We have carried out all the steps so far for the competition in TAF 3. That means in the "main programme".

In addition to this, other external modules are installed during the installation, which are "specialists" for the execution of a certain function and therefore have a reduced user interface.

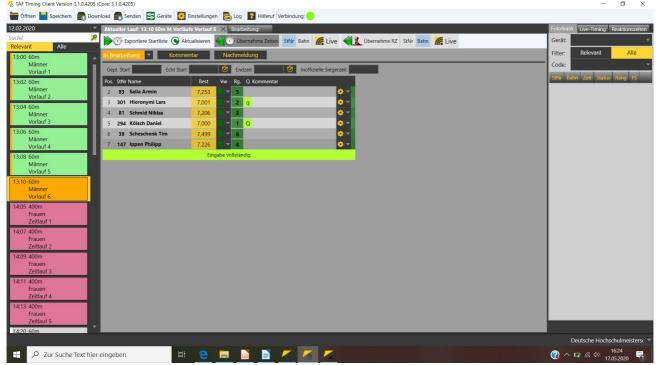
These are (in alphabetical order)

- Display Board Server / LiveBoard
- Stellplatzmanager
- Technical Client
- Timing Client
- WebTeC

The client that is used by most users is probably the Timing Client (TiC) for connecting computer-aided electronic timing systems.

By using the Timing Client, a lot of work can be saved in the competition office and at the same time the data quality of the competition can be increased and the process can also be accelerated.

Especially when it comes to quickly publishing the results of preliminary or intermediate heats so that the athletes who are allowed to run again in the following round are informed about them, it is indispensable to record the data directly at the timekeeping evaluation - or better, to transfer them directly.



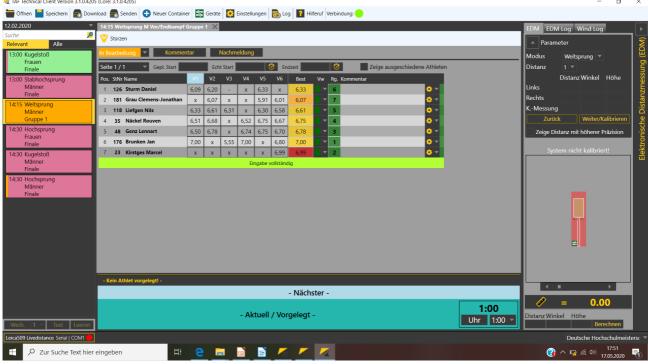
The "Timing Client"

Of course, this also applies in a similar way to the Technical Client (TeC). However, at very few events there is the pressure of the time schedule with regard to the publication of the results.

If a system for electronic distance measurement is to be used, the TeC is the obvious choice because the EDM data can be sent directly to the TeC, thus eliminating an error factor. An anemometer / wind gauge can also be connected directly to the TeC.

For those who are afraid of the effort of cabling or setting up a reasonable WLAN to supply the notebook PCs at the competition facilities of the technical competitions, the WebTeC is an alternative - provided there is good mobile phone coverage. Here, data is collected via a web application that is directly connected to the server in the competition office.

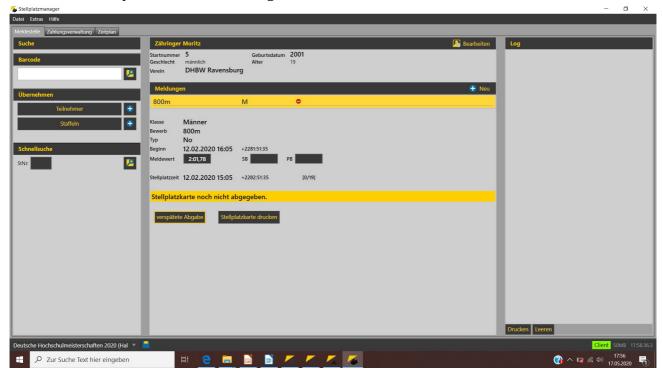
With TiC as well as with TeC and WebTeC, the results - with an active LAPortal connection - are transmitted to the server on a run or trial basis and can thus be followed "live" via the internet.



The "Technical Client"

The "Registration Manager" is used to monitor the delivery of registration cards. A barcode or QR code printed on the card can be scanned. The handover is noted and a receipt can be printed out for the cards handed in.

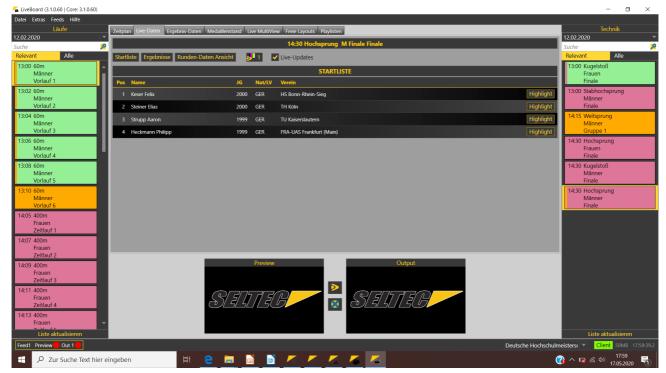
The employees at the TIC have an overview of the cards handed in at all times, can adjust entry values if necessary and also enter late registrations.



The "Registration Manager"

**Displayboard** / **Liveboard** are two components that are needed to output various event-related lists on a video wall (or similar).

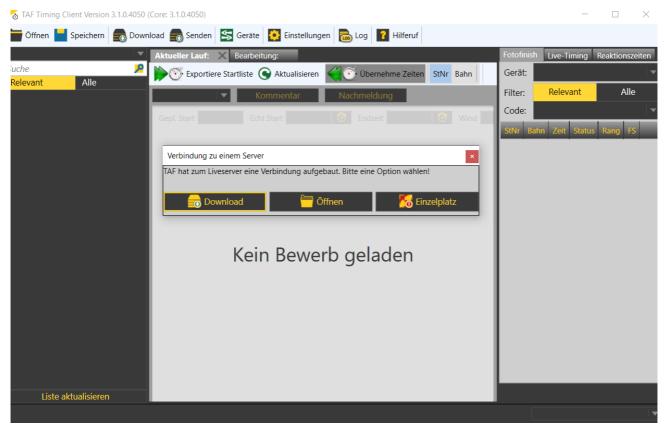
Displayboard provides the connection to the hardware, Liveboard can be used to control the output.



Liveboard with the currently relevant events

All modules are operated together with a TAF "live server" started in the competition office.

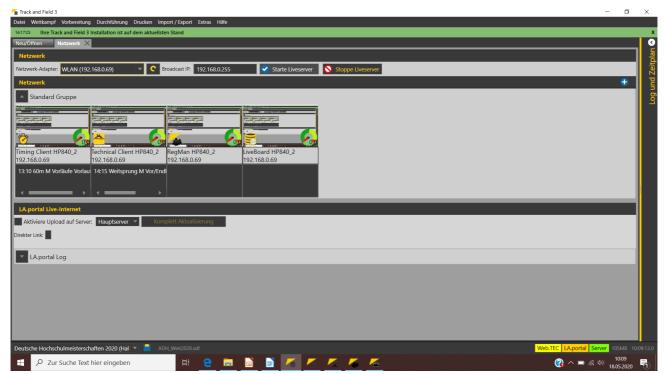
After starting a client, it recognises that a server is available in the network and downloads the competition database from it.



Timing Client after the start - ready to load the competition database from the server

The entries are then saved locally and, depending on the competition situation, immediately transferred to the server.

In the network tab of the server PC, you have an overview at all times of which computers / clients are connected to the server and what the status of the connection is. Specifically, the time since the last unsuccessful contact attempt between server and client is displayed.



Network-Tab showing 4 clients with active connections

In the following parts of the "Step by Step" series we will go into more detail about the individual external clients.