Release Notes
FinishLynx 11.00

Obtaining Lynx Products and Information

There are three ways to obtain Lynx products and information:

» Go to the Lynx website (http://www.finishlynx.com/product/)

» Call (978) 556-9780 and ask to speak with someone in sales, or

» Send an email to...

  » Domestic Sales: domsales@finishlynx.com

  » International Sales: intlsales@finishlynx.com

Obtaining Technical Support

There are three ways to obtain technical support for Lynx products:

» Go to the Lynx website (http://www.finishlynx.com/support/)

» Call (978) 556-9780 and ask to speak with someone in tech support, or

» Send an email to...

  » Technical support: support@finishlynx.com

What's New

Time Trial (TT) Plug-in Improvements

The Time Trial (TT) Plug-in is now much more flexible and gives new options to help manage group (wave) starts.

Start Key Selection

Instead of being bound to using the **ID** as the key field for the Time Trial (TT) Plug-in, it is now possible to have FinishLynx lookup that start using any of these fields:

» Last Name
» First Name
» Affiliation
» Lane
» ID
» License
» User 1
» User 2
» User 3

> *TIP:* Examples: 1) Leverage this feature by assigning a wave number in the User 3 field of each participant in LynxPad or your favorite results management application. 2) Your event will start 1 wave for each school in each division, simply use the Affiliation as the Start Key and all members of the school will be assigned dedicated start time.

» To change the start **Key**:

1. Create a new event.
2. Click the **Key** field in the *Time Trial* row of the Information Zone.
3. Select the preferred field from the pop-up dialog.

Filter Support of Start Key

The Start drop-down menu in the Results Filter dialog now includes the start key. This should make it easier to figure out which start you want to select for a filter.

Additional Options

A number of controls are also available to tailor how each new start is managed. See the "ADVANCED - Other Settings" on the next page section below.

Lynx Wind Module Improvements

The **Lynx Wind Module** now sends readings back using the same connection when an event receives a reading, when a reading is selected from the list, and when a reading is manually entered. This is intended to allow controlling the wind gauge from FinishLynx and displaying the reading on a *Gill E49821 & E49822 Countdown Timer* in **Wind** mode connected to the *Standalone Wind Gauge Controller* using only 1 serial port.

» To set up a **Lynx** wind gauge, controller and supported display using 1 serial port:

1. Configure **FinishLynx** to use the **Lynx** wind module.
2. Select **FL-DISPLAY** on the *Standalone Wind Gauge Controller*.
3. Connect the **Lynx** wind gauge to the *Controller* and a serial port (e.g. C-BOX or Camera Back).
   a. **Note:** Y-splitter required.
4. Connect the **Gill** Countdown Timer in Wind Mode to the *Controller*.

Scoreboard Module Improvements

When the running time is in the **Paused** or **Finished** state the scoreboard module will now re-send the data if anything in the **Event** changes. This is intended primarily to allow a wind reading that comes in while in one of these states to be sent out immediately, but it will allow any **Event** data to be sent immediately.

Lynx Data Port (LDP) Plug-in

The Lynx Data Port (LDP) Plug-in is the latest addition to the FinishLynx plug-in family and gives a new solution for remote applications to access FinishLynx event data over the network. LDP is meant for programmers that have specific object-ives such as streaming image frames or analyzing it using AI technology. If you're interested in knowing more about he Lynx Data Port (LDP) Plug-in, contact Tech Support.

General Optimization

FinishLynx is optimized to deal with large lists of participants and manage a high rate of events from a LapTime device. This includes:

>> Improved scoreboard paging during continuous image capture

>> Quicker loading of large participant list from a Lynx.evt file (especially if no Lynx.ppl file exists)

>> Better handling of frequent LapTime events

>> Faster transfer of captured image to the event under heavy load

>> More efficient real-time drawing of line labels during image capture

>> Smoother operations when the HDMI port is in use

> **NOTE:** Running FinishLynx as Administrator (right-click shortcut + Run As Administrator) for best performance.

ADVANCED - Other Settings

Additional *Other settings* are included:

>> **Event\Start\TTKey** allows you to change the default **Time Trial** start **Key**.

>> **Event\Start\TTAddToEvent** allows various controls when adding a new start in Time Trial Mode.

1. Key Value Options

    >> **1=blank key** - start key will be blank and the remaining options in the group are ignored.

    >> **2=number key** - the number of starts in the event and the remain options in the group are ignored.

    >> **4=no start key** - any key already present in the start will be ignored (like the RadioLynx ID)

    >> **8=no result key** - the key in the current result is ignored.

2. Dialog Options

    >> **16=never ask** - the **Empty Start Id** dialog is never shown.

    >> **32=always ask** - the **Empty Start Id** dialog is always shown.

3. Results Zone Options

    >> **64=no advance** - current result is not advanced to the next result (when the current result matches the start key.

    >> **128=no find** - no search is done to find the result with the current start key.

    >> **256=no create** - if the search fails, a new result will not be created.

> *TIP:* Add values together to combine options. For example, if you have set up the User3 field and have numbered groups from 1 to n, then set this value to 210 to have all start key automatically increment from 1 with each new start.

» **Event\AutoSave** - used to enable/disable auto-save when a start is added to an event (default = enabled).

» **Event\Image\Overlay\Lines\DrawWait** - sets the max time (ms) before drawing line labels on the captured image (default = 2000).

» **Event\Image\Overlay\Lines\DrawStop** - sets a delay (ms) after image capture has stopped, before line labels appear on the image (default = 250).

» **Event\Results\SortMethod** - default to a new optimized Results Zone internal sort method. Can be set to the old method if needed.

» **Event\Results\TrackSelection** - option 2 allows you to track the selection but not jump to a split that is out of the **Too Fast/Too Slow** range. option 4 allows you to track the newest result line added when **Create Results** (LapTime Options) is checked.

» **Hardware\CheckMax** - controls how many image blocks can be captured by the event at one time (default = 100). Can be increased if image buffers fill up too quickly to the expense of user interface responsiveness.

» **LapTime\CheckMax** - controls how the LapTime module transfers readings to the event. **CheckMax** sets the maximum number of readings before a transfer is forced (default 50).

» **LapTime\CheckWait** - controls how the LapTime module transfers readings to the event. **CheckWait** sets how long (ms) to wait after a reading to transfer the data. Set to 0 to have every reading update the Results Zone immediately. Increase for improved performance (default = 500ms).

> *TIP:* The purpose of CheckWait is to wait a little while to see if more readings come in so that fewer updates are done. Regardless of the CheckWait value, if CheckMax is reached readings will be transferred immediately.0

» **LapTime\ESKSortMethod** - default to a new optimized sort method of the **Edit Split Key (ESK)** dialog. Can be set to the old method or no sort if needed.

» **Scoreboards\ResultsCheck** - reduces how often the scoreboard accesses results. The default value (0) is the normal behavior. Increase the value to 500 or 1000 for events with very large number of participants to improve UI responsiveness.

> **NOTE:** These advanced settings are for experienced users only. For more information on how to access these settings, please contact our support team.