# Westhold Corporation

# Westhold Race Manager User Manual

Version 1.39.1.66

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# **Table of Contents**

1. Intro	oduction	
1.1 Ge	eneral Information	6
1.2 Re	equirements	6
1.3 Ins	stallation	6
1.1 0.		» د
1.4 Qi	JICK Start	6
2. Ove	rall Description	7
2.1 Se	tup Tab	7
2.1.1	System Status/Control	
2.1.1.1	Demo Mode On	8
2.1.2	Set Min Lap Time	9
2.1.3	Set Min Hits (Squelch)	9
2.1.4	Set Min Power	10
2.1.5	Set Backup Transponder Interval	10
2.1.6	Caution Handling	10
2.1.6	.1 Finish Lap on Caution (Only for Scored Caution)	10
2.1.6	.2 Freeze Place Display on Race to Yellow	11
2.1.6	.3 Auto Delete Partial Laps on Caution	11
2.1.6	.4 Use Race Results for Lineup	11
2.1.6	.5 Update Scoreboard on Scored Caution	11
2.1.6	.6 Show Laptime and Speed on Caution	11
2.1.7	Count First Crossing at Start	11
2.1.8	Count First Crossing on Return to Green	13
2.1.9	Score Red Flag Laps	13
2.1.10	Auto Delete Partial Laps for Red Flag	13
2.1.11	Auto Finish	13
2.1.12	Last Lap and 2 To Go Indicators	13
2.1.13	Scoreboard Control	14
2.1.1	3.1 Set Comm Port	14
2.1.1	3.2 Total Positions	14
2.1.1	3.3 Scoreboard Type	14
2.1.1	3.4 Enable Scoreboard Output	15
2.1.1	3.5 Leading Zeros	15
2.1.14	Computer IP Addresses	15
2.1.15	RMViewer	15
2.1.1	5.1 Set TCP/IP Port	15
2.1.1	5.2 Enable Server	15
2.1.16	RMonitor	15
2.1.1	6.1 Set TCP/IP Port	16
2.1.1	6.2 Enable Network	16
2.1.1	6.3 Set Comm Port	16
2.1.1	6.4 Enable Serial	16
2.1.1	6.5 Use Unique ID for Registration Field	16
2.1.1	6.6 Output Non-standard Messages	17
2.1.1	6.7 Digits of Precision	17
2.1.17	Sound On	17
2.1.18	Count Up Timer	17
2.1.19	Organization Name	17

2.1.20	Default Track Length	17
2.1.21	Web Data	17
2.1.21	I.1 Set Data Path	18
2.1.21	I.2 Enable Live Web Data	19
2.1.21	I.3 Include Times	19
2.1.21	I.4 Digits of Precision for Times	19
2.1.22	FTP	19
2.1.22	2.1 Enable FTP	19
2.1.22	2.2 FTP Settings	19
2.2 As	sign Tab	21
2.2.1	Assignment Template List	22
2.2.2	Add New	22
2.2.3	Delete	23
2.2.4	Delete Multiple	23
2.2.5	Auto Refresh	23
2.2.6	On Track Assign	23
2.2.7	Number of Laps	24
2.2.8	Track Length	25
2.2.9	Breakout (Seconds)	25
2.2.10	Race Duration (Minutes)	26
2.2.11	Print Line-Up	26
2.2.12	Use Qualify	26
2.3 Tin	ning Tab	27
2.3.1	Lap Display Box	28
2.3.2	Down Checkbox	28
2.3.3	RMon – Practice	28
2.3.4	Qualify/Place View Button	28
2.3.5	Scoreboard Button	29
2.3.6	Elapsed Total	29
2.3.7	Elapsed Green	29
2.3.8	Time Remaining	29
2.3.9	Hide Crossings	29
2.3.10	Refresh Network	31
2.3.11	Scroll Lock	31
2.3.12	Session Name	31
2.3.13	ID Check	31
2.3.14	Place/Qualify Window	31
2.3.14	4.1 Notes	32
2.3.14	1.2 Assign	32
2.3.14	1.3 Double Click	33
2.3.15	Crossing Window	33
2.3.16	Unassigned Transponder	35
2.3.17	Continue Button	35
2.3.18	Pre-Start Button	35
2.3.19	Start Button	36
2.3.20	Caution Button (F3) - Non-Scoring Cautions	36
2.3.21	Caution-Score Button	38
2.3.22	Red Flag Button	38
2.3.23	Lineup Screen	38
2.3.24	Finish Button	
2.3.25	Stop Button	40

2	.3.26 Cr	ossing Window Pop-Up Menu (Used to change crossing status)	40
	2.3.26.1	Changing Crossing Type	40
	2.3.26.2	Insert Manual Crossing	43
	2.3.26.3	Delete Crossing	45
	2.3.26.4	Insert Lap	45
	2.3.26.5	Delete Lap	46
2	.3.27 Re	sults Tab	47
2	.3.28 Pri	int Buttons	48
	2.3.28.1	Print Dialog	49
	2.3.28.2	Print Notes	50
	2.3.28.3	Print Image	50
	2.3.28.4	Lap Chart Format	50
	2.3.28.5	Race Order Format	51
2	.3.29 M	enu Items	51
	2.3.29.1	File->Open Results Menu Item	52
	2.3.29.2	File->Merge Results Menu Item	52
	2.3.29.3	File->Close Menu Item	52
	2.3.29.4	File->Save Results Menu Item	52
	2.3.29.5	File->Save Results As Menu Item	52
	2.3.29.6	File->Recover	52
	2.3.29.7	Upload Menu Items	52
	2.3.29.8	File->Exit Menu Item	56
	2.3.29.9	Options->Font Menu Item	56
	2.3.29.10	Export Menu Item	57
	2.3.29.11	Help Menu Item	57
З.	Tutorial	s	58
3.1	Split So	core Guide	58

# **User Manual**

# 1. Introduction

# 1.1 General Information

The Westhold Race Manager Software is used to control the **Westhold Race Management System** electronic race timing system.

### 1.2 Requirements

To install and use Westhold Race Manager, you must have the following:

IBM PC or compatible with 256MB of free memory or more and at least 50MB of free hard drive space on your computer.

Microsoft Windows 95/98/ME/XP, Windows NT 4.0, Windows 2000, Windows XP Pro, Windows XP Home, Windows Vista, Windows 7, Windows 8/8.1, Windows 10 and Windows 11. It is recommended that you have the latest service pack for each operating system.

### 1.3 Installation

Run the setup program. This will start the installation program. Follow the instructions for installation. A Windows Desktop icon will be created. The default installation folder is C:\RaceManager.

# 1.4 Quick Start

Before starting the software, verify the hardware has been configured properly. Be sure all the cables are connected and secure. Make sure the PC is connected to the IDU or the IDEC decoder via an RS232 serial cable or CAT5 network cable.

Power on the IDU or IDEC. A green power indicator on the front of the unit will light up.

Start the Race Manager program by double-clicking on the Desktop icon or selecting the program from the <START>/<PROGRAMS>/RaceManager location.

When the software is started for the first time some warning messages may appear about the setup of com ports and the RMS. This is normal. Click on the 'OK' buttons for the warning messages.



# 2. Overall Description

The program is segmented into several logical sections. These are shown by tabs at the bottom of the program window. The three sections are **Setup**, **Assign and Timing**. The tabs are set up from left to right to show the typical flow of operation by the user.

# 2.1 Setup Tab

The setup page includes several parameters used to set up the software to communicate with the RMS and scoreboard.

### 2.1.1 System Status/Control

The System Status/Control box is in the upper left corner. It allows you to select the type of system you are using and shows the status of the system. The Status box will be initiated with the words 'Not Found' and the background will be red. If the RMS components are found the box will display the appropriate data and the background color will be green. Typically, the first time the system is started the software will not discover the components. Some setup must first occur. Follow the procedure below to initialize the system.

1. Select the Decoder type – IDEC (1 box system) or IDU (2 box system).



2. If you are using an IDEC select whether you want to use TCP/IP (network) or not. If you are not using IDEC skip to step 3. Depending on whether the TCP/IP checkbox is checked you will see the button below change to either Set Comm Port or Set TCP/IP.

Note: Do not select MAC Enabled unless your IDEC supports this method. MAC enabled units are used for multi-IDEC setups.

**3**. Click on **Set Comm Port** in the System Status/Control box. A list box will appear with the operational com ports. Or in TCP/IP mode click the **Auto Discover** button to try to auto discover the IDEC. Or you may manually enter the IP address by clicking the **Set TCP/IP** button and a window will pop up to allow the entry of the IP address and port number. The port number for the IDEC is **10001**. The default IDEC address is 192.168.1.49.

**NOTE:** If your router assigns addresses to your computer, you will not be able to connect to the IDEC unless the first 3 numbers of your computer IP address match the first 3 numbers of the IDEC address (e.g. 192.168.1.xxx). **Auto Discover** will not work unless the first 3 numbers match. You must either change the router such that it assigns addresses in the same range 192.168.1.XXX or you must manually change the IP address of the computer to a static IP address.

**NOTE:** It is also possible to connect your computer directly to the IDEC. The same rule applies, and the first 3 numbers of the IP address must match.

Once these numbers are matched it is possible to reconfigure the IDEC to use a dynamically assigned address or use a different manually assigned address. Use a web browser and type in the default address of the IDEC. Enter the appropriate login credentials. For most IDECs the default username and password are below.

Username: admin (all lowercase)

Password: PASS (call caps)

Follow the instructions in the IDEC manual for details.

**4**. Click the 'OK' button. Race Manager will attempt to discover and communicate with the RMS components. When it successfully finds the components, the indicators will light green and display the appropriate data. For IDU systems the windows will display the IDU serial number as well as the decoder serial numbers. In IDEC mode the current time and day will appear. The other 2 boxes will show firmware version numbers.

### 2.1.1.1 Demo Mode On

When this checkbox is checked the software is placed in a demo mode. This is useful for learning about the system without having all the hardware equipment connected. In this mode it is also possible to output scoreboard data and test the scoreboard feed.

In Demo mode the software will output transponder numbers from 1001 to 1010 in random order when the race view is active. The race information will continue until the **Finish** button is pressed. If the qualify view is active the numbers 1001-1005 will be shown with each of the transponders' numbers making 4 crossings. Note that the lap times are not realistic numbers. They are simply used to demonstrate some of the software features and exercise the scoreboard output.

**Note:** System Status/Control status bars will turn yellow with DEMO MODE displayed. It is recommended that the **Min Lap Time** is set to 0 sec, **Min Hits** is set to 0 hits and **Min Power** is set to 0 dB in demo mode.

R	Race Manager	
<u>F</u> ile	Options Export Help	
	System Status/Control	
	IDEC Status: Demo Mode	
	Version1: Demo Mode	
	Version2: Demo Mode	
	П ТСР/ІР	
	Set Comm Port 0	

# 2.1.2 Set Min Lap Time

This is used to set the minimum acceptable lap time. It is used to prevent unwanted detections such as when a racer spins out over the antenna and crosses it multiple times or when a transponder is accidentally brought near the antenna or some other point where it can be detected by the Decoder.

To set the minimum lap time click on the **Set Min Lap Time** button and enter the number of seconds in the window that pops up. Click **OK** when finished or **Cancel** to abort the operation.

Note: The crossing on the crossing screen will be Gray in color.

Enter Minimum Lap Time								
10	`aaanda	ОК						
<u> </u> 10	seconas	Cancel						

# 2.1.3 Set Min Hits (Squelch)

Use this to set the minimum acceptable hits to prevent unwanted crossings from appearing and scoring an unwanted lap. Unwanted crossings can appear when the system is especially sensitive or when someone walks near the detection area with a transponder.

A **hit** is a transmission from a transponder with the transponder's identification code. Each transponder transmits a certain number of times per second (e.g., 1000 times per second). When the transponder goes by the detection loop the timing system will receive transmissions. The faster the transponder travels by the detection loop, the fewer hits are received.

Enter Min Hits Accepted (Squelch)							
7	Hits	ОК					
Beware: any cros below this value w discarded. They w out.	sings with hits vill be permanently will not be grayed	Cancel					

Note: The crossings which do not meet this minimum will be discarded and not show up on the screen. Be careful not to set this number so high that legitimate crossings are filtered.

#### 2.1.4 Set Min Power

This is used to set the minimum acceptable detection power level. It is used to prevent unwanted detections from stray transponders on the edge of the detection range.

To set the minimum power click on the **Set Min Power** button and enter the number of dB in the window that pops up. Click **OK** when finished or **Cancel** to abort the operation. A typical threshold number is about 19-20 dB. Some experimentation may be necessary to pick a suitable value.

Note: Leave the setting at 0 or blank if you do not want to use the filter.

Enter Minimum Po	wer (dB)		×
20	dB	OK	
120	uD	Cancel	

# 2.1.5 Set Backup Transponder Interval

This is only used if you are using two transponders per racer. To use this feature, a backup transponder number must be assigned on the **Assign** page (Section 2.2). When both the primary and backup transponders are detected within this interval of time, they will be considered a single crossing.

Enter Backup Transpo	onder Time Int	erval 🗵
0	Seconds	ОК
1		Cancel

If the primary transponder is not detected either due to malfunction or has fallen off the vehicle, the backup transponder will be used. However, Race Manager will always display the primary transponder number.

### 2.1.6 Caution Handling

This group of controls is used to set parameters for how caution conditions will be handled.



# 2.1.6.1 Finish Lap on Caution (Only for Scored Caution)

This feature is used to handle split scoring situations. If the box is checked, the competitors will be scored only once when they cross the start/finish after the **Caution-Score** (F4) button on the timing screen is pressed. If not checked, all scored caution laps will be counted when computing the position of the competitors.

This is also used in situations when competitors race to the yellow.

Note: Read tutorial section for information on split caution scoring.



# 2.1.6.2 Freeze Place Display on Race to Yellow

If this checkbox is checked in addition to the **Finish Lap on Caution (Only for Scored Cautions)** checkbox the Place screen on the Timing page will freeze the running order in place. Otherwise, it will update the screen as racers pass the start/finish line.

### 2.1.6.3 Auto Delete Partial Laps on Caution

If this box is checked, partial laps will be marked as caution when the non-scoring **Caution** button on the timing screen is pressed. For instance, if there are 10 competitors on the track and two vehicles cross the start/finish line before the caution flag is thrown, the crossings by the first two vehicles will be automatically marked as caution.



# 2.1.6.4 Use Race Results for Lineup

If this box is checked the caution lineup will arrange competitors based on their last race position. If the box is unchecked, the lineup is created based on the order the racers crossed the start/finish.

Note: Use this if you want to put lapped vehicles behind vehicles on the lead lap.

### 2.1.6.5 Update Scoreboard on Scored Caution

If this box is checked the scoreboard will continue to receive updates during a scored caution.

### 2.1.6.6 Show Laptime and Speed on Caution

If this box is checked the laptimes and speed will be shown for caution laps.

### 2.1.7 Count First Crossing at Start

If this box is checked the first crossing will be counted as a lap. This is often used when the start line is different than the finish/scoring line such as in motocross racing. If the box is not checked, the first crossing will not be counted, but the second crossing will be counted as the completion of the first lap.

e Options Export Help										<b>is</b> counted								
ap:	Γ	2	T_ D	own	□ R	Mon - Practice	Qualify V	iew 9	coreboard	Elapseo	1 otar 0:08	- [	napsez cin	een 8	Time F	Remainin; 	g Hide Cros	sings Filtered
			DE	мо	R/	ACE			ID Check	,							Hide I	eleted
lace	No.	Name	Trns ID	Laps	Lag	Scored Time	Total Time	Adjust		Index	No	Name	Tros ID	Lan	Lantime	Sneed	Hits/Power Mis	c
	7X	G S	1007	2	0	05.240	06.878	0		1-1	9	1 Ni	1009	1			100/50.0	-
	8	I Eight	1008	2	-0	05.240	06.998	0		2	10	K Ten	1010	1			100/50.0	
	9	J Nine	1009	2	-0	07.118	07.118	0		3	1	A One	1001	1			100/50.0	
	10	K Ten	1010	2	-0	06.440	07.238	0		4	2	B Two	1002	1			100/50.0	
	1	A One	1001	2	-0	06.440	07.358	0		5	03	ст	1003	1	1000	2228	100/50.0	_
	2	BTwo	1002	2	-0	06.440	07.478	0		6	40	D Four	1004	1			100/50.0	
	03	CT	1003	2	-0	06.448	07.606	0		7	55	E Five	1005	1			100/50.0	
	40	D Four	1004	2	-0	06.448	07.726	0		8	6	F Six	1006	1			100/50.0	
_	55	EFive	1005	2	-0	06.448	07.846	0		9	7X	G S	1007	1			100/50.0	
	6	FSIX	1006	2	-0	06.448	07.966	0		10	8	I Eight	1008	1			100/50.0	
										11-L	7X	G 5	1007	2	05.240	0.000	100/50.0	
										12	8	I Eight	1008	2	05.240	0.000	100/50.0	
										13	9	J Nine	1009	2	07.118	0.000	100/50.0	
										14	10	K Ten	1010	2	06.440	0.000	100/50.0	
										15	1	A One	1001	2	06.440	0.000	100/50.0	
										16	2	B Two	1002	2	06.440	0.000	100/50.0	
										17	03	СТ	1003	2	06.448	0.000	100/50.0	
										18	40	D Four	1004	2	06.448	0.000	100/50.0	
										19	55	E Five	1005	2	06.448	0.000	100/50.0	
										20	6	F Six	1006	2	06.448	0.000	100/50.0	
										1		_						
										All	Singl	e Resu	ults					
	CON.		s a	PRE- TART I	(F1)		r (F2)		ION	AUTION CORE (F	4)	В	ED FLAG (F5)	~		H (F6)	STOP STOP (F7	
																		_
p	Assig	in Timii	ng															

Count First Crossing at Start is checked

.ap:		1		own	E BN	Mon - Practice	Qualify Vi	iew	Scoreboard	- EIL,	0:09	- r	0.00:0	9	Time F	temaining	Hide Cro	ossings – e Filtered
			DE	MO	RA	ACE			ID Check					1				e Deleteo
Place	No.	Name	Trns ID	Laps	Lag	Scored Time	Total Time	Adjust		Index	No.	Name	Trns ID	Lap	Laptime	Speed	Hits/Power M	Misc
1	8	I Eight	1008	1	0	05.120	06.843	0		1-L	9	J Ni	1009				100/50.0	
2	9	J Nine	1009	1	-0	06.963	06.963	0		2	10	K Ten	1010				100/50.0	
	10	K Ten	1010	1	-0	06.320	07.083	0	- 11	3	1	A One	1001				100/50.0	
	1	A One	1001	1	-0	06.320	07.203	0		4	2	B Two	1002				100/50.0	
5	2	BTwo	1002	1	-0	06.320	07.323	0	- III	5	03	ст	1003			12220	100/50.0	
\$	03	ст	1003	1	-0	06.320	07.443	0	- III	6	40	D Four	1004				100/50.0	
/	40	D Four	1004	1	-0	06.320	07.563	0	- III	7	55	E Five	1005				100/50.0	
3	55	EFive	1005	1	-0	06.320	07.683	0	- 11	8	6	F Six	1006				100/50.0	
•	6	F Six	1006	1	-0	06.320	07.803	0		9	7X	G S	1007				100/50.0	
10	7X	G S	1007	1	-0	06.320	07.923	0		10	8	I Eight	1008				100/50.0	
										11-L	8	I Ei	1008	1	05.120	0.000	100/50.0	
										12	9	J Nine	1009	1	06.963	0.000	100/50.0	
										13	10	K Ten	1010	1	06.320	0.000	100/50.0	
										14	1	A One	1001	1	06.320	0.000	100/50.0	
										15	2	B Two	1002	1	06.320	0.000	100/50.0	
										16	03	ст	1003	1	06.320	0.000	100/50.0	
										17	40	D Four	1004	1	06.320	0.000	100/50.0	
										18	55	E Five	1005	1	06.320	0.000	100/50.0	
										19	6	F Six	1006	1	06.320	0.000	100/50.0	
										20	7X	G S	1007	1	06.320	0.000	100/50.0	
											<u> </u>							
										-	1							
										AI	Single	Resu	lts					
					10								_					

Count First Crossing at Start is unchecked

### 2.1.8 Count First Crossing on Return to Green

If this box is checked, the very first crossing after returning to green from either a caution or restart, will be counted. In this case the start (green flag) button is pressed after all the vehicles have gone by the start/finish and the flag person has thrown the green flag.

If this box is not checked the very first crossing is not scored after returning to green condition. In this case the start (green flag) button is pressed as the flag person throws the green flag before the vehicles have crossed the start/finish.

### 2.1.9 Score Red Flag Laps

When checked, laps will be counted when the Red flag button is pressed.

### 2.1.10 Auto Delete Partial Laps for Red Flag

If this box is checked when partial laps will be marked as red when pressing the **Red Flag** button on the timing screen. For instance, if there are 10 competitors on the track and two vehicles cross the start/finish line before the red flag is thrown, the crossings by the first two vehicles will be automatically marked as red.

### 2.1.11 Auto Finish

If this box is checked the software will automatically activate the **Finish Flag** button when the specified number of laps is reached. The number of laps for a race is specified for each assignment on the **Assign Tab**. See section 2.2.5.

### 2.1.12 Last Lap and 2 To Go Indicators

If the Last Lap checkbox is checked, the software will show the last lap indicator when the lap count is 1 lap from the total number of laps specified. If the 2 to Go checkbox is checked the 2 To Go indicator when the lap count is 2 laps from the total number of laps specified. The number of laps for a race is specified for each assignment on the **Assign Tab.** See section 2.2.5.





# 2.1.13 Scoreboard Control

This section has the controls to set up the scoreboard. To use the scoreboard to display data you must first properly connect the computer to the scoreboard controller. The PC must have a second available RS232 serial port or a USB to serial adapter to use the scoreboard. Be sure to have the PC and scoreboard controller connected before enabling the scoreboard output.

- Scoreboard Control	- Scoreboard Control
Total Positions	Total Positions
Set Comm Port 0 5	Set Comm Port 0 5
Westhold Pylon	Daktronics Scoreboard
Enable Scoreboard Output	Enable Scoreboard Output
Leading Zeros	
	L

Note: Options available will depend on the scoreboard type.

### 2.1.13.1 Set Comm Port

This is used to select the port that will output data to the scoreboard.

Click on the Set Comm Port button. A window with a list of ports will appear.

Select the appropriate port and click OK.

Select Port	×
Com 1 Com 2	OK
Com 4 Com 5	Cancel

### 2.1.13.2 Total Positions

This control is used to set the number of positions on the scoreboard. Be sure to select the proper number for the scoreboard being used. This limits the amount of data sent from the software to the scoreboard. If the software is set for more positions than the scoreboard supports both the software and scoreboard must process extra data. Some scoreboards may also exhibit unpredictable behavior. To set the number of positions use the up and down arrow buttons next to the control to increment or decrement the number.

### 2.1.13.3 Scoreboard Type

Use the scoreboard type list box to select the type of scoreboard that will be used.

Daktronics: This is for Daktronics scoreboards operating with the All Sport 5000 series controllers. In order to use this option, there are certain settings that must be selected for the All-Sport controller. First the console must be placed in proper configuration by using the code corresponding to transponder usage (normally 0333) and the proper scoreboard. Second, place the console in race mode (not qualify). Race Manager handles whether to display racers in race order or qualify order. Use the All Sport 'Display Time' or 'Display Laps' button to display either Times or Laps on the scoreboard.

Generic: This is for scoreboards that are programmed to work with the generic scoreboard protocol provided by Race Manager. Both All American scoreboards from Everbrite as well as TSI Timers scoreboards can be configured for operation with Race Manager. Note that a separate hardware or software update may be necessary from the scoreboard manufacturer. Please contact the manufacturer for additional information.

Race America: Note that many Race America boards will work better using the RMonitor feed described in section 2.1.16.

Westhold: Use this for Westhold horizontal scoreboards.

Westhold-Pylon: Use this for Westhold vertical scoreboards.

Westhold Time Attack: Use this for Westhold Time Attack scoreboards.

# 2.1.13.4 Enable Scoreboard Output

Check this checkbox to enable the data feed to the scoreboard.

#### 2.1.13.5 Leading Zeros

Westhold scoreboards that display laps can be configured to display leading zeros.

#### 2.1.14 Computer IP Addresses

Lists all network interfaces available on the computer and can be helpful for determining if it is possible to connect to the IDEC decoder on one of the interfaces or if a modification is necessary to one of the interfaces in order to connect to the IDEC.

10.147.17.109 172.22.144.69 192.168.1.246	Computer IP Addresses

#### 2.1.15 RMViewer

This feature is used in conjunction with the **Westhold RMViewer**, a software application used by announcers and other personnel monitoring the race from a networked computer.

-R	MViewer-	
	Set TCP/IP Port	6000
ļ	Enable Server	TCP/IP Port:

#### 2.1.15.1 Set TCP/IP Port

This is used to set the IP port that the information service will broadcast over. The default is 6000.

#### 2.1.15.2 Enable Server

To enable the RMViewer broadcast this checkbox must be selected. If this is not enabled the RMViewer software will be unable to connect to the service and obtain race information.

#### 2.1.16 RMonitor

This section contains the controls for outputting an RMonitor protocol stream. This stream is used by many applications and hardware, including some scoreboards.

**NOTE:** Some scoreboards will use the RMonitor feed. In these cases, do not enable the **Scoreboard Control** section.

- RMonitor	
Set TCP/IP Port	50000
	Enable Network
Set Comm Port	0
	Enable Serial
🔽 Use Unique ID for F	legistration Field
📃 Output Non-Standar	d Messages
3 <b>v</b> Digits of	Precision for Times

# 2.1.16.1 Set TCP/IP Port

This is used to set the IP port that the RMonitor information will be broadcast over. The same port number must be set for programs that receive the RMonitor data stream.

# 2.1.16.2 Enable Network

To enable the RMonitor information broadcast server this checkbox must be selected. If this is not enabled devices expecting a data stream will be unable to connect to the service and obtain race information.

# 2.1.16.3 Set Comm Port

This is used to select the serial port to output the RMonitor data over.

Click on the Set Comm Port button. A window with a list of ports will appear.

Select the appropriate port and click OK.



# 2.1.16.4 Enable Serial

To enable the serial port to send RMonitor data this checkbox must be selected. If this is not enabled devices expecting a data stream will be unable to obtain the data feed.

### 2.1.16.5 Use Unique ID for Registration Field

If checked the RMonitor feed will use the transponder ID in the Registration field. This is checked by default. It allows racers with the same number to be used in the same sessions. For example, there can be two cars with 5X. If this is not it will be impossible to distinguish which car is which.

**Note:** Some devices and software use non-standard implementations of the RMonitor data feed and may not properly handle unique IDs. If the device or software displays transponder digits instead of racer numbers, uncheck this checkbox.

#### 2.1.16.6 Output Non-standard Messages

If checked the RMonitor feed will output some non-standard RMonitor messages. Messages include 'P-Start' and 'Stop' in the \$F field.

#### 2.1.16.7 Digits of Precision

Use this to specify the digits of precision for time output (e.g. lap time, total time).

Note: Not all devices or software will accept 4-digit precision.

# 2.1.17 Sound On

Check this box to enable the PC to output a beep each time a crossing is detected during a race. This is a useful feature to help determine if a transponder was detected.

#### 2.1.18 Count Up Timer

Check this box to enable the scoreboard output to show lap time counting up. This is only shown for lap 1.

#### 2.1.19 Organization Name

Enter your organization name (e.g. Westhold Raceway) that will be placed on printouts, the RMonitor data output and exported data.

# 2.1.20 Default Track Length

Click on the **Default Track Length** button to bring up a window that allows the entry of the default track length. This is used to set the default track length when creating a new transponder assignment template.

Track Length		×
0.000	Miles	ОК
, Use Metric Units		Cancel

Click on the Use Metric Units checkbox to change the type of units to use for the speed calculation.

NOTE: You must set this to a non-zero number to see the average lap speed displayed on the timing screen.

# 2.1.21 Web Data

This section describes how it is possible to generate data for live internet feeds to the World Wide Web or for a local in-the-pits data feed that racers or fans may view. Many Microsoft based computers have a web server built in. It is possible to configure a computer to feed race data information which can be broadcast over a wired or wireless network to racers or fans. Data can then be viewed with a web browser on a computer, mobile phone or other devices.

The server computer can be the same one running Race Manager, or it can be a different computer on the local network. It can also be a remote server.

When Race Manager is timing a race and the web data section is enabled, Race Manager will output a file

called 'racedata.xml' file every 1 second. This file has information about the race including the race order and lap time information. This file can be used with the additional data files Race Manager generates as described below or can be parsed and used in a custom setting.

Race Manager also has a file transfer protocol (FTP) feature which allows for the upload of the racedata.xml data to a webserver without the need for an external program to transfer the data.



Computers on Internet

### 2.1.21.1 Set Data Path

Click on the folder icon to set the directory where you would like the race data file to be output. If Race Manager determines the folder does not have the default web pages, and associated files needed to display inthe-pits information it will ask if it should create those files. The files include HTML, PHP and Java Script files. You must have your web server configured properly to serve this data.

It is not necessary to have these files if your IT person will not be using them. Instead your IT person can use the 'racedata.xml' file and create custom web pages and data feeds.

Web Data	
Set Data Path	
C:\www\webroot	
Enable Live Web Data	
Include Times	
Digits of Precision for Times 3	•

# 2.1.21.2 Enable Live Web Data

Check this box to enable the output of the 'racedata.xml' data file to the specified directory.

# 2.1.21.3 Include Times

Check this box to include lap times in the racedata.xml file.

# 2.1.21.4 Digits of Precision for Times

You may select the total digits of precision times for the racedata.xml file. Default is 3 digits.

# 2.1.22 FTP

Race Manager has a built-in FTP function for uploading the information in the racedata.xml file described in the previous section directly to a server rather than producing the racedata.xml file described in the previous section.

## 2.1.22.1 Enable FTP

Check this box to enable the FTP data connection. You must first set up the FTP parameters described in the next section.



# 2.1.22.2 FTP Settings

Click the **FTP Settings** button to bring up the window where FTP information can be entered.

FTP XML Upload		×
Server Name:	westholdtiming.com	
Server IP Address:		
User Name:	TimingDemo	
Password	******	
Connect to Server	Select Server Folder Below	
Current FTP Path:	/Live/Demo	
Update Interva	al (seconds): 1	
	OK Cancel	

**Note:** You only need to enter either the Server Name or the Server IP Address. It is not necessary to enter both pieces of information. Once that information and the Username and Password are entered click the **Connect to Server** button. Once this is done the FTP path location may be selected.

The Update Interval field specifies how often the data will be sent to the server.

Click the **OK** button when finished selecting the server directory where the racedata.xml file will be saved.

FTP XML Upload		x
Server Name:	westholdtiming.com	
Server IP Address:		
User Name:	TimingDemo	
Password	******	
Connect to Server	Select Server Folder Below	
	RACE3 RACE4 MY NEW EVENT TEST TEST & TUNE RBMS	
Current FTP Path:	/Live/Demo	
Update Interva	I (seconds):	
0	DK Cancel	

**NOTE:** To change these settings while a race is occurring you must uncheck the Enable FTP checkbox. It is uncessary to reenter each piece of information, or connect to the server when changing the Update Interval.

	FTP	
The indicator will	🔽 Enable ETP 🕗	FTP Settings
blink when data is	Uploaded: 0 KB	<u> </u>
sent to the server	Last error:	
Click the Reset		<b>T</b>
Stats button to reset the FTP information window	Reset Stats	

# 2.2 Assign Tab

The Assign page is used to create a mapping between transponder serial number identifications and vehicle numbers and participant names.



Race Manager							_ 🗆 ×
Elle Options Expo	rt <u>H</u> elp				Columns ard column head d	e sort able. Click on a ler to sort ascending or lescending.	
Add New	Delete I 4 Track	Multiple 🔽 Auto Refres	h On Track As: Breakout (Seconds) [0.0	sign - DEMO	ny (Minutes):	D	
Index	Trns ID	Racer No.	Last Name	First Name 🛛 🗸	7 Misc	Backup Trns ID	Qualify Time
1	1010	10	Ten	Johan			
2	1009	9	Nine	Ida			
3	1008	08	Eight	Henry			
4	1007	7	Seven	Gina			
5	1006	6	Six	Frank			
6	1005	55	Five	Elle			
7	1004	40	Four	David			
8	1003	3	Three	Christine			
9	1002	02	Two	Ben			
10	1001	1	One	Alice			
Print Line-up	Jse Qualify						

Assign Tab

Enter the transponder serial number (**Trns ID**) and the racer number (**Race No.**) the transponder is assigned to. This is the minimum data needed to score a race. The **Misc** column can be any data desired. This can be useful for classifying different types of racers (e.g. Novice, Intermediate, Advanced).

It is possible to assign two transponders per racer. The second transponder would be entered in the **Backup Trns ID** column. Backup transponders are rarely used, but in cases where the race data is critical such as for television broadcast it can be useful. See section 2.1.5 for additional information on backup transponder usage.

# 2.2.1 Assignment Template List

A list of available assignment templates is shown in the box at the top of the screen. Each template has a set of mappings between transponder ID and racer numbers. A template may be selected at any time, even during a race.

**NOTE:** Be careful when selecting a template during a race as this will change what is displayed on the Timing screen as well as on the scoreboard.

The assignment template can be viewed as a class or even a heat assignment. Usage will vary depending on the user and how they choose to organize the assignment templates.

### 2.2.2 Add New

This is used to create a new assignment template. Click on the **Add New** button and a window will pop up asking for an assignment name. Type in a name and click **OK** when done. Click **Cancel** to abort.

New Assignment	×
New Assignment	[OK]
	Cancel

# 2.2.3 Delete

This button is used to delete an assignment template. To delete a template, click on the template to from the list and click the **Delete** button. This will permanently delete the assignment template and all the assignment information.

# 2.2.4 Delete Multiple

Press this button to delete multiple assignment templates at once. A window will pop up and display a list of assignment templates. Click on an assignment to select it for deletion. Click the assignment a second time to deselect it. Once all the desired assignments are selected press the **Delete** button.

🛄 Click on Assignments to Delete	×
DEMO RACE 1	Delete
DEMU RACE 2 DEMO BACE 3	Coursel
DEMO RACE 4	Lancei

# 2.2.5 Auto Refresh

If this is checked, the Assignment template list will refresh periodically to reflect what is in the Assign folder. This is handy when using a separate scoring software which creates software and exports data to the Assign folder.

# 2.2.6 On Track Assign

The **On Track Assign** grid is used to create the mapping between the transponder ID and the vehicle number.

Select the assignment template to edit from the list of assignment templates.

Now enter new data or modify existing data. First enter the transponder serial number. This is found on the label of the transponder. Then enter the vehicle number and other relevant information. It is not necessary to enter driver names, but it can be helpful when generating reports later.

**Note:** Only 1 line is shown when the assignment is first created. Click the Enter key on the computer keyboard to create a new line once the first line has data.

Race Mana	iger Evport Holo						
	<u>export</u>						
DEMO RACE DEMO RACE	2 3						
DEMU RACE	4						
Add New	Delete	Delete Multiple	resh				
	J		On Track Assi	gn - DEMO RA	CE 4		
Number of La	aps: 0	Track Length: 0.000	Breakout (Seconds	i) 0.0 Race D	uration (Minutes):	0	
Index 1	Trns ID 1001	Racer No. 1X	Last Name	First Name	Misc	Backup Trns ID	Qualify Time
			$\mathbf{A}$				
			Click the	e Enter key on th	e computer		
			keyboard	l once or twice (	if currently		
			editing a	cell) to create a	new blank	line.	
Drink Line or							
Setun Assign			_/				
·							
Dace Mana	2001						
File Options	ager Export <u>H</u> elp						_ 🗆 X
Eile Options	ager Export Help	/					
Ele Options DEMO RACE DEMO RACE DEMO RACE DEMO RACE	ager Export Help 1 2 3 4						_OX
Ele Options	ager Export Help 1 2 3 4						
Ele Options	ager Export Help 1 2 3 4						
Ele Options	ager Export Help	Delete Multiple	fresh				
Ele Options	ager Export Help 1 2 3 4 4 Delete	Delete Multiple IV Auto Ref Track Length: 0.000	fresh On Track Assi Breakout (Seconds	ign - DEMO RA			
Ele Options DEMO RACE DEMO RACE DEMO RACE DEMO RACE DEMO RACE Add New Number of L Index	ager Export Help 1 2 3 4 Delete aps: 0 Trns ID	Delete Multiple	fresh On Track Assi Breakout (Seconds Last Name	ign – DEMO RA s) 0.0 Race D	ACE 4 Juration (Minutes): Misc	0 Backup Trns ID	Qualify Time
Elle Options	ager Export Help 1 2 3 4 Delete aps: 0 Trns ID 1001 1002	Delete Multiple	fresh On Track Assi Breakout (Seconds Last Name	ign - DEMO RA ) 0.0 Race D First Name	ACE 4 Juration (Minutes): Misc	0 Backup Trns ID	Qualify Time
Race Mana Elle Options      DEMO RACE DEMO RACE DEMO RACE DEMO RACE Add New Number of L Index 1 2	ager Export Help 1 2 3 4 Delete aps: 0 Trns ID 1001 1002	Delete Multiple	fresh On Track Assi Breakout (Seconds	ign - DEMO RA 8) 0.0 Race D First Name	ACE 4 Juration (Minutes):	0 Backup Trns ID	Qualify Time
Ele Options	ager Export Help 1 2 3 4 Delete aps: 0 Trns ID 1001 1002	Delete Multiple IV Auto Ref Track Length: 0.000 Kacer No. 1X	fresh On Track Assi Breakout (Seconds	ign - DEMO RA	ACE 4 Puration (Minutes):	0 Backup Trns ID	Qualify Time
Race Mana File Options      DEMO RACE     DEMO RACE     DEMO RACE     DEMO RACE     DEMO RACE      Index     1     2	ager Export Help 1 2 3 4 Delete aps: 0 Trns ID 1001 1002	Delete Multiple IV Auto Ref Track Length: 0.000 kacer No. 1X	fresh On Track Assi Breakout (Seconds Last Name	ign – DEMO RA s) 0.0 Race D First Name	ACE 4 Puration (Minutes):	0 Backup Trms ID	Qualify Time
Ele Options Ele Options DEMO RACE DEMO RACE DEMO RACE DEMO RACE Index 1 2	ager Export Help 1 2 3 4 Delete aps: 0 Trns ID 1001 1002	Delete Multiple	fresh On Track Assi Breakout (Seconds	ign – DEMO RA s) 0.0 Race D First Name	ACE 4 Juration (Minutes):	0 Backup Trns ID	Qualify Time
Ele Options Ele Options DEMO RACE DEMO RACE DEMO RACE DEMO RACE Index 1 2	ager Export Help 1 2 3 4 Delete aps: 0 Trms ID 1001 1002	Delete Multiple	fresh On Track Assi Breakout (Seconds	ign – DEMO RA s) 0.0 Race D First Name	ACE 4 Juration (Minutes):	0 Backup Trns ID	Qualify Time
Ele Options	ager Export Help 1 2 3 4 Delete aps: 0 Trns ID 1001 1002 1002	Delete Multiple	fresh On Track Assi Breakout (Seconds	ign - DEMO RA	ACE 4 Ituration (Minutes):	0 Backup Trns ID	Qualify Time

# 2.2.7 Number of Laps

The total number of laps may be entered in the edit box. When the total number of laps is reached during a race, the race is automatically finished as if the **Finish** (**F5**) button on the timing page were pressed. This allows every competitor to finish the lap. Subsequent laps are not counted and are greyed out.

**Note:** If this feature is being used, the number entered should always be verified prior to a timing session since the number of laps for heat races are often different than that used for the feature race.

#### 2.2.8 Track Length

The track length is the length of the track in miles or kilometers depending on the default mile/km setting found on the **Setup** page. When a new assignment template is created, the default track length from the **Setup** page is entered for the new template.

**Note:** If no track length is entered or a zero track length entered, no speed data will be shown on the Timing page.

#### 2.2.9 Breakout (Seconds)

The breakout entry is used with the Qualify Time column in the assignment template. If a qualify time is entered, Race Manager will indicate when the racer lap time is equivalent or faster than the breakout time interval. For instance, if the qualifying time for a racer is 16.250 seconds and the breakout is set to 0.250 seconds the breakout indicator will appear if the laptime is greater than 0.250 16 seconds or faster.



# 2.2.10 Race Duration (Minutes)

You may enter the total amount of time you would like the race to run for in minutes. If the checkbox for **Auto Finish** on the **Setup** page is checked, the race will automatically finish as if the **Finish** (**F6**) button were pressed.

Note that if this feature is being used, the number entered should always be verified prior to a timing session since the duration may be different for different race sessions.

Race Manager		<u> </u>
Eile Options Export Help		
Lap:         Down         RMon - Practice         Qualify View         Scoreboard           DEMO RACE         ID Check	Elapsed Total     Elapsed Green     Time Remaining     Hide Crossings       00:00:06     00:00:06     Hide Filtered       Hide Deleted	Refresh Network Scrc Locl
Place No. Name Trns ID Laps Lag Scored Time Total Time Adjust	Index No. Name Trns ID Lap Laptime Speed Hits/Power Misc	

# Time remaining is indicated here

#### 2.2.11 Print Line-Up

This prints the assignment template currently open. Click on the **Print Line-up** to print a copy of what is currently displayed on the **On-Track** assignment screen.

#### 2.2.12 Use Qualify

You may enter the qualify time used with the breakout feature one at a time by hand. Or you may open results with qualifying time and press the **Use Qualify** button. This will automatically populate the Qualify Time field.

# 2.3 Timing Tab

This page is used during timing and scoring operations. The current running order or qualifying order is displayed on the left-hand side window and the crossings are displayed on the right-hand side.

Race	Man Man	ager - ( Export	C:\Racel Help	1anag	er 53\Resi	lts\Anthony	\FAST 410 9	ōprints ·	A-Main	1.csv												>
Lap		30		own	🗖 RMon -	Practice Qu	alify View	Scorebo	ard	Γ	Elap	sed Tota )0:21:28	-	Elapse	ed Green- :15:02		Time Rema	ining	- Hi	de Cros Hide F	sings F	lefresh letwork
	F	AST	410	Spr	ints - A	A-Main 1		ID Ch	eck	L	<u>,</u>									Hide [	Deleted	Scroll Lock
Place	No.	Name	Trns ID	Laps	Lag	Scored Time	Total Time	Adjust				Index	No	Name	Tros ID	Lan	Lantime	Sneed	Hite /Power	Minc		
<sup>88</sup> 1	23	Cal	22334	30	00.000	06:34.988	14:45.403	0				244	25	Shi	69227	Lop	copune	opecu	208/60.0	Misc		
88 2	48	Dan	64878	30	-00.001	06:33.954	14:45.404	0				245	458	Dav	64903				200/03.0			
88 3	33W	Cap	19188	30	-02.445	06:37.224	14:47.848	0				245	01	Lee	10920				252/67 5			
84	24D	Dan	106106	30	-05.016	06:41.183	14:50.419	0				240	2	Con	10100		12 735	0.000	109/66 5			
<sup>KN</sup> 5	4*	Tyle	87715	30	-05.963	06:42.318	14:51.365	0	]			247		Cap	6/070	1	12 927	0.000	125/67 5			
<sup>68</sup> 6	22	Col	45074	30	-06.598	06:42.636	14:52.001	0	]			240	240	Dan	106106	-	14 504	0.000	123/07.3			
<sup>KN</sup> 7	99	Skyl	65136	30	-06.973	06:42.842	14:52.376	0				249	240	Cal.	22224	1	14.007	0.000	190/03.5	-		
88	101	Cal	85651	30	-07.466	06:43.763	14:52.869	0	1			250	20	Cal	45074	1	14.007	0.000	100/05.5	<u> </u>		
819	15K	Cre	81243	30	-07.810	06:43.980	14:53.213	0	1			251	154	Col	45074	1	14.093	0.000	198/60.5			
<sup>88</sup> 10	22G	Rile	65190	30	-08.236	06:44.647	14:53.639	0	1			252	156	tre	01243	1	15.145	0.000	140/63.0	-		
88 11	27	Eme	65132	30	-09.058	06:45.177	14:54.461	0				255	4	Tyle	67715	1	14.755	0.000	142/03.0			
<sup>KN</sup> 12	28M	Con	67775	30	-09.714	06:45.832	14:55.117	0				254	226	Rie	65190	1	15.295	0.000	130/63.0			
<sup>68</sup> 13	W20	Gre	26351	30	-10.276	06:46.224	14:55.679	0	1			255	2/	Eme	65132	1	14.860	0.000	101/69.0			
<sup>68</sup> 14	11N	Kas	109424	30	-10.697	06:47.249	14:56.099	0				256	2814	Con	6///5	1	15.327	0.000	38/37.5			
<sup>68</sup> 15	49x	Tim	84345	30	-12.120	06:47.893	14:57.522	0	1			25/	101	Cal	85651	1	15.466	0.000	222/67.5			
<sup>KN</sup> 16	71H	Max	109412	30	-13.046	06:48.063	14:58.449	0	1			258	29	zet	23359	1	14.964	0.000	190/62.5			-
<sup>168</sup> 17	4	Zan	72773	30	-14.071	06:50.167	14:59.474	0	1		-	1259	199	5КУІ	05136	1	15.734	0.000	122/60.5			
18	9	Tre	72580	14	-16 Laps	03:23.955	11:33.528	0	1	-		All	Single	Resu	lts							
••																						
Setup	Assig	<u>an</u> Timi	ng																			

#### Left Side Columns in Race View:

Place - Running order

No. – Racer number

Name - Name of racer

Trns ID - Transponder number

Laps – Laps completed

Lag - Time from leader

Scored Time - Total time for all laps scored under green flag

Total Time – Elapsed time from very first transponder crossing of session.

#### **Right Side Columns in Race and Qualify View:**

Index - Crossing number

Name - Name of racer

Trns ID – Transponder number

Lap - Lap crossing occurred

Laptime - Laptime of lap

Speed – Average speed for the lap (Nonzero if track length has been entered)

Hits/Power – Hits = number of transmissions seen as transponder passes. Power = strength of transponder signal.

Misc – Displays Misc field for the entry in the assignment. Can be whatever the user enters.

#### Left Side Columns in Qualify View:

Place – Running order No. – Racer number Name – Name of racer Trns ID – Transponder number Laps – Laps completed Fast Lap – Lap when fastest laptime occurred Fast Time – Time of fastest lap Last Time – Laptime of most recent lap

## 2.3.1 Lap Display Box

This displays the current lap if the **Down** checkbox is unchecked. If the **Down** checkbox is checked the display shows the number of laps left in the race. If the scoreboard is enabled, the lap count will also be reflected in the scoreboard output.

**Note**: A number other than 0 must be entered for the session on the **Assign Tab** screen if you want to count downwards.

#### 2.3.2 Down Checkbox

If this checkbox is checked and the number of laps entered on the **Assign Tab** screen is greater than 0 then the lap display will indicate the number of laps left in the race. If this checkbox is unchecked the lap indicator will indicate the current lap.

Once the countdown reaches 0, the counter will stop at 0 even if more laps are run.

#### 2.3.3 RMon – Practice

This is used in conjunction with the RMonitor feed. If the checkbox is **NOT** checked, the transmitted session name will include the word 'Race' in it. Otherwise, it will not. This is useful for software or devices which use this feed to indicate whether the session is a practice session or a race session.

#### 2.3.4 Qualify/Place View Button

This button toggles the Place/Qualify window between a running order (or place) display and the qualify display. In the Place display the current running order is shown with the leader at the top. The Qualify view will display the current qualifying order sorted by fastest lap.

**NOTE:** This view may be changed during a race or qualifying session. However, the scoreboard display will also change so caution must be used when selecting the view.

Each column's contents are described by the header at the top of the column. The Tx ID column also displays additional information besides the transponder ID number. If the battery of the transponder is low (1 day or less battery life) the word "Batt" will appear next to the transponder ID.

#### 2.3.5 Scoreboard Button

The scoreboard button opens a scoreboard control dialog. The 'G' button informs the scoreboard to turn on its green light. The 'Y' button turns on the yellow light and the 'R' button the red light. The 'Clear' button will send a reset command to the scoreboard which will either blank the scoreboard or put all zeroes into the scoreboard positions. Note that not all scoreboards will respond to all the buttons.



#### 2.3.6 Elapsed Total

The elapsed total display shows the total time that has elapsed since the **Start (F2)** button was pressed. The time is displayed in hours:minutes:seconds format. When the **Finish (F6)** button is pressed the time stops updating. This feature is useful for noting if a race is going beyond its allotted time frame. The information is saved along with the race information.

#### 2.3.7 Elapsed Green

The elapsed green display shows the total time that has elapsed under Green flag conditions. The time is displayed in hours:minutes:seconds format. When the **Yellow, Red, or Finish** button is pressed the time stops updating. This feature is useful for noting the time it has taken to run the race under race conditions.

#### 2.3.8 Time Remaining

The time remaining display shows the amount of time left for the race. The total time is entered on the **Assign** page for each assignment. For example, if a time of 5 minutes were entered, the timer would be shown counting down to 0. When it reaches 0, the timer will turn red.

#### 2.3.9 Hide Crossings

Use the checkboxes in this section to hide crossings that are greyed out.

Hide Filtered – Hides crossings that are below the min power setting number.

Hide Deleted – Hides crossings that have been manually deleted.

۲H	lide Crossings
	Hide Filtered
Г	Hide Deleted

Note: The lines for the hidden crossings do not appear. In this example, line 22 and 25 are hidden.

									_ []	×											<u> </u>
psed Tot 00:00:26		lapsed Green	Time Re	emainir	ng		de Crossings – Hide Filtered Hide Deleteo		Refresh Network Scrol Lock		p: C	sed Tota 10:02:31		lapsed Green 00:02:31	Time R	emainii	ng	Hi	de Crossings- Hide Filtered Hide Deleter		Refresh Network Scroll Lock
Index	No.	Name	Trns ID	Lap	Laptime	Speed	Hits/Power	Misc		11		Index	No.	Name	Trns ID	Lap	Laptime	Speed	Hits/Power	Misc	
11-L	40	David Four	1004	1	05.480	0.000	100/50.0			Ш.		11-L	40	David Four	1004	1	05.480	0.000	100/50.0		
12	55	Elle Five	1005	1	05.480	0.000	100/50.0		_	Ш.		12	55	Elle Five	1005	1	05.480	0.000	100/50.0		
13	6	Frank Six	1006	1	05.481	0.000	100/50.0			Ш.		13	6	Frank Six	1006	1	05.481	0.000	100/50.0		
14	7X	Gina Seven	1007	1	05.481	0.000	100/50.0			Ш.		14	7X	Gina Seven	1007	1	05.481	0.000	100/50.0		
15	8	Henry Eight	1008	1	07.406	0.000	100/50.0			Ш.		15	8	Henry Eight	1008	1	07.406	0.000	100/50.0		
16	9	Ida Nine	1009	1	06.681	0.000	100/50.0			Ш.		16	9	Ida Nine	1009	1	06.681	0.000	100/50.0		
17	10	Johan Ten	1010	1	06.681	0.000	100/50.0			Ш.		17	10	Johan Ten	1010	1	06.681	0.000	100/50.0		
18	1	Alice One	1001	1	06.681	0.000	100/50.0			Ш.		18	1	Alice One	1001	1	06.681	0.000	100/50.0		
19	2	Ben Two	1002	1	06.681	0.000	100/50.0			Ш.		19	2	Ben Two	1002	1	06.681	0.000	100/50.0		
20	03	Christine Three	1003	1	06.681	0.000	100/50.0			Ш.		20	03	Christine Three	1003	1	06.681	0.000	100/50.0		
21-L	6	Frank Six	1006	2	05.961	0.000	100/50.0			Ш.		21-L	6	Frank Six	1006	2	05.961	0.000	100/50.0		
22	7X	Gina Seven	1007				100/50.0				•	23	8	Henry Eight	1008	2	05.961	0.000	100/50.0		
23	8	Henry Eight	1008	2	05.961	0.000	100/50.0			Ш.	5	24	9	Ida Nine	1009	2	05.961	0.000	100/50.0		
24	9	Ida Nine	1009	2	05.961	0.000	100/50.0					26	1	Alice One	1001	2	05.961	0.000	100/50.0		
25	10	Johan Ten	1010				100/50.0		-	Ш.		2/	2	Ben Two	1002	2	05.961	0.000	100/50.0		
26	1	Alice One	1001	2	05.961	0.000	100/50.0			Ш.		28	03	Christine Three	1003	2	05.961	0.000	100/50.0		
27	2	Ben Two	1002	2	05.961	0.000	100/50.0			Ш.		29	40	David Four	1004	2	07.162	0.000	100/50.0		
28	03	Christine Three	1003	2	05.961	0.000	100/50.0			Ш.		30	35 0	Lie rive	1005	2	07.162	0.000	100/50.0		
29	40	David Four	1004	2	07.162	0.000	100/50.0			Ш.		22	•	Ida Nino	1000	2	05.960	0.000	100/50.0		
30	55	Lie Five	1005	2	07.162	0.000	100/50.0		-	Ш.		22	10	Johan Ten	1010	2	11 022	0.000	100/50.0		<b>–</b>
131-L	18	Henry Light	1008	3	05.960	0.000	100/50.0				-	1.35			1010	2	11.922	0.000	100/30.0		
	Isingle   Hesuits       RED FLAG       (F5)   Finite Printe P									*	]		RED FLA (F5)		6H (F6)	STOP	STOP (I	-7)		Print PL4	\СЕ /

# 2.3.10 Refresh Network

Clicking this button causes Race Manager to resend information via the Network broadcast and RMonitor data feeds. This is useful for forcing an update of the data when data being sent to a device or software is out-of-sync.

#### 2.3.11 Scroll Lock

When new crossings occur, the crossings grid will scroll. Click on the **Scroll Lock** button to prevent scrolling from occurring. This is helpful when you want to review data.

# 2.3.12 Session Name

When an Assignment is selected from the **Assign** tab the name of the assignment will appear in the Session Name window.



# 2.3.13 ID Check

Click the **ID** Check button to bring up a window to check which racer with transponder is on the track. This is useful for determining if a racer has forgotten their transponder or if a transponder is not operating or if a racer has not shown up on the track.

The list on the right side of the window shows the racers and transponders in the assignment. As racers are detected the racer/transponder are moved to the list on the right.

🔜 Tran	sponde	r Check				×
		Assigned			Detected	
Index	No.	Transponder#	Index	No.	Transponder#	
1	01	1001	1	4X	1004	
2	02	1002	2	55	1005	
3	3	1003	3	06	1006	
4	08	1008	4	7	1007	
5	9	1009	$\overline{}$			
6	10	1010	ľ			
7	11	1011				

### 2.3.14 Place/Qualify Window

The **Place/Qualify Window** on the left side of the screen is used to display the current running or qualifying order.

# 2.3.14.1 Notes

When the window is displaying the place view the right mouse button may be clicked, and a pop-up window will display and allow the software user to adjust laps up or down for a vehicle and make notes. To do this a vehicle must first be highlighted. Use the mouse cursor to click on the desired line in the window and select the vehicle. Then right mouse click and click on the **Notes** selection to bring up the lap adjustment window as show in the figure below.

Lap:     Down     RMon - Practice     Qualify View     Scoreboard       Session Name       Place     No.     Name     Trns     Laps     Lag     Adjust       1     449     Christine Three     14449     1     00.000     0       2     85     Bob Two     14185     1     -00.122     0	Race Ma le Optior	i <mark>nager</mark> - ns Expor	<b>C:\Westhold\Prod</b> t Help	ucts\RM9	5\Sou	·ce\TimePı	′o\RaceM	lgr_1390
Session Name           Place         No.         Name         Trns         Laps         Lag         Adjust           1         449         Christine Three         14449         1         00.000         0           2         85         Bob Two         14185         1         -00.122         0	Lap:	1	Down	RMon - P	ractice	Qualify V	iew So	coreboard
Place         No.         Name         Trns         Laps         Lag         Adjust           1         449         Christine Three         14449         1         00.000         0           2         85         Bob Two         14185         1         -00.122         0			Sess	ion N	ame	e		
1         449         Christine Three         14449         1         00.000         0           2         85         Bob Two         14185         1         -00.122         0	Place	No.	Name	Trns	Laps	Lag	Adjust	
2 85 Bob Two 14185 1 -00.122 0	1	449	Christine Three	14449	1	00.000	0	
	2	85	Bob Two	14185	1	-00.122	0	
3 16 Ernie Four 14716 1 Notes 0	3	16	Ernie Four	14716	1	Votes	0	
4 49 Fred Five 14649 1 Assign 0	4	49	Fred Five	14649	1	Assian	0	
5 67 Adam One 14067 1 -02.700 0	5	67	Adam One	14067	1	-02.700	0	





Notes

Clicking the up and down arrows of the **Adjust** (+/-) entry will increase or decrease the number of laps for a racer.

**Note:** This adjustment is only a rough adjustment. It cannot be used to place a vehicle in exactly the correct spot. **Be very careful when using this feature.** 

When used it may cause a vehicle to appear in the incorrect spot. Upon the next crossing of the vehicle over the start/finish the vehicle will receive an actual crossing time and be sorted in the correct order. To more accurately add a lap, use the **Insert Manual Crossing** feature described in section <u>2.3.26.2</u>.

The text box may be used to add notes that may be referenced later.

### 2.3.14.2 Assign

To make changes to the racer number or assignments right mouse click on the line that will be changed. Select the **Assign** selection and a dialog box will pop up to allow you to make changes or assignments.

Assign	×
Serial Number: 9083	OK ]
Car Number: 3	Cancel
First Name: D	
Last Name: Four	

Assign

Make the changes and press the **OK** button. Pressing the **Cancel** button will cancel any changes made.

Note: Any changes made here will not be reflected on the assignment template.

# 2.3.14.3 Double Click

Double click on one of the racers in the **Place/Qualify** window will manually insert a crossing to the end of the crossing list. This is useful if a racer should be credited for a lap but went through the in-field and missed the detection loop or went into the pits.

# 2.3.15 Crossing Window

The **Crossing Window** is used to display all crossings. There are three tabs selections for this window; **ALL**, **Single** and **Results**. By selecting **ALL**, every crossing by every vehicle will be displayed. By selecting **Single** the crossings of a single vehicle selected on the **Place Window** will be displayed. To do this click and select the desired line from the **Place/Qualify Window**. See section 2.3.27 for information on the results tab.

	Race	Man	ager																		<u>_     ×</u>
E	e Op	tions	Export	Help							24.5354	12.0	100.000			200 - 200 - 200					
	Lap	Γ	1		own	RMon - F	Practice Qu	alify View	Scoreboa	d Elap	osed Tota		Elapse	ed Green-	76	lime Rema	aining	L Hi	de Cros: 1 uius r	sings —	Refresh Network
				DE	мо	RACE			ID Cheo	k L	00:00:09		00	:00:09				Γ	Hide F	Deleted	Scroll Lock
	Place	No.	Name	Trns ID	Laps	Lag	Scored Time	Total Time	Adjust		Index	Ne	Name	Tree ID	1.00	Insting	Encod	Hite Dowor	Mine		
	1	6	Fra	1006	1	00.000	05.721	06.881	0		Index	NO.	Name	1007	цар	Lapume	speed	Hits/Power	MISC		
	2	7X	Gin	1007	1	-00.120	05.721	07.001	0		7	0	Hen	1007				100/50.0			
	3	8	Hen	1008	1	-00.240	05.721	07.121	0		8	0	Ida	1000				100/50.0	-		
	4	9	Ida	1009	1	-00.360	05.721	07.241	0		0	10	lob	1010			1000	100/50.0			
	5	10	Joh	1010	1	-00.480	05.721	07.361	0		10	1	Alic	1001				100/50.0	-		
	6	1	Alic	1001	1	-00.600	05.721	07.481	0		11-1	6	Fra	1006	1	05,721	0.000	100/50.0			
	7	2	Ben	1002	1	-00.720	07.601	07.601	0		12	7X	Gin	1007	1	05.721	0.000	100/50.0			
	8	03	Chri	1003	1	-00.840	06.921	07.721	0		13	8	Hen	1008	1	05.721	0.000	100/50.0			
	9	40	Dav	1004	1	-00.960	06.921	07.841	0		14	9	Ida	1009	1	05.721	0.000	100/50.0			
	10	55	Elle	1005	1	-01.080	06.921	07.961	0		15	10	Joh	1010	1	05.721	0.000	100/50.0			
											16	1	Alic	1001	1	05.721	0.000	100/50.0			
											17	2	Ben	1002	1	07.601	0.000	100/50.0			
											18	03	Chri	1003	1	06.921	0.000	100/50.0			
											19	40	Dav	1004	1	06.921	0.000	100/50.0			
											20	55	Elle	1005	1	06.921	0.000	100/50.0			
																	-				-
										()	All	Single	e Resu	lts							
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		CON	TINUE		PRE-	(F1)	START (F2)		UTION   (F3)			RED	FLAG	A FI	INISH	(F6) ST	OP STO	DP (F7)	INCUP		
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H	Setun	Assic	n Timi	na																	
1-	ictup j	Assi																			
										/											

All Tab

Race e <u>O</u> p	Mana tions	ger <u>E</u> xport <u>H</u> elp											
Lap		<b>4</b> Dow	n 🗖 R	Mon - P	ractice Q	ualify View	So	coreboard	Elapsed Total	Elapsed Gri	een Time	Remaining	Refresh Sc Network Lo
			TE	ST	1			L		] [			
Pl	No.	Name	Trn	Laps	Lag	Adjust		Index	No.	Name	Trns ID	Lap	Laptime
1	9	Irwin Nine	1009	4	00.000	0		1-Pre	11	Adam One	1001		
2	10	Jim Ten	1010	4	-00.120	0		2	11	Adam One	1001		
3	11	Adam One	1001	4	-00.240	0		3	11	Adam One	1001	1	05.480
1	22	Ben Two	1002	4		a: 1	1		11	Adam One	1001	2	04:37.642
5	3	Charlene Th	1003	4	Use the	Single	tab	to show all	1	Adam One	1001	3	05.960
5	4	Dixie Four	1004	4 (	crossing	s for	an	individual	1	Adam One	1001	4	06.202
7	5	Ed Five	1005	4 1	racer on	the rig	ht.			- dam one			001202
3	66	Fran Six	1006	4	-00.840	0							
9	71	George Seven	1007	4	-00.960	0	N						
10	8	Helen Eight	1008	4	-01.080	0		N					
									Betults				y N
	CONTI		E- RT (F1)	-	START (F2)		AUTI (F3		JTION - JRE (F4)	RED FLAG (F5)	A FINIS	H (F6)	STOP (F7)

Single Tab

# **Troubleshooting with Hits/Power**

The data in this column is very helpful for troubleshooting. It can help determine if a transponder is mounted poorly, there is a cabling issue or if there is external RF interference.

Each transponder transmits its serial number repeatedly very rapidly on a periodic basis. The **hits** number indicates how many times the system "saw" the serial number being transmitted as it passes by the start/finish line detection point. The faster the vehicle crosses the detection point, the lower the **hits** number.

The **power** number is a measure of the transponder's signal strength. This number can change drastically with orientation. Therefore, be sure to mount the transponder it's ideal orientation according to the owner's manual.

### Hints

1. As each vehicle crosses the start/finish verify that the **power** numbers are consistent and above high 30's. The system will detect transponders with power levels below this number. However low power may result in transponders not being detected for some crossings.

2. If a transponder has **power** that is 10 or more below the average power for other transponders, it indicates the transponder is not mounted in the same orientation or location as the others. If the **power** number is low, the transponder should be relocated or reoriented. See the instruction manual for each transponder type for ideal mounting orientation and locations.

3. If the **power** number is in the good range (40 and above), but the hits number is low compared to other racers, this indicates poor mounting position. Low **hits** mean that the transponder is not being "seen" very well. Transponders in a recessed location, oriented incorrectly or have metal or carbon fiber obstructions will reduce the **hits** number.

4. If the **power** number is good, but the h**its** number is erratic at a given speed can indicate poor mounting or interference. Poor mounting is associated with a transponder. Interference tends to affect all transponders, unless the interference is coming from the vehicle itself.

5. Low **power** numbers or low **hit** numbers for all transponders indicates poor connectivity in the wiring or incorrect mounting on all vehicles.

#### 2.3.16 Unassigned Transponder

When transponders are not assigned to a competitor under the **Assign** tab the transponder number will show up in RED under the crossing screen. At any point during the race the transponder may be assigned to a competitor under the **Assign** tab or by right mouse clicking the transponder on the Place/Qualify window and selecting the Assign option in the pop-up menu. See section 2.3.14.2 for specific details.

Index	No.	Name	Trns ID	Lap	Laptime	Speed	Hits/Powel						
1-Pre	16	Ernie Four	14716				162/36.0						
2-Pre	449	Christine Three	14449				223/36.0						
3-Pre	85	Bob Two	14185				144/35.0						
4-Pre	67	Adam One	14067				248/36.0						
5-Pre	49	Fred Five	14649				161/36.0						
6-L	85	Bob Two	14185				220/35.0						
7	449	Christine Three	14449				206/35.0						
8	16	Ernie Four	14716				217/40.0						
9	49	Fred Five	14649				230/33.0						
10	67	Adam One	14067				243/36.5						
11-L	449	Christine Thr	14449	1	08.461	0.000	164/30.0						
12	85	Bob Two	14185	1	08.674	0.000	159/32.5						
13	16	Ernie Four	14716	1	08.393	0.000	125/33.0						
14	49	Fred Five	14649	1	08.918	0.000	238/34.5						
15	67	Adam One	14067	1	08.927	0.000	242/36.5						
16	ID=14462		14462				124/32.5						
Unassigned transponder													
•													
All	Single Resu	lts											

**Note: DO NOT** set any unused transponders within **20 Feet** of the scoring loop or the coax cable or timing equipment. Doing so may result in unintended transponder readings.

# 2.3.17 Continue Button **CONTINUE**

This button is used to continue a race or timing session which has already been stopped. For example, if there is more than one qualifying session for the same class. After the first qualifying session is run, the results may be reopened and additional qualifying times can be captured by clicking the **Continue** button and restarting the timing session.

# 2.3.18 Pre-Start Button 🗲



This button is used to pre-start a timing session. The crossings are recorded and shown on the crossing window, but not scored. This is useful for verifying that each vehicle has a transponder and that it is functional properly. Pre-start crossings are highlighted in blue. Use the ID Check features described in section 2.3.13.

Continue       Continue       Ridor - Practice       Quality View       Scoreboard         p:       2       Down       Ridor - Practice       Quality View       Scoreboard       000013       Time Remaining       Hide Crossings:       Referent Network         p:       2       Down       No       Name       Time Remaining       Use Remaining       Hide Crossings:       Referent Network         a       No       Name       Time Remaining       Use Remaining       Use Remaining       Hide Crossings:       Referent Network         a       No       Name       Time Remaining       Use Remaining       Use Remaining       Hide Crossings:       Referent Network         a       No       Name       Time Remaining       Use Remaining       Use Remaining       Hide Crossings:       Referent Network         a       No       Name       Time Remaining       Use Remaining       No       No <th>Race</th> <th>Man</th> <th>ager</th> <th>Hala</th> <th></th> <th>_ 0</th>	Race	Man	ager	Hala																	_ 0
Re       No.       Name       Trns ID       Laps       Lags       Lags       Coverd Time       Adjust         6       6       Fra       1006       2       00.000       11.561       12.402       0         7X       Gin       1007       2       -00.120       11.561       12.2632       0         8       Hen       1008       2       -00.240       11.551       12.642       0         9       12d       1001       1       -11.2p6       05.961       0.601       0         10       3h       1001       1       -11.2p6       05.961       06.201       0         9       12       1.1.1p6       05.961       06.201       0       0       97       10       3hh       1010        100/50.0       0         2       Ben       1002       1       -11.2p6       05.961       06.610       0       0       0       0       0.000        100/50.0       0         10       3       1       1.1.2p6       05.960       06.681       0       0       0.000        100/50.0       0         12       10.05 <th>Lap:</th> <th></th> <th>2</th> <th></th> <th>own</th> <th>RMon -</th> <th>Practice Qu</th> <th>alify View</th> <th>Scoreboa ID Cher</th> <th>Elap</th> <th>sed Tota 10:00:19</th> <th></th> <th>Elapse 00</th> <th>ed Green-</th> <th></th> <th>Time Rema</th> <th>aining</th> <th>Hi</th> <th>de Crossir Hide Fill Hide De</th> <th>ngs tered _</th> <th>Refresh Network</th>	Lap:		2		own	RMon -	Practice Qu	alify View	Scoreboa ID Cher	Elap	sed Tota 10:00:19		Elapse 00	ed Green-		Time Rema	aining	Hi	de Crossir Hide Fill Hide De	ngs tered _	Refresh Network
6       Fra       1006       2       00.000       11.561       12.402       0         7K       Gin       1007       2       00.120       11.552       12.523       0         8       Hen       1008       2       00.240       11.561       12.642       0         9       Ida       1009       2       00.360       12.763       12.883       0         10       John       1010       2       00.980       12.763       12.883       0         2       Ber       1002       1       11aps       05.961       06.321       0         03       Chri       1002       1       11aps       05.961       06.441       0         40       Dav       1002       1       11aps       05.960       06.681       0         11-L       9       Ida       1003	Place	No.	Name	Trns ID	Laps	Lag	Scored Time	Total Time	Adjust												
7X       Gn       1007       2       40.120       11.562       12.523       0         8       Hen       1008       2       40.240       11.561       12.642       0         9       Ida       1009       2       40.360       12.762       12.762       0         10       John       1010       2       40.360       12.762       12.762       0         11       Alc       1001       1       -1Laps       05.961       06.201       0         2       Ben       1002       1       -1Laps       05.961       06.201       0         30       Chri       1003       1       -1Laps       05.961       06.621       0         30       Chri       1003       1       -1Laps       05.961       06.681       0         30       Chri       1003       1       -1Laps       05.960       06.681       0         31       Alc       1001	1	6	Fra	1006	2	00.000	11.561	12.402	0		Index	No.	Name	Trns ID	Lap	Laptime	Speed	Hits/Power	Misc		
8       Hen       1008       2       -00.240       11.561       12.642       0         9       Ida       1009       2       -00.380       12.762       12.762       0         10       Joh       1010       2       -00.480       12.763       12.883       0         1       Akc       1001       1       -1Laps       05.961       06.321       0         2       Ben       1002       1       -1Laps       05.961       06.321       0         03       Chr       1003       1       -1Laps       05.961       06.321       0         10       Joh       1004       1       -1Laps       05.960       06.661       0         11.1       9       Ida       1003	2	7X	Gin	1007	2	-00.120	11.562	12.523	0		4+P	/X	Gin	1007				100/50.0			
9       Ida       1009       2       40.360       12.762       12.762       0         10       Joh       1010       2       40.400       12.763       12.883       0         1       Alc       1001       1       11.4ps       05.961       06.201       0         2       Ben       1002       1       -11.4ps       05.961       06.411       0         30       Chri       1003       1       -11.4ps       05.961       06.51       0         30       Chri       1003       1       -11.4ps       05.960       06.561       0         55       Ele       1005       1       -11.4ps       05.960       06.661       0         112       10       Joh       1001         100/50.0       1         12       10       Joh       1003         100/50.0       1         14       2       Ben       1002         100/50.0       1         15       03       Chri       1003        100/50.0       1       16       0       Dow       1004	3	8	Hen	1008	2	-00.240	11.561	12.642	0		5-P	8	Hen	1008				100/50.0			
10       Joh       1010       2       -00.480       12.763       12.883       0         1       Alc       1001       1       -1Laps       05.961       06.201       0         2       Ben       1002       1       -1Laps       05.961       06.321       0         30       Crit       1003       1       -1Laps       05.961       06.6411       0         40       Dav       1004       1       -1Laps       05.960       06.661       0         55       Ele       1005       1       -1Laps       05.960       06.681       0         55       Ele       1005       1       -1Laps       05.960       06.681       0         13       1       Alc       1001         100/50.0       1         14       2       Ben       1002         100/50.0       1         15       03       Crit       1003         100/50.0       1         16       40       Dav       1004         100/50.0       1         17       755       Ele.	4	9	Ida	1009	2	-00.360	12.762	12.762	0		6-P	9	10a	1009				100/50.0			
1       Alc       1001       1       -1 Laps       05.961       06.201       0         2       Bern       1002       1       -1 Laps       05.961       06.321       0         03       Chri       1003       1       -1 Laps       05.961       06.441       0         40       Dav       1004       1       -1 Laps       05.960       06.561       0         55       Ele       1005       1       -1 Laps       05.960       06.661       0         12       10       Joh       1010         100/50.0       1         12       10       Joh       1010         100/50.0       1         13       1       Alc       1001         100/50.0       1         14       40       Dav       1004         100/50.0       1         15       03       Chri       1002         100/50.0       1         15       03       Chri       1002         100/50.0       1         16       40       Dav <td>5</td> <td>10</td> <td>Joh</td> <td>1010</td> <td>2</td> <td>-00.480</td> <td>12.763</td> <td>12.883</td> <td>0</td> <td></td> <td>7-P</td> <td>10</td> <td>Alie</td> <td>1010</td> <td></td> <td></td> <td></td> <td>100/50.0</td> <td></td> <td></td> <td></td>	5	10	Joh	1010	2	-00.480	12.763	12.883	0		7-P	10	Alie	1010				100/50.0			
2       Ben       1002       1       -11aps       05.961       06.321       0         10.       1.       -11aps       05.961       06.441       0         40       Dav       1004       1       -11aps       05.960       06.561       0         55       Ele       1005       1       -11aps       05.960       06.681       0    So statistics and the statistic and the	6	1	Alic	1001	1	-1 Laps	05.961	06.201	0		0.0	1	AllC	1001				100/50.0			
03       Chri       1003       1       -11 Laps       05.961       06.441       0         40       Dav       1004       1       -11 Laps       05.960       06.551       0         55       Ele       1005       1       -11 Laps       05.960       06.681       0         111       Q       Ida       1001         100/50.0       1         12       10       Joh       1011         100/50.0       1         12       10       Joh       1001         100/50.0       1         14       2       Ben       1002         100/50.0       1         15       03       Chri       1003         100/50.0       1         15       03       Chri       1003         100/50.0       1         16       40       Dav       1005         100/50.0       1         20       8       Hen       1005         100/50.0       1         21       1       Alc       1001	7	2	Ben	1002	1	-1 Laps	05.961	06.321	0		10	4	Chri	1002				100/50.0			
40       Dav       1004       1       -1 Laps       05.960       06.561       0         12       10       Joh       1001	8	03	Chri	1003	1	-1 Laps	05.961	06.441	0		11-1	0.5	Ida	1005				100/50.0			
S5       Ele       1005       1       -1 Laps       05.960       06.681       0         13       1       Allc       1001         100/50.0         14       2       Ben       1002         100/50.0         14       2       Ben       1002         100/50.0         15       03       Chri       1003         100/50.0         16       40       Dav       1004         100/50.0         17       55       Ele       1005         100/50.0         18       6       Fra       1006         100/50.0         19       7X       Gin       1002       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         23       03       Chri       1003       1       05.961       0.000       100/50.0         24       40       Dav       1004       1       05.961       0.000       100/50.0	9	40	Dav	1004	1	-1 Laps	05.960	06.561	0		12	10	loh	1010				100/50.0			
14       2       Ben       1002         100/50.0         15       03       Chri       1003         100/50.0         16       40       Dav       1004         100/50.0         16       40       Dav       1004         100/50.0         17       55       Ble       1005         100/50.0         18       6       Fra       1006         100/50.0         19       7X       Gin       1003         100/50.0         20       8       Hen       1008         100/50.0         20       8       Hen       1003       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         23       03       Chri       1003       1       05.961       0.000       100/50.0         24       40 <td>10</td> <td>55</td> <td>Elle</td> <td>1005</td> <td>1</td> <td>-1 Laps</td> <td>05.960</td> <td>06.681</td> <td>0</td> <td></td> <td>13</td> <td>1</td> <td>Alic</td> <td>1001</td> <td></td> <td></td> <td></td> <td>100/50.0</td> <td></td> <td></td> <td></td>	10	55	Elle	1005	1	-1 Laps	05.960	06.681	0		13	1	Alic	1001				100/50.0			
11       03       Chri       1003         100/50.0         16       40       Dav       1004         100/50.0         16       40       Dav       1004         100/50.0         17       55       Ele       1005         100/50.0         18       6       Fra       1006         100/50.0         20       8       Hen       1008         100/50.0         20       8       Hen       1008         100/50.0         22       2       Ben       1001       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         23       03       Chri       1003       1       05.961       0.000       100/50.0											14	2	Ben	1002				100/50.0			
10       40       Dav       1004         100/50.0         117       55       Ele       1005         100/50.0         127       55       Ele       1005         100/50.0         138       6       Fra       1005         100/50.0         19       7X       Gin       1005         100/50.0         20       8       Hen       1006         100/50.0         20       8       Hen       1001       1       05.961       0.000       100/50.0         21       1       Alic       1001       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         22       2       Ben       1004       1       05.961       0.000       100/50.0         23       03       Chu       1004       1       05.961       0.000       100/50.0         24       40       Dav       1004       1       0.5960       0.000       100/50.0											15	03	Chri	1003				100/50.0			
17       55       Ele       1005         100/50.0         18       6       Fra       1006         100/50.0         19       7X       Gin       1007         100/50.0         21-L       1       Alic       1007         100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         23       03       Chri       1003       1       05.961       0.000       100/50.0         24       40       Dev       1004       1       0.5960       0.000       100/50.0         24       40       Dev       1004       1       0.5960       0.000       100/50.0         All       Single Results       Start (F1)       Finite (F3)       Start (F1)       EINEUP       Print											16	40	Day	1004				100/50.0			
18       6       Fra       1006         100/50.0         19       7X       Gin       1007         100/50.0         20       8       Hen       1008         100/50.0         21       1       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         22       2       Ben       1003       1       05.961       0.000       100/50.0         23       03       Chri       1004       1       05.961       0.000       100/50.0         24       40       Dav       1004       1       05.961       0.000       100/50.0         24       40       Dav       1004       1       05.961       0.000       100/50.0         24       40       Dav       1004       1       05.961       0.000       100/50.0         4       Start (F1)       CAUTION       CAUTION       CAUTION       Main Start (F2)       Finite (F3)       Start (F1)       Environmentation (F1)         Finite (F3)       Start (F3)       CAUTION											17	55	Elle	1005				100/50.0			
19       7X       Gin       1007         100/50.0         20       8       Hen       1008         100/50.0         21       1       Alic       1001       1       05.961       0.000       100/50.0         22       2       Ben       1002       1       05.961       0.000       100/50.0         23       03       Chri       1003       1       05.961       0.000       100/50.0         24       40       Dav       1004       1       05.961       0.000       100/50.0         24       40       Dav       1004       1       05.961       0.000       100/50.0         24       40       Dav       1004       1       05.960       0.000       100/50.0         All Single Results											18	6	Fra	1006		3		100/50.0			
20         8         Hen         1008           100/50.0           21-L         1         Alic         1001         1         05.961         0.000         100/50.0           22         2         Ben         1002         1         05.961         0.000         100/50.0           23         03         Chri         1003         1         05.961         0.000         100/50.0           24         40         Davr         1003         1         05.961         0.000         100/50.0           24         40         Davr         1003         1         05.961         0.000         100/50.0           24         40         Davr         1003         1         05.960         0.000         100/50.0           24         40         Davr         1003         1         05.960         0.000         100/50.0           4II         Single Results         Executes         FINISH (F6)         STOP (F7)         LINEUP         PlaCE											19	7X	Gin	1007				100/50.0			
21-L         1         Alic         1001         1         05.961         0.000         100/50.0           22         2         Ben         1002         1         05.961         0.000         100/50.0           23         03         Chin         1003         1         05.961         0.000         100/50.0           23         03         Chin         1004         1         05.960         0.000         100/50.0           24         40         Dav         1004         1         05.960         0.000         100/50.0           24         40         Dav         1004         1         05.960         0.000         100/50.0           All         Single         Results         Image: Statistic (F1)         CAUTION         CAUTION         CAUTION         Statistic (F3)         Statistic (F1)         Statistic (F1)         Print											20	8	Hen	1008				100/50.0			
22         2         8en         1002         1         05.961         0.000         100/50.0           23         03         Chri         1003         1         05.961         0.000         100/50.0           24         40         Dev         1004         1         05.960         0.000         100/50.0           All         Single         Results											21-L	1	Alic	1001	1	05.961	0.000	100/50.0			
23         03         Chr         1003         1         05.961         0.000         100/50.0           24         40         Dav         1004         1         05.960         0.000         100/50.0           All         Single         Results											22	2	Ben	1002	1	05.961	0.000	100/50.0			
24         40         Dav         1004         1         05.960         0.000         100/50.0           All Single Results           CONTINUE         START (F2)         CAUTION         CAUTION:         RED FLAG         STOP STOP (F7)         LINEUP         Print           PLACE         START (F2)         CAUTION         CAUTION:         RED FLAG         STOP STOP (F7)         LINEUP         PLACE											23	03	Chri	1003	1	05.961	0.000	100/50.0			
											24	40	Dav	1004	1	05.960	0.000	100/50.0			-
										-	All	Single	Resu	lts							
	••	CON	TINUE	<b>1</b>	PRE-	(F1)	START (F2)	<b>–</b> CA	UTION (F3)	CAUTION - SCORE (F4)	-	RED (F	FLAG 5)	~~~~ ~~~~ ⊓	INISH	(F6) ST	op sto	DP (F7)	INEUP	Print-	ACE
o Assian Timing	Setup	Assic	n Timi	ng																	

Pre-Start crossings in blue

# 2.3.19 Start Button 🛋 START (F2)

To begin a timing session, click on the **Start** button. It is not necessary to select an assignment template from the **Assign** page. If no assignment template is selected or a blank one is selected the display will only indicate the transponder ID numbers. It is possible to change a template selection during a timing session.

# 2.3.20 Caution Button (F3) - Non-Scoring Cautions 🖊



If a caution occurs this button may be pressed, and a caution condition will be enabled. This causes the crossings on the **Crossing Window** to display the affected crossings in bronze if it is in the **All** view. All crossings are highlighted and will not be scored.

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Eile 🖸	ptions <u>E</u> ×	port <u>H</u> elp												
Lap		3	Down 🗖 I	RMon - Pra	ctice Qua	lify View Sco	preboard		Elap	sed Time	ſ		Refresh Network	Scroll Lock
Place	No.	Name	T× ID	Laps	Adjust	Index	No.	Name	TX ID	Lan	Lantime	Sneed	Hits/Power	
1	4	E Five	9084	3	0	4	3	D Eour	9083	1			36(34.0	1 🗐
2	1	B Two	9081	3	0	5	00	A One	9080	1			6/33.0	
3	2	C Three	9082	3	0	6-L	1	B Two	9081	2	23.638	38.074	43/33.0	
4	00	A One	9080	3	0	7	4	E Five	9084	2	23.613	38.114	255/37.5	
5	3	D Four	9083	3	0	8	2	C Three	9082	2	07.360	122.277	23/32.5	
						9	00	A One	9080	2	16.805	53.554	87/34.5	
						10	3	D Four	9083	2	16.839	53.447	136/35.0	
						11-L	4	E Five	9084	3	19.436	46.306	147/34.0	
						12	1	B Two	9081	3	21.392	42.071	168/35.5	
			_	_		13	2	C Three	9082	3	20.788	43.294	161/35.0	
						14	00	A One	9080	3	11.307	79.599	100/33.5	
						15	3	D Four	9083	3	11.280	79.789	74/34.5	
						16-Y	3	D Four	9083	3			107/37.5	
						17-Y	2	C Three	9082	3			208/39.5	
						18-L-Y	4	E Five	9084	3			50/33.0	
						19-Y	00	A One	9080	3			206/38.0	
						20-Y	1	B Two	9081	3			75/35.5	

#### Caution

If the **Auto Delete Partial Laps for Caution** checkbox on the **Setup** page is checked a partial lap will be deleted and not scored.

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се	No.	Name	T× ID	Laps	Adjust	Index	No.	Name	T× ID	Lap	Laptime	Speed	Hits/Power	Т
	4	E Five	9084	4	0	1-L	1	B Two	9081	1			77/34.5	
	1	B Two	9081	4	0	2	4	E Five	9084	1			92/35.0	
	2	C Three	9082	3	0	3	2	C Three	9082	1			90/35.5	
	00	A One	9080	3	0	4	3	D Four	9083	1			39/33.0	
	3	D Four	9083	3	0	5	00	A One	9080	1			58/34.0	
	_					6-L	1	B Two	9081	2	13.468	66.824	54/33.0	
	_					7	4	E Five	9084	2	13.722	65.587	70/34.0	
	-					8	2	⊂ Three	9082	2	14.981	60.075	77/34.0	
	-					9	00	A One	9080	2	11.593	77.632	80/35.5	1
						10	3	D Four	9083	2	18.001	49.998	16/31.0	
						11-L	4	E Five	9084	3	13.488	66.726	21/32.0	
						12	1	B Two	9081	3	17.357	51.851	19/31.0	
Г						13	2	C Three	9082	3	15.457	58.225	101/35.0	
	Sav t	the Cautio	on			14	00	A One	9080	3	16.975	53.019	68/35.0	
	hutte		ad have			15	3	D Four	9083	3	18.451	48.777	8/30.5	
	build	on is press	sed nere			16-L	4	E Five	9084	4	28.707	31.351	2/29.0	
						17	1	B Two	9081	4	28.205	31.909	13/32.0	
						>								
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# **Before Caution Button**



#### **Auto Delete Partial Lap**

When the **Caution** button is clicked a screen with the current lineup will appear showing the order the racers crossed the start/finish line during the last complete lap. See section 2.3.23 for details.

After the caution period is over click on the **Start** button to go back to a green condition. If the item **Count** First Crossing on Return to Green is checked on the Setup page described in section 2.1.8 the very first crossing over the start/finish line will be scored. If this is the case, the computer operator should wait until all the vehicles have passed the start/finish when the green is thrown before clicking on the **Start** button.

If the option **Count First Crossing on Return to Green** is not checked the operator should click on the **Start** button just as the green is thrown, but before the vehicles cross the start/finish. The very first crossing will not be counted. The subsequent crossing will then be counted as the first completed lap.

#### CAUTION -SCORE (F4) 2.3.21 Caution-Score Button

The Caution-Score button is used when the caution crossings will be scored. All crossings in this case will be scored unless the Finish Lap on Caution (Only for Scored Cautions) checkbox described in section 2.1.6.1 is checked. See the tutorial section 3.1 for a guide to split scoring.

# 2.3.22 Red Flag Button



If a red flag condition occurs pressing this button will cause a red flag to be enabled. All crossings affected will be highlighted in red. See section 2.3.23 for details on the lineup screen. When the red period is over click on the Start button to go back to a green condition.

Note: Leave red even if running under yellow until ready to go back green then press Start button unless scoring yellows then press Start button and press Caution-Score.

#### 2.3.23 Lineup Screen

When the Caution, Caution-Score or Red Flag buttons are clicked a screen with the current lineup will appear showing the order the racers crossed the start/finish line during the last completed lap or it will show the last race position depending on whether or not the Use Race Results for Lineup checkbox on the Setup page is checked.



Lineup Window

The left-hand side of the screen shows the lineup according to the scoring system. The right-hand side is used to modify the scoreboard output only. Adjustments can be made on the right-hand side of the screen. To do this you click on one of the entries on the right so that it is highlighted. Then, click on one of the buttons on the right to either move the selected entry up or down.

The **Top** button moves the entry all the way to the first-place position. The **Bottom** button moves the participant to the very bottom of the list. The Up and Down buttons move the entry up and down one position respectively.

Once you are satisfied with the rearrangement the **Update Scoreboard** button may be clicked to send the modified data to the scoreboard. The Update Network button may be used to send the modified update over the RMonitor or RMViewer feed. This is useful for updating devices with the lineup that use these data feeds.

Note 1: Modifications on the Lineup screen does not change the actual positions of the racers. The modifications are for the benefit of the scoreboard display only.

Note 2: While the Lineup screen is displayed the scoreboard will not update positional changes under nonscoring caution conditions.

# 2.3.24 Finish Button



Click the **Finish** button right before the leader takes the checkered. This allows each competitor to finish the lap. All subsequent crossings are recorded but not scored. This prevents the leaders from being accidentally scored if they do not get off the track immediately after crossing the start/finish line.

When the **Finish** button is pressed a line with checkered flags will appear on the crossing window. When a crossing occurs after this line a small, checkered flag will appear next to the racer on the Place/Qualify window to indicate the racer has taken the checkered.

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					:51	I									
	Pl	No.	Name	Trn	Laps	Lag	Adjust		Index	No.	Name	Trns ID	Lap	Laptime	Speed _
	<sup>~~</sup> 1	3	Charlene Th	1003	6	00.000	0		159	71	George Seven	1007	5	06.682	0.000
	<sup>2</sup>	4	Dixie Four	1004	6	-00.120	0		160	8	Helen Eight	1008	5	06.682	0.000
	<sup>™</sup> 3	5	Ed Five	1005	6	-00.249	0		8	8	83	83	83	8	8
	<sup>6</sup> 4	66	Fran Six	1006	6	-00.388	0		162-L	3	Charlene Thr	1003	6	05.722	0.000
	<sup>10</sup> 5	71	George Seven	1007	6	-00.530	0		163	4	Dixie Four	1004	6	05.722	0.000
	<sup>~</sup> 6	8	Helen Eight	1008	6	-00.650	0		164	5	Ed Five	1005	6	05.731	0.000
	7	9	Irwin Nine	1009	6	-00.802	0		165	66	Fran Six	1006	6	05.750	0.000
	<sup>™</sup> 8	10	Jim Ten	1010	6	-00.922	0		166	71	George Seven	1007	6	05.770	0.000
	<sup>™</sup> 9	11	Adam One	1001	6	-01.042	0		167	8	Helen Eight	1008	6	05.770	0.000
	<sup>™</sup> 1	22	Ben Two	1002	6	-01.162	0		168	9	Irwin Nine	1009	6	07.004	0.000
									169	10	Jim Ten	1010	6	07.004	0.000
									170	11	Adam One	1001	6	07.004	0.000
									171	22	Ben Two	1002	6	07.004	0.000
									172-Del	11	Adam One	1001		7777	
									173-Del	22	Ben Two	1002			
									174-Del	3	Charlene Three	1003		<del></del>	
									175-Del	4	Dixie Four	1004			
									176-Del	5	Ed Five	1005			
									177-Del	66	Fran Six	1006			
									178-Del	71	George Seven	1007			
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									All Sing	gle Results	J				
		CONTI		e. RT (F1)	-	START (F2)		UTION (F3)	CAU SCO	TION - RE (F4)	RED FLAG	FINISH	(F6) <b>S</b>	TOP STOP (F7	
1	Setup	Assign	Timing												

NOTE: You may left mouse click and drag the Finish flag if it is in the incorrect position.

If the **Finish** button is accidentally pressed, the race can be continued by clicking on the **Start** button. The finish flag line will disappear, and the deleted crossings will be turned into green flag crossings.

### 2.3.25 Stop Button

# STOP STOP (F7)

Click the **Stop** button to stop all scoring. When this is done a window will pop up and the user is given a chance to save the results of the timing session. The default file name is the name of the assignment template used. You can change this by typing the name of the file to save the data as and click **OK**. If **Cancel** is clicked, no data is saved. However, it is still possible to save the data by going to the menu item <FILE>\<SAVE RESULTS>.

**NOTE:** A very useful feature is the **auto save** feature. When the **Stop** button is pressed Race Manager automatically saves the race data in a folder called '**AutoSave**'. This folder is in the directory that Race Manager is located in.

Attention: For Windows Vista machines and higher this may not be the case. If your PC is configured for multiple users (i.e., User Control ON - default for Vista PCs) and Race Manager is installed under C:\ProgramFiles (x86) your data will be stored in a virtual directory under your main C drive. This is usually the directory C:\Users\AppData\Local\VirtualStore\Program Files\RaceManager. The auto saved races are named with the assignment name first followed by a date/time stamp.

Save As			×		Save As				×
Save in: 🔒	Results		r 📰 🕶		Save in: 🚺	Results	- + E	-	
Name 🔺		- Date modified	- Type		Name 🔺		- Date modified	- Type	
	No items match	your search.				No items matc	h your search.		
			Þ		•				F
File <u>n</u> ame:	DEMO RACE.csv		<u>S</u> ave		File <u>n</u> ame:	DEMO RACE - Heat 1 csv		<u>S</u> ave	•
Save as type:	Results Files (*.csv)	1	- Cancel		Save as type:	Results Files (*.csv)		✓ Cance	el /
		Г							
			Rename if de	sire	ed				

### 2.3.26 Crossing Window Pop-Up Menu (Used to change crossing status)

This menu can be used to change any crossing to a different flag condition. For instance, it can be used to change a green flag crossing to a caution flag crossing or a red crossing. There are also several other options for inserting manual crossings. See the sections below for a more detailed description.

### 2.3.26.1 Changing Crossing Type

Individual or multiple crossings may be selected for, and their crossing type changed by first highlighting the desired crossing and then right-clicking the mouse with the mouse cursor in the **Crossing** window. Select the desired choice such as **Set Caution** and the crossing type will change. This is a very useful feature used to correct mistakes such as accidentally pressing the **Caution** button at the wrong time.

R	ace Ma	nager															
File	Options	Export	Help														
La	p:	3	Down	⊂ R	Mon -	Practice	Qualify View	Sco	reboa	rd	Elapsed 1	otal :16	Elap	osed Greer 00:00:16	n 	Refresh Network	Scroll Lock
Pla	e No.	Name	Tros ID	Laps	Lag	Adjust										1	
1	4	D Nine	1004	3	0	0		Index	No.	Name		Trns ID	Lap	Laptime	Speed	Hits/Power	Misc 📥
2	5	E Three	1005	3	-0	0		7	3	C Eight		1003	1	05.199	0.000	100/50.0	
3	1	A One	1001	3	-0	0		8	4	D Nine		1004	1	05.174	0.000	100/50.0	
4	2	BTwo	1002	3	-0	0		9	5	E Three		1005	1	05.473	0.000	100/50.0	
5	3	C Fight	1003	3	-0	0		10	1	A One		1001	1	05.468	0.000	100/50.0	
-	-	e eigne	1000	-				11-L	4	D Nine		1004	2	05.110	0.000	100/50.0	
					-			12	5	E Three		1005	2	05.145	0.000	100/50.0	
		-			-			13	1	A One	Set Pre-s	1001	2	95.104	0.000	100/50.0	
-		-		-	-			14	2	B Two	Set Green	)		5.444	0.000	100/50.0	
-						1		15	3	C Eight	Set Cauti	on		5.429	0.000	100/50.0	
		-						16-L	4	D Nine	Set Cauti	on - Score		5.337	0.000	100/50.0	
-					-	<u></u>		17	5	E Three	Set Red F	lag		5.264	0.000	100/50.0	
					-	0		18	1	A One	Force Cou	unt		5.305	0.000	100/50.0	
-	-							19	2	B Two	Insert Ma	nual Cros	sina	5.302	0.000	100/50.0	
								20	3	C Eight	Delete Cr	ossing		5.252	0.000	100/50.0	
											Insert Lap Delete La	p					
											Insert Fin Delete Fir	ish Flag nish Flag					
											Add Drive	r					
													1				~
								All	Single	Result	s						
		E- RT (F1)	┥ star	T (F2)	-	CAUTI (F3)		CORE (I	4 - F4)	RE	D FLAG (F5)	ning Fl	NISH	(F6)	D= STC	IP (F7)	NEUP
Setu	p Assi	gn Timin	g														

Crossing window right clicked

ap:	2	Do	own 🔲 RM	on - Practice	Qualify View	Scoreboard		Elapsed To		ed Green	ſ		Refresh Network
			DE	мо									
Place	No.	Name	Tx ID	Laps	Lag	Inde	ex No.	Name	Tx ID	Lap	Laptime	Speed	Hits/Po
1	3	C Three	1003	2	00.000	6	10	J Ten	1010				255/0.0
2	4	D Four	1004	2	-00.019	7	01	A One	1001				255/0.0
3	5	E Five	1005	2	-00.064	8	2	B Two	1002				255/0.0
4	6	F Six	1006	2	-00.084	9	3	C Three	1003				255/0.0
5	7	G Seven	1007	2	-00.125	10	4	D Four	1004				255/0.0
5	8	H Eight	1008	2	-00.191	11-	L 4	D Four	1004	1	05.022	0.000	255/0.0
7	10	J Ten	1010	1	-1 Laps	12	5	E Five	1005	1	05.594	0.000	255/0.0
3	01	A One	1001	1	-1 Laps	13	6	FSix	1006	1	05.550	0.000	255/0.0
	2	B TV			ps	14	7	G Seven	1007	1	05.591	0.000	255/0.0
0	9	I Nin H	ighlighte	ed crossi	ng 📬	15	8	H Eight	1008	1	05.578	0.000	255/0.0
		is	changed			16-1	9	I Nine	1009				255/0.0
						17	10	J Ten	1010	1	05.530	0.000	255/0.0
						18	01	A One	1001	1	05.591	0.000	255/0.0
						19	2	B Two	1002	1	05.594	0.000	255/0.0
						20	3	C Three	1003	1	05.589	0.000	255/0.0
						21-	L 3	C Three	1003	2	05.022	0.000	255/0.0
						22	4	D Four	1004	2	05.585	0.000	255/0.0
						23	5	E Five	1005	2	05.544	0.000	255/0.0
						24	6	F Six	1006	2	05.524	0.000	255/0.0
						25	7	G Seven	1007	2	05.487	0.000	255/0.0
						26	8	H Eight	1008	2	05.503	0.000	255/0.0
							Single Result:	5	i				
	nr	1		2		1 2	1 2			LINEUP	1	Print-	

Highlighted Crossing Changed

#### Note: Be careful using this feature. It is a powerful feature but can have unintended consequences.

There is a special crossing type called **Force Count.** Depending on the selections made in the **Setup** page sometimes a crossing may not be counted. For example, after returning to green from a caution the first crossing is not counted if the **Count First Crossing on Return to Green** checkbox is not checked. If the competitor has gone to the pits, and upon their return, the crossing must be counted, then select the **Force Count** selection. See the figure below.

Race	Man	ager												_ 🗆
jie <u>O</u> pi	tions	<u>Export</u> <u>H</u> e	elp											
Lap:		2	🗌 Down	F	Mon - Practice	Qualify	, Vi	iew So	coreboard	Elapsed Total	Elapse	d Gree	en	Refresh Scroll Network Lock
				d	emo					,				
Place	No.	Name	Trns ID	Laps	Lag	Adjus		Index	No.	Name	Tros ID	Lan	Lantime	Speed
1	4	D Four	1004	2	00.000	0		9	4	D Four	1004			
2	5	E Five	1005	2	-00.009	0		10	5	E Five	1005			
3	1	A One	1001	2	-00.028	0		11	4	D Four	1004	1	05.035	0.000
4	2	B Two	1002	2	-00.049	0		12	5	E Five	1005	1	05.024	0.000
5	3	C Three	1003	1	-1 Laps	0		13	1	A One	1001	1		
								14	2	B Two	1002	1		
								15	3	C Three	1003			
								16-L	4	D Four	1004	2	05.059	0.000
								17	5	E Five	1005	2	05.062	0.000
								18	1	A One	1001	2	05.070	0.000
								19	2	B Two	1002	2	05.075	0.000
								20	3	C Three	1003	1	05.082	0.000
								•						•
•								All Si	ingle Resul	ts				

**Use Force Count** 



Crossing is now counted.

# 2.3.26.2 Insert Manual Crossing

There are two ways to add a manual crossing. The first way is done by selecting a racer in the **Place/Qualify** window on the left and selecting which crossing the manual lap should be inserted before on the **Crossing** window.

Race ile Op	Man tions	a <b>ger</b> <u>E</u> xport <u>H</u> e	2												
Lap:	Γ	3	Down		RMon - Practice	e Qual	ify ∨	iew S	coreboard	Elapsed Total	Elapse 00	ed Gree :00:15	en	Refresh Network	Scroll Lock
				u L	emo		ni E			<u>.</u>					
Place	No.	Name	Trns ID	Laps	Lag	Adjus		Index	No.	Name	Trns ID	Lap	Laptime	Speed	
1	4	DiFour	1004	3	00.000	0		10	5	E Five	1005	1	05.079	0.000	_
2	5	E FIVE	1005	3	-00.021	0		11-L	2	B Two	1002	2	05.058	0.000	
3	1	A One	1001	3	-00.032	0		12	3	C Three	1003	2	05.045	0.000	
4	2		1002	0	-00.040	0		13	4	D Four	1004	2	05.042	0.000	
5	3	C Inree	1003	2	-i Laps	10		14	5	E Five	1005	2	05.056	0.000	
		<b>T</b>						15	1	A One	1001	2	05.115	0.000	
								16-L	4	D Four	1004	3	05.034	0.000	
				-				17	5	E Five	1005	3	05.035	0.000	
	Se	lect race			Insert be	fore		10	1	A One	1001	3	05.040	0.000	
	50	to insert			racer	5		19	2	B Two	1002	3	05.099	0.000	
L				L		-	4								
												_			
								1	1			1		1	
_						_	-								
•							┚.		ingle   Resu	<u>ilts</u>					

## **Highlight Driver**

A racer will get a manual lap inserted before the first racer crosses. Note that the manual lap is created such that it is exactly halfway in time between the crossing immediately before and immediately after the point it is inserted. Manual laps are useful if a racer misses the antenna loop by perhaps driving through the infield area.

	Race	Man	ager													_ 🗆 🗙
E	ile <u>O</u> p	tions	Export	<u>H</u> elp												
	Lap:		3	🗖 Down	E F	RMon - Practic	e Qua	lify ∖	/iew Sc	coreboard	Elapsed T	otal Elapse	ed Gree 1:00:15	en	Refresh Network	Scroll Lock
					d	emo					,					
	Place	No.	Name	Trns ID	Laps	Lag	Adjus		Index	No.	Name	Trns ID	Lap	Laptime	Speed	
	2	4 3	D Four	1004	3	-00.000	0		10	5	E Five				-000	
l	3	5	E Five	1005	3	-00.021	0		11-L	2	B Two	Manual	cross	sing	000	
l	4	1	A One	1001	3	-00.032	0		12	4	D Four	1003	2	05.042	0.000	
l	5	2	BIWO	1002	3	-00.048	U		14	5	E Five	1005		05.056	0.000	
l									15 16-L	1 4	A One D Four	1001 1004	2	05.115 05.034	0.000	- 11
		Ν	ote the	change	in				17	3	C Three	1003	3	05.055M	Manual	
L			racer p	position					18	5	E Five	1005	3	05.035	0.000	
L	· · ·		1						19	1	A One	1001	3	05.040	0.000	_
L									20	2	B Two	1002	3	05.099	0.000	_
L										-						
										1		1				.́ ∣
	•								All Si	ingle Resu	Ilts					]

**Inserted Manual Crossing** 

This first method requires that a transponder already has an entry on the left-hand **Place** window. The second method does not require this. There are 2 ways to do this. For the first method left double click on the line on the **Crossing** window that the manual crossing will be entered at. The **Manual Racer Quick Add** window will pop up.

Index	No.	Name	Trns ID	
1	1	One A	1001	
2	2	Two B	1002	
3	3	Three C	1003	
4	4	Four D	1004	
5	5	Five E	1005	
6	6	Six F	1006	
7	7	Seven G	1007	
8	8	Eight H	1008	
9	9	Nine I	1009	
10	10	Ten J	1010	
11	11	Eleven K	1011	
12	12	Twelve L	1012	

Manual Quick Add Window

Now either select the racer to add a crossing for and click the **OK** button or double click on the racer. This will add a new manual crossing.

The second way to bring up this window is to click on the crossing on the crossing screen where you want the manual crossing to be entered. Then right mouse click to bring up the pop-up menu. Now select the **Add Driver** option. The **Manual Quick Add** window will appear.

ew S	coreboard	Elapsed Total	Elapse	d Gree	en	Refresh Scr Network Loc	
Index	No.	Name	Trns ID	Lap	Laptime	Speed 🔺	]
13	4	D Four	1004	2	05.042	0.000	
14	5	E Five	1005	2	05.056	0.000	111
15	1	A One	1001	2	05.115	0.000	
16-L	4	D Four	1004	3	05.034	0.000	
17	3	C Three	1003	3	05.055M	Manual	
18	5	Set Pre-start	5	3	05.035	0.000	
19	1	Set Green	1	3	05.040	0.000	
20	2	Set Caution - Score	2	3	05.099	0.000	
		Set Red Flag					
		Force Count					
		Insert Manual Crossi Delete Crossing	ng			Select Ad	d Driver
All (	Single   f	Insert Lap Delete Lap	F				
CAUT SCORI	ION - E (F4)	Insert Finish Flag Delete Finish Flag	L. I	(F6)	<b>570</b> 7 S	TOP (F7)	UP
		Add Driver					

## 2.3.26.3 Delete Crossing

A crossing may be deleted by highlighting a crossing, right mouse click over the **Crossing** window and selecting **Delete Crossing** from the pop-up menu. Manual crossings will be permanently deleted. Electronic crossings will be grayed out and not counted towards scoring.



#### 2.3.26.4 Insert Lap

To add a lap to the entire field, highlight the line where the lap should be inserted, right mouse click over the **Crossing** window and select **Insert Lap** from the pop-up menu.

Index	No.	Name	Trns ID	Lap	Laptime	Speed	Hits/Power	Misc
10	55	Elle	1005				100/50.0	
11-L	9	Ida	1009	1	05.840	0.000	100/50.0	
12	10	Joh	1010	1	05.840	0.000	100/50.0	
13	1	Alic	1001	1	05.840	0.000	100/50.0	
14	2	Ben	1002	1	05.840	0.000	100/50.0	
15	03	Chri	1003	1	05.840	0.000	100/50.0	
16	40	Dav	1004	1	05.840	0.000	100/50.0	
17	55	Elle	1005	1	05.840	0.000	100/50.0	
18	6	Fra	1006	1	07.753	0.000	100/50.0	
19	7X	Gin	1007	1	07.040	0.000	100/50.0	
20	8	Hen	1008	1	07.040	0.000	100/50.0	
21-L	4 Set I	Pre-start	t		05.601	0.000	100/50.0	
22	5 Set	Green			05.601	0.000	100/50.0	
23	6 Set	Caution			05.601	0.000	100/50.0	
24	; Set	Caution	- Score		05.601	0.000	100/50.0	
25	د Set ا	Red Flag	I		05.601	0.000	100/50.0	
26	e Ford	e Count			06.801	0.000	100/50.0	
27	1 Inse	rt Manua	al Crossing		06.801	0.000	100/50.0	
28	1 Dele	te Cross	ing		06.801	0.000	100/50.0	
29	2 Inse	rtLap			06.801	0.000	100/50.0	
30	C Dele	te Lap			06.801	0.000	100/50.0	
AIL	S Inse	rt Finish	Flag					
-	F	te Finish	Flag		STOP	STOP (F	7) LINE	JP
1	Add	Driver						

Index	No.	Name	Trns ID	Lap	Laptime	Speed	Hits/Power	Misc
10	55	Elle	1005				100/50.0	
11-L	9	Ida	1009	1	05.840	0.000	100/50.0	
12	10	Joh	1010	1	05.840	0.000	100/50.0	
13	1	Alic	1001	1	05.840	0.000	100/50.0	
14	2	Ben	1002	1	05.840	0.000	100/50.0	
15	03	Chri	1003	1	05.840	0.000	100/50.0	
16	40	Dav	1004	1	Note	allor	ossings of	tor th
17	55	Elle	1005	1	inco	tall Cro	soro humi	
18	6	Fra	1006	1	hr 1	leu lap	are built	peut
19	7X	Gin	1007	1	d by I	iap.		
20	8	Hen.	1008	1	07.040	0.000	100/50.0	
21	Lap+1							
22-L	40	Dav	1004	3	05.601	0.000	100/50.0	
23	55	Elle	1005	3	05.601	0.000	100/50.0	
24	6	Fra	1006	3	05.601	0.000	100/50.0	
25	7X	Gin	1007	3	05.601	0.000	100/50.0	
26	8	Hen	1008	3	05.601	0.000	100/50.0	
27	9	Ida	1009	3	06.801	0.000	100/50.0	
28	10	Joh	1010	3	06.801	0.000	100/50.0	
29	1	Alic	1001	3	06.801	0.000	100/50.0	
30	2	Ben	1002	3	06.801	0.000	100/50.0	
All	Sinale F	esults						
<u></u>	RED FLA	G A	FINIS	H (F6)	STOP	STOP (F	7)	JP

# 2.3.26.5 Delete Lap

A manually inserted lap may be deleted by highlighting the manual lap (ie **Lap+1**) and selecting **Delete Lap** from the pop-up menu.

17	55	Elle	1005	1	05.8	340	0.000	100/50.0		
18	6	Fra	1006	1	07.7	753	0.000	100/50.0		
19	7X	Gin 1007 1 07			07.0	040	0.000	100/50.0		
20	8	Hen	1008	1	07.0	040	0.000	100/50.0		
21	Lap+1	C-+ D								
22-L	40	Set Pre-start Set Green				<b>j01</b>	0.000	100/50.0		
23	55					01	0.000	100/50.0		
24	6	Set Caution - Score					0.000	100/50.0		
25	7X	Set Red Flag Force Count				01	0.000	100/50.0		
26	8					01	0.000	100/50.0		
27	9	Insert	Manual Cr	ossino	1	01	0.000	100/50.0		
28	10	Delete	Crossing	o o o o n ng	'	01	0.000	100/50.0		
29	1 -					01	0.000	100/50.0		
30	2	Insert	Lap			01	0.000	100/50.0		
All	Single -	Delete	сар		_					
	RED F	Insert Finish Flag Delete Finish Flag				OP	STOP (F7)			
		Add Driver								

# 2.3.27 Results Tab

When the **Stop Button** is pressed and a timing session is concluded, the **Results** tab on the **Crossing** window becomes enabled. Clicking on the tab shows the final results view of the session.



### **Results Tab**

Race Ma	Race Manager - C:\Westhold\Products\RMS\Source\TimePro\RaceMgr_139049\Recovery.CSV											
Lap:	3	Down	RMon - F	Practice	Qualify \	/iew Scoreboa	d		Elapsed Total	apsed Gree 00:58:56	n	Refresh Scr Network Loc
		Sess	ion N	lam	e							
Place	No.	Name	Trns	Laps	Lag	Adjust	Plac	e No.	Name	Laps	Misc	
1	85	Bob Two	14185	3	00.000	0	1	85	Bob Two	3	Expert	
2	449	Christine Three	14449	3	-00.001	U	2	449	Christine Three	3	Novice	
3	49	Fred Five	14649	3	-00.009	U	3	49	Fred Five	3	Expert	
4	16	Ernie Four	14716	2	-1 Laps	U	4	16	Ernie Four	2	Novice	
5	67	Adam One	14067	2	-1 Laps	U	5	67	Adam One	2	Novice	Т Тор
												↑ Up
												J Down
												➡ Bottom
												► Reset
			-									
												Sort by Misc
												Refresh Network
							All	Single	Results			
S.	PRE- TART (F1)	START (F2)		CAU1 (F		CAUTION - SCORE (F4)	RED F	LAG	FINISH (F6)	STOP (F7	) LINEUP	Print PLACE RESULT
etup A	ssign Tim	ing										

#### **Results Screen**

The results may be manipulated using the buttons on the right-hand side of the screen. Highlight the competitor to modify and click on one of the buttons on the right-hand side to move the competitor.

The **Refresh Network** button can be used to send the modified results to applications that use the RVViewer or RMonitor feed.

**Note:** After manipulating the results, the data must be saved. Do this by selecting the menu item <File>/<Save Results> or <File>/<Save Results As>.

If the **Misc** column were used in the assignment template, you can sort the finish according to the Misc column information. Note in the figure below that the finish order is sorted according to the Misc column as opposed to showing the overall order.

		Elapsed Total	apsed Gree 00:58:56		Refresh Network
Place	No.	Name	Laps	Misc	
1	449	Christine Three	3	Novice	
2	16	Ernie Four	2	Novice	
3	67	Adam One	2	Novice	
4	85	Bob Two	3	Expert	-
5	49	Fred Five	3	Expert	
					↓ Dow
					<b>⊥</b> Botto
					Rese

### 2.3.28 Print Buttons

There are two print buttons. One button will print what is in the **Place/Qualify** window; the other button will print all crossings found in the **Crossing** window. The functionality of the left print button will print the appropriate information depending on whether the software is in qualifying or place mode as defined by the **Qualify/Place View** button. Note that the button will change text to indicate what will be printed.



# 2.3.28.1 Print Dialog

When one of the print buttons is pressed a window will pop up. Depending on which print button is pressed the window may look slightly different.



There are 2 print formats to choose from. One is the Standard format, and the other is the Grid format. The standard format allows for the addition of notes and a logo. The Grid Format prints what is shown on the Race Manager grids.

Date/Ti Session Elapsed This pri	ime: Febr 1: DEMO 1 Time: 0 intout ha	uary 07, 2024 - 12:53PN WITH LAPTIMES 0:00:15, Elapsed Green: 5 an image		- -	ESTHOLD			
	PLACE							
Place	Car No	Name	Trns ID	Laps	Lag	Scored Time	Total Time	
1	2	Two, Ben	1002	2	00.000	11.599	13.535	
2	3	Three, Cathy	1003	2	-00.140	13.675	13.675	
3	4	Four, Denny	1004	2	-00.280	13.008	13.815	
4	5	Five, Ellen	1005	2	-00.421	13.007	13.956	
5	6	Six, Fred	1006	2	-00.563	13.007	14.098	
6	7	Seven, Ginny	1007	2	-00.702	13.005	14.237	
7	8	Eight, Harry	1008	2	-00.844	13.006	14.379	
8	09	Nine, Indira	1009	2	-00.985	13.007	14.520	
9	10	Ten, Jeff	1010	2	-01.126	13.007	14.662	
10	1	One, Adam	1001	2	-01.265	13.005	14.801	

#### **Grid Format**

This format is printed in a "what you see is what you get" format and prints what is shown on the timing page. You may have to adjust the columns to fit the page size selected.

Place DE	lace DEMO WITH LAPTIMES (Elapsed Time: 00:00:15, Elapsed Green: 00:00:15)								
Place	No.	Name	Trns ID	Laps	Lag	Scored Time	Total Time	Adjust	
1	2	Ben Two	1002	2	00	11.599	13.535	0	
2	3	Cathy Three	1003	2	-00	13.675	13.675	0	
3	4	Denny Four	1004	2	-00	13.008	13.815	0	
4	5	Ellen Five	1005	2	-00	13.007	13.956	0	
5	6	Fred Six	1006	2	-00	13.007	14.098	0	
6	7	Ginny Seven	1007	2	-00	13.005	14.237	0	
7	8	Harry Eight	1008	2	-00	13.006	14.379	0	
8	09	Indira Nine	1009	2	-00	13.007	14.520	0	
9	10	Jeff Ten	1010	2	-01	13.007	14.662	0	
10	1	Adam One	1001	2	-01	13.005	14.801	0	

### 2.3.28.2 Print Notes

Allows for the insertion of notes in the **Standard** format report. When producing Grid format reports the notes will not be printed.



### 2.3.28.3 Print Image

It is possible to include an image such as your organization's logo or sponsor's logo in your printout. Click on the folder icon and choose the image you want to print. The only format Race Manager currently supports is the bitmap format (.bmp files). If you have a JPEG (.jpg) or GIF (.gif) format image you can open this in a program such as Microsoft Paint and then 'save as' a bitmap file.

To print the logo, the **Print Image** box must be checked.

Images will auto-size to fill a 2.5 inch wide and 1.25 inch high area. In other words, images should have an aspect ratio of 2:1.

Print Notes     ×       Enter Notes and Press OK to Print     OK       Report with image (2.5" x 1.25")     Cancel	Date/Time: February 07, 2024 - 12:53PM Session: DEMO WITH LAPTIMES Elapsed Time: 00:00:15, Elapsed Green: 00:00:15 Report with image (2.5" x 1:25")	
C:\RaceManager\Westhold W.bmp	PLACE	
Print Image Use Grid Format	Place Car No Name Trns ID Laps Lag Scored Time Total Time	
	1 2 Two, Ben 1002 2 00.000 11.599 13.535	

## 2.3.28.4 Lap Chart Format

This option is available when the **All** print button is pressed. Selecting this option will create a printout in lap chart format. The lap chart shows the order each racer passed the start/finish line for each lap.

Print Notes	×
Enter Notes and Press OK to	Print OK
Lap Chart	Cancel
C:\RaceManager\Westhold	W.bmp
Print Image	🔲 Use Grid Format
☑ Lap Chart Format	Race Order Format



#### 2.3.28.5 Race Order Format

Use this option to create a printout showing the racer position for each lap. This report is similar in appearance to the lap chart but shows the running position for each racer at each lap.

Print Notes	×
Enter Notes and Press OK t	o Print OK
Lap Chart	Cancel
C:\RaceManager\Westhol	d W.bmp 🔊
<ul> <li>Print Image</li> <li>Lap Chart Format</li> </ul>	Race Order Format

# 2.3.29 Menu Items

Open Results Merge Results	Down	F	RMon - Practi	ce Quali	y View Scoreboard			Elapsed	Total Elapsed G	reen			Refresh Network
Close demo							00:3	7:26 00:17:	45				
Save Results As	rns ID	Laps	Lag	Adjust		11	Terdeur	lu.		Turne ID		Lastina	Grand
Recover	2359	21	00.000	0			1 ndex		Name Dilly Kassa Ja	1115 10	Lap	Lapume	speed
et ut ter i	2400	21	-01.874	0			130	298	Dilly KUUHS Dr.	33730			
Clear Upload Directory	3722	21	-05.376	0			139	15W	Mike Wiarda	32252			
Upload Results	3732	21	-05.749	0		140	140	55X	Curt Drake	32300			
Upload Settings	2371	21	-06.103	n			141	55	Jeff Segebart	33723			
Exit	2448	21	-07 587	0			142	79	Jesse Kroger	33740			
10 7 4 1 C UN	22724	21	-07.307	0			143	27	Bryce Taylor	32203			
7 4 J.C. WY	33724	21	-09.000	0			144-L	15	Jase Kaser	32359	1	18.564	0.000
1 8   24   Bill Leight	8547	21	-10.549	U			1.15	1.7	T I DI L	00700		10.000	0.000

#### 2.3.29.1 File->Open Results Menu Item

Select the **File->Open Results** menu item to open previously saved results and display them on the screen. Open results may be adjusted using the **Adjust Laps** and the **Set Green/Set Caution, etc** features described above on the crossing screen only. The results may then be re-saved.

#### 2.3.29.2 File->Merge Results Menu Item

Select the **File->Merge Results** menu item to combine another set of results to currently open results. This feature is useful when there is more than one qualifying session for a class.

# 2.3.29.3 File->Close Menu Item

This clears the data from the screen and from memory.

#### 2.3.29.4 File->Save Results Menu Item

This will save the results on the screen.

#### 2.3.29.5 File->Save Results As Menu Item

This will save the currently open race results on the screen to a new file.

#### 2.3.29.6 File->Recover

This item allows for the recovery of data from the system. If for instance your PC crashes or someone exits the Race Manager program before the **Stop** button was pressed you can recover the race data. Normally when Race Manager is restarted it will detect that the software was closed prematurely and will ask whether the user wants to recover the race.

In some circumstances the user may have accidentally pressed the **Stop** button before the race finished. By selecting the File->Recover menu item it is possible to recover the data.

Enter numbe re	er of crossings to cover		
	Enter Number of Cros Enter 0 or leave blan 100	sings to Recover Ik to reover most recent sessi	RECOVER Cancel
	🔲 Clear Race Data	Current	t Index 876453

Check the **Clear Race Data** checkbox if you wish to clear what is currently on the timing page. Otherwise, the data will be added to what is already in Race Manager memory.

**NOTE:** This will not work for IDU systems. On IDU systems once the **Stop** button is pressed the data in the IDU will be deleted. However, some of the recovery data may still be on the PC hard drive and that data may be recovered.

#### 2.3.29.7 Upload Menu Items

There are 3 menu items used for uploading data to the westholdtiming.com server. These are the **Clear Upload Directory**, **Upload Results** and **Upload Settings** described below. The data uploaded to the

westholdtiming.com server may be incorporated into your own website using iFrame.

Race Manager - C:\Rac File Options Export Help	eManager\Results\I-80'	\SLMR Series - A Feature.csv	
Open Results Merge Results Close Save Results Save Results As	J @ IDEC	Scoreboard Control Total Positions	Organization Name:
Recover	7:26 Apr 29, 2015	Westhold Pylon Scoreboard Type	Default Track Length U.500 Miles
Clear Upload Directory Upload Results	7:2010.01.27.001	Enable Scoreboard Output	Web Data Set Data Path
Upload Settings	000D	Network Broadcast Control	C:\www\webroot
Exit		IP Address: 192.168.1.146	✓ Enable Live Web Data
Set Comm Port	6	TCP/IP Port: 6000	
Set Min Lap Time	0 secs	Enable Server Set Parameters	

#### 2.3.29.7.1 File->Clear Upload Directory

This deletes all files in a directory called UploadXML. This directory is created by Race Manager to hold data for uploading. The files in this directory are generated whenever you start, stop and save the race data. You should clear this directory before each event or there may be many unnecessary files in the directory.

Note: If you do not save the timing session results an upload file will not be saved for that session.

#### 2.3.29.7.2 File->Upload Results

To upload results to the westholdtiming.com server select this menu item. The window shown below will appear. This window is used to manage the events and races on the server. The left side shows the events on the server. The right side shows the races under each event.

Event Management		
Event Management           Select Event Title to Upload to           03-20-2015 RACE1           03-27-2015 RACE2           04-20-2015 RACE3           04-29-2015 RACE4	Races on Server	<u> </u>
	BSP 1 ADULT - HEAT A BSP 1 ADULT - HEAT B BSP LITE - HEAT A FLYING_5 JR ROOKIE BEGINNER - FEATURE ROOKIE BEGINNER - HEAT A ROOKIE BEGINNER - HEAT B	
New Delete	Add Race(s) Select All Select None Delete Ra	ce(s)

Click the **New** button to add a new event. Select the day of the event and type in a name. Then click the **OK** button when finished.

	New Event		×	
	St	art Date of Event		
	Sun Mon         29       30         5       6         12       13         19       20         26       27         3       4         Control       Toda         MY NEW EVENT       0K	April, 2015       Fi         Tue Wed Thu       Fri       Sat         31       1       2       3       4         7       8       9       10       11         14       15       16       17       18         21       22       23       24       25         28       30       1       2         5       6       7       8       9         agy:       4/29/2015       Value       Value       Cancel		
Event Management Select Event	Title to Upload to	Races	on Server	
03-20-2015 RACE1 03-27-2015 RACE2 04-20-2015 RACE3 04-20-2015 RACE4 04-30-2015 MY NEW EVENT				UK
New Delete		Add Race(s) Select A	All Select None	Delete Race(s)

Select the event to add races to and click the Add Race(s) button. A window will appear to allow you to select races to add.

Current Races in Upload Directory - Select Files to Upload										
Generate Upload Data From Following Results Directory										
C:\RaceManager\Results\New Smyrna										
ADULT NOVICE - FEATURE  ADULT NOVICE - FEATURE THE REAL ONE  ADULT NOVICE - HEAT A  BSP 1 ADULT - HEAT B  BSP LADULT - HEAT A  JSP LADULT - HEAT A  JSP LADULT - HEAT B  JSP LAD										
Select All Select None Delete Selected OK Cancel										

You can then select which races to upload by checking the box next to each race or use the **Select All** button to select all of the races. Click the **OK** button when finished.

If there are no races in the UploadXML directory you may generate these files by clicking the folder icon in the upper right.

Current Races in Upload Directory - Select Files to Upload	×
Generate Upload Data From Following Results Directory	
C:\RaceManager\Results\New Smyrna	

A window will open as shown below. Use this to navigate to the location of your results files. Click the **OK** button and the upload files will be generated. Then you can select and upload the desired races to the server.

Browse for Folder	×
Please select a folder from the list:	
🖃 📔 Results	
ACMS	
📔 AxWare	
🖃 📗 Extreme	
🕀 🕕 Gladiator	
📕 I-80	
🕒 New Smyrna	
📔 New TxAct	
I NJMSP	
PMSS	<b>-</b>
OK Cancel	

Event Management		
Select Event Title to Upload to           03-20-2015 RACE1           03-27-2015 RACE2           04-20-2015 RACE3           04-29-2015 RACE4           04-30-2015 MY NEW EVENT	Races on Server	OK
New Delete	Add Race(s) Select All Select None Delete Ra	ace(s)

You may delete an event by selecting the event to delete and clicking the **Delete** button. To delete specific races, check the checkbox next to each race to delete and then click the **Delete Race**(s) button.

#### 2.3.29.7.3 File->Upload Settings

This is used to enter the password and username for your organization. You must obtain this from Westhold. You may contact them via email (info@westhold.com) or phone (see Contact at www.westhold.com). You only have to enter this once before using the **File->Upload Results** selection. All subsequent uploads will not require you to reenter this information.

Upload Settings		×
Server Name:	westholdtiming.com	
Username:	MyUserName	
Password:	*******	
	OK Cancel	

**Note:** If you experience problems connecting to the server you may need make sure the Windows firewall or your anti-virus program allows Race Manager access to the internet. You may also have to allow port 21 to be open.

# 2.3.29.8 File->Exit Menu Item

This will exit the Race Manager program. You may also click the X in the upper right to exit Race Manager.

Refrest	h k
ed Sc Lo	roll ck

### 2.3.29.9 Options->Font Menu Item

This choice is used to change the font size in the place and crossings grids. Use the **Reset Font** option to reset the font to the original font size.



# 2.3.29.10 Export Menu Item

The export menu allows the race data to be exported to HTML files or comma separated ASCII text files for either uploading to a website or for further processing.

	Race Man	ager - C:՝	West	hold\Produc	ts\RM9	5\Sour	ce\TimePro	o∖RaceM	1gr_13904	9\Recover
	Lap:			Place (Electr Crossings - S Final Results Full Session I	onic Resu Single ; Export	ults)	Qualify Vi	ew Si	coreboard	
L	Place	No.	Name	,	Trns	Laps	Lag	Adjust		
Ш	1	85	Bob T	wo	14185	3	00.000	0	1	
Ш	2	449	Christ	ine Three	14449	3	-00.001	0	]	
Ш	3	49	Fred I	Five	14649	3	-00.009	0	1	
Ш	4	16	Ernie	Four	14716	2	-1 Laps	0	]	
	5	67	Adam	One	14067	2	-1 Laps	0	]	
	6				14462	0	-3 Laps	0		

#### 2.3.29.10.1 Export->HTML Menu Items

Export->HTML->Place (Electronic Results) – Exports only the electronic place results.

Export->HTML->Crossings – Single – Exports only the crossings data for a single selected competitor.

Export->HTML->Final Results – Exports the modified results from the Results tab page.

**Export->HTML->Full Session Export** – Creates a final results page with links to all the single crossings report for each competitor.

### 2.3.29.10.2 Export->CSV Menu Items

The CSV export works just like the HTML export except comma separated CSV files are generated.

#### 2.3.29.10.3 Export->XML Menu Item

The XML export works like the HTML and CSV exports except there is only a single option. This can be used to individually generate upload files for uploading to the westholdtiming.com server.

#### 2.3.29.11 Help Menu Item

This option shows the version of the Race Manager software.

	Race Manager											
I	File Op	tions E	xport	Help		_						
Lap: 2 RMon · Practice Qualify View										Sco		
DEMO												
	Place	No.	Nam	е	T× ID	Laps	Lag	Adjust		11		
	1	65	B Six	ty	1006	2	00.000	0				
	2	37	R Thi	irtv	1007	2	-00.016	0				

# 3. Tutorials

### 3.1 Split Score Guide

This section describes how split scoring works. In this tutorial we will count caution as the leader plus one or more competitors cross the start/finish before the caution is thrown.

1. Caution Handling Setup

Check the **Finish Lap on Caution** checkbox. This setting allows each driver to finish the current lap when the caution drops. This only works with the **Caution-Score** button.

Check the **Auto Delete Partial Laps for Caution** checkbox. When the non-scoring **Caution** button is pressed, partial lap crossings are set to caution and not counted.

If you want to immediately count the lap as complete when the green flag comes out and the leader crosses the start/finish line, check **Count First Crossing on Return to Green.** 

If the first crossing upon returning to green flag condition is the start of the lap, then **DO NOT** check **Count First Crossing on Return to Green.** 

**Attn:** If the entire field has passed the start/finish and completed a lap and the caution comes out while the racers are on the back stretch of the track, press the **Caution-Score** button to count the lap. Otherwise, pressing the **Caution** button will revert the lap to the last completed lap despite the lap having been completed.

- Race Hanager - C. (Weschold (Products (RMS (Sol
<u>File Options Export H</u> elp
File Options Export Help         System Status/Control         Receiver Type: C IDU C IDEC         IDEC Status:         22:18:00 Dec 21, 2009         Version1:         SW:2009.10.24.001         Version2:         000B         ✓ TCP/IP         Set TCP/IP         Set Min Lap Time         O Sec         Set Min Power         O dB         Set Backup Tims. Interval         1

Fig 3.1-1

le <u>H</u> el		sger 5		Down	Qualifu Vie		Sco.	reboard		Elaps	sed Time	•		Scro
Lap.	1	5									10:04:33			Lock
Place	No.	Name	T× ID	Laps	Lag	Γ	In	No	Name		Lan	Laptime	Speed	-
1	99	Hal	7358	5	0.000	1	11	36A	lon	7356	2	7.934	0.000	-
2	36A	Jon	7356	5	-0.002	1	12	99	Hale	7358	2	7.925	0.000	
3	93	Han	7359	4	-1 Laps	1	13	12	lim	7355	2	5,890	0.000	
4	12	Jim	7355	3	-2 Laps	1	14	93	Han	7359	2	5,901	0.000	- 1
5	36B	Oliv	7332	3	-2 Laps	I.	15	36B	Oliv	7332	2	9 944	0.000	
							16	99	Hale	7358	3	7.276	0.000	
							17	364	lop	7356	3	7.284	0.000	
							18	93	Hap	7350	3	7 510	0.000	
						1	19	12	lim	7355	3	7 525	0.000	
							20	00	Hale	7359	4	9.009	0.000	
							20	35	lop	7356	4	9.040	0.000	
						1	22	200	Oliv	7330	т 2	15 525	0.000	
							22	00	Ully	7332	3	12.242	0.000	
t leas	st Le	eader l	nas		Ν	$\searrow$	2.5	30	Hala	7339	T	10.671	0.000	
		cross	sed				24	26.0	loo	7350	5	10.672	0.000	
<u>d</u>						1		Single F	Results					
PRE- START START A START CAUTION CAUTION RESTART A FINISH														
ietup	Assig	n Timi	ng											
Press this button														

2. If the yellow flag is thrown after the leader has crossed, press the **Caution-Score** button. See fig 3.1-2.

The lineup screen will pop up showing the order. See fig 3.1-3 below. Note how racers 99 and 36A are first and second and in the order they crossed before the caution. Now racers 36B, 93 are drawn from the previous crossing. And racer 12 comes in at the end.

🎫 Lineup	)								×
	Origi	nal			Modil	(	JK I		
Pos	No.	Lag		Pos	No.	Lag			
1	99	0.000		1	99	0.000			
2	36A	-0.002		2	36A	-0.002			
3	36B	-2 Laps		3	36B	-2 Laps			Top
4	93	-1 Laps		4	93	-1 Laps		<u> </u>	TOP
5	12	-2 Laps		5	12	-2 Laps			
								Т	Up
								-	
								↓	Down
								<b>T</b>	Bottom
			_		_			<u> </u>	
			_						Becel
							_		TIESEC
			_	L			-		
	_		_				-		
			-				-		
							-	Up	date
			-				-	SCOL	eboard

Fig 3.1-3

Now as the racers cross the start finish under caution...



Racers that already crossed are not counted again.



The lineup screen will still show what is in figure 3.1-3. To correct the lag values, you can hit the "Reset" button on the lineup screen. See fig 3.1-5. This is not necessary. The lineup will still be correct. The number of laps displayed on the scoreboard should be lap 5 since that is the leader's current lap.

🎫 Lineup				
	Origi	nal		
Pos	No.	Lag	Pos	No
1	99	0.000	1	99
2	36A	-0.002	2	36,
3	36B	-1 Laps	3	36
4	93	-17:36.979	4	93
5	12	-1 Laps	5	12

3. In the case where it is decided that the caution will not be scored and the leader has crossed before the caution is thrown, hit the non-scoring **Caution** button. Fig 3.1-6.

	Race	Mana	iger												_0 ×
E	ile <u>H</u> el	P													
	Lap:	Γ	7		Down	Qualify View		Sco	reboard		Elap	sed Time )0:31:43			Scroll Lock
	Place	No.	Name	T× ID	Laps	Lag		T-		News	T TD	1	Leekee	Connel	
	1	99	Hal	7358	7	0.000 1		In	No.	Name	TXID	Lap	Laptime	Speed	
	2	36A	Jon	7356	6	-1 Laps I		24	99	Hale	7358	5	10.671	0.000	
	3	36B	Oliv	7332	5	-2 Laps I		25	36A	Jon	7356	5	10.633	0.000	_ 11
	4	93	Han	7359	5	-2 Laps I		26	368	0117	7332	4	16:29	0.000	
	5	12	Jim	7355	5	-2 Laps I		27	12	Jim	7355	4	17:12	0.000	
								28	99	Hale	7358	6	17:0.453	0.000	_ 11
								29	368	Ullan	7332	5	41.036	0.000	- 11
								30	93	Tien	7359	5	17:41	0.000	- 11
								31	12	Jiii	7000	2	09:10	0.000	
								32	30A	Jon	7350	7	20:20	0.000	_
								33	99	пане	7330		09:32	0.000	
								<u> </u>							_
								<u> </u>							_ 1
ſ															_ 1
	I	Pres	s cau	ition											
		1	nutto	n											_ 1
		ι	Juito	1								_			
l						•									<u> </u>
	•							All	Single Re	sults					
		DDE	10					1	• •						
		STA	BT		STAR	T 🛛 📂 🖓	۱U	ITION		DRE	RE RE	START	1000	FINISH	
	1			1							•		· _ `		1
H	Setun	Assia	n Timi	na			-								
-	Jerah 1	Masiy		- a											

Fig 3.1-6 – Only leader has crossed

The partial lap will automatically be deleted. Fig 3.1-7.

Race le <u>H</u> e	Mana Ip	ager												-
Lap	: [	6		Down	Qualify Vie	ew	Sco	reboard		Elap	sed Tim 00:34:37			Sc Lo
Place	No.	Name	T× ID	Laps	Lag	Ι	In	No.	Name	T× ID	Lap	Laptime	Speed	
1	99	Hal	7358	6	0.000	1	24	99	Hale	7358	5	10.671	0.000	
2	36A	Jon	7356	6	-09:27.624	1	25	36A	Jon	7356	5	10.633	0.000	
3	36B	Oliv	7332	5	-1 Laps	1	26	36B	Oliv	7332	4	16:29	0.000	
4	93	Han	7359	5	-1 Laps	-	27	12	Jim	7355	4	17:12	0.000	
5	12	Jim	7355	5	-1 Laps	-	28	99	Hale	7358	6	17:0.453	0.000	
	-					-	29	36B	Oliv	7332	5	41.036	0.000	
	-					-	30	93	Han	7359	5	17:41	0.000	
	-					-	31	12	Jim	7355	5	09:18	0.000	
	-				•	-	32	36A	Jon	7356	6	26:28	0.000	
	-					-	33-L	99	Hale	7358	6			
						+								
						+								
						+								
						+								
	-					+								



All subsequent crossings will also not be scored.

Note that if you accidentally press the "Caution" button too late and more than 1 racer has gone by that is ok. The partial lap will still automatically be deleted. Fig 3.1-8

	6		Down	Qualify Viev	/ Sci	preboard		Elap	sed Tim 10:37:13			Scrol Lock
).	Name	T× ID	Laps	Lag	In	No	Name		Lan	Laptime	Speed	•
	Hal	7358	6	0.000	24	99	Hale	7358	5	10.671	0.000	
А	Jon	7356	6	-09:27.624	25	364	lop	7356	5	10.633	0.000	
В	Oliv	7332	5	-1 Laps	20	24P	Oliu	7000	4	16,000	0.000	
	Han	7359	5	-1 Laps 🛛	20	10	Jim	7332	4	10:29	0.000	
	Jim	7355	5	-1 Laps 🛛 I	27	12	Hale	7358	4	17:12	0.000	
					29	36B	Oliv	7332	5	41.036	0.000	
					30	93	Han	7359	5	17:41	0.000	-1
					31	12	Jim	7355	5	09:18	0.000	
					32	36A	Jon	7356	6	26:28	0.000	
					33	. 99	Hale	7358	6			
iy you f ution h K	ere. T	his is			> 34	36B	Oliv	7332	5			
						Fig 3.	1-8	1			1	

The lineup in this case is based on the previous lap completed (lap 6 – index 28). Fig 3.1-9 below.

🕫 Lineup	,		
	Origi	inal	
Pos	No.	Lag	Pos
1	99	0.000	1
2	36B	-1 Laps	2
3	93	-1 Laps	3
4	12	-1 Laps	4
5	36A	-09:27.624	5



Note that anything can be changed by highlighting the crossings you want to change and right clicking the mouse button on the crossings screen. Just select how you want to change the highlighted crossings. You can correct mistakes you might have made. Fig 3.1-10.

ap:		6		Down	Qualify View	Sco	reboard		Elap:	sed Tim 10:42:48			Scroll Lock
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3	36A	Jon	7356	6	-09:27.624	25	36A	Jon	7356	5	10.633	0.000	
3	36B	Oliv	7332	5	-1 Laps I	26	36B	Oliv	7332	4	16:29	0.000	
9	93	Han	7359	5	-1 Laps I	27	12	Jim	7355	4	17:12	0.000	
1	.2	Jim	7355	5	-1 Laps I	28	99	Hale	7358	6	17:0.453	0.000	
						29	36B	Oliv	7332	5	41.036	0.000	
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						31	12	Jim	7355	5	09:18	0.000	
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Fig 3.1-10