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WT Timekeeper

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Hardware Configuration

Android hardware/firmware varies between manufacturer. To ensure good performance of your timing system these are the settings we recommend:

- Turn on flight mode. This will stop the battery being drained by the cell radio.
- Turn the screen brightness down to 30% or less, and turn off auto brightness. Screen brightness has a large impact on battery life.

Installing the Wylas Timekeeper App

f you have purchased a timing system from us you don't need to perform these steps as the app will be pre-installed on your devices.

Install the Timekeeper Android application to the Android device (must be a minimum of Android 4.0), downloadable from the Google Play Store.

Step 1

Click on WT WTimer icon to start the application. The Timekeeper will try to automatically find and connect to the Recorder, after which you'll see a screen like the one on the right.

Step 2

The blue wi-fi icon indicates that you have a connection to the Recorder Server. Pressing on it will disconnect the Timekeeper from the Recorder.

Step 3

The icon will appear grey when the Timekeeper is disconnected from the Server. Clicking on it when disconnected will connect to the Recorder Server.

Step 4

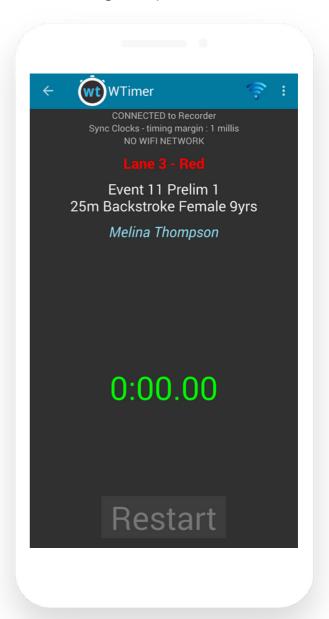
We can see that the Timekeeper has synchronised its clock with the Recorder and has a margin of error less than 2 milliseconds.

Step 5

The Timekeeper displays the lane for which it has been configured. Wylas Timing supports up to 3 watches per lane - Red/Yellow/Blue. This watch has been configured as lane 3 Red.

Step 6

Below that, we have the time for the current race. It is zero since no race is currently running. Finally we have the soft buttons that can be used to stop and restart the watch.



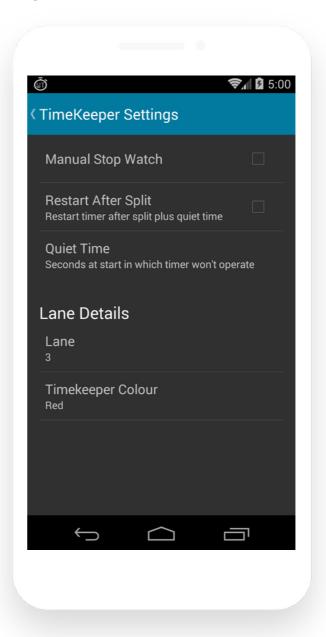
Timekeeper Settings

The vertical ellipsis in the top right is the overflow menu. Clicking on it provides options like Lane Settings and Input Settings.

By default, the Timekeeper app connects to the Recorder and automatically starts the race, and automatically transmits the race results when the Timekeeper stops the clock. But by checking the Manual Stop Watch option, the Timekeeper app reverts to a simple stopwatch, making the Timekeeper responsible for manually starting, stopping the clock as well as manually transcribing the result.

Lane Details allow the Timekeeper colour to be configured, whether they are are a Chief Timekeeper and the lane that they are timing.

Wylas Timing allows for up to 3 timekeepers per lane. 2 timekeepers will have their time averaged, 3 will take the median time. Each Timekeeper for a lane must be assigned their own colour (red, yellow or blue).



Lane Details can be changed mid-race, they are only used at the point at which the clock is stopped.

A Chief Timekeeper can take the time for any lane, and can even take times for multiple lanes.

Timekeeper Settings

Input Settings (stop button settings) lets you choose how you would like to be able to stop a race.

There are 3 options:

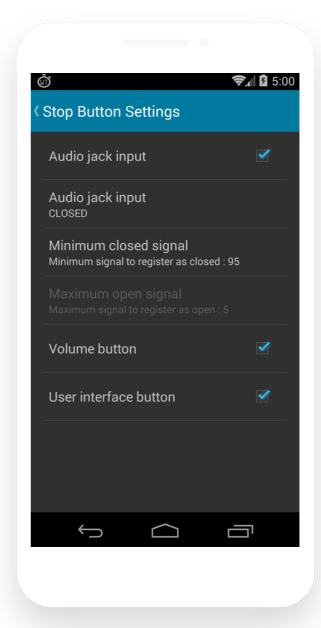
- Audio jack input from the output of button
- Volume rocker is a click on either the volume up or down rockers.
- User interface button is the soft Stop button.

The audio jack or volume rockers are the preferred options as they provide tactile feedback when the button is pressed.

In order to use the audio jack, an OPEN/CLOSED or HEADSET_HOOK signal must be fed down the mic channel of the TRRS audio socket.

But you will probably find that using the volume rockers to stop the race is more accurate.

As a last resort, you can stop the race using the user interface button. But it is not recommended as it is easy to accidentally stop the race early.

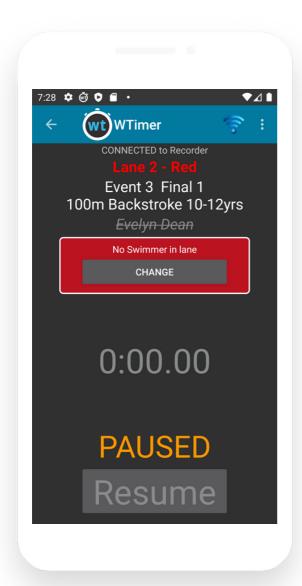


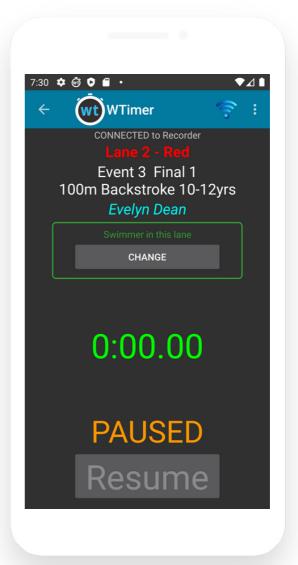
Marshalling a Swimmer

When a race is readied by the Recorder, the event details are displayed. Including the name of the swimmer and whether have been marshalled.

We can see here that it is 'Event 3 Final 1; 100m Backstroke', and that Evelyn Dean is set to swim in this lane but ashe has not yet marshalled.

Clicking on the Change button causes Evelyn to be marshalled into the race. Clicking change again will scratch her from the race.





Timing a Race

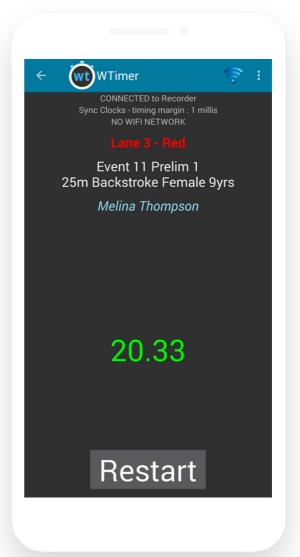
When a race is readied by the Recorder, the event details are displayed. We can see here that it is 'Event 11 Final 1; 25m Backstroke Female 9yrs'. This information comes directly in from your MM.

When the race is started, there is nothing for the Timekeeper to do. The clock will be automatically started for all Timekeeper apps at the same time.

The stop mechanisms such as the Stop button, volume rockers and the audio jack input will become active and start listening for a stop signal.

When the Timekeeper stops the clock, the final time will be displayed, the **Restart** button will become enabled and the time will be automatically sent to the Recorder.

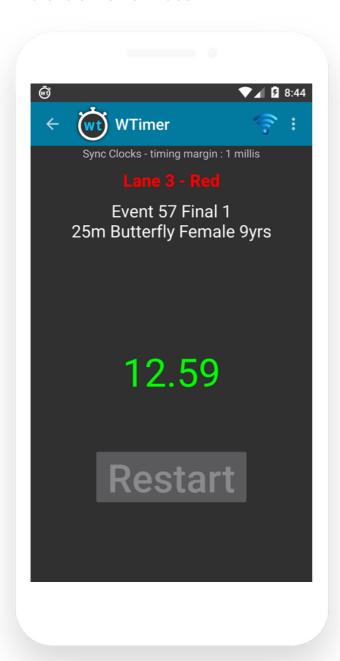




Timing a Race

Pressing Restart starts the lower clock ticking from the point it would have been if it had never been stopped in the first place. The upper clock remaining shows the last stop time.

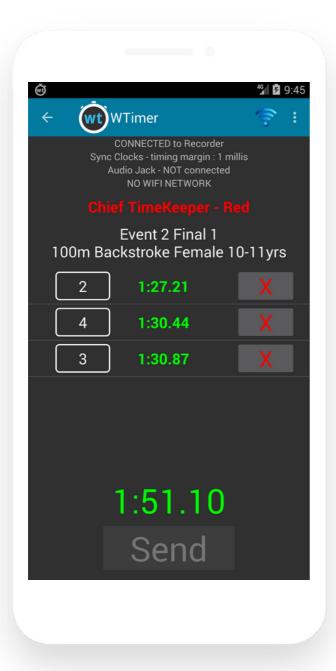
When the Recorder finalises the race, all buttons will become inactive as the times are now final. There is nothing for the Timekeeper to do until the Recorder marshals the next race.



Chief Timekeeper

If the Timekeeper has been configured as a Chief Timekeeper then it will be able to record multiple times for a races, one time for any number of lanes. Very useful for reducing the number of timekeepers required on pool deck or capturing an extra times for the first couple of swimmers.

Each time the volume rocker is pressed a time will be recorded. You must then assign a lane to for each time and then click on the submit button to send the times to the Recorder.



Customer Support

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