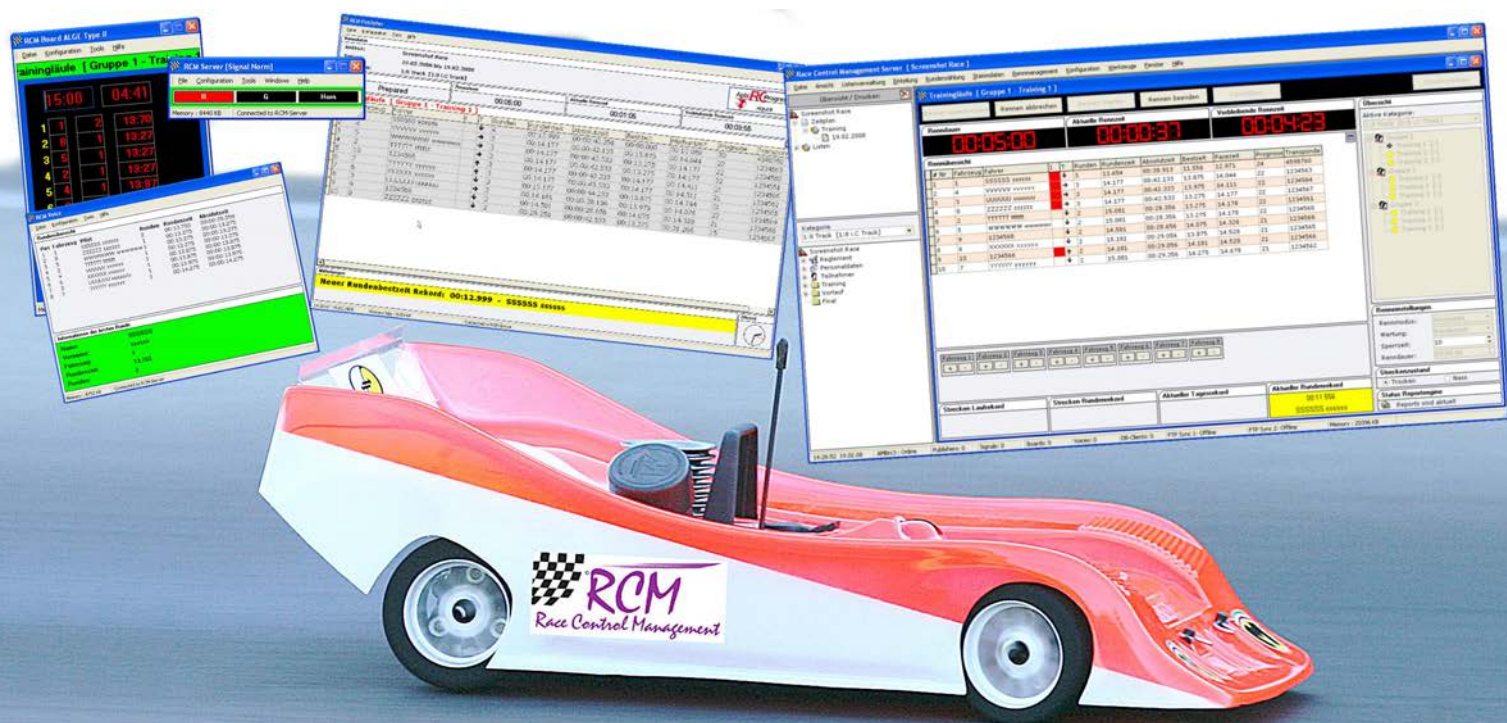




# RCM

## Race Control Management

### User Manual RCM Advanced



# RC-Timing

# User Manual

## RCM Advanced Version 2.2.2.123

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## 1 Introduction

Welcome to RCM Advanced, the essential software for time-keeping and race management. RCM Advanced is based on RCM Ultimate but limited in several parts. RCM Advanced is the optimal solution for clubs or single persons to organize small and medium size race-events. Performance survey:

- \* automatic and manual arrangement of the qualification heats
- \* qualification results according to laps and time
- \* best time in qualification
- \* point system in qualification
- \* automatic arrangement of the finals according to electric and I.C. rules
- \* list of participants with frequencies and transponder numbers
- \* ranking list after qualification
- \* results including lap times
- \* final result

Compared with RCM Ultimate RCM Advanced is limited in the following parts:

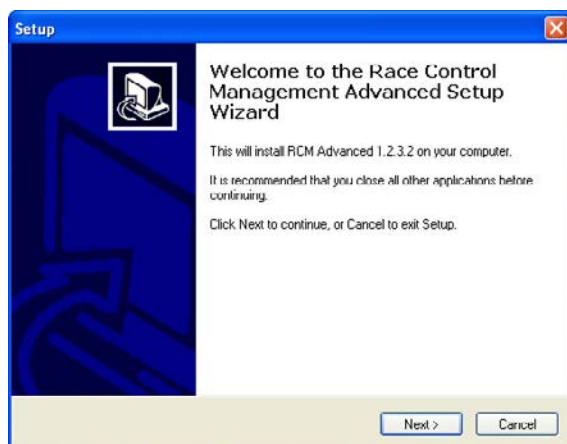
- \* max. 40 participants per section
- \* max. 10 sections, max 2 sections in an event
- \* max. 5 organizers
- \* max 2 tracks per organizer
- \* max 2 sections per race
- \* qualification and final modes are limited

The concept of RCM Advanced is a server-client architecture. To avoid that RCM Advanced is overloaded with complex and partly customer specific needs special functions not related to the time keeping have been realized in client-programs, which connect to RCM Advanced. To use these clients you have to install a network. RCM Voice, RCM Signal and RCM Publisher support RCM Advanced.

## 2 Installation of RCM Advanced

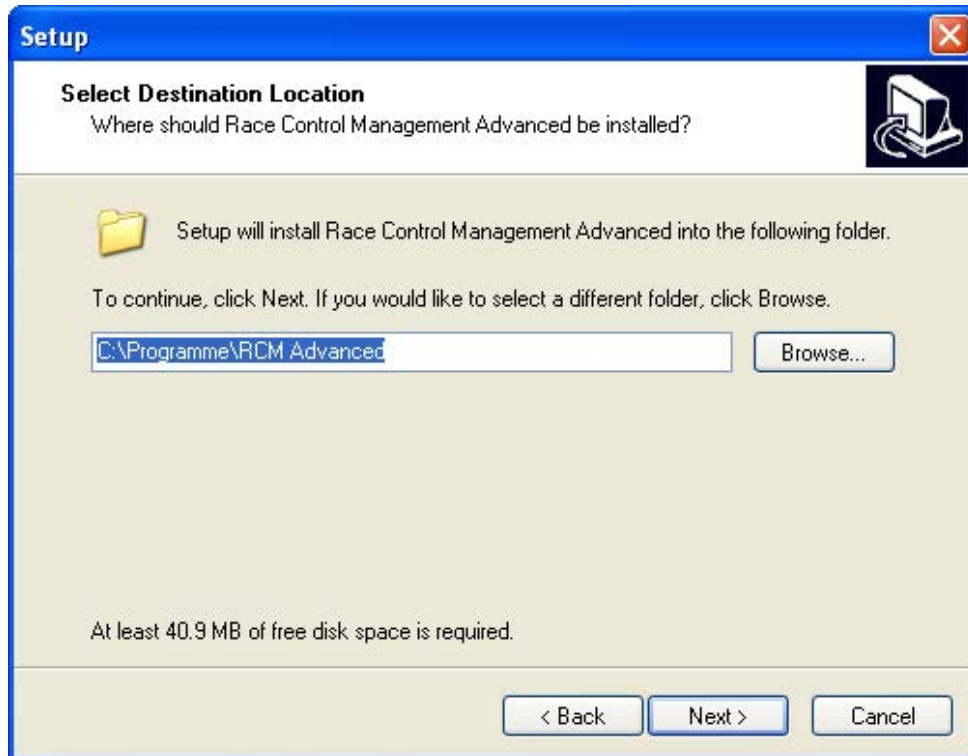
RCM Advanced is delivered as executable setup-file. Installing RCM Advanced the first time you have to use the full version. Otherwise you can use the update-version. To start the installation you have to run the setup file (double click in the Windows Explorer on the filename like "RCM.Advanced(v1.3.3.14-F)" or use start/run the main menu of Windows). Before you run an update we recommend to you to make a complete backup of the RCM Advanced folders. Please do not delete this folders or delete files in it.

Please note, that the update version is mostly newer than the full version. If you install RCM Advanced the first time you should run an update directly after the installation.

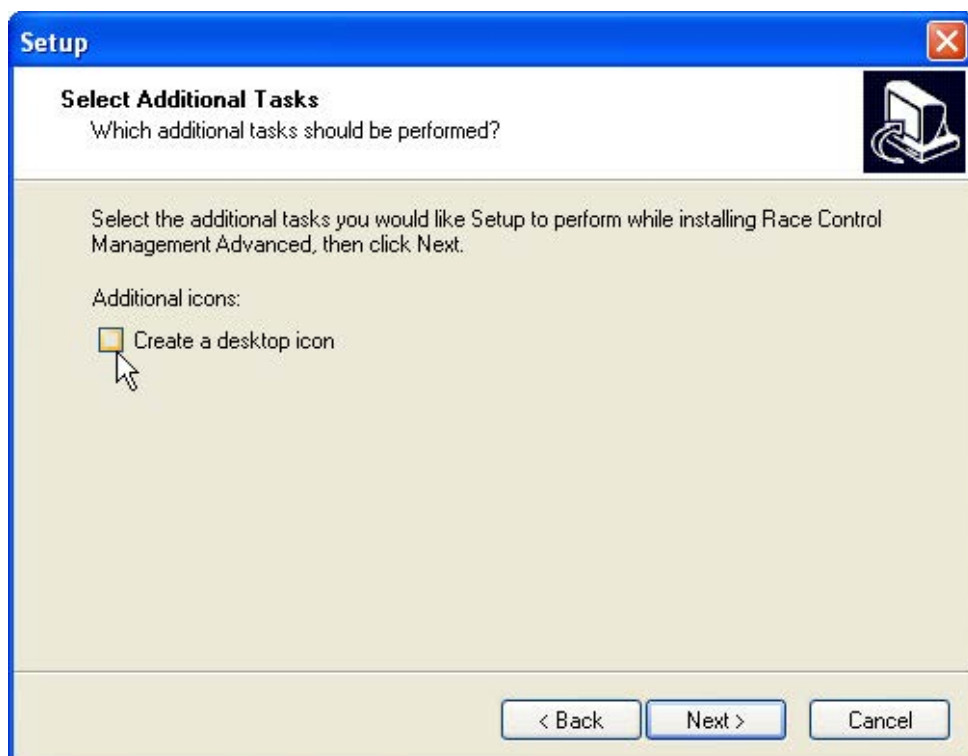




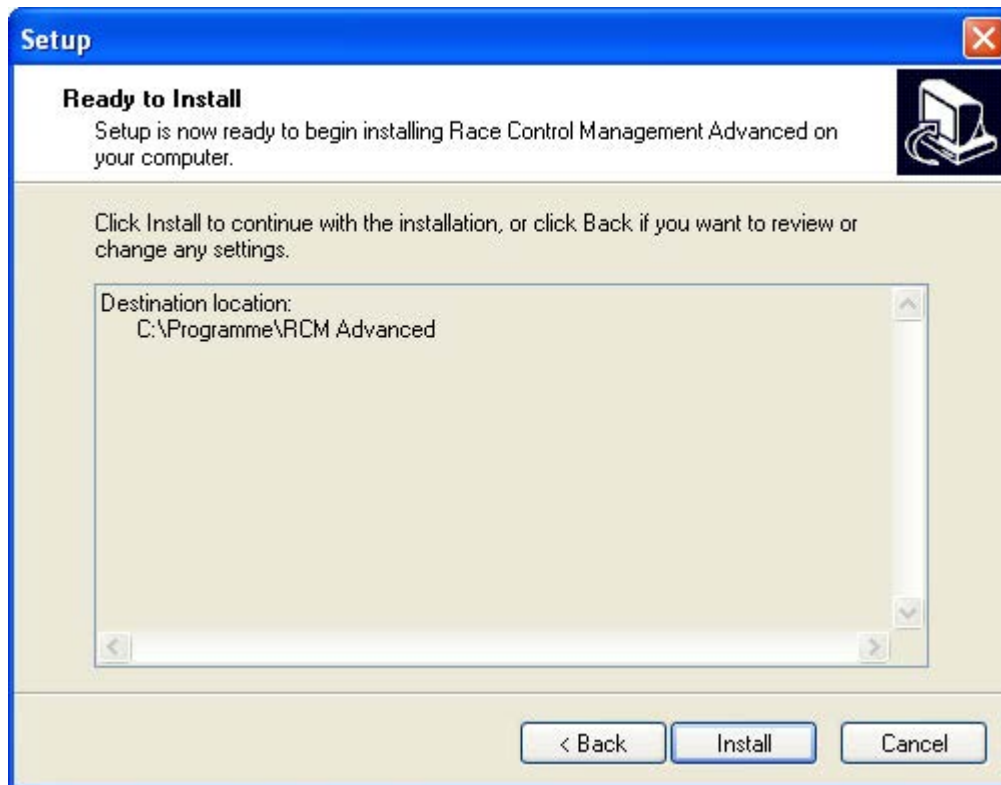
After the welcome screen (please click here on Next), the next window shows you the destination folder. Preferable this is "C:\program files\RCM Advanced" or "C:\RC-Timing\RCM Advanced". You should never use the folder "program files" when using Windows Vista, Windows 7 or higher. Install the program in a different folder like C:\RC-Timing\RCM Advanced". Due to the handling of the user rights in these versions of Windows The program will not work correctly if it is installed in C:\program files".



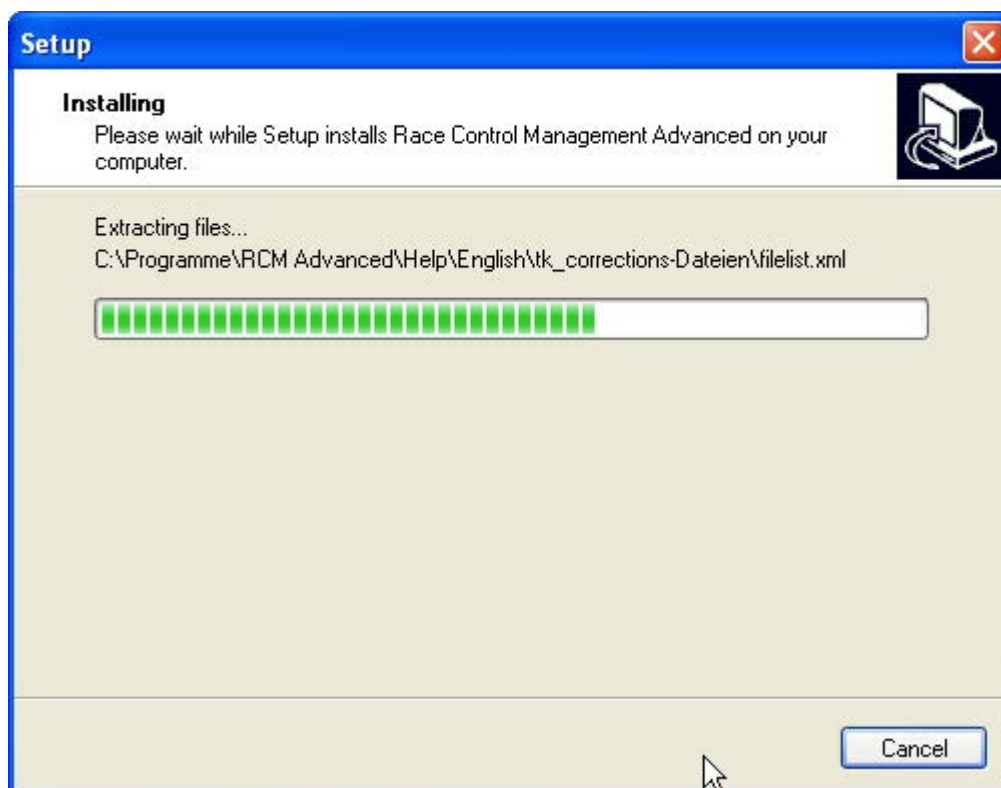
Again you click on next and in the following window you can determine whether setup creates an icon on the desktop for starting RCM Advanced.



The next window shows you a summary of the actions setup will execute.

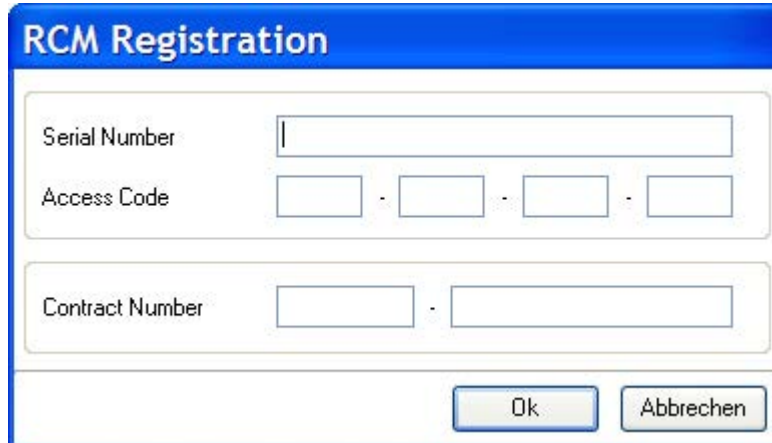


With clicking on Install you will start the setup process.



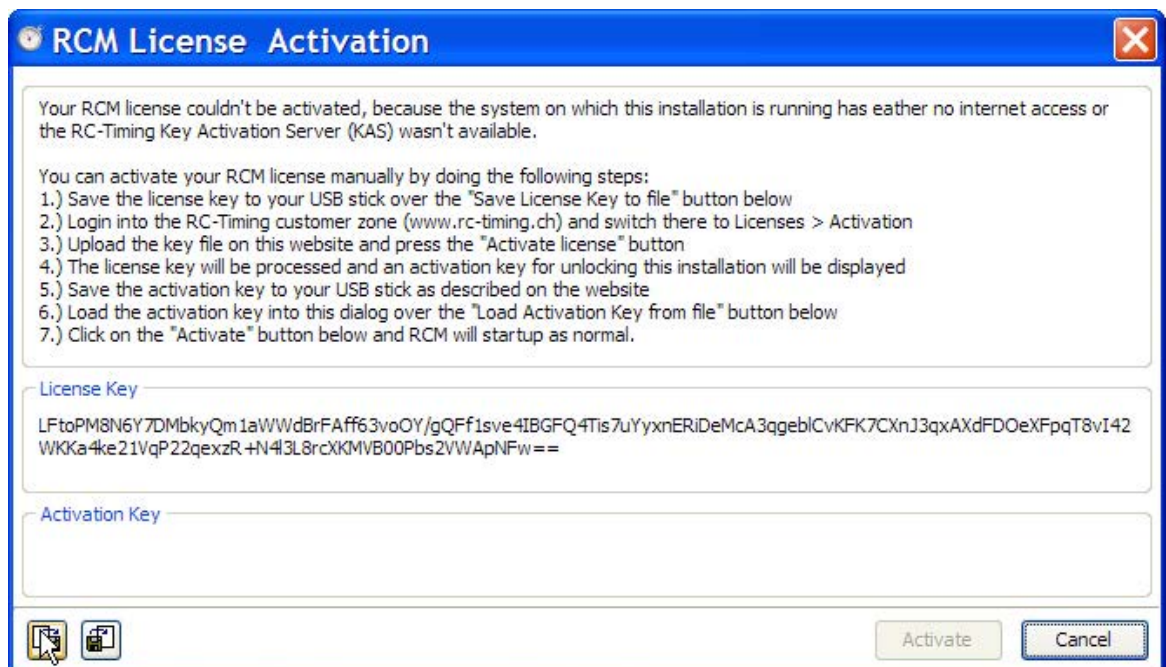
## 2.1 Registration

To registrate and activate the program you need the contract number, the serial code and the access code. You have received these information with your order from RCM. Launching the application the first time you have to type in these information before you can use the program.



The RCM Registration dialog box has a blue title bar and contains three input fields: 'Serial Number' (a single text box), 'Access Code' (four separate boxes separated by dots), and 'Contract Number' (two boxes separated by a dot). At the bottom are 'Ok' and 'Abbrechen' buttons.

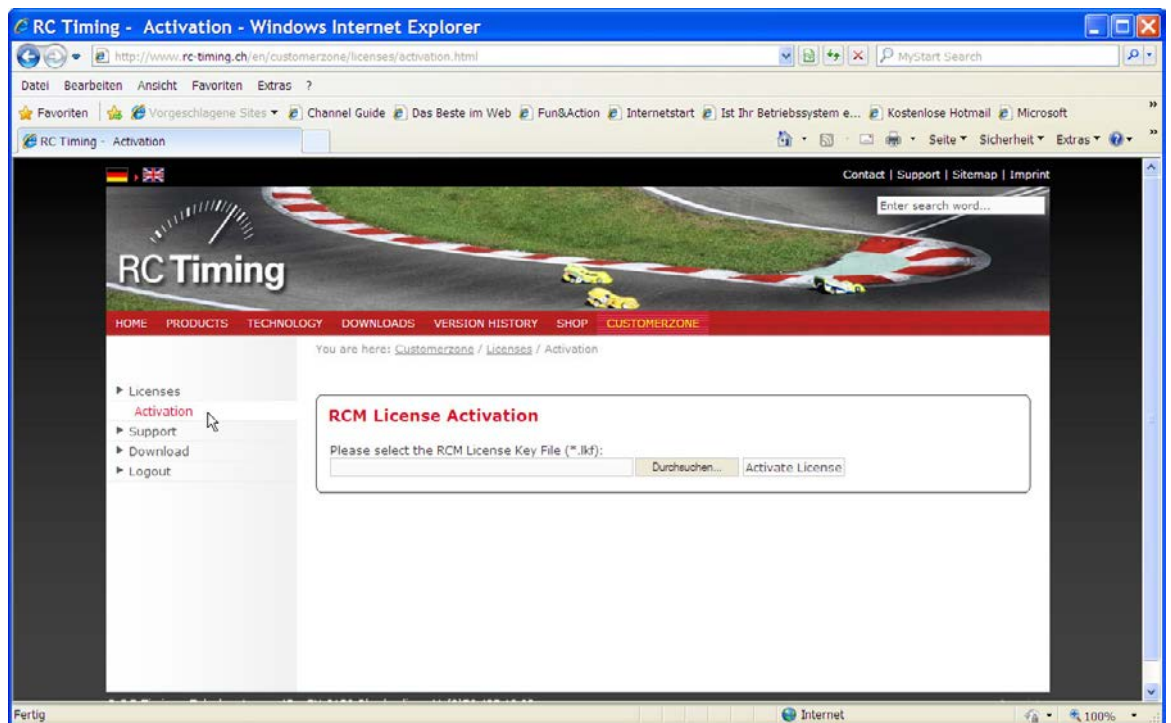
If RCM Advanced is installed on a computer with direct internet connection the software will be activated automatically. If the computer does not have an internet connection, the following screen appears:



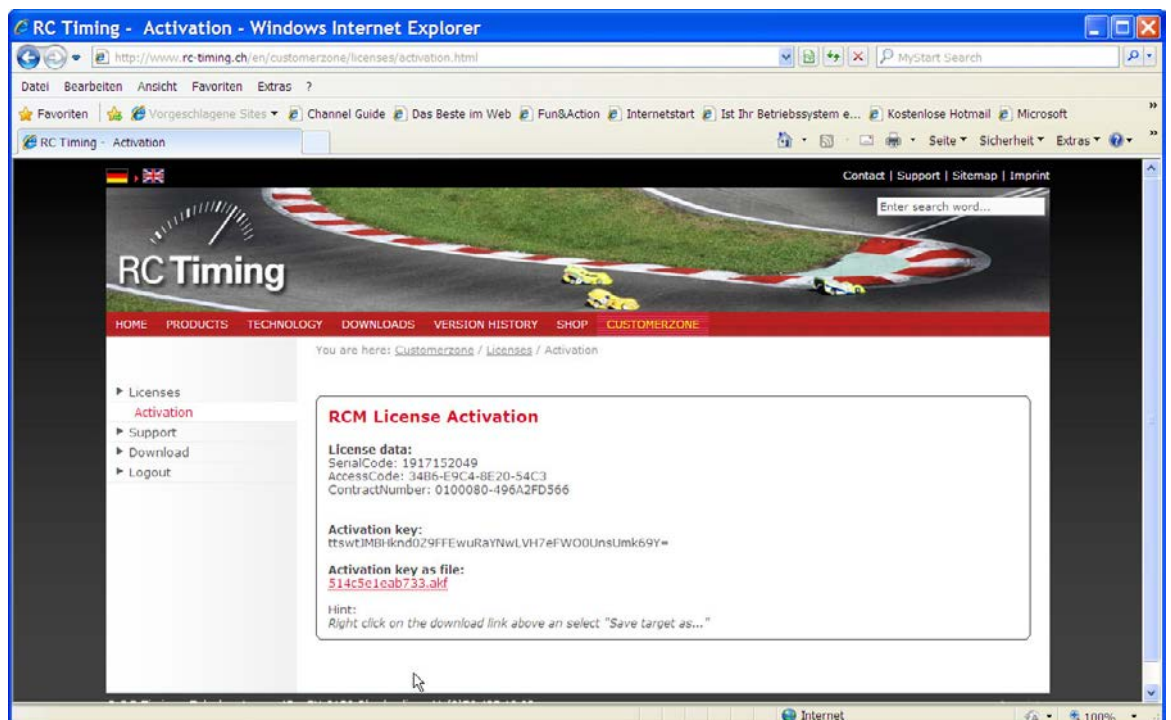
The RCM License Activation dialog box has a blue title bar and a red close button. It contains a message explaining that the license couldn't be activated due to no internet access or unavailable RC-Timing Key Activation Server (KAS). It lists seven steps for manual activation: saving the license key to a USB stick, logging into the RC-Timing customer zone, uploading the key file, processing it, saving the activation key, loading it into the dialog, and clicking 'Activate'. Below the steps are two text areas: 'License Key' (containing a long alphanumeric string) and 'Activation Key' (empty). At the bottom are 'Activate' and 'Cancel' buttons.



Now save the Licence Key file to an USB-stick. Click on the button below left. Now log on with a computer with internet connection to the customer zone of [www.rc-timing.ch](http://www.rc-timing.ch) and select RCM Licence Activation and upload the previous saved License Key File.

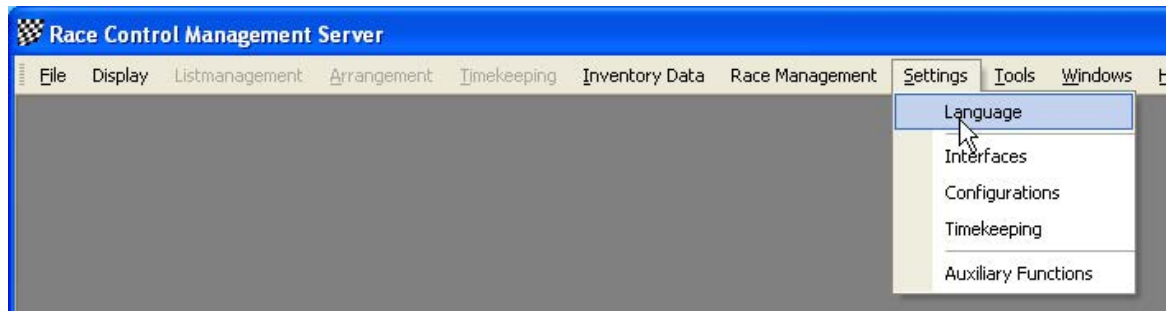


The screen now shows the activation key and you have to download the activation file by clicking right on the file link.



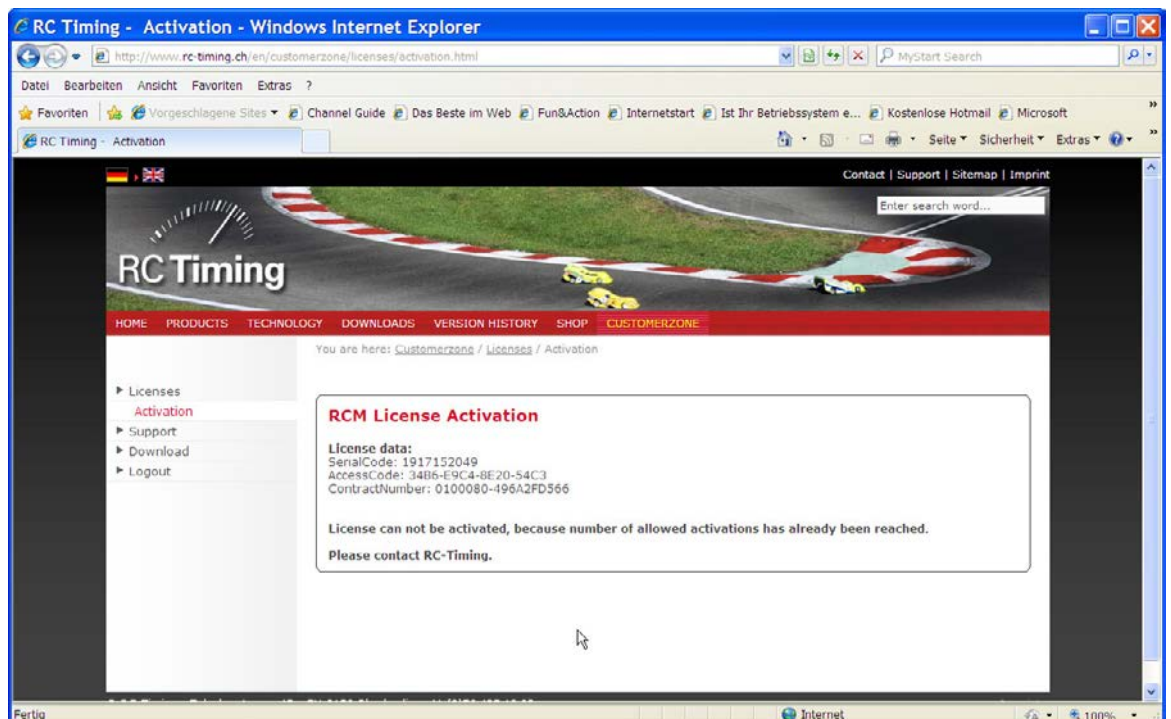
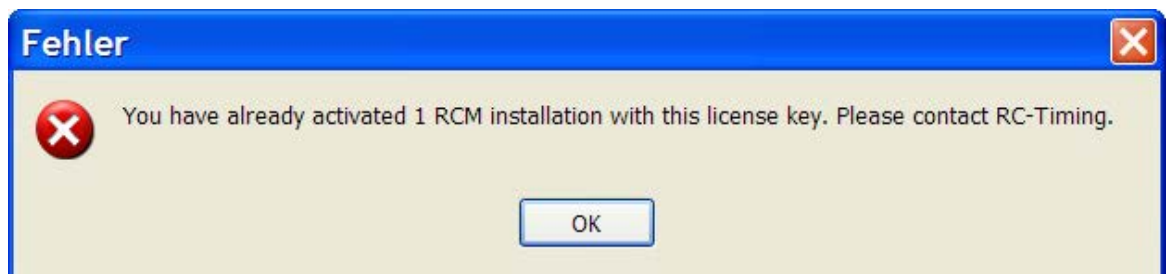
From the menu select "Target save as" and save this file to the USB-stick. Now go back to the computer where RCM Advanced is installed. At the RCM License Activation load the activation file using the button below right. The activation is now finished. Please note that the activation is only possible on that computer the License Key file has been generated.

The application language is set to English by default. For changing this language please refer to Settings/Language later in the manual.



## 2.1.1 Errormessages

If ne of the following errormessages is seen the number of allowed activations have been exceeded.



In that case please contact RC-Timing.

Hint: you see the number of allowed and already used activations in the customer zone of RC-Timing under licences. Another activation on a computer, where RCM Advanced had already been activated, does not count for the used activations.

## **2.2 Compatibility to older versions**

All RCM versions are compatible backwards. Choosing an event run with an older version of RCM Advanced, the currently installed version will upgrade the database and will add all necessary configuration files to run the event with the current version properly. You can not use these upgraded data with an older version of RCM Advanced.

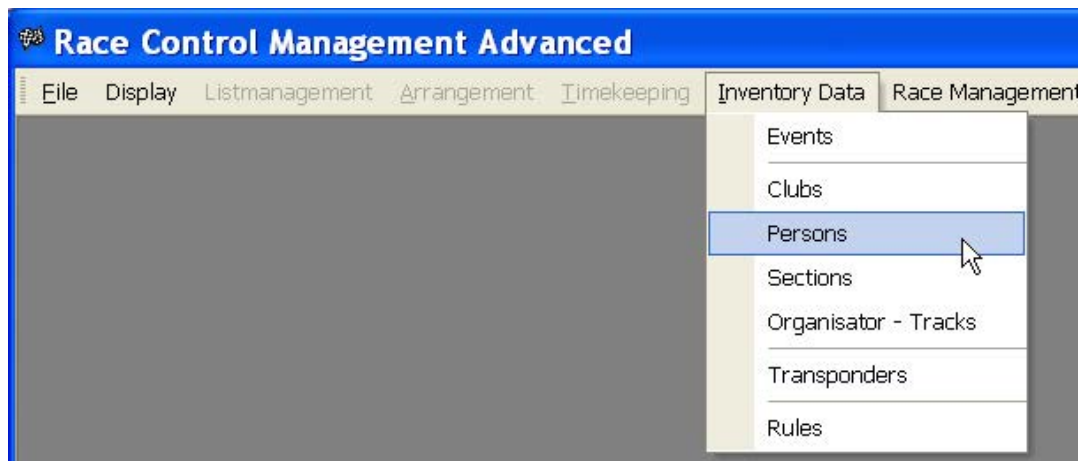
## 3 First steps

RCM Advanced is very user friendly and you will be familiar with the handling quite shortly. Before you can use the program it is necessary to enter some data needed to race an event. We recommend that you follow this chapter first.

### 3.1 Inventory data

The data managed by RCM Advanced relate to each other. Therefore it is important, that all basic data has been entered before you can start a race event. Please refer to the appropriate chapters in this manual.

- \* Which rules are needed?
- \* Which sections will be run?
- \* Who is the organizer and on which racetrack will be run?
- \* Which transponder set will be used?
- \* Which drivers will participate?



#### 3.1.1 Which rules?

We recommend that you create a rule for each section. This rule describes the complete race format. You define the arrangement of the heats, the qualification, the race time, how the heats and finales will be counted and how the finals are run.

#### 3.1.2 Which sections

You have to enter all sections needed. If a section does not exist, you have to create it. It is important to assign the appropriate rule to a section.

#### 3.1.3 Which organizer, which track

You have to enter the organizer and the corresponding race tracks. This is usually your own host - name of the organiser, host club or federation. You need to join one track for minimum. You can add two tracks if your track has a flexibility in length e.g.

### 3.1.4 Which transponder

If the organiser uses handout transponders beside the personal transponders for drivers who have no personal transponder, the transponder numbers have to be entered. RCM Advance recognize, whether it will be a personal or a handout transponder.

Handout transponders can be used on two different ways. If the transponders are given to the drivers in each heat (by their number), you have to set the transponder set to active. If the transponders are handed out for the whole day, the transponder set have to be set to INACTIVE. In this case, we are speaking of temporary transponders. These have to be entered in the driver data as temporary transponder in each section. There is a routine in RCM Advanced to delete all temporary transponders in the drivers data. This will normally done at the end of the day after the race.

### 3.1.5 Which drivers

Each driver must be registered with his name (the other data is not necessary).

Further on, you have to assign the appropriate section to the driver. In the section data, the frequency and the transponder numbers must be entered.

A driver is already registered and assigned to the section which will be run, he can be easily added to the driver list of the event. If you add a driver not assigned to the section which will be run, this section will be automatically assigned to the driver but you have to enter the section data (frequency and transponder).

## 3.2 Setup a race

### 3.2.1 Create a new event

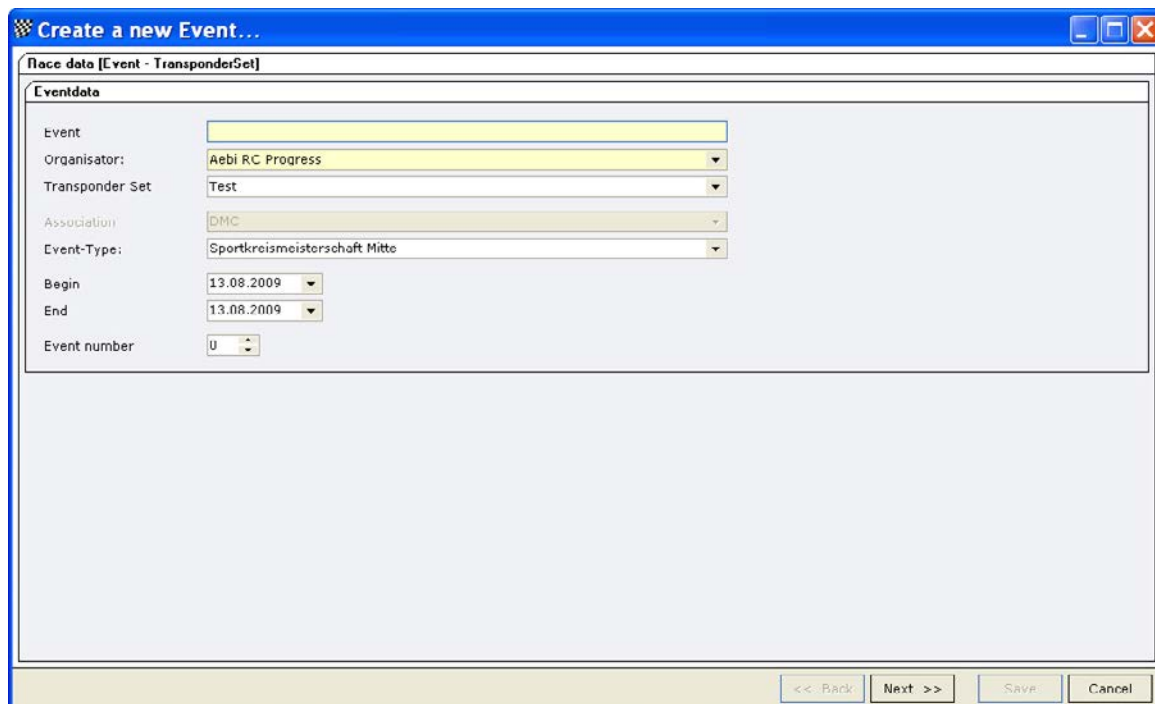
To create a new event you go to the menu file and then new event. A wizard is started which led you through all necessary details.



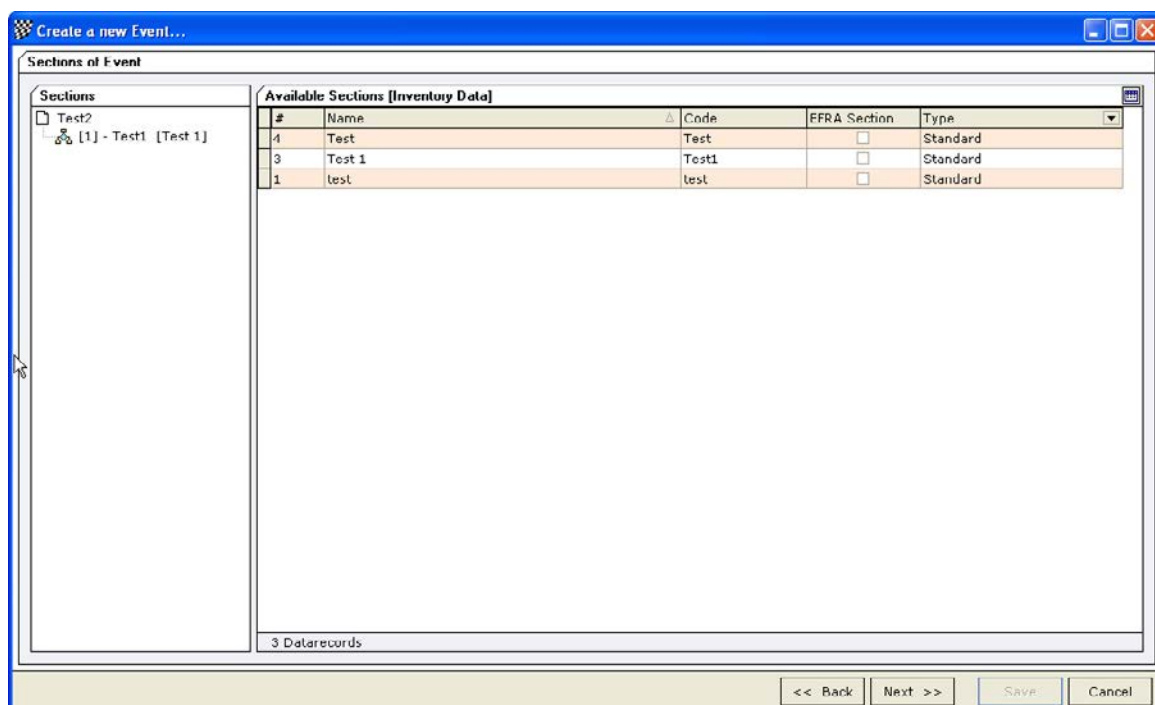
First you have to enter the name of the event, the organiser, the transponder set as well as the date of the event. You can only enter an organiser already registered.



To choose one of a list, click left on the arrow at the input box. You see a list of all registered organizer and you can choose one with a mouse click. You can do the same for the transponder set. Finish this window with clicking on next.

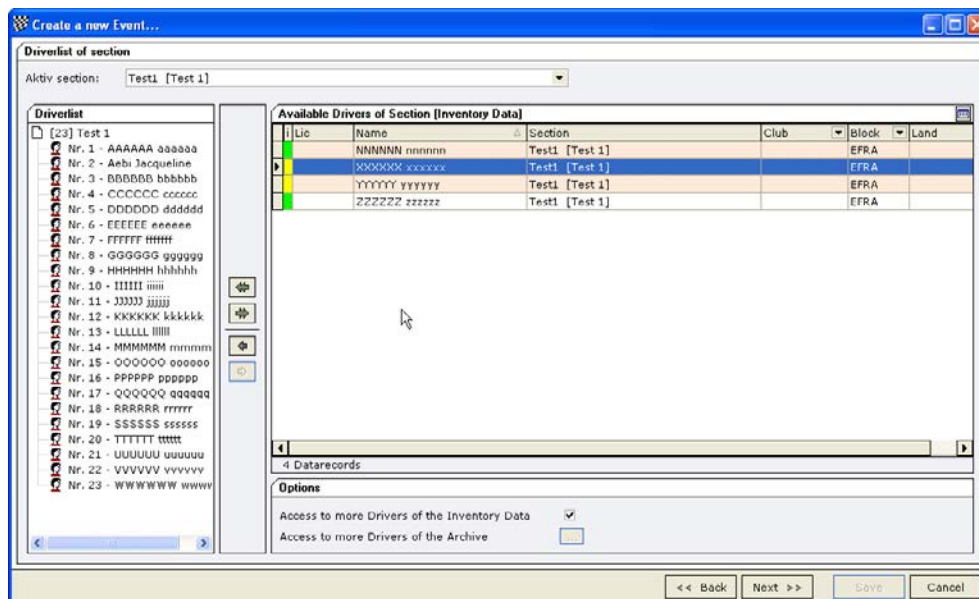


In the next window you will be asked for the sections. In the right column of the window you see all sections already entered in the inventory data. If you double click on a section, it will be added to the list of sections of the event. With RCM Advanced you can add a maximum of two sections. If you want to remove a section from the race, just click with the left mouse key on it, hold the key pressed and draw the section into the right column. You can also use the arrow-buttons in the middle of the window. You finish this window by clicking on next.



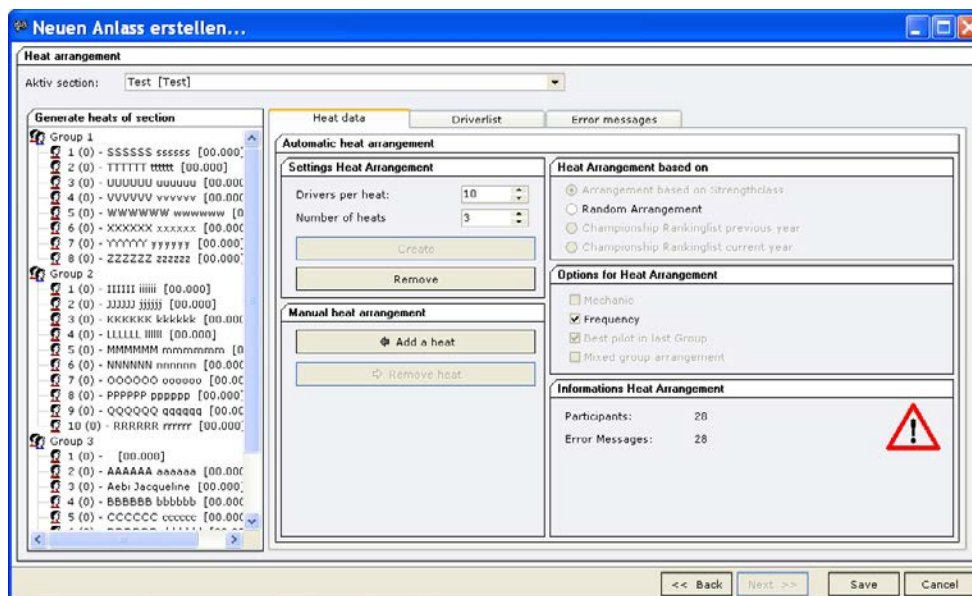
#	Name	Code	FFRA Section	Type
4	Test	Test	<input type="checkbox"/>	Standard
3	Test 1	Test1	<input type="checkbox"/>	Standard
1	test	test	<input type="checkbox"/>	Standard

Now, you have to add drivers in each section to the driver list. On the top of the window you first have to choose the active section. Please note, that you add drivers to all sections of your event.



You see the drivers already assigned to this section in the right column of the window. These drivers can easily added to the driver list. If you miss a driver, you expand the list by activating "access to more drivers of the inventory data" in the lower part of the right column. If you add a driver not already assigned to this section from the inventory data to the driver list, the section will automatically assigned to the driver. Please note, that you have to enter the frequencies and the transponder number in the section data for such drivers. RCM Advanced is limited to 40 drivers per section. If you have added all participating drivers to the driver list, finish this window by clicking on next.

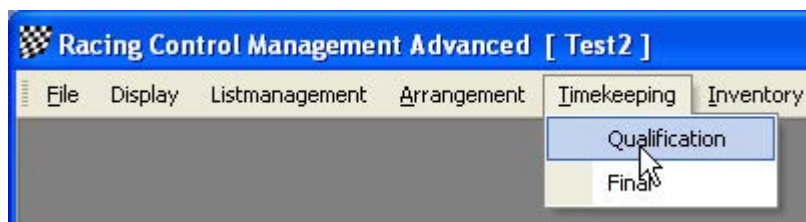
The next step is the arrangement of heats. This can be done automatically or manual. You have to arrange the heats by section and you have to choose the required section on top of the window. First determine the number of driers you want to have in each heat. By clicking on the create button the arrangement will be done automatically in respect to the frequencies.



You can see error messages (frequency problems) by clicking on the errormessages tab. The tab "driverlist" allows you to move single drivers from one heat to another. Please finish your work by clicking on the save button. Changes can be done later. You can add drivers for example even when the race was started. With this step you have finished with entering the necessary data.

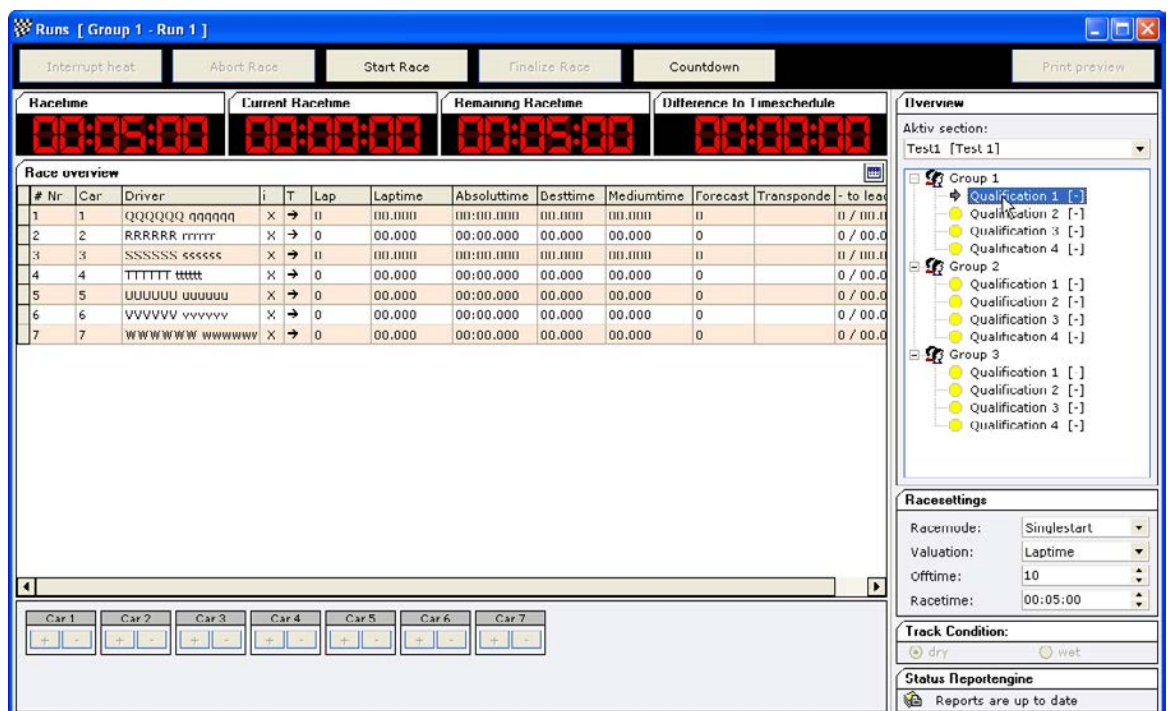
### 3.2.2 Open the race overview

After you have finished the arrangement of heats and you have solved all frequency problems, you can start the race heat by heat. For this purpose you open the racing grid through timekeeping/qualification.

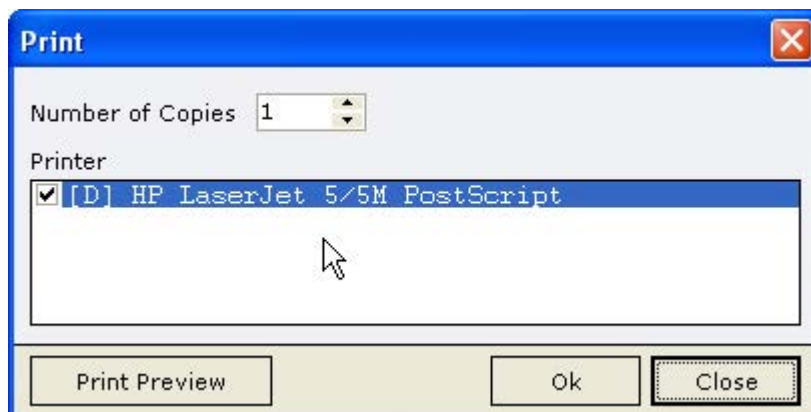


### 3.2.3 Start the race

After the race grid is open, you see in the right column the heats and you can choose one just by clicking on it. Now the drivers of that heat are displayed and you just have to start the race and wait until the time is over.



After the race is finished, click on finalize race. The results are saved and you will be asked to print the results (please note, that you must have selected a printer in settings/interfaces).



Now you can start the next heat. If necessary you can correct the results after a heat.

### 3.2.4 Print results

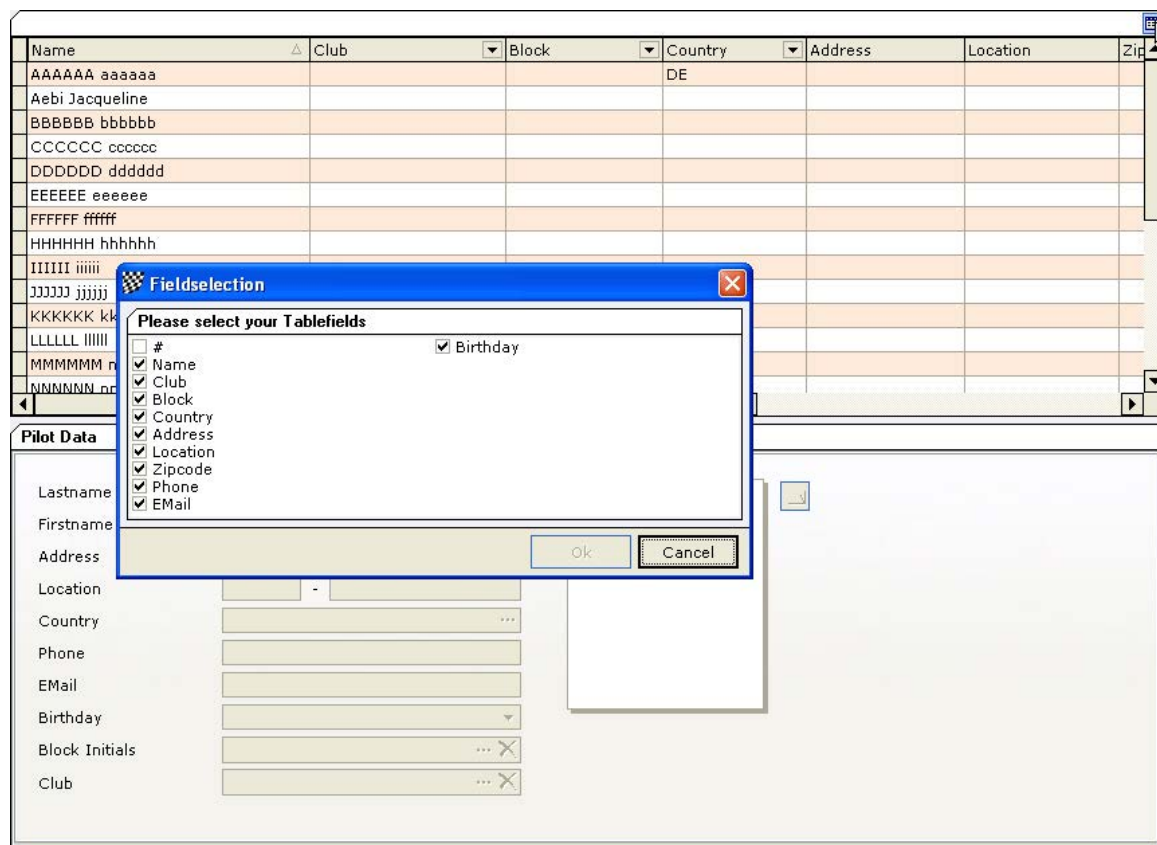


By pressing the function key F2 or by using the menu display/overview you can open a special menu for printing. You can print all available reports. Extend the required region with the mouse and then you can choose the item you need. By clicking right with the mouse a submenu will be opened which allows you to see a print preview or to go directly to printing. Please note, that you can only print reports, which have generated automatically (for example after finalizing a heat) or manual.

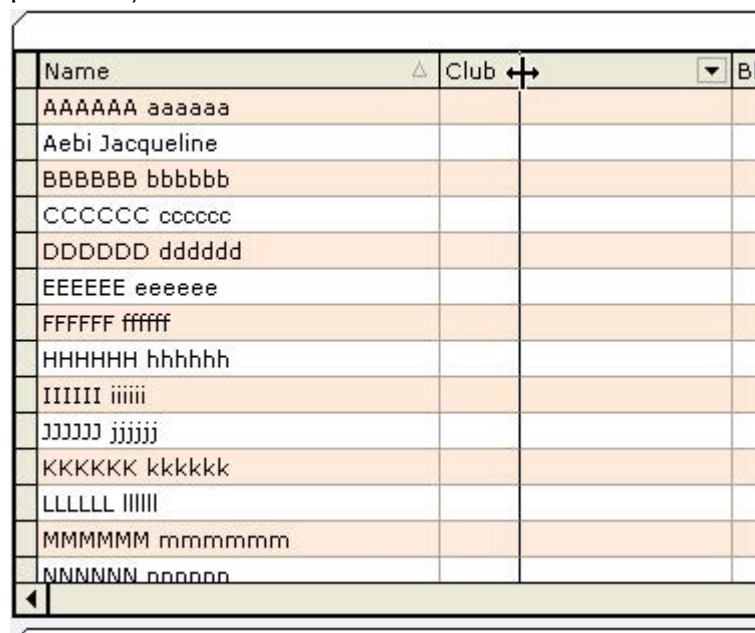
## 4 Basics to the handling of the program

### 4.1 Display of fields in tables

In a lot of table views you will find a button in the right upper corner. Clicking on that button allows you to select fields shown in the view of the table. Just activate the fields you want to display (and inactivate the fields you do not need) in the window which is opened when clicking on the button.



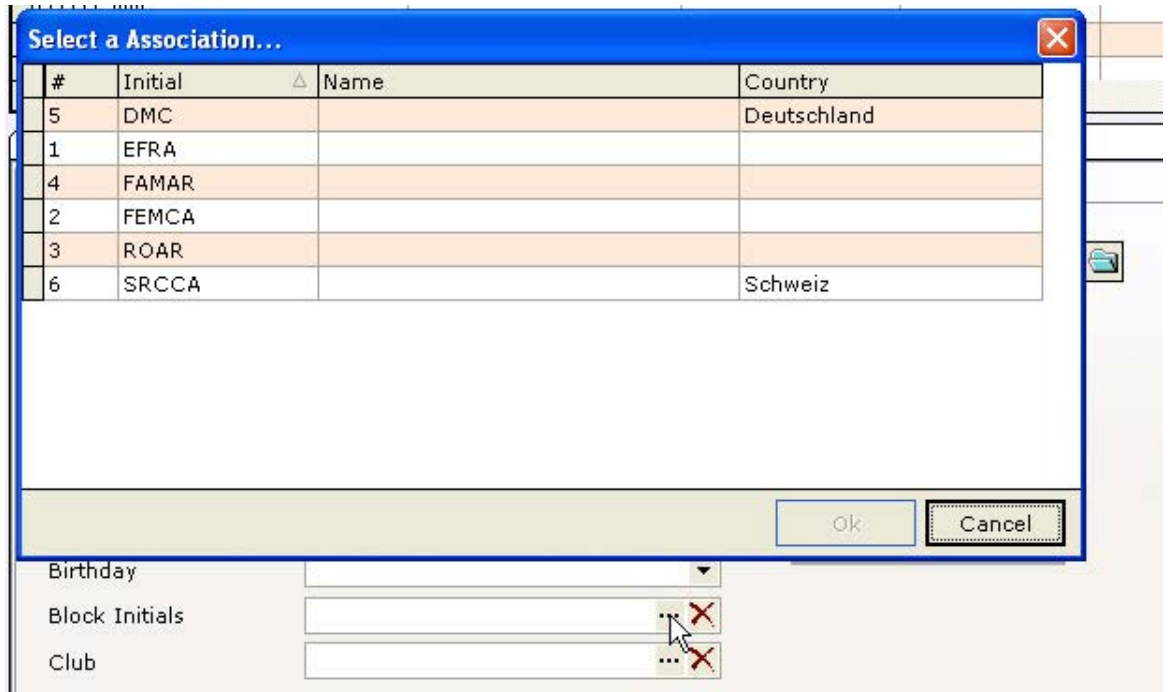
The width of columns in tables can easily adjusted by clicking on the parting line in the header of the table. Hold the mouse key pressed and move the line to the position you need.





## 4.2 Input fields

At the right end of several input fields you will find a button with an down arrow or with three dots. By clicking on this button, a list of all available data of the inventory items will be displayed. You can easily select the item needed by clicking on the appropriate line.

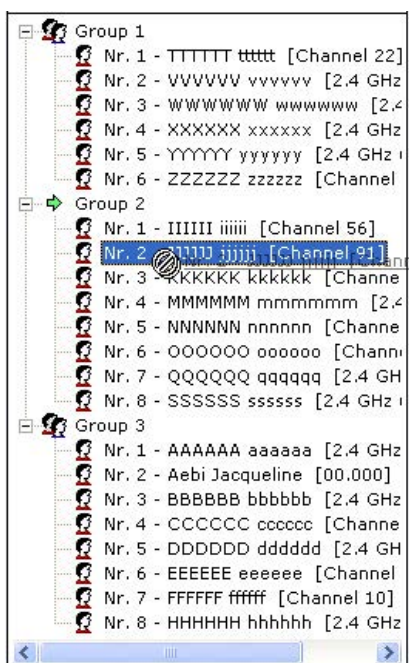


If you find a button with a cross, all data in the input field will be deleted if you click on that button.



Input field where an input is mandatory are marked with a light yellow background.

## 4.3 Drag&Drop



The drag&drop-function of windows is enabled in several windows, when useful. This means you can move elements simply by left-clicking on them, holding the mouse key pressed, moving the element where you want it, and releasing the mouse key.

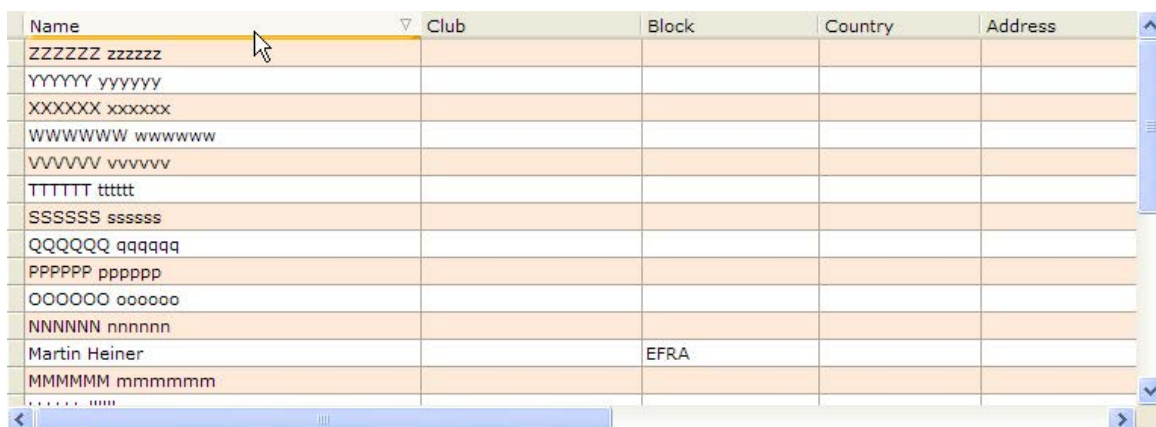
## 4.4 Search function/navigation in tables

In a lot of tables, there is search function enabled. To activate the search, you just click in the field above the table and type in the search text. Input of a wildcard „\*“ is possible like the entering of more words. In the table only the matching data records will be displayed. By clicking on the cross beside the field, the input will be deleted.



The text typed in will be searched as part of the text in the data records. This means that if you for example search a name in the table of persons, which can also be a first name, all data records with the first and the name will be displayed.

For a better navigation in the list you can change the sorting. For example: If you click on the column header “name” the alphabetical sort order will be inverted.



If there are down arrows in the header of a column (only visible, when you move the mouse over the column header) you can also sort the list by this column. Further on you can enter here special sorting definitions. You can also limit the displayed data records to specific entries. By the way, all sorting definitions will be deleted if you close the window and reopen it.



## 5 File

The file menu contains the administration of the events with



New event ... Create a new event

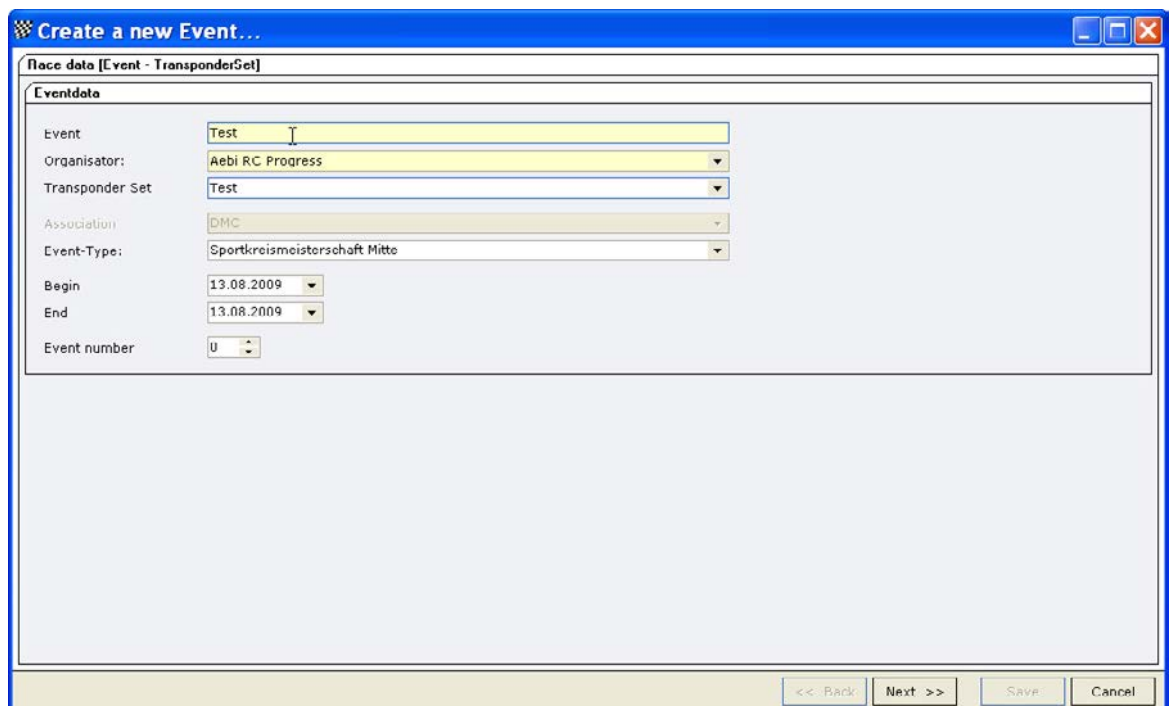
Load event ... load an event of the archive

Remove event ... delete an event when you do not need it anymore

Close loaded event ... close an event, for example if you want to import data, which is only possible, when no event is open.

### 5.1 New event

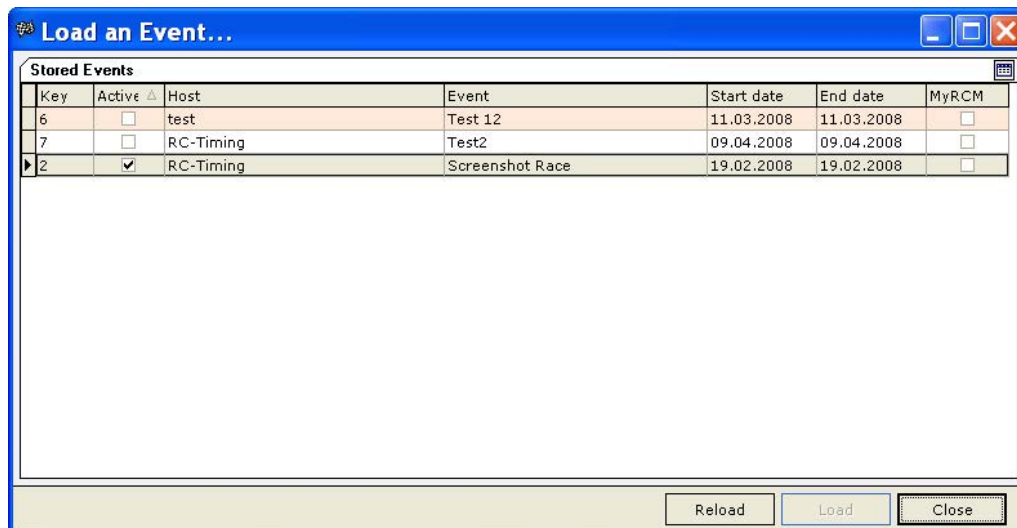
This opens a wizard which led you step by step through the necessary inputs for a new event. Before the wizard is started an event in the memory will be saved to the archive and the memory will be reconfigured for the new event. The progress of this process is displayed in a special window. For a description of the wizard please refer to the first steps section in this manual.



## 5.2 Load event

You see a list of all saved events. Double clicking on one of these events will load the event in the memory. If the event is active in the database, the column "Activ" is marked.

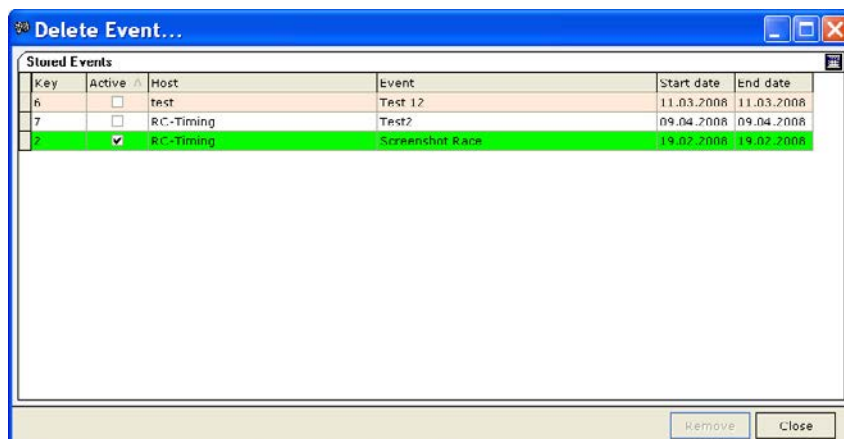
In between the loading process you will see a display of the progress. You can not interrupt this process. Clicking on the reload button after marking the already loaded event (green in the display) will reload the event from the database into the memory of RCM Advanced.



After loading an event, the overview/print menu will automatically displayed. You can switch off this menu by pressing the F2 key.

## 5.3 Remove event

Again you see a list of all events in the database. You can only delete events which are marked red in the information column. The event with a green background is loaded and can not be deleted. Left click with the mouse on this event you want to delete and then click below on the button remove.



You will be asked if the event really should be removed. If you confirm this question by clicking ok, the data of this event will be irretrievable deleted. The entry in the list disappear. You should use this menu item carefully.

## **5.4 Close loaded event**

The loaded event will be moved to the archive and RCM Advanced has the same status like when it is started. This option for example allows to you a data import, which is not possible if an event is loaded.

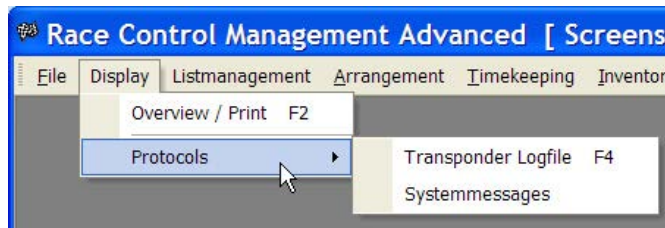
## **5.5 Close**

RCM Advanced will be closed. A loaded event will be archived and can loaded again after a restart of RCM Advanced.



## 6 Display

In the menu display the submenus overview/print, transponder logfile and system messages can be executed. Inside RCM Advanced special function keys allow you to see more information:



F2 - opens the window of the submenu overview/print

F4 - Opens the transponder logfile  
These to function keys refer to the menu display. But there are some more usefull function keyas:

F1 - Opens a help function. If

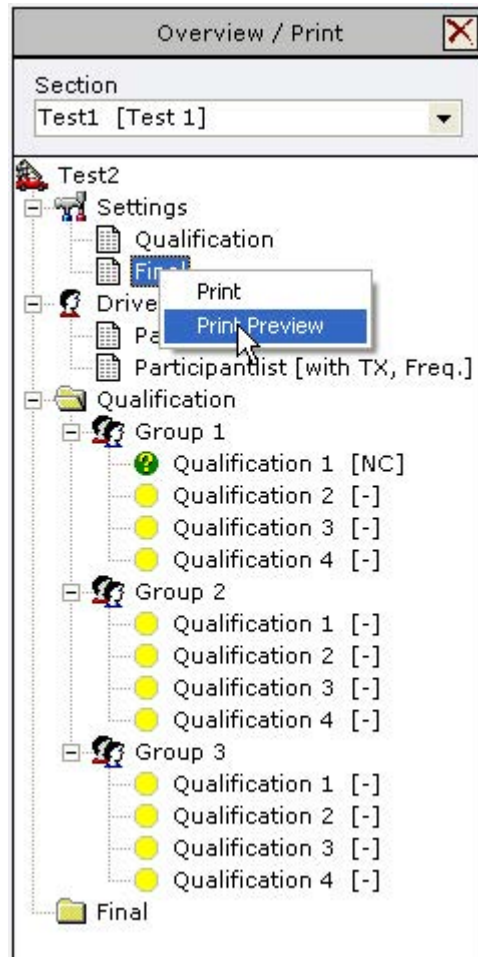
this function key is used within an opened window, it will display the help text especially for the selected function.

F3 - This key is used to switch the search item in tables. In all tables you can use a search function. The search definition has to be entered in a yellow box at the margin of the table. The table is searched in a full text mode. Using F3 you can switch to the next search definition.

F5 - Refresh a table. A table should always display the actual information. In some cases you should press F5 to update the display of the table, the data for the table will be reloaded.

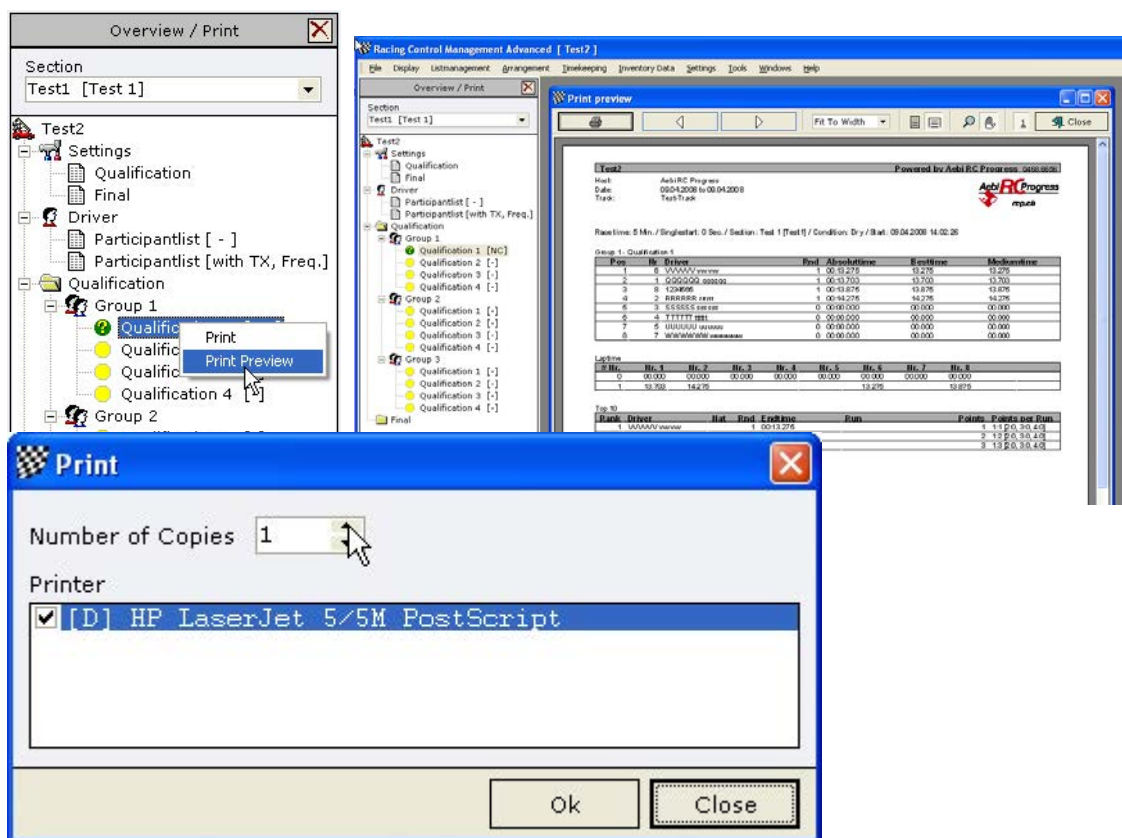
### 6.1 Overview/print

This menu item is only active, if an event is loaded and display a menu tree in which you see all reports structured.



You must have selected at least one printer (see settings/interfaces) to print from that menu.

In the menu you see all items of the event. If one item is marked with a + sign in front you can enlarge this item by clicking left on this sign. If you have selected the item you need, you click right on that item and a submenu is opened. Before printing you can choose if you want to print directly or to see a preview on the screen. When you start printing, you can select on which printer and the number of copies you want to print. The number of copies can be set different for each printer. Just double click on that printer and select the number of copies for this specific printer.



All reports refer to the section which is selected on the top of the overview/print window. You see in the menu only these reports which have already been generated (automatically by the RCM Advanced or manually). The status of the reports is always up-to-date. If you make corrections somewhere in RCM Advanced all affected reports will be generated or changed.

## 6.1.1 Driver list and other static data

Overview/print is structured in the following items:

**Settings:** Here you can print the rules of the selected section for qualification and finals separately.

**Driver:** Two different lists for the participants of the event are available.

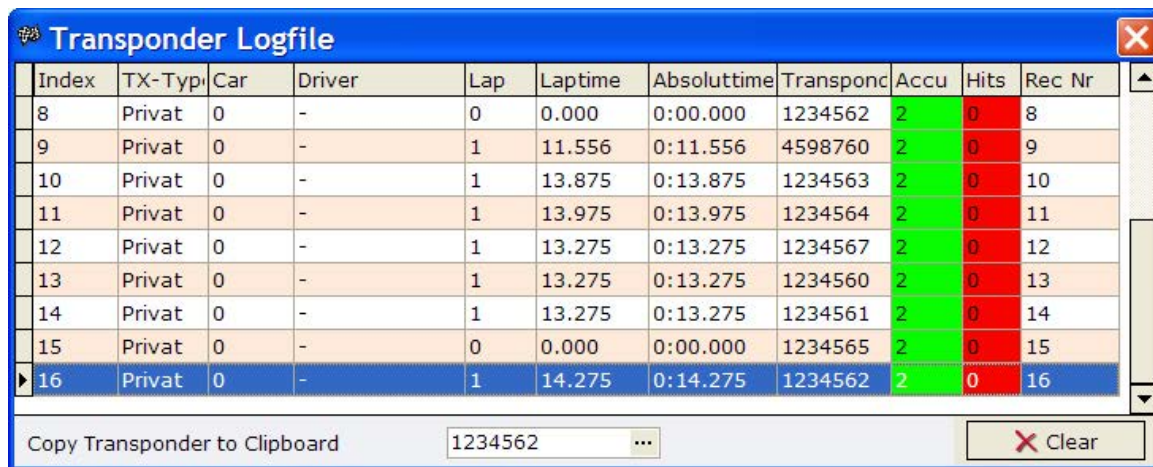
**Qualification:** If you enlarge this item, you will find all qualification heats.

You get the heat-list as well as ranking lists by clicking right on the main item "qualification". Results of the heats can be printed by clicking right on the specific heat.

**Final:** Has the same structure like qualification. This item is only active, if the arrangement of the finals have already been done.

## 6.2 Protocols/Transponder Logfile

A window is opened in which all data sent by the decoder is displayed. You can open this window anytime in RCM Advanced by pressing the F4 function key.



Index	TX-Type	Car	Driver	Lap	Laptime	Absoluttime	Transponc	Accu	Hits	Rec Nr
8	Privat	0	-	0	0.000	0:00.000	1234562	2	0	8
9	Privat	0	-	1	11.556	0:11.556	4598760	2	0	9
10	Privat	0	-	1	13.875	0:13.875	1234563	2	0	10
11	Privat	0	-	1	13.975	0:13.975	1234564	2	0	11
12	Privat	0	-	1	13.275	0:13.275	1234567	2	0	12
13	Privat	0	-	1	13.275	0:13.275	1234560	2	0	13
14	Privat	0	-	1	13.275	0:13.275	1234561	2	0	14
15	Privat	0	-	0	0.000	0:00.000	1234565	2	0	15
16	Privat	0	-	1	14.275	0:14.275	1234562	2	0	16

Copy Transponder to Clipboard    1234562    ...    X Clear

With the information in this window you can check the connection between computer and decoder. Every time a transponder passes the loop, the data is displayed in the window.

Remark: Before you start a race you should check the decoder as well as the transponder carefully. You can check the transponders just by passing it on the top edge of the front panel of the decoder. Anyway you should also check the loop and the connection from the loop to the decoder.

Information in the log table: In the columns Transponder, Accu, Hits and Rec-Nr information is displayed, which have been received from the AMBRC or AMBrc3. The columns TX-type, Car and Driver are internal references from the inventory data based on the transponder ID. This information is only available if an event has been loaded and when a heat is prepared for start.

A significant parameter is the hits. Being a good timekeeper, you should observe this during the race.

Note: If all hits of all transponder passings are yellow or red something is wrong with the time keeping system. This is maybe due to one of the following reasons. You have to check, that the time keeping system is working properly otherwise you risk, that RCM Advanced is not able to calculate proper results.

The connection between loop and cable is not good.

The loop is damaged.

The loop is too deep in the ground.

The loop is too high over the track.

The distance between the two wires of the loop is too small.

The cars are too fast at this part of the track.

The loop is interfered by another system.

If you realise, that the hits are very low only from one transponder you can be sure that the driver has the transponder not built in his car in a proper way. The transponder must be mounted horizontally and not vertically.

The information in the column accu is always 2. If a transponder does not work anymore, it will not be recognised by the decoder.

If a transponder produces a beep (headphones of the AMBRC decoder) when passing the loop and it is still not counting, the RS232 serial configuration in RCM Advanced may be wrong. Please check if the cable between computer and decoder is connected properly and that the configured port is the correct one.

The installation of an USB-RS232-Converter cable is mostly done with plug and play utilities of the computer system. To check which COM port the converter is

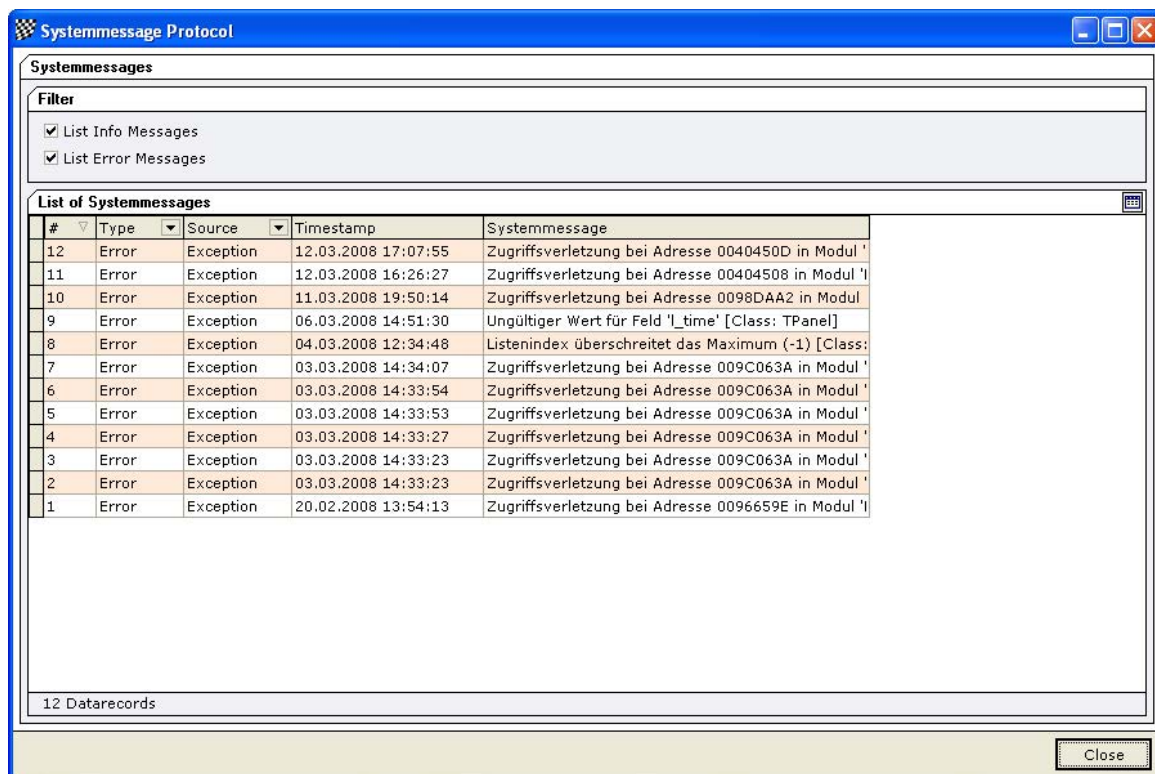
using you need to open the system settings and the item system. In this menu use the hardware tab and the device manager must be opened. Here you find the port number for your USB-RS232-Converter. This must be set in RCM Advanced. If you use the LAN-connection for the AMBrc3 please note, that the IP-Addresses must be set properly. More information you will find in the user manual which comes with your decoder.

Use the Transponder Log file during preparing and running a heat: When a heat is prepared in the race state window (menu item timekeeping) the car and the drivers are registered and referenced to this heat. When no drivers are known then you have probably the wrong heat opened or the wrong drivers at the track. Such problems can be detected easily when you are observing the transponder log file. Club / Private - If the hand out transponders are active these transponders are remarked as Club. "Private" are personal transponders or not activated hand out transponders used as temporary transponders.

### 6.3 Protocols/Systemmessages

The systemmessages log is used to register all inconvenient exceptions during the handling and usage of the program. These can be only warnings but also errors. In the case of a wrong behaviour of a function the recent log entries can help the RCM developers to solve the issue fast. In such a case, please send us a copy of the logfile.

But it can also be helpful for you. For example, if you have empty lists or no heats even if you think there should be something, please have a short look into the system messages. Simple remarks like "wrong rule" or "track not assigned" can be easily corrected.



The screenshot shows a window titled "Systemmessage Protocol" with a "Filter" section and a "List of Systemmessages" table. The filter has two checked options: "List Info Messages" and "List Error Messages". The table contains 12 entries, all of which are errors. The messages are related to access violations and value errors.

#	Type	Source	Timestamp	Systemmessage
12	Error	Exception	12.03.2008 17:07:55	Zugriffsverletzung bei Adresse 0040450D in Modul 'I
11	Error	Exception	12.03.2008 16:26:27	Zugriffsverletzung bei Adresse 00404508 in Modul 'I
10	Error	Exception	11.03.2008 19:50:14	Zugriffsverletzung bei Adresse 0098DAA2 in Modul
9	Error	Exception	06.03.2008 14:51:30	Ungültiger Wert für Feld 'l_time' [Class: TPanel]
8	Error	Exception	04.03.2008 12:34:48	Listenindex überschreitet das Maximum (-1) [Class:
7	Error	Exception	03.03.2008 14:34:07	Zugriffsverletzung bei Adresse 009C063A in Modul 'I
6	Error	Exception	03.03.2008 14:33:54	Zugriffsverletzung bei Adresse 009C063A in Modul 'I
5	Error	Exception	03.03.2008 14:33:53	Zugriffsverletzung bei Adresse 009C063A in Modul 'I
4	Error	Exception	03.03.2008 14:33:27	Zugriffsverletzung bei Adresse 009C063A in Modul 'I
3	Error	Exception	03.03.2008 14:33:23	Zugriffsverletzung bei Adresse 009C063A in Modul 'I
2	Error	Exception	03.03.2008 14:33:23	Zugriffsverletzung bei Adresse 009C063A in Modul 'I
1	Error	Exception	20.02.2008 13:54:13	Zugriffsverletzung bei Adresse 0096659E in Modul 'I

12 Datarecords



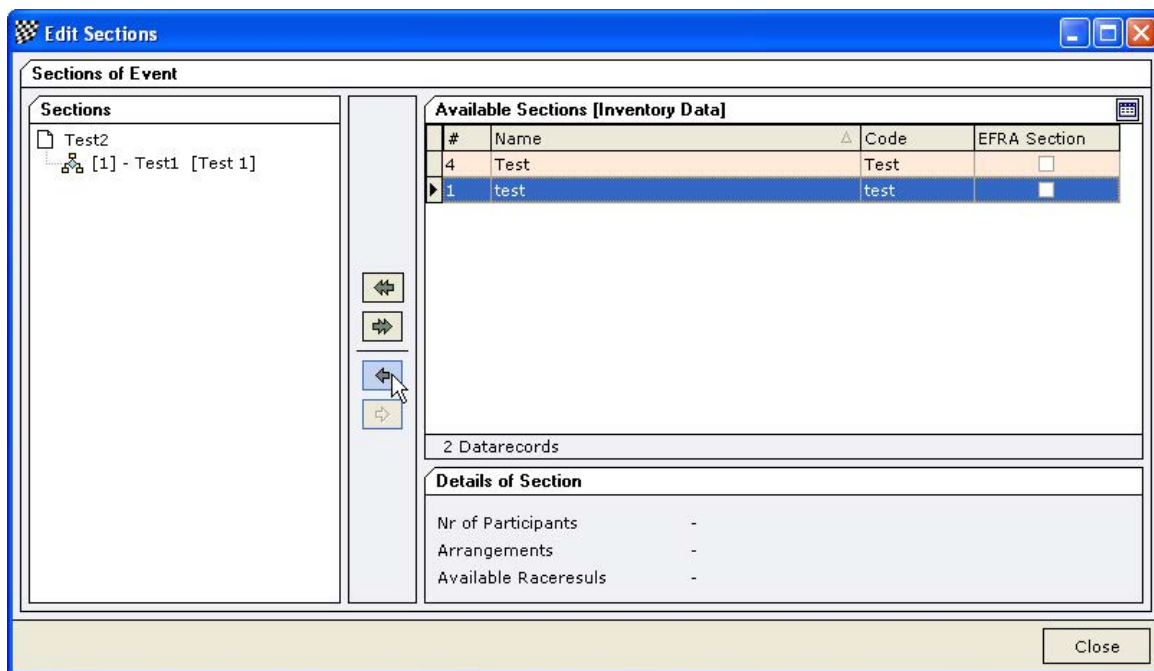
## 7 Listmanagement

The list management is used for selecting the participants and managing the sections. This menu is only active if an event is loaded.



### 7.1 Sections

For your event you have to select the section which will be run first before you can add the drivers to the driver list. If you have to change the sections for your event, you can add or delete sections with this function of RCM Advanced. Please note, that RCM Advanced is limited to 2 sections per event.



The handling in this window is identically to that window of the driver list. Having more than one track assigned to an organizer and adding a section to the event, you will be asked on which track the section will be run.



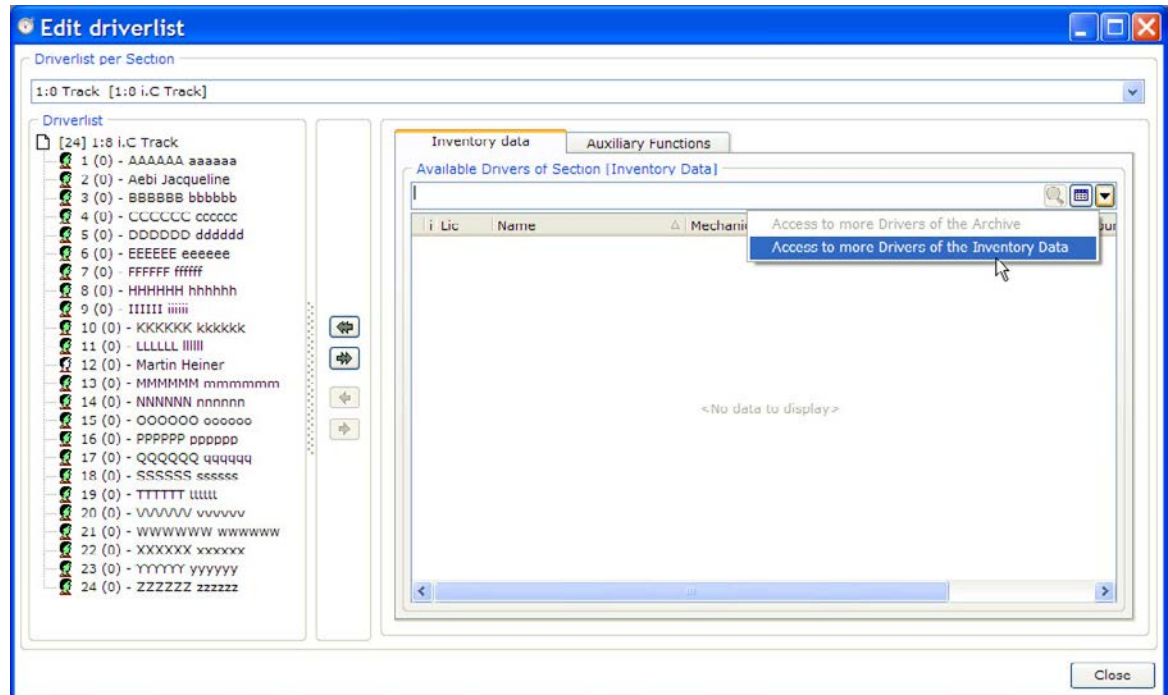
## 7.2 Drivers

Here you can select the drivers per section. The right column shows to you the drivers assigned to the specific section on top of the window. These are all marked green.

More drivers of the inventory data can be added by activating "Access to more drivers from the inventory data" (click on the down-arrow right beside the search field). These drivers are marked yellow.

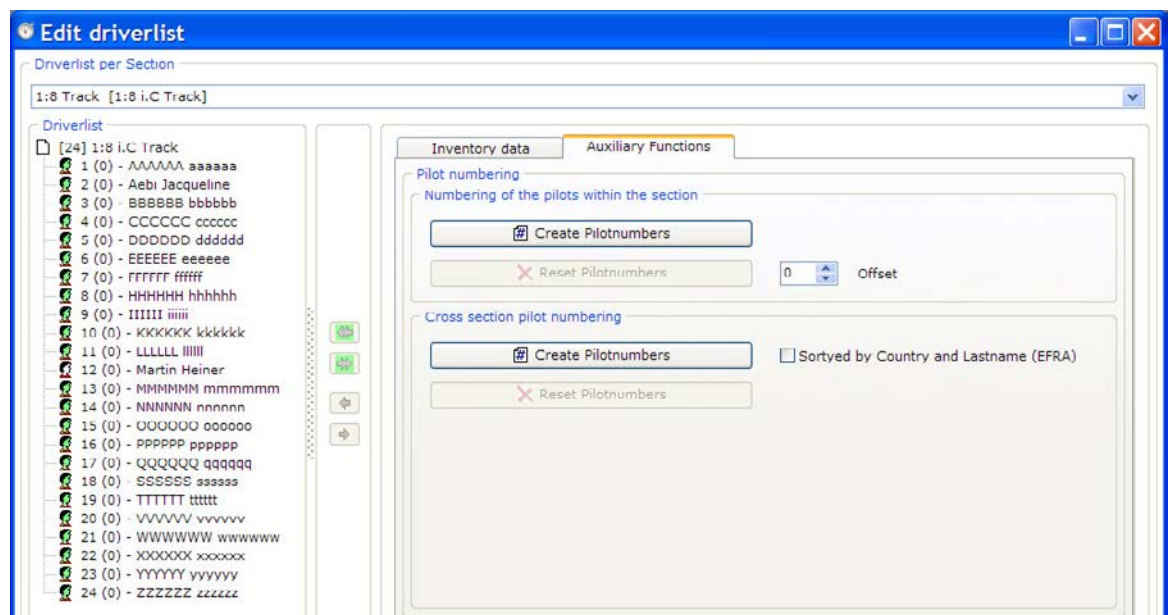
In the left column of the window all the drivers are displayed, which have already added to the driver list for the loaded event and the selected section.

RCM Advanced does not support an archive of drivers or federation data.



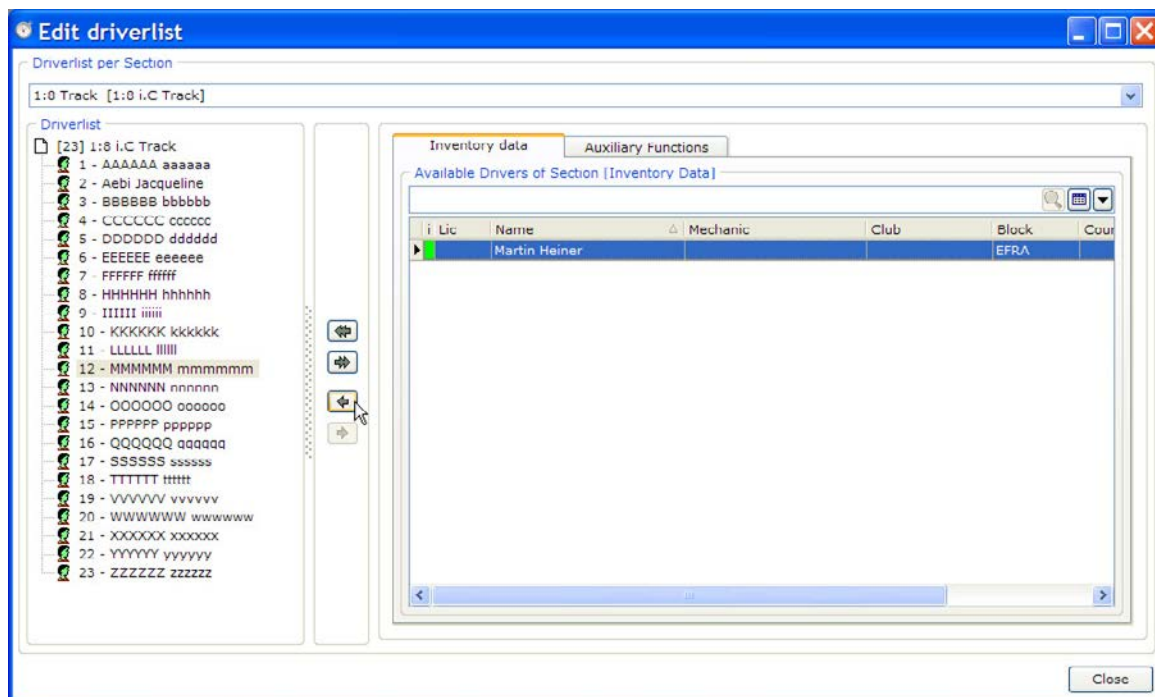
With the Auxiliary Functions tab you can generate Pilotnumbers. Please note, that here the order of the numbers will be in order of the participant list. With Offset you can enter a number as a start point for the pilotnumbers.

By clicking on the driver with the right mouse key you can set the frequency and the transponder number.



### 7.2.1 Add a driver to the driver list

Click left on the driver in the right column and use the arrow left button to add the driver to the driver list. The double arrow button left adds all drivers from the right column to the driver list.



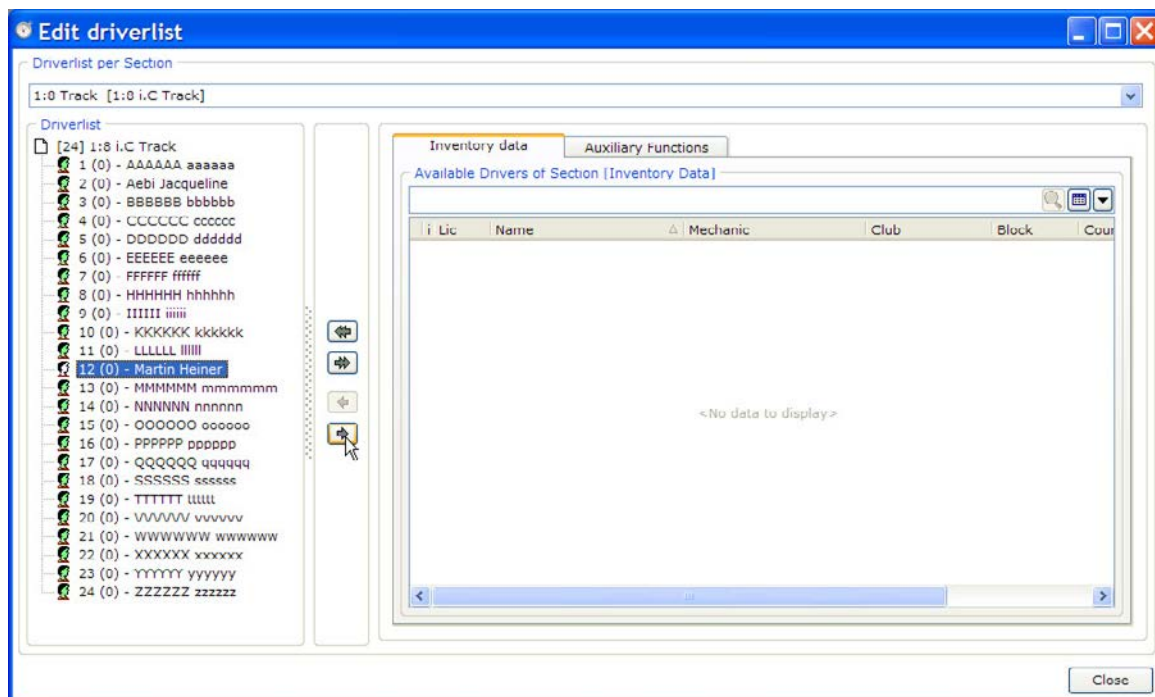
Please note, that RCM Advanced is limited to 40 drivers per section.

If you add a driver from the inventory data to the driver list which is not assigned to the selected section, this will be done automatically. But you have to add the entries for frequency and transponder for that specific driver. You can do this here or when you arrange the heats.

The list of drivers in the inventory data can be very large. The search and select functions as described in chapter 4 can help you to find the drivers you need.

## 7.2.2 Remove a driver from the driver list

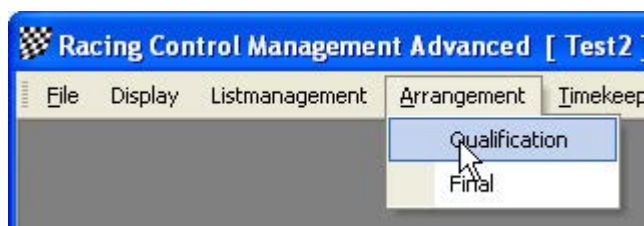
You can only remove drivers from the driver list which are not already arranged in a heat. If you want to remove a driver, which is arranged in a heat, you have to remove him from the heats in arrangements of the heats first.



To remove a driver you just click the name in the left column and use the arrow right button. To remove all drivers not arranged in a heat, you can use the double arrow right button.

## 8 Arrangement

This menu is only active with a loaded event. You can change the arrangement of the heats as well as of the finals. Even if the race has already started, you can make changes in the arrangements. Further on you can add or delete heats.



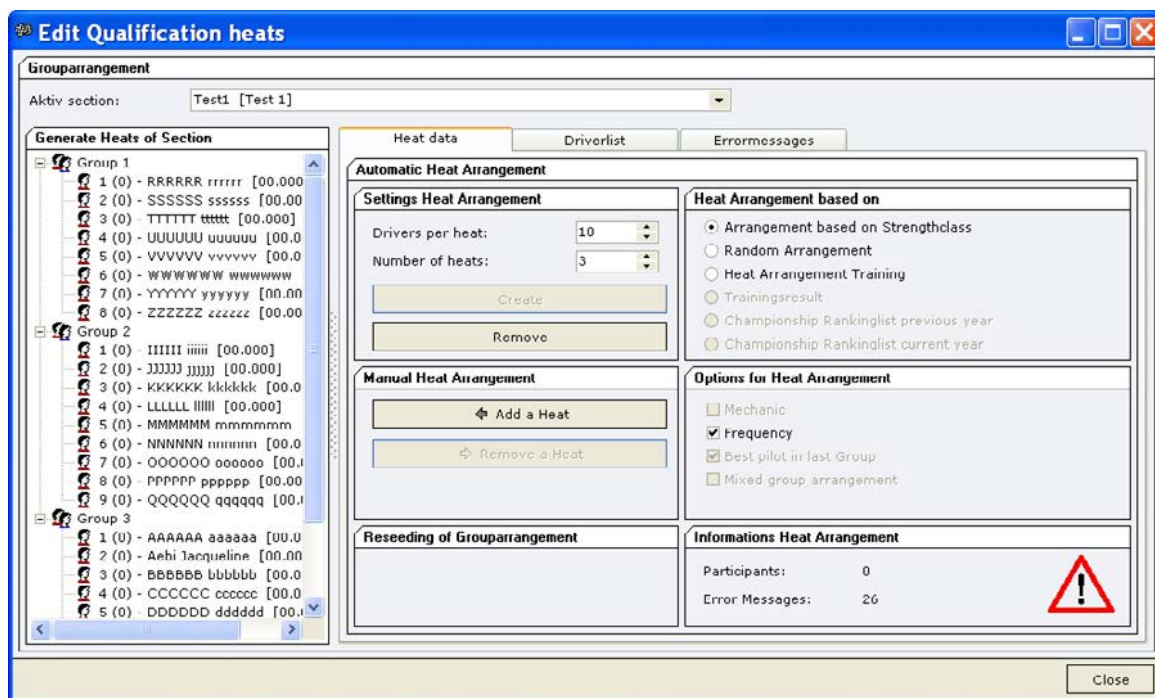
### 8.1 Qualification

Here you can arrange all the heats for the qualification. It is only possible to do this, when an event is loaded and in the definition of the rules for a section qualification is activated.

Using the tab heat data you can arrange the heats. With the tab driver list you can modify the arrangement for single drivers. Having arranged the heats you see problems (for example frequency-problems) under the error messages tab.

### 8.1.1 Arrangement of heats

You can do the arrangement automatically (based on the frequencies used by the drivers) or manually. Further on a arrangement of heats can be deleted. First you have to select the section (on top of the window) and you have to define, how many driver per group and how many groups you want to create. Clicking on the button create will automatically create the arrangement.

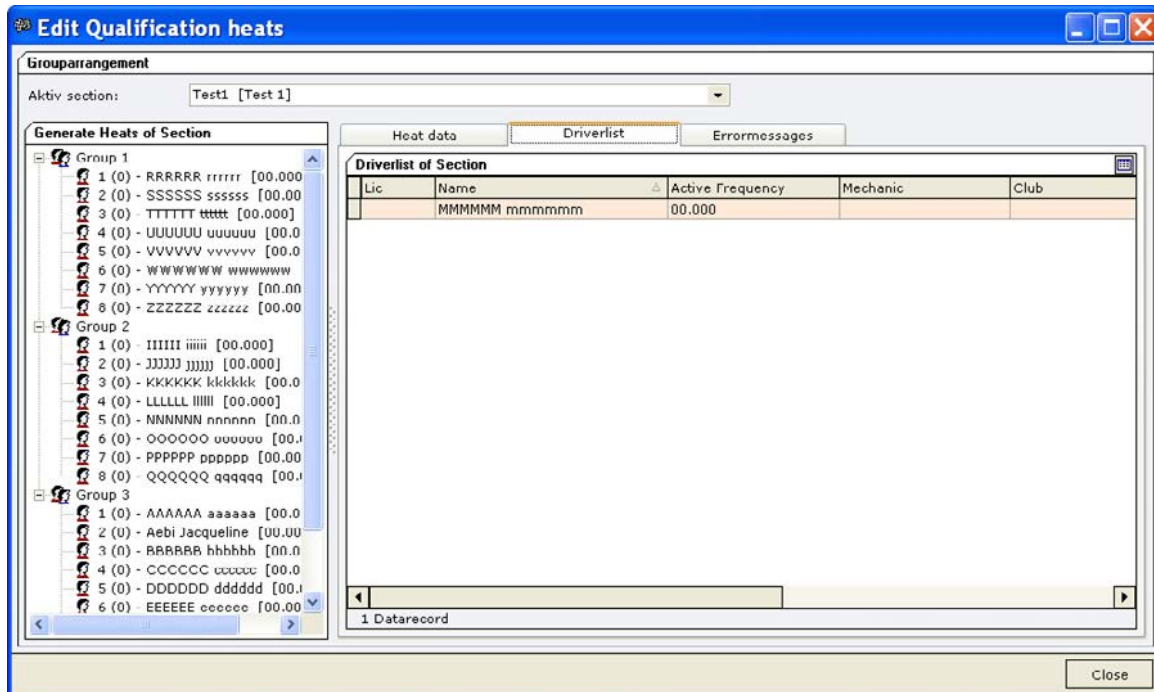


If you do not like the order of driver in the heats, you can move a driver simply with drag&drop. This means, you click left on the drivers name, keep pressing the left mouse button and drag the driver to the position you want. Then leave the left mouse button. You can move a driver even after qualification heats have been run. The results of the driver will not be lost, even if you move him to another group. You can also move a complete group to another place by drag&drop. Just left click on the group, hold the mouse key pressed and move the group to the position. With "manual heat arrangement" you can add or delete a group. If you want to delete a group it must be marked in the left column "generate heats of section". Deleting or removing a group is only possible as long as no qualification heat was finished.

If you have to change frequencies or transponder for a specific driver, you can do it here. If you click right on the drivers name a submenu allows you to change the frequencies or the transponder.

## 8.1.2 Driverlist

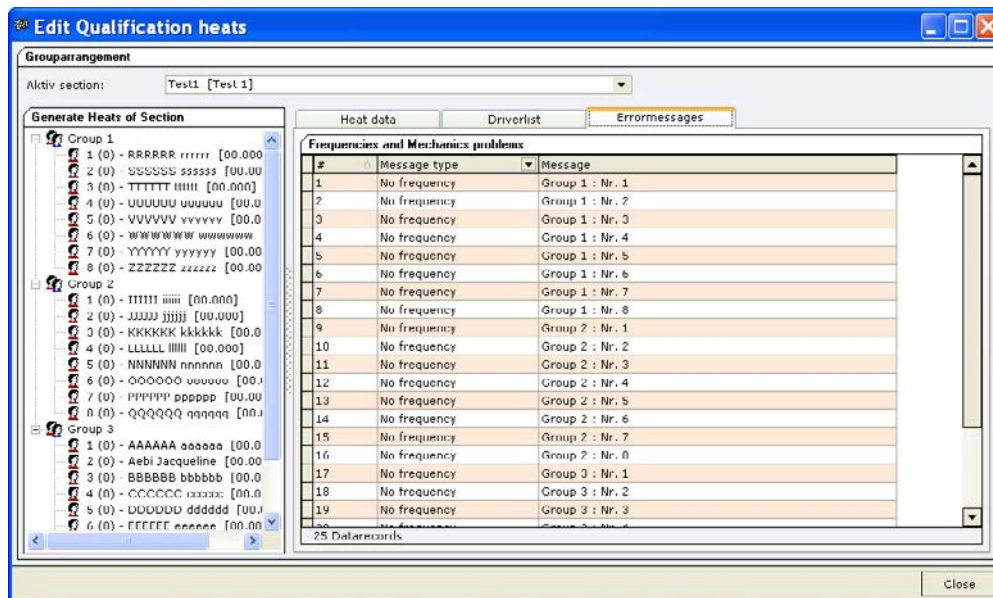
With this tab you can make changes for single drivers. You can remove a driver from a group and add him to another group. If you have created the arrangement of the heats automatically, the list in the right column (driverlist of section) of this window is empty. Otherwise the drivers not yet arranged in heats are displayed. If you want to remove a driver from one heat, you just click left on his name, hold the mouse button pressed and drag him from the left column to the right column of this window (driverlist of section). Do move this driver to another group, drag&drop him from the driverlist of section to the appropriate group in the column generate heats of section.





### 8.1.3 Errormessages

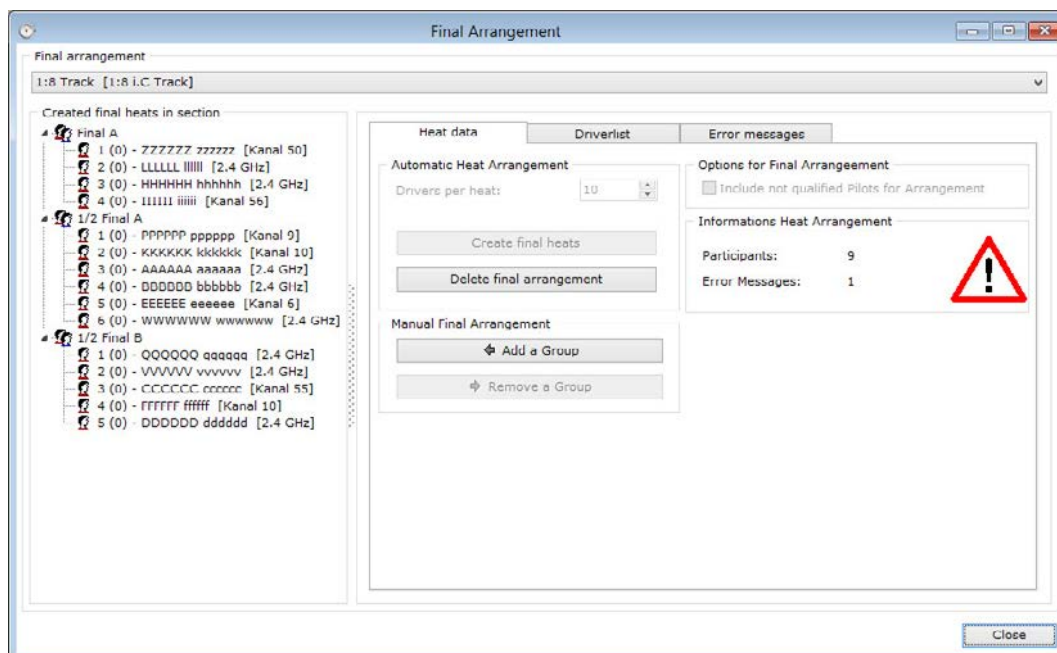
Here you see all problems regarding the frequencies of the heats. The same frequency of two drivers in one group will be displayed as well as all drivers with no frequency data in his inventory data record. You can change the frequency of a driver by clicking right on the drivers name.



## 8.2 Final

This menu is only active if a event is loaded. Before creating the finals you can see under the driver tab a list of all drivers having a valid qualification for the finals (depending on the rule for the selected section).

Under the tab heat data you can now click on the button create final heats and the arrangement of all finals will be automatically done according to the rule of the selected section and the result of the qualification. With the errormessages tab you see frequency problems. These can be solved as described in the arrangement of the qualification heats.



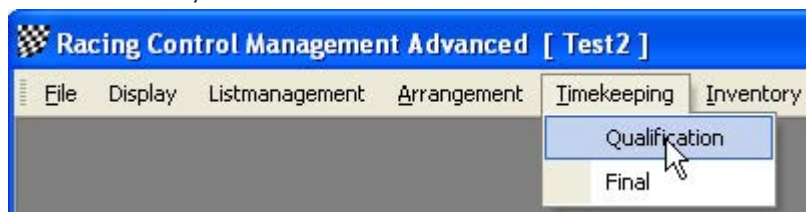
In the lower part of the window (manual heat arrangement) you can add or delete a final. If you want to delete a final it must be marked in the left column "generated finals of section". Deleting or removing a final is only possible as long as no final heat was finished.

You can change the order of the drivers in the finals by simply drag&drop one or another driver to another position. But, please note, that the program may be not calculate these drivers correctly, when these drivers will moved up from a lower to the higher final. You have to correct this manual.

The printing of the arrangement of the finals will be done through the overview/print menu.

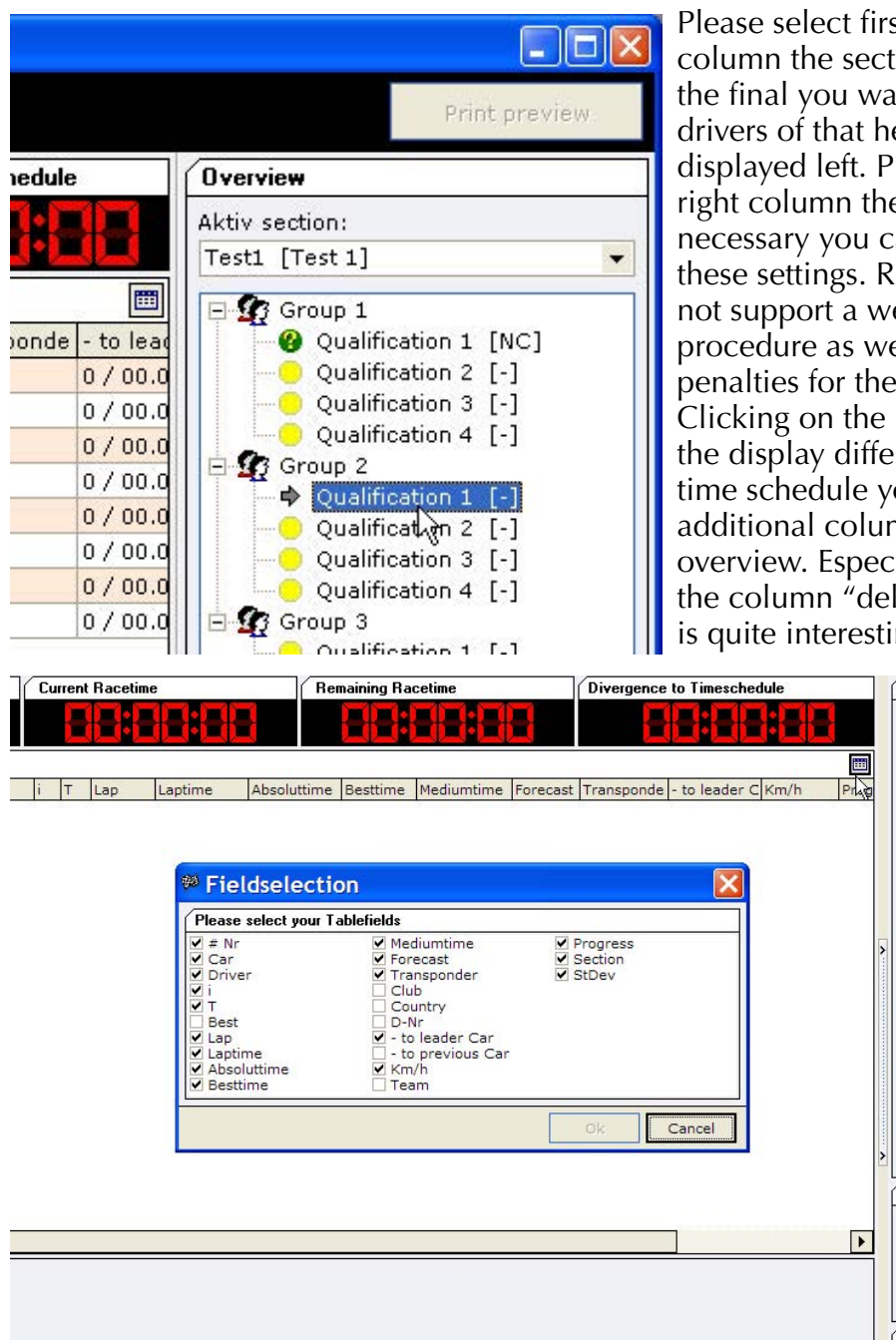
## 9 Timekeeping

This menu is only active if an event is loaded. Here you start the qualification heats and the finals. After a race is finished you can print the results (for printing all other reports please refer to the menu display). You can make corrections to the number of laps as well to the time of each driver. In RCM Advance there are no other corrections possible. The sequence of racing and the scoring of the races are determined by the rule.



The race overview is the same for qualification heats and finals. The following explanations refer to the time keeping in general.

## 9.1 Prepare a heat



The screenshot shows the RCM Advanced software interface. The main window has a blue title bar and a 'Print preview' button. The 'Overview' section is active, showing a tree view of the race structure. The 'Aktiv section' is set to 'Test1 [Test 1]'. The tree view shows three groups, each with four qualifications. The first qualification of Group 2 is selected. Below the tree view, there are three digital displays for 'Current Racetime', 'Remaining Racetime', and 'Divergence to Timeschedule', all showing '00:00:00'. At the bottom, there is a table with columns for various race data: i, T, Lap, Lapttime, Absoluttime, Besttime, Mediumtime, Forecast, Transponde, - to leader C, Km/h, and Pk. A 'Fieldselection' dialog box is open, allowing the user to select which fields to display in the table. The dialog box has a title bar and a close button. It contains a list of fields with checkboxes, organized into three columns. The fields are: # Nr, Car, Driver, i, T, Best, Lap, Lapttime, Absoluttime, Besttime, Mediumtime, Forecast, Transponder, Club, Country, D-Nr, - to leader Car, - to previous Car, Km/h, Team, Progress, Section, and StDev. The 'Ok' and 'Cancel' buttons are at the bottom right of the dialog box.

Please select first in the right column the section and the heat of the final you want to run. The drivers of that heat/final will be displayed left. Please check in the right column the race settings. If necessary you can correct now these settings. RCM Advanced does not support a wet/dry condition procedure as well as special penalties for the drivers. Clicking on the button just below the display difference to the time schedule you can activate additional columns for the race overview. Especially for the speaker the column "delay to the first car" is quite interesting.

You can also adjust the width of the columns in the race overview. Just click with the mouse on the column guides and move them to the desired width.

## 9.2 Warm-up time and transponder check

Normally the drivers drive some laps on the track before you start the heat. Use this time to check the proper working of all transmitters and to check whether all drivers are on the track or not. If a transponder passes the loop, the corresponding driver will be marked yellow. This means, that his transponder number is correctly registered.

The screenshot shows the RCM software interface. At the top, there are buttons for 'Interrupt heat', 'Abort Race', 'Start Race', 'Finalize Race', 'Countdown', and 'Print preview'. Below these are four digital displays for 'Race time', 'Current Race time', 'Remaining Race time', and 'Difference to Timeschedule', all showing '00:05:00'. The 'Race overview' table lists 10 cars with their respective drivers and transponder numbers. A 'Transponder Assignment' dialog box is open, showing a table with columns for 'Car', 'Driver', and four transponder fields. The dialog box title is 'Transponder Assignment [P-Nr: 9 / TX: 1234564]'. The 'Race overview' table has the following data:

#	Nr	Car	Driver	i	T	Lap	Laptime	Absoluttime	Desttime	Mediunttime	Forecast	Transponde	- to lead
1	1	HHHHHH	hhhhhh	X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
2	2	IIIIII	iiiiii	X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
3	3	JJJJJJ	jjjjjj	X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
4	4	KKKKKK	kkkkkk	X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
5	5	LLLLLL	llllll	X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
6	6	MMMMMM	mmmmmm	X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
7	7	OOOOOO	oooooo	X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
8	8	PPPPPP	pppppp	X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
9	9	1234564		X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	
10	10	1234565		X	→	0	00.000	00:00.000	00.000	00.000	0	0 / 00.0	

The 'Transponder Assignment' dialog box shows a table with columns for 'Car', 'Driver', and four transponder fields. The data is as follows:

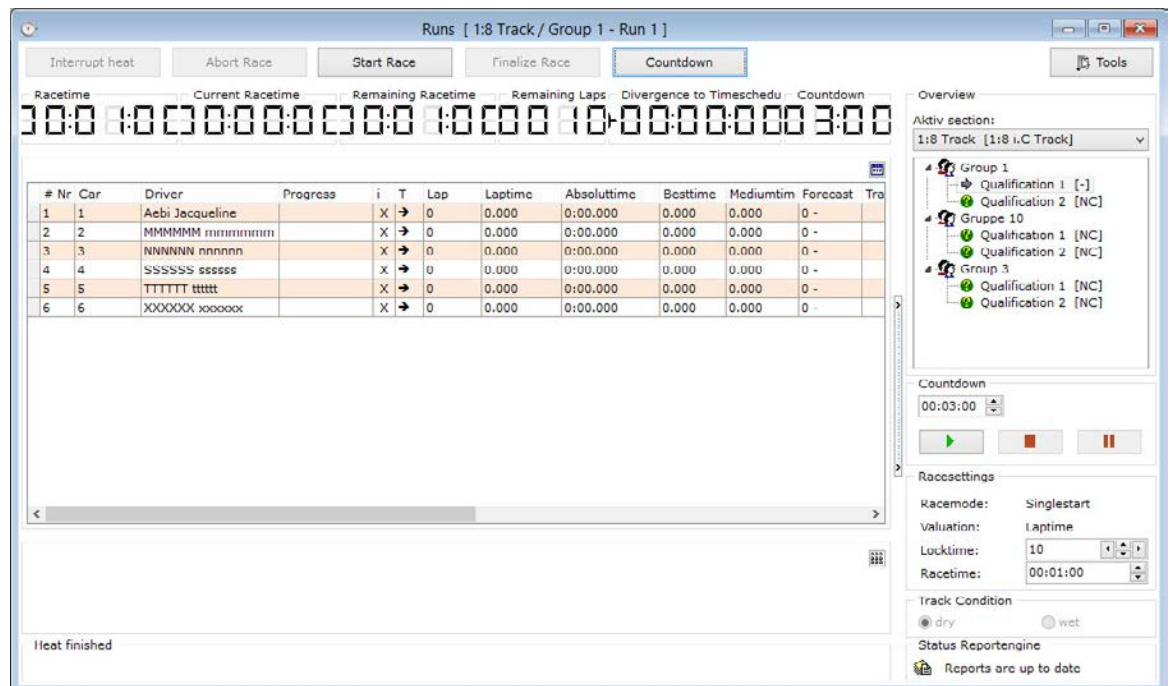
Car	Driver	Transponder 1	Transponder 2	Transponder 3	Transponder 4
1	HHHHHH hhhhhh	0	0	0	0
8	PPPPPP pppppp	0	0	0	0

At the bottom of the interface, there are buttons for 'Car 1' through 'Car 8' and a 'Track Condition' section with 'dry' and 'wet' options. The 'Status Report engine' section shows 'Reports are up to date'.

You can also open the transponder log file with the F4 key. Here you can see if all transponders are assigned to a driver. If a car passes the loop and you see no name in the transponder log file but a transponder number (in the race overview you see this transponder on the last row red marked) you have to find out, which driver is using this transponder. Double clicking on the transponder (in the race overview) will open a new window displaying all drivers which have not already passed the loop with a registered transponder. If you know the driver, you can easily assign this transponder to this driver. Just double click on the drivers name. You can do it even after the race has been started. This means you can start the race and assign this transponder to a driver between the race time. The laps and the times will be assigned to the driver and will not be lost. If it is a personal transponder it will be registered in the first empty field of the transponder settings of the driver. If no field is empty, the first will be overwritten. If the transponder is one of the hand out transponder it will be assigned to the field temporary transponder.

## 9.3 Countdown

Using the optional program RCM Voice you can automate the starting procedure. Clicking on the countdown button will open another window, where you can adjust the preparation time. The time has to be set in the format MM:SS. The countdown is started by clicking the green arrow button in this window. By clicking on the other buttons, you can cancel the countdown (red square button) or you can interrupt it (two red lines). Via RCM Voice the remaining preparation time will be announced in certain time intervals. Further on the race will be started after the preparation time. You can close this window by clicking again on the countdown button.

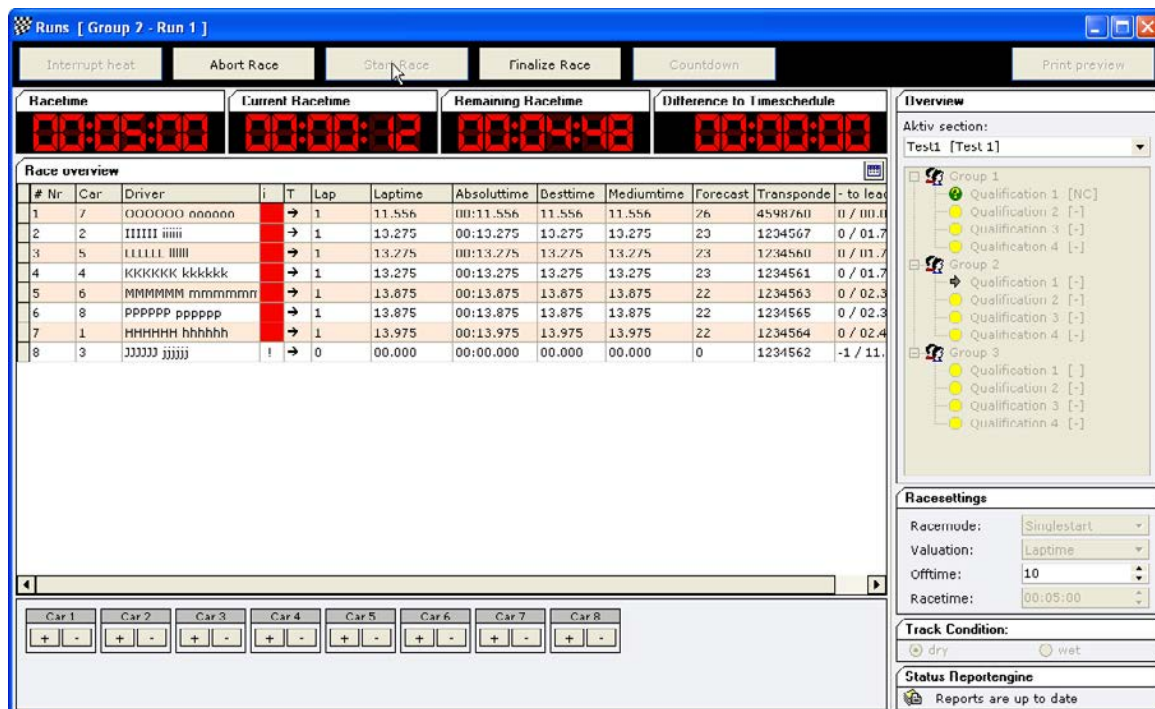


## 9.4 Start the heat

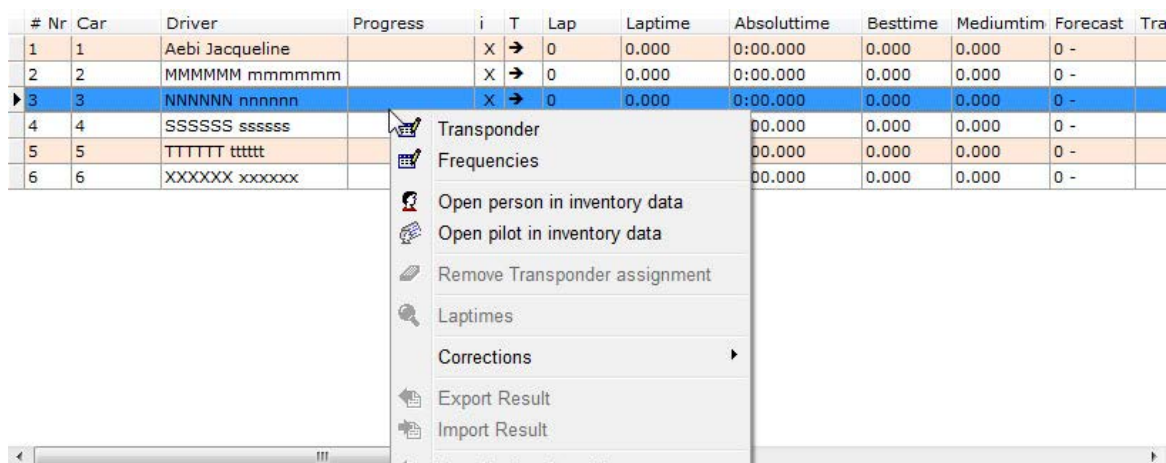
You start the heat or the final by clicking on the start race button (if you do not use the countdown feature). According to the selected rule a delayed start or a groupstart will be executed. A small red marking in a drivers row shows the blocking time. No laps will be counted within this time, but the passing will be registered in the background. This prevents illegitimate corner cutting. If now a transponder number is displayed in the race overview, this transponder can assigned to a driver as described above. A double click on the transponder number



opens a windows showing all drivers to which this transponder you can assign. The laps and times counted for this transponder will be assigned to the driver and will not be lost.



You can made corrections to the transponder, frequencies and personal data for each driver by clicking right on the drivers name. Choose in the submenu, what you want to change. But here you have to type in the information.



## 9.5 Control instruments during the active heat

### 9.5.1 Race time

On top of the race overview the race time, the current racetime and the remaining racetime is displayed. If the race will be finished after a number of laps (set in the rule definition), the number of remaining rules is also displayed.

The race time can be changed during the race. Just change the race time in the timekeeping windows right below.

## 9.5.2 Lap times

Click right on a driver name and select from the submenu laptimes. All lap times of this drivers will be displayed in a new window and can easily be checked.

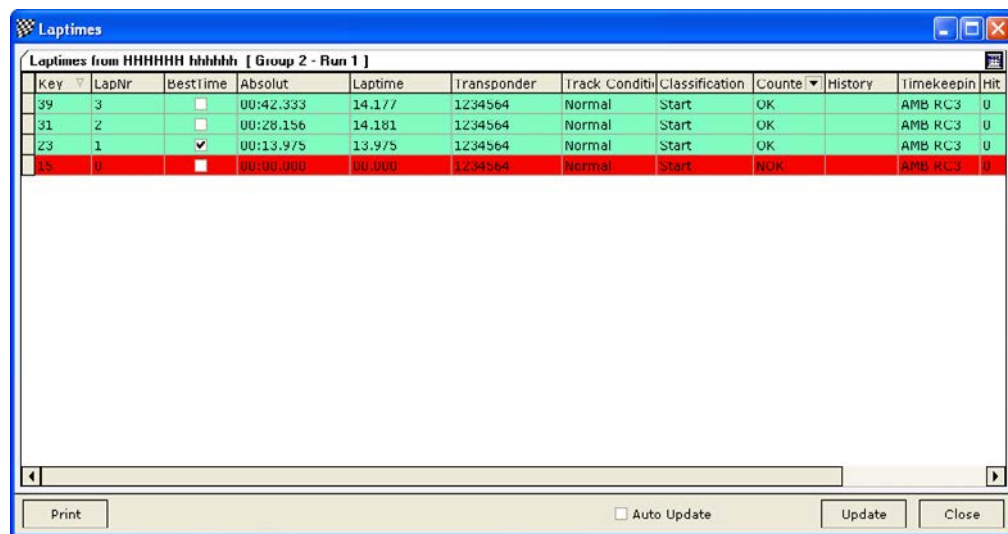


**Runs [ 1:8 Track / Gruppe 10 - Run 1 ]**

Interrupt heat Abort Race Clear Race Finalize Race Countdown

Racetime: 00:01:00 Current Racetime: 00:00:00 Remaining Racetime: 00:01:00 Remaining Laps: 00:10 Divergence to Timeschedule: +00:00:00

#	Nr	Car	Driver	Progress	i	T	Lap	Laptime	Absoluttime	Besttime	Mediumtime	Forecast	Transpon
1	2	VVVVVV	vvvvvv		M	→	1	13.875	0:13.875	13.875	13.875	5 -	
2	1	KKKKKK	kkkkkk		I	→	0	0.000	0:00.000	0.000	0.000	0 -	
3	3	AAAAAA	aaaaaa		X	→	0	0.000	0:00.000	0.000	0.000	0 -	
4	4	BBBBBB	bbbbbb		X	→	0	0.000	0:00.000	0.000	0.000	0 -	
5	5	CCCCCC	cccccc		X	→	0	0.000	0:00.000	0.000	0.000	0 -	
6	6	DDDDDD	dddddd		X	→	0	0.000	0:00.000	0.000	0.000	0 -	
7	7	YYYYYY	yyyyyy		X	→	0	0.000	0:00.000	0.000	0.000	0 -	
8	8	LLLLLL	llllll		I	→	0	0.000	0:00.000	0.000	0.000	0 -	
9	9	EEEEEE	eeeeee		X	→	0	0.000	0:00.000	0.000	0.000	0 -	



**Laptimes**

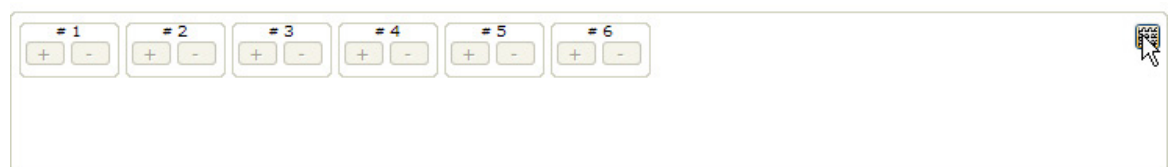
Laptimes from HHHHHH hhhhhh [ Group 2 - Run 1 ]

Key	LapNr	Besttime	Absolut	Laptime	Transponder	Track Condi	Classification	Counte	History	Timekeepin	Hit
39	3	00:42.333	14.177	1234564	Normal	Start	OK		AMB RC3	U	
31	2	00:28.156	14.181	1234564	Normal	Start	OK		AMB RC3	U	
23	1	00:13.975	13.975	1234564	Normal	Start	OK		AMB RC3	U	
15	0	00:00.000	00.000	1234564	Normal	Start	NOK		AMB RC3	U	

Print Auto Update Update Close

## 9.5.3 Online corrections

During the time keeping of a heat, the correction menu is not available. You can only count manual laps for specific drivers. In the window below the race overview you find a counting box for each driver. You can add laps (by clicking on the + sign) or reduce laps (by clicking on the - sign). This interactions will be logged and registered as corrections. If the online correction boxes are not visible, you can select these by clicking on the right button in the window.

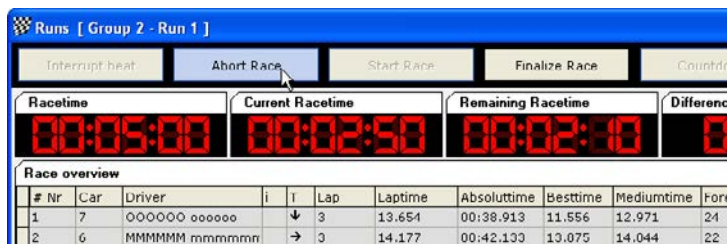


Online correction interface showing counting boxes for six drivers (1 to 6). Each box contains a '+' and '-' button for manual lap counting.

We can not recommend to count a driver manual for the whole heat. It should be good enough to inform the driver, that he has no transmitter in his car and that he should correct this situation. Manual counted laps will be marked on the result sheet.

## 9.6 Abort a race

If you have to abort a race due to essential reasons, you can do it by clicking on the abort race button. The race will be aborted if you confirm it once again. All results will be set to 0.



## 9.7 Finalize race

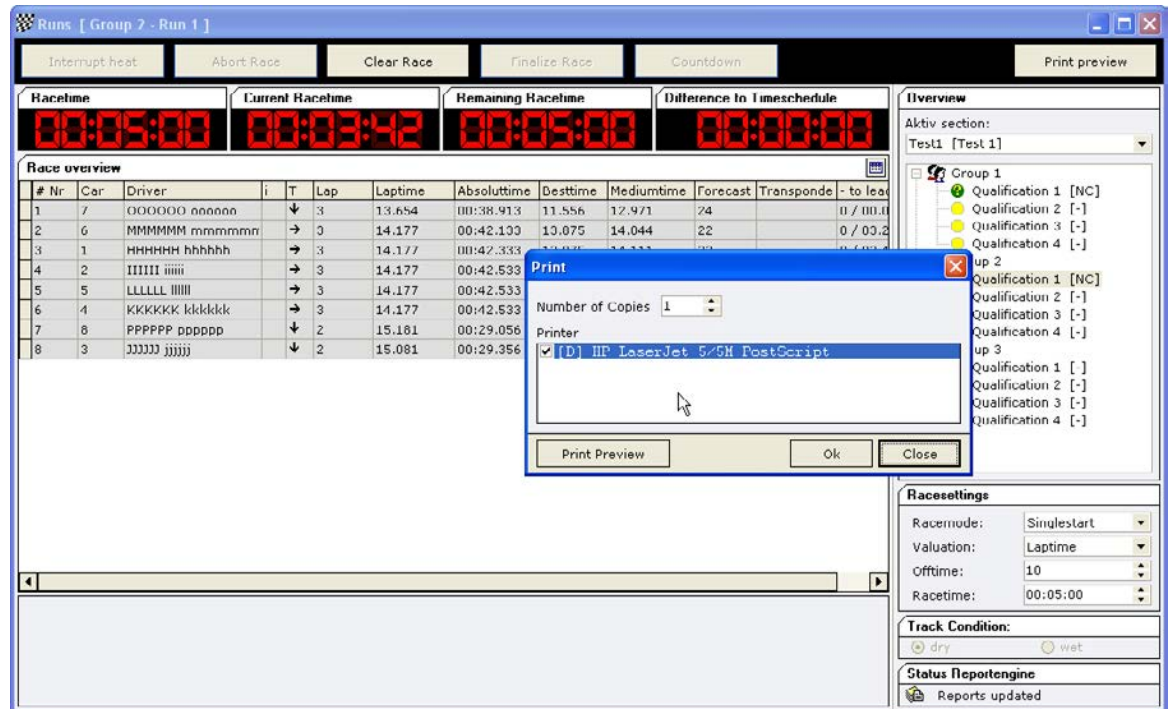
After the race time is finished, the last lap of all drivers will be counted and the drivers, who have finished the race will be marked blue in the race overview. After all drivers have finished their race, you click on the finalize race button.



The results are saved and the reports are generated. The print menu will be displayed and after printing you are ready for the next heat.

### 9.7.1 Print results

When a heat is finished, the printing menu will be displayed, You can choose the printers and the number of copies to be printed. Further more you can choose whether to print directly or to preview the results.

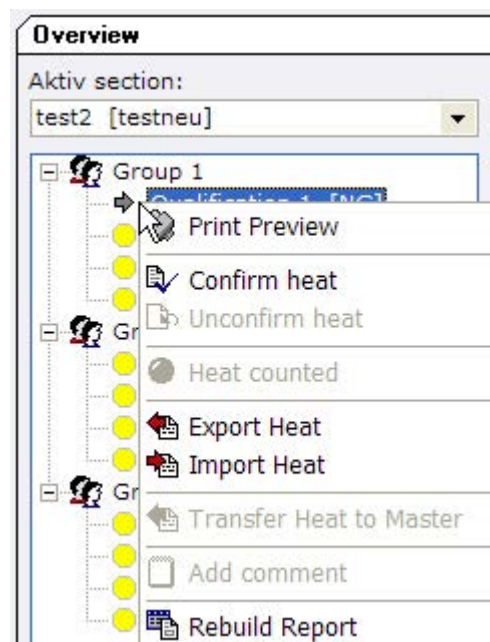


If you need another copy of the result, you can print it using the print preview button on the top right edge of the overview window.

If a transponder number instead of a driver name is printed, please mark this heat in the right column overview, click right on the heat and select rebuilt report. The transponder number will now be deleted.

The result sheet can also be printed in the Display/Overview print menu (F2).

### 9.7.2 Confirmed - not confirmed



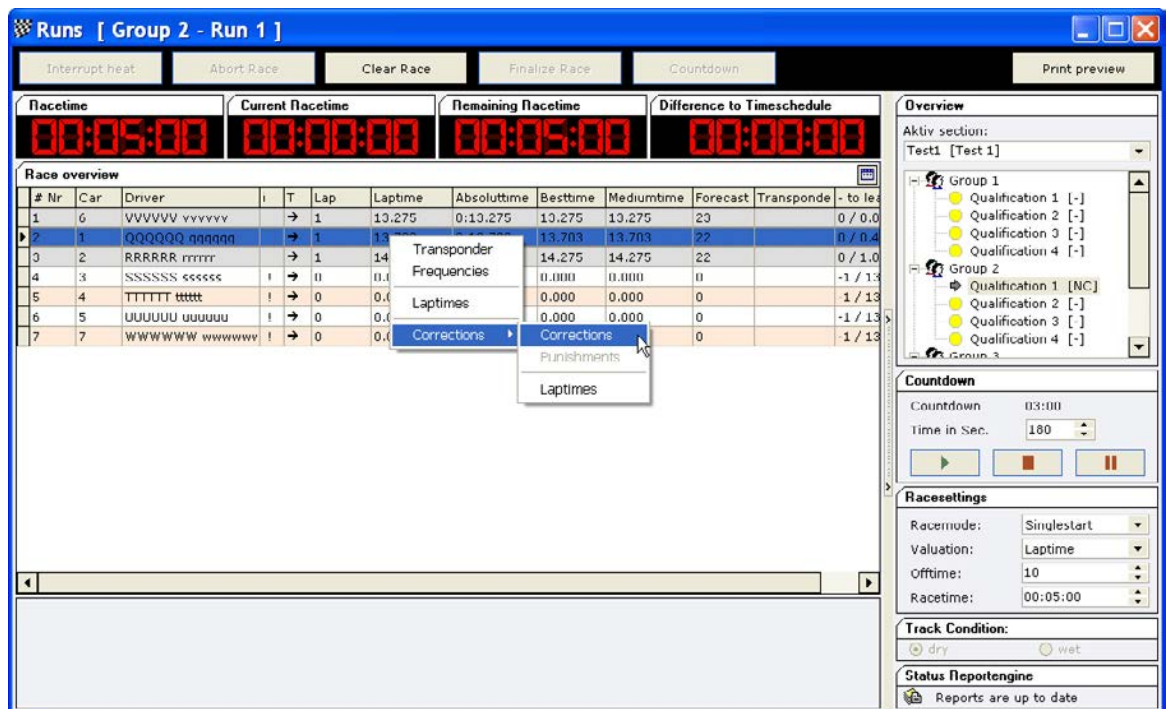
This is used for technical inspection. During qualification it is not necessary to confirm a heat. But during finals this feature will be used for the move up of drivers to the next higher final. Only if a final is confirmed, the drivers can move up. If you have to made corrections to the result of a final, you have to reconfirm this final.

You confirm a heat/final by right clicking on the heat/final in the overview section. From the menu select confirm. The confirmation can be reversed by clicking on „not confirm“.



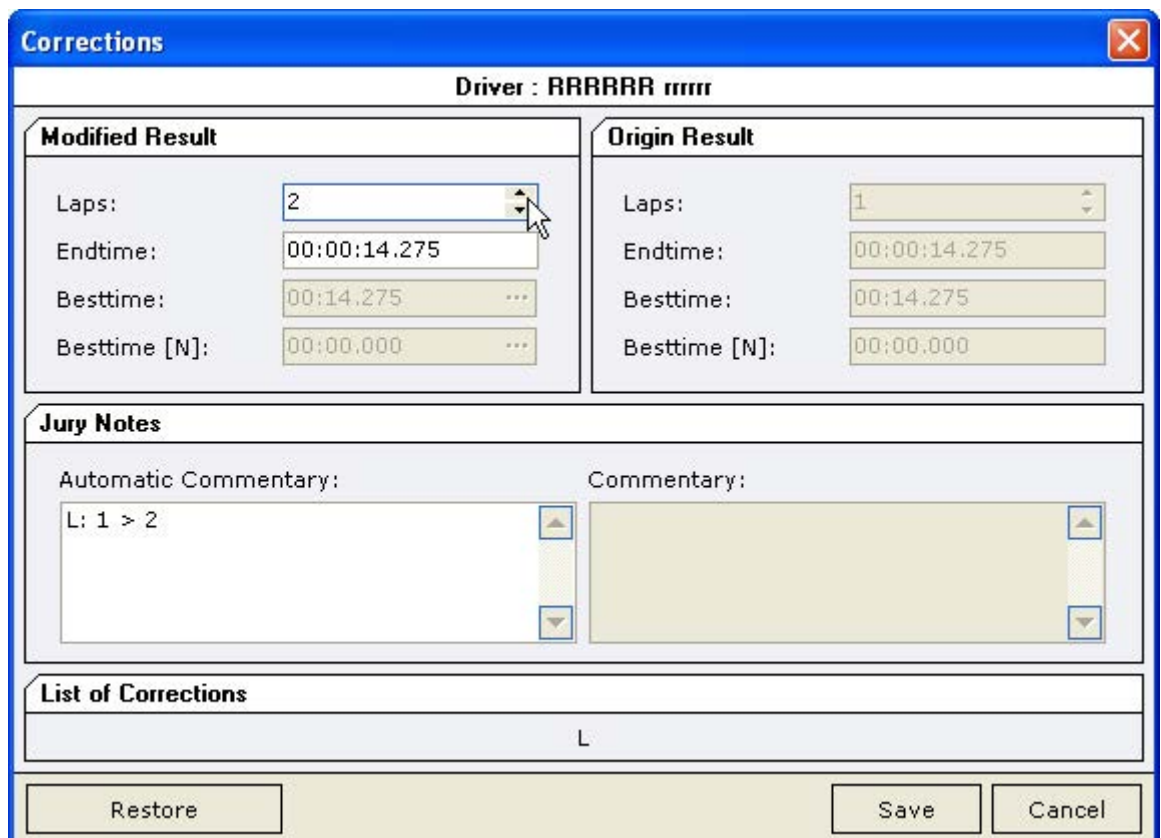
## 9.8 Corrections

In the race overview and after the race is finished you right click on a driver and choose corrections from the submenu.



You can make changes on the heat results of the laps and of the end time. A Jury comment will be added automatically.

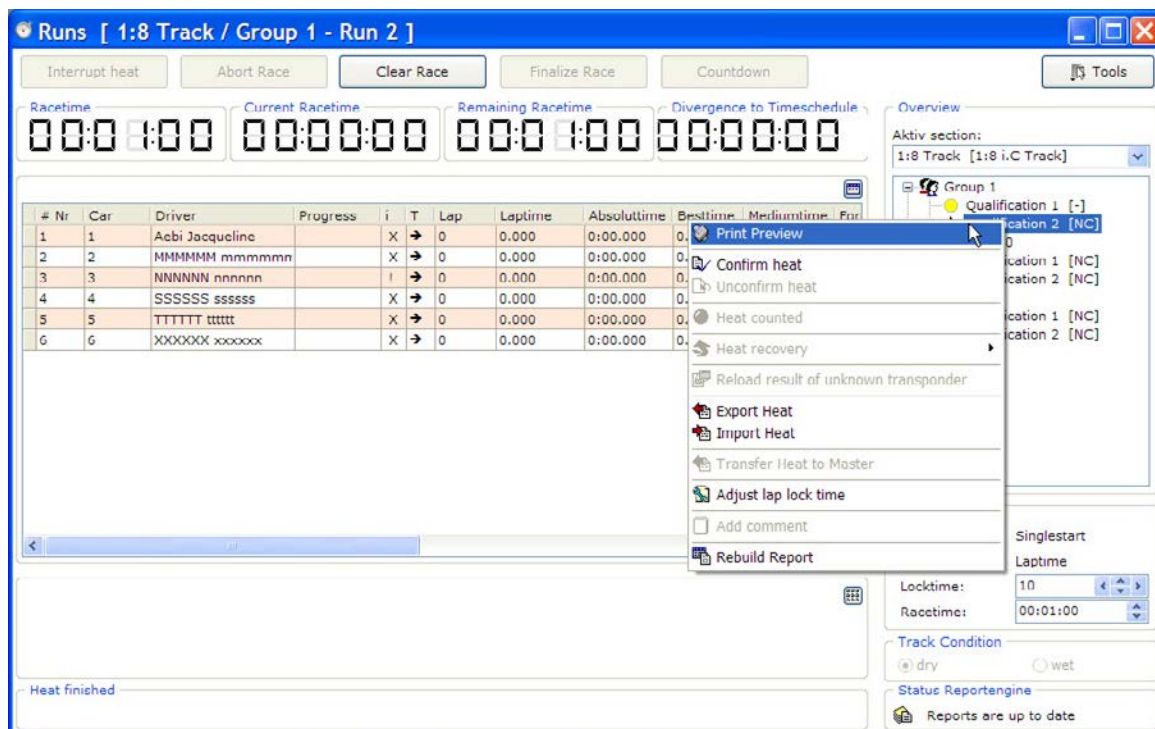
RCM Advanced has been limited in functionality and does not permit to change best laps and also does not register changes on the print out.





## 9.9 Additional function in timekeeping

Clicking right on a driver in the timekeeping window opens a submenu. You can export and import the result of a driver in an XML-file.



By clicking right in the right window on a heat, you can also export or import the result of the whole heat in an XML-file. Further on you can recover a heat and you can reload the results of an unknown transponder.

## 9.10 Rerun a heat

If you have to rerun a heat/final (for what reasons ever), you have to select the heat in the overview in the right column. Before you can start this race again, you have to click on the clear race button. You have to confirm the question “really to clear the race” by clicking on the ok button before the results of the already finished heat will be deleted. Now you can rerun the heat/final.

## 9.11 Transponder black list

The program is equipped with a black list of stolen transponders and decoders. The transponder and decoder written down in this list will not be counted anymore. This list is maintained by RC-Timing and can not be edited with the program.

## 10 Inventory data

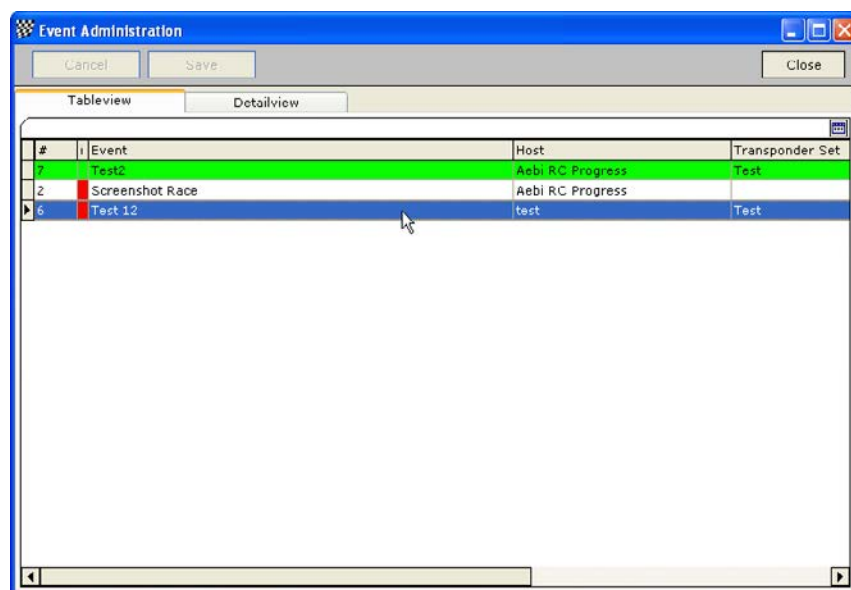
Through the inventory data menu the following functions for the administration is available:

- \* Edit Events. For creating a new event you have use the file menu.
- \* Edit or create clubs, this is a optional information to associate a driver with a club.
- \* Edit or create the personal data of the drivers.
- \* Edit or create a section. It is mandatory that you have sections combined with the rule, please create first a rule then a section.
- \* Edit or create transponder sets, this is optional if you have a rack with rechargeable transponders for hand out.
- \* Edit or Create organizer/host and track data.
- \* Edit or create rules to lead through the race automatically from qualifications to the final.



### 10.1 Events

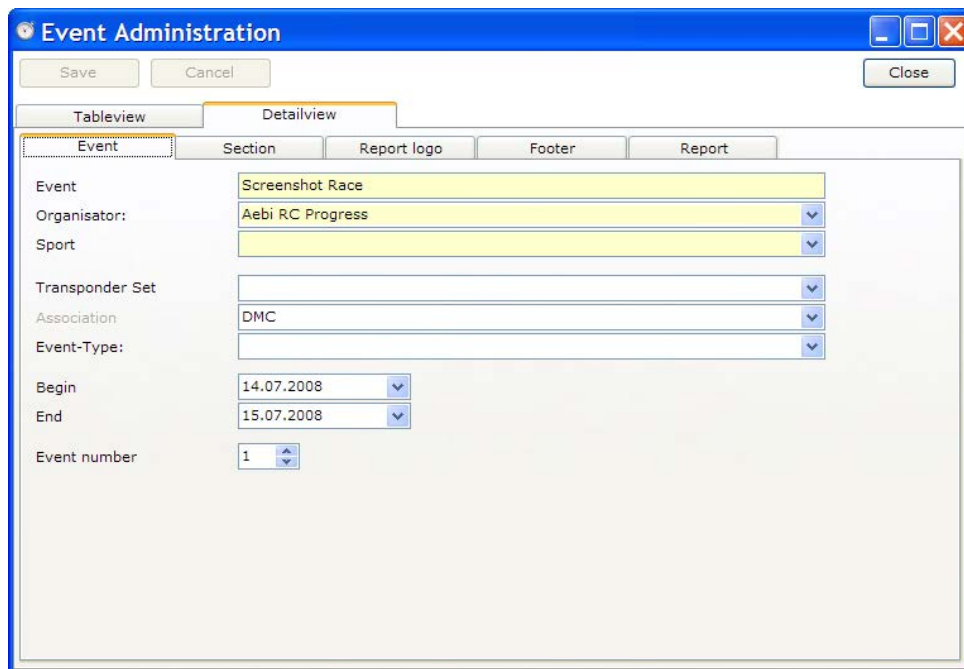
The event window displays all events, which have been run sometimes with RCM Advanced. The events with a red mark are stored in the archived data. The green marked event can be loaded directly from the database. If the whole row of an event is marked green, the event is already loaded. Create a new event, delete an event or close an event can only be done in the file menu. Here you can only edit the data.



### 10.1.1 Details of an event

Double clicking on the event or using the detailview tab shows the detailed data of the event.

Event: This is the title of the event. Do not use the date or the different sections you run. This is the general name of the event.



Field	Value
Event	Screenshot Race
Organisation	Aebi RC Progress
Sport	
Transponder Set	
Association	DMC
Event-Type	
Begin	14.07.2008
End	15.07.2008
Event number	1

Organisator: This is the organizing club or a person, which hold the event. It is necessary, that the club/person is already entered in the database. If you click on the down arrow right at the box you can select the organizer from all the clubs/persons already saved in the database.

Sport: type of the event.

Transponder Set: Usually an organizer owns a transponder set to handout to drivers which have no personal transponders. To work with a transponder set, the name of the set as well as all transponder numbers have to be entered in the inventory data. You can change the name of the transponder set later.

Association: If the event is run under a association or federation, the name can be entered here.

Event-Type: The type of the event, for example National Championship.

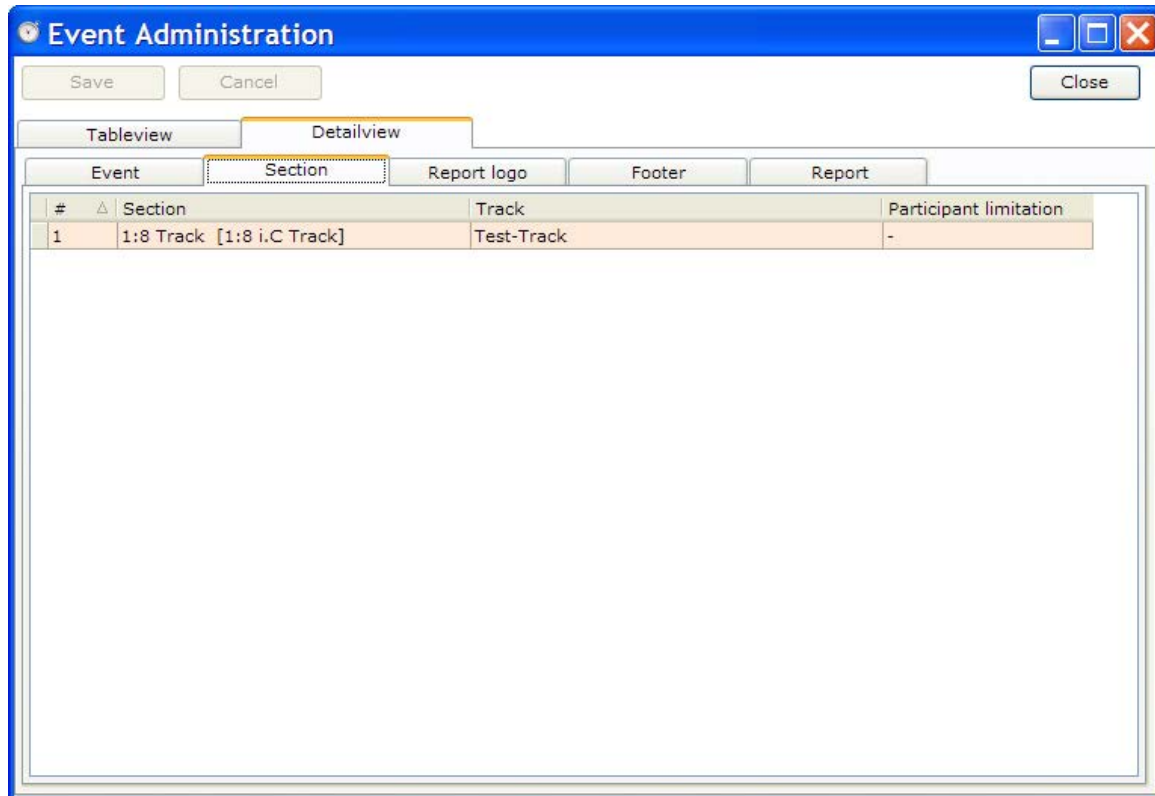
Begin: Date of the start of the event.

End: Date of the end of the event. If the event lasts only one day, Begin and End is the same date.

Event-Number (Laufnummer): If the event counts to a championship, the number of the round have to be entered here.

### 10.1.2 Details of the section

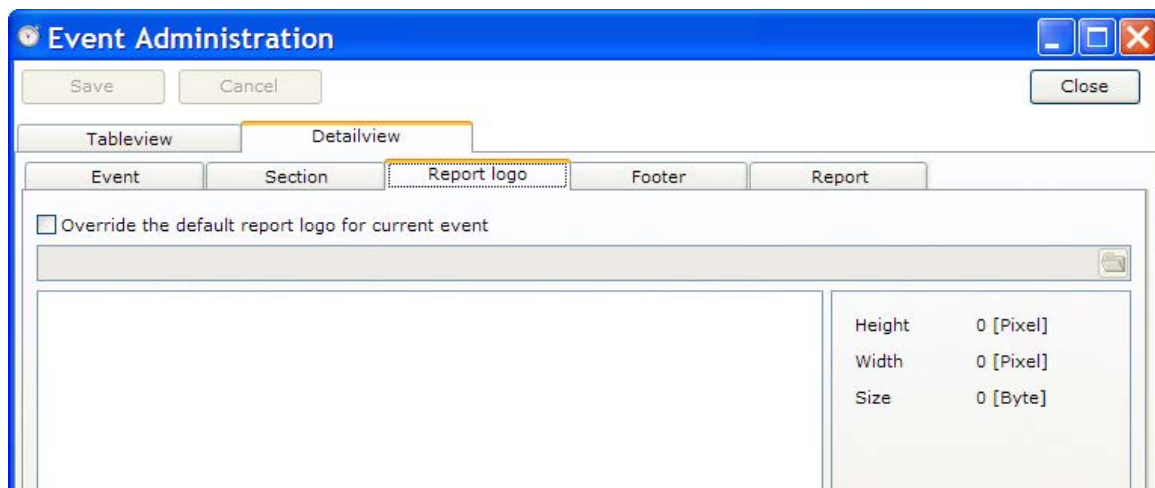
Clicking on the section tab shows to you all sections of this event and on which track the section will be raced. Here you can only change the track. Double clicking on the section allows you to choose the track (if more than one track is assigned to the organizer). Adding or deleting sections can only be done in the list management menu.



If you have activated a limitation of drivers per section under the tab MyRCM, than you can enter here the limitation. Just click on the section to mark it and enter the maximum numbers of drivers below. 0 means no limitation.

### 10.1.3 Details of Report Logo

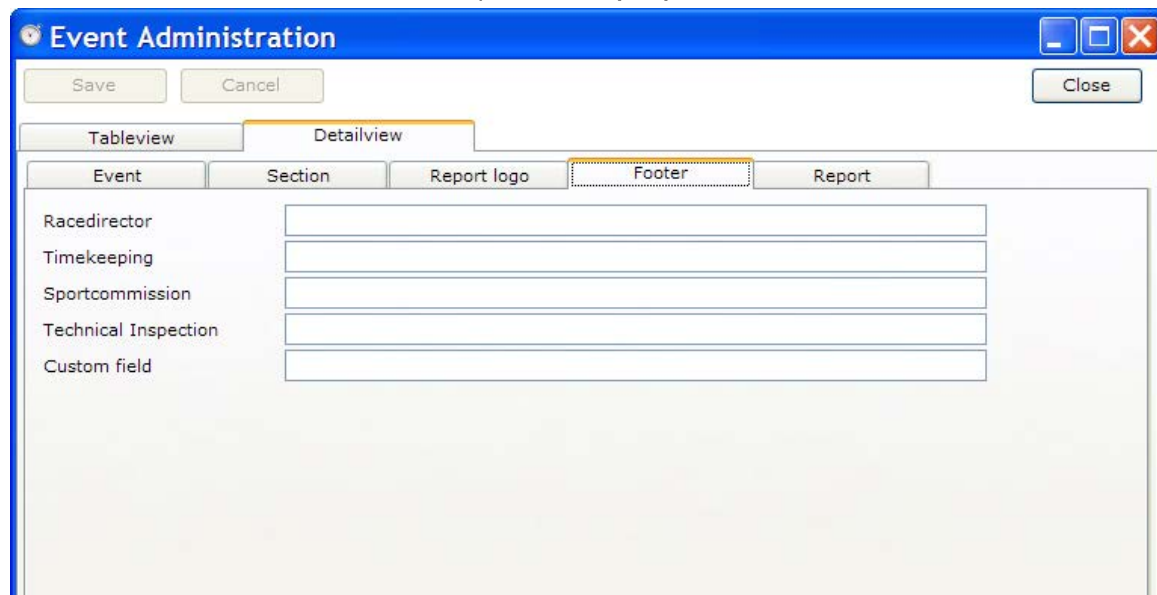
You can replace the default logo only for this event. Activate "override the default report logo for current event" and click at the end of the input-line on the now activated button. Now you can load a logo which is used only for this event. This logo is shown on the RCM Publisher and Web-Publisher.



### 10.1.4 Details of Footer

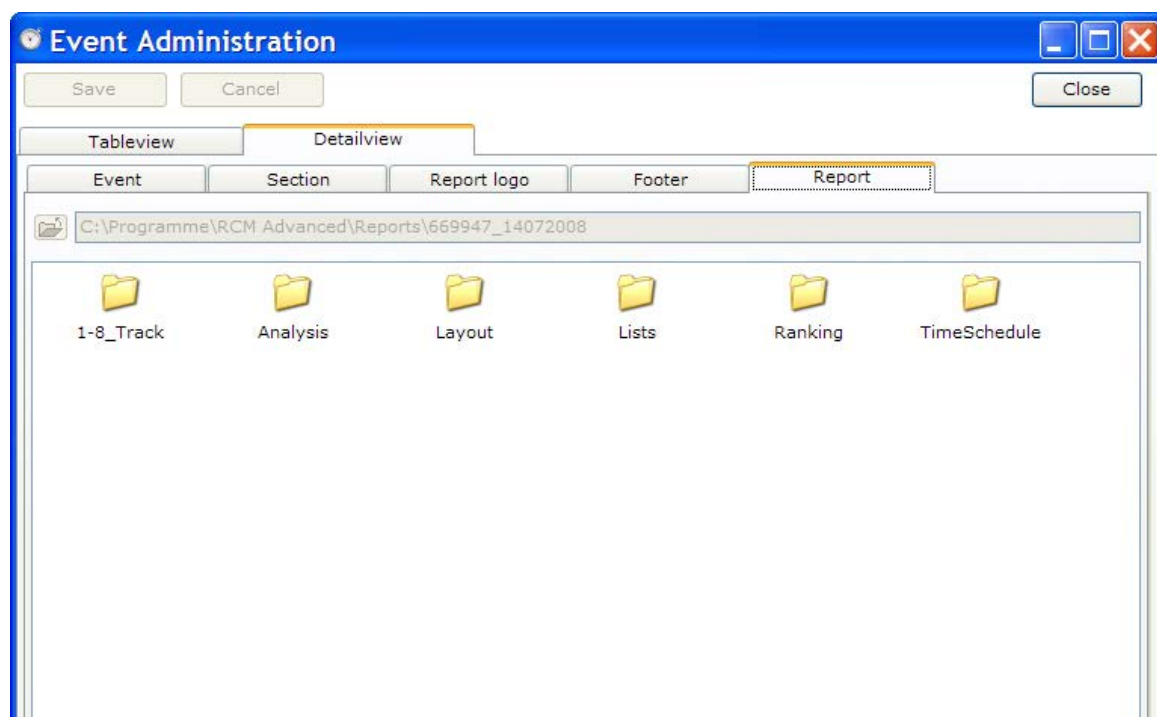
Here you enter the names of the officials of the Racedirection, timekeeping, sportcommission (jury) and technical inspection. These will be printed at the bottom of every report.

Custom field: You can use this for your own purposes.



### 10.1.5 Details of the reports

The report tab shows you the folders where the reports are saved. There is one folder for each section. The folders are used like in the Windows Explorer. If you have a web browser installed on your computer you can view the reports by double clicking on the file.

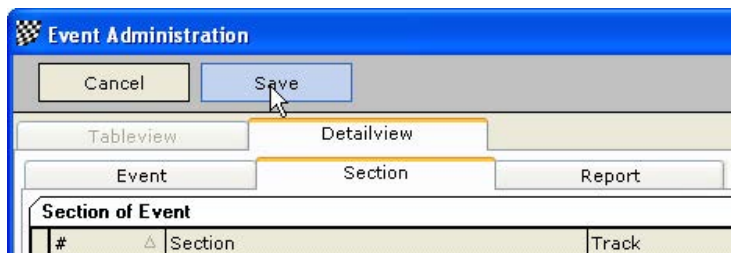


Here you can check if the reports are existent when the program send a message to you like "can not find a report" or "data not available".



## 10.1.6 Save

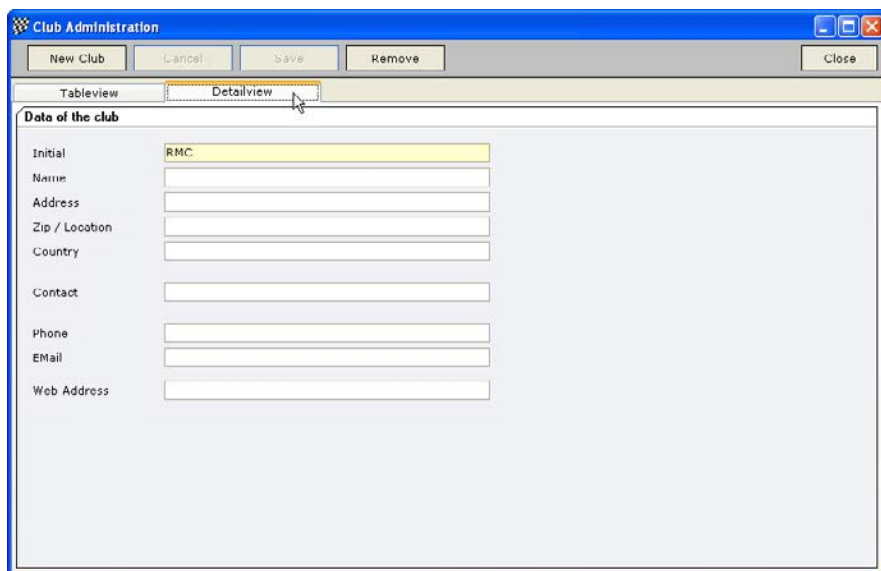
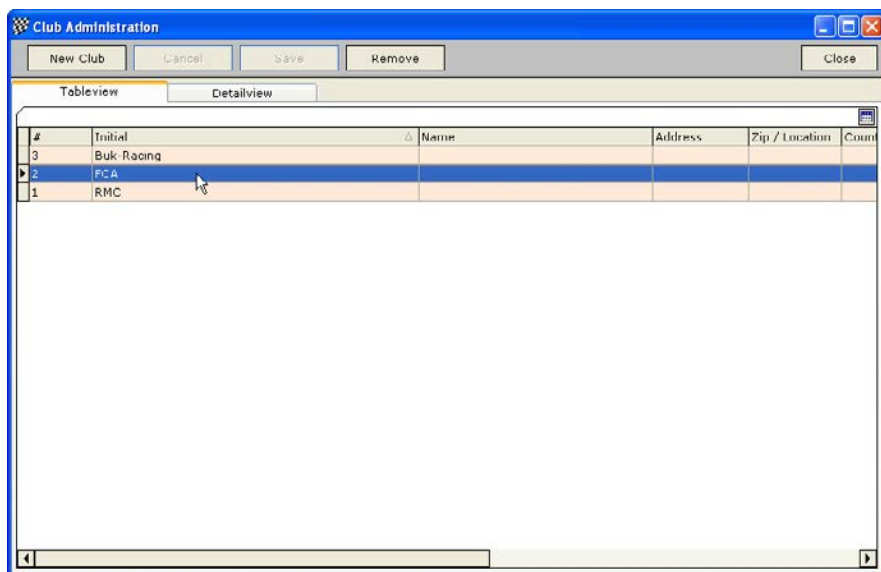
If you have made any changes, please click on the save button on top of the window before you close the window.



## 10.2 Clubs

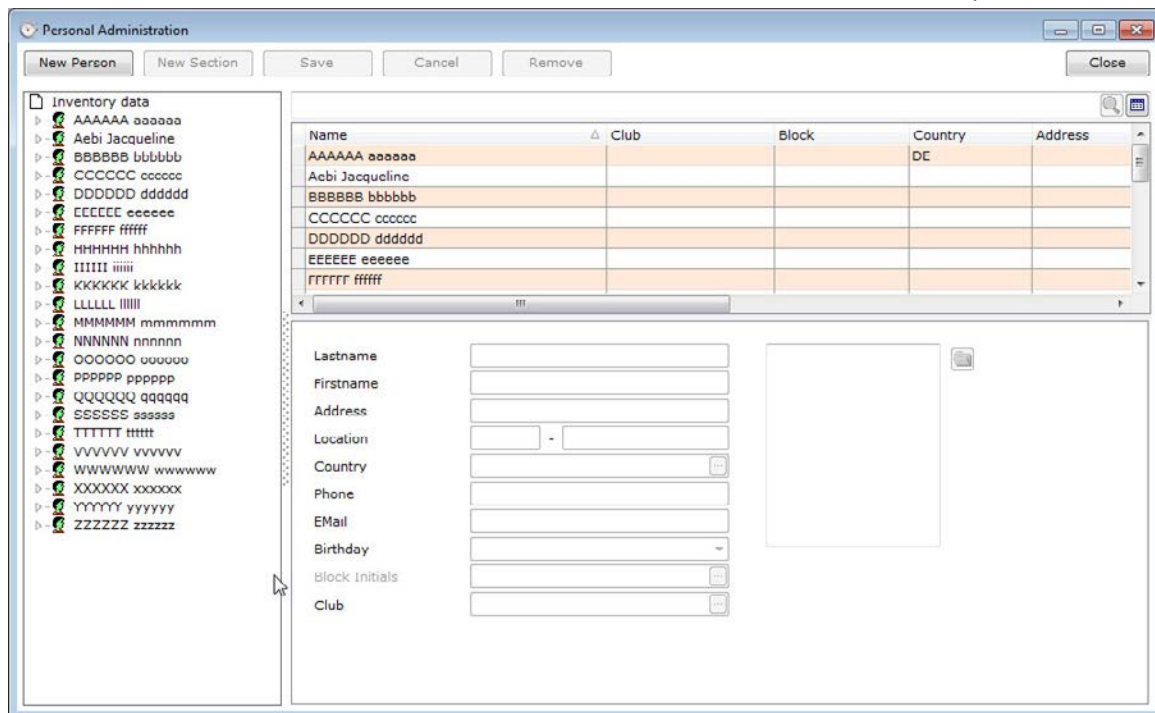
The club menu shows you all clubs which are stored in the database. You can change the data, add a new club or delete a club. The club data is not mandatory, it is only used for information purposes. If you have entered information of a club, you can assign the club to a driver.

For a club you can enter the name, a nickname, the address, a contact person, telephone number, email-address and website.



## 10.3 Persons

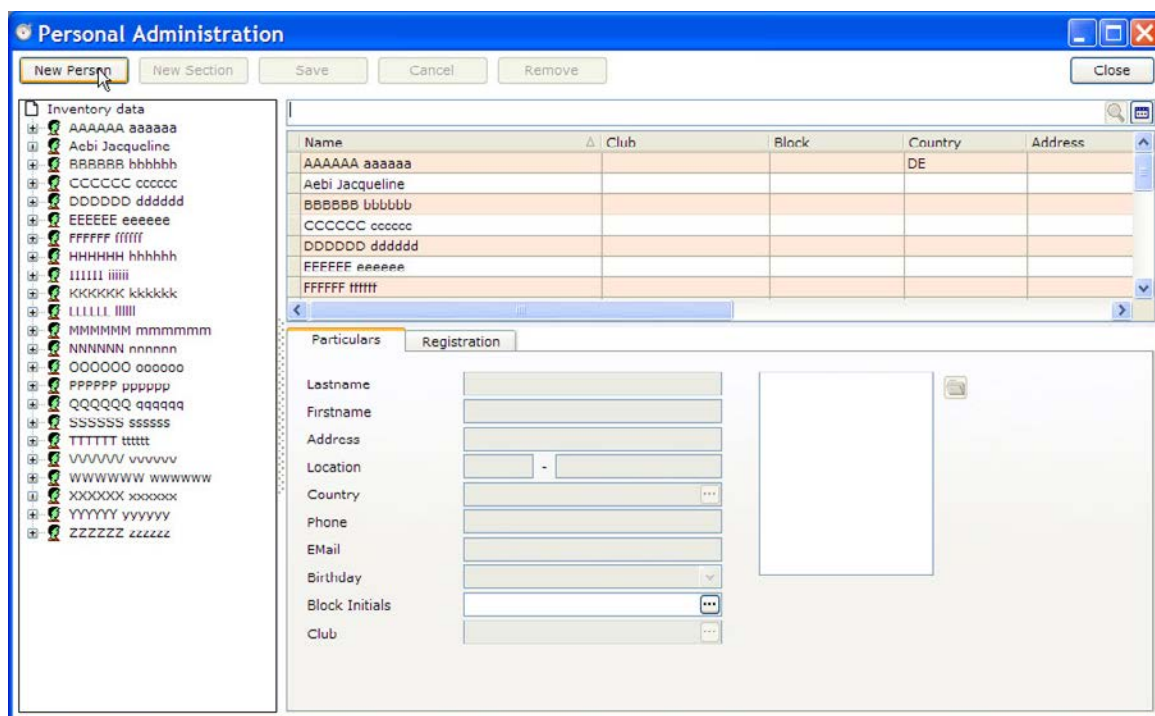
All data of a driver and the related sections are entered in the inventory data.



The screenshot shows the 'Personal Administration' window. On the left, there is a tree view under 'Inventory data' with a list of entries: AAAAAA aaaaaa, Aebi Jacqueline, BBBBbB bbbbbb, CCCCCC cccccc, DDDDDD dddddd, EEEEEe eeeee, FFFFFF fffff, HHHHHH hhhhhh, IIIIII iiiiii, KKKKKK kkkkkk, LLLLLL llllll, MMMMMm mmmmmm, NNNNNn nnnnnn, OOOOOO oooooo, PPPPPP pppppp, QQQQQQ qqqqqq, SSSSSS ssssss, TTTTTT tttttt, VVVVVV vvvvvv, WWWWwW wwwwww, XXXXXX xxxxxx, YYYYYY yyyyyy, ZZZZZZ zzzzzz. On the right, there is a table with columns: Name, Club, Block, Country, Address. The table contains the same entries as the list. Below the table, there is a form for 'Personal data' with fields: Lastname, Firstname, Address, Location, Country, Phone, EMail, Birthday, Block Initials, Club. The 'Country' field is set to 'DE'.

### 10.3.1 Personal data

From the list in the right or the left column you can select the person. Left clicking on a person in a list will display the personal data in the lower part of the right column. There you can correct the data. Please note, that if you change or add some data, you have to save it before switching to another person. If a driver is not in the database, you can create a new entry by clicking on the new person button on the top left edge of the window.



The screenshot shows the 'Personal Administration' window with the 'New Person' button highlighted. The 'Inventory data' list and the 'Personal data' form are visible. The 'Personal data' form has tabs for 'Particulars' and 'Registration'. The 'Particulars' tab is active, showing fields for Lastname, Firstname, Address, Location, Country, Phone, EMail, Birthday, Block Initials, and Club. The 'Country' field is set to 'DE'.

The list of the master data can be searched and navigated as described in chapter 4 in this handbook. By the way, all sorting definitions will be deleted if you close the window and reopen it.

The pilot data in the lower part of the right column is divided in two parts: The particular tab shows all personal data.



Here you can enter name (this is mandatory), address, telephone number, email-address and birth date, the block and the membership of a club. Further on you can affiliate a picture with the driver. Just click on the open button right in the driver data windows. The picture should respect to the following conditions: 150 x 170 pixel, 96 dpi, bmp- or jpg-format.

The license can be related to a section and/or to a person. This depends on the data entered in a section. If a license is necessary for a section, the license data is available through the section data. If you race at least one section, where no section license is necessary, you can enter the license information in the pilot data with the license tab. Here you can enter the license number, an add on text, the country code and the licenser. Activating the license box means, that the driver has a license.



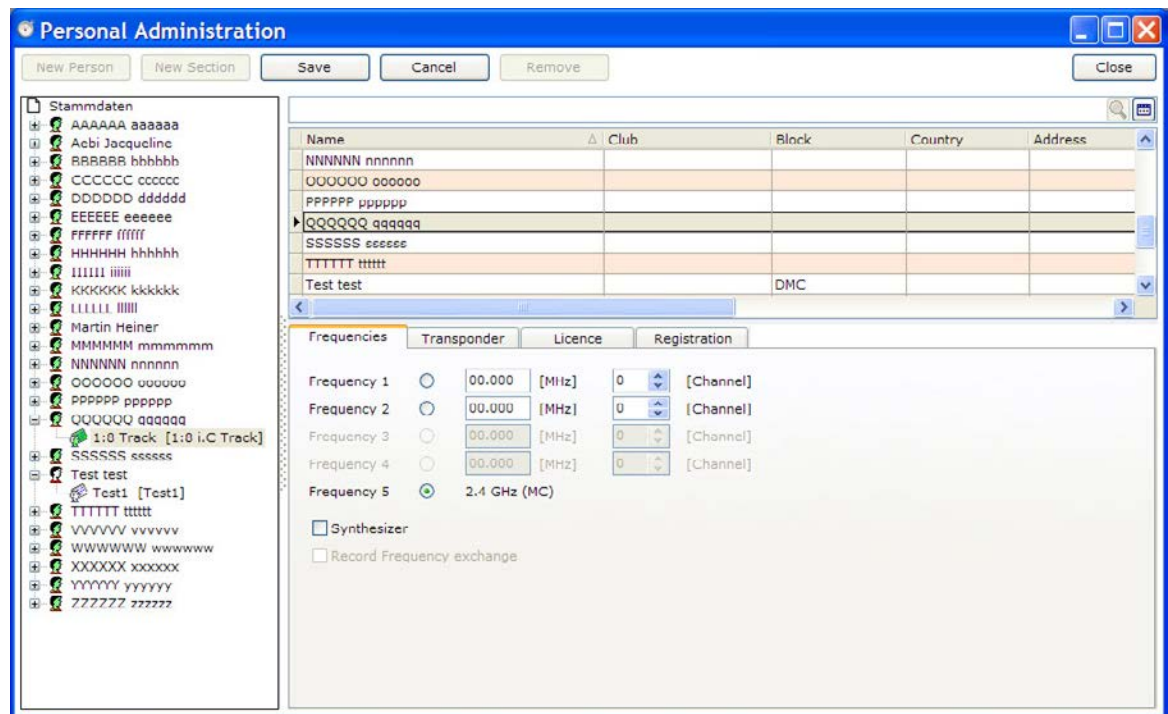
Under the tab registration you can enter the arrival and departure date as well as a camping facility is needed.



Please note, that you have to save all changes before moving to another person.

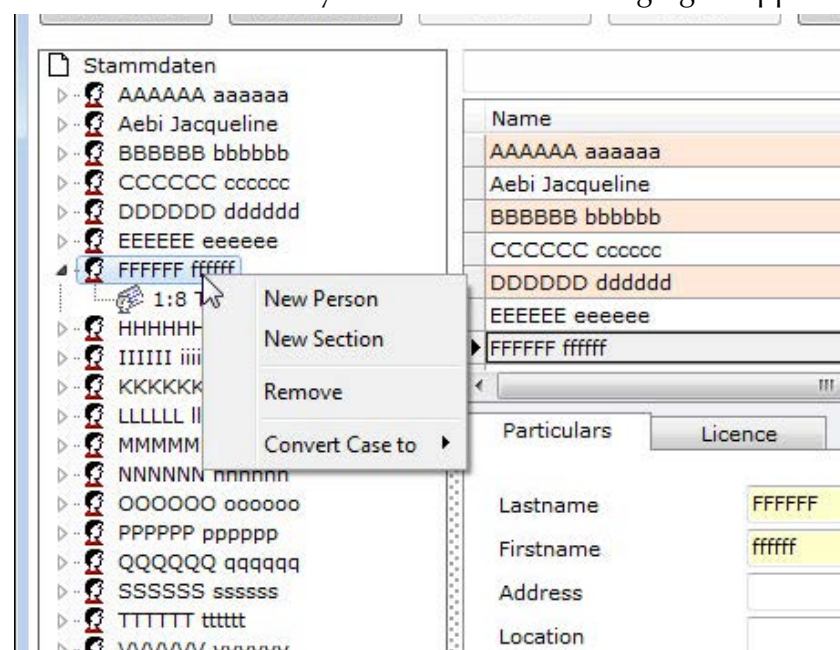
### 10.3.2 Section based personal data

A selected person of the main list is also highlighted in the left column. Drivers marked with a + sing in front are related to sections. You can add a section to a driver by right clicking on his name and selecting new section.



You can also use the new section button on the top of the window. If you mark the persons by clicking while holding the Ctrl-Key pressed you can assign a section to all highlighted persons. Clicking right on a section of a driver you can adopt the data of another section. Deleting a section from a driver is also been done with the submenu you see by right clicking on the section.

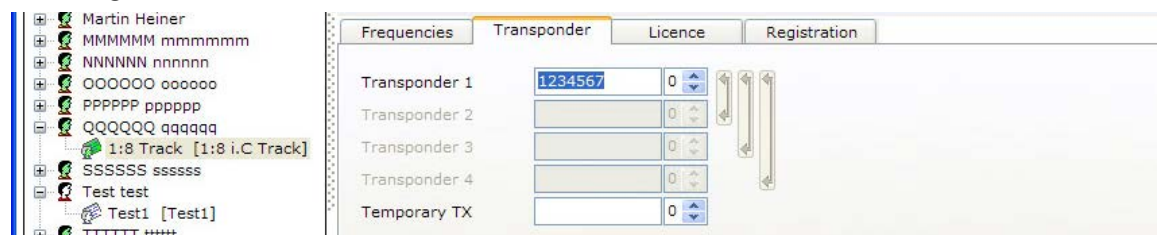
By clicking right with the mouse on a person you can add a person, add a new section, remove the person and change the Christian and the lastname to uppercasse characters. Further on you can undo the changing to uppercasse characters.





If you click on a section of a driver, you will see the section data related to that driver on the lower right column. Frequencies, transponders etc. can be entered for this section.

Under the frequency tab you enter the frequencies the driver is using. Alternatively you can enter the frequency in MHz or the channel number. RCM Ultimate allows you to store four frequencies and a multi channel system. If you enter the frequencies the first time, the first frequency will automatically marked as being used. This is marked by a green dot in the circle left of the frequency. If the drivers uses another frequency, just click in the circle left of the correct frequency. Further on you can enter if the driver uses a synthesizer radio control and if frequency exchanges should be recorded.



The transponder tab allow you to enter four personal transponder and one temporary transponder. The box temporary transponder will be used for the hand out transponder of your club. The temporary transponder is exactly the same as the personal transponder, but RCM Ultimate offers a subroutine to delete all entries of the temporary transponders at the end of a race day.

The use of temporary transponders only works properly, if the transponders are entered as a transponder set and the use of the transponder set is set to inactive (please refer to the tools menu). If a transponder not registered to a driver passes the loop the transponder number can be assigned to a driver. The program recognize if it is a personal or a temporary transponder.

By clicking on the three points at the end of the temporary transponder field, you can select a lookup transponder. You can enter the name of a lookup-transponder also directly. Right of the input-field you see the corresponding transponder-number. By clicking on the arrows you can mix up the transponder numbers. The numbers behind the transponder are the CarID of the new AMBrc4 transponders.

The licence tab is only available, if section licenses are used. The data to enter is the same like in the personal data.



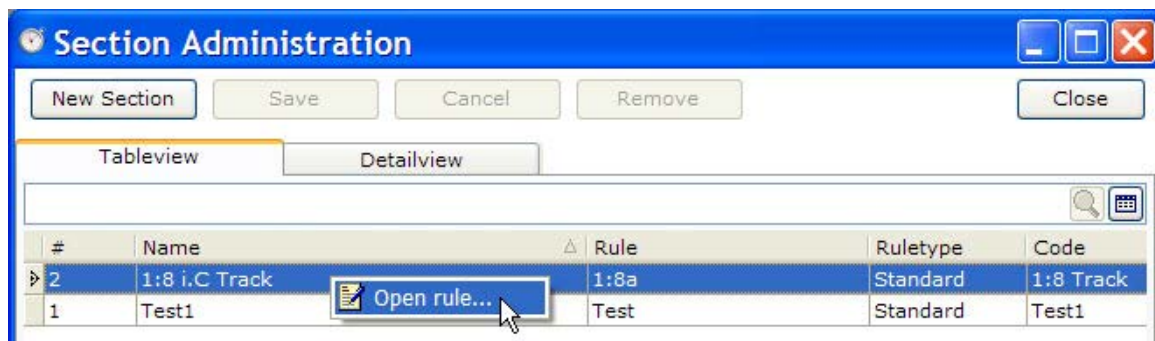
Under the tab Registration you can enter if the entry fee has been paid or not. Further on the amount of the entry fee paid can be entered.



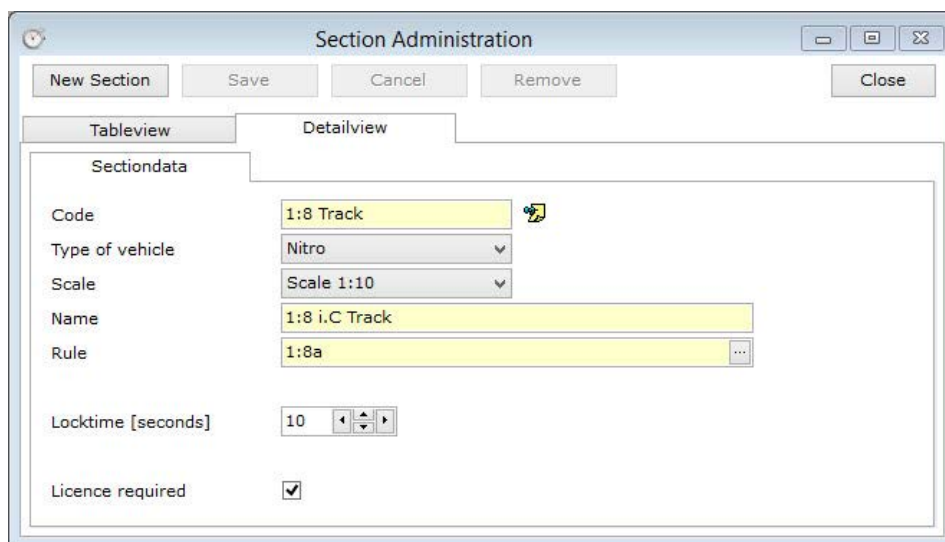


## 10.4 Sections

With this menu selection you can create a section, change the data of a section and delete a section. To change the data you have to select the section in the list and then use the detail view tab. By clicking right on a section you can directly go to the administration of the used rule.



To create a new section use the new section button on top of the window.



In the detail view you can enter the following data:

Code: Nickname for the section.

The sorting of the sections can be done by Drag&Drop in Listmanagement/Sections.

Type of vehicle: type of the car.

Scale: Please enter the size of the scale.

Name: Name of the section in detail.

Rule: According to which rule the section is run. It is necessary that a rule is entered and that this rule exist in the database. It must be already defined in inventory data/rules.

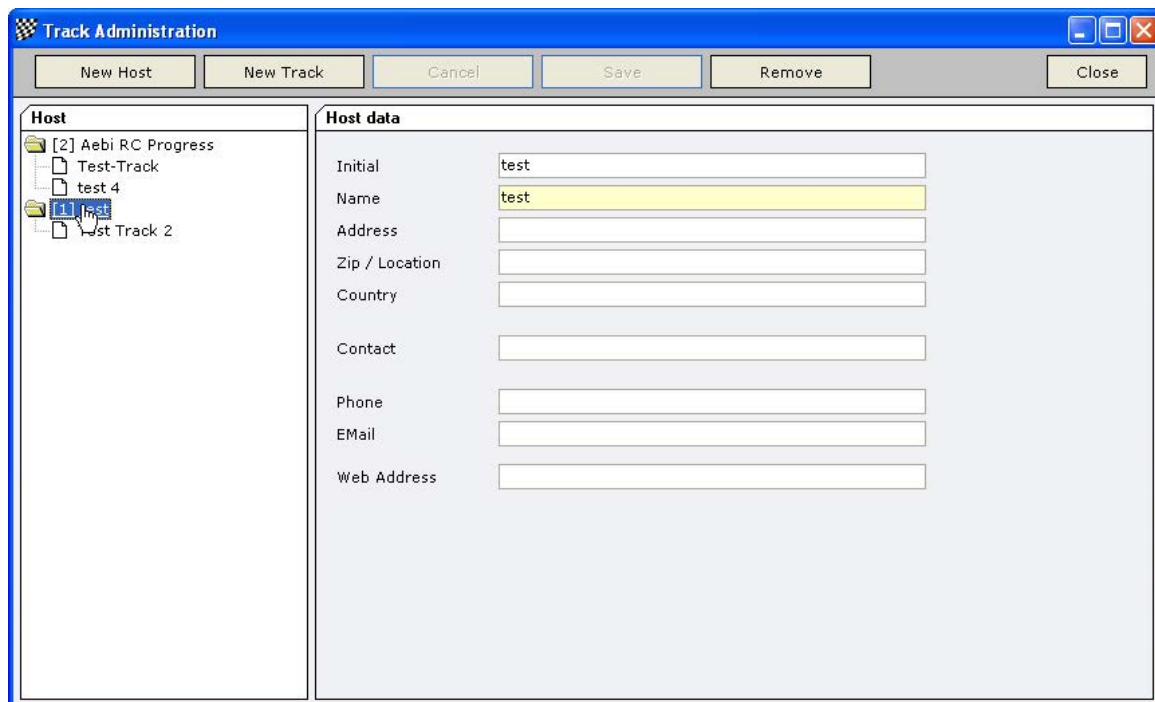
Locktime: The shortest laptime which is counted in this section. If it is 0, the locktime of the track saved in organisator-tracks is used.

## 10.5 Organisator - tracks

### 10.5.1 Organizer

Organizer are the clubs or persons hosting an event. It is important to have at least one track assigned to an organizer. In the left column of the window all organizer are displayed. The number in brackets is the number of the tracks of an organizer. To see the details of an organizer just left click in the list. To create a new organizer use the new host button on the top of the window. At least you have to enter a name - the other fields are not mandatory.

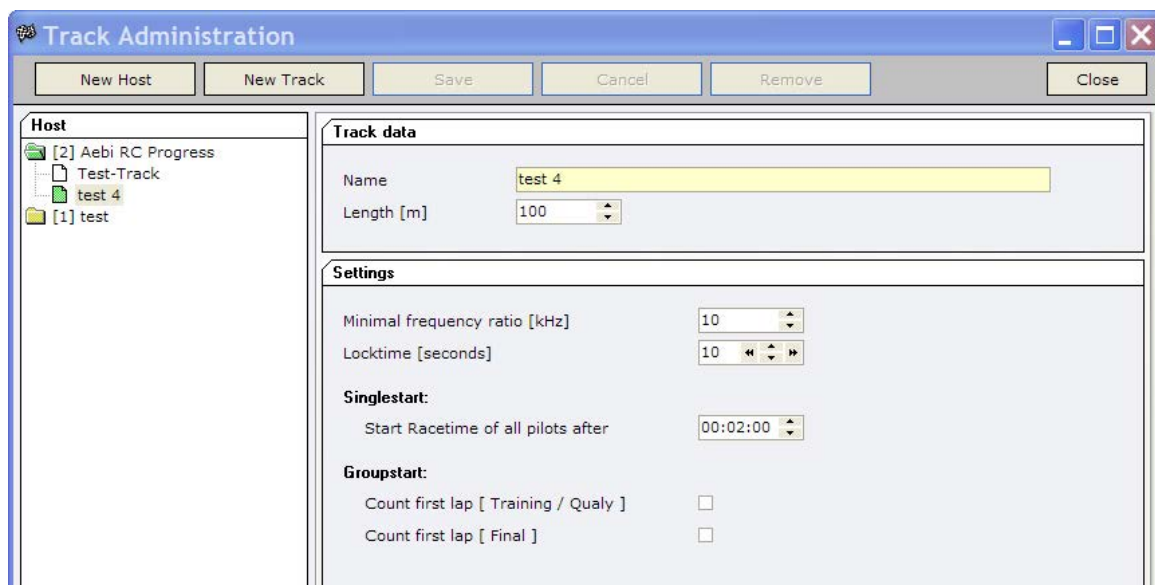
Remark: Without organizer and track it is not possible to create an event.



The screenshot shows the 'Track Administration' window. At the top, there are buttons: 'New Host', 'New Track', 'Cancel', 'Save', 'Remove', and 'Close'. The window is divided into two main sections. The left section, titled 'Host', contains a tree view with the following items: '[2] Aebi RC Progress', 'Test-Track', 'test 4', 'test', and 'Test Track 2'. The 'test' item is selected. The right section, titled 'Host data', contains a form with the following fields: 'Initial' (value: test), 'Name' (value: test), 'Address', 'Zip / Location', 'Country', 'Contact', 'Phone', 'EMail', and 'Web Address'.

## 10.5.2 Tracks

Just click on the organizers name in the left column and you see the tracks just below the organizer. If you want to create a new tack, use the new track button on top of the window. RCM Advanced is limited to 2 track per organizer.

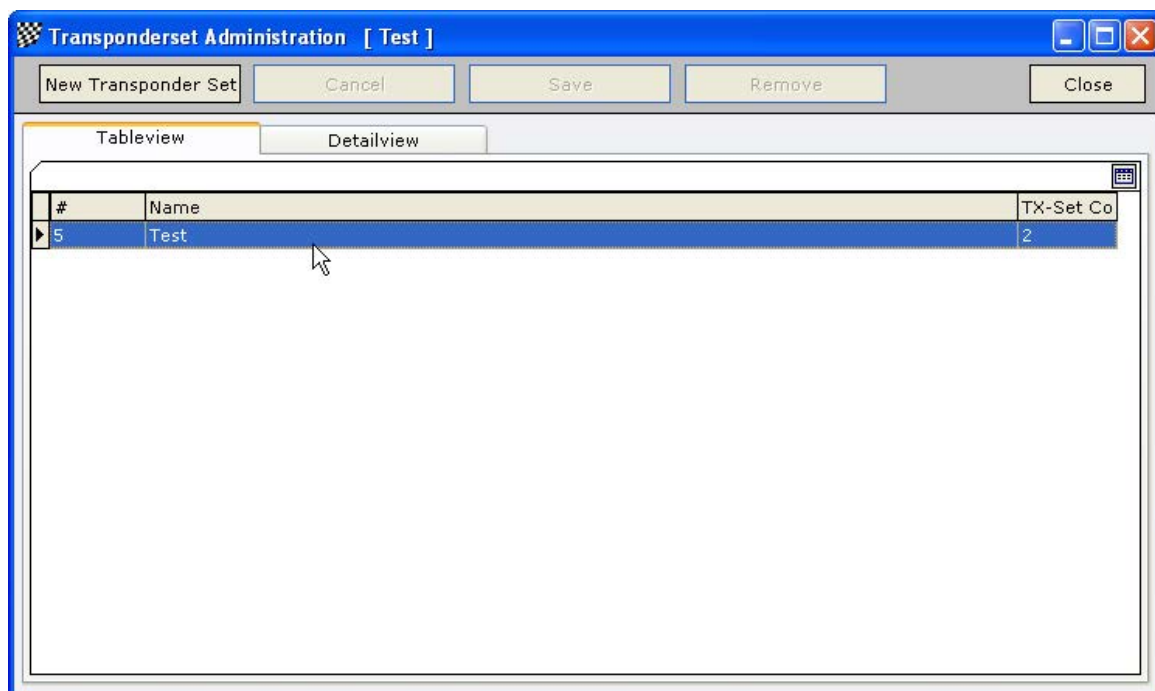


The screenshot shows the 'Track Administration' window. At the top, there are buttons: 'New Host', 'New Track', 'Save', 'Cancel', 'Remove', and 'Close'. The window is divided into two main sections. The left section, titled 'Host', shows a tree view with the following structure: '[2] Aebi RC Progress' (expanded), 'Test-Track' (under Aebi RC Progress), 'test 4' (under Test-Track), and '[1] test' (under test 4). The right section, titled 'Track data', contains the following fields: 'Name' (text box with 'test 4'), 'Length [m]' (spin box with '100'). Below this is the 'Settings' section, which includes: 'Minimal frequency ratio [kHz]' (spin box with '10'), 'Locktime [seconds]' (spin box with '10'), 'Singlestart:' section with 'Start Racetime of all pilots after' (time picker with '00:02:00'), and 'Groupstart:' section with two checkboxes: 'Count first lap [ Training / Qualy ]' and 'Count first lap [ Final ]', both of which are currently unchecked.

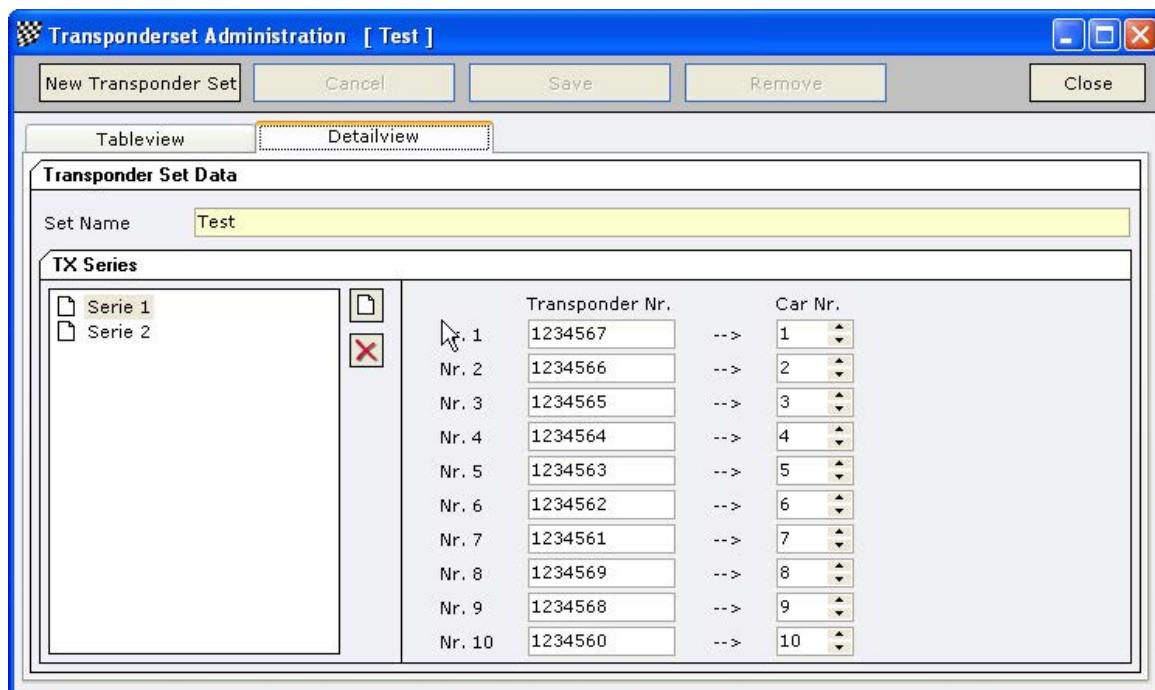
The length of the track is only for information but the minimal frequency ratio is used for the arrangements of the heats and to detect frequency conflicts. Also important is the locktime for the time keeping to avoid very short lap times. Singlestart: Start racetime of all pilots after : Here you can set the time, after the clocks of all drivers are started after the start of a heat, regardless is a car has passed the loop or not. Whether the first lap is counted or not depends on the track and is only valid for groupstarts.

## 10.6 Transponder

Here you can enter the club transponder for hand out to the drivers not having a personal transponder. First you have to create a new set using the new transponder set button. After that you have to give the set a name.



Using the detail view tab you can enter the transponder numbers in sets of 10. RCM Advanced can administer 20 Transponders which must be entered in two series. Default is one series. You can add a second series to your set by clicking on the “memo-pad” button (upper button just right of the windows where the series are listed). Please save your work before closing this window. The transponder set marked green in the table view is the active transponder set.



## 10.7 Rules

A rule describes the sequence of the heats and finals. It is the most important configuration for the race procedure. We recommend to use one rule for a section. Even if two sections are using the same rule it is recommended to use two rules. The rules include information on the number of drivers per heat, the race times, the scoring of the results and the move up in the finals. A wizard leads you through all of the rule definitions.

### 10.7.1 General about rules

First of all you have to make a selection whether you want to mutate an existing rule, create a new rule, copy a rule or delete a rule. The list also shows the date of the last rule change made.

Load and mutate a rule: You can select a rule and change or check this rule.



Create a new rule: First you have to enter a name for the new rule and you can configure the rule. RCM Advanced allows only standard rule types.

Copy a rule. An existent rule will be copied to a new name. First you have to select the existent rule and then you have to enter the new name.

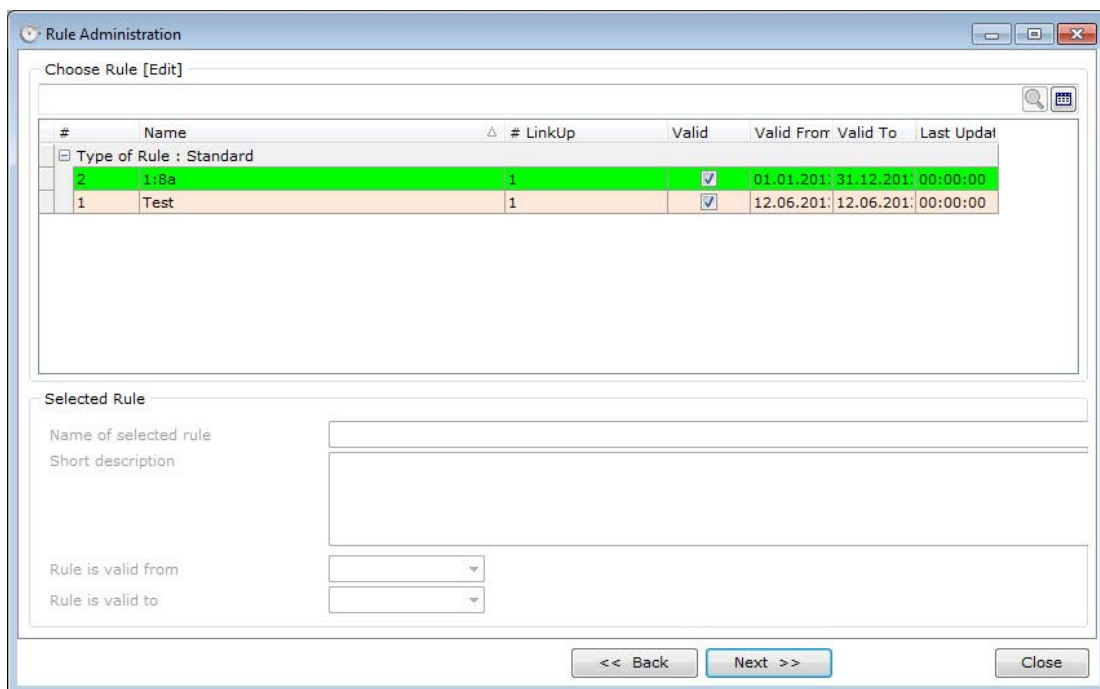
Delete a rule: the selected rule will be deleted.

Using one of the options mutate, delete or copy a window will be displayed where you can mark the rule by left clicking on the name. Then use the button next on the bottom of the window.

If you delete a rule, you can only execute delete after marking the rule. Before the rule will really be deleted you will be asked once more, if you really want to delete the rule.



When copying a rule, you have to type in the new name in the lower part of the window.



#	Name	# LinkUp	Valid	Valid From	Valid To	Last Update
2	1:8a	1	<input checked="" type="checkbox"/>	01.01.2011	31.12.2011	00:00:00
1	Test	1	<input checked="" type="checkbox"/>	12.06.2011	12.06.2011	00:00:00

**Selected Rule**

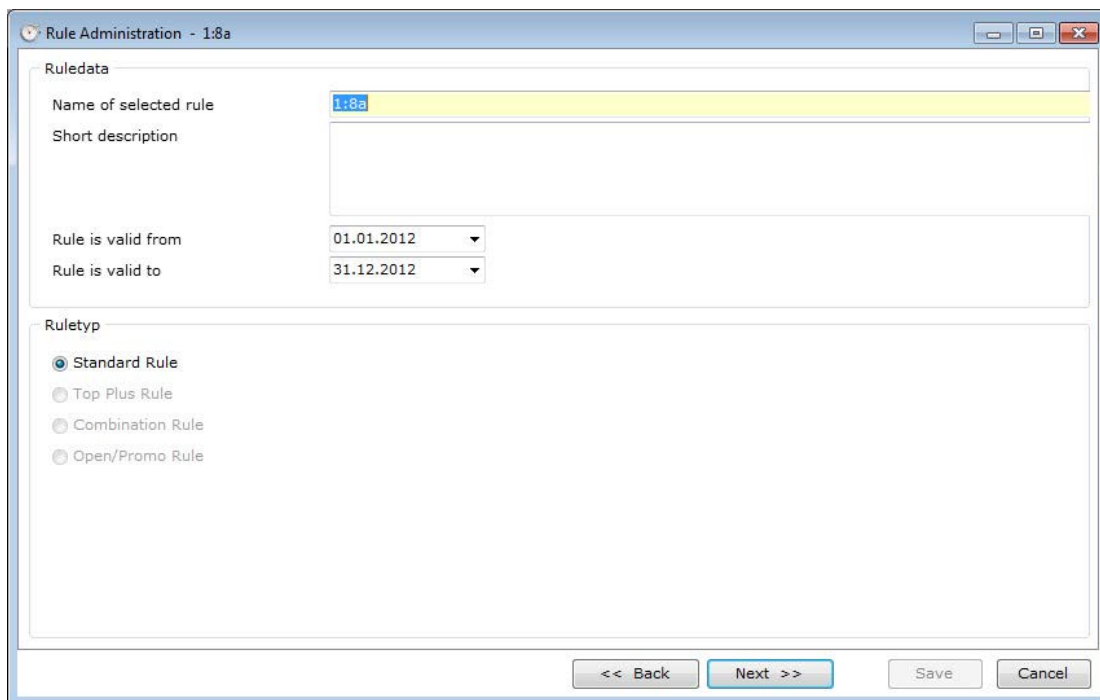
Name of selected rule:

Short description:

Rule is valid from:

Rule is valid to:

<< Back    Next >>    Close



**Rule Administration - 1:8a**

**Ruledata**

Name of selected rule:

Short description:

Rule is valid from:

Rule is valid to:

**Ruletyp**

☒ Standard Rule

☐ Top Plus Rule

☐ Combination Rule

☐ Open/Promo Rule

<< Back    Next >>    Save    Cancel

## 10.7.2 Validation of the rule

Several configurations depend on other values. For example it is not possible to count more heats than raced. This errors are logical errors and will be displayed in magenta.

Several inputs have to be in specific range. For example the number of drivers per heat can not be 0 or the race time can not be 0. This mistakes are marked blue. All errors must be corrected before you can go on.

### 10.7.3 Qualification rules

General: To run the race with qualification heats you have to activate “with”. If non is activated, you can not start any qualification heats and you can not arrange qualification heats.

Heats end after: Time: The heats will be finished after a specific time. Times or laps: The heats will be finished after the number of laps or after the race time is over.

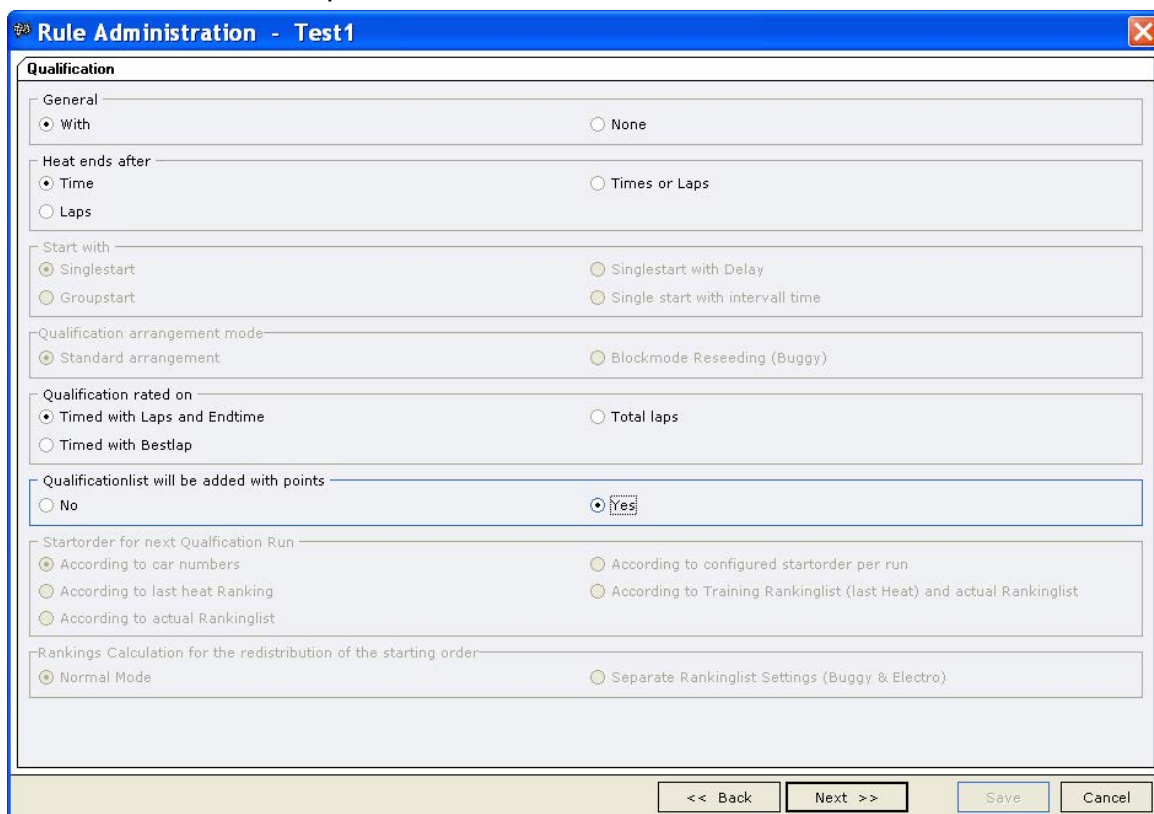
Laps: The heats will be finished after a specific number of laps.

Start with: In RCM Advanced the qualification heats are always run with single start.

Qualification rated on: The scoring of the qualification ranking can be determined by laps and time or by the best laptime of a driver.

Qualification list will be added with points: Yes: The heats will be counted by points. This means, that each round will be counted by laps and time, this ranking is the basic for a point ranking. The point rankings from the different rounds results in the final qualification result. No: The qualification ranking will be determined by laps and times.

Startorder for the next qualification run: Not available in RCM Advanced.



The screenshot shows the 'Rule Administration - Test1' window with the following configuration:

- Qualification**
  - General: ☒ With ☐ None
  - Heat ends after: ☒ Time ☐ Times or Laps
  - Start with: ☒ Singlestart ☐ Singlestart with Delay ☐ Groupstart ☐ Single start with intervall time
  - Qualification arrangement mode: ☒ Standard arrangement ☐ Blockmode Reseeding (Buggy)
  - Qualification rated on: ☒ Timed with Laps and Endtime ☐ Total laps
  - Qualificationlist will be added with points: ☐ No ☒ Yes
  - Startorder for next Qualification Run: ☒ According to car numbers ☐ According to configured startorder per run ☐ According to last heat Ranking ☐ According to Training Rankinglist (last Heat) and actual Rankinglist ☐ According to actual Rankinglist
  - Rankings Calculation for the redistribution of the starting order: ☒ Normal Mode ☐ Separate Rankinglist Settings (Buggy & Electro)

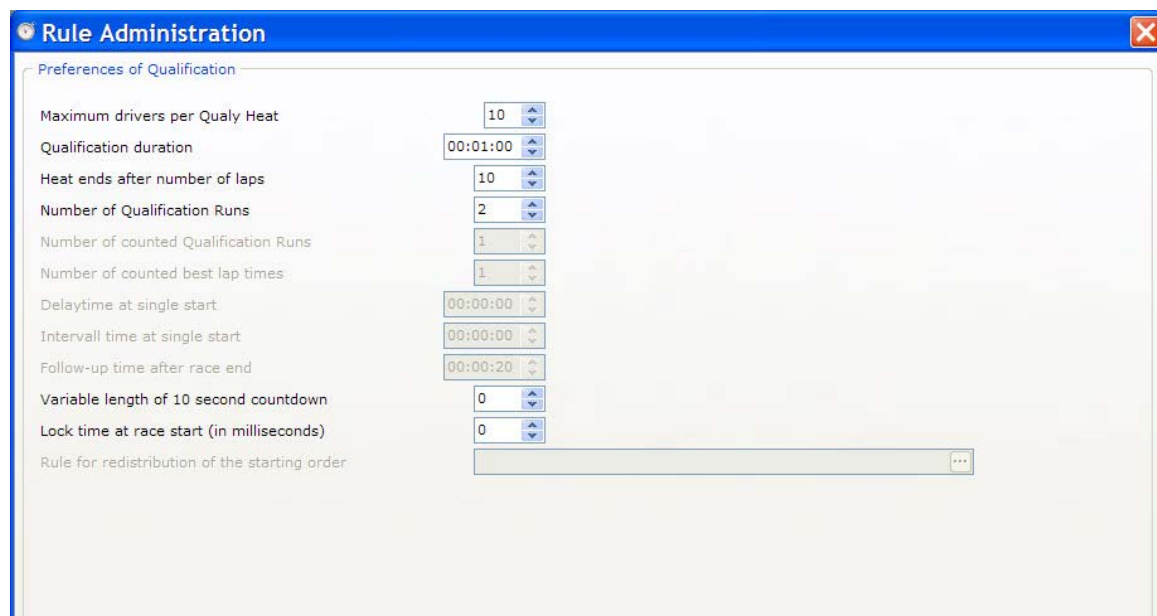
At the bottom, there are buttons for '<< Back', 'Next >>', 'Save', and 'Cancel'.

Depending on the values you entered, you will be led to one or two more windows to enter more details for the qualification heats. RCM Advanced is limited in some inputs. These boxes are grey and can not be edited.

In the next window you have to enter the number of drivers per heat, the race time for the qualification heats and the number of qualification rounds.

Variable Length of 10 second countdown: You can choose the period of time in which the start is executed randomly after the end of the countdown.

Lock time at race start: During this time no signal from the decoder is counted.

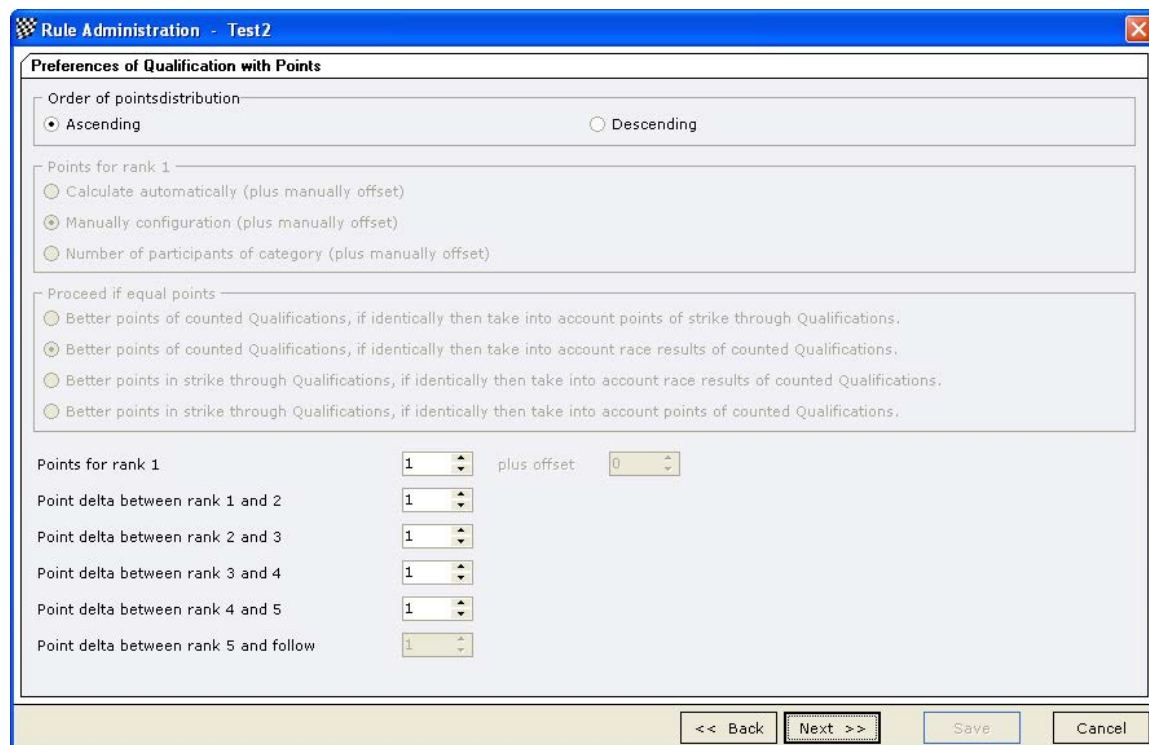


**Rule Administration**

Preferences of Qualification

- Maximum drivers per Qualy Heat: 10
- Qualification duration: 00:01:00
- Heat ends after number of laps: 10
- Number of Qualification Runs: 2
- Number of counted Qualification Runs: 1
- Number of counted best lap times: 1
- Delaytime at single start: 00:00:00
- Intervall time at single start: 00:00:00
- Follow-up time after race end: 00:00:20
- Variable length of 10 second countdown: 0
- Lock time at race start (in milliseconds): 0
- Rule for redistribution of the starting order: ...

If you have activated “Qualificationlist will be added with points”, the next window allows you to specify the point system. Otherwise the wizard led you directly to the finals.



**Rule Administration - Test2**

Preferences of Qualification with Points

Order of pointsdistribution:

- ☒ Ascending
- ☐ Descending

Points for rank 1:

- ☐ Calculate automatically (plus manually offset)
- ☒ Manually configuration (plus manually offset)
- ☐ Number of participants of category (plus manually offset)

Proceed if equal points:

- ☐ Better points of counted Qualifications, if identically then take into account points of strike through Qualifications.
- ☒ Better points of counted Qualifications, if identically then take into account race results of counted Qualifications.
- ☐ Better points in strike through Qualifications, if identically then take into account race results of counted Qualifications.
- ☐ Better points in strike through Qualifications, if identically then take into account points of counted Qualifications.

Points for rank 1: 1 plus offset: 0

Point delta between rank 1 and 2: 1

Point delta between rank 2 and 3: 1

Point delta between rank 3 and 4: 1

Point delta between rank 4 and 5: 1

Point delta between rank 5 and follow: 1

<< Back Next >> Save Cancel

Order of the pointsdistribution: Ascending means, that the first driver has the smallest number of points, descending is the opposite.

If you select the descending point system you can specify, how the points for the first driver will generated. This can be done automatically, manual and according to the number of participants.

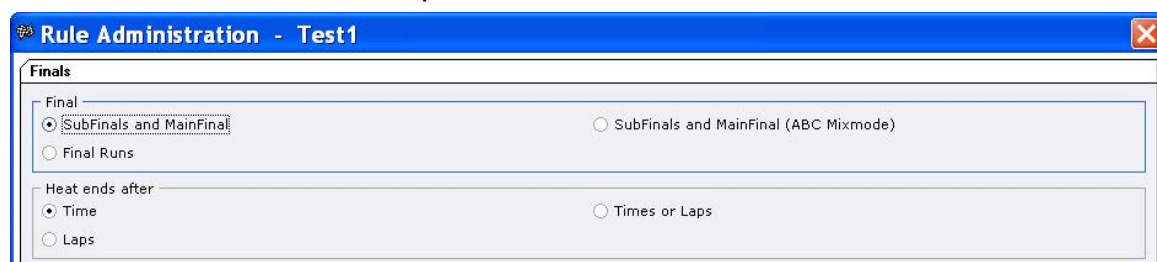
In the lower part of the window you can specify, how the points are generated. With the points difference between the first places you can set a bonus for the first places.

### 10.7.4 Rules for the finals

The main selection for the finals is the section to run subfinals and mainfinal or only Finals (Heart of America System). Additional you can select subfinal and mainfinal (ABC Mixmode). In this mode you run the subfinals with drivers moving up but after the subfinals you will have more finals for the lower placed drivers. For example the drivers of place 11th to 20th, 31st to 30th run finals too.

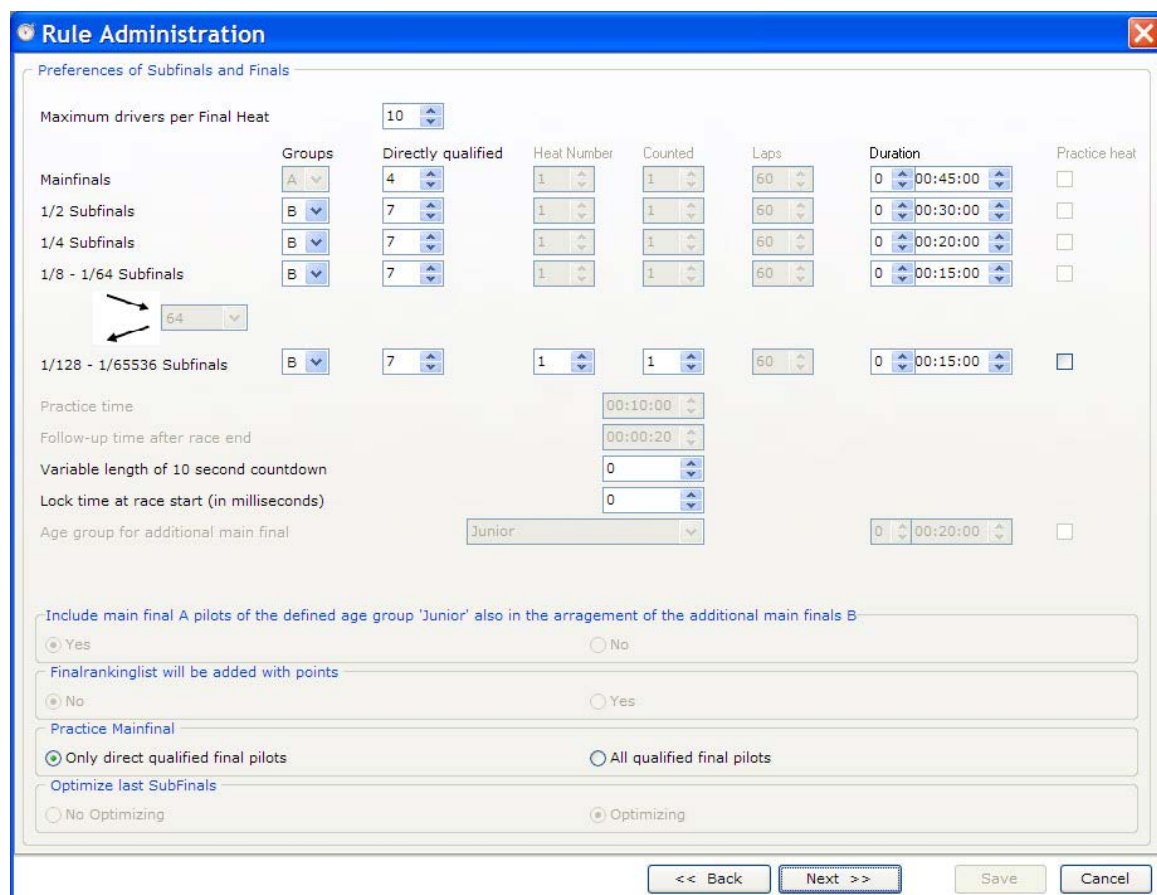
All finals will be started with a groupstart. Specification a special order of the start or the division in separate rankinglists are not supported by RCM Advanced.

Heat ends after: The scoring of the qualification ranking can be determined by laps and time or total amount of laps.



### 10.7.5 Subfinals and Mainfinal

This system is widely known as Christmas tree and includes one mainfinal and the subfinals in two arms (A and B).



	Groups	Directly qualified	Heat Number	Counted	Laps	Duration	Practice heat
Mainfinals	A	4	1	1	60	0 00:45:00	<input type="checkbox"/>
1/2 Subfinals	B	7	1	1	60	0 00:30:00	<input type="checkbox"/>
1/4 Subfinals	B	7	1	1	60	0 00:20:00	<input type="checkbox"/>
1/8 - 1/64 Subfinals	B	7	1	1	60	0 00:15:00	<input type="checkbox"/>
1/128 - 1/65536 Subfinals	B	7	1	1	60	0 00:15:00	<input type="checkbox"/>

Practice time: 00:10:00  
Follow-up time after race end: 00:00:20  
Variable length of 10 second countdown: 0  
Lock time at race start (in milliseconds): 0  
Age group for additional main final: Junior

Include main final A pilots of the defined age group 'Junior' also in the arrangement of the additional main finals B:  
☒ Yes ☐ No  
Finalrankinglist will be added with points:  
☒ No ☐ Yes  
Practice Mainfinal:  
☒ Only direct qualified final pilots ☐ All qualified final pilots  
Optimize last SubFinals:  
☐ No Optimizing ☒ Optimizing

Maximum driver per final heat: Number of the drivers in each final. Please note, that the number is limited to 20, normally the finals will be run with 10 drivers.

Mainfinals: Only one ("A") is possible.

Subfinals: Only one ("A") or two ("A" and "B") is possible. Most of the racing systems use "B" finals.

Directly qualified: The number of drivers taking part in that final according to the ranking after the qualification.

Heat number: Is always 1 in RCM Advanced.

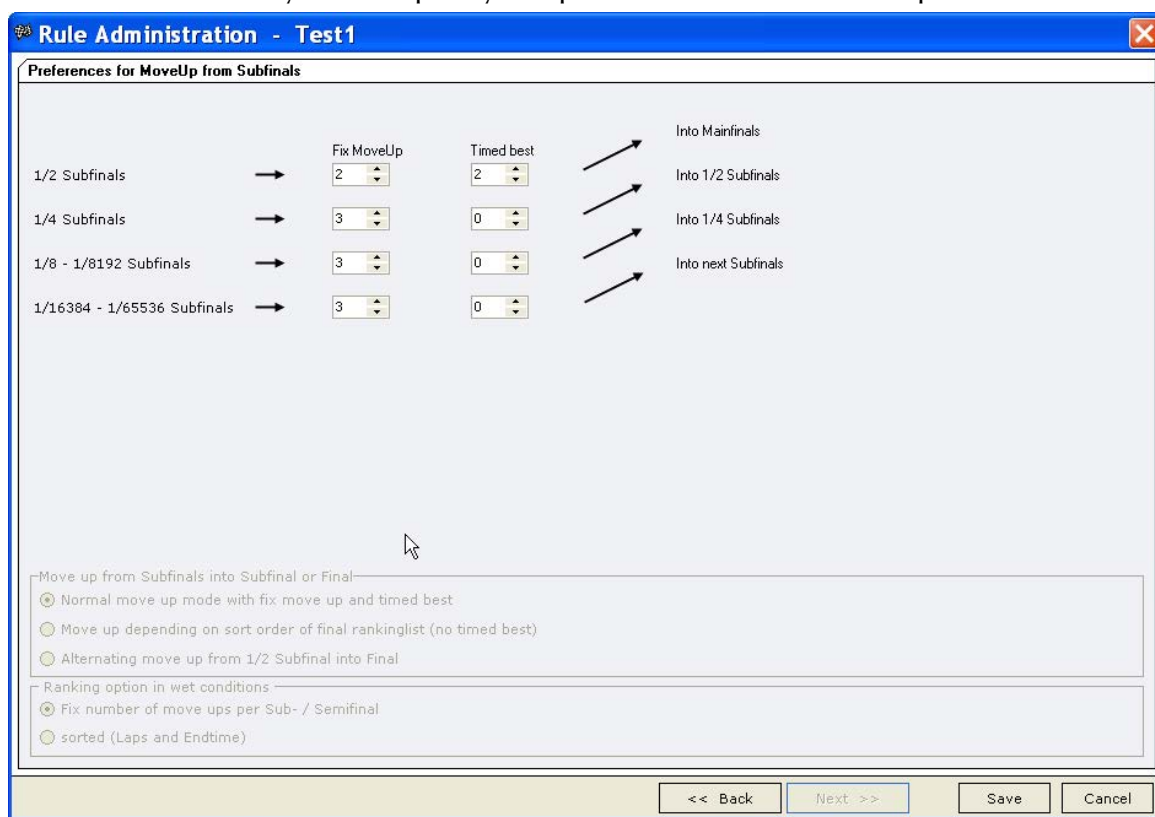
Counted: Is always 1 in RCM Advanced.

Duration. Here you have to specify the race time. The first box is the day. A 24-h-race has to be configured as 1 00:00:00.

Variable Length of 10 second countdown: You can choose the period of time in which the start is executed randomly after the end of the countdown.

Lock time at race start: During this time no signal from the decoder is counted.

In the next window you can specify the preferences for the moveup from subfinals.



	Fix MoveUp	Timed best	
1/2 Subfinals	2	2	Into Mainfinals
1/4 Subfinals	3	0	Into 1/2 Subfinals
1/8 - 1/8192 Subfinals	3	0	Into 1/4 Subfinals
1/16384 - 1/65536 Subfinals	3	0	Into next Subfinals

Move up from Subfinals into Subfinal or Final

- ☒ Normal move up mode with fix move up and timed best
- ☐ Move up depending on sort order of final rankinglist (no timed best)
- ☐ Alternating move up from 1/2 Subfinal into Final

Ranking option in wet conditions

- ☒ Fix number of move ups per Sub- / Semifinal
- ☐ sorted (Laps and Endtime)

<< Back   Next >>   Save   Cancel

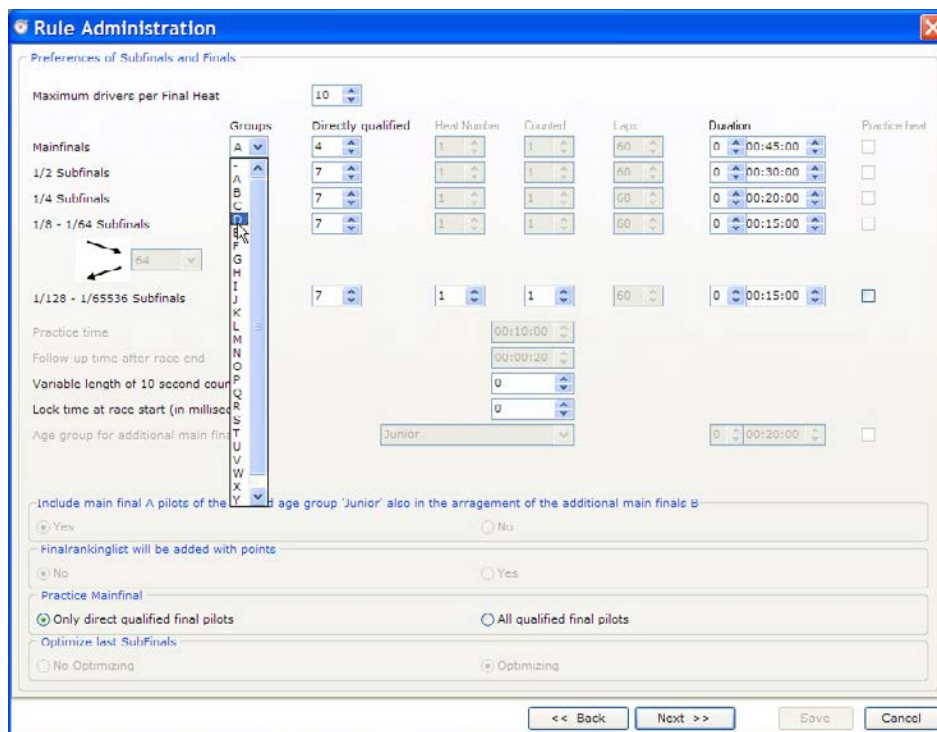
Fix move up: The number of drivers moving up according to the result of the subfinal (place).

Timed best: Number of drivers moving up to the next upper final by a mixed result of both legs (A and B) with the best laps and times.



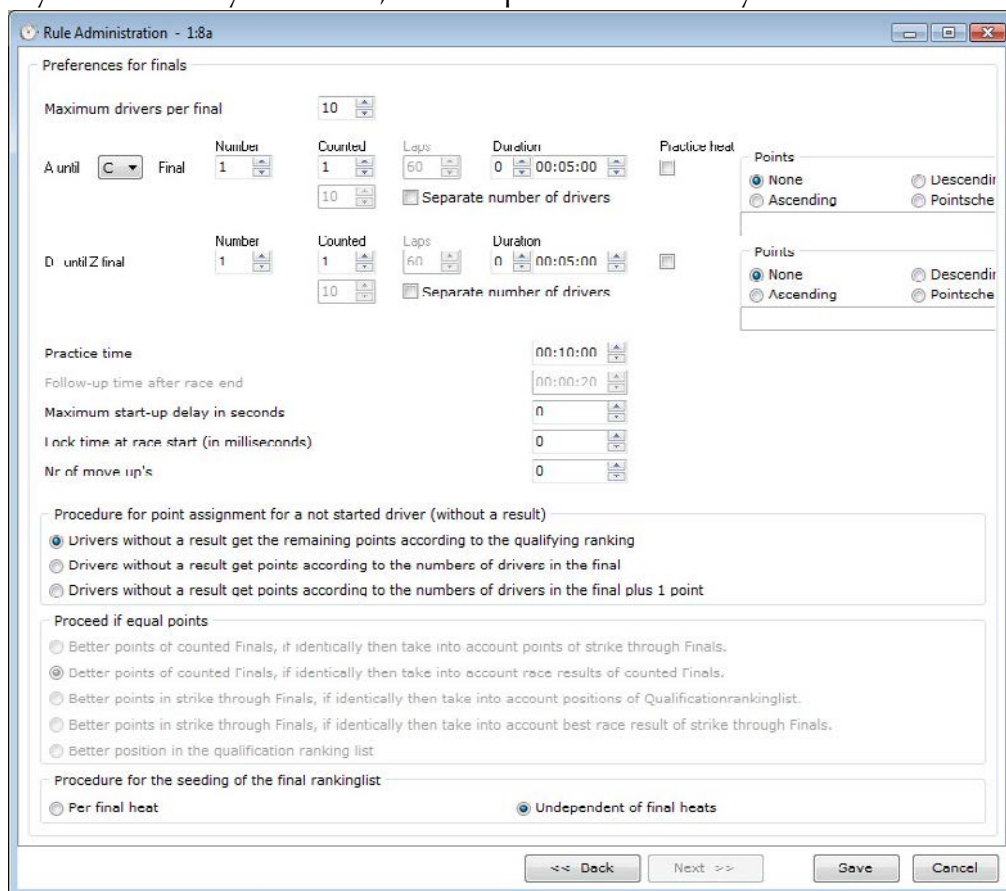
## 10.7.6 Subfinals and Mainfinal (ABC Mixmode)

This window is the same as Subfinal and Mainfinal. But you can select more heats for the mainfinal. If you enter "C" at this point, there will be 3 mainfinals run. This means, that there are additional mainfinals for the drivers placed 11th to 20th and 21st to 30th after the subfinals.



## 10.7.7 Finals

If you select only final runs, other inputs are necessary.



**Rule Administration - 1:8a**

**Preferences for finals**

Maximum drivers per final: 10

A until: C Final Number: 1 Counted: 1 Laps: 60 Duration: 0 00:05:00 Practice heat: ☐ Points: ☒ None ☐ Descending ☐ Ascending ☐ Pointsche

D until Z final Number: 1 Counted: 1 Laps: 60 Duration: 0 00:05:00 Practice heat: ☐ Points: ☒ None ☐ Descending ☐ Ascending ☐ Pointsche

Practice time: 00:10:00

Follow-up time after race end: 00:00:20

Maximum start-up delay in seconds: 0

Lock time at race start (in milliseconds): 0

Nr of move up's: 0

Procedure for point assignment for a not started driver (without a result)

- ☒ Drivers without a result get the remaining points according to the qualifying ranking
- ☐ Drivers without a result get points according to the numbers of drivers in the final
- ☐ Drivers without a result get points according to the numbers of drivers in the final plus 1 point

Proceed if equal points

- ☐ Better points of counted Finals, if identically then take into account points of strike through Finals.
- ☒ Better points of counted Finals, if identically then take into account race results of counted Finals.
- ☐ Better points in strike through Finals, if identically then take into account positions of Qualification ranking list.
- ☐ Better points in strike through Finals, if identically then take into account best race result of strike through Finals.
- ☐ Better position in the qualification ranking list

Procedure for the seeding of the final rankinglist

- ☐ Per final heat
- ☒ Independent of final heats

Buttons: << Back Next >> Save Cancel

Maximum driver per final heat: Number of the drivers in each final. Please note, that the number is limited to 20, normally the finals will be run with 10 drivers. The program automatically generates the number of finals needed according to this number. The finals are named in alphabetically order (A to Z). Further on you can specify how many rounds you will have for the finals and how many are counted for the final result.

The finals can be scored with a point system. If you select "none" laps and time will be counted.

Procedure for point assignment of a not started driver (driver with no result). Here you can define the points a driver without a result in a final will get

Variable Length of 10 second countdown: You can choose the period of time in which the start is executed randomly after the end of the countdown.

Lock time at race start: During this time no signal from the decoder is counted.

Number of move ups: Here you can define the number of drivers moving up from a lower final to the next higher final.

Selecting no point system, you can specify if the final ranking list is determined per final heat or independent of the finals. In the last case a driver of the B-Final with better laps and time than a driver from the A-Final will be placed in front of the driver of the A-final in the final result.

## 10.7.8 Finalize the rule configuration

You have to save your work on the last window of the rule configuration. If you click on cancel all of your work is lost. After you have saved your selections, the wizard leads you back to the rule administration.

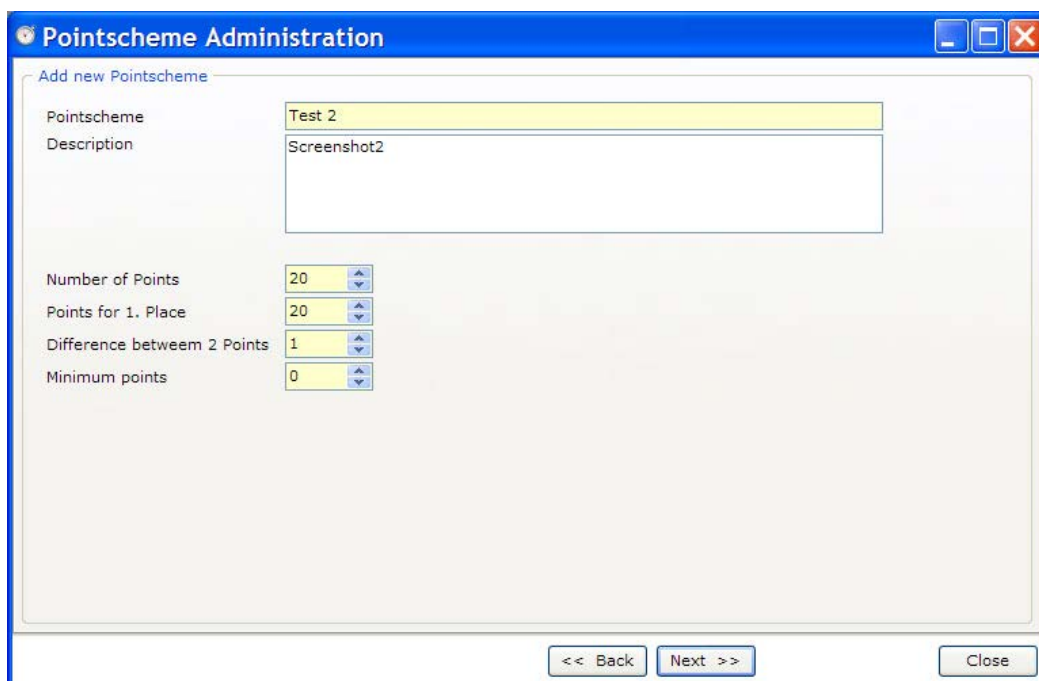
## 10.8 Points

Several pointschemes used by the championship editor can be created. With this menu selection you can create, edit, copy and delete a pointscheme.



### 10.8.1 Add new pointscheme

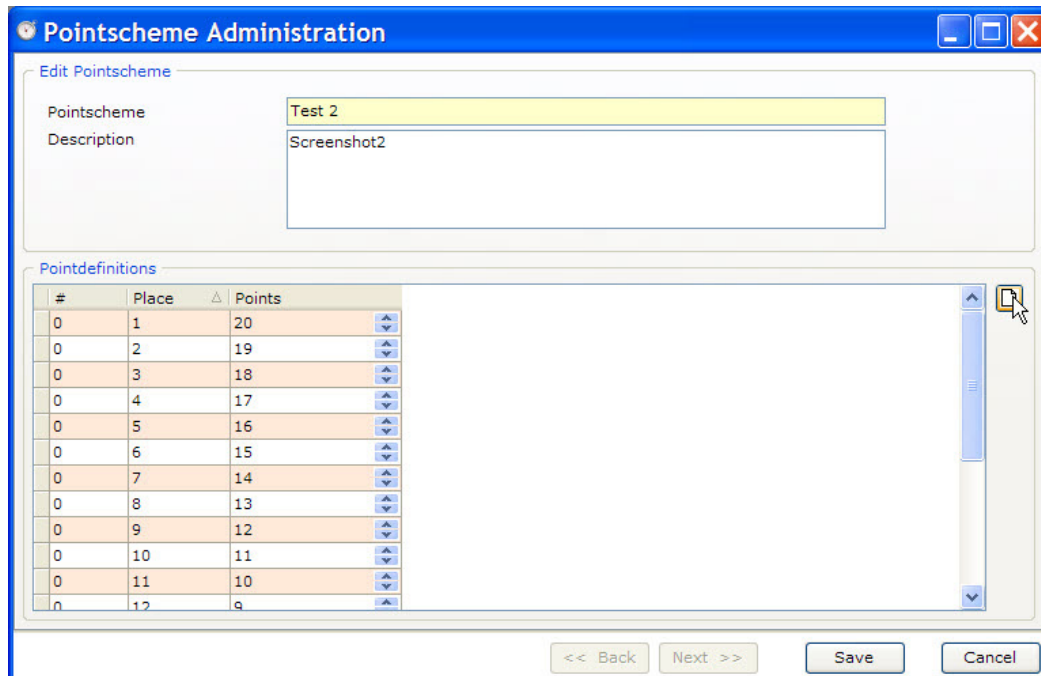
Selecting Add New Pointscheme you have to enter some basic data in the following window. After that the point scheme will be created automatically but can be easily edited.



First of all you have to give it a name. The description is optional. Now you have to enter the number of points (number of point definitions), the points for the first place, the difference between two point definitions and the minimal points.

Clicking on next opens a new windows for editing the point definitions. For championships normally a descending point system is used. If you want to add now a single point definition, just click on the edit button on the right side of the lower line. If you want to change a point definition, click in the table at the point definition and you can edit it.

Please note, that you have to save your work before closing this windows.



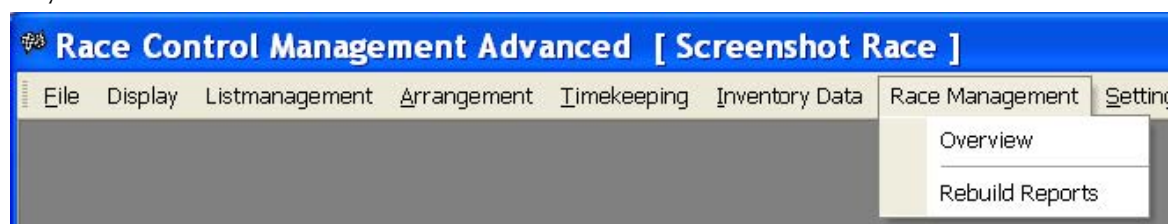
The screenshot shows the 'Pointscheme Administration' window. It has a title bar with standard Windows controls. The main area is divided into two sections. The top section, 'Edit Pointscheme', contains two text boxes: 'Pointscheme' with the value 'Test 2' and 'Description' with the value 'Screenshot2'. The bottom section, 'Pointdefinitions', contains a table with 12 rows. Each row has four columns: '#', 'Place', 'Points', and a small icon. The values in the table are as follows:

#	Place	Points	Icon
0	1	20	▲▼
0	2	19	▲▼
0	3	18	▲▼
0	4	17	▲▼
0	5	16	▲▼
0	6	15	▲▼
0	7	14	▲▼
0	8	13	▲▼
0	9	12	▲▼
0	10	11	▲▼
0	11	10	▲▼
0	12	9	▲▼

At the bottom of the window are four buttons: '<< Back', 'Next >>', 'Save', and 'Cancel'.

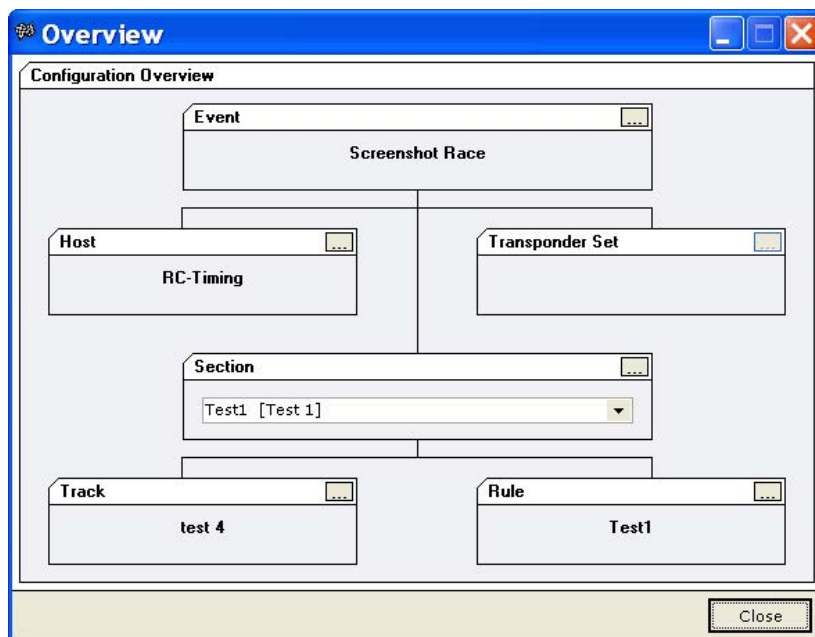
## 11 Race Management

The menu Race Management offers some powerful additions like the race overview to you.



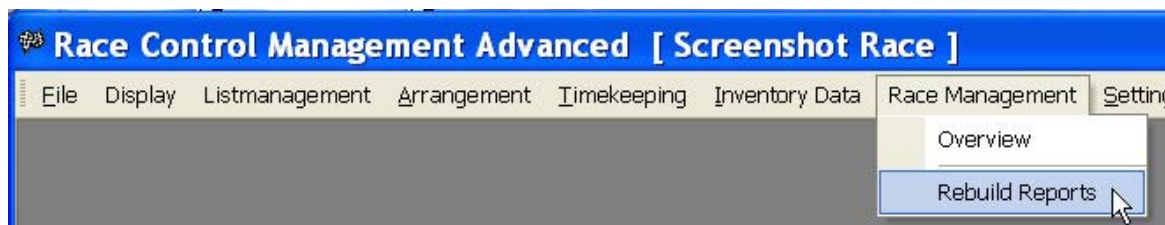
## 11.1 Overview

With the race overview you can check the composition of the event. This is an graphical overview. You can click on the elements to go to the detailview of the selection directly. This can speed up the handling of the program.



## 11.2 Rebuild reports

Here you can rebuild all reports. This is very helpful after changes in the rules for example.



## 12 Settings

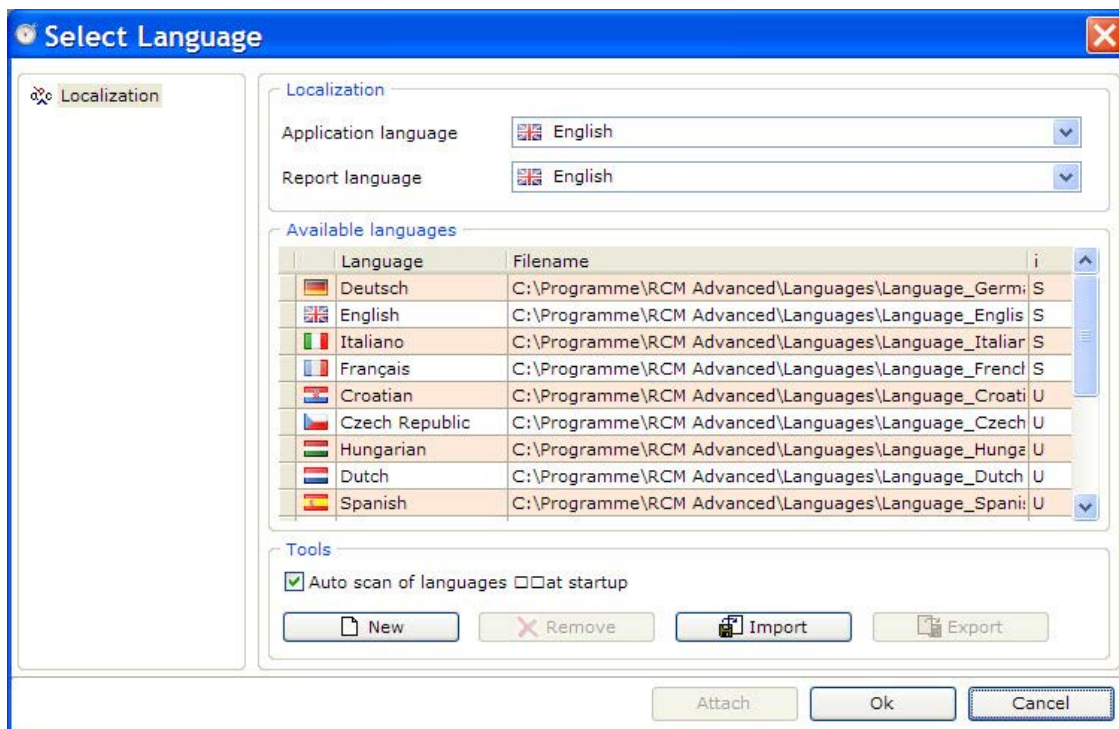
In this menu you find very important configurations like the connection settings for the time keeping decoder and the control of additional RCM-Software which can be connected to RCM Advanced. Here are the settings for the printer interface and you can define typefaces and colours. Further on you can select the language of the program as well as the reports.





## 12.1 Language

With Configuration/Language you can set the languages used by RCM Advanced. By clicking on Localisation in the left column of the window you can set the language used for the application and for the reports. Just select the required language in the right column of the windows. The language will be changed by pressing the attach button.



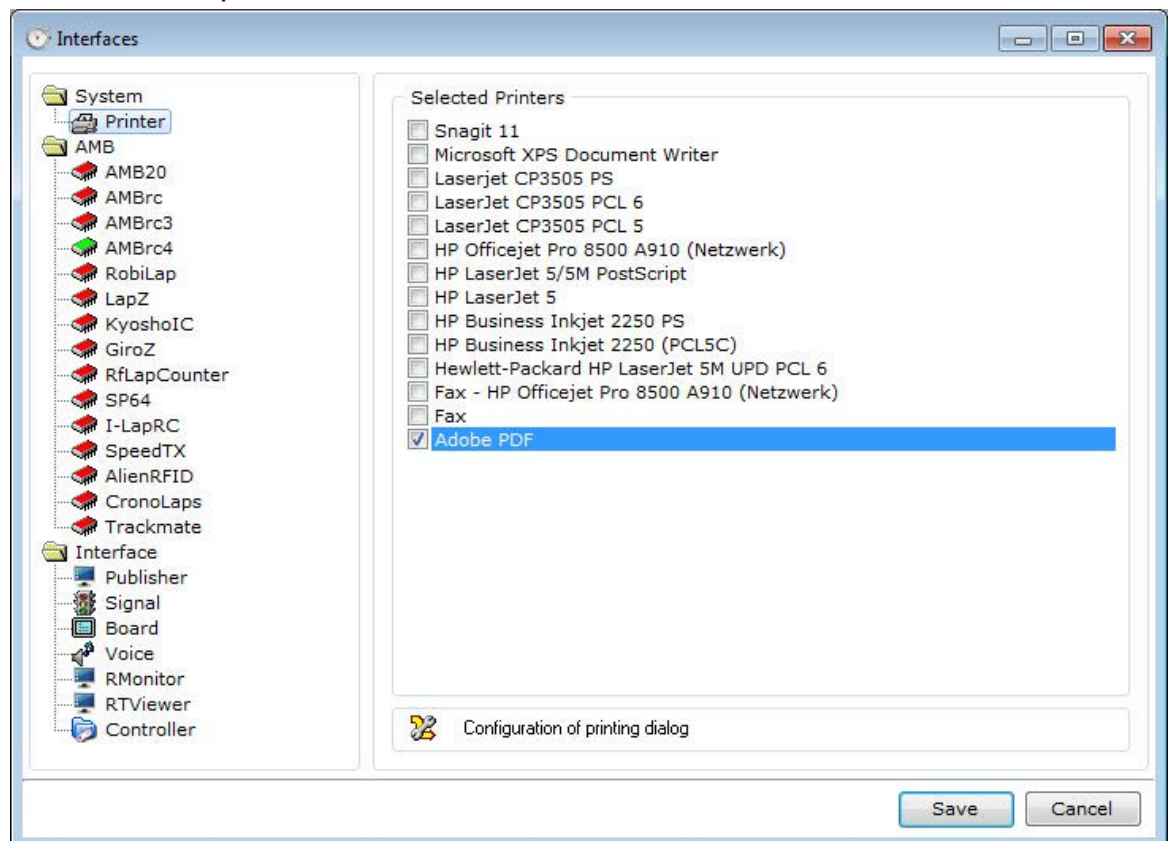
With the buttons below you to create a new language (please refer to the Language Editor), delete a language and to export a language file.

## 12.2 Interfaces

Opens a window where you can select all connections RCM Advanced is using.

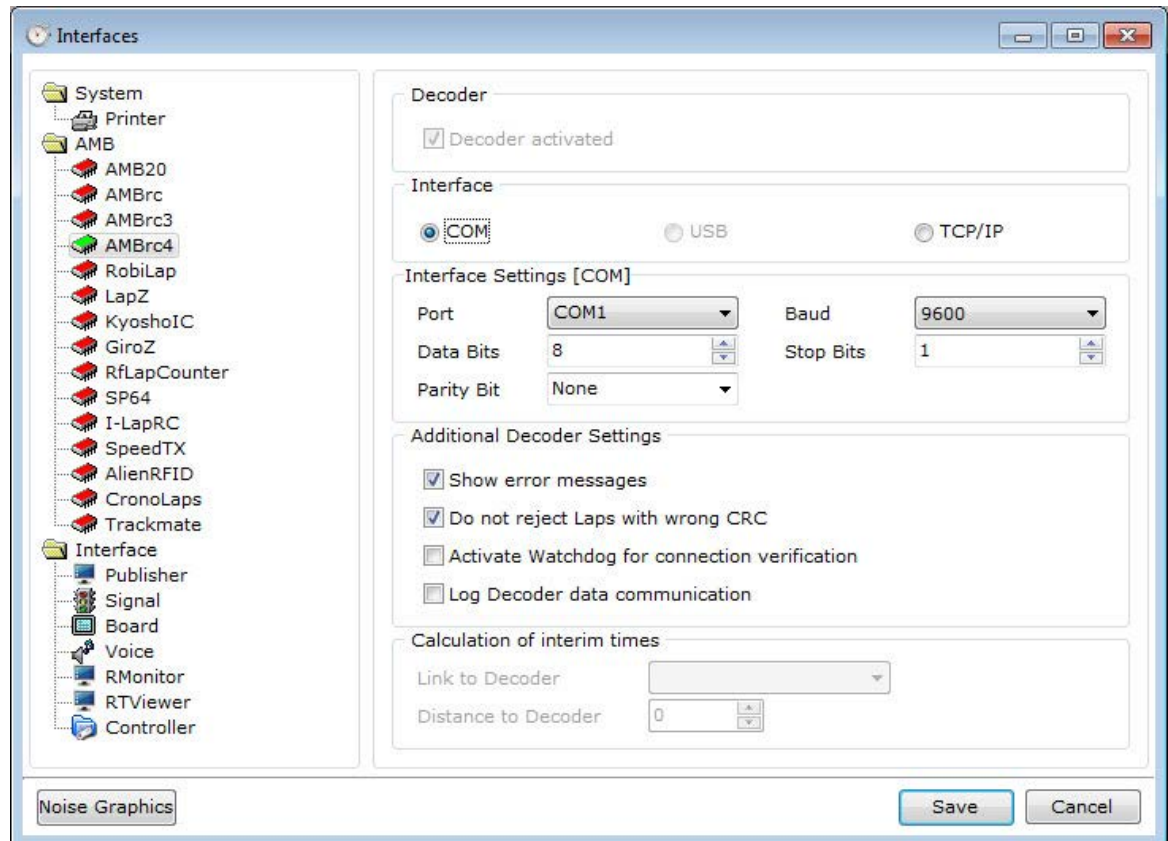
### 12.2.1 System/Printer

Clicking on Printer you see in the right column all printers of your Windows-System. Activate the printer you want to use for RCM Professional. You can activate more than only one printer. Please note, that RCM Professional is only using the printers activated. If no printer is activated, you can not make any printouts. After selecting one or more printer you have to save the settings by clicking on the save button. By clicking below on configuration of printing dialog you can set the number of copies for all selected printers.



## 12.2.2 AMB

Here you configure the Decoder your are using.



The following decoder can be used with RCM Ultimate:

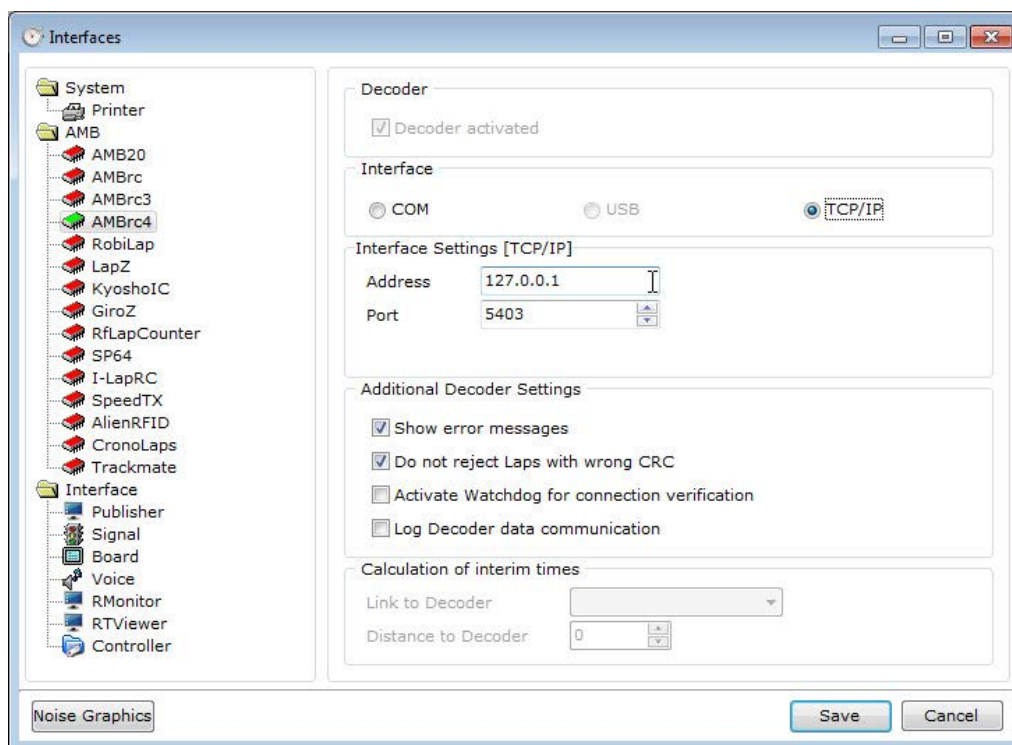
AMB20 (Induction principle), is the predecessor of the AMBRC, AMBRC (Induction principle), suitable for 1/12 up to 1/5 scales [USB/RS232], AMBrc3 AMB Decoder generation (Induction principle) for personal transponders [LAN/RS232], AMBrc4 new AMB Decoder generation (Induction principle), suitable for 1/12 up to 1/5 scales [LAN/RS232], RobiLap (Infrared principle), suitable for minor scales like as 1/18 and 1/24 [RS232], LapZ, Kyosho IC, GiroZ, RF LapCounter, SP64, I-LapRC, Speed-TX, AlienRFID (has to be activated in tools/Auxiliary functions), Cronolaps, Trackmate.

Click left on the decoder you are using in the left column. Now you can make the settings in the right column. First of all activate "Decoder activated", select the interface and determine the interface settings (port). Regarding the interface settings please refer to the user manual of your decoder. The SP64-decoder uses an USB-port. You have to use a seriell-to-USB-Adapter for connecting this decoder to RCM Ultimate . You have to set the COM-port of this adapter.

With additional decoder settings you can specify if error messages are displayed, laps with a wrong CRC (CRC is a checksum the decoder is transferring with the data of a datastream. If the transfer from the decoder to the computer is bad, the checksum can be wrong) are rejected and if complete data communication is logged. This logfile is placed in the folder RCM Ultimate\Logfile and further in the folder with the name of the decoder.

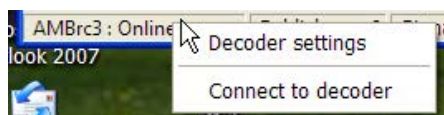
In addition you can activate a watchdog. A message will be displayed, if the connection to the decoder is lost. Besides of that, the status of the connection is also displayed in the bottom line of RCM Ultimate.

If you use a TCP/IP-connection to your decoder it is very important to set the IP-Address of the decoder. This address has to be in the same segment as the computer. The IP-Address can be selected in the decoder, please check the manual of your decoder.



The proper work of the decoder can be checked with the transponder logfile, which can be activated by pressing the F4 key.

By clicking right with the mouse on one decoder in the footer line of RCM Ultimate you can change the settings of the decoder and you can restore the connection to the decoder.



### 12.2.3 Interface

With RCM Advanced you can use several client-programs. This optional programs provide you with additional features. RCM Advanced supports by example RCM Voice, RCM Publisher, RCM Signal, RCM Boards etc. as well as a remote data connection. These programs have to be ordered separately.

RCM Voice allows a voice response of important events during a race. For example it announce automatically the countdown to the start, the remaining runtime, lap times and so on. The announcement can differ from the automatic announcements of RCM Professional,

RCM Signal controls lights and a horn.

With RCM Publisher you can built up information terminals for the drivers. This program displays the ranking and other useful information of the race course.

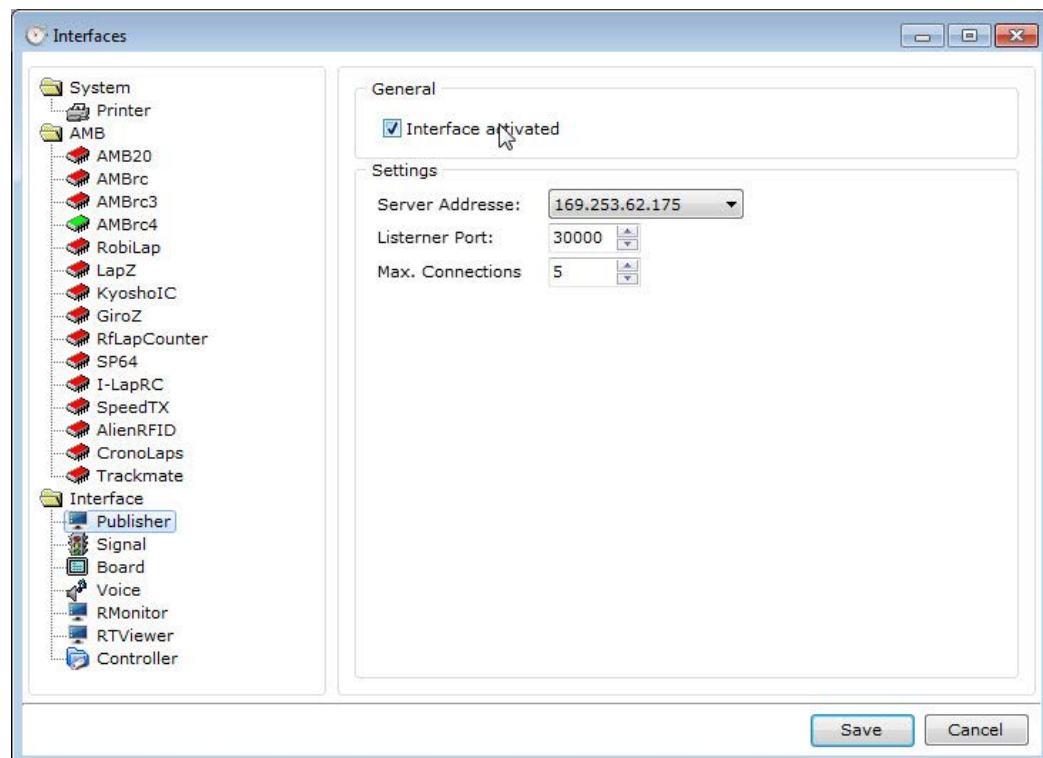
You can make the following settings (please refer also to the user manual of the client program):

RCM Board supports large information displays.

RMonitor: Supports the RMonitor protocol of MyLaps. There are several clients available (for example RMonitor), which uses the RMonitor protocol.

RTViewer: Shows the racing data.

Controller: Allows to control RCM Advanced.



The following settings for this programs have to be made in RCM Professional (please refer to the user manual of the client program too).

Interface activated: Must be activated to use the client. Not activated means, that RCM Professional does not support this program.

Server Address: The IP address is automatically set according to the settings of the network of the computer. You have to set it accordingly in the client program.

Port: Every client is connect by a unique port. You should not change this setting cause the clients will only be recognized with the correct port number.

Max. Connections: You can specify how many clients can be connected to RCM Professional. Keep this number as low as possible for a good network performance. If your network is not powerful enough and the number of connections is very high, you risk, that connections will be terminated.

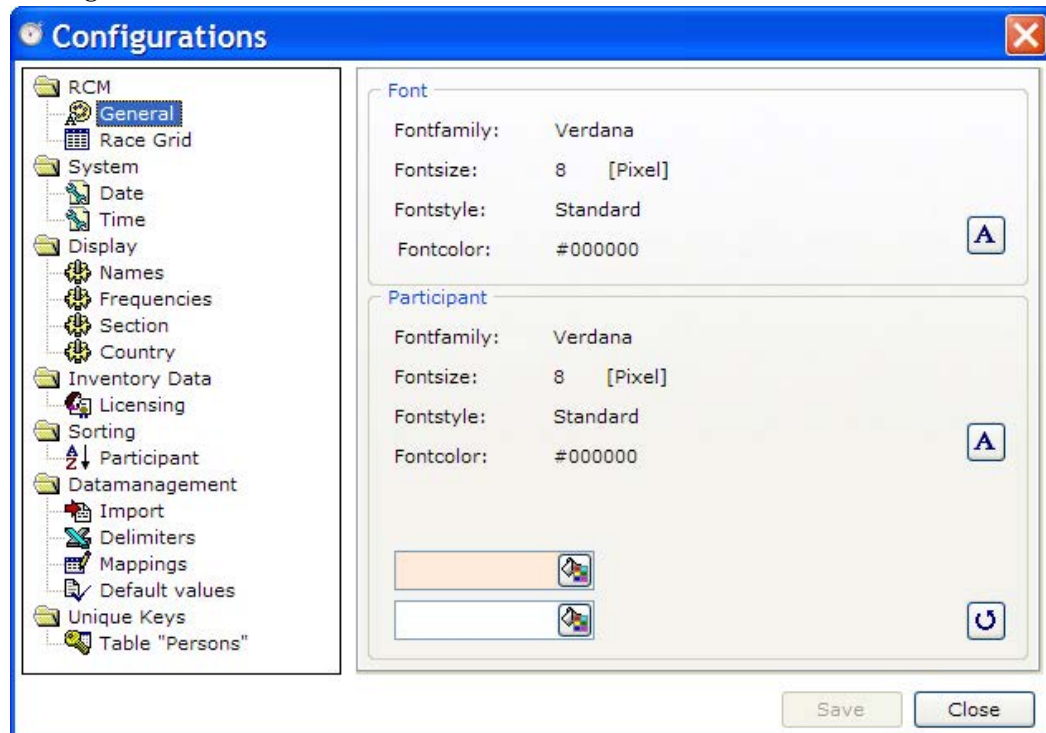


## 12.3 Configurations

The configurations allow you to change several basic settings of RCM Professional.

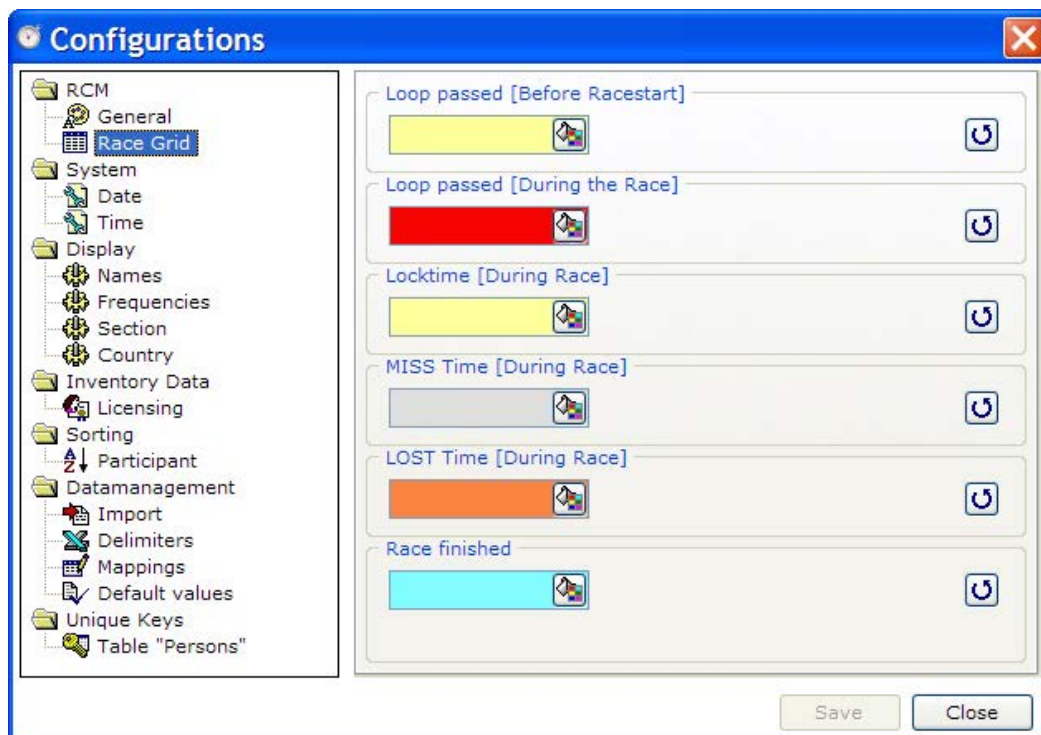
### 12.3.1 RCM/General

Marking in the left column General, you can set up the fonts, the fonts size and some colours used by RCM Professional. You can set the Fonts for tables independent from the other text. The colours shown on the bottom of the column are used to make tables better readable. If you want to change these colours, please use light and different colours.



### 12.3.2 RCM/Race Grid

The colours a driver will be marked in the time keeping can be set here.



Loop passed (default light yellow): When a driver passes the loop and the transponder number is registered to a driver, it will be marked in that colour. This makes it easy to check whether all drivers are on the track or not.

Locktime (default red): This marking is visible for the locktime. In between this time no additional laps are counted but in the lap time logfile these laps are visible and marked with "NOK". This means,, that these laps will not be counted for the result.

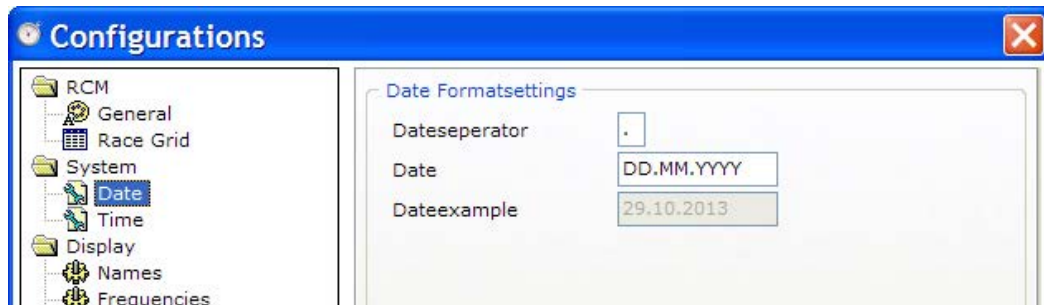
Miss-time (default grey): Drivers usually drive their laps continuously in the time frame. This time frame is the medium time plus or mines a certain time ratio. If this medium time plus the ration time is expired the driver line will be marked in light grey and means the driver was slower. This can be an accident, a pit stop or a roll over situation.

Lost time (default orange): If a driver has not passed the loop for a long time, the drivers line will be marked with that color.

Race finished (default light blue): When the race time is over and the driver passes the last time the loop then the driver is marked light blue and has completed the race. Additional laps will not be counted anymore, even if the driver continues racing.

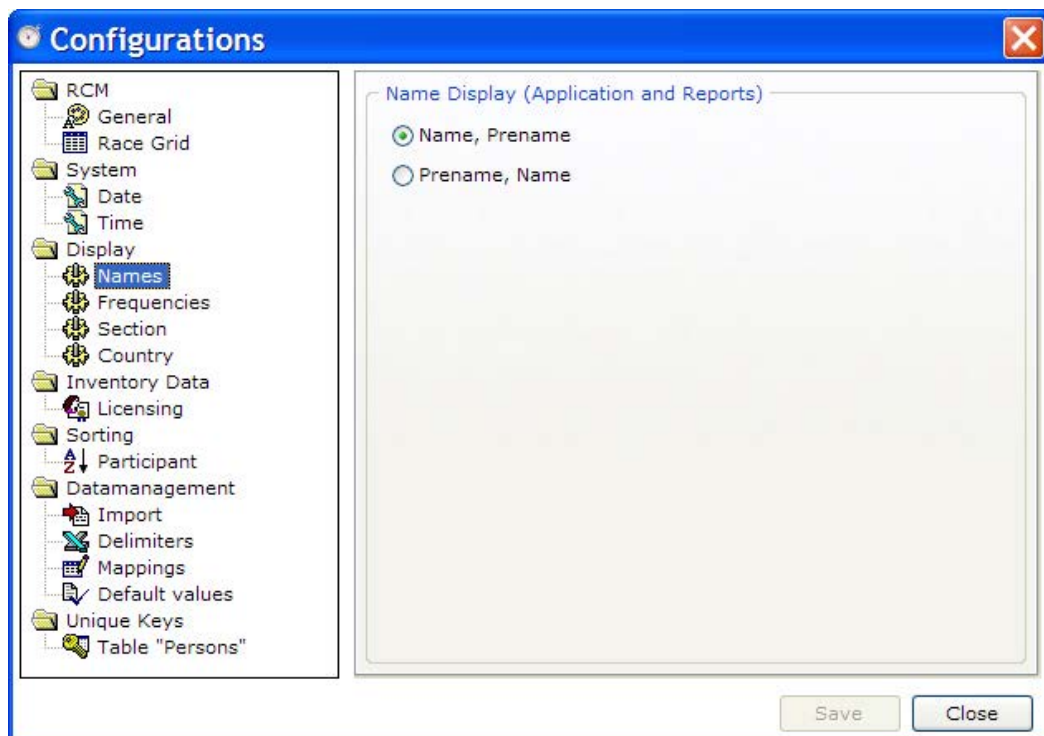
### 12.3.3 System

With Date and Time you can define the format of the output. Please change these definitions carefully. Maybe you can not see anymore output of any date or time.

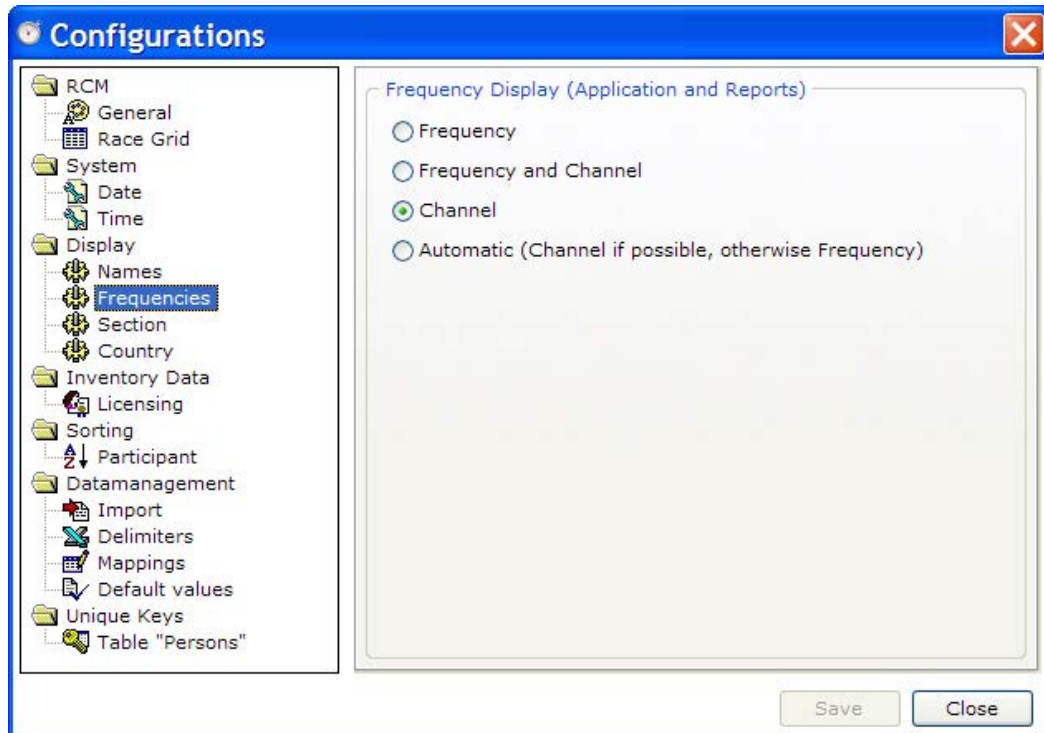


### 12.3.4 Display

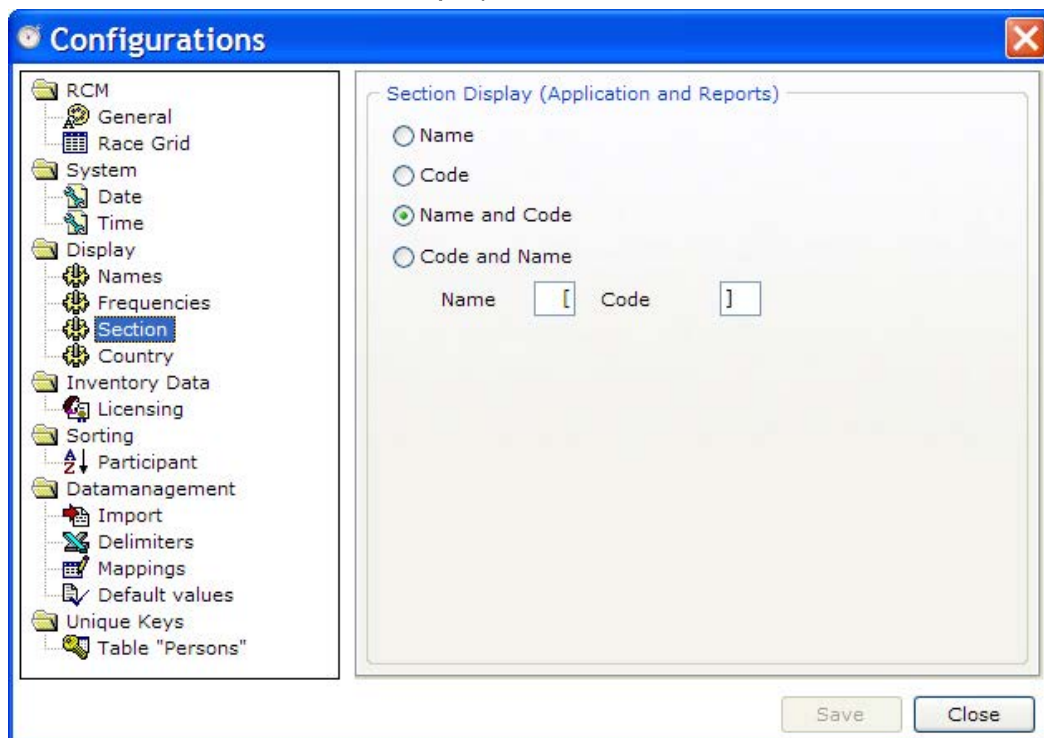
Names: Here you can define the order of Prenom and Name.



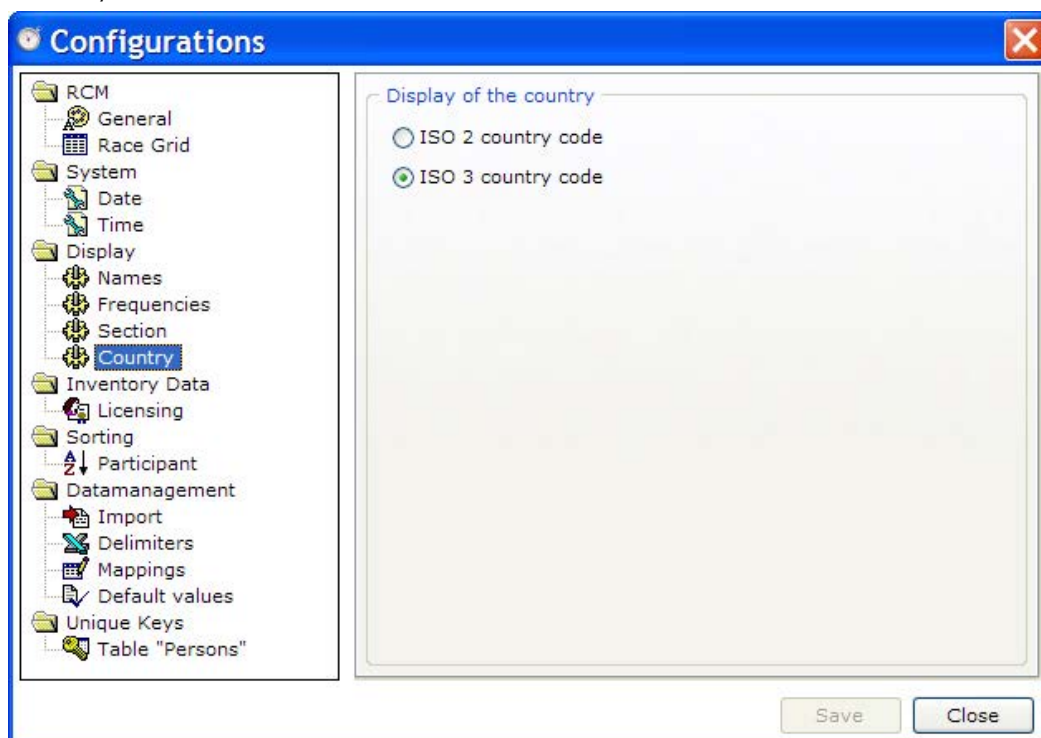
Frequencies: You can select whether to work with channel numbers or frequency. We recommend to use the automatic setting. With this setting you can enter the channel number as well as the frequency and RCM Professional recognise the correct frequency by itself.



Section: You can define the display format for the section.

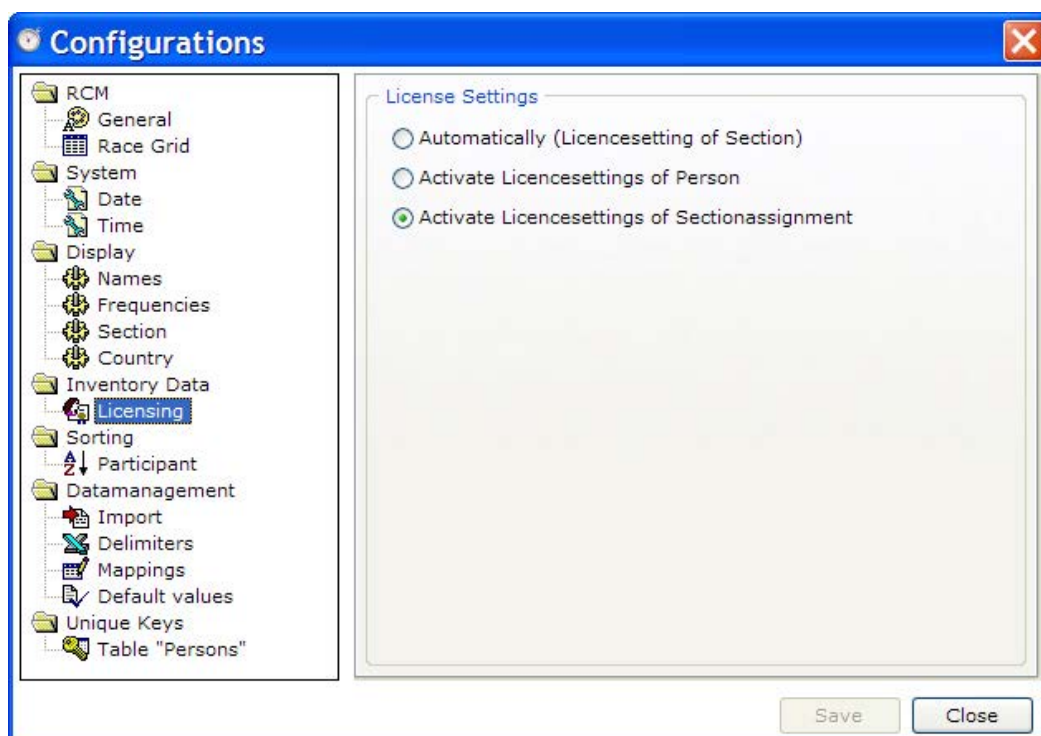


Country: Here you set, if the 2-character or the 3-character ISO-Code for the country is used.



### 12.3.5 Inventory data/Licensing

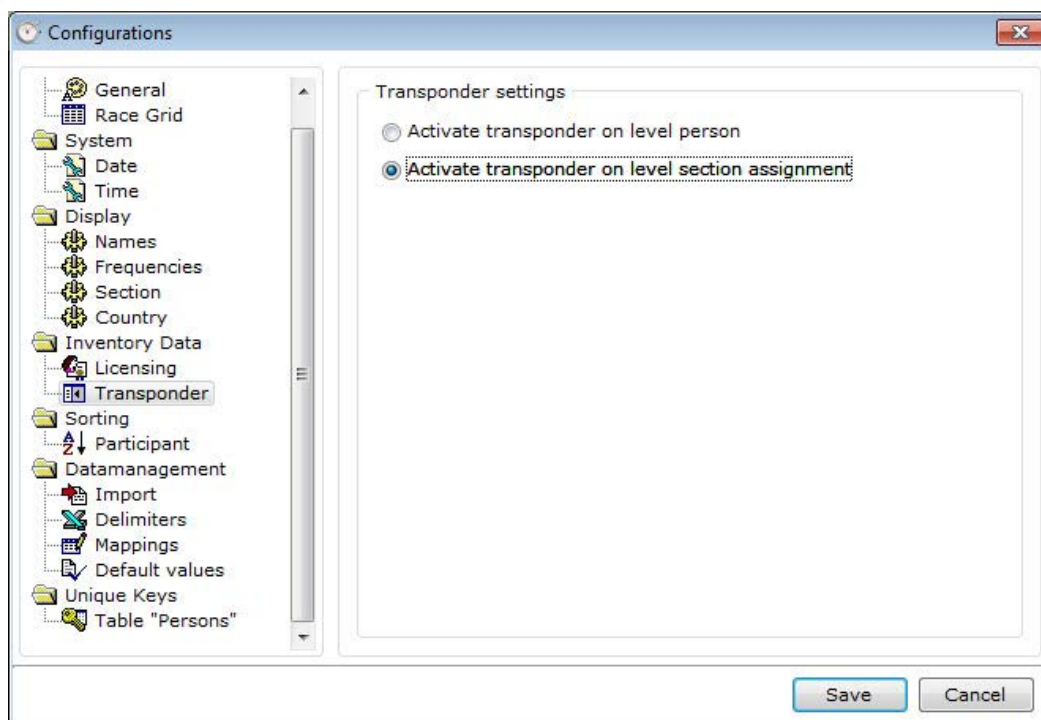
Here you can select whether the license is assigned to the person or to the section. Further on there is an automatically setting available. Using this the license depends on the settings in the respective section. All explanations in this manual regarding the sections and the personal data refers to this automatic setting.





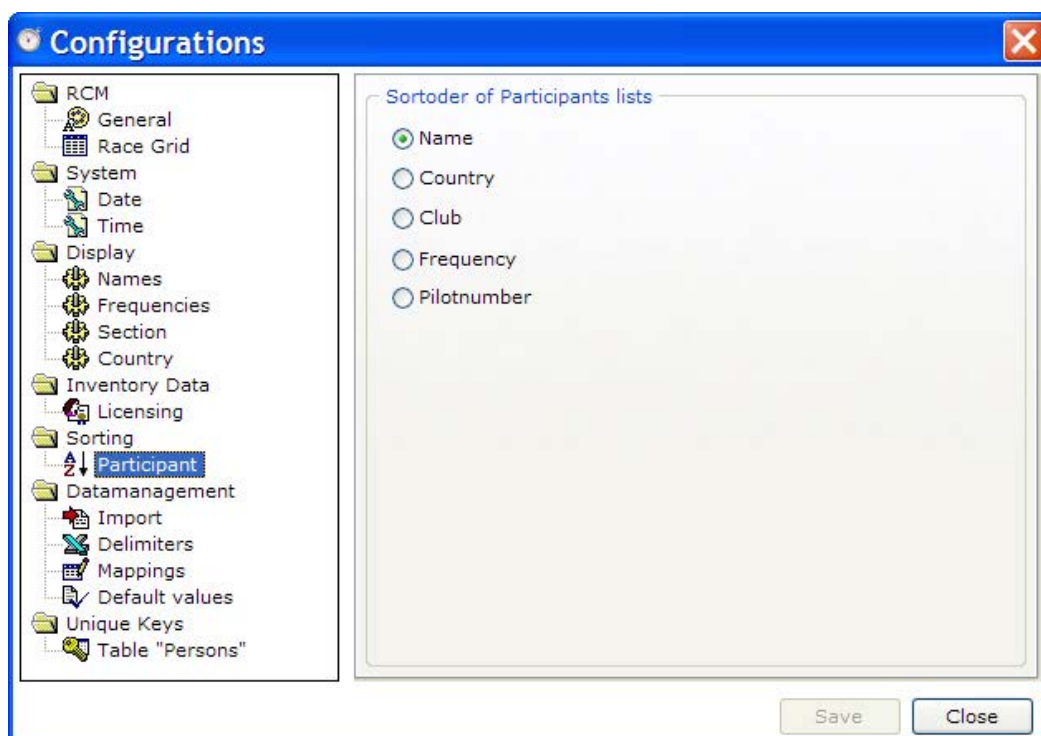
### 12.3.6 Inventory data/Transponder

Here you can select whether the transponder is assigned to the person or to the section and must be entered in the data section accordingly. All explanations in this manual regarding the sections and the personal data refers to the setting "section".



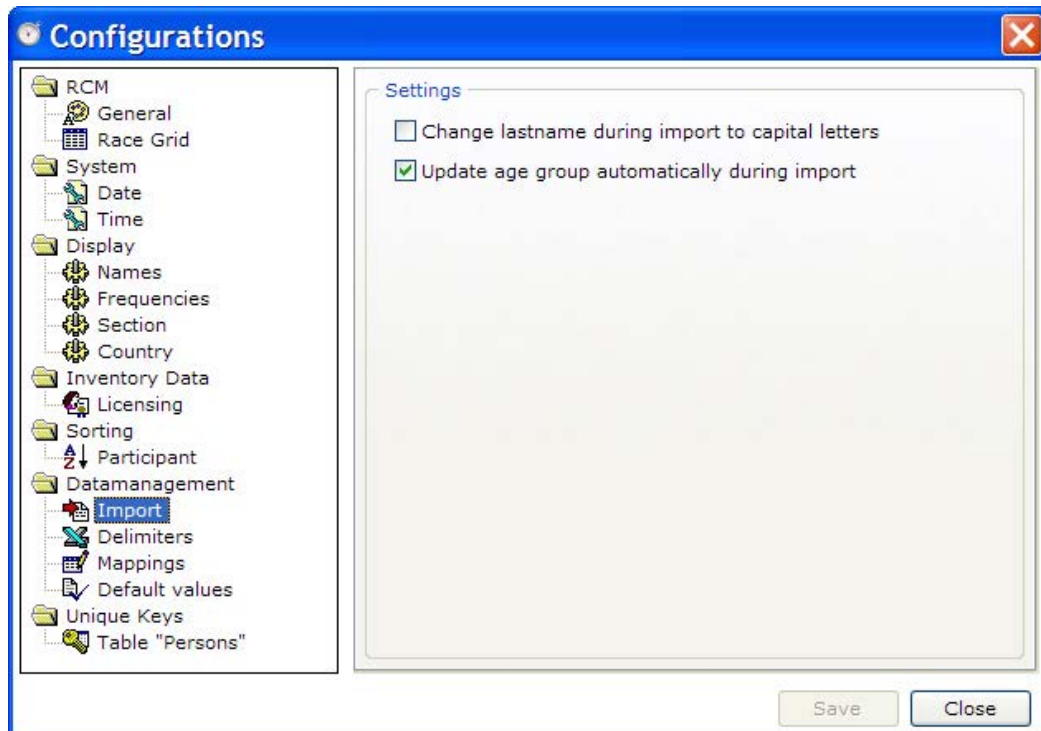
### 12.3.7 Sorting/Participant

You can select the sorting order used for the drivers in lists and reports. This can be done by name, country, club, frequency and pilotnumber.

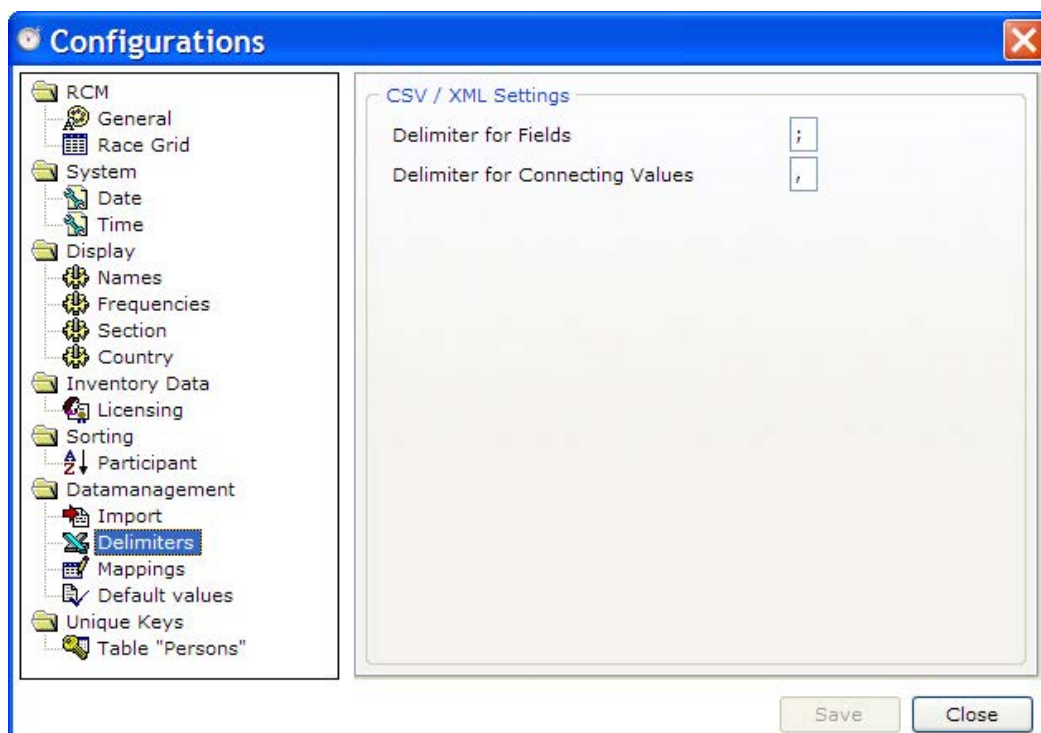


### 12.3.8 Datamangement

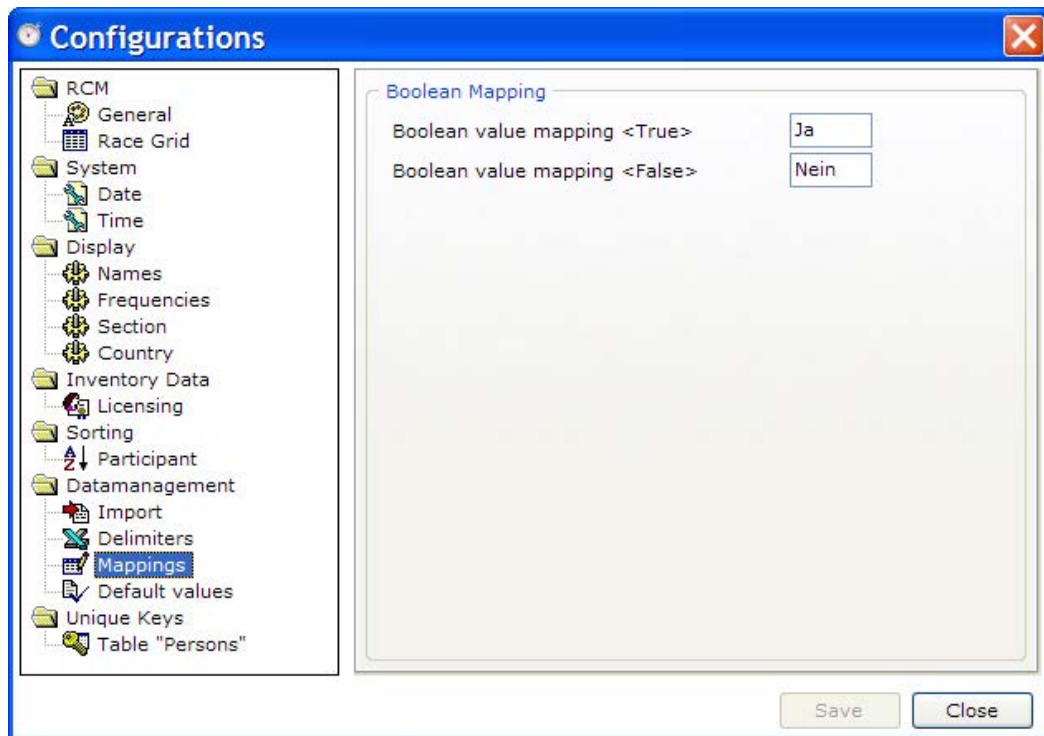
Import: Definition, if the lastname is imported with capital letters.



Delimiters: You can enter the delimiters used in CSV- or XML-files. You should not change this.

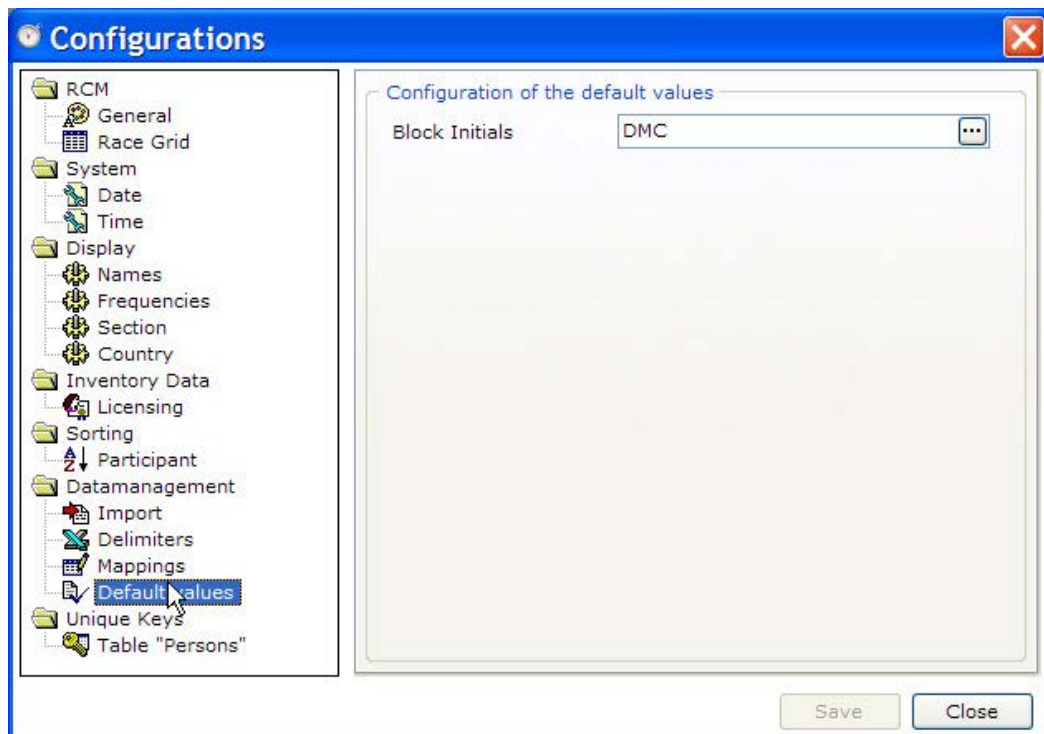


Mappings: The values should not be changed.



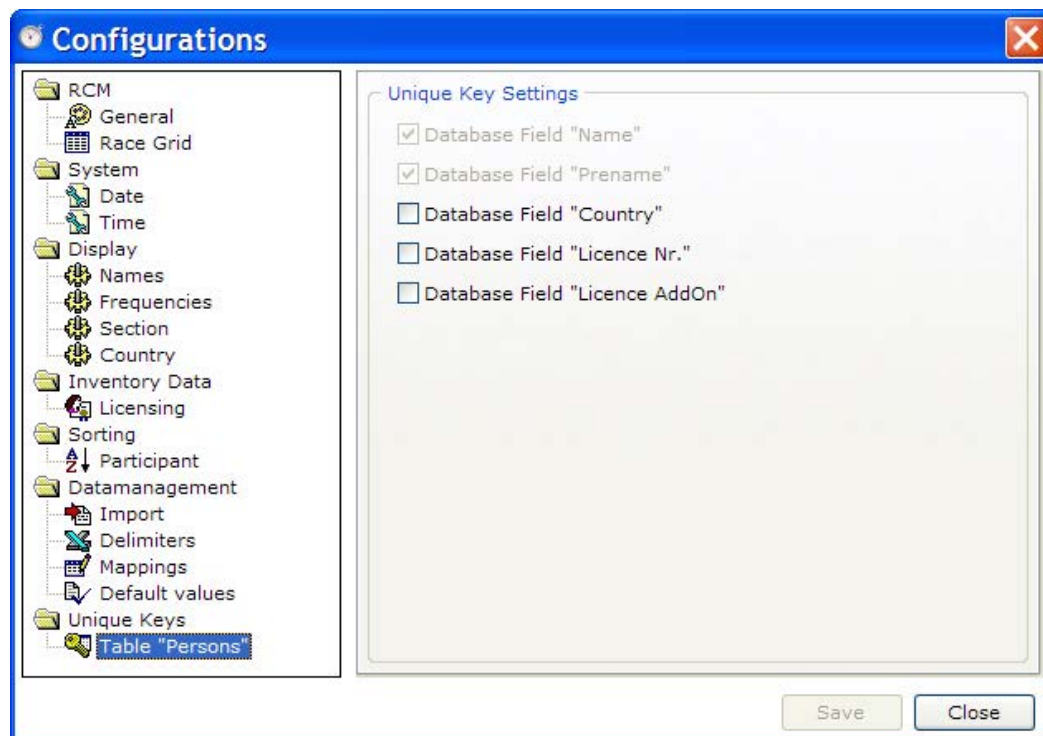
With Default values you can set basics, which will be used in database operations as default.

Block initials: The default for the block initials is set.



### 12.3.9 Unique keys

Additional to the keys name and prename you can generate keys for country and License number. This can help to search the right person especially with a big number of persons in the inventory data.

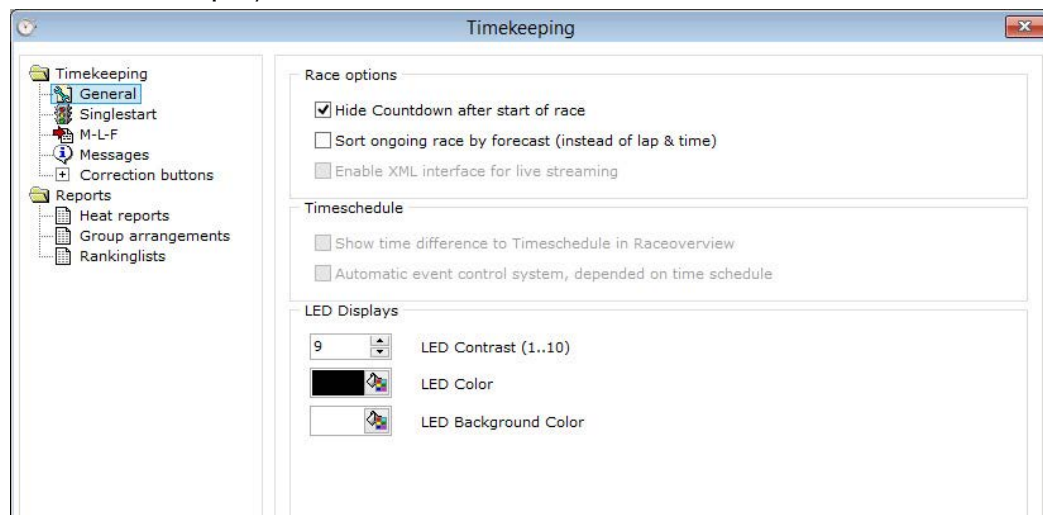


## 12.4 Timekeeping

The settings for the timekeeping and the teamcup will be done here. Double click in the left column the section and you can enter the setting in the right column. Here you can select a fully automatic procession of all races according to a created time schedule.

### 12.4.1 Timekeeping/General

Here you can define if the countdown-window in the timekeeping window is Here you can define if the countdown-window in the timekeeping window is closed after starting a heat or not. Further on you can set if the time difference to the time schedule is displayed.



„Sort ongoing race by forecast“: The timekeeping windows is sorted by the forecast for each driver instead of lap and time.

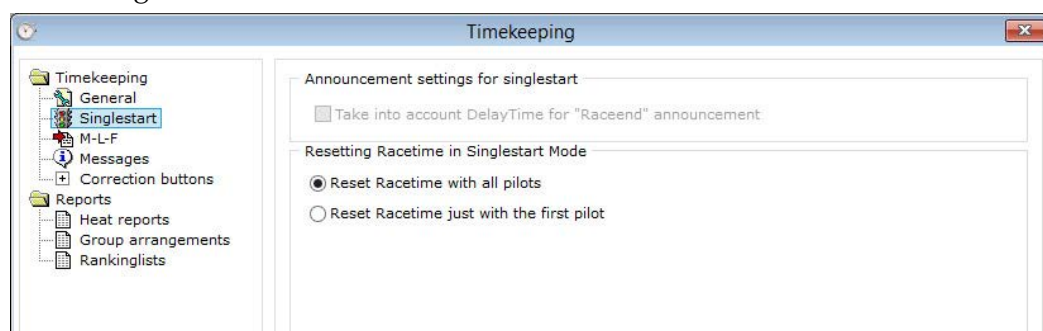
In the section LED-Displays the contrast, the fore- and the background-color of the clocks can be set, which are displayed in the window timekeeping.

## 12.4.2 Timekeeping/Singlestart

Take into account the delay time for Raceend announcement: The end of the race will be announced after the delay time or after all cars have finished the race.

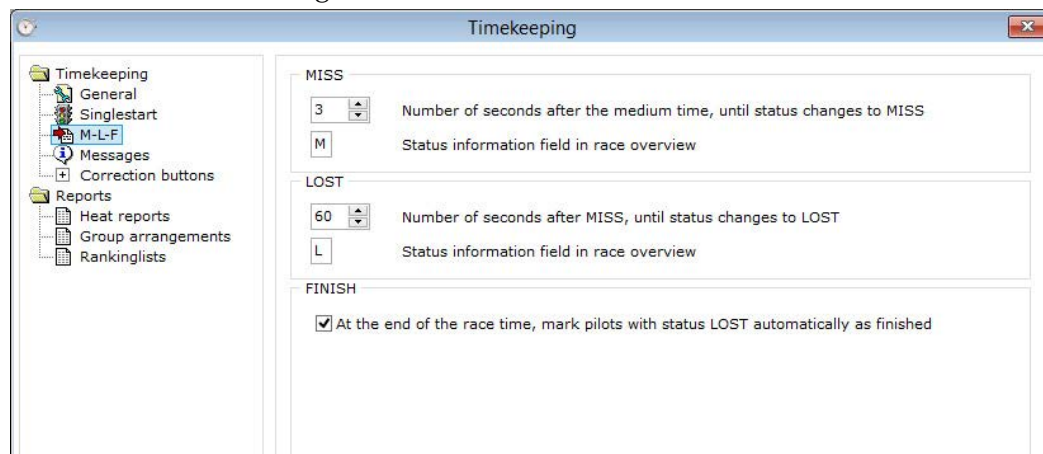
Reset race time with all pilots: The display as well as the announcement of the remaining racetime is based on that driver which will pass the finish line the last one.

Reset race time just with the first pilot: The display and the announcement of the remaining racetime is based on the first driver in a race.



## 12.4.3 Timekeeping/M-L-F

M-L-F is the abbreviation for Miss-Lost-Finish. Messages in the timekeeping windows can be configured.



M - Miss: If a pilots doesn't pass the loop after his mediumtime (plus offset), the records turn light gray and it's info status to "M". The offset time before the status of the driver is changed can be configured.

L - Loss: You can configure an offset (time) after the record has changed to "M" (light gray). If this time has passed, the record will change again the color to dark gray and the status to "L". Depending on this configured offset, you know that this pilot is probably not driving anymore.

F - Finish: RCM automatically finalize a heat when all pilot has finished. If this function is activated, drivers with the status of "L" will be handled like they have already finished. This means, that the heat will be automatically finalized if all drivers have finished the heat and the drivers no more driving have the status of "L".

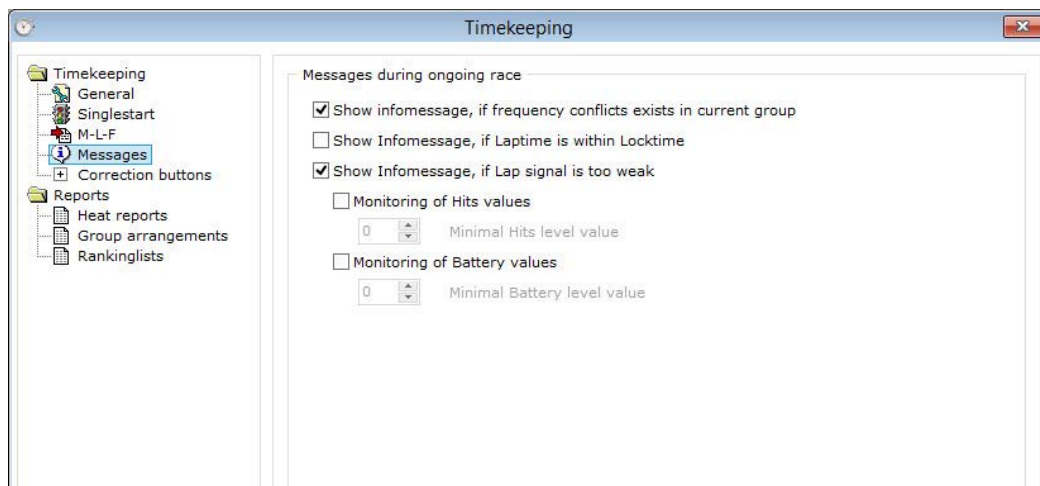


#### 12.4.4 Timekeeping/Messages

Show infomessage, if Frequency conflicts exists in current group: In the timekeeping you see a message, if there is a frequency conflict in the current group.

Show messages if laptime is in within the loctime: You will see a message if a driver has a laptime shorter the the locktime.

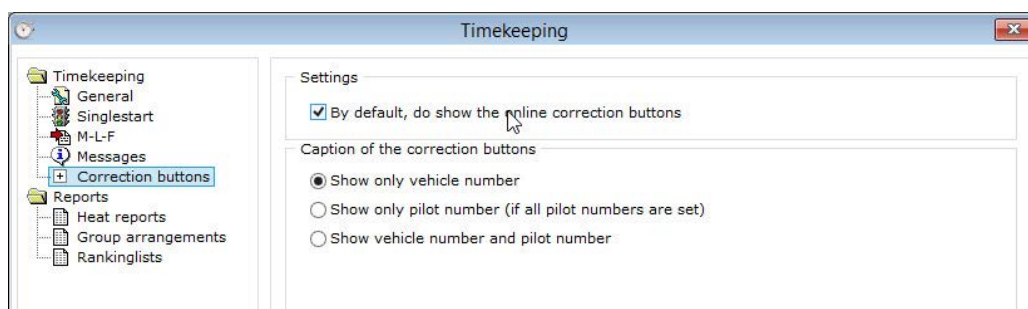
Show infomessage if lap signal is too weak: Messages are displayed, if the transponder signal it very low. You can select if the "hits" ans/or the "battery value" is used. For both you can set a limit.



#### 12.4.5 Timekeeping/Correction Buttons

By default, do show the online correction buttons: the online correction buttons are automatically visible in the timekeeping window.

Further on it can be defined, which numbers (Car-, Startingnumber or both) are shown on the correction buttons.



#### 12.4.6 Reports/Heat reports

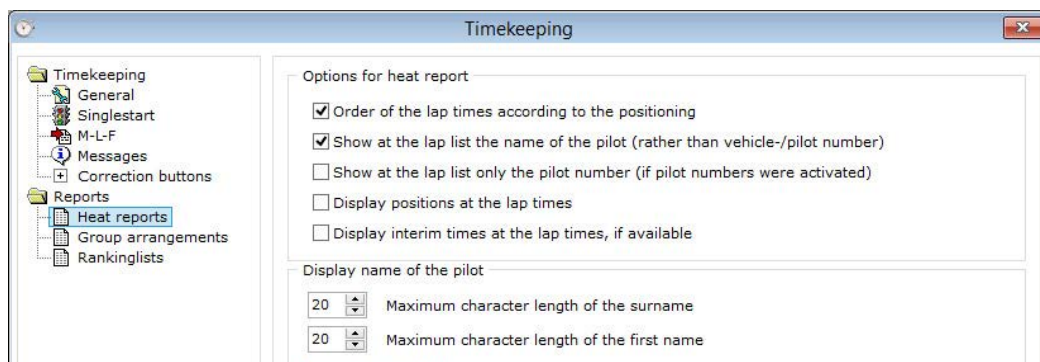
Order of the laptimes according to the positioning: The order from left to right of the drivers laptimes in the printed result is according to the final ranking.

Show at the laplist the name of the pilot. Instead of startnumber or pilot number the name of the pilot is printed in the headline of the laplist.

Show at the laplist only the pilot number: The pilot number is printed in the heat reports.

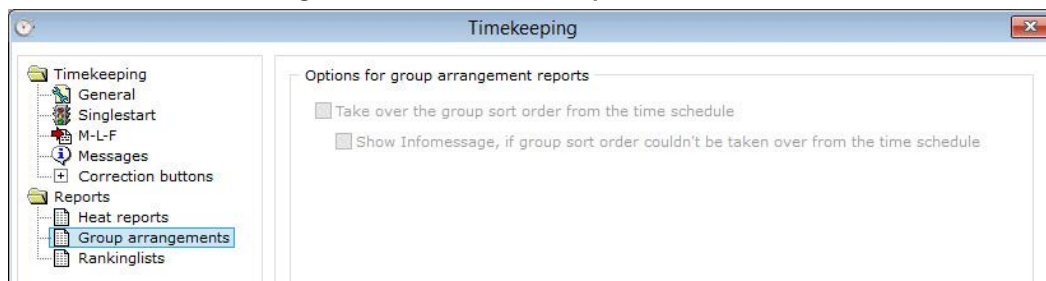
Display positions at the laptimes: In the printing result, the position is printed in brackets before the laptime.

Display name of the pilot. The numbers of characters printed of the name of the pilot can be shortened (separate for prename and lastname).



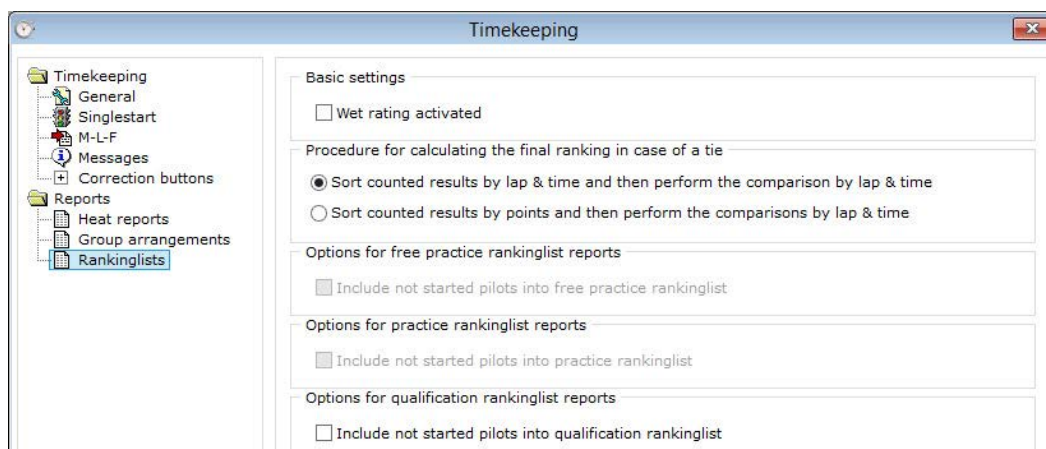
### 12.4.7 Reports/Group arrangements

Here you can define if the group sort order is done according to the time schedule and if an error message occur if this is not possible.



### 12.4.8 Reports/Rankinglists

Wet racing activated means, that a rule for wet racing is applied. Include not started pilots in the rankinglist: For free practice, practice and qualification it can be set, whether to print not started pilots or not. You can define the procedure in case of a tie of points.



## 13 Tools

In the menu tools is offering the following functions:

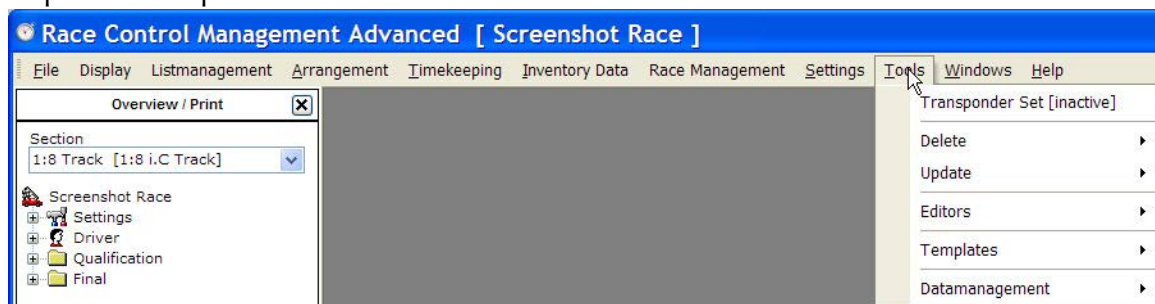
Activate and inactivate a transponder set.

Delete the temporary transponders.

Language editor for changing or translating the text of the program.

Template to make definitions for the layout of the reports.

Import and Export of data.

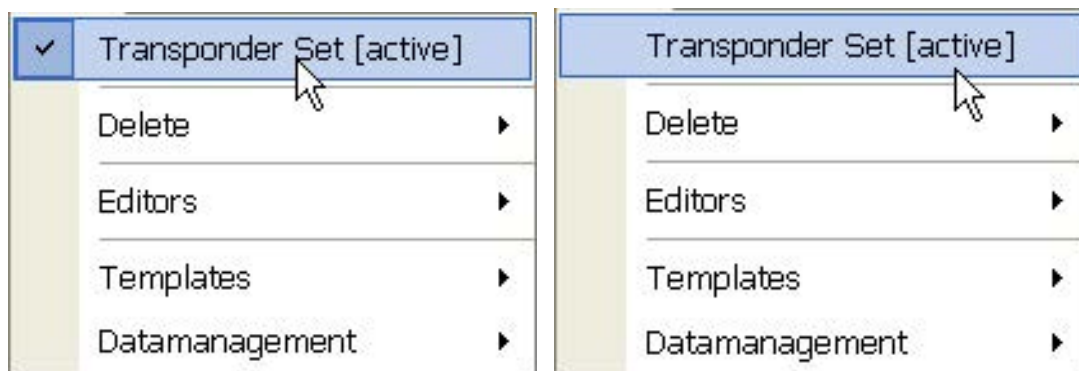


### 13.1 Transponder set

This menu item is added by [active] or [inactive].

Active: This setting uses the transponder set of the event. The transponder numbers 1 to 10 equate to car numbers 1 to 10. For example car number 1 will be counted with the transponder number registered in the transponder set to count car number 1. This setting is used, if you hand out the transponder for each heat and collect them back after the heat.

Inactive: This setting is used not using any transponder of your club or you hand out these transponders for a whole race day. In this case these transponders are handled like personal transponders but should be registered as temporary transponder in the drivers data.

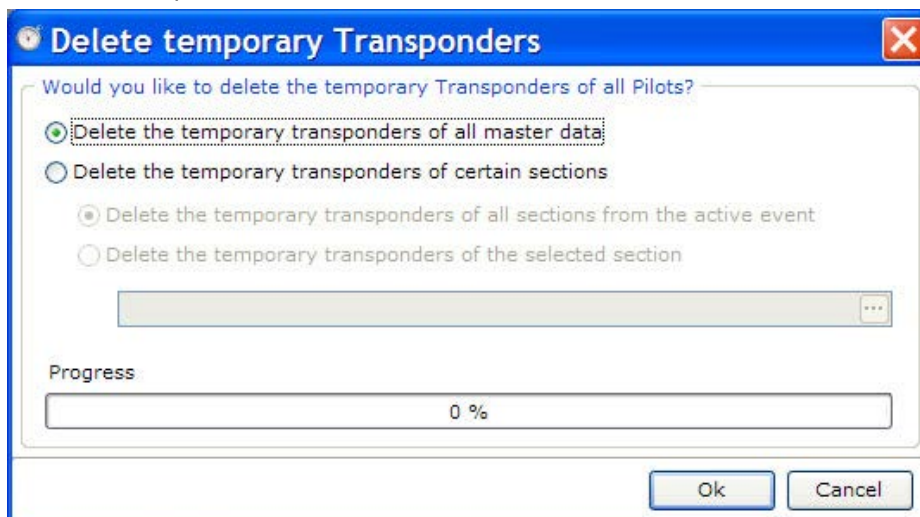


If you have recorded your hand out transponders in a transponder set and this transponder set is set to inactive RCM Advanced recognize if a transponder is a regular personal transponder or if it is one of the hand out transponders. You see this in the transponder log file. A transponder from the transponder set will be marked with "club".

The status (active or inactive) can be changed just by clicking on the menu item transponder set.

## 13.2 Remove temporary transponder

When you use the Transponder Set [inactive] then all used transponders from the set are registered as temporary transponder. In the evening after the race day you will collect all these transponders for recharging and to prepare them for the next race day. To clean up now the configuration you select the menu item remove temporary transponders to get the fields in the personal data empty. You can enter which temporary transponders are deleted, whether all in the master data, all of the loaded event or only in a section.

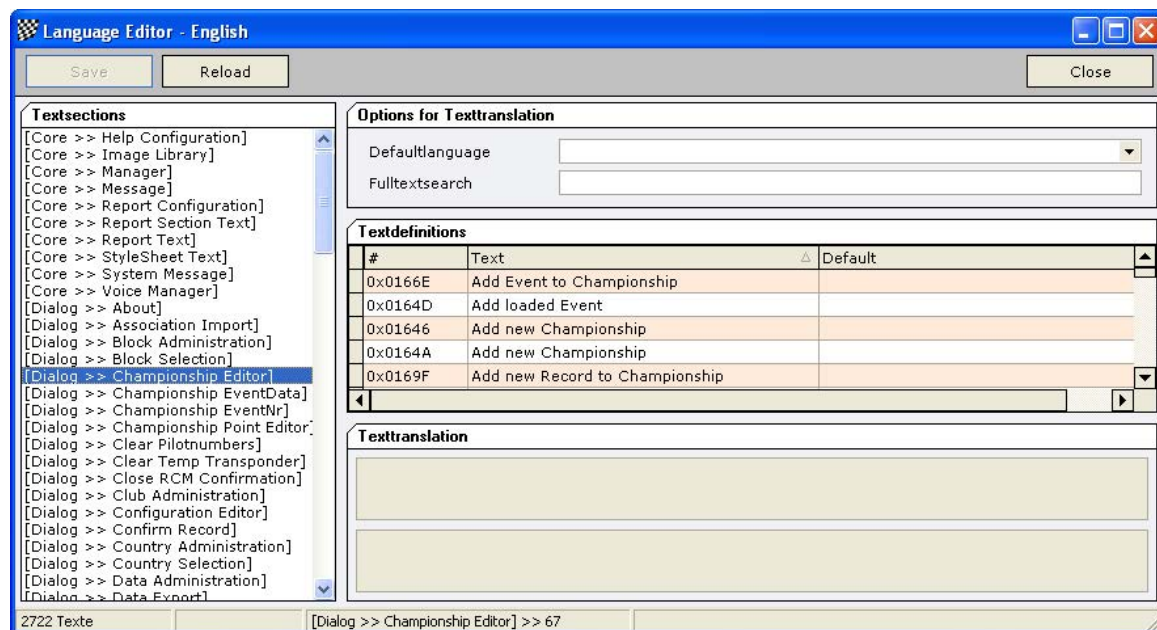


The deleting process is controlled by a progress bar. You should not interrupt this process.

### 13.3 Editors/Translations

The Language editor allows to you to change all the text used by RCM Advanced. Furthermore it is possible to generate new language sets and to translate all the text into a desired language.

The windows of the language editor shows you in the left column a menu ordered to topics which are based on the use of windows and/or functions. If one of these topics are marked, you see in the right column a table of all the text definitions related to this topic. On top of the right column you can define a default language. This will be active, when you mark another topic on the left side.

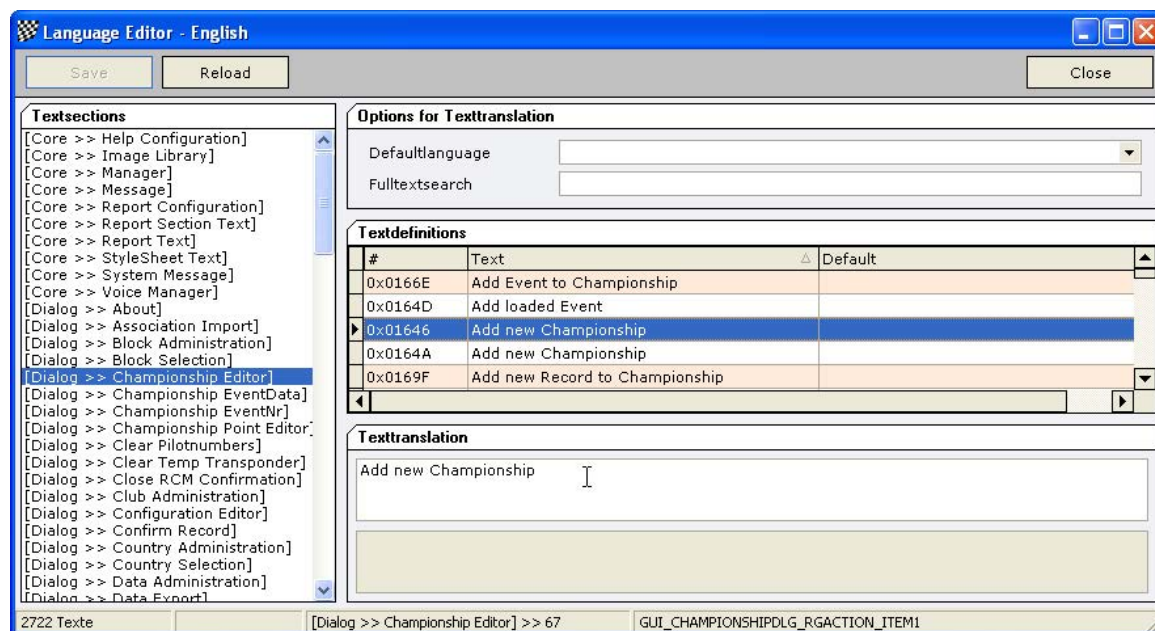




### 13.3.1 Change a text

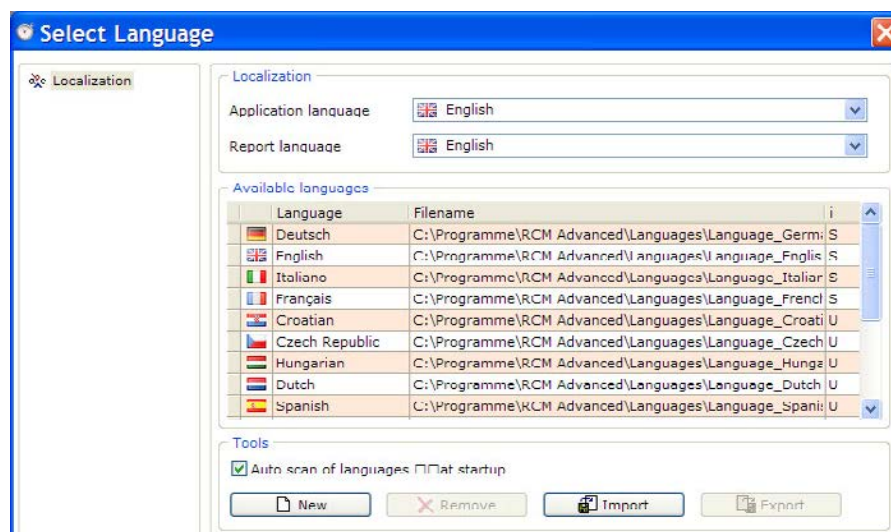
After having selected a topic in the left column you have to mark the text in the right column. You can change the text below in the field Texttranslation. Please note, that the changes will only be effective, when you finish by clicking the Save-button.

With Fulltextsearch you can search the whole language database for a specific text. This will help you to correct for example a word with a type mistake you have found. Please note again, that you have to save your work before you mark another topic in the left column or before you close this window.



### 13.3.2 Create a new language set

The language editor can be used to create a new language set. The name of the new language must be created in the menu Configuration/Language.



Here you select Localisation. In the right column you see all languages available with further information, which you find in the table in the last column (under heading "I"): "S" means Standard and "U" means User. The standard languages have been delivered with the software. We are not able to deliver all User based

languages. This depends on contracts with the creator of these language sets. Some of the Language Sets we have bought, other will be offered by the creators. If you have created a new language set, please contact us.

The buttons below in the window allows you to generate a new language set, to import a language set, to export a language set and to delete a language set. Before you can do set you have to select a language in the list.



**Add new Languagefile**

Country: Spainien

Language: Test

Filename: Language\_Test.lng

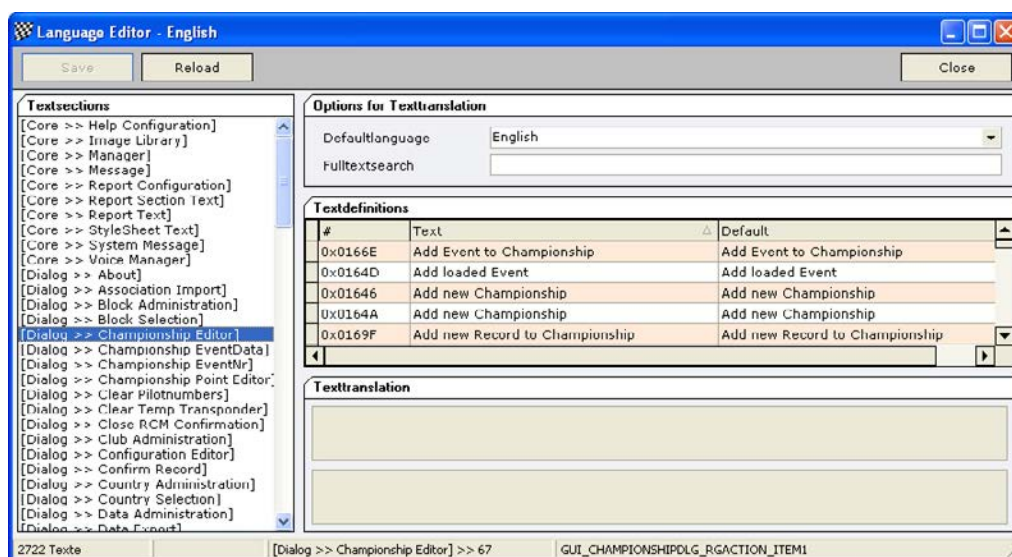
Ok Cancel

**Import language file:** You can import language files for RCM Advanced from other creators. If this new language is not yet available in the application, you have first to create a new language. Otherwise this option synchronise the new data with the existing language file. Missing text will be replaced by the English text. When you import a language file a logfile will be created showing you a detailed description of all operations done by the system.

**Export a language file:** With this function you can export a marked language to a language file.

**Delete a language:** With this button only the entry in the tables of the application is removed. The language file by itself will not be deleted.

If you want to create a new language set, you have to create a new language. After that, you have to make sure, that RCM Advanced uses this language (Settings/ Language/RCM Language). Cause the new set is based on the English Set, all text is now in English. The next step is to translate all text with the language editor. For a better understanding of all text we recommend, that you use the default-setting of the language editor to have the text also displayed in that language you are familiar. Please note again, that you have to save (with the Save button) all your changes before you select another topic in the left column of the language editor.



**Language Editor - English**

Save Reload Close

**Textsections**

- [Core >> Help Configuration]
- [Core >> Image Library]
- [Core >> Manager]
- [Core >> Message]
- [Core >> Report Configuration]
- [Core >> Report Section Text]
- [Core >> Report Text]
- [Core >> StyleSheet Text]
- [Core >> System Message]
- [Core >> Voice Manager]
- [Dialog >> About]
- [Dialog >> Association Import]
- [Dialog >> Block Administration]
- [Dialog >> Block Selection]
- [Dialog >> Championship Editor]
- [Dialog >> Championship EventData]
- [Dialog >> Championship EventNr]
- [Dialog >> Championship Point Editor]
- [Dialog >> Clear Pilotnumbers]
- [Dialog >> Clear Temp Transponder]
- [Dialog >> Close RCM Confirmation]
- [Dialog >> Club Administration]
- [Dialog >> Configuration Editor]
- [Dialog >> Confirm Record]
- [Dialog >> Country Administration]
- [Dialog >> Country Selection]
- [Dialog >> Data Administration]
- [Dialog >> Data Export]

**Options for Texttranslation**

Defaultlanguage: English

Fulltextsearch:

**Textdefinitions**

#	Text	Default
0x0166E	Add Event to Championship	Add Event to Championship
0x0164D	Add loaded Event	Add loaded Event
0x01646	Add new Championship	Add new Championship
0x0164A	Add new Championship	Add new Championship
0x0169F	Add new Record to Championship	Add new Record to Championship

**Texttranslation**

2722 Texte [Dialog >> Championship Editor] >> 67 GUI\_CHAMPIONSHIPDLG\_RGACTION\_ITEM1

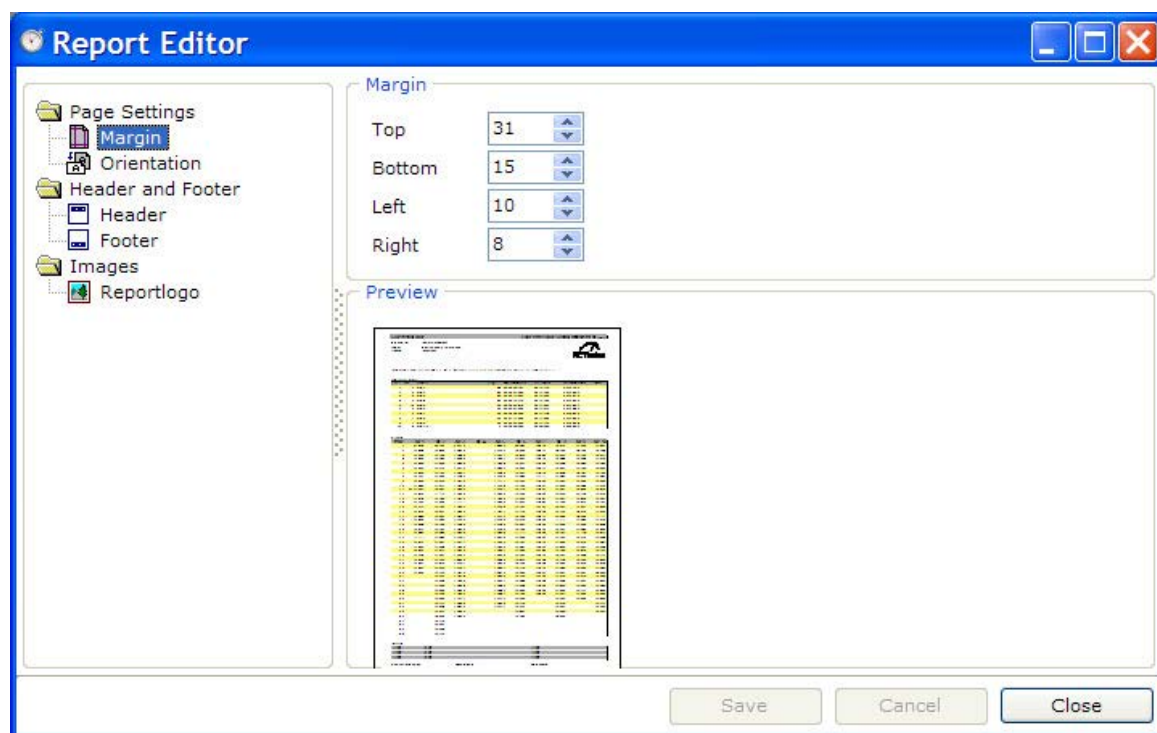
## 13.4 Templates

In this menu there are three tools for the design of the reports available:  
 Report Editor: Configuration of the page layout  
 Style Sheet Editor: Configuration of frames, Typefaces and colours.  
 Template Editor: Configuration and placement of the content of a report.

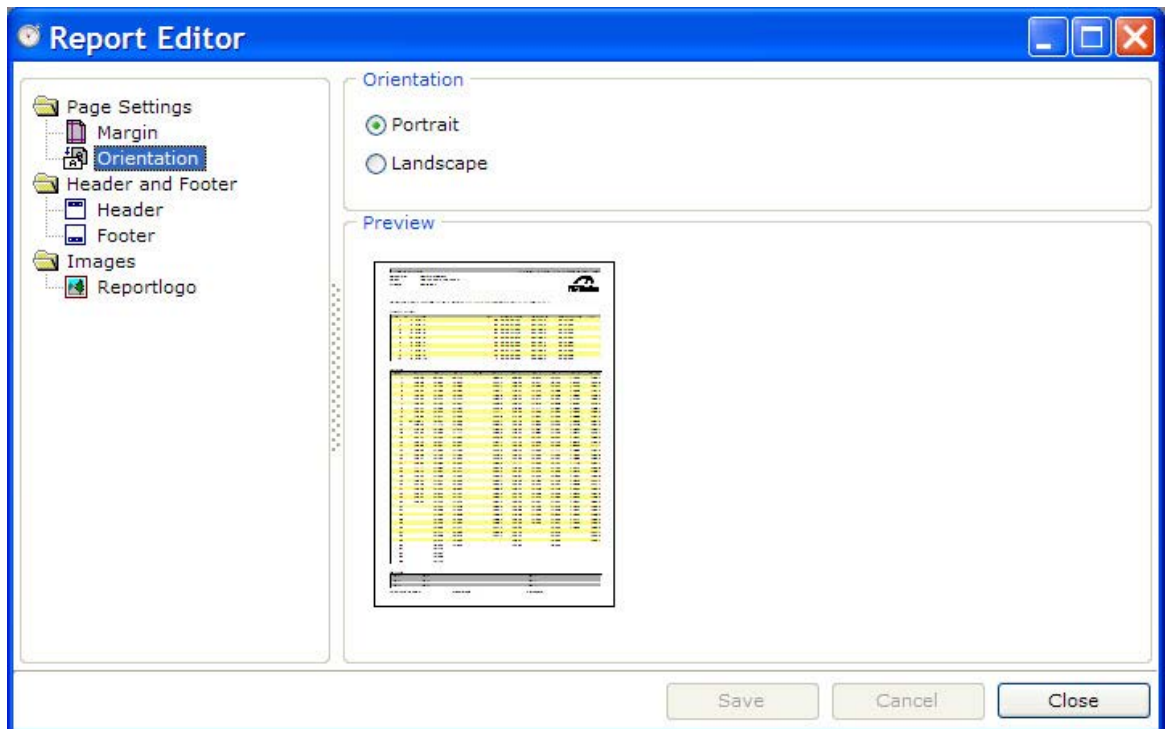


### 13.4.1 Report Editor

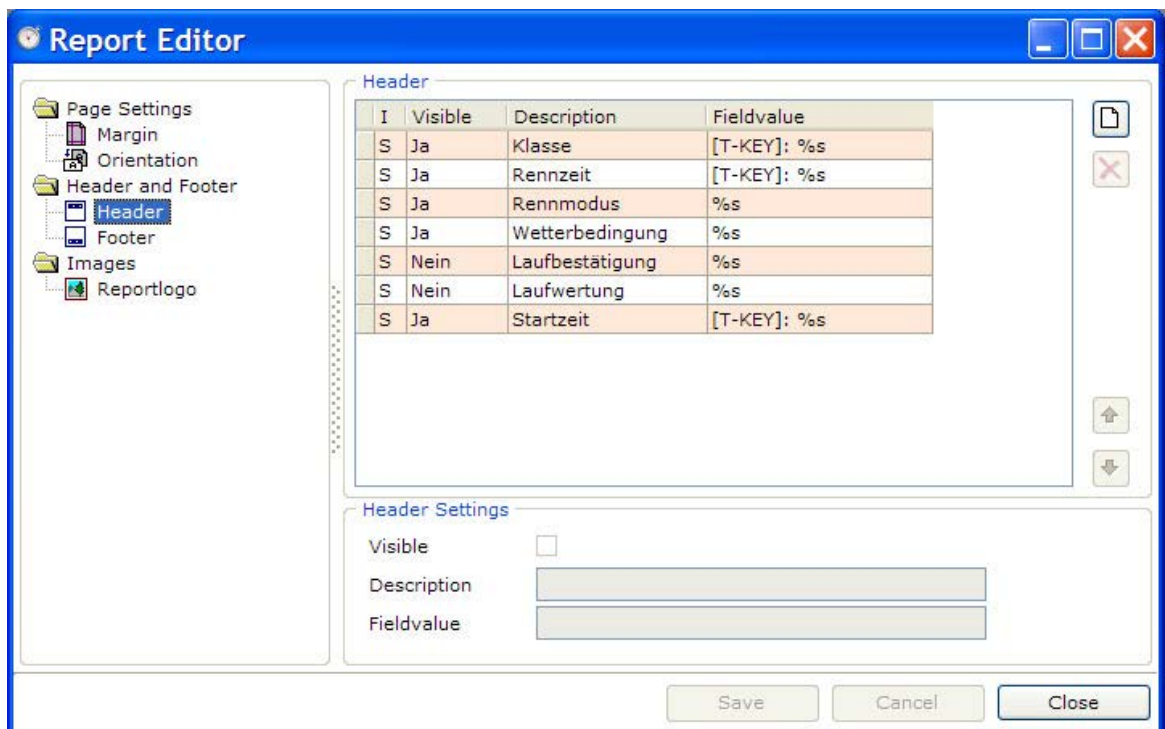
Here you can configure the page layout of the reports. With page Settings/Margins you define the margins, on top for the header line and on bottom for the footer as well as the left and right margin.



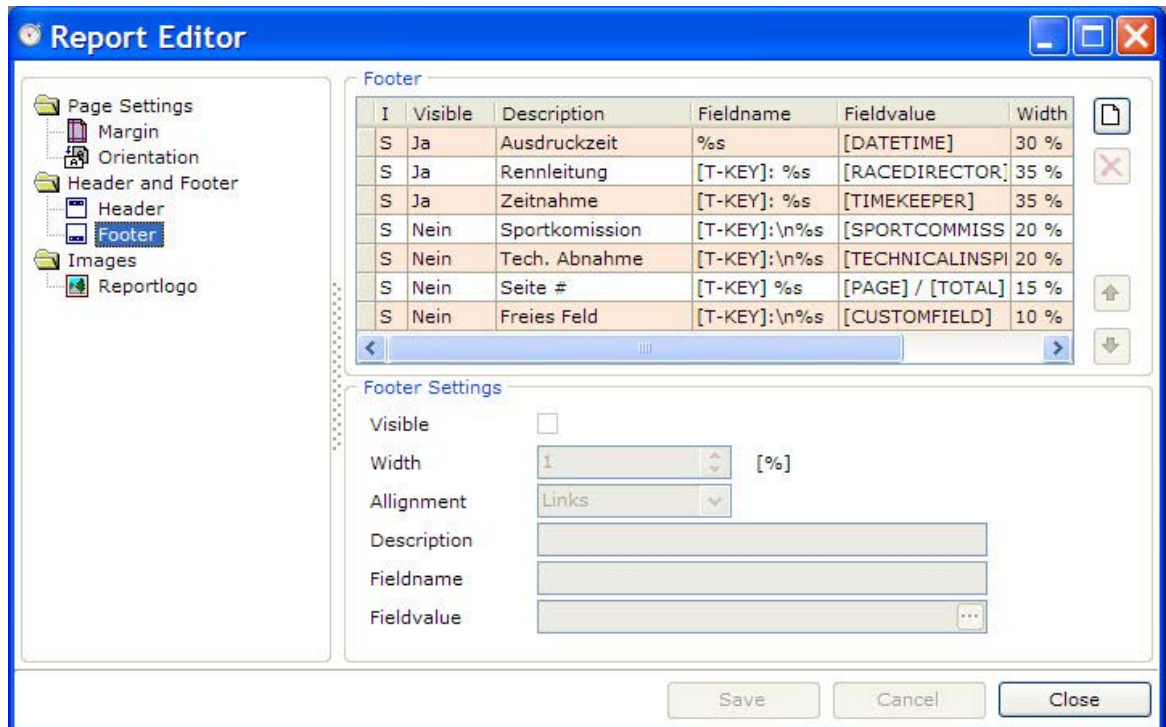
Orientation: Here you select whether to print in portrait or landscape orientation.



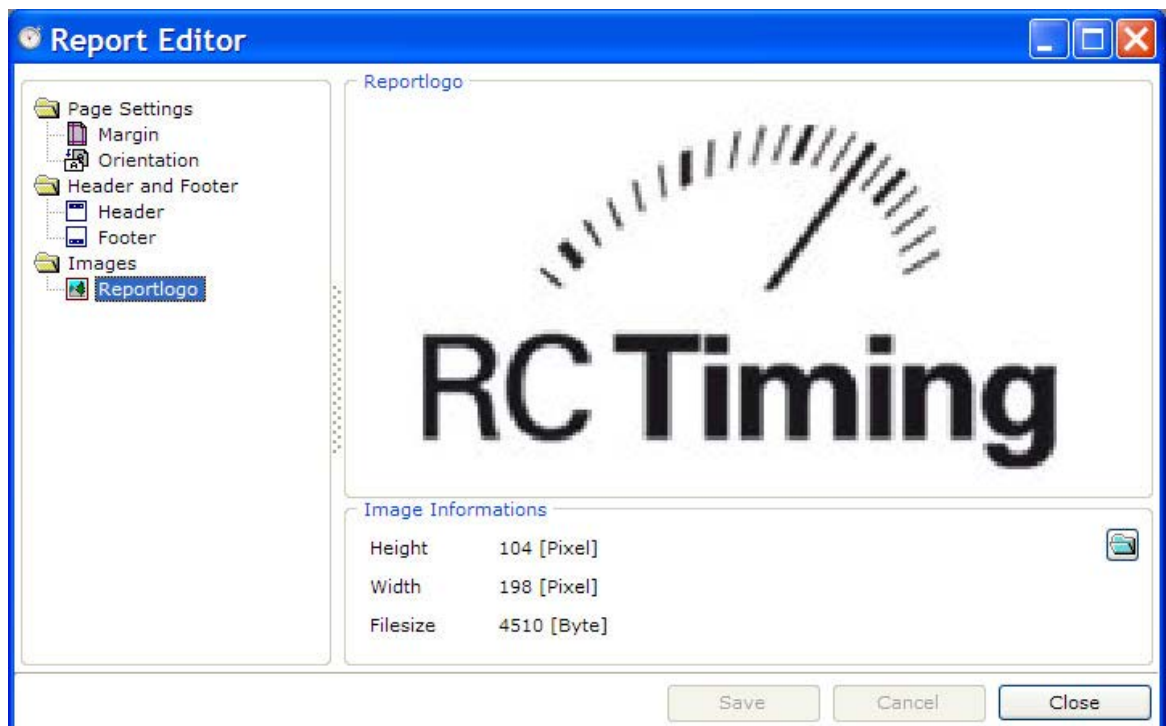
Header: here you can define the information printed in the headline of the reports for the races.







Footer: The footer includes information on the organiser as well as the date and time of the print. You can add text using the memo pad bottom on the right side of the window. You delete entries with the X-button. Please note, that the bottom margin is high enough if you are using a footer.

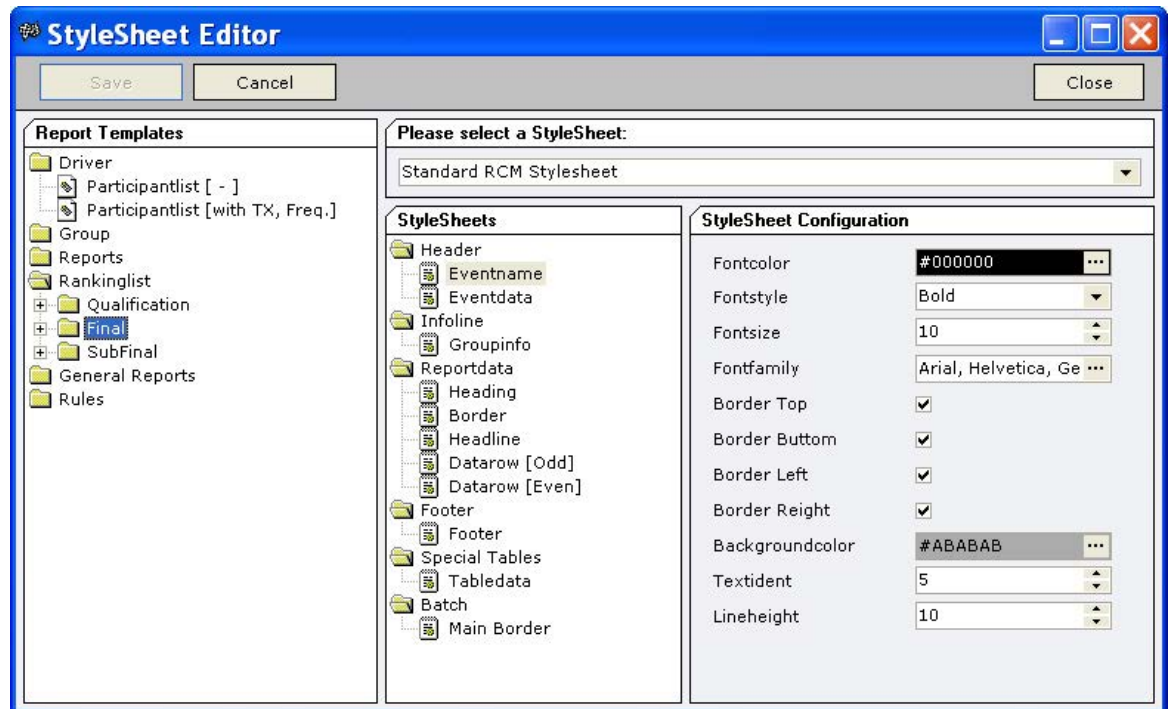


Images/Reportlogo: In the header you can print a picture. Normally you are using the logo of your club. The picture should not be bigger than 4 Kbyte otherwise it will not be send to RCM Publisher. If you want to use a picture of a better resolution, it must be saved in the RCM Publisher seperately.



## 13.4.2 Style Sheet Editor

Here the typefaces, the color, the background of the header and the footer as well as the frames and the design of the tables can be defined for all reports.



You can set the different sections of the reports independently. Please note, that the templates of all reports are listed in the left column of the window, but these templates are all based on the same style sheet. Settings you are changing are affecting all reports using this Standard RCM Stylesheet. But you can generate an extended stylesheet for each report. Just click right on the name of the report and select from the menu "extended stylesheet". RCM Professional now generates an extra stylesheet only use for this report. This stylesheet is used completely independent from the Standrad RCM Stylesheet.

Select in the left column the name of the report you want to edit. In the top line of the right column you see the name of the sylesheet.

In the middle column the sections of the stylesheet are listed. Select the section you want to change and in the left column you can change the formatting. In details you can select the following sections:

Header (eventname and eventdata)

Infoline (groupinfo)

Reportdata (heading, border, Healine and data lines)

Footer (footer)

Special tables (table data)

Batch (main border)

Each detail can be defined in the typeface, the color, the style and the size.

Additional you can define a border, the background color, the text indentation and the line height.

For example, if you want to use a bigger typeface for the name of the organiser, the date and the track, just select in the column stylesheets header/eventdata. In the right column you enter 10 for fontsize, bold for the fontstyle and 11 for the lineheight. If you now print the report, you will see the details of the event bigger (depending on the change you have to generate the report again bevor you can see the changes).

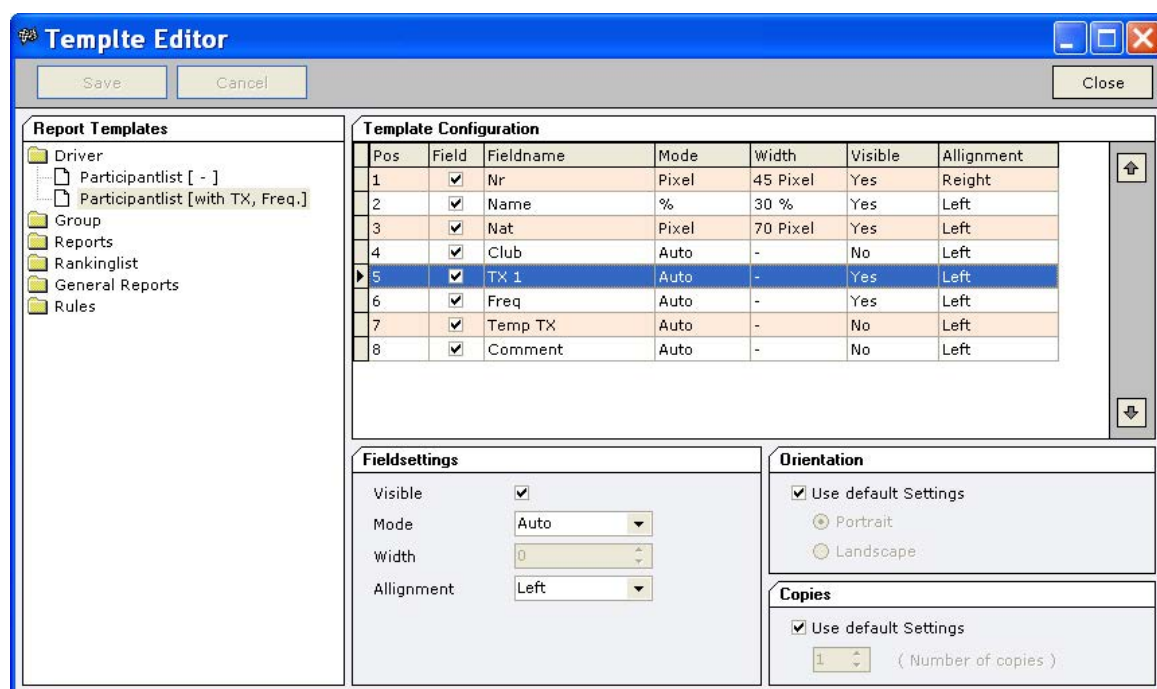
After finishing all changes you have to save your work before you close the window.

### 13.4.3 Template Editor

To define the content of all reports you use the Template Editor. At the left side you see all available reports in RCM Advanced. All reports corresponds to the menu item display overview/print.

At the right side you see all available fields of the selected report. All fields can be set individually (field settings: visible or not, mode for length values and alignment), and the field can be positioned with the up and down arrows at the right border side.

Fieldsettings: In Auto mode there is no value to set. The fields have the requested length. In Pixel mode the value have a calculable length. If the field is to short a line feed breaks the text. You have to try to find an optimum but the Pixel mode is the best way for a proper report adjustment. In % mode you use percentage values. The text will use e.g. 30% of the line at the right side from the end of the last word at the left side.



The screenshot shows the 'Template Editor' window. On the left, a tree view lists 'Report Templates' including Driver, Participantlist, Group, Reports, Rankinglist, General Reports, and Rules. The main area is divided into three sections: 'Template Configuration', 'Fieldsettings', and 'Orientation/Copies'.

Pos	Field	Fieldname	Mode	Width	Visible	Alignment
1	<input checked="" type="checkbox"/>	Nr	Pixel	45 Pixel	Yes	Reight
2	<input checked="" type="checkbox"/>	Name	%	30 %	Yes	Left
3	<input checked="" type="checkbox"/>	Nat	Pixel	70 Pixel	Yes	Left
4	<input checked="" type="checkbox"/>	Club	Auto	-	No	Left
5	<input checked="" type="checkbox"/>	TX 1	Auto	-	Yes	Left
6	<input checked="" type="checkbox"/>	Freq	Auto	-	Yes	Left
7	<input checked="" type="checkbox"/>	Temp TX	Auto	-	No	Left
8	<input checked="" type="checkbox"/>	Comment	Auto	-	No	Left

**Fieldsettings**

Visible: ☒  
 Mode: Auto (dropdown)  
 Width: 0 (spinner)  
 Alignment: Left (dropdown)

**Orientation**

☒ Use default Settings  
☒ Portrait  
☐ Landscape

**Copies**

☒ Use default Settings  
 1 (Number of copies)

Print Orientation: Some reports have quite many columns then you should switch the Landscape settings. Release Use default settings and switch on landscape.

Remark: In some cases the column header of tables are very long. You can adjust this text in the language editor.

After changes in a report you have to save the work. The effects can be immediately checked by opening the corresponding report.

## 13.5 Datamanagement

With this menu item you can import and export data from and to CSV-files (text files with special field delimiters). This files can be reimported to RCM Advanced. Further on, these files can be opened in Excel (for example) and be used for printing labels and so on.

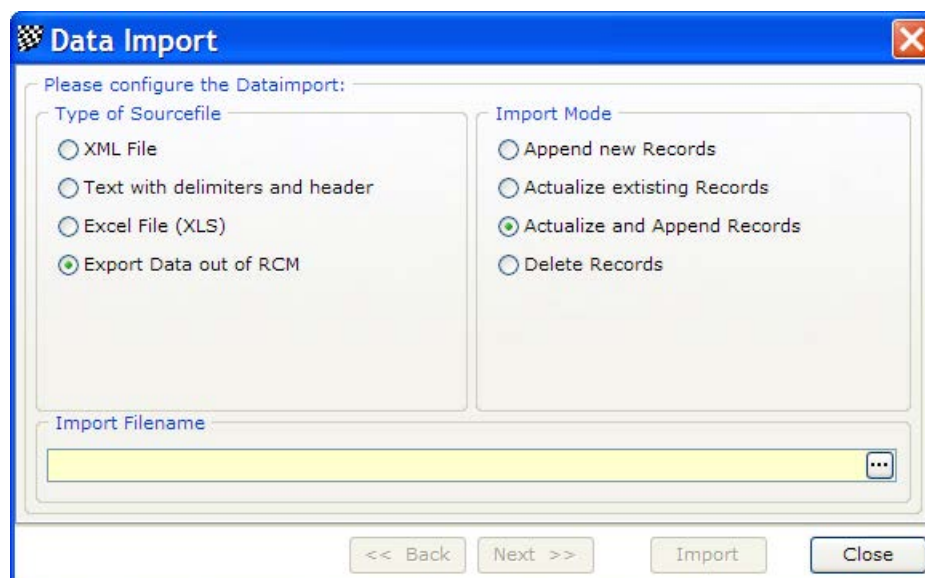
### 13.5.1 Import

The import is only available if no event is loaded. The import is possible for different file types.

**XML File:** This importscheme is not yet implemented. This function will be available, when the datatransfer via Internet is realised. The database used in RCM Advanced is a flat oriented relational database you can access with SQL statements of XML code.

**Text with delimiters and header:** Selecting this option you can import Excel-sheets with some special requirements: The Excel sheet must have a header line in the first row. The excel sheet should not have any empty lines and must be saved in CSV-format. Only if theses conditions are respected an import is possible. Special content of the csv-file is imported the following way: If a field is empty the content of the database of RCM Advanced is not changed. If the filed contains “-” (minus sign) then the content in the database is deleted (the field is empty after the import).

**XLS:** Microsoft Excel-files can be imported directly.



Select the import file in the open file dialog.

In the right column of the window you can define how RCM Advanced handles the import data:

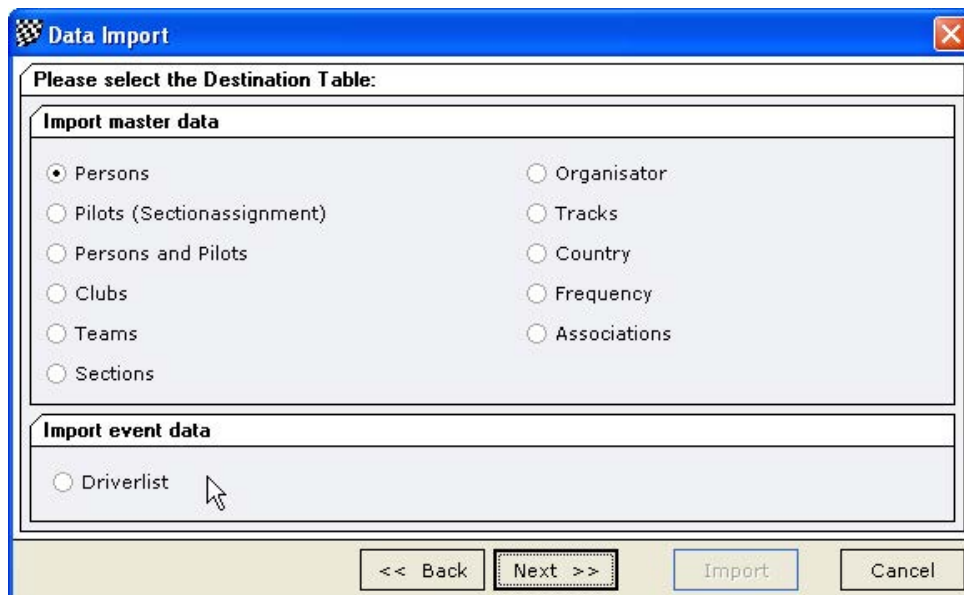
**Append new record:** Only new data records will be used and imported. Please note, that new drivers will be set to inactive first.

**Actualize existing records:** All data records (active and inactive) found by RCM Advanced are checked and updated with new information.

**Actualize and Append Records:** This is mostly used and is a combination of both previous described functions.

**Delete records:** The import file contains only drivers which should be removed. If a driver is found, the driver is not physical deleted, it is set to inactive. A driver already being inactive will not be changed in his status.

Next leads you to the next window Where you have to select the table of the inventory data to which the file correspond.



**Data Import**

Please select the Destination Table:

**Import master data**

- ☒ Persons
- ☐ Pilots (Sectionassignment)
- ☐ Persons and Pilots
- ☐ Clubs
- ☐ Teams
- ☐ Sections
- ☐ Organisator
- ☐ Tracks
- ☐ Country
- ☐ Frequency
- ☐ Associations

**Import event data**

- ☐ Driverlist

<< Back   **Next >>**   Import   Cancel

Clicking on Next opens another window. In the left column you see the names of the fields configured in the import file. The right column shows you the fields of the selected table of the inventory data.



**Data Import**

Please create the necessary Fieldmatchings:

Datafields of Sourcefile		Fieldmatching to destination Table	
Pos	Name	Destination field	Source field
1	Initial	Initial	
2	Name	Name	
3	Adresse	Address	
4	Ort	Location	
5	Kontaktperson	Country	
6	Telefon	Contact	
7	EMail	Phone	
8	Web	EMail	
9	Land	Web Address	
		Comment	

<< Back   **Next >>**   Import   Cancel

Using the magic stick will assign the fields automatic recognized by the program. Other fields can be assigned by marking these in the left and right column and clicking on right arrow button. Using the left arrow button will delete an assignment. An assignment will be shown in the right column in the column source field.

**Data Import**

Please create the necessary Fieldmatchings:

Datafields of Sourcefile	
Pos	Name
1	Kontaktperson
2	Land

Fieldmatching to destination Table	
Destination field	Source field
Initial	Initial
Name	Name
Address	Adresse
Location	Ort
Country	
Contact	
Phone	Telefon
EMail	EMail
Web Address	Web
Comment	

<< Back   Next >>   Import   Cancel

When all assignments are done, you click on next and start the import in the next window by clicking on Import.

**Data Import**

**Importstatus**

New generated Records: 0

Actualized Records: 0

Erase Records: 0

Unused Importdata: 0

Import failure: 0

Current Importstep: -

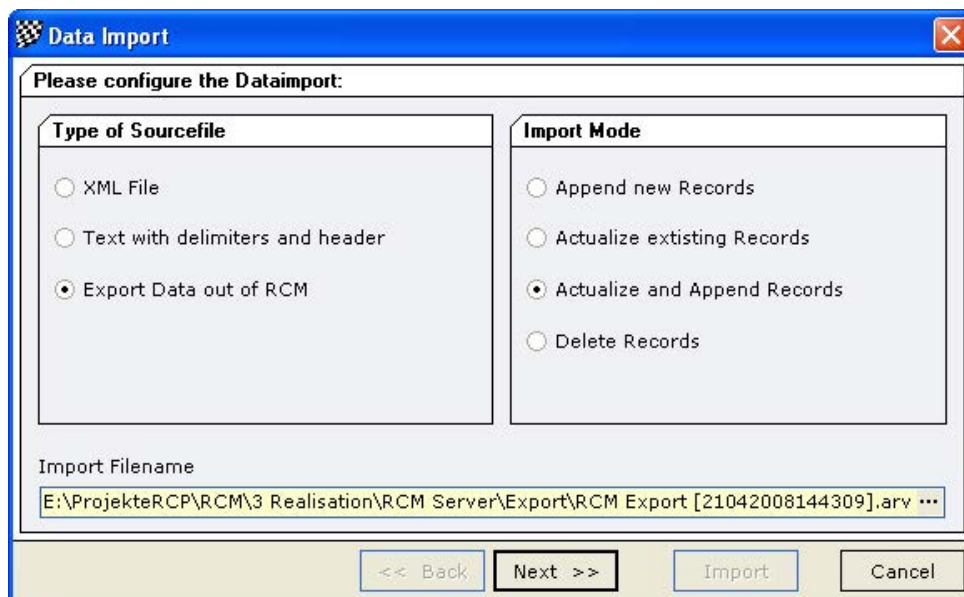
Importprogress

0 %

<< Back   Next >>   Import   Cancel

Export data out of RCM: At your race track you have exported the data of your event from RCM Advanced. With this option these data can be imported to another RCM Advanced system. First you have to enter the filename in the import filename dialog. In the right column of the window you can define how RCM Advanced handles the import data.





**Data Import**

Please configure the Dataimport:

Type of Sourcefile	Import Mode
<input type="radio"/> XML File	<input type="radio"/> Append new Records
<input type="radio"/> Text with delimiters and header	<input type="radio"/> Actualize existing Records
<input checked="" type="radio"/> Export Data out of RCM	<input checked="" type="radio"/> Actualize and Append Records
	<input type="radio"/> Delete Records

Import Filename  
E:\ProjekteRCP\RCM\3 Realisation\RCM Server\Export\RCM Export [21042008144309].arv ...

<< Back   **Next >>**   Import   Cancel

Append new record: Only new data records will be used and imported. Please note, that new drivers will be set to inactive first.

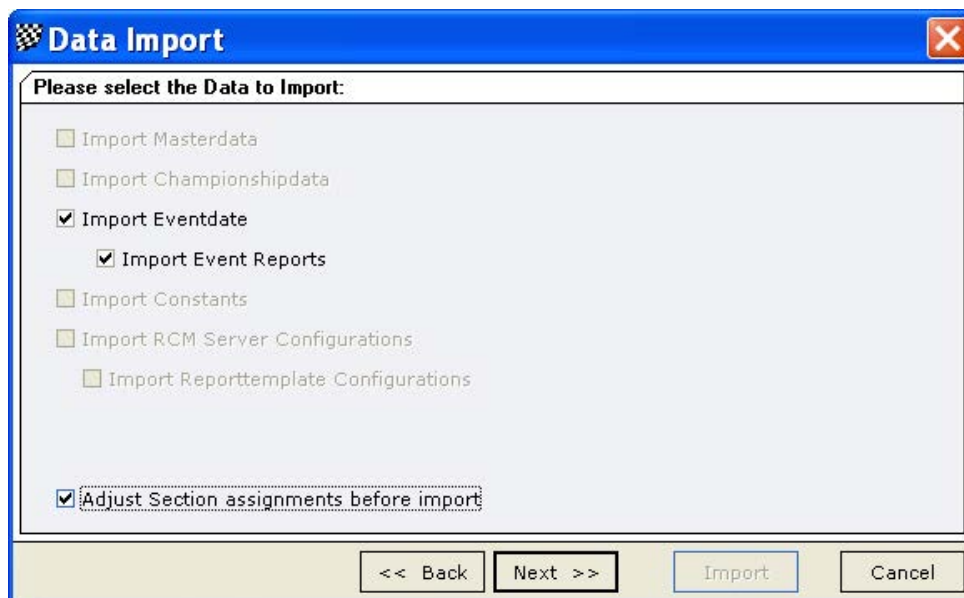
Actualize existing records: All data records (active and inactive) found by RCM Advanced are checked and updated with new information.

Actualize and Append Records: This is mostly used and is a combination of both previous described functions.

Delete records: The import file contains only drivers which should be removed.

If a driver is found, the driver is not physical deleted, it is set to inactive. A driver already being inactive will not be changed in his status.

Clicking on Next opens a new window showing you the content of the import file.



**Data Import**

Please select the Data to Import:

- ☐ Import Masterdata
- ☐ Import Championshipdata
- ☒ Import Eventdate
  - ☒ Import Event Reports
- ☐ Import Constants
- ☐ Import RCM Server Configurations
  - ☐ Import Reporttemplate Configurations
- ☒ Adjust Section assignments before import

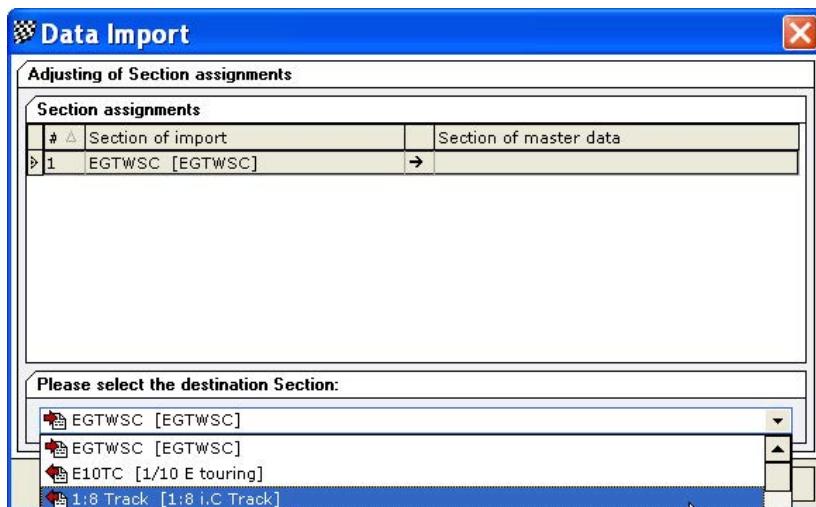
<< Back   **Next >>**   Import   Cancel

Usually you do not change here any selections. This is valid if you have exported the data by yourself and you are sure to import it into the same version of RCM Advanced they have been exported. If not or if the file comes from an another source, we recommend not to import the RCM Advanced Configurations. Otherwise your special settings of RCM Advanced will be overwritten.

If „adjust section assignments before import“ will be activated, the section can be changed to a section already stored in the database.

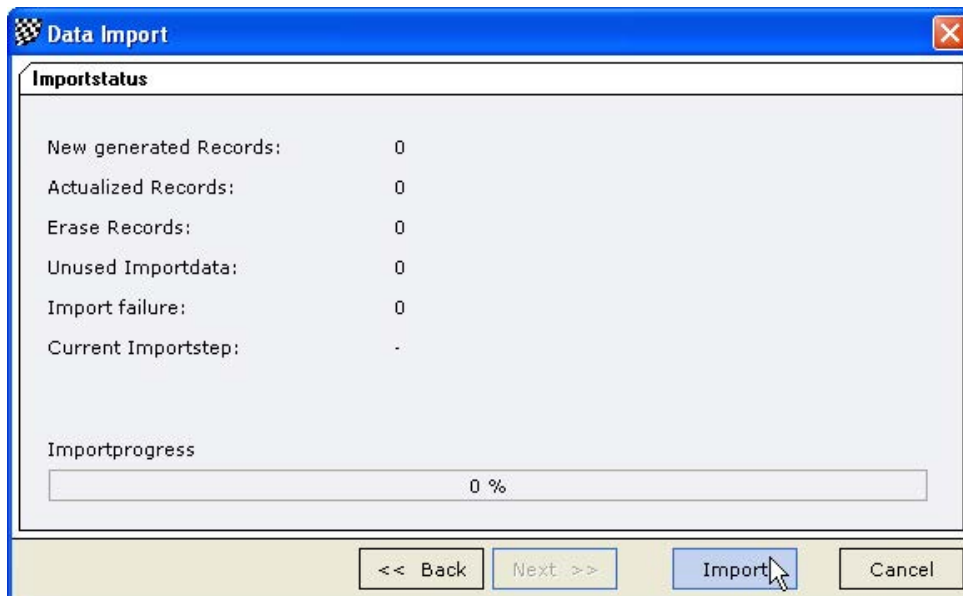
With clicking on Next you go to the next window. Here you start the import by clicking in Import.

If "Adjust section assignments before import" is activated, the following window is displayed just before the import is started:



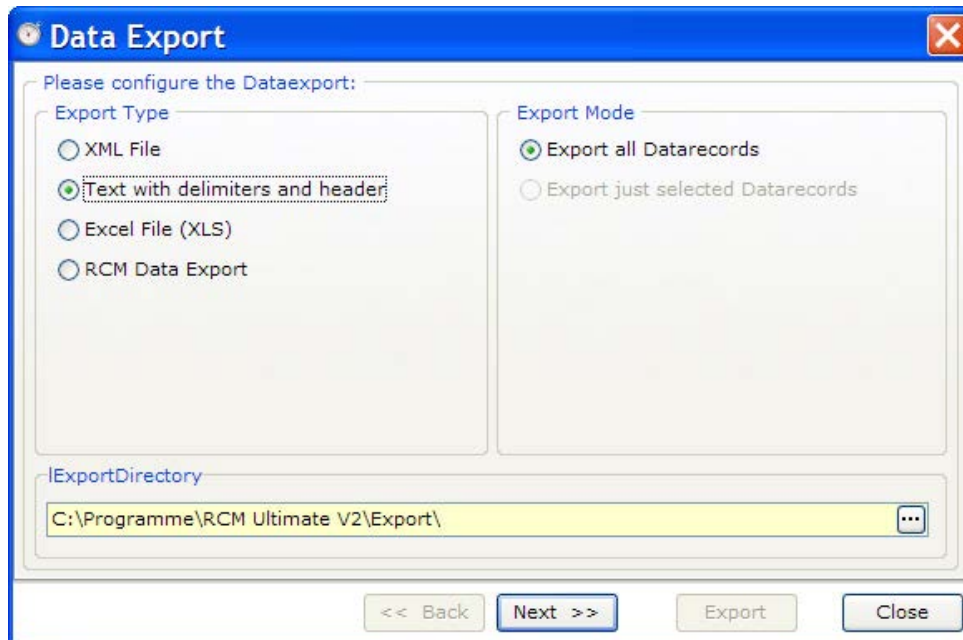
Here the section can be changed. Just mark one line in the upper windows and select below the correspondent section.

The import is shown by a progress bar. If import errors occur these will be written in the logfile. This logfile can be found in the folder RCM Advanced\Logfile.

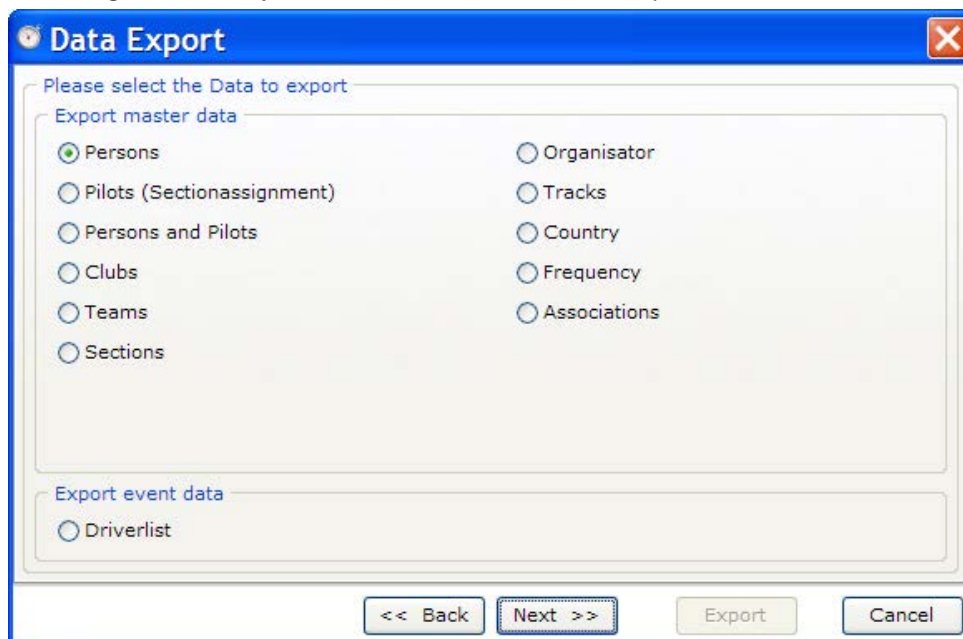


## 13.5.2 Export

After an event is finished you can export the data to import these at home in another RCM Advanced system or to give it to another user. The export can also be used as a backup system. Further on, you can export data in a text file with delimiters and header (csv file). These files for example can be opened in Microsoft Excel.



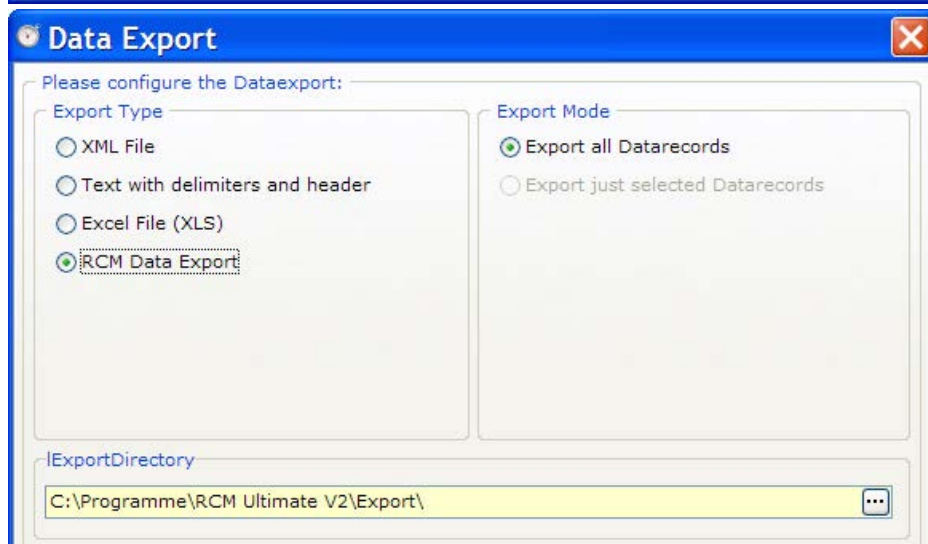
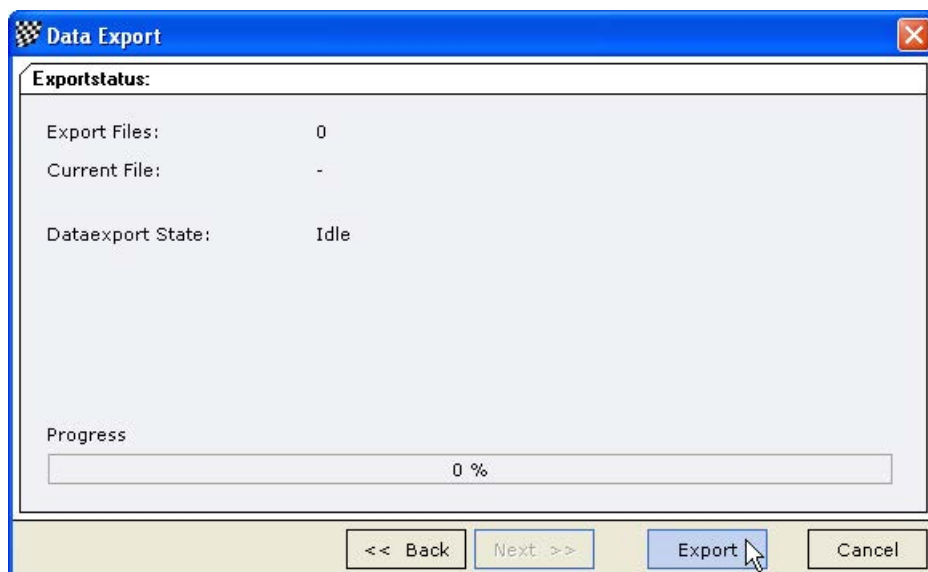
Text with delimiters and header: With this export type a csv file will be written.  
XLS: Microsoft Excel-files can be exported directly.  
Clicking on next opens another window. Here you can select the data to export.



Clicking on next opens a new window where you can select the fields to export. By clicking on the „+“ or „-“ button all fields will be selected or deselected.



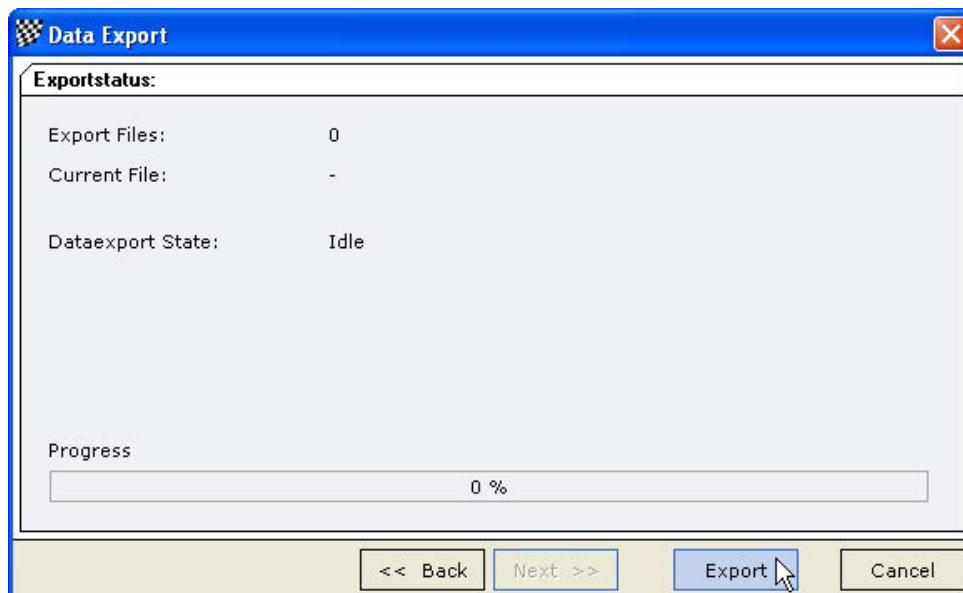
Next leads you to the final window. Clicking on the export button will start the export.



RCM Data Export: To export data you should at least select Export active event with the option Export Reports of active event.



Constants and Configuration should only be selected if you really want to have the same data at home as on the racetrack. It is very important, that you use the same version of RCM Advanced or RCM Light at home you use at the racetrack. Masterdata and Championshipdata can only be exported individual. If you want to export theses data together with the data of the active event, you have to make several export operations. At home you have to import all these data files. If you activate „Export event as template“ when you export an active event,. the event will be exported as a pattern but includes the normal data like drivers, heats and so on. If such an export is imported, the event will be imported as a new event with a new identification number. This can be useful for a racing series for example.



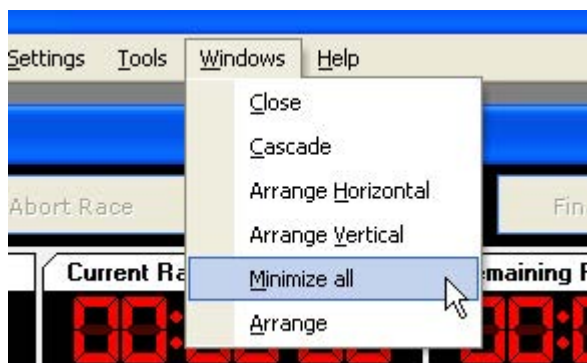
With Next you go to the final window. Here you start the export by clicking on the Export button.

All export files will be saved in the folder RCM Advanced\export.



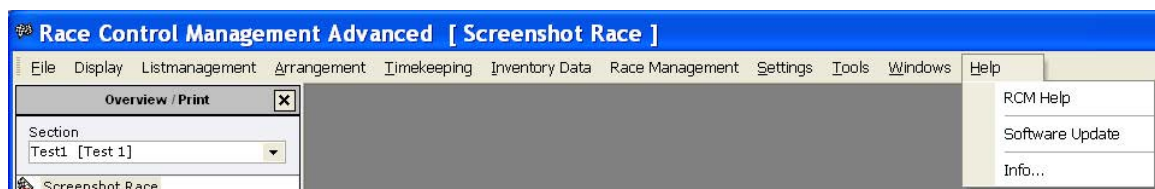
## 14 Windows

The options of Microsoft Windows for the arrangement of windows are fully supported by RCM Advanced. If you have more than one window opened you can arrange the windows just with a mouse click.



## 15 Help

In the menu help you find the user manual.



### 15.1 RCM Help

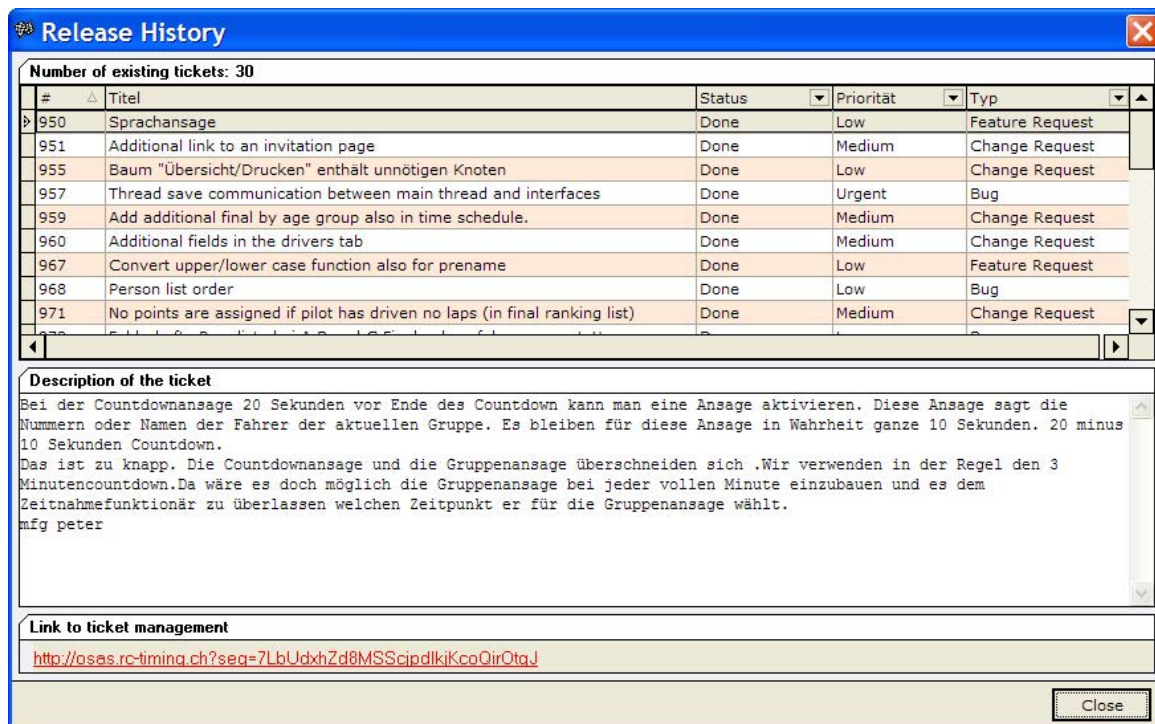
The integrated help menu explains all functions of the RCM Advanced. The content is identically to this user manual.

If you have a window open and you need help, just press the F1 key. The help section for this specific window will be opened.



## 15.2 Release notes

The release history is no more part of the program, it is directly loaded from the the website of RC-Timing (internet-access necessary). The window shows all the "tickets" realized new in this version of RCM Ultimate.



**Release History**

Number of existing tickets: 30

#	Titel	Status	Priorität	Typ
950	Sprachansage	Done	Low	Feature Request
951	Additional link to an invitation page	Done	Medium	Change Request
955	Baum "Übersicht/Drucken" enthält unnötigen Knoten	Done	Low	Change Request
957	Thread save communication between main thread and interfaces	Done	Urgent	Bug
959	Add additional final by age group also in time schedule.	Done	Medium	Change Request
960	Additional fields in the drivers tab	Done	Medium	Change Request
967	Convert upper/lower case function also for prename	Done	Low	Feature Request
968	Person list order	Done	Low	Bug
971	No points are assigned if pilot has driven no laps (in final ranking list)	Done	Medium	Change Request

**Description of the ticket**

Bei der Countdownansage 20 Sekunden vor Ende des Countdown kann man eine Ansage aktivieren. Diese Ansage sagt die Nummern oder Namen der Fahrer der aktuellen Gruppe. Es bleiben für diese Ansage in Wahrheit ganze 10 Sekunden. 20 minus 10 Sekunden Countdown. Das ist zu knapp. Die Countdownansage und die Gruppenansage überschneiden sich. Wir verwenden in der Regel den 3 Minutencountdown. Da wäre es doch möglich die Gruppenansage bei jeder vollen Minute einzubauen und es dem Zeitnahmefunktionär zu überlassen welchen Zeitpunkt er für die Gruppenansage wählt.  
mfg peter

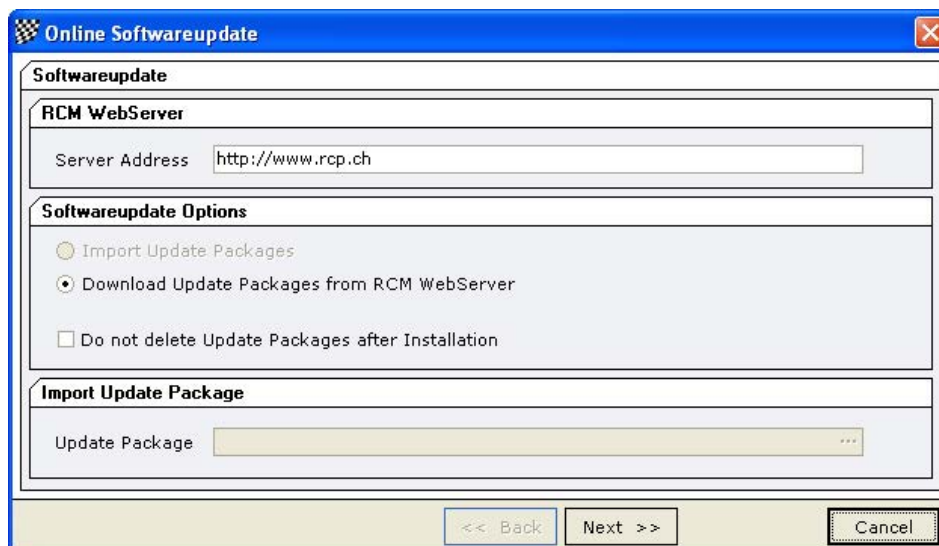
**Link to ticket management**

<http://osas.rc-timing.ch?seq=7LbUdxhZd8MSScipdkiKcoQirOtgJ>

Close

## 15.3 Software Update

If your computer is connected with the internet, you can easy search for new releases of RCM Advanced. You can enter the server-address and you can select whether the update file should be deleted after the installation or not. Clicking on next the updates will be searched. You will be informed on possible updates and you can select which to install.



**Online Softwareupdate**

**Softwareupdate**

**RCM WebServer**

Server Address

**Softwareupdate Options**

☐ Import Update Packages

☒ Download Update Packages from RCM WebServer

☐ Do not delete Update Packages after Installation

**Import Update Package**

Update Package

<< Back Next >> Cancel

## 15.4 Info

Here you find the release version of RCM Advanced.



## 16 Concluding remarks

We hope you enjoy RCM Advanced. If you have any questions or any problems please contact us. Simply write an email to [support@rc-timing.ch](mailto:support@rc-timing.ch). Please do not forget to include the program name and the version number you are using. This will help us to answer your questions without any delay. If you are not known to us as a contact person of one of our customers, we should also know the contract number.

RC-Timing  
Felix Romer  
Talackerstrasse 45  
CH-8156 Oberhasli

## A Appendix, the result sheet

Remark: The result sheet used here is based on decoder simulation. Therefore the values shown are not real. According to the program used the result sheet can vary, for example RCM Advanced does not support the record management.

Header: event, organiser, date and track

Racetime, section, weather conditions and time of the start

Average of the last (max. 6) laps of the driver

Result according to the used rule

Lap times for each driver

Best lap time of each driver

Corrections to the result

The best 10 drivers of the ranking list after this run

Footer with time of the printout and information of the organiser

Survey of the records of the track and the day

Fußzeile mit Zeitangabe des Ausdruckes und Angaben zum Ausrichter.

**Screenshot Race**

Host: Aebi RC Progress  
Date: 19.02.2008 bis 19.02.2008  
Track: Test-Track

Powered by Aebi RC Progress 0178.0000

Aebi RC Progress  
rcp.ch

Race time: 5 Min. / Singlestart: 0 Sec. / Section: 1:8 i.C Track [1:8 Track] / Condition: Dry / Start: 20.03.2008 13:13:43

Group 1 - Qualification 2

Pos	Nr	Pilot Nr	Driver	Rnd	Absoluttime	Besttime	Mediumtime	Cor
1	4	14	VVVVVV vvvvvv	7	01:39.691	13.875	14.389	
2	8	18	ZZZZZZ zzzzzz	7	01:40.091	13.275	14.389	
3	5	15	WWWWWW wwwwww	7	01:40.091	13.275	14.389	
4	2	12	TTTTTT tttttt	7	01:40.091	13.275	14.389	
5	7	17	YYYYYY yyyyyy	7	01:41.091	13.887	21.429	
6	3	13	UUUUUU uuuuuu	5	01:39.691	13.975	13.452	
7	1	11	SSSSSS ssssss	3	00:40.356	12.999	50:16.154	L.T
8	6	16	XXXXXX xxxxxx	2	00:13.875	13.875		

Laptime

# Nr.	Nr. 1	Nr. 2	Nr. 3	Nr. 4	Nr. 5	Nr. 6	Nr. 7	Nr. 8
0	00.000	00.000	00.000	00.000	00.000	00.000	00.000	13.275
1	13.703	13.275	13.975	13.875	13.275	13.875	14.275	15.081
2	13.654	15.081	14.181	14.081	15.081	00.000	15.081	14.177
3	12.999	14.177	14.177	14.177	14.177	00.000	14.177	14.437
4		14.437	29.494	14.437	14.437	00.000	14.057	14.057
5		14.057	27.864	15.057	14.057	00.000	13.887	13.887
6		13.887		13.887	13.887	00.000	15.177	15.177
7		15.177		14.177	15.177			

Top 10

Rank	Licence	Add.	Driver	Nat	Club	Rnd	Endtime	Run
1			UUUUUU uuuuuu			7	01:39.691	1 [2]
2			VVVVVV vvvvvv			7	01:39.691	1 [2]
3			TTTTTT tttttt			7	01:40.091	1 [2]
4			WWWWWW wwwwww			7	01:40.091	1 [2]
5			ZZZZZZ zzzzzz			7	01:41.091	2 [1]
6			YYYYYY yyyyyy			7	01:41.591	1 [2]
7			XXXXXX xxxxxx			4	00:51.912	1 [2]
8			SSSSSS ssssss					

Auto Correction Comment

Driver	Comment
XXXXXX xxxxxx	T: 40:32.309 > 00:13.875 L: 6 > 2

Records

	Section 1:8 Track	Dayrecord
Besttime	00:11.556 (29.02.2008) SSSSSS ssssss	00:11.556 SSSSSS ssssss
Practice	-	-
Qualification	7 01:39.691 (20.03.2008) VVVVVV vvvvvv	7 01:39.691 VVVVVV vvvvvv
Final	-	-

Ausdruckzeit: 13.21.19 20:03:2008 Time Keeping: Race Director: Page 1

## B Appendix, Concept of RCM Advanced

