

## User Manual TOP-8

3462.511.02  
Version 3.2



The TOP-8 program is intended for the timing of Track & Field and swimming competitions.

The [lane mode] program allows to measure times of up to 8 lanes, where each judge, through a pushbutton, is responsible for the time of a lane; this mode is used, for example, for competitions such as a 100m.




The [non lane mode] is intended for use with one pushbutton, and a single judge measures the time of competitors crossing the finish line; as an example, we will use this mode for a marathon or a 1500m.

This manual is a complement of the general **POWER TIME II** manual 3462.501. Please, read the latter first; most of the functions of the [Initialization] menu are described there. This manual only describes the specific issues of the TOP-8 program.


### [timekeeping] [lane mode] menu:

RACE	
event	1
heat	2

When you enter this mode, a first screen allows the choice of the heat-event values (0 to 199 are available). Use

the arrow keys   to move from one line to the other. Once the correct selection is made, press the  key to validate the choice. The selected information is printed and the selection screen is replaced by the following race screen:

	heat	event	lanes	status
	1/	2	XXXXXXXX	
cursor →	L	P	on	0.0 ← running time
lanes	1			
	2			start status

At this point the start is armed, the PowerTime is ready to manage the race (pressing the  key will disarm the start). Once the start is received, the time starts to run on the screen and the cursor moves on lane 1. The "lanes status" shows the arming of the finish lanes; once the arming time assigned is elapsed, the "X" is replaced by a "-", meaning that the lanes are armed and ready to accept a finish time.

If a numeric key (1 to 8) is pressed once the race has started, the cursor moves to this lane.

If a numeric key (0) is pressed once the race has started, all lanes will be disarmed.


If a numeric key (9) is pressed once the race has started, all lanes will be rearmed and all previous times will be flushed.




An impulse on the corresponding finish lane will assign the finish time for the corresponding lane. The day time and the race time are both printed.

1/	2	-2-----
L	P	on 12.9
1		
2	1	11.12




On the screen, you can see the time and the place for this lane, and the lane number in the "lane status" field





meaning that the result is taken.

Once all times are entered the race has ended. Press the  key once. At this point you can re-enter the race by choosing [continue], export the results with the [send results] option or clear the race information with the [reset] entry.

Pressing the  key again will bring you onto the selection screen. The program automatically increments the heat number. Press  accept the selection or enter the new heat/event information followed by  to enter into the new race.

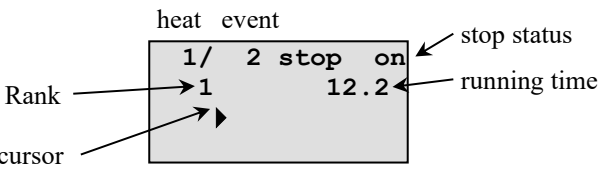
### How to handle the exceptions

*After the start, a judge presses a button by inadvertence; you can key the lane number key [1 to 8] followed by ; the last lane of the screen displays "?clear", prompting for erase this result.  at this point clears the time and rearms the lane (use  to quit the function without altering the result).*

*The judge presses the button twice, the second impulse being the correct one; the program has already taken the first impulse as the official one, but the second is stored in the stack of times. Use the  key to enter the "CORRECTION" screen and select the [buffer] entry. Use the cursors   to scroll the day times of the impulses received until the official one is displayed and validate it using the  key. The printer prints the modification using the "correction" text. The new finish time is computed and assigned into the memory.*

**[timekeeping] [non lane mode] menu:**  
Select the heat/event race as described in the [lane mode] chapter. The following screen is displayed:

Once the race has started the time runs on the screen, the cursor moves on the first screen line allowed for the results and the expected rank is shown on the screen.



Whenever an armed stop impulse is received, the time is memorised and shown on the display. The printer prints the day time of the signal. To assign the corresponding bib number of the time pointed by the cursor, enter the bib number followed by the **ENTER** key. The printer prints the bib number with the day time and, on the following lane, the effective time for this competitor.

**OFF/ON** during the race will arm/disarm the system. This key is useful when no competitors are expected on the finish line to prevent the PowerTime, if connected with a photocell, to interpret people crossing the line as if they were competitors.

To handle the CORRECTION menu, see the description in the [lane mode] chapter.

**[Initialization] menu:**

**[Initialization][scoreboard][type]**

- ☐ **[rollertime]** standard scoreboard protocol
- ☐ **[multiline]** this new protocol has been implemented to drive up to 8 lanes of

numeric scoreboards (for example the Omega GEMINI scoreboard). Select the scoreboard you intend to drive.

**[Initialization][scoreboard][page time]** (For Top 8 version 3.2 or higher)

For scoreboards of less than 8 lines, a scrolling by page allows to display all results. This option allows to define the duration of display of every page.

**[Initialization][non lane race]**  
(For Top 8 version 3.2 or higher)

The two settings available in this menu allow the user to have or not an automatic numbering for every finish time and to let or not the running time on scoreboard after first arrival.

**[Initialization][dh run time][on/off]**  
[on] instructs the program to send the running time also to the computer output.

Item	Part Number
9 boxes swimming harness	3361.611
9 entries box (T&F)	3361.609



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