



TopYacht Web Times Users' Guide.

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Background

WebTimes is a web based extension of the *TES* the 'TopYacht Entry System'. It can be run on any tablet/smartphone or Laptop that has Internet access.

There are 5 variants

- Mobile Device
- Laptop
- Manual Entry
- Touch to Capture
- PC Type Anywhere

The recommended device is a 7 inch (or larger) tablet in a water proof cover. The Google Nexus 7 is recommended (the earlier version is fine). The cheaper tablets lack brightness, have poor battery life and can be too slow.

The first two variants are just a little different to one another to provide an enhanced interface for the nominated device.

The manual data entry option will work well on either a mobile device or a laptop with Internet access.

Prerequisites

- A TopYacht license with
 - Enhanced Version
 - Web Times
- The event and all entrants in TES
- A computer with TopYacht loaded for the results management for the event
- One (or more) tablets/ laptops / mobile phones (not recommended, but they work) with an live internet connection and a web browser

Usage

In TopYacht...

An entry list is uploaded from TopYacht into TES. This entry list is then accessed via the web. The method for uploading the entry list is covered in a separate document entitled [TopYacht ~ The "EntUp" Process](#) It is recommended that the reader familiarizes themselves with its contents.

On the Web via the Device...

The Steps

Step 1 – Enter the URL (or click on the link)

See [Appendix 1](#)

Step 2 – Select Relevant Option

TopYacht WebTimes

For real time data capture we strongly recommend the NEW options at the bottom of these options.

[Web Times - Mobile Device \[updated\]](#)

[Web Times - PC \[updated\]](#)

[Web Times - Manual](#)

[Web Times - Manual PLACES only](#)

[Web Times - Touch to Capture](#)

[Web Times - PC - Type Anywhere](#)

[Web Times - Overnight](#)

[** Updated NEW** Web Times - Fast Upload PC](#)

[** Updated NEW ** Web Times - Fast Upload Mobile Device](#)

[** Updated NEW** Web Times with DATE - Fast Upload PC](#)

The "**Touch to Capture**" is for tablet / smart phone users more than for laptop users. In this case a single tap on a boat in the entrant list immediately captures a time for the boat.

For a large fleet, it can take quite a while to visually find the boat to tap. This can be aided (after Race 1) by sorting by the finish times in the previous race (tap on the "FT" header).

This ranks the boats in the finish time order of the last race. This should give a reasonable order for the finish times in this race.

"Type Anywhere".

This is for touch typist on a lap top.

It is very similar to the normal Laptop interface except that if you starting typing and are not in a sail number box, the software will automatically put you into the next available sail number box.

This is useful for a touch typist who does not look at the screen and may have, for example, previously clicked on the Upload Data button or clicked a table heading to sort the data. In these scenarios, the cursor is not in a sail number box. With such a traditional laptop interface, any typing sends the key strokes to nowhere.

"PC Updated" works as follows:

Each time you upload a list of finishes the system upload all the boats in the finish list.

After 2 seconds it tells you how many boats it has uploaded.

You can then get on with finishing boats.

At some point later the server will then respond with the number of boats it has updated.

This should be the same number as you uploaded. If not, you need to upload again as the Internet had an issue.

The server actually removes all previous finish data and replaces it with the newly uploaded data at each upload.

“Fast Upload PC” works as follows

When you upload a list of finishers it only uploads any that have changed.

As you finish boats and/or edit a finish time, the relevant line in the finish list is marked in a colour indicating a change.

After the upload this colour changes to let you know it has been received.

You are only ever uploading a very small amount of data, so it is a `fast` upload.

The down side is that if you alter a sail number on a line you have already uploaded, then re-upload the data, then the changed sail number is seen as a new finisher and the original sail number and time remains on the server. The other method removes the original as ALL data is renewed every time you upload.

This is normally not an issue. TopYacht will only import the one that matches the sail number in within the TopYacht database; so not really an issue.

The advantage to the on water person is that it clearly flags new or changed data that has not yet been uploaded.

Step 3 – Select The Date.

TopYacht WebTimes for QLD Youth Week 2014

Nominate the Session Date: eg 25/02/2012

In most cases it will be the date shown (default).

Step 4 – Select a Race/Session

Sess Date-11/07/2014

Session	Select
Alpha sess 1	<input type="radio"/> <input type="button" value="Select"/>
Alpha sess 2	<input type="radio"/> <input type="button" value="Select"/>
Alpha sess 3	<input type="radio"/> <input type="button" value="Select"/>
Alpha sess 4	<input type="radio"/> <input type="button" value="Select"/>
Bravo sess 1	<input type="radio"/> <input type="button" value="Select"/>
Bravo sess 2	<input type="radio"/> <input type="button" value="Select"/>
Bravo sess 3	<input type="radio"/> <input type="button" value="Select"/>
Charlie sess 1	<input checked="" type="radio"/> <input type="button" value="Select"/>
Charlie sess 2	<input type="radio"/> <input type="button" value="Select"/>
Charlie sess 3	<input type="radio"/> <input type="button" value="Select"/>

The following examples are from QLD Youth Week 2014 which had 3 races areas/courses. For club racing the choices would be from the one or more races run on a particular day

The session of interest is selected, then the Enter Times button is pressed.

Step 5 – Capture Times

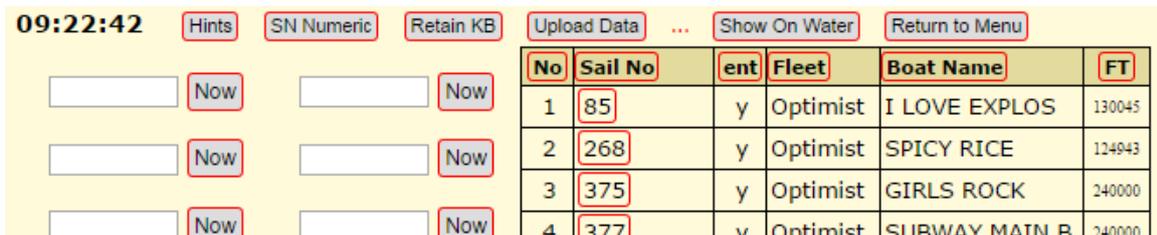
09:22:42 ...

No	Sail No	ent	Fleet	Boat Name	FT
1	85	y	Optimist	I LOVE EXPLOS	130045
2	268	y	Optimist	SPICY RICE	124943
3	375	y	Optimist	GIRLS ROCK	240000
4	377	y	Optimist	SURWAY MAIN R	240000

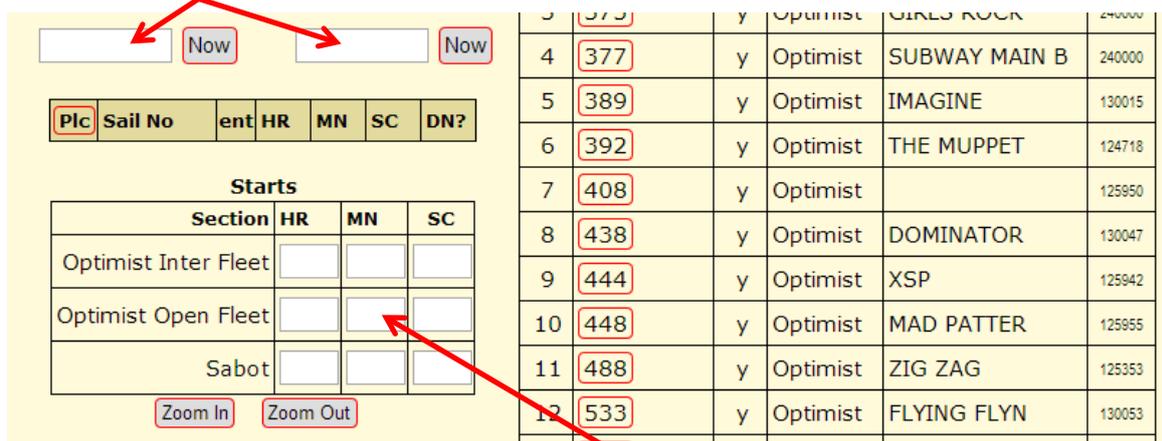
This time capture screen has the following functionality.

- Top left is the current times on the tablet. [You should check /set this each day.]

- Clicking Hints will show hints for the use of this screen.
- There are 6 sail number entry boxes available. By default, tapping in one of these opens up the key pad on the tablet. If you Press the SN Numeric button then a number pad opens up instead. This allows quicker entry of sail number where it is possible to strip of the Alphas (letters) within TopYacht.
- In "Numeric" Mode, tapping the Retain Keyboard button keeps the number pad on the screen after you tap a related Now button. If you tap the Go/Next button on the number pad, then the number pad remains on screen anyway.
- Tapping Upload Data sends the currently collect times to the web. This normally takes only a second or two *and should be done* every time there is a short break in boats finishing.
- *Show OnWater* reduces the list of potential boats/entrants to only those who have signed on with the *TopYacht* Web based, *OnWater* module.
- Return to Menu takes you back to the previous page on the Web.



Sail Number Entry Boxes is the finished boats area [unpopulated at the start of the race.]



Area to Record the Start Times.

The entrants list can be sorted by clicking on the column titles.

No	Sail No	ent	Fleet	Boat Name	FT
1	85	y	Optimist	I LOVE EXPLOS	130045
2	268	y	Optimist	SPICY RICE	124943
3	375	y	Optimist	GIRLS ROCK	240000

Finish Time List for the previous race.
Tap on the "FT" header to sort the list in finishing order of the previous race.
This should make it easier to find the boats in the list in races following the first. The assumption being that finishing orders will be similar.
The caveat is that a large fleet it can take quite a while to find the boat to tap, in which case, typing the sail number may be faster.

As boats are given finish time, they disappear from this list. Those most likely to be finishing next will always be towards the top of the screen. Non finishers in the last race have a default finish time of 240000 and will be located be at the bottom of the list.

As boats approach the finish line they can be 'stacked up' in the 6 sail number boxes. This can be

done by tapping on the Sail No in the entrants list, or by typing each number into a sail number box.

6287	Now	3787	Now	No	Sail No	ent	Fleet	Boat Name	FT
				101	6287	y	Sabot	ANOTHER MENAC	123815
7011	Now	7007	Now	90	3787	y	Sabot	WARPATH	123816
				105	7011	y	Sabot	COCKE MINGTE	123817

To finish the boat, you tap on the adjacent  button. This moves them into the 'finish list'.

Plc	Sail No	ent	HR	MN	SC	DN?
6	11		09	11	08	
5	1234	y	09	10	35	
4	7000	y	09	10	19	

Sail numbers that match an entrant have a yellow background whereas unmatched numbers remain white e.g. 11 in this screen shot.

DNFs etc. are typed in the DN? box, after capturing the boat with the current time (the time is discarded by TopYacht – results).

At the end of the race press the Plc column title to resort the data in time order. You can then easily cross check against the hand written finish sheet. Correct times as needed.

Once this cross check is done, turn the sail no boxes into Sn Alpha mode (button at top) and put in the dummy sail number 'END' to tell the results person ashore that you have finished and the data is checked. Remember to again press the Upload Data so then 'END' is visible on the Web.

See Hints and Usage Notes in [Appendix 1](#)

Appendix 1: Usage Notes.

- Where several boats cross the line within the same second IT IS ESSENTIAL that you manually modify the times (after capturing them) to provide the separation that reflects the order in which they finish UNLESS the caller calls them as a dead heat.
- Ensure your device has its clock synchronised to real time e.g. to a GPS which is also used for the start sequence
- Remember to provide the race **start times**
- Remember to constantly 'Upload Data' whenever you have a few new finishers and a small break in finishers
- Remember to add a dummy sail number of END when you have uploaded all times and have crossed checked these with the hand log.
- Where practical, the leading letters may be removed from the sail numbers to make for quicker data entry. This usually applies to Off the Beach regattas! See [HELP | Sail Number Alpha Character Stripping](#).
- Where boats finish very close together just press Enter or click on 'Now' to capture a time. This can be done repeatedly if needed. You can add the sail no later. Just make sure to add the sail no BEFORE you do the next 'update data'.
- Matched sail numbers are highlighted in yellow (or green) on the finish list- please ensure all your finishes are matched to entrants.
- Web Times works very well BUT you MUST also have a paper copy in case the technology fails!!!! Please return the paper log to the results office when you get off the water (where practical).

Hints:

- To fix a sail number - just type over it
- To remove a finisher – just delete the sail number.
- You can either type in the sail number OR pre select them from the list of entrants on the right
- After the first race you can sort the entrants on the finish time of the previous race by clicking on the FT column heading
- To add a DNF etc., capture any time, then add the DNF in the DN? box for this sail number
- To update your data from the Web – do a Data Upload THEN press Ctrl F5.

Appendix 2: Determining the URL for the Finish Times Device.

The URL Format is: <https://topyacht.net.au/wt/267> where

- <https://topyacht.net.au> is the domain name;
- /wt is the Web times Directory on the server; and,
- 267 is the TES Event ID (EVID) which is set by TopYacht folk, and will change from event to event. See the document [TES Determining Event and Series ID](#) which explains how to get it.

Appendix 3: Importation of Finish Times into TopYacht

Step 1:- Select *Data Capture Mode*

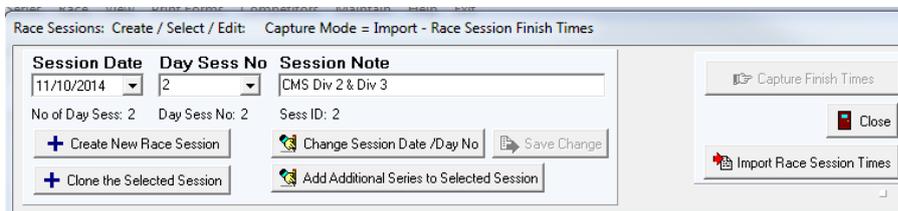


Step 2:- Select *Import - Race Session Finish Times*



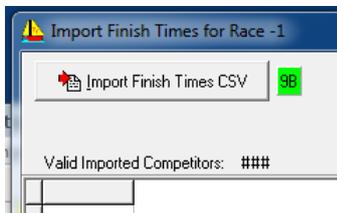
Step 3:- Press *Select / Create Session* button as above.

Step 4:- Select the *Session Date* and *Day Session No* –*even if they are already displayed on the values you want!*

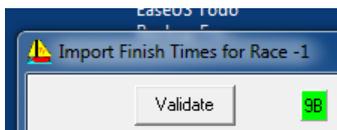


Step 5:- Press the *Import Race Session Finish Times* (right hand side in screen shot above).

Step 6:- Press the *green 98* button.



Step 7:- Press the *Validate* button which now shows top left.



Step 8:- Compare the list of sail number in the left window with those in the right Window. Correct any un-matched (white background) Sail Numbers in left window to match those in right window.

Step 9:- Note the start times (in left window) on a piece of paper.

BOATS	TS	SE	TS	
CMSDIV2	13	40	00	START
CMSDIV3	13	50	00	START

Step 10:- Press the *Load into TopYacht* button that should have appeared.

Step 11:- Close the import screen and process race(s) as normal. Populate the start times when prompted.

Appendix 4: Optimising Data Entry with WebTimes (or StopWatch).

Optimising Data Entry with WebTimes or StopWatch

TopYacht *StopWatch* has been in use for regattas and for club racing for nearly 10 years.

Built into TopYacht it has been constantly evolving. *WebTimes* is an Internet based finish times capture facility based on the 10 years' experience of *StopWatch*.

StopWatch has been used for years at several **big** regattas with very large fleets that have often exceeded 200 boats. *StopWatch* has also been used for closely fought one design titles. It is not uncommon in either event for there to be 10 or more finishers within one minute and it is not uncommon to have a number of boats finish with only one second between boats. In both events the times and sail no/bow no is captured with *StopWatch*.

For both keel boat and OTB events *StopWatch/WebTimes* is normally used with leading alphas and numbers for the 'sail no' without any problems as such events normally have a second or two between adjacent finishers.

To achieve repeatable, close finishers requires several things.

- The computer operator and the finish caller are two **separate** people.
- The caller must be very conscious of the computer operator and call appropriately (more later).
- For particularly good outcome there must be an established rapport between the caller and computer operator.
- Where possible bow numbers should be used in situations where close finishing is expected.
- The letter prefixes of AUS etc should be eliminated. [For some International classes the class rules may preclude duplicate numbers so you won't get AUS123 and NZL123. Where these types of duplicates do exist, then reducing the letters to a single letter helps.]. See TopYacht HELP Topic: [Sail Number Alpha Character Stripping](#)
- The use of the numeric keypad is strongly recommended. If the laptop does not have a numeric keypad, they can be [purchased readily](#) from most office supply stores. Wireless ones are better, but more expensive. TopYacht is programmed so the minus (-) key acts as 'Up Arrow' key and the plus (+) key acts as 'Down Arrow' key.

There are two different ways experienced computer operators like to work.

- Some like to pre-store the next 6 sail numbers then select them as they finish; or
- Others prefer to enter the sail/bow no as the boat is finishing – this works particularly well when bow numbers are in use.

In either case, using the mouse is too slow!

Use key strokes to move up and down in the sail no boxes.

Option 1 – pre-set up to 6 sail numbers in advance.

In this option the caller must pre-empt the finishers using patter that **clearly differentiates** the approaching boats **from** those finishing. Also important is to call the sail no as they finish **not** just call "NOW!".

Normally the caller's patter would go something like this.

"Approaching sail no 135, approaching sail no 4773, approaching sail no 665, finishing sail no 4773, NOW!, finishing sail no 135, NOW!, approaching sail no 3665, finishing sail no 665 NOW!, 3665 NOW!,....."

Option 2 – call as they finish

"Finishing 04 NOW!, finishing 34 NOW!, 52 NOW!, 13 NOW!,"

Rationale: Most folks who are familiar with a computer can type numbers virtually as quickly as someone can call them. This process is significantly helped by the use of a numeric number pad.

Option 2 works particularly well for boats finishing closely together (so order may change quickly) where bow numbers are in use.

Remember, you can press ENTER (or Tap *alternate* 'Capture' buttons) repeatedly, and capture just the times, then back fill the sail numbers from the hand written log when there is a break in traffic.