

Judo Shiai Network Setup Guide

1. What You Need

- A main computer running JudoShiai (controls competition).
- One computer per tatami running JudoTimer.
- Optional screens/laptops for JudoInfo or JudoWeight.
- A network switch with built-in DHCP server or a wireless router (generally come with DHCP server).
- Ethernet cables—one per device joined to the switch. (Not required if using wireless) – Recommended that the server is connected by cable to network or wireless router.
- (Optional) Printer connected to the main JudoShiai computer if you wish to print on site.

2. Network Setup Options

A. Wired Ethernet (preferred for reliability)

- Plug all devices into the switch using Ethernet cables.
 - Ensure all connected devices have their firewalls (Public and Private) turned off. The JudoShiai system uses local network communication (not the internet), and firewalls can block JudoShiai connectivity detailed below:
 - Incoming connections from JudoTimer to JudoShiai (master PC).
 - Connections to the local IP address and port (usually port 8787 or 8088).
- Ensure the switch has a DHCP server—this automatically gives each device an IP address. Or on non-DHCP switch each device can be given a manual IP address, see step 3.
- When each computer powers on, it will receive an IP like 192.168.1.10, 192.168.1.11, etc.

B. Wireless Local Network

- Turn on your wireless router and connect each device to its Wi-Fi network SSID (using a Wireless router).
- If the router has DHCP enabled, it assigns IPs such as 192.168.1.10, 192.168.1.11, etc.

3. Identifying IP Addresses (in JudoShiai)

- Open JudoShiai on the main computer.
- Go to Preferences → Communication → Own IP Addresses.
- Write down the IP shown there—this is the master address other computers connect to.

If DHCP is not available: For simplicity, you can assign fixed IPs manually:

Device	Suggested IP	Subnet Mask
Main JudoShiai PC	192.168.1.3	255.255.255.0
Tatami 1 JudoTimer	192.168.1.11	255.255.255.0
Tatami 2 JudoTimer	192.168.1.12	— same —
JudoInfo device	192.168.1.21	— same —
JudoWeight device	192.168.1.31	— same —

- To set manually, go in Windows to Network settings → IPv4 → Use this IP address.
- Use the same subnet mask (usually 255.255.255.0).
- Use the router IP as gateway if needed (e.g. 192.168.1.1).

4. Starting JudoShiai & JudoTimer

- Start JudoShiai on the main computer.
- On each tatami computer, start JudoTimer.
- In JudoTimer configuration, set it to connect to master IP, using the IP you noted earlier (e.g. 192.168.1.3).
- JudoShiai will automatically send match details to each JudoTimer, and each JudoTimer will send back fight results.

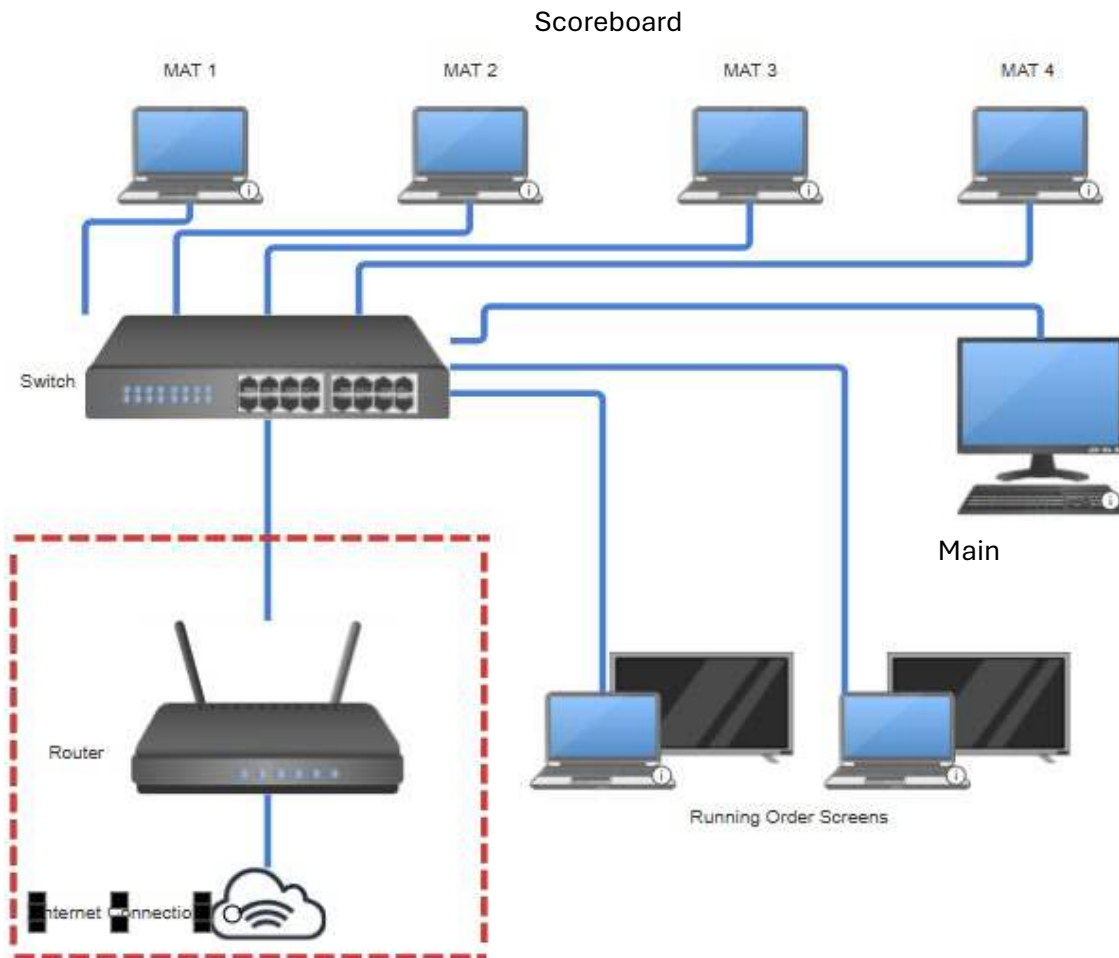
Start JudoInfo or JudoWeight if needed—they also contact the same master IP.

5. Troubleshooting Tips

- Timer does not connect?
 - Check IP settings: does the device IP and JudoShiai IP look similar (same first three sets of numbers)?
 - Are devices in the same network (wired same switch or same Wi-Fi)?
- JudoShiai doesn't appear in Preferences?
 - Try rebooting the PC or reinstalling network drivers.
 - On Linux, check firewall rules. You may need to flush iptables using *sudo iptables -F* or stop firewall completely.
- IP conflict (two devices same IP)?
 - Disconnect one device and reboot it so it gets a new IP.
 - Or assign a unique fixed IP (like 192.168.1.11, etc.).
- Wrong subnet?
 - Confirm subnet mask is 255.255.255.0 on all devices.
 - All device first three octets (e.g. 192.168.1.x) should match.

6. Quick Summary Checklist

- Plug devices into the switch using ethernet cables or connect via local private Wi-Fi.
- Let DHCP assign IPs, or set fixed IPs manually.
- On main PC, open JudoShiai → check Preferences → Own IP.
- Start JudoTimer on each tatami—configure to use the master IP.
- Start JudoInfo / JudoWeight if needed configure to use the master IP.
- Run competition: JudoShiai sends next-match info, JudoTimer returns results.
- If connection fails: verify IP/subnet, network cables, firewall settings.



Example products to use:

Switch

- TP-Link-SG108S (No DHCP) ([LINK amazon](#)) 8-port – good size for up to 8 connections (1x main computer, 5x mat laptops, 2x running order)
- TP-Link TL-SG116 (No DHCP) ([LINK amazon](#)) 16-port – good size for 16 connections (1x main computer, 8 mat laptops, 7x additional ie running orders, livestream...)

Wireless Router

- TP-Link Archer AXE75 (6GHz) ([LINK amazon](#)) – works on 6GHz which is less likely to have issues with venue wifi and mobile phones. Will require set up and may require boosters if working over a large sports hall.
- TP-Link RE700X ([LINK amazon](#)) – range booster compatible with TP-Link Archer.
- TP-Link Deco (5GHz mesh wifi) ([LINK amazon](#)) – 6500ft2 coverage. Will require set up.

Ethernet Cables

- Cat 6, with RJ45 connector ends, with shielding. ([LINK amazon](#)). You will need a range of lengths depending on the size of your sports hall (nearby mats 15-25m, far mats 30-50m)
- Coupler to connect ethernet cables ([LINK amazon](#)), not usable beyond 100m. If longer than 100m an additional switch should be installed between cables.