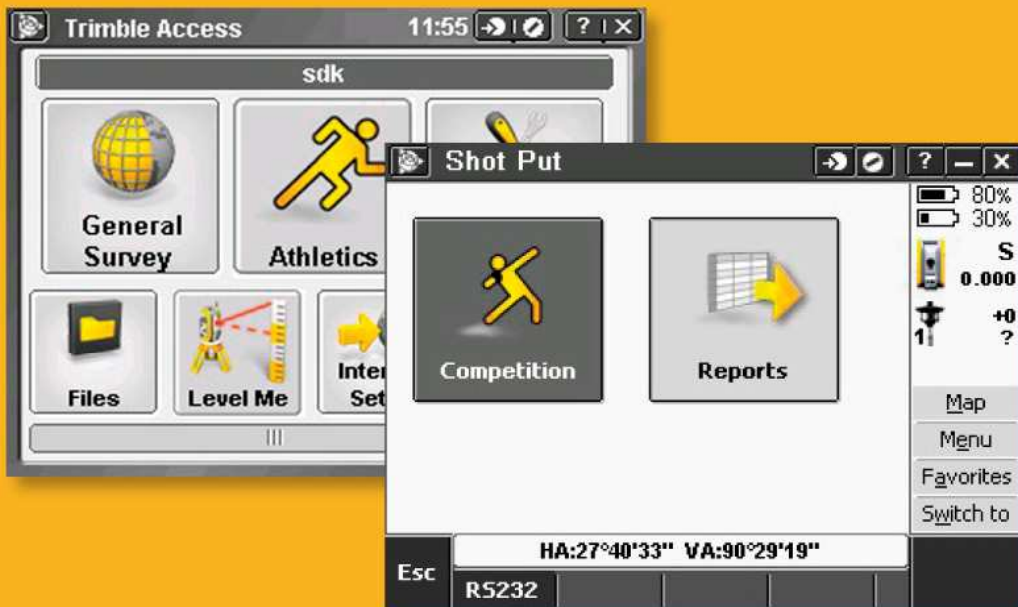


# Settop Athletics



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**SETTOP Athletics ENG**



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**SETTOP Athletics** is an **application** developed by Al-top Topografía for **Trimble Access**. It enables measuring records in athletic meetings. Supported sports are: Shot Put, Discus Throw, Hammer Throw, Javelin Throw, Long Jump and Triple Jump.



## Jobs

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## Competition

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You choose the desired type of competition between 6 sports and mode (Men / Women).

You can include the Championship and Meeting records, to serve as reference for the results.



All sports can be divided in 2 groups: **Horizontal Jumps** and **Throw Events**.  
Measurements are done in Face 1. If total station is a Servo or an Autolock system and is in Face 2, it will change to Face 1 automatically when we press *Measure*.



Horizontal Jumps

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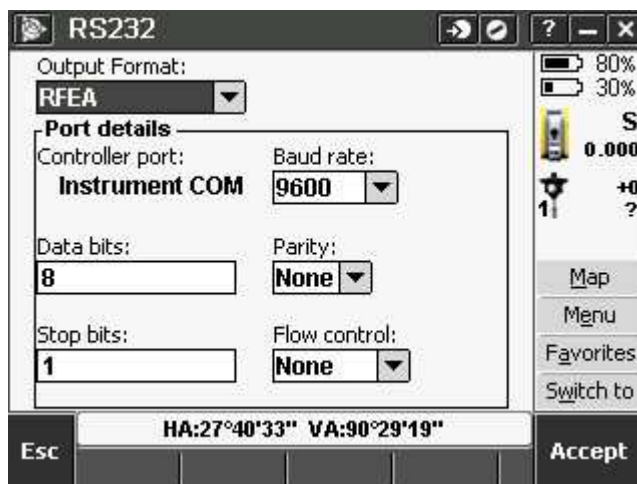
It is the same procedure for *Long Jump* and *Triple Jump*.

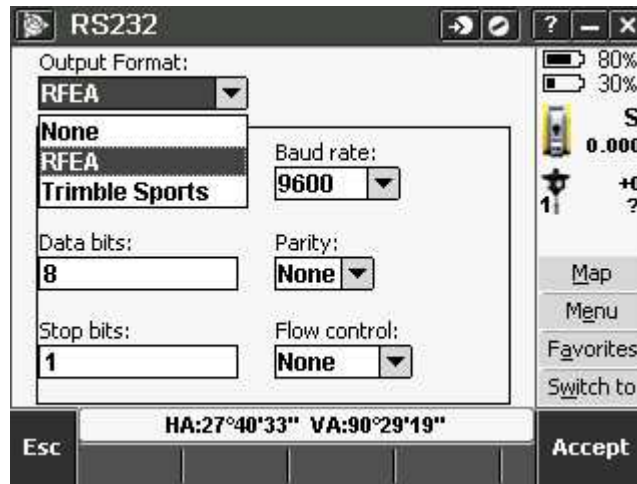


Once the sport type is selected you will see Start competition and Export results. Also we have "RS232" button to configure the data output of athlete records.

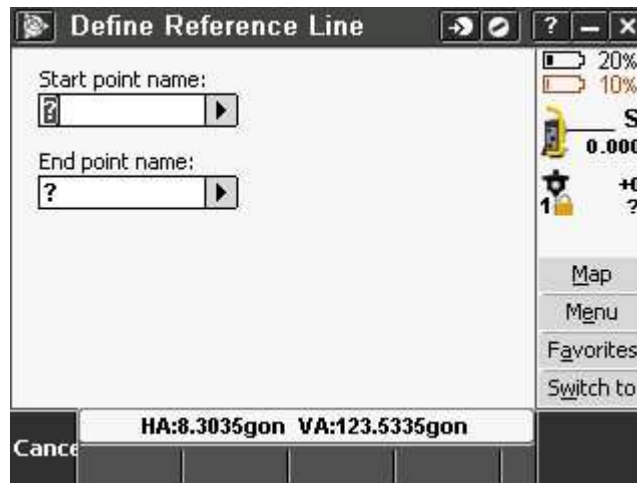


The output data formats are RFEA (Spanish Athletic Federation) and Trimble Sports.

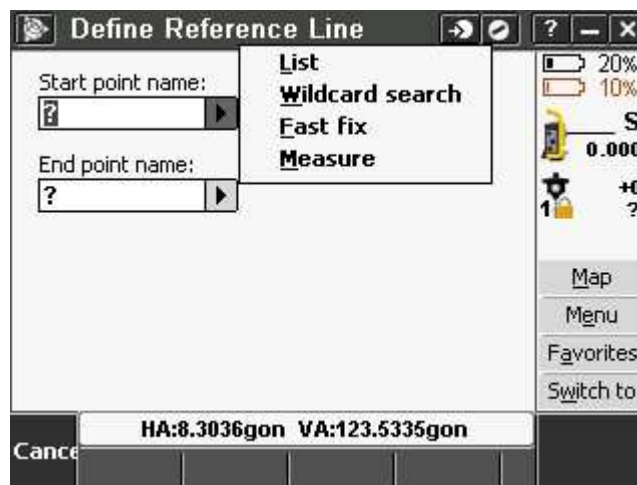




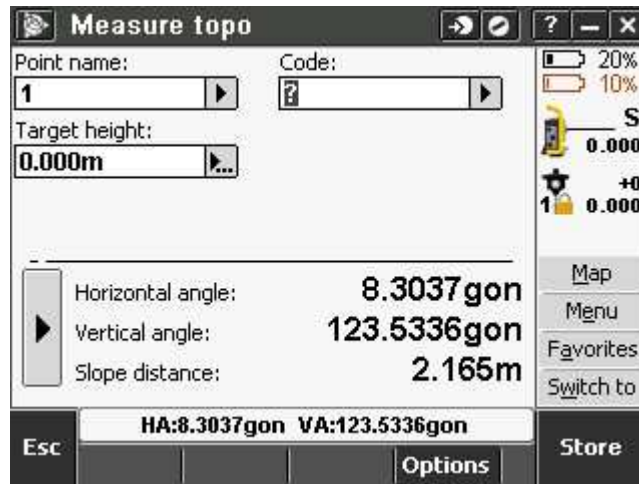
*Horizontal Jump* competitions need a reference line. You have to measure 2 points of this reference line.



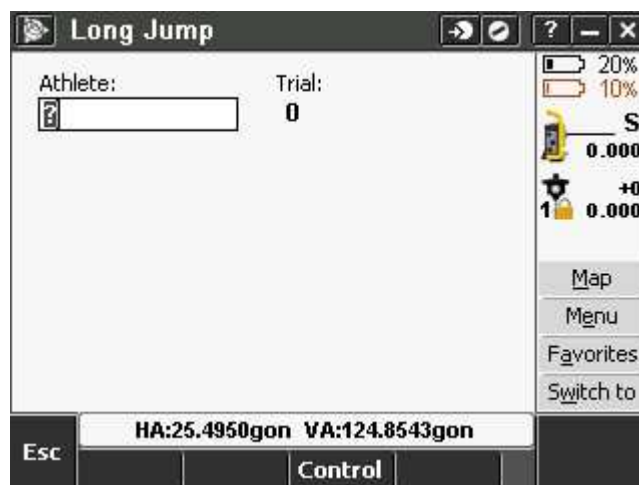
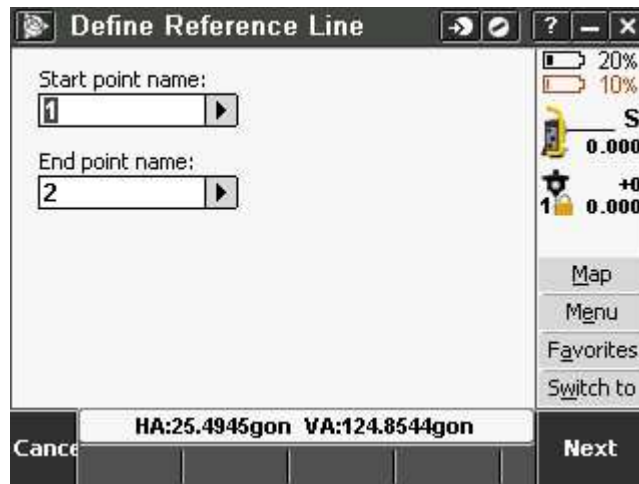
You can select reference points from a list (if these points have been already measured and they have the same station setup reference) or measure them.



If you choose *Measure*, you can enter a code and target height.



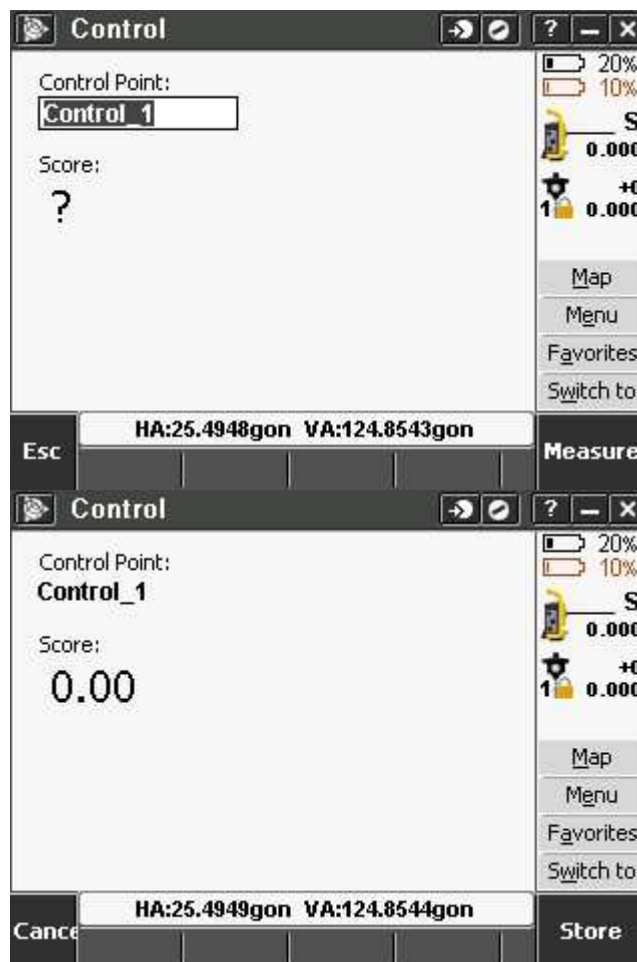
You have to repeat same operation for second reference point. It enables *Next* button and you can continue.



If we have configured a data output and comm port is used for other applications, it will shows an error message.  
In S Series the cable must be connected.

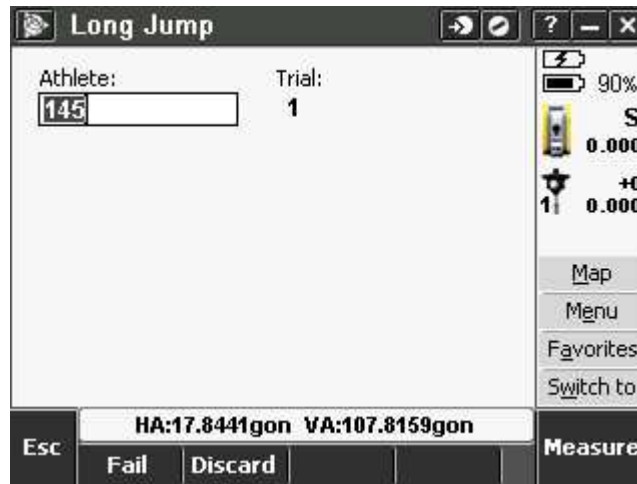


Before starting athlete measurements, you can measure control points to ensure proper jumps measurements. To do this you have to press *Control*.



It is possible to store Control points pressing *Store*.

You can enter **Athlete** name using alphanumeric characters (name) or numerical (number). Once you enter athlete name you will see *Trial* number. If a trial is valid, you can measure it pressing *Measure* button.



If it is a non-valid trial you have to press **Fail** button, and the record will be stored with **X** symbol.



If athlete discard a trial you have to press **Discard** button, and the record will be stored with - symbol.



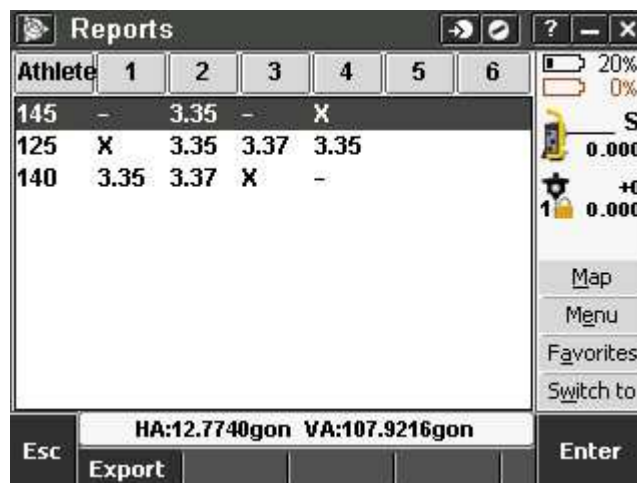
After measuring, record will be showed. You can store it pressing **Store** button.



Measured distances will be recorded to the nearest 0.01m below the distance measured if the distance measured is not a whole centimetre, but you can also see the distance in mm.

After that, you can measure a control point (pressing *Control*), check the results (pressing *Reports*) or measure the record of the next athlete.

This is the process until the end of the competition.



You can see the number of athletes and the results for everyone.

You can export the results pressing *Export* and create an ASCII file.



To end the competition, you have to press *Esc* until main menu.



If you press *Reports* you will see competition results. Also it is possible to export results

to an ASCII file.



## Throwing Events

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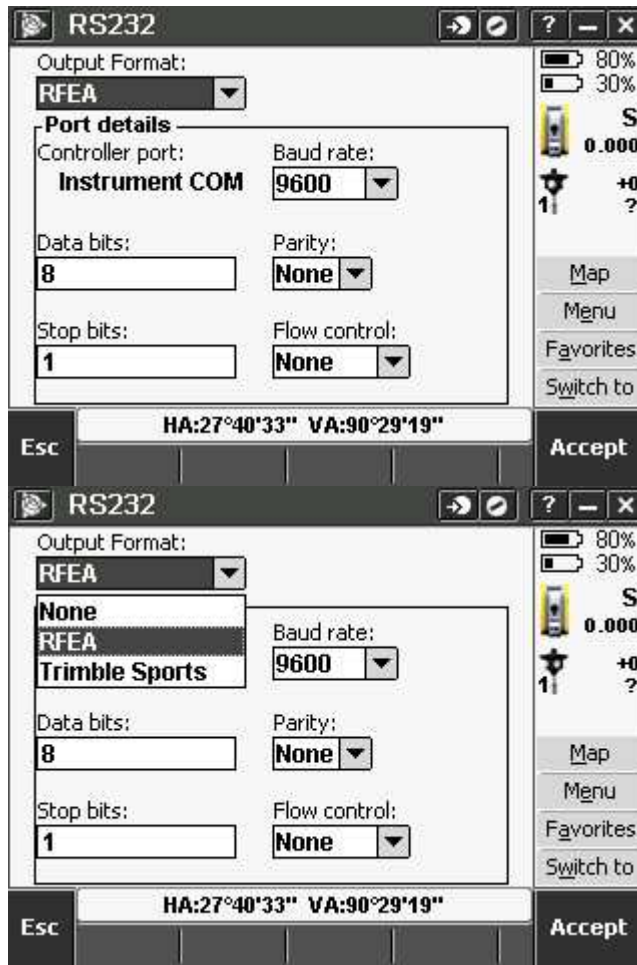
It is the same procedure for **Shot Put**, **Disc Throw**, **Hammer Throw** and **Javelin Throw**.



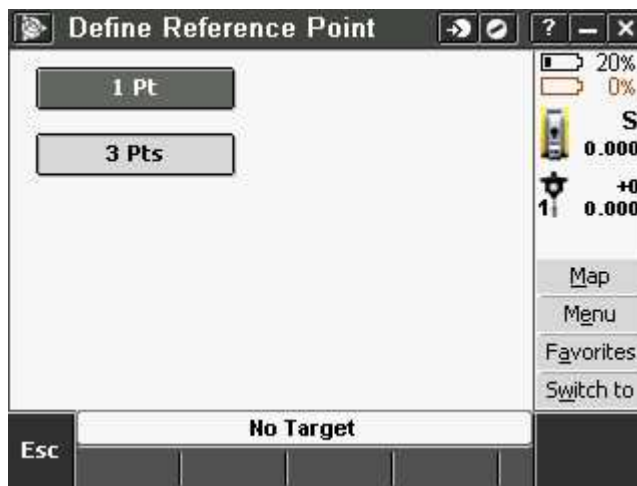
Once the sport type is selected you will see Start competition and Export results. Also we have "RS232" button to configure the data output of athlete records.



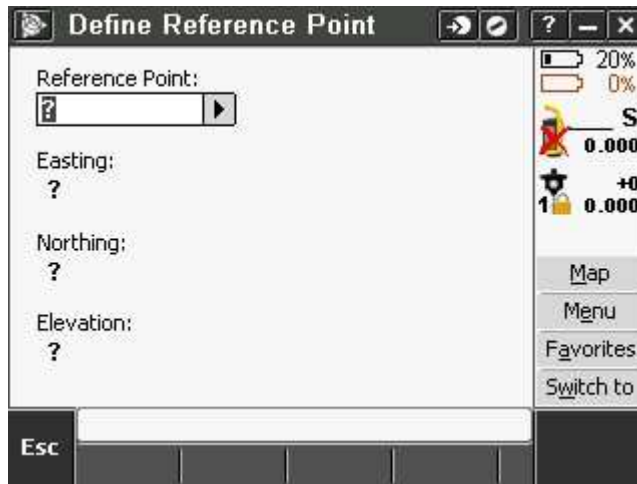
The output data formats are RFEA (Spanish Athletic Federation) and Trimble Sports.



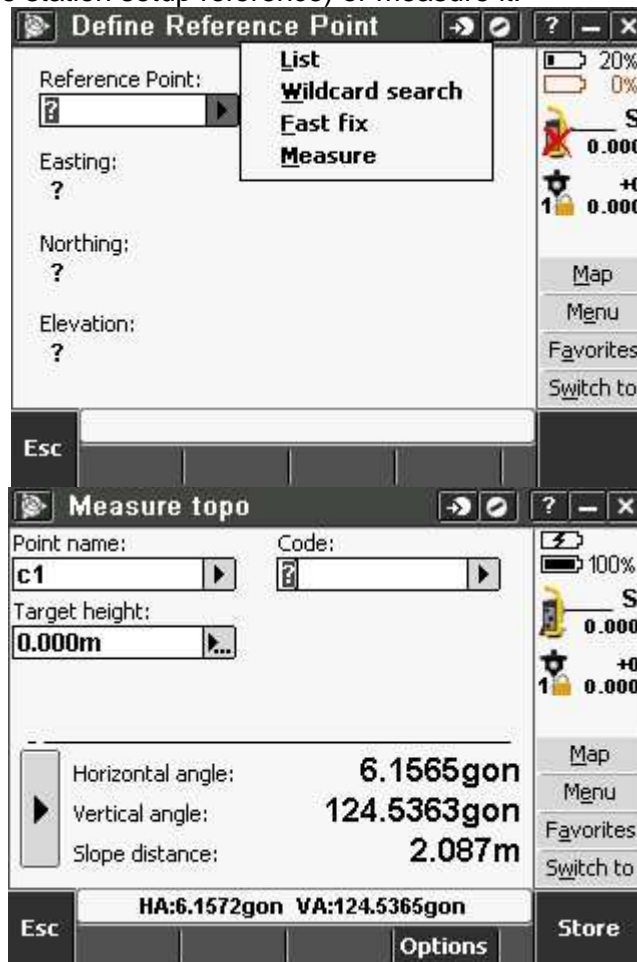
**Throwing Events** need a reference point. You can measure the center or measure three points of the throwing circle.



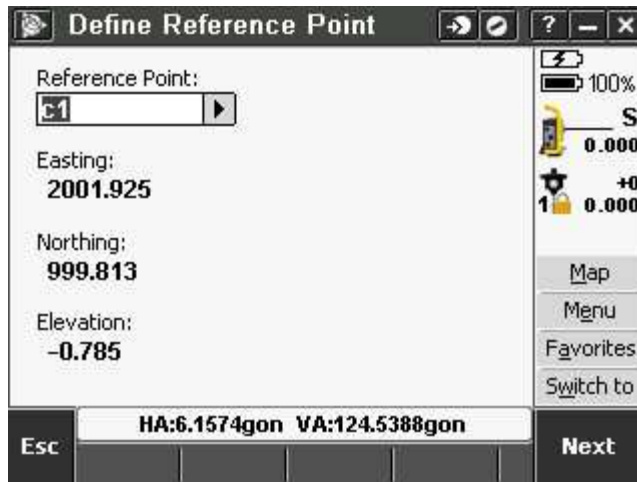
You can choose 1 point (center).



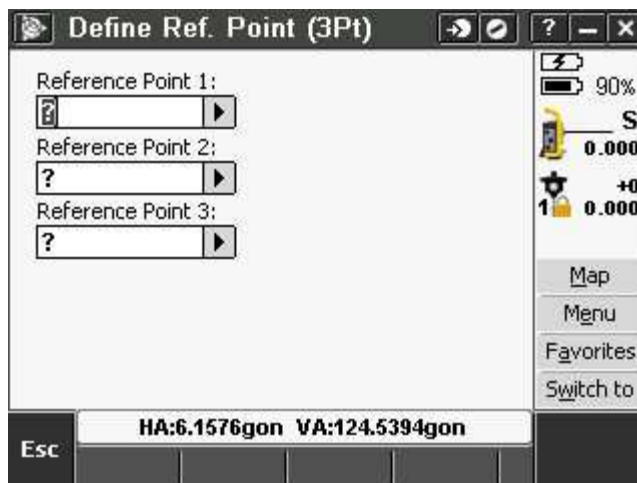
You can select a reference point from a List (if this point has been already measured and it has the same station setup reference) or measure it.



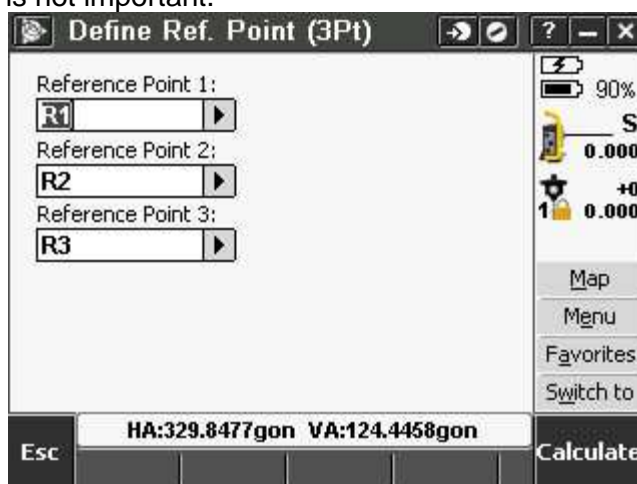
Once the point is measured and stored you will see its coordinates.



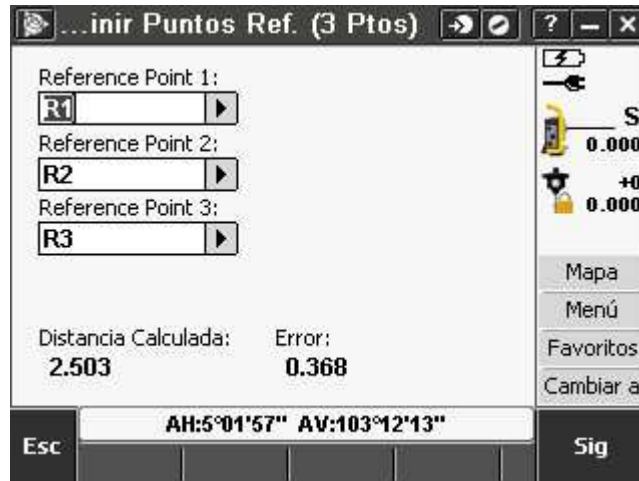
You can choose 3 points for calculating the center of the throwing circle.



You can select a reference points from a List (if these points have been already measured and they have the same station setup reference) or measure them. Measuring order it is not important.



Once you have 3 throwing circle points, you can press Calculate and you will see the calculated diameter (Computed Distance) and Error regarding technical IAAF specifications. If you are agree with this result press Next. Athlete records will be computed using this result.

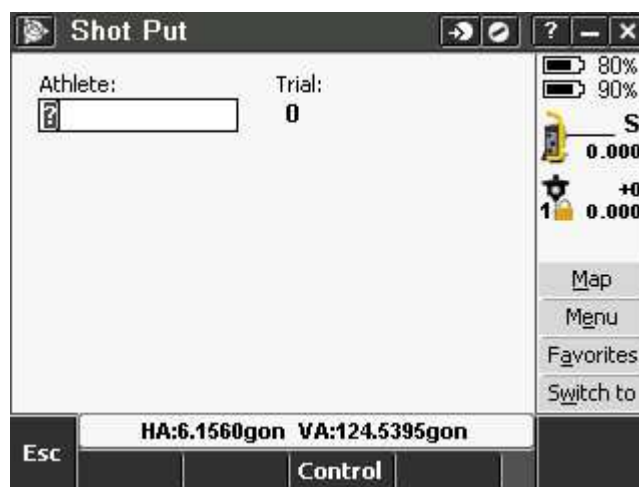


If we have configured a data output and comm port is used for other applications, it will shows an error message.

In S Series the cable must be connected.

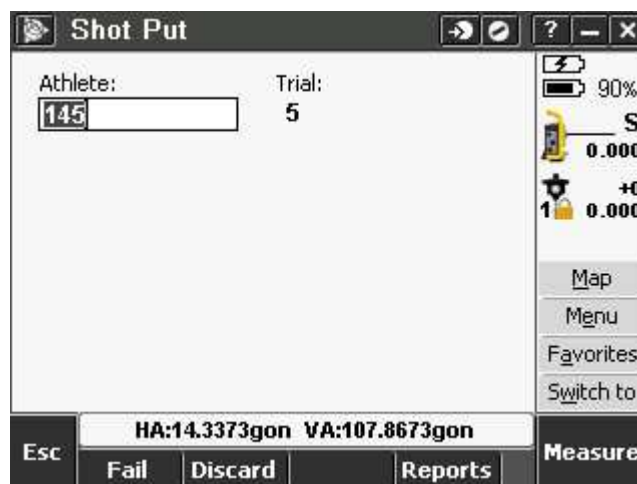


You can start athlete record measurements. Also, It is possible to check throwing circle measuring control points.

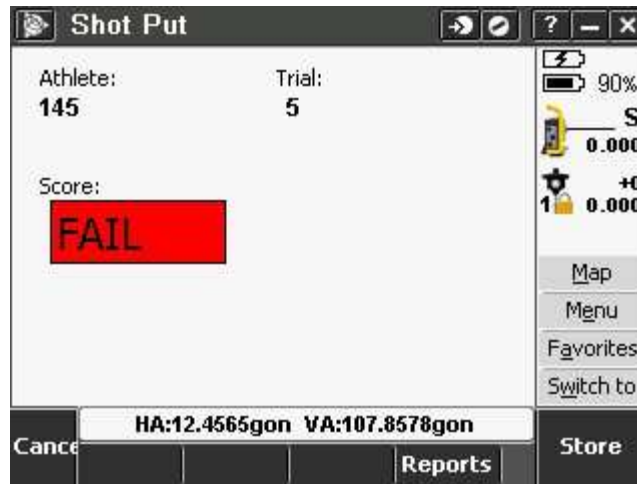




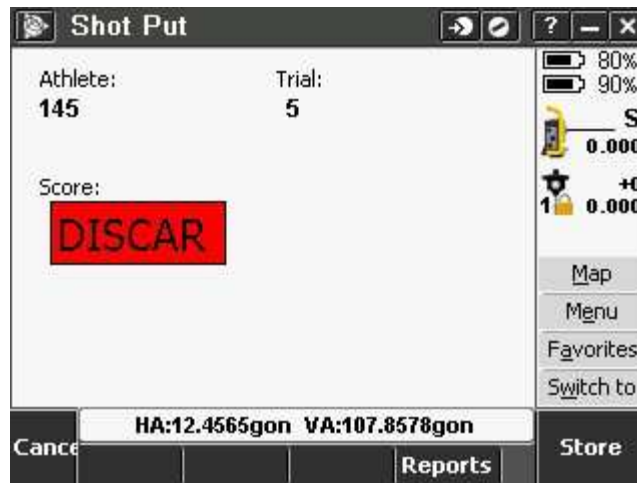
You can enter **Athlete** name using alphanumeric characters (name) or numerical (number). Once you enter athlete name you will see *Trial* number. If a trial is valid, you can measure it pressing *Measure* button.



If it is a non-valid trial you have to press **Fail** button, and the record will be stored with **X** symbol.



If athlete discard a trial you have to press **Discard** button, and the record will be stored with - symbol.



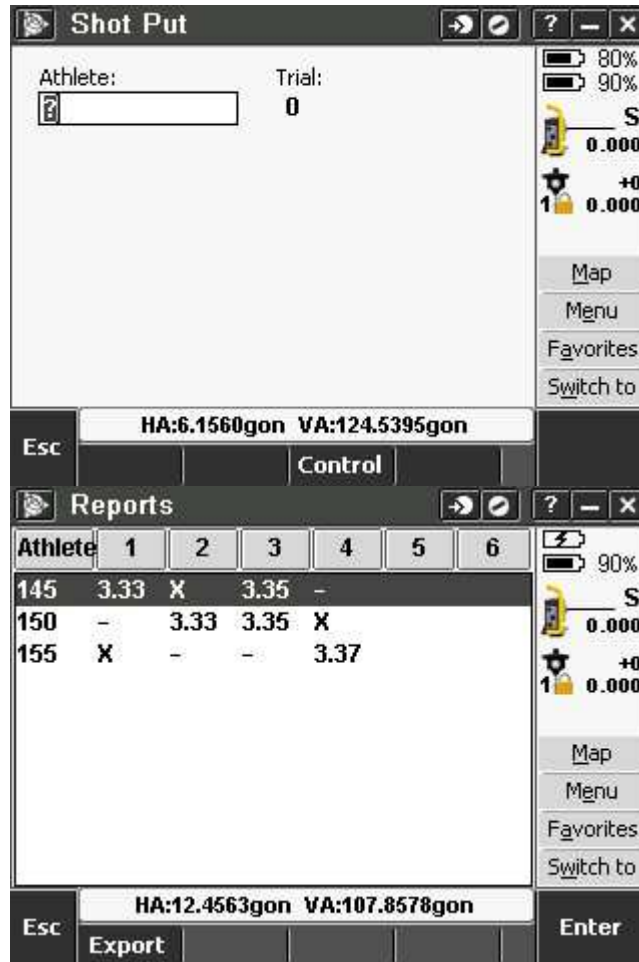
After measuring, measured distance will be showed. You can store the record pressing **Store** button.

Measured distances will be recorded to the nearest 0.01m below the distance measured if the distance measured is not a whole centimetre, but you can also see the distance in mm.

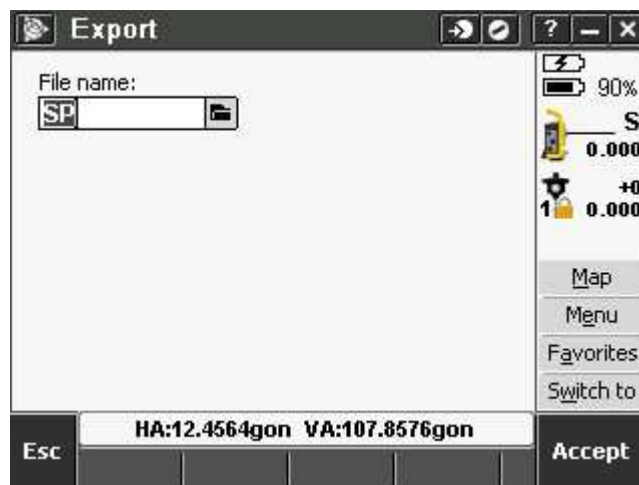




After that, you can measure a control point (pressing Control), check the results (pressing Reports) or measure the record of the next athlete. This is the process until the end of the competition.



You can see the number of athletes and the results for everyone. You can export the results pressing Export and create an ASCII file.







To end the competition, you have to press Esc until main menu.



If you press Results you will see competition results. Also it is possible to export results to an ASCII file.

**FAQ**

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