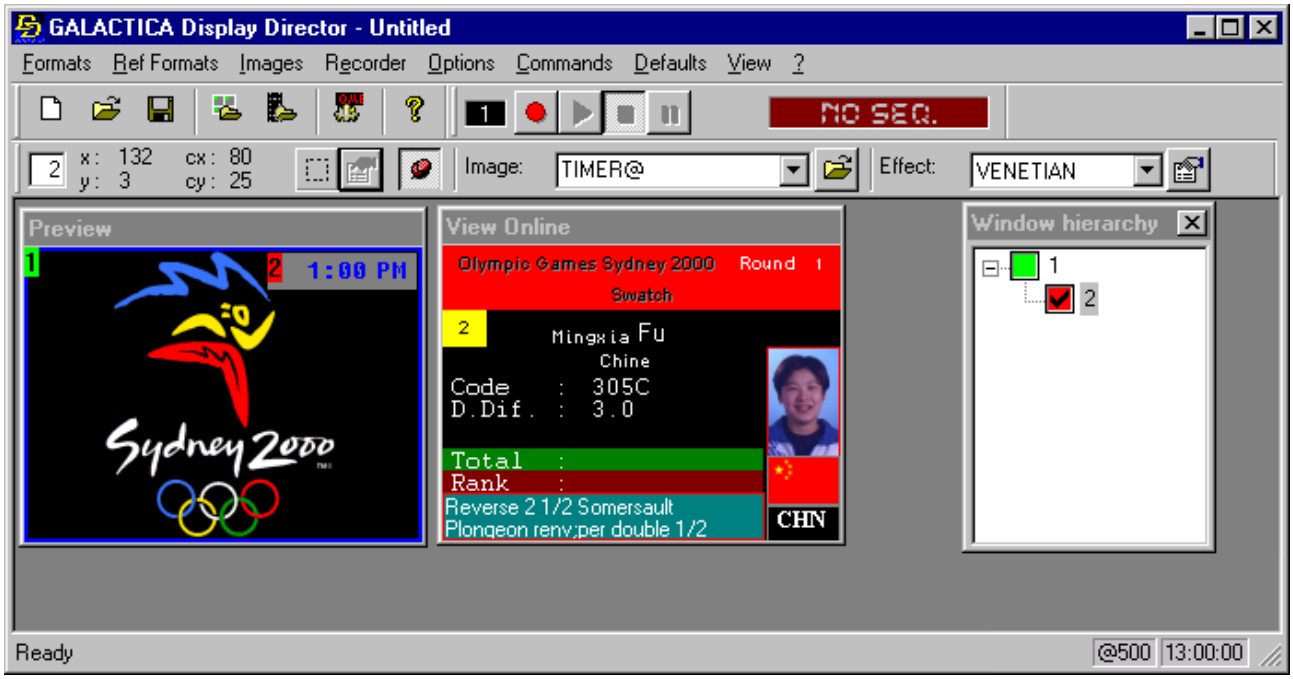
SWISS TIMING

User's Manual

GALACTICA

STEP-BY-STEP QUICK START



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SWISS TIMING

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1 INTRODUCTION – STEP-BY-STEP QUICK START

Before starting, it is important to know the following:

The Display Director (DD) is the main program of the Galactica;
The numerical block is often used, and the + key sends information to the board, whilst the – key erases from the board (see fig. 1)

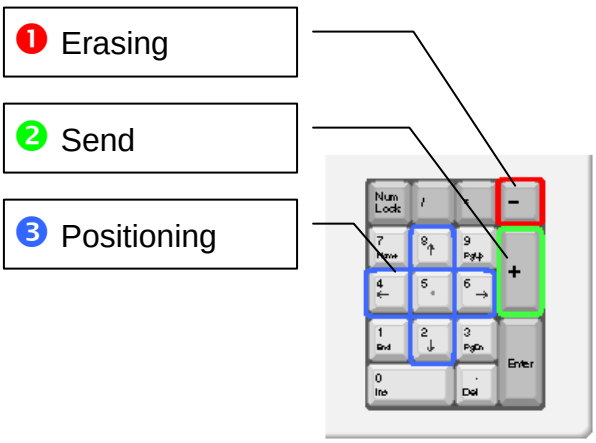


Fig. 1

1.1 Writing a text

1.1.1 Creation of the text

- Start the Text Editor by clicking on the icon of the task bar (see fig. 2).
  This program works the same way as an ordinary word processor.
- Write a text, for example "Welcome"
- Save the text, naming it `Welcome.grx` under:
  - for a Black/White board: C:\Swiss Timing\GALACTICA\img\Black-White (to be created if necessary)
  - for a color board: C:\Swiss Timing\GALACTICA\img\Color (to be created if necessary) by clicking in / *File* / *Save As*
- Escape the Text Editor, answering No to the question about the save of the data.

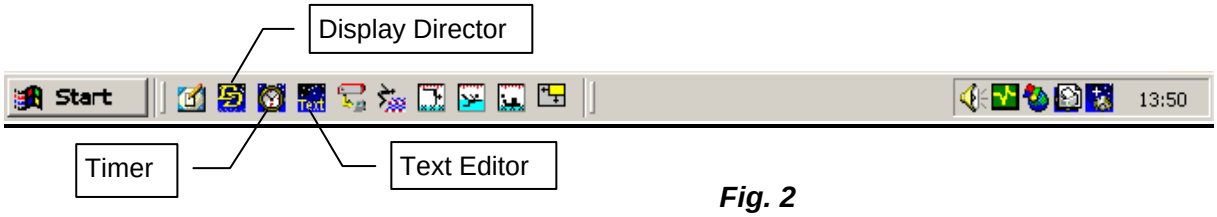


Fig. 2

If the display board is black/white, the available colors are only black and white.

Read chapter "Text Editor" of the Galactica manual 3311.560.02

1.2 Displaying of the text

- Start the Display Director program (DD) by clicking on the icon of the task bar (see fig. 2), for as long as it has not been started already
- Menu *Ref. Formats* / *Open*
- Select the format of the board (FULL = full screen) or click on the icon  (the others define different scoreboard's framing)
- Click on the pull-down menu or on the icon "Open image"  in the second toolbar and select file `Welcome.grx` (see fig. 3)

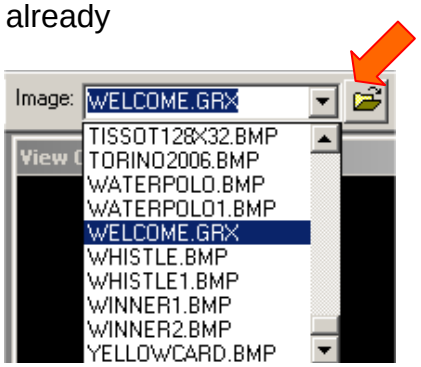


Fig. 3

➢ the "Welcome" text comes in the Preview window

Display on the board by pressing the + key in the numerical block;

Erase from the board by pressing the − key.

The content of the Preview window is not displayed on the board, only the content of the View Online is.

1.3 More displaying options

1.3.1 Positioning

Position the cursor in the Preview window using the arrows of the numerical block (see fig. 1), and position the text in the desired place.

Read chapter "Positioning Images inside a Rectangle" of the Display Director of the Galactica manual 3311.560.02

Display on the board by pressing the + key in the numerical block;

Erase from the board by pressing the − key.

1.3.2 Frame

Click on the icon indicated by the cursor (see fig. 4) to add a frame and define its size by editing its properties (right button).

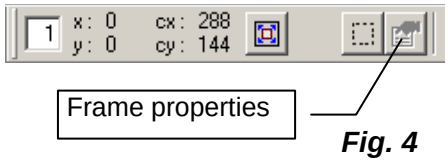


Fig. 4

Display on the board by pressing the + key in the numerical block;

Erase from the board by pressing the − key.

1.3.3 Effect

Choose an effect in the "Effect" pull-down menu and define its properties by clicking on the "Frame properties" icon (see fig. 5).

Fig. 5

In our example, the "Bijou" effect has been selected (see fig. 6).

Display on the board by pressing the + key in the numerical block;

Erase from the board by pressing the − key.

Read chapter "Available Effects" of the Display Director of the Galactica manual 3311.560.02

Fig. 6

The effect does not display in the Preview window, it will only display once it has been sent to the board.

1.3.4 Brightness of the board

Click on the icon  to allow you to define the brightness of the display on the board.

Save the "Welcome" composition (= text + frame + effect) for a future use under *Formats* / *Save as* / `Welcome.FMT`

Send a composition directly to the display board (without displaying it first in the Preview window) by using the *Formats* / *Transmit* menu (for example, our "Welcome" composition).

2 DISPLAYING OF AN IMAGE

- Start the DD program by clicking on the icon of the task bar (see fig. 2), for as long as it has not been started already
- Menu *Ref. Formats* / *Open*
- Select the format of the board (FULL = full screen) or click on the icon 
- Click on the pull-down menu or on the icon "Open image "  and select an image, in our example the `CUP.BMP` file (see fig. 7)

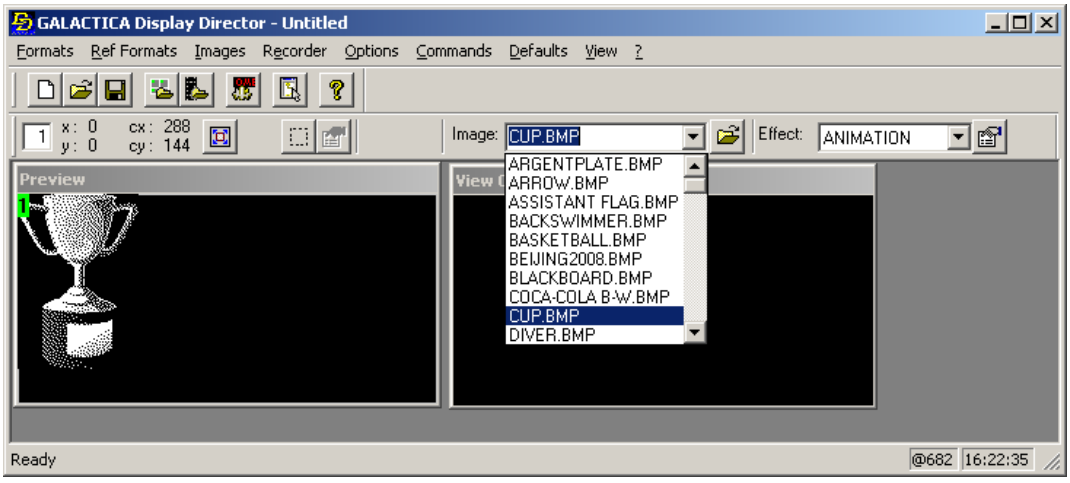
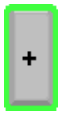


Fig. 7

Display on the board by pressing the  **key in the numerical block;**

Erase from the board by pressing the  **key.**

- To visualize the available images (.BMP) in the default repertory, click in the Preview window and make the images scroll using the arrows up/down (but not the ones of the numerical block).
- The icon  will stretch the image to the size of the display board.
- The 2, 4, 6 and 8 keys of the numerical block (see fig. 1) allow the positioning of the image; the 5 key will center the image in the middle of the board.

2.1 More displaying options

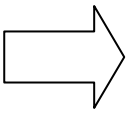
All the functionalities defined under chapter 1.3 are applicable for the displaying of an image.

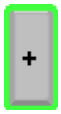
The 'ANIMATION' effect, on either a .GIF or .AVI image, will animate it (Animated files are available under \Gallery\Animations)

3 DISPLAYING TIME OF DAY

- Start the Timer Interface program by clicking on the icon of the task bar (see fig. 2)
- Start the DD program by clicking on the icon of the task bar (see fig. 2), for as long as it has not been started already
- In the DD: menu *Formats / New*
- Menu *Ref. Formats / Open* / FULL
- Menu *Images / Get from Maker*

  ➢ the list of the open makers comes on, select the one wanted by clicking on its name, in our example the TIMER



Display on the board by pressing the  **key in the numerical block;**

Erase from the board by pressing the  **key.**

- In order not to use the resources of the computer, the Preview window is only updated every second, which explains the difference of one second between the time of the Preview and the View Online.
- As long as the Timer program is open, the dynamical image is displayed. In order not to overload the screen of the computer, it is suggested to minimize the Timer program.

4 EDITING AN IMAGE

To change the aspect of the maker's image of the Timer, go to the menu *Edit / Edit current image* of the Timer program.
Using the two windows that just opened (see fig. 8), the fields can be modified, moved, etc…

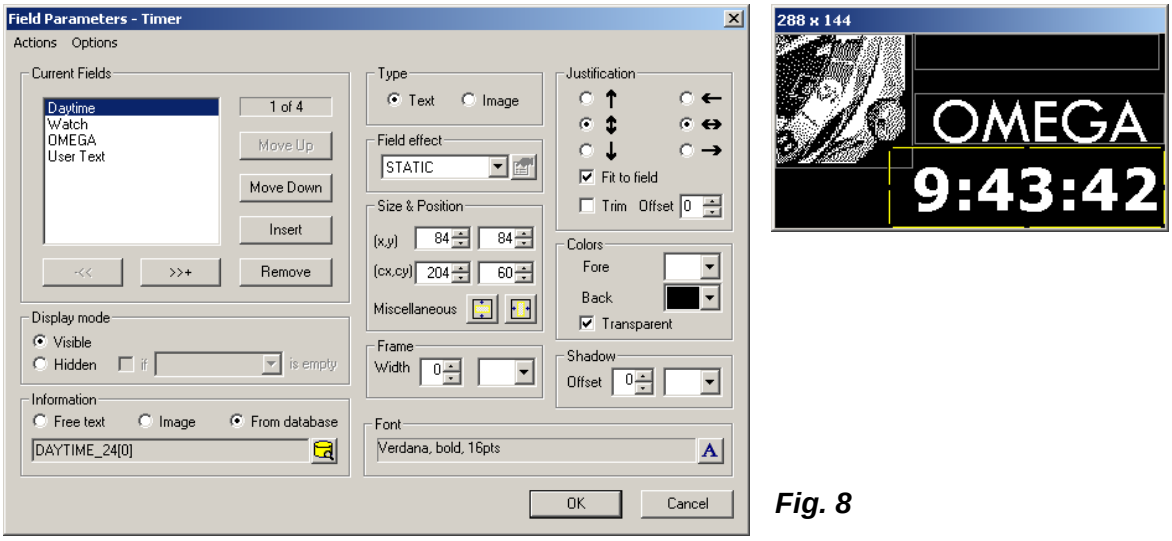


Fig. 8

Validate the changes made using the "OK" key, or else escape using the "Cancel" key.

Read chapter "Image Editor" of the Galactica manual 3311.560.02

5 DISPLAYING SPORT RESULTS

- Start one of the sport programs (Swimming, Diving, Synchronized Swimming, Waterpolo or Football) by clicking on the icon of the task bar (see fig. 9).

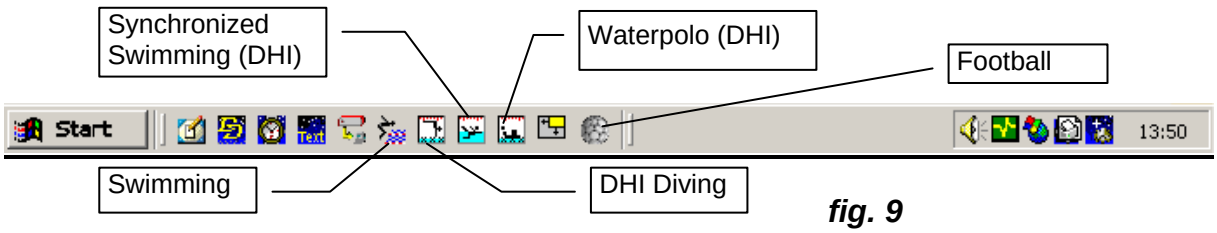


fig. 9

- Press the F6 button so it turns green, in order to receive the data from the timing device.

In the Football program, there is no F6 button !

- Press the F5 button so it turns green, in order for the maker's image created by the program to be available in the DD.

- Choose an image (related to the sport) by clicking on one of the buttons of the upper part of the program (see fig. 10).

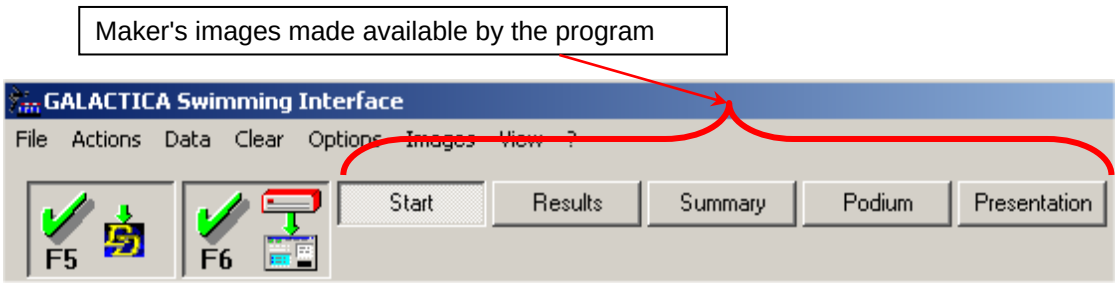
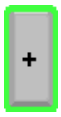


Fig. 10

- In the DD: menu *Formats / New*
- Menu *Ref. Formats / Open* / FULL
- Menu *Images / Get from Maker*

  ➢ the list of the open makers comes on, select the one wanted by clicking on its name, either Swimming, Diving, Synchronized Swimming, etc…, and the maker's image created by the sport program displays in the Preview window.

Display on the board by pressing the 

key in the numerical block;

Erase from the board by pressing the 

key.

6 CREATE SHORTCUTS

Shortcuts allow you to always have your compositions ready for use. This way, they are quickly sent to the board in due time.

6.1 On our "Welcome" composition

- Start the DD program by clicking on the icon of the task bar (see fig. 2), for as long as it has not been started already
- Click on the icon , for as long as the Quick Launch window (see fig. 11) has not been opened already

  ➢ the "DD Quick Launch" window opens itself (see fig 11)

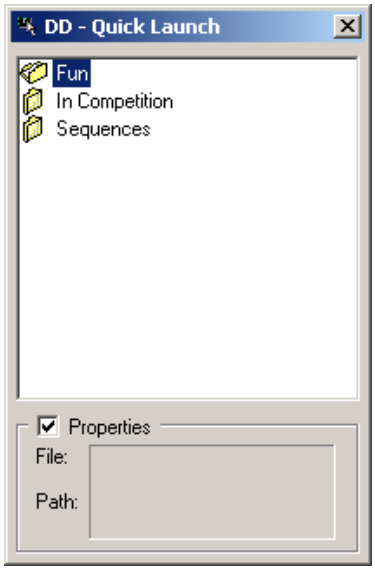


Fig. 11

- Place the cursor on the name of the repertory in which we wish to create a shortcut, either "Fun", "In Competition" or another repertory created by you. In our example, choose "Fun".
- Right button, *New / Folder*
- Name it for example "Message"
- Right button on the new repertory
- Menu *New / Shortcut*
- In the repertory of the disk \FMT, select the file "`Welcome.FMT`" as saved in paragraph 3
- Open
  ➢ the shortcut now appears in the repertory "Message"
  ➢ the "Welcome" composition comes on in the Preview window.

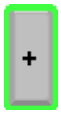
Display on the board by pressing the + key in the numerical block;

Erase from the board by pressing the − key.

Keep this window open next to the DD, it will allow you to display your messages and images quickly.

6.2 On the Timer maker

- Start the DD program by clicking on the icon of the task bar (see fig. 2), for as long as it has not been started already
- Start the Timer program, for as long as it has not been started already
- In the DD, click on the icon 
- The "DD Quick Launch" window opens itself (see fig 11)
- Place the cursor on the name of the repertory in which we wish to create a shortcut, either "Fun", "In Competition" or "Sequences". In our example, choose "Fun"
- Right button, *New / Maker Shortcut*
- Select TIMER in the list, then validate with OK
  - ➢ the shortcut now appears in the "Fun" repertory with the name Connection to TIMER
  - ➢ the Timer comes on in the Preview window.

Display on the board by pressing the  **key in the numerical block;**

Erase from the board by pressing the  **key.**

Manipulation of the shortcuts

Simple click:	visualization in the Preview window (or loading for a sequence).
Double click:	sends the composition directly to the display board.

Read chapter "The Quick Launch window" of the Display Director of the Galactica manual 3311.560.02

7 ADVANCED

The DD is capable of recording a succession of operations, which allow the user to realize sequences, to record them and to play them in loop.

- Start the DD program, for as long as it has not been started already
- Menu *Recorder / Remote Control* to display the remote control in the task bar (see fig. 12), for as long as it has not been started already
- Start the recording using the button "Record" (see fig. 12)
- Repeat the operations described in chapters 1.2 and 2 and send each composition to the display board with the + key (see fig. 1).
- Stop the recording using the button "Stop" (see fig. 12)
- Save the sequence using the menu *Recorder /Save as…*
- Name the sequence `Demo.seq` for example

By pressing the Play button (see fig. 12), all the actions will play, which allows the user to check the sequence.

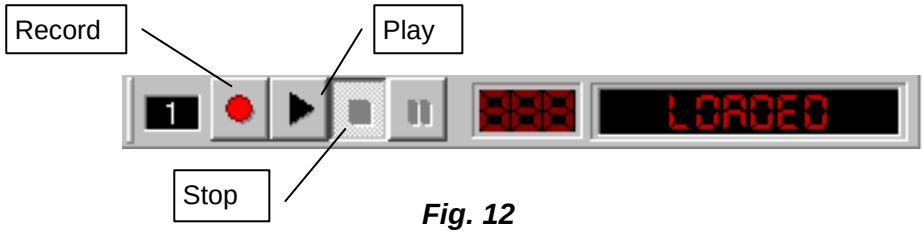


Fig. 12

The next step allows the adding of break times and sequence looping.

- Menu *Recorder* / *Edit:* displays all the operations made during the recording
- Position yourself on the first line
- Menu *Commands* / *Label*, answer YES to the question asked
- Name the label "START"
- OK

Select every 'Transmit' command in the operation list and add a Delay (displaying duration) with the amount of seconds wished on all the Transmit commands (/Menu */Commands\Delay/*);

On the last command, add a "Goto" command (Menu *Commands / Goto*) that will list all the inserted labels

- Select "START", finish the edition with OK
- Press OK to close the edition window
- Save your changes using the menu *Recorder / Save*
- Press Play to visualize the result

As described under chapter 6.1, create a shortcut by going to get your sequence in the SEQ repertory.

Read chapter "The Recorder" of the Display Director of the Galactica manual 3311.560.02

Be creative, use the visual effects, insert animated images, etc… Your sporting events will then be more lively and attractive !

8 RESIZE AND ADJUST AN IMAGE TO THE BOARD'S SIZE

The display boards are not all the same size, neither are the images that one wishes to display. The procedure below will allow you to adapt any picture to any display board.

In our example, the size of the board is 240 x 108 pixels.

- Start the Jasc Paint Shop Pro program.
- Open the image that you wish to display.
- Go to the menu *Image / Image Information…* in order to know its size. In our example, it is 800 x 600 pixels.

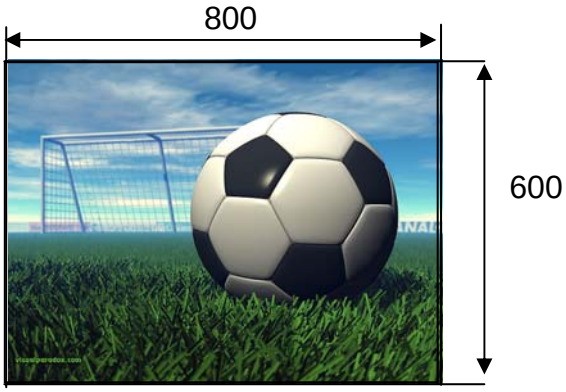


Fig. 13

Our goal is to resize this image to the same size as the display board, or smaller.

8.1 Resizing

- Go to the menu *Image / Resize…*
- Make sure that the values of the height and width are indicated in Pixels (see fig. 14).
- In the « Height » box, enter the height of the board, this is to say 108 in our example. The width is automatically calculated (see fig. 14).
- Click on "OK" to confirm.

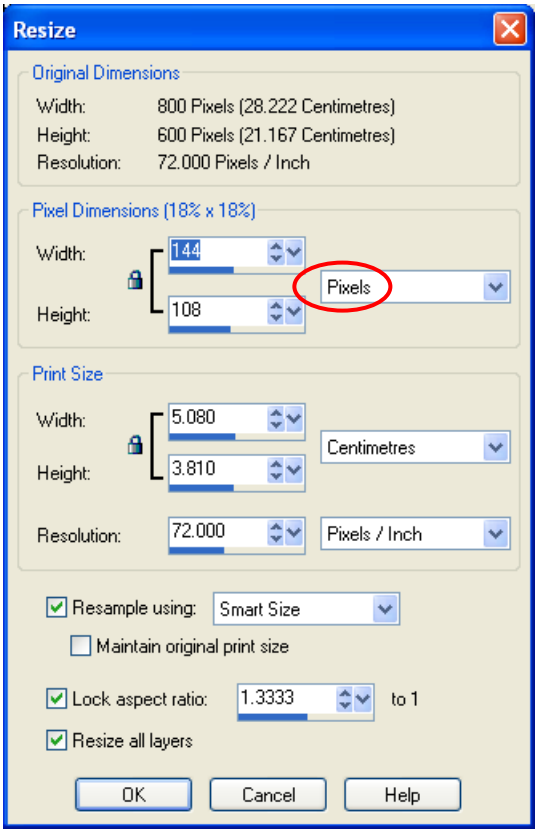


Fig. 14

- The width that is automatically calculated by the program must be smaller or equal to the width of the board.
- If the image that one wishes to display on the board is very long, the value of the width has to be entered first in order to make sure that the whole image fits in the board.

8.2 Adjusting

- Go to the menu *Image / Canvas Size…* and enter the exact values of the board, this is to say in our example 240 x 108 (always in pixels) (see fig. 15).
- Click in the "Background" box using the tool "pipette"; the "Colour" window opens (see fig. 16).

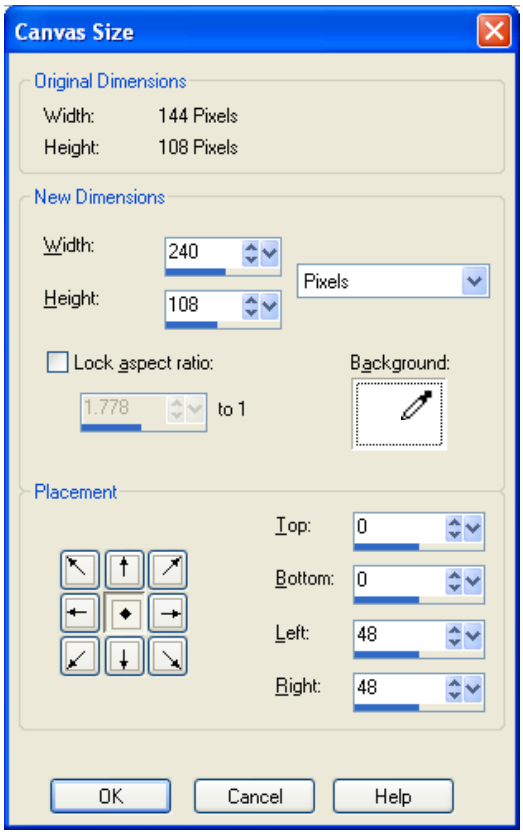


Fig. 15

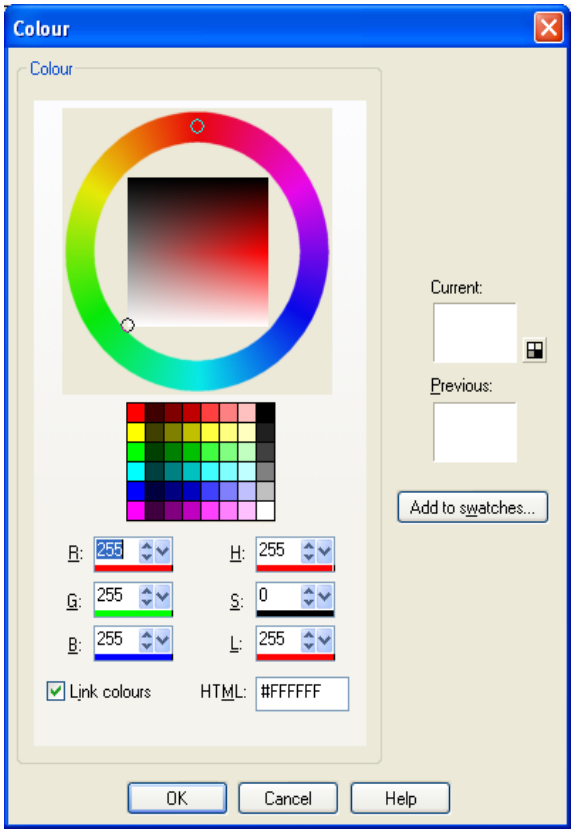


Fig. 16

- So that the parts of the board that are not covered by the picture are the same colour as the board, select the colour black using the pipette; the box "Current" becomes black. Press "OK" to confirm.
- Then, the "Background" box turns black too (see fig. 17). Press "OK" again to confirm.

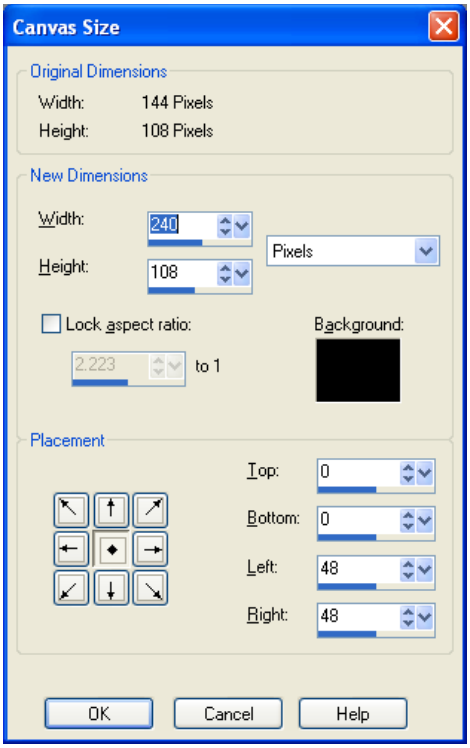


Fig. 17

The result will be displayed as follows:

Fig. 18

It is also possible to change the position of the image. To do so, use the "Placement" zone of the menu *Image / Canvas Size…* (see fig. 17), which will help you define the position of the image in the final image of the board's size.

The image is now the same size as the display board.

8.3 Black/White conversion

This step only concerns the monochrome boards and explains how to change colours into black and white.

- Go to the menu *Image / Decrease Colour Depth.*
- Select "2 Colours"; the result is displayed (see fig. 19).

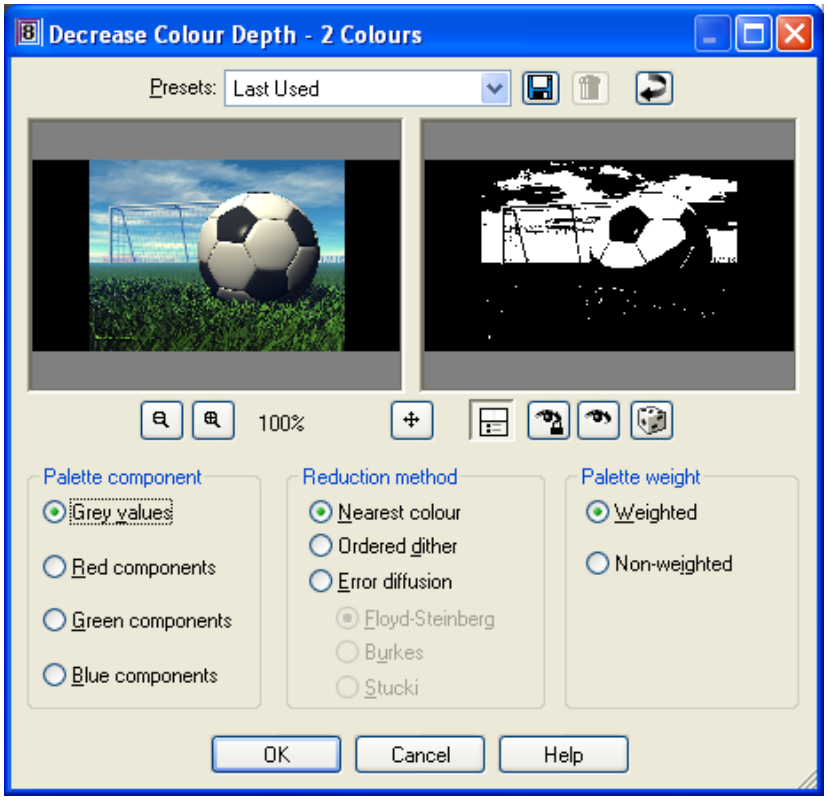


Fig. 19

- Using the options in "Palette component" and "Reduction method", you can choose the best resolution for your image. In our example, the most satisfying result appears as follows (see fig. 20):
- Press "OK" to confirm.

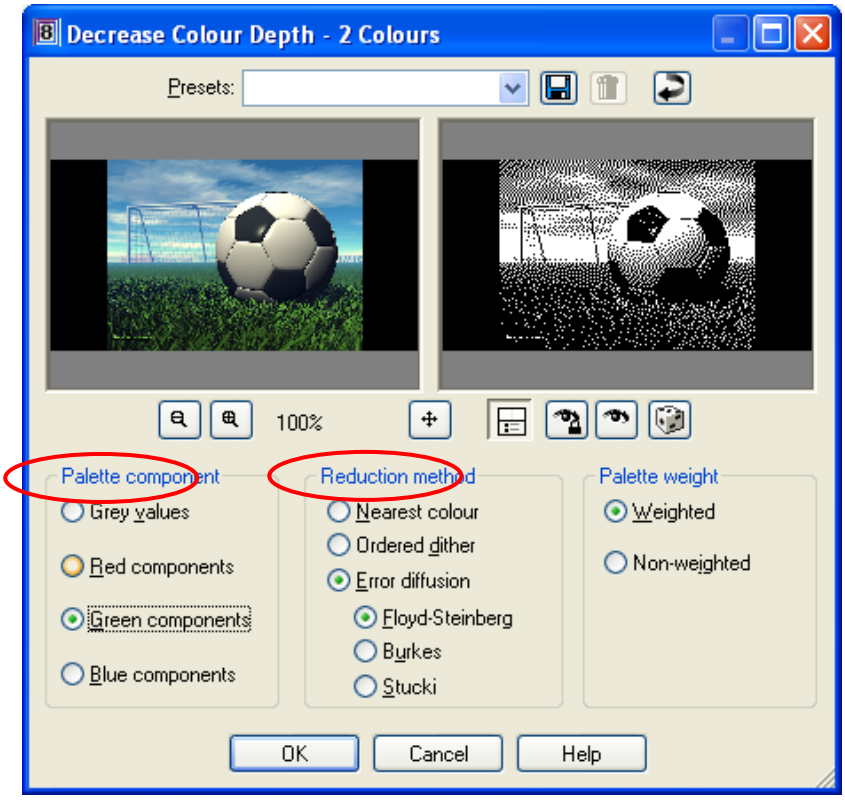


Fig. 20

8.3.1 To go further

In the case of an amber board, the LED's that are lit make the white parts of the image, whilst the black parts are made of LED's which remain turned off.

In some cases, according to the chosen image, it will be necessary to reverse the colours by going into the menu *Adjust / Negative image*, in order to avoid a too big white zone on the board for example.

8.4 Saving

In the end, save the new image (menu *File / Save as…*) in the directory `C:\GALACTICA\Images` by giving it a new name, preferably of .bmp type.

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