

SPORTSYSTEMS – Bi Directional Connection to Ares

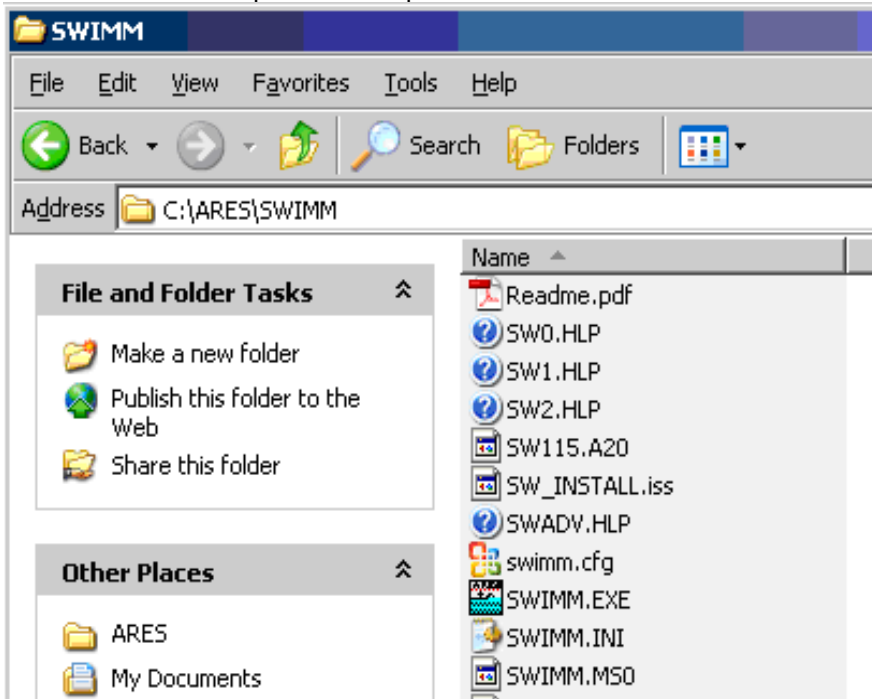
To setup SPORTSYSTEMS to talk to Ares in Bi-Directional mode you need to have the SPORTSYSTEMS machine and the Ares machine on a computer network (*Appendix 1*), with both machines having full read / write access to a shared folder (*Appendix 2*). The shared folder can either be on the SPORTSYSTEMS machine, or on a server, with a network drive (*Appendix 3*) configured on both machines to the server share.

The SPORTSYSTEMSTEMS Bi-directional connection works via a computer network, as opposed to via the DH Output on an Ares machine, with a serial port connection to SPORTSYSTEMS.

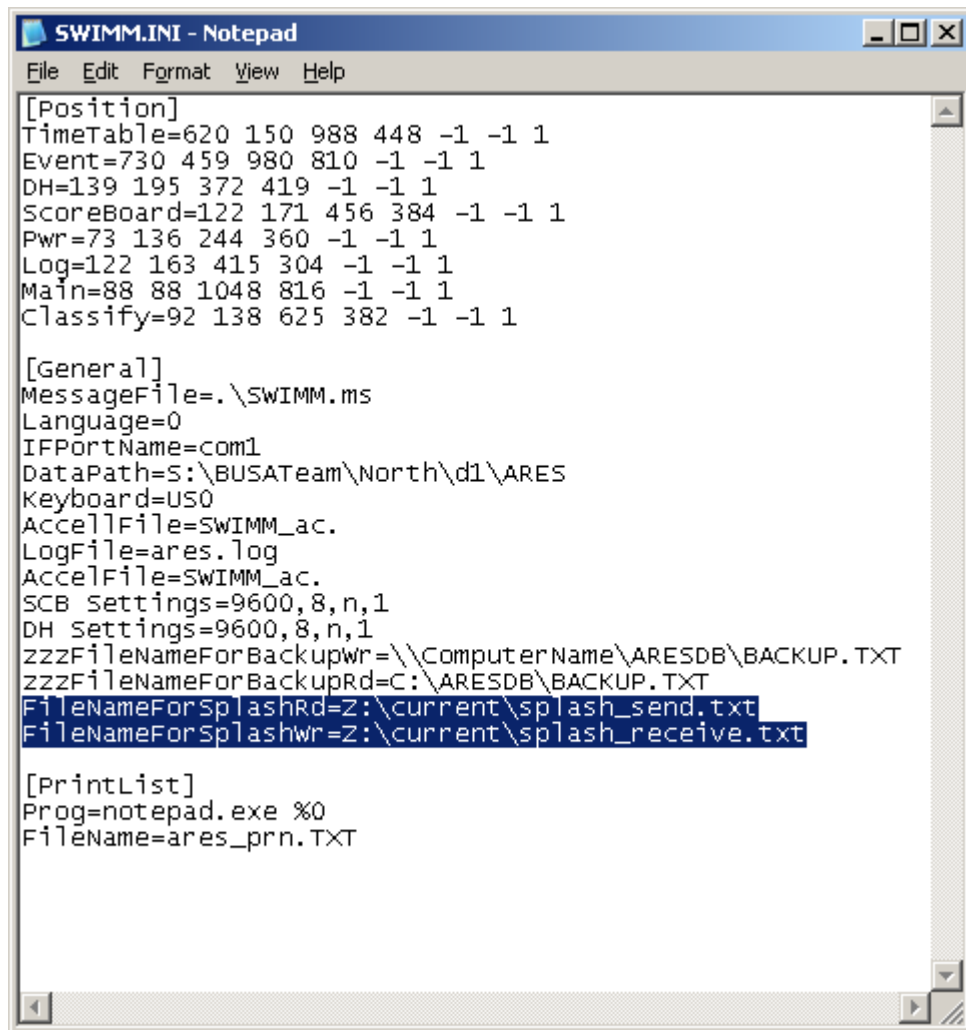
To setup Bi-Directional you need to make a few simple changes to both machines, once the above is setup.

On the ARES PC:

- 1.) In windows explorer goto C:\ARES\SWIMM
- 2.) Find swimm.ini and open it in notepad



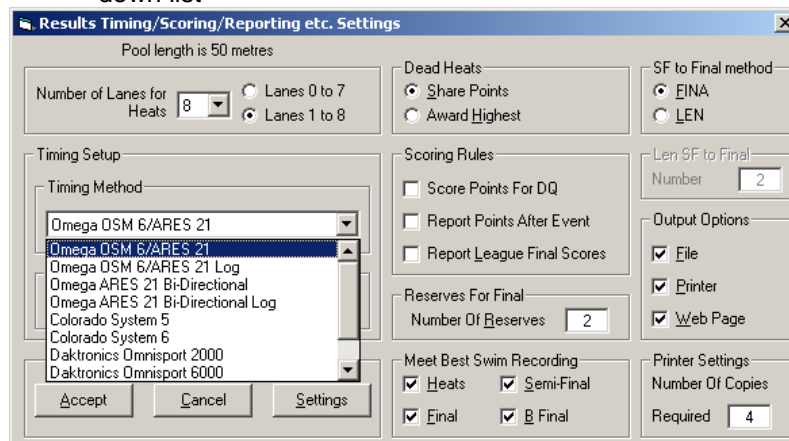
- 3.) In the SWIMM.ini file find the 'general' section and change the following entries:
 - a. "zzzFileNameForSplashRd=C:\ARES\SWIMM\splash_send.txt" should read "FileNameForSplashRd=z:\current\splash_send.txt"
 - b. "zzzFileNameForSplashWr=C:\ARES\SWIMM\splash_receive.txt" should read "FileNameForSplashWr= z:\current\splash_receive.txt"Where "Z:\current\" is the shared folder you will run the meet from.



- 4.) Save the changes and exit the file

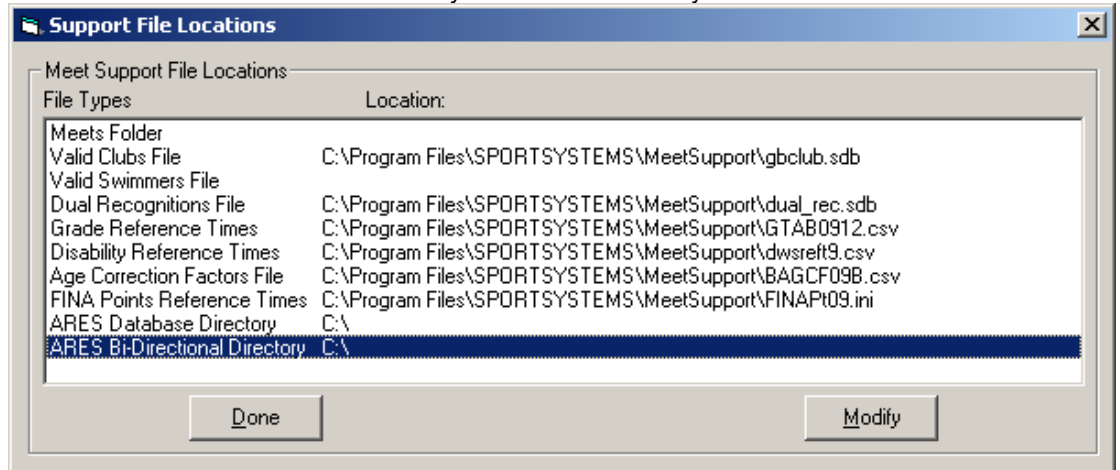
On the SPORTSYSTEMS PC:

- 1.) Open SPORTSYSTEMS and locate the meet fileset
- 2.) Open the relevant session.
- 3.) Go to 'Tools' - 'Day of Meet' – 'Timing/Results'
- 4.) In the screen that appears select 'OMEGA Ares 21 Bi Directional' from the drop down list



- 5.) Click accept.
- 6.) Go to 'Tools' - 'Support File Location'

- 7.) Click on ARES Bi-Directional Directory then click on modify



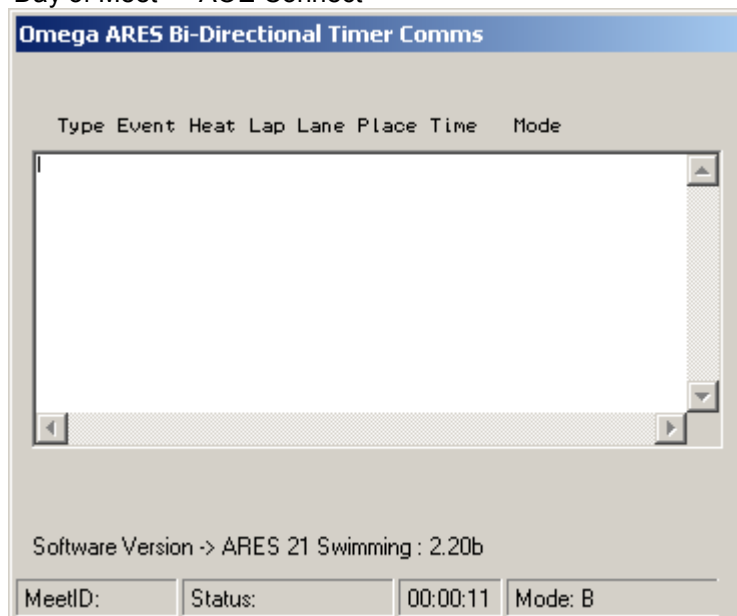
- 8.) Locate the shared folder that ARES has been directed to.
- 9.) Click 'Done'

You are now ready to run your meet.

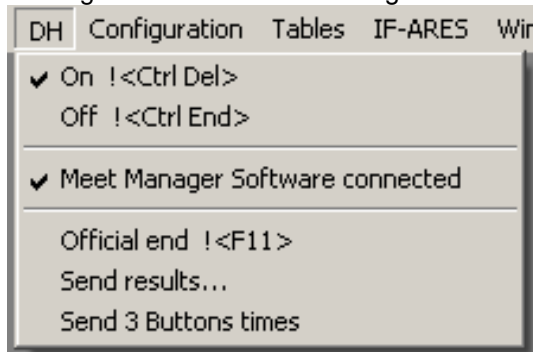
First open Ares. You can use the default ARES file location, or a folder on the ARES machine.

Now open SPORTSYSTEMS and do the following to send the Starts list to the ARES computer.:

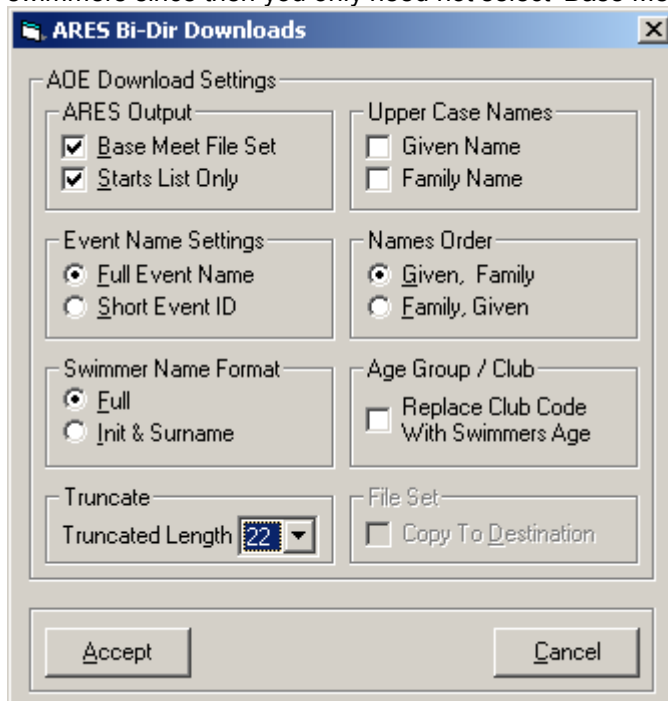
- 1.) 'Day of Meet' – 'AOE Connect'



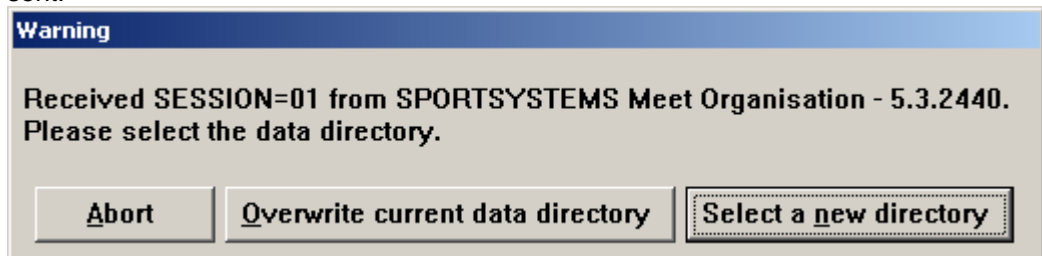
- 2.) The System is now talking to ARES, this can be verified by going into ARES and clicking on DH. The 'Meet Manager Software Connected' should have a tick by it



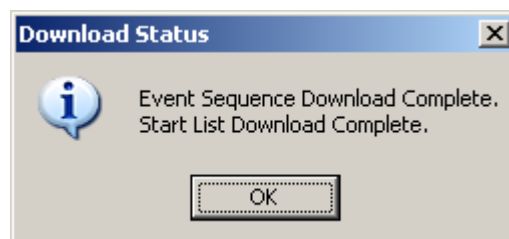
- 3.) In SPORTSYSTEMS click 'Day of Meet' – 'AOE Download'
 4.) If this is the 1st session of the event, or you have changed your entry files since you started you must ensure that 'Base Meet File Set' is ticked, to ensure that all the races are sent to ARES. If you have done this once, and not added any swimmers since then you only need not select 'Base Meet File Set'



- 5.) Click accept, this will transmit the starts list data to ARES.
 6.) The ARES PC will show a screen similar to the below if a full starts list & Base Meet File Set are being transmitted. 'Click on Overwrite current data directory' and the starts list will be sent.



- 7.) Once complete the SPORTSYSTEMS machine will show the confirmation screen. Click on OK and you are ready to start racing.



Appendix 1 - Setting up a basic computer network between 2 computers

General Overview

This guide covers the setting up of a basic network for the purpose of Bi-Directional Communication between SPORTSYSTEMS and Ares.

It will cover the following:

- Setting up a network between 2 PC's
- Sharing a folder between the 2 PC's
- Mapping a network drive

What you need:

- 2 computers with an Ethernet (network) port in each

Either

- 2 x Network Cables
- 1 x network hub or switch

Or

- 1 x Cross over network cable

Network Setup

This manual assumes that you are building a network for use between 2 machines, and that no other devices are going to be connected. The network will simply allow file sharing between the 2 machines for the use of Bi-Directional communication between Ares and SPORTSYSTEMS. Any more complex network designs incorporating a router will quite possibly not use the below method of setting addresses manually, addresses will be assigned by a router or similar device. There are 2 ways of connecting the machines, as shown below, depending on which version of connecting you have opted for (cross over cable, or cables and a hub / switch)

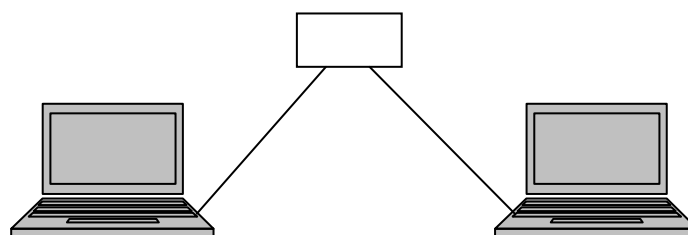
Cross over cable connection

This is put simply, a cable between the 2 machines:



Cables and Hub Connection

This involves each PC on the network being connected to a switch or hub, allows future expansion of further machines / printers.



NOTE: It is possible to use a wireless solution for Bi-Directional communications, however not recommended.

Once the machines are connected using one of the methods above, you will need to change a setting on each PC, to give each machine a static network address. The address assigned to each machine will need to be different, so the machines can talk to each other.

Setting a static network address

If you are setting IP addresses manually, you need to decide on the addresses before attempting any of the below.

I am going to suggest using and IP address of:

- 192.168.0.100 for the SPORTSYSTEMS PC
- 192.168.0.101 for the ARES PC

You will need to repeat the below process on each machine.

Windows XP

1. Go to control panel on your computer, and open Network Connections
2. Double click on your network card (Usually called 'Local Area Connection')



3. Click on Properties
4. Select 'Internet Protocol (TCP/IP)' and click on Properties



5. Take note of any settings on the right screen, you may need them if this machine connects to other networks. Usually both of these options will be set to obtain details automatically.



6. Select the 'Use the following IP Address' option, and insert the correct IP Address for the machine (as discussed above)
7. Press tab, and the Subnet Mask will automatically populate with 255.255.255.0
8. These 2 lines are the only lines that are required for setting up a simple network, so press ok
9. Press Close to the next 2 windows, there may be a short delay while the computer re-configures itself.



Windows 7

1. Go to Control Panel, and open 'Network and Sharing Center'
2. Click on Change adapter settings, in the left hand bar



3. Double click on Local Area Connection



4. Select 'Internet Protocol Version 4 (TCP/IPv4)' and press 'Properties'
5. Take note of any settings on the right screen, you may need them if this machine connects to other networks. Usually both of these options will be set to obtain details automatically.
6. Select the 'Use the following IP Address' option, and insert the correct IP Address for the machine (as discussed above)]



7. Press tab, and the Subnet Mask will automatically populate with 255.255.255.0
8. These 2 lines are the only lines that are required for setting up a simple network, so press ok
9. Press close, there may be a short delay while the computer re-configures itself.



Appendix 2 - Sharing a folder (SPORTSYSTEMS PC)

1. Navigate to the folder where the meet files are stored
2. Right click on the folder and select 'Sharing and Security'



3. Click 'Share this folder', and give it a name. Try to keep the name to one word, all lower case (suggest using the word 'current')
4. Click on 'Permissions'
5. Ensure that Everyone has 'Full Control', 'Change' and 'Read' permissions assigned.



6. Click on OK, and ok again. The folder is now shared

Appendix 3 - Mapping a network Drive (Ares PC)

To map a network drive you need to gather the following information, from earlier steps in this document:

- The IP Address of the SPORTSYSTEMS PC (192.168.0.100 in example below)
 - The name applied to the share (current in the example below)
1. Open a command prompt (Start -> All Programs -> Accessories -> Command Prompt)
 2. Use the below command to map a network drive:
Net use z: [\\192.168.0.100\current](#)
 3. Press the enter button after typing the command. This will create a z: drive on the ARES computer