

## Timing Setup—Windows laptop

### Procedure

(assuming a familiarity with the set-up and functions of *J.attaTime4*)

1. Start WiFi hotspot device.
2. Set up detection loop and connect timing devices (for example, see 'Principal Timing Setup' on website downloads)
  - Decoder
    - ◆ Check loop with a Tx – view result on decoder display.
  - Laptop
    - ◆ Connect laptop to WiFi.
    - ◆ Check time/'net time (reset Date/Time on system if necessary). This is the principal reference time.
    - ◆ Start `mirror_to_ftp.app` (icon on desktop)  
The reports for upload need to be saved in the `Results` folder in the `Documents` directory:  
`C:\Users\feedb\Documents\ATTA Results`
    - ◆ Start *J.attaTime4* (icon on desktop)
    - ◆ Select and connect a decoder in *attaTime* and record a passing (SW pane).
    - ◆ Setup Reports to be uploaded as progress results and check the Event name (`Tools>Edit Event Name`); In `Reports` menu click `save All` (reports will be refreshed, saved and uploaded to remote site via `mirror_to_ftp.app`); **check that uploads are being done**; set autosave interval: `Report>Set Autosave`. To begin, this can be a fairly long interval, becoming more frequent as more finishes are recorded.
    - ◆ Start JSON upload from **Tools** menu (**Save JSON**; used by the *ATTA.app*—provisional, live results)
    - ◆ `Sync clock` - start from `Tools` menu.
    - ◆ Delete pre-race non-starters (scratchings, not no-shows—scratchings will not be listed in progress results and therefore checking for riders yet to finish will be quicker).
  - Start *TAG* and sync with `Sync clock` (ie: Time of day). This will be used by the starter and usually triggered by a tape switch. A backup device is also sync'd for the starter. An option is to use the *TAG* for back-up timing in which case a start option is the *WebScorer app*—very good if 'Individual starts' are used together with 'Multi-device splits' and the times from the two iPads combined over Bluetooth giving a complete, independent backup. The iPads can be started on a countdown. This setup is good for teams events as several riders can be selected to start

- simultaneously.
- *WebScorer*
    - ◆ Assuming the the *Flic* button has been set up in the *Flic* app,
    - ◆ Set up *WebScorer*
      - ◆ Select *Flic* button as *Trigger* type on *Hardware Setup* panel; choose *Flic* version
      - ◆ If using it, set up for *Multi Device Splits* on *Race Start* panel; otherwise just use *Timestamp* choosing *Flic* button when asked to do so (this will depend on the setting above)
      - ◆ Choose sync method (web-sync or bluetooth)
      - ◆ On *Timestamp* device, make sure *Fast-tap* is selected and, optionally, *Keyboard view*
      - ◆ Start *Race* on device(s) using either *Countdown* or *Adjust for start time* if things are already underway. Refer to *Sync clock*. Note that if the *Start race* button is held down, the start is effected on release and is the most reliable method – particularly if 2 devices are being started simultaneously.
3. If *WebScorer* Time-stamps are all that is being recorded, it will be necessary to enter the occasional bib# for indexing. Select the appropriate time line and, as instructed, select the rider in the upper pane if the keyboard is not being used or enter the bib# on the keyboard.
  4. **For each passing, monitor the *attaTime* SW pane, ensuring no passings are missed and that the time recorded by *WebScorer* is comparable**; note the average discrepancy. There is typically a 0.2-0.4sec offset
  5. The progress results report are being saved and
    - Towards the end of the event, checking the progress results is the quickest way of checking the number of riders still to complete the course rather than trying to scan through the *Results* pane.
  6. Once all riders have started it should be possible to make any start time corrections. The rider with an altered start time will usually have been slotted into an unused start position so simply copy and paste that start time to the rider involved. For some it may be necessary to edit the actual start time.
  7. DNF riders can be shown as such by the toggle key, *Ctrl-t*. The same key combination can be used to cancel a time in the stopwatch pane (eg for a rider who crosses the loop again after finishing. Mismatches between *lap\_count* and recorded SW times are shown in the *results* pane as \*\*\*\*\* in the *Totals* and *Standards* columns).
  8. Before closing *attaTime* confirm with the starter that **all riders assumed to be DNS did not start**.

9. Close the decoder connection to *attaTime* before disconnecting the loop.
10. If intermediate times have been recorded, when the decoder is returned, connect it (having closed the previous connection) and download the times using the command 'Send Turn Times' from the Tools menu; the lap numbers in the *attaTime* results pane will need to be revised.
11. For *Early-bird* events, save the 'BIP points' report to an easily accessible location.
12. **Export the .csv results file** (Tools menu) to a convenient location for subsequent import into FMP, posting of final results etc. Suggested: a folder for the day's event in Dropbox>attaTime Share or to the folder used for the progress results updates : c:\  
\Users\feedb\Documents\ATTA Results from where it will be uploaded by `mirror_to_ftp.app`

Note: it is not necessary to set the time of day on the ProChip decoders. However, if times are downloaded via USB from the decoder, they *will* reflect the decoder time setting.

**Teamnames** are used for various purposes (apart from the obvious). Three files are located within the `teams_csv` folder in the *attaTime* directory:

1. `import.csv`
2. `team_names.csv`
3. `team_name_X_results.csv`

2 & 3 are exported from FMP where they have been set up in the <teamname> table

Add headers to columns and save:

- `team_names.csv`  
team\_num  
team\_name
- `team_name_X_results.csv`  
bibnum  
team\_num

After import of registrations into J.AttaTime4, open the TeamNames tab from the Tools menu (Tools>Edit Team Names) and import Team Names. The <CSV> button at the bottom of the pane will run a script to Import Team Names from CSV when the `import.csv` file is selected from its location in the dialogue box that appears.

**This needs to be repeated if registrations are reimported.**

The elements can be edited within the tab .

