1   Meet Mobile for Swimming

MEET MOBILE *for Swimming*

Overview

Meet Mobile 2.5 is a free Apple and Android application designed by **The Active Network** which can be installed on the iPhone, the iPad, the iTouch, and Android phones and Android devices. This application displays meet results and team scores in real time as **MEET MANAGER** receives data from the timer. In addition, psych sheets, team rosters, records and time standards are available before the meet starts. **Heat sheets** can also be available as described in the next section. The upload of heat results from **MEET MANAGER** is performed automatically without user intervention as long as there is an Internet connection. Meet Mobile can display results by event or by swimmer including splits and places. Parents and coaches will be able to follow the meet from any location in the world.

Heat Sheets

Meet Mobile 2.5 has the **option to publish heat sheets** to the **Meet Mobile app** which can generate additional revenue for your program. If a meet host chooses to publish heat sheets, the host will select a price for the full meet program starting at $1.99, and the meet host will get a 40% share of the revenue. Everyone wishing to access a heat sheet designated meet will have to pay the price set by the meet host. Once the meet concludes, all meet information can be accessed for free. If the meet host chooses *not* to publish heat sheets, the psych sheets and the meet program (including real-time results) can be accessed through the Meet Mobile app for free at any time.

2   Meet Manager Heat Sheet Setup

Meet Manager Heat Sheet Setup

From the main menu of MEET MANAGER, click **Set-up / Meet Mobile 2.5 Publishing** to display a window as shown below.

Step 1   At the bottom of the **Settings tab** under **Terms of Use**, click the **View Contract to Agree** button. Type in your name, enter your birth date and click Agree.

Step 2   Click the **Full Meet Data** radio button.

Step 3   Click the **Active.com Set-up** button. This is where you create an account with Active. If you already have an account, the name and address of the account will be displayed under **ACTIVE Works Remittance Information** as seen below and clicking the **Active.com Set-up** button will allow you to edit contact information. If you do not have an account, then you will need to create one. Click here for how to setup and account.

Step 4   Click the **Set mobile program price** combo box and select the price you would like to sell heat sheets for. Price choices range from $1.99 to $29.99 and 40% of the revenue will be shared with the meet host through the ACTIVE Works account. Note that **Non-USA** Active.com accounts are not eligible for revenue sharing. In fact, MM will not allow the creating of an Active.com account that is not a USA address. If a non-USA host selects **Full Meet Data**, the price for access to the meet through Meet Mobile will be $1.99 and there will be no revenue sharing.

Step 5   Click **Confirm** at tbe bottom and the Heat Sheet Setup is complete.

2.1   Active.com Account Setup

Create a New Active.com Account

Before you can publish to **Meet Mobile** with **Full Meet Data** and revenue sharing, you must first create an **Active.com account**. An Active.com account allows you to access Active Network products and services, including viewing Meet Mobile purchases for your meet, with a single username and password. Please note that revenue sharing with Meet Mobile is only available for Active.com accounts with a USA address. After creating the account, you will get a password via email which you can use to log on to your Active.com account at any time.

To create a new active.com account, from the main screen in **MM**, go to **Set-up / Meet Mobile 2.5 Publishing / Settings** and click the Active.com Set-up button to display the window below.

- The **Host Team** name and the **Pay to the order of** name will default to your license name for MM. Change either or both of names to fit your needs.
- Enter the URL for your team website (optional).
- Enter the address where revenue sharing payments are to be mailed. Please note that the host team name, the pay to name, and the host address cannot be changed once this window is saved. To later make changes to your address or financial settings, please contact Active.com at 1-866-941-5123.
- Select a time zone from the pull-down list.

- Enter contact information including the email address.
- Click **Finish** and a **Verification Window** appears for you to **Confirm** or not (see next screen shot below).
- Your Active.com password will be emailed to the address you entered here.

Verification Window

Edit an Active.com Account

From within MM you can edit the contact information, but not the account financial information which

includes the address and pay to. To edit, from the main screen in **MM**, go to **Set-up / Meet Mobile 2.5 Publishing / Settings** and click the Active.com Set-up button to display the window below. When you have completed your changes, click on the Save button.

3   Publish the Meet

Publish General Meet Information

After you have completed your Heat Sheet Setup, the next step is to publish the **General Meet Information**. From the main screen in **MM**, go to **Set-up / Meet Mobile 2.5 Publishing / Publish** and the window below appears based on **Full Meet Program** being selected in the Settings tab.

- The General Meet Information should be published well in advance of the meet and will contain the meet event schedule along with records and time standards. If teams and rosters have been entered, they will also be included.
- Once the entry deadline has passed and entries are completed, the Psych Sheets and the Heat Sheets can be published to the Meet Mobile app.
- Scroll down for a list of steps for publishing the meet before it starts.
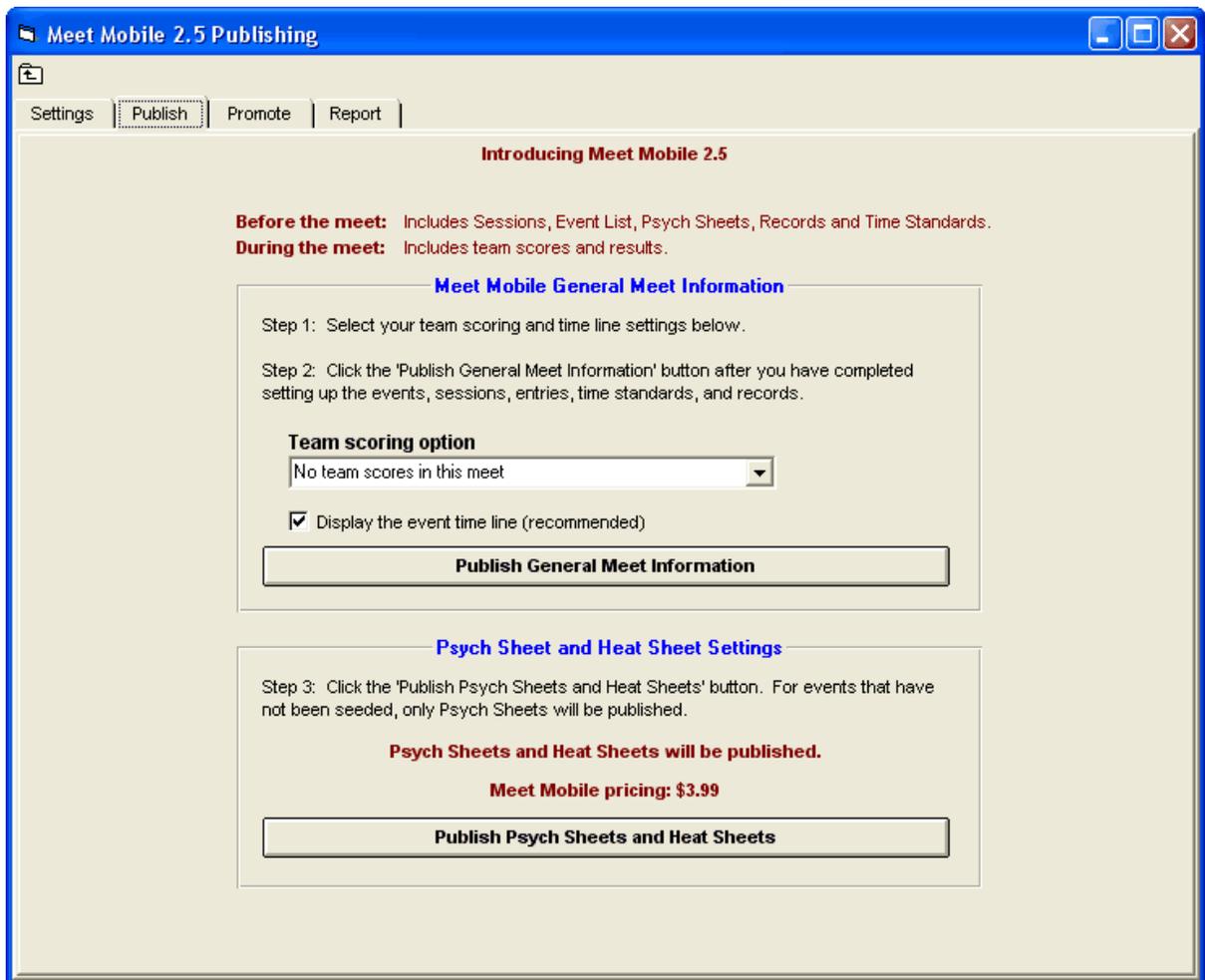
Steps to publish:
Step 1: Select the team scoring option. This tells Meet Manager whether you have team scores or not and if you do, how to handle Combined Team Scores. The choices for team scores are shown below. If you have combined team scores, there are two choices depending on whether both male and female swimmers / relays must score in order to be eligible for the combined team score rankings or not.
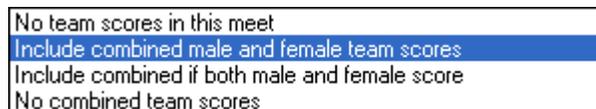
Check the **Display the event time line** box if you want Meet Manager to upload the estimated start times for each event. If your entries are not completed, do not check this box yet. You can "Re-Publish" at a later time when all the entries are in and include the latest estimated event start times.

Step 2: Click the **Publish General Meet Information** button when you have completed the event setup for events, sessions, time standards, and records.

Step 3: Click the **Publish Psych Sheets and Heat Sheets** button after entries are completed. You can "Re-Publish" the sheets at any time to update them with any new entries or seeding. Note that if have not selected heat sheets from the **Settings** tab, the button above will say **Publish Psych Sheets Only** and no heat sheets will be transmitted to Meet Mobile.

Meet Mobile Operation

4   How to Publish Results to Meet Mobile

How to Publish Results to Meet Mobile

From the Run Menu, **Meet Mobile** can be activated as long as the date of operation is on or after the start of the meet and within seven days of the end of the meet. Meet Mobile is automatically activated if today's date falls within the dates of the meet.

When **Meet Mobile** is enabled, results are sent to an Active Network web server which serves the Meet Mobile applications that are running on various Apple and Android devices. As heat results are uploaded, the times are sorted in order in Meet Mobile's Event Results list, but place rankings are not shown until all heats are completed within a round.

Results are uploaded during the following operations, but only if there was a change to a result:
- The current heat is uploaded when changing to another heat using the **Heat buttons**, the **Next Heat button**, the **Previous Heat button**, or **moving to another event**. If entering results for the current heat causes the round to be **Done**, then **moving from the current heat causes all the heats to be re-uploaded along with the overall rankings**.
- Clicking **List**, **Score**, or **Re-Rank** causes every heat result to be uploaded if the round is **Done**. If the round is not Done, only the current heat is uploaded and only if there was a change in the results for the current heat.
- Clicking **Score** or **Re-Score** causes the **team scores** to be uploaded.

The time to upload a heat result is very short and will not slow down your data entry from the Run Menu. However, for events like the 1650 where there is lots of data because of splits, it can take several seconds or so to upload one heat. If this is proving to be too much delay for you, then click **Meet Mobile** at the top of the Run Menu and uncheck the Meet Mobile check box. You can still press **Ctrl-M** at any time and upload the current heat even if the mobile activate check box is unchecked. Re-enable Meet Mobile check box at any time.

Uploading All Results by Session

At any time you can upload an entire session's results from the Run Menu by clicking **Meet Mobile** at the top of the Run Menu. Be sure the Meet Mobile check box is checked and select one or more sessions. Click Upload Session Results and all completed rounds within the session will be uploaded along with both cumulative and subtracted splits. This is especially useful to upload the previous day's results if there was no Internet connection the previous day.
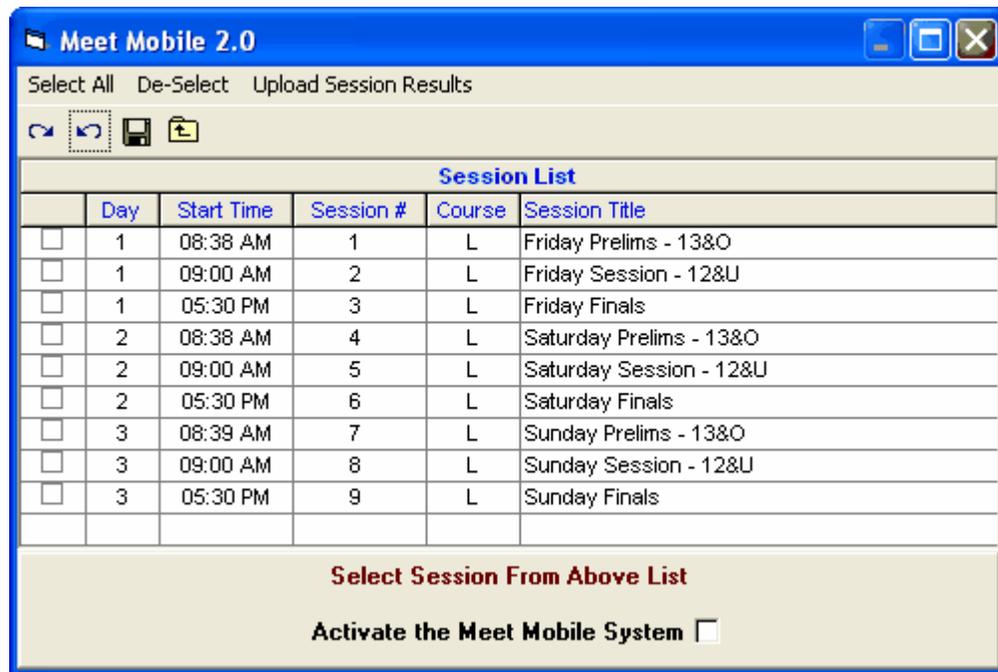
Uploading Heat Sheets for Newly Seeded Events

If your Meet Mobile Settings include Heat Sheets, anytime you seed or reseed an event from the Seeding Menu, the newly seeded events will be uploaded to Meet Mobile when you exit the Seeding Menu. Because you may not want to upload the seeding yet, you will be able to confirm whether you want the newly seeded events transmitted or not.