

## RENNBAHNTECHNIK

Stefan Vogel 2 0821/2621233 Ludwig Thoma Str. 38 FAX: 0821/2621234 www.bepfe.de 86316 Friedberg info@bepfe.de



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# 1. Initiation

## General:

Changeable values and texts are marked yellow

- Values are validated. Therefore they have to be overwritten.
- To close windows or abort press [ESC].

Computer requirement:

Windows 95 (with ActiveX) or better, minimum 200 MHz, screen resolution minimum 800x600

## NOTE: Do NOT extend the serial connection cable (light grey cable between PC and interface).

## 2. Installation

- 1. Start "Setup" from CD-ROM.
- 2. Follow the setup. Maybe the PC has to be rebooted.
- 3. If the message "MSVCRT.DLL can't be overwritten" or "Protected ... MSVCRT.DLL" occurs, continue with "IGNORE" and continue the installation.
- 4. If you PC contents newer system files please do not overwrite.

## 3. First start - Filesystem

When the program is started first, the required files will be generated. WinRbm is connected to the database WinRbmDat.MDB. The database has to be located in the WinRbm path.

# 4. Commisioning

Check communication between PC and interface before install all hardware components

- Switch off PC
- Connect COM-ports via light grey cable
- · Connect power supply, the red LED's have to be illuminated
- Connect photocell's due to wiring diagram
- · Let light shine on each photocell, the particular LED must get off
- Switch on PC
- Start WinRbm
- WinRbm is now searching fort he INTERFACE. If it's found you get a message.

If the last point will not succeed, try another COM-port of the PC. Is everything working you can install and connect all components at the right location. Next helpful steps:

- Edit settings
- Edit driver and track database



## 5.1 Connect

Try to connect to interface → 6 Connect

## 5.2 Track Data

Edit database → 7.1 Track Data

## 5.3 Driver Data

Edit database → 7.2 Driver Data

## 5.4 Car Data

Edit database → 7.3 Car Data

## 5.5 Analysis

Edit database race results → 8 Analysis

## 5.6 Settings

Edit settings → 9 Settings

## 5.7 Race / Practice

Start counter/timer mode → 10 Race / Practice

# 6. Connect

Try to connect the PC with the interface via the COM-port's. If the connect succeeds the window will close.



# 7. Track / Driver / Car database

## 7.1 Track database

😃 Tra	ck Database	<b>)</b>					X
Tre	ack 1			Best Lane 5 6,421 s -	of Fran Pors Details	z	
				Track 1	Minin	num lap time	s
				New	1	Scale: 1/ 32	
				<u>D</u> elete		<u>A</u> bort	1
			<b>•</b>	Save			
				Print		End	
Best	lap time per lan	ie				Lane length in cm	
_	Time	Name		Car			
1	6,421	Franz		Porsche		1  1111	
2	6,565	Claus		Ferrari		2 1112	
3	6,323	Claus		Ferrari		3 1113	
4	6,444	Claus		Ferrari		4 1114	

It is possible to save tracks with their own data like minimum lap time, track length of each lane, scale etc. Each lane and track is monitored for best lap time. For example:

Track1 NINCO Standard Track2 GT Track3 Carrera usw. min lap time 6 s min lap time 4,5 s min lap time 5,5s record 6,443s scale 1/32 record 5,121s scale 1/32 record 5,988s scale 1/24

The yellow marked fields are editable.

With buttons New, Delete und Save the desired function will be executed.

### 7.1.1 Details

Edit or delete lane records. The selected lane is marked red. The allocated car with the additional data is shown as well.

## 7.1.2 Print

Print ALL / ONE track with all information.

## 7.2 Driver data

The yellow marked fields are editable. With buttons **New**, **Delete** und **Save** the desired function will be executed.

Driver Database	
Otto	Quick Search 15 Allocated to
- Alex Bert Daniel	
Edwin Franz Günther	
Hans Ingo Karl	? 0
Otto     Paul     Rudi	? Runden 14
Stefan Toni	Strecke km 0,156
•	
Save	Abort
<u>N</u> ew Delete	<u>E</u> nd

## 7.2.1 Allocate

Allocate a car to the selected driver.

## 7.3 Car data

The yellow marked fields are editable With buttons **New**, **Delete** und **Save** the desired function will be executed.

🛢 Car Database	
<ul> <li>Name</li> <li>Alfa</li> <li>BMW</li> <li>Citroen</li> <li>Daihatsu</li> </ul>	Quick Search Franz Setup ? ? Runden 14 Strecke km 0,156 Headlines
New	Abort
Save	
<u>D</u> elete	End

## 7.3.1 Headlines setup

Five text fields are aviable for each car. To identify the fields edit the headlines.

Setup Headlin	es 📃 🗖 🗙
Feld 1	?
Feld 2	?
Feld 3	?
Feld 4	Runden
Feld 5	Strecke km
	<u>E</u> nd
<u></u>	······································

# 8. Race data analysis

Select the recordset and press Show to display. The yellow marked fields are editable. With buttons New, Delete und Save the desired function will be executed. Keep the database small. A big number of recordsets will decrease the performance of the system.

## 8.1 Options of monitoring

- Result Result with overview of each heat - Short result Result without overview of each heat - Result with lap times Result with each lap time - with Setup-Detail With car and setup data - mit Distance/Speed Distance and calculated speed - Lane overview Result of each land is monitored - Track-Detail With track data - Track best lap With best lap times

## 8.2 Export

The data with the selected options are saved in a CSV-file. Open the file out of MS-Excel, edit and save as XLS-file if required. Path: WinRbm-path\Export.

# 9. Settings

## 9.1 General

Settings					
Additional hardware Screen Sound General Start routine Lane power Se	Saving Prial race				
4 No. Lanes					
g s duration result message					
GB ▼ Language					
Show error on screen					
Chaos settings					
End of chaos WITHOUT countdown					
End					

## - Number of lanes

Edit no. Of lanes

<u>- Duration result message</u> Time (seconds) of message after each heat to watch the result.

## - Language

### Select language

Is the language not saved in the database, execute program **RBMTEXT** in WinRbm path. Watch appendix.

## - Show error on screen

System error messages are saved in the file Fehler.txt in WinRbm path. With this option tey are displayed on the screen.

### - End of chaos without countdown

After chaos sequence the lane relays switch on without delay.

## 9.2 Start routine

## - Starttime

## - Starttime fix

<u>- Starttime randomized</u> The starttime is generated via randomizer, that means the random time (in between the limits) is added to the startime.

## - Early start control

- with early start control

The lane relays switch on at the beginning of the start routine. The control is activated.

- with early start control

The lane relays switch on at the end of the start routine. The control is deactivated. Tere is no erly start possible

## - Penalty early start

Time switch off the lane when an early start is detected

## - Abort startroutine

The start routine will be repeated

## - Traffic light control

- 1 x red – 1x green Switch between red and green light

- 4 x rot – 1 x grün

Four red lights will illuminate, then they switch off and the green light illuminate.

- 5 x rot

Equal to the screen 5 red lichts illuminat then they switch off.

## 9.3 Lane power

### - Off delay time race

Off delay to count the rolling cars after the lane power is off.

### - Lane power always on

The lane power switches on back again after a delay time. So the cars can be driven to the driver.

<u>- Penalty start crossing start line</u> The penalty time will start after crossing the start line, otherwise dircetly with activating..

#### - Penalty time heat

Presetting of the penatly.

## 9.4 Serial race

## - Lane change 1-3-5

Lane change f.e. 6 lanes 1-3-5-6-4-2.

- Lane change 1-2-3

Lane change ascending f.e, 6 lanes 1-2-3-4-5.

<u>- Group change after each heat</u> After each heat a new group hs to drive.

<u>- Group change when group is ready</u> Each group drive their heats until the new group starts.

- Show total laps Show the added laps of all heats

- Enable add data last race Continue a race and add the laps at the end in a final result.

## - Limit break betwenn heats

Limit the time between two heats.

## 9.5 Screen

Mark 1. in heat The leader of the heat is marked.

Change lane order The first line is displayed on the right side / at the bottom .

## Rest time display

Activate time bar.

### 9.5.1 Colors

Change front and backcolours with drag and drop.

## 9.6 Sound

At the events Wav-files will be played. The files are saved in the WinRbm path ..\Sound. There you can add own files.

Open list with the event button. Select the sound with a double click. Hear the sound with the play button .

## 9.7 Save

To keep the database small, select the saving options. The performance of the system is according to the data volume

#### <u>- always</u>

- never

<u>- confirm</u> Confirm saving

- auto. delete of result data

Edit the time range.

# 10. Race / Practice

🛢 Start race	e/prac	tice		
○ Race		Track 1 Practice		<ul> <li>Practice</li> <li>Settings Practice</li> <li>Free practice</li> <li>Time practice</li> <li>Time practice</li> <li>Seconds</li> <li>Laps</li> <li>s Break</li> <li>Only display best</li> </ul>
Driver 1 2 3 4	Franz Toni Toni Stefan		Daihatsu Citroen Citroen Daihatsu	Class/track  Class/track  Track 1  Best 6,421  of Franz  Min-Tim 2  Track data  Analysis  Settings
	Start			End

## **10.1 Practice**

Select driver and car via doubleclick on the required lane field.

### - free practice

Practice without limit. Abort with ESC or button Abbruch

## - time practice

Practice with limit. Ends when the limit is reached or pressing **ESC**. Continue the practice by pressing **Continue**. Edit breaktime for automatically continuing.

## only display best

The best lap time is displayed.

## 10.2 Race

Start rac	Start race/practice						
<ul> <li>Race</li> <li>Settings Ra</li> <li>Single</li> <li>Serial</li> </ul>	Track 1 Race	ime Sec	C Practice				
-Driver			Class/track				
1	Franz	Daihatsu	< >				
2	Toni	Citroen	Track 1				
3	Toni	Citroen	Best 6,421				
4	Stefan	Daihatsu	of Franz				
			Min-Tim 2				
			Track data				
			Analysis				
		Settings					
	Start	End					

#### 10.2.1 Race mode

## 10.2.1 Time race

- <u>Slotmode</u> The race is finished, when the time is reached. After the last heat the komma laps have to be edited. In serial race the cars and drivers change to the next lane at the position wher the car stopped. The next heat starts without start sequence.

- F1-Mode

The race is finished, when the time is reached and each car crossed start line. The result is generated with laps **and** total time. Only complete laps are couted.

In serial race the cars and drivers change to the next lane at the start line. The next heat starts with start sequence.

### 10.2.2 Lap race

In serial race the cars and drivers change to the next lane at the start line. The next heat starts with start sequence.

#### - Slot-Mode

The heat is finished, if the first has reached the no. of laps.

#### - F1-Mode

The heat is finished, if the first has reached the no. of laps and each car crossed start line.

#### - All full distance

Everybody has to drive the complete no. of laps.

#### 10.2.2 Single race

Only one heat.

## 10.2.3 Serial race

#### 10.2.3.1 Discription serial race

To get a fair result, everybody has to drive the same time on each lane and add all laps. **Example:** 

You have a 4 lane track and 4 drivers will take part in the race. The winner is the driver with most laps after the 4. heat.

	Driver A	Driver B	Driver C	Driver D
1. Heat	Lane 1	Lane 2	Lane 3	Lane 4
2. Heat	Lane 2	Lane 3	Lane 4	Lane 1
3. Heat	Lane 3	Lane 4	Lane 1	Lane 2
4. Heat	Lane 4	Lane 1	Lane 2	Lane 3

#### These 4 drivers are one Group.

If you are 8 drivers, it will be 2 groups (A+B).

These groups drive their heats one after the other. Fist group B the group A, that means total 8 heats. Winner is the driver with most laps after his 4 heats.

Are there only 7 drivers, one group has only 3 drivers. One lane will be free. The group has to drive 4 heats.

#### Special case f.e. 5 driver:

You can generate 2 groups with 2 and 3 drivers. But more workable is to generate one group with 5 drivesr.

The program is now running as if there are 5 lanes. The driver on lane 5 makes a break. The race contents 5 heats. The limit is 15 drivers per group.

## Order:

- Select driver
- Drive qualifying if required. The drivers are sorted according to their best lap times The fastest drivers are in group A, the slowest in the last group
- Start with the last group
- · After the complete race the drivers are sorted according their result in the driver list

## 10.2.3.2 Order serial race

Select driver.

If required drive qualifiing → 10.2.3.3 Qualifiing

## Press Group generating

<u>Driver per group</u> change by mouse click to the yellow marked field. <u>Change driver</u> via drag and drop overall groups.

## If required select your own group order

- The group order is displayed.
- > Fix the order with Random or own selection by pressing button heats.

## > Starting first heat

## • The race starts with the last group

- Starting grid
- After each heat the yellow marked fields are editable.

## Repeat heat or Start next heat

- This continues until all heats are driven.
- Display final result
- End, the drivers are sorted in order of the result in the driver list and you can start the next race.

## Everbody against everybody - only aviable with 2 lanes

## 10.2.3.3 Qualifiing

<u>- Lane</u> Select lane

## - Qualify duration

<u>- Order</u> Randomize the order by pressing Random

## 10.2.3.4 Long distance race

Repeat the serial races fort he edited number.

**Example:** 4 lane track, 4 driver, 3 heats per lane Spur a 5 minutes 4 x 3 heats = 12 x 5 minutes = 60 minutes total time

# 11. Appendix edit tanslation

	Nr	D	GB
▲   🕨	001	&Beenden	▶ &End
	002	Bahn&daten	&Track Data
	003	&Fahrerdaten	&Driver Data
	004	&Autodaten	&Car Data
	005	&Rennen/Training	&Race/Practice
	006	&Einstellungen	&Settings
	007	Aus&wertung	&Analysis
	008	Demoversion	Demoversion
	009	Fehler	Error
	010	&Verbinden	C&onnect
	011	Schnittstelle suchen	Search com-port
	012	Einen Moment bitte!	One moment please!
	013	Abbrechen	Abort
	014	Allgemein	General
	015	Anzahl Spuren	No. Lanes
	016	s Dauer Ergebnismeldung	s duration result message
1	017	Sprache	Language
	018	Texte bearbeiten	Edittext
	019	Fehler auf dem Bildschirm anzeigen	Show error on screen
	Sort	Sort	Sort

Select the required language.

Dont forget the messages. German / english and dutch are at this time aviable. Is in the text "&" included, the letter of the button is underlined an can be activated by pressing ALT and the letter.

Example for italian:		
🛢 Sprache		
D 🚽 Sprache	D GB NL I E F Schnellsuche	D GB NL E F Schnellsuche
Nr           001           002           003           004           005           006           007           008           009           010           011           012           013           014           015           016           017           018           019	GB         &End         &Track Data         &Driver Data         &Car Data         &Race/Practice         &Settings         &Analysis         Demoversion         Error         C&onnect         Search com-port         One moment please!         Abort         General         No. Lanes         s duration result message         Language         Edittext         Show error on screen	AFinito     AFinito     Demoversion     Uno momento perfavore!!     Lingua
Sort	Sort	Sort
Meldungen		Speichern Beenden