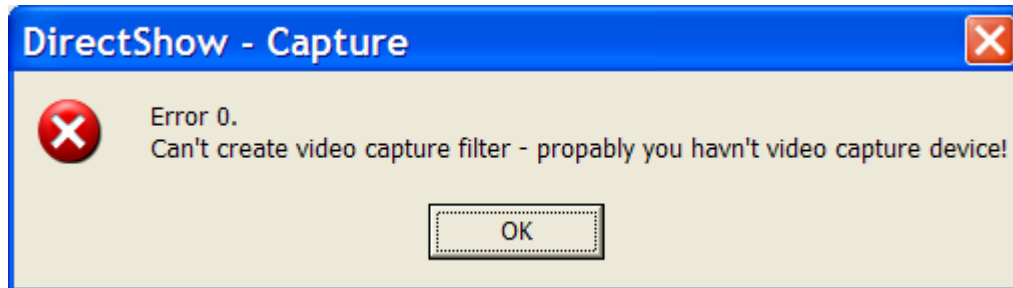# Quick Description Super Jump 2006

Start of application

If this following message appears, the video-capture-card has not been recognized. Press [OK] and choose the right video source in the menue *Options – Camera*

Open project or New project

Choose in menue *File – New* to start a new project. All jumps and data will be saved in this new file. Also a new folder will be created in which all measured jump-pictures will be saved to be able to check and remeasure all jumps. To open an existing file go to *File – Open.*

Input coordinates

Do NOT use the external NUM LOCK UNIT to enter the coordinates. It is only to control the application.

You should now be able to see a live picture from the two cameras. Under *Settings* you can enter the coordinates of the cameras and the buoys. All X-Y-coordinates are positive. Camera B is the closer one to the ramp. Put the colored lines on the correct buoys. If the camera coordinates are unknown, the application can calculate them using three buoys. The angle of the lenses has to be put in(zoom IN or OUT). Both lenses have to b adjusted equally.

When all coordinates are entered press [SAVE]

Check buoys

Under INFO you need to re-check the buoys by placing the lines on the buoys. If the distances are not correct then there must be an error with the coordinates of the cameras or buoys **or** the cameras or buoys were exchanged. Camera B and buoy 2 must always be closer to the ramp than camera A and buoy 6. If buoy 4 exists it must be in between buoy 2 and 6 on both camera-pictures.

Enter new jumper

Under *Starterlist* enter the new name and number for the new jumper. This is necessary to save all the jumps. When finished go back to *Gerneral*.

Measuring

Choose the right jumper (number) and attempt (1, 2 or 3). In the background the live-picture is recording. When pressing [STOP] it will freeze the live-picture and you can go back and forth with the still image using the *arrow*-buttons. Then you put the lines in each picture (split-screen) on the first water contact of the jumper. When pressing [CALCULATE] the distance will be displayed and the jump will be saved.

Operating the application with the external NUM LOCK UNIT

| 1 | bottom line 1 left , holding [CTRL] it will move 10 lines left |
2	No function
3	bottom line 1 right, holding [CTRL] it will move 10 lines right
4	Still frame back
5	Freeze live-picture
6	Still frame forward
7	upper line 1 left, holding [CTRL] it will move 10 lines left
8	No function
9	upper line 1 right, holding [CTRL] it will move 10 lines right
0	Calculate distance
*	Reset camera - back to live-picture
+ -	select skier

After measuring choose the next jump/jumper. Turn camera back on (pressing * on NUM LOCK or [Camera on] button) to start recording the live-picture.

Additional settings

In the menue *Options – Settings* you can choose the type of the display and the serial port. You can also choose the path for all saved files and data. And you put in the OFFSET-FACTOR (2.1 ski and 0 barefoot)
Under *Info* you will find the video-card resolution. You can adjust Contrast, Brightness, Color and Resolution. Best resolution is **352x288 pixel** with 24bit . with the 720x576 pixel resolution it can happen that some pictured will not be saved and are lost. It has no effect on accuracy of the measurement.
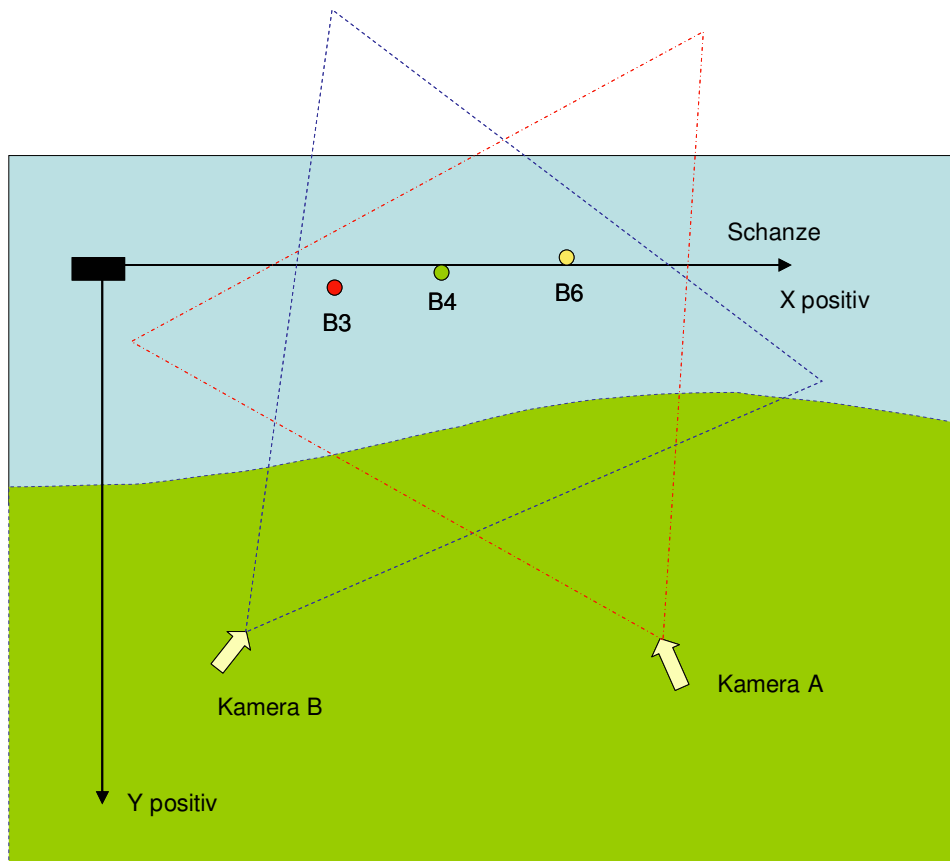
Super Jump 2006
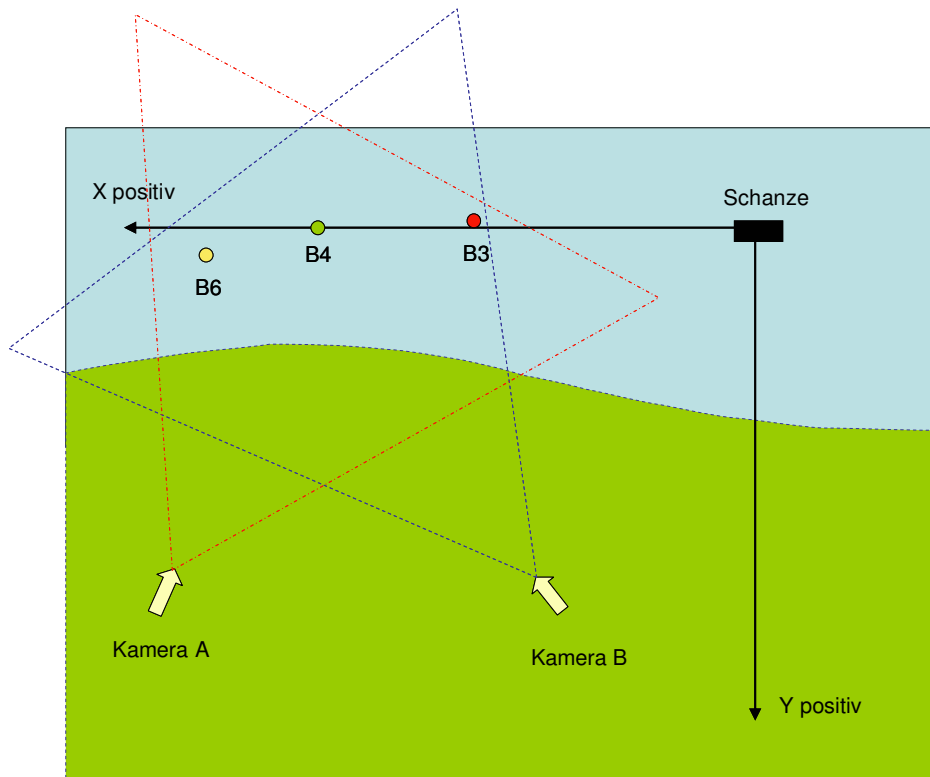
setup 1

ramp right

camera B is closer to ramp than camer A. all x coordinates are generally positive.
the Y-coordinates of the buoys can eventually be negative. Buoy 4 is only used to get camera position . if camera position are known, you will only need buoys 2 and 6. for most accuracy it is best to have buoy 2 and 6 at the edge of the screen.

setup 2

ramp left

camera B is closer to ramp than camer A. all x coordinates are generally positive.
the Y-coordinates of the buoys can eventually be negative. Buoy 4 is only used to get camera position . if camera position are known, you will only need buoys 2 and 6. for most accuracy it is best to have buoy 2 and 6 at the edge of the screen.