

=====
 T A B L E O F C O N T E N T S
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V: 90-12-10

BELATED INPUT OF START TIMES:
=====

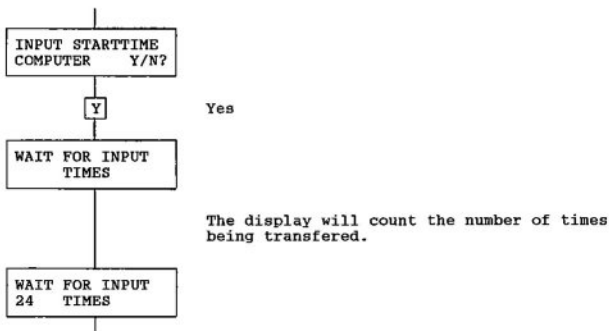
In this program you can input belated racers.

The input works like discribed on page 5 "INPUT STARTTIME".

RECEIVE START TIMES FROM ANOTHER COMET :
=====

In this program you can recieve start times from another COMET or PC.

You will need the optional data cable # 064-01 or 065-02.

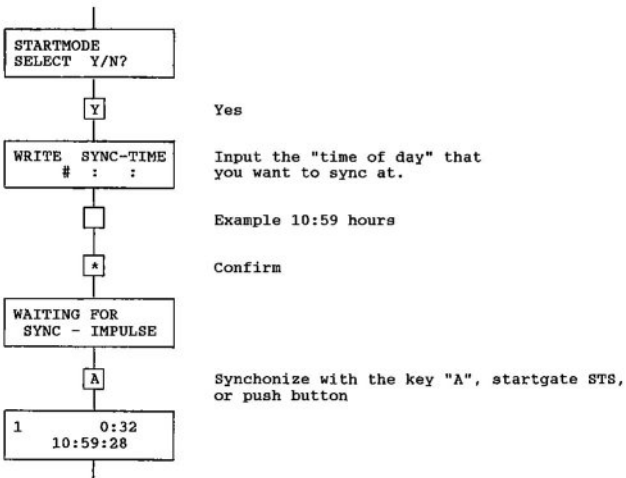


The program will automactically jump back to the menu after the transfer is competed.

```

=====
START MODE - COUNT-DOWN OF THE START TIMES
=====
  
```

The START MODE program is used for the accurate countdown of racers at assigned intervals.



The display will now show the count-down for each racer on the upper part of the screen with bib number, and the time of day on the lower. A tone is emitted at the end of the countdown.

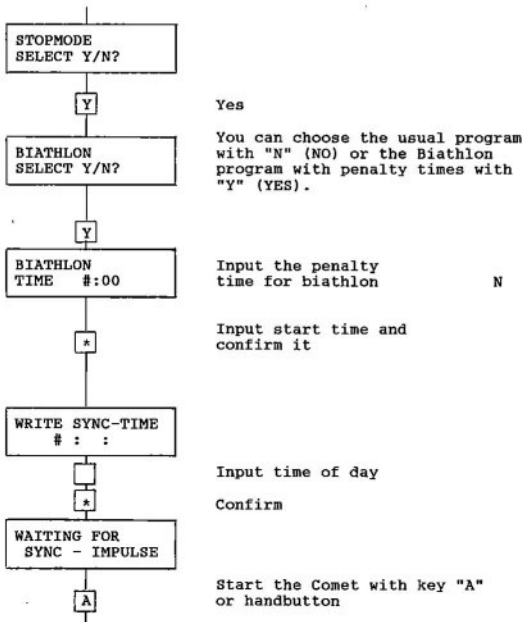
=====

STOP MODE - USING THE COMET WITH STOP IMPULSES

=====

The STOP MODE program is used for Country Skiing, Bicycle Time Trials, and Biathlon.

When using the BIATHLON mode, it is possible to input the misses. If you input the misses, the Comet counts the misses into a penalty time, and adds the penalty time to the running time.



ALGE TIMING
 # 11:30:15

1

Input the startnumber e.g. # 1

*

Confirm

ALGE TIMING
 1 10:15

The display shows now startnumber 1 and the running time.

C

Stopimpulse with key "C", photocell, or button.

ALGE TIMING
 1 1 10:17.3

After the stopimpulse you see the start-number rank and runtime in the display

*

Confirm

1 1 10:17.3
 # 11:31:32

The next time will be compared with with startnumber 1.

2

Input startnumber, e.g. # 2

*

Confirm

1 1 10:17.3
 2 10:15

Reference time of startnumber 1
 Running time of startnumber 2

C

Stop impuls with key "C", photocell, or button.

1 1 10:17.3
 2 2 10:18.5

Reference time of startnumber 1
 Rank and runtime of startnumber 2

*

Confirm

1 1 10:17.3
 # 11:32:03

Input the startnumber, e.g. #3

3

Confirm

*

| | | |
|---|---|---------|
| 1 | 1 | 10:17.3 |
| 3 | | 10:14 |

C

Stop impuls with key "C", photocell or pushbutton.

| | | |
|---|---|---------|
| 1 | 2 | 10:17.3 |
| 3 | 1 | 10:16.9 |

Reference time of startnumber 1
 Rank and runtime of startnumber 3

*

Confirm

| | | |
|---|---|----------|
| 1 | 2 | 10:17.3 |
| # | | 11:32:15 |

B

If you press the "B" key you compare the following competitors with the "Best Time"

| | | |
|---|---|----------|
| 3 | 1 | 10:16.9 |
| # | | 11:32:20 |

4

Startnumber 4

*

Confirm

| | | |
|---|---|---------|
| 3 | 1 | 10:16.9 |
| 4 | | 10:14 |

C

Stop impuls with key "C", photocell or pushbutton.

| | | |
|---|---|---------|
| 3 | 1 | 10:16.9 |
| 4 | 3 | 10:18.1 |

N

Input startnumber for a new reference time

2

New referrenc is startnumber 2

| | | |
|---|---|---------|
| 2 | 4 | 10:18.5 |
| 4 | 3 | 10:18.1 |

Reference time of startnumber 2
 Rank and runtime of startnumber 4

Now you can continue to stop racers.

You can also input the startnumbers later. This is necessary if racers reach the timing point within a short time.

| | | |
|---|---|----------|
| 2 | 4 | 10:18.5 |
| # | | 11:32:55 |

C

Within a short time you get more than one stop impulse from key "C", photocell, or push button.

| | | |
|---|---|------------|
| 2 | 4 | 10:18.5 |
| # | | 11:32:57.6 |

5

Input the startnumber from the racer with the first impulse.
Confirm

*

| | | |
|---|---|---------|
| 2 | 4 | 10:18.5 |
| 5 | 5 | 10:23.8 |

Confirm

*

| | | |
|---|---|------------|
| 2 | 4 | 10:18.5 |
| # | | 11:32:58.2 |

Startnumber or the racer with the 2nd impulse
Confirm

6

*

| | | |
|---|---|---------|
| 2 | 4 | 10:18.5 |
| 6 | 1 | 10:16.7 |

Confirm

*

| | | |
|---|---|----------|
| 2 | 4 | 10:18.5 |
| # | | 11:33:15 |

INPUT A NEW LAP:

=====

You can input a new lap with key "A". If you have a runtime with startnumber in the lower line of the display, this time is taken as the first time of the new lap. The ranking starts new.

If you have a running time without startnumber in the lower line of the display, it takes the last runtime as new reference time of the new lap. The ranking starts new.

INPUT THE PENALTY TIME FOR BIATHLON:
=====

If you use the program for biathlon you have to input first the penalty time for each miss. You can input any time as penalty time for a racer.

You can input any time a penalty time for each racer. To input the penalty time you have to press the key "Y". The display shows now:

2 5 10:18.5
11:33:15

Y

After you press key "Y" you can input the startnumber and amount of misses (figure from 0 to 5)

*

Confirm

STN PENALTY
#

5

Startnumber 5

*

Confirm

STN PENALTY
5 #

1

Amount of misses

*

Confirm

2 5 10:18.5
11:33:45

Now you can continue to make the timing. The runtime of startnumber 5 is now one minute increased.

=====

TRANSFER START TIMES

=====

This program is used to transfer start times from one Comet to another Comet or Computer.

As data-cable form one Comet to another you have to use cable 064-01 or 065-02.



The display is counting the transmitted times during the transmission. After the last time is transmitted it jumps back to the menu.

=====

TRANSFER STOP TIMES

=====

Use this program to transmit stop times to another Comet or computer.



The display is counting the transmitted times during the transmission. After the last time is transmitted it jumps back to the menu.

=====

I N T E R F A C E D A T A

=====

RS 232 c INTERFACE:

2400 baud, 1 startbit, 8 databit, no paritybit, 1 stopbit
 ASCII, duplex, hardware handshaking

DATA RECORD:

=====

S T N # # R G X H H : M M : S S . s h t (LF) (CR)

time
 startnumber
 (thousand)
 rank
 blank
 startnumber
 hundred, ten, one

(CR) ... CARRIAGE RETURN

(LF) ... LINE FEED

=====

 G E N E R A L

=====

The Nordic program is used for races, where you can program the "time of day" start time for each racer prior to competition. There are several options available. The START options allow you to program and control the start of the competition. The STOP options allow you to time and rank at the intermediate or finish point.

You will use the INPUT STARTTIME menu to accomplish the input of the "time of day" start list.

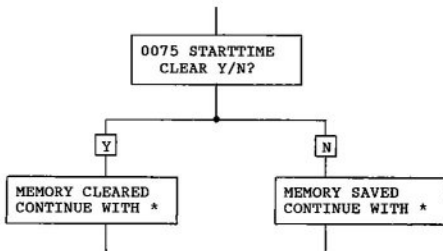
When using the START MODE program the COMET will prompt you with a count-down for each racer's start and a tone at the end of the sequence.

When using the STOP MODE program the COMET will allow you to display net times and ranks for each competitor, and compare that time with a previously input time. This feature is particularly useful for coaching and training purposes.

You will use the TRANSFER STARTT.(IME) and TRANSFER STOPT.(IME) program to transfer data from one COMET to another, and to a PC computer. The INPUT STARTTIME program will allow you to receive start times from either another COMET or a PC.

HOW TO START THE NORDIC PROGRAM:

=====



YOU CAN CHOOSE THE FOLLOWING PROGRAMS
AFTER THE MEMORY HAS BEEN CLEARED:

=====

INPUT STARTTIME
STN+TIMES Y/N?

Enter individual start times for
each competitor.

INPUT STARTTIME
GROUPS Y/N?

Enter start times for individuals within
group ranges. You can assign an interval
between starts (30 sec) so that the entire
field can be given accurate "time of day"
start times. You can also assign a "0"
interval to the group for mass start
applications.

INPUT STARTTIME
NEW START Y/N?

This feature allows you to globally change
the actual start time of the first com-
petitor in case the race starts late.

INPUT STARTTIME
COMPUTER Y/N?

This option will allow you to receive start
times from another COMET or PC.

When you have finished inputting the information for starts press
the "A" key to escape from this mode and move to the next level
of options.

The following menu is available once you have finished with the STARTTIME menu or if you select to retain the memory upon turning the COMET on.

STARTMODE
SELECT Y/N?

This mode allows for the countdown of each starter and a tone at the end of the count-down.

STOPMODE
SELECT Y/N?

Connect a button or RLS1 photocell to receive impulses for each racer. You can also use the "C" key. The display shows the run time and rank of each racer and a comparison to a reference race.

TRANSFER STARTT.
SELECT Y/N?

Allows you to transfer start times to another COMET or PC.

TRANSFER STOPT.
SELECT Y/N?

Allows you to transfer stop times to another COMET or PC.

INPUT STARTTIME
SELECT Y/N?

Input start times for late entrants.

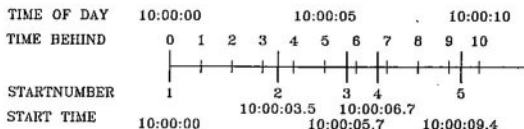
=====

INPUT THE START TIMES

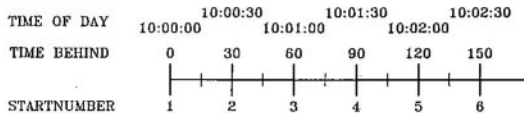
=====

There are three options for input of the start times. The group start option has two sub choices.

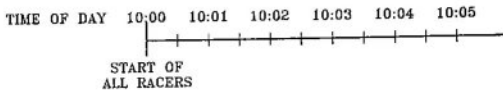
- Individual start inputs



- Individual start inputs with precise interval throught the class (group)

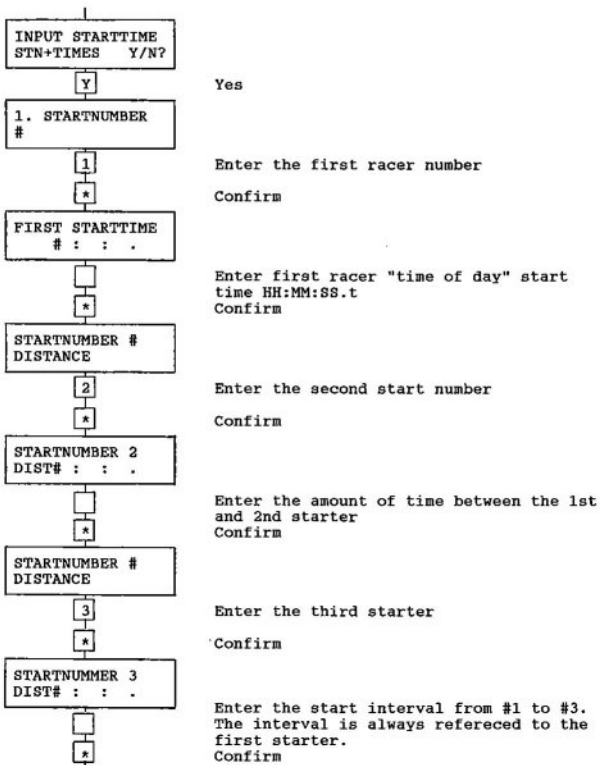


- Mass start (group)



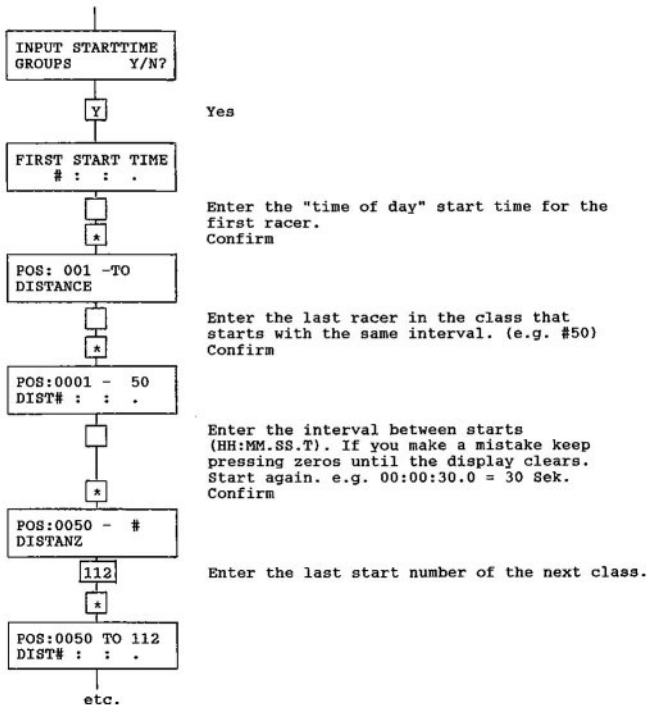
- Automatic input of start times from another COMET or PC

INDIVIDUAL START TIMES INPUT:
 =====



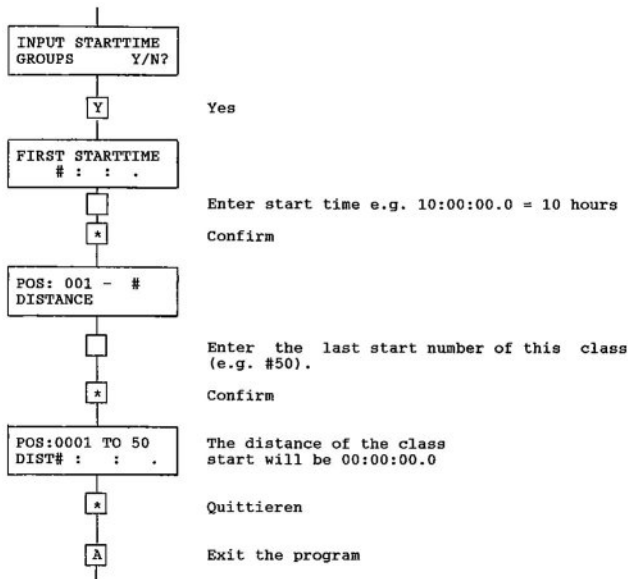
ATTENTION! THE REFERENCE IS ALWAYS TO THE FIRST STARTER.

ENTER START TIMES WITH PRECISE INTERVALS
 BETWEEN INDIVIDUALS IN CLASS:
 =====



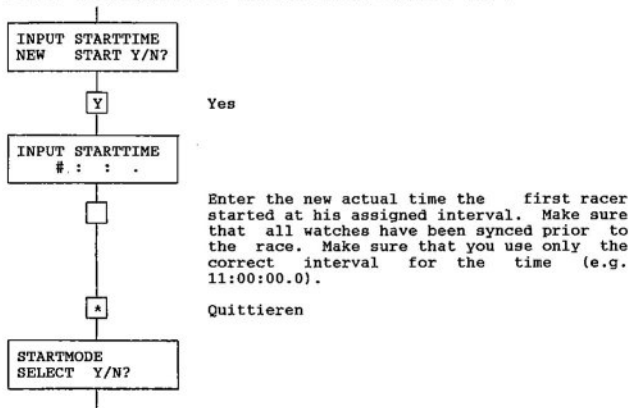
Exit the input of start times with key "A" if you are finished.

MASS (GROUP) STARTS:
 =====



ENTER A NEW START TIME:
 =====

If the race starts late due to postponement or other delay you can use this feature to adjust the first racer's "time of day" start. The program will automatically adjust everyone's time.



The program moves back to the original menu for running the race. Make sure you resync the COMET with the same watch you used the first time.