Instructions for performing an test with the TimeIt prototype

Martin Persson, Martin Persson System & Design, Sweden

Overview

The TimeIt prototype you are holding in your hand is an early version which only supports one test, the one named "Sprint – Switch start" in the menu system. This test is carried out with the starting pedal and one set of infrared, radio-linked sensors. A single time, measured between when the pedal is released and until the IR beam is broken.

Hardware setup

The start switch/pedal should be connected to the right port on top of the TimeIt device. It is marked with "MAT", and has a round DIN connector. The two parts of the IR beam sensor should be placed in a straight line over the runway and powered on. The device with a green LED is the emitter, which is just a light source. The device with a red LED is the receiver, which will emit a beeping and a radio signal whenever it loses contact with the IR emitter.

How to perform a test

1. Power up the device by holding down the **ON** button for two-three seconds.

2. Press the **OK** button when the display reads "Main – Sprint", which it should do by default.

3. Press the **SUB/INC** button (the right arrow) three times to switch to the "Switch start" test option.

4. Press **OK** to select the test. Input the number of sensors using the **POP/DEC** button to decrease the value, and the Sub/Inc button increase the value. At this time, only one sensor is supported. Thus you must input "01" as the sensor count. Press **OK** when done.

5. Select which player is performing the test. Press **OK** to continue.

6. If the pedal was not depressed initally, the display will now prompt you to place the sprinter's foot on the pedal. A loud beep will confirm that the pedal is depressed and the system is primed for start. The display will change to read "start when ready".

7. As soon as the sprinter releases the pedal, the time counting begins. The display will read "running", and the counter will be visible.

8. As the sprinter breaks the IR sensor's beam, a radio signal will be transmitted to the device, stopping the counter. The final time can be read out on the display. Please note this time down on a piece of analogue paper, as the memory functions are not implemented in this prototype. Thus the text "save?" means nothing and should be ignored.

9. Pressing **OK** returns you to the menu.