



Scoreboard Adapter for Dolphin, RoadRunner and Swimjitsu

Installing the Software

To use the scoreboard adapter, you need to have Dolphin, RoadRunner or Swimjitsu installed on your computer. If not already installed, go to www.coloradotime.com. Navigate to support, software downloads and updates, then to the product you will use, and download the software.

Mounting and Connecting the Adapter

NOTE: If you are using an Otter scoreboard, the scoreboard adapter is built inside; no further connection is required.

If you are using an LED-R style or mini scoreboard:

1. Attach the holster to the wall near the scoreboard, using the supplied screw, or your own screw appropriate to the wall material (concrete screw, screw with wall anchor, etc.). Place the scoreboard adapter in the holster. Alternately, use Velcro or double-sided tape to mount the adapter to the top or side of the scoreboard.
2. Connect the scoreboard adapter's cord to the back or side of your scoreboard, in either of the RS-485 round 4-pin DIN jacks.
3. Turn on/plug in the scoreboard.
4. If you have multiple lines of scoreboard, they must be connected to each other by RS-485 (R-DC4) cables. If there are RS-232 (R-2DC) data cables that are attached to the scoreboard, you should leave them in place and be sure that nothing else is sending data to the scoreboard (e.g., System 6, pace clock controller).

Setting the Channel & Enabling the Scoreboard

Dolphin

1. With the scoreboard adapter connected to the scoreboard, power on the scoreboard. After the scoreboard completes its self-testing, it will display the wireless channel of the scoreboard adapter.
2. Connect the Dolphin base to the laptop with the USB cable. Open the Dolphin software.
3. Click on Scoreboard Settings, check the Scoreboard Enabled box, and set the other options to reflect your scoreboard.
4. Set the channel on the base to the same channel as the scoreboard by clicking the Channel box in the lower left corner of the screen.
5. The scoreboard can now receive information from the Dolphin system. Using the same Channel box set the scoreboard to the channel you want to use for the Dolphin system (or leave it at the current channel).
6. Set the base, watches and starter to the same channel you have set for the scoreboard.

Refer to the Dolphin Wireless Stopwatch Timing System user instructions (available at www.coloradotime.com, and in the CTSDolphin\DOCS folder on your computer) for detailed software operation information.

RoadRunner or Swimjitsu

1. With the scoreboard adapter connected to the scoreboard, power on the scoreboard. After the scoreboard completes its self-testing, it will display the wireless channel of the scoreboard adapter (0 through 15). Note: if your scoreboard has 8 digits per lane (rather than 10), it will display the last digit of the channel; therefore, channels 5 and 15 will both be displayed as "5."
2. Connect the RoadRunner/Swimjitsu PCIF to the laptop with the USB cable. Open the RoadRunner or Swimjitsu software.
3. Click on the Settings button. Set the PC Interface Module channel to the same channel as the scoreboard by selecting it in the Channel dropdown menu.
4. The scoreboard can now receive information from the RoadRunner/Swimjitsu system. If the scoreboard is not receiving information, try the other channel ending in the same number (select 15 instead of 5, for example).
5. Using the same Channel box, set the scoreboard to the channel you want to use for the system (or leave it at the current channel).
6. Set the timers and starter to the same channel you have set for the scoreboard and PCIF.

Scoreboard settings, such as number of lanes and setting time of day, are done through the Starter. Refer to the RoadRunner Timing System user instructions (available at www.coloradotime.com) for detailed software operation information.

Updating the Scoreboard Adapter

As system updates become available, the scoreboard adapter can be reprogrammed via the Dolphin, RoadRunner or Swimjitsu applications. Refer to your software user manual for instructions on how to update.

