USER'S GUIDE

Settop Athletics









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SETTOP Athletics ENG







Introduction

SETTOP Athletics is an **application** developed by Al-top Topografía for **Trimble Access**. It enables measuring records in athletic meetings. Supported sports are: Shot Put, Discus Throw, Hammer Throw, Javelin Throw, Long Jump and Triple Jump.



5



Jobs

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🐌 Athletics - Job: atletics\S 💿 🖉 ? 🗕 🗙 → 20% → 10% 1 S 0.000 1 +0 ? Мар Jobs Competition Menu Favorites Switch to HA:8.3039gon VA:123.5330gon Exit Enter 10.001 +> 0 ? - X 훩 Job New job Open job **Review** job Point manager Copy between jobs **Properties of job** HA:8.3051gon VA:123.5331gon

Accept

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Competition

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| 📡 Athletics - Job: atletics\S 🗔 🥥 | ? – X |
|--------------------------------------|---|
| | ■ 20% ■ 10% |
| | S 0.000 |
| | +0 1 ? |
| Jobs Competition | Мар |
| | Menu |
| | Favorites |
| | Switch to |
| Exit HA:8.3039gon VA:123.5330gon | Enter |
| 📡 Competition Setup 🛛 🔊 🥥 | ? _ X |
| Competition: Type: | D 20% |
| Long Jump 💌 Men 💌 | a s |
| | 0.000 |
| | 1 <mark>4</mark> +0 1 ² ? |
| Championship Record: Meeting Record: | Мар |
| Championship Record: Meeting Record: | M <u>e</u> nu |
| | F <u>a</u> vorites |
| | S <u>w</u> itch to |
| HA:8.3039gon VA:123.5354gon | Next |

You choose the desired type of competition between 6 sports and mode (Men / Women).

You can include the Championship and Meeting records, to serve as reference for the results.

| Competition S | Setup 🔊 | |
|--|--------------------|-------------------------------------|
| Long Jump | Men 🔽 | |
| Long Jump Triple Jump Shot Put Disc Throw | | ₿ <u>0.000</u> \$ 1 1 2 |
| Hammer Throw Javelin Throw | Meeting Record: | Map Menu |
| ? | ? | Favorites |
| | | Switch to |
| HA:8.3031 | jon VA:123.5342gon | Next |



All sports can be divided in 2 groups: *Horizontal Jumps* and *Throw Events*. Measurements are done in Face 1. If total station is a Servo or an Autolock system and is in Face 2, it will change to Face 1 automatically when we press *Measure*.



Horizontal Jumps



It is the same procedure for *Long Jump* and *Triple Jump*.

Once the sport type is selected you will see Start competition and Export results. Also we have "RS232" button to configure the data output of athlete records.



The output data formats are RFEA (Spanish Athletic Federation) and Trimble Sports.

| RS232 | - 3 O |) ? - X |
|-----------------|---------------------------------------|----------------------|
| Output Format: | · · · · · · · · · · · · · · · · · · · | ■ 80% ■ 30% |
| RFEA 💌 | | - 30% - E |
| Port details | Baud rate: 9600 | 0.000 |
| Data bits: 8 | Parity: | Мар |
| Stop bits: | Flow control: | M <u>e</u> nu |
| 1 | None | Favorites |
| | | Switch to |
| HA:27°40 Esc | '33" VA:90°29'19" | Accept |

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| RS232 | -> | 0 ? - X |
|--------------------------------|----------------------|----------------------------|
| Output Format: | 7 | ■ 80% ■ 30% |
| None RFEA Trimble Sports | Baud rate: 9600 V | S 0.000 + +0 |
| Data bits: 8 | Parity: | Map |
| Stop bits: | Flow control: | M <u>e</u> nu Favorites |
| 1 | None 🔽 | S <u>w</u> itch to |
| Esc HA:27% | 40'33" VA:90°29'19" | Accept |

Horizontal Jump competitions need a reference line. You have to measure 2 points of this reference line.

| 📡 Define Re | ference Line | -> O | ? - X |
|-------------------------------------|-------------------|-------|---|
| Start point name End point name: | | | 20% 10% 0.000 0.000 |
| | | | 1 <mark>11</mark> ? Map M <u>e</u> nu |
| | | | - F <u>a</u> vorites |
| | | | S <u>w</u> itch to |
| Cance HA:8. | 3035gon VA:123.53 | 35gon | |

You can select reference points from a list (if these points have been already measured and they have the same station setup reference) or measure them.

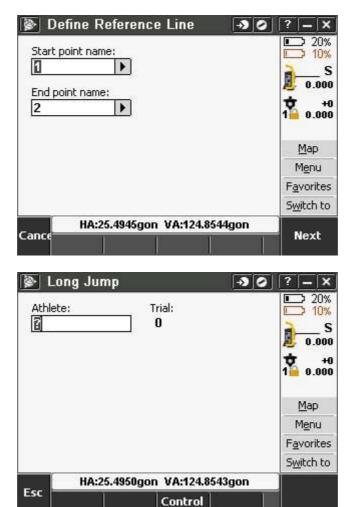
| 1 | 14 ? |
|--------------------|--------------------|
| | Мар |
| | Menu |
| | Favorites |
| | Switch to |
| gon VA:123.5335gon | |
| | jon VA:123.5335gon |

If you choose *Measure*, you can enter a code and target height.



| 🖗 Measu | re topo | | -> 0 | ? - X |
|---------------------------------|------------|-----------|-----------|------------------------------|
| Point name: | | Code: | 1000 | 20% |
| 1 | | 2 | • | 10% |
| Target height: 0.000m |) | | | S 0.000 0.000 0.000 |
| | al angle: | | 3.3037gor | Manu |
| Vertical a | ngle: | 123 | 3.5336gor | Favorites |
| Slope dis | tance: | | 2.165n | Switch to |
| | 4:8.3037ga | on VA:123 | .5336gon | |
| Esc | 1 | 1 | Options | Store |

You have to repeat same operation for second reference point. It enables *Next* button and you can continue.



If we have configured a data output and comm port is used for other applications, it will shows an error message.

In S Series the cable must be connected.





Before starting athlete measurements, you can measure control points to ensure proper jumps measurements. To do this you have to press *Control.*



It is possible to store Control points pressing Store.

You can enter *Athlete* name using alphanumeric characters (name) or numerical (number). Once you enter athlete name you will see *Trial* number. If a trial is valid, you can measure it pressing *Measure* button.





If it is a non-valid trial you have to press *Fail* button, and the record will be stored with **X** symbol.

| 📡 Long Jur | np | ->0 ? - X |
|-----------------|--------------------|---------------------|
| Athlete: 145 | Trial: 1 | 20% 10% 0.000 |
| Score: | | +0 1 0.000 |
| de la | | Menu |
| | | Favorites |
| | | S <u>w</u> itch to |
| Cance HA:2 | 5.4949gon VA:124.8 | 544gon Store |

If athlete discard a trial you have to press *Discard* button, and the record will be stored with - symbol.

| 🐌 Long Jurr | 1p | -> 0 ? - X |
|-----------------|--------------------|--------------------|
| Athlete: 145 | Trial: 1 | 20% 10% |
| Score: | 2 | +0 1 0.000 |
| di: | | Menu |
| | | Favorites |
| | | S <u>w</u> itch to |
| Cance HA:25 | .4949gon VA:124.85 | 14gon Store |

After measuring, record will be showed. You can store it pressing Store button.

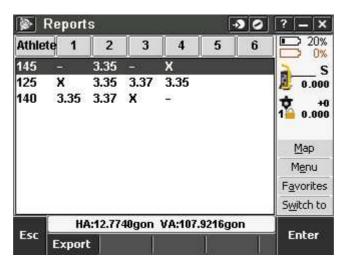




Measured distances will be recorded to the nearest 0.01m below the distance measured if the distance measured is not a whole centimetre, but you can also see the distance in mm.

After that, you can measure a control point (pressing *Control*), check the results (pressing *Reports*) or measure the record of the next athlete.

This is the process until the end of the competition.

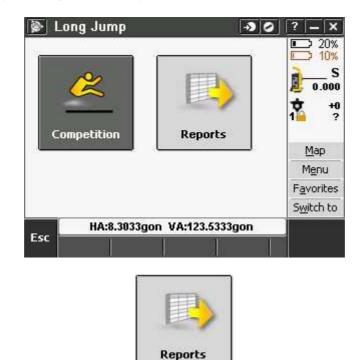


You can see the number of athletes and the results for everyone. You can export the results pressing *Export* and create an ASCII file.





To end the competition, you have to press *Esc* until main menu.



If you press Reports you will see competition results. Also it is possible to export results



to an ASCII file.



Throwing Events

It is the same procedure for *Shot Put, Disc Throw, Hammer Throw* and *Javelin Throw*.



Once the sport type is selected you will see Start competition and Export results. Also we have "RS232" button to configure the data output of athlete records.

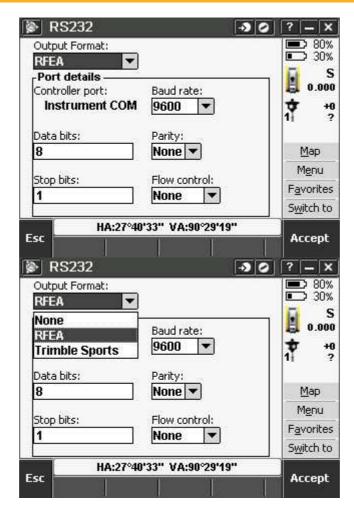


The output data formats are RFEA (Spanish Athletic Federation) and Trimble Sports.

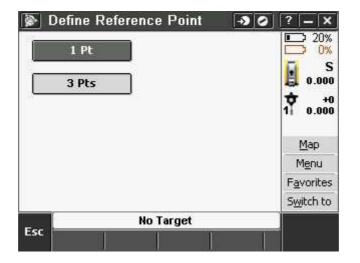
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Throwing Events need a reference point. You can measure the center or measure three points of the throwing circle.



You can choose 1 point (center).



| Reference Point: | |
|------------------|-----------------------------|
| Easting: ? | × 0.000 +0 1 0.000 |
| Northing: ? | Map |
| Elevation: | Menu |
| ? | F <u>a</u> vorites |
| | S <u>w</u> itch to |
| Esc | |

You can select a reference point from a List (if this point has been already measured and it has the same station setup reference) or measure it.

| Define | Referen | nce Point 🛛 🔊 🥥 | ? - X |
|-------------------------|-----------|--|-----------------------------|
| Reference P Easting: | oint: | List Wildcard search Fast fix Measure | 20% 0% 0.000 0.000 |
| Northing: | | | |
| ? | | | Мар |
| Elevation: | | | Menu |
| ? | | | Favorites |
| | | | Switch to |
| Point name: | | Code: | 100% |
| Target height: | | | S |
| 0.000m | Þ | | ≝ 0.000 ★ +0 1 0.000 |
| Horizonta | al angle: | 6.1565gon | Мар |
| Vertical a | | 124.5363gon | M <u>e</u> nu |
| Slope disl | 12 | 2.087m | F <u>a</u> vorites |
| | | 2000033000 | Switch to |
| Esc H/ | A:6.1572g | on VA:124.5365gon | |
| | - | | Store |

Once the point is measured and stored you will see its coordinates.

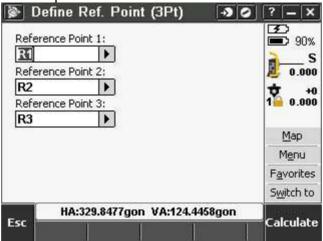


| 🖗 D | efine Reference Point 🛛 📑 |) () ? _ X |
|--------------|-----------------------------|--------------------------|
| Refe | rence Point: | ⊡ 100% 100% |
| Easti 200 | ng:)1.925 | ₩ 0.000 +0 1 0.000 |
| North 999 | ning:).813 | Мар |
| Eleva | ation: | M <u>e</u> nu |
| -0. | -0.785 | |
| | | Switch to |
| Esc | HA:6.1574gon VA:124.5388gor | Next |

You can choose 3 points for calculating the center of the throwing circle.

| De 🧟 | efine Ref. Point (3Pt) 🛛 🔊 📀 | ? – X |
|-------------|---|--|
| Refere ? | ence Point 1: ence Point 2: ence Point 3: | 2 90% 0.000 0.000 0.000 0.000 |
| ? | | Мар |
| | | Menu |
| | | Favorites |
| | | Switch to |
| | HA:6.1576gon VA:124.5394gon | |
| Esc | | |

You can select a reference points from a List (if these points have been already measured and they have the same station setup reference) or measure them. Measuring order it is not important.



Once you have 3 throwing circle points, you can press Calculate and you will see the calculated diameter (Computed Distance) and Error regarding technical IAAF specifications. If you are agree with this result press Next. Athlete records will be computed using this result.



| Reference | Point 1: | |
|-----------------------------|-----------------------------------|--------------------------------|
| R1 | | a s |
| Reference | Point 2: | N 0.000 |
| R2 | | ф н |
| Reference | Point 3: | 0.00 |
| R3 | | |
| | | Mapa |
| | | |
| | | Menú |
| Distancia C | | |
| Distancia C 2.503 | Calculada: Error: 0.368 | Menú Favoritos Cambiar a |

If we have configured a data output and comm port is used for other applications, it will shows an error message.

In S Series the cable must be connected.

| ا <u>چ</u> | _ong Jump | | -90 | ? - × |
|------------|------------|------------------|---------|--------------------------|
| | | | | 0.000 |
| c | | ing Comm Port | | +0 ? Map |
| | <u>O</u> K | | | Map Menu Favorites |
| | | | | Switch to |
| Esc | HA:27 | °40'33" VA:90°2! | 9'19" | |
| | | Control | Reports | |

You can start athlete record measurements. Also, It is possible to check throwing circle measuring control points.

| 🖗 Sł | not Put | Ð | 0 ? - X |
|--------|-------------|------------------|---------------------------------------|
| Athlet | e: | Trial: O | 80% 90% 0.000 0.000 0.000 |
| | | | Мар |
| | | | M <u>e</u> nu |
| | | | Favorites |
| | | | Switch to |
| - | HA:6.1560go | n VA:124.5395gon | |
| Esc | | Control | |





You can enter *Athlete* name using alphanumeric characters (name) or numerical (number). Once you enter athlete name you will see *Trial* number. If a trial is valid, you can measure it pressing *Measure* button.

| | Shot Pi | ut | -> 0 | ? – X |
|------------------------------|---------|---------|---------|---------------------------------------|
| Athi | | Trial: | | 90% 90% 0.000 0.000 0.000 |
| | | | | Мар |
| | | | | Menu |
| | | | | Favorites |
| | | | | Switch to |
| HA:14.3373gon VA:107.8673gon | | | | |
| Esc | Fail | Discard | Reports | Measure |

If it is a non-valid trial you have to press *Fail* button, and the record will be stored with *X* symbol.





If athlete discard a trial you have to press *Discard* button, and the record will be stored with - symbol.

| Sh | ot Put | -> O | ? - X |
|----------------|-----------------|---------------|--------------------------------|
| Athlete 145 | : Trial 5 | 1 | ■ 80% ■ 90% ■ S 0.000 |
| Score: | SCAR | | +0 1 1 0.000 |
| | | | Мар |
| | | | Menu |
| | | | |
| | | | Switch to |
| - | HA:12.4565gon V | A:107.8578gon | |
| Cance | | Reports | Store |

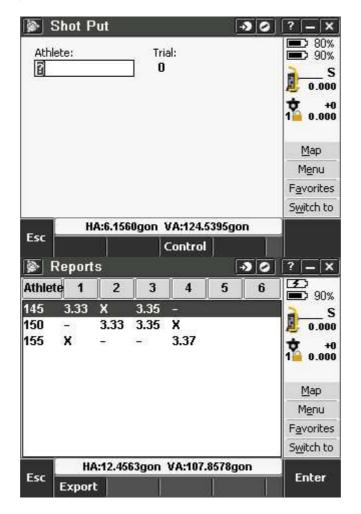
After measuring, measured distance will be showed. You can store the record pressing *Store* button.

Measured distances will be recorded to the nearest 0.01m below the distance measured if the distance measured is not a whole centimetre, but you can also see the distance in mm.





After that, you can measure a control point (pressing Control), check the results (pressing Reports) or measure the record of the next athlete. This is the process until the end of the competition.



You can see the number of athletes and the results for everyone. You can export the results pressing Export and create an ASCII file.

| 🖗 Ex | port 🌖 🖉 | ? -X |
|----------|------------------------------|----------------------------|
| File nar | ne: | 20% ■ 90% |
| | | ₿ 0.000 ★ +0 1 0.000 |
| | | Map Menu |
| | | Favorites |
| | | Switch to |
| Esc | HA:12.4564gon VA:107.8576gon | Accept |





To end the competition, you have to press Esc until main menu.

| s ک | hot Put | | 20% |
|--------|-------------|-------------------|-----------------------|
| Ci | ompetition | Reports | 10.000 <u>M</u> ap |
| | | | Menu |
| | | | Favorites |
| | | | Switch to |
| Esc | HA:12.7741g | on VA:107.9210gon | |
| | | Reports | |

If you press Results you will see competition results. Also it is possible to export results to an ASCII file.



FAQ

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About Al-top Topografía

AL-TOP TOPOGRAFIA,S.A.

C/ Bofarull, 14 Bajos 08027 Barcelona (Spain) Telf. +34 93 340 05 73 Fax +34 93 351 95 18 Al-Top Topografia : al-top@al-top.com

Urgent Issues:

Carles Navarro : cnavarro@al-top.com Carles Fonfria : cfonfria@al-top.com Joan Fernández: soporte@al-top.com Previous Top Next



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Bofarull, 14, bajos 08027 Barcelona Tel. 93 340 05 73 Fax 93 351 95 18 www.settop.es settop@settop.es

