



smartscan™



USER GUIDE

CONNECTING YOUR SMARTSCAN HARDWARE

The SMARTSCAN RFID reader must be connected to the start gate in each track (lane) via the supplied PS2 cable. On the underside of the SMARTSCAN unit, there are two PS2 ports – one for connection to the remote unit, and one for the additional connection of a SMARTJUMP contact mat.

Your SMARTSCAN PS2 ports should be clearly labeled. The port on the right side is for connection to the SMARTSPEED remote unit, and the port on the left is for optional connection of a contact mat.



HOW DOES SMARTSCAN WORK?

Each Fusion Sport RFID wrist band contains a unique ID number. The tags are “passive” and therefore cannot have the athlete’s names written to them. The association between the ID number in the band, and the name of the athlete wearing the band, must be done either in the PDA software, or after the testing by associating the athlete name with the band number in the results output.

SMARTSCAN replaces the process of a coach needing to identify to the system which athlete is about to perform a test. By swiping the band at the start gate, the athlete automatically identifies themselves to the PDA software.

USING SMARTSCAN

There are 3 ways in which SMARTSCAN can be used as an identification system.

1. **Athlete is pre-associated with a wrist band prior to the session** – the athlete name in the SMARTSPEED PDA database is associated with a band. The association is TEAM SPECIFIC, so one wrist band can be used for different athletes in different teams.
2. **Band is associated with a player in the default team** – a band is associated for each of the “players” in the default team (player 1, player 2, etc.) and the coach records at the beginning of the session the name of the player with each default team name (e.g. player 01 = John Smith)
3. **Band is added as an unidentified player in the field** - and the association with a player name is done after the session in a spreadsheet or Database.

The most effective is the first method, however in situations where the names of the athletes are not known prior to the session (e.g. in talent identification testing), methods 2 and 3 are more convenient.

If you wish to use the 3rd method, please contact Fusion Sport or visit the downloads area in the Fusion Sport website for the “RFID cross match” excel file. This file allows you to register athletes using a PC-USB RFID reader, and the workbook will then replace the RFID numbers in the results outputs with the actual athlete names recorded in registration.

METHOD 1: ASSOCIATING ATHLETES IN THE PDA DATABASE

The following procedure should be used to associate athlete names with RFID bands prior to a session. Please note that the association is team specific, so ensure that the correct team is selected when performing this procedure.

1. Set up one remote unit and connect the SMARTSCAN RFID reader
2. Start the SMARTSPEED PDA software. Press “Flash lights” on the front screen to ensure the gate is on and that the PDA and sleeve are connected
3. Select “Edit/Player” from the main menu to enter the player editor
4. Create a new player by tapping “New”, entering a name, and hitting “Save”, or edit a current player record by selecting them from the list
5. REMEMBER: associations between names and RFID bands are TEAM SPECIFIC, so be sure to select the correct team prior to associating the band or adding the player name
6. Press the “Scan” button, and you will see the message “Waiting for RFID” on the screen
7. Scan the RFID tag using the SMARTSCAN unit. If successful the remote unit will beep and flash a blue light, and an ID number will appear next to the “Tag#” box
8. Tap “Update” to finish and then move on to the next athlete.



METHOD 2: ASSOCIATING PLAYERS USING THE DEFAULT TEAM PLAYER LIST

Using the above procedure, perform the association of the bands with players in the default team (Player 01, Player 02, etc.). Then at the testing/training session, simply record on a piece of paper which player is using which number player form the default team list.

METHOD 3: POST SESSION ASSOCIATION OF PLAYER NAMES

If an RFID wrist band is scanned during a session and is not already pre-associated with a player in the team being used, the unique ID number of the band will automatically be added as a player in that team.

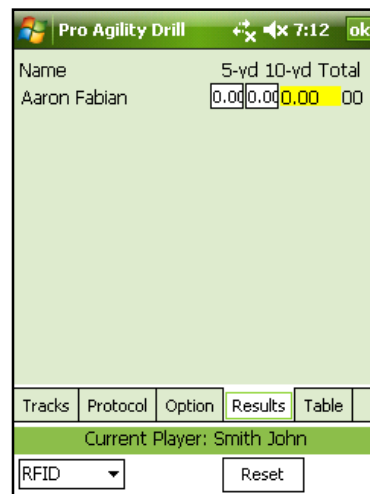
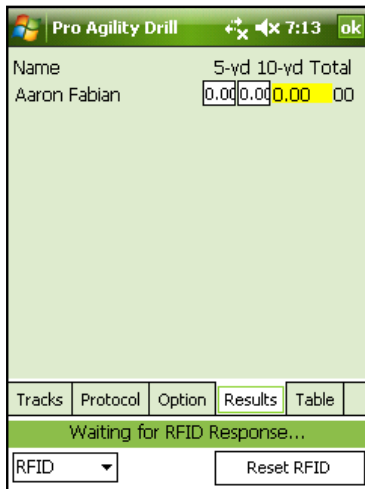
During results analysis, this unique ID number can then be replaced by the athlete’s name using a specifically designed spreadsheet available from Fusion Sport. Please note that it a PC-USB reader is highly recommended for this approach to allow registration of athletes on a PC.

An excel spreadsheet for cross-matching RFID numbers and player names can be downloaded from the Fusion Sport website (client access will be required). Please go to the downloads/manuals/templates folder or click this link –

USING RFID DURING A SESSION

Using RFID during a session is simple. Ensure that one SMARTSCAN reader is connected to the start gate in each track. Please note each track must have its own SMARTSCAN unit.

1. Set up the SMARTSPEED system as usual
2. Choose the appropriate team from the team list and progress to the running page
3. Choose "RFID" from the mode list
4. Press "ready" and "GO" in the usual way
5. The start gate will then display a green rotating LED to indicate that the system is awaiting an athlete to identify themselves to the track
6. When the athlete touches their RFID band to the SMARTSCAN unit, the remote unit will beep and the start gate will turn green as per the usual starting procedure. The athlete's name will appear on the green scroll bar



If you would like to scan a different athlete simply press "Reset" and the RFID unit will be ready to scan again.

HOW DO I KNOW WHICH BAND BELONGS TO WHICH ATHLETE?

As the Fusion Sport RFID wrist bands are generic, many users ask "how do I know which band has been associated with which player?"

There are two methods that can be used-

1. Label the bands – using names or squad numbers
2. Scan each band at the beginning of the session to see which athlete the band has been associated with

To further explain the second option, imagine each athlete in your team has been associated with an RFID band, and after training each day you collect the bands. When you next run a session, simply set up your first drill for the session, take a band, scan it and the PDA will show you which athlete the band belongs to. Press "Reset" and scan the next band, and so on until all athletes at the session have their bands. This process takes around 10 seconds per athlete. The images immediately above illustrate this process.