



Quick Draw Electronics

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Installation Instructions and User Manual for Multi-Timer Display

The Multi-Timer Display application provides the user a display of the time data for up to four Shooting Sports Timers and also the History of the last five shots from the Timers. The computer may need to be connected to the internet for the initial installation. The computer can then operate without internet access after the initial installation.

Minimum Computer requirements:

4 USB 1.1 ports or 1 USB Hub with a minimum of 5 ports
Windows XP or Vista Operating System
Display with 1280x1024 minimum resolution

List of items supplied with the software:

One or more intelligent adapter cables for connection of the timer to the computer.
Note: The cable contains a small processor molded into the cable and contains the Timer to Computer interface software.
This installation and user manual file.

Installation

1. If a Previous version of the Multi-Timer software has been previously installed, you must uninstall it before proceeding. To uninstall the Previous version go to Start > Control Panel > Add or Remove Programs > Quick Draw Multi Timer and select Remove.
2. Insert the Flash drive with the software on it into any available USB port.
3. Locate the file CDM 2.04.16.exe in the top directory and double click to install the USB driver for the Intelligent USB adapter cable.
4. Locate the setup.exe file in the top file directory and double click. The installation will proceed. If Internet access is required and not available, the installation will stop and give a warning. Once the installation is completed, there should be a Quick Draw Multi-Timer icon on your desktop and a new program installed in your Start Programs selector window.
5. Click the Safely Remove Hardware Icon at the bottom right corner of the screen. Click on Safely Remove USB Mass Storage Device. When the Message "Safe to Remove USB Mass Storage Device" pops up, you can then remove the Flash Drive.

Operation

1. Start with all Timer to Computer cables unplugged from the computer. Double click on the Quick Draw Multi-Timer shortcut icon on your desktop or use the start menu to start the program. Once it starts, you will see a window that prompts you to connect Timer 1. This allows the program to know which timer is connected to lanes 1-2.
2. Plug the 1/8th diameter connector of the Timer to Computer Cable into the Timer jack between the Bright/Dim switch and the Target2 connector. Plug the USB connector from Timer 1 into any unused USB port. Once the cable is plugged in, it will check "Timer 1 configured" and prompt you to plug in Timer 2. Continue connecting timers in ascending lane order until all timers have been connected or you have run out of timers. When you have plugged in all required/necessary timers, press the done button. If four Timers are plugged in, it is not necessary to press the done button. You will then be prompted to plug in the Display USB Intelligent cable. If you have purchased the Shooter Display, connect the USB cable at this time. If not, press done. The main display page will appear.

On the Main display page you have six selection buttons along the bottom. They are Close, New Match, New Shooters, History, View Logs, and Load Aliases.

The main page shows the latest time received from the timers. The winning time will be displayed in green and the second fastest time in red. A tie is displayed in black.

The **Close** button or **F4** stops the application and closes the window.

The **New Match** button or **F5** starts a new log file named with the current date and time followed by the .log file type.

The **New Shooters** button or **F6** inserts a tag into the log file indicating that a new set of shooters has come to the line. This allows for easier sorting of the time data at a later date.

The **History** button or **F7** opens a second window that shows the last five shot history for all active lanes, the most recent time at the top and the oldest at the bottom.

The **View Logs** button or **F8** opens an explorer window allowing the user to view all saved log files. Note that the log file is in a comma separated variable (.csv) format recognized by Excel and can easily be imported into that application for further data viewing or analysis.

The files are named with the date and time of creation. When a match is started by pressing the New Match button, just note the time and that will give you the file name.

The **Load Aliases** button or **F9** opens an explorer window which allows the user to select a file to import that contains a list of lane assignments and alias's. An example

file is included with this software distribution and is titled TimerExtract.txt. This file is generated by the CFDA Scoring Program and is located in C:\Cowboyextracts\TimerExtract.txt on the computer running the software. A similar file could also be generated by an Excel spreadsheet created by the user.

To use the Load Aliases function, press the New Match button, then the New Shooters Button, then the Load Aliases button. This will setup the program so that the next shot times will be saved into a log file with the alias names in a row above the shot times for that alias.

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