



# ARES - Swimming

Advanced  
Result  
Entry  
Station

## Quick Start Guide

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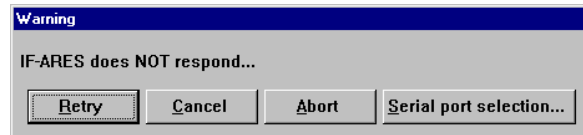


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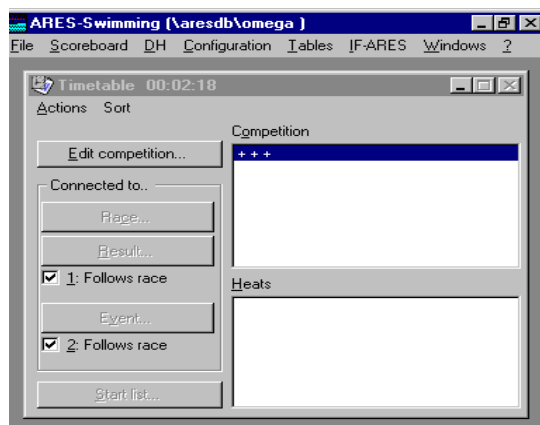
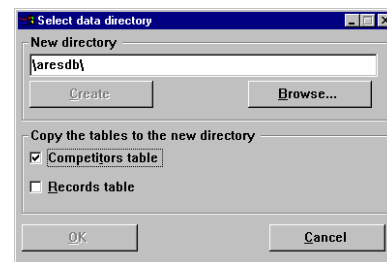
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If the first window you see is the one shown above, you should take the following actions:

- Check that the Ares is connected and switched on
- Check that the correct serial port is selected

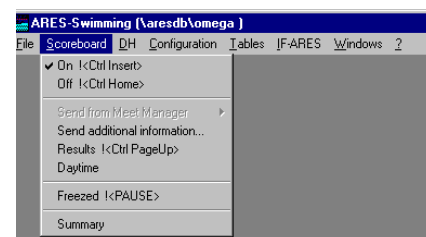
Browse to select an existing database or create a new data directory by typing the desired folder name. Check competitors and records boxes to copy existing data to the new folder.



This is the main program window, if you are starting a new session the windows will be empty, however if you are continuing a previous session the timetable and events list will be copied into the relevant windows, the configuration you chose for the pool will also be copied though it is good practice to check configuration of the pool prior to each session.

At the top of the window you will see a number of option (file, Scoreboard DH etc). Each of these options has a drop down menu with a number of selections; these will be covered in the following pages.

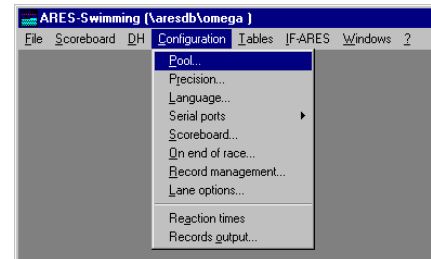
Here the scoreboard drop down menu has been selected; the main options of interest here are On and Off, Results and Daytime. Make sure that On is selected. Once the Ares has been synchronised it is possible to select Daytime and show the time of day on the scoreboard.



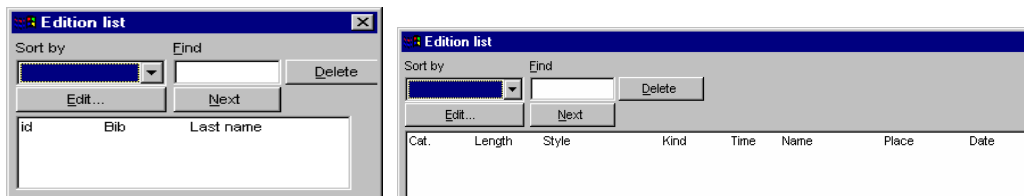
The DH (data handling is the link from Ares to the results computer) menu allows you to switch data handling on or off or to Send results of a selected race to the results computer, this can be done at any time during a break of subsequent race.



This shows the main set up menu for the system. Each option will be covered in greater depth later on, however if you are using Ares in a fixed length pool it is unlikely that you will need to change any of these options unless you load an updated version of software. However it is important that you know what the settings for the system installed at your venue are so that you can check and confirm them prior to a session.



If you receive an updated start list, records table etc during a gala this drop down menu allows you to refresh the database so as to accept the changes made.



In the tables menu it is also possible to edit the competitor's menu and the records data.

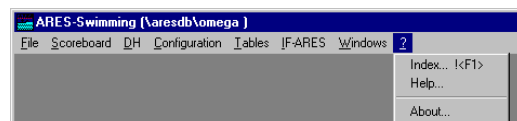
The IF Ares option allows you to synchronise the Ares unit to the correct time of day prior to a session and to switch your printer on or off.



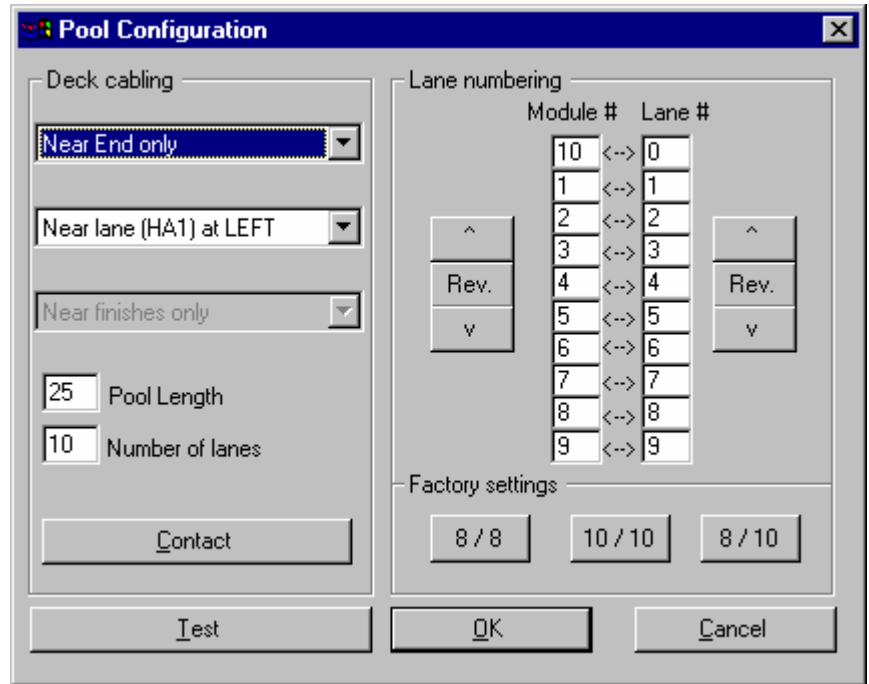
The windows option shows which windows are active and allows you to maximise a window of your choice.



Ares has a comprehensive help file which can be accessed from this selection, clicking About will inform you of the current software version that you are using.



As previously mentioned, the configuration window shows all of the main set up options for your system. Pool configuration allows you to select the layout of the pool, at which end the primary harness (HA1) is situated, the length of pool and number of lanes used (remember you may only use 8 lanes of a ten lane pool). If you have been supplied with a mobile harness system you can select which way around the modules are laid out (meaning that if you mistakenly lay out the modules in the reverse order to the lane numbers it is possible to tell the computer to recognise a touch in lane 1 even if it has the lane ten module in it!).



**Pool Configuration**

Deck cabling: Near End only

Near lane (HA1) at LEFT

Near finishes only

25 Pool Length

10 Number of lanes

Contact

Test

Lane numbering

Module #		Lane #
10	<-->	0
1	<-->	1
2	<-->	2
3	<-->	3
4	<-->	4
5	<-->	5
6	<-->	6
7	<-->	7
8	<-->	8
9	<-->	9

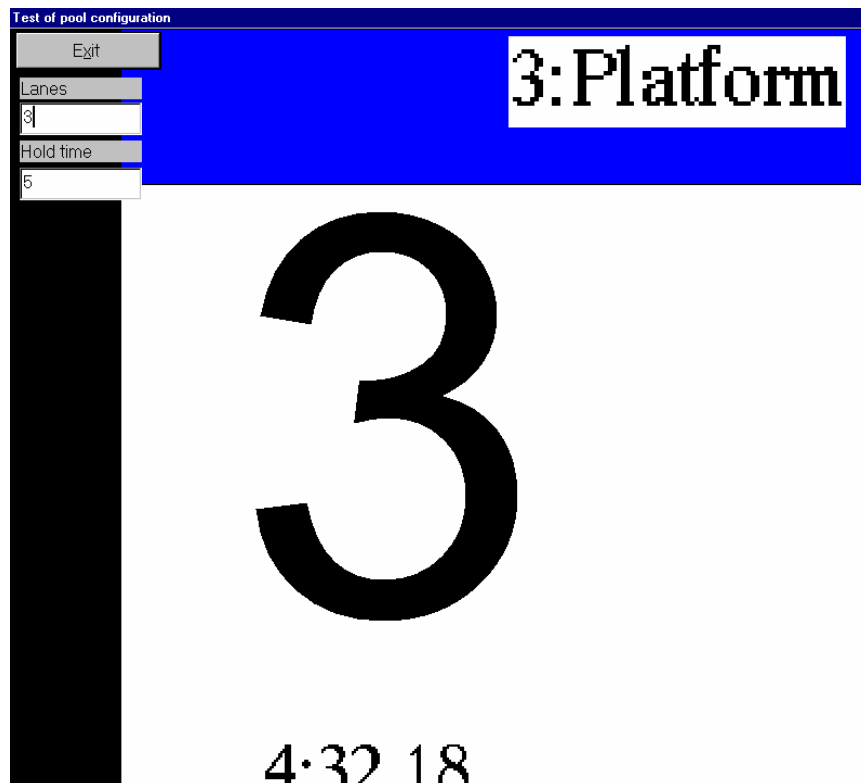
Rev. v

Factory settings

8 / 8 10 / 10 8 / 10

OK Cancel

Clicking the test button in the pool configuration window allows you to test the button(s) platform and pad in each individual lane, a colour coded screen showing the lane number will appear as the piece of equipment is operated.



**Test of pool configuration**

Exit

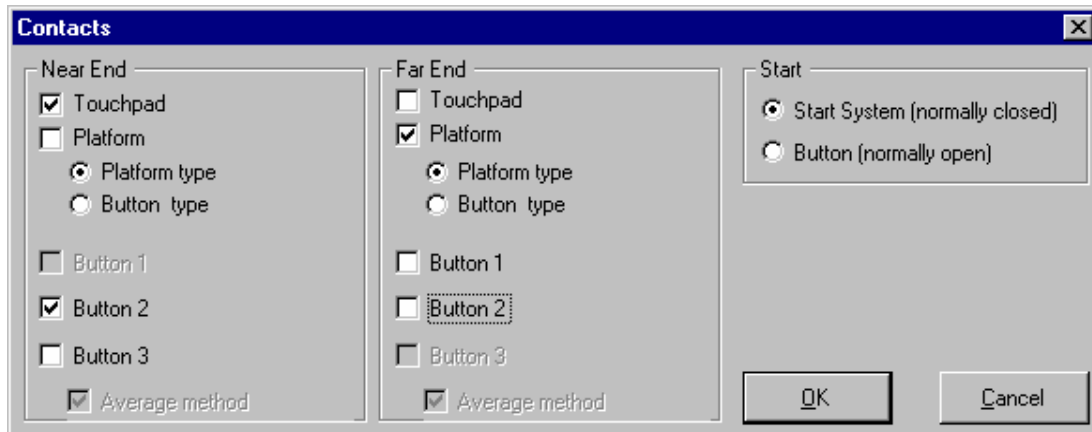
Lanes: 3

Hold time: 5

**3: Platform**

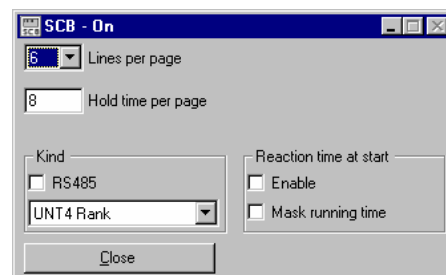
**3**

**4:32.18**

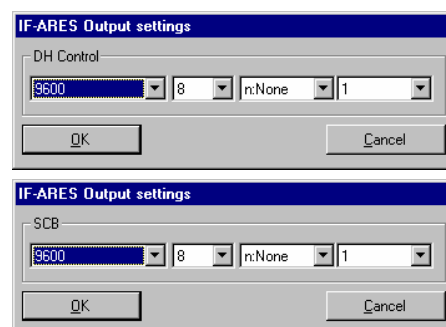


Selecting **Contact** in the pool configuration window will open the following window, select here the type of equipment in use at each end of the pool, be aware that Omega Start systems are always normally closed.

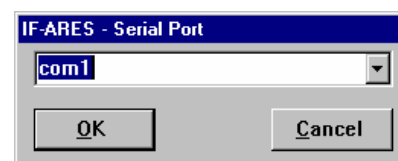
The scoreboard option in the Configuration menu allows you to select the way that results are displayed on the scoreboard, generally Lines per page will be equal to the number of lanes in the pool. However if for example you have a one line scoreboard in an eight lane pool you should select 1 Line per page and a hold time per page of somewhere in the region of 4 seconds. This will tell the computer to scroll through the results showing each lane for 4 seconds. Selecting UNT4 Rank will display the lanes in finishing order; UNT4 Lane will display the results in lane order, in general select UNT4 rank. It is best to minimise this window rather than close it, make sure that the minimised window is in view on the desktop. Doing this will allow you to check the status of the scoreboard during the session if the scoreboard itself is out of view.



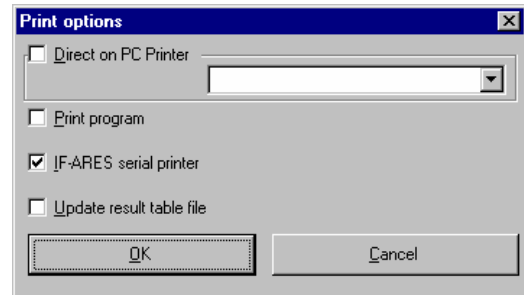
In general you should not need to make any changes to the options under the Serial Ports menu. However if you are connected to a results computer and are having difficulty with communication between the Ares and the PC, you should check the settings under DH output. Your settings should be as shown, if they are not, then amend them and make sure that the person operating the results PC has the same settings in their configuration.



The standard settings for the other serial port settings are also shown.



The remaining options of importance in the configuration menu are shown below.  
If you have the optional Ares serial printer then your selection should be as below. If you are using a standard A4 printer you can select whether to use the prints program for a formatted print of Direct for a quicker but unformatted print.

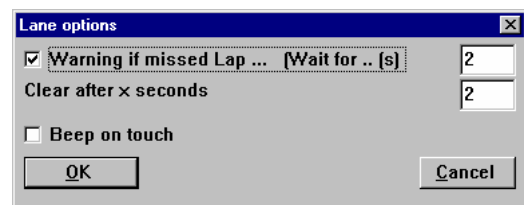


The 'Print options' dialog box contains the following settings:

- ☐ Direct on PC Printer
- ☐ Print program
- ☒ IF-ARES serial printer
- ☐ Update result table file

Buttons: OK, Cancel

**Lane options** allows you to select how long the PC waits after the arm time has expired before the lane starts to flash red warning of a possible missed touch, how long the split time for a lane is displayed and whether an audible beep is can be heard upon each touch.

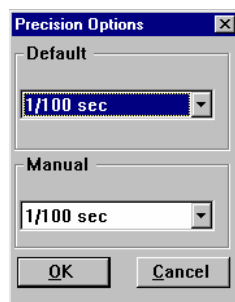


The 'Lane options' dialog box contains the following settings:

- ☒ Warning if missed Lap ... [Wait for .. (s)] 2
- Clear after x seconds 2
- ☐ Beep on touch

Buttons: OK, Cancel

Use this window to select the precision that times are to be displayed. For FINA rules, manual starts should be set to 1/10 sec.



The 'Precision Options' dialog box contains the following settings:

- Default: 1/100 sec
- Manual: 1/100 sec

Buttons: OK, Cancel

The default language selection should be as shown here.



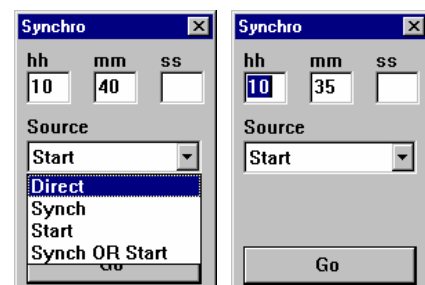
The 'Language selection' dialog box contains the following settings:

- Language: 0 :English
- Keyboard: US0 :with frz US [.us0]

Button: OK

Prior to the start of a session it is important to synchronise the Ares with the time of day (this is vital if you are using a primary and back up system).

Select IF Ares and then synchro, type in the correct time of day and then select one of the options from the drop down list to start the clock, selecting Direct allows you start the clock manually with the Go button.



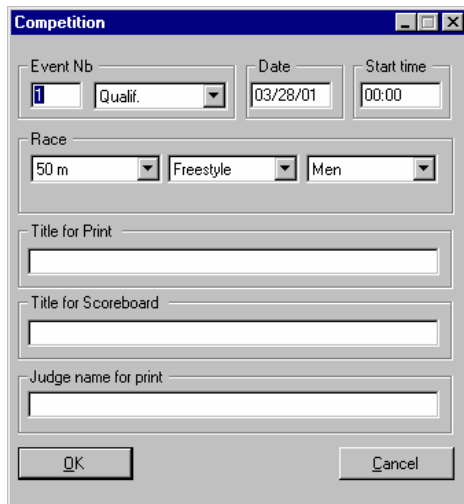
Two 'Synchro' dialog boxes are shown side-by-side. The left one has the following settings:

- hh: 10, mm: 40, ss: [empty]
- Source: Start
- Options: Direct, Synch, Start, Synch OR Start

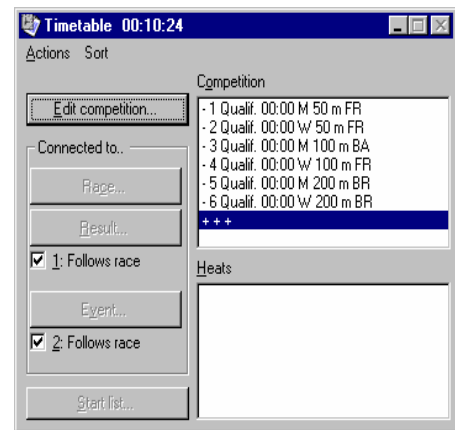
The right one has the following settings:

- hh: 10, mm: 35, ss: [empty]
- Source: Start
- Button: Go

To set up an event list for a session click on the + + + symbol in the Timetable window then select Edit competition.



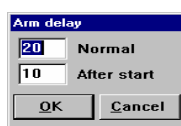
Competition window showing fields for Event Nb (1), Date (03/28/01), Start time (00:00), Race (50 m, Freestyle, Men), Title for Print, Title for Scoreboard, and Judge name for print. Buttons for OK and Cancel are at the bottom.



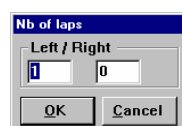
Timetable window showing a list of events: 1 Qualif. 00:00 M 50 m FR, 2 Qualif. 00:00 W 50 m FR, 3 Qualif. 00:00 M 100 m BA, 4 Qualif. 00:00 W 100 m FR, 5 Qualif. 00:00 M 200 m BR, 6 Qualif. 00:00 W 200 m BR. Buttons for Edit competition, Race, Result, Event, and Start list are visible.

This will open the following window, enter the information for the first event and then click OK. Repeat this process until you have set up all of the events for the session or gala. To open the first event, click on the event in the Timetable window, click on heat 1 and then click race.

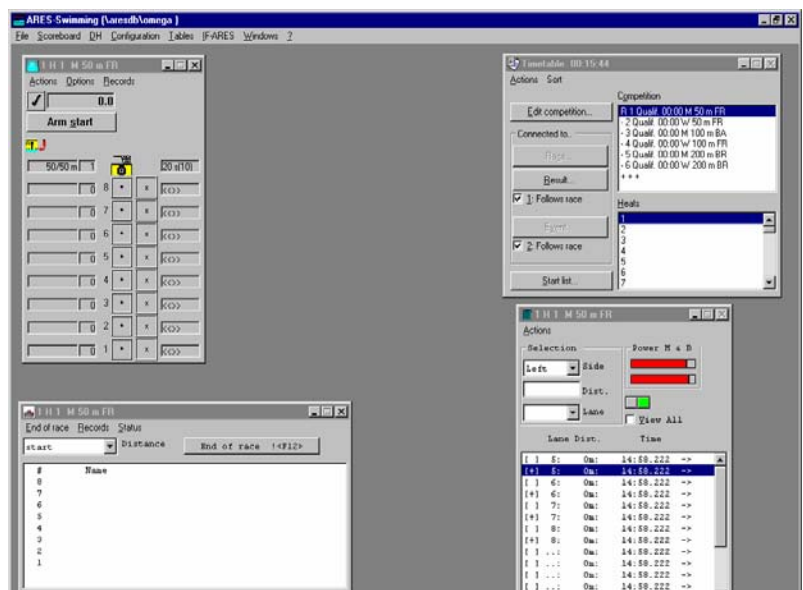
This is an example of the screen you would now see; the screen depicted shows an eight-lane pool with pads at one end only. You do not need to do anything else to start the race, the start is already armed and the ready light has been activated on the start device. It is good practice to check the arm delay, which can be found under the Actions tab. It is also possible to change the number of laps expected at each end of the pool.



Arm delay window showing a value of 20 and a Normal button. An OK button is at the bottom.



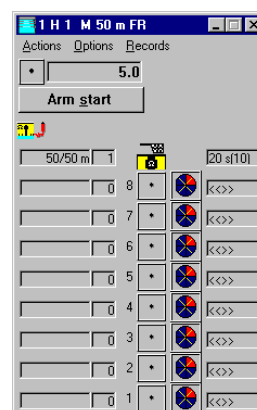
Nb of laps window showing a value of 1 and a Left / Right button. An OK button is at the bottom.



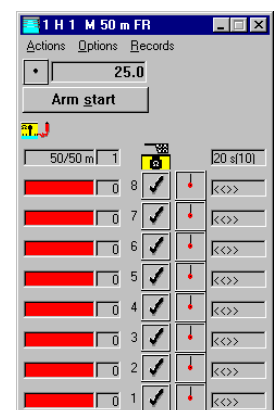
ARES Swimming (Versus/omaga) window showing a pool diagram with 8 lanes, a start device, and a list of events. The Actions tab is selected, showing a table of events and their times.

When the starter activates the start the clock in this window will begin to count up (in 0.5 second intervals) and you will start to see some other changes to the symbols in the window.

The blue and red symbol will begin to count like a clock, this represents the arm delay on the pads, the touchpads are switched off until this clock has counted all the way round and the dot has changed to a tick. After a set period (see lane options window) if the pad has not been activated the lane will start to flash red. This is to warn that there may have been a missed touch.

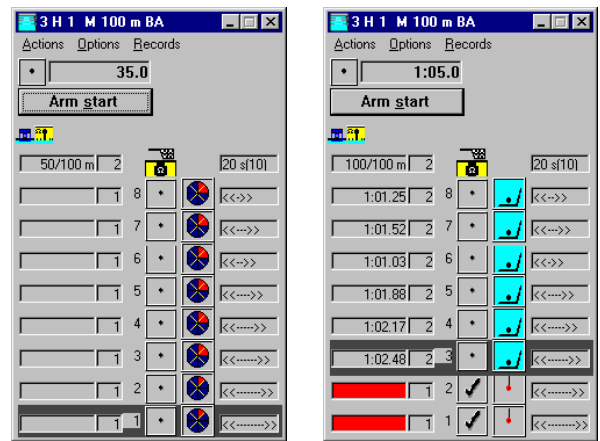


1 H 1 M 50 m FR window showing a pool diagram with 8 lanes. The start device is armed, and the clock is set to 5.0. The Actions tab is selected.



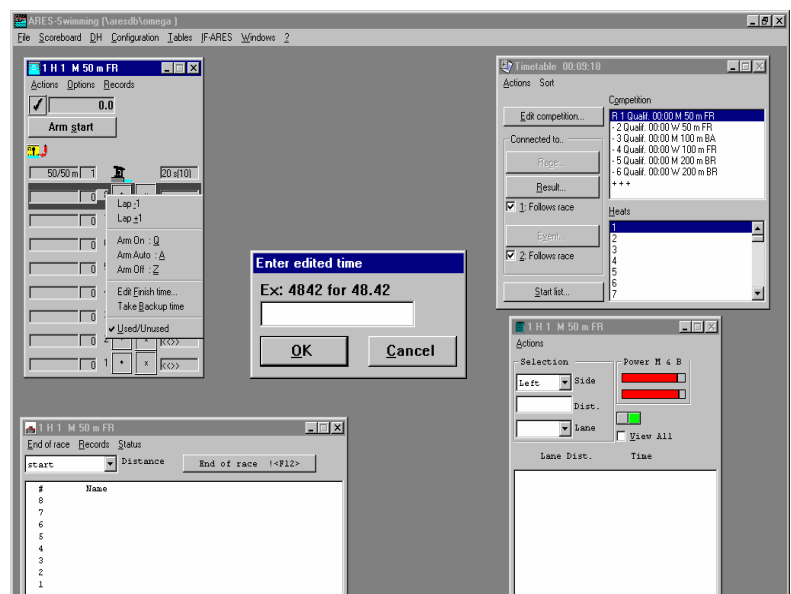
1 H 1 M 50 m FR window showing a pool diagram with 8 lanes. The start device is armed, and the clock is set to 25.0. The Actions tab is selected.

As swimmers touch the pads to complete a lap. The tick will change to a large black spot and the arm timer will begin counting again. The position in which the swimmer turned is shown graphically by the number of dashes between the double chevrons on the right and the number of laps completed will be shown in the box on the left. As the swimmer completes the race the timer symbol changes to a graphic representing a swimmer at the end of the pool, the swimmers elapsed time will be shown in the rectangular box on the left.



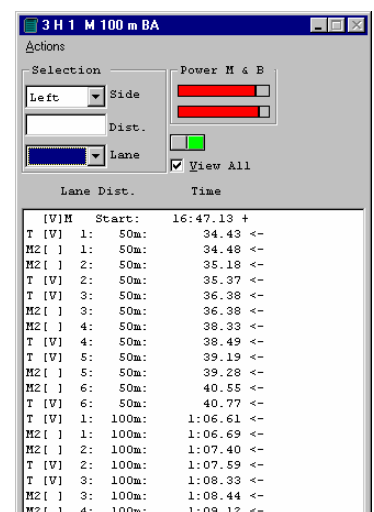
It is possible to make changes applicable to individual lanes by either right clicking on the lane or simply pressing the number key on the keyboard relating to the lane you want to change. This will open a drop down menu in the race window, which allows you to do the following:

- Add or subtract a lap from a lane
- Arm or disarm the pads in all or a particular lane
- Reset the arming to auto
- Type in a corrected finish time
- Automatically insert the time from the back up button
- Or switch a lane on or off if a swimmer is not present.



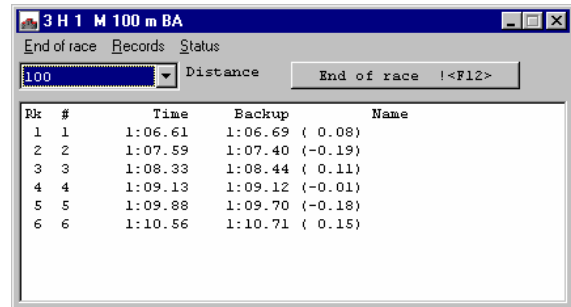
During a race the events window will record everything that happens in every lane during the race (treat this as your own black box recorder). The use of the events window is beyond the scope of this guide, however, in brief this window allows you to select a lane, select a particular distance and see the touch that the Ares has recorded as the valid touch at that distance. If necessary it is possible to validate a new touch if for instance another swimmer or official touches a pad by accident, or if the Ares has not validated a touch due to the wrong arm delay being set.

In effect, as long as the swimmer actually touches the pad firmly enough to trigger it and the official remembers to press the back up button, those times will be recorded in the events window.





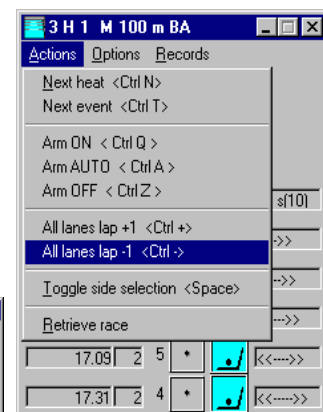
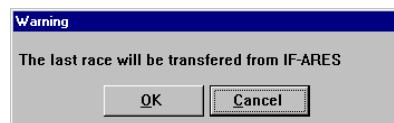
The full result of the race will be shown in the results window, the result is displayed in rank order and shows the primary (pad) time and the back up (button) time, the time shown in the brackets is the difference between the two. If there is a considerable discrepancy between the two time it is possible that the swimmer did not touch the pad firmly when they finished, in this situation it may be necessary to insert the back up time, the same applies if the pad does not register a touch at all.



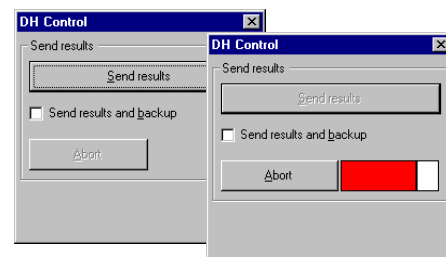
Rk	#	Time	Backup	Name
1	1	1:06.61	1:06.69 ( 0.08)	
2	2	1:07.59	1:07.40 (-0.19)	
3	3	1:08.33	1:08.44 ( 0.11)	
4	4	1:09.13	1:09.12 (-0.01)	
5	5	1:09.88	1:09.70 (-0.18)	
6	6	1:10.56	1:10.71 ( 0.15)	

Split times can be viewed by selecting the appropriate lap from the drop down menu. It is possible to mark a swimmer as disqualified in the status menu. Clicking **End of race** will print the result.

Clicking on Actions will open a menu, which will allow you to move onto the next heat or next event. Most of the other options in this menu are replicated elsewhere (though they may refer to an individual lane rather than all lanes. Retrieve race is used in the event of a power failure or a PC crashing (though this is rare). Once you have rebooted the PC, selected the right directory and then selected the correct event and heat, click Retrieve race. As the Ares unit itself is battery powered all the information from the race in progress will have been saved in the Ares. Retrieve race will send this information to the PC allowing you to continue with the race or process the result.

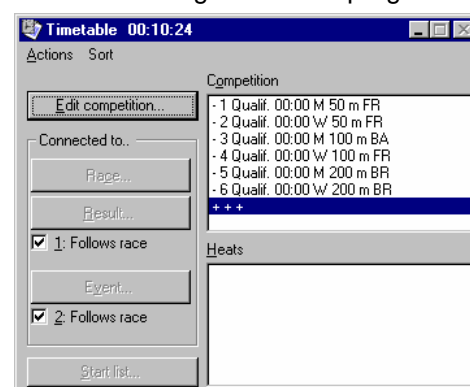


When operating the Ares connected to a results PC you may occasionally be asked to send a result to DH again. If the required result is the one in your results window, select DH at the top of the screen, now select Send results. Click the send results bar, when the status bar shows that all information has been sent you can close the window.



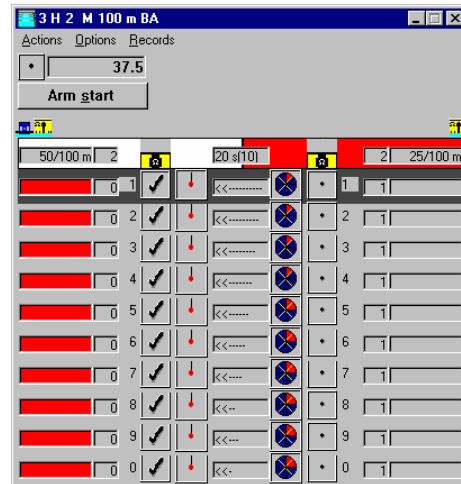
If you have moved on to another race when the request for a previous result is received it is possible to select the correct result from the database and send it during the race in progress. In the timetable window, under Result, uncheck the Follows race box, click on the relevant event and heat in the timetable. Now click result and then send the result to DH. Remember to recheck the follows race box to ensure that the correct result is displayed at the end of the race in progress.

To view the events list of a previous race uncheck the Follows race box under the Event Bar. Select the correct event and heat and then click on event. The events list for the selected heat will be displayed in the events window.

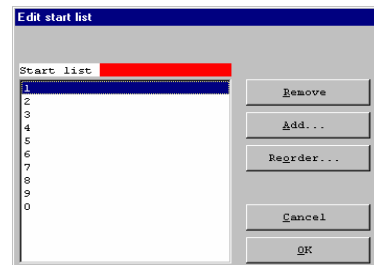


If you are using an Ares in a pool with pads at both ends the race window will be changed to show the status of the touchpads, platforms and buttons at either end. Apart from the amount of information displayed, the main difference between this window and the window shown so far is that the double chevrons in the middle of the window show which way the swimmer should be swimming at that time.

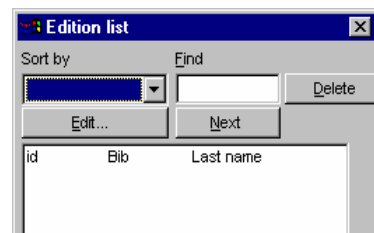
As you can see, all swimmers have touched the pads at the far end of the pool. The arm delay clock has started counting again and the near end pads are armed ready for the next touch.



Clicking on Start list in the Timetable window will open up the start list for the selected heat (assuming that you are using start lists in this session). It is possible to move swimmers into another lane delete a swimmer that is not present or add another swimmer.

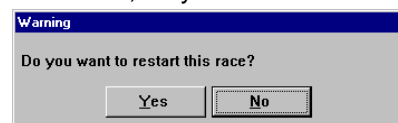


Clicking Add will open the edition list window. From this window you can select the swimmer either by name, bib number or nationality.

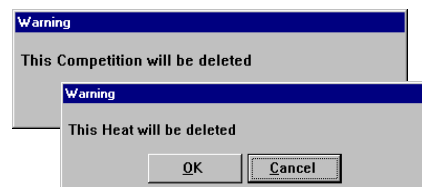


Some actions taken will cause a warning window to open before the action is finally carried out, these are actions that would cause problems if selected in error, they are:

Restarting a race after a false start (arm start button in race window)



Deleting an event or heat from the timetable window (Actions menu)



Disabling the input from the harness connecting the touchpads, buttons and platforms i.e. for certain tests during warm ups (Race window, Options menu)

