O-Lynx Touch Manual Version 1.25
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INTRODUCTION

O-Lynx Touch is software to allow individuals at orienteering, adventure, or mountain bike type events to register themselves easily for a course at the actual event without assistance - greatly reducing the work required to run an event. It cuts the time for registration for those with their own Sportident card and even for those with a hired one. It allows individuals to run a second course simply – they can re-register themselves while keeping the same SI chip number.

O-Lynx Touch also includes other functions that allow event organisers to run events in ways that make it easy for both them and the competitors, such as …

- a chip checker – to make keeping track of your hired chips easy.

- registration by bib number – hand out large numbers of chips on race day easily.

- team registration – allows teams to register easily on the day of the event.

- course and grade registration – for events like MTB where both a course and age grade are required.

- by name registration – hand out chips on the day by selecting a person's name

- registration checker – allow competitors to check their entry details by punching their chip.

O-Lynx Touch can currently be used with O-Lynx Event, OE2010, OEScore2003 and OS2010, but it is best used with O-Lynx Event which supports all of its advanced functions.

While it is designed to be used with a touch-screen device such as a tablet, *O-Lynx Touch* can also be used on any Windows computer with a mouse.

If you want to learn more about *O-Lynx Touch*, then download *O-Lynx Touch* to trial and/or read this PDF manual, which describes how to install and use *O-Lynx Touch* software.

This software can be used on Windows XP, Vista, Windows 7, 8, and 10.

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LICENSE

O-Lynx Touch is included in the O-Lynx Event license, or it can be purchased separately. Please see www.o-lynx.com for details.

O-LYNX TOUCH LICENSE AGREEMENT

This is a legal agreement between you and TASC Systems Ltd. By installing the Software accompanying this agreement you agree to be bound by the terms contained herein.

1.Grant of License. TASC Systems Ltd hereby gives you a non-exclusive license to use the software O-Lynx Touch (the Software) for your own events on as many computers as required provided that you abide by the terms and conditions herein. For evaluation, the license is granted to you just for the purposes of testing the suitability of the software. For regular use you have to pay a license fee, as set by TASC Systems Ltd. The license cannot be loaned, rented or transferred to other clubs or organisations. The license includes software updates and support for the period of one year from the date of purchase.

2.Copyright. The Software is owned by TASC Systems Ltd and is protected by New Zealand copyright law and international treaties. Therefore you must treat the Software as you would any other material subject to copyright. You must not give or allow any supplied license keys to be given or loaned to a third party.

3.Warranty and Consequential Damages. This software and the accompanying files are provided on an "as is" basis, without warranties as to performance of merchantability or any other warranties whether expressed or implied. No warrant of fitness for a particular purpose is offered. By using this Software, you agree that TASC Systems Ltd will not be liable for damages whatsoever including, without limitation, damages for loss of profits, interruption, loss of business information, loss of data, or any other loss whatsoever arising out of the use of this software even if TASC Systems Ltd have been notified of such loss.

4.Termination. The license will terminate automatically if you fail to comply with the limitations described above.

Do the following to install the software if installing the standalone version:

It is not necessary to have a Sportident Station attached to your system at any time during setup of O-Lynx Touch, however if you have a Sportident Station attach it now and install the drivers for it.
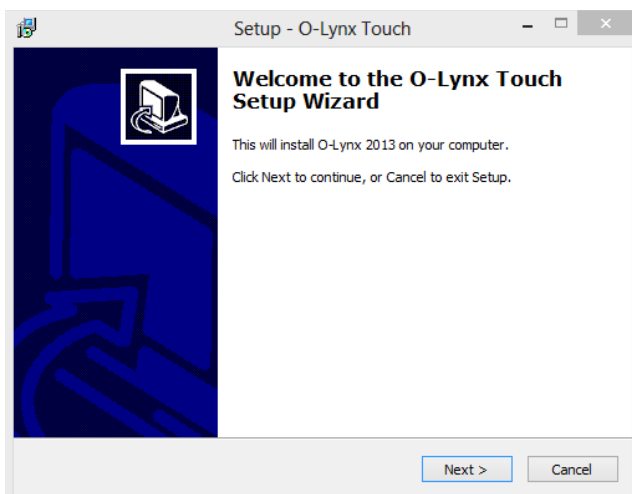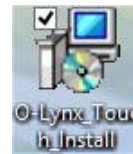
Download the O-Lynx Touch Install software onto your computer and save to the desktop.

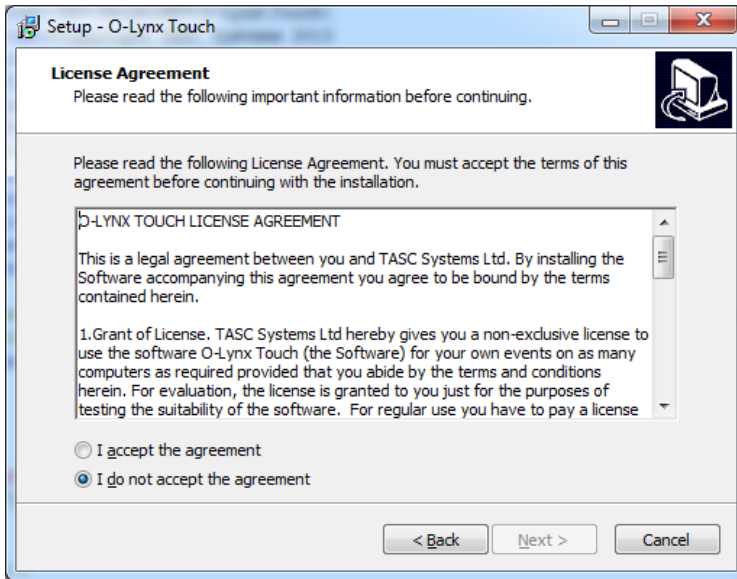The icon shown will appear on your desktop.

Double tap the icon to open the Installation Wizard.

The wizard will guide you through the installation process.
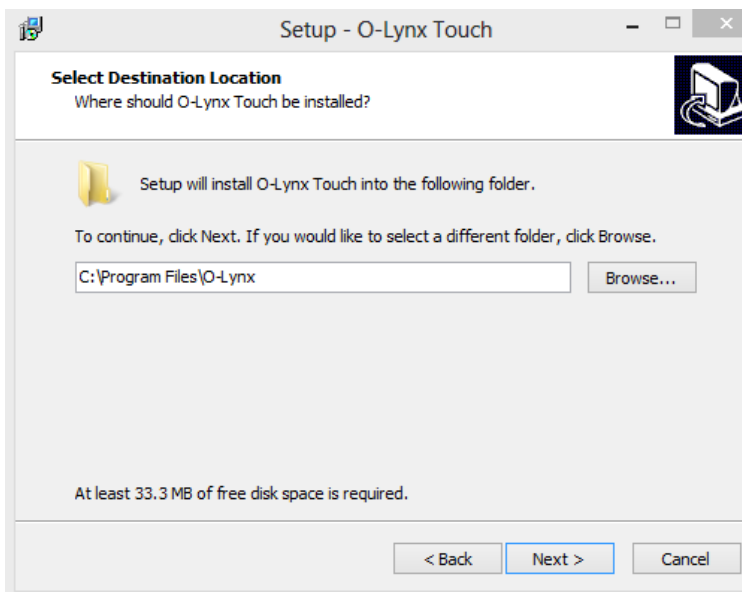
The Welcome window will appear.

Tap Next to continue. The second window will appear.

You will need to agree to the Terms and Conditions in order to continue.
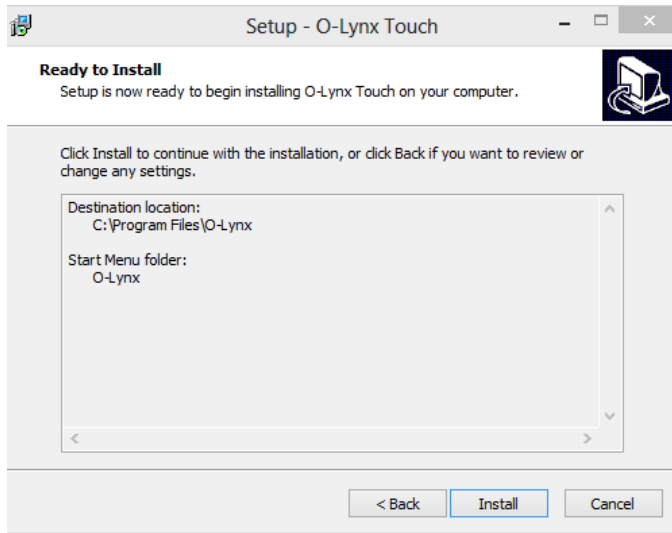
Click Next.

A Destination Location Window will appear.
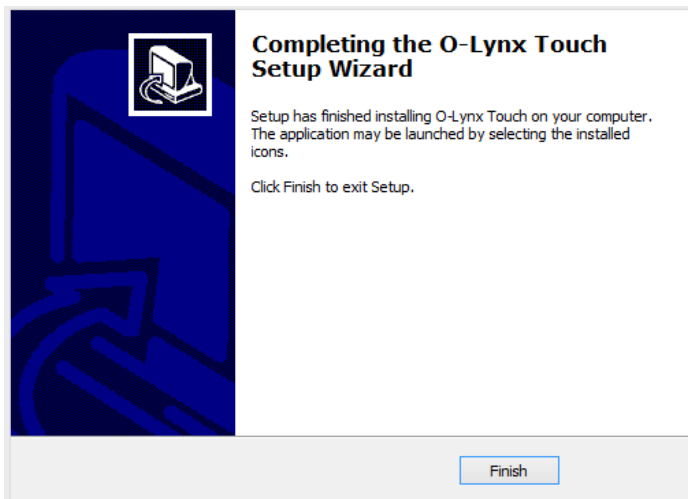

You can browse to select the destination folder for the software, if required, though it is recommended to use the default location that will be shown.

Tap the Next button to continue.
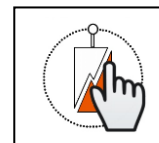
A confirmation window will now appear.

Tap Install to continue. The final installation window will appear.

Installation is complete.

An O-Lynx Touch Icon will appear on the desktop.

1. Double tap the O-Lynx Touch icon installed on your Windows desktop.

   The Welcome window will appear. Please read through it to understand the function on the buttons and how the buttons are locked unless the 'Clear' button is pressed first . This is to keep people from wandering back to the operating system, or other O-Lynx Touch functions during use.

   O-LYNX TOUCH
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   Version 1.20
   www.o-lynx.com

   Getting started :
   The following buttons appear on the main O-Lynx Touch screen ...

   Setup the event folders and other options

   Connect to the event database

   Chip checker

   Find entry details by Chip Number

   Chip Registration by Race Number

   Team Registration

   Course and Grade Registration

   Exit O-Lynx Touch

   To use these buttons, unlock them by tapping the 'Clear' button first.

   OK

2. Tap the OK button. The Main Screen will appear and will initially be empty with no buttons. Shown below are some of the features of the main screen when O-Lynx Touch is in use.

Competitors club abbreviation
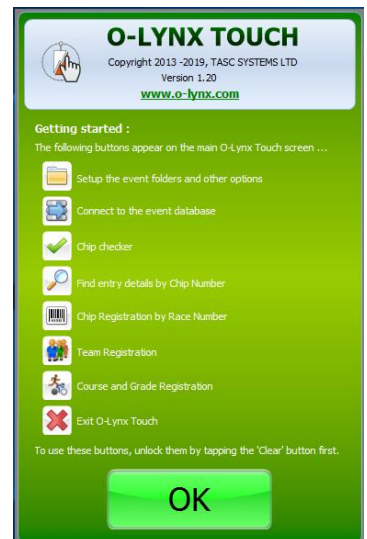
Current SI number

Register Station Status.

Dark Red – not connected

Dark Green – Connected

Club Name that the software is registered to.

Current events name

1. Insert your Chip   98765432

2. Check your name. (Tap to edit)

John Smith   HB

3. Select your course.

Orange Medium	Orange Short	Red Long	Red Medium
Red Short	Red Short Super Vet	Red Short Vet	White
Yellow			

Clear

4. Enter

O-Lynx Touch - Trial Version
2013 OY7 - Ranui

New Entries

Red Long, 87654321, Joe Bloggs

List of entries used to confirm to the user that the entry was made and the Grade chosen.

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Clear – cancel adding competitor and any clear input

Grade / Class selection buttons.

Up to 42 grades will be shown on up to 4 pages of buttons.

If more than 1 page of buttons is required then arrow buttons will be shown to take the competitor

Enter – finish and add the competitor details to entries

Toolbar used to …

- Access settings.
- Connect to the database
- Start Chip Checker
- Check Registration
- Chip Registration
- Exit O-Lynx touch

Before you can start entering competitors, you need to set up the event database connection.

Other options may also need to be set if this is your first time using O-Lynx Touch.

The Setup button is displayed to the bottom right of the main screen

IMPORTANT: To get to the Setup button to work you must **always** tap the Clear button first followed by the Setup button. The Setup button **MUST** be tapped within 3 <u>seconds</u> of tapping the Clear button. This is a lock to stop accidental use during the event.

1. Tap the Clear button, then the Setup Button (as above).

    The O-Lynx Touch Setup window will appear.
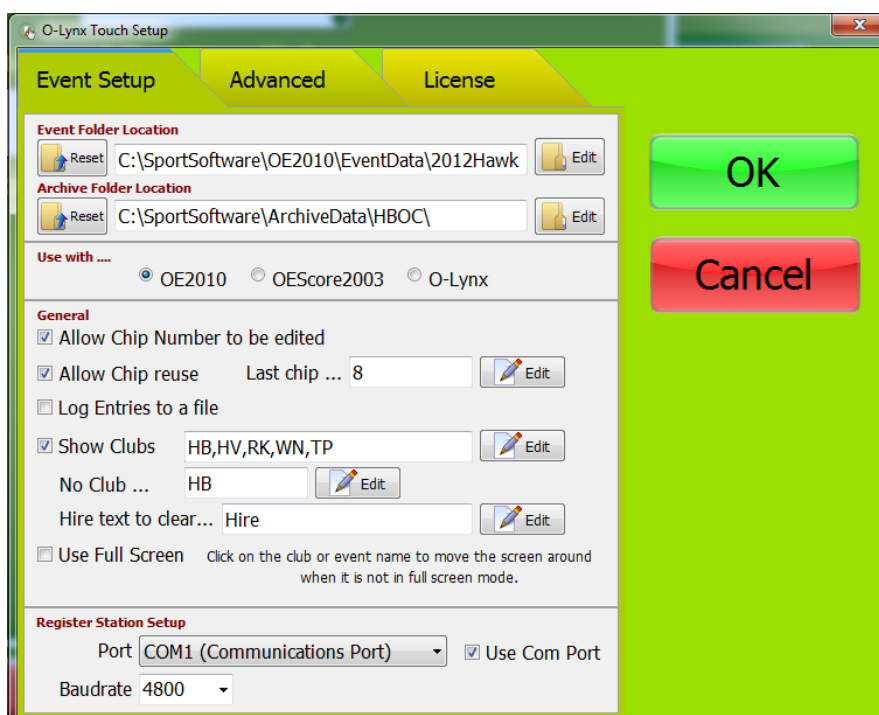
For entries direct into **O-Lynx Event**, skip to step 3 as **O-Lynx Touch** will put the entries into the currently selected event (Make sure to make the event you will be using the "Current" one in **O-Lynx Event** before starting **O-Lynx Touch**).

2. Set up the Event Folder Location (for OE or OS users)

    Click the file 'Edit' button to browse for the event folder you wish to use with O-Lynx Touch.

    This will usually be to a networked folder on the OE2010 computer. This folder will need to be shared with the appropriate permissions. See the OE2010 Help for details.

    For example

    C:\SportSoftware\OE2010\EventData\XXXXX.....

Note that if you are just evaluating O-Lynx Touch, the OE2010 event folder you wish to use for testing can just be copied to a location on the test computer or tablet. OE2010 does not have to be installed or the tablet networked to test the software.

Setup the Archive Folder Location

Click the file 'Edit' button to browse for the archive folder you wish to use with O-Lynx Touch.

For example

C:\SportSoftware\ArchiveData\XXXXX….

3. Register Station Setup

It is not necessary to have a Sportident Station attached to your system during the setup of O-Lynx Touch. If you have a Sportident Station attached, setup the station as follows, or jump to Step 9.

4. Choose your port of the SportIdent Station from the dropdown menu.
5. Choose the Baudrate of the Station from the dropdown menu – usually this will be 38400.
6. Tick 'Use Com Port'.

From Version 1.15, O-Lynx Touch supports Sportident stations in either Legacy or Extended protocol.

   NOTE : Some versions of the software within the Sportident USB stations, caused reliability issues when connecting to a PC. Please ensure your Sportident USB is running the latest software version to avoid this.

7. Select the Event Software you will be using with O-Lynx Touch.

O-Lynx Event is recommended and certain functions such as team entry or fast chip registration will only work with O-Lynx Event.

8. Set up General options.
   a. Tick *Allow Chip to be edited* if you wish the competitors to be able to enter a chip number by typing. Leave un-ticked if you want to force them to use an attached Sportident station to eliminate potential typing errors.
   b. Tick *Allow Chip reuse* if you wish to allow the competitors to be able to register for a second course using a chip that has been used previously.

   When a competitor runs a second course with the same chip, the previous run needs to be assigned a unique number. The 'last used chip' number is the last unique number that was used to replace the chip number of the next competitor who registers for a second course. This value will increment automatically.

Note: if using O-Lynx Touch on 2 or more computers/tablets, each computer should be using a different range of numbers so different competitors don't get assigned the same number. E.g. for tablet 1 the last used number is set to 100, while on tablet 2, the last used number is set to 300.

c. Tap *Edit* beside the "Last chip" box to bring up a keyboard to change the number. Enter the number you want to start the last used chip number at. Tap OK.

d. If your Main computer goes down during an event O-Lynx Touch has the ability to provide you with a backup list of who has registered as a safeguard. A record of the entries is stored to a csv file for you to use as a backup list.

Tick *Log Entries to a file* to have entries recorded in a csv file in the all users\ documents\ tasc software\ o-lynx folder. This folder can also be found using the 'O-Lynx User Folder' shortcut installed on the windows desktop.

e. Participants at your events may come from different clubs. O-Lynx Touch provides you with the ability to have a list of five clubs for quick selection plus an archive to search for any other clubs that may be needed.

You may pre-set the 5 club shortcut buttons the competitor will see when entering their name. Setup the 5 abbreviations to be the codes of the clubs whose members most commonly attending your events. E.g. HB,HV,RK,WN,TP

The edit button will allow you to select the club codes from those in the event software, however you must be connected to the database to do this so you may like to leave the club setup until you have read more of this manual.

Your Club list for the event (or at least the clubs that will be used) should match the clubs in the archive (or Club list for O-Lynx). In OE the value of the Cl.name column is the one used to show the club name/abbreviation on the buttons.

The last button in the row of club buttons that will be shown to the competitor is an "other (search) " button. If someone in your archives is assigned to a club that is not one of the 5 then the Other button will be used to show their club. It also doubles up as a search button to take the user to a list of all clubs if they need to select one not initially shown.

f. Tick *Show Clubs* to have some club buttons in the edit entry window to allow the club to be set or changed by new each person as they register.

The entry window could include up to six buttons for choosing the club and will look similar to the following window.

g. When participants registering at an event are not a member of any club, a default club is assigned to them as they register. You may choose the default club that will be assigned to such participants. You assign this using a club code of your choice but the club should exist in your club archive. This is your 'No Club' club code. If you have a 'No Club' setup then it could be that number, otherwise it could be your club's number e.g. HB, if you usually choose to default to that. (It doesn't have to be a club shown on the buttons. i.e. if none of the club buttons are highlighted then the 'no club' value will still be assigned).

OE2010 users may have hire chips set up in their archive with the card name set to a word like 'Hire' to make the cards easy to recognize. Use the 'Hire text to clear' option to set up the word used by your club so that it will be automatically cleared when the Hire chip is inserted into the Register station. This saves the competitor having to clear this word when entering. To change the word associated with the hired SportIdent tap *Edit* beside the "*Hire text to Clear*". A keyboard will appear. Enter the specific word used to indicate the chip is hired. Tap OK. The word will appear in the box.

h. Use Full Screen. This option is recommended for tablet use to stop users clicking on the desktop. However when using on a PC for data entry, you may like to be able to get to other applications so this option is provided. Note : if using the "Team" or "Course and Grade" registration screens, they will not take note of any changes made to this setting until the program is re-started.

The Advanced and License pages contain settings for more advanced setups as well as the ability to enter license detail to unlock all the features of the software. These can be skipped for now.

The O-Lynx settings window on your screen should now look similar to the following window.
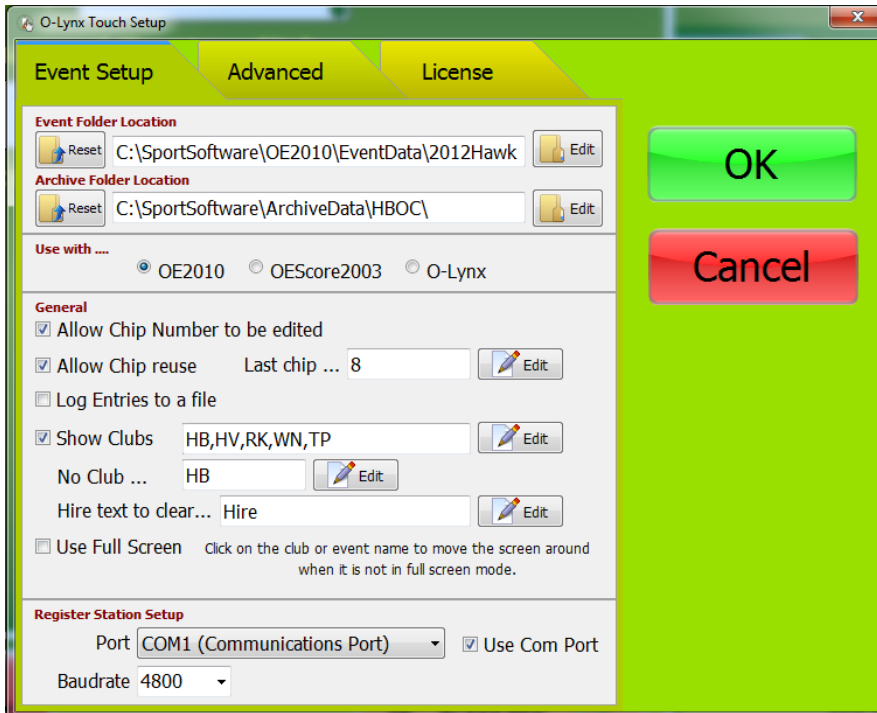
9. Tap OK. You will be returned to the O-Lynx Touch Main Screen.

10. You must connect to your event database to proceed and start adding entries.

    Note that the OE software relies on sharing folders across networked computers. These can take a few minutes to connect when setting up the tablet at an event, especially when using WIFI. If you have trouble connecting, ensure you can browse to the shared network folder in Windows Explorer on the tablet before starting and connecting with O-Lynx Touch.

    For O-Lynx Event users, the connection is a lot more robust. When you have selected to work with O-Lynx, then the OE folder selection options will disappear and a place to enter the IP Address of the main computer will be shown instead.
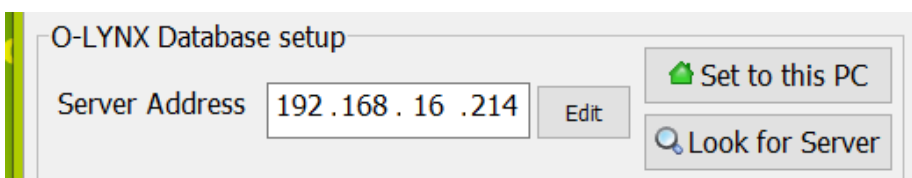
    Ensure this Server Address is set to the IP Address number as shown on the bottom of the main O-Lynx computers screen as per the example shown below.
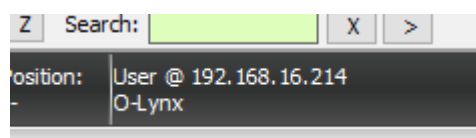
The Connect icon appears in the lower right of the window,

Tap the Clear button, then the Connect icon, within 2 secs.

Once connection is complete the courses for the event will appear as Course Buttons on the main screen, as seen below.
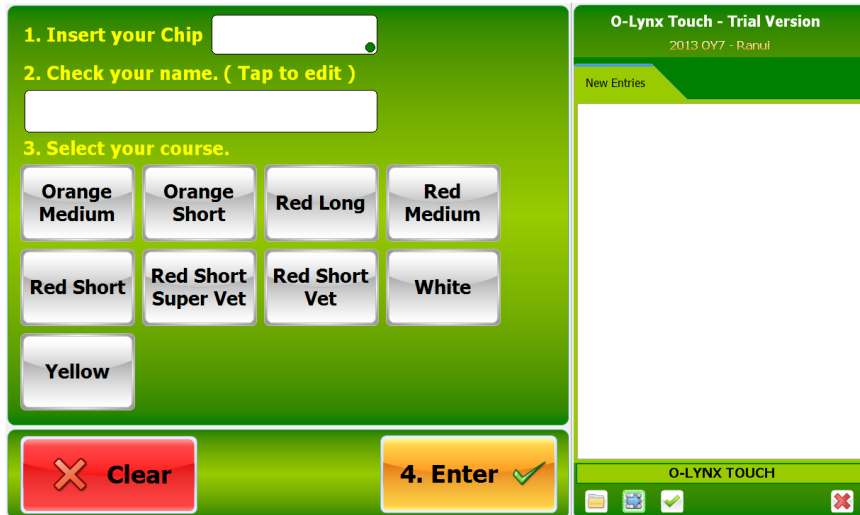
O-Lynx Touch is now ready to use.

Note : Large membership archives will continue to load in the background for a short time after the connect button is pushed. This is so entries can start to be made immediately. The loading of the archive is complete when the outside edge of the Connect button is highlighted in light green as shown below.

ENTERING WHEN YOU OWN YOUR OWN SPORT-IDENT CHIP

1. First insert the Sportident Chip into the SI Station.
    The SI -Chip number will appear in the Chip No box.
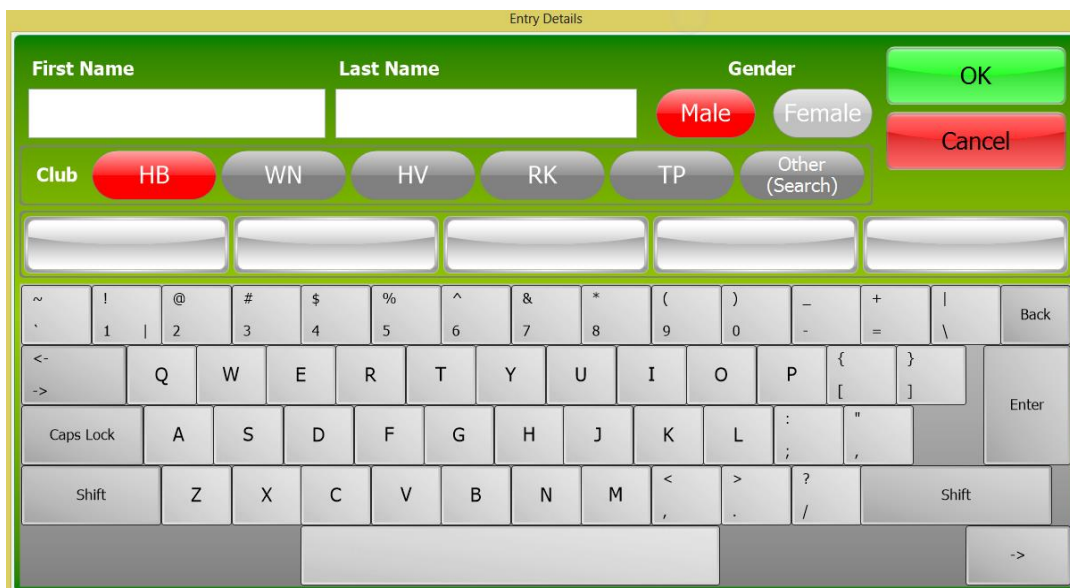
    Your name will appear in the Name box from the information in the archive.

2. Choose the course you want to run by tapping one of the Course buttons. The course you selected will appear in the Course box.

3. Tap the Enter button. The SI-Chip no, your name and the course you selected will appear in the New Entries Box.

    Your entry is complete.

1. First insert the Sportident Chip into the SI Station.
   The SI -Chip number will appear in the Chip No box.
2. Tap the First Name box.

   The Entries Details window will appear

a. Start typing your first name. Competitors' names with similar letters will appear in name boxes. If your name appears you can stop typing and choose your name by pressing on it

   Note that if the name requires characters other than shown on the keypad. These can be accessed by…
   - Right click the base letter on the keypad.
   - On touch screen devices, perform a right click by tap and holding the letter until the extended characters pop up and then select the required letter.

b. [If required and club buttons are displayed] choose the club you are a member of.

   If your club does not appear on a button on this window you will need to search in the Club list found in the Search for Club window. To get to this window choose the "Other" button. The Search for Club window will appear as shown next. A list of the pre-entered clubs from the archive is listed. To speed up the selection you may like to select the first letter of the name from the alphabet provided along the bottom of the window. Using this speed-selection method will bring the cursor to the first club listed beginning with the letter that you have chosen. You will

still need to click on the club name for it to show at the top. Once your club is show, hit OK to exit the Search for Club window.
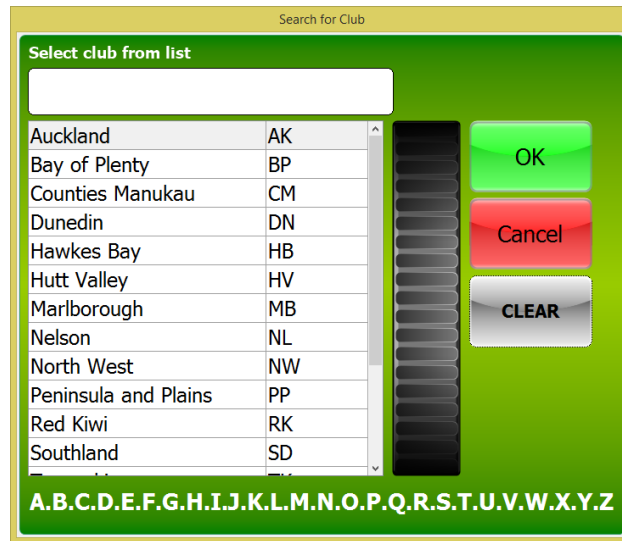
c. Once your name and club is entered hit OK. You are returned to the O-Lynx Touch main screen.

3. Choose the course you want to run by tapping one of the Course buttons. The course you selected will appear in the Course box.

4. Tap the Enter button. The SI-Card no, your name and the course you selected will appear in the New Entries Box.

The entry is complete.

An example main screen with five entries will look similar to the screen below.
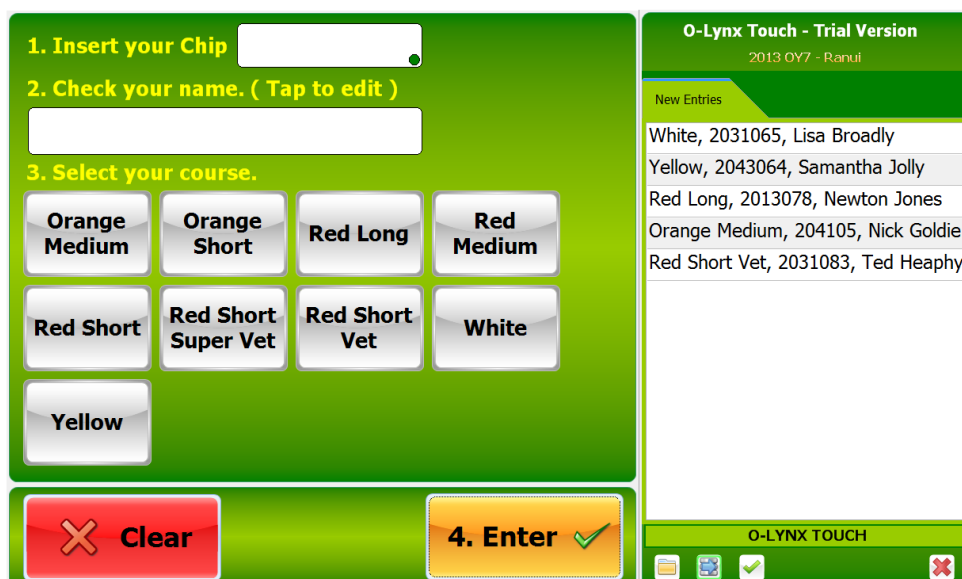
IMPORTANT NOTE: The maximum number of entries in a row you may make into O-Lynx Touch while it is unlicensed is **FIVE** entries. After five entries a message will appear. If you try to enter further entries a reminder notice as shown below will appear.

1.   Go to O-Lynx Settings Window.

        Reminder: To get to the Setup window from the Main Screen first tap [Clear] then

2.   Go to the License page by tapping the License Tab and change the information in the License section as follows:

a.   Tap the Edit Club button.
        A Club Name Window with keypad will appear.

IMPORTANT: The Club name must be IDENTICAL to the name asked for when license application was made. Click Edit to bring up keyboard to change the Club name.
.

        Type in your Club Name. Tap OK.

b.   Tap the Edit License button. A License Details window will appear.

Type in the correct License Code. Tap the Vaildate button.

The Status will change from *Unlicensed* to *Licensed.*

Tap the OK button to return to the O-Lynx Touch Main Screen.

The O-Lynx Touch is ready for full use by your club.

O-Lynx Touch includes a Chip Checker that may be used to check all chips are returned after each event and keep a file as a record so that in the event of lost chips, you can go back and check when the chips went missing.

Before you can check Sportident chips, you need to teach O-Lynx Touch what the numbers of your clubs chips are.

A Tick icon is displayed on the toolbar at the bottom of the main screen

That allows you to open the Check Chips window.

IMPORTANT: To get to the Check Chips window you must **always** first tap the Clear button then, **immediately** after, tap the Check button. The Check button **MUST** be tapped within 3 **seconds** of tapping the Clear button. This is a lock to stop accidental use during the event.

1. Tap the Clear button, then the Check Button
2. The Check Chips window will appear, similar to below.
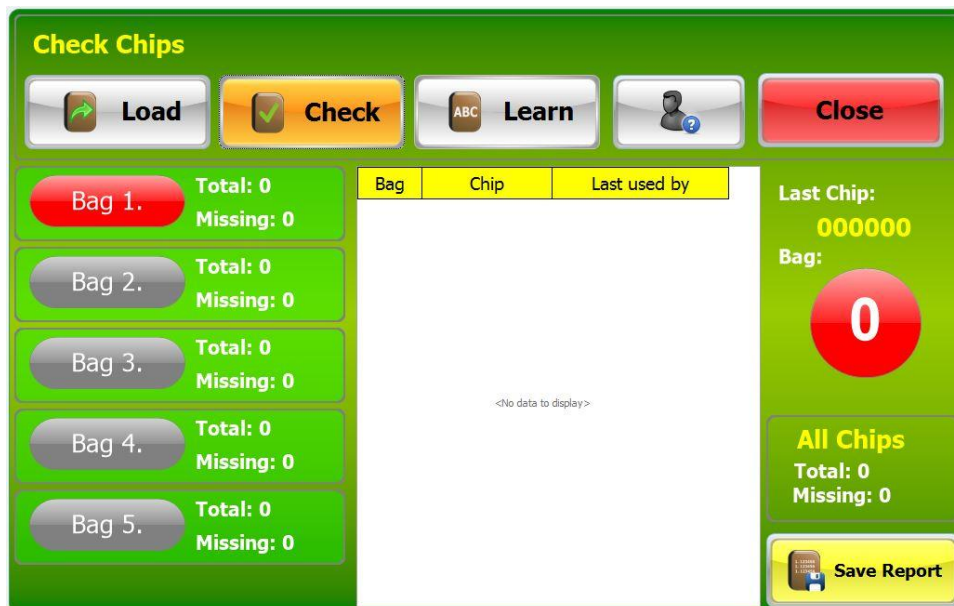
This needs to happen only once.

1. First connect a Sportident Station to the system.
2. Tap the **Learn** button so that the button is highlighted.

3. Tap the **Bag 1** button to select the bag or box the chips are stored in. Push a SI Chip into the station and the SI card number will be added to the list onscreen.
4. Continue until all the chips in the bag are listed.

5. If there is a second bag of chips first tap **BAG 2** then repeat the entering of chips. Click Save to permanently store the list of chips once you have punched all of them.

The 'Clear' button will delete all chips from the list, while the 'Del.' button will just delete the currently chosen chip. To permanently change the Chip list, press Save after using 'Del'.

If you wish to latter add chips to the list, simply 'Load' the list, go into learn mode by pushing the 'Learn' button and insert the chips into your SI Station. Press save after you have finished adding chips.

If you wish to swap the bag for a particular chip, 'Load' the list, go into 'Learn' mode, then select the bag you want the chip to be in and insert that chip in the station. The chip will be moved to the new bag. Press Save to update the saved list for next time.

CHECKING CHIP NUMBERS AFTER AN EVENT USING O-LYNX TOUCH

1. First connect a Sportident Station to the system if not already connected.
2. Tap the **Load** button. The list of all Sportident chips previously learnt will be loaded into the list shown in the middle of the window.
3. If the Check button is not shown in Orange, tap the **Check** button so that the button is highlighted.
4. Insert a chip into the SportIdent Station. The chip number will appear on the right of the window and now be highlighted in the list in a green colour. Also the bag that this chip belongs to appears in the big round circle to the right of the window so the chips can be quickly and easily sorted into piles.

5. Continue checking off all the chips that are returned from an event and piling them into designated bags.

6. You can find out the chips that are still missing by scrolling down the list and seeing which numbers have yet to be highlighted in green.

7. If you are connected to the event database, you can press the 'Lookup Entries' button to see who last used the chips.

8. At the end of the event, you may save a report of the chips that have been returned. This report may be useful in the future if you are tracking when a chip has gone missing.

9. Tap the **Save Report** button for a report to be saved. The Report will be identified with the day's date attached, as seen in the example below so that the report for each report will be saved to a different file.
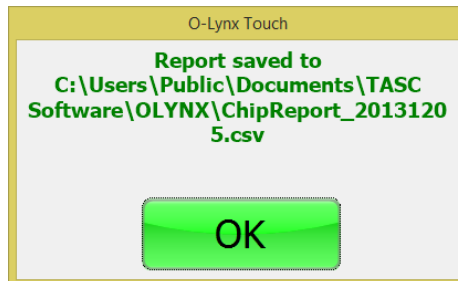
CHIP CHECKER FILES

The file that holds the Chip List is located in the …

C:\Users\Public\Public Documents\TASC Software\OLYNX and is called ChipList.tcl

If you have an event and wish to use a different set of chips, simply rename this file and 'Learn' the new set of chips. You can then swap between the sets of chips by changing the file name of the one you want to 'ChipList.tcl' when required.

The Report Files are saved to the same location with 'ChipReport_' then the date as the file name.

If Logging entries is enabled in the setup then the log files are also save to this folder.

For quick access to this folder, create a shortcut in Windows Explorer by right clicking (hold your finger on if a tablet) the OLYNX folder and choosing 'Send to' then 'Desktop (create shortcut)'

O-Lynx Touch includes a Registration Check screen that can lookup entry details simply by punching or entering the chip number. This allows people to self-check their details and start time or can be used by start or other officials to confirm the entry information. Competitors running with a chip other than the one they entered with can be quite common, but with live results, commentary or even just holding up the download queues it can be quite frustrating for organisers. For relay events you can also get teams members swap legs but not realise the importance of the chip being registered for a particular leg. The registration check tries to help with this by providing an easy way to look up what is actually setup in the registration system.

A magnifying glass icon is displayed on the toolbar at the bottom of the main screen

That allows you to open the Registration Check window.

IMPORTANT: To get to the Registration Check window you must **always** first tap the Clear button then within 3 **seconds**, tap the Registration Check button. This is a lock to stop accidental use during the event.

1. Tap the Clear button, then the Registration Check Button
2. The Registration Check window will appear, similar to that shown. Note that you should of previously setup and connected to the database as described earlier in this manual.

3. Now place a chip in the Sportident station. If the chip has been registered then the screen will show the known entry information. If the chip is not found, then a message 'Chip not Registered' will be shown in the Name box.
   The amount of information will vary depending on what type of event it is and whether a start time has been assigned.

4. Press the red 'Clear' button and then the 'X' when you want to close this screen.

TO USE THE CHIP REGISTRATION

Another feature of O-Lynx Touch is to be able to quickly assign Sportident chips to previously entered competitors by scanning or entering their race bib number, such as for an adventure race. This provides a way to hand out large numbers of chips just prior to the race. Doing so keeps better control of the chips and helps to avoid losing any. It also means it doesn't matter what order the chips are handed out in or how many are missing in a sequence.

A barcode icon is displayed on the toolbar at the bottom of the main screen

That allows you to open the Chip Registration window.

IMPORTANT: To get to the Chip Registration window you must **always** first tap the Clear button then within 3 **seconds**, tap the Chip Registration button. This is a lock to stop accidental use during the event.

1. Tap the Clear button, then the Chip Registration (barcode) Button
2. The Chip Registration window will appear, similar to that shown. Note that you should of previously setup and connected to the database as described earlier in this manual.

3. O-Lynx Touch uses a barcode scanner that has been setup to emulate keyboard entry so no setup is necessary within O-Lynx Touch. If you only have a scanner set up to act as a Com Port please contact us here at O-Lynx as we also have a utility available to inject information from the com port into key presses. If you don't have a scanner available, the Chip Registration can also be done from a keyboard or touch screen.

4. Type or scan a bib number into the 'Enter Race Number ' box. If a matching race number is found in the Event database then in the central part of the screen, you will see the name and course. Now insert a chip into the Sportident station and it will automatically update the chip for this competitor. You will also see it added to the list on the right of the screen as shown in the following picture.

5. Another Race number can now be scanned and chip inserted until all chips are done.

Note : The on-screen keyboard keypad can also be used to enter the chip number. If using the keypad, use the 'Save' button to update the Event database.
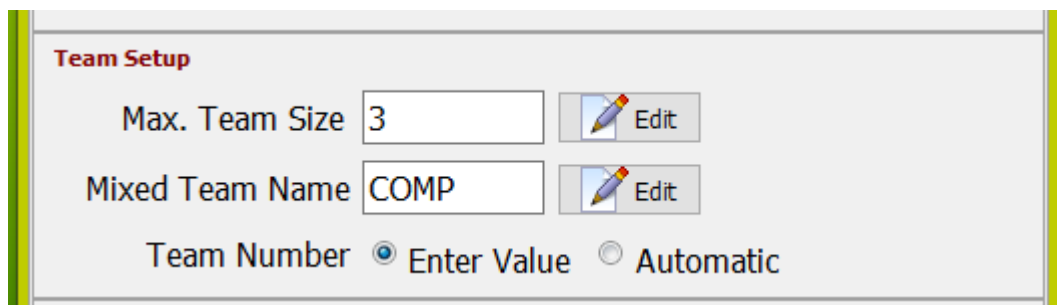
O-Lynx Touch can also be used as an easy way to set up teams at an event. Often team events such as relays or rogaines have had to be pre-entry as it has been too time complicated and time consuming for this to be done on the day of the event.

O-Lynx Touch solves this with its Team Registration screen.

First some setting up …

On the O-Lynx Settings, Advanced page there is a team setup section.

Max Team Size – the maximum number of people that could form a team. This setting is used just to show a certain number of places on the screen for the team members names.

Mixed Team Name – team names are automatically assigned and usually are based on the club. When the team members are made up of people from different clubs, then their team name will contain the word specified here instead of the club code.

Team Number – Team events will often use race bibs. In a pre-entry competition, these may be preassigned so the team will pick up a certain set of maps. This setting also allows for O-Lynx Touch to generate the team number when its value is not important.

In O-Lynx Event it is also important to set a default grade up for each course, as a grade must be set when team events are being timed. As there is no way to set the grade in O-Lynx Touch it must be set up to be done automatically. The value used for the grade will usually just be a copy of the course code or description.

There are 2 main ways the team registration can operate at the event.

Pre-entries.

If all competitors have been pre-entered (for example a school orienteering relay), then the Team Registration will just be used at the event to set who belongs to the team and their running order. This can help avoid those messy last minute, time consuming on-the-day changes that often happen as teams re-arrange themselves, or people pull out. For this scenario, you could have a single tablet or computer set to the team registration screen.

All competitor entry happens at the event.

To achieve this, a minimum of two tablets or computers would be setup. One would be used for the usual individual entry screen and the second would be set to the team registration screen. On arrival, people would register themselves and their chip in O-Lynx Touch. When their team is all individually registered, they would then move on to the second tablet and set the team up.
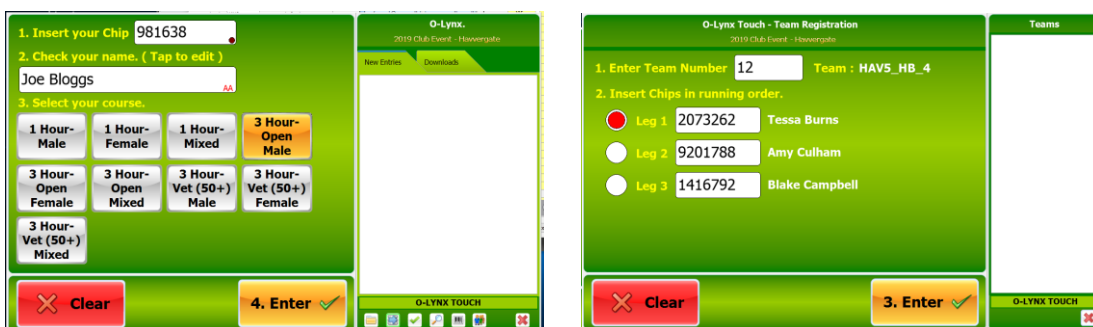
Tablet 1 : Individual Entry   Tablet 2 : Set the team.

To open the Team Registration, from the main screen press

 then

If a team number has been allocated to the team, press the team number box and enter it. Otherwise just punch the teams chips in running order and press enter.

That simple.

Notes :

- A team can be edited, by entering their team number. E.g. to change running order.
- To just edit one runner, click on the circle next to the runner and then punch the correct chip.

TO USE COURSE AND GRADE REGISTRATION

Adventure Races and Mountain Bike events often set the competitor to both a course and a grade so that placings can be calculated for both overall (by course) and for each age grade.

The Course and Grade Registration screen allows for easy entry on-the-day for these events.

Limitations : There is room for up to 5 course buttons and for each course can have up to 10 grades.

The course to grade relationship must be set up in the current dictionary used by the Event. For each Grade set in the dictionary, set the Parent Course to the common course code.

For example, the above buttons would be setup with a dictionary that looks like ..

Code	Name	Colour	Order	Parent Course
M-U19	U/19 Men	Blue	5	DWE_6Stage
M-U19 Mini	MR U/19 Men	Green	12	MRE_3Stage
M19+ Mini	MR Men (19+)	Green	10	MRE_3Stage
M19-39	Men (19-39)	Blue	1	DWE_6Stage
M40+	Master Men (40+)	Blue	3	DWE_6Stage
W-U19	U/19 Women	Red	6	DWE_6Stage
W-U19 Mini	MR U/19 Women	Green	13	MRE_3Stage
W19+ Mini	MR Women (19+)	Green	11	MRE_3Stage
W19-39	Women (19-39)	Red	2	DWE_6Stage
W40+	Master Women (40+)	Red	4	DWE_6Stage

See the O-Lynx Event manual for more information about dictionaries.

TO USE BY NAME REGISTRATION

If bibs are not pre-allocated or not used then handing out the chips can be done using the "By Name" registration screen. It can either be used by the person handing out the chip or by the competitor

themselves or for best results, by both.

e.g.

1. Chip is picked up (and turned on if SI Air) by the timing person.

2. Competitor scrolls and picks their name.

3. Competitor types their bib number (optional)

4. The timing person punches the chip which automatically saves the chip and bib to the entry and then fits the chip to the persons wrist – if SI Air, or simply hands them their chip.

5. Next person

[30]

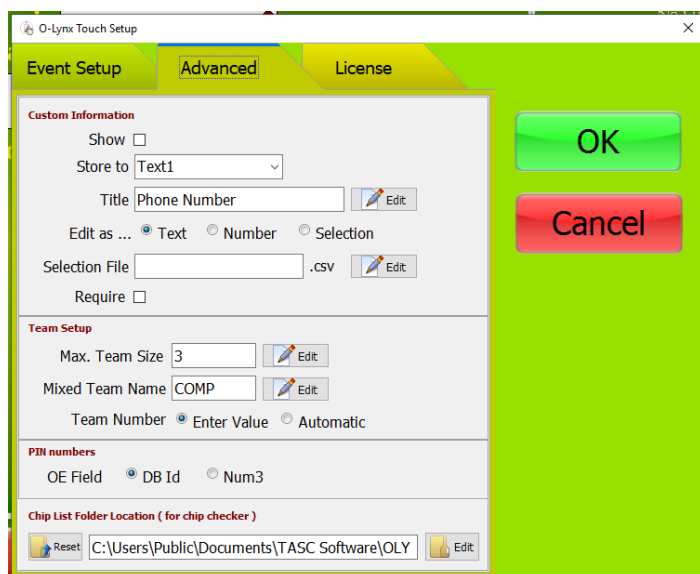## Entering additional information at the time of entry.

O-Lynx Touch is designed to make entry at events simple and quick so adding extra tasks to the entry process is to be discouraged. E.g. some clubs require a waiver to be signed before a competitor can run a course. As the competitor is using O-Lynx Touch themselves to do their entry, this can also be achieved simply by placing a sign next to the tablet that lets them know that by pressing 'enter' the competitor agrees to whatever is usually on the waiver form. This is similar to how many websites get you to acknowledge their terms and conditions.

However some clubs may want to make this more definite or record other details for safety purposes such as car registration or phones numbers. Using the "Custom" entry provides a way to do this in O-Lynx Touch. Other information such as their school or age group could also be recorded using this method.

For this purpose an additional entry box can be shown on the main screen as in the picture below.

This option is setup on the O-Lynx Settings, Advanced page.

Show – tick to make the additional input box appear on the main screen.

Store to – Select the database field that the information will be stored to, usually "Text1".

Title – Enter the text you want to appear above the entry box so the competitor knows what you would like entered there.

Edit as .. This option controls what the user will see when they tap the box.

> **Text** – An entry screen with a full keyboard will pop up
>
> **Number** – A keypad with just numbers on it will pop up
>
> **Selection** – A screen with a list of options to select from will open.

Selection File – this is the name of a file that holds the list to appear when the "Selection" option is being used. It is simply a text file of items with a description ";" and a code. The file should have a ".csv" suffix, although just the name part of the file should be entered here. E.g. if the file is schools.csv then just enter schools. It is the "code" part that is stored against the entries.

Note: after setting the file, exit and re-start O-Lynx Touch as the file is loaded at start up.

 The file needs to be located in the …

C:\users\public\public documents\TASC Software\OLYNX   folder for O-Lynx Touch to find it.

E.g. A simple YES or NO selection for waiver purposes, then the contents of the file would look like ..

YES;YES

NO;NO

A list of schools would look like ….

Arthur Miller School;ARMS
Bledisloe School;BLES
Clive School;CLIS
Eskdale School;ESKS
Fairhaven School (Napier);FASN
Greenmeadows School;GRES
Henry Hill School;HEHS
Hohepa Home School (Napier);HOHS
Hukarere College;HUKA
Kimi Ora Community School;KIMS

Require – tick this if you must have something entered i.e. it can't be blank. O-Lynx Touch will show an error message when the user pushes the ENTER button to say it needs something entered.

e.g. for a Waiver the user must either definitely select YES or NO.

Hint: To show the 'Text1' field on screen in O-Lynx Results, Course results, use the blue arrow button to show the menu, and choose customize. Drag the 'blank' line above 'Bib' up to the other items in the header until 2 green arrows appear, then let go.

TO CLOSE O-LYNX TOUCH

1. From the Main Screen window tap [Clear] then the Exit Button
   found on the lower right of the screen (within 3 seconds).

   The O-Lynx Touch Program will close.
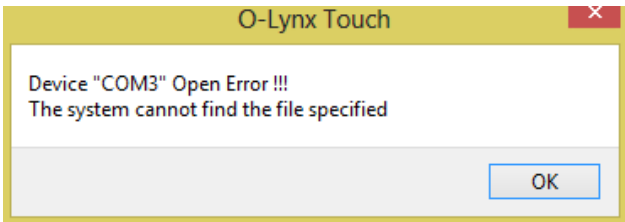
Either

You do not have a Sportident Station attached

If you will not be using a Sportident station with O-Lynx Touch then un-tick "Use Com Port" so this message does not appear. O-Lynx Touch can be used without a Sportident Station – a Sportident chip number can be manually typed at Step 1 of the entry process if the "Allow Chip Number to be edited" box is ticked in O-Lynx Touch Setup.

If you will be adding a station later, just ignore this message for now and press OK.

OR

If you have a SportIdent Station attached you may have the Port set incorrectly.

Check the Port assigned in the O-Lynx Touch Setup window – Register Station Setup.

If you plug in a Station after opening O-Lynx Touch, simply go in and out of the O-Lynx Touch Setup window for the port to be reconnected to the Station.
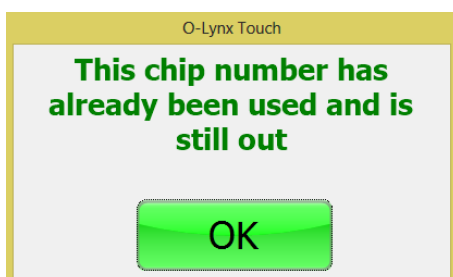
The Sportident Chip that is trying to be entered is being reused at an event, but it has not been downloaded yet.
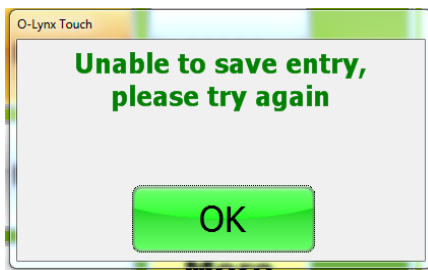
e.g. A runner may be trying to register a second run without downloading at the end of the first run.

Have the SI Chip download prior to re-entering for a second run.

A name has not been entered on the Main Screen prior to trying to selecting a course.

Enter a name in the Main Screen.

An OE database conflict has occurred. When using the "OE Entries, Edit" window at the same time as O-Lynx Touch, the user should be aware that while the editing process is under way in OE, the entries database cannot be locked and so to avoid potential conflicts, no new entries can be made until the OE entry is Saved or Cancelled.

The usual scenario is when a competitor mistakenly enters the wrong grade, so someone tries to fix it on the OE computer, while competitors carry on entering in O-Lynx Touch. When they choose the correct grade but before they press enter or save, the entries table will be locked and so someone pressing "Enter" in O-Lynx Touch will cause this error to pop up on the tablet.

Note: it is OK to have the OE Entries, Edit screen open (provided someone doesn't click on an entry) as it's just the editing process that locks adding entries. When adding entries via the "Entries of the Day" window at the same time as using O-Lynx Touch, it is also OK as this OE screen does not have the same locking issue.

If this message occurs, finish the editing process in OE then continue by pressing the 'Enter' button in O-Lynx Touch to try again