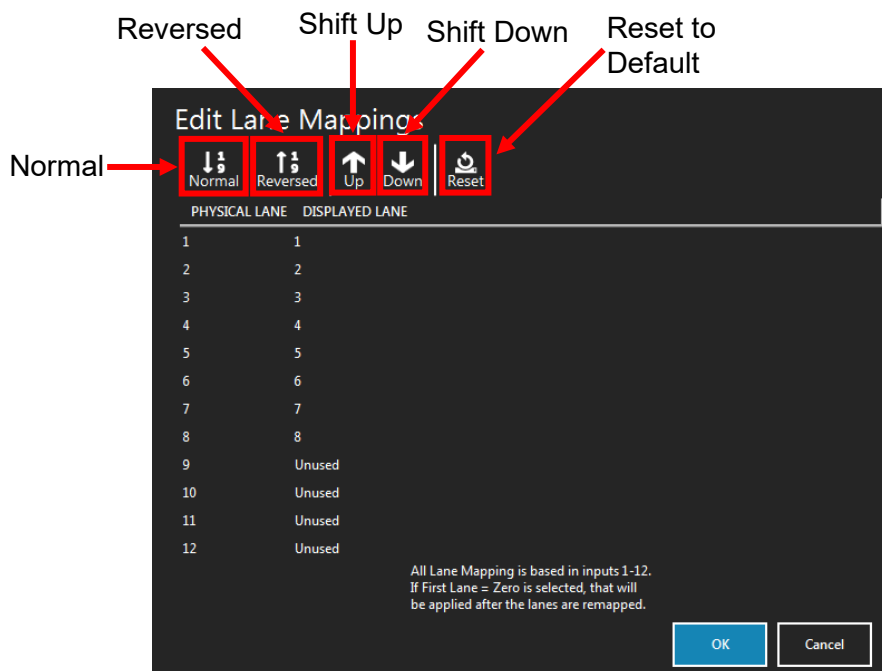


3: Lane Mapping

Lane mapping near end and **lane mapping far end** determines how the lanes are mapped to the timer. **Normal** will map the lanes so that each lane number is displayed as that same lane number. **Reversed** maps the lanes in reverse order. For example: an 8-lane pool mapped in reverse order would display lane 8 as lane 1.



If using an On-Deck set up there are different mapping options available. Select **Advanced** and click the **Edit** button to open a dialog box where the lanes can be mapped so they are shifted as well as set to normal or reverse. For example, in an 8-lane pool running 6 lanes, the lanes can be shifted so that lane 2 displays as lane 1, or if also set to reversed, lane 7 would display as lane 1.



4: Lanes Used

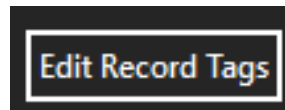
Lanes for a session can be turned off or on. Click a lane number to toggle between on and off.




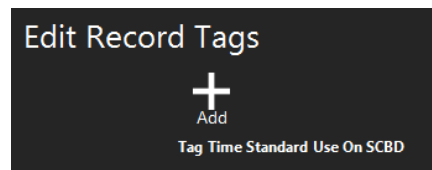
If a lane needs to be switched on or off for an event, it can be done by clicking the lane number on the main screen before the start of the event (see page 13).

5: Edit Record Tags

Click **Edit Record Tags** to open a dialog box where information is added for records that will be displayed in the Records, Time Standards, and Team Scores section of the Main Screen (see page 17).

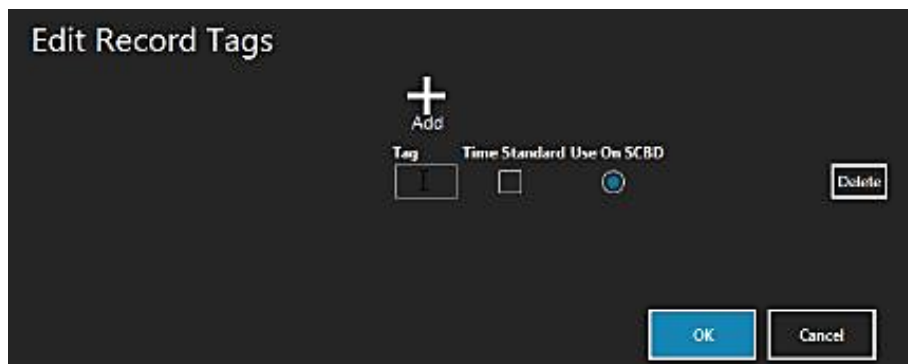


Click the  to add a new record tag.



Enter a two letter tag in the **Tag** field for the record that will be displayed in Records section of the Main screen (see page 17) and on the scoreboard. For example: PR for pool record, or WR for world record. The record displayed on the scoreboard is used in conjunction with the Record Breaker Action option in the scoreboard settings screen (see page 30).

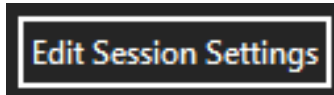
The Time Standard check box makes the tag a time standard instead of a record.



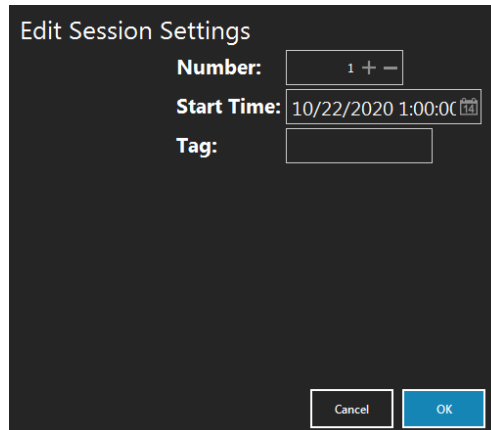
Input each events time data for records in the **Edit Records** section of the event settings on the left side of the session screen (see page 39).

6: Edit Session

Edit Session Settings opens a dialog box where the current session can be adjusted.



In the Edit Session Settings dialog box the current session number, and session start time can be changed, and a custom tag assigned to the session can be added or changed.



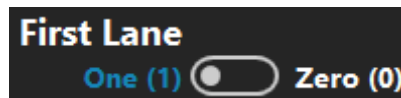
7: Lanes in Pool

Use the **Lanes in Pool** drop down to select how many lanes there are in the pool for the course that will be used.



8: First Lane

The First Lane setting toggles between the first lane being numbered as 1 or 0 with all subsequent lanes being in sequence corresponding to the selection.



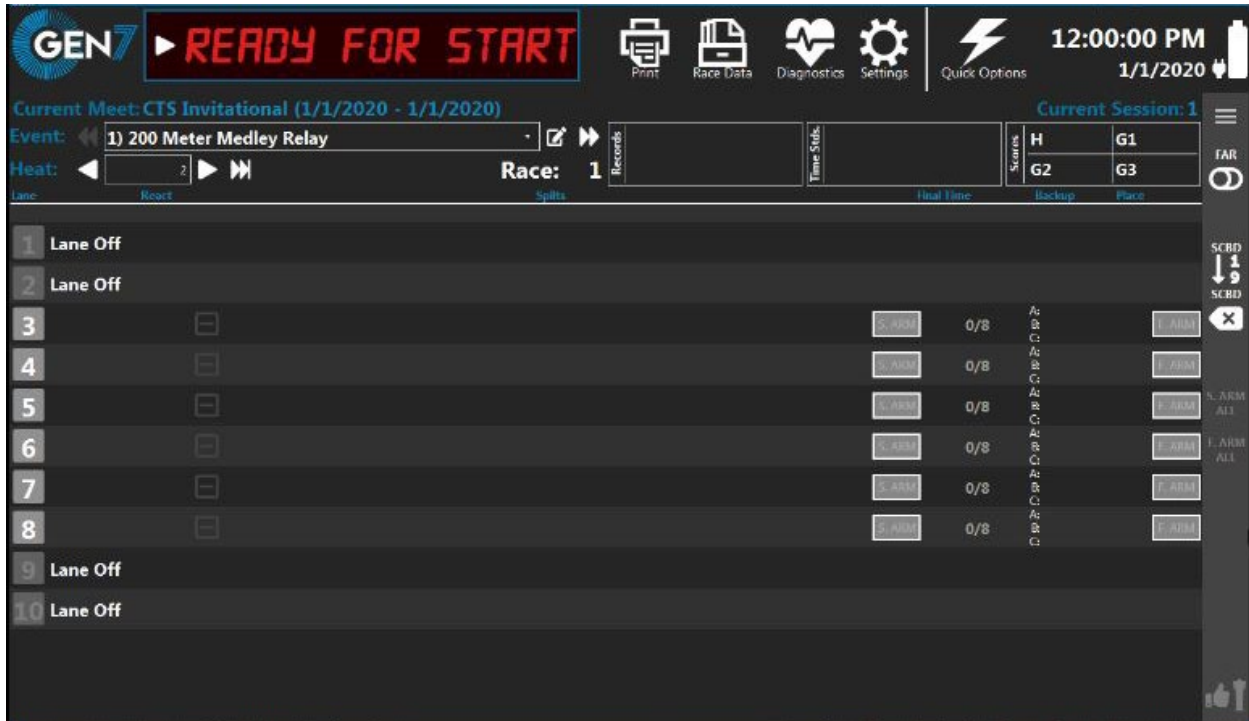
Basic Operation



This section will walk through a tutorial using a sample race to illustrate the basic operation of the Gen7 software and how to address common occurrences that arise during meets.


Tutorial

Our sample race is Event 1, Heat 2, a 200-meter medley relay. Our pool is 10 lanes, 25 meters. This heat only has six teams, so lanes 1, 2, 9, and 10 will be turned off (see page 18), and there will be no far end splits.



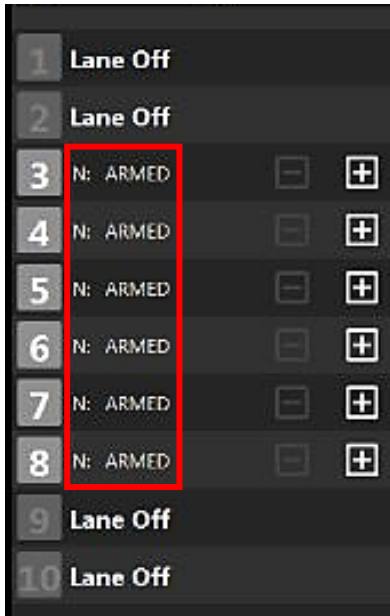
Starting the Race

Gen7 Swimming is in the reset state and is ready to begin timing a race (see page 12). The starting official starts the race with the start system, which sounds the horn, lights the strobe and sends the start signal to the timer.

The race can also be started manually clicking the  button on the left side of the Timer State section. **ONLY** use this if the timer did not start when the starting official signaled the start.



The touchpads are inactive for a user-defined number of seconds after the start (see page 27). As soon as the touchpads are ready to receive a touch, “ARMED” will be indicated in the Lane Data section (see page 18) for each lane. “N: ARMED” indicates near end touchpads are ready, and “F: ARMED” indicates far end touchpads are ready.



Times Registered

The swimmers have made their turns at the far end of the pool and come in to touch at the near end. The swimmer in lane 5 touches first. The timer beeps at the touch (see page 23) and the number of completed lengths for that lane is displayed. The pad status indicator for lane 5 goes blank and the pad will not accept another touch. The timer beeps as each swimmer touches a pad.



Missed touch (Using +Touch)

The second swimmer in lane 6 has started but the software does not show that the previous swimmer touched the pad. In this situation, the number of completed lengths displayed for lane 6 is 0/8.



As sometimes happens, the first swimmer touched the wall beside the pad, which does not register as a touch.



To correct the missed pad touch, press the touch button for lane 6. Lane 6 now shows that 2/8 lengths have been completed. The split time will be missing, but subsequent split times and finish time can be recorded.

5	N: ARMED	30.38	0.46			S. ARM	2/8
6	N: ARMED					S. ARM	2/8

Note: It is not possible to finish a race using +Touch; races must be finished from the touchpads or backup buttons.

Extra touch (Using – Touch and Split Arm)

The swimmers complete another length. Imagine that the second swimmer in lane 6 is slow getting out of the pool and steps on the touchpad after the pad delay time is up. The pad is armed at this point and the timer registers this as a touch. Lane 6 now shows incorrectly that 6/8 lengths have been completed and that it is on the finish lap.

5	N: ARMED	30.38	1:04.38	0.46	34.00	S. ARM	4/8
6			1:05.29	1:21.82	16.53	S. ARM	6/8



To correct this, click touch button to remove the last touch from lane 6 and then click



which will arm the pad immediately for the next split.

5	N: ARMED	30.38	1:04.38	0.46	34.00	S. ARM	4/8
6	N: ARMED		1:05.29			S. ARM	4/8

Using Finish Arm

All swimmers except the one in lane 7 touch at the end of the third leg of this relay and the final swimmers are in the pool. After the pad delay, the lanes with valid touches display F.ARM showing they armed for finish touches. Lane 7's length count shows 4/8, and it is not finish armed.

7	N: ARMED	34.47	1:08.77	0.47	0.33	34.30	S. ARM	4/8	A:	6	F. ARM
8	N: F.ARM	36.42	1:09.33	0.39	0.33	32.91	S. ARM	6/8	B:	1	F. ARM
			1:41.13		0.73	31.80			C:		



To prepare the lane for the upcoming finish touch, click the button. The length counter still displays 4/8 but pad status display indicates that the pad is armed for the finish. The finish time and place pick will be accurate.

7	N: F.ARM	34.47	1:08.77	0.47	0.33	34.30	S. ARM	4/8	A:	6	F. ARM
8	N: F.ARM	36.42	1:09.33	0.39	0.33	32.91	S. ARM	6/8	B:	1	F. ARM
			1:41.13		0.73	31.80			C:		

Finishing the race

All swimmers touch their pads successfully at the finish. The timer beeps as each swimmer finishes and displays the place picks in each lane.

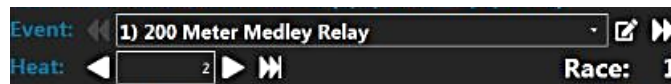
3	0.47	35.47	1:07.72	1:46.35	2:12.74	S. ARM	2:12.74	A: 2:12.91 B: C:	6	F. ARM
4	0.46	33.38	1:06.32	1:45.22	2:10.77	S. ARM	2:10.77	A: 2:10.95 B: C:	4	F. ARM
5	0.46	30.38	1:04.38	1:42.77	2:08.97	S. ARM	2:08.97	A: 2:09.18 B: C:	2	F. ARM
6	0.62	34.47	1:08.77	1:44.08	2:09.84	S. ARM	2:09.84	A: 2:10.03 B: C:	3	F. ARM
7	0.47	36.42	1:09.33	1:41.13	2:12.05	S. ARM	2:12.05	A: 2:12.16 B: C:	5	F. ARM
8	0.39	36.42	1:09.33	1:41.13	2:08.13	S. ARM	2:08.13	A: 2:08.24 B: C:	1	F. ARM

As soon as the race is over, click Finished and then Save and Reset. This stores the race results in memory.



After the race, if you wish to post the race results on the scoreboard in place order, go to the Quick Actions menu and select the Post by Place option (see page 20).

Press next heat or next event to prepare the timer for the next race.



Handling Exceptions

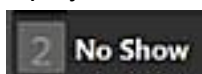
Whether a swimmer has failed to touch at the end of a race, or there is a no show to an event, Gen7 makes it easy to handle exceptions that arise during a swim meet. In this section we will look at common exceptions and go over how to handle them.



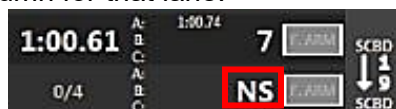
No Show

If a swimmer is a no show for an event, set the lane to display as a “no show”. After the race has started, right click on the lane number you want to update and then click **No Show**.

No show will be displayed next to the lane number.



After the race data has been saved, NS will appear in the “place” column for that lane.



If No Show is accidentally clicked for a lane with a swimmer in it. The Gen7 Timer will still record splits and finishes. Turn the lane back on before saving the event and all the data will be there.



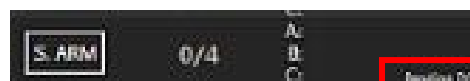
Lanes marked as no show will not display on the scoreboard. When results are transmitted to meet management, the place for that lane will be marked as “NS”

Disqualifying a swimmer

To disqualify a swimmer, either right click on the lane number of the swimmer who is being disqualified and click **DQ** or use the keyboard short cut “D” followed by the lane number. See page 51 for a list of keyboard shortcuts.



“Disqualification” will appear for about a second and “pending DQ” will appear in the “place” column for that lane.



← Pending DQ

All of the swimmer’s touches will be registered, however at the end of the race DQ will be displayed in the “place” column of the DQ’d lane.

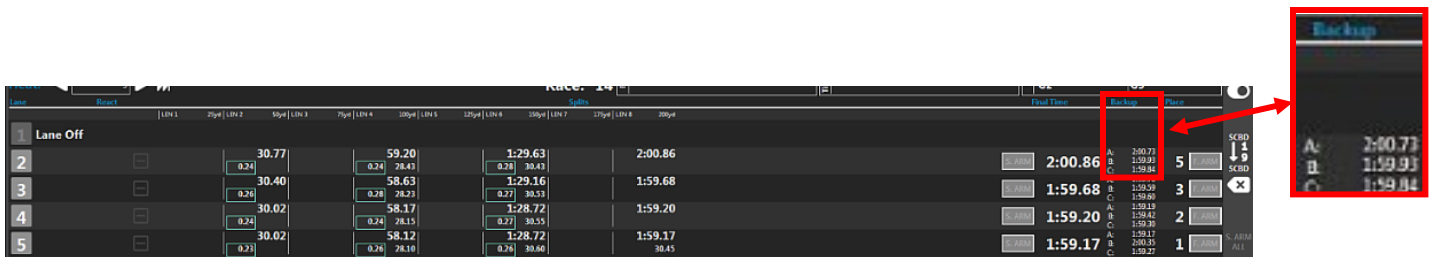


If the DQ was an error, remove the disqualification before the race results are saved by right clicking the lane number and selecting “remove disqualification” or by using the keyboard shortcut “D” followed by the lane number.



Promoting Backups

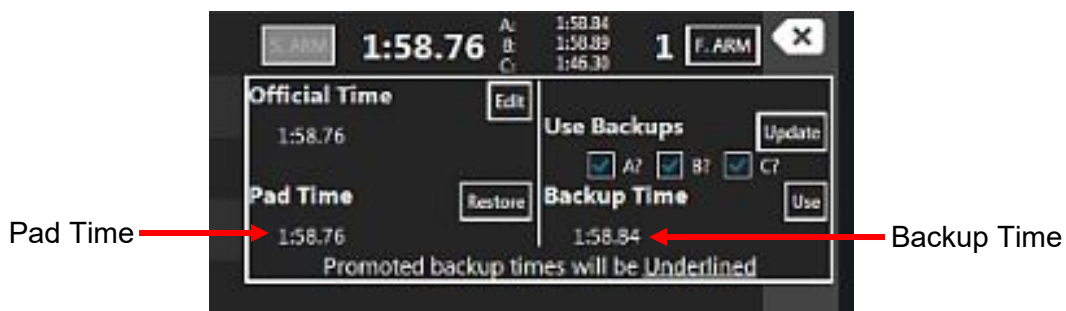
Gen7 supports up to 3 backup buttons. The individual back up times are shown for each lane in the “Backup” column at the finish of the race. Displayed as A. B. and C.



If running two backup buttons the official backup time will be an average of the two times. If running three backup buttons the official back up time will be the time in the middle of the three times.

In the event of a late touch or missed touch at the end of a race, back up times can be easily promoted in place of pad times.

For a late touch, click on the final time. A pop up will show the race time as well as the pad time and the backup time. Click the backup time to promote it. The final time and place columns will be updated as needed.



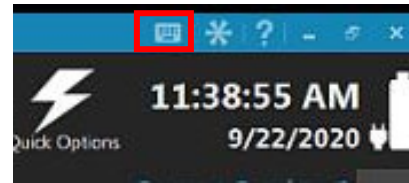
If the difference between the final time and the calculated backup time is greater than the comparison interval defined in Timing Settings (usually 0.30 seconds), the Final Time column for that lane will show red.



In this instance, click on the red highlighted area. When the pop up opens, click the backup time to promote it and the final time and place columns will be updated.

Keyboard Shortcuts

A list of available keyboard shortcuts can be found by clicking on the keyboard icon in the upper right of the screen.



Keyboard Shortcuts

Next Event	Ctrl+F5
Previous Event	Ctrl+F4
Next Heat	F5
Previous Heat	F4
Manual Start	Ctrl+Shift+Space
Reset Race (must press twice)	Ctrl+Shift+R

These shortcuts are a two key sequence: a command key followed by a number key:
Number keys can be used for lanes 1 - 10 (0 for lane 10)
For lane 11, use F11 or the 'B' key. For Lane 12, use F12 or the 'C' key

Lane On/Off	L, Num
DQ	D, Num
Split Arm	S, Num
Finish Arm	F, Num
Plus Touch	+, Num or P, Num
Minus Touch	-, Num or M, Num

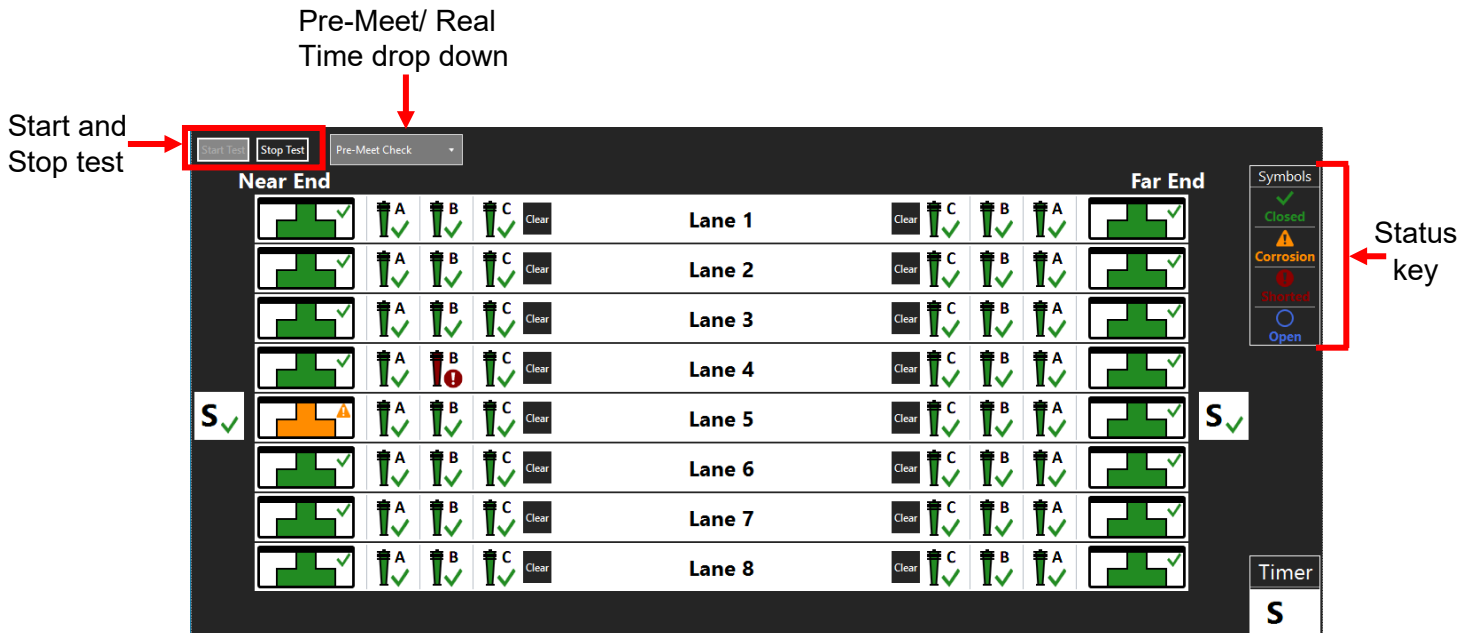
CLOSE

Troubleshooting

Issue	Solutions
Touchpad, pushbutton or RJP times are not registering	Use the Diagnostics function to troubleshoot (see Diagnostics on page 55)
The interface (tablet or laptop) lost connection with the timer	<p>The timer will continue running and will finish a race without the user interface.</p> <p>To reconnect, check cables. Restart the software if necessary.</p>
Unexpected behavior in lanes (numbering, lanes off, etc.)	Verify that the settings are correct for your pool for this session (see Session Settings on page 37)
Event Sequence not received from meet management software.	<ol style="list-style-type: none"> 1) Event sequences will not be received during a race. Wait until the race is finished and the timer is ready for a new race. 2) Make sure meet management cable is connected to both the meet management computer and the Meet Management port on the back of the Gen7 timer. 3) Refer to your meet management software manuals.
Start system does not start race time	<ol style="list-style-type: none"> 1) Make sure start system cable is properly attached. 2) Clean connectors. 3) Check cabling. 4) Check start system.
Finish system pad or finish button/backup button hits are not registering.	<ol style="list-style-type: none"> 1) Swimming software must be ready for a pad hit. Ensure that the pad arm indicator is displayed in the appropriate lane(s). 2) Make sure touchpad and button cables are properly and securely connected. 3) Clean connectors 4) Check cabling. 5) Check touchpad(s) or buttons(s).
Scoreboard not working at all.	<ol style="list-style-type: none"> 1) Make sure scoreboard has power and is turned on. 2) Make sure scoreboard is not blanked. 3) Make sure scoreboard cable is properly connected. 4) Check scoreboard cable connectors for corrosion and clean or replace as necessary.

Issue	Solutions
Scoreboard not showing expected results.	<ol style="list-style-type: none"> 1) Make sure scoreboard cable is properly connected. 2) Check scoreboard cable connectors for corrosion and clean or replace as necessary. 3) Ensure that scoreboard DIP switches for each module are set to the proper physical address. 4) Check logical addresses in the Swimming software.
Event Sequence Download does not work.	<ol style="list-style-type: none"> 3) Make sure meet management cable is connected to Meet management port on the back of the timer (see page 8). 4) Refer to your meet management program manuals.
Gen7 Software is unable to connect to Gen7 Timer	<ol style="list-style-type: none"> 1) Check that the ethernet cable is securely plugged in to both devices. 2) If connecting via a switch or router, ensure that this device is powered on. 3) Ensure that your Windows networking settings match your timer settings. For most users, this will be the "Automatic Private IP Address" setting under "Alternate Configuration" under the "TCP/IP v4" properties of your ethernet controller. 4) Ask your local IT department if there is anything they need to do to get your Gen7 on to your facility network.

Diagnostic Testing



The Gen7 diagnostics helps find issues with both in-deck and on-deck wiring as well as with touchpads, pushbuttons and RJPs. Here are the steps to fully test the entire system:

1. Connect all the hardware that will be used:
 - a. If using bulkheads or cable-harnesses, make sure those are plugged in to the appropriate deckplate, wallplate or timer connection.
 - b. Touchpads, pushbuttons and RJPs should be plugged in to deckplates or cable harnesses.
2. When the pool is empty, start Real Time diagnostics.

All inputs should show up as Open



- a. If you see any inputs register as Shorted , Corroded , or Closed ,

3. After ensuring that all inputs are registering as Open, stop the real-time test and run a pre-meet test.
4. Walk the pool deck and trigger each touchpad, pushbutton and RJP. Each input should show up as Closed.
 - a. If any inputs register as Shorted, Corroded or Closed, use the table below to determine next steps.

- While walking the pool deck the status of each input can be tracked using the scoreboard. Inputs at the far end will show "F" in the place column. Inputs at the near end will show "n" in the place column. Pads show as "P", pushbuttons show as "A", "B", or "C". If a component has an error, "E" will display in that components place on the scoreboard.





Near End					Lane
	A	B	C	Clear	Lane 1
	A	B	C	Clear	Lane 2
	A	B	C	Clear	Lane 3
	A	B	C	Clear	Lane 4
	A	B	C	Clear	Lane 5
	A	B	C	Clear	Lane 6
	A	B	C	Clear	Lane 7
	A	B	C	Clear	Lane 8

EVENT 2 HEAT 7		
LN	PL	TIME
1	n	PABC
2	n	PABC
3	n	PABC
4	n	PABC
5	n	PABC
6	n	PABC
7	n	PABC
8	n	PABC

- The start input can also be tested at the near and far ends, as well as the dedicated start input on the timer itself.
- After all inputs have been verified, the system is ready to run a meet.

Diagnostic Table

During both pre-meet and real-time diagnostics, the Gen7 screen will show each input in one of 4 states:

	Open	This is the normal state for a touchpad or pushbutton that has not been pressed. If this is displayed after pressing a touchpad or pushbutton, the pad/button should be tested with a touchpad meter (TPM-D). If the pad/button registers as good with the meter, there may be an issue with the deckplate or cable-harness
	Shorted	If this is displayed before pressing a touchpad or pushbutton, it could be a sign that there is a short in the pad/button. If the pad/button is removed and the short goes away, replace the pad/button. Ensure that the deckplate/cable-harness pod is as dry as possible and retest. Test the pad/button with a touchpad meter (TPM-D) and replace if necessary.
	Corrosion	If this is shown after pressing a touchpad or pushbutton, it could be a sign that either the plug or jack is corroded. Examine the plug on the pad/button and clean with rubbing alcohol. Use a cotton-swab and rubbing alcohol to clean deckplate and cable-harness jacks. If this is present without pressing a touchpad or pushbutton, it could be a sign of a shorted input that is also corroded. If the corrosion indicator goes away after retesting with a known-good button, the issue is in the pad/button. If the issue persists, the issue is in the wiring.
	Closed	This is the normal state for a touchpad or pushbutton that has been pressed. If this is present without pressing a touchpad or pushbutton, the pad/button should be tested with a touchpad meter (TPM-D). If the pad/button registers as good with the meter, there may be an issue with the deckplate or cable-harness

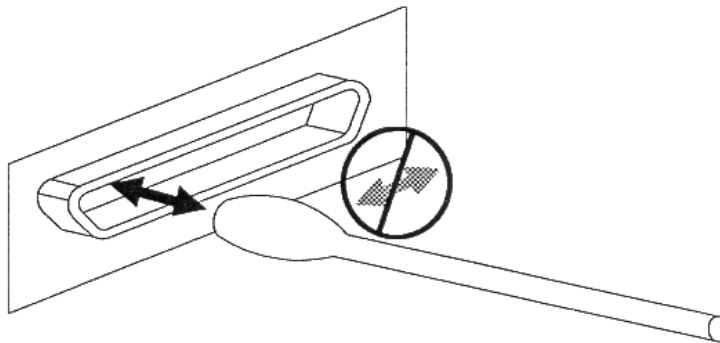
Having a known-good pushbutton that is free of corrosion can make diagnosing pad/button issues much easier.

Routine Maintenance

Connectors

Inspect the cable connectors on the Gen7 back panel every time you plug the cable harness(es) into the connector(s). Clean as necessary.

To clean cable connectors, put two or three drops of alcohol on a cleaning cotton swab available at almost any electrical supply store, or a folded soft pipe-cleaner, and insert the swab into the connector. **Pull the swab straight out.** Move the swab to the next section of the connector and repeat. **Do not slide the cotton swab along the inside of the connector.** Damage to the contacts could result. Rinse the connectors with a damp cotton swab, and then dry with a dry swab using the same motion. **Never use corrosive cleaners such as steel wool or corrosive chemicals such as Lime-A-Way® to clean these connectors!**



Note: In order to reduce corrosion on the touchpad connectors, it is advised that you power off the touchpads when they are not being used.

Case

The Gen7 case is made of high-impact plastic. Use any neutral detergent to clean the case. Do not use alcohol, thinner or other solvents. These products can change the color or otherwise damage the case.

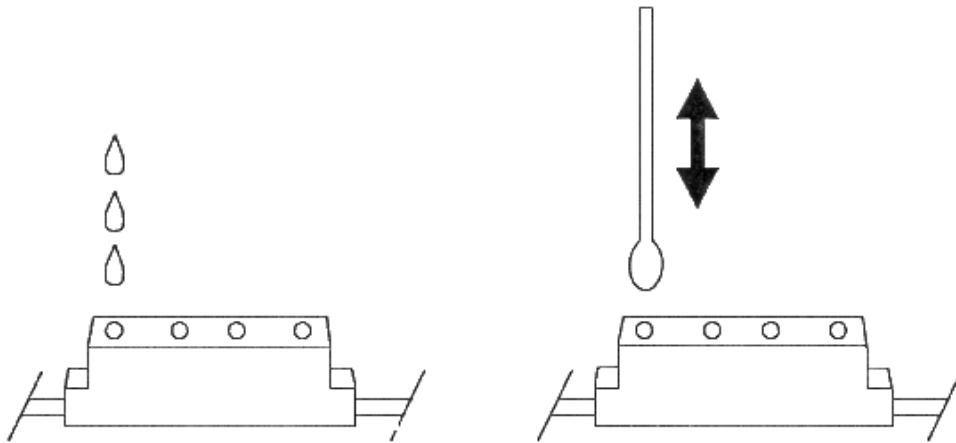
Cables

Inspect all cable and in-deck connectors for corrosion before use. All connectors must be corrosion-free for the timing system to operate properly.

To clean cable or in-deck connectors, rubbing alcohol, silicone grease and cotton swabs will be required. Follow the instructions below.

1. Pour a few drops of rubbing alcohol into the cable or deck plate jacks and let it sit for several minutes to dissolve corrosion.

2. Insert a cotton swab into the jack and use a plunging motion to clean the jack.



3. Rinse the jack with a damp cloth swab and dry it with a dry swab.
4. Apply a small amount of silicone grease to a clean cotton swab and insert into the jack.

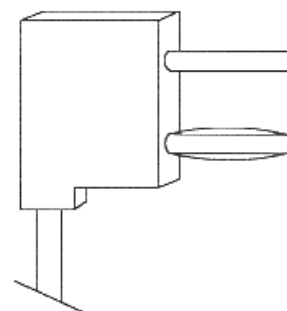
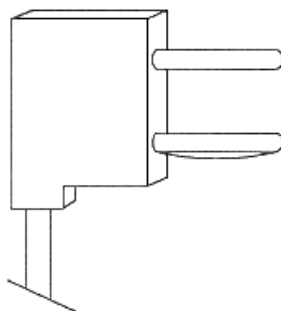
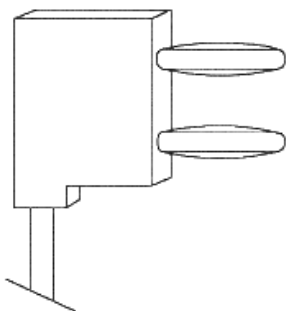
Touchpads and Buttons

Make sure all connectors fit snugly into the cable harness. Connectors with broken prongs do not fit properly. Refer to Figure A-4. Check connector prongs for corrosion and clean or replace connectors as necessary. Refer to your touchpad manual for detailed care instructions.

Proper appearance of connector prongs

Broken connector prongs

Flattened connector prongs



Start Systems

Make sure all connectors fit snugly into the cable. Connector prongs that are broken fit loosely. Refer to Figure A-4. Check connector prongs for corrosion and clean or replace connectors as necessary. Refer to your Start System user's manual for detail on its proper maintenance.

Scoreboard

Inspect the scoreboard data cable connectors for corrosion and broken or frayed wires. Clean or replace as necessary. Consult your scoreboard manual for any maintenance needed.

Appendix A: Specifications

Environmental

Temperature: 0°C - 45°C, storage temperature -20°C - 70°C

Humidity: 90% (non-condensing)

Altitude: 0 to 3000 m

Electrical


Use Class 2 power supply; model R-920-055 (12 VDC @ 7.5A) only.


Battery: NiMH, rechargeable, 7.2V nominal, 10,000 mAh.

Battery operating Time: Up to 6 hours of normal use

Input and Output Connections (from top left to bottom right)

Scoreboard output : RS-232, ±12V, 60mA max

Scoreboard output : RS-485, differential pair, 3V, 300 mA max. Power 12V@2.5A max, short cut protected.

Scoreboard output : RS-485, differential pair, 3V, 300 mA max. Power 12V@2.5A max, short cut protected.

USB B to PC (CTS expansion port): Bidirectional, powered by PC

USB B to Meet Management PC: Bidirectional, powered by PC

USB A: Bidirectional, powered by device, 5V, 500mA

Ethernet port: 1Gbit max, isolated

Start input: 3.3V @1.7mA

Timing inputs: Primary/Backup/Near End / Far End: 98 inputs in 8 connectors, each 3.6V @1.8mA

Power input: 12V, 8A max. Powers device and charges battery, power supply model R-920-055 only

Installation/Maintenance

This product is intended to be used in an indoor or outdoor swimming pool environment. When the timer is operated in the US it must be used in accordance with the National Electric Code. When the timer is operated elsewhere it must be used in accordance with all appropriate national and local electrical codes and regulations for the country of installation. Run the Gen7 Legacy Timer a safe distance from the pool where it won't be splashed. If the Gen7 Legacy Timer has been in a cold location, allow it to come to room temperature in a non-humid area before use to prevent condensation in the unit.

Replacing of the fuse or similar servicing shall be performed only while the unit is disconnected from the source of supply. Using the Gen7 Legacy Timer in a manner not specified by Colorado Time Systems may cause the protection provided by the equipment to be impaired.

Other than routine cleaning, as described in the Gen7 Legacy Timer user manual, there are no user serviceable parts in the Gen7 Legacy Timer.

Gen7 Zeitmeßgerät für Vorgänger Systeme

Umgebung

Temperatur: 0°C - 45°C

Luftfeuchtigkeit: 90% (nicht kondensierend)

Höhe: 0 bis 3000 m

Elektrische Daten


Nur mit Klasse 2 DC Stromversorgungs-Modellen R-920-056, R-920-056, R-920-057 oder R-920-058 (12 VDC @ 7.5A), passend für die korrekten Steckdosen Ihres Landes zu verwenden

Batterie: Nickelmetallhydrid, wiederaufladbar, 7,2V, 10.000 mAh


Betriebsdauer batteriebetrieben: bis zu 6 Stunden normalen Gebrauches

Eingänge und Ausgänge (von links oben nach rechts unten)

Anzeigetafelanschluss  RS-232, ±12V, 60mA max

Anzeigetafelanschluss  : RS-485, differenzielle Leitungen, 3V, 300 mA max. 12V, 2,5A

Stromversorgung, kurzschlussgeschützt.

Anzeigetafelanschluss  :RS-485, differenzielle Leitungen, 3V, 300 mA max. 12V, 2,5A

Stromversorgung, kurzschlussgeschützt.

USB B zu PC (CTS Expansionsport): Bidirektional, versorgt vom PC

USB B zu Wettkampf Management PC: Bidirektional, versorgt vom PC

USB A: Bidirektional, versorgt vom Zeitmeßgerät

Ethernet Verbindung: 1GBit max, isoliert

Start Eingang: 3.3V @1,7mA

Zeitmeßeingänge: Primär/Backup/Wendeseite: 98 Eingänge in 8 Steckverbindungen, jeder 3,6V @ 1,8 mA

Stromversorgungseingang: 12V, 7A max. Versorgt das Gerät und lädt die Batterie, nur mit Klasse 2 Gleichstromstromversorgungs Modell R-920-056, R-920-057 or R-920-058 (12 VDC @ 7,5A) zu verwenden

Bestimmungsgemaesser Gebrauch

Dieses Produkt ist für die Benutzung in Swimming Pools für innen und außen bestimmt. Die Installation und Verwendung des Gen7 Zeitmeßgerätes muß gemäß den landesüblichen Vorschriften erfolgen. Das Gen7 Zeitmeßgerätes sollte in einer sicheren Entfernung vom Pool verwendet werden damit es nicht angespritzt wird. Wenn das Gerät im Kalten gelagert war muss es vor Verwendung auf Raumtemperatur gebracht werden um Kondensation zu vermeiden.

Installation/Wartung

Wenn das Gen7 Zeitmeßgerät nicht so installiert und verwendet wird wie von CTS spezifiziert, können die Funktion und die Schutzvorrichtungen beeinträchtigt werden. Es gibt keine weiteren notwendigen Service-Wartungsarbeiten für das Gen7 Zeitmeßgerät als die routinemäßigen Reinigungsarbeiten wie sie im Handbuch beschrieben werden. Versuchen Sie nicht, das Gerät zu öffnen. Wenn die Aufkleber die die Geräteschrauben abdecken entfernt oder verletzt werden, erlischt die Garantie.



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