

**Colorado
TIME SYSTEMS**
A PLAYCORE Company

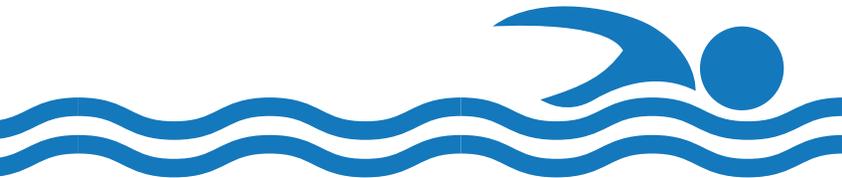
Dolphin Wireless Timing Set Up

3 EASY STEPS



Step 1

Confirm that your meet management software supports Dolphin, and is installed on the computer you will be using. If it is not, follow the software provider's instructions for installing it.



Step 2

Install the Dolphin software from www.coloradotime.com/dolphindownload.



Step 3

Configure your meet management software to use the Dolphin System.

Dolphin Standalone Operation

(Manual Start/stop, Timing Console Not Used)



In this mode, the Dolphin wireless watches are the primary times for results, and a sports timer is not used.

System Set Up

1. Connect base unit to computer with USB cable, and open your meet management software. 
2. If required by your meet management software, configure it for Colorado Time Systems Dolphin as the primary timing system.
3. Each lane timer starts and stops their individual lane.
4. To set up for this method, put the Dolphin Starter back in the case. It is not used for wireless manual start/stop.



Wireless Manual Start/Stop means that the Dolphin wireless stopwatches are used strictly like standard stopwatches: each Lane Timer is required to individually start, stop, and reset their Dolphin Stopwatch.

The data is then transmitted wirelessly to the base, and stored on the laptop for access by your meet management software.

Stopwatch Set Up

(For each watch to be used at a meet)

1. Turn the watch on (press and hold the Reset button).
2. Enter the menu (press and hold the Reset button and either of the side buttons).
3. Once in the menu, the first setting is LANE. Press a side button to change the lane for this watch, and then press Reset to advance to the next menu option.
4. Press a side button to select the TIMER for this lane (A, B or C), and then press Reset to advance to the next option.
5. Press a side button to select manual start "MAN" and then press Reset to advance to the next option.
6. Press a side button to select the channel number (all stopwatches should be on the same channel number).
7. Press Reset to exit the menu.
8. Watches will show up on the Dolphin Software "Signals" screen when set.



Dolphin

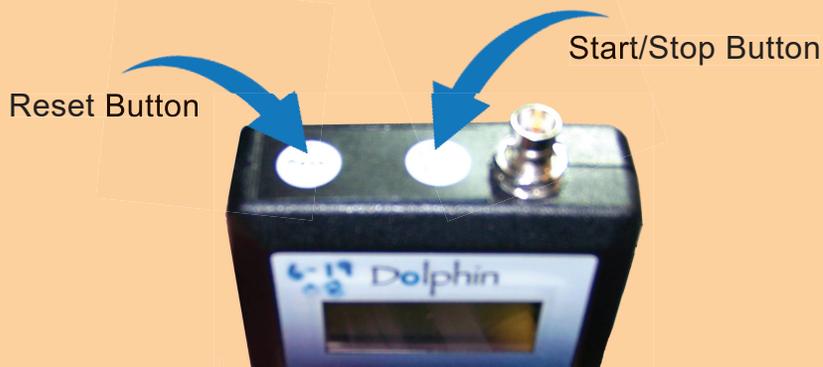
Synchronized Start/ Manual Stop



Synchronized Start/Manual Stop is a great solution for semi-automatic timing and means that the Starting Official starts all watches simultaneously with the Dolphin Starter, and the Lane Timers stop them individually.

System Set Up

1. Turn the Dolphin Starter on (press and hold the Reset button).
2. Enter the menu (press and hold both buttons).
3. Once in the menu, press Reset to advance to the CHAN setting.
4. Press Start/Stop to change the channel to the same number as the Dolphin base.
5. Press Reset to exit the menu.



Stopwatch Set Up

(For each watch to be used at a meet)

1. Turn the watch on (press and hold the Reset button).
2. Enter the menu (press and hold the Reset button and either of the side buttons).
3. Once in the menu, the first setting is LANE. Press a side button to change the lane for this watch, and then press Reset to advance to the next menu option.
4. Press a side button to select the TIMER for this lane (A, B or C), and then press Reset to advance to the next option.
5. Press a side button to select manual start "MAN" and set to "Off" to disable manual start on the watch. Then press the Reset button to advance to the next option.
6. Press a side button to select the channel number (all stopwatches should be on the same channel number).
7. Press Reset to exit the menu.
8. Watches will show up on the Dolphin Software "Signals" screen when set.



Dolphin

ELECTRONIC SYNCHRONIZED START/MANUAL STOP



 When using Dolphin with an electronic start system, such as the CTS Infinity or Championship Start System, the Dolphin Starter is connected to the electronic start system with a cable and serves as a semi-automatic timing system. When the Starting Official starts the race with the electronic start system, the watches are started simultaneously. The Lane Timers stop them individually.

1. To set up for this method, turn the Starter on.
2. Enter the menu (press and hold both buttons).
3. Once in the menu, the first setting is TRIG. Press Start/Stop to select the correct trigger style for your start system: - TRIG = CTS for use with CTS electronic start system - TRIG = NC for use with a normally-closed electronic start system.
4. Press Reset to advance to the CHAN setting.
5. Press Start/Stop to change the channel to the same number as the Dolphin base.
6. Press Reset to exit the menu.
7. Follow the instructions for your electronic start system:

[CTS Infinity Start System](#) - Connect your Dolphin Starter to the Infinity Start System's Start Output jack with the Dolphin Starter to Infinity Kit (K-DSS-1). DO NOT plug the Dolphin Starter cable into any other jacks. - The start impulse from the Infinity will start the lane watches automatically.

[CTS Championship Start System](#) - Connect your Dolphin Starter to the Champ Start's Timer Start jack with the Dolphin Starter to Champ Start Kit (K-DSS-2). DO NOT plug the Dolphin Starter cable into any other jacks. - The start impulse from the Champ Start will start the lane watches automatically



Stopwatch Set Up (For each watch to be used at a meet)

1. Turn the watch on (press and hold the Reset button).
2. Enter the menu (press and hold the Reset button and either of the side buttons).
3. Once in the menu, the first setting is LANE. Press a side button to change the lane for this watch, and then press Reset to advance to the next menu option.
4. Press a side button to select the TIMER for this lane (A, B or C), and then press Reset to advance to the next option.
5. Press a side button to select manual start "MAN" on or off and set to "Off" to disable manual start on the watch. Then press the Reset button to advance to the next option.
6. Press a side button to select the channel number. This MUST match the channel on the starter and the base.
7. Press Reset to exit the menu.
8. Watches will show up on the Dolphin Software "Signals" screen when set.

